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# GETTING STARTED WITH ADVANCED LAYOUT

## Concepts and ideas in Advanced Layout

### Graphics and Layouts

The primary objects that you create in Advanced Layout are Graphics and Layouts. A Graphic is the object that you want to repeat on a sheet or Layout. You may have several copies of the same Graphic or of different Graphics in one Layout.

You may already be familiar with this concept. Sometimes the terms 1-up (the non-repeated object) or station, and sheet are used to indicate Graphics and Layouts. In ArtiosCAD, a design file is the equivalent of a Graphic and a manufacturing file is the equivalent of a Layout.

### What is a Graphic?

A Graphic must contain a graphic file. A cut path, a mask and graphic marks are optional. The graphic file can be a (Normalized) PDF file or an image file. Cut Paths in Advanced Layout are usually created by extracting contours in a certain ink. All the items that you include in a Graphic will be repeated on your layout. Although Graphics can be created and manipulated from the Layout View, you edit Graphics in the Graphics View. The definition of a Graphic is embedded inside the layout file.

Graphic objects consist of:

- a reference to a graphics.
- a cut path. This is the shape on which the actual Graphics will be cut.
- a bleed mask. This is a gross mask that cuts away all irrelevant graphics. Most of the time, the bleed mask is generated by spreading the die shape over a certain distance.

### What is a Layout?

A Layout contains a sheet size and any number of Graphics. The Graphics contained in a Layout may be multiple instances of the same Graphic, single instances of different Graphics, or some intermediate mix (a combination Layout). As Layouts can be recto/verso, Advanced Layout can create the back of a Layout from the front for two-sided printing. When Advanced Layout creates the reverse side of the Layout, the position of the Graphics is mirrored for accurate front-to-back alignment. The reverse side of the Graphics is automatically inserted to create the printing on the reverse side. Advanced Layout maintains a link between the front and reverse side of a Layout: moving Graphics on the front will move the corresponding Graphics on the reverse accordingly.

## View modes

Advanced Layout has two view modes:

- The Layouts View shows the Layout and all the Graphics that have been placed. In this view, you can switch between the front and the back of a layout.

In the Layouts View, you can assemble the layout by placing a number of copies of one or multiple Graphics.

- The Graphics View focusses on the individual Graphic.

In the Graphics View, you are basically working on one side of a Graphic. As stated earlier on, a Graphic can contain graphics, a cut path, a mask and station marks. The Graphics View offers all functionality to manipulate these objects, e.g.:

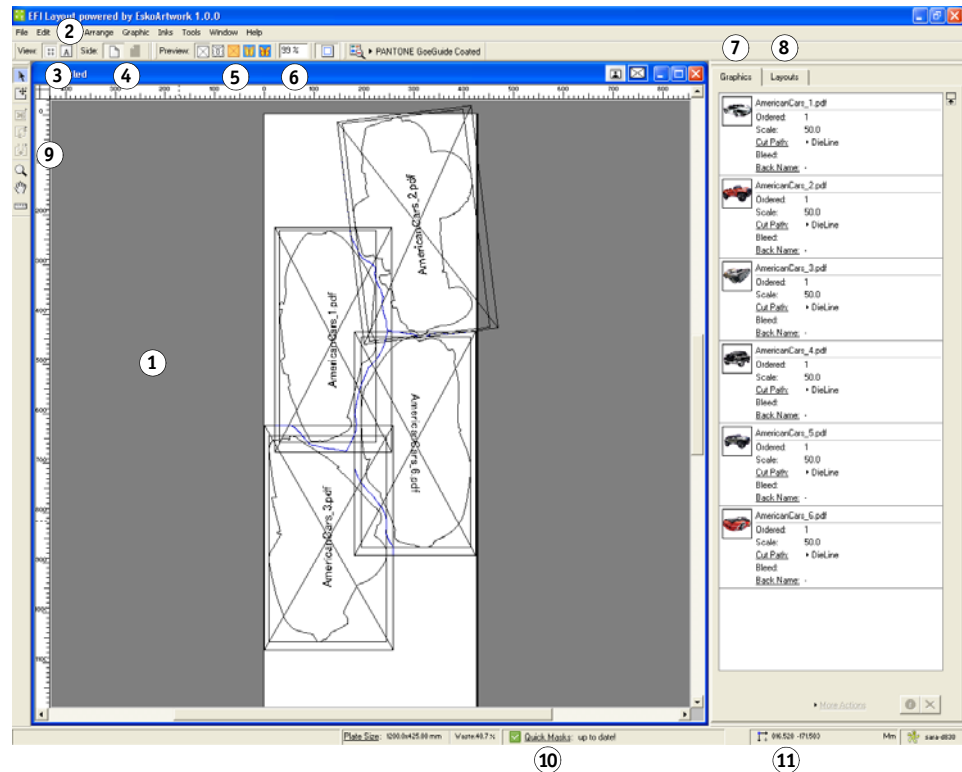
- create a cut path
- align graphics and cut path
- create a mask (based on the cut path)

Switching between those views can be done in one single session.

## Document window elements

The different views all contain a display area and a number of toolbars (see “[Toolbars](#)” on page 69).

### Program window overview



1	The display area is where you do your work. You can think of it as a blank printing sheet on which you are assembling your layout. The white area is the sheet.
2	“File” and “Edit” menus offer you the standard save and edit functionality.
3	View Selector
4	Side indicator tells you which side of the sheet you are working on; front or back and allows to switch from front to back and vice versa.
5	The Preview Selector indicates the selected preview. See “ <a href="#">Preview</a> ” on page 52
6	Zoom: indicates the zoom factor.
7	The Graphics tab allows you to add Graphics, and adjust the settings for the individual Graphics. Double-click a Graphic to open it in Graphics View
8	The Layouts tab allows to search for SmartNest layouts. See “ <a href="#">Finding Layouts</a> ” on page 15.

9	The Toolbar contains the interactive tools. Some tools are only available in 1 view (Graphics View or Layouts View). See “Tools” on page 71.
10	The Quick Masks indicator shows the state of the Quick Masks.
11	Current Orientation / Current Unit: the orientation and unit can be changed in the Defaults tab of the Preferences dialog box. Orientation, units and server name together make up the Status Bar.

The menu bar contains commands that are available in the current module. Not all commands in all menus may be available.

All the toolbars can be opened via the Window menu > Toolbars.

The Workspace Layout Manager allows you to make some predefined workspaces of the user interface dialog boxes and switch from one to another in one single click.

All toolbars of the Window menu can either be used as docked tools or as proper dialog boxes.

## Entering information

Many of the dialog boxes expect you to enter information. You usually do this by typing on the keyboard. To edit a value in a dialog box, click the field and enter a new value. Clicking a field once selects the entire contents of the field. Clicking a field twice will insert the cursor into the existing value in the field and allow you to edit it.

There are two other ways to work with dialog boxes that you may not have seen before:

- Dragging numbers
- Using smart edit fields

### Dragging numbers

Advanced Layout allows you to drag a number between two dialog boxes. Sometimes, you might want to use a value from one dialog box in another. For example, you might want to take some measurements from within your document and then use that measured value as an entry in the Transform dialog box.

---

#### TO DRAG A NUMBER FROM ONE DIALOG BOX TO ANOTHER

##### 1 Click and drag the number that you want to use.

The cursor turns into the pointing hand icon.

##### 2 Drag the number to the edit field of another dialog box and release the mouse button.

The value is copied from the first dialog box to the second.

### Using smart edit fields



Many of Advanced Layout's dialog boxes contain smart edit fields. You can recognize smart edit fields by their display: they always contain the current units label after the value in the field.

Smart edit fields have two important properties. First, you can change the current units used to display the field's value at any time. Second, you can use the smart edit field to calculate a new value for the field.

---

#### TO CHANGE THE CURRENT UNITS THAT ARE USED TO DISPLAY THE FIELD'S VALUE

**1 Click the field to select its contents.**

Everything in the field is selected.

**2 Type the units that you would like to use. Type "in" for inches and "mm" for millimeters.**

**3 Press [Enter].**

The field's value is now displayed in the units that you typed.

The field will continue to use the unit of measure that you chose until you change it again. Note that other fields in the same dialog box will be displayed in the previous units until you change them. To change the default units used throughout the application, see the “[Defaults](#)” on page 46 in the Preferences dialog box.

---

#### TO USE THE SMART EDIT FIELD TO CALCULATE A NEW VALUE

**1 Click the field twice to insert the cursor after the unit of measure.**

If the cursor is not in the right place, use the arrow keys to move it after the unit of measure.

**2 Type the calculation that you'd like to make.**

For example, if the field currently contains "10 mm" type "+5" to add 5 mm to this value.

**3 Press [Enter].**

The new value for the field is calculated and displayed. In the example above, the new value will be "15 mm" (10 mm + 5 mm).

You can use these two features together, too. For instance, if the smart edit field contains "10 mm", you can add 2 inches to this value by typing "+2 in". The resulting value will be "60.8 mm" (10 mm + 50.8 mm).



# CREATING A SMARTNEST LAYOUT

With Advanced Layout's SmartNest tool you can create intuitive layouts that make optimal use of the available sheet. Advanced Layout can generate layouts to find the ultimate layout for your purpose.

## Document Setup

When you create a new layout to accommodate your nested jobs, you need to feed Advanced Layout with vital information, such as the size of the sheet and the position of the margins on the sheet. You can do this in the Document Setup.

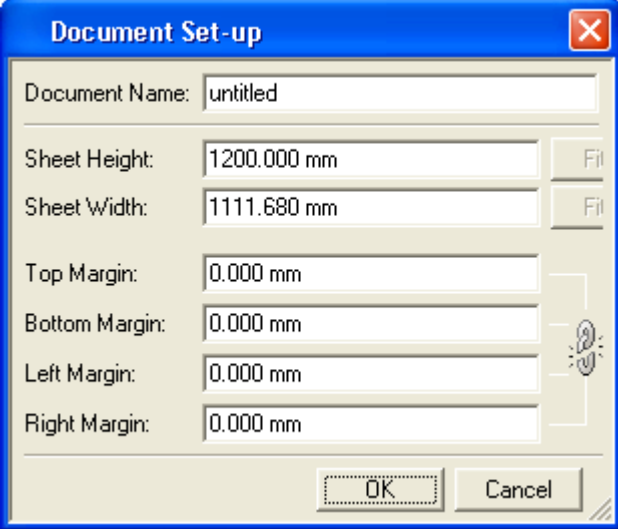
---

### TO CREATE A NEW LAYOUT FILE

- 1 Click **File > Document Set-up**.

The Document Setup dialog box will appear:

Document Set-up dialog



Field	Value	Buttons/Icons
Document Name:	untitled	
Sheet Height:	1200.000 mm	Fit
Sheet Width:	1111.680 mm	Fit
Top Margin:	0.000 mm	Lightbulb icon
Bottom Margin:	0.000 mm	
Left Margin:	0.000 mm	
Right Margin:	0.000 mm	
		OK Cancel

**2 Type a document name.**

The Document Name you enter here will serve as the name for the search layouts.

**3 Define the dimensions of the current job.****4 Enter a decent margin to foresee enough white space to place i-cut marks.**

By default, the value that you set for the top margin is automatically applied to the left, right and bottom margins. To define individual margins, click the link icon to enable all margin fields.

**5 Click OK to create the new layout.**

Clicking Cancel will close the Document Setup dialog box without creating a new sheet.

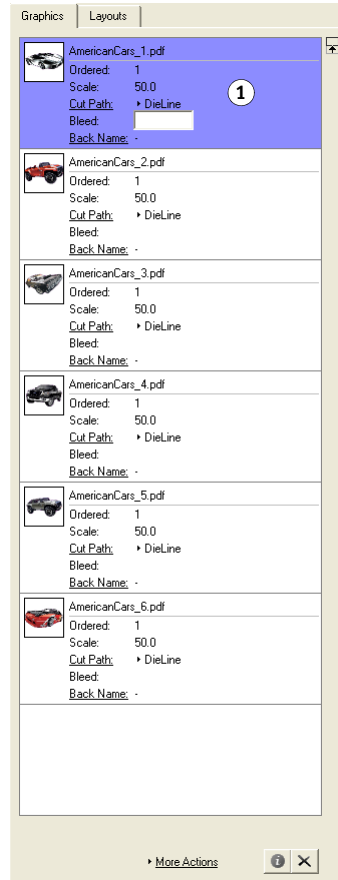
Your new sheet is shown in the document window. The white area is the sheet, the blue line shows the sheet and its position on the plate.

You can change these settings for an open document by choosing File > Document Set-up. The same dialog will open, allowing you to change any settings.

## Adding Graphics

You can manage Graphics in the Graphics tab of the SmartNest dialog.

Graphics tab



4

2

3

1	<p>The Graphics list shows all Graphics, including a preview and some key information. In the Graphics list you can:</p> <ul style="list-style-type: none"> <li>• Double-click a Graphic to open the Graphic in Graphics View. See also <a href="#">“Working with Graphics”</a> on page 19.</li> <li>• Change the key settings directly in the Graphics list, such as the number ordered, the scaling, the Cut Path, the Bleed, ...</li> <li>• Select one or more Graphics for further actions (see below). If multiple Graphics are selected, you can change the settings or apply the actions on all selected Graphics at once</li> <li>• Click and drag Graphics to change the order in the list.</li> </ul>
2	<p>The Information button opens the Graphic settings dialog for the selected Graphic. If multiple Graphics are selected, the Graphic Settings dialog will be reduced, showing only the settings that can be modified for all selected Graphics. See <a href="#">“Graphic Settings”</a> on page 19.</p>
3	<p>Use the Delete button to delete all selected Graphics from the list. You can only remove Graphics that are not on a layout.</p>
4	<p>Click More Actions to use one of the Graphic functions on all selected Graphics. See also <a href="#">“Working with Graphics”</a> on page 19.</p>

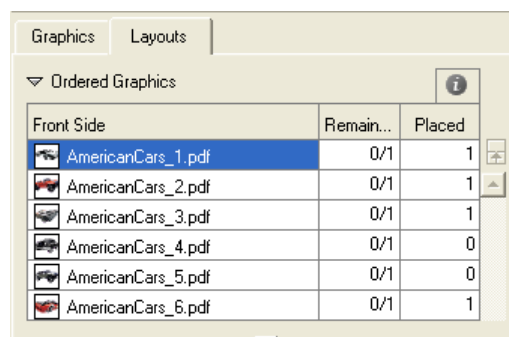
## Creating Layouts

In the Layouts tab of the SmartNest window, you can create all the layouts you need.

