PARIS DESIGNER REFERENCE MANUAL





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Written and produced by XLPrint Software Pty. Limited, Suite 401, 220 Pacific Highway, Crows Nest, Sydney, NSW, 2065, Australia.

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ABOUT THIS MANUAL

This manual describes the use of the PARIS Designer system and is to be used in conjunction with the *Paris Designer User's Manual* and the *Paris Spooler Technical Manual*.

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While every effort is made to keep the information in this manual up-todate, you may find that the PARIS Help available in your PARIS system provides the most *current* information.

PARIS Help contains all the information available in the PARIS manuals, is fully indexed and is constantly updated and improved.

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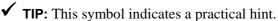
SYMBOLS USED IN THIS MANUAL

Symbols will appear regularly in the text or in the column adjacent to the text to mark special information that supplements the textual theme or topic.

The symbols may flag additional information such as suggestions, advice or warnings or may be an illustration of the topic of the text. The symbols used in this manual are as follows:



This symbol indicates information supplementary to the current text.



in . This symbol indicates a practical inf

● WARNING!

This symbol is to draw your attention to a significant item or topic.

PART ONE

Using the Functions in the Environment Editor

IN THIS PART:

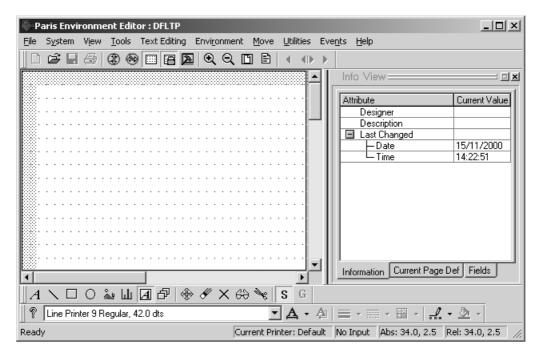
- CHAPTER 1: FUNCTIONS IN THE ENVIRONMENT EDITOR FILE MENU
- CHAPTER 2: FUNCTIONS IN THE ENVIRONMENT EDITOR SYSTEM MENU
- CHAPTER 3: FUNCTIONS IN THE ENVIRONMENT EDITOR VIEW AND TOOLS MENUS
- CHAPTER 4: FUNCTIONS IN THE ENVIRONMENT EDITOR TEXT EDITING MENU
- CHAPTER 5: FUNCTIONS IN THE ENVIRONMENT MENU
- CHAPTER 6: FUNCTIONS IN THE ENVIRONMENT EDITOR MOVE MENU
- CHAPTER 7: FUNCTIONS IN THE EVENTS MENU
- CHAPTER 8: FUNCTIONS IN THE UTILITIES MENU
- CHAPTER 9: FUNCTIONS IN THE HELP MENU

PART ONE

USING THE FUNCTIONS IN THE ENVIRONMENT EDITOR

The Environment Editor is introduced to you in Chapter 2 of the *Paris Designer User's Manual* where the editor window and the Tools Bar are described.

Part One of this manual takes you through each of the functions in the Environment Editor's menus. The use of each function is explained and illustrated, as are any associated dialogues.



FUNCTIONS IN THE ENVIRONMENT EDITOR FILE MENU

The $\underline{\underline{F}}$ ile Menu lists the functions relevant to loading and saving environment files, opening, capturing and editing data files, printing, selecting and modifying printers and resetting resources

Below the Exit option, up to four of the most recently used environments will be displayed.

Table 1 - 1 shows the File menu options, the dialogue displayed when the option is chosen (if applicable), and the function of the option.

Each function and the use of any associated dialogue are described in detail on the following pages.

∕∂ Function €	Dialogue	Used to:
Open Env Alt+O	Select/Enter File To Load	Open an existing environment file (.ENV)
Save Env Alt+S		Save environment information to an .ENV file.
Save Env As Alt+A	Select/Enter Save File name	Create an environment file (.ENV).
Env Info	File Information	Record information about the .ENV file.
		Enter printing information for job ticketing.
<u>Data</u> :		
Open Data Alt+D	Select/Enter File to Load	Open a sample data file .DTA).
Capture Data	Select Input Source for Data Capture	Capture sample data stream to use for creation and testing of an environment
Edit Data	Edit Data File	Edit the .DTA file
Print Alt+P		Send the current page to the printer for proofing
Select Printer	Select Print Destination	Select the print destination
Modify Printers	View/Change Print Destinations	Modify printer settings.
Reset Resources		Reset the printer, initialize the download list for non-hard disk based printers.
Exit		Exit the Designer.

Table 1 - 1: Functions in the Environment Editor File Menu

OPENING AN ENVIRONMENT

 $^{\uparrow}$ \Rightarrow <u>File menu</u> \Rightarrow Open Env

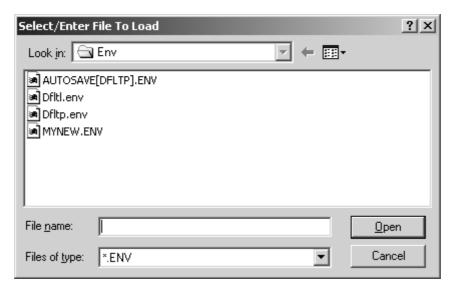
⇒ Select/Enter File To Load dialogue

Selecting the Open Env option from the File menu (or using the shortcut keys Alt+O), will display the Select/Enter File to Load (.ENV) dialogue for loading an environment file into the Environment Editor.

NOTE: The Select/Enter File To Load dialogue is displayed when any files are to be loaded in the Designer. The extension in the File field indicates the file type.

→ To load/open an environment:

- 1. Open the File menu and choose Open Env. The Select Enter File To Load (*.ENV) dialogue will be displayed. [In Paris, environment files (.ENV) are stored in a pre-determined directory, i.e. \ENV.]
- **2.** Choose the required file from the File list and choose Open. The selected environment will be loaded into the Environment Editor.



SAVING AN ENVIRONMENT

♣ File menu ⇒ Save Env
 ➡ ⇒ Alt + S
 ➡ ⇒ Save Button

If you have made changes to the current environment, you can save the changes by selecting Save Env from the File menu, using the shortcut keys **Alt+S** or clicking on the Save button in the Files Bar.



If no changes have been made to the environment, the option will not be available in the menu and the Save button will be inactive in the Files Bar.

If you want to save an environment under another name, or create a new environment, the Save Env As option is used (refer to the following section).

ℳ NOTE:

If you try to exit the Designer without saving an environment you have changed, a message dialogue will appear. You can choose to save or discard any changes you have made.

SAVING AN ENVIRONMENT UNDER A NEW NAME

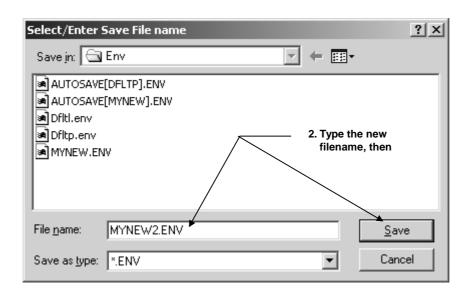
 $^{\circ}$ ⇒ <u>File menu</u> ⇒ Save Env As

 \Rightarrow Select/Enter Save File Name dialogue

Selecting the Save Env As option (or using the shortcut keys Alt+A), displays the Select/Enter Save File Name (.ENV) dialogue to save an environment under another name or create a new environment.

→ To save an environment under a new name:

- 1. Open the File menu and choose Save Env As from the menu (or press **Alt+A**). The Select/Enter Save File Name dialogue will be displayed.
- **2.** Type the new filename in the 'File' field and choose Save. If the environment name already exists, you will be prompted with an 'Overwrite Yes/No' message, otherwise the environment will be saved under the new filename.

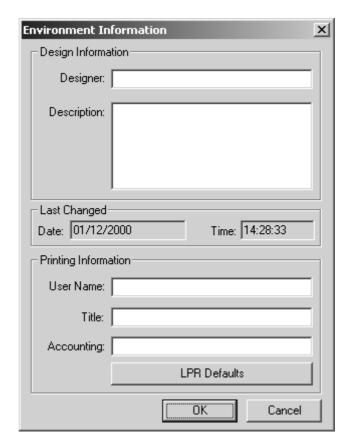


RECORDING ENVIRONMENT INFORMATION

↑ ⇒ File menu ⇒ Env Info ⇒ Environment Information dialogue

Selecting the Env Info option from the File menu displays the Environment Information dialogue. Design and printing information on the current environment file can be recorded in the dialogue.

Whenever the environment is opened, the dialogue can be displayed to confirm and update the information. The date and time are automatically updated by the system to reflect the last save.



RECORDING DESIGN INFORMATION

DESIGN INFORMATION

Selecting the Env Info option from the File menu displays the Environment Information dialogue.

To enter the Design Information for the current environment, proceed as follows:

Designer	Enter the name of the designer of the environment.
Description	Enter a description of the environment file (for example, monthly invoice, quarterly statement, monthly bonus points). Up to 255 characters (or 5 lines of text) can be entered
Last Changed	This field displays an automatic log of the date and time when the environment file was last saved.

Modifying a Paris Job Ticket

The Printing Information section of the Environment Information dialogue allows job tickets for the current environment to be modified.

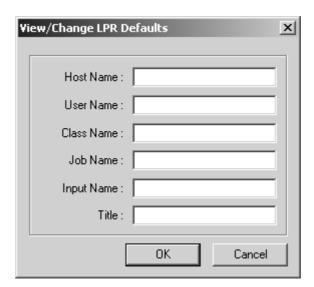
The Paris Job Ticketing function provides printers with the information necessary to create banner sheets for print jobs. The banner sheet can contain the name of the user sending the job, a description of the job and account details for allocation of costs for the job.

Clicking on the LPR Defaults button displays the View/Change LPR Defaults dialogue. The LPR default settings can be used if the control file being read by the Spooler does not have entries in some of the default settings fields.

Appendix C of the Spooler Technical Manual provides all the information required about modifying Paris Job Tickets, however a job ticket can be modified via the Environment Editor for the *current* environment and will apply *only* to print jobs containing that environment.

NOTE:

Currently, Paris Job Ticketing applies to Xerox 4050 NPS, 4850 NPS, 4090 NPS, 4890 NPS and 4635 NPS printers only.



MODIFYING A JOB TICKET FOR AN ENVIRONMENT

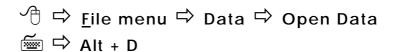
PRINTING INFORMATION

Selecting the Env Info option from the File menu displays the Environment Information dialogue. This will contain the Design Information for the environment.

To modify a job ticket for the environment, enter the Printing Information as follows:

User Name	A name associated with the print job, usually the sender.
Title	A name associated with the job, usually the name of the type of document.
Accounting	The name of the account that will be charged for the printing costs associated with the job.
	The accounting details will appear in the comma delimited file on NPS and are available from there if required.
LPR Defaults	Clicking on the LPR Defaults button will display the View/Change LPR Defaults dialogue.
	The dialogue displays settings for the Host, User, Class, Job and Input names and the Title of the job.
	If the control file being read by the Spooler does not have an entry in some of these fields, these settings are used to insert a default name.
	For example, a job name that may not be in the control file may be inserted by the user as a default name.
	The default job name may be passed on through the Spooler's LPR control file as if it was in the control file being read by the Spooler.

LOADING A SAMPLE OF THE PRINTSTREAM DATA



To be able to create an environment that processes your print files correctly, you will require an accurate sample of each print file. A sample of the printstream data is loaded into an environment by selecting the Open Data option from the Data sub-menu.

The Paris Designer will list up to four of the last used data files below the Data sub-menu, the most recently opened data file appearing first in the list. Clicking on a listed file will open it.

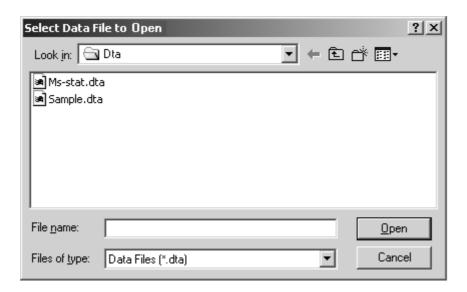
The '\PARIS\DTA' directory is a default only. Data can be loaded from any available directory, however it would be more efficient to store all sample data files in the default directory. The .DTA extension is also a default only. The Paris Designer can accept any legitimate DOS extensions.

■ NOTE

A sample of the printstream can be captured from your data files or can be created in the Edit Data File dialogue. Refer to *Capturing a Sample of the Printstream Data* on page 34 and *Creating a model of the printstream data* on page 45.

→ To load a data file:

1. Choose the Open Data option (or using the shortcut keys Alt+D). The Select/Enter File to Open (.DTA) dialogue will be displayed, listing the data files in your Designer system.



2. Select the required file from the File List, then choose Open.

NOTE:

Loading a sample printstream data file is also explained in Chapter 3 of the *Paris Designer User's Manual*.

CAPTURING A SAMPLE OF THE PRINTSTREAM DATA

Designing a Paris environment that processes your print files correctly requires an accurate sample of the corresponding input data (print file).

It is possible to create sample data files via the Data/Edit Data function, however you must ensure that the data file is identical to any live data that will be used by the Paris Spooler. Alternatively, the Paris Designer's 'Capture Data' function can be used.

In order to capture an accurate sample of data from your print files, Paris includes a 'Capture Data' function that allows you to direct sample data files to disk for future use in the Environment Editor. In this way you can be sure that your environment is configured for 'live' data.

The Capture Data function allows you to capture data to disk from either:

- the PC's Serial port,
- LPD,
- a Novell print queue.

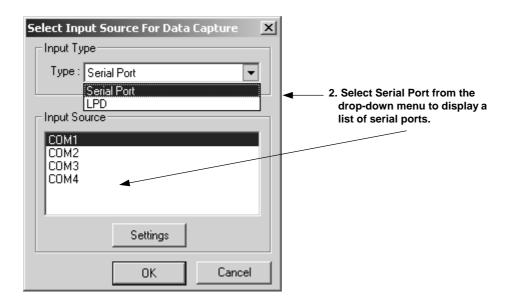
NOTE:

Novell print queues will only be displayed if you have the Novell client 32 bit netware on your PC.

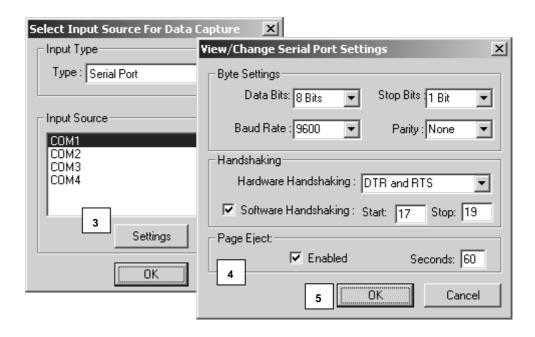
HOW DO I CAPTURE A DATA FILE FROM THE SERIAL PORT?

1. Choose the Capture Data option from the Data sub-menu. The Select Input Source for Data Capture dialogue will be displayed.

In the Input Type section of the dialogue, the 'Type' drop-down menu will display a list of available options, including 'Serial Port', and any available Novell or LPD print queue.



2. Select the 'Serial Port' option to display a list of four serial ports, COM1 to COM4.



- **3.** Select the required serial port and click on the 'Settings' button to display the View/Change Serial Port Settings dialogue.
- **4.** Configure the serial communications parameters, as required:

Byte Settings

These must be set to match those of the host computer. Ask your maintenance engineering staff what settings are required.

Handshaking

The options available are None; DTR Only; RTS Only; DTR and RTS.

Software Handshaking

This option is selected by default.

M NOTE:

The 'Page Eject' option is not relevant in the Capture function.

5. Once the settings are configured, choose OK to exit the dialogue, choose OK again to exit the next dialogue to display the Select/Enter Save File Name dialogue.

Defining the destination file name for the captured data

The default path displays \PARIS\DTA as the directory location in which to store the sample file. It is recommended to always use the default destination.

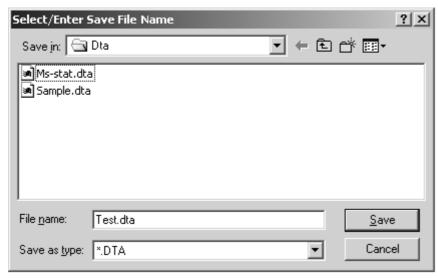
6. Either:

Select a file from the File List to overwrite an existing file, (a warning message will appear),

Or:

Type the new file name in the 'File' box (with a .DTA extension).

7. Choose OK. The File Capture/Transfer dialogue will be displayed and the capture process will begin immediately.



The destination directory and filename will be displayed in the 'Name' box in the dialogue. The 'Status' of the capture will be displayed and the number of 'Blocks' captured.

Status

The Status is 'Active' when receiving, 'Waiting' when inactive and 'Error' when a problem occurs.

Blocks

The number of Blocks indicates the data captured. As a Block is 256 bytes, you can estimate the amount of data captured and exit the process when required.

Exit

At any time you can select 'Exit' to stop the capture process. This will close the file at that point.

Once a data file has been captured you can use it repeatedly within the Environment Editor. Refer to 'Loading a Sample of the Printstream Data' on page 32 and 'Creating/Editing Model Printstream Data' on page 45.

HOW DO I CAPTURE DATA FROM A NOVELL PRINT QUEUE?

The Paris Spooler can receive input directly from a Novell print queue. Again, in order to ensure that the environment you design is configured for 'live' data, you will need to capture a sample of the print file to disk from the appropriate input (Novell) queue.

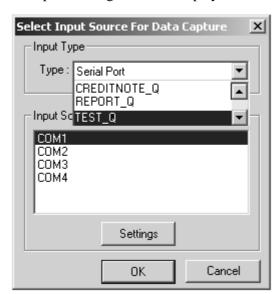
The method is similar to capturing data from a serial port, except that a Novell queue is selected.

- 1. It is recommended that you dedicate a 'Test' queue for Design/Capture purposes.
- 2. So that Paris can input from a Novell queue the current *User* name must be defined as the *Server*. In most cases the production print queue will be defined with the Spooler's user as the server.

Refer to Appendix B, Creating and Preparing Novell Print Queues for Input into Paris.

→ To capture data from a Novell print queue:

1. Choose the Capture Data option from the Data sub-menu. The Select Input Source for Data Capture dialogue will be displayed.



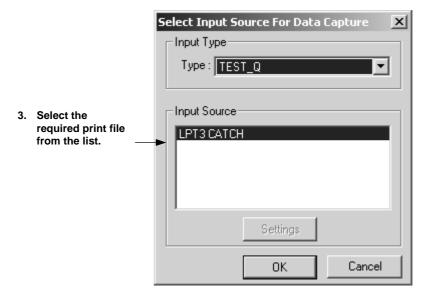
2. Select the required Novell print queue from the drop-down menu. If present, a list of queued print files will be displayed.

(If a queue is selected that does not have the current Novell username as the server, an error 'Unable to initialize input' will be encountered.)

NOTE:

Novell print queues will only be displayed if you have the Novell client 32 bit netware on your PC.

Paris will automatically detect available Novell queues. If none are detected, the only option available in the drop-down menu will be Serial Port and LPD.



3. Select the required print file from the list, then choose 'OK'. The Select/Enter Save File Name dialogue will be displayed.

Defining the destination file name for data to be captured from a Novell queue

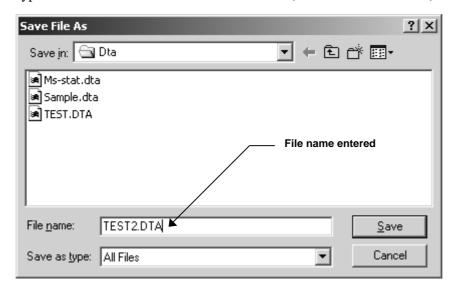
The default path displays the DTA directory as the location in which to store the sample file. It is recommended to always use the default destination.

4. Either:

Select a file from the File List to overwrite an existing file, (a warning message will appear),

Or:

Type the new file name in the 'File name' box (with a .DTA extension).



Capturing the data from the queue

5. Choose Save. The File Capture/Transfer dialogue will be displayed and the capture process will begin immediately. (If the current Novell username is not defined as being the server, an error message 'Unable to Initialize Input' will be displayed and the capture will abort.)

In the File Capture/Transfer dialogue, the destination directory and filename will be displayed in the 'Name' box in the dialogue. The 'Status' of the capture will be displayed and the number of 'Blocks' captured.

Status

The Status is 'Active' when receiving, 'Waiting' when inactive and 'Error' when a problem occurs.

Blocks

The number of Blocks indicates the data captured. As a Block is 256 bytes, you can estimate the amount of data captured and exit the process when required.

Exit

At any time you can select 'Exit' to stop the capture process. This will close the file at that point.

Once a data file has been captured you can use it repeatedly within the Environment Editor. Refer to 'Loading a Sample of the Printstream Data' on page 32 and 'Creating/Editing Model Printstream Data' on page 45.

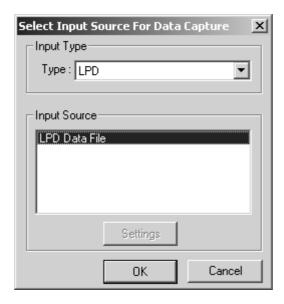
HOW DO I CAPTURE DATA FROM AN LPD QUEUE?

If you have created a job definition in which you have defined an LPD Queue as the input source in the Spooler (refer to Chapter 2 of the Paris Spooler Technical Manual), you can capture a data file from the LPD queue.

To begin with, on your host computer, create a test file and configure your LPR (with the test file) to go to the Paris LPD Queue.

→ To select LPD as the Input Source for Data Capture:

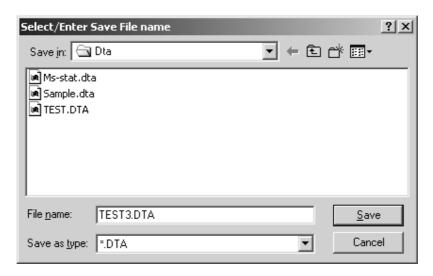
1. Choose the Capture Data option from the Data sub-menu. The Select Input Source for Data Capture dialogue will be displayed.



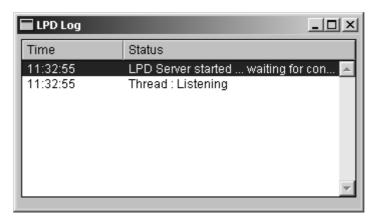
2. Select LPD as the input source from the Type drop-down menu, then choose OK. The Select/Enter Save File name dialogue will be displayed.

→ To create a destination file name:

1. Enter a name in the 'File' text field with a .DTA extension, for example, TEST3.DTA (the path name will default to \PARIS\DTA).



2. Choose Save. The LPD Log will be displayed.



- **3.** From your host computer send the LPR. The LPD Log on your PC will reflect the reception of the data which will be sent to the destination file name in the PARIS\DTA directory.
- **4.** Close the LPD server when finished.

Once a data file has been captured you can use it repeatedly within the Environment Editor. Refer to 'Loading a Sample of the Printstream Data' on page 32 and 'Creating/Editing Model Printstream Data' on page 45.

CREATING/EDITING MODEL PRINTSTREAM DATA

♣ File menu ⇒ Data ⇒ Edit Data
 ➡ Edit Data File dialogue

When designing an environment, in the majority of cases you will need to work with an accurate sample of the actual printstream. In some cases, however, data does not exist and a model printstream will need to be created which can then be used to help design the application which will generate the actual printstream.

CREATING A MODEL OF THE PRINTSTREAM DATA

The Edit Data function is used to create a model printstream data file. Your model printstream can contain all the parameters you have in your larger print files. Once created and saved in the Edit Data File dialogue, your data file can be loaded into the Environment Editor, divided into text blocks and have other elements added to test its modeling parameters.

If further changes are required, the file can be reloaded into the Edit Data File dialogue and edited as required.

EDITING A SAMPLE OF THE ACTUAL PRINTSTREAM

The Edit Data function can also be used to edit a sample of the actual printstream to simulate any conditions that may be required in your larger print files. The file can be displayed in Text View or Hex View.

In the same way as the model printstream, the edited sample printstream can be saved and loaded into the Environment Editor for testing then reloaded into the Edit Data File dialogue if further changes are required.

FILE SIZE IN THE EDIT DATA FUNCTION

The Edit Data function has a file size limit of 32,000 characters. If you attempt to load a file greater than 32,000 characters, you will be prompted with a dialogue that gives you the option to truncate the file.

If you accept the truncate option, the first 32,000 bytes of the file will be loaded. Your original file is not overwritten unless you choose to do so by using the Save option in the Edit Data file dialogue.

USING THE KEYBOARD IN THE EDIT DATA FILE FUNCTION

The table below shows the keys that can be used when editing in the Edit Data File dialogue. Entered text can be blocked and copied, cut and pasted and deleted.

Key	Result
Left arrow	Forward one character
Right arrow	Back one character
Up arrow	Up one line
Down arrow	Down one line
Page Up	Page Upwards
Page Dn	Page Downwards
Home	Start of line
End	End of line
Ctrl+X	Cuts selected text
Ctrl+C	Copies selected text
Ctrl+V	Pastes text that has been cut or copied
Ctrl+Z	Undo Clear
Del	Deletes next character or deletes selected text
Backspace key	Deletes previous character

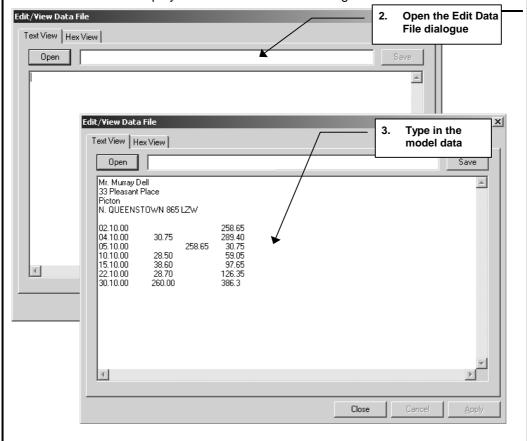
CREATING A MODEL PRINTSTREAM DATA FILE

To create a model printstream in the Edit Data File dialogue:

- 1. From the Environment Editor window, open the File menu.
- **2.** Select the Data option to display the sub-menu and select Edit Data. The Edit Data File dialogue will be displayed.
- **3.** Use the keyboard to type in the text for the model printstream. (Refer to the previous page for a description of the available editing keys).

M NOTE:

Make sure you have not previously loaded a sample data file into the Environment Editor as it will be displayed in the Edit Data File dialogue.



Save To save the file you have created, select the Save button to display the Select/Enter Save File Name (.DTA) dialogue. You can choose the required view of the files (list, details etc.) by clicking on the View Menu icon in the header of the dialogue. 5. Either: Type a new name for the file in the File field (give the file a .DTA extension), or: To overwrite an existing file, choose the filename from the File List. The filename will appear in the Selected File field. **6.** Choose Save. The file will be saved to the PARIS/DTA default directory. ? X Save File As Save jn: 🔂 Dta **▼** 🖢 🖆 📰• 🔊 Ms-stat.dta 🔊 Sample.dta 🔊 TEST.DTA File name: INVSAMPLE.DTA Save Save as type: All Files Cancel Close Choose this button to exit the Edit Data File dialogue and return to the Environment Editor. To load your model printstream file into the Environment Editor and create an environment, use the Open Data option in the File menu.

EDITING THE CURRENTLY LOADED MODEL/SAMPLE DATA FILE

After you have created your model printstream file, your next step is to load the file into the Environment Editor and create an environment for the model data. This also applies to your sample data file of the printstream.

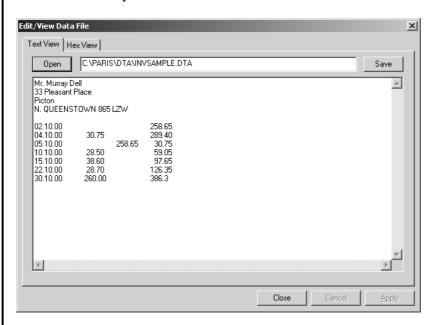
Once you have created the environment, you may find that you wish to edit the model/sample printstream. This is done via the Edit Data File dialogue.

You can edit the data file in the Edit Data File dialogue while it is loaded in the Environment Editor, return to the editor and immediately view the effect of the changes you have made.

Edit Data

To edit the sample data file currently loaded in the Environment Editor:

1. Open the File menu and select Edit Data from the Data submenu. The Edit Data dialogue will appear, displaying the data file currently loaded in the Environment Editor.



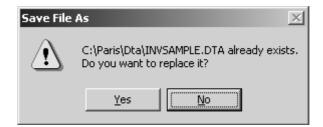
2. Edit the file as required (refer to the section Using the keyboard in the Edit Data File function on page 46 for a list of the available edit keys).

Save

3. When finished, select the 'Save' button. The Select/Enter Save File Name (.DTA) dialogue will be displayed.

4. Either:

Choose the current filename from the File List, then choose OK. A message dialogue will appear requesting confirmation or cancellation of the overwrite.



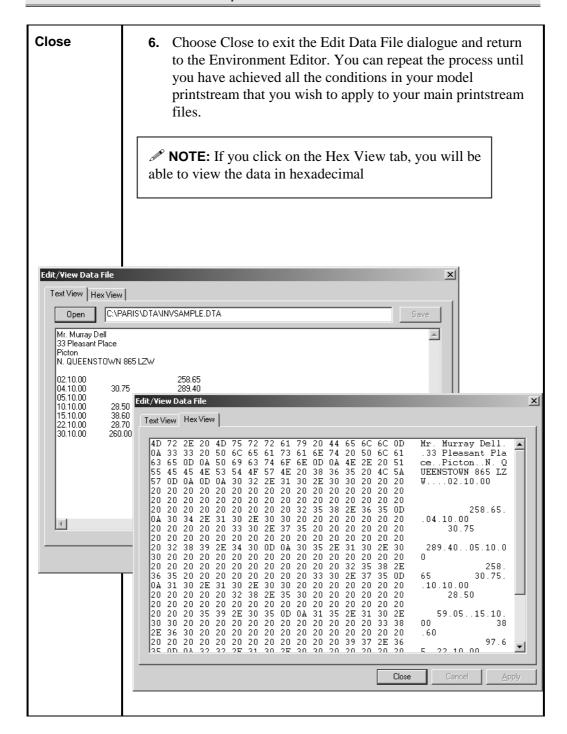
Choose OK to overwrite the file.

NOTE: If you use this method, when you return to the Environment Editor, you will immediately see the effect of the changes you have made.

Or:

Type a new name for the file in the File field then choose OK. The new file will be saved to the source directory.

NOTE: If you use this method, to view the effect of the changes you have made, you will have to return to the Environment Editor and load the new data file into your model environment.



LOADING A MODEL/SAMPLE DATA FILE INTO THE EDIT DATA FILE DIALOGUE

The Load button in the Edit Data File dialogue is used to load a data file from the PARIS/DTA directory. For example, you could use this method to load and edit a model or sample data file for which you have already created an environment.

You cannot view the effect of any changes you make until you save the file, exit the Edit Data File dialogue then load the edited file into the Environment Editor.

Refer to the previous section 'Editing a model data file'.

Load To open a data file into the Edit Data File dialogue: 1. Select the Load button to display the Select/Enter File To Load (.DTA) dialogue. **2.** Select the required file from the File list, then choose OK. The file will be loaded into the Edit Data File dialogue. You can view and edit the file in Text View (ASCII) or Hex View (Hexadecimal) by selecting the appropriate tab. Save **3.** Edit the file as required, then click on the Save button to save the file.

4. Either:

Type a new name for the file in the File field then choose Save.

Choose the current filename from the File List, then choose Save. A warning will appear requesting confirmation of the overwrite. Choose OK to overwrite the file.

Close

- **5.** Click on the Close button to return to the Environment Editor.
- **6.** To load your model printstream file into the Environment Editor and create an environment, use the Open Data option in the File menu.

PRINTING A PROOF OF THE CURRENT PAGE

 $^{\circ}$ ⇒ <u>File menu</u> ⇒ <u>Print</u> $\stackrel{\frown}{=}$ ⇒ Alt + P

The 'Print' option in the File menu is used to print a proof of the page that is currently displayed on your screen. The proof print will contain all form and environment elements that have been created. For example, when you have created an environment and form for your sample data, you could use this option to view a hard copy of the document.

Choosing Print from the File menu (or using the shortcut keys **Alt+P**), will print the current page and form of your environment on the printer currently selected for your PC.

The proof page will print from the current input tray, however Duplex functions will not be honored.

■ NOTE

Refer to the following section re selecting the print destination for the proof print.

→ To print a proof of the current page:

- 1. Display the page to be printed on-screen.
- **2.** Choose Print from the File menu. The page currently displayed will be sent to the printer selected for your PC.

SELECTING A PRINT DESTINATION

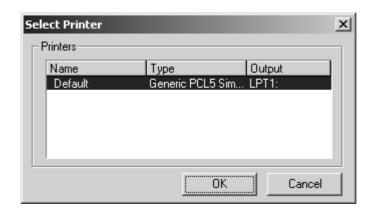
♣ File menu ⇒ Select Printer⇒ Select Printer dialogue

This option is used to select one of the defined print destinations as the current printer. All proof prints will be directed to the currently selected printer. It is not possible to select more than one printer.

Print destinations are those output devices available to the PC running the Designer that have been added to the list of print destinations. Print destinations are added via the View/Change Printers dialogue. (Refer to 'Adding, Modifying and Removing a Print Destination' on page 55).

To print to a selected print destination:

- **1.** Choose Select Printer from the File menu. The Select Printer dialogue will be displayed.
- **2.** Choose the required print destination from the list then choose OK.

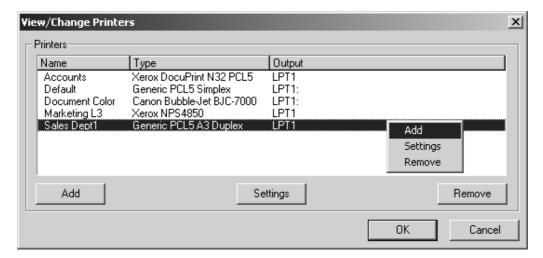


ADDING, MODIFYING AND REMOVING A PRINT DESTINATION

- $^{\circ}$ $^{\circ}$ $^{\circ}$ File menu $^{\circ}$ Modify Printers

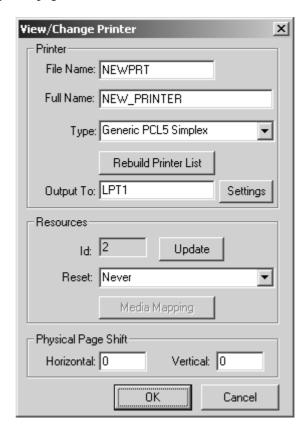
To add or modify a print destination, the Modify Printers option is selected from the File menu to display the View/Change Printers dialogue. When Paris is first installed, a default printer driver is supplied (Generic PCL5) and is displayed in the list of printers in the View/Change Printers dialogue.

In the View/Change Printers dialogue, either select the Add button or right-mouse click on a printer to display the pop-up menu and choose Add. The View/Change Printer dialogue will be displayed.



ADDING A PRINTER

The View/Change Printer dialogue is used to add a print destination and define the added printer's attributes, resource management capabilities and print image positioning (physical page shift).



The dialogue is divided into three sections:

- Printer,
- Resources,
- Physical Page Shift.

Printer Attributes

The Printer section of the dialogue deals with the printer attributes.



A printer is given a 'File Name' and a 'Full Name'. Both names must be entered and each is entered in the relevant box in the View/Change Printer dialogue.

File Name

The 'File Name' (default setting NEWPRT) is used to identify the printer in the Paris system and must be a valid DOS filename, up to 8 characters and must also be unique.

For example MRKTL3

Full Name

The 'Full Name' is displayed in the Printer list in the Select Printer and View/Change Printers dialogues. The default setting is NEW_PRINTER.

Up to 16 characters can be used. Spaces are allowed.

For example: Marketing L3

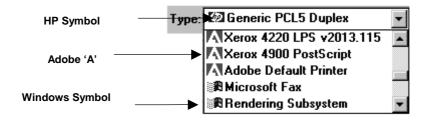
Printer Type

The 'Type' field displays the default printer driver. The Type refers to the physical printer to which formatted output is to be directed and is displayed with the printers Full Name in the Select Printer and View/Change Printers dialogue.

The printer type is selected from the 'Type' drop-down list in the View/Change Printers dialogue.

The printers available in the list vary according to the configuration of the PC on which the Spooler is running. Usually the list is broken into three general types differentiated by small graphic symbols as follows:

- HP-PCL type printers, indicated by the BLUE HP symbol.
- Adobe Postscript printers, indicated by the RED stylized Adobe 'A'.
- Available Windows devices, indicated by the Windows symbol.



How is the Printer Type List created?

When you add a print destination to Paris, the printer type is selected from a list of printer (output device) drivers in the 'Type' drop-down menu. The printer drivers in the list vary according to the configuration of the PC on which Paris is running.

The printers displayed in the list are a result of **two** searches the software performs:

- **1.** The software checks the /PARIS/PRT directory to see what XPD (XLPrint Printer Description) files are present.
- **2.** The software queries Windows as to what printer (or device) drivers have been loaded. This allows the Spooler to format for any Windows GDI supported device, for example Fax drivers or PDF drivers.

What are XPD Files?

XPD files are the way Paris describes the features of the printer. They work either as standalone files, in the case of HP-PCL printers, or in combination with PPD (Postscript Printer Description) files, in the case of Adobe Postscript printers.

In general terms XPD files are created and supplied by your distributor. PPD files are those files supplied by the Printer manufacturer. An XPD for a PostScript printer simply contains a reference to include a corresponding PPD file in the XPD.

ℳ NOTE:

XPD files contain command options to manage printer resources. These options enable you to tailor Paris resource management for the particular requirements of your printer. Refer to the section XPD Resource Management Commands for PCL and PostScript printers on page 71.

● WARNING!

Both XPD and PPD files are text files and can be edited using a standard text editor, however, it is recommended that these should **NOT** be changed except by experienced users or under instructions from the distributor.

Windows GDI supported devices

When using GDI to print there are important points to be considered. Firstly, GDI was not really designed as a production printing method. As a result, it is not optimized for speed and can struggle to keep up with high speed printers.

Secondly, when using GDI, Paris is passing responsibility for the final output over to Windows and in turn the manufacturer supplied GDI driver. As a result, the outcome cannot be guaranteed to print exactly as intended. There could be font substitutions or incomplete support for some of the Paris features, because the printer is incapable of imaging the page as originally designed.

How do XPD and PPD files work?

XPD (XLPrint Printer Description) files are the way Paris describes output destinations. XPD files are a superset of the Adobe PPD (PostScript Printer Description) files used to describe the features of PostScript output devices.

What is the purpose of an XPD file?

An XPD file serves a dual purpose in the Designer:

- First, it makes the various printer features described in the XPD file available in the editor. For example, if a printer has support for 10 different page sizes, the XPD file makes this information available in the editor.
- Second, the task of an XPD file is to put the appropriate instructions into the output file to call the features that are on the printer.

PostScript printers also use XPD files. In this case the XPD is really just a pointer to the appropriate PPD file. Normally an XPD file for a PostScript printer contains a single line which simply incorporate the PPD files into the XPD.

What is the purpose of a PPD file?

Devices that contain PostScript interpreters may contain a wide variety of features such as different page sizes, different methods of paper handling; the type of fonts available and so on. Not all devices have the same set of features, nor are these features called up in the same way.

PPD (PostScript Printer Description) files are text files that have the purpose of providing a uniform approach to using the features of such devices.

How do PPD files provide this uniform approach?

An output device that contains a PostScript interpreter has an associated PPD file. When such an output device is made accessible to a host computer, the PPD file is stored on the host computer. The applications on the host computer can then determine the available features on a device by interrogating the associated PPD file.

How does an application interrogate a device's PPD file?

There is no need for an application to understand the device's features as PPD files contain structures that allow this interrogation. From the list of features found in selected device's PPD file applications can then build a user interface.

To summon each feature, the PPD file also contains the PostScript language code. When a user selects a feature, such as manual feed or duplex printing, the code for each selected feature is extracted from the PPD file. This code is included in the appropriate place in the output file before the output file is sent to the device. (In this case, the output file refers to the file having the PostScript language description of the document created by the user.)

What is the availability of XPD and PPD files?

During installation, some XPD and PPD files are copied to your system. If you require further XPD or PPD files, contact your Paris distributor.

Refer also to the section XPD Resource Management Commands for PCL and PostScript printers on page 71.

Rebuilding the Printer Type List

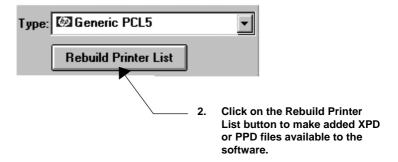
Paris maintains a list of available printers. It is this list that contains the PCL and Adobe printer entries that are shown in the Printer Type drop-down menu.

The list must be kept up-to-date, as the number of printer types supported by Paris will constantly grow as new printers are released on the market. That is the purpose of the Rebuild Printer List button that is within the View/Change Printer dialogue.

To support the features of a new printer:

- **1.** Place the distributor supplied XPD and\or PPD files in the PARIS/PRT directory.
- **2.** Once the new files have been added, choose Modify Printers from the File menu to open the View/Change Printers dialogue.
- **3.** Choose the 'Add' button to open the View/Change Printer dialogue and click on the Rebuild Printer List button to make the printers available to the software.

Selecting the button causes the software to scan the directory and update the list with any new entries. If no new XPD\PPD files have been added the existing list will not be changed.



Defining the Output destination

Part of the printer definition is to instruct the software where to send the output once it has been formatted. The output destination is entered in the 'Output To' box.

NOTE:

If the printer (or device) driver selected is a Windows GDI device, the Output To option is not available. Refer to the previous section '*Printer Type*' on page 58.



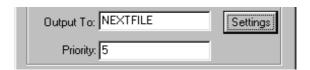
Output can be directed to physical LPT ports, for example, LPT1, LPT2. These may be directly connected to the printer or possibly re-mapped to go to Novell print queues or a TCP/IP address.

The queue name for output directed to a Novell queue is entered into the box or, if to a disk file, the destination drive, directory and file name is entered into the box (for example: D:\OUTPUT\OUT.DTA).

Using NEXTFILE as the output destination

NEXTFILE is a special Paris keyword specified when the system is required to direct its output to a series of files on disk. NEXTFILE allows a file name or extension to be incremented to avoid overwriting previous files.

NEXTFILE settings are printer bound, not global.

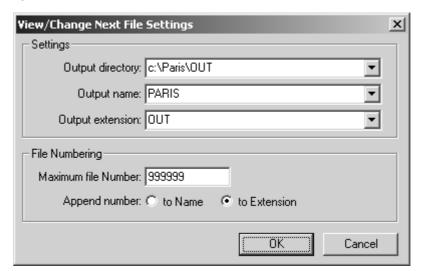


NOTE:

File splitting is specified at job level and is described under *Splitting Files in a print job* in Chapter 2, Job Definitions of the *Paris Spooler Technical Manual*.

→ To define the NEXTFILE settings:

- **1.** Enter the keyword NEXTFILE in the printer Output To box. The Settings button to the immediate right will become available.
- **2.** Click on the Settings button to display the View/Change Next File Settings dialogue.

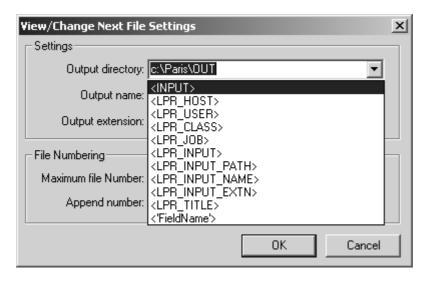


Settings

Under the Settings section of the dialogue are the text fields Output directory; Output Name; Output extension. Next to each text field is a drop-down menu which lists the options that can be used for the Output directory, file name or file extension (each menu is the same for each output setting).

Output directory

In the Output Directory text field, specify the directory to which you want the files to be written, or select a name from the drop-down menu.



Output name

In the Output Name text field, either type in the name of the file required, or choose a name from the menu.

- The entries <@INPUT> or <INPUT> are equally valid. Either passes the name of the input file through to output and applies to disk based input only.
- < fieldname > where a field name is entered in the angled brackets, uses the contents of the nominated field for the output file name,
- The LPR control file can be scanned and any of the following entries can be extracted and used for the output filename:
 - <@LPR HOST>
 - <@LPR_USER>
 - <@LPR_CLASS>
 - <@LPR_JOB>
 - <@LPR_INPUT>
 - <@LPR_INPUT_PATH>
 - <@LPR_INPUT_NAME_</p>
 - <@LPR_INPUT_EXTN>
 - <@LPR_TITLE>

Output extension

In the Output extension text field, either type in the name of the file required, or choose a name from the menu (as above)

Once the filename and extension are specified you can choose to increment either of them.

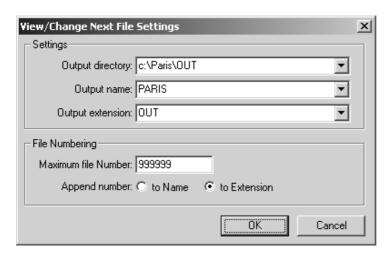
Maximum File Number

In the Maximum File Number text field, enter the maximum file number required.

Appending the Number to the file name or extension

Append the Number to 'Name'

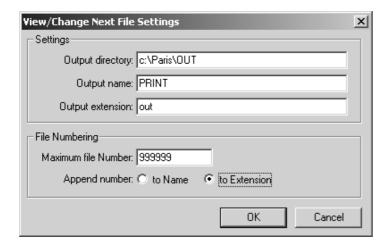
To increment the file name, select the Append Number to 'Name' checkbox.



For example, as per the dialogue above, the resultant files would be PRINT001.OUT, PRINT002.OUT and so on.

Append Number to 'Extension'

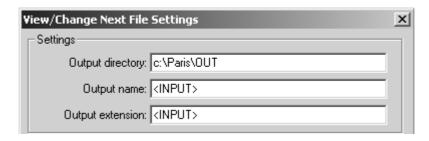
To increment the file extension, select the Append Number to 'Extension' checkbox.



For example, as per the dialogue above the resultant files with be PRINT.001, PRINT.002, PRINT.003 and so on.

Retaining the input file name and number for the output file

To retain the input file name and number, the character string <input> can be entered in both the Output Name and Extension text fields.



NOTE:

<input> can also be entered as the Directory name, however this would result in the overwriting of the input files by the output files and should only be used with caution.

MANAGING PRINTER RESOURCES



The Resources section of the View/Change Printers dialogue deals with printer resource management. (The Id number is the internal identifier used by Paris for that set of printer resources and cannot be edited.)

How Paris manages printer resources

Resource management, the downloading of fonts, forms and graphics to the printer, is automatically controlled by Paris, but varies according to the capabilities of the device and Page Description Language (PDL) being used. There are four general levels of resource management:

I. Printers with permanent storage available.

Paris is capable of permanently storing the font resources of some printers. For these printers, when a resource is first sent to the printer, Paris sets a flag to indicate the resource is permanently stored and it is not sent again unless specifically instructed. (For full details of which printers are currently supported, contact your distributor.)

II. PCL printers (no permanent storage).

When printing to PCL printers (those with no permanent storage), Paris uses its resource flag system to indicate that resources are stored in the printers memory. Because this is memory-based storage, these resources are lost if the printer is turned off, or overwritten if another application sends output to the printer.

If the printer is turned off or reset, you must use the 'Reset at start of next job' option in the Paris Spooler to reset the flags to their initial state. Also, if the printer is being shared with other applications, (e.g. for word-processing), Paris must be instructed to reset the resources at the beginning of each job. This naturally means the resources will be sent every time the job is printed and has the effect of increasing the transmission time to the printer.

Refer to the section XPD Resource Management Commands for PCL and PostScript printers on page 71.

PCL4 printers

PCL4 printers are not supported by Paris.

Paris provides you with the option to control the number of characters downloaded in a character set. This may be necessary if you are using a printer that requires the resources to be sent every time a job is printed. Refer to Appendix A, 'Modifying the Character Selection Table' of the Paris Spooler Technical Manual.

III. PostScript printers (no permanent storage)

As part of its job end processing, Postscript printers go through a clean-up. As a result, when printing to PostScript printers (those with no permanent storage), Paris must send all resources required for a job at the beginning of each job. Refer to the section *XPD Resource Management Commands for PCL and PostScript printers* on page 71.

IV. Windows GDI

When printing using a manufacturer supplied GDI driver, Paris passes total responsibility for the downloading and management of resources to Windows.

● WARNING!

Windows GDI does not understand bitmap fonts. If the application contains bitmap fonts, Windows passes the information to the driver. It is up to the printer driver to provide a solution to managing the fonts.

Note also that bitmap fonts will not appear in the Font List if a GDI printer driver is selected. Refer to Chapter 20, 'Using the Font List function' of this manual and 'Adding a font to the font list' in Chapter 11 of the Paris Designer User's Manual.

XPD Resource Management Commands for PCL and PostScript printers

XPD files contain command options to manage printer resources. These options enable you to tailor Paris resource management according to the particular requirements of your printer. Some Paris supplied XPDs have these entries already added.

● WARNING!

XPD files can be edited using a standard text editor, however changing XPDs without proper instruction can be detrimental. It is recommended that XPD files should **NOT** be changed except by experienced users or under instructions from the distributor. A full description of the working of XPD and PPD files can be found on page 60.

XPD ManageFonts Command

The options for the XPDManageFonts command and the applicable printers are as follows:

XPD ManageFonts Command	Use	
*XPDManageFonts: None	For Docuprint only, no font handling.	
*XPDManageFonts: Harddisk	For 4517, 4220, 4230 printers. Downloads to the hard disk once.	
*XPDManageFonts: Download	For PCL and PostScript printers which have no hard disk. Downloads the fonts as needed.	
*XPDManageFonts: Always	Default for Post Script.	
*XPDManageFonts: True	Same as Download.	
*XPDManageFonts: False	Same as None.	
NOTE: PostScript defaults to 'Always'. PCL defaults to 'Download'.		

Refer to: Support for Printer resident fonts (PostScript) in Paris on page 74, Substitution file information on page 75 and Font Name Mapping file information on page 75.

XPD ManageForms Command

The options for the XPDManageForms command and their use are as follows:

XPD ManageForms Command	Use	
*XPDManageForms: None	For Docuprint only, no form handling.	
*XPDManageForms: Harddisk	For 4517, 4220, 4230 printers. Downloads to the hard disk once.	
*XPDManageForms: Download	for PCL and PostScript printers which have no hard disk. Downloads the forms as needed.	
*XPDManageForms: Always	Default for Post Script.	
*XPDManageForms: True	Same as Download.	
*XPDManageForms: False	Same as None.	
NOTE: PostScript defaults to 'Always'. PCL defaults to 'Download'.		

XPD ManageGrafs Command

The options for the XPDManageGrafs command and their use are as follows:

XPD ManageGrafs Command	Use	
*XPDManageGrafs: None	For Docuprint only, no graphic handling.	
*XPDManageGrafs: Harddisk	For 4517, 4220, 4230 printers. Downloads to the hard disk once.	
*XPDManageGrafs: Download	For PCL and PostScript printers which have no hard disk. Downloads the graphics as needed.	
*XPDManageGrafs: Always	Default for PostScript printers.	
*XPDManageGrafs: True	Same as Download.	
*XPDManageGrafs: False	Same as None.	
NOTE: PostScript defaults to 'Always'. PCL defaults to 'Download'.		

XPD Graphics Compression commands

Paris offers you the option to compress graphics using XPD Graphics Compression commands. Using graphics compression will make the output files created by Paris considerably smaller, an important benefit when color applications are involved.

Using XPD Graphics Compression commands

Graphics compression is activated in Paris via an XPD entry in the XPD file as follows: *XPDGrafCompression *type*, where *type* can be either None; RLE or Flate. Using either RLE or Flate invokes the graphics handling system.

None

Using 'None' restores the original Paris graphics handling system. The benefit of size reduction to output files is not available using this type.

RLE

Using **RLE** achieves a 20% reduction in size of simple images (e.g. black and white), less on color graphics (only 1% - 2% in some cases).

RLE can be used with **PostScript Level 2** printers and up. It has little effect on increasing Paris Engine throughput.

Flate

Flate uses Zlib flate/deflate compression and can be used with PostScript Level 3 printers only. It is effective with all types of graphics, with compression typically around 65% on color images and 85% on simpler images, such as black and white.

Flate has significant effect on increasing Paris Engine throughput. (**NOTE:** It is recommended that ***XPDManageGrafs: Download** is used with **Flate** so that graphics are compressed at the beginning of the job, thus avoiding the need for graphics to be compressed every time they are used.)

For example, to enable zlib deflate/flate compression, the following line would be added to the XPD: *XPDGrafCompression: Flate

If the XPDGrafCompression keyword is not present within the file, then the default is **None**.

Support for Printer resident fonts (PostScript) in Paris

Paris supports calling resident fonts from a printer. There are two main activities when working with resident Type 1 fonts.

- Selecting the font in the Designer, and
- Printing with the font.

Using Type 1 PostScript fonts under Windows also involves encoding changes to resolve problems caused by international characters and differences between the Windows default character map and the font's internal mapping.

Refer to the previous section XPD Resource Management Commands for PCL and PostScript printers on page 71.

Substitution and Font Name Mapping files

To support resident fonts, Paris contains several files including the **Substitution** file and the **Font Name Mapping** file.

The **Substitution** file details what alternative font to use as a screen font and the width table if a requested font is not available.

The **Font Name Mapping** file is used to find a Windows style name for a given PostScript font name.

There are two separate files used for both of these areas:

- The 'base' file is created and maintained by XLPrint Software. *The user should not modify this file*. The 'base' file may be updated or modified by reinstalling the Paris software.
- The second file is the 'user' version of the file, it is freely modifiable by the user and will not be overwritten when the system is reinstalled or updated.

This system of 'base' and 'user' files allows us to easily update our basic information without causing backward compatibility problems for existing users.

Substitution file information

The Substitution file **FontSub.xfs** is a standard file in XPD format that is created and maintained by XLPrint Software. The first line of this file is an ***Include: UserSub.xfs**. This file (UserSub.xfs) is initially empty, but can be modified by the user to add new substitutions, or to replace standard substitutions.

Each *XPDFontSubstitution: "family,style=subFamily,subStyle" entry matches a Windows family name (which can include spaces, but not commas) and style to another Windows family name and style.

For example:

*XPDFontSubstitution: "Helvetica, Regular=Arial, Regular"

Font Name Mapping file information

The Font Name-Mapping file **FontName.xfs** consists of entries that map a PostScript internal name to a Windows name and style. This file is necessary because PostScript fonts have an internal name which **MUST** be used when calling this font from the printer. However, the Windows name for a PostScript font is often not the same, and this file provides the link. It gives us the mapping between the PostScript internal name and the Windows name.

The syntax is *XPDFontName postscriptName/Windows family name: "style".

For example:

*XPDFontName Helvetica-Narrow/Helvetica Narrow: "Regular"

Making a Type 1 font available to Paris

Paris determines the Type 1 fonts that can be used and how to use them when printing in two slightly different ways, depending upon whether Adobe ATM is loaded or not.

If Adobe Type Manager® (ATM) is loaded...

A list of available fonts is requested from ATM,

- 1. The system looks at the currently selected printer,
- **2.** A list of the fonts resident on the printer and for which we can locate a width table is added to the list from ATM,
- 3. This printer resident list is created by first cross-referencing the '*font' entries from the printer's XPD/PPD with the '*XPDFontName' entries from the 'FontName.xfs' file. This gives us the Windows equivalent name and style for the printer font.
- **4.** This Windows name and style is then checked against the *XPDFontSubstitution' entries from the 'FontSub.xfs' file.
 - If a match is found then we know we can find a width table for this font. The original windows name and style are then checked against the fonts added by ATM.
 - If there is no match, then this font is added.

The check against the ATM list simply prevents a problem where ATM and the printer PPD both reference the same font name, such as Helvetica.

If ATM is not loaded...

The list of available Type 1 fonts is built by comparing the Printer resident fonts with the 'FontName.xfs' and 'FontSub.xfs' files, as in the above process.

Adding a new resident font to Paris

There are 3 ways to make a resident printer font available to Paris.

- 1. Add a *font entry to the XPD/PPD for the printer. Most manufacturer supplied PPD files will already contain these entries.
- **2.** Add an ***XPDFontName** entry to the **UserName.xfs** file. This maps the internal name from the ***font** entry to a Windows family name and style.
 - If ATM is loaded and can supply a font with the same Windows name and style as entered, then that is all that needs to be done.
- **3.** Add an ***XPDFontSubstitution** entry to the **UserSub.xfs** file that maps the Windows family name and style values from Step 2 to an existing Windows family and style.

This step is only required if:

- (a) ATM is not loaded, or
- (b) ATM is loaded, but does not supply a Windows family name and style to match the values from Step 2.

● WARNING!

XPD files can be edited using a standard text editor, however changing XPDs without proper instruction can be detrimental. It is recommended that XPD files should **NOT** be changed except by experienced users or under instructions from the distributor.

A full description of the working of XPD and PPD files can be found on page 60.

Printing with resident fonts

If a font has been made available using the above steps, then the Spooler Engine will recognise it as a resident font during printing, and will not attempt to download the file.

Suggested setup for using Type 1 fonts within Paris

The best set up for using Type 1 fonts within Paris is:

- 1. Install Adobe Type Manager® (ATM).
- 2. Examine the XPD/PPD of the printer to be used for printing, and check the '*Font' entries. For each '*Font' entry, check or add an entry to the 'FontName.xfs' or 'UserName.xfs' files to establish a connection between the printer name and the windows name and style.
- **3.** Ensure that ATM has a font with the same windows name and style as each entry in step 2.
- **4.** If there are 'font' entries that have a '*XPDFOntName' that does not match any ATM supplied font, then add an '*XPDFOntSubstitution' entry to the 'UserSub.xfs' file to allow Paris to use this font.

With the above setup, all Type 1 fonts that ATM or the printer understands will be available for use in designing forms and jobs, and any font that the printer has resident will not used without downloading.

● WARNING!

XPD files can be edited using a standard text editor, however changing XPDs without proper instruction can be detrimental. It is recommended that XPD files should **NOT** be changed except by experienced users or under instructions from the distributor.

A full description of the working of XPD and PPD files can be found on page 60.

PostScript Type 1 Font Re-encoding

Type 1 fonts are normally supplied (in either downloadable or resident versions) as Adobe 'standard' encoding. This differs significantly from the default Windows encoding for font characters, mostly above ASCII 128.

Type 1 font designers expect Windows applications (normally the PostScript driver) to re-encode fonts when sending them to the printer. Re-encoding involves copying the font to a new name and changing the Encoding entry (an array of 256 character glyph names) to the required encoding. The font is then called by this new name.

Paris implements re-encoding in two different ways

The main support for re-encoding is a new XPD entry, *XPDFontEncoding: Standard/ISOLatin1. The default is 'Standard'. This means 'do not re-encode fonts'.

Although this will produce incorrect output for many fonts if characters above 128 are used, it is the default for backward compatibility with earlier versions of Paris/Lapres. If the value is **ISOLatin1** then Paris will re-encode Type 1 fonts into the **Adobe ISOLatin1** encoding when printing.

1. Re-encoding downloaded Type 1 fonts

Downloaded Type 1 fonts are re-encoded by changing the **Standard** encoding vector prior to downloading any fonts. The built-in **ISOLatin1** vector is copied into the **Standard** vector, so that any downloaded font that calls for the **Standard** vector actually gets the **ISOLatin1** vector.

2. Re-encoding resident Type 1 fonts

Resident Type 1 fonts are re-encoded according to the Adobe recommendations. The font is copied to a new name, and the **Encoding** entry in the new font library is replaced with the required vector. A resident font is re-encoded only if the *Font entry in the printer PPD indicates that the font uses the **Standard** encoding as a default.

ℳ NOTE:

Support for the exact Windows encoding will be added as a new value: WinStandard.

How Paris handles TrueType fonts for PostScript Printers

When using TrueType fonts in a job being sent to a PostScript printer, Paris converts the TrueType fonts into bitmap fonts (Type3) before sending them instream. This technique, although effective and transparent to the user, does have the effect of increasing the size of the PostScript output file.

In some cases where there is a heavy use of large TrueType fonts in the job, the amount of font data contained in the output file could actually exceed the amount of actual data.

Code has been introduced into Paris to eliminate this problem in those cases where the printer has the required functionality (i.e. a TrueType rasterizer).

As a result of this new code instead of converting each different size and style TrueType font to a bitmap Paris now sends down a single Type42 outline font per family.

Paris sends Type42 outline fonts by default

At print time during the normal scan of the printer PPD file the code now looks for the PPD entry: *TTRasterizer: Type42

This entry indicates that the printer is capable of taking in Type42 fonts. If this entry is found in the PPD file Paris will automatically send Type42 outline fonts rather than converting to bitmaps. If the entry is not in the PPD file bitmaps will be sent. This is now the default function of the Paris software.

Overriding Type42 downloading

If necessary, this function can be overridden and TrueType font handling can be returned to the bitmap method even if the PPD has the Type42 rasterizer entry.

To turn off Type42 downloading, add the following line into the printer's **XPD** file: ***XPDType42: False**

WARNING! XPD files can be edited using a standard text editor, however changing XPDs without proper instruction can be detrimental. It is recommended that XPD files should **NOT** be changed except by experienced users or under instructions from the distributor.

A full description of the working of XPD and PPD files can be found on page 60.

USING BARCODES IN PARIS

Paris offers as an optional extra, the 'Barcodes Kit', which can be added to any installed Paris system. The kit consists of a number of TrueType fonts and supporting program code that enable Paris to prepare and format barcodes according to user requirements.

№ NOTE:

The 'Barcodes Kit' must be purchased and installed separately. Contact your distributor for details.

Simple to Use

The barcode kit is simple to use. A Paris function that allows incoming data to be recognised and used anywhere in a document also allows application of the 'Barcodes Kit' option to format data for printing as a barcode.

Create and Print from any Data

With the 'Barcodes Kit', barcodes may be created and printed from virtually any data. Formatted data can be placed on a page, using any of the standard Paris methods for adding data to a document, with the required TrueType barcode font selected as the current font.

Current users of the Paris system will be able to use the 'Barcodes Kit' without additional training.

Supported Barcodes

Barcodes supported by the 'Barcodes Kit' are:

- Code 3 of 9.
- Code 93.
- Code 128
- Codabar
- EAN/JAN-8
- EAN/JAN-13
- UPC-A
- UPC-E
- PostNet
- Interleaved 2 of 5
- MSI Plessey

For barcode types that support variable numbers of check digits, a user parameter is available.

Fonts

Since the 'Barcodes Kit' support is based upon a set of TrueType fonts, these fonts must be available to the PC that runs the Paris Designer or Paris Spooler.

For example, if the Paris Designer is installed on a server in a network, then the TrueType fonts must be installed on every network workstation that runs the Designer.

Updating Resources

The Update function in the Resources section of the dialogue only applies to those printers with permanent storage facilities (see item '1' in the earlier section 'How Paris manages printer resources').

In rare circumstances, such as the hard disk failing on the printer, or a resource (e.g. font) being accidentally deleted, it may be necessary to instruct Paris to download these resources again.



Clicking on the Update button will display the View/Change Resource Flags dialogue which gives you access to the individual Paris resources.

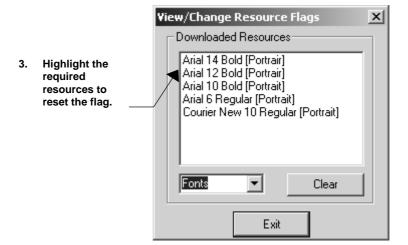


The dialogue permits the user to select the necessary resource(s) to be updated and turn off the permanent download flag. This means the next time a job is set for printing, the selected resource(s) will be sent to the printer.

→ To update a resource:

- 1. Click on the Update button to open the View/Change Resource Flags dialogue.
- **2.** Select the type of resource required from the drop-down menu (Forms, Fonts or Graphics).

A list will be displayed of all the resources of this type that Paris has flagged as being permanently stored on the printer.



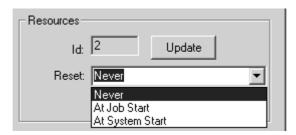
- **3.** Highlight the resource or resources on which you require to have the flag set to 'OFF'.
- **4.** Click on Clear. The internal flags for the selected resources will be automatically set to 'OFF'.
- 5. Click on Exit.

M NOTE:

Flags are set to 'OFF' only when the Clear button is selected.

The next time an application that requires these resources is run they will be sent to the printer and the download flag will be set to 'ON' again.

Resetting Resources



The Reset options allow the user to instruct Paris when to reset the printer. The options in the drop-down menu are 'Never', 'At Job' Start' and 'At System Start'.

The option chosen depends on the storage capabilities of the printer being defined and whether or not the printer is being shared with other applications. These are described as four general levels of resource management in the section 'How Paris manages printer resources' on page 69.

Choosing a Reset option

(A) Printers with permanent storage facilities

• If you are defining a printer with permanent storage facilities, you would choose 'Never'.

If it necessary to instruct Paris to download the resources again for this printer, you would use the Update button. Refer to *Updating Resources* on page 80.

(B) PCL printers (no permanent storage)

• If you are using a PCL printer with no permanent storage facilities **that is NOT being shared with other applications** you would choose 'Never'.

However, if the printer is turned off or reset, you would have to modify the printer definition and select the 'Reset at start of next job' checkbox. This causes the Spooler to reset the resources at the beginning of the next job. Once the resources are sent, the 'Reset at start of next job' option is canceled.

- If you are using a PCL printer with no permanent storage facilities **that IS being shared with other applications** you would choose '**At Job Start**'. This will cause the Spooler to reset the resources at the start of each job (as the resources are overwritten if another application sends output to the printer).
- If you are using a PCL printer with no permanent storage facilities as a dedicated printer you would choose 'At System Start' to reset the resources each time the system is started.

(C) PostScript printers (no permanent storage)

• If you are using a Postscript printer with no permanent storage facilities the option chosen will be irrelevant as Paris must send all the resources required for a job at the beginning of each job.

Media Mapping

Media Mapping is specific to Xerox Docuprint 4050 NPS, 4850 NPS, 4090 NPS, 4890 NPS and 4635 NPS printers only.



If you are defining a Docuprint printer, you must define the media mapping for the printer if you wish to create jobs that use different media types within a single job. This is explained in Appendix A, 'Using the Media Mapping Function' of this manual.

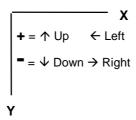
PHYSICAL PAGE SHIFT

The final section of the View/Change Printers dialogue is Physical Page Shift which allows the print image to be shifted either or both horizontally and vertically on the page. This allows the image position of different printers to be adjusted to match, or pre-printed material can be aligned exactly.

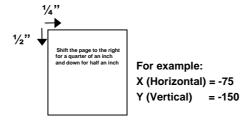


The specified unit of measure is 300 dots per inch (dpi) so a measure of 1 equals 1/300th inch, or 300 equals 1 inch.

Movement is controlled using positive and negative measure around the X (Horizontal) and Y (Vertical) axis. Up and left directions are plus (+) and down and right directions are minus (-).



For example, if H = -75 (-½") and Y = -150 (-½"), the print image will be shifted ½" to the right and ½" down.



To shift the image, enter the required number of units (dots) in the Horizontal and/or Vertical boxes as required.

SAVING THE PRINTER DEFINITION

To save the printer definition, choose the OK button in the View/Change Printer dialogue.

Once a printer has been defined and saved, Paris creates an .XDD file in the PARIS\PRT directory.

MODIFYING/REMOVING A PRINTER

The attributes of an existing printer definition can be changed, or the printer definition can be removed.

NOTE

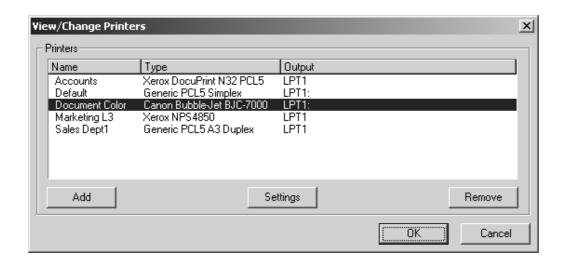
Changes in the Designer to printer attributes take effect immediately, however they will not appear in the Spooler unless it is closed and restarted.

In the same way, changes in the Designer or Spooler do not take effect unless the Engine is closed and restarted.

(This does not apply when adding a new printer definition.)

→ To modify/remove a printer:

Select 'Modify Printers' from the File menu to display the View/Change Printers dialogue.



Modifying a printer

The settings for an existing print destination can be modified.

→ To modify a printer:

1. Either:

Double-click on the printer to be modified

Or

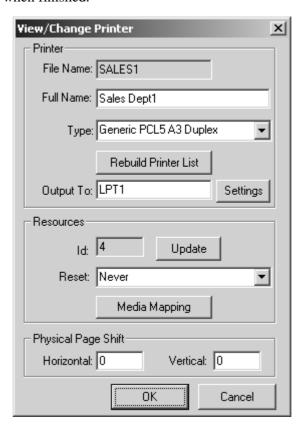
Right-mouse click on the printer to be modified, then choose Settings from the pop-up menu.

Or:

Select the printer then the Settings button.

The View/Change Printer dialogue will be displayed. Modify the existing settings as required.

2. Choose OK when finished.



Removing a printer

A print destination can be removed from the list in the View/Change Printers dialogue.

To remove a printer:

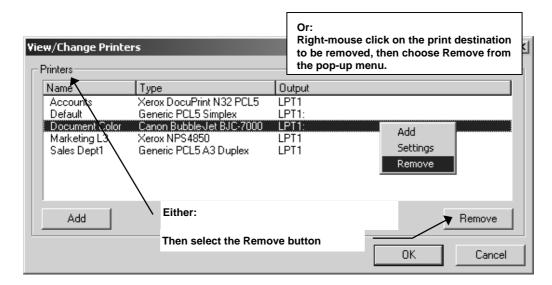
1. Either:

Click on the print destination to be removed, then click on the Remove button. **Or**:

Right-mouse click on the print destination to be removed, then choose Remove from the pop-up menu.

A message dialogue will appear, requesting confirmation of the removal.

2. Choose OK to remove the destination from the list in the View/Change Printers dialogue.





RESET RESOURCES FUNCTION

 $^{\circ}$ $\stackrel{\square}{\Rightarrow}$ File menu $\stackrel{\square}{\Rightarrow}$ Reset Resources $\stackrel{\square}{\rightleftharpoons}$ $\stackrel{\square}{\Rightarrow}$ Alt + R

During the setup of your printers, you will have instructed Paris when to reset each printer, depending on the storage capabilities of the printer being defined and whether or not the printer is being shared with other applications. (Refer to the sections 'How Paris manages printer resources' on page 69 and 'Resetting Resources' on page 85.)

The Reset Resources option from the File menu is used to reset the default printer before you print for the first time for the day, or if the printer has been turned off. This is necessary for Paris to send the special characters for drawing elements before the printer can print them correctly.

FUNCTIONS IN THE ENVIRONMENT EDITOR SYSTEM MENU

The <u>System Menu lists</u> the functions relevant to the on-screen display, the view of the document, switching editors and print preview. Table 2 - 1 indicates the System menu options and the dialogue displayed when the option is chosen (if applicable), and the function of the option.

Each function and the use of any associated dialogue are described in detail on the following pages.

