AlbumGen

AlbumGen™ Page Layout

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Page Layout v2.0

EzStamp makes a perfect addition to AlbumGen

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Welcome !

Thank You for purchasing AlbumGen™. Welcome to the age of computerized philately. Should you have any suggestions, questions, or comments please write to us at the address on the front of this package. If you have any requests or ' would be nice to have.. ', please let us know and we will try to incorporate any useful ideas into future releases.

Be sure to print & read the README.TXT and MOUSEREF.TXT files located in the AlbumGen directory.

If you like the AlbumGen™, please tell your friends about us. Dealer inquiries are welcome.

If you find any errors or omissions in the documentation, please let us know. We're here to help.

New! All new features since the release of v1.0 will have this icon placed beside them.

# AlbumGen Index   Page

AlbumGen QuickStart Guide & Mouse Reference

This section provides an overview of mouse click and drag operations available with AlbumGen. More information on mouse operations is available in other sections of the manual as well as within the application. You should also print the MOUSEREF.TXT file located in the AlbumGen directory.

One of the most powerful features of AlbumGen™ is it's ablity to import images and data directly from **EzStamp For Windows™** . Not only does it import the image, it imports the catalog #, the Alternate Catalog #, (if one has been entered), the colour & denomination of the stamp PLUS the SIZE of the stamp is already pre-determined in EzStamp (for US & Canadian stamps – more countries will follow). If you are Not currently using EzStamp , you may wish to consider it. It will save you tremendous amounts of time. For more information , please visit the EzStamp web site listed below or email

mariost@shaw.ca

http://www.stamptools.com   or **http://www.ezstamp.com**
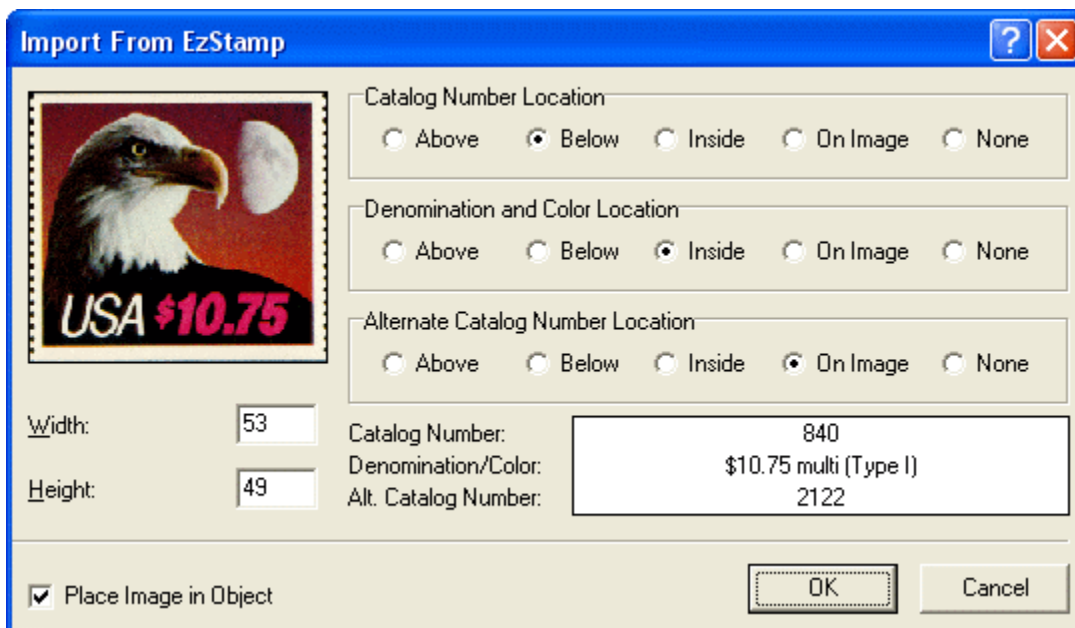
1. Creating New Objects by Dragging

AlbumGen by default only defines drag-creation for the line and paragraph objects. The other shape objects are set to presized width and height values, but you can disable this in the preferences by selecting the No Default Size (Drag & size when placing shape). To drag size a new object on the page, left-click on any part of the page, and hold the button down while dragging in any direction. Release the button to set the object size. Note that if you have grid spacing enabled, the drag rectangle will grow and shrink by the size of the grid. You can not drag size an object smaller than 5 by 5 millimeters.

2. Resizing Existing Objects

Only one object may be selected for a resize operation to work. Click to select the object to resize, then release the button and move the cursor over the object until the direction sizing arrows appear over the object selection anchors. If you move over any part of the object other than the selection anchors, the cursor changes to the 4-way arrow shape, indicating a move
rather than a resize operation.

Click and drag the mouse when the cursor changes to a sizing cursor and drag in any direction to make the object smaller or larger. You can not make the object smaller than 5 by 5 millimeters. If grid spacing is enabled, the object will only increase or decrease in size by grid space amounts. Release the button to set the new object size.

Text objects can be resized, but the size increase will always be based on the enclosing rectangle of the text object, which is set to be 10 percent larger than the text itself. Although you can resize text in AlbumGen by the click & drag method, you can produce some very large text (up to 500 pt size) which can be very taxing on the system resources. Most users will not need to go over 72 point size text. Use caution when working with point sizes over 72 pt.

3. Moving Objects

Besides the nudging, position, and property dialogs being available for object movement, you can simply **click on any of the selected objects, and drag to a new position**. A drag rectangle equal in size to all of the selected objects will appear as you drag to a new location. Release the button to set the new position. If grid spacing is enabled, the objects will move by the grid space amount. If you have movement locks enabled on any objects, you will not be able to resize or move these objects.

4. Context Sensitive Menus

There are a few context popup menus that are activated by right clicking on the drawing page or left clicking on specific toolbar and toolbox buttons.

Right-click on any selected object to get a popup menu for all operations that can be applied to the selected objects. Certain menu items may be grayed out, depending on the number and type of objects selected.

Right-click on an area of the drawing page where the cursor is not over any object to get the popup menu for the page operations.

4. Context Sensitive Menus ….

Left-click on the nudge amount value in the toolbox on the left of the AlbumGen screen for a popup menu specific to nudge value settings.

Left-click on the page scale percentage value or the down arrow to the right of it for the popup menu specific to the page scale settings.

Left-click on the page preview button on the top toolbar for the popup menu specific to the page preview options.

5. Multiple Object Placement

To place multiple objects of one type on the page at one time, you hold down the Shift key when placing new objects. To stop placing multiple objects, simply click anywhere with the right mouse button. Alternatively , you can use the vertical & horizontal set placement buttons on the Tool box.

6. Mouse Position Coordinates in AlbumGen

The lower left corner of the status bar shows the current mouse coordinates, in millimeters. If you are not placing, moving, or size-dragging any object, the coordinates are shown to the nearest 0.1 millimeter. If page alignment is enabled in the AlbumGen preferences, position 0,0 is the upper left corner of the page where object placement can begin, which does not include the border width or the page margins. **If you are moving, size dragging, or placing new objects, the coordinates will be aligned to the grid spacing, so that you can easily see how objects will snap to the current grid size.**

7. The Page View Scrolling Panels

AlbumGen does not use scroll bars like other applications, but instead uses a similar approach with the use of scroll panels, which will appear at the right and bottom of the screen when the page is larger than your screen. There are groups of 3 buttons at each end of both scroll panels. These buttons move the page by 1/10 page view, 1 page view, and to one of the page edges. By clicking on the blank area of the panel between the buttons, you will move one page view, the direction based on where you click on the blank area.

8. The Nudge Movement Arrows

These buttons not only move selected objects by the nudge amount, but also move the page view if no objects are selected (when the page view is larger that the screen size).

Click on any nudge arrow to move the page view by 1/10 of the current page size.

Hold down Shift to move one page view in any direction.

Hold down Ctrl to move to one of the page edges.

9. The Zoom Detail Scale Mode

The Escape key is used to zoom in and out of zoom detail mode, which is a page scale where each pixel is equal to 0.1 millimeter. The first time you press the Escape key, the page will be zoomed in so that it is centered where the mouse cursor is currently positioned. When you press the Escape key a second time, the page view and position returns to where you last were before you entered zoom detail mode.

10. Zooming In/Out at a Specific Spot

By holding down either the Shift or Ctrl key while clicking on the zoom in or zoom out icons on the toolbar, the cursor will change to a magnifying glass with a + or - symbol inside the lens. Simply move the cursor to the point on the page to zoom in/out, and click with the left mouse button. To cancel the zoom in/out mode, simply right click anywhere on the page or hit the Escape key.

11. Quick Select in the Page Preview Mode

When viewing one or more pages in the one of the page preview modes, you can quickly go to a page by double-clicking on the thumbnail view of the page. You normally would select a page in page preview mode by left-clicking on the page number in the white box at the screen bottom.

12. Undo Last Operation

Using **Ctl**+**z** or the UNDO button in the tool bar will undo the last operation. Very useful for testing alignment options or when placing objects.

13. Fit to Page & Fit to Width:

These 2 options (**F11 & F12** respectively or select them from the View menu) give you an easy way to Fit the Page or Fit to Width. Fit to page simply reduces the page so that the entire page is visible on the screen. Fit to width enlarges the page so that the page fills the width of the screen.

14. AlbumGen ToolBar
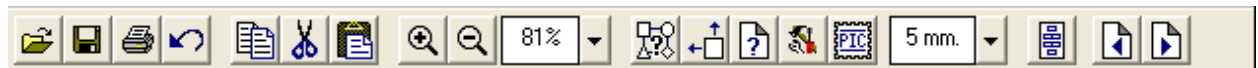
AlbumGen provides quick access to the most commonly used functions on the toolbar. These can save a lot of time. Many are standard windows operations. From left to right, the functions are as follows:

Open   Opens a file that you specify
Save   Saves the currently opened album file
Print   Prints the current album file.
Undo   Undoes the previous operation
Copy   Copy to clipboard so you can paste into another page
**Cut**   Cuts currently selected object from the page
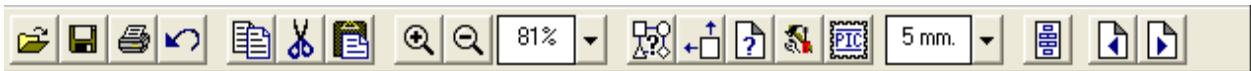
Paste	Paste contents of clipboard into a page
Zoom In	Zooms in on the page by the current zoom level indicated on the toolbar
Zoom Out	Zooms out on the page by the current zoom level indicated on the toolbar
Zoom Factor	Displays the current zoom factor. Click on it to bring up a popup menu to allow You to select from one of the pre-defined zoom levels or enter your own or select Fit to Page or Fit to Width
Properties	This button brings up the Shape Object Properties for the selected object
Positioning	This button brings up the Shape Position Properties for the selected object
Page Setup	This button brings up the Page Properties dialog box
Preferences	This button brings up the preferences dialog box
Picture	This button brings up the dialog box so you can attach an image to the selected object(s). Another way is to use the Import from EzStamp feature by using the F2 Key while EzStamp is running
Grid Spacing	This button lets you adjust the grid spacing used by AlbumGen. Please note this is not the same as the nudge factor.
Page Preview	This button lets you preview the page in full screen mode
Previous Page	This button lets you see the previous page on a multi-page album
Next Page	This button lets you see the next page on a multi-page album

PopUp Help Most AlbumGen windows and dialog boxes will have popup help available. Simply Click on the Question mark in the upper right corner of the window and then click on the item you want help on. An informative help window will appear with relevant information.

AlbumGen Menu Options

File Menu
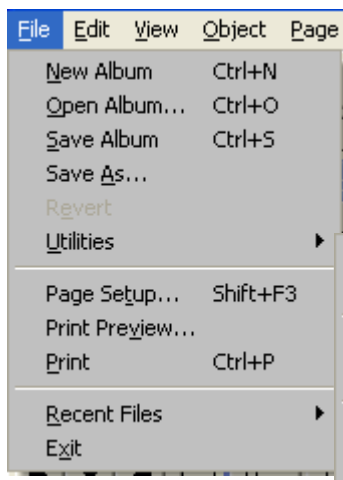
From the File Menu, you can create a **N**ew Album, **O**pen an Existing album, **S**ave the current Album , Save **A**s which allows you to save an existing AlbumGen file to a different name. All AlbumGen files will have an **AGP** extension. The R**e**vert option lets you revert back to the last saved copy of the current file (very useful if you've made changes & do not wish to save them).

Page Se**t**up brings up the AlbumGen Page Setup Dialog boxes which will apply to ALL newly created pages. The Print Pre**v**iew option lets you preview your pages before you send them to the printer.

Adjust Image **L**inks brings up a special dialog box which will help you manage the bitmap files you have linked to your AlbumGen files. This is particularly useful if you ever have to re-assign a drive letter in your computer. For example, if you were to build an AlbumGen file & link images to it from the EzStamp CD (which for argument sake is on your D drive). At a later date you add a new hard disk which is assigned the drive letter of D, then all the images that were linked to the AlbumGen file will have been broken & the images will no longer appear. You could manually re-link each image (a time consuming process) or you could use this handy feature to fix the links (See below). Recent Files lists the most recently opened AlbumGen files so you can easily access them again. Exit saves the currently opened file if changes were made, or it exits AlbumGen.

Truncate Album: This option is used to delete pages **sequentially** from a multipage album. If you had an album that had 100 pages & you wanted to delete from pages 85 onwards, you could do each page manually or you could use this option. Just enter the starting page & AlbumGen will delete all pages to the end of the album, including the starting page you entered. **Use with caution**. There is no way to recover from this action, unless you have made a backup of your file!

Adjust Image Links
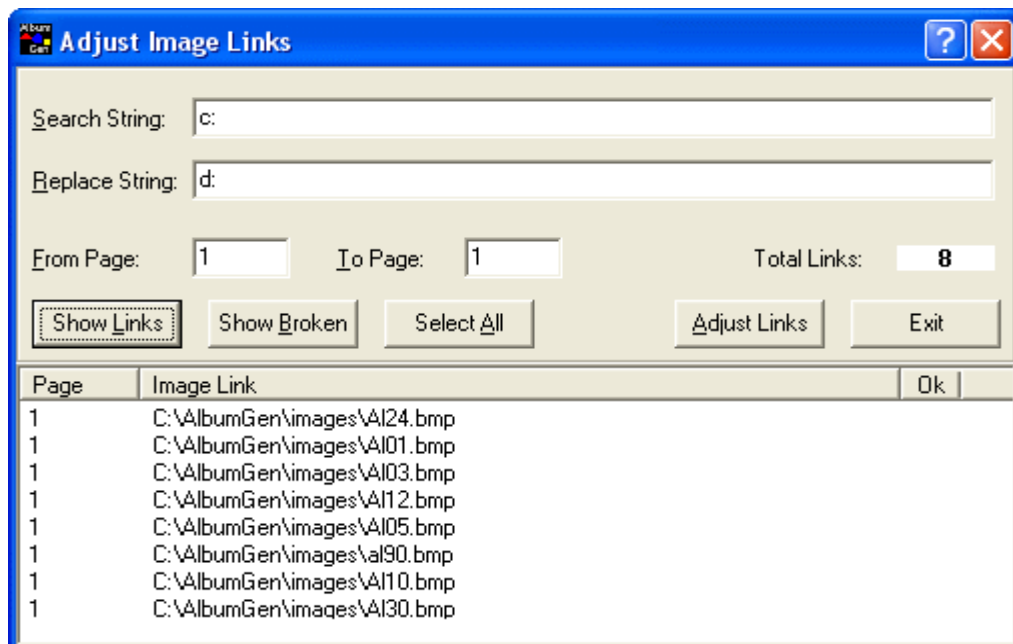
Search String:

Enter the text to search for in the link. To change a drive letter, for example, enter the drive letter, plus the colon character, as in **D:**. The search is not case sensitive, so it does not matter whether upper or lower case letters are used.