The Layouts tab consists of three parts:

- The Ordered graphics, which is similar to the Graphics tab (see [“Adding Graphics”](#) on page 12). For every Graphic, you can see the amount placed on the currently selected layout, and the total amount remaining / ordered.

Layouts tab: First part



- The Find Nested Layouts section, containing all settings for searching the optimal Layouts. See “[Finding Layouts](#)” on page 15.

Layouts tab: Second part

- The Layouts section, showing all the layouts created so far. See “[Managing Layouts](#)” on page 18.

Layouts tab: Third part

In the Layouts tab, you can use the triangles in front of the Ordered Graphics and Find Nested Layouts section to collapse these sections.

Before searching for the Layouts, you can add marks or edit a graphic’s Cut Path, etc. See “[Working with Graphics](#)” on page 19.

## Finding Layouts

Advanced Layout can find the most optimal layouts for the requested Graphics and their amounts, based on two nesting types:

- Minimal Waste

Nesting type: Minimal waste

Find Nested Layouts

Nesting Type: Minimum Layouts

Search Time: Fast

Respect the Graphic's Order

Fill Start Point:  Top Right

Primary Fill: Horizontal

Gutter: 10.000 mm

Rotation: Allow any Angle

After nesting center graphics on sheet:  
Horizontally

Layout Name: EFI Layout 1

Find Layouts Now!

Minimal Waste tries to reduce the waste in material to a minimum.

Search Time gives an indication of the accuracy by which Advanced Layout will search for the best result. The faster the search, the less accurate the result can be.

Respect the Graphic's Order will place the Graphics in the order they appear in the Graphics list.

You can define the Fill Start Point, Primary Fill direction, Gutter width and allowed Rotation.

By enabling the option, you can center the nested graphics on the sheet, either horizontally, vertically or in both directions

- Minimum Layouts

Nesting type: Minimum layouts

Find Nested Layouts

Nesting Type: Minimum Layouts

Search Time: Fast

Respect the Graphic's Order

Fill Start Point: Top Right

Primary Fill: Horizontal

Gutter: 10.000 mm

Rotation: Allow any Angle

After nesting center graphics on sheet:  
Horizontally

Layout Name: EFI Layout 1

Find Layouts Now!

Minimum Layouts reduces the amount of different layouts to a minimum. This can, especially when dealing with larger volumes, reduce the setup time.

In the Layouts list, you can see that when using Minimum Layouts instead of Minimal Waste, the list of different Layouts will be shorter, while the number of repeats for the layouts will be higher.

Search Time gives an indication of the accuracy by which Advanced Layout will search for the best result. The faster the search, the less accurate the result can be.

You can define the Fill Start Point, Primary Fill direction, Gutter width and allowed Rotation.

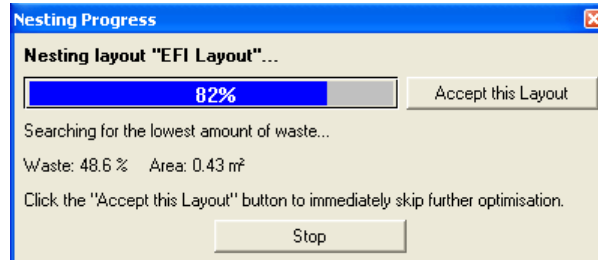
By enabling the option, you can center the nested graphics on the sheet, either horizontally, vertically or in both directions

You can give your layout a unique name to make it more easily identifiable. When you submit a job from Advanced Layout back to the **Fiery XF** Client, the job appears in the job list under the layout name you define here.

- Find Layouts Now!

When you have entered all values and adjusted the nesting options, you can click Find Layouts Now!

#### Finding new layouts



During the search, a dialog shows the progress indicator, the current waste percentage and the area. The Waste is the surface outside the cut paths in % of the total surface, and the area is the surface of the bounding box of all cut paths.

During the Search, you can click the Accept this Layout button to accept the currently found solution and move on to the next layout, or you can click the Stop button to stop searching completely. However, it can be easier and more predictable to let the search finish, and remove or modify the layouts you want. See [“Managing Layouts”](#) on page 18.

Advanced Layout will generate as many layouts as necessary to place all Graphics the required (remaining) number of times, according to the settings you entered. All layouts will have a name based on the Layout Name, with a sequential number attached.

The resulting Layouts will be added to the list of layouts. See [“Managing Layouts”](#) on page 18.

If the layout already contains Graphics (either placed manually or from a previous search), you can select them in green to “glue” them to their position, so they will not be changed by any search.

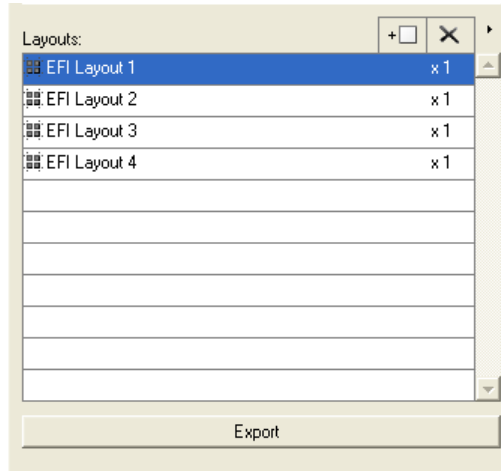


## Managing Layouts

The Layouts list in the Layout tab of the SmartNest window, lists all layouts found and generated.

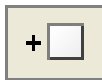
Next to the name of the layout, Advanced Layout will show the number of times the Layout is needed.

### Managing layouts



In this list, you can:

- Select a Layout. The selected layout will be shown in the working area, and the number of Graphics applied on the currently selected Layout is shown in the Ordered section. You can now modify the selected layout
- Select a layout in the list, and delete it, by clicking the cross button.
- Open the Flyout menu by clicking the triangle button, and select Delete All to delete all layouts.



If you created a layout manually, you can add it to the Layouts list by clicking the Add Layout button.

When you are satisfied with your layout, click Export to submit the new layout back to the Fiery XF client. If the layout is composed of jobs that were submitted individually from multiple Fiery XF workflows, you are prompted to select the workflow you want to use. The job is deleted from Advanced Layout and appears in the job list of Job Explorer as a new job in PDF format. The job name corresponds to the name of the layout that you applied in Advanced Layout.

## WORKING WITH GRAPHICS

Arranging Graphics on the sheet is the primary purpose of Advanced Layout. This section will provide you with the basics of working with Graphic files. You will learn all settings and functions that can be used on a single Graphic.

For some of these functions, the Graphic must be selected in Graphics View. To open a Graphic in Graphics View, just double-click it in the Graphics list in the Graphics tab of the SmartNest window.

### Graphic Settings



The Graphic Settings can be opened by selecting one or more Graphics in the Graphics list, and clicking the Information button.

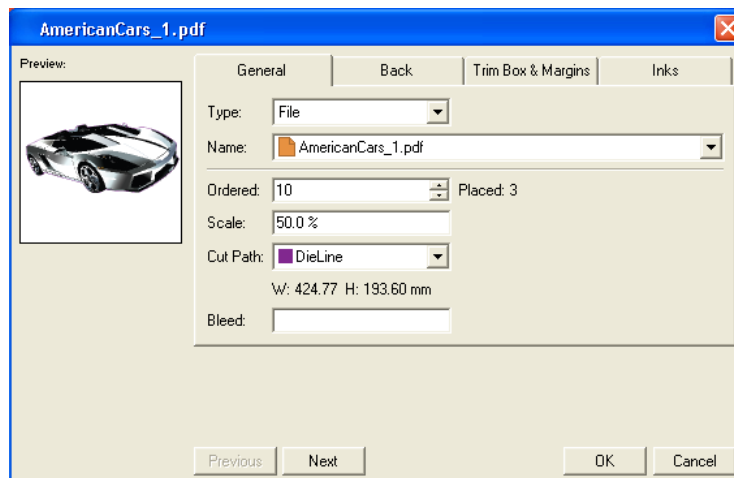
The Graphic Settings dialog contains four tabs.

Using the Next and Previous buttons, you can switch to the next or previous Graphic in the Graphics list.

Clicking OK will accept all changes. Clicking Cancel will close the dialog without applying any changes.

### General

Graphic settings: General tab

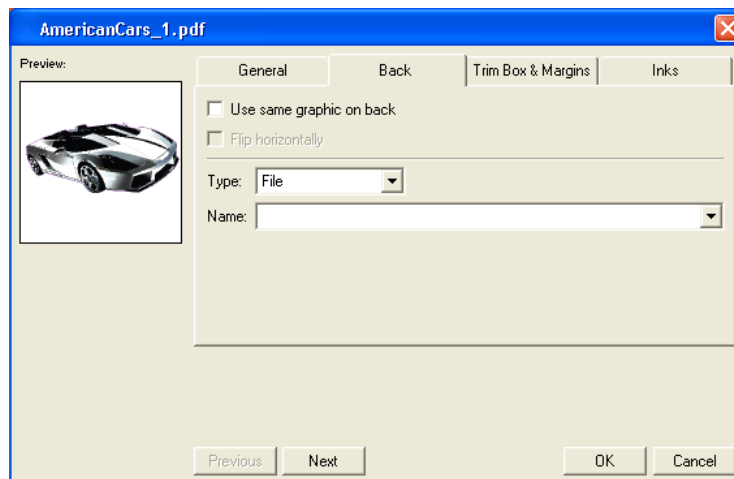


The General tab of the Graphic settings contains:

- The Type: a File
- The Name of the file. In the case of a multi-page document, the file name is suffixed with the page numbers.
- The number ordered
- The amount already placed
- The Scale
- The Cut Path. You can set this to the Trim Box, to any of the inks (which can be used if the file contains a specific die cut ink), or to "Undefined". If a Cut Path was created or selected in Graphics View (see [“Defining the Cut Path”](#) on page 22) the Cut Path will be "Manual".
- The Dimensions of the Graphic
- The Bleed

## Back

Graphic settings: Back tab

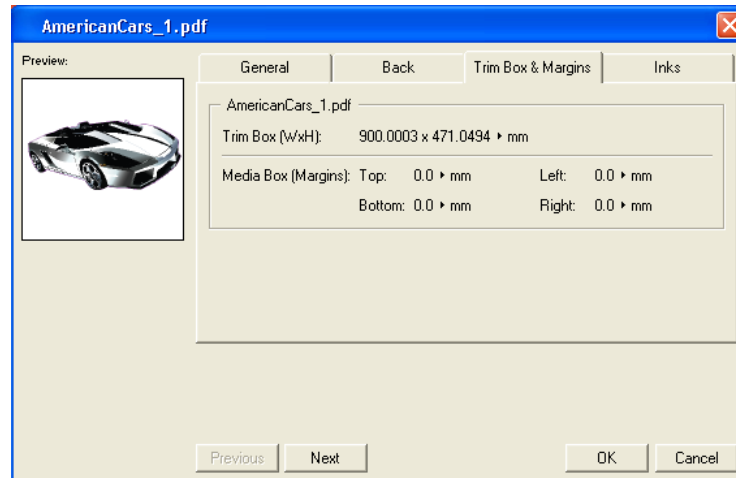


The Back tab allows to set the reverse side for the Graphic. As soon as one Graphic has a defined reverse side, the layouts for the reverse side can also be generated.

- Use same graphic on back allows you to set the same graphic for the front and the reverse side.
- Flip horizontally will mirror the graphic on the reverse side
- The Type: a File
- The Name of the file

## Trim Box and Margins

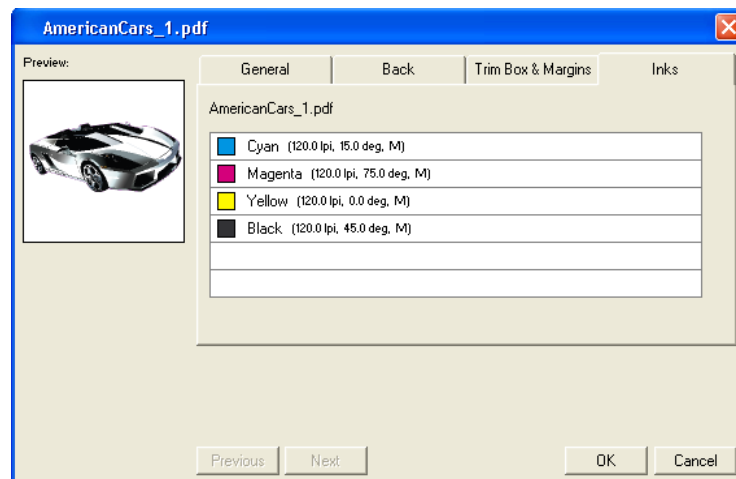
Graphic settings: Trim Box and Margins tab



The Trim Box & Margins tab shows the dimensions of the Trim Box, and the margins for the other page boxes defined in the graphics file.

## Inks

Graphic settings: Inks tab



The Inks tab shows all inks used in the graphics file, including a preview of the color, the name of the ink, the lineature and the angle.

## Working in Graphics View

The Graphics View is a view dedicated to editing a Graphic that you want to use on your sheet. You can switch between the Layouts View and the Graphics View by clicking the view icons in the View Selector. You can also open a Graphic in Graphics View by double-clicking it in the Graphics list in the Graphics tab of the SmartNest window.

### Defining the Cut Path

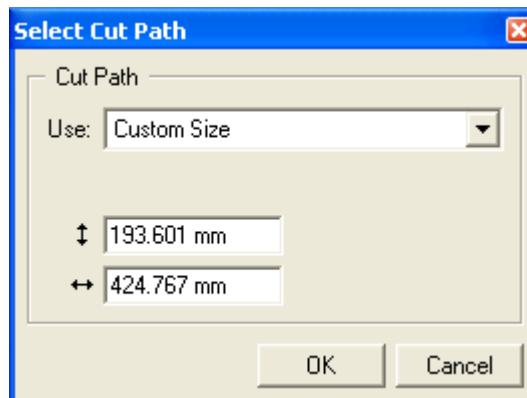
In the Graphics View in Advanced Layout, you can create or select a Cut Path to be used for the Graphic.

- Select Cut Path allows you to select a cut path that already exists in the file. See “[Select Cut Path](#)” on page 22.
- Create Cut Path allows to create a new cut path. See “[Create Cut Path](#)” on page 23.
- Optimize Cut Path allows you to optimize an existing cut path. See “[Optimize Cut Path](#)” on page 27.

### Select Cut Path

Use **Graphic > Select Cut Path** to select a cut path using several different methods.