⁴ Function ≦		Dialogue	Used to:
Settings A	lt+E	System Settings	Set the grid attributes, time and date display and edit options
Zoom:			
Full Page A	Alt+1		Display full document scaled to fit screen
Zoom Out A	Alt+2		Reduce document on screen by 50%
Zoom In A	Alt+3		Enlarge view of document by 50%
Switch A	Alt+W		Switch to Form Editor
Preview A	\lt+V		Display the document as it will print

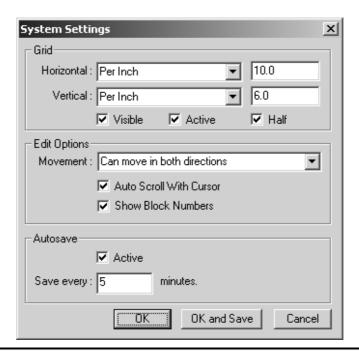
Table 2 - 1: Functions in the Environment Editor System Menu

DEFINING THE SYSTEM SETTINGS

^ ⇒ <u>S</u>ystem menu ⇒ Settings

🚨 ⇒ System Settings

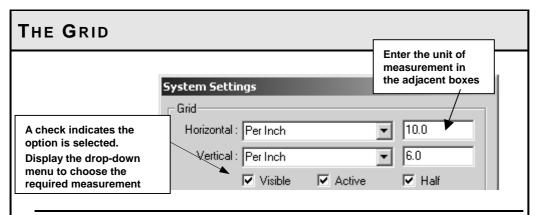
The Systems Setting dialogue is used to set the grid attributes, display and editing options.



M NOTE:

All measurements displayed in the Designer, including size and position of elements, will be expressed in the units you select for the grid settings.

Grid units are not stored as part of a form or environment, and are a function of the editors only. Therefore, a form created in one set of units can be edited in another, or units can be changed at any time during the editing process.



M NOTE:

Different units of measurement may be used for Horizontal and Vertical grid spacing. Preferably, the Vertical grid should be set equal to the line spacing used in the text blocks in the environment.

For example, when you need to design a form or pagedef to fit data with a given number of lines per inch (the text blocks may be 6 lines per inch), it is easier to align form elements if the vertical grid spacing is set to the same line spacing.

Horizontal and Vertical

Horizontal and Vertical drop-down menus provide options for setting the grid measurement as follows:

Inches: Grid divisions in multiples of 1 inch apart.

Centimeters: Grid divisions in multiples of 1 cm apart.

Dots (1/300 inch): The default resolution of a laser printer is 300 dots per inch.

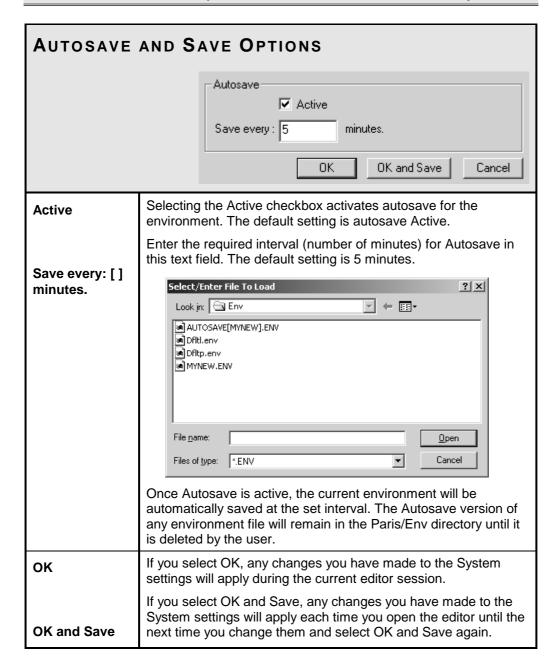
Points: (1/72 inch; 0.353mm)

Units per inch: Number of lines, characters per inch.Units per centimeter: Number of lines, characters per

centimeter.

The spacing for the grid measurement is entered in the boxes adjacent to the Horizontal and Vertical measure.

If the Visible box is checked, the grid displays as a dotted array.				
The grid can be made visible whether active or not as a visual aid to the positioning of elements.				
If the Active box is checked, an element being placed will automatically align to the nearest grid-line, ensuring consistent alignment and positioning of elements.				
The Half option is only effective if the Active box is checked.				
Selecting the Half checkbox turns on grid points half-way between the horizontal and vertical units. This assists in more exact positioning of elements. The half-way points do not display.				
EDIT OPTIONS				
Edit Options Movement : Can move in both directions ✓ Auto Scroll With Cursor ☐ Show Block Numbers				
The Movement pop-up menu provides options for the control of the horizontal and vertical movement of elements. This is useful for precise placement of related elements and groups of elements. The grid settings do not affect the behavior of this option. 'Can move in both directions' allows unrestricted placement of elements. 'Can only move vertically' restricts movement to Vertical only. 'Can only move horizontally' restricts movement to Horizontal only.				
Select the Auto Scroll With Cursor checkbox to be able to move the pointer around freely with the mouse and click and place the text cursor when entering or editing text.				
The default setting is for the option to be selected.				
Select the Show Block Numbers checkbox to display the environment's text block numbers. These numbers don't print, but are useful as a reference.				



VIEWING THE DOCUMENT

$^{\circ}$ ⇒ <u>S</u>ystem menu ⇒ Zoom

Choosing the Zoom option displays the options listed below to zoom to different views of the document currently displayed on-screen.

The amount of the page displayed on-screen at any given time is a result of both the zoom level and the screen resolution of the monitor.

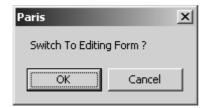
Option	Shortcut Keys	Action
⁴ ⇒ Full Page	⇒ Alt+1	Displays the full document scaled to fit the screen
^† ⇒ Zoom Out	⇨ Alt+2	Reduces the view of the document on screen by 50%
^† ⇒ Zoom In	⇒ Alt+3	Enlarges the view of the document on screen by 50%

SWITCHING EDITORS

 $^{\circ}$ ⇒ <u>S</u>ystem menu ⇒ Switch

The Switch option allows you to switch from the Environment Editor to the Form Editor. The form that is currently active in the Environment Editor can then be edited in the Form Editor. Once you have completed editing the form, the Switch option is also available in the Form Editor so that you can switch back to the Environment Editor.

When you choose the Switch option from the System menu, a dialogue box requesting confirmation will be displayed.



If no form is active for the current document displayed in the Environment Editor, you cannot use this function.

PREVIEWING A DOCUMENT BEFORE PRINTING

 $^{\circ}$ ⇒ <u>S</u>ystem menu ⇒ Preview

The Preview option allows you to preview the currently displayed document to see how it will look when printed. This preview is useful when proofing a document with color added.

In the Environment Editor, environment elements are displayed in BLACK and form elements are displayed in BLUE. Choosing the Preview option switches this off and any other of the Designer **system** colors. The document is displayed as it will print, with any colors that have been added on view.

While in Preview mode, all edit functions are disabled, however you can use the Page tools to page through the document.

To choose the Preview option, choose the Preview button from the Files Bar OR the Preview option from the System menu OR the Alt+V keys.

To cancel the Preview option, choose the Preview button or option again (or press Alt+V) to return to editing mode.

ℳ NOTE:

Any colors that have been added to the environment or form can only be seen in Preview mode.

FUNCTIONS IN THE ENVIRONMENT EDITOR VIEW AND TOOLS MENUS

VIEW MENU

The options in the in the View menu are:

- Files Bar
- Tools Bar
- Settings Bar
- Status Bar
- Info View

Selecting an option will display the toolbar or Info View. Deselecting the option will remove the toolbar or Info View dialogue from view.

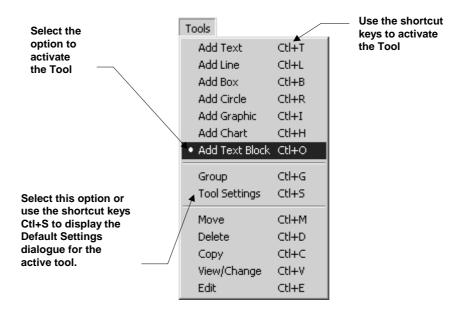
The Settings Bar option is activated when an Element tool is selected from the Tools Bar.

TOOLS MENU

The options in the Tools menu produce the same editing tools as the buttons on the Tools Bar. The options offer both mouse and control key activation of the tools.

- Selecting a tool option from the Tools menu activates the tool (this will be indicated in the Tools Bar). The currently active tool is indicated in the Tools menu by a black dot.
- Selecting the Tool Settings option will display the Default Settings dialogue for the tool that is currently active.

Each tool's Default Settings and View/Change Settings dialogue is explained in Part Three of this manual. The use of the tools to add dynamic or static form elements is explained in Chapters 10 and 11 respectively of the *Paris Designer User's Manual*.



CHAPTER 4: ⁴ → Text Editing

FUNCTIONS IN THE TEXT EDITING MENU

The Text Editing menu displays the options and associated shortcut keys for editing text in an environment.



To activate the Text Editing menu, select the Edit tool and click on the text to be edited (either added text or in a text block). The menu is context sensitive, that is depending on what action is being performed in the Designer, the appropriate options will be available or 'ghosted'.

For example, if you are marking text using the Start Mark (Ctl+M) option, once the text is marked, the Stop Mark (Ctl+Q) option will be made available. Similarly, if you are editing a field the Fill Field (Ctl+U) option will be available.

Refer also to 'The Info View Window', Appendix A, 'Using the Keyboard in the Environment Editor' and Appendix B, 'Using the Keyboard in the Form Editor' in the Paris Designer User's Manual.

TEXT EDITING OPTIONS

To use any option, select the Edit tool and place the cursor at the required position in the text or text block then use the shortcut keys.

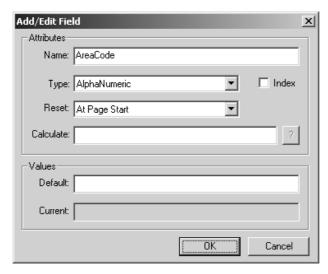
Option	Shortcut Keys	Used to:	
Start Mark	Ctl+M	Enter 'Mark' mode to mark text for insertion of events.	
Stop Mark	Ctl+Q	Exit 'Mark' mode once required text has been marked.	
Cut	Ctl+Y	Cut any added or inserted text that has been marked.	
Сору	Ctl+C	Copy any added or inserted text that has been marked.	
Paste	Ctl+P	Paste any cut or copied text.	
Insert Field	Ctl+I	Display the Add/Edit Field dialogue to insert a field.	
Fill Field	Ctl+U	Display the Update Field Event dialogue to fill a field with marked text.	
Change Data	Ctl+F	Insert a Data Change event at the cursor position.	
Edit Event	Ctl+E	Edit the event at the cursor position (displays the event dialogue).	
Next Event	Ctl+N	Go to the next event in the text block.	
Search/Replace	Ctl+R	Display the Search/Replace dialogue to search for and replace added text.	
Read Text File Ctl+T		Display the Read From File dialogue to import text from an ASCII text file.	
Read Next Text	Ctl+W	Load the next line of text in the ASCII text file (see above).	
Font View	Ctl+V	Display the Font View dialogue to add a non-keyboard character to added text.	

Filling a field using Ctl+M and Ctl+U

A field can be filled with text extracted from the printstream data by using the shortcut keys Ctl+M and Ctl+U. The benefits of this method are that the line and character position and the number of characters to be extracted are immediately displayed in the Update Field Event dialogue

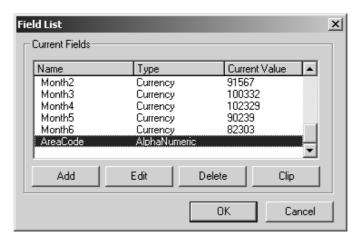
The first step is to add a Field to the Field List.

- 1. Select the 'Fields' option from the Environment menu to display the Field List dialogue.
- **2.** Select the Add button and enter the Field Name in the Add/Edit Field dialogue. Choose OK.

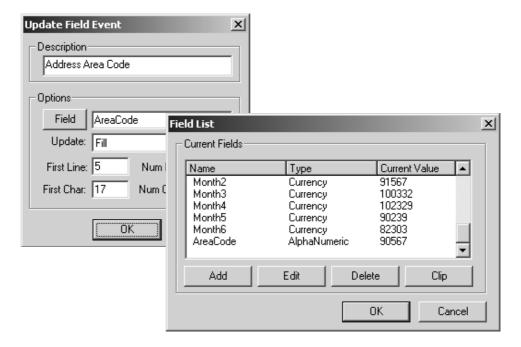


- **3.** Select the Edit tool from the Tools Bar, then click on the text block from which the text is to be extracted.
- **4.** Click to place the cursor at the beginning of the required text and press **Ctl+M.**

- **5.** Use the arrow keys to mark the required text. Once the text is marked (it will appear on your screen in RED) press **Ctl+U**. The Update Field Event dialogue will be displayed showing the Line and Character position and length of the marked text.
- **6.** Click on the Field button to display the Field List and select the previously added field from the list. Choose OK. The field will be displayed in the Update Field Event dialogue.



7. Enter a description for the event and choose OK. The field will now be filled with the extracted text.



The Paris Designer Reference Manual

CHAPTER 5: [♠] → Environment

FUNCTIONS IN THE ENVIRONMENT MENU

The options listed in the Environment menu are the functions used to control an environment's processing of incoming printstream data and incorporation of the form design to produce the desired output.

Table 5 - 3 shows the Environment menu options, the dialogue displayed when the option is chosen, and the function of the option.

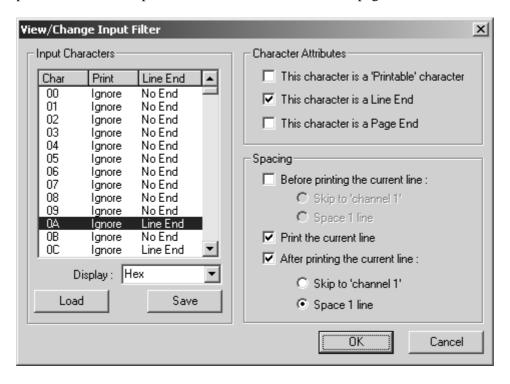
Each function, its purpose and use is described on the following pages.

↑ Function	Dialogue	Used to:
Input Filter	View/Change Input Filter	Set the input filter for an environment.
Translation Table	View/Change Translation Table	Set the translation of individual characters in the printstream, e.g. EBCDIC to ASCII
Input Settings	View/Change Input Settings	Change input settings which are to be repeated for each report within a print job.
Spacing Settings	View/Change PCC and Channel Assignments	Specify how the environment is to deal with vertical spacing controls (Printer Carriage Controls).
Output Settings	View/Change Output Options	Determine basic output processing options.
Print Order	View/Change Print Order	Define default page definitions and forms.
Current Page Definition Ctl+J	View/Change Page Definition	Edit the page definition currently on the screen.
Fields	View/Change Field List	Add and edit fields.
Operator Messages	View/Change Print Messages	Insert operator messages to appear on-screen prior to the commencement of the print job.
CEP Options	View/Change Xerox CEP Options	Set the CEP options
View Page Attributes Ctl+K	View Current Page Attributes	Display the properties of the current page.
Select Text Block Ctl+N	Select Text Block	Link a text block to a dynamic form element.

Table 5 - 3: Functions in the Environment Menu

THE INPUT FILTER FUNCTION

The Paris Designer Input Filter is used to nominate which bytes in the incoming printstream are to be printed and which will act as line or page terminators.



WHY IS AN INPUT FILTER NEEDED?

The Paris Designer processes data in a purely sequential manner. Bytes of data arrive one after the other until the end of the file, with the stream of bytes being largely made up of printable characters, that is, bytes that actually represent a character to be printed on the page.

This continuous stream of characters needs to be divided into separate print lines (otherwise the data would print in one single line off the edge of the page), so within this stream of bytes there are special characters which identify the end of a print line (**line termination bytes**). In most cases, there are also special characters that specify the end of a page (**page termination bytes**).

What is the use of line and page termination bytes?

These special line and page termination bytes are normally **not printed** and are only required to signal the end of a line or page. In other words, a 'filter' is applied to the bytes, in this case the Input Filter.

What if the data file has fixed length records?

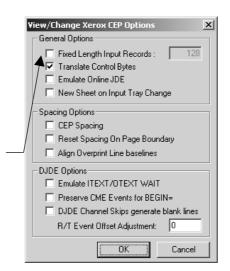
In some cases, an input data file may contain fixed-length print lines. This type of file is rare and generally less efficient than other data files as each line must be padded to the fixed length.

'Fixed Length Input Record' types of files normally do not contain carriagereturn, line-feed and form-feed bytes (as they are not required). Therefore you will usually not have to modify the Input Filter in any way.

How do I notify Paris of fixed length records?

If it applies to your data files, you will need to notify the Paris Designer that you are using fixed length records with no terminators. This is done by selecting 'CEP Options' from the Environment menu to display the View/Change Xerox CEP Options dialogue.

2. Select the 'Fixed Length Records' option.



2. Select the 'Fixed Length Input Records' option and specify the record length in bytes.

NOTE: See Appendix C 'Using Xerox CEP Options'.

What are the printable and non-printable byte values?

The printable range of bytes is relatively standard and will normally include all bytes with decimal values of 016 through to 255.

The bytes with values below decimal 016 are generally reserved for special functions such as line terminators and page ends, and also includes communication protocol bytes, escape bytes and many other special functions which will not be required by the Paris Designer.

Which of these special function values should I be concerned with?

In almost all situations, the Input Filter should be set up to ignore all bytes less than decimal 016 with the exception of line and page terminators. Refer to the section 'What do carriage-return, line-feed and form-feed bytes look like?' on page 115 for descriptions and illustrations.

What does a line terminator look like?

A very simple analogy is that of a typewriter...

Imagine that the Paris Designer is a person typing onto an old-fashioned typewriter.

As the person types, they will mainly press keys corresponding to a hammer which delivers the image of a character onto the paper. When they reach the end of the line they will need to perform two functions (otherwise they will type off the edge of the paper).

- 1. They will need to move the carriage of the typewriter so that the next character is positioned at the start of a line (left most position).
- 2. They will then need to feed the paper up one line so that the next line starts on a new line at the left-most position.

This carriage-return and line-feed function is normally conducted in one move with a mechanical lever.

...in the vast majority of cases, computer print data contains corresponding carriage-return and line-feed functions.

Each line of printable bytes will normally be terminated by a carriage-return and line-feed combination of bytes to emulate the simple typewriter function.

In most cases the print data will contain a pair of bytes representing the two actions, however in some cases the carriage-return function is not required because the line-feed function implies the return to the left of the page. In these cases each print line will be terminated by a single line-feed byte.

When do I need to act on the carriage-return byte?

As we have just pointed out, the carriage-return byte is normally superfluous and could be ignored. Although in some cases print lines will be terminated by a single line-feed byte only, the majority of cases will still use the carriage-return, line-feed pair of bytes. This is because most print files are still conditioned to print to a simple line printer.

These line printers are really just automated typewriters and produce very simple pages. Formatting of the page is limited due to the mono-spaced (fixed pitch) character set, however they usually do include a 'bolding' function to highlight various elements of the page. Bolding is achieved simply by overprinting a line (or portion of a line) to obtain the effect of a darker impression.

The method used to achieve bolding involves a single carriage-return byte as follows:

The line (or portion of the line) to be bolded needs to be printed twice (in some cases more than twice). The second time must be exactly over the top of the previous line - hence the term 'overprinting'. Therefore, while most lines will be terminated by a carriage-return and line feed pair, lines to be over-printed will be terminated by a single carriage-return only.

It is in these instances where we need to act on the carriage-return byte.

How do I act on the carriage-return bytes?

It is very important to honor these over-print lines, otherwise the line count will be affected. Although laser printers can overprint, they do not involve the impact of a hammer and are more accurate, with the result that an overprinted line will be indiscernible from a normal (single) line.

While the over-print lines are being honored, some other method of bolding will be required. Bolding is normally just a change to a new font (or the bold version of the current font) and must be achieved either by Local Text Block Font Change events (Chapter 7 of the *Paris Designer User's Manual*), or by the use of font indexes (refer to the section *The Input Filter Function* on page *109*).

What is done about page-ends (form-feeds)?

Carriage-return and line-feed functions are important because they define the basic unit of data for the Paris Designer, that is, a line.

A collection of lines forms a page, which in turn needs to be terminated. To achieve this and to make print data more efficient, many systems make use of a third special character to terminate pages, a **form-feed**.

What are form-feeds?

In simple terms, form-feeds are just a 'super' line-feed and are usually employed as a replacement of the line-feed in a carriage-return/line-feed pair. Therefore the last line on a page is quite often terminated with a carriage-return, form-feed pair of bytes.

Form-feeds are not as vital as carriage-return and line-feed functions because most pages are terminated after a given amount of lines (for example 66 lines per page). However, this implied page end becomes inefficient in cases where only a few lines are to be printed on a given page, and to make up the 66 required lines, a set of blank lines (a series of carriage-returns and line-feeds with no characters on them) will need to be sent.

Some print files use form feeds while others rely on a fixed number of lines to achieve page ends. If your data does make use of form-feeds you will need to make sure that your input filter is set correctly (refer to the section *The Input Filter Function* on page 109).

What do carriage-return, line-feed and form-feed bytes look like?

Binary representation of functions such as printable characters, carriage-returns, line-feeds and form-feeds are purely arbitrary, however certain standards have emerged.

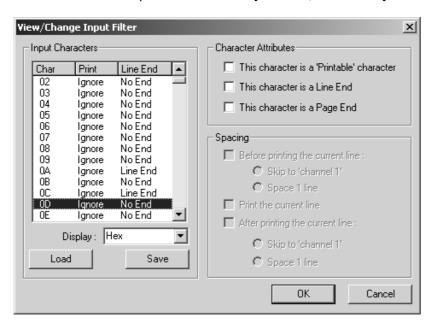
In almost all cases the carriage-return, line-feed and form-feed bytes are represented by the following decimal/hexadecimal values:

	Decimal Value	Hexadecimal Value
Carriage-return byte	(13)	(0D)
Line-feed byte	(10)	(0A)
Form-feed byte	(12)	(0C)

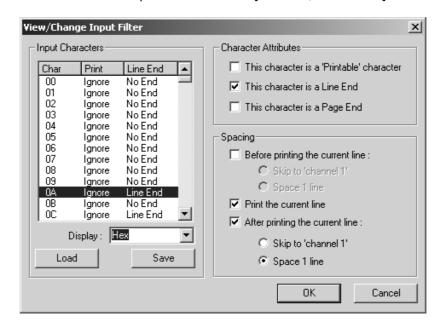
What is the best way to interpret the carriage-return, line-feed and form-feed input characters?

As carriage-returns and form-feeds may or may not be required, it is recommended that the following actions be defined for each of these functions. In this way they will be interpreted correctly should they be included in the data, however simple line-end-only terminated lines will still function.

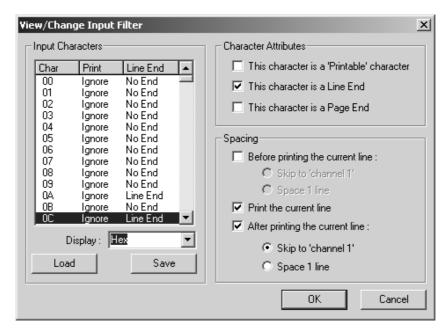
Carriage-return: Return the print position to the left but do not feed a line. Do not print the character. [OD: Hex, 13 Decimal]



Line-feed: Return the print position to the left and feed a line after printing. Do not print the character. [OA: Hex, 10 Decimal]



Form-feed: Return the print position to the left and end the **logical** page after printing. Do not print the character. [OC: Hex, 12 Decimal]



With a form-feed character, how and when do I use the 'Skip' option?

The Paris Designer permits you to create multiple **logical pages** on a single page.

A **logical page** is just another term for a **text block** and their use has extended beyond the original concept of simple logical pages.

When the form-feed character is defined in the Input Filter, using a 'Line End', it can be instructed to 'Skip' to the next **logical page** before or after printing the current line. You can also instruct the form-feed character to 'Skip' to the next **physical page**, and in such cases a 'Page End' would be used.

The function of skipping to a new page becomes a little more confusing when you are using more than one logical page (text block) on a physical sheet of paper as:

- Selecting the **Skip** option will always end the current logical page only.
- The print position will move to the next available logical page, which may be on the same physical page.

For example:

A simple example would be printing 'Two-Up' to save paper, where two logical pages are printed on the one side of a piece of paper.

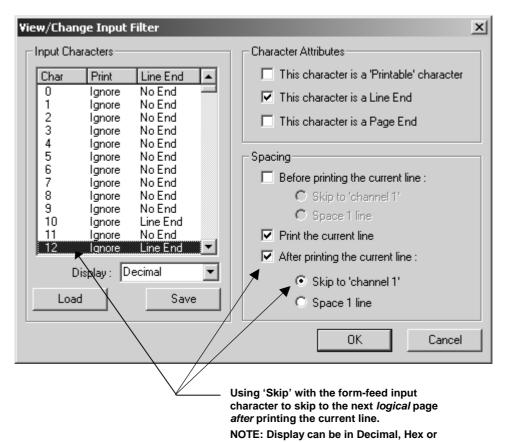
When the first logical page is terminated with a form-feed character, we do not want it to go to the next physical page (as it would normally do), but rather **skip** to the next logical page.

Skipping to the next logical page

Selecting **Line End** and **Skip** (before or after printing the current line) will take you to the **next logical page** (text block).

If there are no more text blocks on the current page then a **physical page feed** will be performed and the skip will take you to the first line of the next logical page (the first text block) on the new page.

Refer to Using the 'Skip' option on page 126.



Skipping to the next physical page

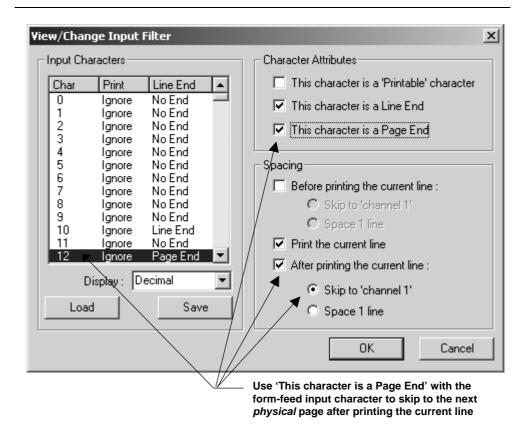
In some cases you may find that you do not want to skip to the next logical page but would rather skip to the **next physical page**.

In this case you would select the **Page End** option in the Character section of the Input Filter dialogue as well as **Line End**. This will have the effect of ignoring any remaining text blocks on the current page and starting a new page at the first text block of the new page.

Refer to *Using the 'Skip' option* on page 126.

∅ NOTE

In most cases you will need to skip to the new page after printing the current line.



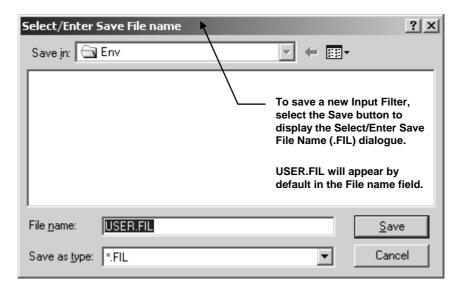
DO I NEED TO MODIFY THE INPUT FILTER FOR MY PRINT FILES?

The Paris Designer is supplied with a default Input Filter (DFLT.FIL) which should cater for the majority of printstreams. If required, the default Input Filter can be modified and saved as a new Input Filter which can be loaded at any time and applied to the environments you create.

It is important to note that the Input Filter only acts on the environment within which it is defined. In most cases print data will be coming from a single host and will have the same structure from job to job. Therefore the Input Filter would normally be the same within all your environments.

The common practice of users of the Paris Designer is to set up the default environments DFLTP.ENV and DFLTL.ENV to suit their print files, including modifying the Input Filter. The first time the Input Filter is modified, it can be saved as a .FIL file (refer to *Using the Input Filter to set the character functions* on page 122).

Once you have modified and saved the Input Filter to suit your print files you do not have to load it each time you create a new environment. The Input Filter defined in the default environment (or any existing environment you are using as a template) will apply to the new environment.

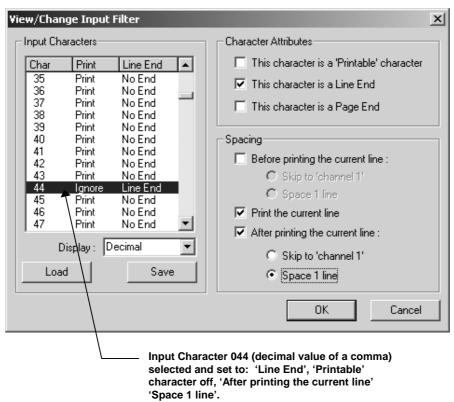


WHEN WOULD I NOT USE THE STANDARD INPUT FILTER VALUES?

In some cases you may need to print a database file as opposed to a print file. Doing so does involve many limitations, but it is possible.

It does require the database file to have fields which are terminated by special characters, and it is quite common to find these as comma-delimited database files. In these cases the decimal value of a comma (Decimal: 44, Hex: 2C) would be selected from within the Input Filter. It would be configured as a 'Line End' and not printed (turn 'Print Char' off). In the Spacing section it would be instructed to space after printing the line.

The effect is that each field, delimited by a comma, would be treated as a separate print line. All other functions within the Paris Designer can then be applied.



USING THE INPUT FILTER TO SET THE CHARACTER FUNCTIONS



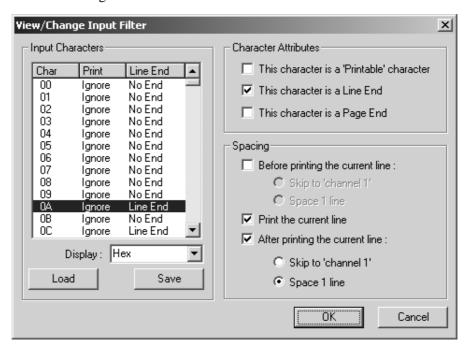
- ⇒ Environment menu ⇒ Input Filter
- □ Input Filter dialogue

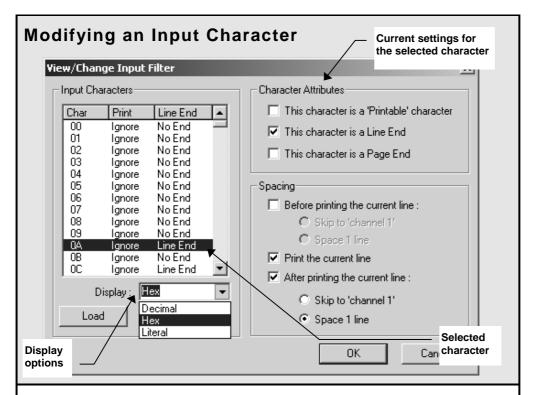
The Input Filter is simple to use, however it is also easy to make mistakes if its function is not fully understood.

It can be seen from the previous pages that the function of the Input Filter is extremely important in that it defines the basic elements of the page, lines and printable characters.

→ To use the Input Filter:

Select the Input Filter option from the Environment menu to open the Input Filter dialogue.





Input Characters

The Input Filter lists all possible byte values (Input Characters) on the left hand side of the dialogue. On the right hand side, the settings for the currently selected Input Character will be displayed.

Display options

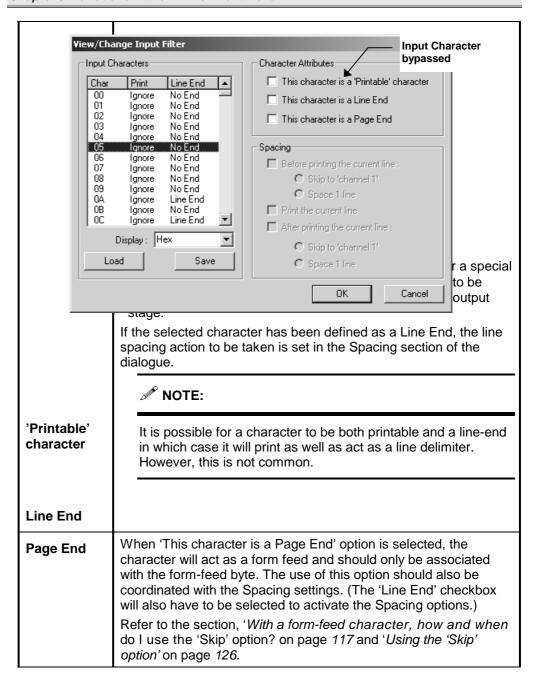
Input Characters can be displayed in Hex, Decimal or Literal notation

Any given Input Character is modified by selecting the character from the list on the left. The character's current settings will be displayed on the right and are available for modification.

Defining the Character Attributes

Under the 'Character Attributes' setting the basic function of the selected character can be defined.

In the majority of cases a character will be only **one** of the following: **bypassed**, **printed** or used as **a line delimiter**.



Defining the 'Spacing' options The line spacing action for a character is set in the Spacing section of the dialogue. Character Attributes Character Attributes This character is a 'Printable' character This character is a 'Printable' character ▼ This character is a Line End ▼ This character is a Line End This character is a Page End This character is a Page End Spacing Spacing: ▼ Before printing the current line: Before printing the current line: Skip to 'channel 1' C Skip to 'channel 1' C Space 1 line C Space 1 line Print the current line ✓ Print the current line After printing the current line: After printing the current line: C Skip to 'channel 1' Skip to 'channel 1' C Space 1 line Space 1 line

Print the current line

'Print the current line' specifies that the line which the selected character terminates is to be printed. By not selecting this option the line will not be printed, which is a very rare requirement.

Spacing Before or After Printing

When a line is terminated the print position will need to be vertically 'spaced' down one line unless you wish to over-print the current line. You have the choice to space down one line **before** you print the line or **after**. It is also possible to space before and after but this is rare and would result in double line spacing.

Before printing the current line, Space 1 line

Select **Before printing the current line** checkbox and the **Space 1 line** radio button if you wish to space down one line before printing the current line.

After printing the current line, Space 1 line

Select **After printing the current line** checkbox and the **Space 1 line** radio button if you wish to space down one line after printing the current line.

Using the 'Skip' option Before and After Printing

The Skip option can be used to skip to the next **logical** page or the next **physical** page **before** or **after** the current line is printed. (Refer to the section, *With a form-feed character, how and when do I use the 'Skip' option?* on page 117.)

NOTE: In most cases you will need to skip to the new page **after** printing the current line.

Before printing the current line, Skip to 'channel 1'

Select the **Line End'** and '**Before printing**' checkboxes and the '**Skip**' radio button if you wish to skip to the next logical page before printing the current line.

After printing the current line, Skip to 'channel 1'

Select the 'Line End' and 'After printing' checkboxes and the Skip' radio button if you wish to skip to the new page after printing the current line.

For example:

Selecting the spacing options for a Line-feed character

In the case of a Line-feed character, you would normally space **after** printing the line, in the same way as a typewriter does

Selecting the spacing options for a Carriage-return character

It possible to perform **no spacing** at all and this is how the carriage-return byte should be set. By not selecting any spacing action, the next line will overprint the same line.

The above spacing settings are illustrated on pages 115 and 92.

Saving/Loading an Input Filter The Save function allows you to save the current input filter for use in Save other environments. Choosing this button opens a standard Select/Enter Save File Name (.FIL) dialogue. Save the table with the file extension '.FIL'. Select/Enter Save File name ? × Save jn: 🔄 Env USER.FIL File name: <u>S</u>ave Save as type: *.FIL Cancel The Load function allows you to load a pre-existing Input Filter. Doing so Load will overwrite the current Input Filter settings with those of the Input Filter being loaded. Selecting the Load button will display the Select/Enter File To Load (.FIL) dialogue. Any Input Filter displayed in the list (including DFLT.FIL) can be loaded. Select/Enter File To Load ? × Look jn: 🖼 Env **▽** ← **Ⅲ**∗ DFLT.FIL File name: <u>O</u>pen Files of type: *.FIL Cancel \blacksquare

How do Input Character Settings Interact with PCC byte instructions (Spacing Settings)?

As you can see from the previous sections, the Input Filter can determine some basic vertical spacing properties of the print file.

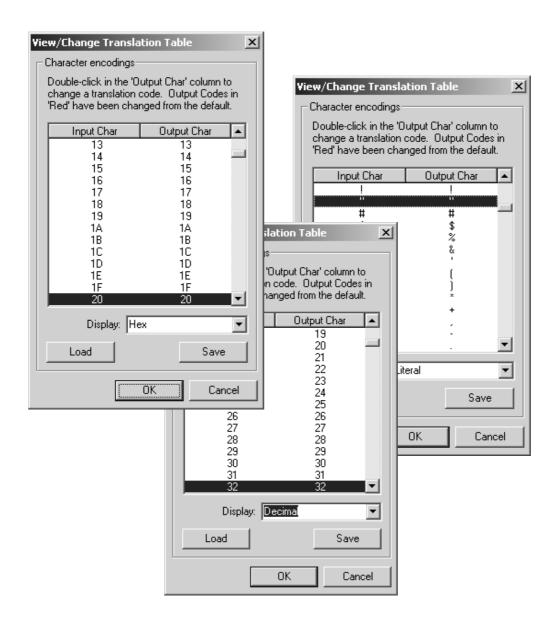
In the cases where your print file employs Printer Carriage Control (PCC) bytes, there could be conflict between the PCC spacing instruction and that of the Input Filter. In these cases you can instruct the Paris Designer to ignore the Input Filter's spacing instructions. The Line Termination function will still be honored, however the vertical spacing will then be controlled by the PCC byte.

The Input Filter's spacing control is disabled by de-selecting the 'Use Line Terminators as default' option in the View/Change PCC and Channel Assignments dialogue (refer to 'The Spacing Settings function' on page 147).

THE TRANSLATION TABLE FUNCTION

To open a Translation Table, select the Translation Table option from the Environment menu..

A translation table can be displayed in Decimal, Literal or Hex format.



WHAT IS THE PURPOSE OF A TRANSLATION TABLE AND WHY IS IT NEEDED?

The purpose of a Translation Table in the Paris Designer is to translate individual characters in the printstream character set to another character set. Why is this necessary? To begin with, let's consider the data in the input printstream.

An input *printstream* consists of a *series of bytes*, each representing either a printable character or line/page terminator. Of the 256 possible byte combinations, the lowest 16 are normally reserved for special characters such as line feeds and form feeds while the rest correspond to printable characters.

These byte combinations are relevant to the way computers communicate as the computers must agree on which byte value corresponds to which character. This is done according to a recognized encoding system and is best explained by revising the way a computer organizes data.

About 'bits' and 'bytes'

Computers store data as 1s and 0s, or binary digits called bits.

A **bit** has two possible states, 'on' or 'off' and in the binary numbering system (base 2) and in written text, the **on-bit is a 1** and the **off-bit is a 0**.

According to a recognized encoding system, a series of **bits** are combined to represent a **character**. This combination of bits is called a **byte.**

A **byte** is made up of **eight binary bits**, therefore each byte (eight bits) could have one of 256 (2⁸) possible configurations of 'on' and 'off' states. For example, in the ASCII encoding system the bit configurations of 01000001 and 01000010 represent the characters A and B.

ASCII and EBCDIC encoding systems

Unfortunately there is no absolute standard of encoding systems, however two general standards do exist. Of these, ASCII (American Standard Code for Information Interchange) has generally emerged as the standard by which PC and network systems communicate. The other standard called EBCDIC (Extended Binary-Code Decimal Interchange Code), is used primarily by mainframe computers.

Translating from one encoding system to the other

In order for these two types of encoding systems to communicate they must employ a translation from one 'language' to the other. This translation function is normally performed by the 'gateway' hardware and software that bridges the two systems and is therefore transparent to most computer users.

If there is no automatic EBCDIC/ASCII translation...

The Paris system, residing in an ASCII environment, would normally expect the data to arrive in the ASCII format. However, in some cases there may be no automatic translation and the Paris Designer will be required to perform the task.

You may also find that there are variances within the encoding system standards, in which case the Paris Designer may be required to compensate.

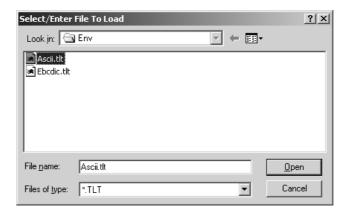
...the Translation Table will be required

A Translation Table performs the translation of one byte value to another. Two standard Translation Tables are supplied with the Paris Designer, ASCII.TLT and EBCDIC.TLT.

It must be noted that translations are performed on single bytes only.

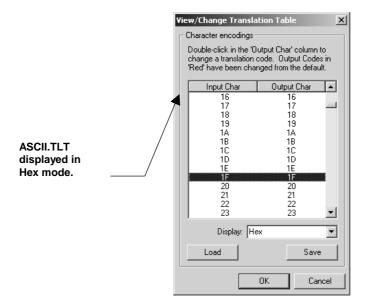
WHAT ARE THE TRANSLATION TABLES SUPPLIED WITH THE PARIS DESIGNER?

The standard Translation Tables supplied with the Paris Designer are ASCII.TLT and EBCDIC.TLT. Both tables can be loaded, modified and saved as new tables by using the Load and Save functions in the Translation Table dialogue.



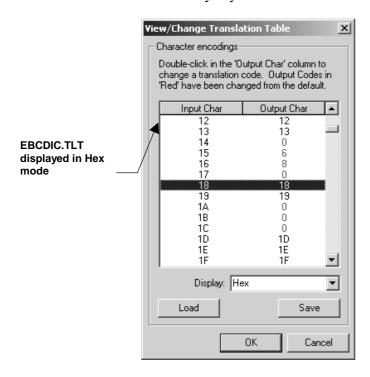
The ASCII translation table

The ASCII table is a 'straight-through' table. By default each input value is equal to its output value. This table should be used for any ASCII printstreams.



The EBCDIC translation table

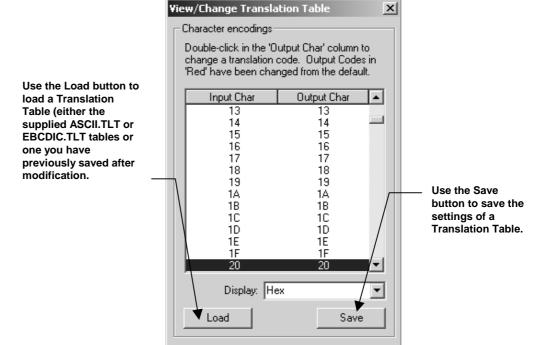
The EBCDIC translation table should be used to translate an EBCDIC printstream into ASCII for the Paris Designer. In some cases you may need to modify the EBCDIC translation table to satisfy any variations.



WHAT IS THE SCOPE OF THE TRANSLATION TABLE?

Modified Translation Tables apply only to the environment in which they exist and will be saved with the environment.

Using the Save function within the Translation Table dialogue will allow you to save the current settings for use in other environments (by way of the Load function).



Cancel

AT WHAT STAGE OF PROCESSING IS THE TRANSLATION TABLE APPLIED?

The Translation Table is applied **after** the Input Filter but **before** most other processes in the Paris Designer. The section '*The Input Filter Function*' on page *109* describes the Input Filter and its use.)

- The Translation Table is applied **after** the Input Filter.
- The Translation Table is applied **before:**
 - the Printer Character Control (PCC) interpretation (Refer to *The Spacing Settings function* on page 147.)
 - the Run Time Event (DJDE) interpretation. (Refer to Run Time Events in Chapter 6 of this manual.)
 - any Input Record Events including Record Selection/Deletion and Job Separation. (Refer to *Input Record Events* in Chapter 6 of this manual.)
 - all conditional output processing, that is before the processing of any conditional Local Text Block events. (Refer to Adding Local Text Block Events in Chapter 20 of this manual and Chapter 7, Using Events in The Paris Designer User's Manual.)

WHAT RELEVANCE DOES THE TRANSLATION TABLE HAVE TO CONTROL BYTES?

Control Bytes are the bytes at the start of a print record which are not included in the printable portion.

Control Bytes normally contain **Printer Carriage Control** (PCC) bytes and possibly **Font Indexes**. They are defined in the Printline Size Offset in the View/Change Output Options dialogue. (Refer to the section, *Defining Printline* Size on page *177*.)

... to Font Indexes

Font Indexes rely on the *bit* pattern of a character and not its display value. It is therefore very important not to translate these. (For more information refer to the section, 'How does Font Indexing work? on page 165.)

By turning the translation function off for Control Bytes, the Font Index will be preserved while the printable portion of the line will be translated.

... to Printer Carriage Control bytes

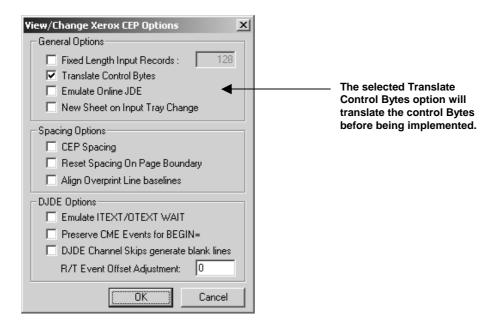
Unlike Font Indexes, Printer Carriage Control (PCC) bytes usually make use of the display value of characters. For this reason they are normally not affected by the Translation Table, in fact the standard PCC control tables supplied with the Paris Designer **rely** on the display value of the PCC bytes.

How is the Translate Control Bytes option turned on and off?

Pressing the function key F6 or choosing CEP Options from the Environment menu will display the View/Change Xerox CEP Options dialogue. The dialogue provides a 'Translate Control Bytes' option which is selected by default.

Translate Control Bytes 'ON'

When selected ('turned on'), the Translate Control Bytes option allows the control bytes to be translated before being implemented.



Translate Control Bytes "OFF"

If you decide to de-select ('turn off') the Translate Control Bytes option in the 9700 Options dialogue, you will have to create new Spacing Settings (PCC) tables to react to 'untranslated' PCC values.

NOTE: If you are applying a Translation Table and you **do not** use Font Indexes, it is recommended that you **do** select the Translate Control Bytes option.

See also Appendix C 'Using Xerox CEP Options'.

If the printstream data is EBCDIC and Font Indexes are used...

In cases where the printstream data is originally EBCDIC and Font Indexes are used, it is recommended that the data not be translated before arriving at the Paris Designer. In this way the Designer can perform the EBCDIC/ASCII translation while preserving the Font Index.

If you are taking print files to the Paris Designer from a host computer that produces EBCDIC data, you must ensure that the method used to move the files refrains from translating to ASCII in order to preserve the Font Index.

If the printstream data is EBCDIC and Font Indexes and PCC bytes are used...

If you do use Font Indexes and you also use PCC bytes and your data is originally non-ASCII, you will need to create special 'untranslated' Printer Carriage Control (PCC) tables. (Refer to *The Spacing Settings function* on page *147*.)

This is because the Font Index determines that you cannot translate Control Bytes and the default Spacing Settings (PCC) tables rely on translated data.

USING THE TRANSLATION TABLE

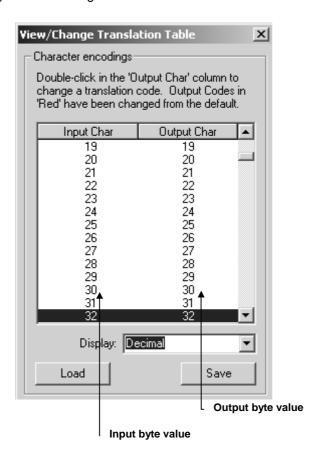


 \Rightarrow Environment menu \Rightarrow Translation Table

 \Rightarrow Character Translation dialogue

The Translation Table can display the 256 possible byte values in Decimal, Literal and Hexadecimal notation. The table displays the input byte value on the left with it's corresponding output (translated) value to the right.

The prompt 'Double-click in the 'Output Char' column to change a translation code' is displayed in the dialogue.



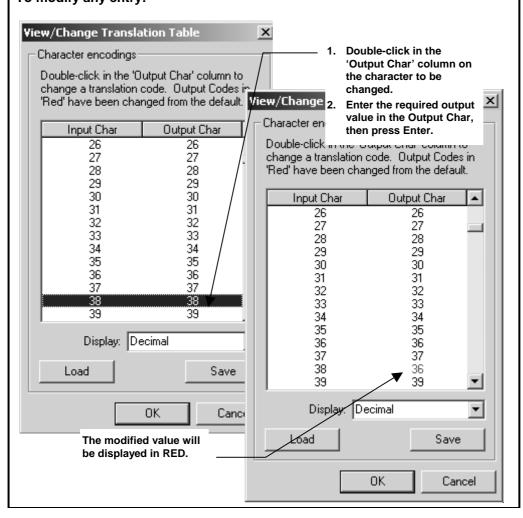
Displaying the character set The Display drop-down menu allows you to select **decimal**, **hex** or **Display literal** characters for the display of the current character set. 26 27 26 27 28 28 The Decimal table ranges from 29 29 30 31 0 to 255 and uses ten different 30 characters, usually the decimal 31 digits. 32 Display: Decimal 19 19 1A 1B 1B 10 10 1D Hexadecimal is a base 16 1D numbering system using the digits 0 to 9, then the letters A to Display: Hex F (eg. decimal 12 equals hexadecimal C). = >?@ABC @ A B C Literal units directly represent a value, for example, 14 Display: Literal represents the integer fourteen; 'April' represents the character string 'April'.

Modifying the output value of a character

You can modify the output value for the relevant input value directly in the Translation Table dialogue. Any modified values are displayed in RED.

In the example below, we have selected the decimal input character 38 (which represents the character $\mathbf{\pounds}$ in the ASCII table), and modified the output value to 36 (which represents the character $\mathbf{\$}$). Therefore, any time Paris Designer encounters a $\mathbf{\pounds}$ in the input stream, it will translate the output to a $\mathbf{\$}$.

To modify any entry:



Saving and Loading a Translation Table

Save

The Save button is provided so you only have to define a set of character translations once.

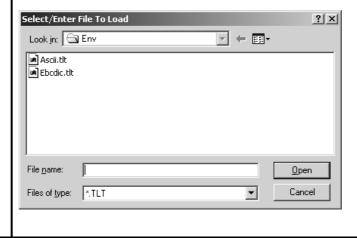
Choose this button to open the Select/Enter Save File Name (.TLT) dialogue so that the translation table can be named and saved as a .TLT (character translation) file.



Load

The Character Translation process may involve converting EBCDIC data to ASCII or vice-versa.

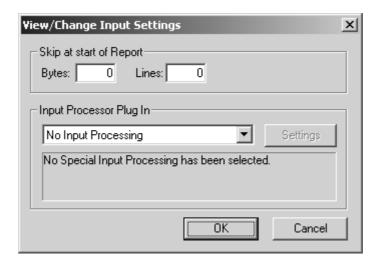
Select the Load button to display the Select/Enter File To Load (TLT) dialogue where translation files for EBCDIC and ASCII are available for loading. Character Translation tables created and saved in other environments will also be displayed and can be loaded if required.



THE INPUT SETTINGS FUNCTION

Input settings determine how many characters (bytes) or lines are to be ignored at the start of each report in a print job. In this context, a report is a logical split in the job.

You can also set up the number of times a page is to be repeated, for example, where you are using multi-part stationery in a line printer. The environment processes each physical page the set number of times. Each copy of the page will be treated as a separate output page, allowing the use of cycle forms and cycle page definitions.



WHAT IS THE FUNCTION OF INPUT SETTINGS?

The View/Change Input Settings dialogue provides the following functions:

- Skip at start of Report, used to skip or remove a number of bytes or print lines at the start of each job,
- Input Processor Plug In.

USING THE INPUT SETTINGS 'SKIP AT START OF REPORT' FUNCTION

It is possible in Paris to skip a series of bytes or print lines at the start of every print job. This is most commonly required when the job contains unprintable characters or 'junk'. It is preferable to ensure that they are not included in the original print files at all but in some cases this is not possible.

These headers are normally made of a sequence of printer commands and are not required to print. In fact they could cause problems with Paris because they could possibly contradict printer commands from Paris with unpredictable results. It is always best to remove these to avoid problems.

Removing the 'junk' printer commands

Unprintable characters, or 'junk' headers can be removed by employing the 'Skip at start of Report' function in the View/Change Input Settings dialogue.

- This function is only performed at the start of each logical job.
- The amount of data to skip can be specified in bytes or lines. When specified in bytes it will include all possible byte values, including special characters such as line-feeds and carriage-returns.
- This stripping process is performed before any other process in Paris, including the Input Filter process.

The strip can also be specified in lines, a line being determined by either the Line End function of the Input Filter or Fixed Length Record processing. The strip will include the line terminator.

It is possible to specify a number of bytes and a number of lines. In this case the bytes are stripped first and then the lines. The result is an accumulation of the two.

THE INPUT SETTINGS 'INPUT PROCESSOR PLUG IN' FUNCTION

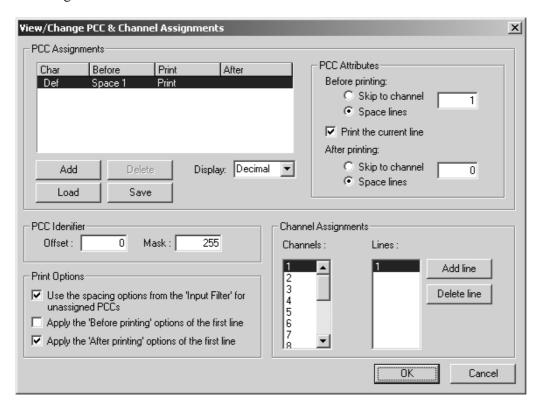
Input Plug-Ins provide a mechanism for a separate program to process input data before being delivered to the Paris Engine for final formatting.

Creation of these 'Plug-Ins' can only be done by XLPrint or XLPrint accredited developers. Please contact XLPrint for details.

USING INPUT SETTINGS View/Change Input Settings Skip at start of Report Bytes: 0 Lines: 0 Input Processor Plug In-No Input Processing Settings No Special Input Processing has been selected. ÖK Cancel In the Bytes and Lines fields, enter the number of bytes Skip at start of Report and/or lines to be ignored at the start of each new report. If you have an Input Plug-In (see previous page), enter **Input Processor Plug** the name in the text box or select from the drop-down In menu.

THE SPACING SETTINGS FUNCTION

The Spacing Settings function is accessed via the Environment menu. Selecting the Spacing Settings option displays the View/Change PCC and Channel Assignments dialogue.



WHAT IS THE FUNCTION OF SPACING SETTINGS?

The Paris Designer Spacing Settings function is also referred to as the 'Vertical Formatting' or 'Printer Carriage Control' (PCC) function. It is **only** applicable to printstreams that contain Printer Carriage Control (PCC) bytes and is necessary for Paris to interpret the PCC bytes in the correct manner.

In some cases, during the process of moving the data from the host computer to the network, it is possible for the PCC bytes contained in a printstream to have been interpreted into assorted carriage-return/line-feed combinations and stripped on the way to Paris. In these cases the Spacing Settings function becomes redundant.

WHAT ARE PCC BYTES?

Printer Carriage Control (PCC) bytes date back to early impact printer days when, to add extra control to the vertical positioning of the print-head, an extra byte was added to the start of every print line. This was usually a function of the spooling system and was generally transparent to the user or programmer.

How do PCC bytes work?

As mentioned above, they are a special byte that is placed at the start of each print line. They are generally interpreted but not printed. The printer, or in this case Paris, is programmed to react to different values in a particular way.

There are essentially only two general types of action that can be performed:

- The print position can be made to 'space' a given number of lines down the page in reaction to a given value, or
- The print position could 'skip' to a given line number in reaction to another value.

Spaces and skips can only act vertically and downward, however it is possible to space zero lines to maintain the current print position.

How are the actions for a PCC byte defined?

The actions for a PCC byte are defined in a table of PCC values and associated actions. It is possible to create your own table, however certain standard PCC Tables are supplied.

The most common table of PCC byte values and actions is that created by the American National Standards Institute (ANSI). This table is supplied with the Paris Designer and is available via the View/Change PCC and Channel Assignments dialogue. The Designer also includes two other commonly used PCC byte tables. These are derived from functions performed on early IBM printers. They are the '1401' and '1403' tables.

It is possible to create or modify any existing PCC byte tables and save them using the 'Save' function. These can then be re-used in subsequent environments by way of the 'Load' function.

How do I know if the printstream contains PCC BYTES?

You need to examine the data file you wish to print. You can do this by using the Edit Data option in the File menu in the Environment Editor where you can view the file in hexadecimal format (refer to Chapter 1).

Data in general is one of two formats; Carriage-Return/Line Feed or PCC based. (For more details on Carriage-Return/Line Feed files refer to 'The Input Filter Function' on page 109.)

It is normally easy to identify a PCC based file. Each printline will have a single character at the beginning of each line. For example, the first line would normally have the character '1' in the first position, indicating 'Skip to the top of the page'. Each subsequent line would have a PCC byte in the first position, for example a '-' or a space.

The spacing action for PCC (Printer Carriage Control) bytes is sometimes a function of the application program. For full details of the values and resultant actions you may need to contact the application programmer.

How do I avoid printing the PCC byte?

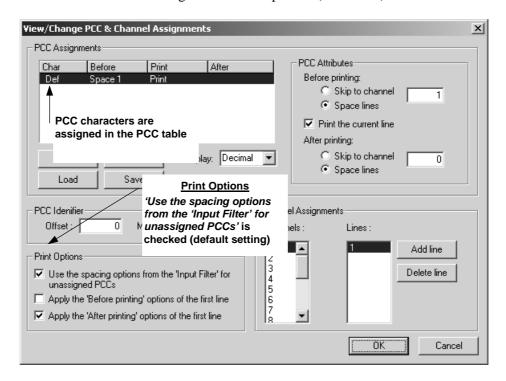
If your data stream contains PCC bytes you will obviously wish to interpret them, usually however, you will not wish to actually print them. It is possible to remove them from the output by defining the printable portion of each print record.

In the majority of cases the PCC byte is the first byte of each print record, in these cases the printable portion of the print record should be offset by one byte. This is specified in the Printline Size settings in the View/Change Output Options dialogue and is described in the section *Defining Printline Size Settings* on page 177.

WHICH SPACING METHOD TAKES PRIORITY?

There are two distinct methods of controlling vertical line spacing, by the use of the Input Filter or by the use of PCC characters. The Input Filter is essentially used to define a print record, however it also contains spacing details which may contradict the PCC byte definition.

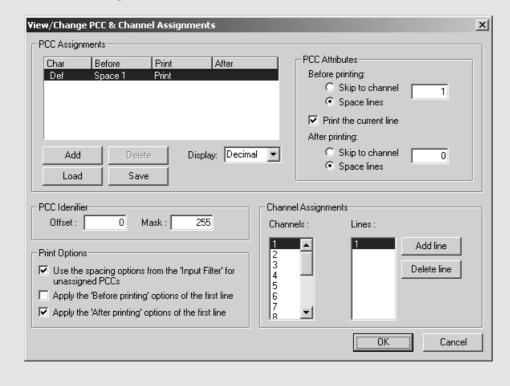
• If any PCC characters are assigned in the PCC table in the View/Change PCC & Channel Assignments dialogue, they will **always** override spacial information defined in the Input Filter settings for its line. This applies no matter what state the setting is for 'Print Options' (see below).



- If the Print Option 'Use the spacing options from the 'Input Filter' for unassigned PCCs' is checked, any PCC values NOT assigned in the PCC table (that is, all values falling under 'Def') will use the spacing values specified in the Input Filter.
- If the Print Option 'Use the spacing options from the 'Input Filter' for unassigned PCCs' is unchecked, the spacing values specified in the PCC table for 'Def' will be used instead of those specified in the Input Filter.

USING THE SPACING SETTINGS FUNCTION

- ↑ ⇒ Environment menu ⇒ Spacing Settings
 - dialogue

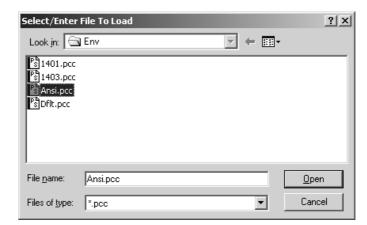


To use the Spacing Settings function, select the Spacing Settings option from the Environment menu to open the View/Change PCC and Channel Assignments dialogue.

Loading a PCC table

Load

Clicking on the Load button displays the Select/Enter File To Load (.PCC) dialogue. The standard PCC tables supplied with Paris and any that you may have created and saved are listed.

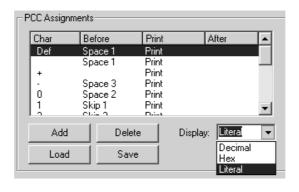


Select a PCC table from the list and choose OK to display it in the View/Change PCC & Channel Assignments dialogue.

Display mode for PCC table

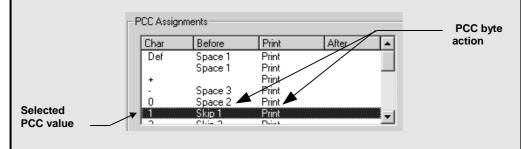
Display

The PCC table of values can be displayed in **Hex, Decimal** or **Literal** mode by selecting the appropriate option. These display modes do not influence the actual actions of the PCC table. ANSI tables are best viewed in Literal mode.



Loaded ANSI table, Literal mode

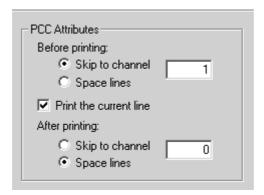
Defining the action for a specific PCC value



PCC Assignments displays each PCC value and action for a loaded table. Each possible PCC value is displayed in the Char column with the Spacing or Skip action displayed in the Before or After columns. The Print column always shows Print by default (see below). Any character that occurs that is not defined in the table will act as specified in the default (Def) entry.

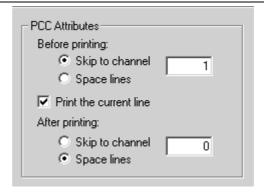
M NOTE:

You can add a PCC value if you are creating your own table, however such instances are rare. Refer to *Adding a PCC* on page *162*.



→ To define the attributes for a PCC value:

- **1.** Select the required PCC byte value from the list. The current action for the PCC value will be displayed in the PCC Attributes table.
- 2. Define the action to Print, Skip and Space as follows:



The default setting is for the 'Print the current line' checkbox to be selected. **Only in rare cases is this not selected.**

• Selecting the Print checkbox determines if any print lines containing this particular PCC byte value are to be printed.

Print the current line

• De-selecting the print checkbox will cause lines containing this PCC byte value to be ignored (not printed).

Before or After printing:

Skip to channel

When Skip is selected, the value to the right specifies the **channel** to which to skip.

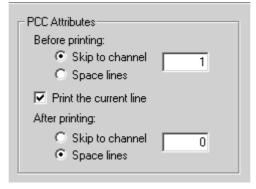
- A channel is a shorthand method of specifying actual line numbers which are relative to text blocks. That is, each text block in a page definition will contain a 'Line 1'. Motion is always downwards within a text block. It is not possible to 'Skip' back up the text block.
- A channel can contain one or more line numbers and can be modified in the 'Channel Assignments' table.
- The 'Skip' instruction defines the Channel number only. The line number is defined in the 'Channel Assignments' table. Refer to the section 'Defining the channel number to 'skip' to for the PCC byte' that follows.
- Channel 1 is normally assigned to Line 1. In this case a line
 containing a '1' in the PCC byte will normally force that line to 'Skip'
 to the next Line 1, which is normally on the next page (in other
 words a form feed).

For example:

If the print position is currently on the 5th line of a text block and a PCC byte with a 'Skip' to Line 2 is encountered, the current print position will 'Skip' to Line 2 in the **next** text block.

If there are no more text blocks on the page the current position will 'Skip' to Line 2 of the 1st text block on the next page.

Space lines



The 'Space' function will determine the number of **lines** to space down **before** and/or **after** printing the line.

Note that the actual distance moved is determined by the 'Line Spacing' value of the currently selected font. (Refer to 'Setting the Font for Added Text' in Chapter 14 and 'Setting the Font for the Text Block' in Chapter 20 of this manual).

When the 'Space lines' action is selected, the value specified to the right is the **number of lines** to **space.** The value can be '0' and if so no movement will be made.

Defining the channel number to 'skip' to for the PCC byte

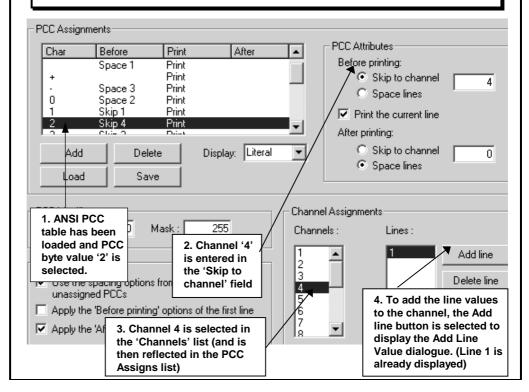
Using PCC bytes, it is possible to define a particular channel (or line) number to which a particular PCC byte value is to 'Skip'. Any channel number can be used, however Channel 1 is normally reserved as the 'Skip to Line 1' channel.

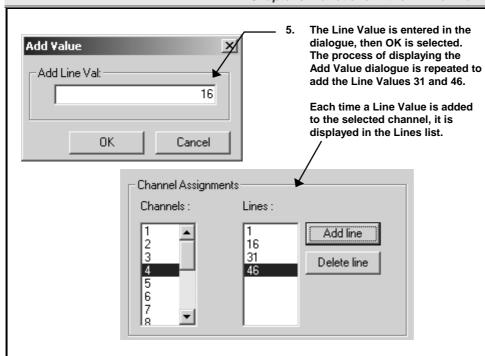
It is possible to specify more than one line number to a particular channel. Assigning multiple line numbers to a channel can be useful as shown in the example below:

For example:

You want to be able to skip to 4 particular line locations within a single text block. The four lines are Line 1, 6, 31 and 46.

To skip to each line you dedicate a PCC byte value of '2' to 'Skip', then select Channel '4' and define the four line numbers, 1, 16, 31 and 46 as follows:





What happens to the printing of the document:

Whenever a '2' is encountered in the PCC byte of the printstream, the current print position will 'Skip' to the next available line number in the Channel Assignments list.

For example:

- If the current print position was on line 20 of the text block it will 'Skip' to line number 31 because it is the next on the list.
- If it was encountered on line 50 the next line number would be line 1 of the next text block.
- If there were no more text blocks on the page the current page would be ejected and line 1 of the first text block on the next page would be selected.

Specifying where to find the PCC byte within each print record PCC Idenifier 255 Offset: 0 Mask: The PCC byte must exist in a constant position relative to each print record. In the majority of cases this will be the first byte of every print line. If the PCC byte is not in the first byte of each print record, its position can be specified in the 'PCC Identifier' section of the View/Change PCC & Channel Assignments dialogue. The position of a PCC byte is specified as an offset. The offset Offset is the number of characters to skip in each print record to reach the PCC byte. The offset for a PCC byte is entered in the 'Offset' field in the dialogue. It may be necessary to 'mask' a PCC byte, however this is Mask extremely rare. The mask function will perform a binary 'AND' on the decimal value of the PCC byte. The interpretation of the PCC byte will be performed after adding the mask. The mask for a PCC byte is entered in the 'Mask' field in the dialogue. The value is 255, which is the same as adding '0'.

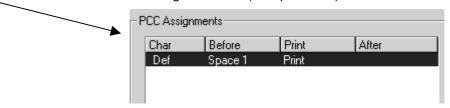
Using the Print Options

Use the spacing options from the 'Input Filter' for unassigned PCCs

The Print Option 'Use the spacing options from the 'Input Filter' for unassigned **PCCs** is used as follows:

(A) If the printstream data DOES NOT use PCC bytes:

1. Clear all entries from the PCC Assignments list (except for Def).



2. **Select** the checkbox for 'Use the spacing options from the 'Input Filter' for unassigned PCCs.



™ WARNING!

Any values left in the PCC table other than 'Def', will override the Input Filter settings.

(B) If the printstream data DOES use PCC bytes:

- Set the PCC table as required. Any PCC values not assigned will be processed as 'Def'.
- 2. **Deselect** the checkbox for 'Use the spacing options from the 'Input Filter' for unassigned PCCs. This is so that the spacing value of 'Def' will be taken from the Spacing Settings function and not from the Input Filter function.



(If necessary, refer to 'Which spacing method takes priority?' on page 150.)

Spacing the first line in a text block

Apply the 'Before printing' options of the first line Apply 'After printing' options of the first line.

For compatibility reasons, PCC spacing values of the first line in a text block will be ignored. However this can be modified in the Print Options section of the dialogue by selecting the checkbox to apply the Before or After printing options of the first line.

Apply the 'Before printing' options of the first line

Apply the 'After printing' options of the first line

□ Apply the 'Before printing' options of the first line
 ☑ Apply the 'After printing' options of the first line

For example:

You have set the spacing action for a PCC value that occurs on the first line and other lines in a text block.

You want the spacing action to apply to the first line as well as the others.

In this case, you would select the appropriate checkbox to apply the Before or After printing options of the first line

Saving a PCC table

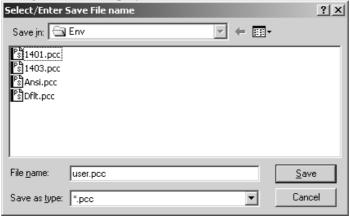
Once you have defined the spacing settings for your data files, when you save the environment the spacing settings are also saved.

To have the same spacing settings available when you design new environments, you can save the current settings as a PCC table. You can then quickly load the table and apply it to your environments as required.

Save

To save a PCC table:

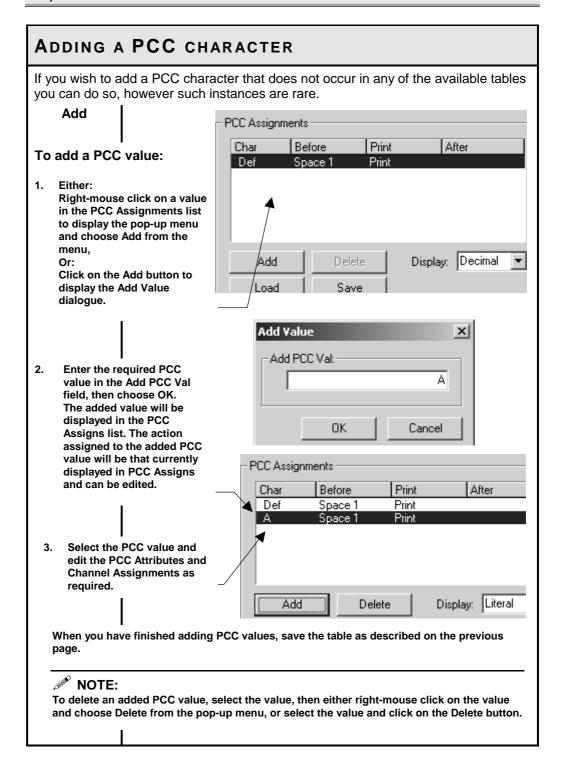
1. Click on the Save button. The Select/Enter Save File Name dialogue will be displayed.



The first time you save a PCC table, the default 'USER.PCC' will appear in the 'File name' field.

2. Type the name for your file in the 'File name' field, then choose Save.

The PCC table will be saved. When required, you can use the Load button to load the table.