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Replace String:

Enter the replacement text here. To change a drive letter, for example, enter the drive letter, plus the colon character, as in **E:**. The search is not case sensitive, so it does not matter whether upper or lower case letters are used. You can remove a portion of the original link by simply entering the portion in the search input box, and leaving the replacement input box empty.

File Menu

From Page / To Page: You can restrict the search and replace option to a specific page range by overriding the default first page/last page values in these input boxes.

Show Links: Click on this button to show all the current image file links for the specified page range. Any broken links will appear in this list with the **Ok** column being **blank**.

Show Broken: Click on this button to show all the broken image file links for the specified page range.

Select All: Click on this button to select all links in the list for the search and replace operation. Only **selected links** are included in the search and replace operation. You can use Windows control conventions of holding the Shift or Control keys down while clicking on items in the list to select the links as well.

Adjust Links: Click on this button to adjust the image links that are currently selected. Given the nature of Windows list views, you may lose the ability to see the selected links when the list view does not have the input focus (ie is not where your cursor is). Simply click on the header caption bar of the list view to see the selected links. Note that you must still save the album file for the changes to be made permanent.

Page / Image Link / Ok Panel: links for the current page range. Depending on which button you clicked on for links display, this will be either all of the links, or just the ones that are broken. The links dialog is sizeable, so that you can enlarge the view if the links will not fit within the default list view width. Click on any link to select it for replacement. Use the Shift and Control keys for extended selection options.

GRID PRINT / Quadrille Page Print

This will allow you to print quadrille pages in many different ways. You can save templates of your quadrille pages so you do not need to set them up over & over again.

There are 5 ways to draw a grid.
Chopped on Right will chop the final right/bottom squares to fit the grid area.
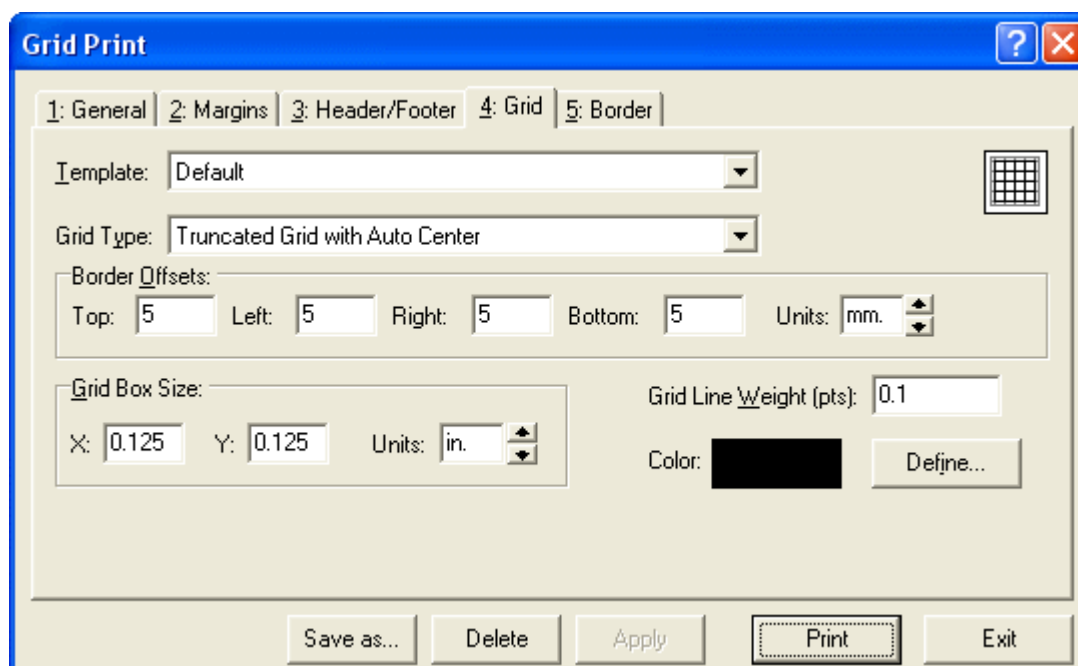**Truncated on Right** will remove the right/bottom column/row of squares if they are too small.
Chopped on All Edges will center the grid squares on the page, and any remaining squares on the right, top, bottom, left will be chopped smaller to fit.
Truncated with Auto Center will ensure only full grid squares are shown, with the grid centered on the page.
Variable Size allows you to fit a custom number of grid rows and columns to the grid page area. You can also vary the size of the grid box as well as the line weight. Detailed PopUp help is available in the dialog box indicated below.

All the regular page options can be applied to a Grid/Quadrille page such as Portrait, Landscape, Header & footers plus you **can also use the NEW CUSTOM Borders supplied with AlbumGen**. (see page 38). This feature alone can save you lots of money in that you no longer have to buy quadrille pages. Just Print your own!

Grid Print

1: General 2: Margins 3: Header/Footer 4: Grid 5: Border

Template: Default

Grid Type: Truncated Grid with Auto Center

Border Offsets:
Top: 5   Left: 5   Right: 5   Bottom: 5   Units: mm.

Grid Box Size:
X: 0.125   Y: 0.125   Units: in.

Grid Line Weight (pts): 0.1

Color: Define...

Save as...   Delete   Apply   Print   Exit

JPG to Bitmap Conversion

This utility is provided to allow you to convert JPEG (*.JPG) files to Bitmap (*.BMP) format. This is a batch operation in that it works on an entire directory. The files must have an extension of **.JPG** or **.JPEG** to be processed. The operation is not recursive(ie sub-folders will not be processed). Any subfolders within the source path that may contain JPEG images will be ignored. You must select the target path name for the folder that will contain the bitmap (.BMP) files created by the conversion procedure. Make sure you check the overwrite option or any existing files that match the equivalent .JPG name in the source path will be skipped and will not be converted.
A list of files that were not converted as well as converted files is displayed. Possible reasons why a file is skipped can be any one of: file exists on target path, invalid file format, read error, missing source file, corrupted source file, or any error in creating the target bitmap file.
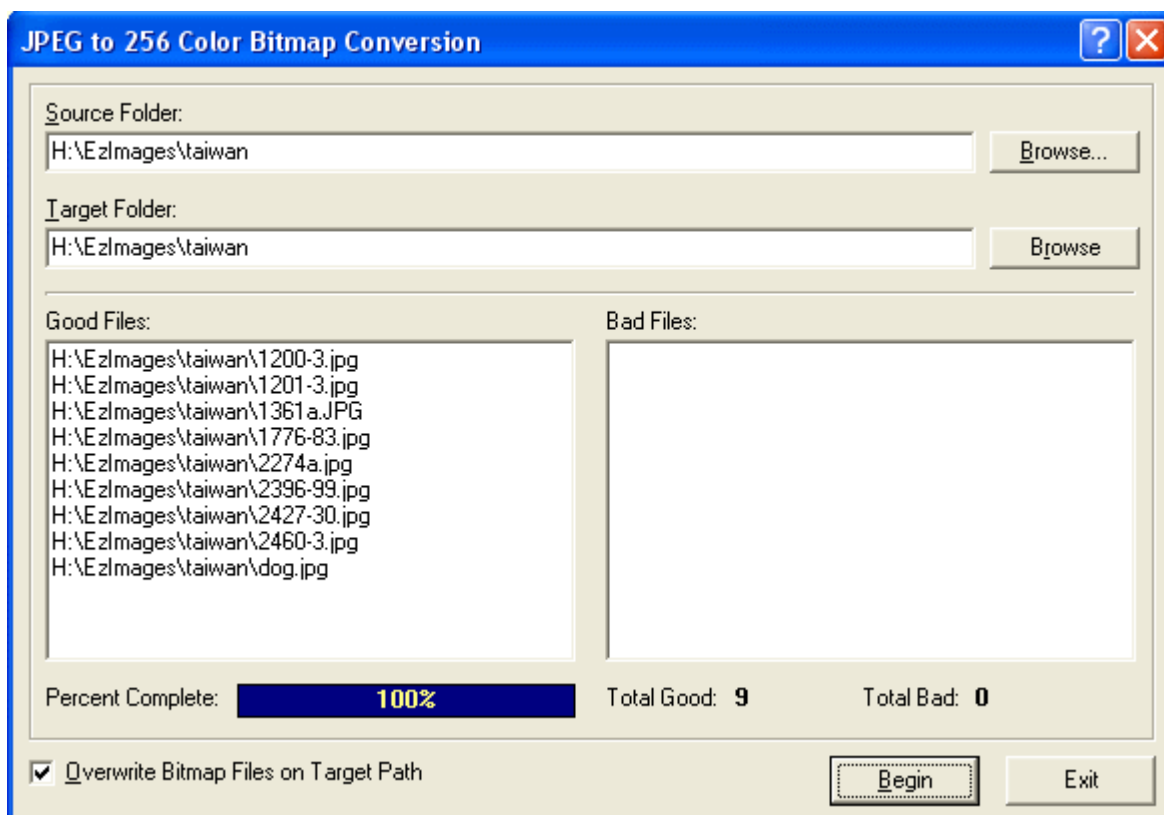
New! **Backup Album Files**

AlbumGen now incorporates a standard ZIP file backup option to save and restore your album files. You must close all albums BEFORE you can backup your albums, You can do this by selecting **New Album** from the file menu.
The backup option will only archive the files contained within the **Albums** folder in the AlbumGen application path. You will have an option to move any .**AGP** and **.AGI** files from the AlbumGen application path (i.e. C:\AlbumGen) to the Albums folder (i.e. C:\AlbumGen\Albums) before the backup commences. The following window will appear when you select Backup Album Files:
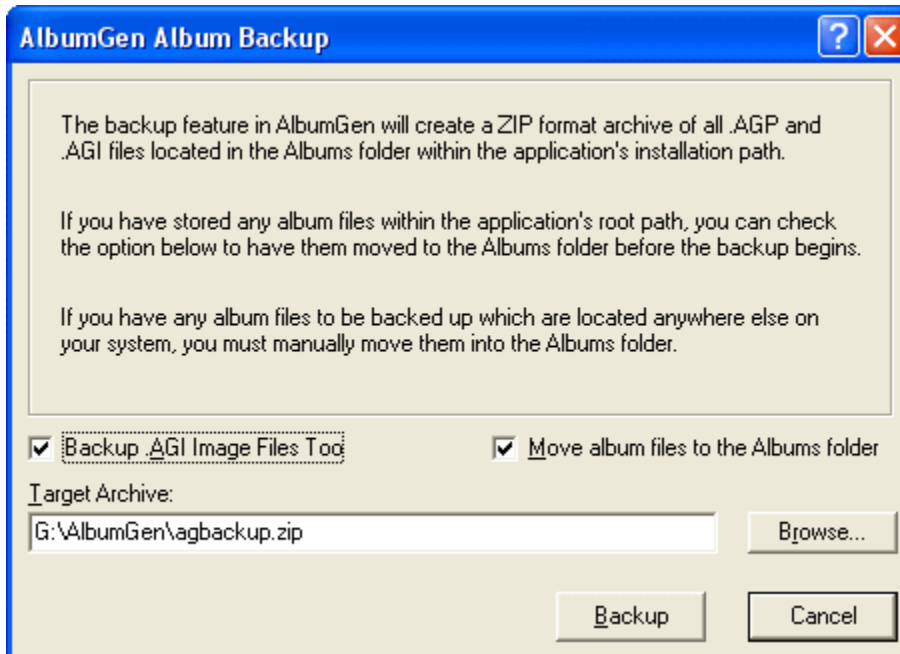
New! **Restore Album Files**

The restore option is similar to the backup option. Simply select the *.ZIP file you want to restore. .Note that the files will always be restored to the Albums folder within the AlbumGen application path. **If there are any existing files in the Albums folder, the entire folder will be renamed before the files are restored.** The contents of the ZIP file will be displayed for you in the following dialog box:
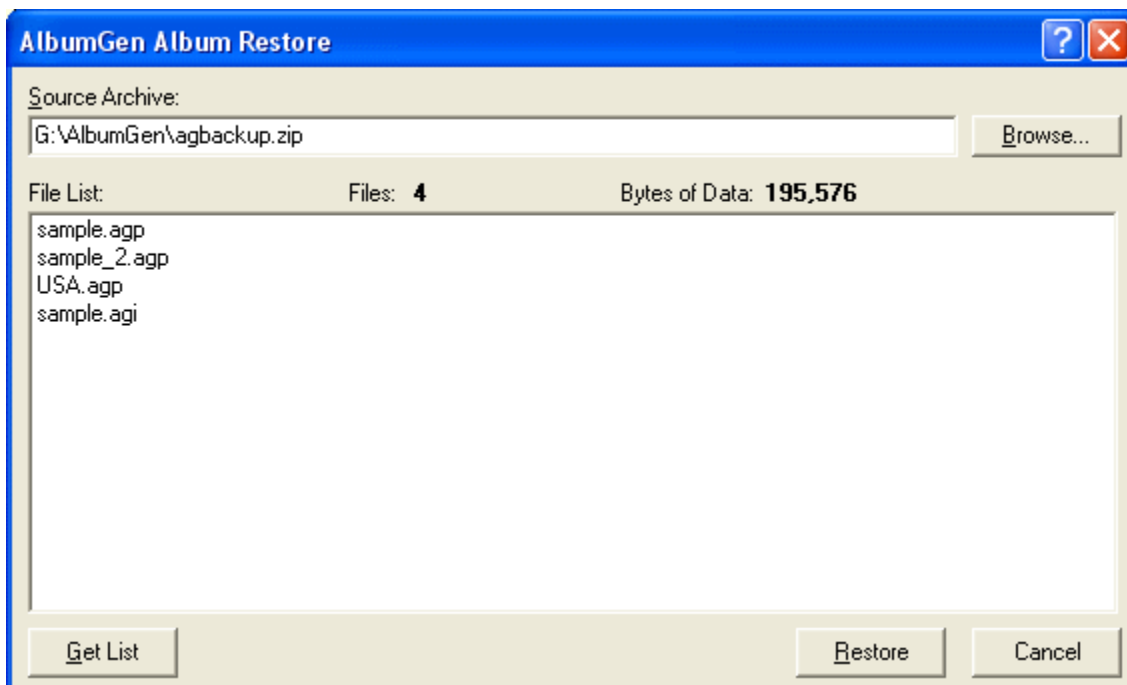
Edit Menu