Select Cut Path dialog



- Use
  - Custom Size

You can create a rectangular Cut Path by using the option Custom Size. Simply specify the required height and width of the Cut Path.
  - Graphic's Trim Box (Borders)

You can fit the cut path to the trim size of an imported graphic. Some applications, like PackEdge, call the trim size the Borders. Desktop applications often call the trim size the Page Size or the Document Size. If your graphic has the correct trim size to use for the die, the Select Cut Path dialog box can create the Graphic's cut path from the trim box of the graphic.
  - Objects using Ink

You can use “Objects using Ink” to use contours that use a specific ink in the graphic. These options will copy the stroked contours from the graphic into the Graphic.
  - Detect Trim Marks

This function looks for trim marks inside the graphics. The position of these marks (two on each corner) will determine the rectangular cut path.

### **Create Cut Path**

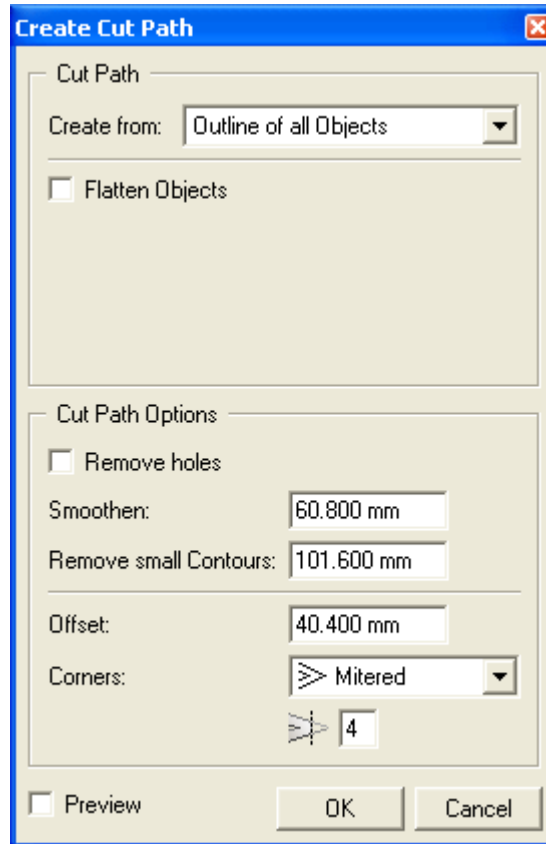
Use Graphic > Create Cut Path to create a new Cut Path in one of two ways:

- Using the Outline of all Objects, for vector based graphics
- Using Trace Edges, for pixel-based graphics.

Advanced Layout will automatically select the correct option, based on the file type of the Graphic.

- Cut Path
  - Outline of all Objects

Outline of all Objects

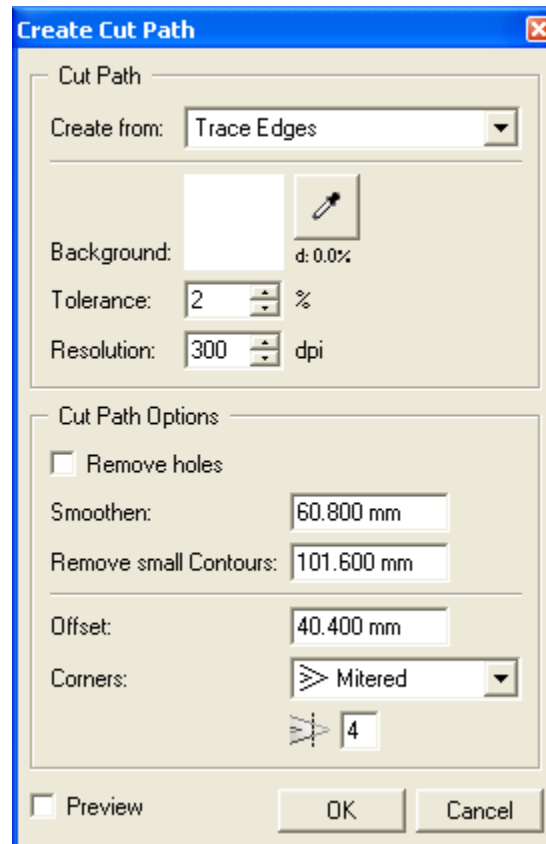


The new cut path will be created around the union of all objects in that particular file. By selecting “Flatten Objects”, the file will be flattened before creating the cut path. This will make sure white areas are excluded from the cut path.

– Trace Edges

The new cut path will be created based on the selected background color.

Trace Edges



Click the densitometer tool. Then click in the image on the background color. The color will be shown in the Background square, and its density is shown (in percentage). Set the tolerance (in percentage) and the resolution (in dpi).



- Cut Path Options
  - Remove holes

By selecting Remove holes, the cut path will only contain the outside borders. Contours inside these outside boundaries will be disregarded.
  - Smoothen

Select a higher Smoothen value to eliminate points in order to smooth the contour. Depending on the deviation, you will lose some detail, but it will facilitate and speed up the cutting process.
  - Remove small Contours

Set the value for Remove small Contours. Objects smaller than the entered value will be removed from the cut path.
  - Offset

Select an Offset value to spread or choke the Cut Path over the specified Offset distance. You can also define the shape of the corners.
  - Preview

Select Preview to get immediate feedback on screen of the current settings. Clicking OK will accept the cut path. Cancel will close the dialog without applying any changes.

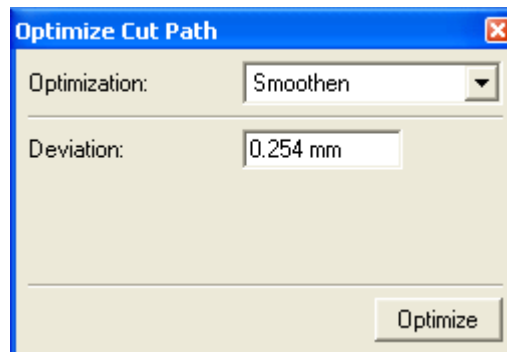
## Optimize Cut Path

Graphic > Optimize Cut Path allows you to adjust the cut path of the Graphic.

- Optimization
  - Smoothen

Select “Smoothen” to eliminate points in order to smoothen the contour. Depending on the deviation, you will lose some detail, but it will facilitate and speed up the cutting process.

Smoothen

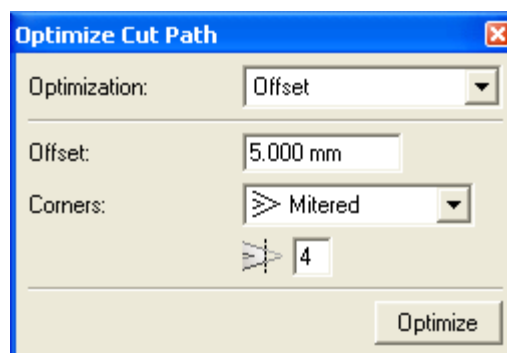


Click the Contour Cleanup Tool and select the Move Points tool from the palette. If the path is selected, and you click Optimize you will immediately see that a certain number of points are being removed.

- Offset

Select an Offset value to spread or choke the Cut Path over the specified Offset distance. You can also define the shape of the corners.

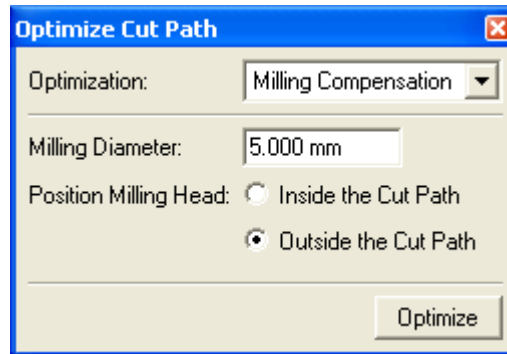
Offset



- Milling Compensation

Select “Milling Compensation” to compensate the thickness of the milling head. Specify the diameter of the milling head and indicate its position with respect to the cut path.

Milling Compensation



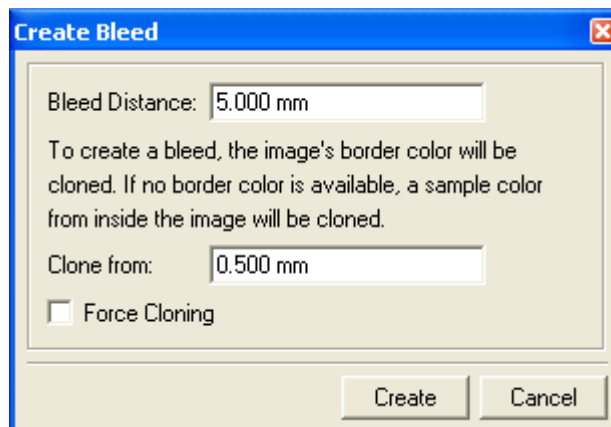
Click the Contour Cleanup Tool and select the Change Start Point and Direction tool from the palette. Changing the direction might be interesting for certain types of paper or cardboard. To improve the cutting quality, you might decide to cut the outer contours in the opposite direction to the inner contours.

## Create Bleed

If the graphic contains no information (color) outside of the cut path, you can use Graphic > Create Bleed to create a bleed.

In the case of line-art graphics, the graphics will get enlarged, in case of contone graphics, the contone pixels will be cloned.

Create Bleed dialog



- Bleed distance

Defines how much bleed should be generated. The Bleed Distance is the distance outside the cut path.

- Clone from

In normal circumstances, the pixels just on the inside of the cut path are cloned to fill the bleed area. However, in case of a small misregistration of the graphics inside the cut path and the cut path itself, the pixels just inside the cut path may be white. To prevent white pixels from being cloned, the “Clone from” setting can be used to move a bit further inside the cut path, and start cloning from that point.

Force Cloning will force this way of creating bleed, even if there is pixel information available on / outside the cut path. This can be used, for example, if the image was cut out on a different (wrong) background.

## Adjusting overlapping Graphics


In production, your sheet layouts may have Graphics that partially overlap one another. For example, if your Graphics include a bleed and they are placed on the layout so that they have a common cut, the bleeds between the Graphics will overlap. The Adjust Masks tool is used to adjust overlapping Graphics.

### Using Adjust Masks

By clicking Adjust Masks in the Tools menu, the masks will always be split half-way between the Graphics, even if they will be modified afterwards. The masks are not updated in real-time but they will be updated just before saving the file.

The status of the masks is indicated in the Status bar. If the masks are not up to date, a warning will be displayed.

Mask warning

 **Quick Masks:** please adjust Front!

### Resetting masks


When you use the Adjust Masks tool, new masks are applied to the Graphics on the sheet. You can remove these masks by selecting “Reset Masks” on the Tools menu.

When you remove masks from the Graphics in the sheet, the Graphics revert to using their original masks as they were created in the Graphics View. The Reset Masks command is disabled if there are no modified masks on the current sheet.

## Checking the status of masks


How do you know if your masks are up to date? Advanced Layout will display masks information in the Status bar. If the masks are not up to date, a warning will be displayed.

Mask warning

 Quick Masks: please adjust Front!

After adjusting, the Quick Masks status will show:

Mask OK

 Quick Masks: up to date!

In fact, you can end up in one of these situations:

Masks: up to date!	This situation occurs when masks are generated via "Quick Adjust". As long as no Graphics are added or moved, this status will not change.
Masks: please adjust!	In case Graphics were added or moved the masks are possibly no longer up to date.

To bring the masks up to date, go to the Adjust Masks dialog box by clicking the icon or the underlined text in the status bar or by selecting Adjust Masks on the Tools menu.

Masks should be adjusted on both sides of the sheet. Only the status of the mask on the current sheet side is shown! When the masks are not up to date and you try to save your work, a warning will be displayed.

# MANUAL SHEET EDITING

Besides using all the SmartNest tools, you can edit your sheets manually

## Arranging Objects

Once you have created a layout, a variety of tools are available to complete your sheet layout. You can organize your work by using Layers. You can transform objects on the sheet using the Transform and Align windows. And you can create a layout using the Step-and-Repeat tools. These tools are the subject of this section.

### Using Layers

Advanced Layout uses the concept of layers to build a file. Layers can be used in Graphics as well as in sheets. You can use layers to organize the objects in your document. Advanced Layout automatically creates some layers for you, but you can edit these layers or add your own. You can also create special layers, known as grid and markup layers. You can turn the display of layers on and off, lock layers, indicate that layers must not be printed and rearrange the order of layers. You can use multiple layers to keep similar objects together. For example, you might want to put all your marks on one layer and all Graphics on another. The Layer Browser helps you create and organize layers.

Objects in a Graphic can be placed on layers to make them easier to organize and edit. Similarly, objects in the sheet can be placed in different layers too.

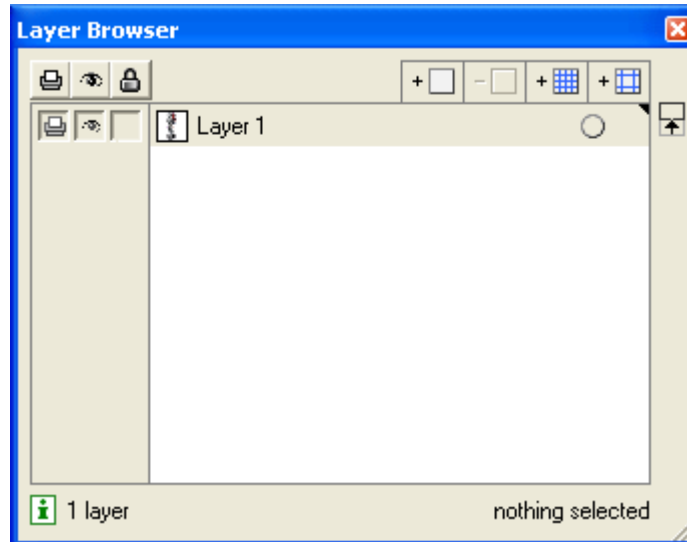
You can have as many layers as you want. You can also name layers to help you remember what objects are on them and to make it easier for someone else to pick up where you left off. You can also rearrange the order of layers.

### Types of layers

Advanced Layout supports three types of layers: object layers, grid layers and markup grid layers. Object layers contain objects in the sheet. Grid and markup grid layers contain grids and guides to help you position objects.

You make layer settings on the Layer Browser dialog. Open the Layer Browser by choosing Layer Browser on the Window menu.

Layer Browser dialog



### Adding an object layer

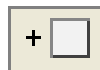
Even though Advanced Layout makes some layers automatically, you will want to create your own layers. You can create your own layers and name them.

---

#### TO CREATE A NEW OBJECT LAYER

- 1 Open the Layer Browser by choosing Layer Browser on the Window menu.
- 2 Click the Add Layer button.