THE OUTPUT SETTINGS FUNCTION

Output Settings are used to determine the way the printer output is managed by Paris and can be defined for:

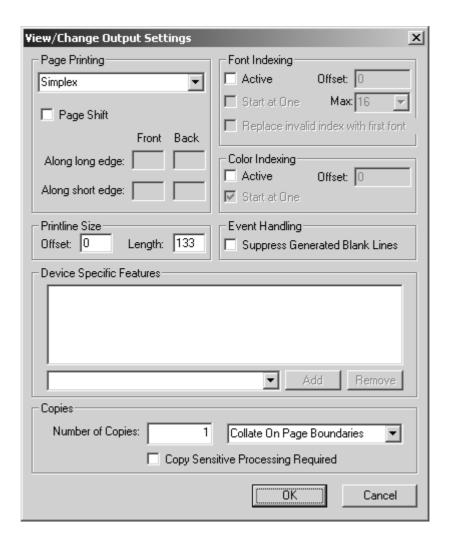
- Page Printing, which allows you to specify Simplex or Duplex printing (depending on the capabilities of your printer), and the page shift for the front or back of the page.
- **Printline Size**, which is used to define the printable portion of a print record.
- Font Indexing, which allows you to specify the font for every line.
- **Color Indexing**, which is similar to font indexing but is a list of colors rather than a list of fonts.
- **Event Handling**, which allows you to suppress blank lines generated by the Paris software.
- **Device Specific Features**, which allow you to insert code to activate device specific features such as stapling, binding, collating, folding and so on.
- **Copies**, which allows you to specify the number of copies and the type of collation required.

Two different approaches are available for Copies,

- 1. Either the Paris Engine can handle the copy request, or
- 2. The output device can handle the copy request.

Which approach is used depends upon the collation and copy sensitive options selected in the Paris environment.

For **Collation**, three different types are available for selection: **Collate on Page**, **Report** or **File Boundaries**.



HOW DOES FONT INDEXING WORK?

It is possible to change fonts within text blocks via text block events. These events can be configured to change at fixed line and column positions or by test.

In some cases however, you may wish to change fonts explicitly by using a 'Font Index' within your data. If you do, you must dedicate a given character position within every line - usually the 1st (or 2nd if using PCC bytes). Font index bytes must therefore exist in the print data and be added by the application producing the data. (This feature is common amongst print files being printed on Xerox CEP type printers.)

If included within your data, the font index byte acts as an index to determine the font in the pagedef's Font List to be used on each line.

A numeric value is derived from the index that will call the font in the corresponding position in the Font List.

- The first font in the list can be referred to as Font '0' or Font '1'.
- Selecting 'Start At One' determines that the first font in the list is referenced as Font '1'.



How is the font index byte interpreted?

The numeric value of the font index is determined by the number of bits (from the right) of the font index byte.

- If the right-most 4 bits are examined, the maximum possible number of fonts that can be indexed will be 16 (if starting at '0') or 15 (if starting at '1').
- Using 5 bits allows for a maximum of 32 fonts, 6 bits a maximum of 64 fonts, 7 bits a maximum of 128 fonts and 8 bits a maximum of 256 fonts.
- The number of bits examined is determined by nominating the maximum number of fonts in 'Max' option drop-down menu.

No. Bits	Max Value
4	16
5	32
6	64
7	128
8	256

Refer to *Table 5 - 4: Font Index Values* on page *167* which illustrates possible values when 4 and 5 bits are examined.

For example:



If you had an application with 30 fonts and you wished to call font 28, you would first need to set the maximum value in the Font Indexing section of the dialogue to 32. Call the font with the character < in the fontindex position. (initial = 1, see table opposite).

The character < has an ASCII hexadecimal value of 3C. This in turn has a binary representation of 00111100. If you extract the 5 low order bits, that is 11100, this is equal to 28.

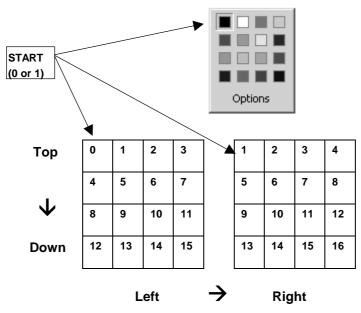
Display Char	HEX	Font No. 4 bit (Initial=0)	Font No. 4 bit (Initial=1)	Font No. 5 bit (Initial=0)	Font No. 5 bit (Initial=1)	
@	40	1		1		
A	41	2	1	2	1	
В	42	3	2	3	2	
С	43	4	3	4	3	
D	44	5	4	5	4	
E	45	6	5	6	5	
F	46	7	6	7	6	
G	47	8	7	8	7	
Н	48	9	8	9	8	
I	49	10	9	10	9	
J	4A	11	10	11	10	
K	4B	12	11	12	11	
L	4C	13	12	13	12	
M	4D	14	13	14	13	
N	4E	15	14	15	14	
О	4F	16	15	16	15	
0	30	1		17	16	
1	31	2	1	18	17	
2	32	3	2	19	18	
3	33	4	3	20	19	
4	34	5	4	21	20	
5	35	6	5	22	21	
6	36	7	6	23	22	
7	37	8	7	24	23	
8	38	9	8	25	24	
9	39	10	9	26	25	
:	3A	11	10	27	26	
;	3B	12	11	28	27	
<	3C	13	12	29	28	Value
=	3D	14	13	30	29	wher initia
>	3E	15	14	31	30	Ппппа
?	3F	16	15	32	31	

Table 5 - 4: Font Index Values

How does Color Indexing work?

Color indexing works the same way as font indexing (see p. 165) that is a single byte in the incoming data is indexed to a list. In this case, the list is a list of colors rather than a list of fonts.

- The font and color index byte can be the same byte or separate bytes.
- The color index byte indexes to the Paris color palette. The palette consists of 16 squares and is numbered from left to right and top to bottom, starting from either 1 (one) or 0 (zero).
- The maximum number of colors that can be indexed is 16.



As with the Font Indexing option, Color Indexing is calculated from the four lower order bits of the color index byte (see *Table 5 - 4: Font Index Values* on page *167* for details.).

How do I use the Copies options

In the Copies section of the View/Change Output Settings dialogue, three different types of collation are offered in the drop-down menu:

- Collate on Page Boundaries
- Collate on Report Boundaries
- Collate on File Boundaries

Collate on Page Boundaries

This is the same as the Xerox CEP 'Uncollated' option. Basically, a copy count of '3' will cause the final output to contain 3 copies of page 1, followed by 3 copies of page 2, and so on.

Collate on Report Boundaries

This is the same as the Xerox CEP 'Collated' option. A copy count of '3' will cause all the pages of the first report to be printed, followed by a 2nd copy of all the pages, followed by a 3rd copy. Then the second report will be printed.

Collate on File Boundaries

This type of collation prints the entire input file, regardless of whether it contains logical reports, then repeats 'x' number of copies.

NOTE:

The collate option also affects how copies are applied. If the collate option is **'Report'** then the Paris Engine will handle copy requests. The input data is processed 'x' number of times, and the data output will be 'x' times larger.

If an input file contains only one logical report, then there is no difference in the output between 'report' and 'file' collation. However, there may be a difference as to **where** the copy request is handled.

WHAT IS THE EFFECT OF THE COPY SENSITIVE PROCESSING REQUIRED OPTION?

Selecting the 'Copy Sensitive Processing Required' option for a print job has two effects on the print job.

(a) It tells Paris that the Engine rather than the output device must handle all copy requests. This applies no matter what collate option is selected. Turning on **'Copy Sensitive Processing Required'** means that the collation option has *no* effect on where the copy request is handled, it is *always* handled by the Engine.

For example, if 3 copies are required, the input file will be processed 3 times and 3 times as much output data will be generated. Because of the potential for a huge increase in the processing time and the size of output, the default setting for 'Copy Sensitive Processing Required' is **OFF**. It should only be turned on when necessary!

(b) Any DJDE command that has a copy sensitive element will now be applied *only* to the copies that it relates to. If this option is **OFF**, *all* DJDEs are applied to *all* copies.

Selecting 'Copy-Sensitive Processing' when the Collate option is set to 'Collate on Page Boundaries', causes the Engine to reprocess each input page 'x' times. However, copy sensitive DJDE's will not be applied.

● WARNING!

The rule for using the Copy Sensitive Processing feature is very simple: If the input data contains copy sensitive commands, then turn this on. Otherwise, leave it OFF!

How do the Collate/Copy-Sensitive options AFFECT PROCESSING?

The following table details the combinations of the various collate/copy-sensitive options and how it affects the processing.

Options	Copies Handled by
Copy Sensitive, Page Collate	Engine. DJDE Copy Sensitive commands are NOT handled.
Copy Sensitive, Report Collate	Engine
Copy Sensitive, File Collate	Engine
No Copy Sensitive, Page Collate	Output Device
No Copy Sensitive, Report Collate	Engine
No Copy Sensitive, File Collate	Output Device if copy-capable, otherwise Engine

DJDE Handling

If a **COPIES= DJDE** is encountered, the copies value *may* be used.

- If the Engine is handling copy requests, then DJDE COPIES will be honored, no matter where they occur in the data stream. This allows a single input file containing multiple reports to print each report with it's own copy count.
- If the output device is handling copy requests, then DJDE COPIES will be honored only if the DJDE occurs before the first print line of the job.
- If a single input job contains multiple reports, and each report uses a different ENV, the collation and copy -sensitive options that will be applied to all reports are taken from the start-up ENV. In other words, it is not possible to change copy-sensitive or collation options on a report boundary within a single input file.

DJDE FORM= and BFORM= commands

The **DJDE FORM**= and **BFORM**= commands are fully supported, the 'first' and 'count' options will be read and stored and will be actioned if 'Copy Sensitive Processing' is active in the startup environment.

RTEXT and RFORM

DJDE RTEXT and **RFORM** options are fully supported, including copy sensitive **RTEXT** commands. The full **CEP** syntax is supported. The fonts and positioning are taken from the first text block of the first page definition used in the environment.

WHAT ARE THE DIFFERENCES BETWEEN THE ENGINE OR THE OUTPUT DEVICE HANDLING COPY PROCESSING?

When selecting the number of copies of a file, report or page to be processed, two different approaches are available:

- (a) The Paris Engine can handle the copy request, or
- (b) The printer can handle the copy request.

Which approach is used depends upon the collation and copy sensitive options selected in the environment.

Using the Engine to handle the copy request

If the Engine handles the copy request, then the input data is reprocessed 'x' number of times.

- The advantage of this is that the Engine can implement copy sensitive processing and the copies can be printed on printers that do not support copies.
- The disadvantage of this is that the processing time for the job is increased in direct proportion to the number of copies requested and the size of the output file can also be greatly increased.

Using the printer to handle the copy request

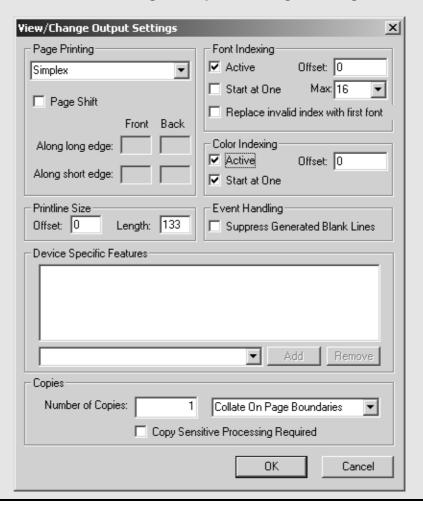
If the printer handles the copy request, the Engine processes the input **once** then the output is forwarded to the printer along with a command to apply the copies at the printer.

- The advantage here is that the Engine processes the input once only and the output file is kept to a minimum.
- The disadvantage is that copy sensitive process cannot be performed, and only some printers support copies/collate.

USING OUTPUT SETTINGS



- ⇒ Environment menu ⇒ Output Settings
- ⇒ View/Change Output Settings dialogue



Choose Output Settings from the Environment menu to display the View/Change Output Settings dialogue and define Page Printing, Printline Size, Font Indexing, Color Indexing, Event Handling, Device Specific Features and Copies.

Defining Page Printing Settings Page Printing Simplex \blacksquare Page Shift Front Back Along long edge: Along short edge: Page Printing settings are used to set up the conditions for Simplex printing or Duplex printing, depending on the capabilities of your printer. The drop-down menu provides the following list of options: Prints one side of the page only. **Simplex** Prints front and back of page. **Duplex** (Head-to-Head) Prints front and back when the back page is upside-down. **Duplex Invert** (Head-to-Tail) Converts output to be compatible with Xerox CEP and allow **Duplex (9700** 'natural duplexing' which is head-to-head in portrait Compatible) orientation, and head-to-tail in landscape orientation.

Page Shift	Adjusts the printer image in relation to the sides of the page, for example to allow for encroachments on the page such as hole punching, or when printing onto pre-printed stationery. Page Shift applies to front and back pages and to form and variable data and is specified in dots per inch (dpi). There are 300 dots per inch, so a value of 1 placed in a field would move the image 1/300th of an inch. A value of 300 = 1 inch. Specify a positive value to move down the page and a negative value to move up the page. NOTE: Page Shift is fully functional in PCL and PostScript and is activated in the Output Settings dialogue when a duplex printing option is chosen.
Front: Along Long Edge, Along Short Edge	A value entered in either or each of the Front text fields moves the image accordingly on the front page along the long and/or short edge.
Back: Along Short Edge, Along Short Edge	If you are printing in Duplex (on both sides of the paper), a value entered in either or each of the Back text fields moves the image accordingly on the back page along the long and/or short edge.

Defining Printline Size Settings



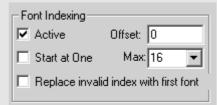
Printline Size settings are used to define the printable portion of a print record.

All output events (local text block events) are based on this portion and not the portion offset. That is all offsets are in relation to the printable portion and **not** the print record.

The Offset in Printline Size settings is the number of characters to disregard at the beginning of the line. This avoids the printing of control characters (the bytes at the start of a print record) such as PCC bytes or Font Index bytes.

Offset	The number of characters to be ignored is entered in the Offset field.
Length	The Length is used to limit the length of printstream data lines. The number of characters for the maximum line length is set in the Length field.

Defining Font Indexing Settings



If your data contains font index bytes you can use the Font Indexing function to specify the font for a printline. You can modify your mainframe programs to send a number in each line that is then indexed to a font. The font index number directly relates to the Font List in the Page Definition.

For example:

- If the initial font is set to '1', a '3' in the font index position will select the third font in the Font List.
- If the initial font is set to '0' it will select the fourth font.

Refer to Table 5 - 4: Font Index Values on page 167.

Font Indexing is ONLY applicable if your data contains font index bytes.

Active	Selecting the Active checkbox activates the font indexing option.
Offset	The Offset specifies the position of the Font Index byte in the print record. Offset '0' is the first character, Offset '1' is the second character.
Start at One	'Start at One' determines if the first font in the pagedef Font List is referred to as Font '0' or Font '1'.
	When this checkbox is selected, it denotes that the first font in the list is Font '1' (i.e. not '0').
Max:	The drop-down menu provides the options 16, 32, 64, 128, 256.
Replace invalid index with first font	Selecting this checkbox will replace any invalid indexes with the first font in the Font List. For example, if a '7' is entered in the font index position and there are only 4 fonts in the list, the first font in the list will be used.

Defining Color Indexing Settings Color Indexing: ✓ Active Offset: 0 Start at One If your data contains color index bytes, you can use Color Indexing function to specify the color of the data for a printline. NOTE: Color Indexing is **ONLY** applicable if your data contains color index bytes. Selecting the Active checkbox activates the color indexing **Active** The Offset specifies the position of the Color Index byte in the Offset print record. Offset '0' is the first character, Offset '1' is the second character. 'Start at One' determines if the first color in the pagedef Color Start at One List is referred to as Color '0' or Color '1'. When this checkbox is selected, it denotes that the first color in the list is Color '1'.

Choosing the Event Handling option

Event Handling

Suppress Generated Blank Lines

Suppress Generated Blank Lines

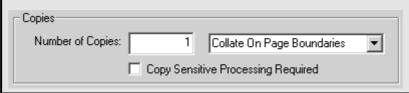
The Event Handling option is used in direct relation to an environment with dynamic boxes that contain columns of data in which tests are specified over a range of characters and columns. In such a case the Paris software will generate a series of blank lines to accommodate the data.

In this instance, to suppress the lines, the Suppress Generated Blank Lines checkbox **should** be selected.

Device Specific Features

Device Specific Features are options that open up 'hooks' in the output data stream generated by the Engine. This allows the user to insert custom code at specific points in the code to activate device specific features such as stapling, binding, collating and so on. For more information, refer to *Appendix D*, 'Device Specific Features in the Paris System'.

Defining the Copies Options



The **Copies** options allow you to specify the number of copies and the type of collation required within the environment.

When selecting the number of copies to be processed, either the Engine or the printer can handle the copy request, depending on the collation and copy sensitive options selected.

Number of Copies

The number of copies required is entered in the Number of Copies text box.

Collate on Page Boundaries

This is the same as the Xerox CEP 'Uncollated' option. Basically, a copy count of 3 will cause the final output to contain 3 copies of page 1, followed by 3 copies of page 2, and so on.

Collate on Report Boundaries

This is the same as the Xerox CEP 'Collated' option. A copy count of '3' will cause all the pages of the first report to be printed, followed by a 2nd copy of all the pages, followed by a 3rd copy. Then the second report will be printed.

This type of collation prints the entire input file, regardless of whether it contains logical reports, then repeats 'x' number of copies.

Collate on File Boundaries

NOTE:

The collate option also affects how copies are applied. If the collate option is **'Report'** then the Paris Engine will handle copy requests. The input data is processed 'x' number of times, and the data output will be 'x' times larger.

If an input file contains only one logical report, then there is no difference in the output between 'report' and 'file' collation. However, there may be a difference as to **where** the copy request is handled.

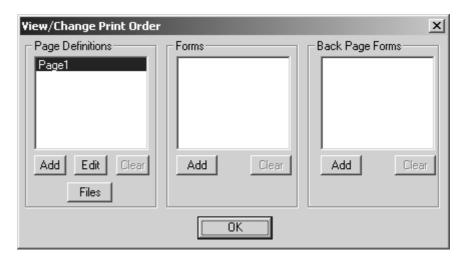
Copy Sensitive Processing Required

The rule for using the Copy Sensitive Processing feature is very simple: If the input data contains copy sensitive commands, then turn this on. Otherwise, leave it OFF!

Refer to 'What is the effect of the Copy Sensitive Processing Required option?' on page 170 and 'How do the Collate/Copy-Sensitive options affect processing?' on page 171.

THE PRINT ORDER FUNCTION

- → Environment menu → Print Order
 - ⇒ View/Change Print Order dialogue



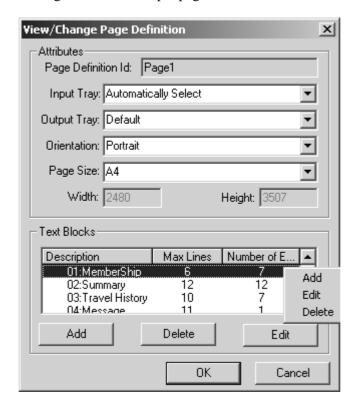
Refer to Chapter 9 of the *Paris Designer User's Manual* where the use of the Print Order function is explained in detail.

THE CURRENT PAGE DEFINITION FUNCTION

The View/Change Page Definition dialogue displays the attributes and text blocks for the current page definition. The attributes and text blocks can be changed.

- Double-click on a text block name to display the View/Change Text Block Settings dialogue for the text block.
- Right-mouse click on the text block name to display the Add, Edit Delete dropdown menu.

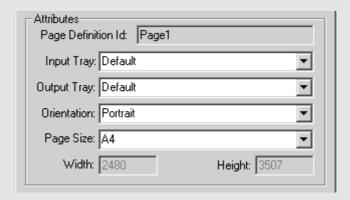
Setting the page definition is described in Chapter 3 of the *Paris Designer User's Manual* and in Chapter 9 of the same manual the use of page definitions is described, including the use of multiple page definitions in an environment.



USING THE VIEW/CHANGE PAGE DEFINITION **FUNCTION**

 $^{\ }$ \Rightarrow Environment menu \Rightarrow Current Page Definition



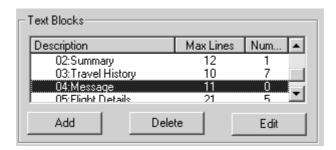


Setting the Page Attributes:

Page Definition Id	Displays the name of the current page definition. This field can not be edited.
Input Tray	The current printer input tray. The drop down menu provides options according to the printer connected to the PC running the Paris Designer
Output Tray	The current printer output tray. The drop down menu provides options according to the printer connected to the PC running the Paris Designer
Orientation	The current page orientation for the page definition. The options are Landscape or Portrait.
Page Size	The current page size for the page definition.
-	The drop-down menu provides a list of page size options. If 'Custom' is selected, the Width and Height fields are activated for entry of the required sizes.

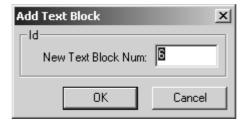
Editing the Text Blocks:

The text blocks in the current page definition are listed in this section of the dialogue. Selecting a Text Block from the list will activate the Add and Edit buttons.



Add

Selecting Add will display the Add Text Block dialogue. The New Text Block Num field will display the next number in sequence to the current number of text blocks in the page definition.



Selecting the OK button will display the View/Change Text Block Settings for the addition of a new text block. Once the text block is added, it will contain the next portion of data in the printstream.

Adding a Text Block is described in Chapter 3 of the Paris Designer User's Manual.

Selecting a text block then the Delete button will display a message **Delete** box requesting confirmation of the deletion. X Request Delete This Text Block? ÖK Cancel If the deletion is confirmed, the text block will be deleted and the printstream data will flow to the next text block. **●** WARNING! Care must be taken when deleting a text block, as this will affect all subsequent text blocks. Refer to Deleting a Text Block in the Paris Designer User's Manual. Selecting a text block then the Edit button will display the **Edit** View/Change Text Block Settings dialogue for the text block. (Refer to Creating Text Blocks in the Paris Designer User's Manual).

THE FIELDS FUNCTION

Paris uses the concept of Fields to allow the user to achieve a wide variety of data manipulations. Basically, a Field is a user defined 'container' that holds information. The steps to creating a field (the container) are:

- Define the Field (that is describe the container)
 - Name the field
 - Assign the field type
 - Add the field to the Field List
- Fill the Field (fill the container)
 - Set the Field Value by filling the field with static or extracted text.

FIELD VALUE

The current contents of a field are known as the 'Field Value'. The value is set by filling the field, and read whenever the field is used.

Fields can also contain 'calculation strings', which are used to modify the field's current value. This feature provides many powerful ways to prepare a field for use on the page.

FIELDS AND EVENTS

In most cases, fields are used as an extension of events. In their simplest form, fields are filled by specifying an 'Update Field' event. The contents of fields are inserted into a page via an 'Insert Field' command (Ctl+I) or 'Data Change' event (refer to Chapter 8, 'Using Fields' of the Paris Designer User's Manual).

THE ORDER OF FIELD ACTIONS

An important aspect to the correct use of Fields is to understand the order in which the various field actions (filling, calculating and using) are performed when a page is being constructed.

Depending upon the way in which a field is filled, the way in which it is read and its calculation string, a field's value can change at various stages when constructing a page.

DEFINING FIELDS

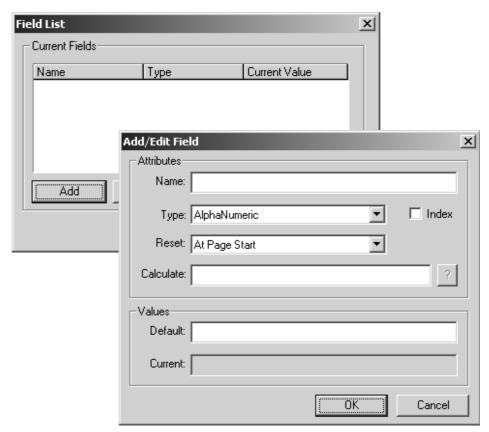
$^{\circ}$ $^{\circ}$ $^{\circ}$ Environment menu $^{\circ}$ Fields $^{\circ}$ Field List dialogue

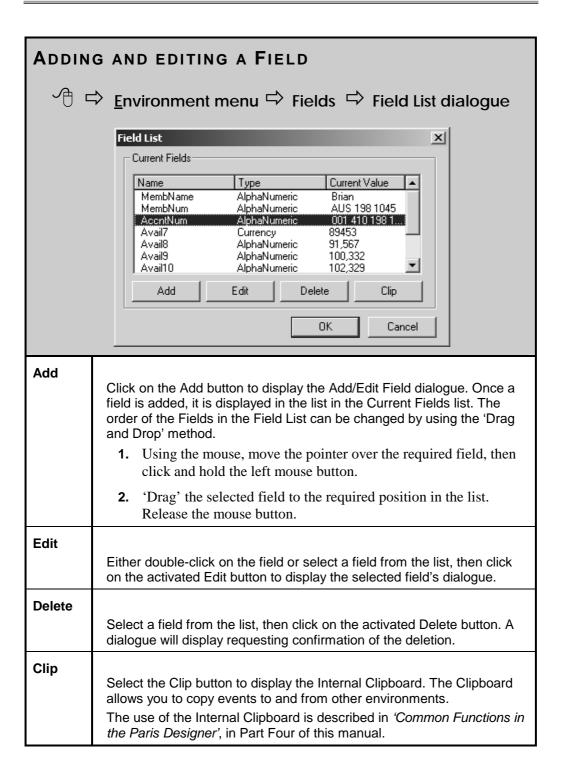
Fields are a part of an environment and are created, deleted or modified from the Environment Editor.

Each environment has its own Field List, and there can be no interaction between fields in different environments, nor can the fields in one environment refer to fields in another environment in a calculation string.

To create, modify or delete a field, the Fields option is selected from the Environment menu. This opens the Field List dialogue.

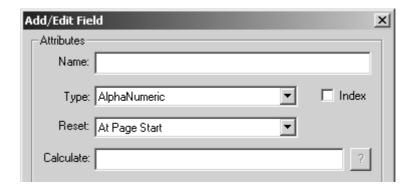
Selecting the Add button in the Field List dialogue displays the Add/Edit Field dialogue.





Defining a Field's Attributes

The following attributes can be specified and edited for a field.



Field Name:

Each field must have a unique name. The name cannot exceed 10 characters, and can be any combination of characters, including the 'space' character.

Field Type:

Each field must be assigned one of four possible types. The Field Type determines how the value of a field is stored internally and what checks are performed when the Field Value is set.

The possible Field Types are AlphaNumeric, Numeric (Whole), Numeric (Float) and Currency. The AlphaNumeric type is the most common and is intended for most general usage.

The Numeric and Currency types are provided to simplify the task of creating fields for mathematical purposes, such as running totals or averages.

M NOTE:

By defining calculation strings to convert a Field's Type it is possible to use any type of field for any purpose. The Type attribute merely simplifies this process by telling the system to implicitly manage some of the details of working with numbers.

AlphaNumeric:

This is the default option when creating a new field.

- The current Field Value is stored as a string of characters.
- No checks or conversions are performed when setting an AlphaNumeric value.

Numeric (Whole):

The current Field Value is stored as a numeric whole number.

- Setting an AlphaNumeric string or value into this type of field results in a current Field Value of 0 (zero).
- Numeric strings or values are stored after any fractions have been removed.
- The Field Value can be negative.

Examples:

```
Input string = 'abc' Current Value = 0 (zero)

Input string = '75.45' Current Value = 75

Input string = '-75' Current Value = -75

Input string = '75F' Current Value = 0 (zero) ['F' causes invalid number!]
```

Numeric (Float):

The current Field Value is stored as numeric floating point number.

- Setting an AlphaNumeric string or value into this type of field results in a current value of 0.0 (zero).
- Numeric strings or values are stored as floating point numbers.
- The Field Value can be negative.

Examples:

```
Input string = 'abc' Current Value = 0.0 (zero)

Input string = '75.45' Current Value = 75.45

Input string = '-75' Current Value = -75.0

Input string = '75F' Current Value = 0.0 (zero) ['F' causes invalid number!]
```

Currency:

The current Field Value is stored as a numeric floating point number, rounded to two decimal points.

- Setting an AlphaNumeric string or value into this type of field results in a current value of 0.0 (zero).
- Numeric strings or values are stored as floating point numbers, rounded to 2 decimal places..
- The Field Value can be negative.

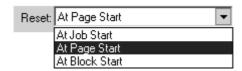
Examples:

```
Input string = 'abc'
                          Current Value = 0.00 (zero)
Input string = '75.455'
                          Current Value = 75.46
Input string = '-75.454'
                          Current Value = -75.45
Input string = '109'
                          Current Value = 109.00
Input string = '31.1'
                          Current Value = 31.10
Input string = '46.05'
                          Current Value = 46.05
Input string = '-75'
                          Current Value = -75.00
Input string = '75F'
                          Current Value = 0.0 (zero) ['F' causes invalid number!]
```

Index

This option is only available if the Paris Document Interface function has been purchased. Refer to your Paris distributor.

Reset:



The 'Reset' attribute determines when a field's current value will be reset to its Default Value

The possible 'Reset' values are 'At Job Start', 'At Page Start' and 'At Block Start'. The default for a new field is 'At Job Start'. If a Field has no Default Value specified, the current value is reset to an empty string for AlphaNumeric Fields, or 0 (zero) for Numeric Fields.

At Job Start

The field's current value is set to its specified default value at the start of a job only.

Select this option to create a Field that can hold its contents from one page to the next.

At Page Start

The field's current value is set to its specified default value at the start of each page.

Select this option to create a Field that can hold its contents from one text block to the next.

At Block Start

The field's current value is set to its specified default value at the start of each text block on a page.

Select this option to create a field that is used with a single text block only.

Calculate

A 'Calculation String' can be entered in the Calculate field. The 'Calculation String' of a field is applied to the current value to produce an output value whenever the field is used. Refer to 'Field Calculations' on page 201 for full details on creating calculations.

Setting the Field value

A Field <u>always</u> has a Value. The Current Value can be set in one of the following ways:

- By specifying a Default Value;
- By an 'Update Field' event;
- By a Calculation String (of any Field);
- By a Runtime Event.

...by specifying a Default Value

A Field's 'Default Value' determines the initial contents of the Field. At Job startup, and at times specified by the 'Reset' attribute, the Current Value of a field is set to the Default Value.

If no Default Value is entered, then numeric Fields are set to 0 (zero), and AlphaNumeric Fields are set to "" (empty).

...by an 'Update Field' Event

The most common way to change the Current Value of a field is to create an event that extracts data from an input line and places it into the field. The 'Update Field' event provides this capability.

The event is created like any other, and when the event conditions are TRUE the specified characters are extracted from the input line and placed in the field.

An 'Update Field' Event can be of two types - 'Fill', or 'Increment':

- A 'Fill' event replaces the previous Current Value with the extracted data.
- An 'Increment' event adds the extracted data to the Current Value.

If the field is a Numeric field, the extracted data is converted to a number and added to the Current Value.

For Alphanumeric Fields, the extracted data is appended to the end of the Current Value.

...by a Calculation String

A value can to stored in a field by using the SET function in a calculation string (refer to *Field Calculations* on page 201 for full details on creating calculations and *Functions* on page 209 for more information on the SET function).

System values such as the current date, time, page number and report number can also be used within the Calculation string of a Field. Refer to *Inserting System Values into Fields on page 219*.

...by a Runtime Event

The Runtime Event 'VAL' can be used to assign a value to a Field. The syntax for this event is:

\$XLP VAL=(fieldname,fieldvalue),END;

Any VAL events encountered are applied at the next physical page boundary.

The value of the named field is replaced by the new value. This is equivalent to an 'Update Field' event of type 'Fill'.

Using a Field's Value

There are several ways in which the value of a field can be used when constructing a page:

- Insert the value into dynamic text attached to a text block.
- Insert the value into a text block.
- Use the value to select a graphic for placement on the page.
- Use the value as a point in a chart.
- Use the value in the calculation of another field.
- Create an index entry in an archive.

...to insert a field into text

→ To insert a Field's Current Value into added text in a Page Definition:

- 1. Select 'Edit' mode and then select the required piece of text.
- **2.** Move the text cursor to the position in the text where the Field is to be inserted, and press **Ctrl+I**.
- **3.** Select the required field from the list of available fields. The Current Value of the field (after calculations) is converted to an alphanumeric string if it is numeric and inserted.



The step-by-step process of inserting a field into added text is described in detail in Chapter 8 of the *Paris Designer User's Manual*.

→ To remove an inserted field:

- 1. Move the text cursor over the inserted text (it will display in RED).
- **2.** Press the Delete key.



TIP:

Pressing the Esc key while in Edit mode will undelete a deleted field.

...to insert a field into a text block

A field's current value can be inserted into a text block using either the 'Fill Field' option or the 'Text' option in the Data Change event dialogue.

→ To insert a field's value into a text block using the 'Fill Field' option:

- 1. Select the Edit tool, then click on the required text block and place the cursor at the position for insertion of the field.
- 2. Press Ctl+F to display the Data Change Event dialogue. The selected position will be displayed 'At Specified Position' and the First Line and First Char.
- **3.** Click on the Fill Field checkbox to activate the Options button then click on the 'Options' button to display the Fill Field Settings dialogue then click on the Field button in the dialogue to display the field list.
- **4.** Choose the required field from the list then choose OK.
- **5.** Choose OK to return to the Environment Editor. The inserted field will be displayed in the text block.
- **6.** Click on the **Right** mouse button to exit Edit mode.

→ To insert a field's value into a text block using the 'Text' option:

- 1. Select the Edit tool, then click on the required text block and place the cursor at the position for insertion of the field.
- 2. Press Ctl+F to display the Data Change Event dialogue. The selected position will be displayed 'At Specified Position' and the First Line and First Char.
- **3.** Select the 'Text' checkbox, then click in the adjacent box to place the cursor.
- **4.** Enter the text string in the EXACT format: ~[fieldname]. This inserts the field's contents.
 - For example, if you had created a field named AccntNum, you would enter: ~[AccntNum]
- **5.** Choose OK to return to the Environment Editor. The inserted field will be displayed in the text block.
- **6.** Click on the Right mouse button to exit Edit mode.

NOTE: The step-by-step process of inserting a field into a text block is described in detail in Chapter 8 of the *Paris Designer User's Manual*, including an illustrated example

→ To delete an inserted field:

EITHER:

- 1. Click on the Edit tool then click on the text block that contains the inserted field.
- **2.** Move the cursor to the insert position of the field which will be displayed in the Status Bar as [**Field=fieldname**].
- **3.** Press the **Del** key. (You **cannot** delete the field if you have placed the cursor WITHIN the field.)

OR:

- 1. Choose the View Tool then click on the text block that contains the inserted field. The View/Change Text Block Settings dialogue will be displayed.
- 2. Click on the Events button to display the View/Change Event List.
- 3. Select the Data Change event from the list that contains the inserted field.
- **4.** Press the **Delete** key.

TIP: To check the contents of the Data Change event before deletion, click on	
the Edit button.	

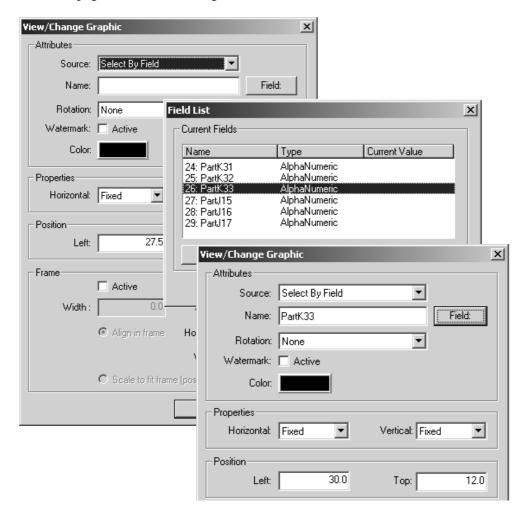
...to select a graphic



When adding a graphic to a page definition the option exists to add the graphic using the 'Select By Name' or 'Select By Field' option in the View/Change Graphic dialogue.

'Using a Field to load a Graphic' is described in detail in Chapter 8 of the *Paris Designer User's Manual*. Briefly, if the 'Select By Field' option is chosen and a valid Field name is entered, this tells the system to read the current value of the field, apply any calculation string, and treat that value as an AlphaNumeric string.

The resulting string is assumed to be a valid graphic name (including extension, but not path). If a matching graphic file can be found, it is loaded and added to the current page, otherwise <u>nothing</u> is added.



...To build a chart



When adding a chart to a page definition, the option exists to fill the chart points with 'constant' information, or with fields.

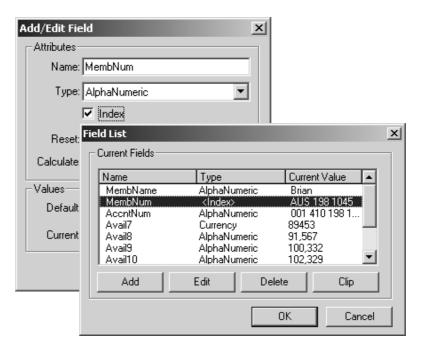
'Using Fields to generate a Chart' is described in detail in Chapter 8 of the *Paris Designer User's Manual*.

... As part of a calculation

A field's current, default and calculated values can be used in another field's calculation string. Refer to *Field Calculations* on page 201 for full details on using a field's value within calculations.

... As an index entry

To use a field as an index for creating archives, select the 'Index' attribute when creating the field.



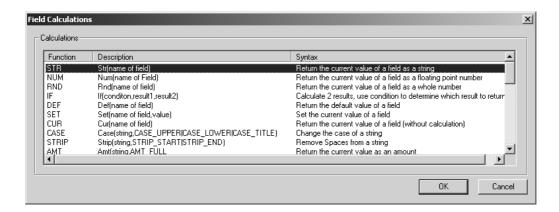
Any field marked as an index will automatically generate an archive index entry whenever an 'Update Field' event or Runtime VAL event changes the value of that Field.

FIELD CALCULATIONS

The calculation string for a field is a series of instructions detailing how to prepare or modify the current value to produce the output value.

If you click in the Calculate text field of the Add/Edit Field dialogue, the Browse button [?] will be activated. Click on the button to display the Field Calculations dialogue. The dialogue lists all the Paris field calculations that can be used in a calculation string, and shows the function name, brief description and syntax.

If you click on a function, the correct syntax for the command will be inserted into the Calculate edit box of the Add/Edit Field dialogue when OK is selected.

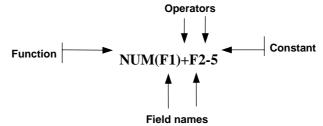


The Calculation String

A calculation string is made up of one or more operands separated by operators. Operands are made up of functions, field names and constants.

All calculations are made up of these four basic building blocks.

For example, the calculation string NUM(F1)+F2-5 consists of: a function 'NUM', the operators '+' and '-', the field names 'F1' and 'F2', and the constant '5'.



- All calculation strings are executed in strict left to right \rightarrow order.
- Brackets must appear around a *function's* parameter list.
- Brackets can also be used to create an embedded calculation string. Any series
 of operands and operators surrounded by brackets is treated as a separate
 calculation string and will be executed to determine the value of the embedded
 string.

For example, the string **F1+(NUM(F2)-F3)** is a calculation string containing the embedded string **NUM(F2)-F3**. This embedded string is executed and a value produced. This value is then added to the current value of the field 'F1' to produce the final value.

NOTE:

For many *functions* a parameter can also be an embedded string, for example, **NUM(F1+F2)**.

Operators

In any calculation string each *operand* (*constants*, *field names* and *functions*) must be separated from the next by an *operator* (unless there is only one [1]).

Starting from the left side of the string, the combination of a pair of operands and the separating operator is evaluated, and the resulting value used as the first operand for the next operator.

For example:

F1 + NUM(F2) - 5 is a calculation string in which the first operand is a field name 'F1', and the second is a function call 'NUM(F2)'.

The operator '+' means that the value of field 'F1' is added to the returned value from the function 'NUM(F2)'.

The result of this addition is a temporary value that becomes the first operand for the '-' operator.

The '-' operator subtracts the constant value 5 from the temporary value, yielding the final calculation value.

Operators can be divided into two categories, *arithmetic operators* and *comparison operators*.

Arithmetic Operators

Arithmetic Operators create a new value by combining the two operands. The meaning and effect of an arithmetic operator can be different for Numeric (whole or floating) and AlphaNumeric fields. Some operators have no effect on alphanumeric operands.

- An arithmetic operator returns a value of the same type as the type of the 'left' operand.
- If necessary, 'right' operands are converted to the same type as the 'left' operand before applying the operator.

For example:

In "Text" + 5.6, the type of the 'left' operand is alphanumeric, so the '+' operator converts the 'right' operand (the numeric float constant 5.6) to the string '5.6' before adding. The final result is the string "Text5.6".

The following Arithmetic Operators are available:

+ (Addition)

For numeric operands, this operator returns a value which is the sum of the operands.

For Alphanumeric operands the return value is the concatenation of the two operands. The 'right' operand is automatically converted to the type of the 'left' operand.

```
      Examples:

      5 + 6
      returns 11

      12.6 + "6.2"
      returns 18.8

      55 + "a"
      returns 55 ("a" is not a valid number)

      "abc" + "xyz"
      returns "abcxyz"

      "abc" + 5
      returns "abc5"
```

- (Subtraction)

For numeric operands this operator returns the difference between the two operands. This operator has **no** effect for alphanumeric operands.

```
Examples:
6 - 2 returns 4
15.4 - "10.2" returns 5.2
"abc" - 5 returns "abc" ('-' has no effect)
"abc" - "a" returns "abc" ('-' has no effect)
```

* (Multiplication)

For numeric Operands this Operator multiplies the two operands. This Operator has no effect for alphanumeric operands.

Examples:	
6 * 2	returns 12
1.1 * "10.0"	returns 11.0
"abc" * 5	returns "abc" ('*' has no effect)
"abc" * "a"	returns "abc" ('*' has no effect)

/ (Division)

For numeric Operands this Operator divides the 'Left' operand by the 'Right' operand, unless the Right operand is zero. If the 'Right' operand is zero, then the return Value is the 'Left' Operand unchanged. This Operator has **no** effect for alphanumeric operands.

Examples:		
6/2	returns 3	
15.6 / "3.0"	returns 5.2	
"abc" / 5	returns "abc" ('/' has no effect)	
"abc" / "a"	returns "abc" ('/' has no effect)	

Comparison Operators

Comparison Operators always return a numeric floating value of either 0.0 or 1.0. They perform a comparison of the two operands and then return the appropriate value. Strings are compared character by character until either the end of one string is reached, or a non-matching character is found.

The result of the operator is determined by the ASCII values of the characters at the point where the comparison stops. The following Comparison operators are available:

> (Greater Than)

This operator returns 1.0 if the 'Left' operand is greater than the 'Right', otherwise it returns 0.0.

Examples:	
5 > 7	returns 0.0
44.2 > 21.6	returns 1.0
52 > "abc"	returns 1.0 ("abc" converts to 0.0)
32.67 > "100"	returns 0.0 ("100" converts to 100.0)
"abc" > "ab"	returns 1.0 ("c" is greater than no char)
"xyz" > 5.1	returns 1.0 (5.1 converts to string "5.1")
"3" > "21"	returns 1.0 ("3" is greater than "2")

< (Less Than)

This operator returns 1.0 if the 'Left' operand is less than the 'Right', otherwise it returns 0.0.

Examples:	
2 < 17	returns 1.0
4.7 < 32.76	returns 0.0
3.5 < "text"	returns 0.0 ("text" converts to 0.0)
13.4 < "56"	returns 0.0 ("56" converts to 56.0)
"text" < "char"	returns 0.0 ("t" is greater than "c")
"word" < 55	returns 0.0 ("w" is greater than "5")
"45.8" < "9"	returns 1.0 ("4" is less than "9")

= (Equal)

This operator returns 1.0 if the 'Left' operand is equal to the 'Right', otherwise it returns 0.0.

Examples:	
5 = 7	returns 0.0
44.2 = "44.2"	returns 1.0
52 = "abc"	returns 0.0 ("abc" converts to 0.0)
"abc" = "ab"	returns 1.0 ("c" is not equal to no char)
0 = "abc"	returns 1.0 ("abc" converts to 0)
"abc" = 0	returns 0.0 ("a" is not equal to "0")

(Not Equal)

This operator returns 1.0 if the 'Left' operand is not equal to the 'Right', otherwise it returns 0.0.

Examples:	
3 # 7	returns 1.0
54.21 # "54.21"	returns 0.0
52 # "abc"	returns 1.0 ("abc" converts to 0.0)
"abc" # "ab"	returns 1.0 ("c" is not equal to no char)
0.0 # "abc"	returns 0.0 ("abc" converts to 0.0)
"abc" # 0.0	returns 1.0 ("a" is not equal to "0")

Operands

Operands are made up of Constants, Field Names and Functions.

Constants

There are 3 different types of constants, matching the 3 different types of fields:

1. AlphaNumeric

A string of characters delimited by quotes (e.g. "text" or 'text').

Either single or double quotes can be used to delimit a string constant, as long as the same character is used to start and end the string. It is not possible to include both a single and double quote character in a string constant, as one of them MUST be a delimiter.

2. Numeric (Whole)

A numeric whole number (e.g. 34).

3. Numeric (Float)

A numeric floating point number (e.g. -52.107)

NOTE: Numeric values can be negative.

Field Names

Whenever a Field name is encountered in a calculation string, the current value of that field is substituted. Any calculation string for the field is executed immediately (**before** the completion of the current calculation), unless the Field Name is the name of the current field.

For example, if the Alphanumeric field F1 had a current value of "xyz" then the following two calculation strings: F1 + "abc" and "xyz" + "abc" have the same final value: "xyzabc"

Functions

A function is a predefined action that returns a value, based on the parameters listed in brackets following the function name.

For example:

In the function 'NUM(F1)', the function 'NUM' requires one parameter, in this case the Field Name 'F1'.

When this calculation string is executed, the function 'NUM(F1)' will fetch the current value of the field 'F1' and then (if necessary) convert that value to a floating point number.

The following descriptions of each function detail the parameters, if any, the function requires, and what it returns. The functions available are:

NUM(parameter)

This function converts 'parameter' into a Numeric Floating Value. If 'parameter' is an alphanumeric value containing non-numeric characters, then 0.0 (zero) is returned.

Examples:

NUM("XYZ") returns 0.0 (zero) NUM("-61") returns -61.0 NUM("1.24") returns 1.24 NUM(35.76) returns 35.76 NUM(45) returns 45.0

STR(parameter)

This function converts 'parameter' into an alphanumeric string.

Examples:

STR("ABC") returns "ABC" STR(34.67) returns "34.67" STR(83) returns "83"

RND(parameter)

This function converts 'parameter' into a Numeric (whole) number. If 'parameter' is an alphanumeric value containing non-numeric characters, then 0 (zero) is returned. Numeric Floating Values are rounded down to a whole number.

Examples:

RND("ABC") returns 0 (zero)
RND("-45") returns – 45
RND("3.01") returns 3
RND(23) returns 23
RND(45.99) returns 45

CUR(parameter)

This function returns the current value of the field 'parameter'. If 'parameter' is not a valid field Name, an error will be reported. The calculation string for this field is NOT executed before returning the field's current value.

DEF(parameter)

This function returns the Default Value of the Field 'parameter'. If 'parameter' is not a valid Field Name, an error will be reported.

SET(parameter1,parameter2)

This function evaluates 'parameter2' and stores the value in the field parameter1'. The function also returns the stored value. If 'parameter1' is not a valid Field Name, an error will be reported.

Examples:

SET(AgeLimit,18)

This function sets the Field 'AgeLimit' to the Value 18, and returns the Value 18.

SET(AveAge,NUM(TotalAge) / 10.0)

This function sets the field 'AveAge' to the value of the field 'TotalAge' divided by 10. ('TotalAge' is converted to numeric floating to prevent loss of information. This is only necessary if 'TotalAge' is not a numeric floating Field). The Value is also returned.

IF(parameter1,parameter2,paramerter3)

This function provides a way to select which of two values is returned.

The function works by:

First, evaluating ALL 3 parameters in order.

Secondly, 'parameter1' is tested to see if it is equal to 0.0

If 'parameter1' is an alphanumeric or numeric whole value, it is converted to numeric float.

If 'parameter1' <u>IS NOT</u> 0.0, then the function returns the Value 'parameter2'; otherwise, it returns 'parameter3'.

NOTE

If 'parameter2' or 'parameter3' are not constants (that is, they are field names, function calls or embedded calculations), then they are <u>both</u> evaluated <u>before</u> the check of 'parameter1'. In other words:

The IF function always evaluates the 3 parameters, but returns either 'parameter2' or 'parameter3'.

The 'parameter2' or 'parameter3' includes the SET function. In this case, the SET will always be executed, even if it is the parameter which is NOT returned by the IF function.

Examples:

IF(LatePay,17.5,12.5)

The field 'LatePay' is evaluated. If it is not zero, then the numeric floating Value 17.5 is returned, otherwise the Value 12.5 is returned.

IF(TaxRate>12.5,"High",SET(TaxDesc,"Standard"))

The Field 'TaxRate' is compared to 12.5. If it is higher, then the alphanumeric Value "High" is returned, otherwise the Value "Standard" is returned.

Note that the SET function (which updates the Field 'TaxDesc' with the Value "Standard") will always be executed, even if the TaxRate is greater than 12.5.

CASE(parameter1,parameter2)

This function performs case conversion on 'parameter1' according to the value of 'parameter2'.

If 'parameter1' is not alphanumeric, then this function returns the alphanumeric representation of the numeric value (this is the same as calling STR(parameter1)).

Valid values for 'parameter2' are:

CASE_UPPER

Converts 'parameter1' to Upper case.

CASE LOWER

Converts 'parameter1' to Lower case.

CASE TITLE

Converts 'parameter1' by making the first letter of a word Upper case, and all other letters Lower case.

STRIP(parameter1,parameter2)

This function removes space characters from 'parameter1' according to the value of 'parameter2'.

Valid values for 'parameter2' are:

STRIP START

Removes spaces from the start of 'parameter1'.

STRIP END

Removes spaces from the end of 'parameter1'.

№ NOTE:

If you click in the Calculate text field of the Add/Edit Field dialogue, the Help button [?] will be activated. Click on the button to display the Field Calculations dialogue which lists all the Functions that can be used in a calculation string.

If you click on a function, it will be inserted in the Calculate text field of the Add/Edit Field dialogue.

Calculation String Errors

Calculation strings are checked for syntax errors when the 'OK' button of the 'View/Change Field' dialogue is selected. Any errors in the calculation string are reported, and the dialogue cannot be exited until the calculation string is corrected or deleted.

Possible errors are:

"Invalid Position For String"

Cause:

A string delimiter (single or double quote character) has been found in an Invalid position. This is usually caused by a missing operator immediately before the string delimiter, or a mistaken keystroke.

Examples:

NUM(F1") - Invalid keystroke

FName"5" - Missing Operator between FName and "5"

Correction:

Remove the string delimiter if it is a mistaken keystroke, or add the required operator if it is a missing operator

"Missing Opening Bracket"

Cause:

A closing bracket was found with no matching opening bracket. Usually caused by adding too many closing brackets.

Examples:

F1+(NUM(F3)-2))

Correction:

Check brackets to ensure there are equal numbers of opening and closing brackets.

"Missing Operator"

Cause: An opening bracket was found immediately following an operand. There must be an operator between any two operands.

Examples:

F1+NUM(F2)(F3-6)

Correction:

Enter the appropriate operator between the two operands.

"Too Many Nested Levels"

Cause: Calculation strings cannot exceed 9 levels of embedded string. Each opening bracket increases the level; each closing bracket lowers the level.

Examples:

(NUM(F1+(NUM(F2/(FLT(NUM(F1+NUM(F2+(F3/5)))))))))

Correction: Simplify the Calculation string, or break this Field into 2 Fields and place part of the Calculations in each.

"String Not Closed"

Cause: The end of the Calculation string was reached but no closing delimiter for a string was found.

Examples:

STR(F5)+"test+F3 - Missing closing quote for "test"

F5+"NUM(F4) - Invalid quote

Correction: Add a closing string delimiter, or remove the initial string delimiter.

"Missing Closing Bracket"

Cause: An opening bracket was found with no matching closing bracket.

Examples:

NUM(F1)+NUM(F2 - Missing ')' for function

F1+(F2/4 - Missing ')' for embedded string

F1*((F2-(F3/4)) - Extra '('

Correction: Add the missing closing bracket, or remove the extra opening

bracket.

"Unrecognized Function"

Cause: An opening bracket was found preceded by text. The text was not a valid function name. This indicates either a misspelled function name, or a missing operator between a field name and a bracket.

Examples:

NUN(F1) - Misspelled function ("NUM")

F1(F2/4) - Missing operator between 'F1' and '('

Correction: Correct the spelling of the function, or add the missing operator.

"Unrecognized Value"

Cause: A word was found that is not a valid Field name and not a numeric constant. This indicates either a misspelled Field name, an extraneous keystroke in a numeric constant, or missing string delimiters for an alphanumeric constant.

Examples:

F9 + G10 - F9 and G10 must be field names F9+55.6d - 'd' is extraneous keystroke F9+text - Missing delimiters for "text"

Correction: Check the spelling of Field names, check numeric constants for invalid characters, and ensure string constants have delimiters.

"Illegal Comma"

Cause: A comma can only occur within the parameter list of a function (to separate individual parameters), or within a string constant.

Examples:

IF(F1,F2,F3)+F4,F5 - comma not in parameter list

Correction: Remove the comma.

"Unexpected Operator"

Cause: An operator must occur between two operands.

Examples:

NUM(*F1) - No operand before '*'

(F1+F2)/+F3 - No operand between '/' and '+'

Correction: Remove the extra operator, or add a missing operand.

"Missing Parameter For Function"

Cause: A closing bracket for a function was encountered before the correct number of parameters was found, or a comma was found with no preceding parameter.

Examples:

SET(F1) - missing second parameter

IF(F1,,23) - missing second parameter

IF(F1,F2),F3) - invalid ')' after 'F2'

Correction: Check the number of parameters required for the function, and check the position of closing brackets.

"Too Many Parameters For Function"

Cause: Too many parameters have been specified for a function.

Examples:

NUM(F1,45) - NUM takes only 1 parameter SET(F1,23,45) - SET takes 2 parameters

Correction: Check the number of parameters in the function parameter list.

"Invalid Function Call"

Cause: A function name was found but was not followed by an opening bracket.

Examples:

F1+NUM+F2 - no parameters for NUM

Correction: Add a parameter list, or check that a Field name has not been misspelled as a function name.

"Parameter Must be Field Name"

Cause: The first parameter to the functions CUR, DEF and SET must be a valid field name.

Examples:

CUR("test") - "test" is a string, not a Field name SET(56,F1) - Parameters in the wrong order

Correction: Check each occurrence of CUR, DEF and SET to ensure that the first parameter is a valid Field name.

"Invalid CONSTANT Id"

Cause: Some Functions take a predefined set of identifiers as a parameter. An invalid identifier was found.

Examples:

$$\label{eq:strip} \begin{split} & \mathsf{STRIP}(\mathsf{F1}, \mathsf{"test"}) \text{ - second parameter for STRIP must be either STRIP_START or } \\ & \mathsf{STRIP_END} \end{split}$$

STRIP(F1,STRIP_ALL) - STRIP_ALL is not a valid parameter for STRIP

Correction: Check the syntax of the function, and enter a valid identifier for the required parameter.

"Error In String"

Cause: A general message indicating a non-specific error in the Calculation string. This error should rarely occur.

Correction: Check the string for general syntax.

Inserting System Values into Fields

The following system values can be used within the Calculation string of a Field to allow these values to be used for insertion onto the printed page or for testing.

These values are the same as the original 'text insertion' values that can be added to a Data Change event and inserted into a page and are in addition to the 'Data Change' options. They have been added to the Field system to allow them to be used in static text blocks and to allow more control over the actual formatting of the values.

Current Date

To insert the date that the current print run was started, add the following to the calculation string: **RunDate(option)** where 'option' is a numeric value controlling the formatting of the date:

- 0 ddmmyy
- 1 ddmmyyyy
- 2 mmddyy
- 3 mmddyyyy
- 4 ddmmmyyyy
- 5 mmmddyyyy
- 6 ddmtextyyyy
- 7 mtextddyyyy

Current Time

To insert the time that the current print run was started, add the following to the calculation string: **RunTime(option)** where 'option' is a numeric value controlling the formatting of the time:

- 0 24 hour clock
- 1 12 clock, no am/pm indicator
- 2 12 clock, am/pm indicator

Current Page Number

To insert the current Page Number, add the following to the calculation string: **RunPage**

Current Report Number

To insert the current report number, add the following to the calculation string: **RunReport.**

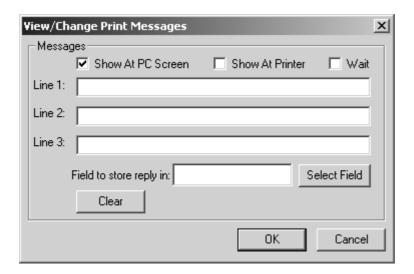
THE INDEXING FUNCTION

The Indexing option in the Environment menu is 'ghosted' (not available) unless you have purchased the optional Paris DI (Document Interface) System. Refer to your Paris distributor for information.

Instructions on using the Indexing function are found in the Paris DI Technical Manual.

THE OPERATOR MESSAGES FUNCTION

- $\stackrel{\frown}{\cap}$ Environment menu $\stackrel{\Longrightarrow}{\hookrightarrow}$ Operator Messages
 - ⇒ View/Change Print Messages dialogue



Paris Designer allows the entry of messages about a particular print job to be displayed to an operator on the PC's screen or on the printer's screen (if applicable). The messages are displayed *after* the first page of output has been formatted and is about to be printed. The page is not printed until the operator responds to the message.

A 'Reply' feature allows a reply to a message to be requested. This reply is then assigned as the current value of a field. This 'Reply' feature is designed to allow the operator to enter a starting sequence or a page number at runtime. For example, if an application is being run that has numbered stock and the count needs to start from a particular number.

USING THE REPLY FEATURE

The default behaviour of Operator Messaging is to display a message *after* the first page of output has been formatted.

To enable the display of operator messages *prior* to the formatting of the first page of a job, three steps are required.

1. The following must be added to the **paris.ini** file:

[Printing] MsgsAtPageStart=true

This allows Paris to preserve the default operator message handling for users who do not wish to take advantage of the 'Reply' feature.

- **2.** In the Designer, at the design stage, a field must be selected in the View/Change Print Messages dialogue as the field that will receive the 'reply'.
- **3.** In the Spooler, at runtime, the job settings dialogue must be opened for a job that is paused with the status 'Operator Intervention Required'.

A reply is entered under the Output tab of the View/Change Job Definition Settings dialog. The Spooler will then pass this reply back to the Engine, which will fill the field. (Refer to the *Paris Spooler Technical Manual*)

USING THE OPERATOR MESSAGES FUNCTION

→ Environment menu
→ Operator Messages

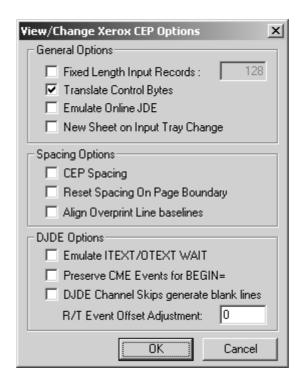
Selecting Operator Messages from the Environment menu will display the View/Change Print Messages dialogue..

The fields in the View/Change Print Messages dialogue allow (1) for short messages to be sent to the operator and (2) a request for a reply to a message.

·		
Show at PC Screen	Selecting the Show at PC Screen checkbox displays the message(s) on the computer screen.	
Show at Printer	Selecting the Show at Printer checkbox displays the message(s) on the printer screen of those printers with screen capabilities.	
Wait	Selecting 'Wait' will keep the print job in the Spooler until released.	
Line 1, 2, 3	A message of up to 80 characters can be entered in each Line field.	
Clear	Clears the message from the dialogue and disables the function.	
'Field to store reply in' or 'Select Field' button	To activate the 'Reply' feature: Either: Enter the name of a valid field in the 'Field to store reply in' box, Or: Click on the Select Field button to select a field from the Fields dialog. If the 'Field to store reply in' box contains a valid field name, then the Engine will fill that field with whatever value the operator specifies at runtime. If the operator does not enter a reply, the field will be left unchanged. This allows a default to be entered at design time.	

THE CEP FUNCTION

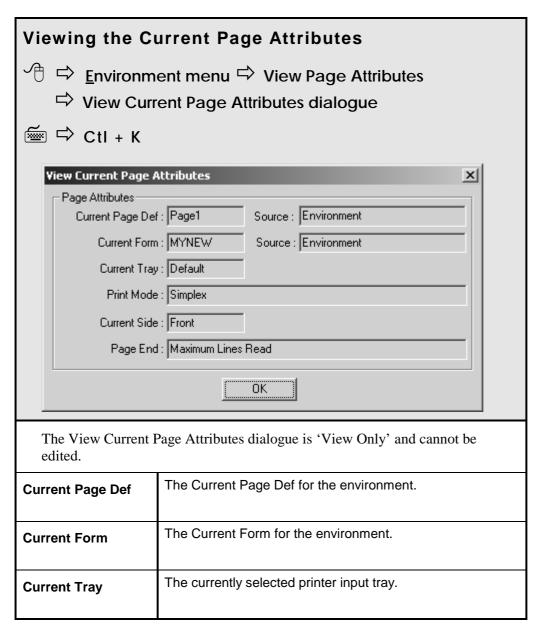
- $^{\circ}$ ⇒ Environment menu ⇒ CEP Options



The use of the CEP Options is described in this manual in Appendix C 'Using Xerox CEP Options'

THE VIEW PAGE ATTRIBUTES FUNCTION

The View Current Page Attributes dialogue lists some of the resources that the environment will use in printing the current page. It is a convenient visual check when the environment is being edited, or multiple page documents are being assembled.

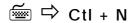


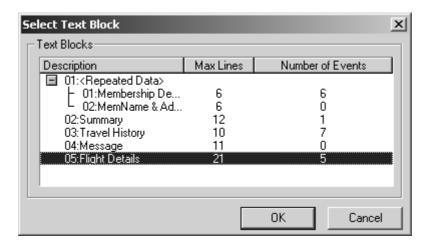
Chapter 5: Functions in the Environment Menu

Source	The information that activated the pagedef or form. This may be an environment (a default page or form designed for the environment), a run time event, a para test, or a page test.
Print Mode	Depending on the printer selected for your PC, Print Mode may be Simplex or Duplex. This refers to whether the page will be printed on one side or both sides (duplex printer only).
Current Side	If the Print Mode is Duplex, the current side (Front or Back) being printed will be displayed. (If Simplex, Front will always be displayed).
Page End	The information that determines the end of a page. This can be a run time event, page event, or the number of pages being read.

THE SELECT TEXT BLOCK FUNCTION

- $^{\circ}$ ⇒ Environment menu ⇒ Select Text Block
 - ⇒ Select Text Block dialogue





The Select Text Block dialogue lists the number and description of the text blocks in the current environment, including the number of lines and events in each text block.

The dialogue is used to set the 'current' text block for adding dynamic form elements. Refer to Chapter 10 of the *Paris Designer User Manual*.

FUNCTIONS IN THE ENVIRONMENT EDITOR MOVE MENU

The Move Menu lists the options for displaying the pages in the current environment. It works as a 'Go to page' function.

NOTE:

The Files Bar also contains First Page, Any Page and Next Page buttons to move to pages in the environment.

USING THE MOVE FUNCTIONS	
First Page Ctl + Left arrow	Displays the first page of the current environment.
↑ Any Page E CtI + Up arrow	Displays the Move to Page dialogue to allow you to select the number of the page you wish to display. The maximum number that can be entered in the 'Go to Page' box is 32,000.
✓ Next Page✓ Ctl + Right Arrow	Displays the next page of the current environment.

FUNCTIONS IN THE EVENTS MENU

The functions in the Events menu are the types of **input events** that are used in the Paris Designer. Input events are events that affect the conditions in the environment before the printstream data is processed.

The table below shows the Input Events listed in the Events menu, the dialogue displayed when the event is chosen, and the event's function.

1nput Event	Dialogue	Used to:
Page/Para	View/Change Event List (Page/Para events)	Add or edit a Page/Paragraph event.
Input Record	View/Change Event List (Input Record events)	Add or edit a Record Selection, Record Deletion or Job Separation event.
Runtime Events	Runtime Events	Set runtime events.
Environment	View/Change Event List (Environment events)	Add or edit a Change Environment event.

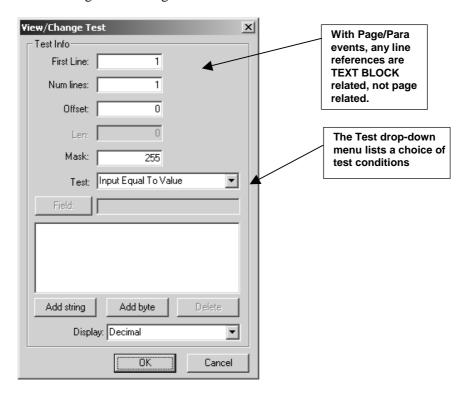
Table 7 - 5: Input Events in the Events menu

USING TESTS

As tests apply to all input events, apart from runtime events, we shall begin by describing the use of tests.

ABOUT EVENTS AND TESTS

An event is a conditional process and one or two tests can be used to specify the particular conditions to be tested for in the printstream data. If the test conditions are met, events make the changes indicated. These test conditions are set in the View/Change Test dialogue.



Particular care needs to be taken when setting tests, for example, with page/para events, the test is applied to the whole printstream and causes the appropriate change to be applied to **ALL** text blocks on the page.

M NOTE:

Runtime events do not use tests but rely on a command sequence embedded in the printstream data. Refer to the section *Runtime Events* on page 271.

HOW TESTS WORK

Tests allow you to trigger events based on the contents of the printstream data if the test conditions are met. Tests can be used to change attributes over a specified number of lines and characters.

The printstream can be tested for a particular character string (such as a word or phrase, for example, 'Credit Note', 'Total') or for particular byte values.

Once a test is set, the system scans the incoming printstream data for the test conditions. If the conditions are met, the event takes place.

- The View/Change Test dialogue is used to set test parameters for events.
- The same View/Change Test dialogue will be displayed whenever a test condition of any kind is to be added.
- The View/Change Test dialogue is displayed by selecting the 1st Test button from any Event dialogue (and 2nd Test button if using two tests).
- Tests can be used for input and output events.

What is the 'Mask' and how is it used?

The mask can be applied to the data to convert its value. The returned value is the 'bitwise logical and' of the data and the mask. For example, setting the mask to a value of 127 strips the high bit from the data.



Normally you would not use any value other than 255 in this field.

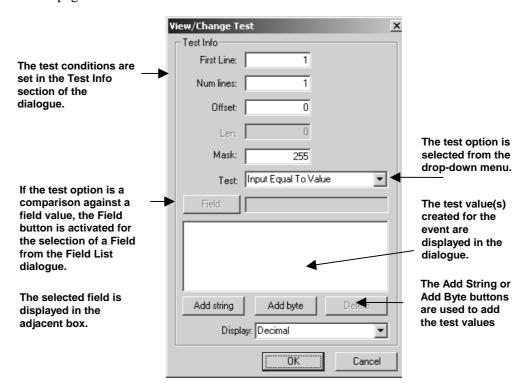
What do I need to know before setting the test conditions?

Before an event is added, the line number and position in the line of the character string or byte to be tested should be determined. If relevant, the number of lines and the length of characters to be tested must also be determined.

What are the Test options and how are they used?

The test options allow you to compare the data to the table of values created in the View/Change Test dialogue, or to a field value which is selected from the Field List dialogue. The comparison is not numeric but is an ASCII comparison.

Once the test conditions are set (in the Test Info section of the View/Change Test dialogue), the test option is selected. Refer to the section *Setting the test conditions* on page 239.



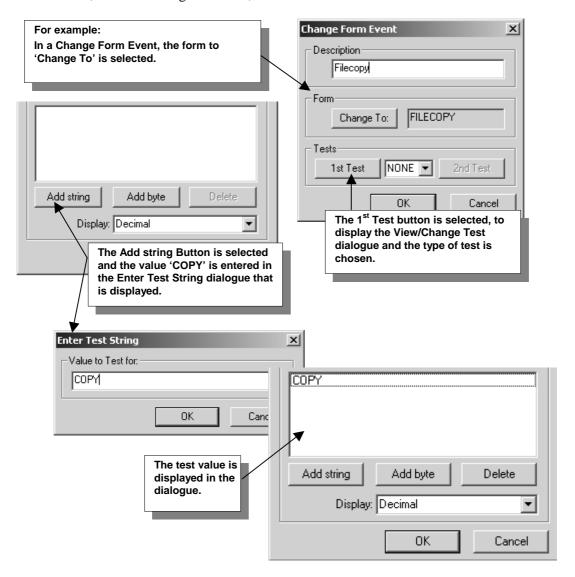
On the following pages each test option and its use is described.

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Input Equal To Value

In this comparison test, if the value found at the test position in the data matches the test value entered in the View/Change Test dialogue, the test is TRUE and the selected event action takes place.

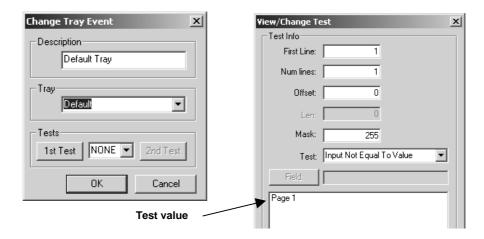
For example, if a test is set up to change the form when the string 'COPY' is found in the data, when the test goes TRUE, the new form is called.



Input Not Equal To Value

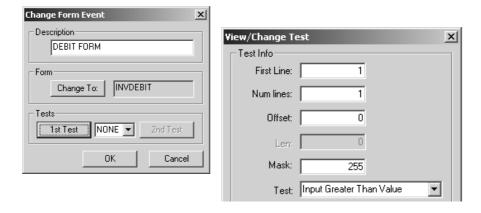
In this comparison test, if the value found at the test position in the data does not match the test value entered, the test goes TRUE and the selected event action takes place.

For example, anything that does not match 'Page 1', switch to a different paper tray.



Input Greater Than Value

In this comparison test, if the value found at the test position in the data is greater than the test value, the test is TRUE and the selected event action takes place.



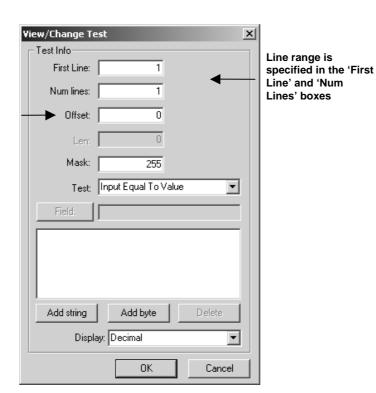
Input Less Than Value

In this comparison test, if the value found at the test position in the data is less than the test value, the test goes TRUE and the selected event action takes place.

For example, a test set up to test an amount in an invoice. If it is less than the test value, then change the form.

Search Input For Value

This is the same as an 'Input Equal To Value' test, the only difference is that the 'Offset' value is ignored and the entire length of each line is searched for the value in the list. The line range is still valid.



'Offset' ignored

Input Equal Prev Input (input equal to previous input)

This test compares the input at the data test position with the input found in the previous occurrence at the test position in the data.

For example, the test could be to look in the first 10 characters in Line 1. It reads and stores the contents, then when the next Line 1 is reached, it compares the first 10 characters with the stored value from the previous Line 1.

∅ NOTE

It is important to remember that if you have multiple text blocks, there are multiples of Line 1. As a result, if using a page/para event, it would normally make sense to use this test only if there is **one** text block (and therefore **one** Line 1) on the page.