This menu has many standard Windows functions & should require little explanation. Please consult your Windows manual for more details on these functions.
The only exception here is the **Import From EzStamp Function**. If you are also running a version of EzStamp (v5.03b or higher), you can   click or right click on this special icon in EzStamp . This   will initiate a transfer of information between EzStamp & AlbumGen. Data transferred is the Cat #, the Alt Cat # if you've entered one, the colour & denomination, the image file name & location as well as the stamps dimensions (width & height). Once this is done, clicking on this option in the edit menu or using the **F2** key or Ctl+F2 will place the stamp(s) on the page. A dialog box will appear with several options (similar to the ones below), depending on whether you are performing a single or multiple import from EzStamp.
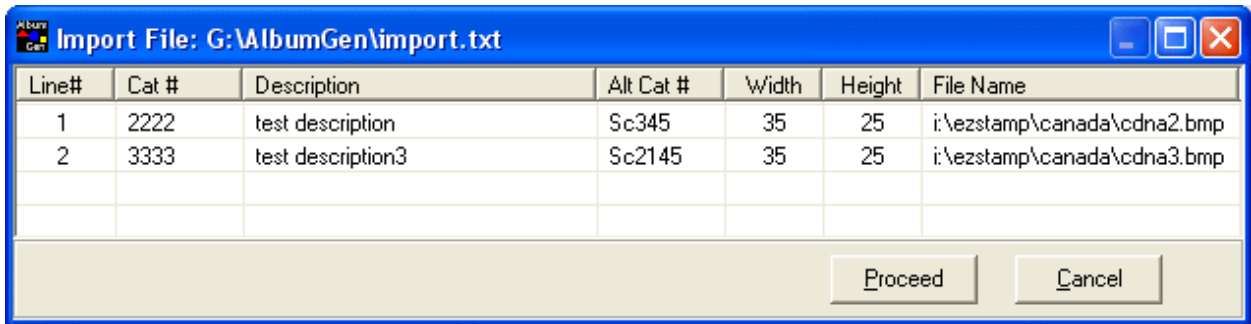
Single Import
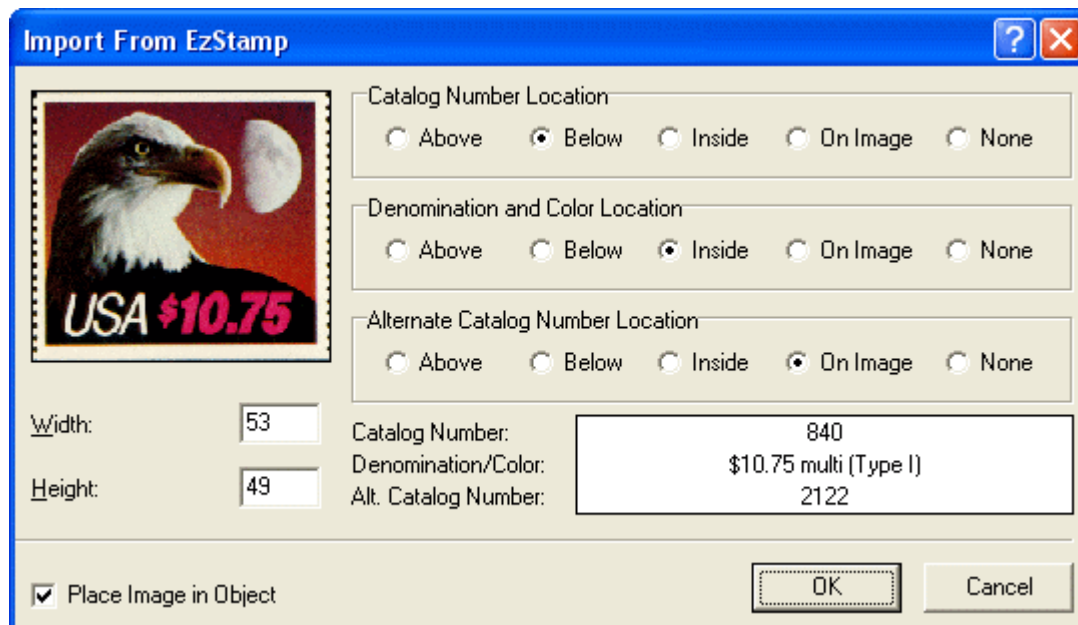
Multiple Import From EzStamp
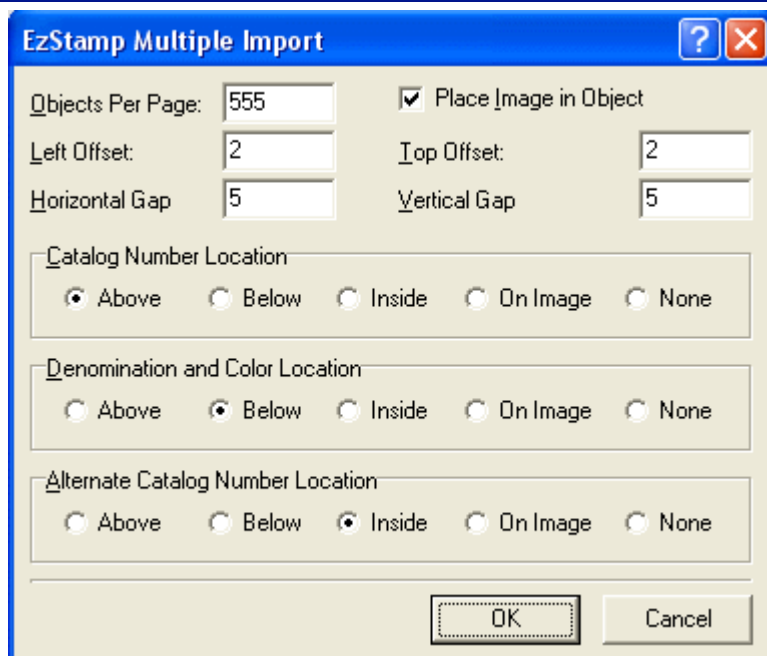
Text File Import

Another powerful feature is the ability to import text files containing sizing and image information into AlbumGen. You can import text TAB delimited files or comma delimited files.

The format of the text file MUST be as follows in this order:

1) Image file name (bitmap format) – full path to file
2) Catalog number
3) Denomination / Colour / Description
4) Alternate Catalog number
5) Width in mm
6) Height in mm

Eg: comma delimited file

i:\ezstamp\canada\cdna2.bmp,2222,test description,Sc345,35,25
i:\ezstamp\canada\cdna3.bmp,3333,test description3,Sc2145,35,25

Eg. If you do not want to use an Alt Cat #, the following is acceptable

i:\ezstamp\canada\cdna2.bmp,2222,test description,,35,25
i:\ezstamp\canada\cdna3.bmp,3333,test description3,,35,25

** Please note that if there are any commas (,) in your description field, you must save the file as a TAB Delimited file, as the import program treats all commas it finds as field separators **

You may leave a field blank, BUT you must still enter a field separator of either a comma or a TAB. If any line has an improper format or missing fields, a window similar to the one below will appear. You will not be able to import the file until the offending lines/fields have been corrected.
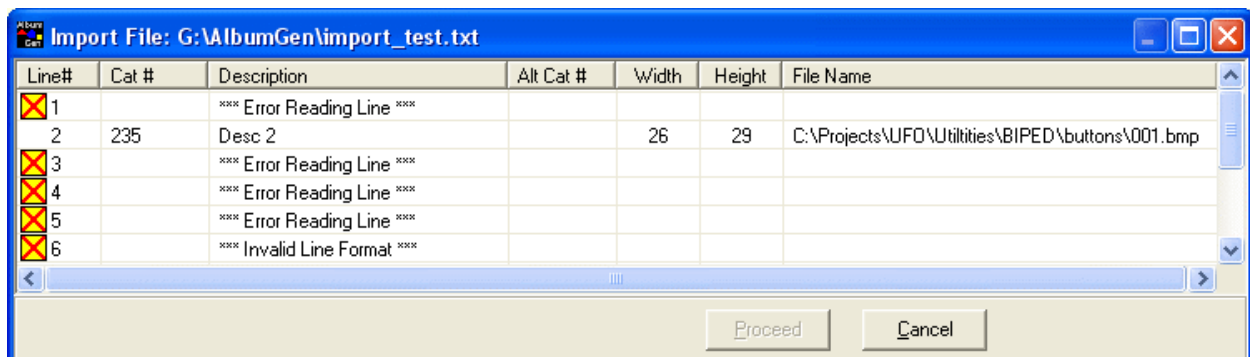
View Menu
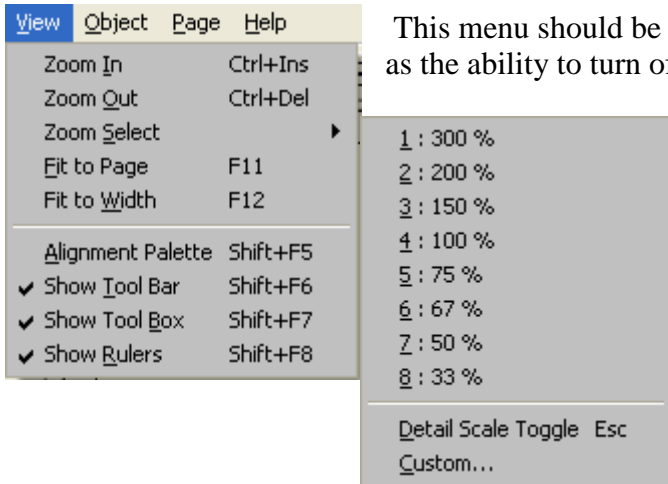
This menu should be self-explanatory. You can select zoom levels, as well as the ability to turn off the Alignment Palette, Tool Bar, Tool Box & the rulers. Most people will leave these tools visible as it makes navigating in AlbumGen much easier. There may be times though when a clean screen will be more pleasing to the eye, especially if you are designing exhibit pages.

Object Menu:
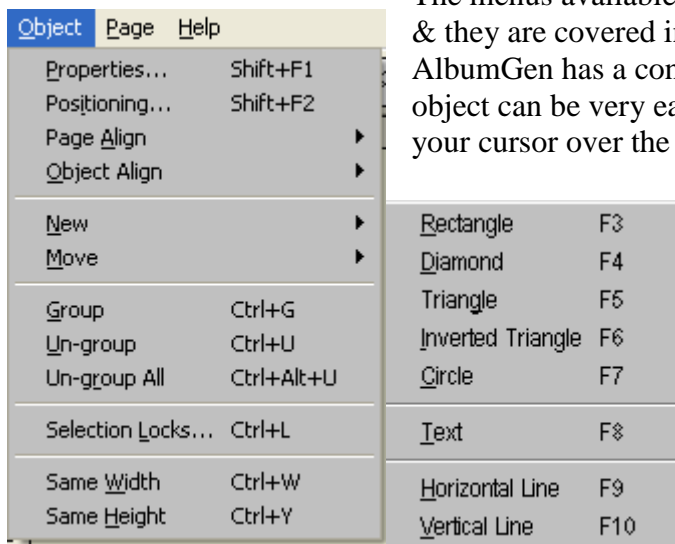
The menus available from the object menu should also be self-explanatory & they are covered in detail elsewhere in this manual. Each object in AlbumGen has a convenient function key associated with it , so placing an object can be very easy. Simply hit the appropriate function Key & place your cursor over the spot on the page where you would like the object placed. The cursor becomes context sensitive depending on the object shape being placed. For example, the cursor will take the shape of a circle if you hit the F7 key & that of a triangle with the F5 key. A great visual cue for placing objects!

Same Width & Same Height: This is a handy option. Select any two or more objects & select same width or height & they will all have the same width applied to them. The **FIRST** object selected will be the reference object. This is a fast way to make lines the same size as any object!

Group, Un-group & Ungroup All: These three options let you group selected objects so that they can be treated as a single object. This makes alignment very easy. Regardless of how many objects you place in a group, AlbumGen will treat the group as one big object. The size of the group is determined by the location of the top leftmost & bottom rightmost objects.
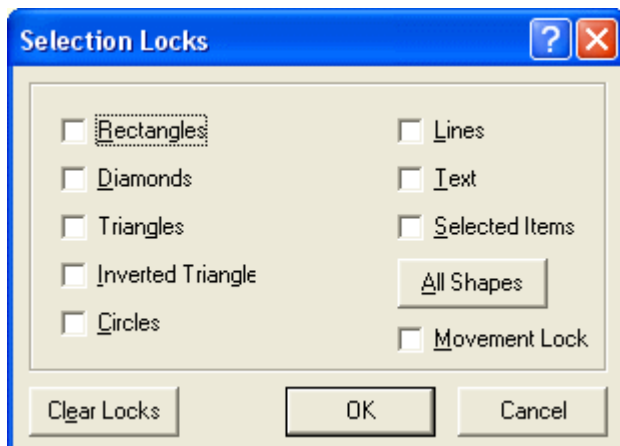
Selection Locks: There are two kinds of very powerful selection locks employed by AlbumGen – selection locks & movement locks. Selection locks prevent objects from being selected by the rubber band selection, while movement locks prevent objects from being moved. Once you have finished creating a page or album, you may wish to apply locks to prevent accidental changes. You can always unlock them at any time. Selection locks work on the active page, & not the entire album!

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Object Menu …

Each object type has it's own selection lock checkbox so that just all rectangles could be locked.

Selected Items: Check this option to lock all currently selected items on the page. **Note:** only objects that are locked with this option and with the **Movement Lock** option below are saved with the page to the album file. All the other locks in this dialog are active only for the current session.

All Shapes: This button will toggle the checked state of all of the shape options to the left. Click once to lock all shape objects on the page. Click again to unlock all shape objects.

Clear Locks: Click on this button to remove all locks on the current page. Locks are permanent features of a page that are saved to the album file. If you find that you can no longer drag-select an object, try unlocking the object here first.

OK: Click on this button to lock or unlock objects based on the checked state of each item in this dialog. Selection locking only applies when you perform drag-select operations using the mouse to enclose objects for selection, or when using the **Select All** option from the menu. Selection locks are **not** true object locks that lock an object into the page. You can still select a locked object by clicked on it individually. Please note that selection locks are saved with the album file.

Page Menu:
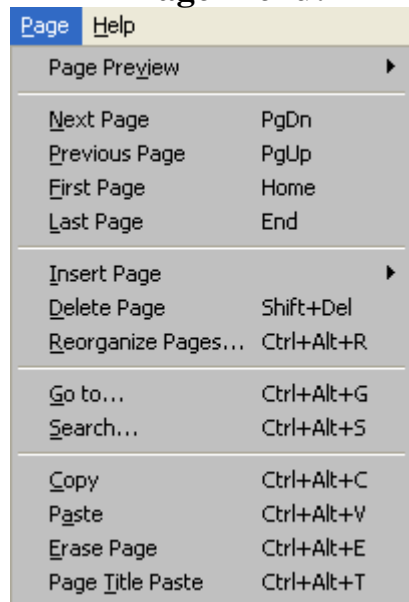
The page menu options are for the most part easy to understand. There is the standard Next , Previous , First & Last Page options. There is also the insert page options with the ability to insert the page at the end of the album, after the current page or before the current page , plus the Delete the current page option.

