Krasbit



User’s manual

Selected features

- Batch Import / impose given folder images into a template to produce:
    - Ganging layout
    - Preview imported images on different sizes, white strips or crop scenario, or print/sublimation product mockup.
    - Custom user variables + file captions
- Flexible project export options
    - Project content optimization / prepress and export into .cdr, .pdf single document or every page separate;
    - Quick export all project pages to JPG files with just one click;
    - ESO (Export Slice Objects) -better alternative to slices. Export only the chosen and marked objects from the project that may overlap each other;
- Object management
    - Objects swapping based on chosen selection or range of pages;
    - Copying and pasting the chosen set of properties (eg. width, positionY, fill, effects...) from some objects to others in a chosen selection or page range;
    - Batch or individual searching and grouping or replacing objects
    - Batch or individual search and replace of object properties
    - Functions for smart (preserve layer location) grouping, ungrouping, copying and pasting between pages and layers;
- Image tools
    - Auto align/resize/crop imported images to given shape(placeholder) boundaries. With support to:
        - Multiple scale or crop options
        - Controlled reference points
        - Post import apply perspective (works for bitmap images too!)
        - User defined displacements (like preview of image over a coffee mug or T-Shirt wrap effect)
        - Preserving template placeholder effects like transparency or shadow
    - Resolving and restoring links of bitmaps at any time;
    - Update bitmap from source, even if it is not externally linked;
    - Advanced bitmap & links manager;
    - Fixing of all broken links by specifying a new prefix;
- Text tools
    - Auto format imported text to given paragraph frame placeholder
        - Multiple options to shrink, fit or keep original size depends if fit all characters is the goal of placeholder
        - Convert simple HTML or BB code tags into CorelDRAW native text formatting (bold, italic, underline etc)
    - Multiple text objects merging
    - Fix text height
    - Automatic page numbering
    - Line breaking before specified chars
    - Working with pages and templates;

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About

Krasbit Layouter is a group of VBA macros (Visual Basic for Applications and is intended to run in a VBA environment for the CorelDRAW®) which assist with working with shapes and bitmaps and support the process of making layout and prepress for advanced multi page publications. Properties of objects stored in templates made with this software are also compatible with **Krasbit Chameleon 2** software.

Krasbit Layouter program is the property of KRASBIT Jarosław Kraska and is protected by copyright.

The author of Krasbit Layouter is:
Jarosław Kraska
www.krasbit.com

Minimum requirements

- CorelDRAW® 2017 + with an up and running VBA environment.
- Microsoft Windows® 7, 8, 10, 11 operating system
- Microsoft Internet Explorer | Edge ® web browser installed, version 7.0 or newer. (Krasbit Layouter VBA includes reference to “Microsoft Internet Controls” component)
- Older versions support:
    - Macros may partially work with older versions like X3 - X6 but that versions are no longer officially supported and have such compatibility issues:
        - version: X3 (SP2), with installed VBA (Visual Basic for Applications) environment;
        - CorelDRAW® X4 users should download and install the latest Service Pack (SP2 - 14.0.0.701) for CorelDRAW, due to some VBA instability (mainly storing custom data in objects) issues in CorelDRAW X4 (v. 14.0.0.567) which affects the functionality of some of Krasbit Layouter macros.
    - Not tested and not guaranteed to work on Windows Xp, Vista;

Licence

1. This license (hereinafter referred to as "License") grants user (hereinafter referred to as "you") to use the Program under the conditions laid down in the license for personal and commercial purposes.
2. The License does not include authorization to make any changes and modifications to the Program without consent of the author. In particular: the name of Program, the name of the author, the source code file KrasbitLayouter2.gms can not be changed. The list of permitted Program modifications is described in section 5 of the License.
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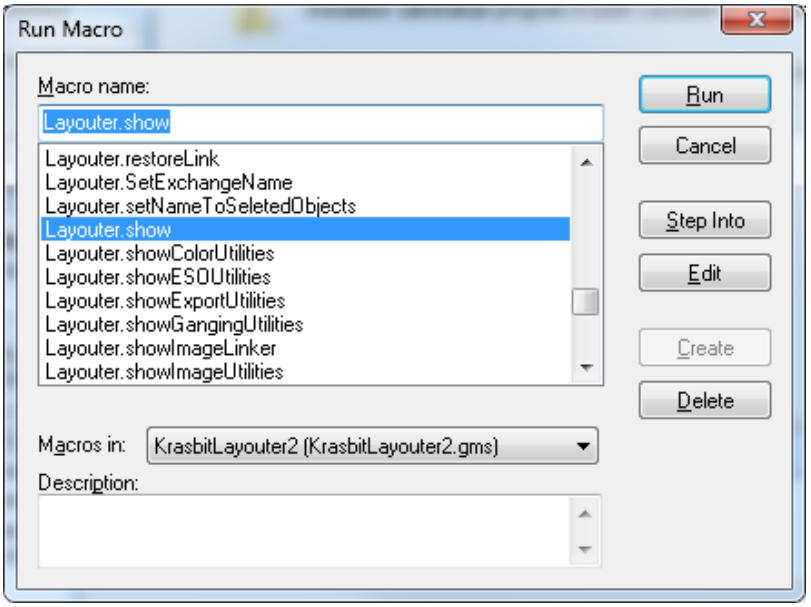
Setup

Installation

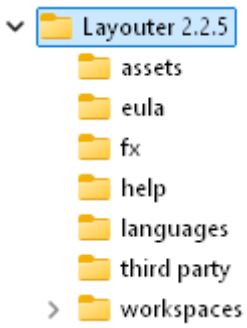
1. Close all CorelDRAW applications at your computer if they are running.
2. Unzip downloaded package to any location
3. Copy from unzipped folder **KrasbitLayouter2.gms** macro file into CorelDRAW **GMS** folder. This might be one of:
   a. Global gms folder for all users, it is located typically at: **C:\Program Files\Corel\CorelDRAW Graphics Suite{version}\Draw\GMS**
   b. Windows logged user specific folder exclusively: **C:\Users\{User}\AppData\Roaming\Corel\CorelDRAW Graphics Suite {Version}\Draw\GMS**
   c. Load macro through **Macro Manager**.
   Important: *This way is not permanent and requires repeated loading after CorelDRAW is restarted.*



   Browse into folder where .zip was extracted and select **KrasbitLayouter2.gms**
4. Run Tools -> Macros -> Run Macro
   Select **Layouter.show** and click **Run**



5. When you run macro for the first time it will prompt you to navigate into the Krasbit Layouter application folder. Just select the folder where you have already extracted zip.



6. Accept default “***en***” language code or type the other available from localizations bundled with application folder / languages. By example: **pl**
7. You are almost done. Once setup is finished run CorelDRAW application and select the way of starting Krasbit Layouter macros.