Input Not Equal Prev Input (input not equal to previous input)

This test compares the input at the data test position with the input found in the previous occurrence at the test position in the data. If no match is found, the test goes TRUE. The same limitations apply as those to the 'Input Equal Prev Input test.

Field Equal To Value

This comparison test is against a field value rather that a value in the list.

If the value found at the test position in the data matches the field value displayed in the View/Change Test dialogue, the test goes TRUE and the selected event action takes place.

For example, in a Change Form event test that is set up to test an amount in a field (such as a 'Total Amount'), if the field value is greater than the test value, then change the form.

Field Not Equal To Value

This comparison test is against a field value rather that a value in the list.

If the value found at the test position in the data does not match the field value displayed in the View/Change Test dialogue, the test goes TRUE and the selected event action takes place.

Field Greater Than Value

This comparison test is against a field value rather that a value in the list.

If the value found at the test position in the data is greater than the field value displayed in the View/Change Test dialogue, the test goes TRUE and the selected event action takes place.

Field Less Than Value

This comparison test is against a field value rather that a value in the list.

If the value found at the test position in the data is less than the field value displayed in the View/Change Test dialogue, the test goes TRUE and the selected event action takes place.

How do I use two tests?

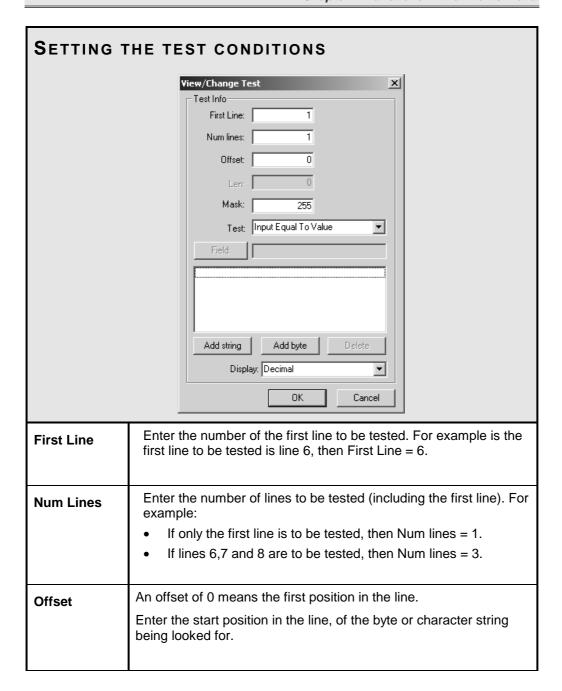
You can specify two different tests and combine them either by using logical AND statements (where both test conditions must be met), or by using logical OR statements (where either test condition is met).

That is:

- If **BOTH** [TEST 1] **AND** [TEST 2] conditions are met, make the changes specified.
- If **EITHER** [TEST 1] **OR** [TEST 2] conditions are met, make the changes specified.

● WARNING!

If using the AND condition, **both** conditions must be satisfied on the **same** line.

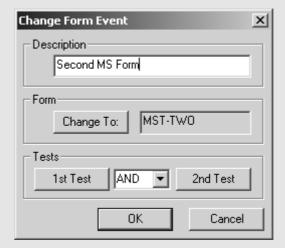


-	
Mask	The mask can be applied to the data to convert its value. (Refer to 'What is the 'Mask' and how is it used?' on page 231.
	Normally you would not use any value other than 255 in this field.
Test	The Test drop-down menu lists the test available for selection. Selecting a test from the list will display it in the Test field.
	Each type of test is described on pages 232 to 237.
Len	The number of bytes or characters in the line to be tested after the start position (Offset) is entered in this field.
	This field is activated only if test value <i>Input Equal Prev Input</i> or <i>Input Not Equal Prev Input</i> are selected.
Field	If a test related to a field is selected, the Field button will be activated.
	Test: Field Greater Than Value
	Selecting the Field button will display the Field List dialogue for selection of a field for the test. The selected field will be displayed in the View/Change Test dialogue.
	Test: Field Greater Than Value Field: AccntNum

Add Str. Enter Test String X Value to Test for: Cancel Selecting the Add String button will display the Enter Test String dialogue. The character string to be searched for and tested is entered in the Value to Test for text field. Once entered, the OK button is selected and the entered string is displayed in the View/Change Test dialogue. **Display** Display: Decimal Decimal Hex Literal The display mode is selected from the drop-down menu before a test byte is added. Test values can be entered and/or viewed either in Decimal, Hex (Hexadecimal) or Literal (alphanumeric units directly representing a value). Enter Decimal Byte X **Add Byte** Value to Test for: ΟK Cancel Selecting the Add Byte button displays the Enter Test Byte dialogue for the relevant byte mode. **Decimal** values can be **three** characters (for example 010), Hex can be two characters (for example, 0A) and Literals can be one character (for example 'A'). Once entered, the OK button is selected and the entered byte is displayed in the View/Change Test dialogue. Selecting a string or byte that has been added, then selecting the **Delete** Delete button will delete the selected item from the list.

SETTING UP TWO TESTS

Set the first test as outlined in the previous section.



- 1. Select AND or OR from the drop-down menu to activate the 2^{nd} Test button.
- 2. Click on the 2nd Test button to display the View/Change Test dialogue
- **3.** Set up the test as required.

™ WARNING!

If using the AND condition, both conditions must be satisfied in the same line.

PAGE/PARA EVENTS

Page/Para events are conditional events that are used to change page level properties such as form, paper trays and page definition. Page/Para events are applied to the **entire** page, as opposed to local text block events which will only apply to the particular text block.

It is also important to note that, unlike local text block events, page/para events will be applied to **ALL** text blocks on the page. All line references in a page/para event are relative to each text block, that is Line 6 refers to **Line 6 in each text block on the page.**

Similarly, if the test conducted is for a line range, the line range is text block related. For example, if the first line in the range is Line 6, and the number of lines to be tested is 3, then the test would apply to Lines 6, 7 and 8 in **each** text block on the page.

A Page/Para event will make the changes indicated by testing the printstream data for a particular condition specified by one or two tests.

- The test is applied to the whole printstream and causes the appropriate change to be applied to the **current page** only.
- Page/Para events are applied to the input printstream data **before** any text block editing or local text block events are added.
- The given condition is applied to **all** text blocks on the page.

TYPES OF PAGE/PARA EVENTS

Each Page/Para Event type is as follows:

- Change Form
- Change Back Form
- Change Page Definition
- Change Output Event List
- End Current Page
- End Text Block
- Select Input Paper Tray
- Select Output Paper Tray
- Update Field
- Select Device Features (See **NOTE**)
- Page Delete

Select Device Features Events are specific events that allow the user to insert code to activate device specific features such as stapling, binding, collating, folding and so on.

The use of these events requires a thorough understanding of the workings of Post Script commands, including the manual editing of XPD files, the use of syntax etc.

Because of their specific application, these events and their use are described in Appendix D 'Device Specific Features in the Paris System' in this manual.

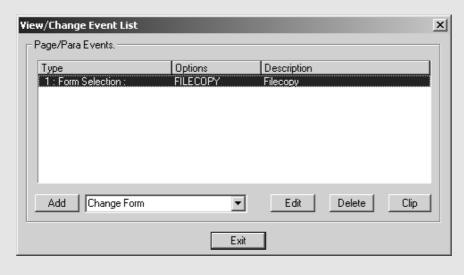
ADDING AND EDITING A PAGE/PARA EVENT

[↑] ⇒ <u>E</u>vents menu ⇒ Page/Para

⇒ View/Change Event List (Page/Para Events)

Select Page/Para from the Events menu to display the View/Change Event List (Page/Para Events) dialogue. Added events are displayed in the Event List dialogue. The order of the events in the list can be changed by using the Mouse and the 'Drag and Drop' method.

WARNING! Care must be taken with the order of the list of events as each event is applied in sequence according to the list order.



Select the event type to be added from the drop-down menu and click on the Add button to display the event dialogue.

An added event is displayed in the list in the View/Change Event List dialogue.

Edit

Either: Double-click on the event,
Or: Select an event from the list, then click on the Edit button to display the selected event's dialogue.

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Delete	Select an event from the list, then click on the Delete button.
	A dialogue will display requesting confirmation of the deletion.
Clip	Select the Clip button to display the Internal Clipboard. The Clipboard allows you to copy events to and from other environments.
	The use of the Internal Clipboard is described in 'Common Functions in the Paris Designer', in Part Four of this manual.
NOTE: Right-mouse click on an event to display the Edit, Delete and Clip pop-up menu. Choose the required option from the menu.	

THE PAGE/PARA CHANGE FORM EVENT FUNCTION

Change Form events are added to an environment **before** any text block editing or text block events are applied to the data.

WHEN WOULD I USE A PAGE/PARA CHANGE FORM EVENT?

The Paris Designer offers both Page/Para Change Form events and Local Text Block Change Form events.

For reasons of control, it is better to conduct form changes in text blocks as local text block events. Remember, any type of Page/Para event is conducted on **every** text block on a page, whereas a local text block event is conducted on its associated text block only.

For example:

For instance, if you know the condition to test for (such as the words 'Water Sports'), but don't know where on the page it will appear, you would use a **Page/Para Change Form event.**

In a case where the words 'Water Sports' could appear in any text block on a page, but you only want to change the form when 'Water Sports' appears in the 'Favorite Activities' text block, you would use a **Local Text Block Change Form event**. You would conduct the form change test in the 'Favorite Activities' text block as a local text block event.

ADDING A PAGE/PARA CHANGE FORM EVENT

 $^{\circ}$ ⇒ Events menu ⇒ Page/Para ⇒ Change Form ⇒ Add

In the View/Change Event List (Page/Para Events) dialogue, select Change Form from the drop-down menu, then the Add button to display the Change Form Event dialogue.



Description	Enter a description of the event for easier identification in the event list
Change To	Select this button to display the Select/Enter File To Load (.FRM) dialogue for loading of the required form. The selected form filename will be displayed in the Change To field in the Change Form Event dialogue.
1 st Test	Select this button to display the View/Change Test dialogue and set up the test conditions for the Change Form event to take place. As tests apply to all event types, <i>Using Tests</i> is described in detail on page 230.
None, And, Or	Select AND or OR from the drop-down menu to activate the 2 nd Test button.
2 nd Test	A second test can be set up for an event. Select the 2 nd Test button to display the View/Change Test dialogue as above. Using two tests for an event is described on page 238 under How do I use two tests?

THE PAGE/PARA CHANGE BACK FORM EVENT FUNCTION

Change Back Form events are added to an environment before any text block editing or text block events are applied to the data.

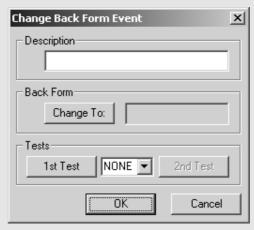
WHEN WOULD I USE A CHANGE BACK FORM EVENT?

As described in the previous section, any type of Page/Para event is conducted on **every** text block on a page, whereas a local text block event is conducted on its associated text block only.

However, a back form does not contain variable data and is a way of putting a static form on the back of a page, such as a payment method, or terms and conditions. The job will effectively be Simplex (from a pagedef point of view).

ADDING A CHANGE BACK FORM EVENT

In the View/Change Event List (Page/Para Events) dialogue, select Change Back Form from the drop-down menu, then the Add button to display the Change Back Form Event dialogue.



Description	Enter a description of the event for easier identification in the event list
Change To	Select this button to display the Select/Enter File To Load (.FRM) dialogue for loading of the required form. The selected form filename will be displayed in the Change To field in the Change Back Form Event dialogue.
1 st Test	Select this button to display the View/Change Test dialogue to set up the test conditions for the Change Back Form event to take place. As tests apply to all event types, <i>Using Tests</i> is described in detail on page 230.
None, And, Or	Select AND or OR from the drop-down menu to activate the 2 nd Test button.
2 nd Test	A second test can be set up for an event. Select the 2 nd Test button to display the View/Change Test dialogue as above. Using two tests for an event is described on page 238 under How do I use two tests?

THE PAGE/PARA CHANGE PAGE DEFINITION EVENT FUNCTION

A Change Page Definition event is used to change the page definition for the current page under certain conditions.

WHEN WOULD I USE A CHANGE PAGE DEFINITION EVENT?

The Change Page Definition event is a very useful and powerful feature in Paris. The page definition contains most of the important settings for the page and the Change Page Definition event gives you the ability to dynamically change the settings.

For example:

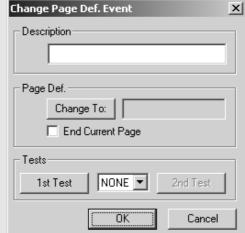
A simple example of where this is useful is a multi-page statement. Using a Change Page Definition event, you could set up a test for the string 'Page 1' and whenever the test is true, it calls in the page definition for Page 1. When the test is no longer satisfied (e.g. on Page 2, Page 3 and so on), it would revert to the page definition in the Print Order.

The page definition for Page 1 could be landscape orientation, printing on letterhead stock from tray 1, while the page definitions for the remaining pages could be portrait orientation printing on stock from tray 2.

ADDING CHANGE PAGE DEFINITION EVENT

" ☐ □ Events menu □ Page/Para □ Change Page Definition □ Add

In the View/Change Event List dialogue, select Change Page Definition from the drop-down menu, then the Add button to display the Change Page Def. Event dialogue.



Description	Enter a description of the event for easier identification in the event list.
Change To	Select the Change To button to display the Select Page Def. dialogue for selection of the required page def. Select the required pagedef (internal or external), then the Add button to display the pagedef in the 'Change To' field.
End Current Page	 If the test is 'True' and the 'End Current Page' option is enabled, the line satisfying the test becomes the first line of the new physical page. If the test is 'True' and the 'End Current Page' option is disabled, the line remains on the current page but the pagedef changes immediately. This has two possible side effects: i. If the line satisfying the test is NOT in the first text block, any text blocks already completed (placed and formatted) are NOT changed. This means you are able to have the first few text blocks on a page formatted with the first pagedef (Page1) and the remaining text blocks with the new pagedef.

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	(ii) If the line number of the line satisfying the test (e.g. 25) is greater than the 'Maximum Lines' (e.g. 20) for the current text block of the new pagedef, an 'End Text Block' will occur after this line, but the text block will have '25' not '20' lines on this page! In simple terms, a page definition can be changed by a condition in a line other than the first line as long as:
	The condition occurs in the first text block only.
	 The current line number is less than the maximum number of lines of the first text block on the new pagedef.
1 st Test	Select this button to display the View/Change Test dialogue and set up the test conditions for the Change Page Definition event to take place. As tests apply to all event types, <i>Using Tests</i> is described in detail on page 230.
None, And, Or	Select AND or OR from the drop-down menu to activate the 2 nd Test button.
2 nd Test	A second test can be set up for an event. Select the 2 nd Test button will display the View/Change Test dialogue as above.
	Using two tests for an event is described on page 238 under How do I use two tests?

THE PAGE/PARA CHANGE OUTPUT EVENT LIST EVENT FUNCTION

A Change Output Event List event is used to change the output event list for the current page under certain conditions.

Output events only exist in Paris Designer for backward compatibility reasons with very early versions of Laprés and Xerox centralized converted jobs.

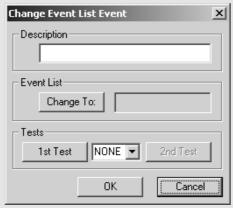
In earlier versions of Laprés, and on some Xerox printers, it was possible to save lists of text block events external to the environment. It is no longer possible to create these lists in Paris Designer, however, if they exist they can be called by using this event.

In the Xerox centralized environment, some applications may use external CME's (Copy Modified Entries). When these external CME's are brought into Paris via the Conversion Manager, an Output Event List is created. These output event lists can be selected by the Change Output Event List event, but this would be highly unlikely as the original structure of the Xerox datastream would normally contain DJDE calls for the CME's that would override the events.

Briefly, this event exists for backward compatibility reasons and it is recommended that it is not used in new applications.

ADDING A CHANGE OUTPUT EVENT LIST EVENT

In the View/Change Event List (Page/Para Events) dialogue, select Change Page Definition from the drop-down menu, then the Add button to display the Change Event List Event dialogue.



Description	Enter a description of the event for easier identification in the event list.
Change To	Select this button to display the Select Event List dialogue. Select the required event list (internal or external), then the Add button to display the event list file in the Change To field in the Change Event List Event dialogue.
1 st Test	Select this button to display the View/Change Test dialogue to set up the test conditions for the Change Output Event List event to take place. As tests apply to all event types, <i>Using Tests</i> is described in detail on page 230.
None, And, Or	Select AND or OR from the drop-down menu to activate the 2 nd Test button.
2 nd Test	A second test can be set up for an event. Select the 2 nd Test button to display the View/Change Test dialogue as above. Using two tests for an event is described on page 238 under How do I use two tests?

THE PAGE/PARA END CURRENT PAGE EVENT FUNCTION

An End Current Page event is used to end the current page under certain test conditions. When the test conditions are met, the current page will end and subsequent printstream data will continue on the next page.

The End Current Page event is a useful Paris feature that provides additional control over the final output. It is equivalent to the RPAGE command for Xerox centralized printers.

This event provides two levels of control:

- 1. It adds an extra level of control over pagination (page starting at line 1) over and above PCC bytes and page eject characters in the data.
- 2. It provides a method for duplex applications where, on encountering a certain condition, you can control on which side of the page you print.

If the incoming data file does not contain PCC or page eject (HEX 'OC') characters, and is not a fixed number of lines per page, it would normally be almost impossible to achieve sensible pagination. Using an End Current Page event, providing there is a constant field to test on, you can achieve the desired pagination.

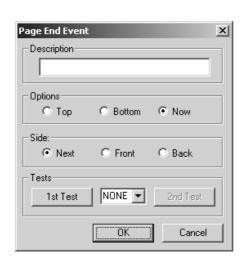
M NOTE:

A Page/Para End Current Page Event is equivalent to an RPAGE in Xerox CEP JSL.

HOW WOULD I USE AN END CURRENT PAGE EVENT?

When End Current Page is selected from the drop-down menu in the View/Change Event List (Page/Para Events) dialogue, the Page End Event dialogue is displayed.

The following examples illustrate how you would use an End Current Page event to (1) end a page when the test string 'Page No.' is true, and (2) when duplex printing, to ensure Page 1 is always on the front of a duplex page.



For example:

1. A test can be set up to look for the string 'Page No.' and whenever the test is true, a page break is actioned. If the test is always true in Line 1, the option would be to break 'Now', that is, an immediate break.

If the test condition is in Line 3, the option would be to break at 'Top', that is, to move the whole text block to the new page.

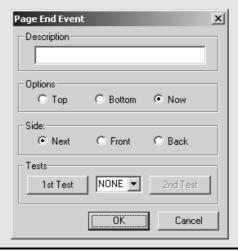
2. A file contains multiple reports, each starting on Page 1. When printing this type of report in duplex, it is normally preferable to have a Page 1 always on the front of a duplex page, this way it can be separated easily.

By setting up a test on the string 'Page 1', with a Side: Front option, Paris will always ensure Page 1 is on the front of a duplex page.

ADDING AN END CURRENT PAGE EVENT

→ Events menu → Page/Para → End Current Page → Add

In the View/Change Event List (Page/Para Events) dialogue, select End Current Page from the drop-down menu, then the Add button to display the Page End Event dialogue.



Enter a description of the event for easier identification in the Description The Page End options are used to control where the current page **Options** will break. When selected, the effect of each is as follows: The entire text block which contains the line that satisfies the test conditions will be moved to the next page. The text block **after** the one containing the line which satisfies the test conditions, will be moved to the next page. The text block which contains the line will remain on the original page. The line which satisfies the test conditions will become the first line

of the new page.

Side	The Side radio buttons are used to control which side of the page is to be printed.
NOTE: The Side	Next Prints the new page on the next available side. Front
buttons are only relevant if you are using a duplex printer which prints both	Feeds the paper and prints the new page on the next available front side (the page normally printed when printing one side only)
sides of a page.	Back Feeds the paper and prints the new page on the next available back side (normally the second page printed when printing both sides of the paper).
	 If you are on the front page, the next back page is the other side of the paper.
	 If you are on a back page, it finishes printing, then feeds a new page and prints the new page on the back side.
1 st Test	Select this button to display the View/Change Test dialogue to set up the test conditions for the event to take place.
	As tests apply to all event types, <i>Using Tests</i> is described in detail on page <i>230</i> .
None, And, Or	Select AND or OR from the drop-down menu to activate the 2 nd Test button.
2 nd Test	A second test can be set up for an event. Select the 2 nd Test button to display the View/Change Test dialogue as above.
	Using two tests for an event is described on page 238 under How do I use two tests?

THE PAGE/PARA END TEXT BLOCK EVENT FUNCTION

An End Text Block event is a very powerful and useful event. It provides an additional level of control over basically unformatted data and is used to force the current text block to end and places the following printstream data into the next text block in the page definition.

To illustrate this, we will use the example of a direct mail application that contains a name and address plus a salutation.

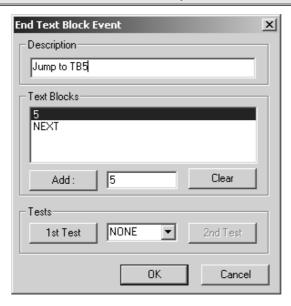
Example (1):

The direct mail application requires that you create two text blocks, the first to contain the name and address, and the second to contain the salutation.

Often in these type of applications the name and address can vary in length, it could be 3 or 6 lines. This means you cannot use the maximum lines per text block to move from Text Block 1 to Text Block 2. The solution is to use an End Text Block event.

Set up two text blocks on the page, make the first text block 10 lines and the second text block 1 line. This means you will have more than you want in the first text block (that is, the first name and address, the salutation and the second name and address). Therefore, your next step is to add the End Text Block event.

For the event, set up a test to search for the string 'Dear' in Text Block 1. When the test is true, the line containing 'Dear' will be moved to Text Block 2 and your formatting has been achieved.



You can also have an application that has many text blocks defined on the page and you wish certain data to always appear in a specific text block. Our second example illustrates such a situation.

Example (2):

Your application has many text blocks defined on the page. Normally, on full pages, the 'Total Amount Due' is in a specific text block (let's call it Text Block 5). On some pages there may not be enough data to fill all the text blocks, but you still require the Total Amount Due to be in Text Block 5.

This can be done by setting up a test on the text string 'Total Amount Due' in the data and having the test 'jump' to Text Block 5 rather than the next one.

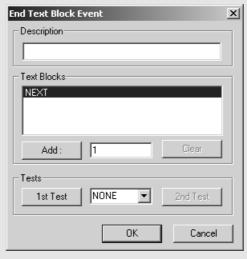
NOTE:

- 1. You cannot 'jump' backwards. If you are in Text Block 6, an 'End Text Block' that tries to jump to Text Block 5 becomes a 'NEXT'.
- 2. An attempt to 'jump' to a non-existent text block also becomes a jump to 'NEXT'.

ADDING AN END TEXT BLOCK EVENT

$^{\circ}$ ⇒ Events menu ⇒ Page/Para ⇒ End Text Block ⇒ Add

In the View/Change Event List (Page/Para Events) dialogue, select End Text Block from the drop-down menu, then the Add button to display the End Text Block Event dialogue.

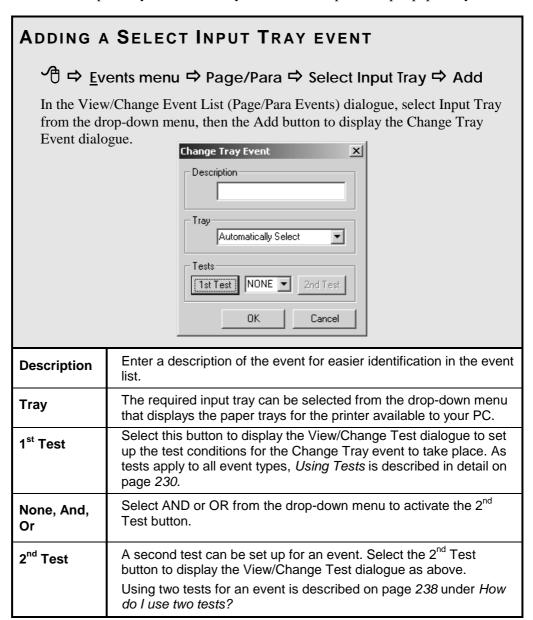


Description	Enter a description of the event for easier identification in the event list.
Text Blocks	In an End Text Block event, the next text block to go to is selected from the Text Blocks list.
	NEXT is always displayed and is selected to 'jump' to the next text block. To jump to another text block, the number of the required text block can be added to the list, then selected. (See Add below).
	You cannot jump backwards, see NOTE on the previous page.
Add	To add a text block to the list, type the text block number in the text field adjacent to the Add button, then click on the Add button. The number will appear in the list.
Clear	Select a text block from the list, then click on the Clear button to clear a text block from the list.

1 st Test	Select this button to display the View/Change Test dialogue to set up the test conditions for the event to take place.
	As tests apply to all event types, <i>Using Tests</i> is described in detail on page 230.
None, And, Or	Select AND or OR from the drop-down menu to activate the 2 nd Test button.
2 nd Test	A second test can be set up for an event. Select the 2 nd Test button will display the View/Change Test dialogue as above. Using two tests for an event is described on page 238 under How do I use two tests?

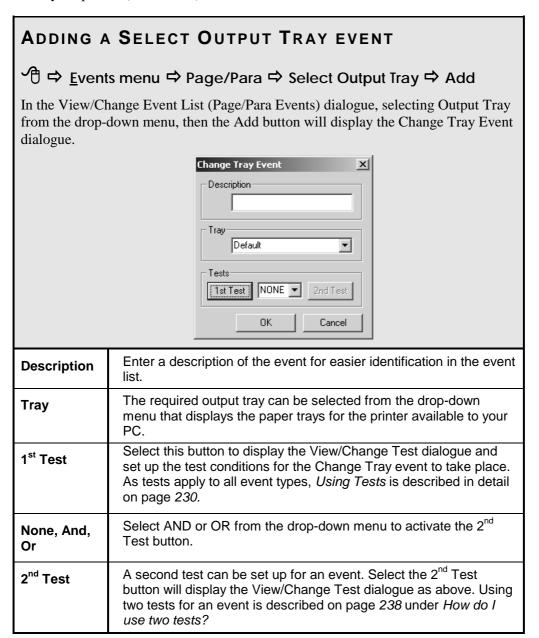
THE PAGE/PARA SELECT INPUT TRAY EVENT FUNCTION

A Select Input Tray event enables you to select the printer input paper tray.



THE PAGE/PARA SELECT OUTPUT TRAY EVENT FUNCTION

A Select Output Tray event enables you to direct output to different output trays on your printer (if available).



THE PAGE/PARA UPDATE FIELD EVENT FUNCTION

A Page/Para Update Field event works in the same way as a local text block Update Field event, except that it is conducted on every text block on a page, whereas a local text block Update Field event is conducted on its associated text block only.

Update Field events can be of two types, Fill or Increment, and are used to fill or increment the Current Value of a field by loading data from the printstream into the specified field.

- A 'Fill Field' event will replace the current contents of the field with the extracted data. This becomes the Current Value of the field and replaces any previous value.
- An 'Increment Field' event will add the extracted data to the Current Value of the field. By specifying a line and position range it is possible to total a column. An Increment Field event is normally only possible on Numeric fields.

If the field type is Numeric, the extracted data is converted to a number and added to the Current Value. If the field type is Alphanumeric, the extracted data is appended to the end of the Current Value.

For example:

On your page you have a number of text blocks, each containing details of funds transactions. In the same line and position in each text block there is a field 'Amount' which contains the amount of the funds.

A Page/Para Increment Field event is used to fill the Current Value of the 'Amount' field.

Each time the 'Amount' field occurs (in the same line and position in each text block), the Current Value of the field will be incremented with the contents of the previous 'Amount' field, with the last 'Amount' field on the page containing the total amount.

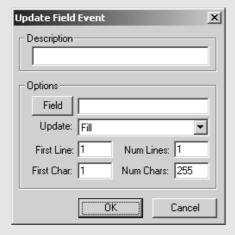
ℳ NOTE:

Page/Para Update Field Events can be added to an environment once the necessary fields have been added to the Field List. Refer to: 'Creating and Filling a field' in the Paris Designer User's Manual.

ADDING A PAGE/PARA UPDATE FIELD EVENT

$^{\circ}$ ⇒ Events menu ⇒ Page/Para ⇒ Update Field ⇒ Add

In the View/Change Event List (Page/Para Events) dialogue, selecting Update Field from the drop-down menu, then the Add button will display the Update Field Event dialogue.



Description	Enter a description of the event for easier identification in the event list.
Field	Select the Field button to display the Field List and choose the required field from the list then choose OK. The field name will appear in the dialogue.
Update	Select 'Fill' or 'Increment' from the drop-down menu as required
First Line	Enter the position of the first line of the data to be extracted.
Num Lines	Enter the number of lines of data after and including the first line
First Char	Enter the column position of the first character to be extracted
Num Chars	Enter the number of characters after and including the first character.

THE PAGE/PARA SELECT DEVICE FEATURES EVENT FUNCTION



Select Device Features Events are specific events that allow the user to insert code to activate device specific features such as stapling, binding, collating, folding and so on.

The use of these events requires a thorough understanding of the workings of Post Script commands, including the manual editing of XPD files, the use of syntax etc.

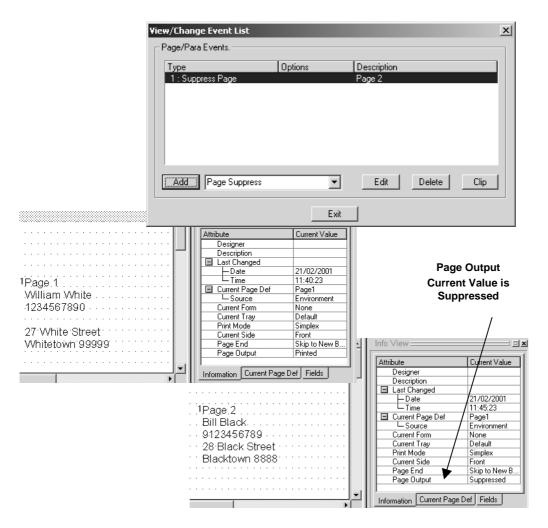
Because of their specific application, these events and their use are described in Appendix D 'Device Specific Features in the Paris System' in this manual.

THE PAGE/PARA PAGE SUPPRESS EVENT FUNCTION

A Page Suppress event enables you to test for a certain condition on a page and when the test is satisfied the page is suppressed at print time.

The suppressed page will still be shown in the Designer, however the Info View will display whether the page is to be 'printed' or 'suppressed' under the Page Output attribute.

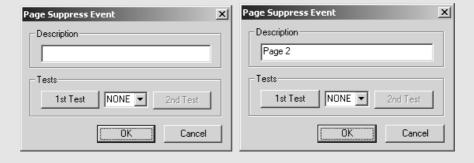
Suppressed pages are still treated logically within the Paris system, therefore any DJDE or event based characteristics of the page will still be honoured.



ADDING A PAGE SUPPRESS EVENT

"↑ ⇒ Events menu ⇒ Page/Para ⇒ Page Suppress ⇒ Add

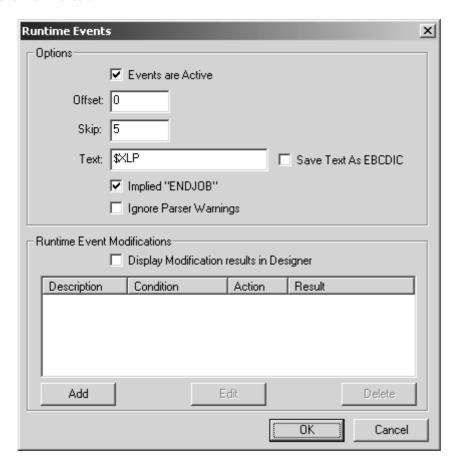
In the View/Change Event List (Page/Para Events) dialogue, selecting Page Suppress from the drop-down menu, then the Add button will display the Page Suppress Event dialogue.



Description	Enter a description of the event in the event list.
1 st Test	Select this button to display the View/Change Test dialogue and set up the test conditions for the Page Suppress event to take place.
	As tests apply to all event types, <i>Using Tests</i> is described in detail on page 230.
None, And, Or	Select AND or OR from the drop-down menu to activate the 2 nd Test button.
2 nd Test	A second test can be set up for an event. Select the 2 nd Test button will display the View/Change Test dialogue as above. Using two tests for an event is described on page 238 under How do I use two tests?

RUNTIME EVENTS

Many features of a print job can be determined by events based on conditions within the data, however there are instances where events must be performed explicitly according to a command rather than a condition in the printstream data. In these cases the originating application must include these explicit commands, or 'Runtime Events'.



WHAT IS A RUNTIME EVENT?

A Runtime event is a command sequence embedded in the printstream data and is made up of a *runtime event marker* (the default value is \$XLP) and *runtime event command*.

Before the system can recognize a Runtime event, the *runtime event marker* has to appear in the printstream followed by the *runtime event command*. This requires some re-programming of the printstream data's application. For example, the following command sequence will change the environment:

\$XLP ENV=INVOICE, END;



M NOTE:

A runtime event called "FEATURE=(name,type)" is available in the Paris system. This is a page-based event and will apply at the next page boundary. Refer to Appendix D, 'Device Specific Features in Paris'.

CEP DJDE COMPATIBILITY

The Paris Runtime events are compatible with the runtime events syntax used by the Xerox CEP family of printers. This allows users with printstream data already set up for the CEP to transfer these to Paris without altering their mainframe programs.

To transfer print environments from the CEP, set the runtime event marker to SDJDE or whatever the IDEN is set to in your JSL.

MOTE:

Paris does not support all CEP DJDE options. Refer to *Table 7 - 6: DJDE Functions Supported* for a full list of CEP DJDE compatible functions.

How do Runtime events differ from other input events?

- Runtime events act as a switch and in this way differ from other events because they have the capacity to act as a toggle.
- Runtime events remain in effect until another runtime event is encountered, as opposed to other events which only apply to the page on which they are found.
- Runtime events are executed *after* the page in which the event is encountered is completed, that is:
 - the current page is printed,
 - the runtime event is performed, and
 - a new page is started.

There are exceptions to this such as the ENDJOB command (which causes an immediate end of a print job), and the ENV=, JDL= and JDE= commands (which cause an immediate end of job condition when the 'Implied ENDJOB' option has been selected).

The 'Implied ENDJOB' option is selected in the Runtime Events dialogue. (Refer to the section 'How are embedded Runtime events activated?' on page 277).

WARNING! Within a DJDE packet, from the first DJDE record until END; record, a PRINTER= command **must precede** a JDL= or JDE= command, otherwise the JDE= or JDL= command is ignored.

WHY ARE RUNTIME EVENTS USED?

Runtime events give you a large amount of flexibility by allowing you to make changes at any point in the printstream, whereas other input events only apply to the page on which they are found. In this way, Runtime events can be applied at any point in the printstream to:

- Change the page definition, form or environment
- Select the font list, output event list, input and output trays,
- Load and position graphics dynamically.

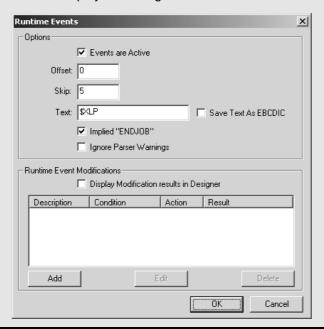
1

Table 7 - 6: DJDE Functions Supported

HOW ARE EMBEDDED RUNTIME EVENTS ACTIVATED?

 $^{\circ}$ $^{\circ}$ $^{\circ}$ Events menu $^{\circ}$ Runtime Events $^{\circ}$ Runtime Events dialogue

Runtime events are activated via the Runtime Events dialogue. Select 'Runtime' from the Events menu to display the dialogue.



Options

Events are Active

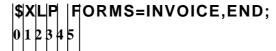
Selecting the Events are Active checkbox will cause Paris to search for the Runtime events (command sequences) that are embedded in the printstream data. When 'False', any runtime event records will be printed as normal data and will not be acted upon.

Offset

The value entered in the 'Offset' field tells Paris the starting position (from the first position in the record) for the Runtime event identifier. The count starts from 0 (zero), that is, the first character in the record is the character 0 (zero) **not** 1 (one).

Skip

The value entered in the 'Skip' field tells Paris the starting position (from the first position in the record) for the actual content of the Runtime event command sequence. As with the Offset, this starts at 0 (zero). For example, in the Runtime command sequence,



the Offset would be 0 (zero) as the identifier **\$XLP** begins in the 1st position, the Skip value would be 5 as the content **FORMS** begins in the 6th position

Text

The value entered in the 'Text' field is the identifier (Runtime event marker) which is to signal a runtime event command.

Before Paris recognizes a Runtime event, the identifier (Runtime event marker) has to appear in the printstream. The default value for the identifier is \$XLP.

In the Text field, set the identifier that is to signal a runtime event command.

Save Text as EBCDIC

This option is for Xerox centralized compatibility. It is possible, although rare, that an ASCII datastream can contain DJDE records that are in EBCDIC. This option accommodates that requirement.

Implied "ENDJOB"

Implied ENDJOB means that when Paris encounters an ENDJOB command in the printstream data (that is, an ENV=, JDL=, or JDE= command), it will assume that it is immediately to end the current print job. Normally, this option would be selected.

● WARNING!

Within a DJDE packet, from the **first** DJDE record **until** END; record, a **PRINTER**= command **must precede** a **JDL**= or **JDE**= command, otherwise the **JDE**= or **JDL**= command is ignored.

Ignore Parser Warnings

Paris does not support all possible DJDE options (refer to *Table 7 - 6: DJDE Functions Supported* on page 276. Some unsupported options will cause the software to stop processing and an error message will be displayed. The error is a result of the Paris software 'parsing' or checking the syntax of the DJDE record.

The following applies only to sites with pre-existing DJDE jobs:

If you have a file that contains unsupported DJDE's that are not relevant to Paris, by turning off the warnings (that is, selecting the Ignore Parser Warnings checkbox), **Paris will continue processing without warning if a DJDE that fails to parse is encountered**. Valid DJDE commands will still be parsed and honored.

Normally, you would enable warnings in the Environment Editor (do NOT select the Ignore Parser Warnings checkbox), so that the Designer sees possible problems and warnings.

You would disable warnings in 'production' ENVs that are distributed so that the unsupported options do not stop printing.

№ NOTE:

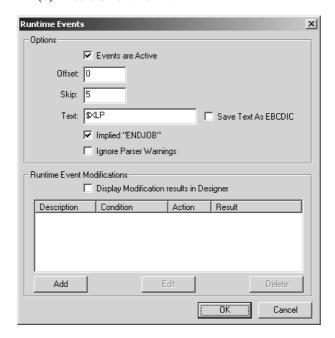
You need to have a full understanding of DJDE's and the potential effects of not honoring some of them before disabling the parser.

USING THE RUNTIME EVENT MODIFICATIONS OPTION

The Runtime Event Modification option allows you to modify certain DJDE's at **individual job level**. Paris can be instructed to ignore these DJDE's or they can be replaced or new ones can be inserted.

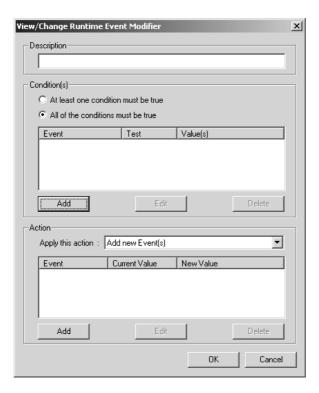
You can set up tests to look for certain DJDE's at job level and when found either:

- (a) suppress it,
- (b) replace it with a different DJDE,
- (c) insert a new DJDE.



Adding a Runtime Event Modification

Click on the Add button to display the View/Change Runtime Event Modifier dialogue.



Description

Enter a description of the modification to be added in the Description text box.

Condition(s)

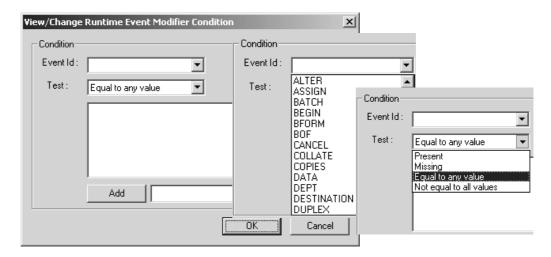
The options 'At least one condition must be true and 'All of the conditions must be true' are displayed. Select the required option.

Adding a condition

Click on the Add button to display the View/Change Runtime Event Modifier Condition dialogue.

Event Id

- 1. Click on the arrow to the right of the Event Id text box to display the pop-up menu that lists the DJDE's.
- **2.** Choose the required event from the list.



Test

- 1. Click on the arrow to the right of the Test text box to display the pop-up menu that lists the Test options: **Present, Missing, Equal to any value, Not equal to all values.**
- 2. Choose the required test option from the list then,

Either:

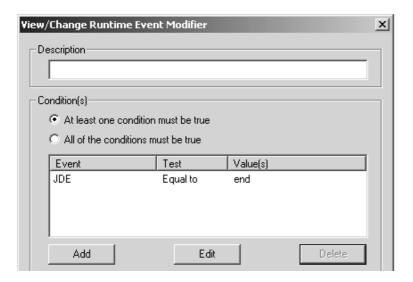
Click on OK.

Or

If you have chosen **Equal to any value**, or **Not equal to all values**, the Add button will be activated. Enter the value to be tested for in the text box adjacent to the Add button, then click on the button. The entered value will be displayed in the dialogue.

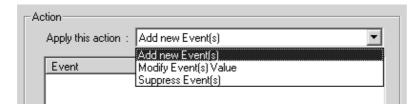
Choose OK.

3. The added condition will be displayed in the Conditions list with the Event, Test and Value of the condition.

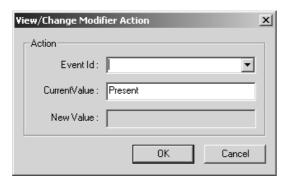


Adding an Action

Once the conditions are set, the required actions are chosen. The actions that can be applied are 'Add new Event(s)', 'Modify Event(s) Value', 'Suppress Event(s)'.



1. Choose the required action from the list and click on the Add button to display the View/Change Modifier Action dialogue.



Event Id

- **2.** Click on the arrow to the right of the Event Id text box to display the pop-up menu that lists the DJDE's.
- **3.** Choose the required event from the list.

Current Value, New Value

The Current Value and New Value text boxes will be available depending on the action chosen.

- **4.** Enter the values as required then choose OK. The added action will be displayed in the Actions list with the Event, Current Value and New Value of the action.
- **5.** Choose OK to return to the Runtime Events dialogue. The added modifications will be displayed in the dialogue.

Display Modification results in Designer

If you select the 'Display Modifications in Designer' checkbox, any Runtime event modifications that have been added to the job will be displayed in the Designer.

Editing a Condition or Action

→ To edit a condition or action:

1. In the View/Change Runtime Event Modifier dialogue,

Either:

Click on the condition or action to be edited then choose the Edit button, **Or:**

Double-click on the condition or action.

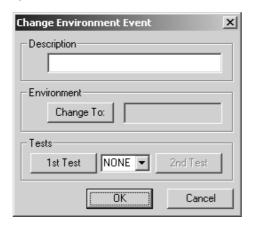
The relevant View/Change Modifier dialogue will be displayed.

2. Edit the condition or action as required, then choose OK to return to the View/Change Runtime Event Modifier dialogue.

ENVIRONMENT CHANGE EVENTS

Changing environments can be accomplished in three main ways:

- 1. Environments can be associated with an input queue in the Paris Spooler.
- **2.** Runtime events within each data file can instruct Paris to change the environment (refer to *Runtime Events* on page 271).
- **3.** Environment Change events.



Environment Change events are stored externally to the environments (in a file called ENVCHG.SYS). It is one of the few functions in Paris that is not local to an environment. For this reason ALL print files will be tested for the condition, regardless of the current environment. You must therefore ensure that the test is exclusive enough to avoid unwanted changes of environment.

Unlike other events, an Environment Change event acts as a 'toggle' and will change to the new environment until a new Environment Change event or other job change method is encountered.

The environment will change immediately upon satisfaction of the test by any line. When satisfied, the current line (the one satisfying the test) will become the first line of the new environment after ending the current page.

If the test is satisfied in the first line of a new page, the environment change will occur immediately. It is therefore preferable to ensure that, when using Environment Change events, the test is satisfied in the first line of a page.

As they are external to environments, it is possible to create Environment Change events from any environment.

PACKING THE ENVIRONMENT CHANGE EVENT LIST

As they are stored externally to all environments, it is important to remember to include the Environment Change event list whenever packing files for transfer to another system. Refer to *Packing Resources* on page 292.



ADDING AN ENVIRONMENT CHANGE EVENT

$^{\circ}$ ⇒ Events menu ⇒ Change Environment ⇒ Add

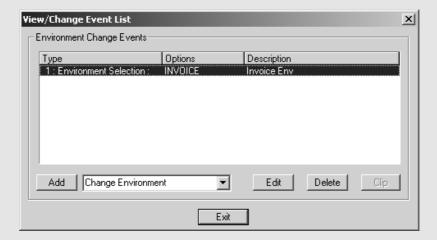
In the View/Change Event List (Environment Change Events) dialogue, Change Environment is displayed in the field adjacent to the Add button. Click on the Add button to display the Change Environment Event dialogue.



Description	Enter a description of the event for easier identification in the event list.
Change To	Select this button to display the Select/Enter File To Load (.ENV) dialogue and load the required environment.
	The selected environment filename will be displayed in the Change To field in the Change Environment Event dialogue.
1 st Test	Select this button to display the View/Change Test dialogue and set up the test conditions for the Environment Change event to take place. As tests apply to all event types, <i>Using Tests</i> is described in detail on page 230.
None, And, Or	Select AND or OR from the drop-down menu to activate the 2 nd Test button.
2 nd Test	A second test can be set up for an event. Select the 2 nd Test button to display the View/Change Test dialogue as above. Using two tests for an event is described on page 238 under How do I use two tests?

EDITING AN ENVIRONMENT CHANGE EVENT

↑ ⇒ Events menu ⇒ Environment ⇒ View/Change Event List (Environment Change Events)



The order of the events in the list can be changed by using the Mouse and the 'Drag and Drop' method.

●** WARNING! Care must be taken with the order of the list of events as each event is applied in sequence according to the list order.

Edit	Either double-click on the event or select an event from the list, then click on the Edit button to display the selected event's dialogue.
	Select an event from the list to activate the Edit button and click on the Edit button to display the event's dialogue to edit the event.
	Refer to the section <i>Adding an Environment Change Event</i> for instructions on using the Change Environment event dialogue.
Delete	Select an event from the list to activate the Delete button then click on the Delete button to delete the event. A message dialogue will be displayed requesting confirmation or cancellation of the deletion.
	NOTE: Right-mouse click on an event to display the Edit and Delete pop-up menu. Choose the required option from the menu.
Clip	This option is not available for Change Environment events.

CHAPTER 8: ⁴ → Utilities

FUNCTIONS IN THE UTILITIES MENU

The utilities accessed from the Utilities menu are Resource Manager, Font Reference, Euro Rates and Environment Dump.



THE RESOURCE MANAGER

The Resource Manager Utility provides an easy mechanism for the distribution of Paris resources from one system to another. Its most important role is to gather all the resources from a newly developed or modified application in the Paris Designer and write it to a file.

When sent to the Paris Spooler and unpacked, this file automatically updates the Spooler's directory structure with all the files required for this newly designed application. The unpacking function in the Spooler is achieved simply by loading and printing the file.



Opening the Resource Manager utility will display the Resource Manager dialogue which contains five buttons/options. These are New, Add, Open, Extract and Done. The 'Done' button exits the user from the Resource Manager.

The dialogue contains two views where information is displayed. The upper view displays the names and types of the resources that have been packed, whereas the lower view is a log view that simply displays a log of each pack session. There is also an Activity display that 'animates' during the pack/unpack process.

HOW DOES RESOURCE PACKING WORK?

The packing process does not 'pack' the file in the normal sense, that is the file does not become smaller. It uses a form of sixel encoding to ensure all characters in the file are in the normal printable character image. This prevents any character integrity problems if the file is transferred from PC to host and back again (this is especially important as the fields to be transferred are often font or graphic files which contain a large percentage of non-printable characters.

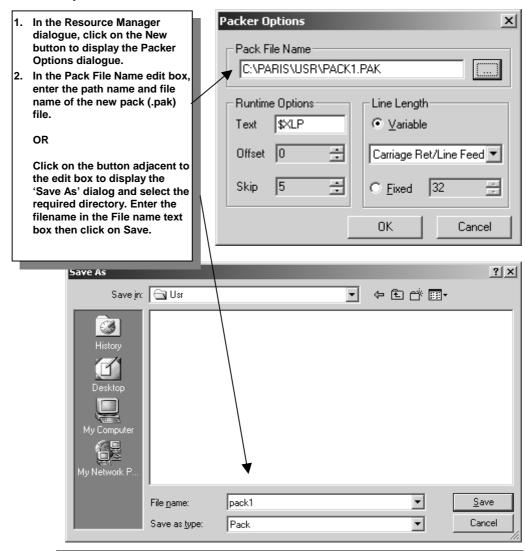
When the file is unpacked a reverse form of sixel encoding is done to return the file to its original state..

Packing and unpacking resources can be done in any order. For example, you may select to open a .pak file first, however, the following descriptions will follow the standard procedure for using the Resource Manager.

PACKING RESOURCES

The Resource Manager can be opened either by selecting Resource Manager from the Utilities menu or by using the shortcut key F2.

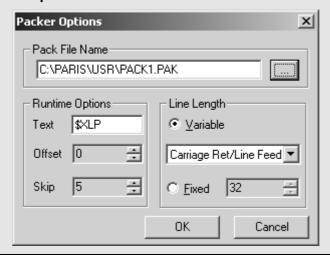
→ To pack resources:



NOTE: By default, the pack file name is generated as pack1.pak, pack2.pak, and so on. This can be overridden by specifying your own file name and path in the file name edit box.

SETTING THE PACKER OPTIONS

1 ⇒ Utilities menu ⇒ Resource Manager ⇒ New ⇒ Packer Options



Runtime Options

Runtime Options are Text, Offset, Skip and Length.

Text

Every .PAK file begins with a Runtime event record (refer to *Runtime Events* on page 271. This is entered in the 'Text' box. The default identifier is "\$XLP". The receiving system must also have the same identifier for this to be recognised as a valid .PAK file refer to *DJDE Functions Supported* on page 276.

NOTE: The Resource Manager has a built-in function to detect whether a file is a valid pack file or not. In the event of the receiving system not having the same identifier, you will receive an early warning message and thus be able to avoid having the file rejected by the receiving system.

Offset

This is the Offset to the Runtime event identifier (refer to *Offset* on page 277) and specifies the offset in bytes of the .PAK file. The Offset is 0 by default.

Skip

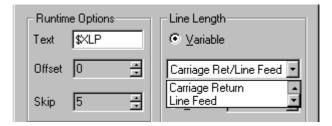
This value is the 'skip' (from 0) to the starting position of the command sequence in the Runtime event (refer to *Skip* on page 278). This must match the skip in the receiving system.

Line Length

The line length can be either fixed or variable. The default record length for .PAK files is variable.

Variable

The user can select the way each line is terminated by selecting from the options in the drop-down menu: Carriage Return; Line Feed or Carriage Ret/Line Feed



Fixed Length

The 'fixed line length option is very rarely used, however, in some host transfer situations variable length records cause difficulties. To overcome this, the option is available to set the line length at a fixed number of characters.



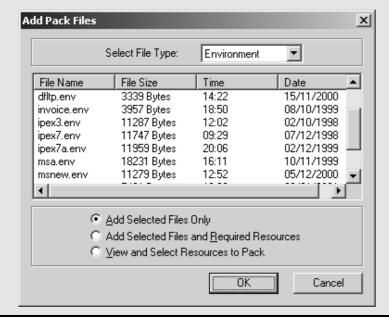
OK

Selecting the OK button will display the 'Add Resource' dialogue.

NOTE:

The Packer Options dialogue settings are 'sticky', meaning that they save their values each time you exit the Resource Manager.

PACKING FILES



Select File Type

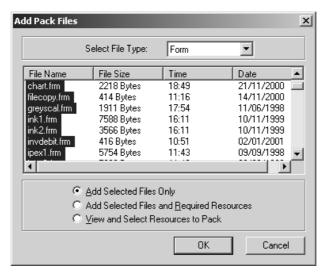
The Select File Type drop-down menu lists the resources that can be packed. That is environments, forms, pagedef, font graphics, translation table and so on. The dialogue will list files of the currently selected resource type. The default setting is environment.

It is important to understand that there are **resources** that can hold further resources within them and '**atomic**' **resources** which cannot. For example, an environment can contain forms, forms can contain graphics or fonts. However fonts cannot contain further resources. Hence, an **environment** or **form** is a **resource**, and a **font** or **graphic** is termed an '**atomic**' **resource**. Hence, the radio buttons are enabled and disabled according to the selection of resources.

If a 'non-atomic' resource is selected, then all the three radio options will be available.

Add Selected Files Only:	This option will pack the selected resources only.
Add Selected Files and Required Resources:	This option 'unconditionally' packs the resource and its associated sub resources.

- → To pack selected files only or selected files and required resources:
- Select the file type and the required files, then the desired radio button (either Add Selected Files Only or Add Selected Files and Required Resources).



2. Choose OK. The Resource Manager dialogue will be displayed and the selected files will be packed (indicated by the busy Activity dial).
A log is generated simultaneously indicating the status of the pack and finally the number of files packed.

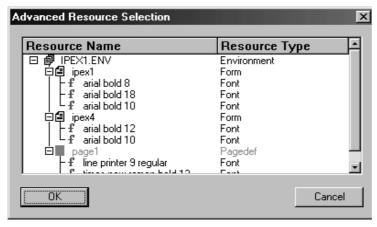


View and Select Resources Pack:

This option (also called the Advanced Resource Selection) allows you to select a resource then select which subresources you want to pack.

→ To view and select resources to pack:

- 1. Choose a resource, then the View and Select Resources Pack radio button
- **2.** Choose OK. The Advanced Resource Selection dialogue will be displayed, showing the selected resource(s) and their associated sub-resources.



- **3.** Select which sub-resources to pack then choose OK.
- **4.** The selected files will be packed and displayed in the Resource Manager dialogue.

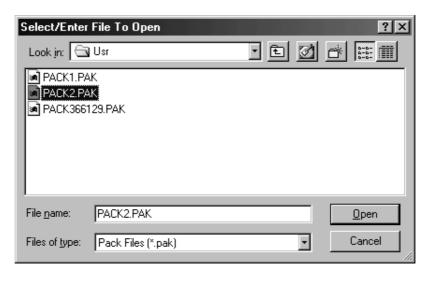


UNPACKING RESOURCES



→ To unpack resource files:

- **1.** Click on the Open button, to display the Select/Enter File To Open dialogue and the .pak files in the system.
- **2.** Double-click on the required .pak file to display all the contained resources in the Resource Manager dialogue.





3. Either:

Select each resource as required,

Or:

Sselect all resources, and then click 'Extract'. This will extract all the resource files from the .pak file, and place them in their respective directories.

If such a resource already exists in the directory, the Resource Manager will ask whether the file should be overwritten.

RESOURCE MANAGER: FAQS AND TROUBLESHOOTING

Q: I selected an environment with a .ttf font in it, but this font never shows up in the tree dialog, neither does it get packed using the Add Selected Files and Required Resources option. What's going on?

A: The true type fonts are handled differently.

- 1. As soon as the Resource Manager starts up, a true type font table is built.
- **2.** The Resource Manager scans the /windows/fonts/ directory and for each physical .ttf file it picks up, it figures out the corresponding logical name. Thus, for a file called 'arial.ttf', the generated logical name would be something like 'Arial Regular 10'.

Normally, when you choose an environment with an 'Arial Regular 10' font (the logical name) to pack, the Resource Manager figures out the actual file name (in this case, arial.ttf) by looking it up in the table for the corresponding logical name.

Assume that you select an old environment, possibly brought over from another machine, and further assume that this environment contains a 'Garamond Regular' font that was present in that machine.

If this font is absent in your font directory, when the Resource Manager starts up, it will not have an entry for the logical and physical names for the 'Garamond Regular' font. Hence, when the Resource Manager encounters a font called 'Garamond Regular', it will look up the true type font table to find if such a font exists. Naturally it does not, so the font is neither displayed nor packed.

NOTE: This is the only satisfactory way of handling true type fonts. The other option of looking at font entries in the Windows registry is not sufficient, as not all fonts in the Windows font directory have entries in the registry. If the font is to appear in the registry, then it should be properly installed.

Only by scanning all the .ttf font files in the Windows font directory and reading their internals for the corresponding logical names would result in the most accurate .ttf font table as this reflects all the current true type fonts in the system.

Q: I just got an 'Unhandled exception, contact program vendor' message while using the RM, and Paris crashed.

A: The most probable reason is that the Paris fonts.ini file or some other system file has been edited. The fonts.ini file **should not** be edited nor should any font references be deleted from the /Utilities/Font References menu in Paris.

Q: The 'log window' seems to display out of sync data. I packed 4 files, then 2 files, but the window displays '2 files packed' instead of '6 files packed'. Why?

A: This is part of technical design. Each pack operation is unique, whether you create one anew or you add resources to an existing .pak file. Therefore, the log window displays only the output for the current pack operation.

Q: I can see a font resource in the Advanced Resources Selection dialogue (View and Select Resources Pack option) within an environment, but when I select it and try to pack it from either the dialogue or by using the **Add Selected Files and Required Resources** option, it does not pack. Why?

A: The most common problem is that the environment file or form or pagedef containing the offending font has been imported from another machine, so it shows the font without any problems.

However, when the pack routine tries to pack this font, it looks for the corresponding physical file (for example, an lpf font called "line printer 9 regular" may not have the required physical file (LI90.lpf or a similar name) in the paris/env/fnt/ directory.

NOTE:

The .ttf fonts are in the Windows font directory and .lpf fonts are in the paris/env/fnt/ directory.

Q: When I select the 'Font' file type in the Add Pack Files dialogue, it shows me all the fonts, but when I select and try to pack it, I cannot. Why?

A: The fonts you see appearing in the view are actually taken from the fonts.ini file, which is stored in an internal list in Paris. The Resource Manager reads and displays the fonts from this list.

In order for everything to be in sync, the logical names of .lpf fonts (such as line printer 9 regular) in fonts.ini reflects or corresponds to the actual physical files on disc (in this case, LI09.lpf or similar name). Hence, if a user deletes the physical file, the reference is still in the fonts.ini file, and Paris will still build a list that contains the logical name. However, there is no corresponding physical file on disk in the Paris fonts directory.

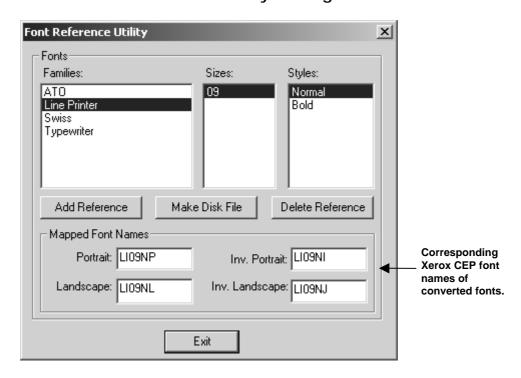
Therefore, another way of putting this question would be "I have 10 physical .lpfs in my Paris fonts directory, but more than that appears in the font view in the add dialog" ... the answer is that some physical files have been deleted in the Paris fonts directory.

Q: I'm trying to unpack a .pak file, but the Resource Manager keeps coming up with the message 'Not a valid pack file'. Why?

A: The only answer is that the .pak file has been corrupted, or the file extension of a normal file has been deliberately changed to .pak, a highly improbable occurrence.

FONT REFERENCE UTILITY

→ Utilities menu → Font Reference
→ Font Reference Utility dialogue



The Font Reference Utility provides two important functions within the Paris system.

- **1.** It maintains the link between Xerox CEP font names and Paris internal font naming conventions. (Xerox CEP fonts are imported into the Paris system via the optional Paris Conversion Manager product.)
- **2.** It maintains any bitmap fonts imported into the Paris system **either** by the conversion of Xerox CEP or HP LaserJet bitmap fonts, **or** by the upgrade of a Laprés system to Paris using the Paris Resource Manager utility. Refer to *The Resource Manager* on page 290.

USING THE FONT REFERENCE UTILITY

Mapped Font Names

When converting Xerox CEP applications into Paris, a mapping (or cross-reference) is required to match Xerox font names with Paris internal fonts.

The Paris Conversion Manager will automatically store this information during the conversion of the Xerox CEP fonts. It is only rarely that you would need to manually maintain this mapping.

In the Font Reference Utility dialogue, when a particular Paris font is selected from the list of font families, its corresponding Xerox CEP names will be displayed in the 'Mapped Font Names' area of the dialogue. A Xerox CEP font name can be supplied for each orientation.

M NOTE:

It is valid to supply ALL, SOME or NO mapping names.

When a Xerox CEP resource, such as an FRM, makes reference to a Xerox CEP font during conversion into Paris, the Conversion Manager will search the Font Reference for a font with that name mapped to it. The converted form (now a Paris resource) will no longer refer to the Xerox CEP name, making it truly printer independent.

Delete Reference

As we have mentioned, the Font Reference is automatically updated during conversion. However, in some cases you may wish to 'clean up' your system and remove references to fonts that are no longer used.

● WARNING!

Extreme caution should be taken when deleting font references as any forms or environments using them will no longer be valid.

When a font reference is deleted, its reference will be removed from the list of available fonts and its logical (LPF) and screeen (FON) files will be deleted. The fonts can only be restored by re-converting into Paris (in the case of Xerox CEP fonts) or by the use of the Resource Manager (in the case of Laprés or other Paris fonts).

Add Reference

This can only be used if the associated .LPF and .FON files exist on your Paris system. In practice, this situation should not exist. If it does it would be more appropriate to re-convert or unpack the font again.

Make Disk File

This option relates only to the creation of printer-based fonts for the Xerox Docuprint NPS range of printers.

It is possible to manually download postscript type 3 (bitmap) fonts onto the hard disk on Xerox Docuprint NPS printers. Doing so will avoid the need to constantly download these fonts within the print job.

By selecting the desired fonts from the font list and then clicking on the Make Disk File button, Paris will create a file in the \PARIS\OUT directory with a .PS extension.

NOTE:

The file needs to be copied to the /ImageFonts/xerox/ps directory on the Docuprint's SUN workstation with the appropriate utility. An entry then needs to be added to the CommonSetup.ps file in the /usr/printing/cedar directory as follows:

mark {(Imagefonts/xerox/ps/xxxxxx.ps)run} stopped cleartomark

where xxxxxx.ps is the file name.

In order to instruct Paris to use these printer resident fonts:

- You need to include the "*XPDManageFonts: False" statement in the appropriate .PPD file. In this way Paris will **never** download any fonts to the printer.
- When "*XPDManageFonts: False" is used, you must ensure that **all** fonts have been loaded on to the printer.
- Because Truetype fonts cannot be stored on the printer in the same way, you must ensure that no Truetype fonts are used in any application that may be printed using this PPD.

EURO RATES UTILITY

^† ⇒ Utilities menu ⇒ Euro Rates

⇒ Select Euro Rates Access dialogue

The Euro Rates utility offers users of the Paris system the ability to convert any national currencies, including conversion to the Euro and vice-versa.

The Paris system also allows dual currency printing on a network, thus providing businesses with the opportunity to bill customers in both the contracted currency and the national currency of the customer (at the current conversion rate).

Conversion rates for the European Monetary Union countries are fixed. For the participating European Monetary Union countries the fixed conversion rates (as determined by the European Central Bank [ECB]) are supplied within the Paris Euro Rates utility. For other non-participating countries with variable currency rates, the Euro Rates Utility offers the ability to define, edit and delete their own conversion rate.

The Euro Rates utility is available in both the Paris Designer and the Paris Spooler where the fixed Euro rates can be viewed and variable currency rates can be added and/or edited.

EURO RATES, FIELDS AND EVENTS

In the Paris Designer the Euro Rates utility is used in conjunction with the Field and Event utilities.

Euro Rates, Fields and Calculation Strings

For currency conversions to and from the Euro, fields are added to an environment and their values filled using a calculation string. The calculation string will contain one or more of the EURO functions specifically created for currency and Euro conversions.

Euro Rates, Fields and local text block Data Change events

For those fields related to currency conversions (such as sub-totals, VAT and totals) the values are filled with relevant text extracted from the printstream data via the 'Fill Field' option within a local text block Data Change event.

Why are fields used for currency conversions filled via the Fill Field option in a Data Change Event?

The 'Fill Field' option has been added to a Data Change event for a most important reason. As a Data Change event is a local text block event, when the value of the field is filled it will be **at the time of output, immediately before the line is output.** This of course ensures that the text extracted from the printstream data is as intended and errors do not occur.

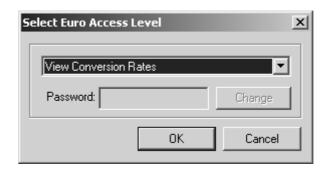
Therefore, any field used for currency conversions that is to be filled with text extracted from the printstream data MUST be filled via the 'Fill Field' option in a Local Text Block Data Change event.

MARNING!

If an Update Field event is used to **fill** a field that is being used for currency conversion, and the line range is **greater than one**, errors will occur. This is because an Update Field event is an input event (which occurs as the line is coming in) and the contents of the field at output time will be the contents of the last line in the range, thus losing any previous values in a line range greater than one.

ACCESS LEVELS IN THE EURO RATES UTILITY

There are three access levels in the Euro Rates utility. The first allows any user to view the fixed Euro rates for the participating countries in the European Monetary Union. The remaining two levels are password protected and allow authorized users the ability to add, delete and edit fixed and variable rates as required.



The country code, country and fixed conversion rate for the participating countries are as follows:

Code	Country	Conversion Rate
ATS	Austria	13.7603
BEF	Belgium	40.3399
FIM	Finland	5.94573
FRF	France	6.55957
DEM	Germany	1.95583
IEP	Ireland	0.787564
ITL	Italy	1936.27
LUF	Luxembourg	40.3399
NLG	Netherlands	2.20371
PTE	Portugal	200.482
ESP	Spain	166.386

View Conversion Rates

This view is available to any user and displays the View/Change Conversion Rates dialogue. The fixed exchange rates for the currency of each of the 11 countries participating in the European Monetary Union are listed. At this access level, the rates can be viewed only.

View Fixed Rates, Edit Variable Rates

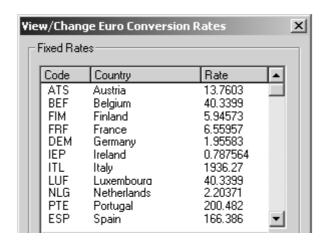
To add or edit a variable rate, a password is required to gain access to the dialogue. The default password is 'Operator' and should be changed as soon as possible. Once access is gained, only **variable** rates can be added or edited, **fixed** rates are **view only**.

Edit Any Rate

With 'Supervisor' access, a fixed rate can be added, edited or deleted should this become necessary. To do this, a password is required to gain access to the dialogue. The default password is Supervisor (the highest access level) and may be changed when required.

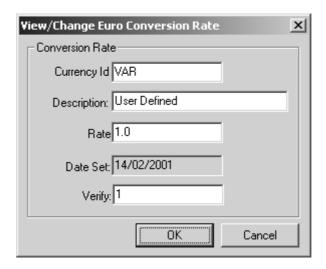
\$
CAUTION!

Passwords can and should be changed for reasons of security and should be made known only to those users granted the right to add or edit variable rates. Refer to 'Set New Password' on page 317.



Defining the attributes for a Variable Conversion Rate

When you add or edit a Conversion Rate, the following attributes are defined.



Currency Id

The Currency Id is the standard currency code as set by the International Standards Organization (ISO). Refer to *Table 8 - 1* at the end of this chapter for the currency code for all countries.

Description

The Description is of the country's currency. For example, the Yen for Japan or the Pound Sterling for the United Kingdom. A description of each country's currency is available in *Table* 8-1.

Rate

The current conversion rate for the added variable currency against the fixed Euro rate. The user adding or editing the conversion rate is responsible for establishing its current value.

Date Set

The Date Set is automatically generated by the system clock on your PC indicating the day the conversion rate was added. This attribute cannot be edited.

Verify

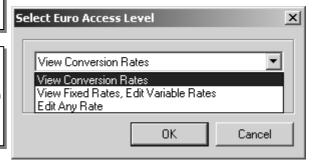
The number of days from the Date Set that you wish to be notified of the need to check the set conversion rate. This is done by the Spooler before a job is printed. The default setting for the Verify field is 1. You are strongly advised not to change the setting.

- If you do wish to change the setting to more than one day you may do so by entering the required number (of days) in the Verify field.
- If you do not wish to be notified you can set the Verify field to 0 (zero).

Viewing Conversion Rates

→ To view Euro Conversion Rates:

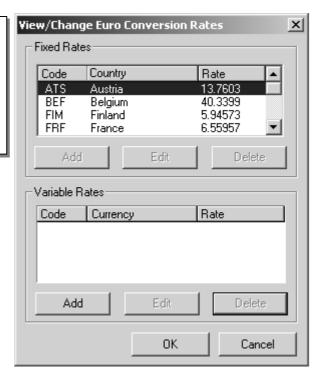
- Click on the Utilities menu in the Environment Editor and choose Euro Rates from the menu to display the Select Euro Access Level dialogue.
- Choose 'View Conversion Rates' from the drop-down menu, then choose OK. The View/Change Euro Conversion Rates dialogue will be displayed.



3. Use the scroll bar to scroll through the list and view each of the fixed Euro rates and the ISO currency code.

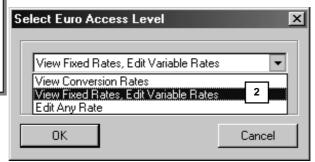
(e.g. IEP = Ireland)

4. Make a note of the required currency code and rate, then choose OK to close the utility.



Viewing Fixed Rates, Adding or Editing Variable Rates

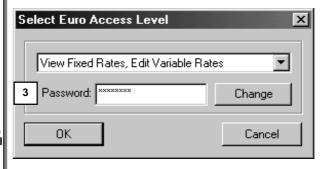
- → To add or edit a variable rate:
 - Click on the Utilities menu in the Environment Editor and choose Euro Rates from the menu to display the Select Euro Access Level dialogue.
- 2. Choose 'View Fixed Rates, Edit Variable Rates' from the dropdown menu, then choose OK. The Password text field will become available for entry of the default password (Operator).

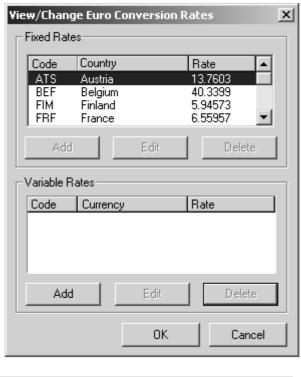


 Enter the password (Operator) then choose OK. The View/Change Euro Conversion Rates dialogue will be displayed.

The 'Add' button beneath the Variable Rates section of the dialogue will be available.

If previous variable currency rates have already been added, the Edit and Delete buttons will also be available.