Copy & Paste: These two options are used to copy the entire contents of a page & paste it onto another page. Do not confuse this with a page insert operation.

Erase Page: Erases the contents of the current page. This does not erase the page. Do not confuse this with Delete page.

Page Title Paste: If you forget to place a Header & Footer Information on a page in an album, you can go to any other page with headers & footers & select Copy Page. This copies all aspects of the page. Then go to the page without Header or Footers & do a Page Title Paste & only that information will be pasted into the existing page.
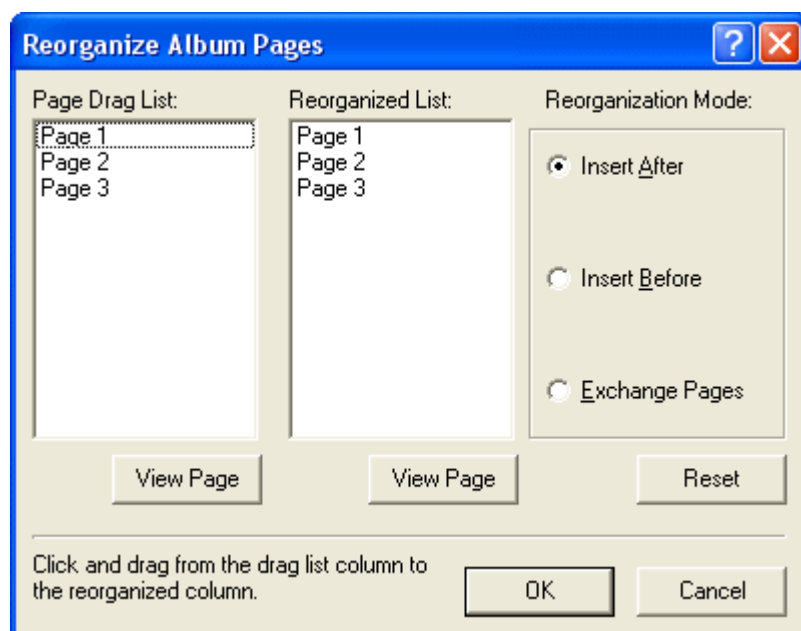
Reorganize Pages: This is a very powerful tool to help you reorganize your album files. You can move pages to other sections in your album very easily.

Page Drag List: This column represents all the pages in your album file that you can drag with the mouse to the right column. You can use the standard Windows convention for selecting multiple pages using the Shift and Control keys. Just click on the page(s) and drag to the right column.

Reorganized List: This column is the re-arranged list of pages. This will be the final order of pages when you click on the OK button. You must save the album file from the main AlbumGen menu to make the page reorganization permanent. **You can not drag pages from this column back to the left column.**

Reorganization Mode - Insert After: Any pages you drag from the left column will be added **after** the page number that you have the mouse cursor positioned over when you release the left button. If you are dragging the same page number you are dropping onto, then the pages get dropped to the end of the album file.

Insert Before: Any pages you drag from the left column will be added **before** the page number that you have the mouse cursor positioned over when you release the left button. If you are dragging the same page number you are dropping onto, then the pages get dropped to the end of the album file.
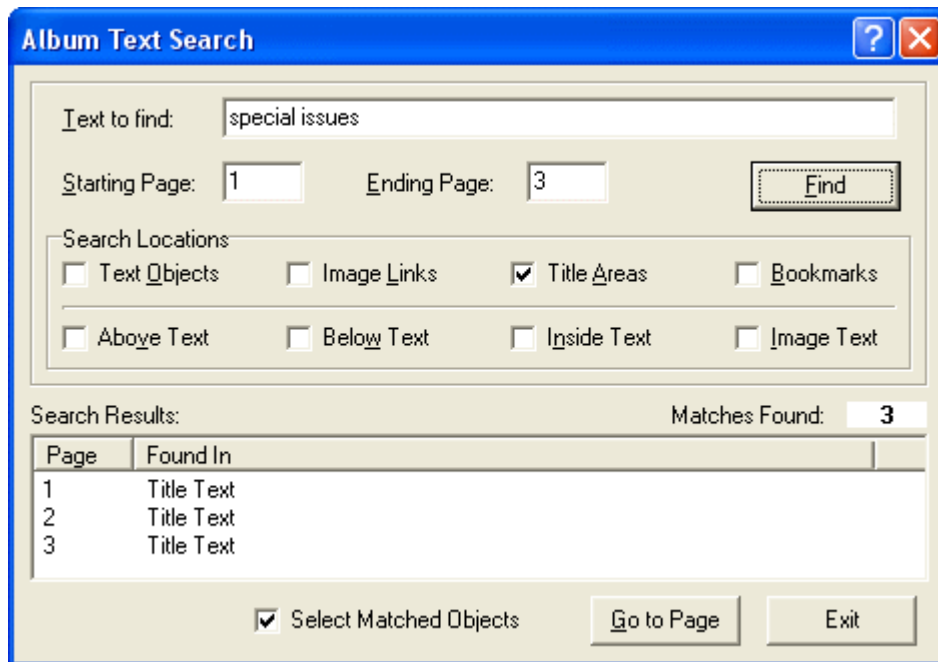
Page Menu …

Exchange Pages: Page exchanges only work with single pages. If you have selected more than one page on the left column, this operation will not proceed. Simply click and drag a single page from the left column and drop it onto the page in the right column you want to exchange with.

View Page: Click on these buttons to preview the selected page in the left or right column.

Reset : Click on this button to reset the pages to the original sequence list in the **right** column.

OK: Click on OK to accept the page reorganization. Note that you still must save the album file to make changes permanent.

Page Search:

Text To Find: Enter the text string to search the page contents for. The search process is not case sensitive, so you can use either upper or lower case letters here. AlbumGen does not currently support any type of wildcard character or expression-based search routines.

Starting Page/Ending Page: You can restrict the page range that AlbumGen will search in by changing the starting and ending page values here.

Search Locations : You can select any or all of the areas indicated to be searched .

Search Results: This view shows all matches that have been found for the specified page range. The page number and area where the text was found will be shown. You can go to a specific page by clicking on any match for a page, and then clicking on the **Go to Page** button.

Select Matched Objects: Check this option so that all objects for which matched text was found will be selected when you go to the page.

Go To Page: Click on this button to go to the page that is currently highlighted in the list. If you checked the **Select Matched Objects** option, then all objects that have the search string in them will be selected.

AlbumGen: Toolbox Control Summary

← **Shape , Lines & Sets Selections**

← **Show / Hide Alignment Palette**

New!

← **Nudge Selector**

← **Page Reference Object Controls**

← **Thumbnail View of Current Page**
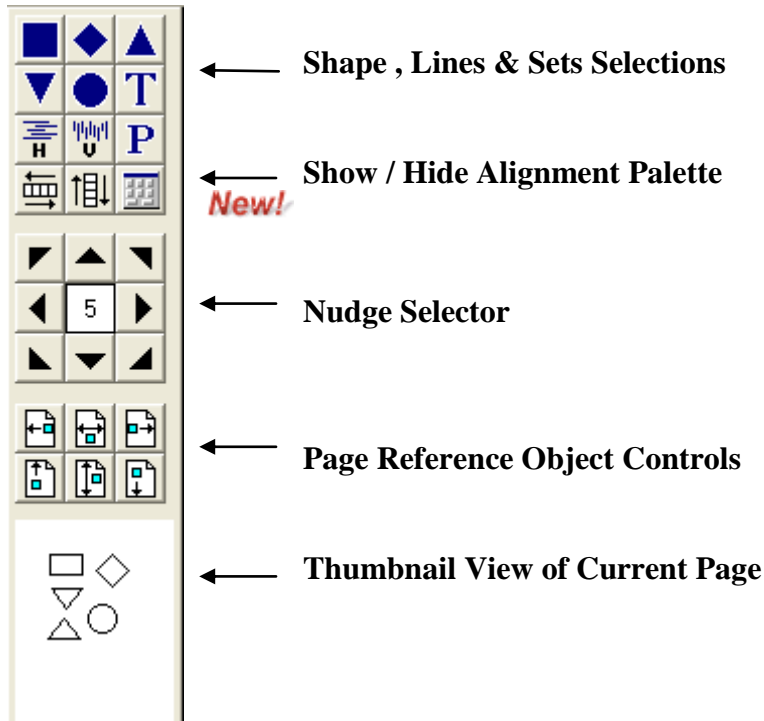
Shape Selections: Clicking on any of the rectangle, diamond , triangle , inverted triangle or circle shapes allows you to place the selected shape anywhere on the page. Depending on the preference settings in effect at the time, either the default size for each shape will be placed on the page for you or you can drag size the shape as required. The system default is that default sizes are used to place shapes on the page.

AlbumGen by default only defines drag-creation for the line and paragraph objects. The other shape objects are set to presized width and height values, but you can disable this in the 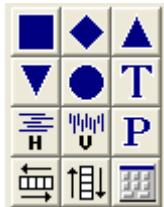Object Preferences by selecting the No Default Size (Drag & size when placing shape). To drag size a new object on the page, left-click on any part of the page, and hold the button down while dragging in any direction. Release the button to set the object size. Note that if you have grid spacing enabled, the drag rectangle will grow and shrink by the size of the grid. **You cannot drag size any object smaller than 5 by 5 millimeters.**

You can change the default size for each shape individually by clicking on the Preferences Button on the Alignment Palette or selecting the Preferences Button from the tool bar . The defaults are as follows
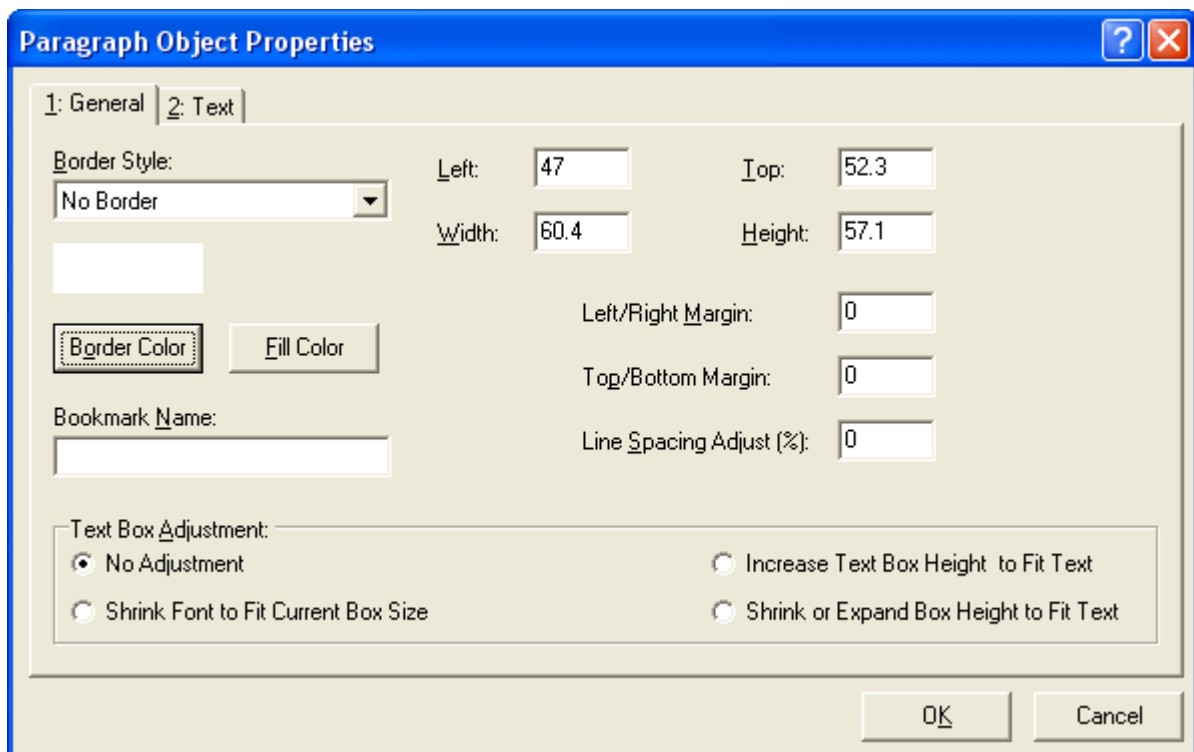
Rectangle:	:	45 mm x 30 mm
Diamond	:	45 mm x 45 mm
Triangle	:	45 mm x 30 mm
Inverted Triangle	:	45 mm x 40 mm
Circle	:	45 mm x 45 mm

Selecting the ' **T** ' shape allows you to place **free floating text** on the page which you can also have a default size for.

Toolbox Control Summary

New! **Paragraph Object:**

Selecting the ' **P** ' shape allows you to place Paragraph shapes on the page. This is a very powerful way of placing long pieces of text onto a page. When you click on this object, your cursor will change to a 'P' . You MUST left click & **drag size** the text box that will bound the paragraph text you want to place on the page. A dashed red border will appear where your text will go. The following dialog box will appear where you type your text and set your options:

You may choose an object border or no border for your text. You can also select how you want AlbumGen to fit the text for you, since it is not possible to know in advance how much room your text will take. There are four options available.

1) **No Adjustment:** The height of the paragraph text object and the font used to render the text will not be altered in any way. If the text does not fit the paragraph object, you will be given a warning.

2) **Shrink Font to Fit Current Box Size:** This shrinks the font by adjusting the point size until the text fits the paragraph object. If the font size decreases to under 4 points, the adjustment will be rejected.

3) **Increase Text Box Height to Fit Text:** Check this option to adjust the height of the paragraph object to accommodate the text in the current point size. If the object height increases to the point where the object no longer fits the page, you will not be allowed to place it.

4) **Shrink or Expand Box Height to Fit Text:** Use this to make the paragraph object fit the text height. Since the paragraph object is based on wrapped text lines, the width can't be

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Toolbox Control Summary

Paragraph Object …

automatically adjusted – only the object height is affected. If the object height increases to the point where the object no longer fits the page, you will not be allowed to place it.