Running Krasbit Layouter macros

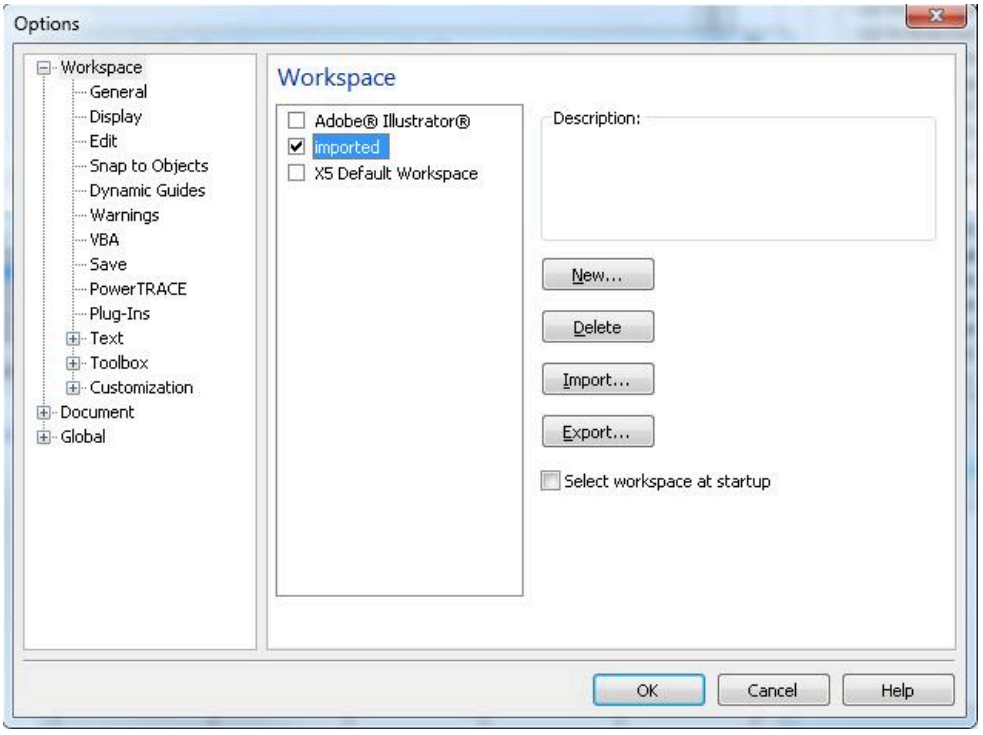
There are multiple options to start the Krabit Layouter main menu.

Krasbit Layouter 2 toolbar into workspace



This recommended, fastest and preferred way of starting macros. You can just dock this toolbar at any desired place of your workspace and easily launch the main menu or any other Krabit form dedicated to specific tasks.

Firstly process through importing the toolbar into CorelDRAW’s workspace. This is a simple task that you must process only once. To install the toolbar you need to click at CorelDRAW top menu: **Tools -> Options / Workspace**



Select target workspace then click on “**Import**” button and select the workspace file that would be proper to your CorelDRAW version and language.
You will find Krasbit Layouter workspaces at */workspaces* subfolder at the location where Krasbit Layouter application was installed.
Current setup package of Krasbit Layouter contains 2 workspaces:

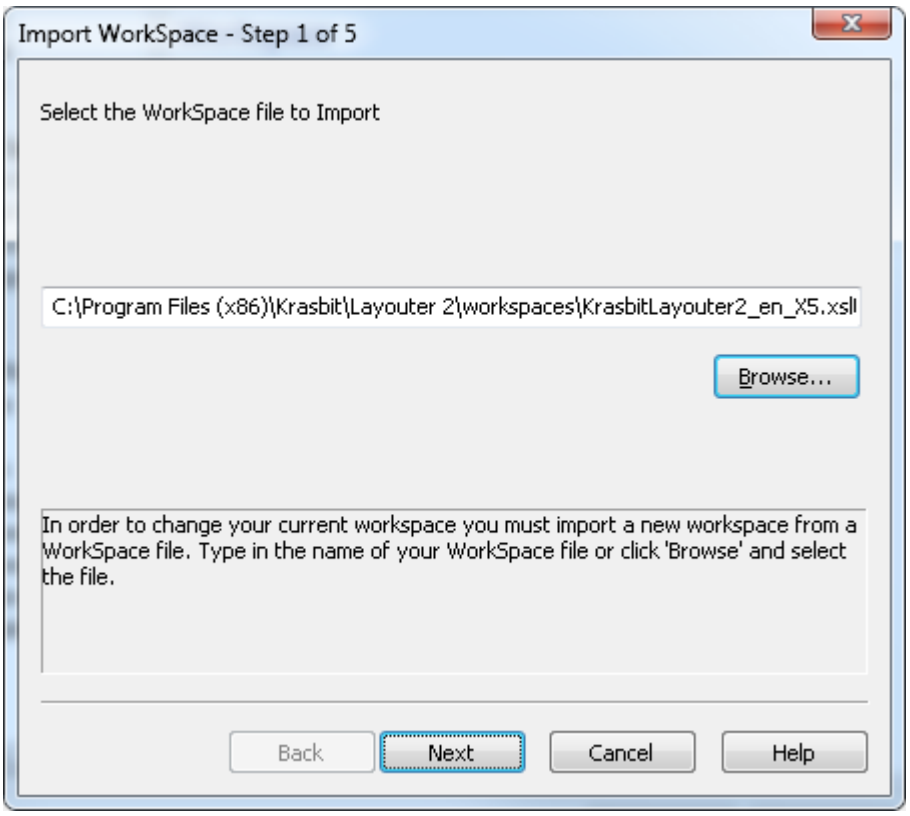
- KrasbitLayouter2_en_2017.cdws (exported from CorelDRAW 2017, not tested with previous or never versions)

If you experienced the problem with import of KrasbitLayouter2_en_2017.cdws into X7 or X8 version - please let Me know, and try to recreate workspace using .ico files stored at

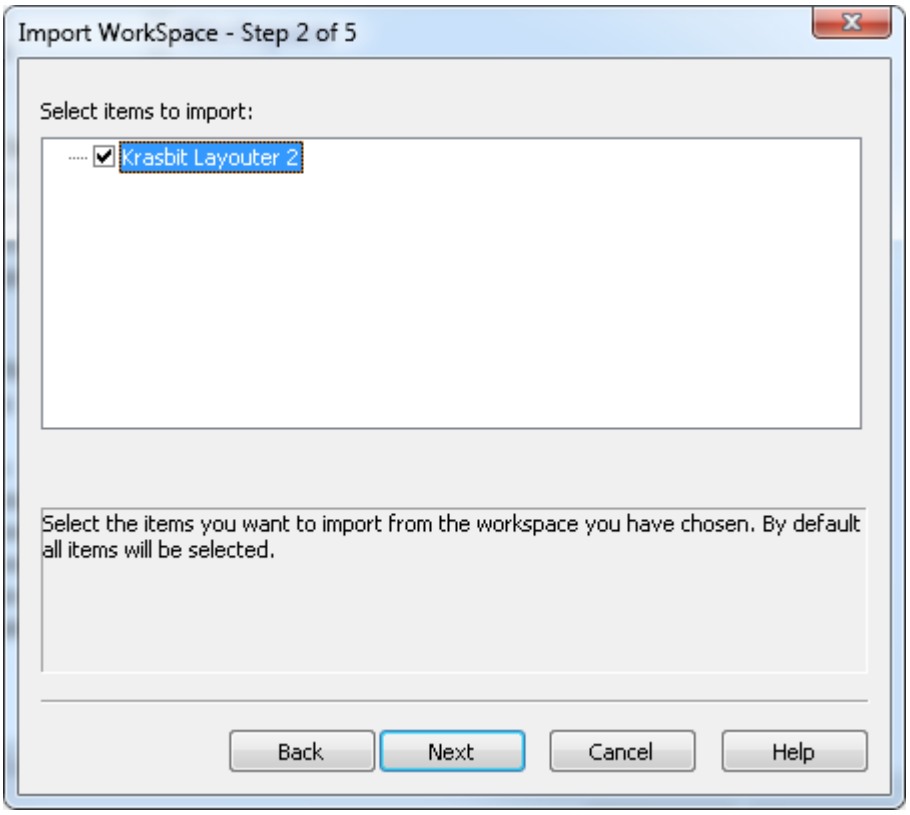
Krasbit Layouter/2.0/workspaces/icons

Macros entry points list and related icons:

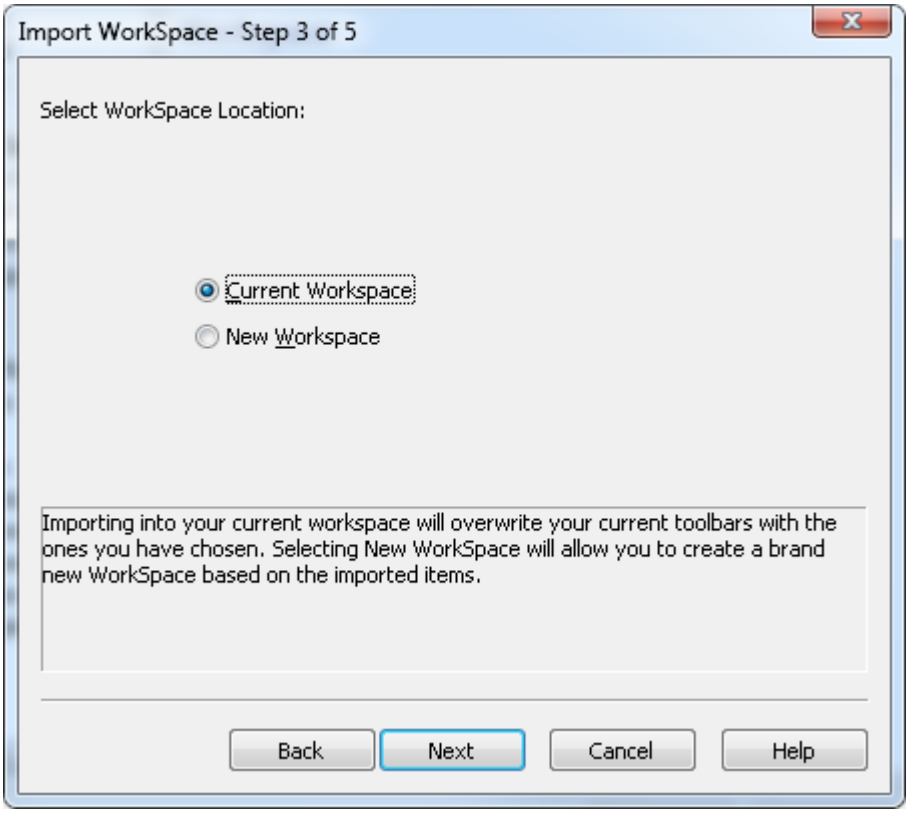
Macro tooltip /name [en]	Options -> Customization -> Command -> Macros	icon
Krasbit Layouter 2	Layouter.show	
Search and group objects	Layouter.showSearchAndGroupObjects	
Search and replace objects and properties	Layouter.showSearchReplaceObjectsAndProperties	
Shape properties copier	Layouter.showPropertiesToCopy	
Import and processing properties	Layouter.showImportAndProcessingProperties	
Text utilities	Layouter.showTextUtilities	
Image utilities	Layouter.showImageUtilities	
External bitmaps manager	Layouter.showImageLinker	
Colors and palette utilities	Layouter.showColorUtilities	
Page utilities	Layouter.showPageUtilities	
Batch Import	Layouter.showGangingUtilities	
Export utilities	Layouter.showExportUtilities	
ESO - Export Slice Objects	Layouter.showESOUtilities	
Quick export jpeg	Layouter.quickExportJPG	
Refresh application	Layouter.refreshApplication	



Confirm Krasbit Layouter 2 toolbar should being imported

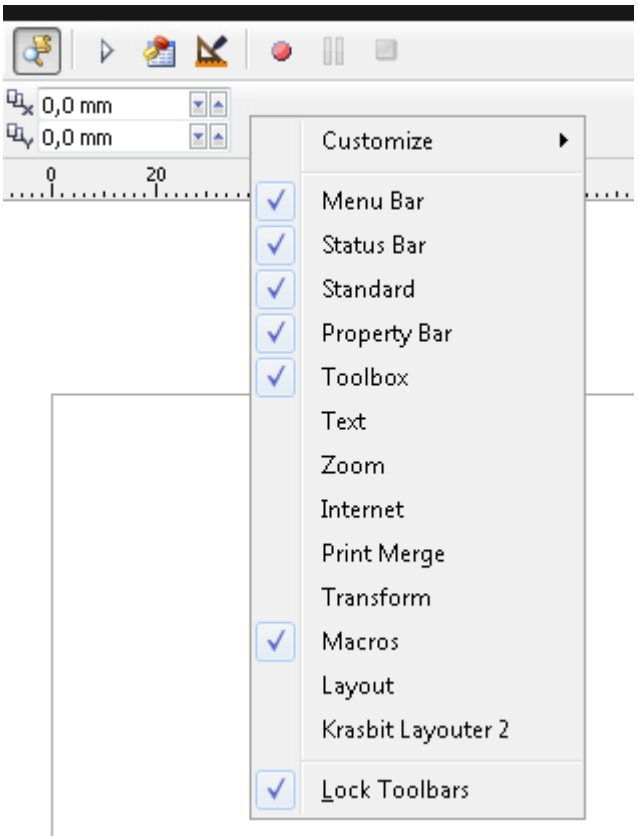


Then select workspace. Whatever it should be your current working workspace or you want to start with a new one.



Click **Next**, then confirm selected options and click **finish**

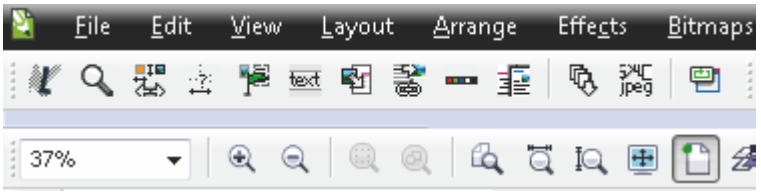
Now you may right mouse click over any empty area of your workspace menu and you should see a list of available toolbars.



Tick / check **Krasbit Layouter 2** on the list. Now toolbar should pop up

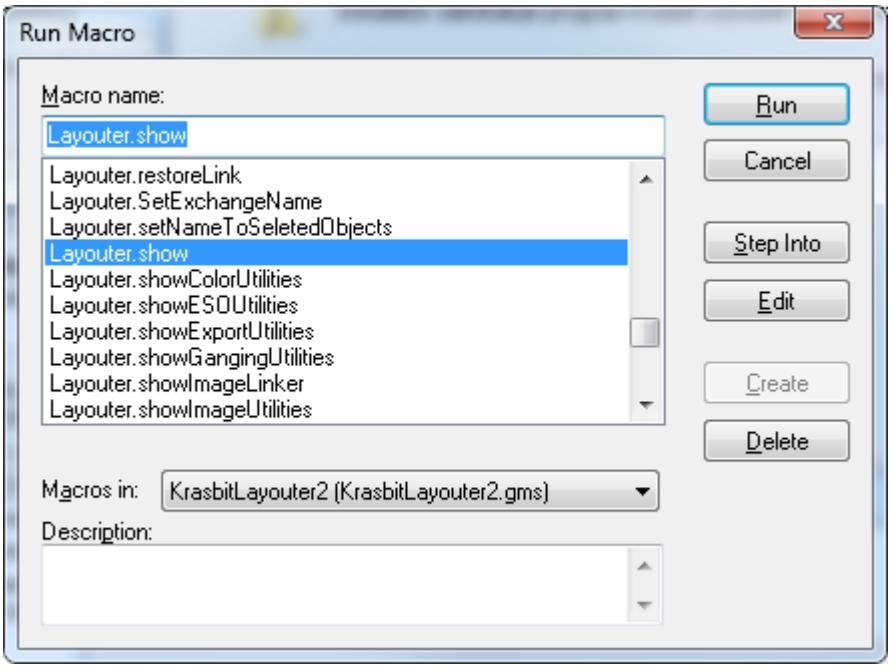


You can drag, drop and dock it to any free area of your CorelDRAW application as in example:



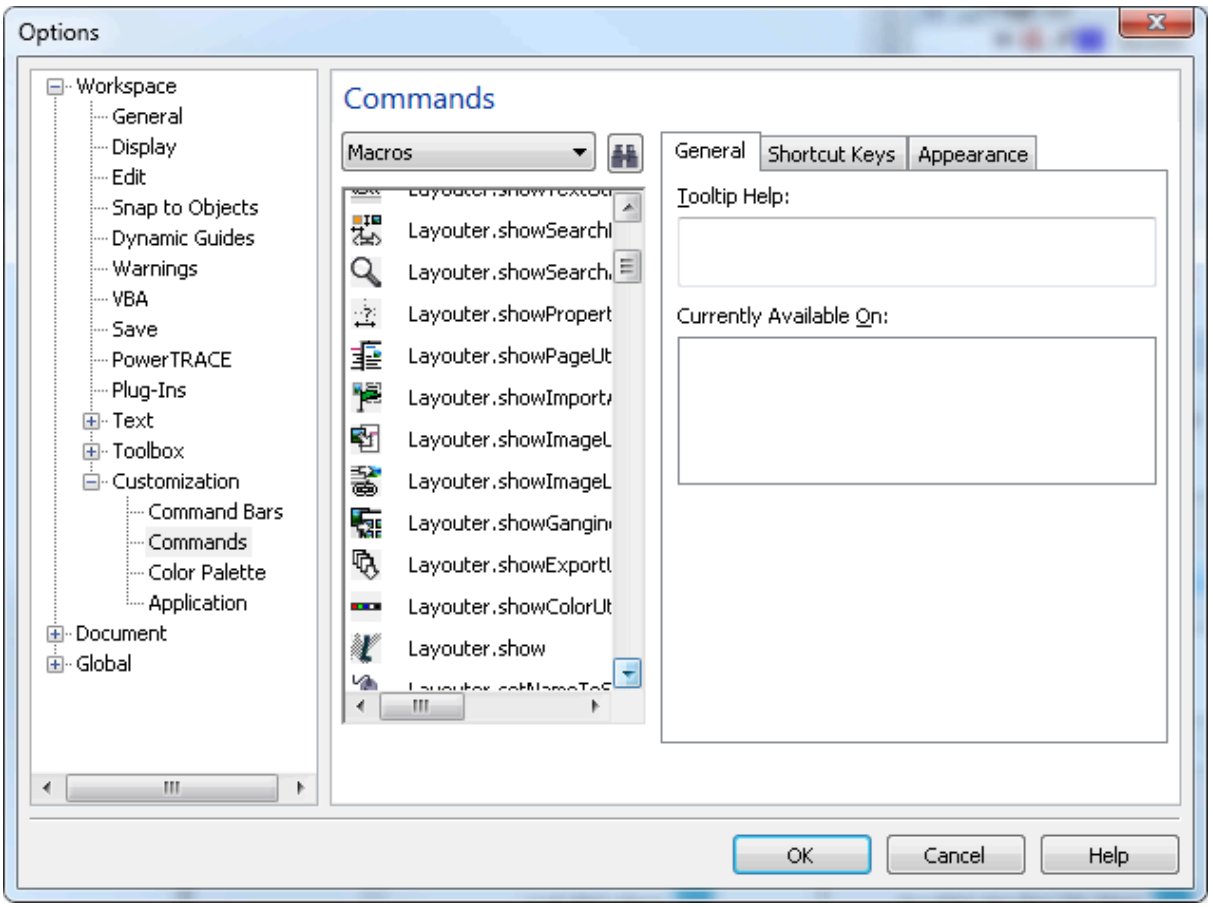
Alternative ways to run Krasbit Layouter macros

- Use CorelDRAW Macro manager docker: KrasbitLayouter2/ Layouter/ show or any other desired available macro
- Use CorelDRAW Top Menu: Tools -> Macros -> Run macro
  "Macros in": KrasbitLayouter2.gms
  "Macro name": Layouter.show or any other desired available macro



- Click CorelDRAW Top Menu -> Tools -> Customization / Commands / Macros
  Then drag and drop any desired macro represented by in icon + label list into any desired

location/toolbar at your current workspace.



Deinstallation

There is one very important rule if you already bought and activated Krasbit Layouter. **Before you will decide to uninstall Krasbit Layouter - deactivate it first**. See Deactivation chapter of this manual.

You should uninstall Krasbit Layouter application using Control panel as any other software installed at Windows. You may also run deinstallator directly. By default it should be located here: *C:\Program Files (x86)\Krasbit\Layouter 2\unins000.exe*

Version Comparison

You may download Krasbit Layouter 2 and use it it free of charge!
Some of advanced features are paid, but you can still test them for free in trial mode for 30 days! Try them to ensure that they are worth of price as they are a real time saver.

If you will be satisfied of chameleon features that you have tested during trial you are encouraged to buy a serial number from the store. **Once you enter serial number** into application and do activation on your computer - it will no longer be required to have internet connection and Krasbit Layouter **will be able to work offline** with a list of features proper to your licence. See version comparison chart what features are available for different licenses.

Comparison table

Free features

- Object management
  - Objects swapping based on chosen selection or range of pages;
  - Copying and pasting the chosen set of properties (eg. width, positionY, fill, effects...) from some objects to others in a chosen selection or page range;
  - Batch or individual searching and grouping or replacing objects
  - Batch or individual search and replace of object properties
  - Functions for smart (preserve layer location) grouping, ungrouping, copying and pasting between pages and layers;
- Image tools
  - Multiple scale or crop options
  - Controlled reference points
  - Post import apply perspective (works for bitmap images too!)
  - User defined displacements (like preview of image over a coffee mug or T-Shirt wrap effect)
  - Preserving template placeholder effects like transparency or shadow
  - Auto align/resize/crop imported images to given shape(placeholder) boundaries. With support to:
  - Resolving and restoring links of bitmaps at any time;
  - Update bitmap from source, even if it is not externally linked;
  - Advanced bitmap & links manager;
  - Fixing of all broken links by specifying a new prefix;
- Text tools
  - Multiple options to shrink, fit or keep original size depends if fit all characters is the goal of placeholder
  - Convert simple HTML or BB code tags into CorelDRAW native text formatting (bold, italic, underline etc)
  - Auto format imported text to given paragraph frame placeholder
  - Multiple text objects merging
  - Fix text height
  - Automatic page numbering
  - Line breaking before specified chars
  - Working with pages and templates;

Paid features (30 days free trial available to test if you need them)

	Trial	Restricted mode	LITE	STANDARD	PRO	NFR
Quick export all project pages to JPG files with just one click. Specify custom and dynamic output filename.	+	Krasbit Layouter image watermark	+	+	+	+
ESO (Export Slice Objects) - better alternative to slices. Export only the chosen and marked objects from the project that may overlap each other	+	Krasbit Layouter image watermark	+	+	+	+
Image placeholder properties: Perspective effect	+	-	-	+	+	+
Image placeholder properties: Displacement effect	+	-	-	-	+	+
Advanced export (prepress & cdr/pdf/backup export)	+	-	-	+	+	+
Advanced export separate files, custom output file name format	+	-	-	-	+	+
Batch Import / impose given folder images into a template with effects	+	-	-	-	+	+

*NFR license (not for resale) which does not expire, is available free of charge for professionals that would to perform intensive test application for a longer period that 30 days. This includes:

- Software retailer that are interested to distribute and place Krasbit Layouter at theirs store.
- DTP magazine journalist that would to make a review of application
- Active beta tester

To get one NFR license contact me at layouter [at] krasbit.com with a brief about your category and links to your web site. Please remember that this kind of license cannot be sold or shared to anyone else.

Trial run

You have 30 days free access to all its features. The only condition is to have a working **internet connection when it starts in trial mode**, so application can validate online whatever Krasbit Layouter that runs at your computer didn't expire yet.