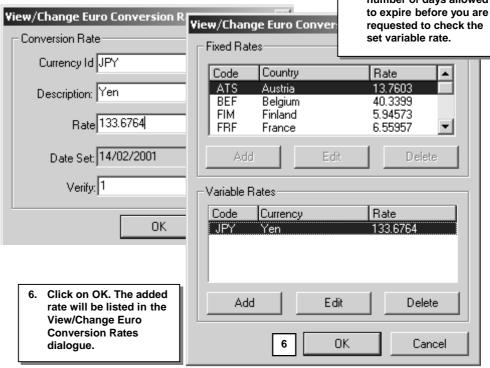




→ To add a variable rate:

With 'Operator' access, a variable rate can be added, edited or deleted.

- Click on the Add button to display the View/Change Euro Conversion Rates dialogue.
- 2. Type in the currency code required, e.g. JPY for the Japanese Yen [refer to the table at the end of this chapter].
- Enter a Description of the currency (in this case Yen).
- 4. Enter the current conversion Rate for the Yen to the Euro.
- 5. The Verify text box contains the default setting of 1 the number of days allowed to expire before you are requested to check the



Editing Any Rate

→ To edit any rate:

- Click on the Utilities menu in the Environment Editor and choose Euro Rates from the menu to display the Select Euro Access Level dialogue.
- Choose 'Edit Any Rate' from the drop-down menu, then choose OK. The Password text field will become available for entry of the password 'Supervisor'.
- Enter the password then choose OK. The View/Change Euro Conversion Rates dialogue will be displayed with all the buttons in dialogue available.

Any previously added variable currency rates will also be displayed.

With 'Supervisor' access, a fixed rate can be added, edited or deleted if required.

Variable rates can be added, edited or deleted as necessary.

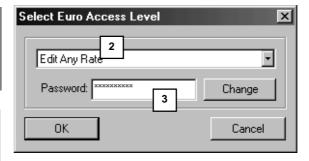
→ To edit a selected rate:

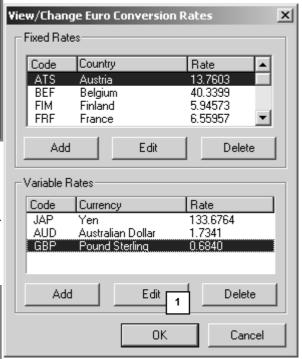
1. To display the View/Change Euro Conversion Rate dialogue, Either:

Double-click on the rate to be changed,

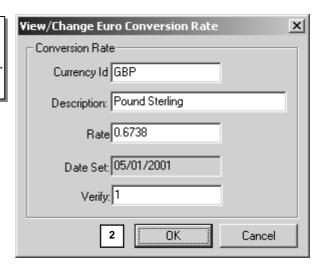
Or: Right-mouse click on the rate to be changed and choose Edit from the pop-up menu

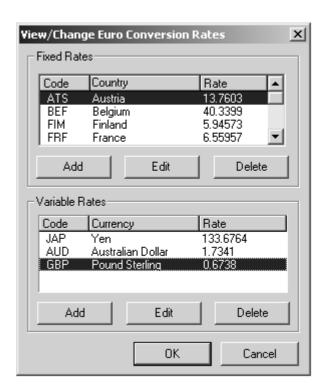
Or: Select the rate to be changed then click on the Edit button.





2. Type in the required rate then click on OK. The edited rate will be listed in the View/Change Euro Conversion Rates dialogue.

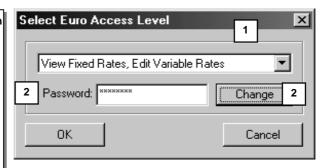




Set New Password

To set a new password, you must first log in as the Operator or Supervisor, then change the password as follows:

- Open the Euro Rates utility, then choose the required access level.
- 2. Depending on the access level selected, type in the default password (Operator or Supervisor), then select the Change button to display the Set New Password dialogue.
- Type in the new password (it must be at least 6 characters, upper or lower case), then type the password again in the Confirm box.
- 4. Click on OK. You will be returned to the Select Euro Access Level dialogue.





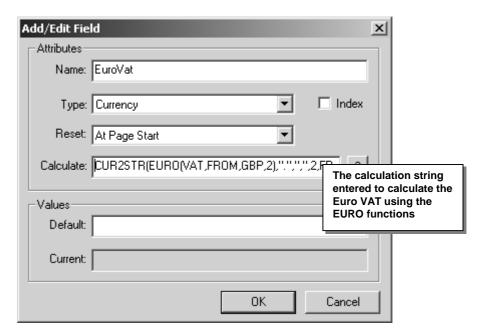
NOTE:

Remember to make a note of your new password as once you exit, the next time you use the Euro Rates function you will need it to gain access to the required level.

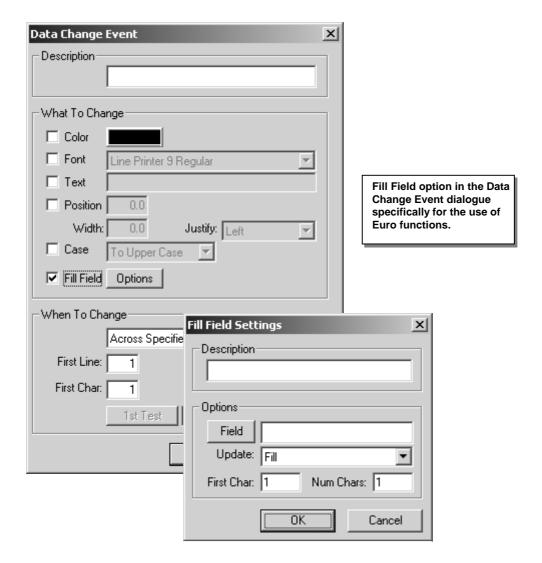
EURO FUNCTIONS IN THE PARIS DESIGNER

Within the Paris system, special EURO functions are available for the handling of international formats for currencies and for their conversion to the Euro rate and vice-versa. These are the STR2CUR and CUR2STR Translating functions and the EURO Rounding function.

Using the Field function available in the Paris Designer, a field is added to an environment and the value of the field filled using a calculation string containing one or more of the EURO functions specifically created for currency conversions to and from the Euro.



In addition, and in contrast to the method used for an Update Field event, the value of fields relating to the Euro conversion process (such as currency sub-totals, VAT and totals) are filled differently. This is via the Fill Field option within a local text block Data Change event.



Important points about using the functions

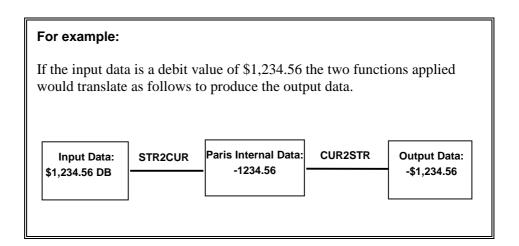
There are three functions available in Paris to handle international formats for currency and to provide conversions between the Euro currency and national currencies.

It is important to note the following about currency implementation and how it should be used.

The STR2CUR and CUR2STR Translating functions

Paris internally requires all strings that represent numbers (and therefore currencies) to be a standard '999.99' format. The '.' is always treated as the **decimal separator** and commas and other formatting (such as currency symbols) must not be part of the string.

To deal with the translation between this internal view of numeric strings and 'external' views, the STR2CUR and CUR2STR Translating functions have been created and added to the Paris system. These functions allow the user to specify exactly how currency values are to be translated from the user's view to the system's view.



The STR2CUR function

The STR2CUR function is used to convert a string containing a formatted currency into a plain currency value.

The syntax of the function is:

STR2CUR(string, decimal character, negative character)

- a string containing a formatted currency value (e.g. "-\$1,234.56")

decimal char - the character that acts as the decimal char

negative char - the character that acts as the currency's negative char (e.g. "-")

This returns:

A string containing the currency value with any formatting removed (e.g. 1234.56)

Sample: STR2CUR("\$1,234.56",".","-") would return 1234.56

Uses

- The 'decimal char' is used to determine the point in the string where the 'whole' units end and the 'fraction' units begin. There can be any number of units before or after this character.
- The 'negative char' is used to determine if the value is negative. If the character passed as the 'negative character' occurs one or more times anywhere in the string, the value is assumed to be negative.

For example:

Input String	Negative Char	Result String
"-\$1,234.56"	66_27	"-1234.56"
"(\$1,234.56)"	"(" or ")"	"-1234.56"
"\$1,234.56 DB"	"D" or "B"	"-1234.56"

NOTE:

STR2CUR is not a validating function. It is assumed that the input data is valid and has already been processed by the report generator that created the input file.

The CUR2STR function

The CUR2STR function is used to convert a plain currency into a formatted string.

The syntax of the function is:

CUR2STR(string, decimal character, thousands character, precision, negative option)

string - a string containing an unformatted currency (e.g. "1234.56").

decimal char - the character to use as the decimal separator (e.g. ","). **thousands char** - the character to use as the thousands separator (e.g. ".").

precision - the number of digits that must appear to the right of the decimal

point. The number must be between 2 and 6 (inclusive).

negative option - can be one of the following options:

FRONT - negative values print with a leading '-' char. BACK - negative values print with a trailing '-' char. BRACKETS - negative values are enclosed in '(' and ')'.

This returns:

A string containing the original value with formatting added (e.g. 1.234,56)

Sample: CUR2STR("1234.56", ", ", ", 2, FRONT) would return "1.234,56"

Uses

This function can provide advanced formatting when outputting a currency value for printing.

- Use the 'precision' parameter to see the level of accuracy to be displayed.
- Use the 'decimal' and 'thousands' parameters to achieve localization of output.
- The 'negative' parameter is only used when the amount to be displayed is negative
- To add a currency symbol or text (e.g. 'US\$') to the result of this function, use a '+' operation in the calculation string.

The EURO Rounding function

The EURO Rounding function handles rounding at the level of precision defined by the user. For example, the EURO Rounding function allows up to a maximum of 6 characters of precision. If the result of a EURO conversion has more than the requested number of characters, then rounding occurs.

The EURO Rounding function is used to convert national currencies to and from the Euro.

The syntax of the function is:

EURO(amount, direction, rate id, precision)

amount - a string containing the amount to convert.

direction - either of the following words:

TO: for conversion from Euros to a national currency. FROM: for conversion to Euros from a national currency. the 3 character national currency identifier (e.g. NLG)

rate id - the 3 character national currency identifier (e.g. NLG).

precision - the numb of digits of precision. The number must be between

2 and 6 (inclusive).

This returns:

A string containing the new amount.

Sample: EURO("1.23",TO,BEF,6)

NOTE:

With all the functions, no approximation or rounding errors occur. However, when using any other math operation or function, the currency is first converted to a standard floating point number, then the math operation is applied and in this instance errors can occur.

The only 'rounding-safe' functions that can be done on a currency value in Paris are the new functions EURO, STR2CUR and CUR2STR.

An example of using all three of the functions

This is an example of using all three of the special functions that have been specifically created in Paris to handle international formats for currencies and to provide conversions between the Euro and Euro Monetary Union currencies.

Example:

This example takes the value of the field F1 and passes that to the 'STR2CUR' function to remove any external formatting.

The result of this function call is passed to the 'EURO' function for conversion into Belgian currency.

The result of this function call is passed to the 'CUR2STR' function to be formatted for display to the end user.

CUR2STR(EURO(STR2CUR(F1,``.",``-"),TO,BEF,6),``.",``,",2,FRONT)

USING THE EURO RATES UTILITY AND EURO FUNCTIONS

Once you have designed your environment you will be using all the tools available to you in the Designer to maximize the effectiveness of your documents. Where applicable, one of these tools will be the Euro Rates conversion utility.

In conjunction with the Euro functions, Event and Field functions are used to enable currency conversions to and from the Euro. Basically, a field is added to an environment and the value of the field is filled either by entering a calculation string using Euro functions in the Calculation text box in the Add/Edit field dialogue, or via a local text block Data Change event.

The use of the Field function is described in *Chapter 8* of the *Paris Designer User's Manual* and under '*The Fields Function*' in *Chapter 5* of this manual. The Events function. and the use of local text block Data Change events are described in Chapter 7 of the *Paris Designer User's Manual* and *Chapter 20* of this manual.

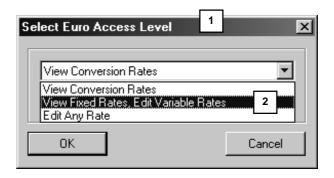
ADDING A CURRENCY VALUE TO THE EURO RATES TABLE

Your first step in using the Euro Rates utility is to add the currency values that you require to the rates table. To do this you should have Operator access (refer to the previous section 'Viewing Fixed Rates, Adding or Editing Variable Rates' on page 313).

This View Fixed Rates, Edit Variable Rates view displays the View/Change Conversion Rates dialogue. The fixed exchange rates for the currency of each of the 11 countries participating in the European Monetary Union are listed.

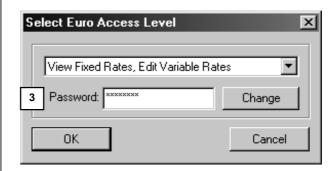
→ To add a currency value:

- Open the Utilities menu and select Euro Rates to display the Select Euro Access Level dialogue.
- 2. Choose View Fixed Rates, Edit Variable Rates from the dropdown menu. The Password Text box will be activated.



3. Enter the password then choose OK.

The View/Change Euro Conversion Rate dialogue will be displayed. (The default password is Operator, but this should be changed to one of your own choosing. Refer to the previous section Set New Password'.

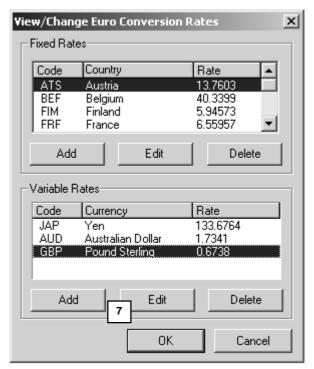


4. Enter the required Currency Id,
Description and the current Euro exchange rate for the currency in the appropriate text boxes. (For a list of currency Id's, refer to the table beginning on page 304.

The Date Set will be displayed as the current day according to the system settings of your PC.

- 5. The Verify box contains the default number 1 and is the number of days you wish to expire before you are reminded to check the variable rate. It is recommended that you maintain the default setting.
- 6. Choose OK. The added currency will be displayed in the Variable Rates list.





7. Choose OK to exit the Euro Rates Utility.

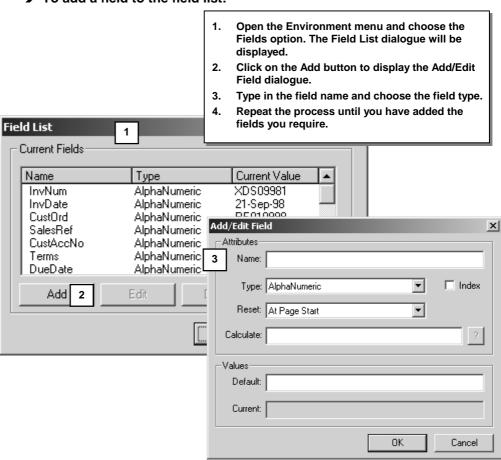
ADDING FIELDS TO THE FIELD LIST FOR USE IN CURRENCY CONVERSION

According to your data files, you will be able to estimate the fields you will need to add for your currency conversions. Once you have done this, add the fields to the field list.

For illustration purposes, we are going to use an environment that has been created to produce invoices in dual currency for the fictitious company 'Amber Software Direct Ltd.'.

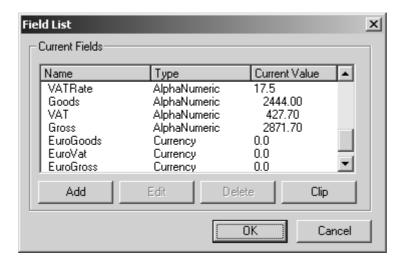
So far we have set up and edited our text blocks, and have added events, fields, elements, forms and so on. Now we are going to add more fields and fill their values by using a Data Change event or by using a calculation string and the EURO functions.

To add a field to the field list:



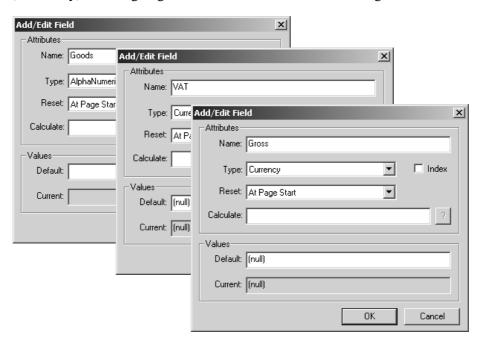
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The Field List below illustrates the specific fields we have added to our environment to use in relation to currency conversion: **Goods, VAT, Gross, EuroGoods, EuroVAT** and **EuroGross**.



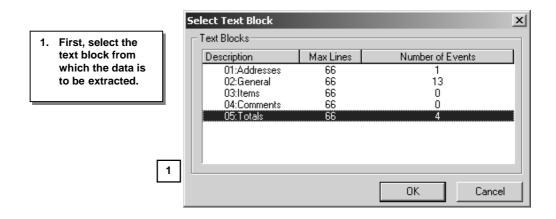
Filling fields using a local text block Data Change event

To fill the fields **Goods** (**Alphanumeric**), **VAT** (**Currency**) and **Gross** (**Currency**), we are going to use a local text block Data Change Event.



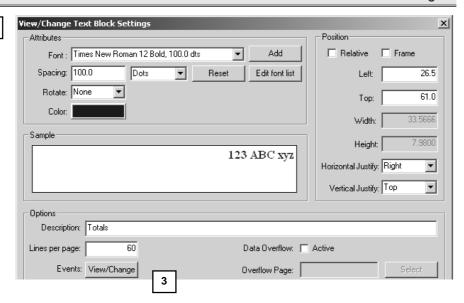
The next step is to fill the field. In contrast to filling a field with static or extracted text, these fields are filled via a local text block Data Change event.

To fill a field using a Data Change local text block event:

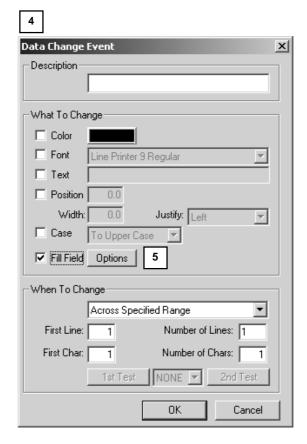


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2

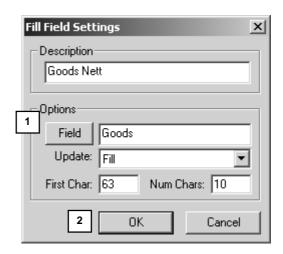


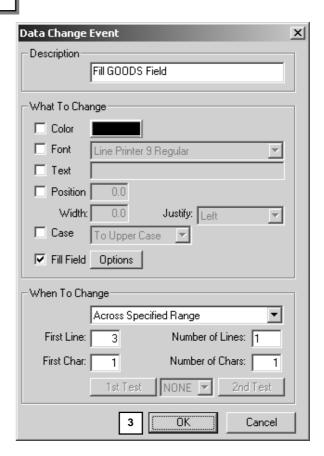
- Select the View tool and click on the selected text block to display the View/Change Text Block Settings dialogue to add the Data Change event.
- Click on the Events View/Change button to display the View/Change Events list and choose Data Change event from the drop-down menu.
- 4. Click on the Add button to display the Data Change Event dialogue.
- Click in the Fill Field checkbox to activate the Options button, then click on Options to open the Fill Field Settings dialogue.



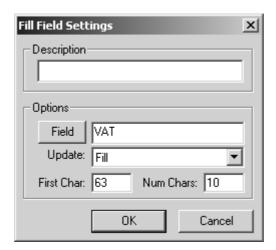
→ To fill the 'Goods' field

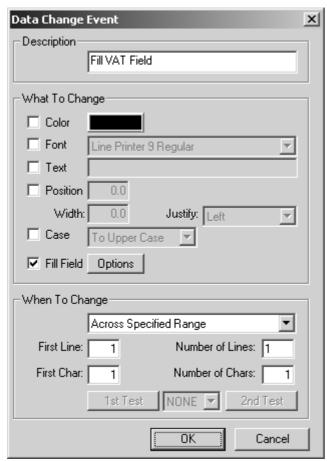
- 1. Add the Field Settings as you would normally do when filling a field with extracted text. (If necessary, refer to your Paris Help or 'Filling a field with extracted text' in Chapter 8 of the Paris Designer User's Manual.)
- Choose OK to return to the Data Change Event dialogue and enter the When To Change options.
- 3. Choose OK to return to the View/Change Event List.
- 4. Repeat the process to add the Data Change Event for the VAT and Gross fields.



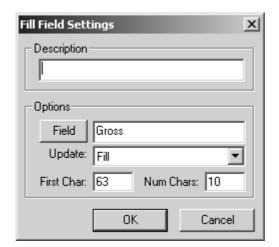


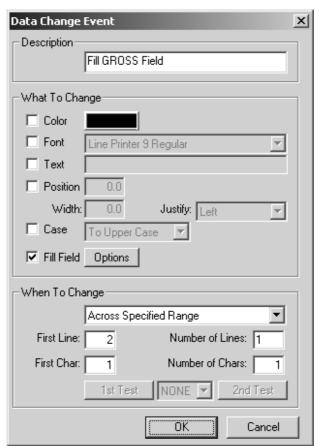
VAT





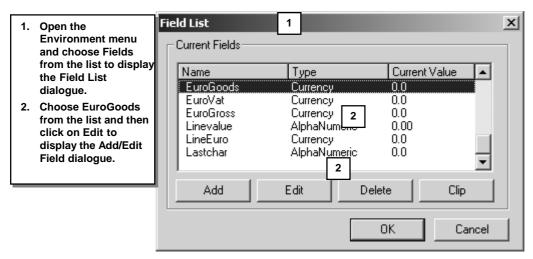
Gross





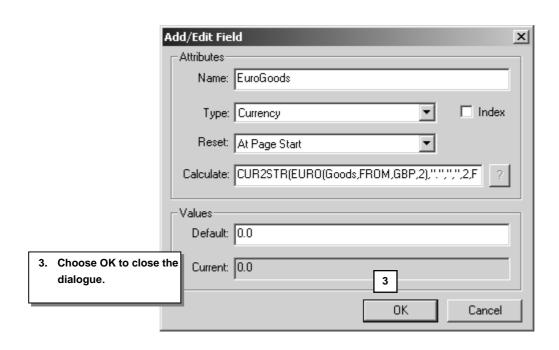
Converting a national currency to the Euro using the Euro functions

→ To fill a field using a calculation string:



In this example, we have entered the calculation string:

CUR2STR(EURO(Goods,FROM,GBP,2),".",",2,FRONT)



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The EuroGoods field calculation string

The calculation string: **CUR2STR(EURO(Goods,FROM,GBP,2),".",",",2,FRONT)** is made up of the CUR2STR function and the EURO Rounding function. The functions convert a plain currency into a formatted string and a national currency to the Euro, rounding to two decimal places. The syntax of the two functions combined is:

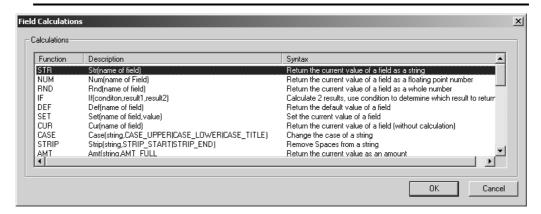
- a) A string containing the unformatted currency and the amount to convert (the field 'Goods' which is filled with the extracted text 24444.00),
- b) The direction of the conversion (FROM, to convert to Euros from a national currency),
- c) The rate id (GBP, Pounds Sterling the national currency identifier already added as a variable rate),
- d) The precision (2, to two decimal places).
- e) The character to use as the decimal separator ("."),
- f) The character to use as the thousands separator (","),
- g) The precision (2, to two decimal places).
- h) The negative option (FRONT = any negative values to be printed with a leading '-' char).

This calculation string returns: **3,627.19**, the converted 'Goods' amount in Euros (the field value 'EuroGoods').

NOTE:

If you click in the Calculate text field of the Add/Edit Field dialogue, the Help button [?] will be activated. Click on the button to display the Field Calculations dialogue which lists all the Functions that can be used in a calculation string.

If you click on a function, it will be inserted in the Calculate text field of the Add/Edit Field dialogue.



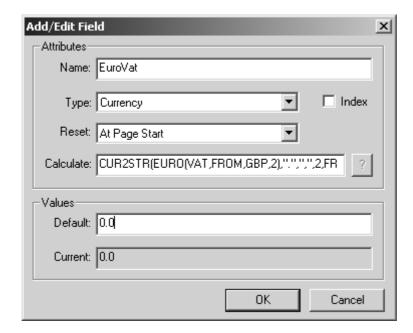
The same process of filling a field with a calculation string is used for EuroVat and EuroGross.

→ To fill the EuroVat and EuroGross fields:

- 1. In the Field List dialogue, select the EuroVat field, then the Edit button to display the Add/Edit Field dialogue.
- **2.** Enter the calculation string as required (see below) then choose OK.
- **3.** Repeat the process for the EuroGross field, then choose OK again to exit the Field list dialogue

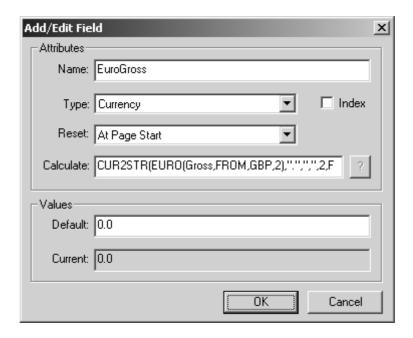
EuroVat

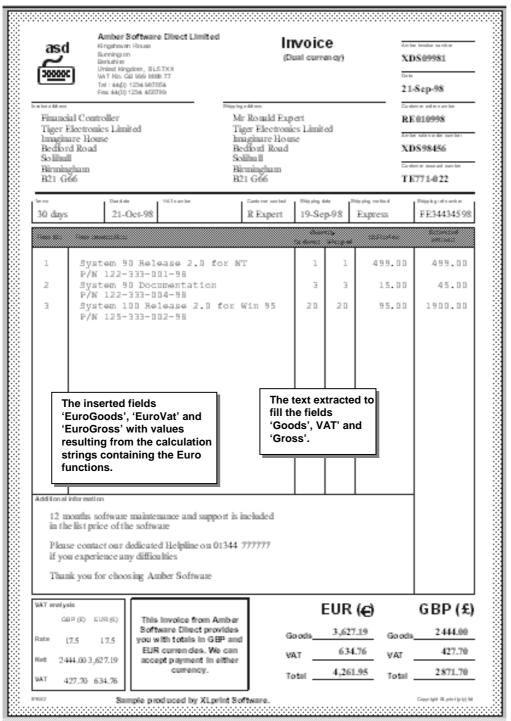
The EuroVat calculation string is: CUR2STR(EURO(VAT,FROM,GBP,2,".",",2,FRONT)



EuroGross

The EuroGross calculation string is: CUR2STR(EURO(Gross,FROM,GBP,2),".",",2,FRONT)



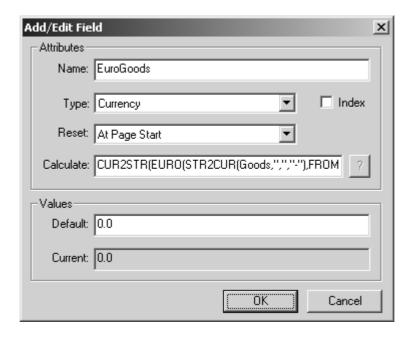


Sample document illustrating the use of the Euro Rates utility

Converting the Euro to a national currency using the Euro functions

EuroGoods

CUR2STR(EURO(STR2CUR(Goods,",","-"),FROM,NLG,2),",",",",2,FRONT)



Converting any national currencies

Although the whole function of currency conversion is called the Euro, the function can be used for the conversion of any national currencies, such as from the Australian Dollars to US Dollars or Singapore Dollars to Pounds Sterling.

All that needs to be done is to enter the relevant rate for each of the currencies to be converted into the Variable Rates table in the View/Change Euro Conversion Rates dialogue, then apply the same principles of adding and filling fields as described earlier in this chapter.

ISO 4217 CURRENCY CODES

(Source: SWIFT BIC Directory as per November, 1996) © Triacom · 1997-12-28

Table 8 - 1: ISO Currency Codes

Country	Currency	ISO Code
Afghanistan	Afghani	AFA
Albania	Lek	ALL
Algeria	Algerian Dinar	DZD
American Samoa	US Dollar	USD
Andorra	Andorran Peseta	ADP
Spanish	Peseta	ESP
French	Franc	FRF
Angola	New Kwanza Kwanza Reajustado	AON AOR
Anguilla	East Caribbean Dollar	XCD
Antigua and Barbuda	East Caribbean Dollar	XCD
Argentina	Argentine Peso	ARS
Armenia	Armenian Dram	AMD
Aruba	Aruban Guilder	AWG
Australia	Australian Dollar	AUD
Austria	Shilling	ATS
Azerbaijan	Azerbaijanian Manat	AZM
Bahamas	Bahamian Dollar	BSD
Bahrain	Bahraini Dinar	BHD
Bangladesh	Taka	BDT
Barbados	Barbados Dollar	BBD
Belarus	Belarussian Ruble	BYB
Belgium	Belgian Franc	BEF
Belize	Belize Dollar	BZD
Benin	CFA Franc BCEAO	XOF
Bermuda	Bermudian Dollar	BMD
Bhutan	Ngultrum Indian Rupee	BTN INR

Country	Currency	ISO Code
Bolivia	Boliviano MVDol	BOB BOV
Bosnia-Herzegovina	Dinar	BAD
Botswana	Pula	BWP
Bouvet Islands	Norwegian Krone	NOK
Brazil	Brazilian Real	BRL
British Indian Ocean Territory	US Dollar	USD
Brunei Darussalam	Brunei Dollar	BND
Bulgaria	Lev	BGL
Burkina Faso	CFAFranc BCEAO	XOF
Burundi	Burundi Franc	BIF
Cambodia	Riel	KHR
Cameroon	CFA Franc BEAC	XAF
Canada	Canadian Dollar	CAD
Cape Verde	Cape Verde Escudo	CVE
Cayman Islands	Cayman Islands Dollar	KYD
Central African Republic	CFA Franc BEAC	XAF
Chad	CFA Franc BEAC	XAF
Chile	Unidades de Formento Chilean Peso	CLF CLP
China	Yuan Renminbi	CNY
Christmas Island	Australian Dollar	AUD
Cocos Islands	Australian Dollar	AUD
Colombia	Colombian Peso	COP
Comores	Comoro Franc	KMF
Congo	CFA Franc BEAC	XAF
Cook Islands	New Zealand Dollar	NZD
Costa Rica	Costa Rican Colon	CRC
Cote d'Ivoire	CFA Franc BCEAO	XOF
Croatia	Kuna	HRK
Cuba	Cuban Peso	CUP
Cyprus	Cyprus Pound	CYP

Country	Currency	ISO Code
Czech Republic	Czech Koruna	CZK
Denmark	Danish Krone	DKK
Djibouti	Djibouti Franc	DJF
Dominica	East Caribbean Dollar	XCD
Dominican Republic	Dominican Peso	DOP
East Timor	Rupiah Timor Escudo	IDR TPE
Ecuador	Sucre Unidad de Valor Constante (UVC)	ECS ECV
Egypt	Egyptian Pound	EGP
El Salvador	El Salvador Colon	SVC
Equatorial Guinea	CFA Franc BEAC	XAF
Estonia	Kroon	EEK
Ethiopia	Ethiopian Birr	ETB
European Union	ECU	XEU
European Union	Euro	EUR
Faeroe Islands	Danish Krone	DKK
Falkland Islands	Falkland Islands Pound	FKP
Fiji	Fiji Dollar	FJD
Finland	Markka	FIM
France	French Franc	FRF
French Guinea	French Franc	FRF
French Polynesia	CFP Franc	XPF
French Southern Territories	French Franc	FRF
Gabon	CFA Franc BEAC	XAF
Gambia	Dalasi	GMD
Georgia	Lari	GEL
Germany	Deutsche Mark	DEM
Ghana	Cedi	GHC
Gibraltar	Gibraltar Pound	GIP
Greece	Drachma	GRD
Greenland	Danish Krone	DKK

Country	Currency	ISO Code
Grenada	East Carribean Dollar	XCD
Guadeloupe	French Franc	FRF
Guam	US Dollar	USD
Guatemala	Quetzal	GTQ
Guernsey (Channel Islands)	Pound Sterling	GBP
Guinea	Guinea Franc	GNF
Guinea-Bissau	Guinea-Bissau Peso	GWP
Guyana	Guyana Dollar	GYD
Haiti	Gourde US Dollar	HTG USD
Heard and McDonald Islands	Australian Dollar	AUD
Honduras	Lempira	HNL
Hong Kong	Hong Kong Dollar	HKD
Hungary	Forint	HUF
Iceland	Iceland Krona	ISK
India	Indian Rupee	INR
Indonesia	Rupiah	IDR
Iran (Islamic Republic of)	Iranian Rial	IRR
Iraq	Iraqi Dinar	IQD
Ireland	Irish Pound	IEP
Isle of Man	Pound Sterling	GBP
Israel	Shekel	ILS
Italy	Italian Lira	ITL
Jamaica	Jamaican Dollar	JMD
Japan	Yen	JPY
Jersey (Channel Islands)	Pound Sterling	GBP
Jordan	Jordanian Dinar	JOD
Kazakhstan	Tenge	KZT
Kenya	Kenyan Shilling	KES
Kiribati	Australian Dollar	AUD
Korea, Democr. P. R. of	North Korean Won	KPW

Country	Currency	ISO Code
Korea, Republic of	Won	KRW
Kuwait	Kuwaiti Dinar	KWD
Kyrgyzstan	Som	KGS
Lao People's Democr. Rep.	Kip	LAK
Latvia	Latvian Lats	LVL
Lebanon	Lebanese Pound	LBP
Lesotho	Loti Rand	LSL ZAR
Liberia	Liberian Dollar	LRD
Libyan Arab Jamahiriya	Libyan Dinar	LYD
Liechtenstein	Swiss Franc	CHF
Lithuania	Lithuanian Litas	LTL
Luxembourg	Luxembourg Franc Belgian Franc	LUF BEF
Macau	Pataca	MOP
Macedonia	Denar	MKD
Madagascar	Malagasy Franc	MGF
Malawi	Kwacha	MWK
Malaysia	Malaysian Ringgit	MYR
Maldives	Rufiyaa	MVR
Mali	CFA Franc BCEAO	XOF
Malta	Maltese Lira	MTL
Marshall Islands	US Dollar	USD
Martinique	French Franc	FRF
Mauritania	Ouguiya	MRO
Mauritius	Mauritius Rupee	MUR
Mexico	Mexican Nuevo Peso	MXN
Micronesia (Federated States of)	US Dollar	USD
Moldova	Moldovan Leu	MDL
Monaco	French Franc	FRF
Mongolia	Tugrik	MNT

Country	Currency	ISO Code
Montserrat	East Caribbean Dollar	XCD
Morocco	Moroccan Dirham	MAD
Mozambique	Metical	MZM
Myanmar	Kyat	MMK
Namibia	Rand Namibia Dollar	ZAR NAD
Nauru	Australian Dollar	AUD
Nepal	Nepalese Rupee	NPR
Neth. Antilles	Netherlands Antillean Guilder	ANG
Netherlands	Netherlands Guilder	NLG
New Caledonia	CFP Franc	XPF
New Zealand	New Zealand Dollar	NZD
Nicaragua	Cordoba Oro	NIO
Niger	CFA Franc BCEAO	XOF
Nigeria	Naira	NGN
Niue	New Zealand Dollar	NZD
Norfolk Island	Australian Dollar	AUD
Northern Mariana Islands	US Dollar	USD
Norway	Norwegian Krone	NOK
Oman	Rial Omani	OMR
Pakistan	Pakistan Rupee	PKR
Palau	US Dollar	USD
Panama	Balboa US Dollar	PAB USD
Papua New Guinea	Kina	PGK
Paraguay	Guarani	PYG
Peru	Nuevo Sol	PEN
Philippines	Philippine Peso	PHP
Pitcairn	New Zealand Dollar	NZD
Poland	Zloty Zloty	PLN PLZ

Country	Currency	ISO Code
Portugal	Portuguese Escudo	PTE
Puerto Rico	US Dollar	USD
Qatar	Qatari Rial	QAR
Reunion	French Franc	FRF
Romania	Leu	ROL
Russian Federation	Russian Ruble	RUR
Rwanda	Rwanda Franc	RWF
Saint Kitts and Nevis	East Caribbean Dollar	XCD
Saint Lucia	East Caribbean Dollar	XCD
Saint Vincent and the Grenadines	East Caribbean Dollar	XCD
Samoa	Tala	WST
San Marino	Italian Lira	ITL
Sao Tome and Principe	Dobra	STD
Saudi Arabia	Saudi Riyal	SAR
Senegal	CFA Franc BCEAO	XOF
Seychelles	Seychelles Rupee	SCR
Sierra Leone	Leone	SLL
Singapore	Singapore Dollar	SGD
Slovakia	Slovak Koruna	SKK
Slovenia	Tolar	SIT
Solomon Islands	Solomon Islands Dollar	SBD
Somalia	Somali Shilling	SOS
South Africa	Rand Financial Rand	ZAR ZAL
Spain	Spanish Peseta	ESP
Sri Lanka	Sri Lanka Rupee	LKR
St. Helena	St. Helena Pound	SHP
St. Pierre and Miquelon	French Franc	FRF
Sudan	Sudanese Dinar	SDD
Suriname	Surinam Guilder	SRG
Svalbard and Jan Mayen Islands	Norwegian Krone	NOK

Country	Currency	ISO Code
Swaziland	Lilangeni	SZL
Sweden	Swedish Krona	SEK
Switzerland	Swiss Franc	CHF
Syrian Arab Republic	Syrian Pound	SYP
Taiwan	New Taiwan Dollar	TWD
Tajikistan	Tajik Ruble	TJR
Tanzania, United Republic of	Tanzanian Shilling	TZS
Thailand	Baht	THB
Togo	CFA Franc BCEAO	XOF
Tokelau	New Zealand Dollar	NZD
Tonga	Pa'anga	TOP
Trinidad and Tobago	Trinidad and Tobago Dollar	TTD
Tunisia	Tunisian Dollar	TND
Turkey	Turkish Lira	TRL
Turkmenistan	Manat	TMM
Turks and Caicos Islands	US Dollar	USD
Tuvalu	Australian Dollar	AUD
U. A. E.	UAE Dirham	AED
Uganda	Uganda Shilling	UGX
Ukraine	Hryvna	UAG?
Ukraine	Karbovanets	UAK
United Kingdom	Pound Sterling	GBP
United States	US Dollar	USD
United States Minor Outlying Islands	US Dollar	USD
Uruguay	Peso Uruguayo	UYU
Uzbekistan	Uzbekistan Sum	UZS
Vanuatu	Vatu	VUV
Venezuela	Bolivar	VEB
Viet Nam	Dong	VND
Virgin Islands (Brit.)	US Dollar	USD
Virgin Islands (US)	US Dollar	USD

Country	Currency	ISO Code
Wallis and Futuna Islands	CFP Franc	XPF
Western Sahara	Moroccan Dirham	MAD
Yemen	Yemeni Rial	YER
Yugoslavia	New Dinar	YUM
Zaire	New Zaire	ZRN
Zambia	Kwacha	ZMK
Zimbabwe	Zimbabwe Dollar	ZWD

CHAPTER 9: ⁴ ⇒ **Help**

FUNCTIONS IN THE HELP MENU

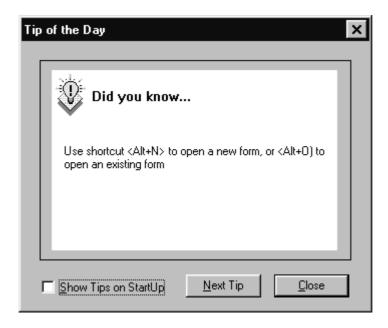


The options displayed in the Help menu are Tip of the Day, the Paris Help Contents, Paris Designer Licensing information and details about the version of Paris Designer that you are using.

TIP OF THE DAY

" ⇒ Help menu ⇒ Tip of the Day...

Select 'Tip of the Day...' to display the dialogue and the day's tip.



MULTIPLE LICENSING

^† ⇒ <u>H</u>elp menu ⇒License



The License function allows users running the Paris system on a network to authorize and nominate multiple users. This function is only available in the menu if a multiple license has been issued.

Multiple Licensing is available from your Paris distributor upon application.

PARIS DESIGNER HELP

⁴ ⇒ Help menu ⇒ Contents (or F1)

Paris Designer Help is based on the standard Windows Help format.

To display the Help:

Either: Press F1

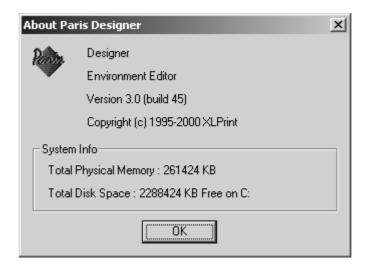
Or:

- Select the Contents tab from the Help menu to display the Contents page of Paris Designer Help.
- Select the Index tab to display the Index for the Help topics.
- Select the Find tab to use the Setup Find Wizard.

About the Paris Designer

^ ⇒ <u>H</u>elp menu ⇒ About

To check the version of the Paris Designer that you are currently using, choose About from the Help menu.



PART TWO

USING THE FUNCTIONS IN THE FORM EDITOR

IN THIS PART:

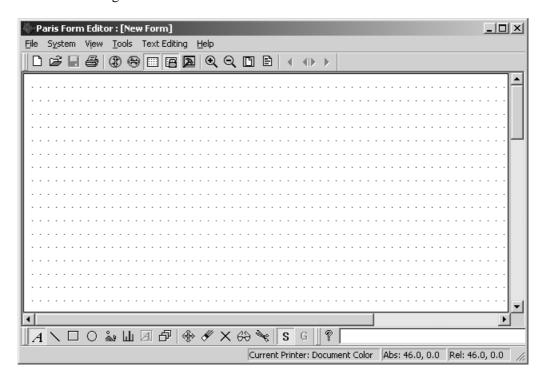
- Chapter 10: Functions in the Form Editor File Menu
- CHAPTER 11: FUNCTIONS IN THE FORM EDITOR SYSTEM MENU
- Chapter 12: Functions in the Form Editor View Menu
- CHAPTER 13: FUNCTIONS IN THE FORM EDITOR TOOLS MENU

PART TWO

USING THE FUNCTIONS IN THE FORM EDITOR

The Form Editor is introduced to you in Chapter 4 of the *Paris Designer User's Manual* and described in detail in Chapter 11 of the same manual.

Part Two of this manual takes you through each of the functions in the Form Editor's menus. The use of each function is explained and illustrated as are any associated dialogues.

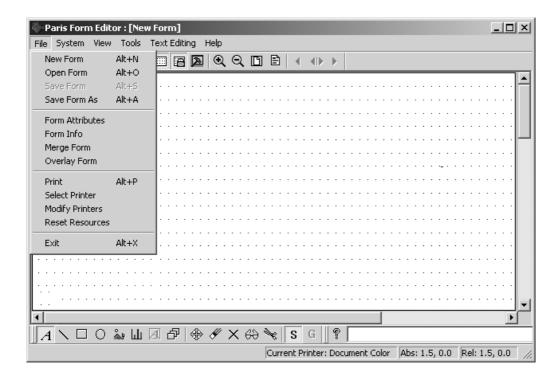


FUNCTIONS IN THE FORM EDITOR FILE MENU

The <u>F</u>ile Menu lists the functions relevant to loading and saving form files, form attributes and information, merging and overlaying forms, printing and printers.

Table 10 - 1 shows the File menu options, the dialogue displayed when the option is chosen (if applicable), and the function of the option.

Each function and the use of any associated dialogue are described in detail on the following pages.



⁴ Option €	Window	Used to:
New Form Alt+N		Load a new (blank) form.
Open Form Alt+O	Select/Enter File To Load	Load an existing form file (.FRM).
Save Form Alt+S		Save form information to a .FRM file
Save Form As Alt+A	Select/Enter Save File name	Create a form file (.FRM).
Form Attributes	View/Change Form Attributes	Set the form page orientation and size attributes.
Form Info	File Information	Record information about the .FRM file.
Merge Form	Select/Enter File To Load	Load a .FRM file to merge with current form.
Overlay Form	Select/Enter File To Load	Load a .FRM file to overlay current form.
Print Alt+P		Send the current page to the printer for proofing
Select Printer	Select Print Destination	Select the print destination
Modify Printers	View/Change Print Destinations	Modify printer settings.
Reset Resources Alt+R		Reset the printer, initialize the download list for non-hard disk based printers.
Exit		Exit the Form Editor utility.

Table 10 - 1: Functions in the File Menu

CREATING A NEW (BLANK) FORM

 $^{\circ}$ \Rightarrow <u>File menu</u> \Rightarrow New Form

 $\stackrel{\checkmark}{=}$ Alt + N

🗅 ⇒ New Form

When you open the Paris Form Editor directly from your desktop, 'New Form' will be displayed in the header of the Form Editor window and a blank form will be displayed on your screen..

You can immediately begin creating a new form then save it by selecting the Save As option from the File menu.

If you load an existing form and then wish to create a new form, you would either:

- Choose the New Form button from the Files Bar,
- Select the New Form option from the File menu or
- Use the shortcut keys **Alt+N**.

You will be prompted to save any changes you have made to the existing form.

№ NOTE

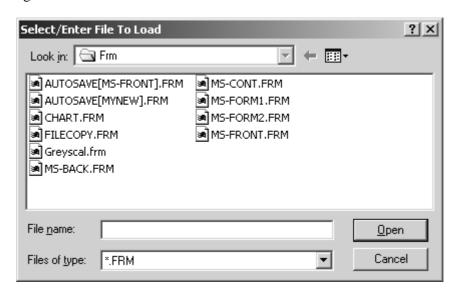
The New Form option is not available if you have switched from the Environment Editor to the Form Editor.

LOADING A FORM

 $^{\circ}$ ⇒ <u>F</u>ile menu ⇒ Open Form

⇒ Select Enter File To Load (.FRM) dialogue

Selecting the Open Form option from the File menu (or using the shortcut keys **Alt+O**), will display the Select/Enter File To Load (.FRM) dialogue for loading an existing form file into the Form Editor.



→ To load a form file:

- **1.** Open the File menu and choose Open Form from the list. The Select/Enter File To Load dialogue will be displayed.
- **2.** Choose the required form file from the File List and choose OK. The selected form file will be loaded into the Form Editor.

NOTE: This option is not available if you have switched from the Environment Editor to the Form Editor.

SAVING A FORM

 $^{\circ}$ ⇒ <u>F</u>ile menu ⇒ Save Form

⇒ Select/Enter Save File Name (.FRM) dialogue

If you have loaded and modified an existing form and wish to save it by the same name, you would choose the Save Form option from the File menu.

If you have switched from the Environment Editor to the Form editor and have modified the environment's form you would also use the Save option. In both cases, a message dialogue will be displayed confirming that the form has been written to disk.

M NOTE:

If you modify a form and do not save it, you will be prompted to do so before you exit the Form Editor.

SAVING A FORM UNDER A NEW NAME

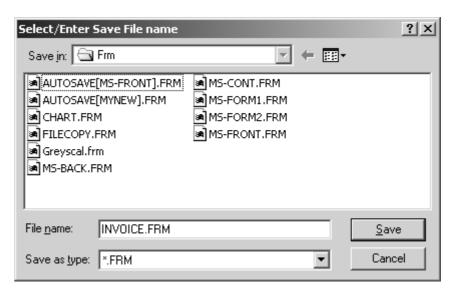
 $^{\circ}$ $^{\circ}$ $^{\circ}$ File menu $^{\circ}$ Save Form As

 \Rightarrow Select/Enter Save File Name (.FRM) dialogue

If you wish to save a new form you have created, or save a form you have modified by a new name, you would select the 'Save Form As' option from the file menu (this option is not available if you have switched from the Environment Editor to the Form Editor, and to save a form you have modified after switching editors, you would use the 'Save' option as described on the previous page).

→ To save a form file by a new name:

1. Choose Save Form As from the File menu. The Select/Enter Save File Name dialogue will be displayed. Enter the name for your form in the File field.



2. Choose the OK button. A message dialogue will be displayed confirming that the form has been saved to disk.

CHANGING FORM PAGE ATTRIBUTES

^ ⇒ <u>File menu</u> ⇒ Form Attributes

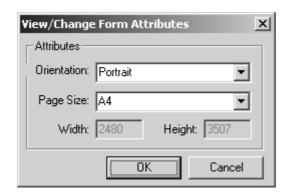
⇒ View/Change Form Attributes dialogue

The View/Change Form Attributes window is used to set the page orientation and page size for the form.

The Orientation options are Portrait or Landscape.

Page sizes available are according to those supported by the printer currently set as the print destination for the PC running the Designer.

If a 'Custom' option is available and is chosen for the Page Size, the Width and Height options are activated and can be set.



● WARNING!

A form's page attributes **must** be the same as those set for the page definition in the environment to which the form is to be attached.

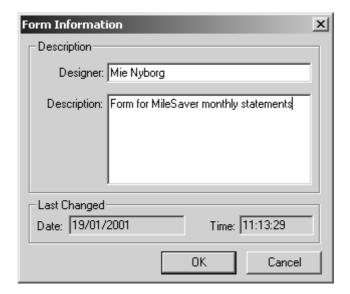
CREATING A SUMMARY OF THE FORM FILE

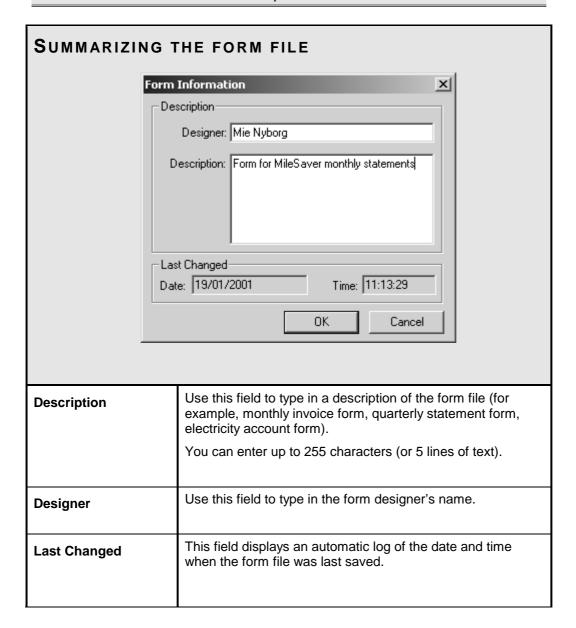
 $^{\circ}$ ⇒ <u>F</u>ile menu ⇒ Form Info

⇒ File Information dialogue

Selecting the Form Info option from the File menu displays the File Information dialogue. Information on the current form file, such as designer, upgrades and features, can be recorded in the dialogue.

Whenever the form is opened, the Form Info dialogue can be displayed to confirm and update the information. The date and time are automatically updated by the system to reflect the last save.





MERGING FORMS TO CREATE A NEW FORM

 $^{\circ}$ ⇒ <u>File menu</u> ⇒ Merge Form

⇒ Select/Enter File To Load (.FRM) dialogue

The Merge Form option allows you to load and merge an existing form with the form that is current in the Form Editor. All the elements within the merged forms can be edited, then the newly created form can be saved by the name of the current form or by a new name.

For example, you could use this option to merge the design elements of two forms, edit the elements as required and create a new form.

→ To merge forms:

- 1. Load the first form file into the Form Editor.
- **2.** Select Merge Form from the File menu. The Select/Enter File to Load dialogue will be displayed.
- **3.** Select the form file to be merged with the current form from the File list, then choose OK. The form file will be loaded and appear on your screen, merged with the current form in the Form Editor. Edit the merged forms and save as required.

OVERLAYING A FORM TO ACT AS A TEMPLATE

♣ File menu ⇒ Overlay Form
 ➡ Select/Enter File To Load (.FRM) dialogue

The Overlay Form option allows you to load an existing form to act as a template on which to create a new form or to modify an existing form.

An overlaid form is solely a template and cannot be edited, nor does it become part of the form being created/modified, but can be removed once its use as a template is completed.

Whether you are creating a new form or modifying an existing form, an overlay form can be loaded (and removed) at any time. This means you can open a new form or existing form, then load the overlay or you can load the overlay then a new or existing form.

→ To overlay a form:

- **1.** Select Overlay from the File menu. The Select/Enter File To Load dialogue will be displayed.
- **2.** Select the form to be overlaid from the File list then choose OK. The form will be displayed in the Form Editor window in GREEN.

Use the overlaid form element's as a guide to create/modify your new/current form. Remove the overlay when finished.

REMOVING AN OVERLAID FORM

Once you have finished using the overlaid form, you can remove it, then save the form you have created.

→ To remove an overlay:

- **1.** Select the Overlay option from the file menu. The Select/Enter File To Load dialogue will be displayed.
- **2.** Select the form file previously overlaid from the File list.
- **3.** Choose Cancel. The overlaid form will be removed from the Form Editor. Make any further changes you require to your new/modified form then save the form.

PRINTING A PROOF OF THE CURRENT FORM

 $^{\circ}$ ⇒ File menu ⇒ Print $\stackrel{\frown}{=}$ ⇒ Alt + P

Choosing Print from the File menu (or using the shortcut keys **Alt+P**), will print the current form on the printer currently selected for your PC.

This option is used to print a proof of the form that is currently displayed on your screen. The proof print will contain only form elements. If you have switched from the Environment to the Form Editor, the environment elements displayed in the Form Editor will **not** print.

The proof will print from the current input tray. Duplex functions will not be honored.

NOTE:

Refer to the following section re selecting the print destination for the proof print.

→ To print a proof of the current form:

- 1. Load the form to be printed.
- **2.** Choose Print from the File menu. The form will be sent to the printer selected for your PC.

SELECTING A PRINT DESTINATION

♣ File menu ⇒ Select Printer⇒ Select Printer dialogue

This option is used to select one of the defined print destinations as the current printer. All proof prints will be directed to the currently selected printer. It is not possible to select more than one printer.

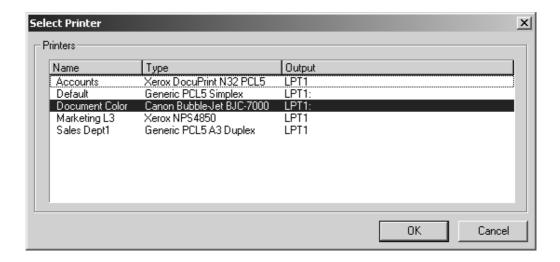
Print destinations are those output devices connected to the PC running the Paris Designer that have been added to the list of print destinations.

Print destinations are added via the View/Change Printers dialogue (refer to Chapter 1, *Adding, Modifying and Removing a Print Destination*).

A print destination may be a laser printer, GDI, disk storage, archive or fax.

→ To print to a selected print destination:

- **1.** Choose Select Printer from the File menu. The Select Printer dialogue will be displayed.
- **2.** Choose the required print destination from the list then choose OK.



MODIFYING A PRINT DESTINATION

♣ File menu ➡ Modify Printers➡ View/Change Printers dialogue

To add, modify or remove a print destination, the Modify Printers option is selected from the File menu to display the View/Change Printers dialogue.

In the View/Change Printers dialogue, selecting the Add button will display the View/Change Printer dialogue which is used to add a print destination and define a printer's attributes, resource management capabilities and print image positioning.

Modifying a print destination is the same in the Environment Editor as it is for the Form Editor and is explained in Chapter 1 of this manual. To avoid unnecessary repetition, this information is not repeated here.

Refer to the section 'Adding, Modifying and Removing a Print Destination' in Part One, Chapter One of this manual for detailed explanations regarding printers and their usage in Paris and the use of the associated dialogues.

RESETTING RESOURCES

 $^{\circ}$ $\stackrel{\square}{\Rightarrow}$ File menu $\stackrel{\square}{\Rightarrow}$ Reset Resources $\stackrel{\square}{\rightleftharpoons}$ $\stackrel{\square}{\Rightarrow}$ Alt + R

During the setup of your printers, you will have instructed Paris when to reset each printer, depending on the storage capabilities of the printer being defined and whether or not the printer is being shared with other applications. (Refer to the section 'Adding, Modifying and Removing a Print Destination' in Part One, Chapter One of this manual).

The Reset Resources option in the File menu is used to reset the default printer before you print for the first time for the day, or if the printer has been turned off. This is necessary for Paris to send the special characters for drawing elements before the printer can print them correctly.

FUNCTIONS IN THE FORM EDITOR SYSTEM MENU

The \underline{S} ystem Menu lists the functions relevant to the on-screen display (such as grid, time and date), the view of the document, switching editors and print preview.

Table 11 - 1 indicates the System menu options and the dialogue displayed when the option is chosen (if applicable), and the function of the option. Each function and the use of any associated dialogue is described in detail on the following pages.

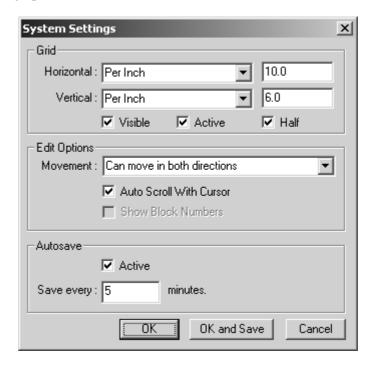
⁴ Function	Dialogue	Used to:
Settings Alt+E	System Settings	Set the grid attributes, time and date display and edit options.
Zoom:		
Full Page Alt+1		Displays the full document scaled to fit the screen
Zoom Out Alt+2		Reduces the view of the document on screen by 50%
Zoom In Alt+3		Enlarges the view of the document on screen by 50%
Switch Alt+W		Switch to Form Editor
Preview Alt+V		Display the document as it will print

Table 11-1: Functions in the System Menu

DEFINING THE SYSTEM SETTINGS

^ ⇒ <u>S</u>ystem menu ⇒ Settings

The Systems Setting dialogue is used to set the grid attributes, date and time display and editing options.

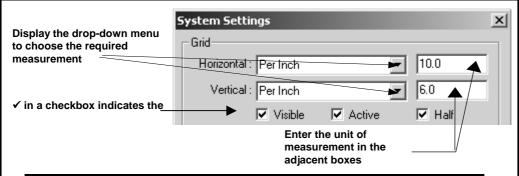


NOTE:

All measurements displayed in the Paris Designer, including size and position of elements, will be expressed in the units you select for the grid settings.

Grid units are **not** stored as part of a form or environment, and are a function of the editors only. Therefore, a form created in one set of units can be edited in another, or units can be changed at any time during the editing process.

THE GRID



NOTE:

Different units of measurement may be used for Horizontal and Vertical grid spacings. Preferably, the Vertical grid should be set equal to the line spacing used in the text blocks in the environment.

For example, when you need to design a form or pagedef to fit data with a given number of lines per inch (the text blocks may be 6 lines per inch), it is easier to align form elements if the vertical grid spacing is set to the same line spacing.

Horizontal and Vertical

Horizontal and Vertical drop-down menus provide options for setting the grid measurement as follows:

Inches: Grid divisions in multiples of 1 inch apart.

Centimeters: Grid divisions in multiples of 1 cm apart.

Dots (1/300 inch): The default resolution of a laser printer is

300 dots per inch.

Points: (1/72 inch; 0.353mm)

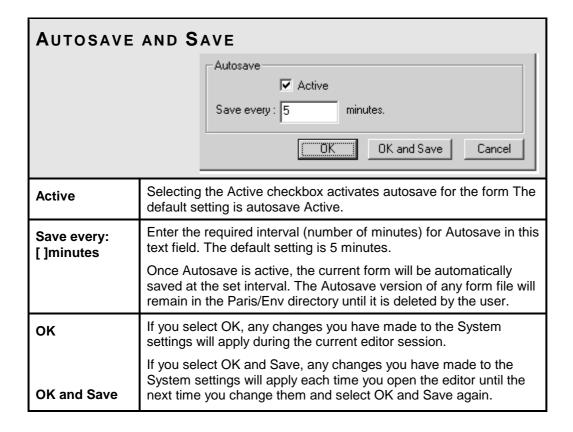
Units per inch: Number of lines, characters per inch.

Units per centimeter: Number of lines, characters per

centimeter.

The spacing for the grid measurement is entered in the boxes adjacent to the Horizontal and Vertical measure.

Visible		If the Visible box is checked, the grid displays as a dotted array.	
		The grid can be made visible whether active or not as a visual aid to the positioning of elements.	
Active	If the Active box is checked, an element being placed will automatically align to the nearest grid-line, ensuring consistent alignment and positioning of elements.		
Half		The Half option is only effective if the Active box is checked.	
	Selecting the Half checkbox turns on grid points half-way between the horizontal and vertical units. This assists in more exact positioning of elements. The half-way points do not display.		
EDIT OPTIONS			
		Options Dement: Can move in both directions Auto Scroll With Cursor Show Block Numbers	
Movement	The Movement pop-up menu provides options for the control of the horizontal and vertical movement of elements. This is useful for precise placement of related elements and groups of elements. The grid settings do not affect the behavior of this option. Both: Choose 'Both' to allow unrestricted placement of elements. Vertical: Choose 'Vertical' to restrict movement to Vertical only. Horizontal: Choose 'Horizontal' to restrict movement to Horizontal only.		
Auto Scroll With Cursor	Select the Auto Scroll With Cursor checkbox to be able to move the pointer around freely with the mouse and click and place the text cursor when entering or editing text. The default setting is for the option to be selected.		
Show Block Numbers	This option relates to text blocks and is not available in the Form Editor.		



VIEWING THE DOCUMENT

$^{^{\uparrow}}$ ⇒ <u>S</u>ystem menu ⇒ Zoom

Choosing the Zoom option displays the options listed below to zoom to different views of the document currently displayed on-screen.

The amount of the page displayed on-screen at any given time is a result of both the zoom level and the screen resolution of the monitor.

Option	Shortcut Keys	Action
^ ⇒ Full Page	⇒ Alt+1	Displays the full document scaled to fit the screen
^† ⇒ Zoom Out	□ Alt+2	Reduces the view of the document on screen by 50%
^† ⇒ Zoom In	⇒ Alt+3	Enlarges the view of the document on screen by 50%

SWITCHING EDITORS

^ ⇒ System menu ⇒ Switch ⇒ Alt + W

The Switch option allows you to switch from the Form Editor to the Environment Editor.

This option is only available if you have previously switched to the Form Editor from the Environment Editor. It is **not** available if you have opened the Form Editor directly from the Paris Designer program group.

When you choose the Switch option from the System menu, a dialogue box requesting confirmation will be displayed.



PREVIEWING A DOCUMENT BEFORE PRINTING

^ ⇒ <u>S</u>ystem menu ⇒ Preview

The Preview option allows you to preview the currently displayed document to see how it will look when printed. This preview is useful when proofing a document with color added.

When in the Form Editor, elements added in the Form Editor are displayed in BLACK and (if you have switched from the Environment Editor) elements that have been added in the Environment Editor are displayed in BLUE. Choosing the Preview option switches off this and any other of the Designer **system** colors. The document is displayed as it will print, with any colors that have been added on view.

While in Preview mode, all edit functions are disabled.

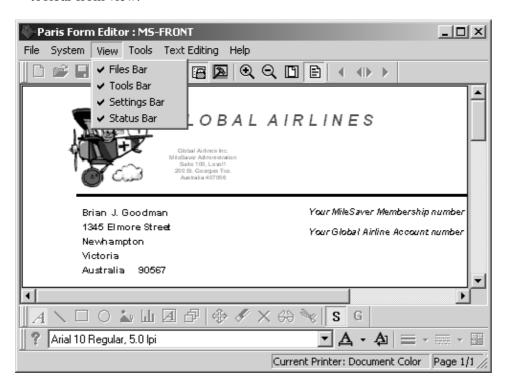
To cancel the Preview option, choose Preview again (or press Alt+V) to return to editing mode.

FUNCTIONS IN THE FORM EDITOR VIEW MENU

The functions in the View menu are used to display the toolbars. The options available are:

- Files Bar
- Tools Bar
- Settings Bar
- Status Bar

Selecting an option will display the toolbar. Deselecting the option will remove the toolbar from view.

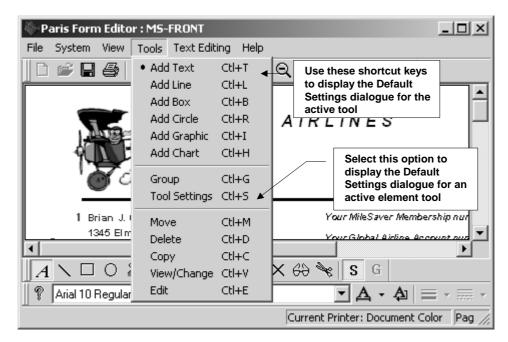


FUNCTIONS IN THE FORM EDITOR TOOLS MENU

The options in the Tools menu produce the same editing tools as the buttons in the Tools Bar. The options offer both mouse and control key activation of the tools.

- Selecting a tool option from the Tools menu activates the tool (this will also be indicated in the Tools Bar, if displayed).
- Selecting a tool then selecting the Settings button will display the Default Settings dialogue for selected tool.

Each tool's Default Settings and View/Change Settings dialogue is explained in Part Three of this manual. The use of the tools to add static form elements is explained in Chapter 11 of the *Paris Designer User's Manual*.



PARIS FORM EDITOR HELP MENU

Paris Designer Help and the Help menu are identical in the Environment and the Form Editors.

For information on the Help menu, refer to *Chapter 9:Functions in the Environment Editor Help Menu* of this manual.

PART THREE

EDITING THE SETTINGS FOR DYNAMIC AND STATIC FORM ELEMENTS

IN THIS PART:

- CHAPTER 14: EDITING TEXT SETTINGS
- CHAPTER 15: EDITING LINE SETTINGS
- CHAPTER 16: EDITING CIRCLE SETTINGS
- CHAPTER 17: EDITING BOX SETTINGS
- CHAPTER 18: EDITING GRAPHIC SETTINGS
- CHAPTER 19: EDITING CHART SETTINGS
- CHAPTER 20: EDITING TEXT BLOCK SETTINGS
- CHAPTER 21: USING THE FONT LIST FUNCTION

PART THREE

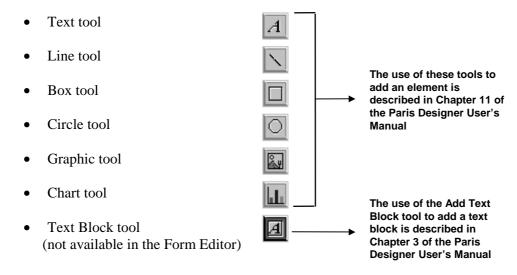
EDITING THE SETTINGS FOR DYNAMIC AND STATIC FORM ELEMENTS

The settings for a Dynamic or Static Form Element are edited in the element's Default Settings and View/Change dialogues.

The Default Settings and View/Change dialogues for Dynamic Form Elements (elements added to an environment) and Static Form Elements (elements added to a form) are similar. The dialogues for Dynamic Form Elements have additional functions for setting the element's dynamic properties.

Selecting an Element tool from the Tools Bar, then clicking on the Settings button will display the element's Default Settings dialogue. Selecting the View tool, then clicking on an element in an environment or form will display the element's View/Change dialogue.

Using each element's dialogue to edit the settings is illustrated and described on the following pages. The Paris Designer element tools are:



EDITING TEXT SETTINGS

The Default Text Settings dialogue is used to edit the default settings for text **before** it is added to a form or environment.

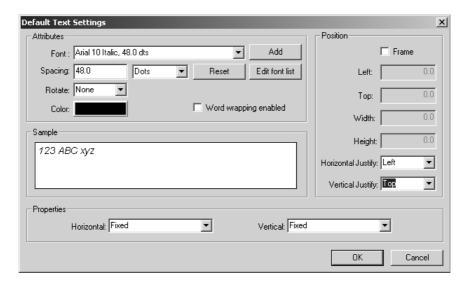
The View/Change Text Settings dialogue is used to view and edit the current settings for the selected Text.

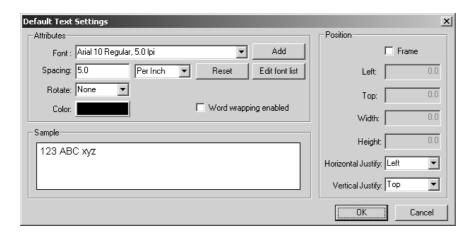
To use the options within each dialogue the same processes are required, with the addition of the 'Properties' function for Dynamic Text elements.

DEFAULT TEXT SETTINGS DIALOGUE

Selecting the Text tool, then clicking on the Settings button will display the Default Text Settings dialogue.

When adding Dynamic Text to an environment, the Default Text Settings dialogue displays a 'Properties' option for setting Fixed, Float or Resize properties.





The Default Text Settings dialogue when adding Static Text to a form (no Properties option)

VIEW/CHANGE TEXT SETTINGS DIALOGUE

Selecting the View tool, then clicking on an added Text element will display the View/Change Text Settings dialogue.

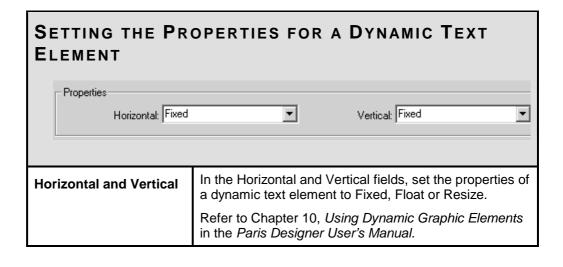
When changing a Dynamic Text element in an environment, the View/Change Text Settings dialogue displays the current Properties setting for the element.

SETTING TEXT ATTRIBUTES Attributes Font: Arial 10 Italic, 48.0 dts Add Spacing: Reset Edit font list Rotate: None Word wrapping enabled Color: The font displayed in the font field is the default font for **Font** text settings, or if viewing added text, the current font for the added text. To change the font, use the arrow adjacent to the Font field to display the Font List and select a font. The Spacing fields show the font's vertical line spacing **Spacing** and the unit of measure for the line spacing. (In the example above the line spacing is 42 dots [at 300 dots per inch].) NOTE: Use the arrow adjacent to the Spacing field to display the units of measure list. The options for vertical line spacing The measurement selected should are: conform to the grid **Inches** settings selected for **Centimeters** the environment Dots: 1/300 of an inch (or 300 dots per inch) (refer to 'Setting the Points: 1/72 of an inch Grid Line Spacing' per Inch in Chapter 3 of the per Centimeter Paris Designer User's Manual). Use the arrow adjacent to the Rotate field to display the **Rotate** rotate list. The rotate list provides you with the option to rotate the font in 90 degree steps (90, 180, 270).

Add	The Add button allows you to add a font to the Font List. Click on the Add button to display the Select Font dialogue.	
	(Refer to the section 'Creating a Font List' in Chapter 21, 'Using the Font List Function'.)	
	NOTE: The number of fonts and styles used in a job should be kept to the minimum possible. It is advisable to delete any unwanted fonts from the font list. See List, below.	
Edit font list	The 'Edit font list' button displays the View/Change Font List dialogue. This dialogue allows you to view and change the font list.	
	(Refer to the section 'Editing the Font List' in Chapter 21, 'Using the Font List Function'.)	
Color	To change the color of added text, choose the Color button to display the Color Palette.	
	The function of the Color Palette is described in <i>Part Four:</i> Common Functions in the Paris Designer.	
Reset	Choosing the Reset button resets the font line spacing to its inherent value. (Refer to 'Spacing' on the previous page.)	
Word wrapping enabled	If the 'Word wrapping enabled' option is checked and a Frame 'Width' has been specified, words that would exceed the Frame 'Width' are placed on the next line.	
	If the 'Word wrapping enabled' option is not checked, when adding text, the Enter key must be used to set the end of a line of text.	
	NOTE: If 'Full' justification is selected, 'Word Wrap' is automatically activated.	
Sample	A sample of the currently selected font is displayed in the Sample field.	