Add Layer button



A new layer appears. The new layer is selected and becomes the active layer.

### Deleting layers

You may want to delete a previously created layer. When you delete a layer, the layer and all objects in that layer are deleted. You can delete any layer with the Delete Layer button.

---

#### TO DELETE A LAYER

- 1 Open the Layer Browser by choosing Layer Browser on the Window menu.
- 2 Select the layer you want to delete.

Delete Selection button

**3 Click the Delete Selection button.**



The selected layer is deleted. You cannot delete the last object layer in a document.

### Changing the name of a layer

You can change the name of layers to make their contents easy to remember.

---

#### TO CHANGE THE NAME OF A LAYER

- 1 Select the layer that you want to change.**
- 2 Click the name of the layer.**

The name becomes an edit field.
- 3 Type in the name for the new layer.**
- 4 Press [Enter] on the keyboard to save the new name.**

### Changing the order of layers

One of the nice things about using layers is that it makes it easy to move groups of objects in front of or behind others. You can change the order of the layers whenever you like and as often as you like. So, you can move objects on top of others temporarily and then easily move them behind again.

---

#### TO CHANGE THE ORDER OF LAYERS

- 1 Click and drag the layer to a new location in the list.**

The location that the layer will be moved to is highlighted.
- 2 Release the mouse button.**

The layer is moved to the new location in the list. Objects in the layer now appear on top of objects on lower layers.

### Moving objects to a different layer

To move objects from one layer to another, you use the Cut and Paste commands. When you use the Cut (or Copy ) commands and then use Paste, the object is placed on the same location. To move an object to a different layer, you cut the object from its current layer, select a new layer and paste it into the new layer.



**TO MOVE AN OBJECT TO A DIFFERENT LAYER**

- 1 Select the object(s) you want in a different layer.
- 2 On the Edit menu, choose Cut.
- 3 Make another layer the Active Layer by selecting it.
- 4 On the Edit menu, choose Paste.

The object is placed in the new layer on the same location from which it was cut.

**Using a Grid Layer**

Grid layers contain evenly spaced guides that can be used to align objects. You can specify the spacing of a grid layer. You can also create multiple grid layers, each with a different spacing. You can then turn these layers on and off as you need them.

**TO CREATE A GRID LAYER**

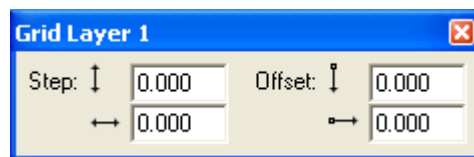
- 1 Open the Layer Browser by choosing Layer Browser on the Window menu.
- 2 Click the Add New Grid Layer button

Add New Grid Layer button



The Grid Layer dialog box appears.

Grid Layer dialog



- 3 Enter the spacing for the grid in the vertical and horizontal step fields.

For a square grid, enter the same number in each step field. You do not have to enter the same number in both fields; entering different numbers creates a rectangular grid.

- 4 Enter the start position of the grid in the offset fields.

The default start position of the grid is at the current origin. However, you can enter a different start position by entering values other than 0.

**5 Click the close box on the Grid dialog box.**

The grid layer is added to the Layer Browser. The grid appears in the document window as gray lines on the sheet. Depending on the grid size and your current zoom level, it may be hard to see the grid. Like other layers, you can change the order of grid layers in the Layer Browser. If you want to work with the grid layer behind all your objects, move the grid layer to the back. If you want your grid layer to appear on top of all objects, move it to the top. You can also name a grid layer. If you want to work with multiple grid layers, it is a good idea to name them so that you can easily identify each one.

**Using a markup grid layer**

A markup grid layer is a layer with guides that you can place wherever you want. The guides can be placed numerically or interactively. The guides on markup grid layers are displayed in blue.

If you place a guide interactively, Advanced Layout creates a markup grid automatically. If you want to create guides numerically, you need to create a markup grid first and then enter the locations of the guides that you want to create.

---

**TO CREATE A GUIDE INTERACTIVELY**

- 1 Click and drag a guide from either the vertical or horizontal ruler.**
- 2 Release the mouse button to create the guide.**

If the Layer Browser is open, you will see that Advanced Layout has created a markup grid for this guide if there was none.

You can also create a markup grid numerically. You use the Mark-up dialog box to enter the exact location that you would like for the guide. You can also use the Mark-up dialog box to fine-tune the position of a guide that you created interactively. Finally, opening the Mark-up dialog box makes it possible to select, move and delete guides.

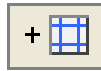
---

**TO CREATE A MARKUP GRID NUMERICALLY**

- 1 Open the Layer Browser by choosing Layer Browser on the Window menu.**

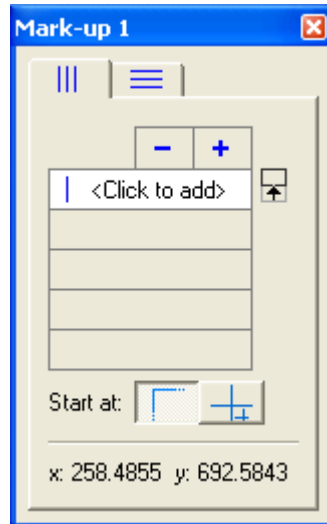
**2 Click the Add New Mark-up Layer button.**

Add New Mark-up Layer button



The Mark-up dialog box appears.

Mark-up dialog



- 3 Select the tab for vertical or horizontal guides based on the type of guide you want to add.**
- 4 Enter the position for the guide in the field below.**
- 5 Press [Enter] to add the guide.**
- 6 Click the appropriate button to position the guide relative to the top-left corner of the sheet, or relative to a crosshair.**

Buttons for guide positioning



The guide you added is selected in the document window. When the Mark-up dialog box is open, you can select, move and delete the guides interactively from the document window. To delete a guide, select it and press [Delete].

## Using To Front/To Back

Four commands on the Arrange menu help you order the objects in a layer. These are: To Front, Forward, Backward, and To Back.

---

### TO MOVE AN OBJECT TO THE TOP OF ALL OTHER OBJECTS ON THE CURRENT LAYER

- 1 Select the object(s) that you want in front.
- 2 On the Arrange menu, click To Front.

---

### TO MOVE AN OBJECT ONE STEP UP WITHIN THE CURRENT LAYER

- 1 Select the object(s) that you want to move forward.
- 2 On the Arrange menu, click Forward.

---

### TO MOVE AN OBJECT ONE STEP DOWN WITHIN THE CURRENT LAYER

- 1 Select the object(s) that you want to move backward.
- 2 On the Arrange menu, click Backward.

---

### TO MOVE AN OBJECT TO THE BOTTOM OF ALL OTHER OBJECTS ON THE CURRENT LAYER

- 1 Select the object(s) that you want at the back.
- 2 On the Arrange menu, click To Back.

## Using the Transform Window

You can transform objects numerically with the Transform window. To transform object interactively, use the Transform tool. The Transform window provides two features. First, the Transform window provides you with information about the currently selected object. This information includes the location, size, rotation and scaling of the selected object. Secondly, the Transform window allows you to numerically transform an object by changing this information.

You numerically transform objects by selecting them, choosing a current point if necessary, and entering specific values in the Transform window.

---

**TO MOVE AN OBJECT TO A SPECIFIC LOCATION**

- 1 **Select the object.**
- 2 **In the Transform window, select the current point that you want to locate.**
- 3 **Type a new location into the Location fields.**
- 4 **Press [Enter] to make the change.**

The current point of the selected object is moved to the vertical and horizontal location that you entered.

---

**TO ENTER A SPECIFIC HEIGHT AND/OR WIDTH FOR AN OBJECT**

- 1 **Select the object.**
- 2 **Type the height and/or width for the object in the Size fields.**
- 3 **Press [Enter] to make the change.**

The selected object is scaled to the size that you entered for the height and/or width.

---

**TO ROTATE AN OBJECT BY A CERTAIN ANGLE**

- 1 **Select the object.**
- 2 **Type an angle for the object in the Angle field.**
- 3 **Press [Enter] to make the change.**

The selected object is rotated to the angle that you entered. By default, rotations of objects occur around the center of the object. If you want the object to rotate around a different point, you need to move the point of origin.

---

**TO SCALE AN OBJECT AS A PERCENTAGE OF CURRENT SIZE**

- 1 **Select the object.**
- 2 **Type a percentage in the vertical and/or horizontal Scale fields.**
- 3 **Press [Enter] to make the change.**

The selected object is scaled to the percentage(s) that you entered into the Scale fields. You can scale an object proportionally by entering the same percentage in both fields. You can scale an object non-proportionally by entering a different value in the each field.

### **Using the Align Window**

You use the Align window to align objects to the center of the sheet or to a single other object. Two of the functions of the Align window align objects to the center of the sheet. The other functions of the Align window align objects to one another.

Aligning objects to one another uses both red selection and green selection. A green selection is a "locked"; a red selection is moved to align with the green selection.

Like the Transform window, the Align window uses the die of the current selections, if there is one, to align the objects.

### Aligning objects with the Align Window

You align objects with the Align window by selecting objects and clicking the appropriate button.

---

#### TO ALIGN AN OBJECT TO THE CENTER OF THE SHEET

- 1 Select the object that you want to align.
- 2 Press the one or both of the 'Align to Sheet' buttons in the Align window.

Pressing both buttons one after the other aligns the object to the exact center of the sheet. Pressing only one of the buttons aligns the object in that direction only.

---

#### TO ALIGN TWO OBJECTS BY THE SAME ATTRIBUTE

- 1 Select the object that you want to align to.
- 2 Press [Ctrl]+[Alt]+[G] to make the selection green.
- 3 Select the object that you want to align.
- 4 Press the appropriate Align by Attribute button in the Align window.

Pressing more than one button after another performs multiple alignment commands. For example, clicking "Align Middle" followed by "Align Center" will align the exact center of the red selection to the exact center of the green selection.

---

#### TO ALIGN TWO OBJECTS EDGE TO EDGE

- 1 Select the object that you want to align to.
- 2 Press [Ctrl]+[Alt]+[G] to make the selection green.
- 3 Select the object that you want to align.
- 4 Enter a Gap in the appropriate field, if desired.
- 5 Press the appropriate Align Edge to Edge button in the Align Window.

The Align Edge to Edge commands use the nearest opposite edge to determine which way to move the red selection. Before using these options, arrange the objects so that the edges that you are aligning are in the relationship that you want. You don't have to be entirely accurate (or even close), Advanced Layout just needs to be able to clearly identify which edges you want to align.

### Align Window Tips

- The Align Window uses one object that is locked (the green selection) to align the other objects. It is a good idea to have the green selected object in the right location before starting with the Align options.
- After using the Align commands, you can still move the objects around the sheet and sheet. But, if you want these objects to preserve their relationship with one another, you have to make sure that you select and move them together. A good way to maintain the alignment parameters is to use the Group command immediately after. Then the objects that you aligned will always be selected and moved as a single object.
- The Align commands also work with multiple selections. This makes it easy to align several objects at one time, with a single command.

### Aligning in the Graphics View

The Align window also works in the Graphics View. However, the two centering features of Align do not center objects on the sheet, since a Graphic has no sheet. Instead, these two options center an object on the current die. You should also remember that Align works with all types of objects in both the Sheet and the Graphics View. So, you can use Align to align a graphic with the current die.

## Two-sided Printing

When preparing sheets for two-sided printing, you need to take the following steps:

- Set up Graphics with a reverse side. See [“Two-sided Graphics”](#) on page 40.
- Generate the necessary layouts for the front side
- Generate the reverse side for every sheet. See [“Two-sided sheets”](#) on page 41.

### Two-sided Graphics

Advanced Layout can create the back of a sheet layout from the front for two-sided printing. When Advanced Layout creates the reverse side of the sheet, the reverse side of each graphic is inserted automatically. You need to create a two-sided graphic in the Graphics View to create a two-sided sheet for printing.

To create a reverse side from the front, there are two ways:

---

#### ON THE GRAPHICS TAB

- 1 **Click Back Name for the Graphic to which you want to add a reverse side.**
- 2 **Select the file to be used as the reverse side graphic.**

---

#### IN THE GRAPHIC SETTINGS

**1 Open the Graphic Settings.**

See “Graphic Settings” on page 19.

**2 Select the Back tab.**

**3 Select Use same graphic on back to set the same graphic for the front and the reverse side.**

In this case you can use Flip horizontally to mirror the graphic on the reverse side

**4 You can select another Graphic to be used on the reverse side, by setting the file Type, setting or selecting the Name of the file.**

You complete the reverse side the same way that you did the front. The cut path of the front is automatically mirrored to the back.

If the graphic that you are using is multi-page, the reverse side will be created with the subsequent page. If this is not the graphic that you want, delete it and import a different graphic for the reverse side. If you have used the Create Bleed Mask tool to create a mask on the front side of the Graphic, this mask is included on the reverse side. If you do not want the same mask on the back, use the Create Bleed Mask tool to create a different mask for the reverse side of the Graphic.

If you receive a file that contains the front and the back of a Graphic and the bounding box of the front and back are not well-aligned, or are not positioned in relation to the center, you are strongly advised to fit the trim box on the cut path.

### Two-sided sheets

Advanced Layout can create the back of a sheet layout from the front for two-sided printing. You use the Turn Front to Back and Tumble Front to Back commands on the Tools menu to create the reverse side.

The Turn Front to Back command rotates the sheet around the vertical center of the sheet. With this command, the left edge of the sheet becomes the right edge of the sheet on the back. The Tumble Front to Back command rotates the sheet around the horizontal center of the sheet. With this command, the top of the sheet becomes the bottom of the sheet on the back. When the reverse side of the sheet is created, the position of the Graphics is mirrored for accurate front-to-back alignment. The reverse side of the Graphics is automatically inserted to create the printing on the reverse side. If you move a Graphic on the front side, the reverse side will be updated automatically.

Any marks that you used on the front side of the sheet are reapplied to the reverse side. When the marks are reapplied, their ink usage and mapping are updated based on the inks used on the back of the Graphics.



---

**TO CREATE A REVERSE SIDE FROM THE FRONT****1 On the Tools menu, click 'Turn Front to Back' or 'Tumble Front to Back'.**

The reverse side of the sheet is automatically created. Advanced Layout's view changes to the reverse side of the sheet.