Restricted mode

At this mode - images exported from Krasbit Layouter macros will get extra watermark over images and advanced paid features will not be available. Applications will automatically turn into restricted mode if:

- No licence is bought yet, Krasbit Layouter runs in trial mode but there is no internet connection available to validate trial period
- No licence is bought yet, Krasbit Layouter runs in trial mode and validated that trial period is expired

Activation

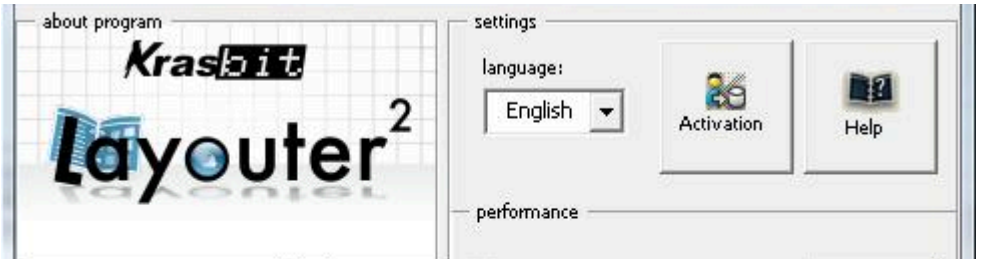
If you have bought a license represented by serial number, it will unlock Krasbit Layouter and turns it to one of available version depends on which license you got:

- LITE
- STANDARD
- PRO
- NFR

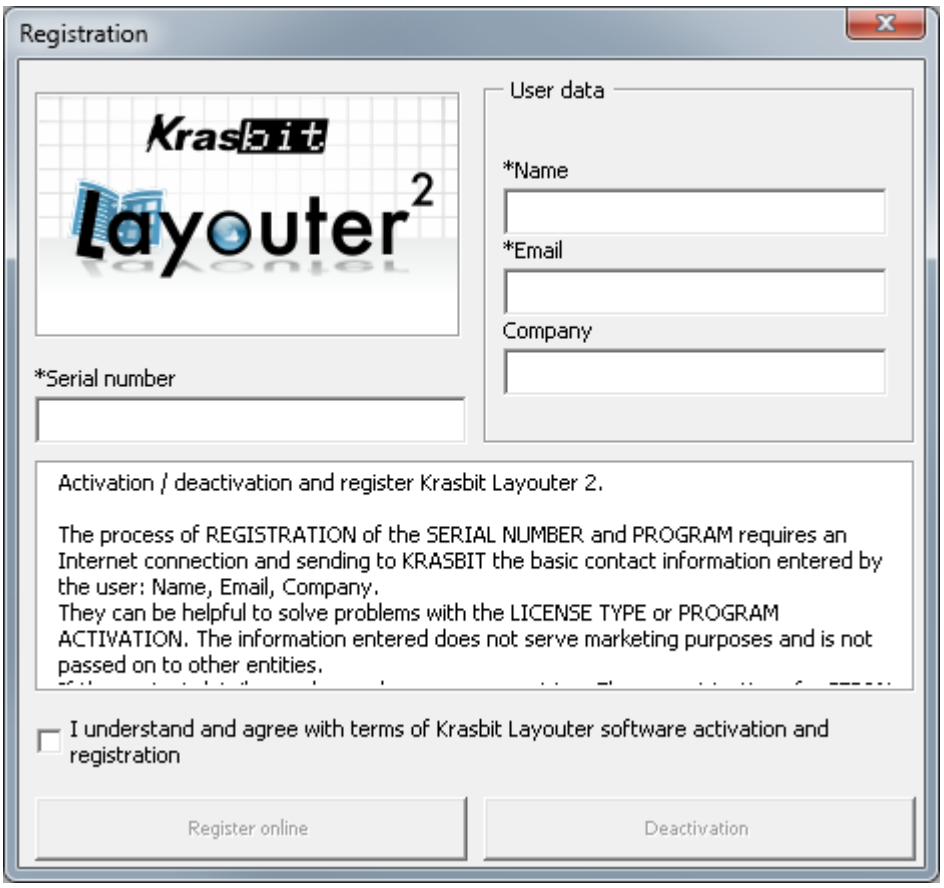
(see comparison table)

Process of software registration and activation on specific computer bounds an unique representation of your computer hardware + operation system + Krasbit Layouter version with a serial number so that serial number cannot be shared and reused by someone else on another computer. This is important to remember, because when you are planning migrate with Krasbit Layouter to another computer or upgrade computer (change operation system or mainboard) you should first deactivate the software.

To register serial number and activate Krasbit Layouter click on **activation** button that is located at main form of application



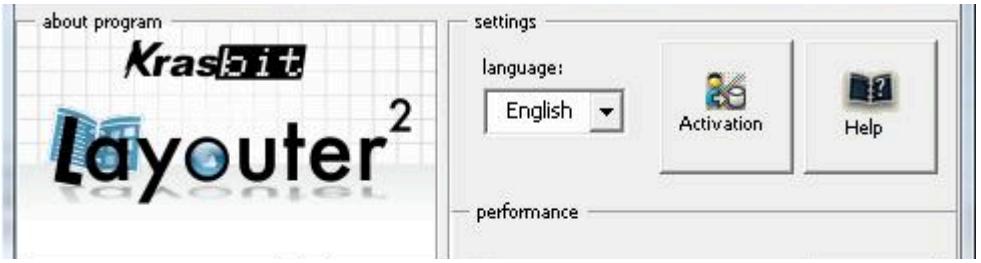
Next, enter required fields at registration window



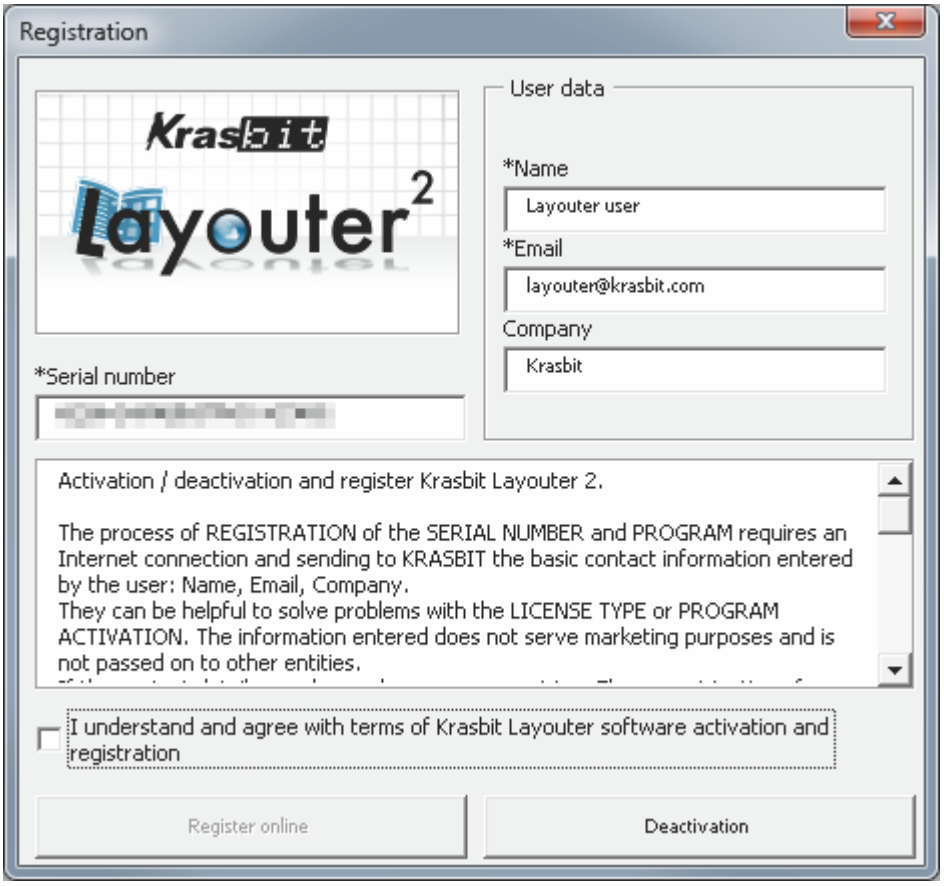
When all required fields are given, accept the terms of activation and registration, click **register online** button to verify your serial number online. If request was successful, your application will close. Next time you start it- it will be running with one of LITE/ STANDARD/ PRO/ NFR version depends of what kind of licence was assigned to serial number you bought.