Position **SETTING THE POSITION** □ Frame FOR ADDED TEXT Width: 0.0 Height: Horizontal Justify: Left ▼ Vertical Justify: Top • Select the Frame checkbox to activate the Width and Height fields **Frame** to place a frame around the text. (This allows added text to be justified in a frame. Refer to the previous section, 'Setting Text Attributes'.) The position of the first character of a text element on a page that **Left and Top** is left/top justified can be defined in relation to the Left and from the Top of the page. The zero point for the Absolute coordinates is the top left corner of the current document. Enter the print position for the first character in the text element in the Left and Top fields. NOTE: For text that is **not** left/top justified, the Left and Top positions are the position of the Frame. Enter the dimensions for the frame in the Width and Height fields. Width and Height

Left: Select to align text to the left side of the frame Horizontal Justify **Right**: Select to align text to the right side of the frame. 'Frame' will be automatically activated. **Center:** Select to center text on the vertical axis of the frame. 'Frame' will be automatically activated. Full: Text Aligns to both margins by stretching text lines where necessary. (NOTE: Inter-word justification only). 'Frame' and 'Word Wrap' will be automatically activated. NOTE: Horizontal and Vertical Justification do not work unless the Frame checkbox is active. Vertical justify aligns text to the Top, Bottom, or Center of the text Vertical frame. Justify Top: Select to align text to the top of the frame **Bottom**: Select to align text to the bottom of the frame. 'Frame' will be automatically activated. Select to center text on the vertical axis of the frame. Center: 'Frame' will be automatically activated.



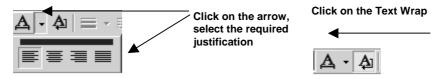
SETTING TEXT ALIGNMENT, WORD WRAPPING AND COLOR ATTRIBUTES FROM THE TOOLS BAR

Horizontal Text alignment and Word Wrapping can be selected before adding text.

1. Select the Text tool to activate the Text Align and Text Wrap buttons in the Tools Bar.



2. Click on the arrow adjacent to the Text Align button to display the Left, Center, Right and Full justification icons and select as required.



- **3.** Click on the Text Wrap button to select the attribute. When you add the text to the page, word wrapping will automatically take place.
- **4.** Click on the Line Color button to display the Color Palette and choose the required color. (Refer to Chapter 22, *'The Color Palette function'*.)

PASTING TEXT INTO THE ENVIRONMENT OR FORM EDITOR

Text that has been copied or cut from a Windows application can be copied into the Environment or Form Editor while in 'Text Add' mode.

One benefit of this method is to add text that has been spell-checked in another application and then add it to Paris.

→ To paste copied text:

- **1.** In the Environment or Form Editor, select the Add Text button then click on the page where you want to add the text.
- 2. Press Ctrl+P to paste the copied text.

M NOTE:

- Text can only be pasted in Paris while in 'Text Add' mode.
- The font used in the editor will be the font that is active at the time.
- Line ends in the copied text will be lost.

EDITING LINE SETTINGS

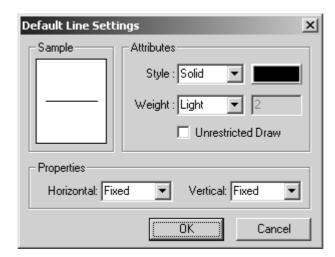
The Default Line Settings dialogue is used to edit the default settings for a line **before** it is added to a form or environment.

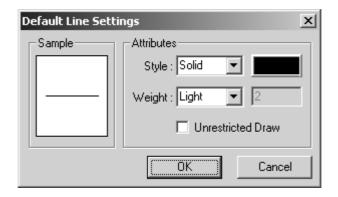
The View/Change Line dialogue is used to view and edit the current settings for the selected Line.

To use the options within each dialogue the same processes are required, with the addition of the 'Properties' function for Dynamic Line elements.

DEFAULT LINE SETTINGS DIALOGUE

Selecting the Add Line tool, then clicking on the Settings button will display the Default Line Settings dialogue. The Default Line Settings dialogue displays a 'Properties' option for setting Fixed, Float or Resize properties when adding a Dynamic Line to an environment.





The Default Line Settings dialogue when adding a Static Line to a form (no Properties option).

VIEW/CHANGE LINE DIALOGUE

Selecting the View tool, then clicking on an added Line element will display the View/Change Line dialogue. The View/Change Line dialogue displays the current Properties setting for the element when changing a Dynamic Line element in an environment.

SETTING LINE ATTRIBUTES Attributes Style: Solid Weight: Light Unrestricted Draw The line style can be defined as: Style Solid (unbroken) Broken (a series of dashes) **Dotted** (a series of dots) The weight (thickness) of a line can be defined as: Weight Light Medium Heavy **Custom:** If this option is selected, the adjacent field is activated for entry of the required line weight in 300th of an inch (dots). The color of an added line can be altered from the Color Palette. Choose the adjacent Color box to open the Color Palette. The function of the Color Palette is described in *Part Four:* Common Functions in the Paris Designer. **NOTE**: the color of the box reflects the current color of the line. Select the Unrestricted Draw checkbox in the Default Settings Unrestricted dialogue to draw lines at any angle. Draw **NOTE:** Unrestricted draw is not supported by HP PCL-4 printers. A sample of the line is displayed in the Sample field. As Sample adjustments are made to attribute settings, the sample will alter accordingly.

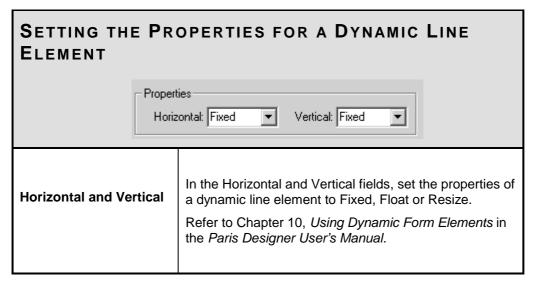
NOTE:

SETTING THE LINE POSITION Position Left: 5.0 Right: 29.0 Top: 38.0 Bottom: 38.0

After a Line has been added, its position on the page can be viewed and changed via the View/Change Line dialogue. The current position of the Line on the page/grid is displayed in the dialogue. The unit of measurement is that selected for the grid spacing in the System Settings dialogue (Systems menu).

The Line can also be moved by using the Move tool and its size changed by using the Edit tool.

Left	The position of the left end of the Line on the page/grid. (reflected in the Abs. and Rel. co-ordinates)
Right	The position on the right end of the Line on the page/grid. (reflected in the Abs. and Rel. co-ordinates)
Тор	The position of the top of the Line on the page/grid (relevant if the Line has been drawn at an angle. See Unrestricted Draw in the Line Attributes section).
Bottom	The position of the bottom of the Line on the page/grid (relevant if the Line has been drawn at an angle. See Unrestricted Draw in the Line Attributes section).



SETTING LINE WEIGHT, STYLE AND COLOR ATTRIBUTES FROM THE TOOLS BAR

Line weight, style and color attributes can be selected before adding the line.

1. Select the Line tool to activate the Line Weight, Line Style and Color buttons in the Tools Bar.



2. Click on the arrow adjacent to the Line Weight or Line Style buttons to display the available options and select as required.



3. Click on the Line Color button to display the Color Palette and choose the required color. (Refer to Chapter 22, *'The Color Palette function'*.)

EDITING CIRCLE SETTINGS

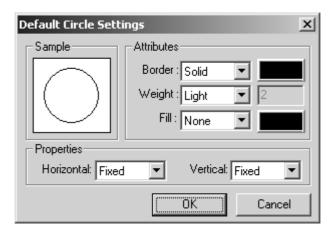
The Default Circle Settings dialogue is used to define the edit settings for a circle **before** it is added to a form or environment.

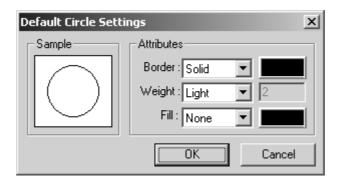
The View/Change Circle dialogue is used to view and edit the current settings for the selected circle.

To use the options within each dialogue the same processes are required, with the addition of the 'Properties' function for Dynamic Circle elements.

DEFAULT CIRCLE SETTINGS DIALOGUE

Selecting the Circle tool, then clicking on the Settings button will display the Default Circle Settings dialogue. When adding a Dynamic Circle to an environment, the Default Circle Settings dialogue displays a 'Properties' option for setting Fixed, Float or Resize properties.

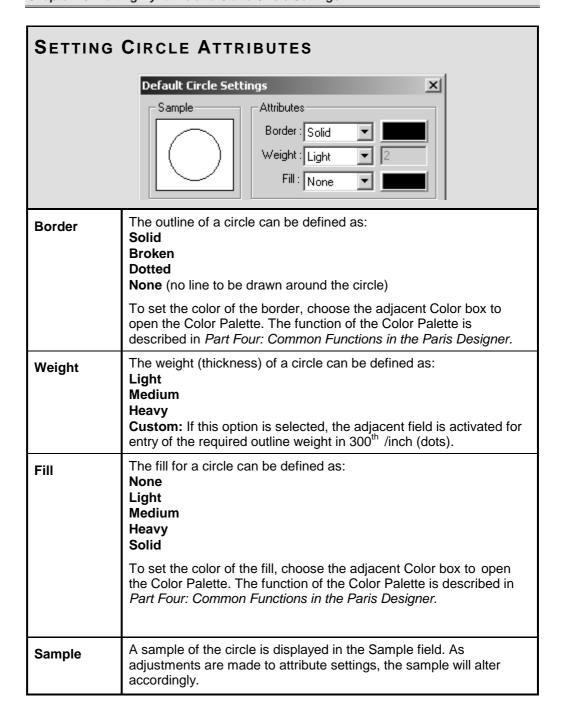




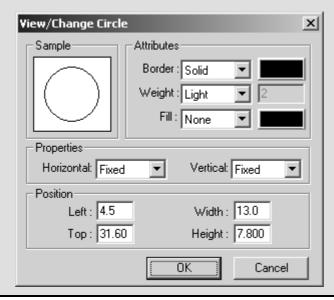
The Default Circle Settings dialogue when adding a Static Circle to a form (no Properties option)

VIEW/CHANGE CIRCLE DIALOGUE

Selecting the View tool, then clicking on an added Circle element will display the View/Change Circle dialogue. When changing a Dynamic Circle element in an environment, the View/Change Circle dialogue displays the current Properties setting for the element.



SETTING THE CIRCLE POSITION

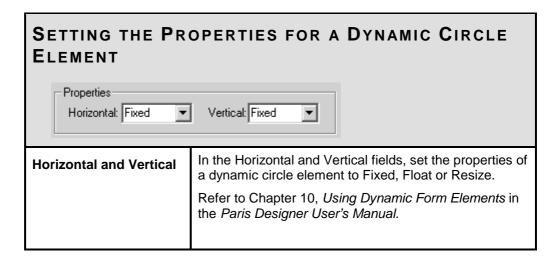


After a Circle has been added, its position on the page can be viewed and changed if required via the View/Change Circle dialogue. The current position of the Circle on the Abs. and Rel. co-ordinates is displayed in the dialogue. The unit of measurement is that selected for the grid spacing in the System Settings dialogue (Systems menu).

NOTE:

The Circle can also be moved by using the Move tool and its size changed by using the Edit tool.

Left	The position of the left edge of the Circle on the page/grid.
Тор	The position of the top edge of the Circle on the page/grid
Width	The width of the circle.
Height	The height of the circle



SETTING CIRCLE LINE AND FILL COLOR ATTRIBUTES FROM THE TOOLS BAR

The color of a circle's line and fill can be selected before adding the circle.

1. Select the Circle tool to activate the Line Weight, Line Style and Color buttons in the Tools Bar.



2. Click on the arrow adjacent to the Line Color or Fill Color buttons to display the Color Palette and choose the required color. (Refer to Chapter 22, '*The Color Palette function*'.)

EDITING BOX SETTINGS

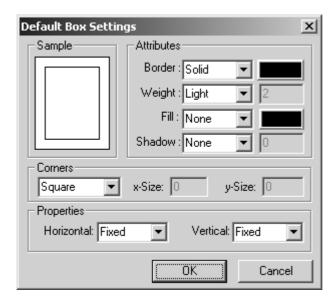
The Default Box Settings dialogue is used to edit the default settings for a box **before** it is added to a form or environment.

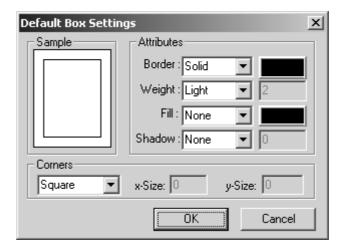
The View/Change Box dialogue is used to view or change the settings for a selected Box.

To use the options within each dialogue the same processes are required, with the addition of the 'Properties' function for Dynamic Box elements.

DEFAULT BOX SETTINGS DIALOGUE

Selecting the Box tool, then clicking on the Settings button will display the Default Box Settings dialogue. When adding a Dynamic Box to an environment, the Default Box Settings dialogue displays a 'Properties' option for setting Fixed, Float or Resize properties.





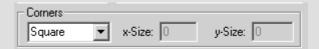
The Default Box Settings dialogue when adding a Static Box to a form (no Properties option)

VIEW/CHANGE BOX DIALOGUE

Selecting the View tool, then clicking on an added Box element will display the View/Change Box dialogue. When changing a Dynamic Box element in an environment, the View/Change Box dialogue displays the current Properties setting for the element.

SETTING BOX ATTRIBUTES Attributes Sample Border: Solid Weight: Light Fill: None Shadow: None The outline of a box can be defined as: Border Solid Broken **Dotted None** (no line to be drawn around the box) Click on the adjacent Color box to open the Color Palette and set the border color. The use of the Color Palette is described in Part Four: Common Functions in the Paris Designer. The weight (thickness) of a box can be defined as: Weight Light Medium Heavy Custom When 'Custom' is selected, the adjacent box is activated for entry of the required outline weight in 300th /inch (dots). The fill for a box can be defined as: Fill None Light Medium Heavy Click on the adjacent Color box to open the Color Palette and set the fill color. The use of the Color Palette is described in Part Four: Common Functions in the Paris Designer. The shadow for a box can be defined as: **Shadow** Left/Top Right/Top Left/Bottom If a shadow option is selected, the adjacent box is activated for entry of the required shadow weight in 300th /inch (dots). The default weight is the weight of the Border. The current attribute settings are displayed in the box in the Sample Sample

SETTING BOX CORNERS



The box corners can be set to Square or Round.

If Round is chosen, the adjacent x-Size and y-Size boxes will be activated and the degree of curvature can be defined.



- 1. Round corners are not supported by HP PCL-4 printers.
- 2. Shadow cannot be used with Round corners.

SETTING THE POSITION FOR A BOX



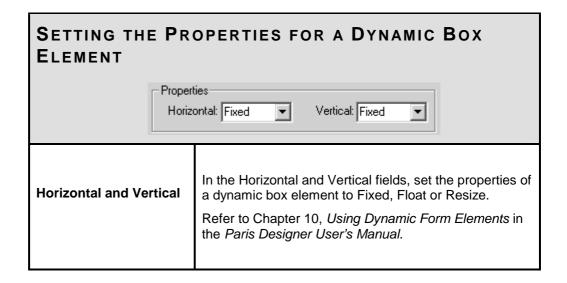
After a Box has been added, its position on the page can be viewed and changed if required via the View/Change Box dialogue.

- The current left and top position of the Box on the page/grid is displayed in the dialogue.
- The unit of measurement is that selected for the grid spacing in the System Settings dialogue (Systems menu).

M NOTE:

The Box can also be moved by using the Move tool and its size changed by using the Edit tool.

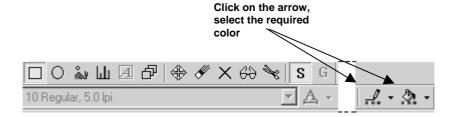
Left	The position of the left side of the Box on the page/grid.
Тор	The position of the top of the Box on the page/grid.
Width	The width of the Box.
Height	The height of the Box.



SETTING THE BOX LINE AND FILL COLOR ATTRIBUTES FROM THE TOOLS BAR

The color of the line and fill for a box can be selected before adding the box.

1. Select the Box tool to activate the Line Weight, Line Style and Color buttons in the Tools Bar.



2. Click on the arrow adjacent to the Line Color or Fill Color buttons to display the Color Palette and choose the required color. (Refer to Chapter 22, 'The Color Palette function'.)

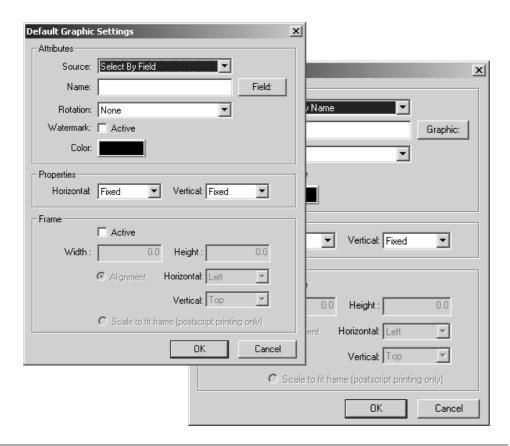
EDITING GRAPHIC SETTINGS

The Default Graphic Settings dialogue is used to edit the default settings for a graphic **before** it is added to a form or environment. The View/Change Graphic dialogue is used to view or change the settings for a selected Graphic.

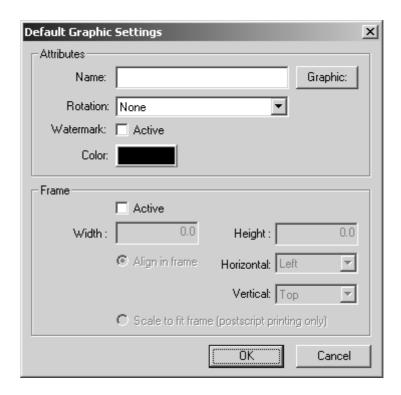
To use the options within each dialogue the same processes are required, with the addition of the 'Properties' function for Dynamic Graphic elements.

DEFAULT GRAPHIC SETTINGS DIALOGUE

Selecting the Graphic tool, then clicking on the Settings button will display the Default Graphic Settings dialogue. If you are adding a Dynamic Graphic to an environment, the Attributes section contains a drop-down menu to select a graphic file by field or name. There is also a 'Properties' option for setting Fixed, Float or Resize properties.



The Paris Designer Reference Manual



The Default Graphic Settings dialogue when adding a Static Graphic to a form (no Field or Properties options).

VIEW/CHANGE GRAPHIC DIALOGUE

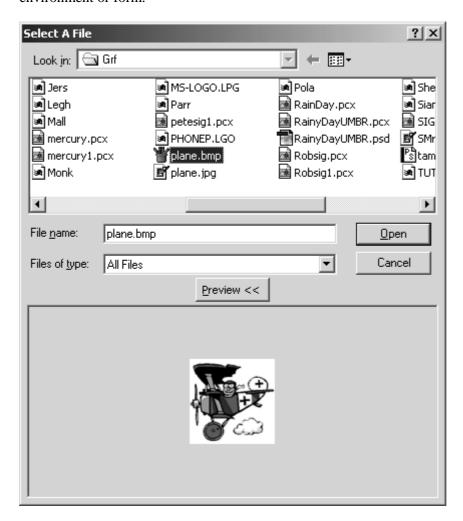
Selecting the View tool, then clicking on an added Graphic element will display the View/Change Graphic dialogue. When changing a Dynamic Graphic element in an environment, the View/Change Graphic dialogue displays the current Properties setting for the element.

PREVIEWING A GRAPHIC BEFORE ADDING

A graphic file must be stored in the PARIS\GRF directory to be accessible for loading.

In the Graphic Settings or View/Change Graphic dialogue, clicking on the Graphic button will display the Select/Enter File to Load dialogue. The contents of the Grf directory are displayed.

The dialogue contains a 'Preview' button, selecting a graphic and clicking on the 'Preview' button will allow you to see the graphic before adding it to the environment or form.



SETTING GRAPHIC ATTRIBUTES

Loading a Dynamic Graphic:

Select By Name

If the Select By Name option is chosen, the label on the adjacent button will be 'Graphic'.

Graphic



Clicking on the Graphic button will display the Select/Enter File to Load dialogue. A graphic file must be stored in the PARIS\GRF directory to be accessible for loading. Loading a **dynamic graphic** by selecting the filename is described In Chapter 10 of the *Paris Designer User's Manual* under *Adding and floating a dynamic graphic*.

If the Select By Field option is chosen, the label on the adjacent button will be 'Field'.



Select By Field

Clicking on the Field button will open the Fields List dialogue. Loading a dynamic graphic by selecting a field is described in Chapter 8 of the Paris Designer User's Manual under 'Using a field to load a graphics file'.

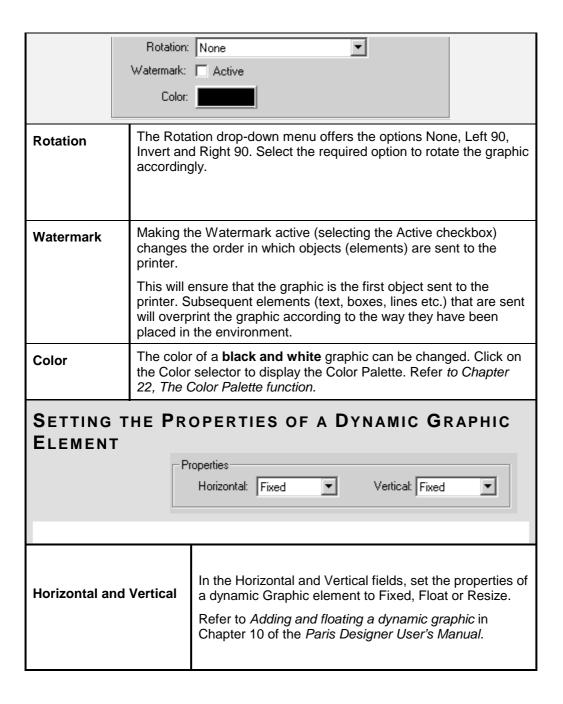
Field

Loading a Static Graphic:



Graphic

Choosing the Graphic button opens the Select/Enter File to Load dialogue to load a graphic file from your hard disk. A graphic file must be stored in the PARIS\GRF directory to be accessible for loading. Loading a static graphic by selecting the filename is described in detail in *Chapter 11* of the *Paris Designer User's Manual*.



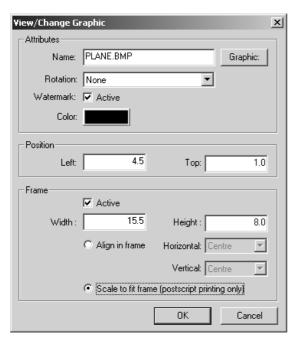
SETTING THE FRAME FOR THE GRAPHIC ✓ Active Width: 0.0 0.0 Height: Alignment Horizontal: Left • Scale to fit frame (postscript printing only). If the Active checkbox is selected in the Default Graphic Settings **Active** dialogue, frame attributes for the Graphic can be defined. In the View/Change Graphic dialogue, the current position of the Graphic on the X and Y co-ordinates will be displayed in the **Left** and Top fields and the current Width and Height of the frame will be displayed. Width: The width of the frame. **Height:** The Height of the frame. The left position of the frame on the page/grid. Top: The top position of the frame on the page/grid. Select the Alignment radio button to set the Horizontal and Vertical **Alignment** alignment. Choosing Left, Right or Center from the drop-down menu aligns the Graphic accordingly within the frame on the X axis. Horizontal Choosing **Top**, **Bottom** or **Center** from the drop-down menu aligns the Graphic accordingly within the frame on the Y axis. Vertical Select the 'Scale to fit to frame' radio button to be able to re-scale Scale to fit to the graphic. (Graphics scaling is only supported on PostScript frame printers.) (PostScript printing only) Refer to the following section 'Re-scaling a Graphic'

RE-SCALING A GRAPHIC

When a graphic is inserted on a page, it is within a frame at the size at which it was originally scanned. In the Paris Environment or Form Editor, an added graphic can be re-scaled.

→ To re-scale a graphic:

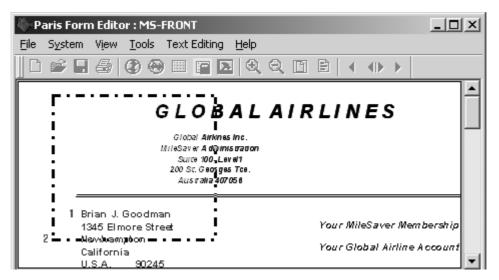
- **1.** Select the View tool and click on the graphic to display the View/Change Graphic dialogue.
- 2. Select the 'Scale to fit to frame' radio button, then choose OK.



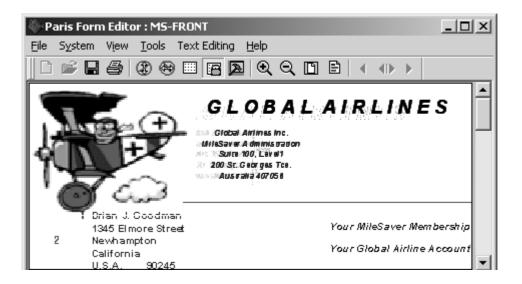
- 3. Select the Edit tool and click on the graphic to select the frame.
- **4.** Stretch the frame by moving the pointer outwards or compress the frame by moving the pointer inwards then click to display the re-scaled graphic.

NOTE:

Re-scaling of graphics is only supported on PostScript printers.



Re-Scaling a Graphic



The Graphic Re-Scaled

EDITING CHART SETTINGS

The Default Chart Settings dialogue is used to edit the default attributes for a chart **before** it is added to a form or environment.

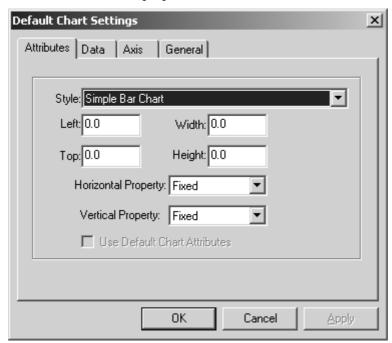
The View/Change Chart Settings dialogue is used to view or change the settings for a selected Chart.

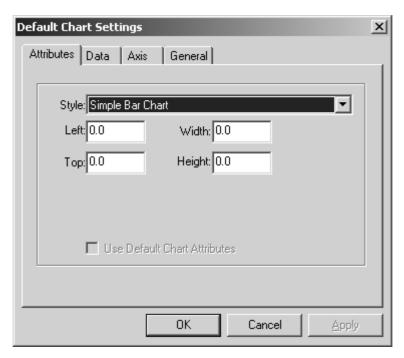
To use the options within the Default and View/Change Chart Settings dialogues, the same processes are required, with the addition of the 'Properties' function for Dynamic Chart elements.

DEFAULT CHART SETTINGS DIALOGUE

Selecting the Chart tool, then clicking on the Settings button will display the Default Chart Settings dialogue.

The Default Chart Settings dialogue displays a 'Properties' option for setting Fixed, Float or Resize properties.





The Default Chart Settings dialogue when adding a Static Chart to a form (no Properties option)

VIEW/CHANGE CHART SETTINGS

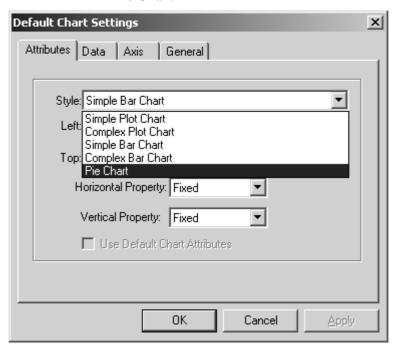
Selecting the View tool, then clicking on an added Chart element will display the View/Change Chart Settings dialogue. This dialogue is used to view or change the settings for a selected Chart.

When changing a Dynamic Chart element in an environment, the View/Change Chart Settings dialogue displays the current Properties setting for the element.

CHART TYPES

Paris Designer provides a number of chart types. These are:

- **■** Simple Plot Chart
- **■** Complex Plot Chart
- **■** Simple Bar Chart
- **■** Complex Bar Chart
- **■** Pie Chart

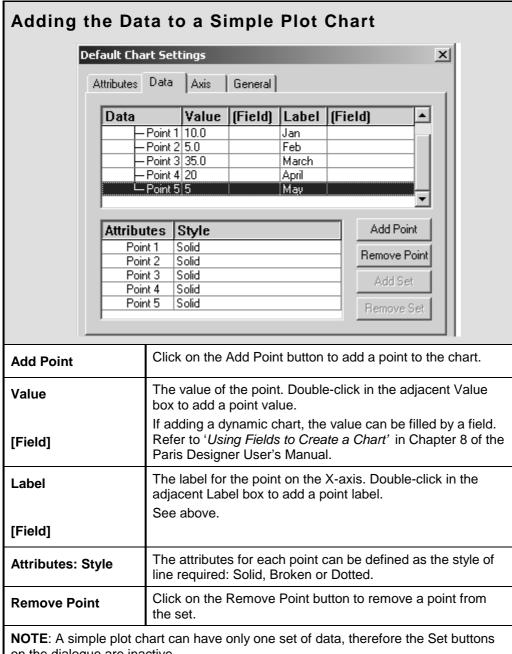


The settings available for a chart depend on the style of chart selected. In the following sections, each type of setting for each style of chart will be described.

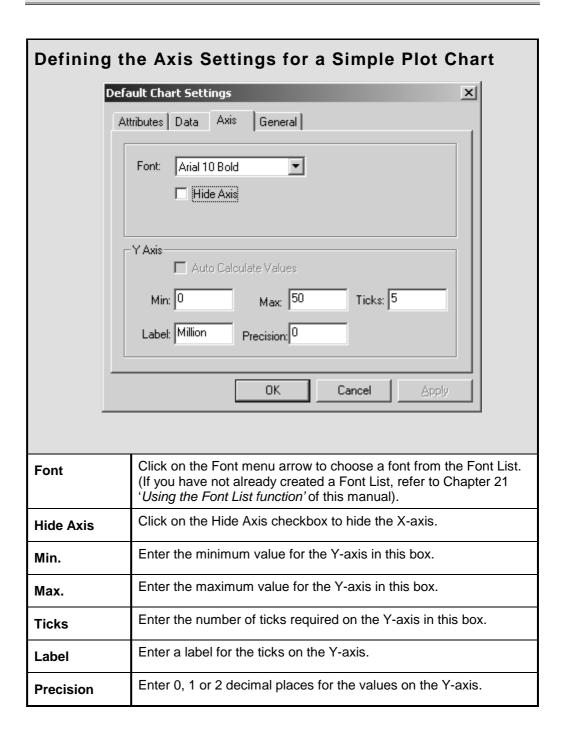
NOTE:

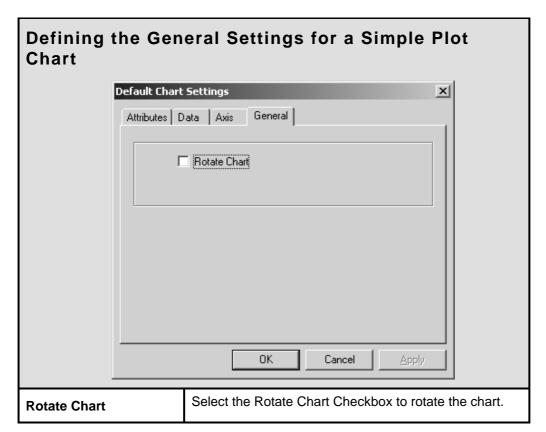
Adding each type of chart is explained under 'Using the Chart Tool' in Chapter 11 of the Paris Designer User's Manual. 'Using Fields to Create a Chart' is explained in Chapter 8 of the same manual.

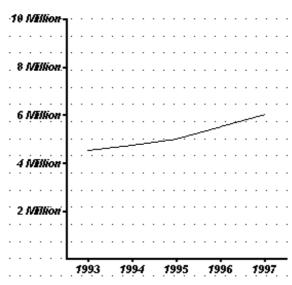
SIMPLE PLOT CHART Default Chart Settings Attributes Data Axis General Style: Simple Plot Chart Left: 0.0 Width: 0.0 Height: 0.0 Top: 0.0 Horizontal Property: Fixed Vertical Property: Fixed Defining the Attributes of a Simple Plot Chart Style Simple Plot Chart **NOTE:** The unit of measurement for the position is that selected for the grid spacing in the System Settings dialogue (Systems menu). The position of the left side of the Chart on the page/grid. Left The position of the top of the Chart on the page/grid. Top The width of the Chart. Width The height of the Chart. Height The Horizontal and Vertical properties of dynamic chart elements Horizontal can be set to Float or Resize according to data in the linked text and Vertical block. (These options do not appear in the Default or View/Change dialogues in the Form Editor.) Refer to Chapter 10, 'Using Dynamic Form Elements' in the Paris Designer User's Manual.



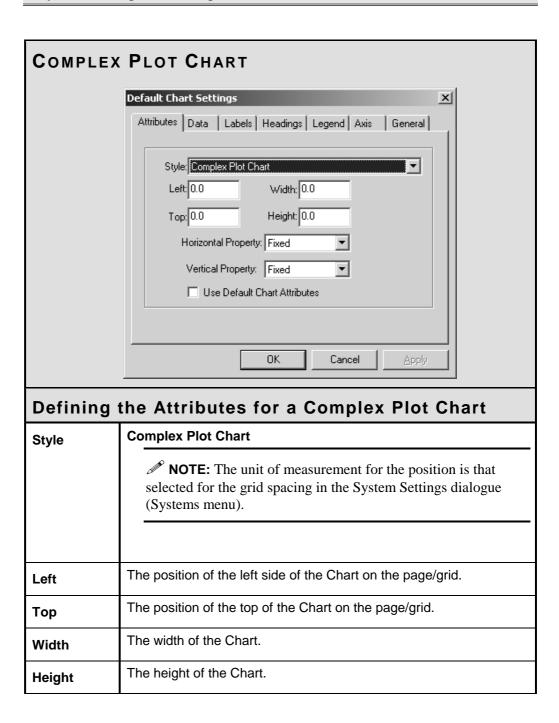
on the dialogue are inactive



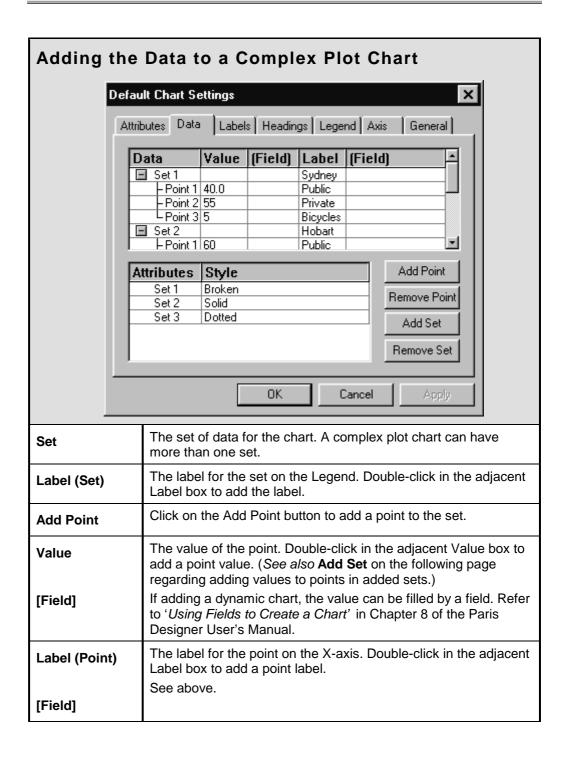




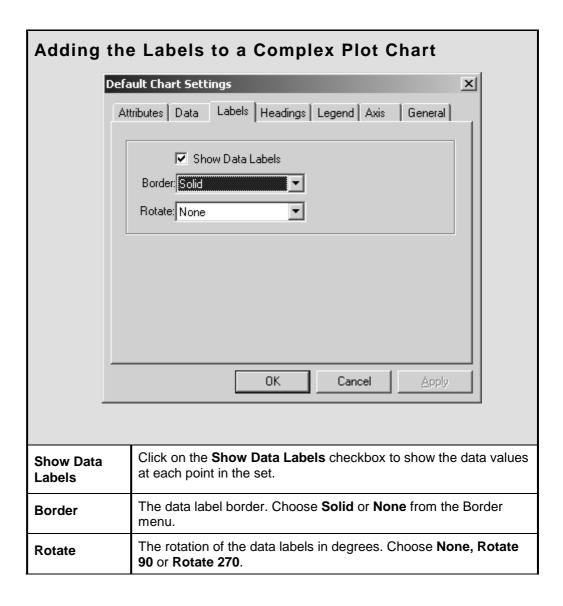
A Simple Plot Chart

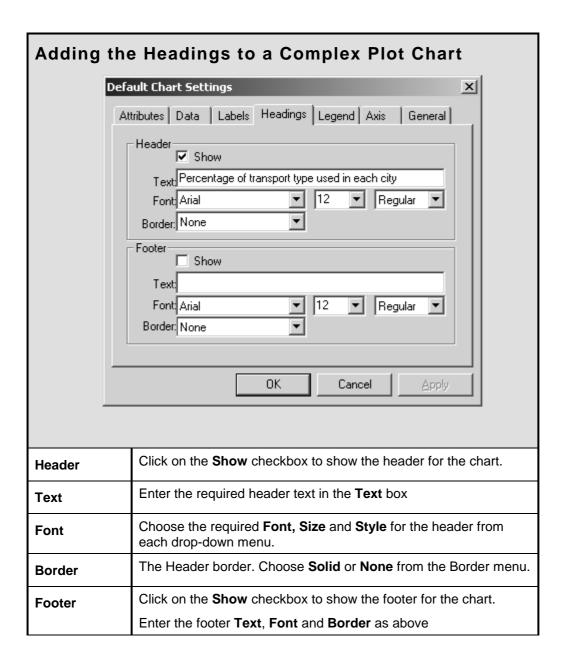


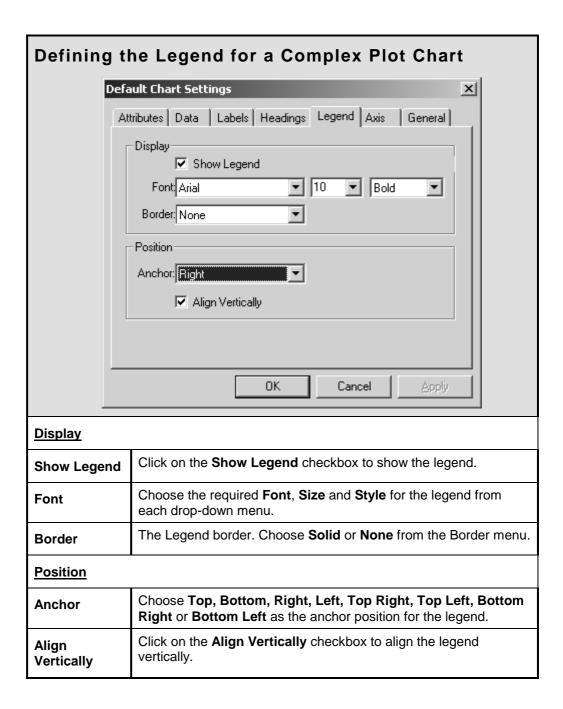
Horizontal and Vertical	The Horizontal and Vertical properties of dynamic chart elements can be set to Float or Resize according to data in the linked text block. (These options do not appear in the Default or View/Change dialogues in the Form Editor.)
	Refer to Chapter 10, 'Using Dynamic Form Elements' in the Paris Designer User's Manual.
Use Default Chart Attributes	If you are printing to a color printer and wish to print the chart in color, check the Use Default Chart Attributes checkbox. When you add the chart it will be displayed in color.
	NOTE: You cannot change the default color settings.

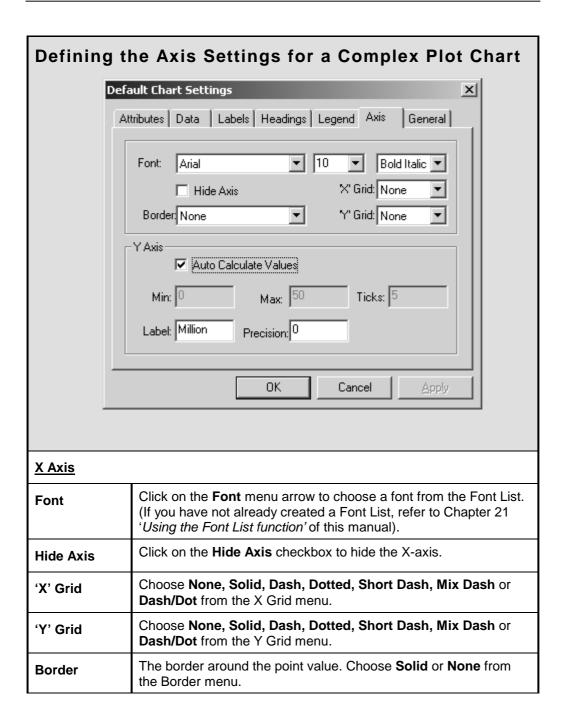


Attributes: Style	If you have chosen to display the chart in color, you do not need to define the style attributes.
	The attributes for each set can be defined as the style of line required: Solid, Broken or Dotted. Choose a different style for each set.
Remove Point	Click on the Remove Point button to remove a point from the set.
Add Set	Click on the Add Set button to add a set to the chart. Each set added will have the same number of points as the first set, with the same labels for each point. Enter the required value for each point in the added set.
Remove Set	Click on the Remove Set button to remove a set from the chart.

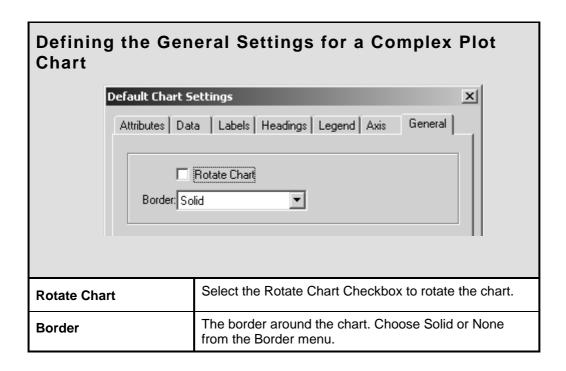


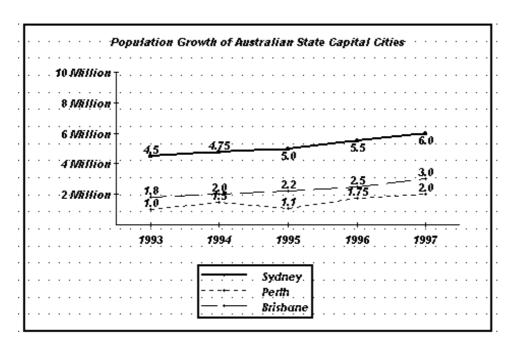




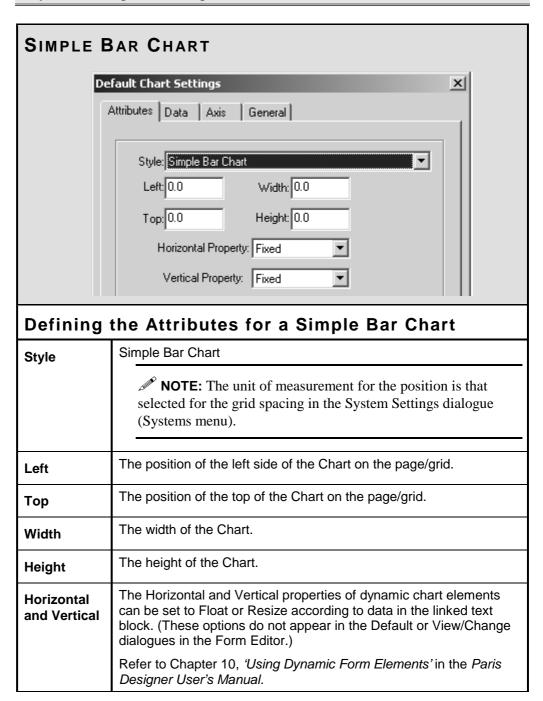


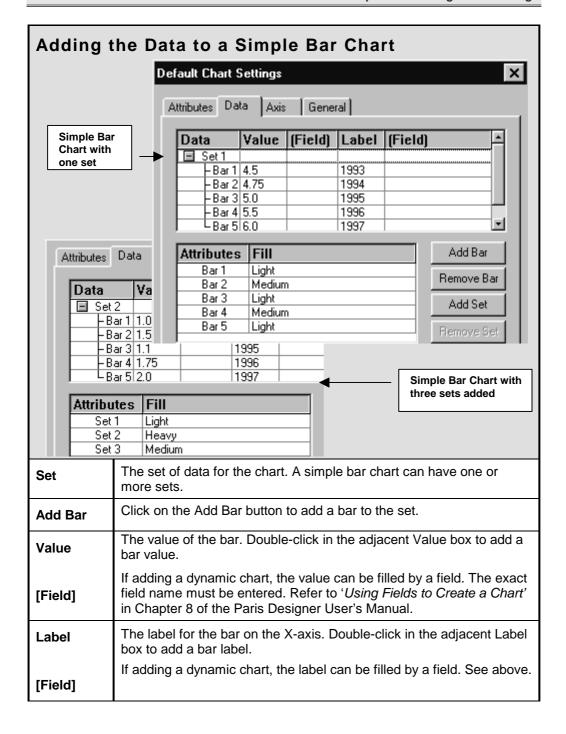
Y Axis	
Auto Calculate Values	Choose the Auto Calculate Values checkbox to automatically calculate the minimum and maximum values on the Y-axis and the number of ticks required.
	This is extremely useful in dynamic charts where variable data is being used and minimum and maximum values are not known, or with a broad data range where the actual minimum and maximum values will be automatically calculated.
	NOTE: ■
	The Min, Max. and Ticks boxes will be unavailable if this option is selected.
Min.	Enter the minimum value for the Y-axis in this box.
Max.	Enter the maximum value for the Y-axis in this box.
Ticks	Enter the number of ticks required on the Y-axis in this box.
Label	Enter a label for the ticks on the Y-axis.
Precision	Enter 0, 1 or 2 decimal places for the values on the Y-axis.





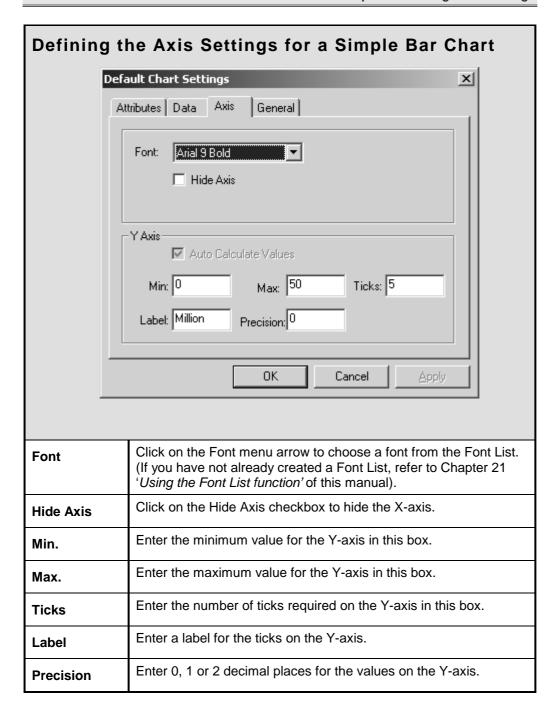
A Complex Plot Chart

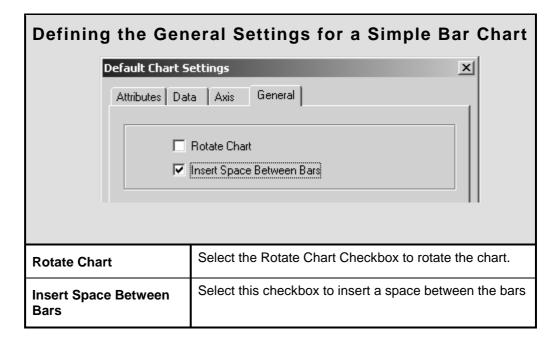


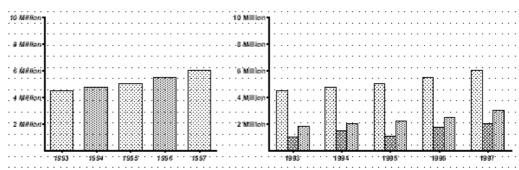


Chapter 19: Editing Chart Settings

Remove Bar	Click on the Remove Bar button to remove a bar from the set. The bar added last will be removed.	
Add Set	Click on the Add Set button to add a set to the chart. The Bars for each set added will have the same Labels as Set 1. Only the Values for each Bar will need to be added.	
Remove Set	Click on the Remove Set button to remove a set. The last set added (and all the bars within the set) will be removed.	
Attributes: Fill The fill attributes for each bar (if the chart has only one set) or (if the chart has multiple sets) can be defined as: Light, Mediu Heavy or Solid.		

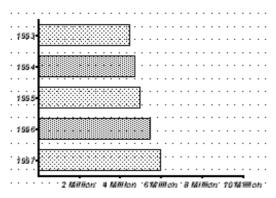




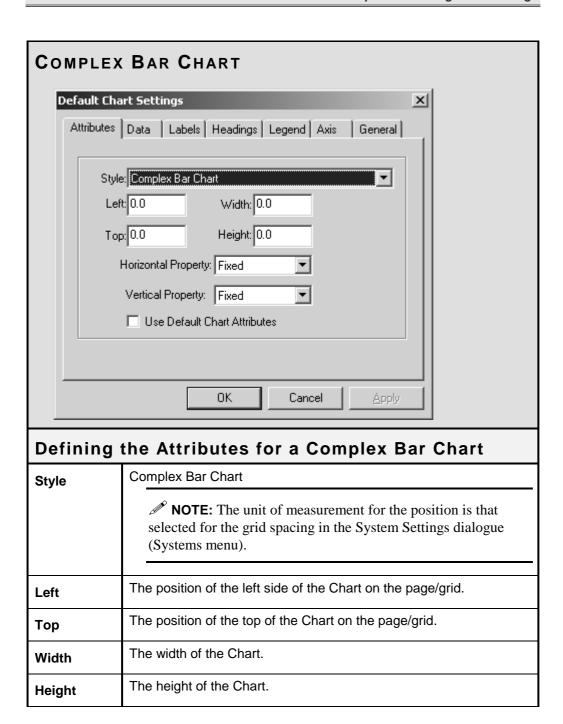


Simple Bar Chart (One Set)

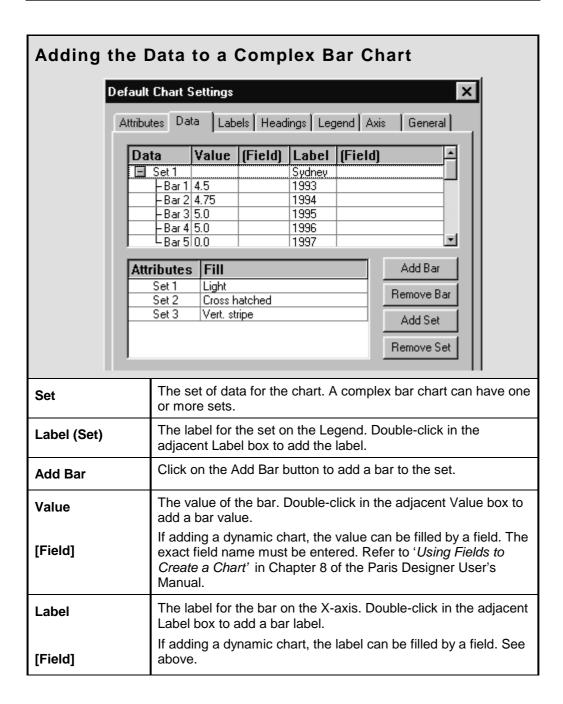
Simple Bar Chat (Five Sets)



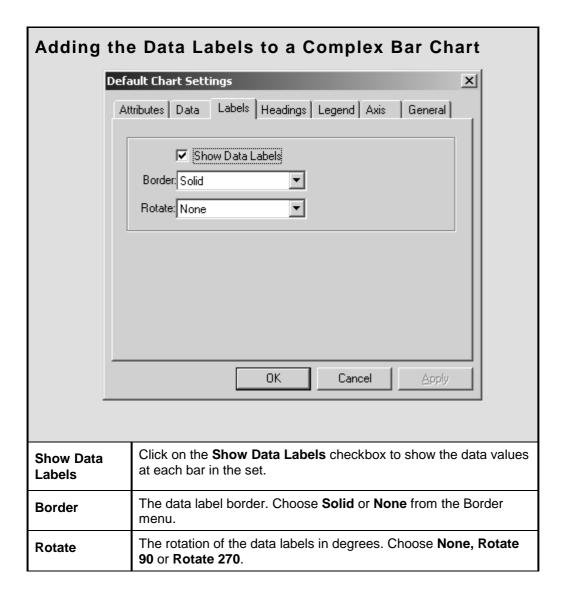
Simple Bar Chart Rotated

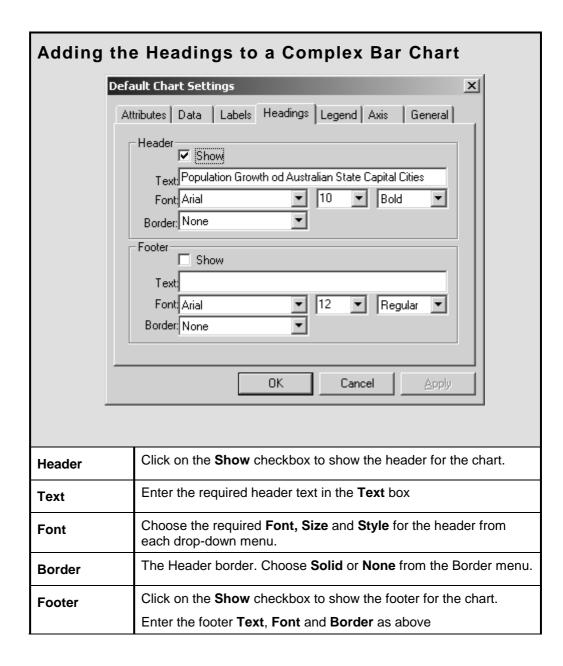


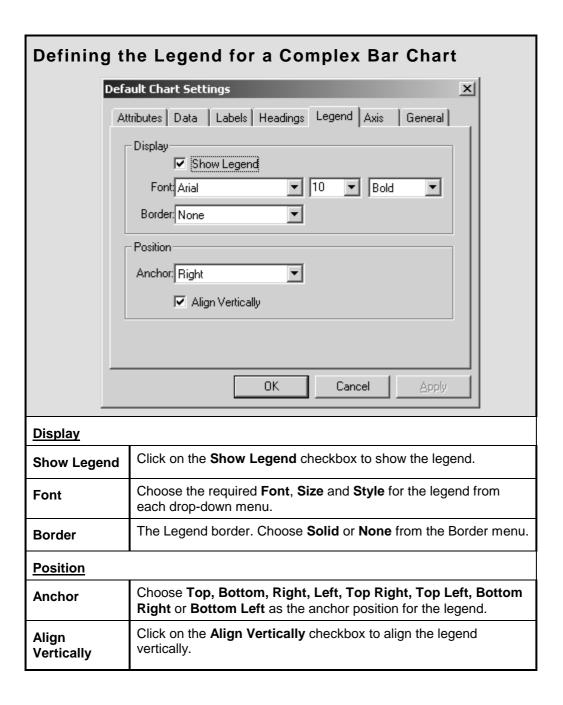
Horizontal and Vertical	The Horizontal and Vertical properties of dynamic chart elements can be set to Float or Resize according to data in the linked text block. (These options do not appear in the Default or View/Change dialogues in the Form Editor.)		
	Refer to Chapter 10, 'Using Dynamic Form Elements' in the Paris Designer User's Manual.		
Use Default Chart Attributes	If you are printing to a color printer and wish to print the chart in color, check the Use Default Chart Attributes checkbox. When yo add the chart it will be displayed in color.		
	NOTE: You cannot change the default color settings.		



Remove Bar	Click on the Remove Bar button to remove a bar from the set. The last added bar will be removed from all the sets.			
Attributes: Fill	If you have chosen to display the chart in color, you do not need to define the fill attributes.			
	If more than one set has been added to the chart, the Attributes column will display Set 1, Set 2 and so on.			
	The attributes for each set can be defined as the style of fill required:			
	Light, Horz. stripe, Diag. hatched, Horizontal, Medium, Vert. stripe, Cross hatched, Vertical, Heavy, 45 stripe, Forward diagonal Cross, None, 135 stripe, Back diagonal, Diagonal Cross Solid			
	Choose a different fill for each set.			
	NOTE:			
	If only one set is added, the Attributes will be displayed as Bar 1, Bar 2 and so on.			
Add Set	Click on the Add Set button to add a set to the chart. The Bars for each set added will have the same Labels as Set 1. Only the Values for each Bar will need to be added.			
Remove Set	Click on the Remove Set button to remove a set from the chart. The last added set will be removed.			







Defining the Axis Settings for a Complex Bar Chart Default Chart Settings Attributes | Data | Labels | Headings | Legend | Axis General ▼ 8 Font: Arial Bold Italic 🔻 'X' Grid: None ☐ Hide Axis Y' Grid: None Border: None Y Axis: ✓ Auto Calculate Values Max: 50 Ticks: 5 Precision: 0 Label: Million 0K Cancel X Axis Click on the Font menu arrow to choose a font from the Font List. (If **Font** you have not already created a Font List, refer to Chapter 21 'Using the Font List function' of this manual'). Click on the Hide Axis checkbox to hide the X-axis. **Hide Axis** Choose None, Solid, Dash, Dotted, Short Dash, Mix Dash or 'X' Grid Dash/Dot from the X Grid menu. Choose None, Solid, Dash, Dotted, Short Dash, Mix Dash or 'Y' Grid Dash/Dot from the Y Grid menu. The point value border. Choose **Solid** or **None** from the menu. **Border**

Y Axis			
Auto Calculate Values	Choose the Auto Calculate Values checkbox to automatically calculate the minimum and maximum values on the Y-axis and the number of ticks required.		
	This is extremely useful in dynamic charts where variable data is being used and minimum and maximum values are not known, with a broad data range where the actual minimum and maximu values will be automatically calculated.		
	NOTE:		
	The Min, Max. and Ticks boxes will be unavailable if this option is selected.		
Min.	Enter the minimum value for the Y-axis in this box.		
Max.	Enter the maximum value for the Y-axis in this box.		
Ticks	Enter the number of ticks required on the Y-axis in this box.		
Label	Enter a label for the ticks on the Y-axis.		
Precision	Enter 0, 1 or 2 decimal places for the values on the Y-axis.		

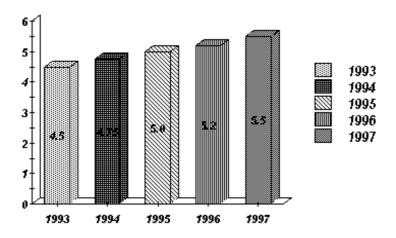
Defining the General Settings for a Complex Bar Chart Default Chart Settings X Attributes | Data | Labels | Headings | Legend | Axis General ☐ Rotate Chart ☐ Stacking Bars ☐ Percentage Border: Solid Width: 50 Cluster Overlap: 100 3D Effects Depth: 5 Inclination: 30 Rotation: 45 Select the Rotate Chart checkbox to rotate the chart. **Rotate Chart** Select the Stacking Bars checkbox to stack the bars in the sets. **Stacking Bars** The percentage option can only be used with Stacked Bar **Percentage** Charts. Select the Percentage checkbox to display the values on the Y-axis from 0 to 100%. The border around the chart. Choose Solid or None from the **Border** Border menu. In Complex and Stacked Bar Charts the Width option controls Width exactly how bars are spaced. Each set in a bar chart is called a cluster. The number of clusters determines the available *cluster space* on the X-axis. In a Stacked Bar chart there is only one bar per cluster. All Yvalues less than zero are stacked below the X-axis. The Width value entered is how much of the available cluster space should be occupied by all the sets. By default the Width is 50, i.e. 50% of the available space on the X-axis.

Cluster Overlap	In Complex Bar charts the Cluster Overlap option controls the spacing between the bars in the same cluster and is specified as a percentage of the bar's width.			
	NOTE:			
	This option has no effect on Stacked Bar charts or Complex Bar charts with 3D effects.			
3D Effects (See I	3D Effects (See NOTE above.)			
Depth	The apparent depth as a percentage of the chart's width. Enter the required value in the Depth box.			
Inclination	The eye's position above the X-axis, measured in degrees. Enter the required value in the Inclination box.			
Rotation	The number of degrees the eye is positioned to the right of the Y-axis. Enter the required value in the Rotation box.			

Each type of Complex Bar Chart is illustrated on the following pages.

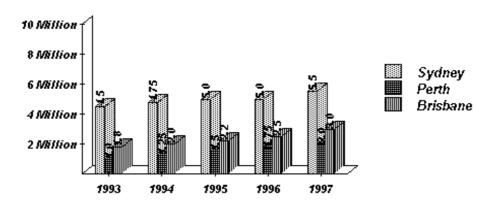
Complex Bar Chart with 1 Set

Population Growth of Sydney, 1993-1997



Complex Bar Chart with 5 Sets

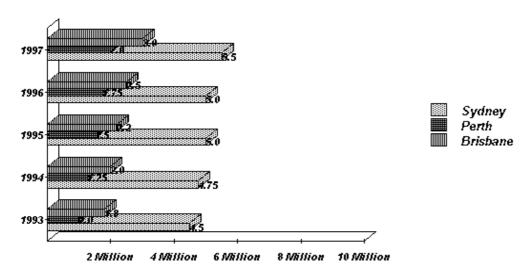
Population Growth of Australian State Capital Cities



Complex Bar Chart <u>without</u> the Auto Calculate Values checkbox selected (Data Labels are rotated 90 degrees)

Rotated Complex Bar Chart

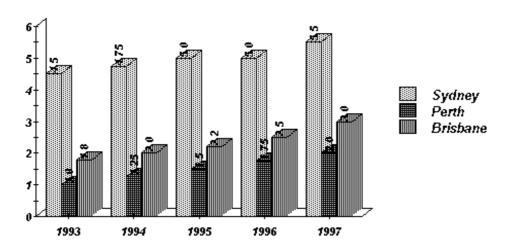
Population Growth of Australian State Capital Cities



Complex Bar Chart rotated (and Data Values rotated 90 degrees)

Complex Bar Charts with Width = 70%

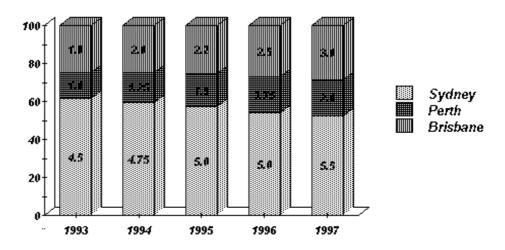
Population Growth of Australian State Capital Cities



Complex Bar Chart: Width = 70%, Data Labels rotated 90 degrees

Stacked Bar Chart

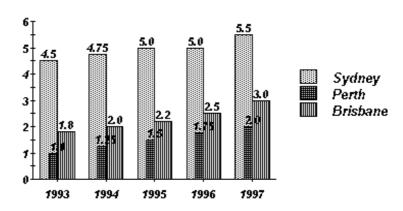
Population Growth of Australian State Capital Cities



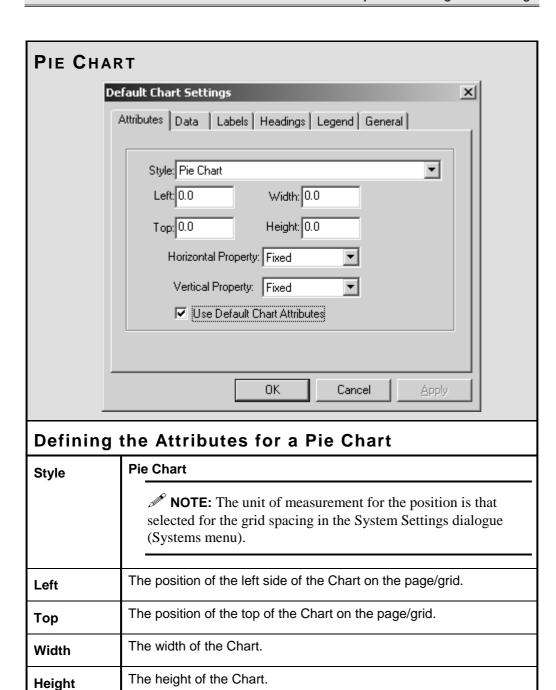
Stacked Bar Chart with Auto Calculate Values and Percentage selected

Complex Bar Chart with Cluster Overlap

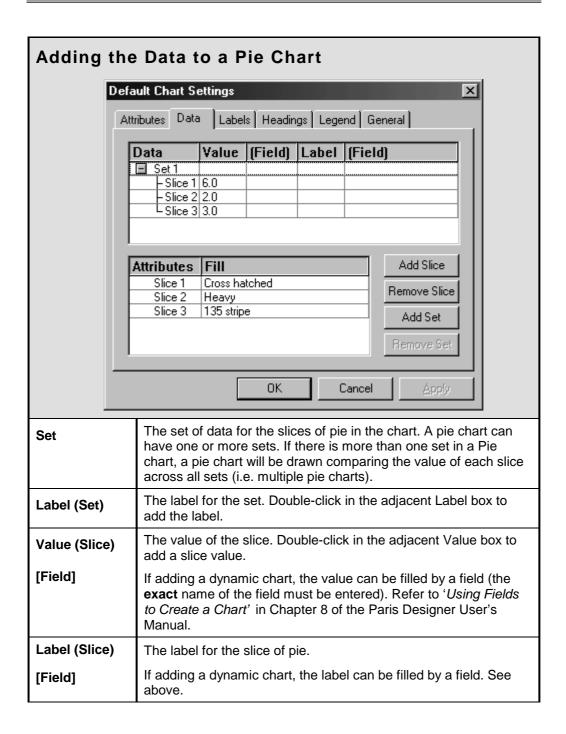
Population Growth of Australian State Capital Cities



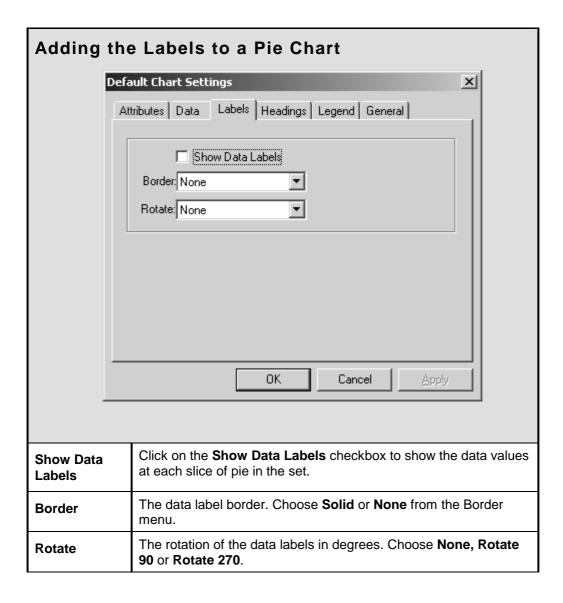
Complex Bar Chart: Width = 70%, Cluster Overlap = 50% (NO 3D Effects)

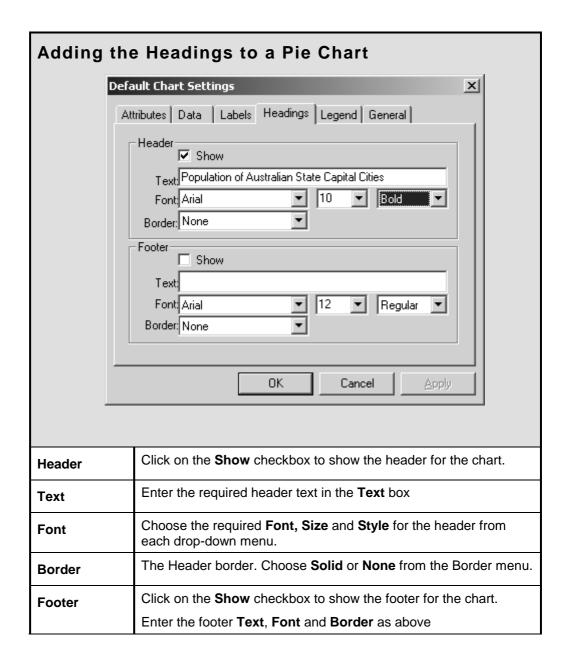


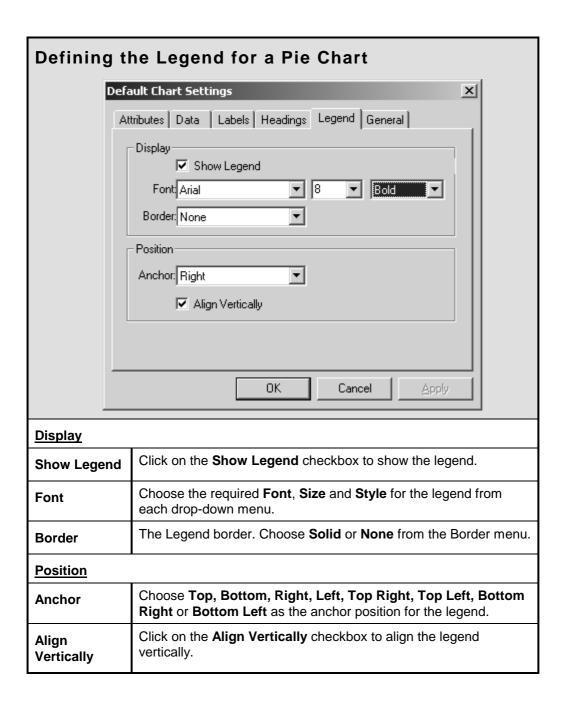
Horizontal and Vertical	The Horizontal and Vertical properties of dynamic chart elements can be set to Float or Resize according to data in the linked text block. (These options do not appear in the Default or View/Change dialogues in the Form Editor.) Refer to Chapter 10, <i>'Using Dynamic Form Elements'</i> in the <i>Paris Designer User's Manual.</i>	
Use Default Chart Attributes	If you are printing to a color printer and wish to print the chart in color, check the Use Default Chart Attributes checkbox. When you add the chart it will be displayed in color. NOTE: You cannot change the default color settings.	



Add Slice	Click on the Add Slice button to add a slice of pie to the set . NOTE: If only one set is added to the pie chart, the Data column will display Slice 1, Slice 2 and so on for each added pie.			
Remove Slice	Click on the Remove Slice button to remove a slice of pie from the set. The last added slice will be removed from all sets.			
Add Set	Click on the Add Set button to add a set (pie). Each set added will have the same number of slices and labels as the first set. Only the Values for each slice will need to be added.			
Remove Set	Click on the Remove Set button to remove a set (pie). The last added set will be removed.			
Attributes: Fill	If you have chosen to display the chart in color, you do not need to define the fill attributes. The attributes for each set can be defined as the style of fill required: Light, Horz. stripe, Diag. hatched, Horizontal, Medium, Vert. stripe, Cross hatched, Vertical, Heavy, 45 stripe, Forward diagonal Cross, None, 135 stripe, Back diagonal, Diagonal Cross Solid Choose a different fill for each set. NOTE: If only one set has been added to the pie chart, the attributes will be displayed as Slice 1, Slice 2 and so on.			