Two-sided sheet tips:

- Changes made to the positions of the Graphics on the front will be automatically applied to the corresponding Graphics on the back! This only applies to the Graphic positions, all other modifications (geometry marks, adjust mask on the Graphics) will not be re-applied on the reverse side. Please make sure the front side is as complete as possible before using the “turn/tumble” front to back commands.
- The marks from the front side are reapplied on the back and the ink usage and mapping is updated to reflect differences in the inks used between the two sides. You may have to adjust the positioning of marks on the reverse side.
- If you have used the Adjust Masks tool to create new masks on the front side, these masks are included on the reverse side. If you do not want the same mask adjustments on the back, select the Reset Masks command and run Adjust Masks on the reverse side of the sheet, if necessary.

# MENUS AND TOOLBARS

## Menus

The menu bar contains commands available in the current module. Not all commands on all menus may be available; availability depends on the active tool.

### File menu

The File menu contains following items:

- Document Set-up  
Opens the Document Set-up dialog box. See “[Document Setup](#)” on page 10.
- Exit  
Closes the application.

### Edit menu

The Edit menu contains the following items:

- Undo

To cancel the last editing function (or a series of editing functions) you performed.

The editing functions are undone one editing function at a time, starting from the most recent one. The last modification you made is undone and the job appears as it was before you performed the editing function. Continue to choose Undo to cancel other modifications that you made to the job.

The number of undos you can perform depends on the number of Undo Levels entered in Preferences.

Notice that “remembering” the previous actions consumes memory that cannot be used for your current job anymore. If you are working with extremely complex jobs, it may be necessary to enter a lower number of undo levels.

- Redo

To cancel the last undo (or series of undos) you performed.

Redo cancels one undo at a time, starting from the most recent occurrence and displaying the job as it was before you performed an undo. Continue to choose Redo to cancel other undos that you made to the job.

The number of redos you can perform depends on the number of Undo Levels entered in Preferences.

If you change something to your job after an undo action, you cannot redo it anymore, or — in other words — redo only works immediately after an undo action.

- Delete

To delete an object or a group of objects.

- Cut

To delete selected red objects from their current position in order to paste them into another position.

- Copy

To copy objects selected in red in order to paste them into another position.

- Duplicate

To duplicate any object(s) at their exact location. You can move the duplicate to a new location. The original object is kept.

- Paste

To paste cut or copied objects from the clipboard.

- Select All

To select all objects within a job. The objects are displayed in red to indicate selection, and can be manipulated or modified.

- Preferences...

To define standard settings to be used by the application as you work on a job.

## Preferences

All Advanced Layout modules have various preferences that you can set. You set or change your preferences by clicking Preferences on the Edit menu.

The Preferences dialog box has five tabs.

---

### TO MAKE CHANGES IN THE PREFERENCES DIALOG

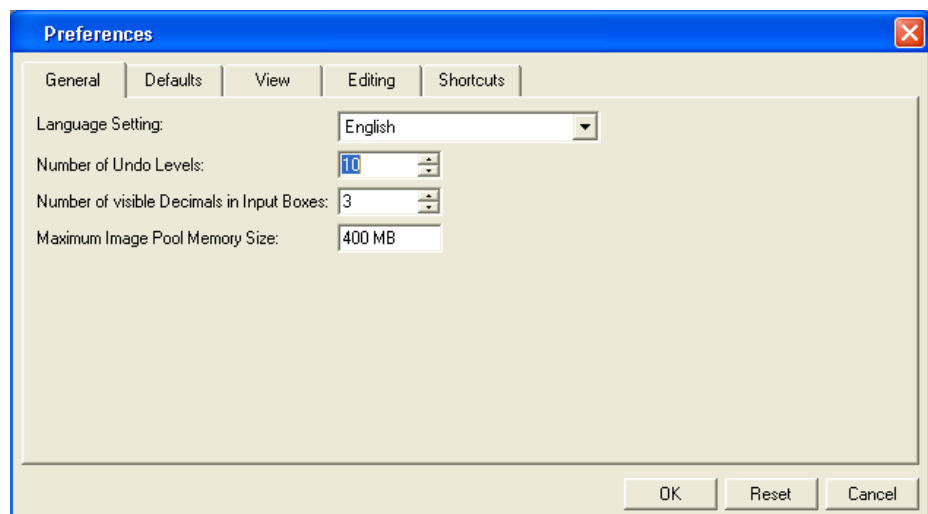
- 1 On the Edit menu, choose Preferences.
- 2 Select the tab that contains the settings that you would like to change.
- 3 Click OK to save your changes.

Selecting Cancel will discard any changes you have made since the last “OK” and will close the Preferences dialog box. Selecting Reset will reset all settings in all tabs to the application defaults.

- General

To define general standard settings to be used by the application as you work on a job.

Preferences dialog: General tab



#### – Language Setting

You can change the language of the user interface by selecting one of the following languages from the list box: English, French, German, Spanish, Japanese or Chinese Simplified. In case you prefer to have the localized online help documentation, however, you still need to install the language packs.

The editor needs to be restarted before the changes will be effective.

- Number of Undo Levels

Defines the minimum number of steps the system remembers for Undo and Redo. Enter a value between 0 and 1000.

For complex jobs, it is best to keep the number low to save memory.

- Number of visible Decimals in Input Boxes

Defines the number of decimals displayed in the input boxes.

Enter a value between 0 and 8.

Values are rounded when you enter more digits (into an input box) than the number defined in this Decimals input box.

- Maximum Memory Usage for Image Data

Defines the amount of RAM allocated for storing Image display images.

The higher the value, the more RAM the system has at its disposal for display image(s), reducing the need to reload display images from the hard disk.

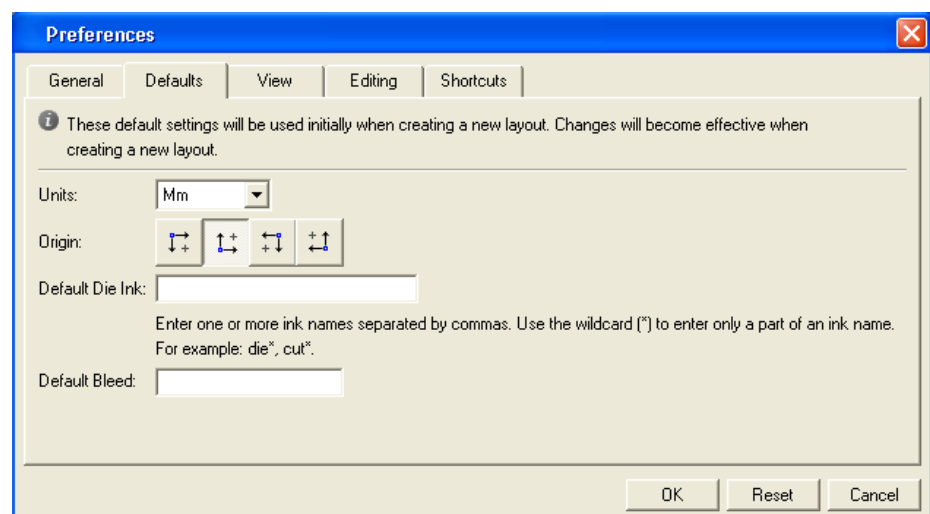
The default value is 25% of the available RAM, the minimum value is 16 Mb, the maximum value is 70% of available RAM.

In general, the system performs quicker when the application can hold Image display images in memory; note, however, that the memory allocated for Image caching, reduces the amount of memory available for other purposes.

- Defaults

Use the Defaults tab to set the units and the default origin for new documents.

Preferences dialog: Defaults tab



- Units

Specify whether you want your measurements and calculations displayed in millimeters or inches.

- Origin

Choose the orientation of the axes in your document. Your preference will be stored inside the file. Opening the file later will set the orientation to that in which the file was created.

It is not possible to change the units or orientation while working on the job. New preference settings will only be applied when creating a new job.

- Default Die Ink

In case you always use the same die ink, you can specify it here and it will automatically be detected as the default die ink in the file.

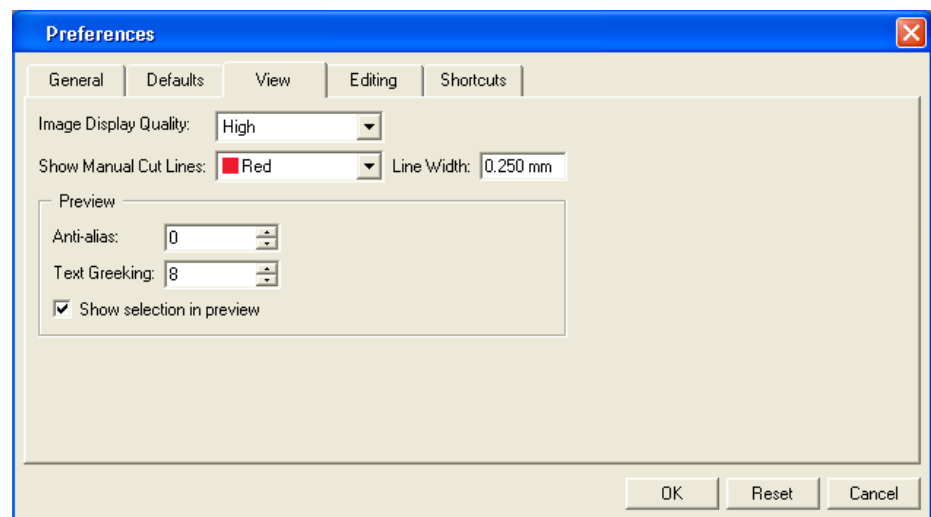
- Default Bleed

The value entered will automatically be applied to all Graphics that are loaded in Advanced Layout. This will be indicated in the Bleed column of the SmartNest dialog box.

- View

The View tab changes the way that your document is displayed. Changes made here do not affect the structure of your document.

Preferences dialog: View tab



- Image Display Quality

Defines the resolution used by the application to display images.

Very High	The application creates a display image at the highest possible resolution, regardless of the display information in the image file itself.
High	The application creates a display image at a high resolution (72 dpi), regardless of the display information in the image itself. This can take a long time since all data of the images are read. If you have, however, a large job that takes more than half of the CT Cache Size, the display image will be displayed at a resolution lower than 72 dpi.
Medium	The application uses the display image of the CT file itself or, if none is available, creates a display image.
Low	The application uses a display image only if it is available in the CT image itself. If you choose this possibility, the CT will not be visible in the Extended Preview mode.

The option “Very High” is introduced to try to enable real resolution views of CTs. Due to the large amounts of data this involves, setting the Image Display Quality to “Very High” will considerably slow down the visualization. Consequently, we would like to recommend you not to play with it and only use these possibilities when you really need them.

- Show Manual Cut Lines

Defines color and width of the manual cut lines. Manual Cut Lines are cut lines drawn with the Draw Die Shape tool in the Graphics View, or created by applying “Outline of all objects” in the Create Cut Path dialog box. See [“Working with Graphics”](#) on page 19.

- Preview

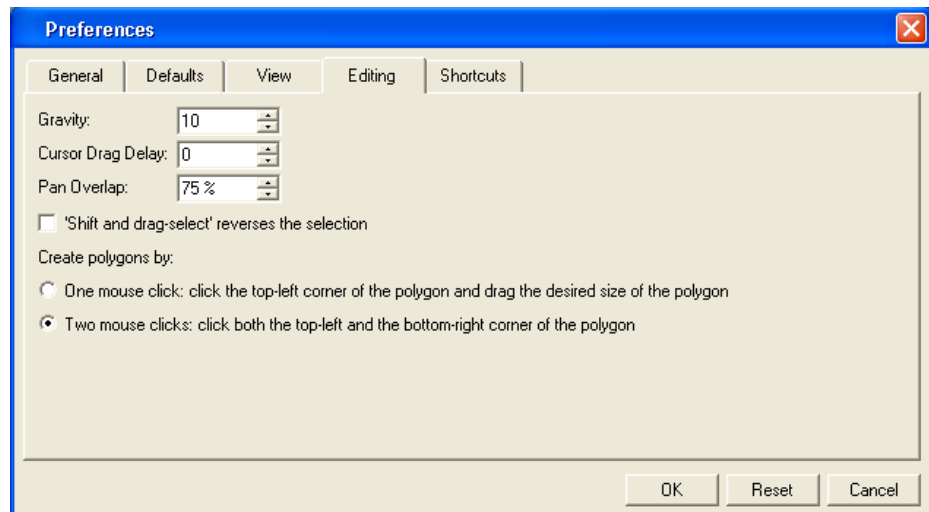
Anti-alias	<p>Is relevant for the line-art objects in your design that need pre-processing and for which images are generated. Anti-aliasing smoothens the staircase effect you get in the generated images of line-art objects that need pre-processing.</p> <p>This option increases the readability of small text that is pre-processed to image.</p>
------------	---

Text Greeking	Defines the minimum size of the text before it is displayed as a filled box rather than readable text. The boxes will turn into text again when zooming in.
Show selection in preview	When objects are selected, they are displayed with a red outline. You can choose not to show the selection in the three "color" display modes by clearing this box. (Selections are always shown in Cross and Contour display modes, regardless of this setting.)

- Editing

The Editing tab sets Advanced Layout's defaults for editing. These defaults do not change the structure of your document; they only change your interaction with the application when editing files.

Preferences dialog: Editing tab



- Gravity

Defines the distance in screen pixels where gravity (or snap) is in effect. The higher the value, the easier an object will snap to guides or other objects. Enter a value between 0 and 48.

- Cursor Drag Delay

Defines the minimum distance in screen pixels the cursor must be moved before any transformation of an object takes place. Enter a value between 0 and 48.



- Pan Overlap

Defines the percentage of overlap between the previous and new view when panning. For example, with the Pan Overlap set to "75", the new view after panning contains 75% of the previous view and 25% of a new view.

- 'Shift and drag-select' reverses the selection

Dragging a selection over an object while holding SHIFT actually deselects selected objects and selects unselected ones.

- Create polygons by

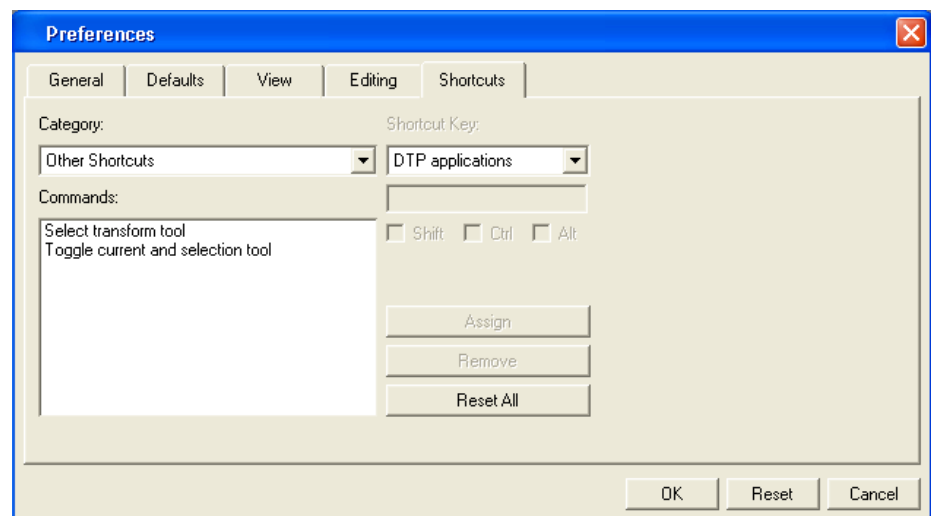
One mouse click: click the top-left corner of the polygon (depending on the chosen orientation) and draw a polygon of the desired size.