Deactivation

Deactivation process requires an internet connection and providing serial number. It unbounds relation between serial number and unique representation of your computer hardware + operation system + Krasbit Layouter version. Deactivated software will turn into restricted mode and you may then uninstall Krasbit Layouter from old computer. Finally, successfully deactivated serial number may be activated on your another computer or updated computer.
To deactivate Krasbit Layouter and unregister serial number click on **register online** button that is located at main form of application



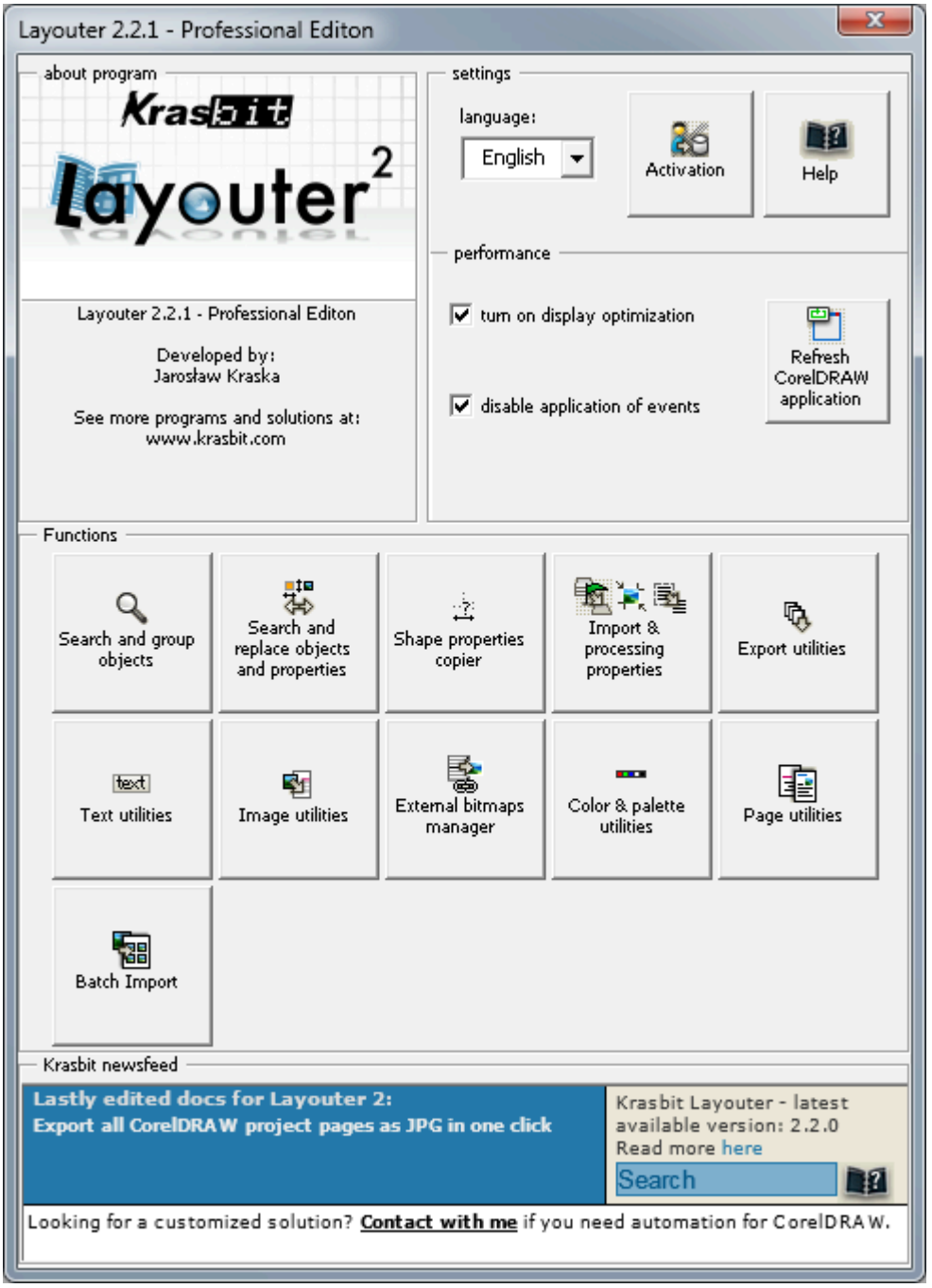
Next, go to Deactivation tab and click on **Deactivation** button.



Starting Layouter

The Krasbit Layouter consists of a number of dialog boxes, functions and procedures which controls the working of CorelDRAW® application. This is done through the VBA (Visual Basic® for applications) environment. The user can access that macros and windows by multiple ways:

- By use of Krasbit Layouter main form buttons



- By use of toolbar icons. Once your Krasbit Layouter workspace is imported properly you should see this toolbar:



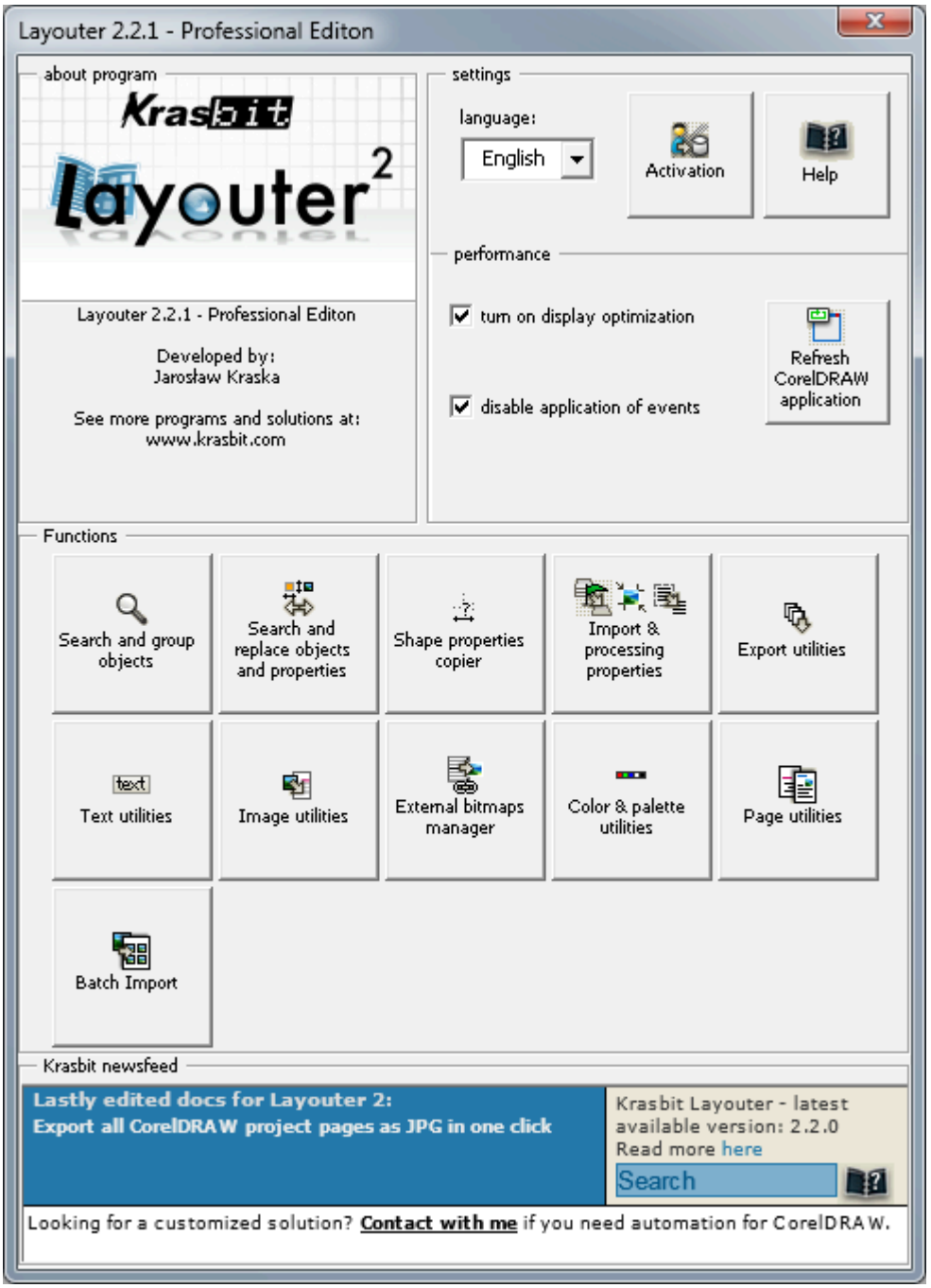
- By user defined keyboard shortcuts to macros
- By direct calling to the macro with menu Tools->Visual Basic-> play...