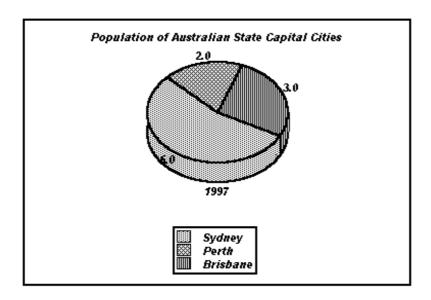




Defining the General Settings for a Pie Chart Default Chart Settings × Attributes | Data | Labels | Headings | Legend General Border: None • Order: Data Order 'Other' Slice Method: Percentile Value: 0.1 ▼| Label: Other 3D Effects Depth: 5 Inclination: 45 OΚ Cancel The border around the chart. Choose **Solid** or **None** from the Border **Border** menu. The value order of the slices of pie. Choose Data Order, Ascending Order or **Descending**. The slices are presented clockwise. 'Other' Slice The 'Other Slice' option provides **Method** and **Value** thresholds to determine which values will be displayed within their own slice, and which will contribute to the other slice. Options available are None, Cut Off and Percentile. **Method** If **None** is chosen, the Other Slice Option does not apply. None If Cut Off is chosen, all data values which have a percentage of the total less that the set threshold Value are grouped into the other **Cut Off** slice. If Percentile is chosen, as many as the smallest data values as necessary are grouped into the other slice so that it is less than or equal to the threshold Value percent of the total. Percentile

<u>Value</u>	The Value entered is the threshold value which determines the creation of the <i>other</i> slice and which pie values will be included in the slice.		
	If the Value is set to 0.0, the creation of the <i>other</i> slice will be disabled.		
Label	By default, the other slice is labeled 'Other'. A more appropriate label can be applied if required.		
3D Effects			
Depth	The apparent depth as a percentage of the chart's width. Enter the required value in the Depth box.		
Inclination	The eye's position above the X-axis, measured in degrees. Enter the required value in the Inclination box.		

The example below shows a Pie Chart with one point in each set. For further examples, refer to '*Using the Chart Tool*' in Chapter 11 of the Paris Designer Manual.



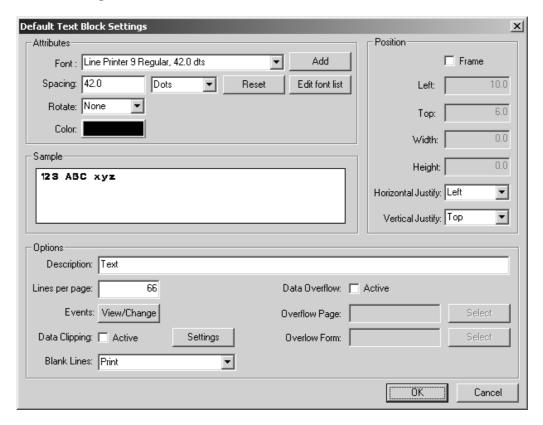
EDITING TEXT BLOCK SETTINGS



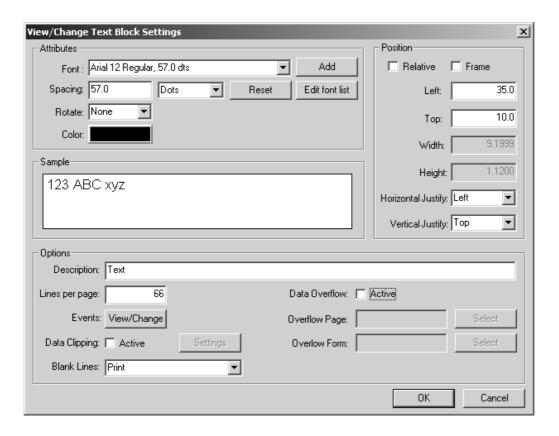
Text Blocks can only be added in the Environment Editor.

To use the options within the Default Text Block Settings and View/Change Text Block Settings dialogues, the same processes are required.

The use of each Text Block Settings dialogue to create text blocks in an environment is described in detail in *Creating Text Blocks* in Chapter 3 of the *Paris Designer User's Manual*.

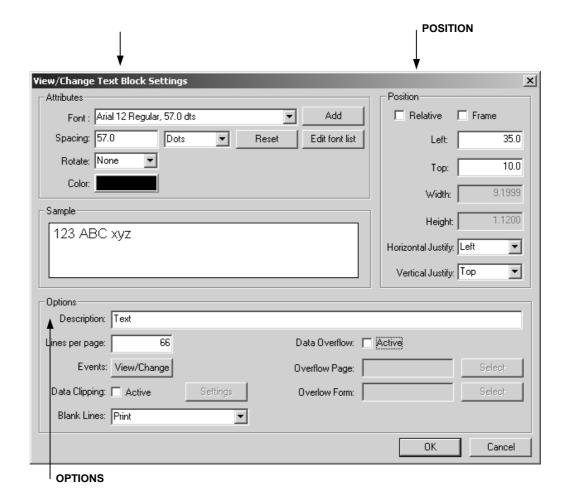


→ Text Block ⇒ View/Change Text Block Settings dialogue



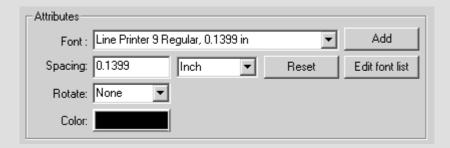
TEXT BLOCK SETTINGS

The Text Block Settings dialogue is separated into three sections, Attributes, Position, and Options. The View/Change Text Block dialogue has the additional option 'Relative' in the Position section of the dialogue.



Editing the settings for each is described on the following pages.

SETTING THE TEXT BLOCK ATTRIBUTES



Setting the Font Attributes

Font

The font displayed in the font field is the current font for the text block. To change the font, use the arrow adjacent to the Font field to display the font list and select a font.

NOTE: Editing the font in a text block is explained in *'Changing the Font'* in Chapter 5 of the *Paris Designer User's Manual*.

Spacing

The Spacing fields show the font's vertical line spacing and the unit of measurement for the line spacing.

Use the arrow adjacent to the Spacing field to display the units of measurement list. The options are:

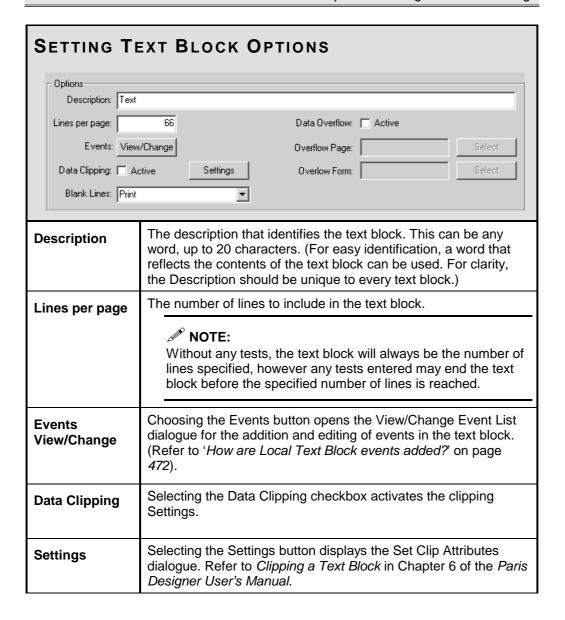
Inches; Centimeters; Dots: 1/300 of an inch (or 300 dots per inch); Points: 1/72 of an inch (a standard unit of measure for typeface sizes); per Inch; per Centimeter

NOTE: The measurement selected should conform to the grid settings selected for the environment (refer to 'Setting the Grid Line Spacing' in Chapter 3 of the Paris Designer User's Manual).

Add	The Add button allows you to add a font to the font list. Click on the Add button to display the Select Font dialogue. (Refer to 'Creating a Font List' in Chapter 21). NOTE: The number of fonts and styles used in a job should be kept to the minimum possible. It is advisable to delete any unwanted fonts from the font list. See Edit Font List, below.		
Edit Font List	The Edit Font List button displays the View/Change Font List dialogue. This dialogue allows you to view and change the font list. (Refer to <i>Editing the Font List</i> on page <i>516</i>).		
Reset	Choosing the Reset button will restore the unit of measurement (not the size) for the currently displayed font to the default measurement setting.		
Rotate	Use the arrow adjacent to the Rotate field to display the rotate list. The rotate list provides you with the option to rotate the font in 90 degree steps (90, 180, 270).		
Color	The color of the text in a text block can be set. Choosing the Color selector opens the standard Color Palette dialogue. The function of this dialogue is described in <i>Part Four: Common Functions in the Paris Designer.</i>		
Sample	A sample of the currently selected font is displayed in the Sample box. Sample 123 ABC xyz		

SETTING THE TEXT BLOCK POSITION Position: ☐ Relative ☐ Frame 34.5 Left: 7.5 Top: 13,4666 Width: 6.8200 Height: Horizontal Justify: Left ▾ Vertical Justify: Top • Placing a frame around a text block allows the text to be justified in **Frame** the frame. When the Frame check box is selected, the Width and Height fields are activated. The position of a text block on a page is displayed in relation to the **Left and Top** left and top of the page. The zero point for the X-Y co-ordinates is the top left corner of the current document. The print position for the first letter or digit in the text element is the position displayed in these fields. The dimensions for the text block's frame are entered in the Width Width and and Height fields. Height Horizontal Justification can be set to Left, Right or Center. Horizontal Left: Aligns text to the left side of the frame. Justify Right: Aligns text to right side of the frame. Center: Centers text on the vertical axis of the text frame. NOTE: Horizontal and Vertical Justification do not work unless the Frame checkbox is active.

Vertical Justify	Vertical justify aligns text to the Top, Bottom , or Center of the frame.		
Relative	The 'Relative' option allows you to set up a text block with a position on the page that is relative to the length of the previous text block.		
		Position	
		Relative Frame	
		Left: -0.5	
		Тор: 1.6799	
		Width: 6.3666	
		Height: 0.8199	
	When the checkbox is block, it block to relative to the las	Horizontal Justify: Left Vertical Justify: Top st line of the previous text blo	'Relative' selected for a text allows the text 'float' vertically ock.
	The 'Relative' option is particularly useful when used in combination with blank line handling (refer to 'Blank Lines' in 'Setting Text Block Options' that follows). For example, a Name & Address text block (TEXT BLOCK 1) with blank lines can be compressed using blank line handling. In the following text block (TEXT BLOCK 2) the 'Relative' option can be selected to enable it to float up and down relative to the last line of the previous text block (TEXT BLOCK 1).		



Blank Lines

The Blank Lines option allows blank line (i.e. lines with no printable characters in the printable range) to be handled differently to non-blank lines.

The options for Blank Lines are: **Print**; **Remove**; **Move to Top** and **Move to Bottom.**

Print: The line is treated normally

Remove: The line is removed in the editor and at print time. Any special conditions such as font changes or spacing character are still honored.

Move to Top: The blank line/s are moved from their current position in the text block to the top.

Move to Bottom: The blank line/s are moved from their current position in the text block to the bottom.

Used in combination with the 'Relative' option, blank line handling is particularly useful.

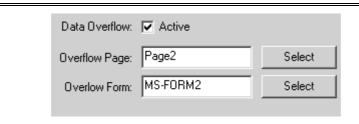
Using the Text Block Data Overflow option

The Data Overflow option allows you to define the form and page definition to be used when a text block overflows. This is an extremely useful option that is also very simple to use.

For example:

Imagine you have a statement type application that is normally one page, but can sometimes go to multiple pages. The single page format might contain the address details, a list of transactions and a payment advice.

When there are too many transactions to fit the single page format, you normally want the continuation page to be a different layout, in other words you would want to invoke a different set of rules in an overflow situation.



When the 'Data Overflow' option is activated, Paris counts the number of lines for this text block as usual, then when the maximum number of lines for the text block is reached, it goes into its overflow processing loop. The software goes to a new page and uses the selected Overflow Page (pagedef) and Overflow Form to format the subsequent pages.

Setting the Text Block Data Overflow option

	•
Data Overflow: Active	Selecting the Active checkbox activates the Select buttons for Overflow Page and Overflow Form.
Overflow Page: Select	Clicking on the Select button for the Overflow Page option will display the Select Page Def. dialogue for selection of the required pagedef.
Overflow Form: Select	Clicking on the Select button for the Overflow Form option will display the Select/Enter File To Load dialogue for selection of the required form

ADDING LOCAL TEXT BLOCK EVENTS

Events added to a text block (local text block events) are output events that allow you to specify changes that are to take place within the text block. They will not affect other text blocks.

Unconditional and Conditional events

A local text block event can be an unconditional event (which operates on specific character or line ranges within the text block), or a conditional event (which occurs only when set test conditions are met).

Each type of conditional test that can be applied to an event, and the use of the View/Change Test dialogue is described in the section *Using Tests* in Chapter 7 of this manual.

How are Local Text Block events added?

Events are added to a text block by displaying the View/Change Text Block Settings dialogue for the text block and selecting the Events button from the dialogue.

In the View/Change Event List dialogue that is displayed, the type of event to be added is then selected from the drop-down menu. The types of Local Text Block events are:

- Data Change events
- Update Field events
- Change Form events
- Change Back Form events
- Select Device Features events (see **NOTE** below)

NOTE: Select Device Features events are specific events that allow the user to insert code to activate device specific features such as stapling, binding, collating, folding and so on.

The use of these events requires a thorough understanding of the workings of PostScript commands, including the manual editing of XPD files, the use of syntax and so on. Refer to Appendix D, 'Device Specific Features in the Paris System' of this manual.

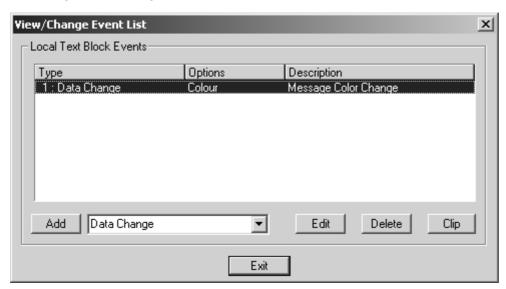
HOW ARE DATA CHANGE EVENTS USED?

Data Change events are extremely useful in the design of an environment and can be used to change the color, font, text, tabs, columns and letter case of selected data within a text block. Where and when the selected data is to be changed can also be determined.

How is a Data Change Event added?

A Data Change event can be added:

- 1. From the View/Change Event List dialogue, which is displayed by selecting the Events button from a Text Block Settings dialogue, or
- 2. By placing the cursor in a text block and pressing Ctl+F to display the Data Change Event dialogue.



From the View/Change Event List dialogue

Choose Data Change from the drop-down menu, then click on the Add button to display the Data Change Event dialogue.

By using the CtI+F keys

Use the Edit tool to place the cursor in the text block at the position where the event is to be added (this will be displayed in the Status Bar).

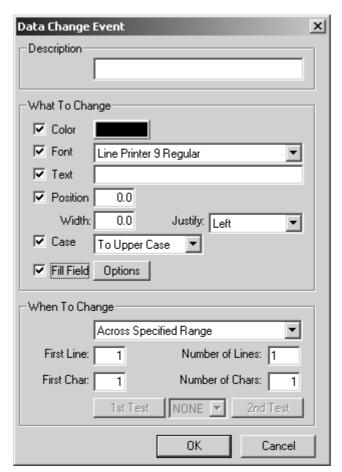
Press Ctl+F. The Data Change Event dialogue will be displayed.

What can be changed with a Data Change event?

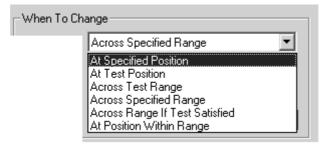
The color, font, text, tab and column position and case of data can be changed by the use of a Data Change event as well as the field. This is achieved by choosing the required 'What To Change' option from the Data Change Event dialogue.

If more than one 'What To Change' option is to be applied to selected data (the same position and range etc.), each option does not have to be applied as individual Data Change Events, but can be applied in the one event. For example, if the Color, Text and Case of selected data is to be changed it can be done in the one event. (Refer to the example on page 493.)

To have the required tab position or column position and width appear in the Data Change Event dialogue when it is displayed, use the method of placing the cursor and using the Ctl+F and Ctl+M keys. (Refer to the example on page 488.)



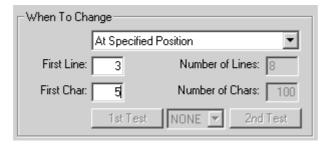
When can changes be made with a Data Change event?



The 'When To Change' drop-down menu in the Data Change Event dialogue displays the options for when and where the changes are to take place and are related to line and character positions and ranges in the text block.

The options increase in complexity from the first option in the list, "At Specified Position', to the final option, 'At Position Within Range'. Depending on the option chosen, the Line and Character fields and Test buttons are activated.

At Specified Position



The event takes place from the specified line and column position and will remain in effect until the end of the text block or until the next event. For example, it could be the character in the 5th column in the 3rd line in the text block (First Line:3, First Char: 5).

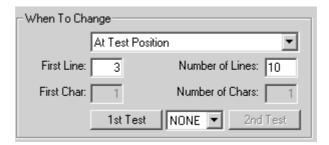
No tests are used with this option.

This option requires:

• First Line and First Char to be specified

- Insert text at a known position (line number and column number)
- Make a permanent change 'from this point on...' (such as a font or color).

At Test Position



This option is similar to the 'At Specified Position' option, however the 'First Char' is determined by a test. If the test conditions are met, the event will take place from this position and will remain in effect to the end of the text block or another event.

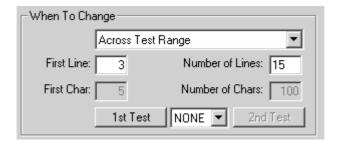
The search is only conducted over the specified line range, however the result will continue to the end of the text block.

This option requires:

• First Line and Number of Lines to be specified

- Search for and replace one word with another (Search and Replace)
- Search and Change (font, color and so on) when the change location is not known.

Across Test Range



This option tests the characters within a range of lines. The event takes place if the test conditions are met and the characters will be changed according to the 'What To Change' settings. The change is only applied to the characters specified in the test

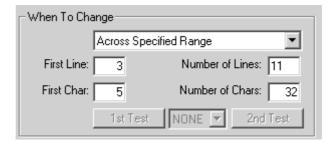
This test option is used to change characters, if the characters to be changed are the characters being tested. It is used in situations where the line range is known, but the character position is variable.

This option requires:

• First Line and Number of Lines to be specified

- Search and Replace
- Highlight text by test (change font/color)

Across Specified Range



This option is used to identify a column within your data. The width and position of the column (in characters) is defined by the 'First Char' and 'Number of Chars'. The line range is specified by the 'First Line and 'Number of Lines'. The event takes place across the range of lines and characters specified.

For example, it could be a range of 11 lines (from the 3rd line to the 13th line), in a column 32 characters wide (from the 5th character the 36th character). First Line: 3, Number of Lines: 11, First Character: 5, Number of Chars: 32).

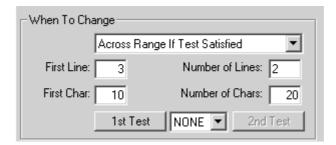
No tests are used with this option.

This option requires:

• First Line and Number of Lines and First Character and Number of Characters to be specified

- create columns for justification,
- overprint text down a given column,
- to make font/color changes in a given column.

Across Range If Test Satisfied



This option is similar to the 'Across Specified Range' option, however it is only applied to lines that satisfy the test. If the test conditions are met, the event takes place across the specified range of lines and characters.

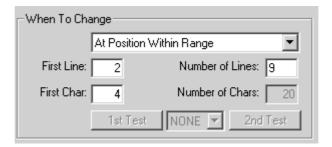
This option requires:

• First Line and Number of Lines and First Character and Number of Characters to be specified,

and can be used to:

• change characters that are separate from the characters being tested (as the option allows the test characters and event character to be different).

At Position Within Range



The event takes place at a given character position within a range of lines. For example, the 4th character in each line from the second to the tenth line. (First Line: 2, Number of Lines: 9, First Char: 4).

If the event is used to insert a tab at a given position, the change will take place at that position in each line in the range.

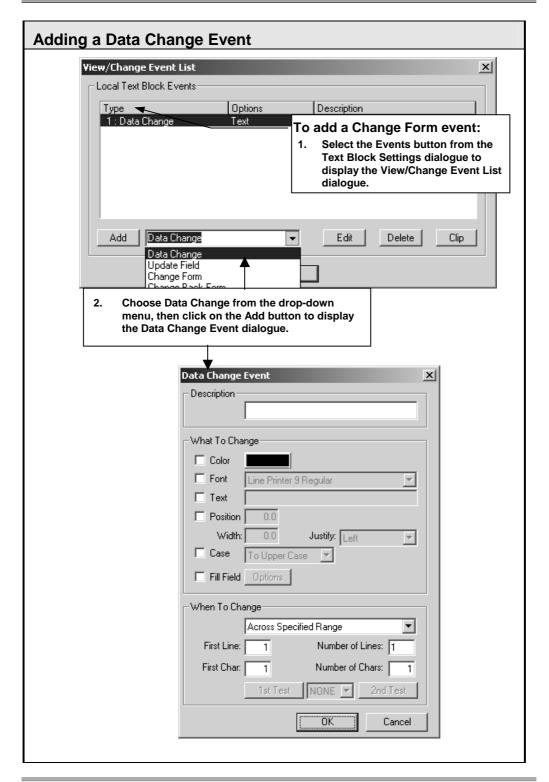
If the event is used to change the font/color at a given position, the change will take place from the given position to the end of the line, then each <u>entire</u> subsequent line to the end of the text block or another event.

No tests are used with this option.

This option requires:

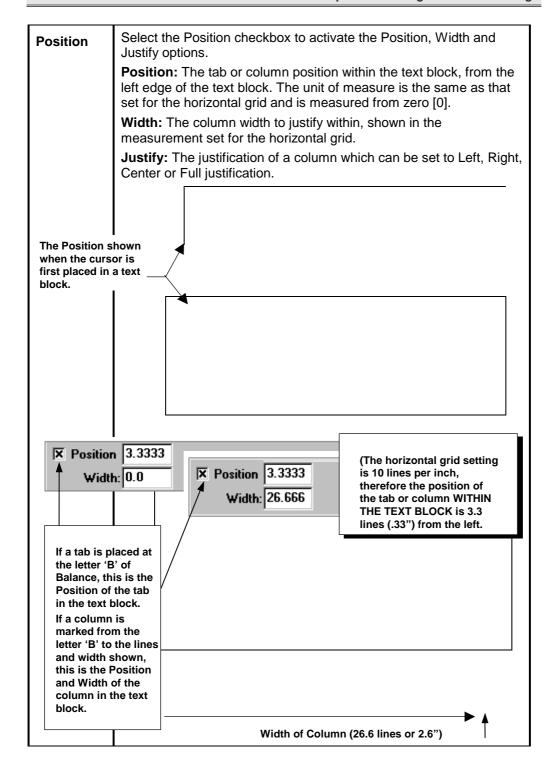
• First Line and Number of Lines and First Character to be specified,

- Insert text/tab at a given position, or
- Insert text/tab 'from this point on...'.
- Change font/color 'from this point on...'.



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Description: Description Enter a description of the event. What To Change What To Change: Color Color ☐ Font Line Printer 9 Regular ☐ Text Position [Width: Justify: Left To Upper Case Fill Field Options To change the color of selected data, select the Color checkbox, then Color click on the Color Selector to display the standard Color Palette. The function of this dialogue is described in Part Four: Common Functions in the Paris Designer. Select the Font checkbox to activate the drop-down menu. **Font** Select the required font from the menu. (If the required font is not in the Font List, it can be added. Refer to Adding Fonts to the Font List on page 513). Select the Text checkbox to activate the Text field. **Text** Enter the text required to overprint the specified data. **NOTE:** The Text field can also be used to insert a field's value. Refer to Select the Case checkbox to activate the Case list of options: Case To Upper Case (UPPER CASE); To Lower Case (lower case); To Title Case (Title Case); Toggle case (tOGGLE cASE); To Sentence Case (This is sentence case). Select the required case from the list. NOTE: A Data Change Event to make any CASE changes to text can only be used for text in the English language.



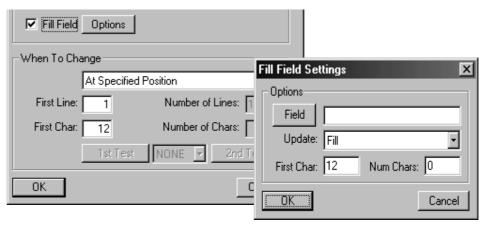
Inserting a field into a text block (Method 1)

Fill Field

The Fill Field option in the Data Change event dialogue can be used to insert a field's current value into a text block.

→ To insert a field's value:

- 1. Select the Edit tool, then click on the required text block and place the cursor at the position for insertion of the field.
- **2.** Press **Ctl+F** to display the Data Change Event dialogue. The selected position will be displayed 'At Specified Position' and the First Line and First Char.



- **3.** Click on the Fill Field checkbox to activate the Options button.
- **4.** Click on the 'Options' button to display the Fill Field Settings dialogue then click on the Field button in the dialogue to display the field list.
- **5.** Choose the required field from the list then choose OK. (If necessary, refer to *'The Fields function'* in Chapter 5 of this manual for instructions on adding and filling fields.
- **6.** Choose OK to return to the Environment Editor. The inserted field will be displayed in the text block.
- 7. Click on the **Right** mouse button to exit Edit mode.

NOTE:

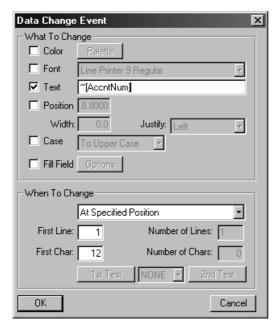
An alternative method of inserting a field into a text block can also be applied to a Data Change event. This is described on the following page.

Inserting a field into a text block (Method 2)

→ To insert a field's value:

- 1. Select the Edit tool, then click on the required text block and place the cursor at the position for insertion of the field.
- **2.** Press **Ctl+F** to display the Data Change Event dialogue. The selected position will be displayed 'At Specified Position' and the First Line and First Char.
- **3.** Select the 'Text' checkbox, then click in the adjacent box to place the cursor.
- **4.** Enter the text string in the EXACT format: ~[fieldname]. This inserts the field's contents.

For example, if you had created a field named AccntNum, you would enter: ~[AccntNum]



- **5.** Choose OK to return to the Environment Editor. The inserted field will be displayed in the text block.
- **6.** Click on the **Right** mouse button to exit Edit mode.

NOTE: Using Method 2, more than one field can be inserted.

Deleting a field inserted into a text block

To delete an inserted field:

EITHER:

- **4.** Click on the Edit tool then click on the text block that contains the inserted field.
- **5.** Move the cursor to the insert position of the field which will be displayed in the Status Bar as [**Field=fieldname**].
- **6.** Press the **Del** key.

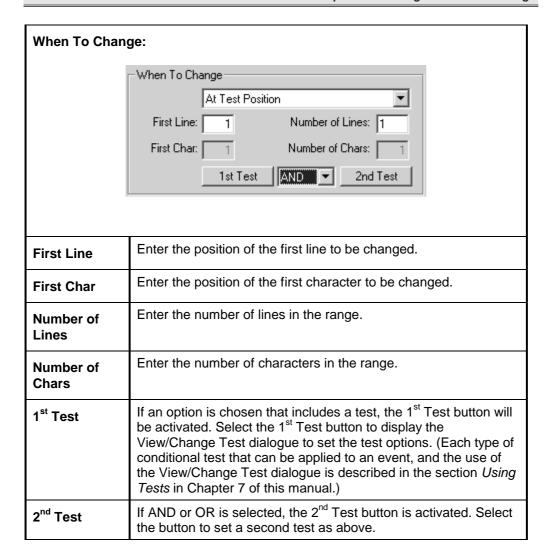
→ **NOTE:** You cannot delete the field if you have placed the cursor WITHIN the field.

OR:

- **5.** Choose the View Tool then click on the text block that contains the inserted field. The View/Change Text Block Settings dialogue will be displayed.
- **6.** Click on the Events button to display the View/Change Event List.
- 7. Select the Data Change event from the list that contains the inserted field.
- **8.** Press the **Delete** key.

҈ ТІР

To check the contents of the Data Change event before deletion, click on the Edit button.



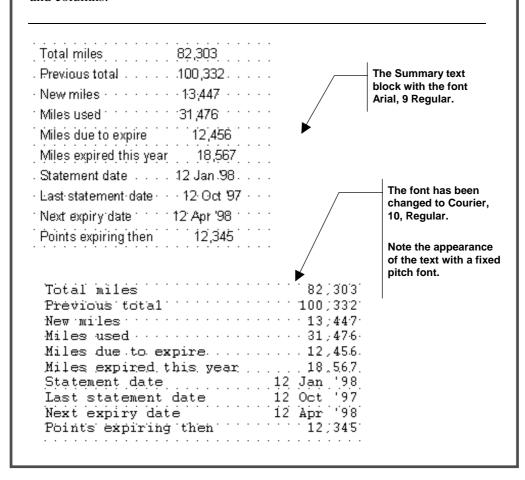
Example (1): Using a Data Change Event to set the columns in a text block

In this example, we are going to set the columns in Text Block 3, 'Summary' of our environment.

The font in the text block is currently Arial 9, Regular.

√ TID

Before setting the columns in a text block, unless the font in the text block is already a Fixed Pitch font, it is often useful to change the font to a Fixed Pitch font such as Courier. This gives you a useful guide to setting your tabs and columns.



To set the first column in the 'Summary' text block:

3. Use the arrow keys to move the cursor across and down the text block to highlight the text to be within the column.

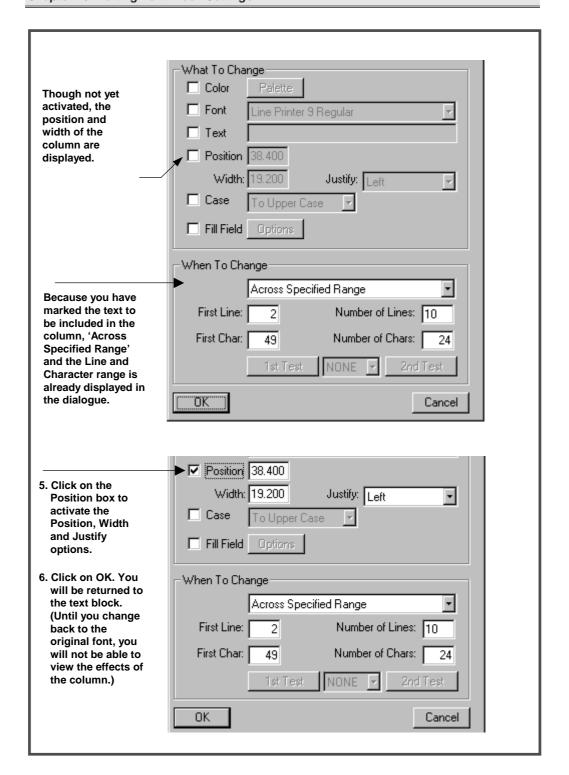
(As you move the cursor the marked text will be highlighted in Red.)

4. Once the required text has been highlighted, press Ctl+F to display the Data Change Event dialogue.

>
Total miles 82,303
Prévious total : : : : : 100;332
New miles 13;447
···· Miles used ····· ··· ··· · · · · · 31,47.6
Miles due to expire 12,456.
Miles expired this year 18.567.
Statement date 12 Jan '98
Last statement date ▼ 12 Oct '97
Next expiry date 12 Apr '98
Points expiring then 11 2,345

NOTE

If you are setting a tab rather than a column, place the cursor at the required tab position and press Ctl+F, without marking any text.



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To set the second column in the 'Summary' text block:

- With the Edit tool still selected, place the cursor in the required position in the text block.
- 2. Press Ctl+M to mark the text in the column.

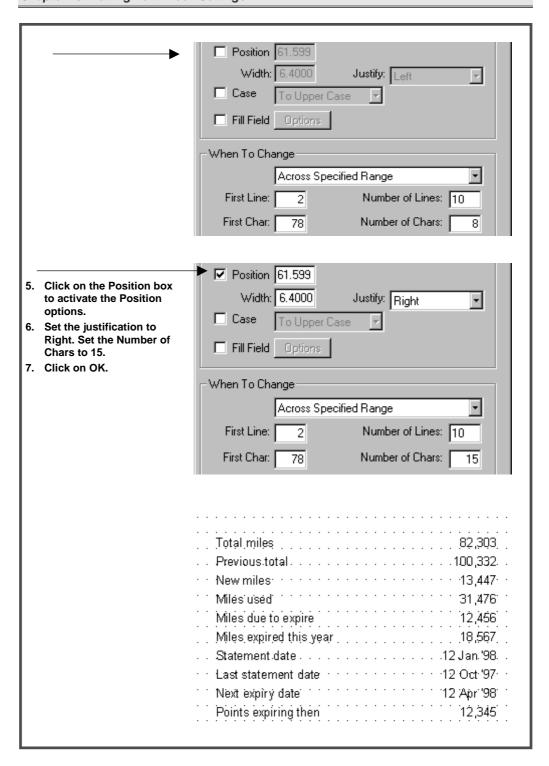
Total miles 82,303 Prévious total 100,332 New miles 13,447 Miles used 31,476 Miles due to expire 12,456 Miles expired this year 18,567
Statement date
Last statement date → 12 Oct '97 Next expiry date 12 Apr '98 Points expiring then 12 345

3. Use the arrow keys to move the cursor across and down the text block to highlight the text to be within the column.

(As you move the cursor the marked text will be highlighted in Red.

4. Once the required text has been highlighted, press Ctl+F to display the Data Change Event dialogue.

Total miles 111111111111111111111111111111111111
Prévious total 100,332
New miles
Miles used · · · · · · · · · · · · · · · 31,47.6
Miles due to expire
Miles expired this year 18,567.
Statement date
Last statement date 12 Oct '97
Next expiry date 12 Apr '98
Points expiring then 112,345
1



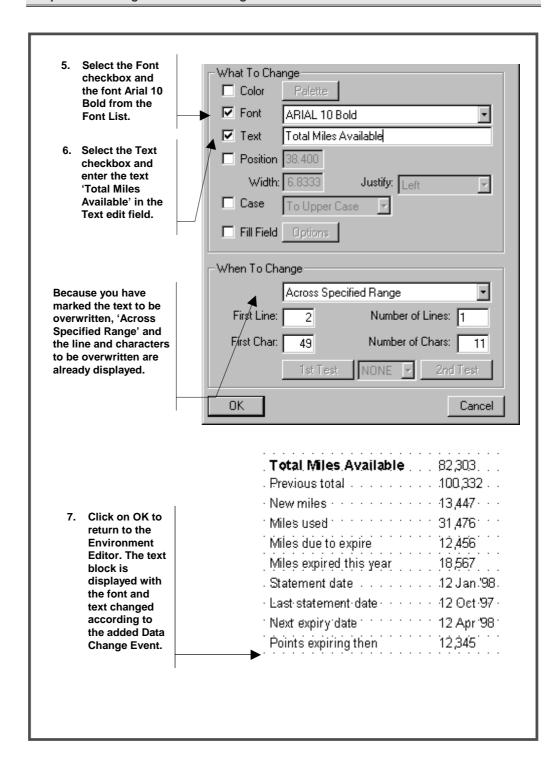
Example (2): Using a Data Change Event to change the font and text

- Select the Edit tool and place the cursor in the required position in the text block.
 The position is displayed in the status bar.
- 2. Press Ctl+M to mark the text to be overwritten.

Total miles 82,303
. Previous total
· New miles · · · · · · · · · · 13,447 · · ·
' Mile's used ' ' ' ' ' ' ' ' ' ' 31,476' ' '
Miles due to expire 12,456
Miles expired this year 18,567
. Statement date
· Last-statement-date · · · · · · · · 12 Oct ·97 ·
* Next expiry date * * * * * * * 12 Apr 98 *
Points expiring then 12,345

- 3. Using the right arrow key, mark the text 'Total Miles'.
- 4. Press CtI+F to display the Data Change Event dialogue.

Total miles 82,303
. Previous total
New miles 13,447
: Miles used : : : : : : : : : : : : : : : : : : :
Miles due to expire 12,456
Miles expired this year 18,567
. Statement date
· Last-statement-date · · · · · · · · 12 Oct ·97 · · ·
Next expiry date : : : : : : 12 Apr 98 : : :
Points expiring then 12,345

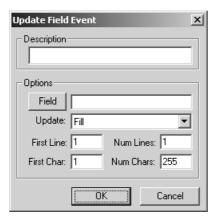


HOW ARE UPDATE FIELD EVENTS USED?

Update Field events are used to fill or increment the current value of a field by loading data from the printstream into the specified field. An Update Field event is added to the text block from which the data is to be extracted.

▲** WARNING!

In the design of an environment, Update field events must be added to a text block **before** Data Change events are added.



The printstream data to be used to fill or increment a field is specified in the Update Field Event dialogue. When extracting the data from the printstream, the options to 'Update' a field are Fill and Increment.

- A 'Fill Field' event will replace the current contents of the field with the specified data. This becomes the Current Value of the field and replaces any previous value.
- An 'Increment Field' event will add the specified data to the current value of the field. By specifying a line range it is possible to total a column.

NOTE:

'Increment' is normally only possible on Numeric fields.

The Fields function is described in detail in Chapter 5, 'Functions in the Environment Menu' of this manual and in Chapter 8, 'Using Fields' of the Paris Designer User's Manual where examples are also given.

Adding an Update Field Event

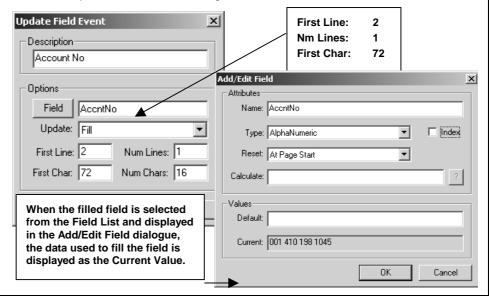
Before you add an Update Field event, you need to know the position in the text block of the data to be extracted so that you can enter these details in the Update Field Event dialogue.

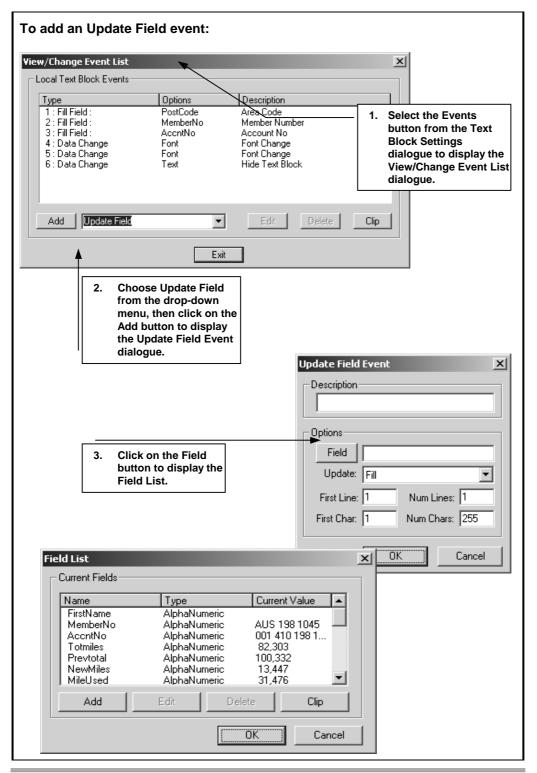
- 1. Select the Edit tool and click on the text block containing the data to be extracted.
- **2.** Position the cursor at the first character of the data. The Status Bar will display the position (Line and Column number) of the first character.
- **3.** Move the cursor to the end character of the data. You can either count the characters as you move the cursor, or subtract the column number of the end character (displayed in the Status Bar) from that of the first character.

For example:

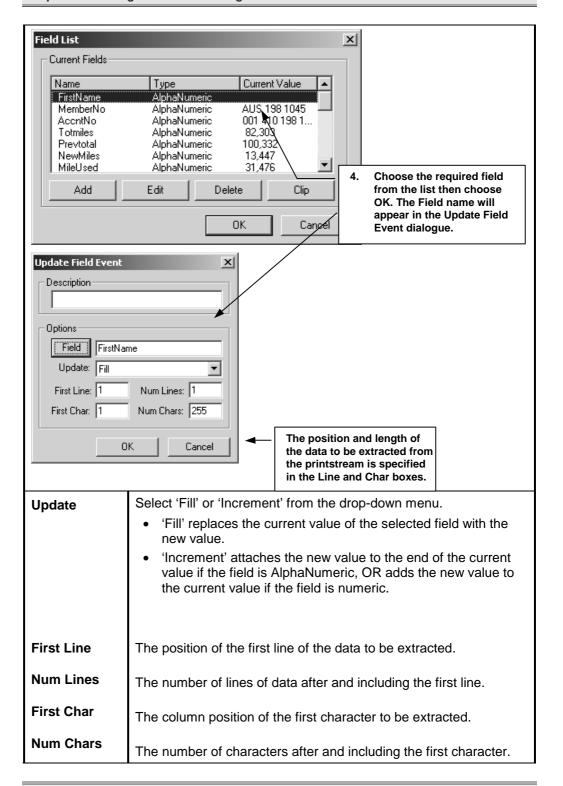
To update a field with the Account Number extracted from Text Block 1, 'Membership Details' of our environment, the field name AccNum has been added to the field list.

To fill the field using an Update Field Event, the position and length of the data in the text block has been established (first and number of lines and characters) and entered in the Update Field Event dialogue.





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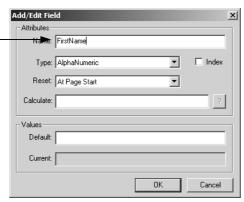
Example: Using an Update Field Event to FILL the current value of a field

Text Block 1 'Membership Details' of our environment contains the member's contact name. We are going to create a field and extract the name data from the printstream to fill the current value of the field.

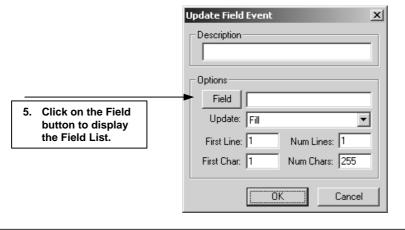
In the text block, the edit tool has been used to establish the first line and character position of the name and the number of characters.

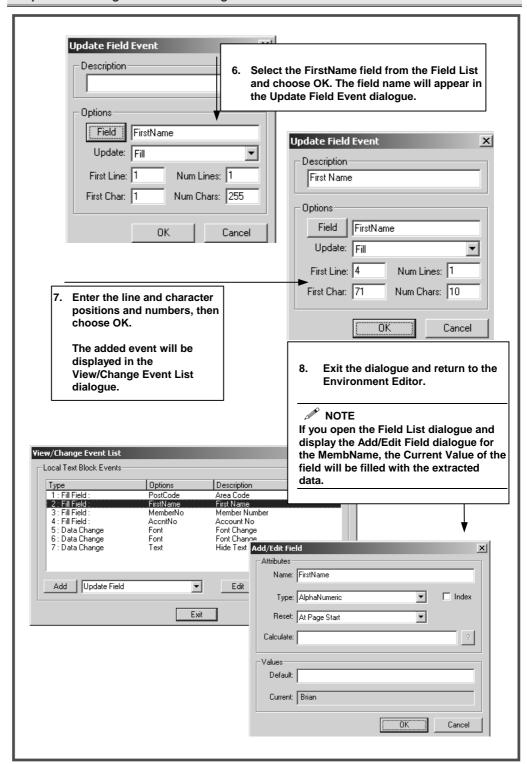
To use an Update Field event to fill a field:

1. Add the alphanumeric field 'FirstName' to the Field List.



- 2. Use the View tool to select the Membership Details text block and display the View/Change Text Block Settings dialogue.
- 3. Click on the 'Events' button to display the View/Change Event List dialogue.
- 4. Choose Update Field from the drop-down menu and click on the Add button to display the Update Field Event dialogue.





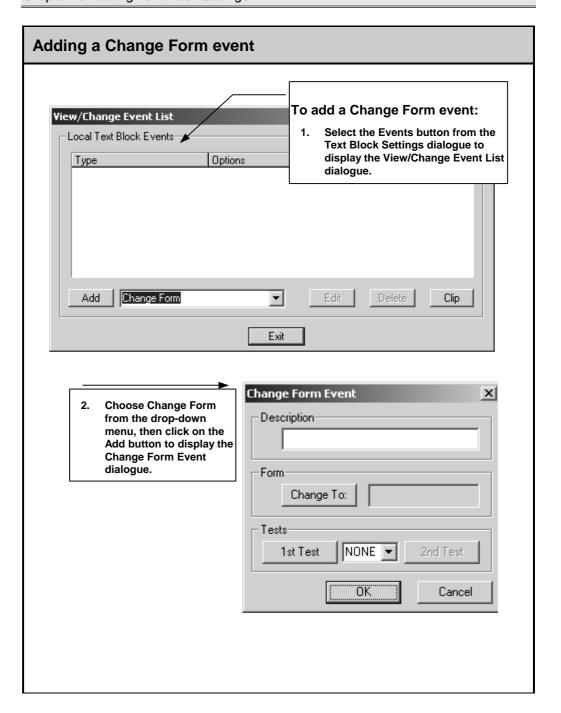
HOW ARE CHANGE FORM EVENTS USED?

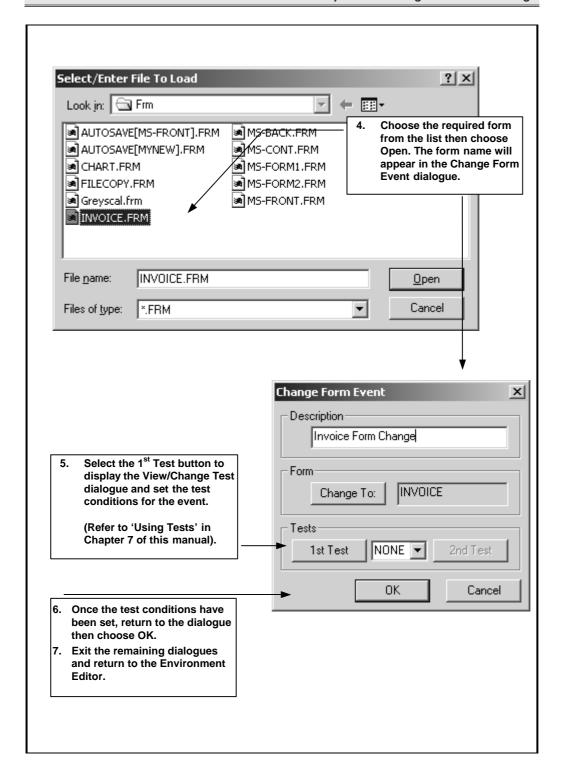
A Change Form local text block event allows you to change the form being used by the environment if certain test conditions are met.

- The form change occurs from within the text block in which the Change Form event is specified.
- A Change Form event added to a text block only searches the printstream in the text block.
- If there is more than one Change Form local text block event in an environment, the LAST one takes priority. The others are ignored.

● WARNING!

Be aware that a Local Text Block Change Form event added to an environment may be in conflict with any Page/Para Change Form event in the printstream data. Refer to *'The Page/Para Change Form Event'* function in Chapter 7 of this manual.





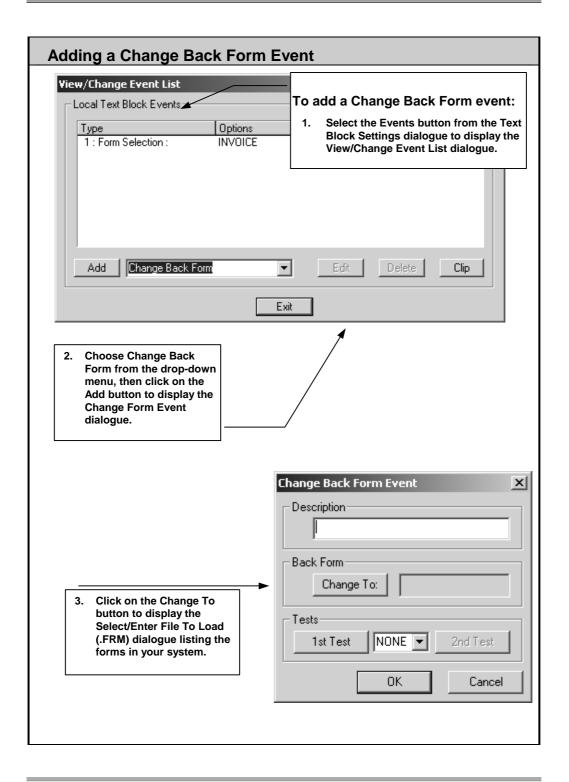
HOW ARE CHANGE BACK FORM EVENTS USED?

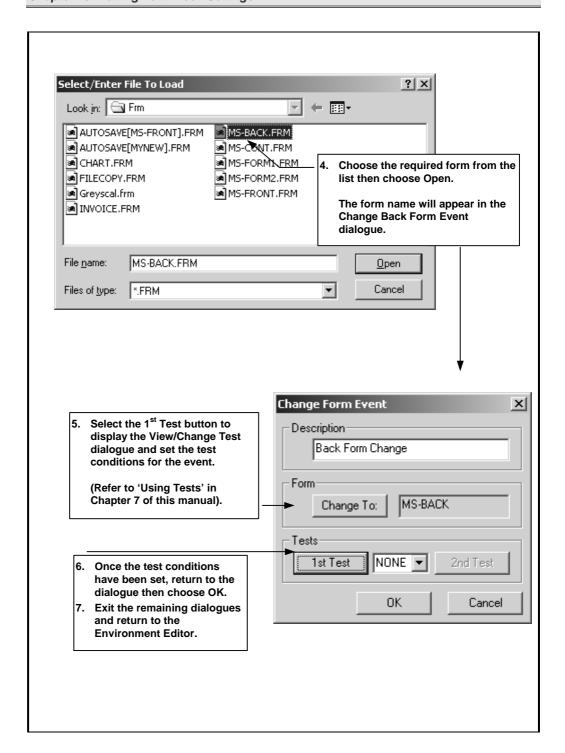
Change Back Form events are used to change the form on the back of the current page if certain test conditions are met.

Change Back Form events only apply to Duplex printing jobs.

∅ NOTE

When printing in duplex, 'Duplex Printing' must be selected in the Output Settings. Refer to 'The Output Settings Function' in Chapter 5 of this manual).

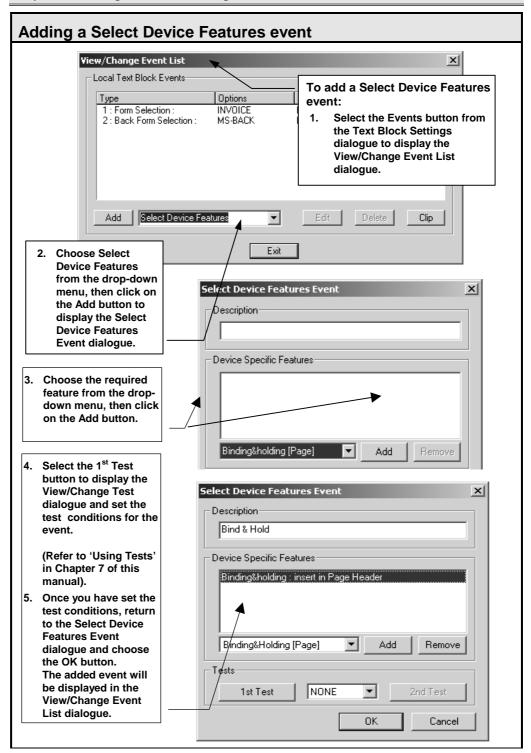




HOW ARE SELECT DEVICE FEATURES EVENTS USED?

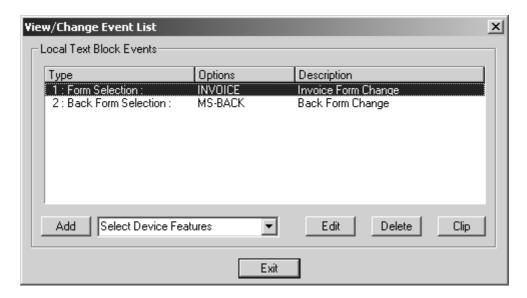
As previously explained, Select Device Features events are specific events that allow the user to insert code to activate device specific features such as stapling, binding, collating, folding and so on.

The following takes you through the process of adding a local text block Select Device Features event to an environment. Before this can be done, device specific features must be added to the Paris system and a thorough understanding of the use of the features is required. This is described in Appendix D, 'Device Specific Features in the Paris System' of this manual.



EDITING, DELETING AND COPYING LOCAL TEXT BLOCK EVENTS

Events that have been added to a text block can be edited, deleted or copied by displaying the View/Change Text Block Settings dialogue for the text block and selecting the Events button from the dialogue. The events that have been added to the text block will be listed in the View/Change Event List dialogue that is displayed.



Editing a local text block event

→ To edit a Local text block event:

1. Either:

Select the required event from the list, then right-mouse click on the event to display the Edit, Delete and Clip drop-down menu. Select Edit from the menu to display the associated event dialogue.

Or

Select the required event from the list and click on the Edit button. The associated event dialogue will appear, displaying the settings for the selected event.

2. Edit the event as required. If necessary, refer to the previous sections for the use of each type of local text block event dialogue.

Deleting a local text block event

→ To delete a Local text block event:

1. Either:

Select the required event from the list, then right-mouse click on the event to display the Edit, Delete and Clip drop-down menu. Select Delete from the menu.

Or:

Select the required event from the list and click on the Delete button.

2. A dialogue requesting confirmation of the deletion will be displayed. Click on OK to delete the event.

Copying a Local Text Block event

Events that have been added to a text block can be copied onto the Clipboard then copied within the text block, to other text blocks in the environment, to another environment or another page definition

→ To copy a Local text block event:

1. Either:

Select the required event from the list, then right-mouse click on the event to display the Edit, Delete and Clip drop-down menu. Select Clip from the menu. **Or:**

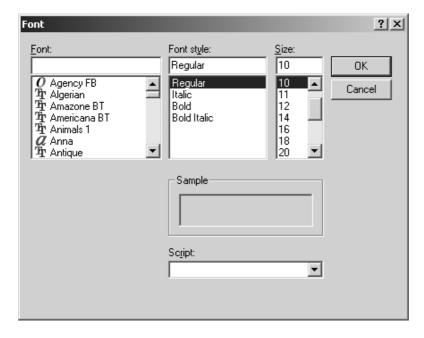
Select the required event from the list and click on the Clip button.

Events copied onto the Clipboard will remain on the Clipboard (unless deleted) until copied back to the Objects list or the current session of Paris is ended.

The use of the Clipboard for copying events is described in this manual in Chapter 23, 'The Internal Clipboard Function' and in detail in the section 'Copying an event to and from the Clipboard' in Chapter 7 of the Paris Designer User's Manual.

USING THE FONT LIST FUNCTION

You can create a Font List for the current environment or form by using the Font dialogue which can be displayed from the Text Settings or Text Block Settings dialogues by selecting the 'Add' button in the Attributes section of the dialogue.



The Font list contains the fonts that are available on your PC and can be made up of:

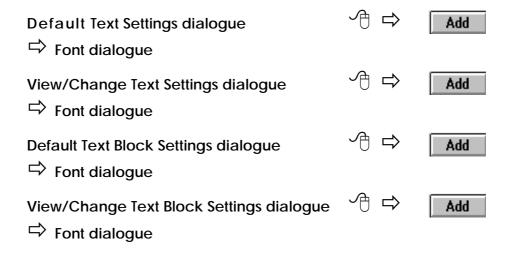
- Adobe type fonts,
 - True Type fonts,
 - Paris bitmap fonts.

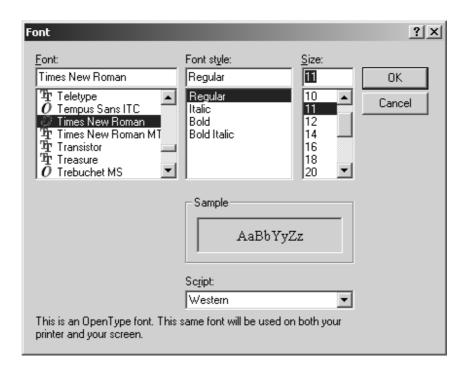
If you are using TrueType fonts, you must ensure that you have a HP LaserJet driver loaded on your PC (IID or higher).

The HP Laserjet driver provides the 300 dpi device context required by Paris to build its internal bitmap font and was chosen because it is standard on all Windows systems.

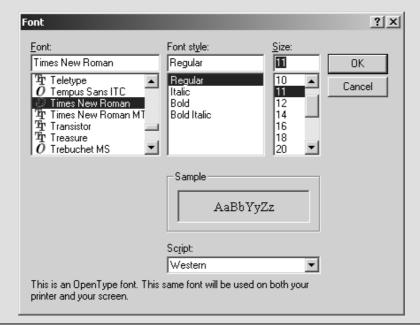
CREATING A FONT LIST

Clicking on the Add button in these dialogues will display the Select Font dialogue. Once a Font List has been created, it can be saved as a .FLT file for use in other environments or forms.





ADDING FONTS TO THE FONT LIST



To add a font to the Font List, choose a Font, Style and Size then choose OK.



The Designer's font handling capacities allow TrueType, PostScript and Bitmap fonts to be used in an environment. Depending on the configuration of your PC, you may not be able to see all the fonts available in the Font dialogue.

If a GDI printer driver is selected for the PC, bitmap fonts will not appear in the Font List. Refer to 'Managing Printer Resources' in Chapter 1 of this manual.

Font	The Font list contains the fonts available on your PC.
Font style	The Font styles listed are those available for the selected font.
Size	The size required for the font can be selected from the size list or entered in the Size field.

LOADING, EDITING AND SAVING THE FONT LIST

A font list that has been created can be edited, saved and loaded into other environments or forms via the View/Change Font List dialogue.

The View/Change Font List dialogue can be displayed as follows:

Default Text Settings dialogue

← ⇒ Edit Font list button

♡ View/Change Font List dialogue

View/Change Text Settings dialogue

← ⇒ Edit Font list button

⇒ View/Change Font List dialogue

Default Text Block Settings dialogue

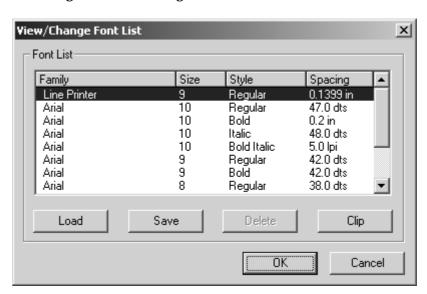
← ⇒ Edit Font list button

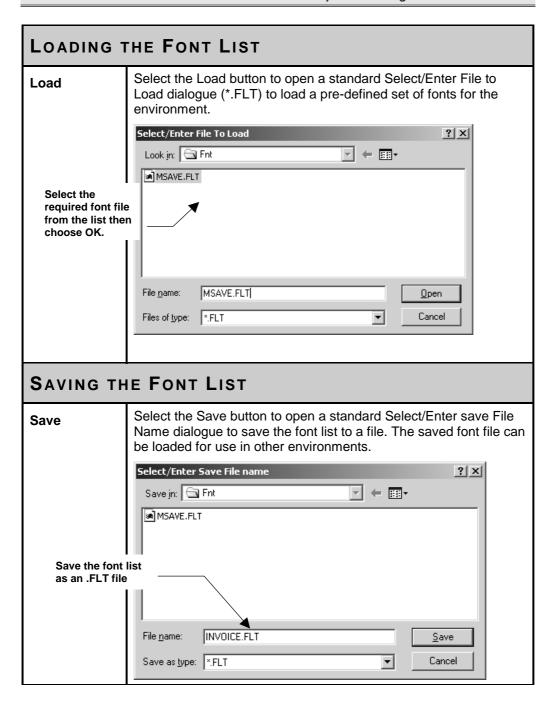
♡ View/Change Font List dialogue

View/Change Text Block Settings dialogue

← ⇒ Edit Font list button

▽ View/Change Font List dialogue





EDITING THE FONT LIST	
Change, Delete, Clip pop-up menu	Select a font in the Font List, then right-mouse click on the selected font to display the pop-up menu 'Change, Delete and Clip'. Select the required option from the menu.
	Change displays the Select Font dialogue for the selection of a replacement font.
	Delete displays a warning dialogue before deleting the font.
	Clip displays the Internal Clipboard.
Delete button	Select a font in the Font List, then select the Delete button to delete the font from the list.
Clip button	Select the Clip button to open the Internal Clipboard dialogue. This allows you to cut and paste font selections from one environment to another.
	The use of the Internal Clipboard is described in Part Four of this manual, 'Common Functions in the Paris Designer'.

PART FOUR

COMMON FUNCTIONS IN THE PARIS DESIGNER

IN THIS PART...

- CHAPTER 22: THE COLOR PALETTE FUNCTION
- CHAPTER 23: THE INTERNAL CLIPBOARD FUNCTION

PART FOUR

COMMON FUNCTIONS IN THE PARIS DESIGNER

Many functions and dialogues are common throughout the Paris Designer and may be encountered in both the Environment Editor and the Form Editor.

The use of common dialogues such as the Select/Enter File To Load dialogue (used to open/load files) and the Select/Enter Save File Name dialogue (used to save files) has been described in earlier sections of this manual and in the *Paris Designer User's Manual*.

The Color Palette and the Internal Clipboard functions are common to many other functions in the Paris Designer and may be accessed wherever the Color or Clip buttons appear.

As the use of these dialogues is complex and requires lengthy explanation, and to avoid repetition, their use is explained here.

THE COLOR PALETTE FUNCTION

The Color Palette is available in the Paris Designer wherever the Color selector appears in a dialogue. The Color selector displays the currently selected color for the element. Color can be applied to text, line, box, circle and black and white graphic elements.

Clicking on the Color selector displays the default color palette and the 'Options' selector. Choosing Options displays the Palette Options dialogue and the Load Palette, Save Palette and Custom Palette buttons.

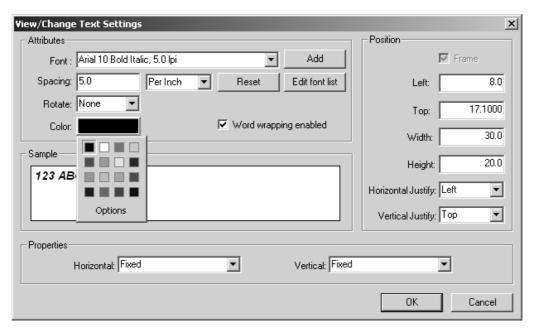
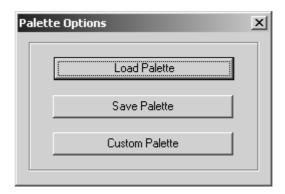
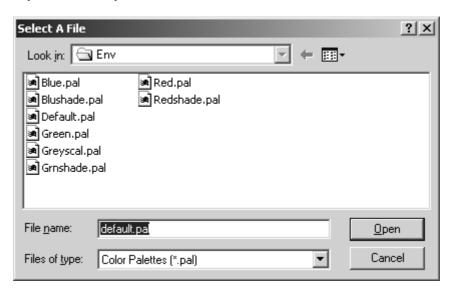


Figure 22 - 1: The default color palette in the View Change Text Settings dialogue



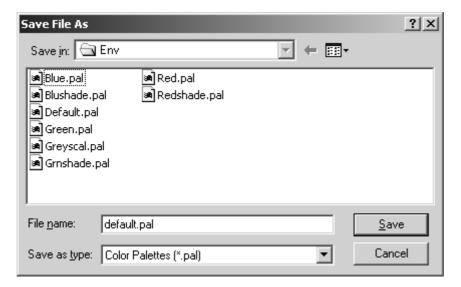
LOAD PALETTE

Clicking on Load Palette displays the list of color palettes available in the 'Env' directory in the Paris system



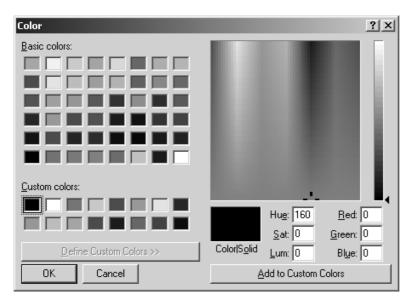
SAVE PALETTE

Clicking on Save Palette displays the Save File As dialogue to save a palette.



CUSTOM PALETTE

Clicking on Custom Palette displays the full Color Palette for the addition and mixing of colors.



WHAT COLOR PALETTES ARE AVAILABLE?

As well as the default color palette (Default.Pal), Paris Designer offers Blue, Green and Red palettes and Blueshade, Greenshade, Redshade and Greyscale palettes. Any of these palettes can be loaded into the Environment or Form Editors.

NOTE: These palettes will only work on PostScript printers.

What is the purpose of these palettes?

Apart from the Default color palette, which can be used to mix your own colors, the purpose of the remaining palettes is to provide an alternative to the three density system (or *fill* attributes) of light, medium and dark currently available in Paris which, although they can have color added to them, they do not provide a solid color.

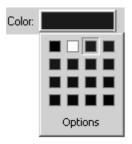
Using these palettes combined with the Solid fill attribute for an element, a solid, consistent color of any shade or density can be achieved.

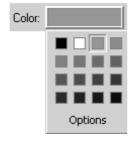
For example, a box with a Light fill to which a color has been added will **not** print as a solid shade but will print with a grainy texture. However, if a Solid fill is chosen for the box, then a color from one of the palettes, the color **will** print with a solid texture.

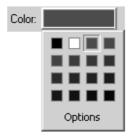
The Blue, Green, and Red Palettes

The Blue, Red and Green palettes provide a Black and White tile, then a further 14 tiles where the content of the primary color varies from a value of 255 to a value of 21 (default settings).

In the Blue Palette, the tiles have no red or green value. In the case of the Green palette, the tiles have no red or blue values and in the Red palette the tiles have no green or blue values.

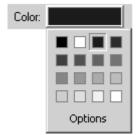


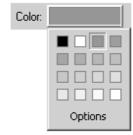


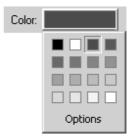


The Blueshade, Greenshade and Redshade Palettes

The Blueshade, Greenshade and Redshade palettes provide a Black and White tile, then a further 14 tiles with the value of the primary color remaining at 255 and the Blue, Red and Green values varying to produce each shade.



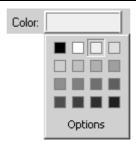




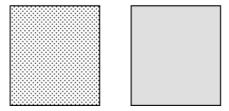
The GreyScale Palette

The GreyScale Palette (Greyscal.Pal) contains the usual black in the first tablet, then white in the second with incrementally darker grey tones in the following fourteen tablets. These grey tones can be used as shade patterns on PostScript printers as an alternative to the current three density system (light, medium and dark) available in Paris.

NOTE: The GreyScale Palette will only work on PostScript printers. On non-Post Script printers the grey tones will print as solid black.



A Paris form called Greyscal.Frm can be found in your Paris form directory (PARIS\FRM) which can be loaded into your Paris Form Editor and printed on your PostScript printer so that you can compare the relative densities of the Grey tones/Shade patterns



For example in the two squares illustrated above, the Fill attribute for the square on the left is 'Light' and light grey has been chosen from the default color palette. The square on the right has the fill attribute 'Solid' and the color chosen for the fill is the light grey tone (the 4th tablet on the Greyscale Palette).

Whereas the left square will print with a grainy texture, the right will print with a solid texture as can be seen on this page.

HOW IS A COLOR APPLIED TO AN ELEMENT?

A color is applied to an element by selecting an existing color from a color palette or by mixing a new color in the Custom Palette.

How is a Color mixed?

A color is mixed by in the Custom Palette and added to the values. However, if any other elements in the environment or form are already using the selected color box, they too will change to the mixed color.

How is the Color Palette saved?

When you modify a Color Palette, then save the environment or form, the modified palette is also saved and you do not have to save it as a separate file. However, if you wish to have the modified palette available for use in any environment or form, the palette can be saved as a .PAL file.

When you design a new environment or form, the Default palette is loaded by the Paris Designer, however you can load and use any palette or .PAL file you have previously saved.

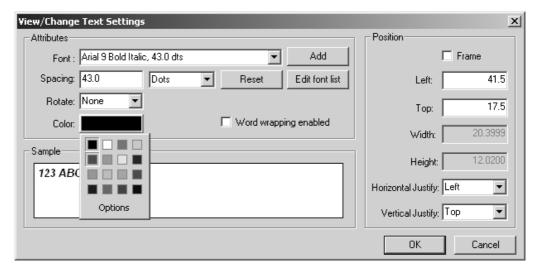
USING THE COLOR PALETTES

ADDING A COLOR TO AN ELEMENT USING THE DEFAULT COLOR PALETTE

An existing color in the Color Palette can be added to a selected element.

To add an existing color to an element:

- **1.** Select the View tool, then click on the required element to display the element's View/Change dialogue.
- **2.** Click on the Color selector to display the Color Palette.



- **3.** Select the required color from the Color Palette, then choose OK. The selected color will be displayed in the element's View/Change dialogue.
- **4.** Choose OK to return to the editor.

NOTE:

To view the document with the added color, you will need to select the Preview button from the Files Bar (or press Alt+V).

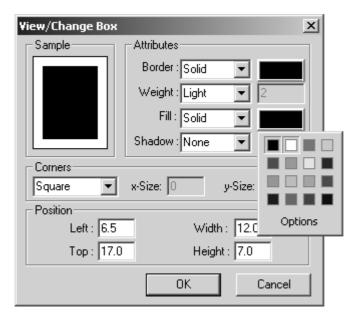
You can define a color in an element's default settings dialogue before adding the element. Subsequently, each time you add the element to the environment, the element's color will be as defined.

ADDING THE COLOR TO AN ELEMENT USING A PARIS SYSTEM PALETTE

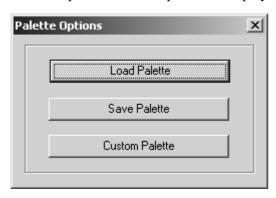
In this section we will define the color attributes for a box.

To define the color for a box element:

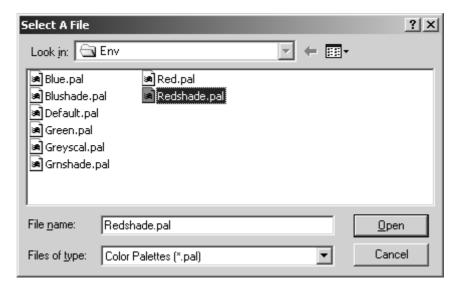
- 1. Once the box is added to the page, select the View tool, then click on the box to display the View/Change Box dialogue.
- **2.** Choose Solid from the Fill menu, then click on the Color selector to display the default Color Palette.



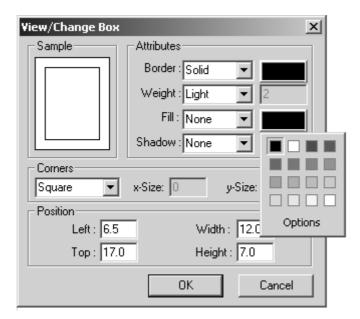
3. Select 'Options' from the palette to display the Palette Options dialogue.