*** AlbumGen makes use of the facilities within Windows to render all text on the screen display. Due to limited screen resolution for font display as opposed to printers, AlbumGen can not accurately show the text for a paragraph object at zoom levels less than 300%. To indicate the actual areas in the paragraph object that is occupied by text on the printed page, AlbumGen will use a mask color and fill in the **real** text areas as rectangles underneath the text on the screen. The areas in the object shown with the mask color (default is light yellow) represent the actual placement of text on the printed page.
Therefore, when paragraph text is displayed on the screen, the **masked** area is what it will look like when it is printed. The text displayed on the screen, may not be the way it will appear on the printed page, but, it will be exactly the way it appears in the masked area on the screen *******

Note: For the paragraph object to work properly, you should NOT enter any hard returns (ie carriage returns) in the text that you enter. AlbumGen will automatically determine where the line breaks will occur for you. If you do enter hard returns in your text, AlbumGen may not be able to force the text to fit the way you chose in the Text Box Adjustments that you selected

Paragraph properties can be set globally via the Preferences Tab from the Alignment Palette. The following dialog box will appear:
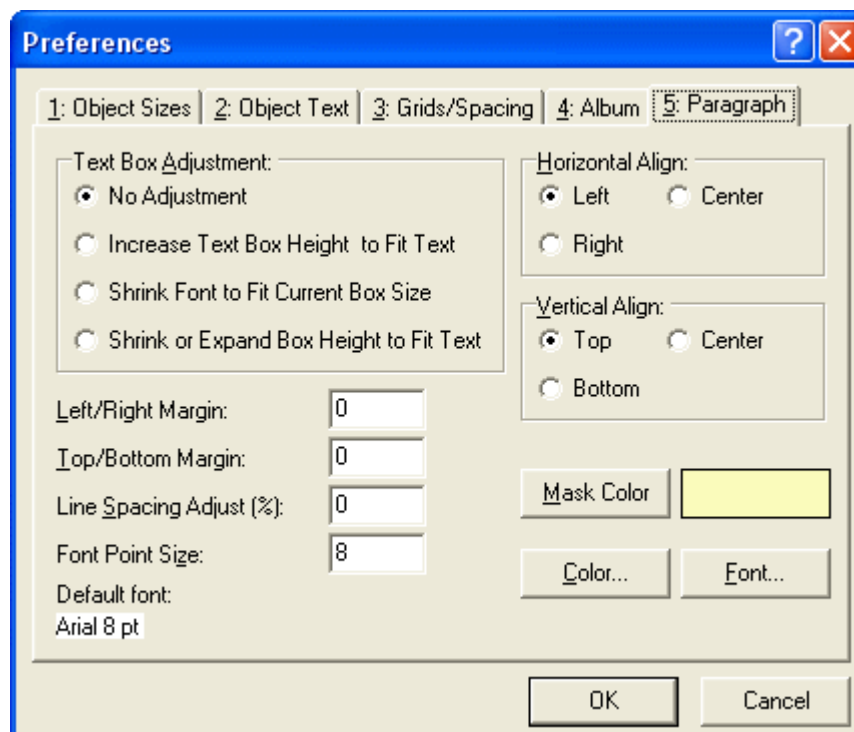
Toolbox Control Summary

Lines:

Selecting the ' **H** ' or ' **V** ' shape allows you to place either **Horizontal or Vertical lines** on the page. **Lines must be drag sized** – they cannot be default sized . This means that you must select the line type & then with the left mouse button, click & drag to the size you want.

Horizontal & vertical shape sets is a fast way to place multiple shapes of the same size on the page. To use this tool, you **MUST first select the required shape** & then the Horizontal & Vertical shape button. You then place the cursor over the spot on the page where you would like to start placing the shapes. AlbumGen will proceed from left to right or top to bottom (depending on whether you selected horizontal or vertical set creation) until the page border has been reached.
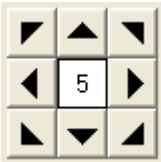
Nudge Selector: This group allows you to Nudge the selected object(s) in the direction chosen by the nudge amount in mm indicated on the Nudge selector. To change the default nudge factor of 5 mm, click on the Nudge amount & a popup window appears to let you select a different nudge amount or enter a value from 0.1 mm to 50 mm . But, these buttons not only move selected objects by the nudge amount, but also move the page view if no objects are selected (when the page view is larger that the screen size).
Click on any nudge arrow to move the page view by 1/10 of the current page size.
Hold down Shift to move one page view in any direction.
Hold down Ctrl to move to one of the page edges.

Page Reference Object Controls: (described in detail in the Alignment Palette Section)
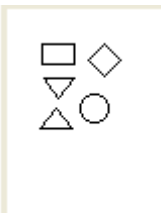
Page Thumbnail Viewer: This is a very powerful tool that will become apparent the more you use **AlbumGen**. Not only does it give you a miniature view of ALL SHAPES on the current page, but it lets you easily go to a particular item on the page. If you have zoomed in to say 300% actual size, it can be difficult to tell where you are on the page. To go to a particular spot on the page, simply click on a shape or spot the thumbnail & you are instantly brought there. Please note that text and line objects DO NOT appear on the thumbnail viewer.

AlbumGen: Alignment Control Summary

There are 20 alignment controls on the alignment palette, 6 of which are also found on the toolbox on the left side of the screen. This section summarizes each alignment control, going from left to right, top to bottom on the alignment palette.
There are also 4 buttons used to quickly access commonly used features.

These 10 controls are Reference Object Controls

These 10 controls are Page Reference Object Controls

These 4 buttons quickly access commonly used functions
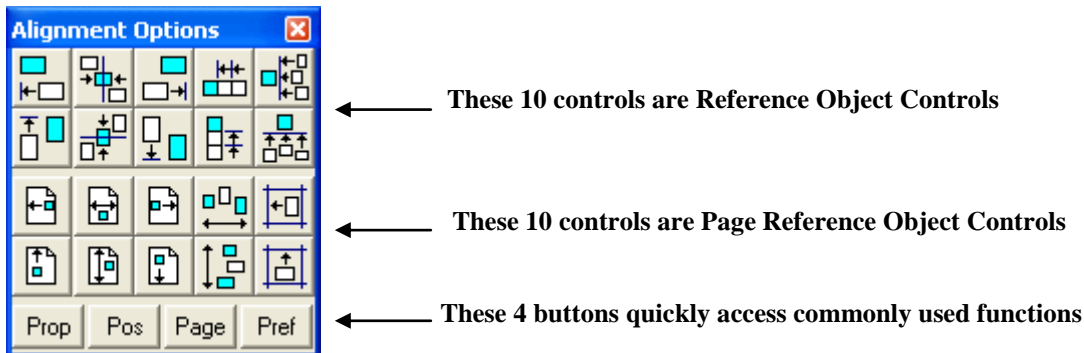
I. Reference Object Alignment

The top two rows represent *reference object alignment controls*, which means that the *first object selected is the reference object*. **Using a rubber-band selection to select all objects, or using the Ctrl+A key to select all objects will result in a reference object that can be any of the selected objects.** You must click on a **single** object, then hold down SHIFT and click on the remaining objects, or, while holding down SHIFT, rubber-band select the other objects.

All reference alignments imply that the reference object itself will *never move on the page* after the alignment is done. If the reference object is part of a group, then all objects in that group will also remain stationary.

Any objects that are aligned, that are part of a group will result in a *uniform horizontal or vertical shift* of all objects in that group, so that the group's inter-object spacing never changes.

NOTE: Reference object alignment will not allow objects that would cross page boundaries to be aligned. However, AlbumGen will attempt to align as many objects as it can so that they will fit within the page. It is up to you to undo the alignment (Ctl+Z) or try a different selection of objects.

Row 1, Column 1: Align to Left Edge of *Reference Object*

All selected objects will have their left edges aligned to be equal to the left edge of the reference object.

If the reference object is grouped, then the left edge of the leftmost object in the group is the alignment edge.

If the object to align is a group, then the left edge of the leftmost object in the group is aligned and the other objects in the group shift accordingly to keep the group inter-object spacing the same.

Row 1, Column 2: Align to Horizontal Center of *Reference Object*

All selected objects will have their centers aligned to be equal to the horizontal center of the reference object.

If the reference object is grouped, then the center point is the horizontal center of the rectangle that encloses all objects in the group.

If the object to align is a group, then the horizontal center of the rectangle that encloses all of the objects in the group is aligned and the other objects in the group shift accordingly to keep the group inter-object spacing the same.

Row 1, Column 3: Align to Right Edge of *Reference Object*

All selected objects will have their right edges aligned to be equal to the right edge of the reference object.

If the reference object is grouped, then the right edge of the rightmost object in the group is the alignment edge.

If the object to align is a group, then the right edge of the rightmost object in the group is aligned and the other objects in the group shift accordingly to keep the group inter-object spacing the same.

Row 1, Column 4: *Horizontal Tiled* Align to *Right Edge* of *Reference Object*

All selected objects will be aligned so that their left edges will be placed against the right edge of the previous object that was aligned. This process begins with the reference object and continues with all other selected objects. In addition to this, the user can supply extra spacing to place between the left edge of the current object and the right edge of the previous object.

If any objects are part of a group, then the right edge of the rightmost object in the group becomes the starting left edge (plus the spacing) for the next object to be tiled. This preserves the inter-object spacing in the group.

Tiling will continue from left to right until the next object fails to fit the page width.

Row 1, Column 5: *Horizontal Group* Align to *Right Edge* of *Reference Object*

All selected objects will be aligned so that their left edges will be placed against the right edge of the reference object, plus an additional spacing amount supplied by the user.

If the reference object is grouped, then the right edge of the rightmost object in the group is the alignment edge.

If the object to align is a group, then the left edge of the left most object in the group is aligned and the other objects in the group shift accordingly to keep the group inter-object spacing the same.

Row 2, Column 1: Align to Top Edge of *Reference Object*

All selected objects will have their top edges aligned to be equal to the top edge of the reference object.

If the reference object is grouped, then the top edge of the topmost object in the group is the alignment edge.

If the object to align is a group, then the top edge of the top most object in the group is aligned and the other objects in the group shift accordingly to keep the group inter-object spacing the same.

Row 2, Column 2: Align to Vertical Center of *Reference Object*

All selected objects will have their centers aligned to be equal to the vertical center of the reference object.

If the reference object is grouped, then the center point is the vertical center of the rectangle that encloses all objects in the group.

If the object to align is a group, then the vertical center of the rectangle that encloses all of the objects in the group is aligned and the other objects in the group shift accordingly to keep the group inter-object spacing the same.

Row 2, Column 3: Align to Bottom Edge of *Reference Object*

All selected objects will have their bottom edges aligned to be equal to the bottom edge of the reference object.

If the reference object is grouped, then the bottom edge of the bottom most object in the group is the alignment edge.

If the object to align is a group, then the bottom edge of the bottom most object in the group is aligned and the other objects in the group shift accordingly to keep the group inter-object spacing the same.

Row 2, Column 4: *Vertical Tiled* Align to *Bottom Edge* of *Reference Object*

All selected objects will be aligned so that their top edges will be placed against the bottom edge of the previous object that was aligned. This process begins with the reference object and continues with all other selected objects. In addition to this, you can supply extra spacing to place between the top edge of the current object and the bottom edge of the previous object.

If any objects are part of a group, then the bottom edge of the bottom most object in the group becomes the starting top edge (plus the spacing) for the next object to be tiled. This preserves the inter-object spacing in the group.

Tiling will continue from top to bottom until the next object fails to fit the page height.

Row 2, Column 5: *Vertical Group* Align to *Bottom Edge* of *Reference Object*

All selected objects will be aligned so that their top edges will be placed against the bottom edge of the reference object, plus an additional spacing amount supplied by you.

If the reference object is grouped, then the bottom edge of the bottommost object in the group is the alignment edge.

If the object to align is a group, then the top edge of the topmost object in the group is aligned and the other objects in the group shift accordingly to keep the group inter-object spacing the same.

II.   Page Object Alignment

The bottom two rows of alignment controls are based on alignment to the page in general. **No reference objects are used**, however, for distribution alignments on the page, the outer objects in the selection will always be designated as stationary *anchor objects*.

Row 3, Column 1: Align to Left Edge of *Page*

All objects are moved to the left edge of the page, regardless of groups or non-group objects. The spacing does not change. The amount all selected objects move to the left is the distance between the left edge of the page and the left edge of the leftmost object. If the left most object is already at the left edge, nothing will happen.

Row 3, Column 2: Align to Middle of *Page Horizontal*

All grouped objects will be centered on the page. All non-grouped objects will also be centered on the page. To make multiple objects align to the center of the page without changing the spacing between those objects, you *must group them first*.

Row 3, Column 3: Align to Right Edge of *Page*

All objects are moved to the right edge of the page, regardless of groups or non-group objects. The spacing does not change. The amount all selected objects move to the right is the distance between the right edge of the page and the right edge of the right most object. If the right most object is already at the right edge, nothing will happen.

Row 3, Column 4: Distribute *Horizontally a*cross the Page

As the picture suggests, you need at least 3 objects selected for this to work. The left and rightmost objects become the anchor objects, which will not move during the alignment. Any objects that are in-between will be spaced so that the distances between each object will be the same. For this to work, the total distance between the *right edge* of the *leftmost* anchor object and the *left edge* of the *rightmost* anchor object will have to be greater than or equal to the sum of the widths of *all the objects in-between*.

*NOTE: To do edge-to-edge alignment, drag an object to the left edge of the page, and drag another object to the right edge, then SHIFT-Select (or rubber-band select) the other objects to align, and click on **this** icon.*

GROUPED OBJECTS: The spacing of grouped objects is not altered. The size of the rectangle that encloses all objects in a group determines how the distribution works, as the group's rectangle is considered to be one big object. Since this is the case, all objects in a group

count as a single object. So, if you have 1 ungrouped object selected, plus 2 grouped sets of objects, group #1 with 3 objects, group #2 with 4 objects, you have a total of 8 objects selected, but only *3 objects* for the purpose of alignment.

Row 3, Column 5: Align to the Page Grid's *horizontal* grid point

This alignment control moves all selected objects horizontally to the nearest grid point to the *left* of the object. It is moved to the left so that we know the object will not run off the right edge of the page. If an object is already on a grid point, nothing will happen.

GROUPED OBJECTS: The leftmost object in the group moves to the grid point, and all other objects in the group shift left by the same amount.

Row 4, Column 1: Align to Top Edge of *Page*

All objects are moved to the top edge of the page, regardless of groups or non-group objects. The spacing does not change. The amount all selected objects move to the top is the distance between the top edge of the page and the top edge of the topmost object. If the topmost object is already at the top edge, nothing will happen.

Row 4, Column 2: Align to Middle of *Page Vertical*

All grouped objects will be centered on the page. All non-grouped objects will also be centered on the page. To make multiple objects align to the center of the page without changing the spacing between those objects, you *must group them first*.

Row 4, Column 3: Align to Bottom Edge of *Page*

All objects are moved to the bottom edge of the page, regardless of groups or non-group objects. The spacing does not change. The amount all selected objects move to the bottom is the distance between the bottom edge of the page and the bottom edge of the bottommost object. If the bottommost object is already at the bottom edge, nothing will happen.

Row 4, Column 4: Distribute *Vertically a*cross the Page

As the picture suggests, you need at least 3 objects selected for this to work. The left and rightmost objects become the anchor objects, which will not move during the alignment. Any objects that are in-between will be spaced so that the distances between each object will be the same. For this to work, the total distance between the *bottom edge* of the *topmost* anchor object and the *top edge* of the *bottommost* anchor object will have to be greater than or equal to the sum of the heights of *all the objects in-between*.