Two mouse clicks: click both the top-left and the bottom-right corner of the polygon.

- Shortcuts

You can modify a set of DTP application shortcuts to fit your personal needs.

Preferences dialog: Shortcuts tab



- Select the category (e.g., "File") for which you want to personalize a shortcut.
- Select the command you wish to personalize (e.g., "Document Set-up")
- Now personalize your shortcut. Enter a key and click Assign.

If you want to remove a shortcut, click Remove. If you want to return to the original shortcuts, click Reset All.

## View menu

The View menu gives access to commands that determine how the imposition job is previewed.

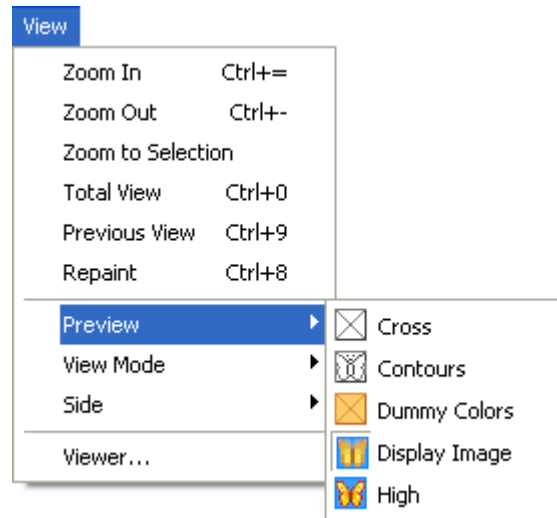
The View menu contains the following items:

- **Zoom In**  
To zoom in (by a factor of 2) on the displayed job in the active window.
- **Zoom Out**  
To zoom out (by a factor of 2) on the displayed size of the job in the active window.
- **Zoom to Selection**  
This function allows you to automatically zoom in on the selected area in your job.
- **Total View**  
To display the entire job, including objects outside the sheet, after you have used any of the other View options.
- **Previous View**  
To display the previous view of the active window after you have used any of the other View options.
- **Repaint**  
To repaint the active window to remove stray pixels or to finish painting a large file on screen.
- **Preview**  
Opens the Preview menu.  
  
The Preview Mode buttons also appear in the Preview Selector toolbar that can be added to the work environment via Window > Toolbars > Preview Selector.
- **View Mode**  
Opens the View Mode submenu, allowing you to choose between Sheet View and Graphics View. See “[Working in Graphics View](#)” on page 22.
- **Side**  
Allows you to switch between the front and reverse side of the sheet.
- **Viewer**  
Opens the Viewer window. See “[Viewer](#)” on page 53.

## Preview

The Preview menu makes it possible to easily switch between the different preview modes.

### Preview commands



- Dummy Colors

This mode is particularly useful if complex layouts need inspection. When placing a Graphic, a dummy color is assigned automatically. This color can be modified from within the Graphic properties. In case of “real” Graphics, this representation color is used only for this visualization mode!

- Display Image

This mode displays all objects in color. External files, like Graphics and image marks, will be shown using their Display Image. If an external file does not have a display image, it will be shown as a colored cross.

- High

This mode shows all objects in color and with ink-based color management applied. This mode is extremely accurate. However, the display speed may be slow due to the high level of detail being calculated and displayed.

### View Mode

The View mode menu makes it possible to easily switch between the two different view modes.

- Layouts View

The Layouts View shows the sheet, the margins, and all Graphics that have been placed. In this view, you can switch between the front and the back of a sheet.

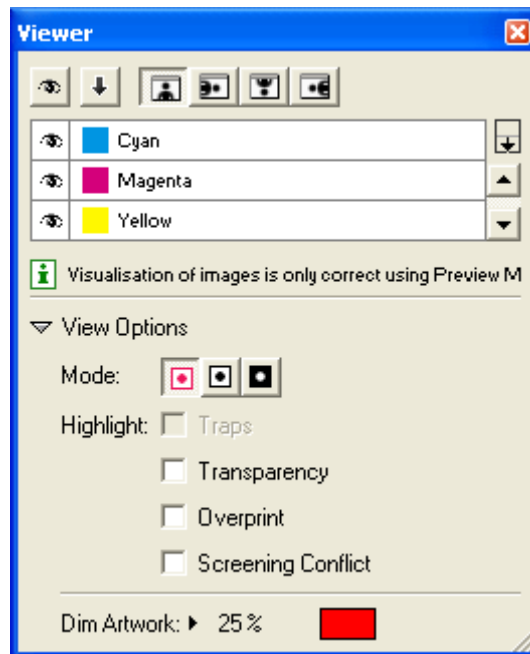
- Graphics View

The Graphics View shows individual Graphics.

Please refer to the chapter “[View Selector](#)” on page 77 for more information.

### Viewer

Viewer



- Separations visibility

Click the eye icon in front of a separation/color name to show or hide it.

Click the eye button above the separations/colors list to show or hide all separations/colors.



- Reverse Printing Ink Order

Use this button to view what your file would look like with its ink order reversed.



- Orientation

The orientation buttons allow you to change the orientation of the Preview of the job. Keep in mind that this only changes the rotation of the preview, it does NOT actually rotate the job.

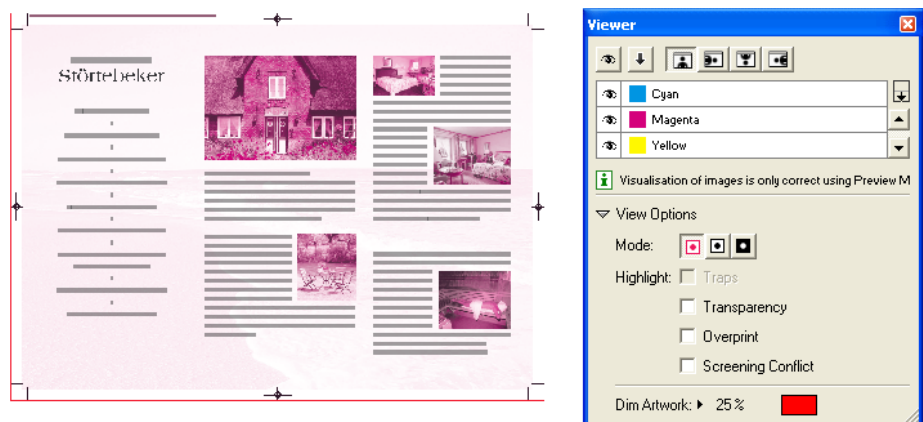
- View Options

You can expand or collapse the View Options using the triangle beside View Options.

To enable the View Options, you must set the preview mode to “High”.

The first viewing mode shows a list of used inks.

View Options: Separations



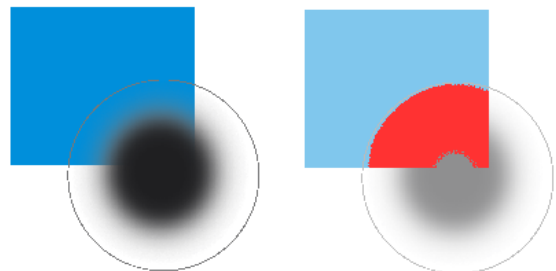
Click the eye icon in front of a separation’s name to show or hide that separation.

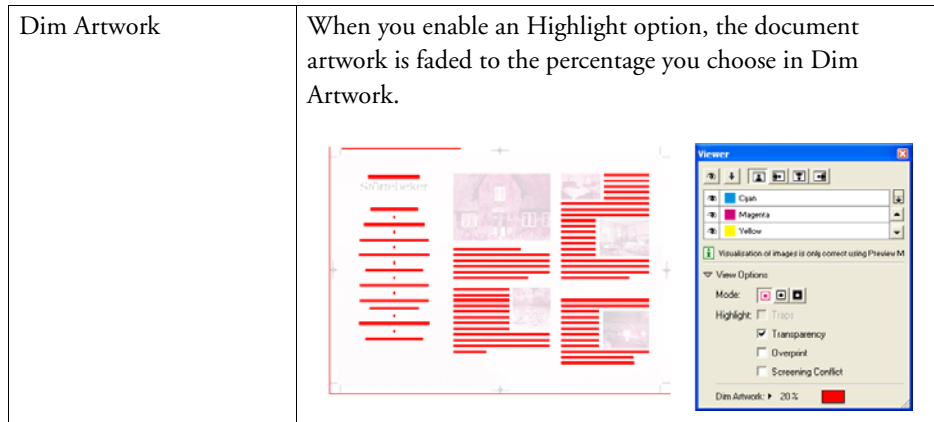
Click the eye icon above the separations list to show or hide all separations.

<p>Mode</p>	<p>By default a separation is displayed in color. In order to see a separation as it would appear on film, you can switch to “Show as Film: Positive”.</p> <p>By switching to “Show as Film: Negative”, the visible separation will be shown in negative.</p> <p>As both “Show as Film: Positive” and “Show as Film: Negative” are more useful on a single separation, switching to one of those will show only one separation.</p>
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## Highlight

- Traps  
The Traps checkbox highlights all automatic traps in the file, so you can check your trapping.
- Transparency  
This will highlight all objects that have an opacity percentage, a blend mode or an opacity mask (regardless of what is underneath).
- Overprint  
Highlight Overprint will highlight the areas where a “trans” setting in the paint style takes effect. If, for example, the magenta separation is set to “trans”, the area will only be highlighted if there is magenta underneath the object.
- Screening Conflict  
The Screening Conflict checkbox highlights areas where a screening conflict can occur. They can occur if an object with transparency (opacity mask, opacity percentage or blend mode) is overlapping on an object with another screening.  
In the example below, you can see a cyan rectangle, and a circle on top, with an opacity mask. The objects have a different screening. Where the circle is on top of the cyan rectangle, the cyan will take the screening of the blended circle. Therefore, as shown in the diagram on the right, these areas will be highlighted as Screen Conflict





## Arrange menu

The Arrange menu contains the following items:

- To Front  
To move an object on top of all other objects within the current layer.
- To Back  
To move an object underneath all other objects within the current layer.
- Forward  
To move an object one step up within the current layer.
- Backward  
To move an object one step down within the current layer.

## Graphic menu

The Graphic menu contains the following items:

- Edit Graphics File  
Allows you to open the graphics file in the default editor. This gives the same result as double-clicking the graphics file in your operating system.
- Select Cut Path...  
Allows you to select a (already existing) cut path. See “[Select Cut Path](#)” on page 22.
- Create Cut Path...  
Allows you to create a new cut path. See “[Create Cut Path](#)” on page 23.
- Optimize Cut Path...  
Allows you to optimize the cut path. See “[Optimize Cut Path](#)” on page 27.

- Create Bleed...  
Allows you to create a bleed. See “Create Bleed” on page 28.

**Inks menu**

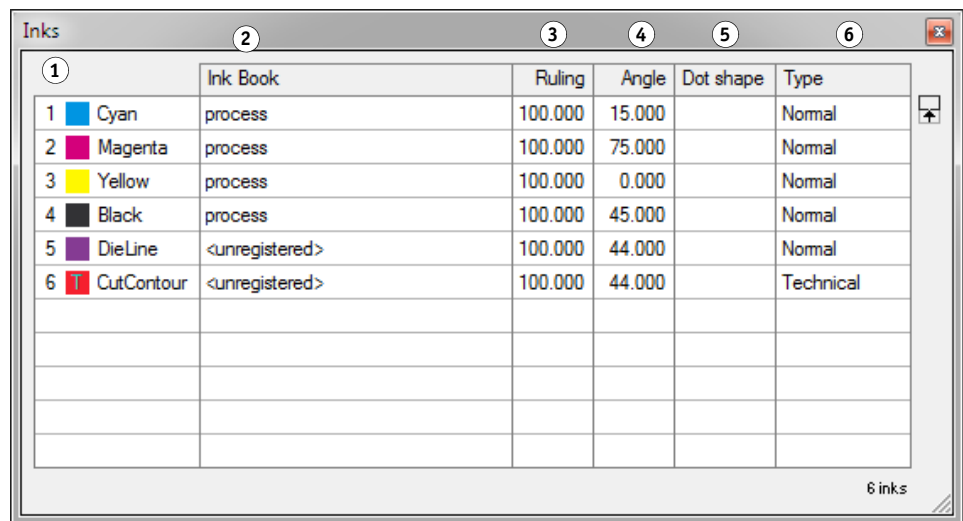
The Inks menu contains the following item:

- Inks...  
To display the current inks in your job with their properties.

**Inks**

Choose Inks to display the current inks in your job with their properties.

Inks dialog



1	<ul style="list-style-type: none"> <li>• Ink Number This number, which appears automatically in front of the Ink box when the ink is defined, identifies the ink by its place in the inks table.</li> <li>• Ink Patch Displays the ink.</li> </ul>
2	<p>Ink Book</p> <p>Lists to which ink book the ink belongs. Information on the Ink Book is automatically assigned by Advanced Layout.</p>
3	<p>Ruling</p> <p>The screen ruling for the ink (to obtain the appropriate printing quality). The default value is 120 lines per inch.</p>



4	<p>Angle The screen angle for the ink (to avoid moiré patterns, especially when using process inks).</p>
5	<p>Dot shape The dot shape for the ink.</p>
6	<p>Type Lists the ink type.</p> <ul style="list-style-type: none"> <li>• Normal Normal inks are inks that appear transparent when printed over other inks. Normal is the default type for all inks.</li> <li>• Technical Technical inks represent cut paths and are used for layout purposes only. Cut Ink and Crease Ink are two examples of Technical inks.</li> </ul>

### Tools menu

This menu will only be enabled in the Layouts View.

The Tools menu contains the following items:

- Adjust Masks

This tool is used to adjust overlapping Graphics.

- Reset Masks

Removes all masks that were generated using the “Adjust Masks” tool.

- Turn Front to Back

Rotates the sheet around the vertical center of the sheet and create the back of the file. With this command, the left edge of the sheet becomes the right edge of the sheet on the back.