Exploring available macros

For the new users, it is recommended to start from opening the main program window and sequential exploring of program tabs, buttons and macro parameters. You should also read available documentation first.

Main program window

Press this icon on command bar: 
If you can't see that icon, make sure that you made installation and setup Krasbit Layouter toolbar properly.



Settings

Language

Let you switch between UI languages. At this moment English and Polish translations are supported.

Activation button

Let you open activation window, register serial number and activate or deactivate software.



Help button

Click to open this help file.

Performance

Turn on display optimization checkbox

If this settings is ON (checked), then program routines will be done with the best possible performance, without refreshing CorelDRAW® windows while processing. If this setting is OFF (unchecked), then you will occur slow down of performance but you will get possibility to trace what is done while processing instead. You can observe within CorelDRAW® Object Manager (if opened) what the shape on stage is processed on the time. If something went wrong during processing and macro stops at error while you had display optimization turned on - you should click on refresh application button in order to update view to valid state.

Disable application of events checkbox

Additional way to boost performance is when application events are disabled. This temporarily improve performance when performing routine operations. However use this wisely and do not disable events without serious reason as this may affect stability or proper work of macros that relies on events.



Refresh CorelDRAW application button

This macro can be used to force refreshing of all windows within CorelDRAW®.
Sometimes it happens that CorelDRAW® does not refresh properly its contents. On example - the Object manager list displayed will be empty or invalid. In addition, in the case of enabled turn on routines optimization option then if processed macro have stopped at error then you must force the CorelDRAW® to refresh all of its windows by using this macro.

If you have been using optimization and after processing macros your **Object Manager** docker is still blank, does not show any items, and Refresh button does not help. In that case try with select and move any object in project's page in any direction, it should help with forcing that docker to refresh.

Functions

This frame is grouping start buttons to all major windows of application. Once you click any of it - it will pop up another feature specific window that is specialized to work with images or text or shapes etc. You will find exactly same start icons to that dedicated windows at Krasbit Layouter toolbar that may be docked at CorelDRAW workspace. Continue reading features chapters of manual about details what is available under each window.

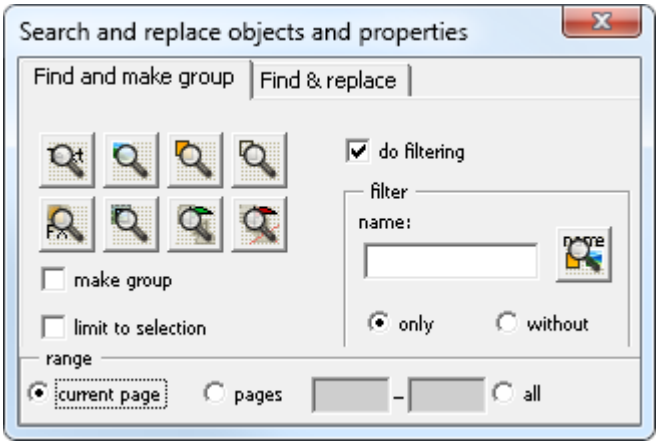
Krasbit Newsfeed

This is mini browser that will display latest news from Krasbit website about Layouter. This is updates, tutorials, promotions or online help that you should try if you cannot find enough information in this document.

Features

Search and group objects

As you can see - here is a lot of search for specific shape types buttons and settings. Macros placed on this tab extends the native CorelDRAW® Find and Replace functionality.



find text objects

With use of this macro you can find any occurrences of texts (both artistic and paragraph) within the given page range or selection and with a defined name (optionally)

find bitmaps

With use of this macro you can find any occurrences of bitmaps (both externally linked and embedded) within the given page range or selection and with a defined name (optionally)

find vectors

With use of this macro you can find any occurrences of basic vector shapes within the given page range or selection and with a defined name (optionally)

find outlines

With use of this macro you can find any occurrences of non filled outlines within the given page range or selection and with a defined name (optionally)

find objects with included effects

With use of this macro you can find any occurrences of objects which have any kind of special effects (shadow, transparency etc). This is done within the given page range or selection and with a defined name (optionally)

find powerclips

With use of this macro you can find any occurrences of PowerClips within the given page range or selection and with a defined name (optionally)

 find marked to flatten with background objects

With use of this macro you can find any occurrences of marked to flat with the background objects. This is done within the given page range or selection and with a defined name (optionally)
See more about marking objects to be flatten with the background at optimization and export chapter of this manual...To be detailed

 find unmarked to flatten with background objects

With use of this macro you can find any occurrences of unmarked to flat with the background objects. This is done within the given page range or selection and with a defined name (optionally)
See more about unmarking objects from be flatten with the background at optimization and export chapter of this manual...To be detailed

 find any objects with the given name

With use of this macro you can find objects of any type with the name matched to the specified filtering options. This is done within the given page range or selection and with a defined name.

make group

If you tick this options then all occurrences of being find shapes will be grouped together after searching. This option matters especially for use with non limited to selection, but page range based searching

limit to selection

If you tick this options then searching for desired objects will be limited only to the chosen selection range of objects.

do filtering

If this option is enabled, the searching for objects will be limited to only that which meet specific conditions described below.

name

With this input field you can set the desired objects name used in the filtering

only

If the filter only is enabled, filtering will return all objects which having same name as provided name

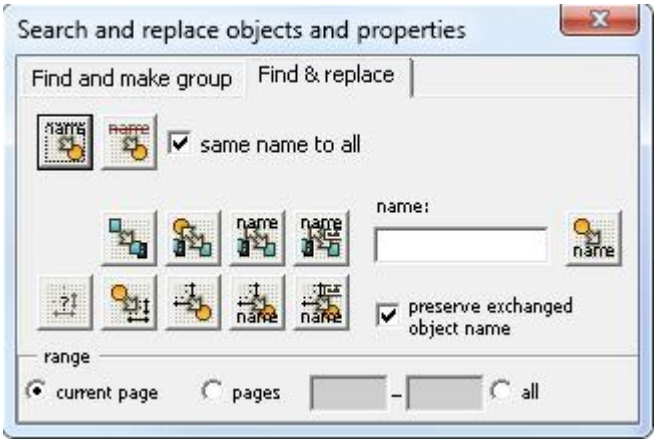
without

If the filter without is enabled, filtering will return all objects which not having same name as provided name

range

Here you can set the desired range of pages for objects searching, but you must uncheck limit to selection first.

Search and replace objects and properties



set the name for selected objects

macro: Layouter.setNameToSeletedObjects

You can use this macro to quickly assign the name to all items in the selected range. When crucial shapes for your projects are named, then you can use macros which handles with named shapes (eg. exchange macros). On the other hand, naming of objects will help you to keep order in your project, especially when doing a review of objects tree within Objects Manager docker.

Make new name common to all selected objects

When this option is ticked, then being assigned name will be common for all selected objects. Use it when you want to assign same name to many similar objects with only one command. Otherwise, you will be prompted to enter the name for each selected object.

clear names from selected objects

macro: Layouter.clearNameOfSeletedObjects

You can use this macro to quickly remove the name from all items in the selected range.