*NOTE: To do edge-to-edge alignment, drag an object to the top edge of the page, and another object to the bottom edge, then SHIFT-Select (or rubber-band select) the other objects to align, and click on **this** icon.*

GROUPED OBJECTS: The spacing of grouped objects is not altered. The size of the rectangle that encloses all objects in a group determines how the distribution works, as the group's rectangle is considered to be one big object. Since this is the case, all objects in a group count as a single object. So, if you have 1 ungrouped object selected, plus 2 grouped sets of

objects, group #1 with 3 objects, group #2 with 4 objects, you have a total of 8 objects selected, but only *3 objects* for the purpose of alignment.

Row 4, Column 5: Align to the Page Grid's *vertical* grid point

This alignment control moves all selected objects vertically to the nearest grid point to the *top* of the object. It is moved to the top so that we know the object will not run off the bottom edge of the page. If an object is already on a grid point, nothing will happen.

GROUPED OBJECTS: The topmost object in the group moves to the grid point, and all other objects in the group shift up by the same amount.

III.   Alignment Palette Preference Buttons

The four bottom buttons all refer to preference dialog screens depending on the objects that are currently selected, if any.

Row 5, Column 1: Shape Object Properties Preferences/Settings

This button becomes active whenever any object is selected on the page. If no object is currently selected, nothing will happen. This is the same as Right Clicking on an object.
There are 2 tabs in the Shape Object Properties Dialogue, General & Text . The settings used here will apply only to the currently supplied object. If more than one object is selected, then all the objects will have these settings applied to them. Text objects are not affected. To adjust properties on multiple objects simultaneously, all objects must be of the same type (ie. shapes , text , vertical lines or horizontal lines) .

Shape Object Properties General Dialog
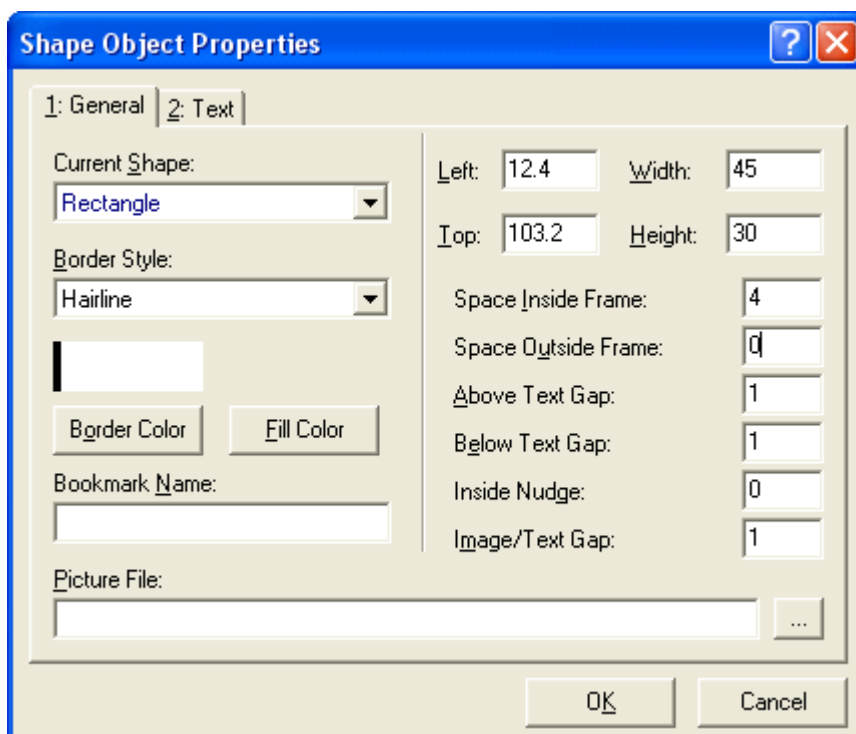
Current Shape: Select a shape from this list to change all selected objects to this shape. Note that even if you pick the same shape as is currently shown, it will be applied to all of the shapes nevertheless.

Border Style: A shape can have a border style, which by default is a single thin line known as a **hairline**. IF you use this border style, the size of the shape will not increase. If you use any other style, then the shape size will increase to accommodate the size of the border. Borders in AlbumGen are based on 1/300 inch units, which match printer resolution better than point-size units.

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Border Colour: The border color is used to render all border lines, even the hairline style.

Fill Colour: Unless you have a specific reason to use a fill color other than white, you should leave this setting alone. The fill color will be used to fill everything within the shape, excluding the border area. **Note:** If you include an image AND text inside an object, then the fill color will only occupy the inside no-draw zone, which by default is 4 millimeters.

Bookmark Name: The bookmark name is used for shape objects only to link text that can be used with the search function for easy location at a later time. The text entered here does NOT print on the page ! You can place anything in here you want. The bookmark name will be applied to all selected objects.

Picture File: This is the image link for the first selected object on the page. You can change the image for all selected objects by entering a new image file name here. The complete path name is considered to be the recommended way to store a link to an image file. You can use relative path names, such as .\CM1066.BMP to specify a file that is in the same directory as the album file. The button to the extreme right of the Picture file entry is used to browse for image files to attach to the selected objects. All selected objects will be linked to this file .You can not specify any image file format that AlbumGen does not currently recognize.

Left & Top: These are the X & Y coordinates of the selected object(s). If more than one object is selected, then the coordinates will refer to the FIRST object selected. If you rubber-band select or use the Select All option, the coordinates will refer to the backmost object, so use caution . If you have selected a grouped object , the coordinates will refer to the coordinates of the rectangle that encloses all the objects in the group. You can reposition all selected objects by re-typing in the desired X & Y values.

Width & Height: These are the width & height of the selected object. If you rubber-band select or use the Select All option, the width & height will refer to the backmost object, so use caution . You can resize all selected objects to make them all the same size by re-typing in the desired width & height values.

Space Inside Frame: This spacing refers to the area within the object frame where no text, image, or other data will appear. Everything drawn into the object will be adjusted inside this space. The default no-draw space inside the object is 4 millimeters.

Space Outside Frame: When using any border style other than the default hairline border, the object size increases to accommodate the border without changing the stamp frame. The increase will be the width of the frame lines only, unless you want to increase the spacing between the frame and the border that surrounds it. That is what this setting is for. By default, the frame spacing is set to 0.

Above Text Gap: The above text gap is used to push the text away from the top border of the object. By default, the gap is set to 1 millimeter.

Below Text Gap: The below text gap is used to push the text below the object down and away from the bottom border. By default, this value is set to 1 millimeter.
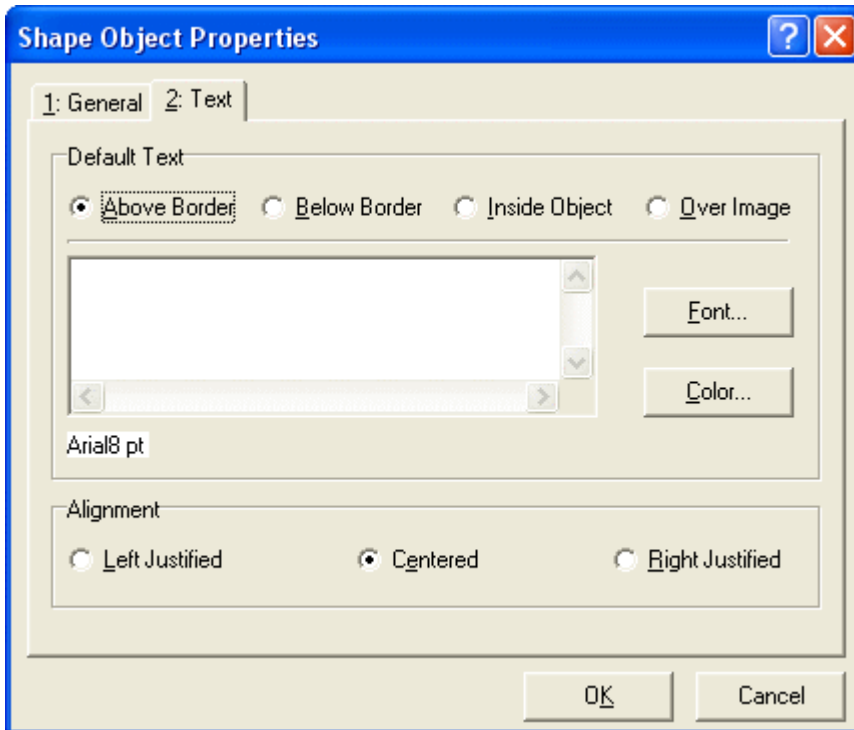
Inside Nudge: The inside nudge amount allows you to space the text inside the object frame, which by default will always be centered top to bottom. This option was specifically designed for

the triangle shapes, since the text would have more placement room if the text were nudged to the horizontal edge of the triangle. Positive values move the text down in the object.

Image/Text Gap: The image/text gap is used when you have both an image and text inside the object frame. This amount helps separate the top of the text from the bottom of the image. By default, this value is set to 1 millimeter.

OK: Click on OK to apply any changed properties to all selected objects. Note that a property is defined to be changed when you either change the value of a property **OR** you hit the **ENTER** key when the input focus is on that property. When a property has been considered to be a change, the text will change to a *dark blue as a visual cue*. If the property changes cause any of the selected objects to no longer fit the page, then no property changes will be allowed.

Shape Object Properties Text Dialog

Above Border: By default, you can place a template string into the object as soon as it is dropped on the page. This is purely for placement and size measurement. The **Above Border** text refers to text that appears above the object frame. Objects will increase in height to accommodate this text. This information is always cleared when you restart AlbumGen

Below Border: The **Below Border** text appears below the object frame. Objects will increase in height to accommodate this text.

Inside Object: The **Inside Object** text appears within the frame of the object. In the absence of an image, this text will be centered vertically within the available space. You must be careful that the text fits within the type of object that is used. For example, within a diamond shape, you will have much less horizontal area to work with. If an image is present, then the text will be moved beneath the image, and the image will be scaled down proportionately.

Over Image: The **Over Image** text appears on top of the image with a white background color. This is the only text on an AlbumGen page that does not have a transparent background. The text will be centered vertically within the image itself. No cropping of the text will be done.

Left Justified, Centered & Right Justified: Each of the 4 text areas can have their own alignment properties. By default, all alignment is centered. Be careful when using left or right justified text for the **Inside Object** text area with non-rectangular shapes.

Font: Each of the 4 object text areas can have it's own font characteristics. Click on this button to select any Windows TrueType font using a standard font dialog browser.

Color: The font dialog browser does not provide the full color range for selection. Click on this button to pick any color for the text area. By default, all text attributes in AlbumGen are black.

OK: Click on OK to apply any changed properties to all selected objects. Note that a property is defined to be changed when you either change the value of a property **OR** you hit the **ENTER** key when the input focus is on that property. When a property has been considered to be a change, the text will change to a *dark blue as a visual cue*. If the property changes cause any of the selected objects to no longer fit the page, then no property changes will be allowed.

Pos

Row 5, Column 2: Shape Object Properties Preferences/Settings

Object Positioning

Inside Frame Object: All shape objects have an inside frame area, which does **not** include the outside border area and the text that can appear above and below the border of the object. AlbumGen will add borders and text outside the frame by keeping the original frame position as is, and adjusting the object size to increase or decrease around it. If you select inside frame, the coordinates will indicate the inner frame positions.

Entire Object Size: If you select this option, the positional information reflects the entire size of the object, including text that appears above and below the object, plus any border that is not the default **hairline** border.

Align Coordinates: This option is duplicated here from the preferences dialog. When this option is checked, all coordinates are adjusted so that the upper left corner of the drawing area is Left = 0.0, Top = 0.0. This option simply compensates for the page border and margins.

Horizontal Positioning – Left Edge: Click on this option to force all objects to align their left edges to the value in the input box below. If the reference object is a grouped object set, the default value in this box is the leftmost object in the group. Otherwise, the default is the left edge of the reference object. You must first check the Horizontal Position checkbox for this to be enabled.

Horizontal Positioning – Right Edge: Click on this option to force all objects to align their right edges to the value in the input box below. If the reference object is a grouped object set, the default value in this box is the rightmost object in the group. Otherwise, the default is the right edge of the reference object. You must first check the Horizontal Position checkbox for this to be enabled.

Vertical Positioning – Top Edge: Click on this option to force all objects to align their top edges to the value in the input box below. If the reference object is a grouped object set, the default value in this box is the topmost object in the group. Otherwise, the default is the top edge of the reference object. You must first check the Horizontal Position checkbox for this to be enabled.

Vertical Positioning – Bottom Edge: Click on this option to force all objects to align their bottom edges to the value in the input box below. If the reference object is a grouped object set, the default value in this box is the bottommost object in the group. Otherwise, the default is the bottom edge of the reference object. You must first check the Horizontal Position checkbox for this to be enabled.

Precise Horizontal Nudging: You can specify nudge amounts by entering a positive (moves right) or negative (moves left) number here. These nudge amounts are added to any horizontal position changes you may have made in the Horizontal Positioning section of the dialog. You must first check the Horizontal Offset checkbox for this to be enabled.

Precise Vertical Nudging: You can specify nudge amounts by entering a positive (moves down) or negative (moves up) number here. These nudge amounts are added to any vertical position changes you may have made in the Vertical Positioning section of the dialog. You must first check the Vertical Offset checkbox for this to be enabled.

Left, Top , Width & Height Boxes: These numbers represent the positional information for the reference object, which is the first object you selected on the page. If the first object selected is part of a grouped set, then the information represents the rectangle that encloses all objects in the group.

Reset: Click on this button to reset the original reference object positional values to the ones **before** you made any nudge or position changes.

OK: Click here to apply all position changes. You must check the options in the dialog for changes to take effect. When changes are applied, AlbumGen will check to ensure that every selected object will fit into the page. If even a single object does not fit on the page, you will be given a warning message, and no changes will be made.

Row 5, Column 3: Page Preferences/Settings

Page Preference Settings – General Preferences
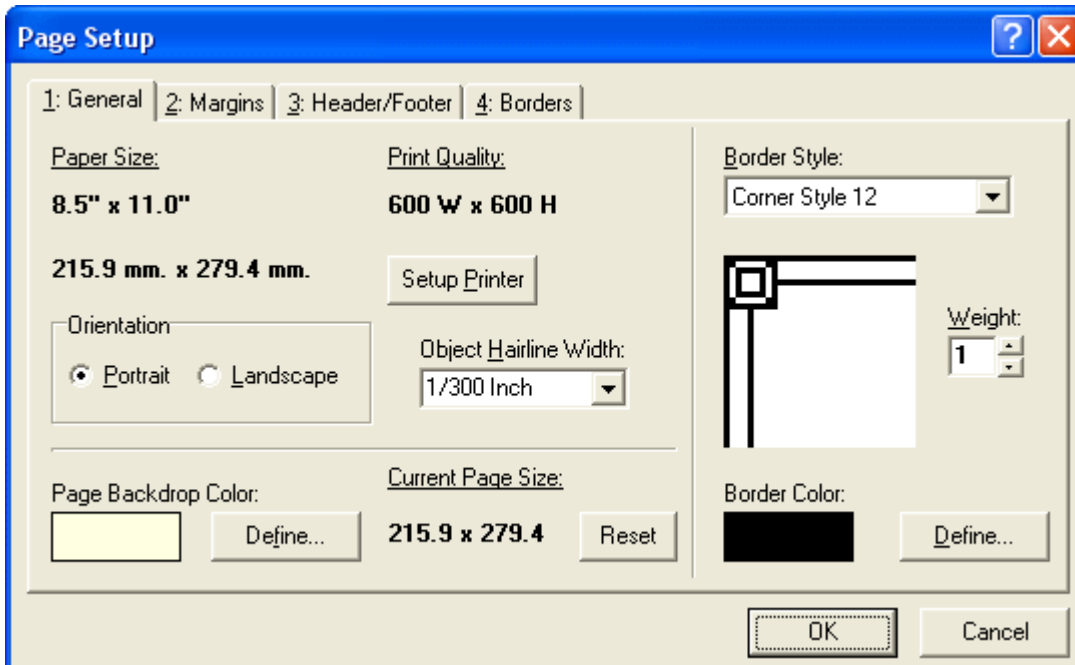
This set of dialog boxes is where you set up your page preferences BEFORE you start creating an album. All pages created will have these properties unless each page is changed manually.