- Tumble Front to Back

Rotates the sheet around the horizontal center of the sheet and create the back of the file. With this command, the top of the sheet becomes the bottom of the sheet on the back.

- Delete Back

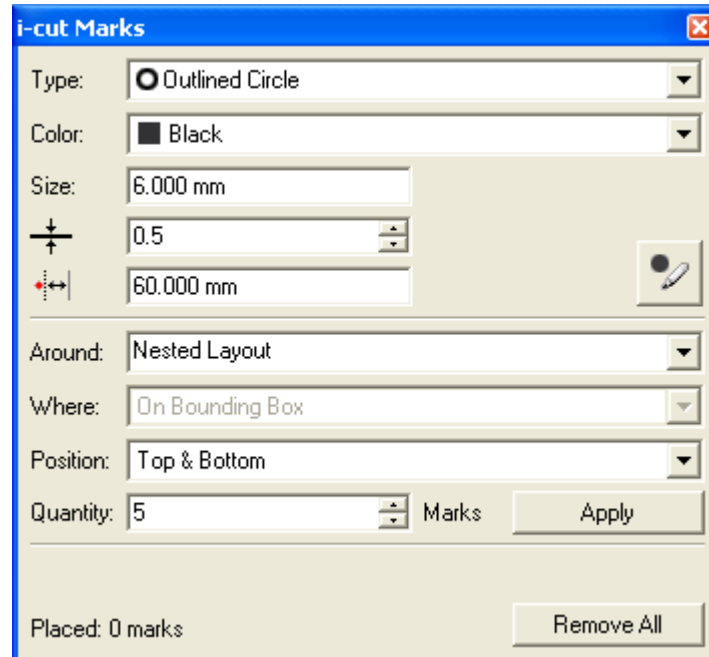
Deletes the reverse side of the sheet.

- i-cut Marks

i-cut Marks are very easy to use. The mark Options dialog boxes allow you to set the location and ink usage for i-cut marks. This section describes each of the marks that are supplied with Advanced Layout.

i-cut marks are added to the layout in order to make sure that the cut contour perfectly matches the printed graphics.

i-cut Marks dialog



The i-cut Marks dialog consists of two parts.

The top part allows you to specify the parameters of the marks.

- Type

Select the type of mark you want to add to the layout. You can choose between a filled circle or an outlined circle with a knockout white center.

- Color

Select the color in which the mark should appear on the layout.

- Size

Select the size of the mark (diameter).

- Stroke width

Select the appropriate stroke. This option will only be active if an outlined circle has been selected from the type list.

– Distance

Specify the minimum distance between the marks and the cut path.



The Place Mark tool allows you to manually add marks. The pointer will assume a different shape, depending on the selected type. When pressing Ctrl, a plus sign will be indicated next to the pointer and the mark will be placed on all copies of the selected Graphic.



When placing marks manually, the cursor will snap to positions that take into account the distance from the cut path, as set in the 'distance' option.

The bottom part of the dialog allows you to specify the position of the i-cut marks.

– Around

Nested Layout	Five marks are generated, four of which will be put on the four corners of the bounding box of all cut paths. A fifth mark is added to make sure that the position is not symmetrical in order to be able to detect possible rotations.
Each Station's Cut Path	<p>Select this option to position i-cut marks around the different cut paths. The marks will be distributed over the entire sheet as evenly as possible. The 'Distance' specified above is taken into account as marks are being positioned on the given distance from the cut path. Advanced Layout will try to guarantee a minimal distance between the individual marks.</p> <p>A number of situations can occur:</p> <ul style="list-style-type: none"> <li>• Around Each Station's Cut Path and On Bounding Box Advanced Layout will put i-cut marks around each cut path, taking into account the size of the mark and the minimum distance.</li> <li>• Around Each Station's Cut Path, but Distributed Enter the number of marks you want to have placed in the Quantity box. Advanced Layout will place i-cut marks all corners of the layout. The remaining marks will be distributed over the Graphics, taking into account the size of the mark and the minimum distance.</li> <li>• Around Each Station's Cut Path with a Fixed Length This combination is ideal in roll-fed situations. The value entered in the Repeat box is related to the length of your table.</li> </ul>

## Window menu

The Window menu contains the following items:

- **Workspace**  
Allows you to create predefined workspaces.
- **Toolbars**  
Allows you to view and hide individual Toolbars.
- **Align**  
Opens the Align dialog box.
- **Layer Browser**  
Opens the Layer Browser.
- **Messages**  
Opens the Info Window.
- **Transform**  
Opens the Transform dialog box.
- **Hide All**  
Will hide all opened dialog boxes.

## Workspace

It is possible to save, for each opened dialog box and palette, its position, size and some dialog-specific settings like, for example, the width and visibility of the columns in the SmartNest dialog box. This kind of information is saved in a “workspace”.

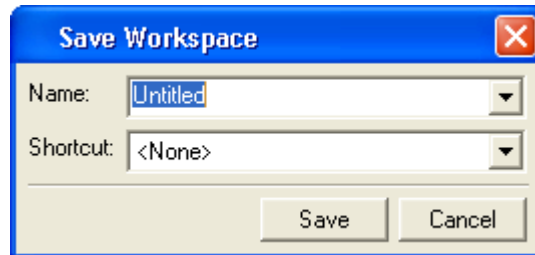
- **[Default]**  
Switches back to the factory default.

- Save

Save a workspace and use Manage to rename or delete previously saved workspaces. Saving stores the positions of all open palettes and dialog boxes when exiting the application.

After starting up Advanced Layout, all user interface dialog boxes will take the position they had when exiting.

Save Workspace dialog

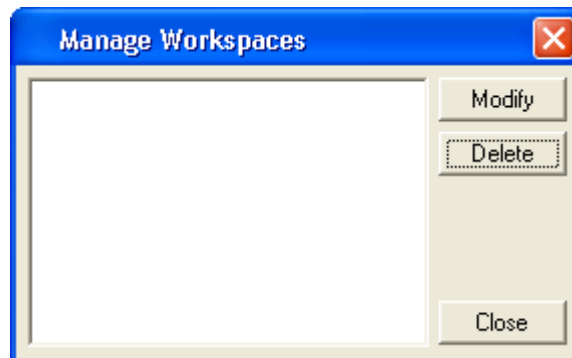


All toolbars on the Window menu can either be used as docked tools or as proper dialog boxes.

- Manage

The Workspace Layout Manager allows you to make some predefined workspaces of the user interface dialog boxes and to switch from one to another with a single click. The positions of all open palettes and dialog boxes are saved when exiting the application. You can start with default palette positions or restore default positions. You can also save multiple layouts as different workspaces.

Manage Workspace dialog

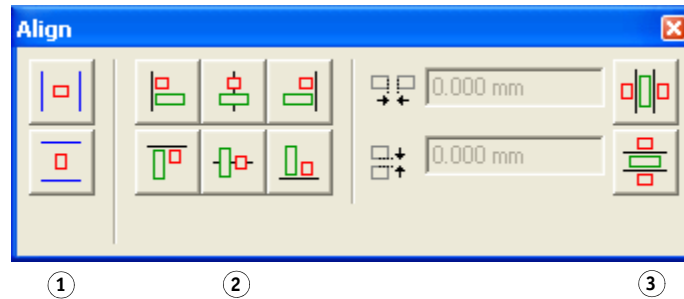


## Align

Click 'Align' on the Window menu to open the Align dialog box.

Align dialog

- 1 Align to Sheet
- 2 Align by Attribute
- 3 Align Edge to Edge



- Align to Sheet

The Align to Sheet section aligns the center of a red selection to the center of the sheet. These options do not use green selection.



- Center horizontally on Sheet

Aligns the center of the red selection to the center of the sheet from top to bottom.



- Center vertically on Sheet

Aligns the center of the red selection to the center of the sheet from left to right.

- Align by Attribute

The Align by Attribute section aligns the attribute of the red selection to the same attribute of the green selection. The attributes that can be aligned are: left, right, top and bottom edges, and the center (vertical alignment) and middle (horizontal alignment) of the objects.



- Align Left

Aligns the left edge of the red selection to the left edge of the green selection.

Movement is horizontal only; vertical position of the red selection remains unchanged.



- Align Center

Aligns the center of the red selection to the center of the green selection. Movement is horizontal only; vertical position of the red selection remains unchanged.



- Align Right

Aligns the right edge of the red selection to the right edge of the green selection.

Movement is horizontal only; vertical position of the red selection remains unchanged.



- Align Top

Aligns the top of the red selection to the top of the green selection. Movement is vertical only; horizontal position of the red selection remains unchanged.



- Align Middle

Aligns the middle of the red selection to the middle of the green selection. Movement is vertical only; horizontal position of the red selection remains unchanged.



- Align Bottom

Aligns the bottom of the red selection to the bottom of the green selection. Movement is vertical only; horizontal position of the red selection remains unchanged.

- Align Edge to Edge

The Align Edge to Edge section is used to align the nearest opposite edge of the red selection to the green selection. For example, the Align Left to Right button on the top aligns the left edge of the red selection to the right edge of the green selection. The Align Edge to Edge commands can also be used with a Gap. Entering a gap, aligns the opposing edges with the specified gap in between them.



- Align Left-to-Right

Aligns the nearest opposite left or right edge of the red selection to the right or left edge of the green selection. The opposing edges are aligned leaving the Gap amount specified between them. If the Gap amount is zero, the opposing edges abut. Movement is horizontal only; vertical position of the red selection remains unchanged.



- Align Top-to-Bottom

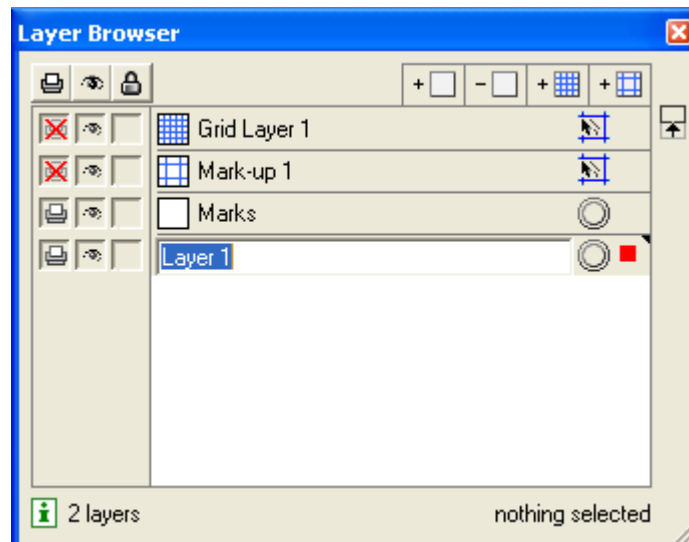
Aligns the nearest opposite top or bottom edge of the red selection to the bottom or top edge of the green selection. The opposing edges are aligned leaving the Gap amount specified between them. If the Gap amount is zero, the opposing edges abut. Movement is vertical only; horizontal position of the red selection remains unchanged.

For all information on how to use the Align tool, please refer to the chapter 'Using the Align Window'.

### Layer Browser

You work with layers with the Layer Browser. Click 'Layer Browser' on the Window menu.

Layer Browser dialog



The features of the Layer Browser are detailed below.





- Print Layers

Can be set to be printable or non-printable. Click the Print icon next to each layer to toggle between the two choices. Clicking the icon at the top of the Print column toggles all the layers to printable.



- Visibility

Layers can be displayed or hidden. An eye icon in the box indicates the layer is turned on. Click the box to turn the layer on or off. The eye button at the top of the column turns all layers off except the current layer. A layer that is not displayed cannot be edited and is locked.



- Lock

Layers can be locked or unlocked. A padlock icon indicates the layer is locked and its contents may not be selected or changed. Click the box to lock or unlock the layer. The padlock button at the top of the column locks or unlocks all layers.



- Add/Delete Layer

Layers can be added or deleted from the document. From left to right, these icons are add a grid layer, add a markup grid layer, add an object layer and delete a layer. The delete layer button can be used to delete any layer in the list. Deleting a layer deletes the layer and all the objects on the layer.



- Add New Grid Layer

Allows you to add a new Grid Layer.



- Add New Mark-up Layer

Allows you to add a new Mark-up Layer.

- Active Layer

The Active Layer is the layer to which all new objects will be added. The current Active Layer is shown with a black triangle at the top-right corner of the layer. To make a layer the active layer, click its name in the layer list. There is a difference between a layer being selected and a layer being the active layer. For example, you can select a grid layer but it will not become the active layer because objects cannot be placed on grid layers.



A little red square indicates the layer contains red selected objects. A big red square indicates that all objects of a layer are selected in red.



A double ring indicates the object is targeted (or is the current active). The Style and Effects dialog boxes show the properties of the object that is targeted.



- Snap On/Off

Snap can be turned on or off for grid and markup layers. Click the 'Snap On/Off' icon for the layer to toggle between the two choices. In the window shown above, objects will not snap to the layer named 'Markup Grid' but will snap to objects on the layers named 'Grid Layer'.

Clicking the object name in the Layer Browser does not select the object in the document, but selects the object in the list from the Layer Browser.

- The drag and drop functionality to move object to another position or into another group works on the objects selected in the list.
- Clicking the remove button will delete the objects selected in the list and not the objects that are selected in the document.



Setting up several grid layers and then choosing which ones to snap to is useful when creating a complex layout. See below for details about creating grid and markup grid layers.

### Messages Window

The Messages window displays information that the editor generates about the job.

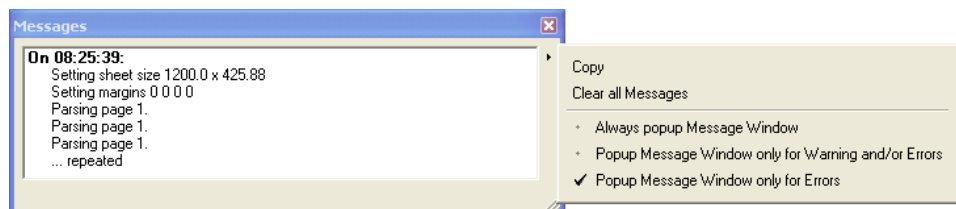
Warnings are displayed in orange, errors are red.

You can define the Messages window's behavior. Click the black arrow and the different possibilities pop up.

- Always pop up Info window
- Pop up info window only for errors/warnings
- Pop up info window only for errors.

Copy will copy the contents of the Messages dialog, and Clear All Messages clears all messages in the dialog box.