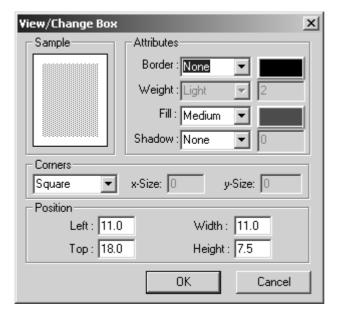
4. Choose Load Palette from the list to display the Select A File dialogue which displays the palettes in the Paris system. These are stored in the ENV directory.



5. Choose the required palette from the list then choose OK. The chosen color palette will be displayed.



6. Choose the required color from the palette then choose OK. The selected color will be displayed in the element's Default Settings dialogue.



7. Choose OK to return to the editor. To view the document with the added color, you will have to select Preview from the System menu [or use the shortcut keys Alt+V].

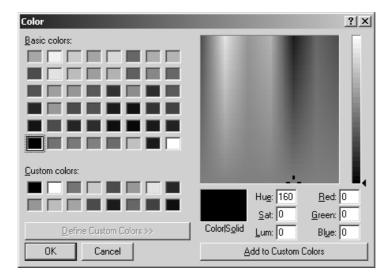
NOTE:

When you next use the Color Palette, to reload the Default Palette, click on the Color selector, choose 'Options' then 'Load Palette' and then default.pal.

MIXING A CUSTOM COLOR

Colors are mixed by selecting a color from either the Basic colors or Custom colors, then varying the amount of the three primary colors (red, green and blue) and the Hue, Saturation (Sat) and Luminosity (Lum).

This can be achieved by moving the pointer up or down the scale to the right of the palette and by moving the color selector within the color spectrum.



- Any color in the Color Palette can be modified.
- If any other elements in the environment or form use the color being modified (the original color), those elements will also change to the modified color.
- When any colors are modified and applied to elements and the environment or form is saved, the modified Color Palette is also saved with the environment or form. If you wish to have the modified palette available for use in other environments or forms it can be saved as a .PAL file.

Example of mixing a color in the Custom Palette

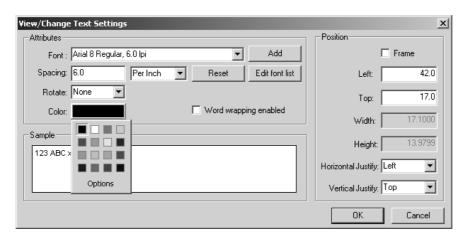
The following illustrates mixing a color for a selected element. A color can also be mixed *before* adding an element by:

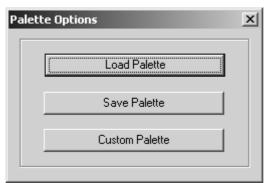
- (a) Clicking on the element tool then clicking on the Line Color or Fill Color buttons in the Tools Bar to display the Color Palette or,
- (b) By displaying the element's Default Settings dialogue and clicking on the Color selector to display the Color Palette.

In this case we have used an added text element as an example.

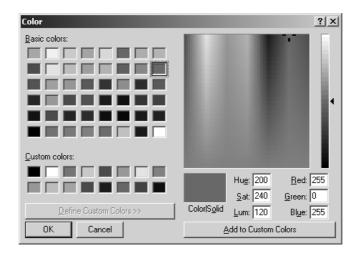
→ To mix a color for a selected text element:

- 1. Click on the View tool, then click on the text element to display the View/Change Text Settings dialogue.
- 2. Click on the Color selector to display the 16-color palette, then click on the 'Options' button to display the Palette Options dialogue.





3. Choose Custom Palette from the dialogue to display the Color Palette. The 16 colors displayed in the 'Custom colors' range will be those of the currently loaded palette, whether the default palette, red, redshade, etc.



4. Choose a color closest to the color required from the Basic or Custom colors range, then:

Either: Move the selector within the color spectrum up, down, left or right and the pointer up or down the scale to adjust the color levels.

Or: If known, enter the color levels required in the Red, Green and Blue text boxes and the Hue, Saturation (Sat) and Luminosity (Lum) text boxes.

The altered color will be displayed in the Color/Solid sample box.

- 5. Once the desired color is reached, click on Add to Custom Colors to add the color to the 'Custom colors' range. (As there can be only 16 colors in the Custom color range, the added color is inserted in the first position or, if previously selected, that position in the Custom colors.)
- **6.** Choose OK. The mixed color will be displayed in the Color selector and in the Sample box. Refer to 'Creating a Custom Palette' and 'Saving a Custom Palette' that follow.

CREATING A CUSTOM PALETTE

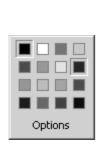
The first time you use the Color Palette in the Designer, the 16-color palette that is displayed is the default palette (Default.pal). You can alter this palette, save it and load it when required.

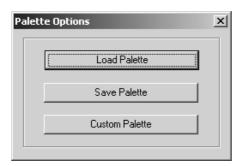
→ To create a custom palette:

1. Click on an element tool in the Tools Bar to activate the Fill Color or Draw Color button.

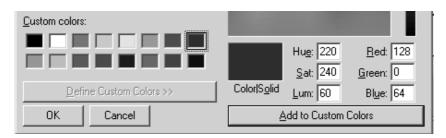


2. Click on one of the buttons to display the 16-color Palette and select 'Options' to display the Palette Options dialogue.





3. Choose Custom Palette from the dialogue to display the full Color Palette. In the palette, there are 16 Custom colors, which, unless color changes have already been made, are those of the default palette.



4. Click on the color in the Custom colors that you wish to change. The color will be displayed in the Color/Solid sample display.

5. Either:

Alter the Red, Green and Blue values as necessary,

Or:

Select a color from the Basic colors that is the color you wish to add (or close to it) and alter the Red, Green and Blue values as necessary. Refer to the previous section 'Mixing a Custom color'.

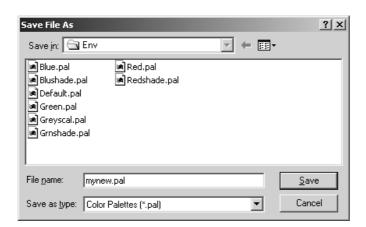
- **6.** Once the color is mixed, click on the Add to Custom Colors' button. The color displayed in the Color/Solid sample will be added to the Custom colors in place of the previously selected color. Repeat the process to change any other colors.
- 7. Click on OK. The 16-color palette will be displayed with the changed colors.

SAVING THE COLOR PALETTE

If you have mixed a color or a number of colors you can save the palette as a .PAL file for use in other forms or environments.

→ To save the palette:

8. Choose the Options button to display the Save File As dialogue. Enter a name for the palette with a .pal extension in the File name field (e.g. mynew.pal) and choose Save.

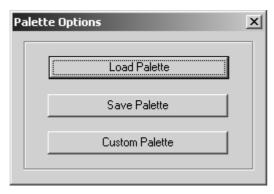


LOADING A COLOR PALETTE (.PAL FILE)

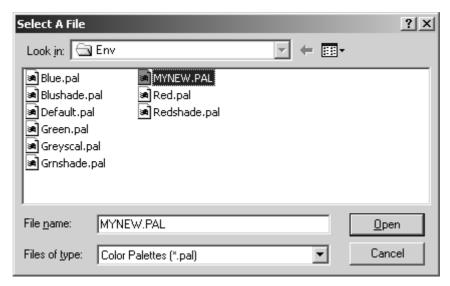
You can load any of the Paris supplied color palettes, or, if you have mixed and saved a color as a .PAL file, you can load the file and apply it to any environment or form.

→ To load a color (.PAL) file:

1. Open the 16-Color Palette and select 'Options' to display the Palette Options dialogue.



2. Choose Load Palette from the dialogue to display the Select/Enter File To Load dialogue.

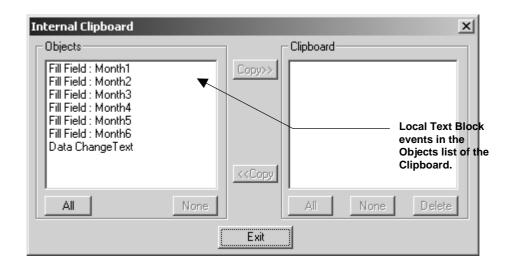


3. Choose the required file from the list and choose Open.

THE INTERNAL CLIPBOARD FUNCTION

The Paris Designer provides a Clipboard for copying or moving local text block events, page definitions, fonts or fields. These objects can be placed onto the Clipboard and copied to other environments, or in the case of fonts, copied to other environments or forms.

- Each object has a specific Clipboard which can hold several like objects.
- Objects can be added, copied and deleted without losing existing objects on the clipboard.
- Objects will stay on the Clipboard until you exit the Paris Designer or unless you delete them from the Clipboard beforehand.
- A Clip button within a dialogue signifies that the associated Clipboard can be displayed.



USING THE CLIPBOARD

The Internal Clipboard can be used to copy fonts onto the Clipboard for use in another environment or form.

Local Text Block events can also be placed on the Clipboard and copied within a text block, between text blocks, between environments and between page definitions.

Page definitions (pagedefs) complete with text blocks, can be placed on the Clipboard, renamed and copied within an environment, or copied to another environment.

Fields can be placed on the Clipboard and copied within an environment or between environments. You would normally only copy fields that have a Field Value that is filled with static text.

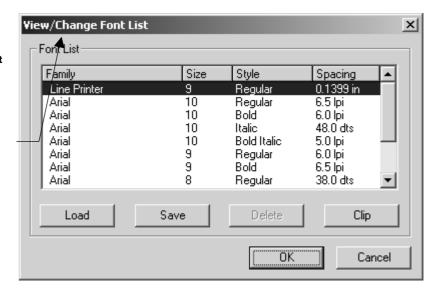
COPYING FONTS ONTO THE CLIPBOARD

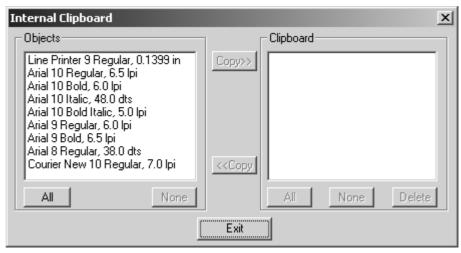
The Font List for an environment or form is displayed by selecting the **Edit font list** button in the Default or View/Change Text Settings dialogues and the Default or View/Change Text Block Settings dialogues.

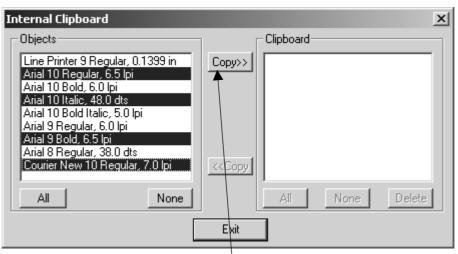
M NOTE:

If you wanted to copy the entire list, you may prefer to save the Font List as an .FLT file. Refer to *Saving the Font List* in Chapter 20 of this manual.

1. Display the View/Change Font List dialogue (as described above) then choose the Clip button to display the Clipboard.







2. In the Objects section of the dialogue select the font(s) you wish to copy to the Clipboard.

The Copy>> Button will be activated.

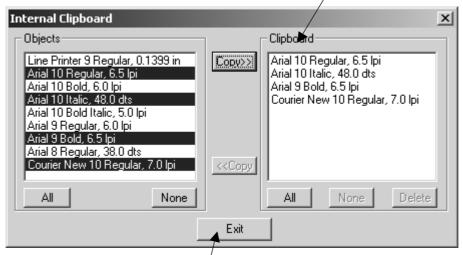
√ TIP

- (a) Click on the All button to select all the fonts.
- (b) Click on the None button to de-select selected fonts, or

 Click on a selected font to de-select it.

3. Click on the Copy>> button.

The selected font(s) will be displayed in the Clipboard section of the dialogue.



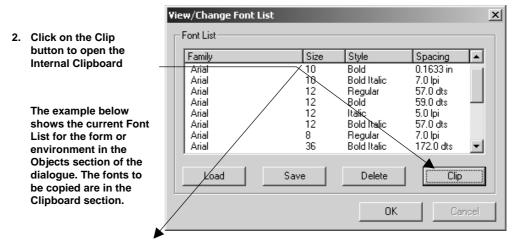
4. Choose Exit to return to the View/Change Font List dialogue, then return to the Environment Editor.

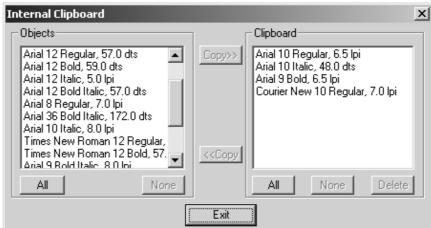
COPYING FONTS FROM THE CLIPBOARD

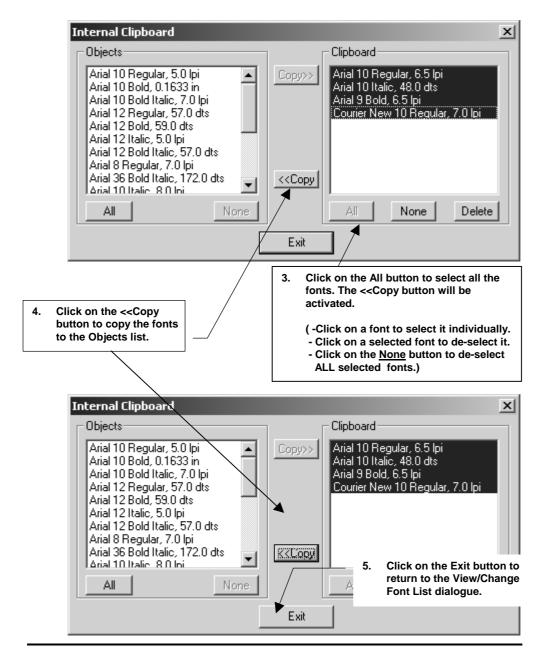
The fonts on the Clipboard can be copied to another environment or the form associated with the current environment. They will remain on the Clipboard until you exit the Paris Designer.

→ To copy the fonts from the Clipboard you can either:

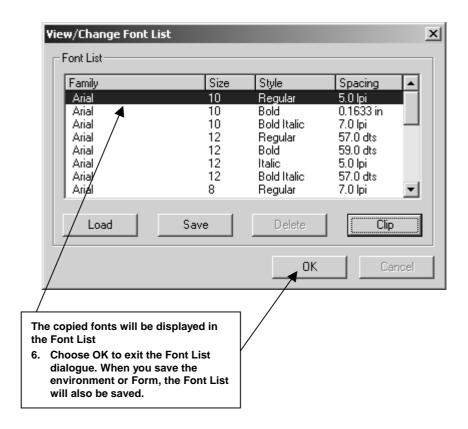
- Open the required environment or,
- Create a new environment and load a data file or,
- Switch editors (if the fonts are to be added to the Font List for the current form).
- Display the Font List for the environment or form by selecting the List button in the Default or View/Change Text Settings dialogues or (in an environment) the Default or View/Change Text Block Settings dialogues.







NOTE: The original fonts will remain in the Clipboard section of the dialogue. You can either select the Delete button to remove them from the Clipboard, or they will be automatically removed when you exit the Paris Designer.



COPYING LOCAL TEXT BLOCK EVENTS ONTO THE CLIPBOARD

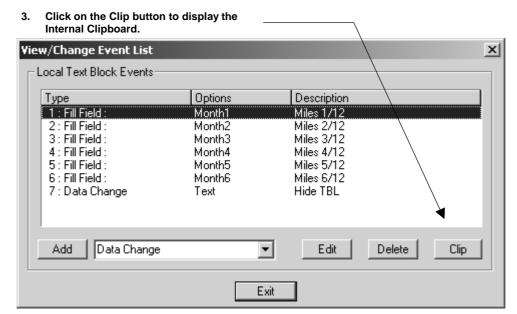
Local Text Block events can be copied within a text block, between text blocks, between environments and between page definitions.

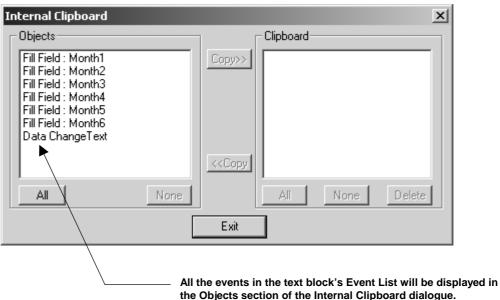
Typically, you would copy a Local Text Block that is similar to one you require, to avoid having to go through the entire process of creating a new event.

The event can be copied from the Clipboard to the required destination then, if necessary, the copied event can be quickly edited.

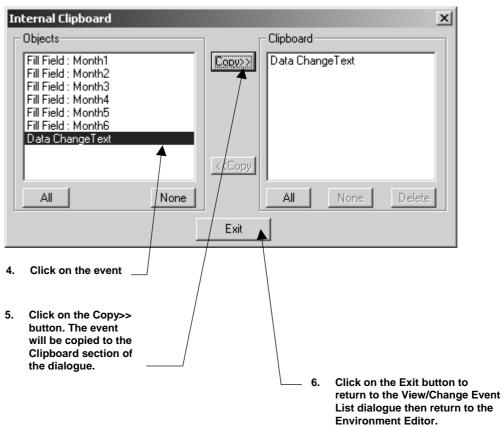
→ To copy a Local Text Block event to the Clipboard:

- Select the View tool and click on the required text block to display the View/Change Text Block Settings dialogue.
- Click on the Events button in the dialogue to display the View/Change Event List dialogue.





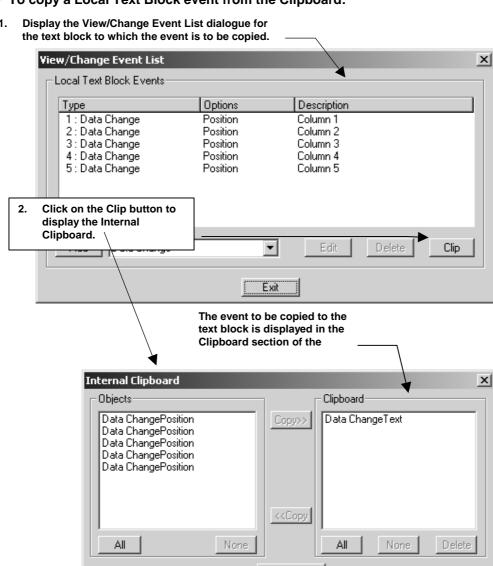
the Objects section of the Internal Clipboard dialogue.



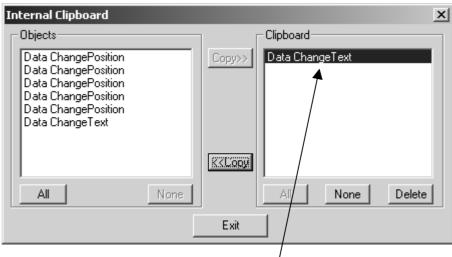
COPYING LOCAL TEXT BLOCK EVENTS FROM THE CLIPBOARD

An event can be copied from the Clipboard to the required destination then, if necessary, the copied event can be quickly edited.

→ To copy a Local Text Block event from the Clipboard:

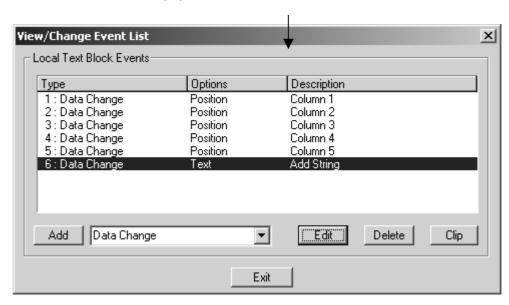


Exit



- 3. Click on the Event to be copied to the text block.
- 4. Click on the <<Copy button to copy the event to the Objects list.
- 5. Click on the Exit button to return to the View/Change Event List dialogue.

The event will be displayed in the Local Text Block Events List.



To edit the event, select the event to activate the Edit button, then select the Edit button to display the event's dialogue.

When you return to the Environment Editor and save the environment, the event you have copied to the text block will also be saved.

COPYING FIELDS TO AND FROM THE CLIPBOARD

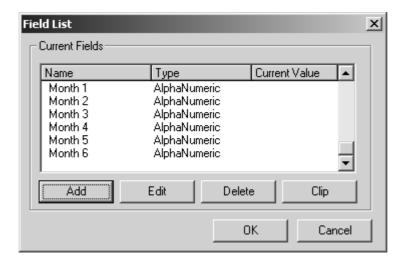
Fields can be copied within an environment or between environments. You would normally only copy fields that have a Field Value that is filled with static text.

Typically, within an environment you would copy a field or fields that have that Attributes you require, where you only need to edit the copied fields' Values. Between environments the same could apply, although you would not necessarily need to edit the Values.

The following example illustrates copying fields within an environment.

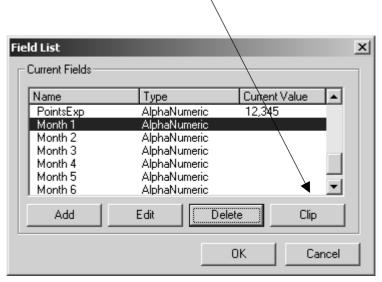
In the Field List below we have the fields Month1 to Month6 representing the 1^{st} to 6^{th} months of the year.

We wish to add six more fields to the environment to represent the second six months of the year. Rather than adding each field and setting the field's Attributes and Values, we are going to copy the existing month fields. We will then edit the Values of the copied fields only as the Attributes will remain the same.

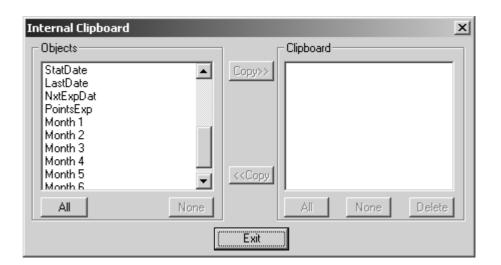


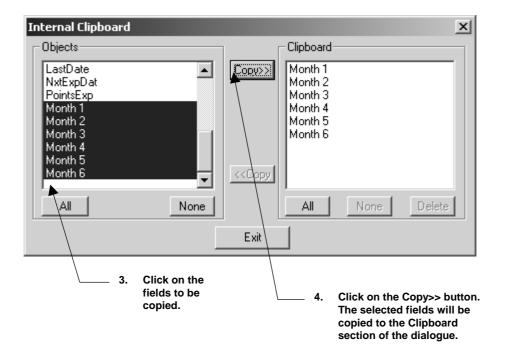
→ To copy a field(s) to the Clipboard:

- 1. Select 'Field' from the Environment menu to display the Field List dialogue.
- Click on the Clip button to display the Internal Clipboard.



All the fields in the Field List will be displayed in the Objects section of the Internal Clipboard dialogue.

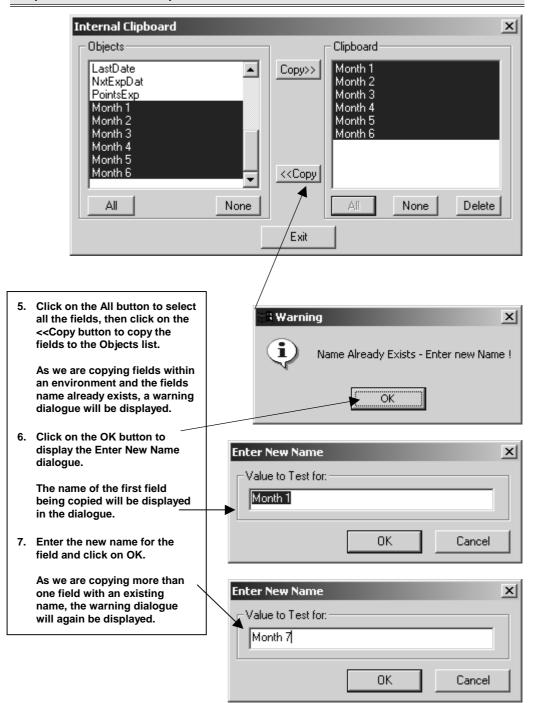




NOTE:

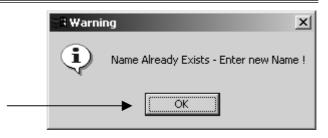
If you are copying fields between environments, at this stage you would choose the Exit button and return to the Environment Editor.

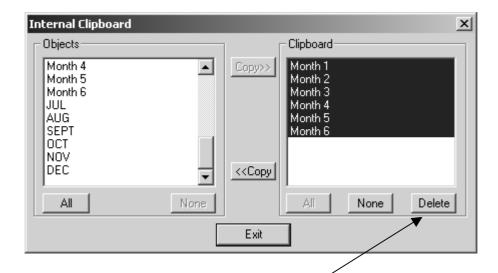
To copy the fields from the Clipboard, you would load the required environment and display the Field List then Internal Clipboard dialogues, then copy the fields from the Clipboard to the Objects list. (See the following page).



8. Click on OK to display the Enter New Name dialogue.

Repeat Steps 6 and 7 for each subsequent field being copied.

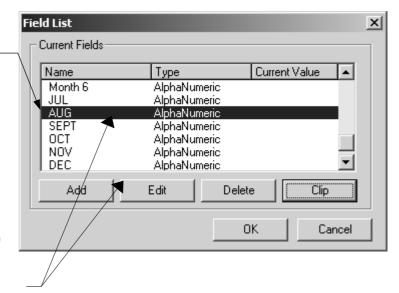




 Once all the fields have been copied, choose the Delete button to delete the fields from the Clipboard, then choose Exit

You will be returned to the Field List.

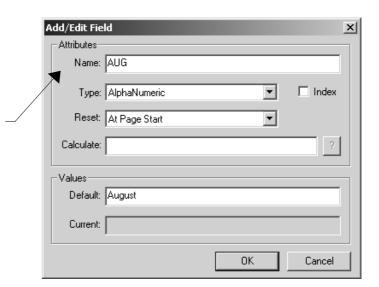
10. Use the scroll bar to page through the list and display the added fields.



 Select a copied field from the list, then click on the Edit button to display the Add/Edit Field dialogue.

12. Edit the copied field's attributes and values as required.

Repeat Steps 11 and 12 for each copied field.



COPYING A PAGE DEFINITION TO AND FROM THE CLIPBOARD

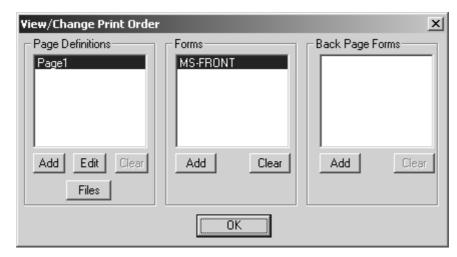
Internal page definitions can be copied onto the clipboard (complete with text blocks and dynamic form elements), then renamed and copied within the environment, or copied to other environments

Copying a page definition within an environment

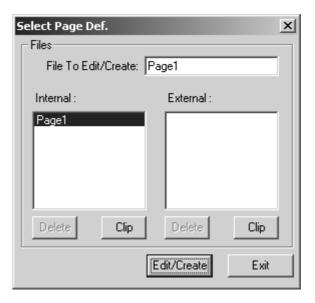
When a page definition is copied within an environment, it is renamed. The attributes and text blocks in the renamed page definition can then be edited.

→ To copy a page definition within an environment:

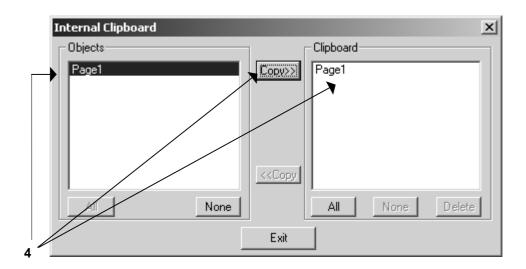
1. Open the Environment menu and choose Print Order from the menu. The View/Change Print Order dialogue will be displayed.



2. Click on the Files button to open the Select Page Def. dialogue.

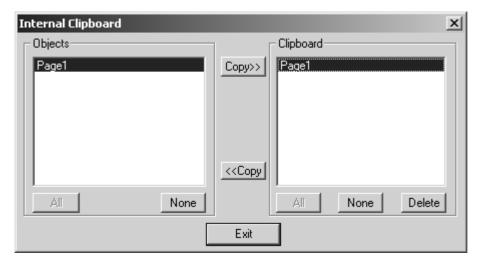


3. Select the Clip button corresponding to the list that contains the source pagedef (internal or external) The Clipboard dialogue will be displayed.



4. Click on the page def to be copied in the Objects list, then choose the **Copy>>** button. The page def will be copied onto the Clipboard and will be displayed in the Clipboard list.

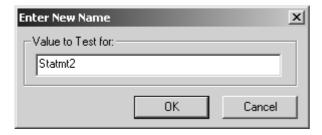
5. Select the copied pagedef in the Clipboard list, the **<<Copy** button will be highlighted.



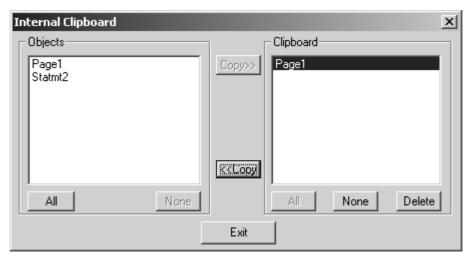
6. Select the **<<Copy button**, you will be warned that the page def name already exists and prompted to enter a new name.



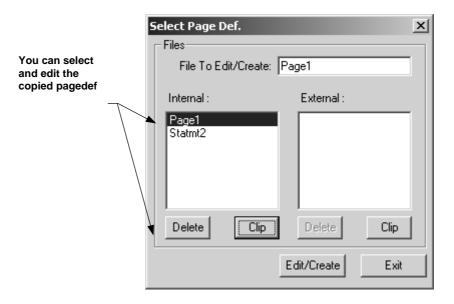
7. Select OK, the Enter New Name dialogue will be displayed.



8. Type in the new name for the page def and click on OK. The renamed page def will be displayed in the Objects list.



9. Exit the Internal Clipboard dialogue. You will be returned to the Select Page Def. dialogue with the copied page def displayed in the Internal list.



You can select and edit the copied pagedef, or exit the dialogue to return to the View/Change Print Order dialogue.

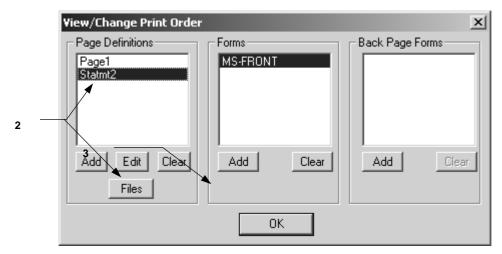
- The copied page def will not be displayed in the dialogue and must be added to the Page Definitions list.
- Creating a new pagedef will add it to the list of available pagedefs, however it does not make it the current pagedef.

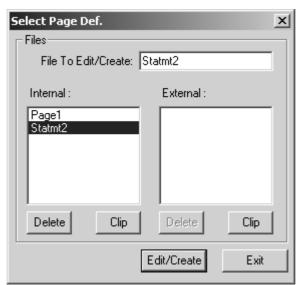
Copying a page definition to another environment

A page definition can be copied to other environments.

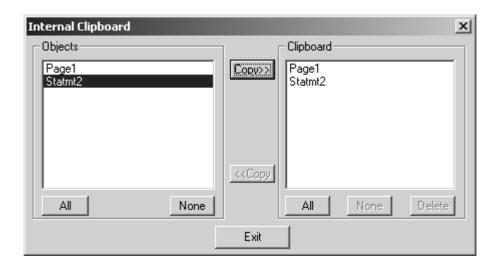
→ To copy a page definition to another environment:

- **1.** Open the Environment menu and choose Print Order from the menu. The View/Change Print Order dialogue will be displayed.
- 2. Select the pagedef to be copied from the Page Definitions list, then click on the Files button to open the Select Page Def. dialogue. The selected pagedef will be highlighted in the Internal pagedef list.

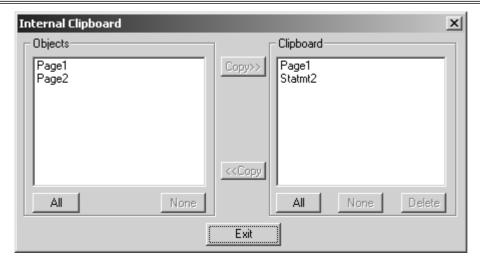




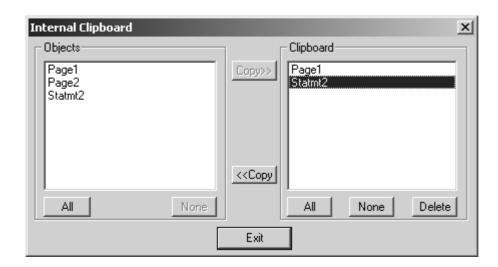
- 3. Click on the Clip button. The Internal Clipboard dialogue will be displayed.
- **4.** Click on the page def to be copied in the Objects list, then choose the **Copy>>** button. The page def will be copied onto the Clipboard and will be displayed in the Clipboard list.



- **5.** Exit the Select Page Def. dialogue and subsequent dialogues to return to the Environment Editor.
- **6.** Close the current environment, then open the environment to which the pagedef is to be copied.
- **7.** Open the clipboard as described in steps 1 to 3.

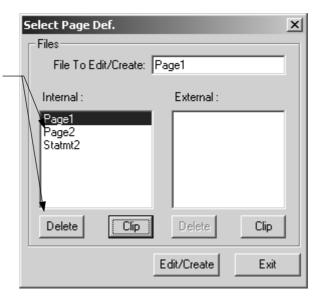


- **8.** Click on the page def in the Clipboard list, the **<<Copy** button will be highlighted.
- **9.** Select the **<<Copy** button, the pagedef will be copied to the Objects list.



10. Click on the Exit button, you will be returned to the Select Page Def. dialogue.

You can select and edit the copied pagedef



You can select and edit the copied pagedef, or exit the dialogue to return to the View/Change Print Order dialogue.

- The copied page def will not be displayed in the dialogue and must be added to the Page Definitions list.
- Creating a new pagedef will add it to the list of available pagedefs, however it does not make it the current pagedef.

NOTE:

If a page def has been created as an external page def, it is available to be added to all environments and can be displayed and added by selecting the Add button in the View/Change Print Order dialogue.

APPENDIX A

USING THE MEDIA MAPPING FUNCTION

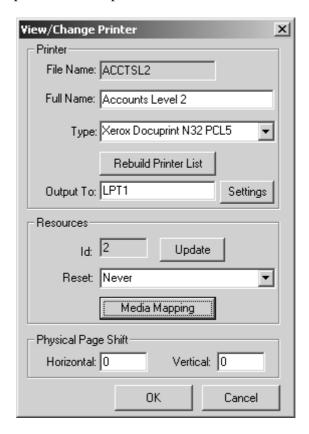
Appendix A

USING THE MEDIA MAPPING FUNCTION

The Media Mapping function in Paris applies only to Xerox Docuprint 4050 NPS, 4850 NPS, 4090 NPS, 4890 NPS and 4635 NPS printers. For these printers, Paris supports the selection of different paper stock for printing jobs through the Media Mapping function which is accessed within the View/Change Printer dialogue.

As Paris 'thinks' in terms of trays and Docuprint printers 'think' in terms of media, the Media Mapping function allows the user to either describe Paris's trays to the Docuprint, or the Docuprint's media to Paris, whichever fits the user's needs.

The Media Mapping function is a supplement to existing tray handling features for Xerox Docuprint printers, not a replacement.



SETTING UP MEDIA MAPPING

Media Mapping is invoked whenever an XPD/PPD file contains at least one '*XLPInputMedia' statement.

■ WARNING!

Both XPD and PPD files are text files and can be edited using a standard text editor, however, it is recommended that these should **NOT** be changed except by experienced users or under instruction by the distributor.

A full description of the working of XPD and PPD files can be found in 'How do PPD (PostScript Printer Description) files work?' on page 60 of this manual.

ADDING '*XLPINPUTMEDIA' STATEMENTS

The first step to setting up Media Mapping for your Xerox Docuprint is the addition of '*XLPInputMedia' statements to any XPD/PPD that will be used to drive the Docuprint (XPD/PPD files are supplied as part of the Paris install).

- '*XLPInputMedia' statements replace the Adobe '*InputSlot' statements, and have an identical syntax.
- If an XPD/PPD file contains both '*InputSlot' and '*XLPInputMedia' statements, the '*InputSlot' statements are ignored.
- '*XLPInputMedia' statements tell the Paris system which printer uses Media Mapping and how many media options the printer supports.
- One '*XLPInputMedia' statement is required for each option that is to be made available in the Environment Editor.

For example, the XPD/PPD file for a Docuprint with 2 input trays would contain 2 '*XLPInputMedia' statements. A 4 tray printer XLP/PPD would have 4 entries.

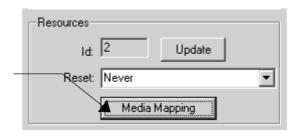
Each entry makes another option available in the Paris Environment Editor. For example, the statement ***XLPInputMedia Upper:** "" means that 'Upper' will appear in the editor as a valid option for tray selection.

USING MEDIA MAPPING IN AN ENVIRONMENT

Media and tray options are used identically to any other printer tray support options. For example, on an HP5 printer, the user selects 'Upper' in a pagedef, event or DJDE to select paper from the upper tray. On a Xerox Docuprint printer, the user selects 'Upper' to select paper from any tray that meets the mapping for 'Upper'.

Selecting the Media Mapping button in the View/Change Printer dialogue will display the View/Change Media Mappings dialogue and the table of mappings for the environments in your Paris system.

Selecting the Media Mapping button will display the View/Change Media Mappings dialogue.



Each user-defined Docuprint printer has its own table of mappings. Within this table there is a default environment mapping (**<other>**) which applies to any environment that does not have a specific mapping.

Click on the 'Add' button to display the View/Change Environment Mapping dialogue to add the mapping for a tray

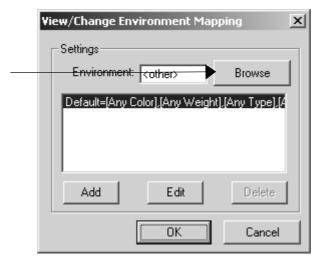


The mapping is added for a tray in an environment by selecting the Add button to display the View/Change Environment Mapping dialogue.

Adding the mapping for a tray in an environment

The View/Change Environment Mapping dialogue will display a table of the default mapping and user-defined mappings for selected environments.

Click on the Browse button to select the environment to be mapped



Default Mapping

The default mapping simply assigns the default tray to be 'any color, any weight, any type' 'any size', in other words, the default mapping is to use any tray on the Docuprint. For users who do not need tray selections, this allows any job to print without any user intervention.

User-defined Mapping

When a job requires tray selection, each tray that will be used within the job must be 'mapped' so that the Docuprint can select that media. Each tray can be mapped to a particular color, weight, type and size. **Any or all of these can be blank.**

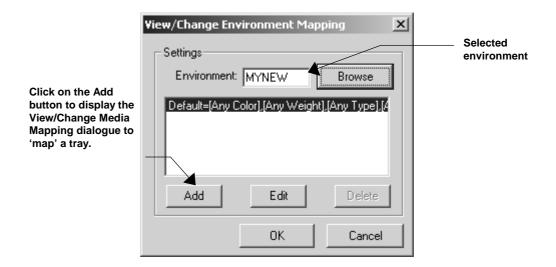
∅ NOTE

The Size field should not be used unless you need to mix paper sizes within a job. If the job only uses a single page size, the **Size field should be left blank**.

Selecting the environment to be mapped

The environment to be mapped is selected by clicking on the Browse button to display the Select/Enter File To Load (.ENV) dialogue.

The selected environment will be displayed in the 'Environment' box.



To add the mapping for a tray, click on the 'Add' button to display the View/Change Media Mapping dialogue.

Mapping the tray(s)

The Media drop-down menu displays all the available tray assignments in Paris.

Media

It is recommended to only use the 'Upper', 'Lower', 'Middle' and Tray4' selections.

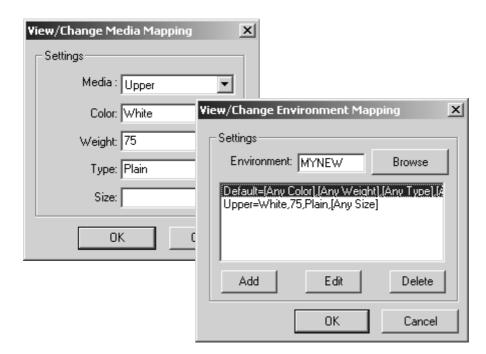
Size

The Size values are entered in points (NOT dots). These values can be found in the page size section of the PPD for the printer to which you are printing. The values are entered as they appear in the PPD, that is, width then height.

For example: For letter size on a 4890NPS, you would enter 612 792 (no brackets with a single space between the two values).

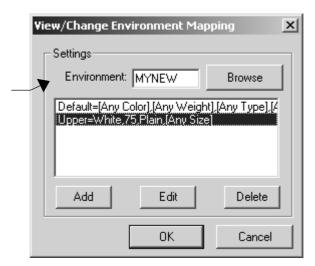
To map a tray:

- 1. Select the required Media and enter the **Color**, **Weight**, **Type** and **Size** values into the appropriate edit box.
- **2.** Choose OK. The added tray mapping will be displayed in the View/Change Environment Mapping dialogue.

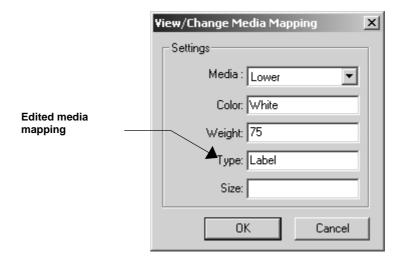


Editing the mapping for a tray in an environment

The mapping for a tray is edited by displaying the required environment in the View/Change Environment Mapping dialogue. The tray mapping to be edited is selected, then the Edit button.



The View/Change Media Mapping dialogue will be displayed for editing.



Deleting the mapping for a tray in an environment

The mapping for a tray is deleted by displaying the required environment in the View/Change Environment Mapping dialogue, then selecting the tray mapping to be deleted.

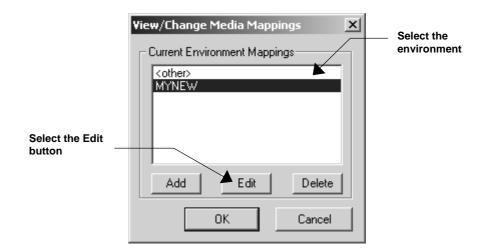
A warning box will request confirmation or cancellation of the deletion.



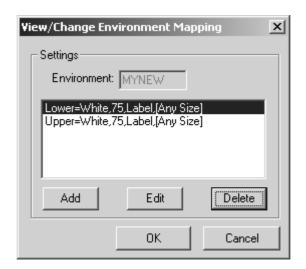
Editing the mappings for an environment

The View/Change Media Mappings dialogue will display the table of mappings for the environments in your Paris system.

To edit the mappings for an environment, select the environment, then the Edit button to display the View/Change Media Mappings dialogue.



Tray mapping can be added to the environment or the current mapping can be edited or deleted (refer to the previous sections).



MATCHING THE MAPPINGS TO THE PRINTER

The final step is to ensure the mappings match the printer. The physical Docuprint printer must be configured to match these media using the SETTRAY console command.

It is not within the scope of this manual to describe the working of the SETTRAY function on the Docuprint. Refer to your Docuprint documentation for this information.

PARIS STOCKSET SUPPORT

Paris has additional support for StockSets. The full range of CEP CLUSTER/STOCKSET functionality is still not implemented, but the new additions allow greater flexibility in mapping between StockSets and Paris input trays.

Create a StockSet.xpi file

To support StockSet, a file, **StockSet.xpi**, should be created and placed in the ENV subdirectory of the Paris system. This file allows you to map the StockSet name from the CEP data stream to a Paris tray. This tray will then be used to select either an **Input Slot** or a **Media Map**, depending upon the type of printer being used.

The StockSet.xpi file

The StockSet.xpi file is a simple text file, and can be created and edited with any standard text editor. The following apply when you are creating the file:

- The file should not contain blank lines, and
- the last valid line should end with a line terminator (CF/LF).

Any invalid entry in the file will be ignored, and no error or warning will be given by the Paris system when it attempts to read the file.

The *XPDBaseStockSet and *XPDEnvStockSet entries

The **StockSet.xpi** file consists of two types of entry. There can be any number of entries of each type.

1. *XPDBaseStockSet

The *XPDBaseStockSet entry is used to create a mapping that will apply across all ENVs. This is the simplest way to create a series of system wide mappings (for example, to map 'MAIN' to 'Tray2' for all jobs).

2. *XPDEnvStockSet

The *XPDEnvStockSet option is used to create a mapping that is specific to a single environment. An ENV-specific mapping will override a **'base'** mapping if the name of the StockSet is the same.

The syntax of these entries is:

*XPDBaseStockSet stocksetName: trayName

- **stocksetName:** The name of the StockSet to mapped. This is the name that will appear in the "DJDE FEED=".
- **trayName:** One of the standard Paris tray names.

*XPDEnvStockSet environmentName/stocksetName: trayName

- **environmentName:** The name of a valid Paris ENV file.
- **stocksetName** = The name of the StockSet to be mapped. This is the name that will appear in the "DJDE FEED=".
- **trayName** = One of the standard Paris tray names.

Standard Paris Tray Names

Paris has a series of standard names for logical input trays. These values must be mapped to either an **'InputSlot'** or **'Media Map'** call for a physical tray to be selected. The valid logical tray names are:

Default	Tray1/Upper/Main	Tray2/Lower/Aux	Tray3/Middle
Tray4	Tray5	Tray6	Tray7
Tray8	Tray9	Tray10	
LargeFormat	LargeCapacity	Manual	

For example:

You need to create a number of mappings. As a default, the **StockSet** names,

'COVER1', 'COVER2', 'COVER3' and 'COVER4'

are to be mapped to the Paris Trays,

'Tray1', 'Tray2', 'Tray3' and 'Tray4' respectively.

These mappings will apply to all jobs.

Also, two sets of **environment specific** mappings are required.

The mapping changes required are as follows:

- For the ENV 'Test1' the default mapping for 'COVER1' needs to be changed from 'Tray1' to 'Tray2'.
- The mapping for the standard CEP keyword 'MAIN' needs to be changed from its (Paris internal) default of 'Tray1' to 'Tray4'.
- The 'Test' ENV requires a custom mapping of the stocksetName 'INVOICE' to 'Tray1'.
- The ENV 'Test2', requires a custom mapping of the stocksetName 'STATE' to 'Tray2'.

The following entries in the **Stockset.xpi** file would implement these requirements:

*XPDBaseStockSet COVER1: Tray1
*XPDBaseStockSet COVER2: Tray2
*XPDBaseStockSet COVER3: Tray3
*XPDBaseStockSet COVER4: Tray4
*XPDEnvStockSet TEST1/COVER1: Tray2
*XPDEnvStockSet TEST1/MAIN: Tray4

*XPDEnvStockSet TEST1/INVOICE: Tray1
*XPDEnvStockSet TEST2/STATE: Tray2

Refer to the previous section: Setting up Media Mapping on page 563.

An example of setting up the Media Mapping for a Docuprint

A Paris print destination called 'DocuPS' is created that uses a Docuprint printer with 4 trays. The XPD/PPD file would contain 4 entries:

*XLPInputMedia Upper: ""

*XLPInputMedia Lower: ""

*XLPInputMedia Middle: ""

*XLPInputMedia Tray4: ""

This XPD/PPD means the Environment Editor will allow the creation of environments using any or all of these 4 trays.

- An environment called 'Invoice' is created.
- Tray select events are created that, at various times during a job, call for all 4 trays to be used.
- The Media Mapping option is selected in the 'DocuPS' printer View/Change Printer dialogue to create a mapping for the environment 'Invoice'.

This mapping **MUST** contain 4 entries (no more, no less). Each entry maps one of the trays used (Upper, Lower, Middle and Tray4) to a unique combination of color, weight, type and size.

For example: Upper=white,75,plain

Lower=white,75,Check Middle=Blue,140,Cover Tray4=white,140,plain

Size=612 792

Finally, the Docuprint must be configured so that each of the four physical trays has one of the above mappings.

Typically, the largest capacity trays would be configured to the most commonly used media, in this example 'Upper=white,75,plain'.

The flexibility of this system is that the user can either configure the printer to match an environment's needs, or create media mappings that match the printer configuration.

APPENDIX B

CREATING AND PREPARING NOVELL PRINT QUEUES FOR INPUT INTO PARIS

Appendix B

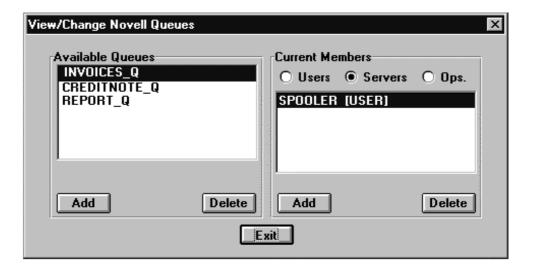
CREATING AND PREPARING NOVELL PRINT QUEUES FOR INPUT INTO PARIS

When you are using the Capture Data function in the Environment Editor, the Select Input Source for Data Capture dialogue that is displayed contains a Settings button. Clicking on the Settings button will display the View/Change Novell Queues dialogue which allows you to create new Novell print queues, or to modify existing ones.

- Novell print queues can also be created using Novell's PCONSOLE, however the Server attribute can only be correctly set using the View/Change Novell Queues dialogue.
- In order for Paris to input from a queue, the *User* logged onto the workstation **must** be defined as the queue's *Server*.

NOTE:

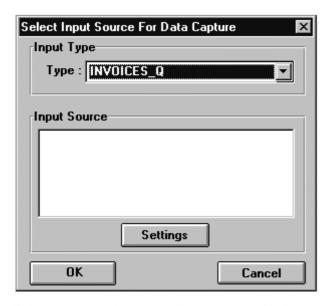
You must be logged into the network with Supervisor access to create or modify a Novell queue.



HOW DO I CREATE A NEW NOVELL QUEUE FOR INPUT?

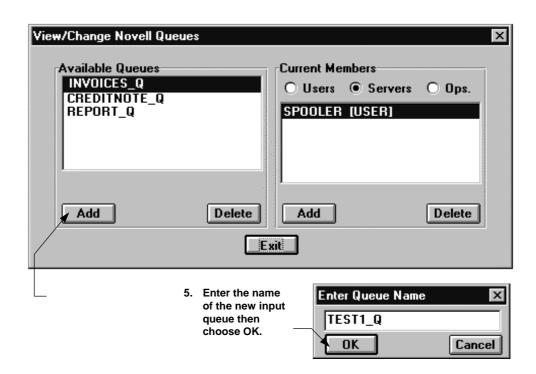
→ To create a Novell queue for input:

- 1. Ensure that you are logged in with Supervisor access.
- **2.** Select Data from the File menu in the Environment Editor, then select Capture Data from the sub-menu to display the Select Input Source For Data Capture dialogue.

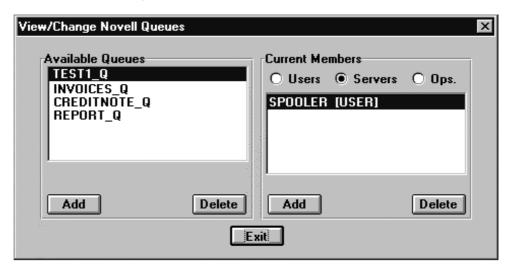


3. In the dialogue, ensure that a Novell queue name is displayed in the Type box, then click on the Settings button. The View/Change Novell Queues dialogue will be displayed.

4. Click on the Add button to display the Enter Queue Name dialogue. The queue name must be Alphanumeric, and can be up to 49 characters.



5. Enter the new queue name then choose OK. The new queue name will appear in the Available Queues list.



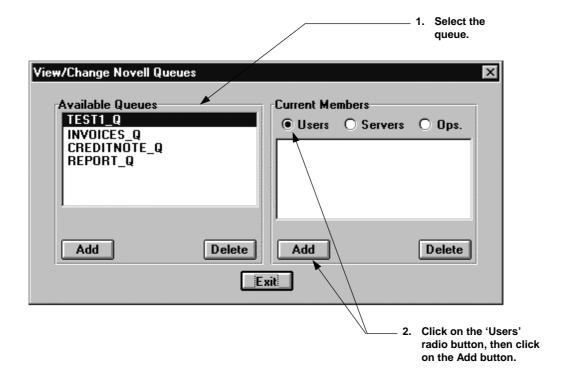
HOW DO I PREPARE A NOVELL QUEUE FOR INPUT?

When you prepare a Novell queue for input, you need to set the User, Server and Operator attributes of the selected Novell print queue.

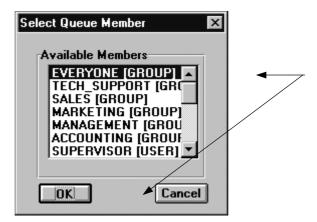
Setting the queue Users list

The 'Users' list is the list of users who are permitted to add print files to this queue. It is possible to specify User Groups.

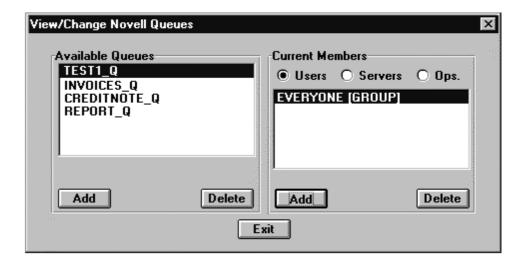
- 1. Select the required queue from the Available Queues list.
- **2.** Click on the 'Users' radio button in the Current Members section of the dialogue, then click on the Add button in the same section. The Select Queue Member dialogue will be displayed.



3. Select the required user name from the list of Available Members, then choose OK.



The added user name will be displayed in the Current Members list in the View/Change Novell Queues dialogue.

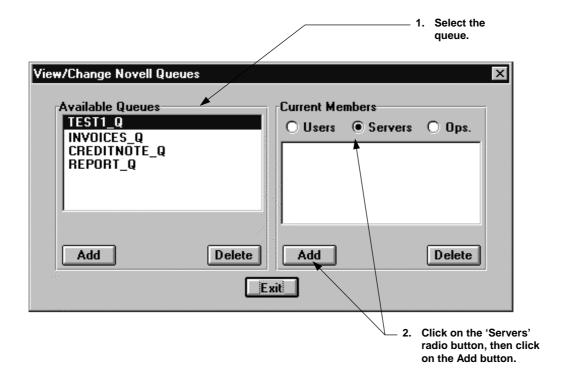


Setting the queue Servers list when capturing data

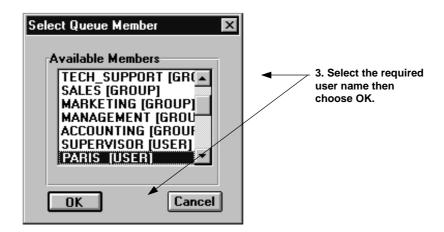
A single *User* must be allocated as the *Server* in order for Paris to input from a Novell queue.

The *User* allocated as the *Server* must also be the same as that logged onto the workstation during data capture. For example, if the User is logged on to the workstation as PARIS [USER], the Server must also be PARIS [USER].

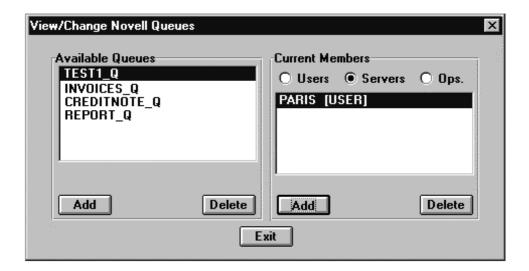
- 1. Select the required queue from the Available Queues list.
- 2. Click on the 'Servers' radio button in the Current Members section of the dialogue, then click on the Add button in the same section. The Select Queue Member dialogue will be displayed.



3. Select the required user name from the list of Available Members, then choose OK.



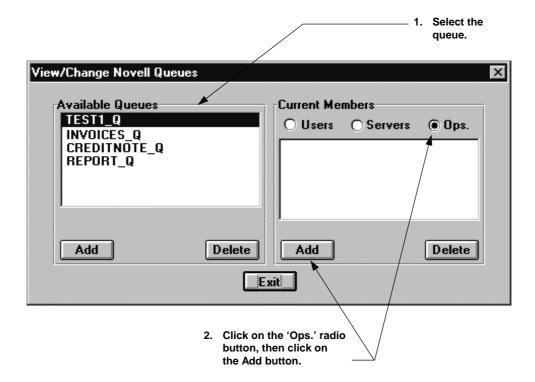
The added user name will be displayed in the Current Members list in the View/Change Novell Queues dialogue.



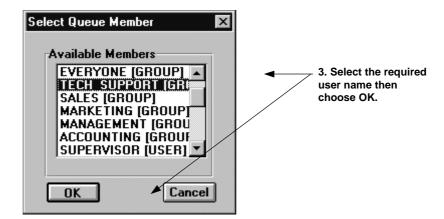
Setting the queue Operators list

The Operators list is the list of users who will have 'Operator' access to the queue. It is possible to specify user groups.

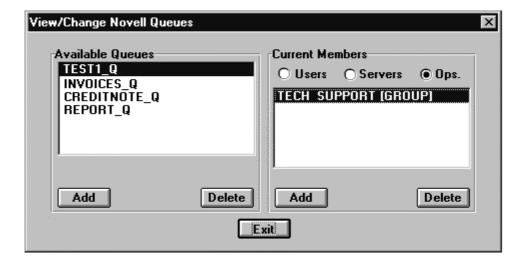
- 1. Select the required queue from the Available Queues list.
- **2.** Click on the 'Ops.' radio button in the Current Members section of the dialogue, then click on the Add button in the same section. The Select Queue Member dialogue will be displayed.



3. Select the required user name from the list of Available Members, then choose OK.



The added user name will be displayed in the Current Members list in the View/Change Novell Queues dialogue.



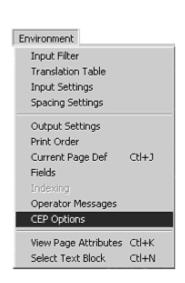
APPENDIX C

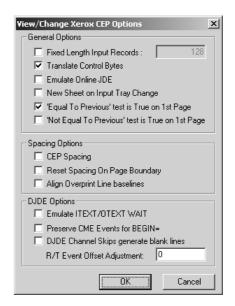
USING XEROX CEP OPTIONS

Appendix C

USING XEROX CEP OPTIONS

The CEP Options menu is opened by selecting CEP Options from the Environment menu or by pressing the F6 function key.





The options displayed in the dialogue have been included to maintain a high level of Xerox compatibility. The following options are available:

GENERAL OPTIONS

Fixed Length Input Records

This option allows Paris to process input records that are in a fixed record length format, rather than the carriage return/line feed format that is usually used in PC based files.

To use this option, type the record length applicable into the record length field.

NOTE: You should always enter the record length before loading the data.

Translate Control Bytes

This option permits you to exclude PCC bytes from any translation being done at input processing time. For example, you may wish PCC bytes in an EBCDIC input file to be left untranslated as some of the characters may not have a direct EBCDIC/ASCII equivalent.

Emulate Online JDE

This option allows you to handle the differences between the way PCC characters on DJDE line are processed.

- For off-line jobs, the PCC character on a DJDE is ignored, which is the normal Paris default.
- For on-line jobs, if the PCC byte is on the DJDE print line, it will be respected.

New Sheet on Input Tray Change

This option allows CEP emulation when changing trays.

'Equal To Previous Test' is True on 1st Page

This option **only** applies to the **first** page of the job.

The Paris system default setting is 'true' whereas the CEP default setting is 'false'. For Paris to emulate the CEP default setting, you would choose this option.

'Not Equal To Previous Test' is True on 1st Page

This option **only** applies to the **first** page of the job.

The Paris system default setting is 'false' whereas the CEP default setting is 'true'. For Paris to emulate the CEP default setting, you would choose this option.



SPACING OPTIONS

CEP Spacing

CEP spacing is different from normal Paris spacing in that in portrait mode on a CEP the positioning of the first line of a text block is affected by the highest baseline value of the last line of the previous text block.

Click on this option to activate this facility.

Reset Spacing on Page Boundary

Selecting this option resets the alignment/spacing code at the start of every physical page.

Align Overprint Line Baselines

When selected, this option causes the text code to attempt to align overprinting text by their baselines.

DJDE OPTIONS

Emulate ITEXT/OTEXT WAIT

OTEXT and ITEXT DJDE can be set with a WAIT parameter.

- If they have WAIT the printer stops and waits for an operator response.
- If the OTEXT DJDE does not have a WAIT parameter the message is displayed but the printer does not stop and wait for a response.
 Previously whenever an OTEXT DJDE was encountered, the Paris Spooler would stop waiting for a reply even if the OTEXT DJDE did not have a WAIT parameter. This change will make the Spooler perform the same way as the printer, i.e. only wait for a response if the WAIT parameter exists in the DJDE.

Preserve CME Events for BEGIN=

Selecting this option allows Paris to carry over the CME events from the previous BEGIN when a new DJDE BEGIN is encountered.

DJDE Channel Skips generate blank lines

If Paris encounters a DJDE line with channel skip, it is ignored by default. If the option is selected (on) Paris will generate a blank line.

R/T Event Offset Adjustment

When a data length statement is extracted from a DJDE record, it is adjusted by the value entered here. Refer also to 'Runtime Events' in Chapter 7 of this manual.

APPENDIX D

DEVICE SPECIFIC FEATURES IN PARIS

Appendix D

DEVICE SPECIFIC FEATURES IN THE PARIS SYSTEM

The Device Specific feature in the Paris system is an option that opens up 'hooks' into the output data stream generated by the Paris print engine, allowing the user to insert custom code at specific points in the code.

The intention of this option is to allow the user to insert code to activate device specific features such as stapling, binding, collating, folding and so on, however, it is a general purpose system, and the possible uses are left open to the user.

USING DEVICE SPECIFIC FEATURES

INSERTING CODE

It is the user's responsibility to ensure that the code to be inserted is correct, both in it's immediate effects, and also in any 'side-effects' the inserted code may produce. The Paris system does not attempt to validate or understand the code to be inserted.

This feature is currently only active in the Postscript driver, but will be added to the HP PCL driver if required.

▲ WARNING!

A pre-requisite to using these functions is a thorough understanding of the workings of PostScript commands, including the manual editing of XPD files, the use of syntax and so on.

See also 'How do XPD and PPD files work?' in Chapter 1 of this manual.

IMPLEMENTATION OF THE DEVICE SPECIFIC FEATURE

The Device Specific feature option consists of **four** different 'hooks' and **three** different methods for specifying features. To activate a device specific feature, the following steps must be followed:

- Add the feature code to an XPD file.
- Add a call to a feature to the Job (via ENV or Run time event).

The four hooks differ only in where in the output data stream the user code is inserted. The code to be inserted follows normal PPD/XPD syntax rules.

Following the ':' character, the actual code must be enclosed in "" characters. It can span multiple lines. An XPD file can contain any number of user defined features.

Currently defined hooks

The currently defined hooks are:

1. Xerox Job Ticket

The user code will be inserted as part of the Xerox Job Ticket This hook is only available if Job Ticket processing has been activated (the printer XPD file contains an 'XPD_XJTVersion' option). If Job tickets are not active, calls to these features are ignored. (Refer to Appendix C, 'Modifying Paris Job Tickets' of the Paris Spooler Technical Manual.)

Example: XPDFeature_XJT Binding: "%XRXbinding: binding via job ticket"

2. Job Level Comment

The user code will be inserted in the Comments section of the PostScript Job preamble.

Example: XPDFeature_JobComment Binding: "%%Requirements: binding"

3. Job Level Code

The user code will be inserted in the Code portion of the Postscript Job Preamble.

Example: XPDFeature_JobCode Binding: "1 binding setpagedevice"

4. Page Preamble

The user code will be inserted at the end of the page preamble. This hook is used with events only.

Example: XPDFeature_Page Binding: "1 binding setpagedevice"

How the feature is referred to in the output stream

It is important to note that the type of feature (XJT, JobComment, JobCode or Page) refers to the position of the feature in the output stream, not the contents.

For example, it is possible to insert any comment into the output stream using the JobCode or Page feature hooks, or to add valid PostScript code to the JobTicket or Comment portions of the output stream using the XJT or JobComment hooks. It is the user's responsibility to ensure the device will accept the code inserted by any hook as valid. Paris does not read or validate the feature code at all.

Selecting a Device Specific feature

The XPD supplies a pool of possible features to the Paris PostScript driver.

NOTE:

You must have the XPD with the added entries loaded to see the Device Specific Features in the Environment Editor View/Change Output Settings dialogue.

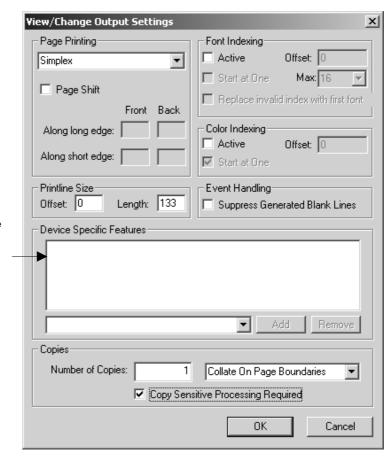
The Device must be using that XPD and must be added to the printers list.

There are 3 options available to select which features should be included in a given job:

- 1. Environment Output
- 2. Environment Events
- 3. Runtime Events

1. Environment Output

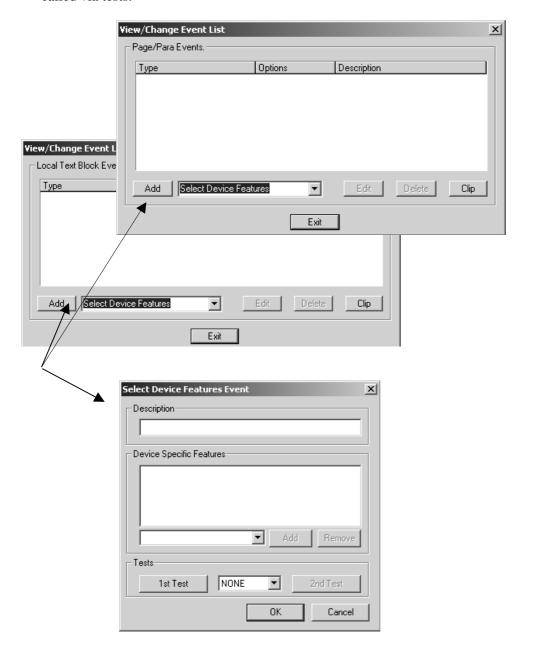
The 'Output Settings' dialogue of an environment contains a listbox of the requested features for this job. Any listed feature will be passed to the PostScript driver at the start of the job. Any 'page' oriented feature listed here will be sent at the start of the first page of the job only.



Listbox which will display added Device Specific features requested for a job

2. Environment Events

A new event has been added to the 'Page/Para' and 'Local Text Block' event lists. This is a normal event, with the full range of test options. When the test is true, the current page will have the requested features added. Only 'Page' features can be called via tests.



3. Run Time Events

A runtime event called "FEATURE=(name,type)" is available. This is a page-based event, and will apply at the next page boundary.

The parameters are the name of the feature to call (i.e., 'Binding') and optionally the type of the feature. The values for type are XJT, JOBCOMMENT, JOBCODE and PAGE. If the type parameter is missing it is assumed to be PAGE. The XJT, JOBCOMMENT and JOBCODE types only have effect if specified before the first page of the Job.

More About Features

- If a job asks for a feature that the current XPD file does not support, then nothing happens (this is not considered an error, and printing will continue).
- If two printers implement the same feature (ie, binding) but use different code to achieve this, then the XPD files for each printer should have the same feature name defined, but with different code.
- If one printer requires the activation to be in the Job Ticket, and another requires it in the Job Preamble, then each printer XPD should be given two features, one of which is a 'null' code. The Job is then created calling for both features.

For example:

Printer 1:

XPDFeature_JobComment Binding1: "% % Requirements: binding true" XPDFeature_JobCode Binding2: ""

Printer 2:

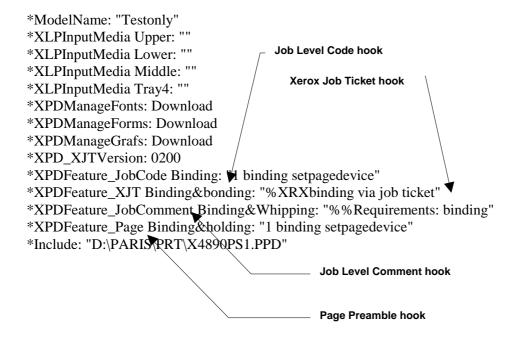
XPDFeature JobComment Binding1: ""
XPDFeature_JobCode Binding2: "binding true setpagedevice"

The job would call for both 'Binding1' and 'Binding2', and would then print correctly on both printers.

EXAMPLE OF AN XPD FILE USING DEVICE SPECIFIC FEATURES

The following example XPD file illustrates the use of device specific features and follows Adobe PPD syntax..

Testonly.xpd



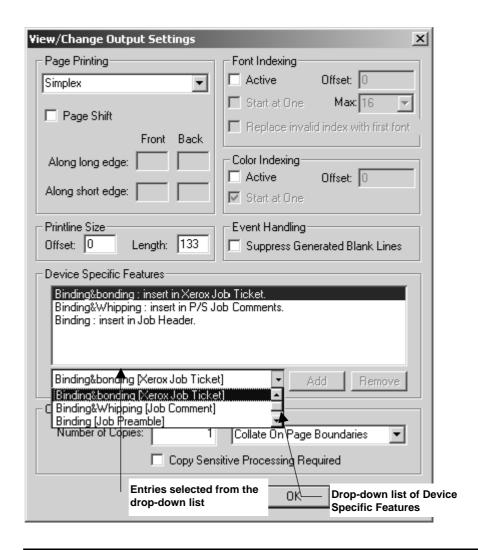
NOTE:

- 1. The above example is only to demonstrate what the entries look like. The PostScript commands are not necessarily correct.
- 2. The XPDFeature entries must be placed before the *Include line in the XPD.

On the following pages, the appearance of the features in the Paris system is demonstrated.

Using the Environment Output option to select a feature

The Testonly.xpd file would produce the following list in the Output Settings dialogue:

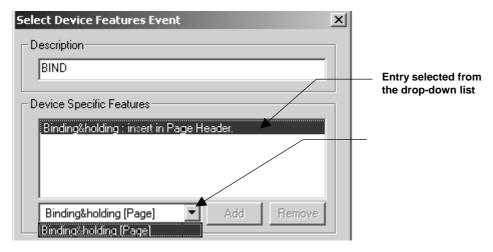


NOTE: Refer to 'Using Output Settings' in Chapter 5 for instructions on using the Output Settings function in Paris.

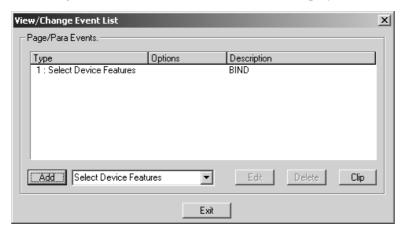
Using the Environment Events option to select a device specific feature

- **1.** Open the View/Change Event List (Page/Para Events) dialogue and choose Select Device Features from the drop-down menu.
- **2.** Click on the Add button to display the Select Device Features Event dialogue and click on the arrow to the left of the Add button to display the list of added Device Specific features.

(The Testonly.xpd file would produce the list illustrated in the dialogue below.)



- **3.** Select the required entry from the list, then choose the Add button. The selected entry will be displayed in the dialogue.
- **4.** Choose OK to return to the View/Change Event List (Page/Para Events) dialogue where the selected feature will be displayed.



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