Paper Size: The page paper size must be obtained directly from the list of allowable sizes defined for your current printer. You can change the paper size by clicking on the **Setup Printer** button. Note that the paper size assumes that the paper is always selected in portrait orientation. AlbumGen internally swaps the paper width and height when you click on the **Landscape** orientation radio button. Please be aware that when you mix landscape & portrait pages within an album , AlbumGen will print ALL the Portrait pages first & then all the Landscape pages.

Print Quality: The print quality must be defined by clicking on the **Setup Printer** button. AlbumGen will not generate proper output with any printer that has a resolution of less than 300 dots per inch. AlbumGen will not work with dot-matrix printers or plotters either. Your printer can be black and white or color, and must be a **raster-based** device, which includes laser and inkjet printers. AlbumGen uses the capabilities of your printer driver, so if the output does not appear as you expect, you should check with your printer manufacturer for the most current drivers available

Setup Printer: Click on this button to bring up the Windows printer setup dialog box. You will use this dialog to choose your page size and print quality.

Orientation: AlbumGen maintains the page orientation independent of your current printer's settings. When you print or design a page, the setting made here determines how the page appears and how it is printed. AlbumGen does not rotate objects on a page when you change orientation. For this reason, you must be sure to set the orientation before placing objects on the page, or they may not fit under the new orientation. Given the previous condition about rotation, when printing pages that mix different orientations, the portrait pages print as one print job, and the landscape pages print as another print job.

Object Hairline Width: All shape objects are printed with a hairline border by default. **On the screen, regardless of page scale, the line for this border will always be one pixel in size. On the printer however, the size can be defined here.** By default, the hairline border size is 2/300 inch, which is approximately ½ of a point. You can define the hairline border size for the printer to be 1/300, 2/300, 3/300, or 4/300 of an inch.

Page Backdrop Colour: This property affects all pages, and can be changed at any time. This is simply the color that surrounds the white page on the screen when you are viewing a page that fits completely on the screen. By default, this color is pale yellow. This setting is strictly a cosmetic one & has no effect on the pages or AlbumGen – simply choose what appeals to you!

Page Border Style: Page border styles come in two varieties, those with corners that are straight joins of the horizontal and vertical edges, and those with specific stylized corners. AlbumGen does not support dashed or dotted border styles. All styles are based on varying widths of solid lines. The default border style is a single solid line. When you pick a border style, the upper left corner of the border is shown in the preview area, as it will appear on the printed page. AlbumGen does not show stylized corners on the screen pages due to scaling limitations , unless you zoom in at 300%. At this zoom level, you will see what will print on the printer. At most other zoom levels , you will not be able to view on screen the true border styles . Instead, borders with stylized corners are shown on the screen with dark gray corners to visually indicate to you that you have applied a stylized corner.

Border Color: A page border can have its own color, which by default is black.

Line Weight: The line weight specifies how thick to draw each line that makes up a page border. The default weight of 1 draws lines that are ¾ of a point in size. Each additional weight value adds ¼ point to the line width. Note that if you use line weights of 3 or 4, certain stylized corners (such as style 1 or 6) will not fit within the default 5 millimeter page border width. You will have to increase the page border width in this case, to 5.25mm to account for the extra line weight!

OK: Click on OK to apply all page changes to the current page only. If any changes you made cause any object on the page to not fit within the new drawing area, you will not be able to apply the changes. **Note that making changes within this dialog will force all NEW pages to use the page settings when they are created.** These settings are also saved to the AlbumGen configuration file when you exit the application.

Page Setup - Margins
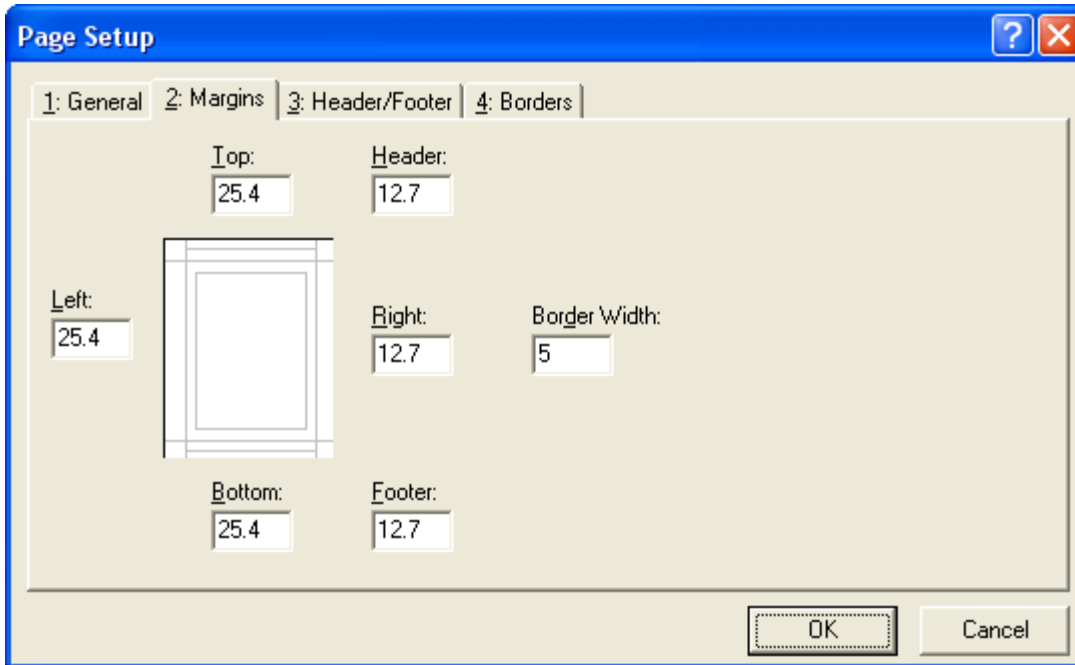
Top , Bottom , Left & Right : Each page has it's own margins, which can be different for each page in your album. The *page margins represent an area where no objects may be placed*, with the exception of header and footer titles and subtitles. Margins are defined in terms of millimeters. The default margin sizes of 25.4 on the left, 12.7 on the right, and 25.4 at the top and bottom allow for standard sized header and footer text placement to be used.

Header & Footer Areas: These are the header and footer areas that are enclosed within the top and bottom margins of the page respectively. The header area occupies the space just above where the top margin ends, and the footer area occupies the space just below where the bottom margin begins. As you increase the header and footer sizes, you will be occupying more of the margin space for the placement of title and subtitle text. You may not set the header or footer size to be larger than the top and bottom margins respectively. If you set the header or footer size to 0, then AlbumGen will render title or subtitle text into the actual drawing area of the page.

Border Width: The page border width defines a *special area on the page where no object placement can occur*. **This area is also used to contain the page border style**. On the *screen, the page border width is drawn with a light gray background color, to give you visual cues for both the margin sizes, and the area where no objects may be placed*. By default, this width is defined to be 5 millimeters. You may not set this width to less than the width needed to print the current page border style. You can set this width to 0 if you select the **No Page Border** style for the page. To use the complete physical page, set the page border style to none, and set all margins to 0.

Page Setup – Header / Footer

Header / Footer:

Click on any of these 6 radio buttons to show the settings for the respective location of titles and subtitles on the current page. An AlbumGen page uses a header and footer format similar to many word-processing applications, in that the header and footer are divided into 3 sections each. Section one is left-justified from the left edge of the page, section two is center-justified in the middle of the page, and section three is right-justified from the right edge of the page. The justification takes into account the left and right page margins and the footer and header sizes.

Vertical Offset Adjustment: The vertical offset adjustment applies to each of the 6 sections. When using a positive value here, the subtitle and title for the section will shift **downward** into the page by the specified amount. This allows for fine tuning the title placement independent of the header and footer sizes.

Title / Subtitle Spacing Adjustment: The title/subtitle spacing adjustment refers to the gap between the bottom of the title text and the top of the subtitle text. By default, normal line spacing as defined within the TrueType font is used. You can increase or decrease the spacing by using positive and negative values here respectively.

Primary Title: The primary title is designed to appear larger than any optional subtitle. You can omit using a subtitle, but you can not have a subtitle without using a title for any section. AlbumGen does not provide multi-line capabilities for title and subtitle text. Only two lines of text can appear in any section.

Optional Subtitle: The subtitle is designed to appear smaller than the primary title, and will always appear below the title. You can omit using a subtitle, but you cannot have a subtitle without using a title for any section. AlbumGen does not provide multi-line capabilities for title and subtitle text. Only two lines of text can appear in any section.

Font: The title and subtitle for each section have their own font characteristics, so in total you can specify up to 12 different fonts for any page. Click on this button to set the font properties for the title/subtitle for the current section.

Define: The standard font browser dialog box does not include the full color range for specifying a font color. Click on this button to pick any possible color for the title/subtitle font for the current section.

Insert Page # Macro: Click on this button to insert a macro string for the current page number in the title/subtitle input box. Make sure that you have selected one of these input boxes first, and have the I-beam cursor positioned at the point where you want the macro string to be placed. You can manually enter the macro as well by using the ~PAGE~ string. This will simply print the page number. If you want " Page 1 " then enter this : Page ~PAGE~

Insert Total # of Pages Macro: Click on this button to insert a macro string for the total number of album pages in the title/subtitle input box. Make sure that you have selected one of these input boxes first, and have the I-beam cursor positioned at the point where you want the macro string to be placed. You can manually enter the macro as well by using the ~PAGES~ string. If you want " Page 1 of 9 " then enter this : Page ~PAGE~ of ~PAGES~

Insert Date Macro: Click on this button to insert a macro string for the current date in the title/subtitle input box. Make sure that you have selected one of these input boxes first, and have the I-beam cursor positioned at the point where you want the macro string to be placed. You can manually enter the macro as well by using the ~DATE~ string. The format of the date is the short date format as defined in your control panel settings.

Insert Time Macro: Click on this button to insert a macro string for the current time in the title/subtitle input box. Make sure that you have selected one of these input boxes first, and have the I-beam cursor positioned at the point where you want the macro string to be placed. You can manually enter the macro as well by using the ~TIME~ string. The format of the time is the short time format as defined in your control panel settings.

New! **Page Setup – Borders – Custom & Ornamental**

This is a fantastic and powerful NEW feature in AlbumGen. You can now print your pages with custom ornamental borders, similar to the ones you get commercially from album manufacturers. Our artists have drawn these borders by hand and digitally prepared them for you. These borders are also available for you when you print grid / quadrille pages as well! (see dialog box shown below)

Using the ornamental borders is simple. From the Page Setup up dialog box, select the Borders tab. Then select the border you wish to use. A preview of each border is provided for you so you can see what it looks like.
Custom border styles are provided as a set of image templates that contain the border information as either 300 or 360 DPI bitmaps. This allows for more elaborate border styles than the basic ones provided in the General tab of the page setup. Note that a border style is fixed in size. **Margins and page size cannot be altered for ornamental borders**, and your printer must support a minimum of 360 (most inkjet printers) or 300 dots per inch (most laser printers). Border styles also have an internal border width that can not be changed.

The new custom borders can have elaborate corner areas that are wider then the vertical or horizontal borders. You cannot place objects in this area normally. You can override this no render area by checking the ' Disable the No Render Area ' checkbox. If you check this option,

Page Setup – Borders – Custom & Ornamental …

you will be able to place objects inside the border width area that is normally defined as the *no render* zone. For example, if the border has a 10 mm. zone, then you can drop objects inside this area, right to the margin edges of the page if this option is checked. This option is provided for borders that do not have uniform image width on all 4 edges, to allow for maximum object placement area.

We will be adding more ornamental borders and these will be made available to registered AlbumGen users.
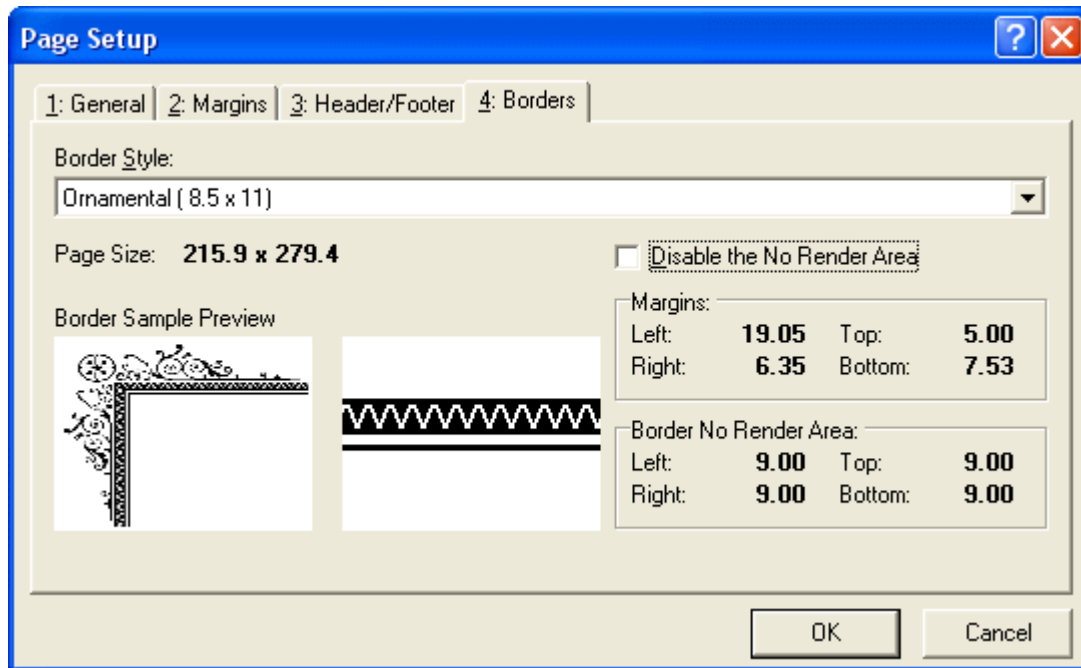
AlbumGen Preference Settings

Object Sizes
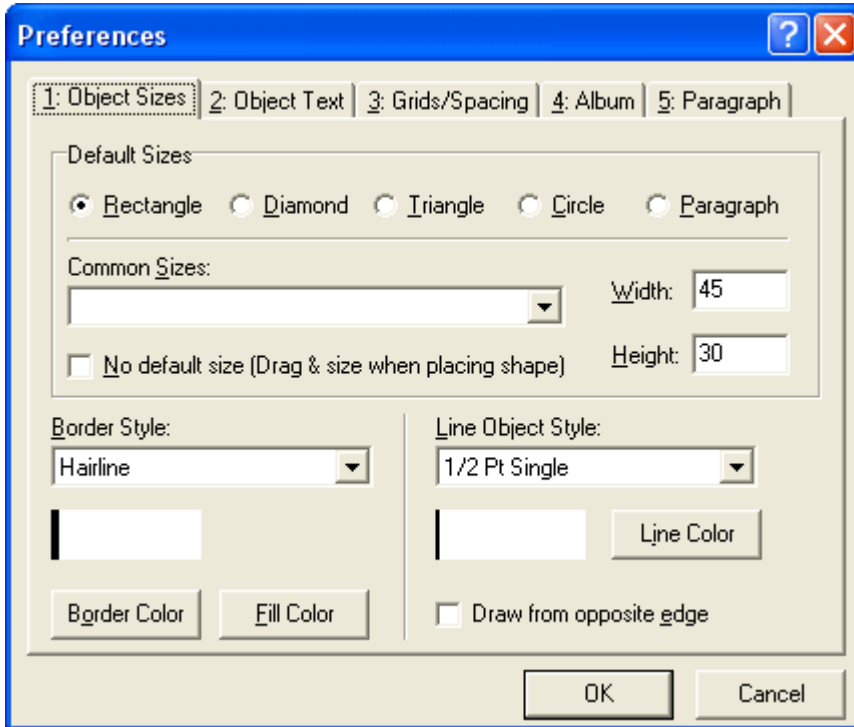
These dialog screens are used to enter AlbumGen defaults that will apply to all shapes & text etc. They will be saved & used each time you start AlbumGen. If you make a mistake, you can always restore the AlbumGen defaults from the Help Menu .