Messages window

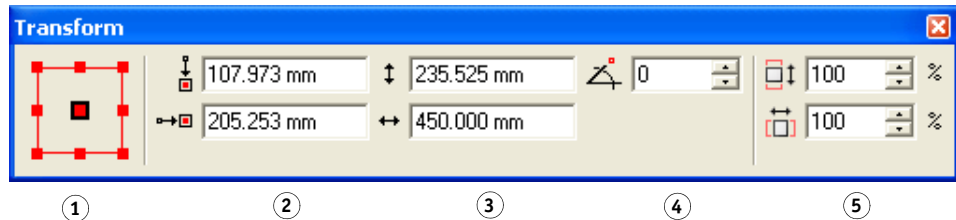


## Transform

Click Transform on the Window menu. The Transform window appears:

Transform window

- 1 9-point Selector
- 2 Location
- 3 Size
- 4 Angle
- 5 Scale



- 9-point Selector

Use 9-point Selector to see information about a particular point in the current selection. The nine points that you can select are the four corners, the midpoints between the four corners and the center. The current point is highlighted with a black line around it; in the window above, the center point is the current point.

- Location

The Location fields show the vertical and horizontal location of the current point. In the above window, changing the values in these fields will place the center of the selection at a new location.

- Size

The Size fields show the height and width of the current selection. Changing values in these fields will scale the object so that it should have the height and/or width that you entered.

- Angle

The Angle field shows the angle of the current selection.

- Scale

The Scale fields show the vertical and horizontal scale of the current selection.

### Transform Window Tips

- Depending on the current selection, some of the fields may be disabled. See “[Transform Tool](#)” on page 73 for transformations that are allowed on Advanced Layout objects. If no object is selected, all fields are disabled.
- The Location and Size fields display information about the die if a Graphic is selected. For example, if a Graphic is selected, the size in the Transform Window will display the location and size of the die, regardless of any bleed included in the Graphic. This functionality makes it easy to accurately locate the first cut of the die at a specific location.
- If the current selection includes multiple objects, some that contain dies and some that do not, the location and size fields display values for the bounding box that encloses all the selected objects.

Please refer to “Using the Transform Window” on page 37 for more information on how to use the Transform options.

## Help menu

While you are learning or working with Advanced Layout, you may want to consult other Help features.

Advanced Layout has Balloon Help to get you up and running as quickly as possible. Balloons appear when you point the cursor at an icon or command. If a keyboard shortcut is available for the item, it will also be shown in the balloon help.

Formula-enabled fields also have balloon help: it shows both the formula and the corresponding value.

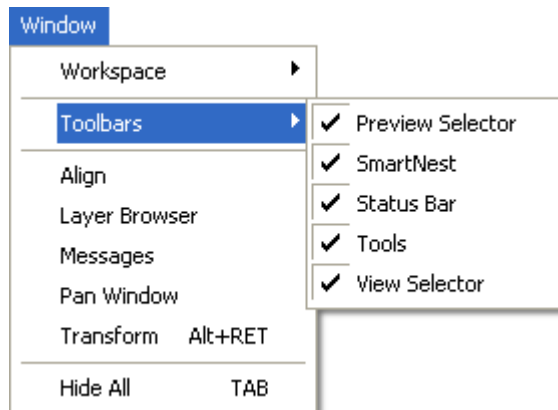
Balloon Help is turned on by default. As you become more familiar with Advanced Layout, you may want to turn the balloons off. Simply click the Help menu and select Balloon Help. The balloons can be turned on and off with this command.

Advanced Layout's Online Help contains the entire contents of the User's Guide in electronic form. You access Online Help by selecting Online Help on the Help menu. Selecting a topic will jump directly to that section of the User's Guide. You also open Online Help using the keyboard shortcut F1.

## Toolbars

All toolbars can easily be shown or hidden easily via the toolbars list in the Window menu:

Toolbars menu



- Preview Selector: see “Preview” on page 52
- SmartNest window: see “Creating a SmartNest Layout” on page 10
- Status Bar. See “Toolbars” on page 69

- Tools: see “Tools” on page 71
- View Selector: see “View Selector” on page 77

All toolbars can be docked around your drawing window.

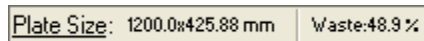
The Workspace Manager allows you to make some predefined workspaces of the user interface dialog boxes and switch from one to another in one single click. See “Workspace” on page 61.

## Status Bar

The Status Bar at the bottom of the window consists of three parts:

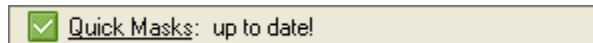
In the first part, you can see the sheet size and the waste percentage for the currently selected layout.

Status bar: First part



In the second part, the SmartMark indicator shows the current state of the Quick Masks. See “Adjusting overlapping Graphics” on page 29.

Status bar: Second part



The third part indicates the position of the cursor and displays the unit in which your job is set.

Status bar: Third part



The server icon indicates the name of the local computer on which the Fiery XF Client is installed..

You cannot change units while working in a job. In order to change units, select Preferences on the Edit menu and select the correct unit in the Defaults tab. Changes will become effective when creating a new layout.

## Tools

These tools are the interactive tools that you use to build a sheet. You can open and close the toolbar via the Toolbars > Tools selection on the Window menu.

The toolbar contains the following tools:

### Toolbar

- 1 Select Tool
- 2 Transform Tool
- 3 Draw Cut Path Tool
- 4 Clean Cut Path Tool
- 5 Nick Tool
- 6 Zoom Tool
- 7 Pan Tool
- 8 Measure Tool



## Working with tools and dialog boxes

Advanced Layout contains some unique tool features and icons that you may not have seen before. These features are designed to provide you with just the right degree of productivity and simplicity.



- Envelope

Some dialog boxes contain an envelope icon. The envelope is used to expand a dialog box to show more options. Clicking on a closed envelope will expand the dialog box to show more options for the particular feature. Clicking an open envelope will collapse a dialog box to show fewer options.



- Link

In some dialog boxes you will see a link. You use the link to enable or disable immediate refreshing of the screen. When the link is broken, as shown above, you can make several changes or selections in the dialog box without waiting for the document window to refresh the display after each change. When the link is intact, each change to the dialog box is immediately displayed. Clicking the icon toggles between these two settings.

A quick and easy way to hide or show all dialog boxes is to select Hide / Show All on the Window menu.

Select tool



### Select Tool

Use the Select tool to select objects in the document window. You must select objects before you can transform them. Selected objects are always highlighted in red. If you select objects but they are not highlighted, make sure that the "Show Selection in Preview" box is checked in Preferences.

Advanced Layout supports two types of selection: red selection and green selection. Objects selected in red can be transformed and modified. Objects selected in green cannot be transformed or modified. Advanced Layout's Align window uses green selections to align objects to one another.

---

#### TO SELECT INDIVIDUAL OBJECTS

- 1 Click Select on the toolbar.**

The Select button changes to a blue button showing that it is the active tool.

- 2 Click the object you want to select.**

The object is selected in red, indicating that it can be transformed or modified.

---

#### TO SELECT AN OBJECT IN GREEN

Use green selection to select an object while keeping it from being transformed or modified.

- 1 Click Select on the toolbar.**

- 2 Click the object that you want to select.**

- 3 Press [Ctrl]+[Alt]+[G] to change the selection from red to green.**

If you have some objects selected in red and some selected in green, pressing [Ctrl]+[Alt]+[G] will toggle the objects between the two selections. That is, objects selected in red become selected in green and objects selected in green become selected in red.

For more information about shortcuts, please refer to the chapter "Shortcuts" on page 50.

---

#### TO ADD AN OBJECT TO THE CURRENT SELECTION

- 1 Click Select on the toolbar and click the first object.**

- 2 Hold SHIFT and click each additional object that you would like to add.**

The Shift key is an Advanced Layout shortcut. If you are using DTP shortcuts, or created your own shortcuts, the key could be different.

For more information about shortcuts, please refer to the chapter "Shortcuts" on page 50.

---

**TO SELECT ALL OBJECTS WITHIN AN AREA**

- 1 Click **Select** on the toolbar.
- 2 Position the cursor outside the objects you want to select, and click, hold and drag the mouse to create a box around the objects. Release the mouse button.

You must entirely enclose an object with the selection box for it to be selected.

---

**TO SELECT ALL OBJECTS IN THE DOCUMENT**

- 1 On the **Edit** menu, click **'Select All'**.
- 

**TO DESELECT EVERY OBJECT IN THE RED SELECTION**

You can only deselect objects that are selected in red. To deselect objects selected in green, you must first change them to objects selected in red by pressing [Ctrl]+[Alt]+[G].

- 1 Click **Select** on the toolbar.
- 2 Click anywhere in the document window outside the selected objects.

All objects selected in red become deselected.

---

**TO DESELECT A SINGLE OBJECT**

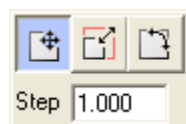
You can only deselect objects that are selected in red. To deselect objects selected in green, you must first change them to objects selected in red by pressing the [Ctrl]+[Alt]+[G].

- 1 Hold **Ctrl** and click the object you want to deselect.

There is a preference setting for reversing the selection of an object: **SHIFT**+select the object by dragging.

**Transform Tool**

Transform tool





Use the Transform tool to interactively move, scale or rotate a selected object. You can also transform objects numerically using the Transform dialog box. Some objects in Advanced Layout cannot be transformed or can be transformed only partially. The following table shows the objects that may be in your document and their transformation properties:

Object Type	Move	Scale	Rotate
Graphics	Yes	No	Yes
Geometry Marks	Yes	Yes	Yes

Certain SmartMarks cannot be moved, e.g. the grid mark.

Click the Move tool to activate the fly-out toolbar. Select the appropriate tool and enter a step value if needed.

### Draw Cut Path Tool

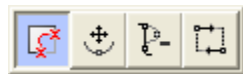
Draw Cut Path tool



In Graphics View mode, use the Draw Cut Path tool to draw cut path contours for your Graphic. The Graphics View's default die is a rectangle (or a square, if the height and width are the same). But some jobs are not this shape. You can use the Draw Cut Path tool to create die contours that are rectangular or square, oval or round, or a polygon. You are not limited to a single die contour; you can create multiple contours to create a more complex die. All contours created with the Draw Cut Path tool are die cut lines. Die contours can be transformed with the Transform tools to create the exact shape and size that you need.

### Clean Cut Path Tool

Clean Cut Path tool



- Cut Path and Redraw Shortest Part

To cut away the "smallest" part of the contour and to add the contour segment(s) that you draw to the "largest" part. Click to indicate a point on or close to the cut path (it will snap) and redraw a segment (which can consist of different points). The end point has to be on or close to the contour so it will snap again.

When you want to put an intermediate point of your line or curve segment near a contour, click the middle mouse button instead of the left mouse button, to prevent that contour from being affected.



- Move Point

To move points and anchor points on a segment or an object. When you move the points, you can change the size and shape of the segment or object.



- Delete Point

To delete points from a segment or object. By deleting the points, you can change the shape of the segment or object.



- Change Start Point and Direction

Click a point to define it as the starting point. Click the point again if you want to change the direction of the curve.

### Nick Tool

Nick tool



Nicks are small pieces of substrate that are not cut by the table and thus create interruptions in the cut path. As a result, the cut design will stay attached to the substrate. Nicks may be present in the design, but the nick tool allows you to add or remove extra nicks that guarantee tiles to stay connected. You can specify the size of the nick in the box. Click the cut path and add or remove nicks as you wish. When exporting, the position and size of the nicks will be saved in the .cut file.

Press the Alt key to switch between the Add Nick and Remove Nick tools.

### Zoom Tool

Zoom tool



Use the Zoom tool to magnify a portion of your workspace at an increased scale.

To zoom in, click with the left mouse button. To zoom out, click with the right mouse button. Or you can move the mouse cursor to a corner of the area to zoom in upon, hold down the mouse button, and drag to the diagonally opposite corner.

Use the Zoom In and Zoom Out commands in the View menu to zoom one zoom level at a time.

Pan tool

**Pan Tool**

Use the Pan tool to move around the document. You can change your view of the current document by using the Pan tool. The Pan tool is located on the Tools toolbar.

To use the Pan tool, select the tool and use the cursor to drag the document around in the document window. You can also pan around the document using the window scroll bars.

Zoom tool

**Measure Tool**

Use the Measure tool to measure one or two points in the document window. The measurements for the points are shown relative to the current origin of your document.

**To MEASURE A SINGLE POINT**

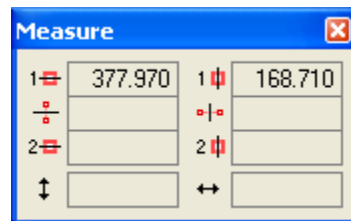
- 1 Click the Measure icon on the toolbar.

The Measure window appears.

- 2 Click in the document window on the point that you want to measure.

The point you clicked is highlighted in the document window. The location of this point is shown in the Measure window:

Measure window

**To MEASURE THE DISTANCE BETWEEN TWO POINTS**

The Measure window shows the location of the two points, and the midpoint and the distance between them.

- 1 Click the Measure icon on the toolbar.

The Measure window appears.

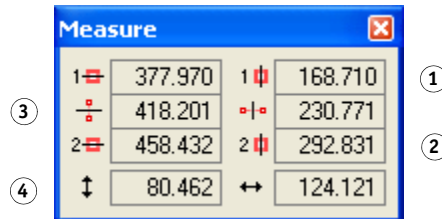
- 2 Click in the document window on the first point that you want to measure.

### 3 Click in the document window on the second point that you want to measure.

The two points that you clicked are highlighted in the document window. The location of the two points, the midpoint between them and their distance are shown in the Measure window:

Measure window

- 1 Location of point 1
- 2 Location of point 2
- 3 Midpoint between 1 and 2
- 4 Distance between 1 and 2



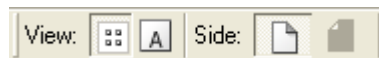
When you selected two points, the values for the first point you clicked were entered into the top line of the Measure window. The values for the second point you clicked were entered into the position for the second point (the third line of the window).

Measure tool tips

- If you click another point, the values for the new point are entered into the second point position and the previous values are moved up to be the first point.
- The Measure tool will "snap" to contours when in Contour Display mode, allowing you to accurately measure the distance between two objects. When in Dummy color mode, it will snap to the bounding box of the Graphics.
- The values in the Measure tool are copied to the Measure Window. You can open the Measure Window to use these values in other dialog boxes or windows.

## View Selector

View Selector window



The View Selector indicates or sets:

- The view in which you are working: Sheet or Graphics View.
- The side of the sheet on which you are working: front or back.

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