Object Sizes: There are 4 primary object types that are considered to be "shapes". These shapes can have specific properties of width, height, border style, images, text, and color. The attributes shown on the page tab are specific for each shape. The default sizes are as follows for each shape:

Rectangle:	:	45 mm x 30 mm
Diamond	:	45 mm x 45 mm
Triangle	:	45 mm x 30 mm
Inverted Triangle	:	45 mm x 40 mm
Circle	:	45 mm x 45 mm

Common Sizes: Each shape has its own set of common stamp sizes, which are stored in the AlbumGen *sizes.txt file*. You can pick a size from this list, or simply enter a custom size into the width and height boxes. You can exit the sizes.txt file , **BUT BE SURE TO MAKE A BACKUP COPY BEFORE YOU MAKE ANY CHANGES FIRST**. If you edit the file improperly, you may not be able to start AlbumGen or possibly corrupt your album files. If you are not sure, please call for assistance!

Format is :
// Description as it appears in the drop down lists on the AlbumGen preferences dialog
// Follow this with a comma, the width, a comma, then the height
// Please make a backup of this file before modifying it
[Rectangles]
US Commem. 45W x 30H,45,30
US Commem. 30W x 45H,30,45

Width & Height: The width and height of the shape defines the basic shape dimensions in millimeters, and does **not** include the extra space needed for borders or text that floats above or below the shape border. This is the standard stamp frame width and height.

No Default Size: If you prefer, you can click on this so that when you place an object on the page, you will be forced to drag the shape to the size you want, instead of the default of placement by using pre-defined width & height values. This overrides the width and height values above.

Border Style: A shape can have a border style, which by default is a single thin line known as a **hairline**. If you use this border style, the size of the shape will not increase. If you use any other style, then the shape size will increase to accommodate the size of the border. Borders in AlbumGen are based on 1/300 inch units, which match printer resolution better than point-size units.

**Border Colour:** The border color is used to render all border lines, even the hairline style.

Fill Colour: Unless you have a specific reason to use a fill color other than white, you should leave this setting along. The fill color will be used to fill everything within the shape, excluding the border area. Note: If you include an image AND text inside an object, then the fill color will only occupy the inside no-draw zone, which by default is 4 millimeters.

Line Object Style: For line objects only, you pick the style here. No other styles are possible outside of this list, but you can combine multiple line objects and group them into new styles.

Line Colour: For line objects only, this specifies the current line color.

Draw From Opposite Edge of Page (Lines only): Line objects are placed on the page with a maximum line style size of 5 millimeters, in order to allow you to easily grab the object and move it around on the page. Lines are drawn as transparent, so the 5 millimeter height is not really a factor. However, the alternate render determines whether the lines are rendered from top down (unchecked) or bottom up (checked).

Object Text:
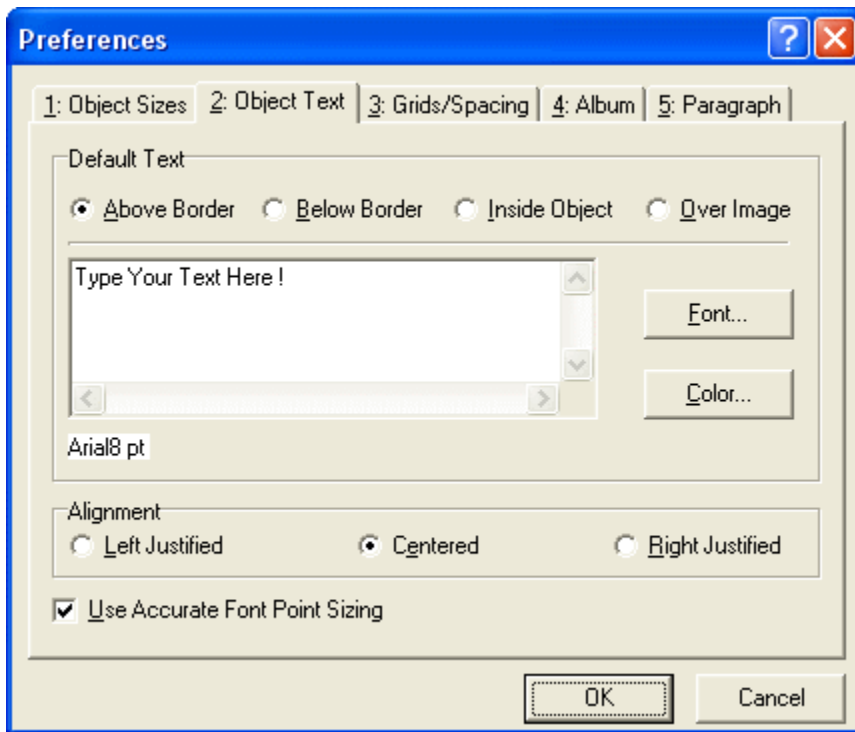
This where you can set default attributes for all text placed on the page.

Above Border: By default, you can place a template string into the object as soon as it is dropped on the page. This is purely for placement and size measurement. The **Above Border** text refers to text that appears above the object frame. Objects will increase in height to accommodate this text. This information is always cleared when you restart AlbumGen.

Below Border: The **Below Border** text appears below the object frame. Objects will increase in height to accommodate this text.

Inside Object: The **Inside Object** text appears within the frame of the object. In the absence of an image, this text will be centered vertically within the available space. You must be careful that the text fits within the type of object it is used. For example, within a diamond shape, you will have much less horizontal area to work with. If an image is present, then the text will be moved beneath the image, and the image will be scaled down proportionately.

Over Image: The **Over Image** text appears on top of the image with a white background color. This is the only text on an AlbumGen page that does not have a transparent background. The text will be centered vertically within the image itself. No cropping of the text will be done.

Alignment: Each of the 4 text areas can have their own alignment properties. By default, all alignment is centered. Be careful when using left or right justified text for the **Inside Object** text area with non-rectangular shapes.

Grids / Spacing
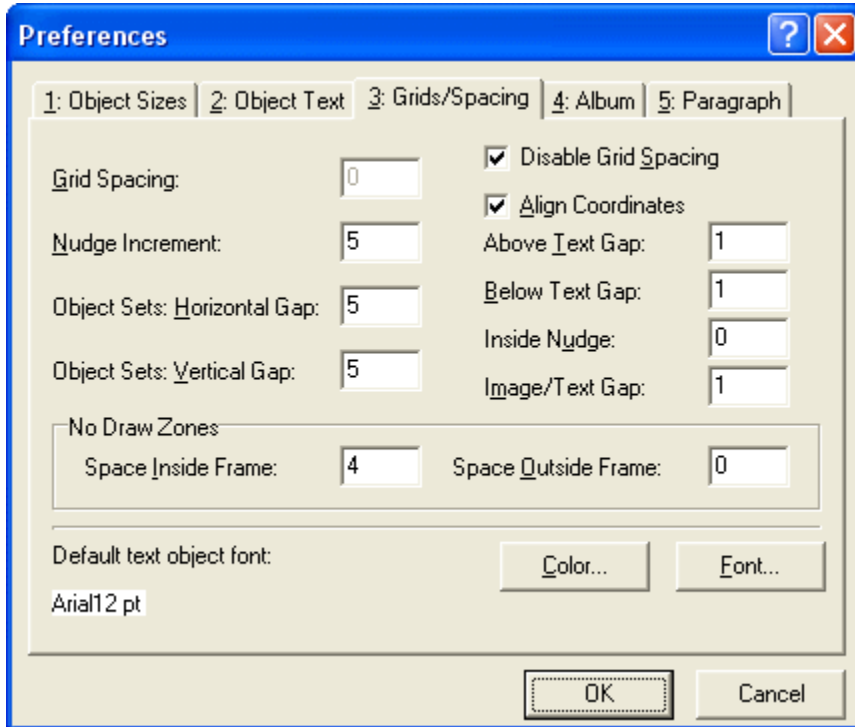
This is where you set the defaults for grid spacing, nudge increments & other spacing defaults. These will be stored in the AlbumGen configuration file.

Grid Spacing: Grid spacing is used to align shapes when dragging and resizing. Grid spacing ensures that the object location and size cannot be smaller than the grid spacing. If you disable grid spacing, objects can be sized to any shape and moved to any location. A grid spacing of 0.1 or less implies no grid spacing. AlbumGen uses an internal grid spacing of 0.1mm when you disable it. Grid spacing is in millimeters. The grid is always invisible.

Nudge Increment: The nudge tools will move all selected objects by this amount in one of eight directions. Nudge amounts are in millimeters. You can not use a nudge amount smaller than 0.1 mm.

Object Sets - Horizontal Gap : Object sets that are placed horizontally can have a gap between each successive placement. This amount can be set to 0 to prevent any gaps between objects (ie to butt two objects together).

Object Sets – Vertical Gap : Object sets that are placed vertically can have a gap between each successive placement. This amount can be set to 0 to prevent any gaps between objects (ie. To butt two objects together).

Disable Grid Spacing: Grid spacing is used to align shapes when dragging and resizing. Grid spacing ensures that the object location and size cannot be smaller than the grid spacing. If you disable grid spacing, objects can be sized to any shape and moved to any location. A grid spacing of 0.1 or less implies no grid spacing. AlbumGen uses an internal grid spacing of 0.1mm when you disable it. Grid spacing is in millimeters.

Align Coordinates: If this item is checked, then all object coordinates in the lower left corner of the status bar will be adjusted to compensate for the page margins and border. For example, if the left margin and page border accounted for 17.7 millimeters, the leftmost coordinate will change from 17.7 to 0.0 on the status bar. This setting does not affect how the page will print. It is simply a way to indicate on the status bar where the cursor is located in X Y coordinates & what the 0,0 reference point is.

Above Text Gap: The above text gap is used to push the text away from the top border of the object. By default, the gap is set to 1 millimeter.

Below Text Gap: The below text gap is used to push the text below the object down and away from the bottom border. By default, this value is set to 1 millimeter.

Inside Nudge: The inside nudge amount allows you to space the text inside the object frame, which by default will always be centered top to bottom. This option was specifically designed for the triangle shapes, since the text would have more placement room if the text were nudged to the horizontal edge of the triangle. Positive values move the text down in the object.

Image / Text Gap: The image/text gap is used when you have both an image and text inside the object frame. This amount helps separate the top of the text from the bottom of the image. By default, this value is set to 1 millimeter.

No Draw Zones – Space Inside Frame: This spacing refers to the area within the object frame where no text, image, or other data will appear. Everything drawn into the object will be adjusted inside this space. *The default no-draw space inside the object is 4 millimeters.*

Space Outside Frame: When using any border style other than the default hairline border, the object size increases to accommodate the border **without** changing the stamp frame. The increase will be the width of the frame lines only, unless you want to increase the spacing between the frame and the border that surrounds it. That is what this setting is for. By default, the frame spacing is set to 0.

Default Text Object Font: The default text object has its own font characteristics not shared by any other object. Click on this button to change the default font. Note that the text object properties box that pops up when you place a text object on the page, is more advanced than what is provided here.

Album Details: You can attach personal information to the album file for your own use. You may also **password** protect any AlbumGen file. *You can enter up to 16 characters for a password to lock the album from being used by other parties. If you use a password, do not forget it. If you do, you must contact SoftPro 2001 and provide the album file to have the password removed or identified.*

Paragraph Preferences

This dialog box is used to set the properties of all paragraphs you place an a page. You can override them at the time you place a paragraph on the page as well. For more detail on the paragraph object, please see the section on page 21 of this manual!

Preferences [?][X]

1: Object Sizes | 2: Object Text | 3: Grids/Spacing | 4: Album | 5: Paragraph

Text Box Adjustment:
- (•) No Adjustment
- ( ) Increase Text Box Height to Fit Text
- ( ) Shrink Font to Fit Current Box Size
- ( ) Shrink or Expand Box Height to Fit Text

Horizontal Align:
- (•) Left   ( ) Center
- ( ) Right

Vertical Align:
- (•) Top   ( ) Center
- ( ) Bottom

Left/Right Margin: `0`

Top/Bottom Margin: `0`

Line Spacing Adjust (%): `0`

Font Point Size: `8`

Default font:
Arial 8 pt

[Mask Color] [   ]

[Color...]   [Font...]

[OK]   [Cancel]

Anatomy of the Main AlbumGen Screen

Nudge Selector

Shape Selectors

Menu Selections

Toolbar

AlbumGen - [sample:Page 1 of 1] (215.9 x 279.4)

File Edit View Object Page Help

UNITED STATES
Special Issues

Header Area for Titles

Alignment Options

Prop Pos Page Pref

Alignment Palette

Drawing Area on Page

Thumbnail Viewer

Page Margin Area

Footer Area

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Design with AlbumGen
Link with EzStamp

Email
marios.k@home.com

178.5 ; 200.4   X: 15.6   Y: 14.3   W: 45.0   H: 30.0

Status Bar

Reference Coordinates