The macros for exchange shapes:

copy to clipboard

macro: Layouter.copyToClipboard

This is extension of standard copy which groups selection of multiple objects together before copying to clipboard. In case of preparation for object exchanging with use of described below macros, you should always use **single object** or **one group** of objects as a source object, but not multiple selection.

 exchange selected objects with object from clipboard

macro: Layouter.ExchangeSelected

With this macro you can **swap** one shape or selection of shapes with the shape which had been placed in the clipboard.
Usage:

1. Copy to the clipboard the shape which shall be used as a source.
2. Select the shape or multiple shapes which shall be swapped.
3. Run macro.

 exchange named objects with object from clipboard

macro: Layouter.ExchangeNamed

With this macro you can swap all occurrences of objects with a given name which is the same as the **pattern name** (provided within the **input field - name**). The replacement shape must be placed in the clipboard before. You can define the desired page range on which swapping shall be processed.
Usage:

1. Copy to the clipboard the shape which shall be used as a source.
2. Set the **pattern name** by providing it within the input field: **name** in the objects - exchange tab. To do the same task, you can also use SetExchangeName  macro.
3. Set desired page range (options: current page, pages FROM - TO, all)
4. Run macro
5. Check the provided name, then press [ok].

 exchange named objects with object from clipboard (recursive)

macro: Layouter.ExchangeNamedRecursive

This macro works identically as the above one with the difference that the searching of objects with matching names is processed recursively. It means that it affects also all occurrences of matched objects within the subgroups.

 set the selected object name as a pattern for multiple exchange

macro: Layouter.SetExchangeName

With this macro you can define the **pattern name** which is used by other objects-exchange macros.
Usage:

1. Select shape which has the name that you would use as the **pattern name**
2. run this macro

The name of selected object will be copied and used as the **pattern name**.

The options for exchange shapes macros:

preserve exchanged object name

If this option is checked, then swapped object will preserve their previous name. Otherwise, the swapped object will be named same as the shape used for replacement.

Range

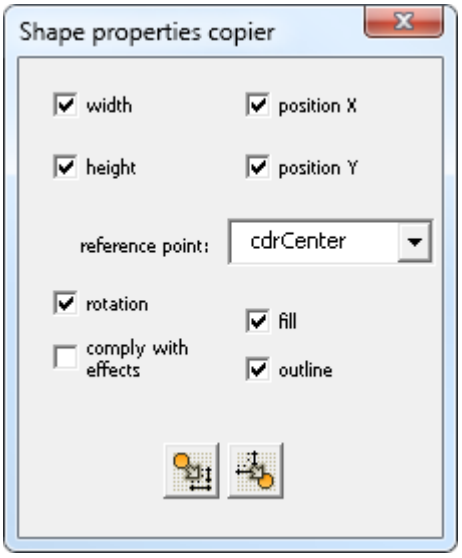
Here you define the range for exchange named objects with object from clipboard macros.

The macros for exchange properties:

shape properties copier

macro: Layouter.showPropertiesToCopy

This macro opens the form in which you may define the exchange properties settings.



You may choose (by ticking), which of properties of the shape you want to copy. These settings will be used by others exchange properties macros.

copy properties from selected object

macro: Layouter.copyPropertiesOfSelected

Use this macro to store properties of selected object(s) in order to paste it to the others objects via paste properties to selected objects or paste properties to named objects macros.
Usage:

1. Select the shape which will be the source of properties
2. Run macro.

 paste properties to selected objects

macro: Layouter.pastePropertiesToSelected

Use this macro to paste / restore properties on selected object(s). The properties must have been stored before with use of copy properties of selected objects macro.
Usage:

1. Choose which of properties will be pasted / restored (by using properties to copy macro). If you omit this step, last settings will be used.
2. Select the shape on which you want to paste / restore properties
3. Run macro.

 paste properties to named objects

macro: Layouter.pastePropertiesToNamed

Use this macro to paste / restore properties on all of matched objects within defined range. The properties must have been stored before with use of copy properties of selected objects macro. You must also set the exchange name and range before use this macro. This macro use the same name based filter as previous object exchange macros.
Usage:

1. Choose which of properties will be pasted / restored (by using properties to copy macro). If you omit this step, last settings will be used.
2. Set the exchange name and range.
3. Run macro.

Properties of all occurrences of matched objects will be replaced.

 paste properties to named objects (recursive)

macro: Layouter.pastePropertiesToNamedRecursive

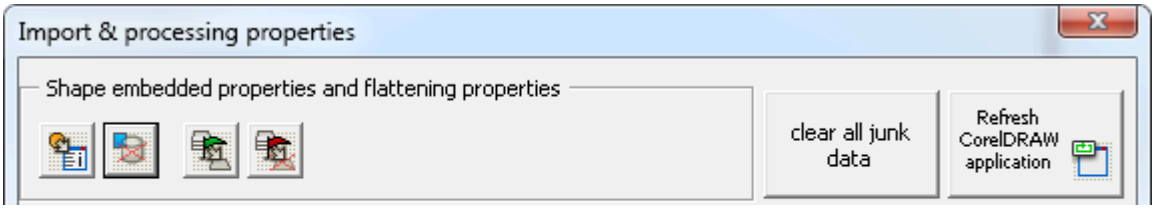
This macro works identically as the above one with the difference that the searching of objects with matching names is processed recursively. It means that it affects also all occurrences of matched objects within the subgroups.

Related example videos & blog article

Krasbit Layouter - macros for copy and paste properties between objects

Krasbit Layouter - macros for copy and paste properties between NAMED objects

Import & processing properties

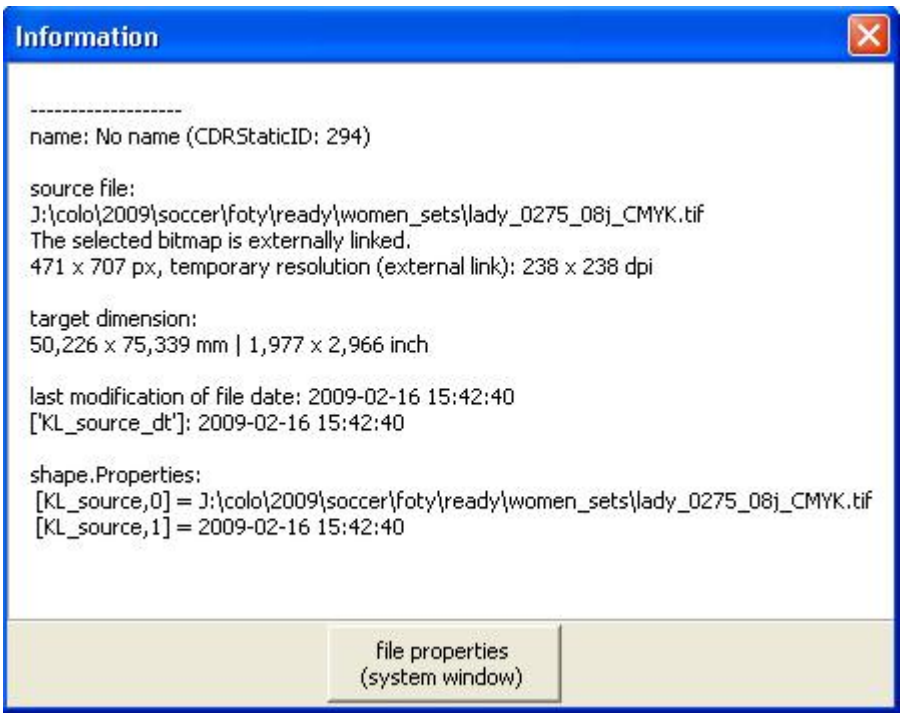


Shape embedded properties and flattening properties

show object info

macro: Layouter.getObjectInfo

This macro shows all the data related to selected shape(s). Its name, CDRstaticID, dimension, assigned properties stored in VBA Shape.Properties collection. If the shape is a bitmap then additional information about original source file path, resolution and state of link will be displayed. Example below:



object info window example

You can additionally display the system window with file properties for selected bitmaps which have been imported using Image utilities.

clear all extra data from the object

macro: Layouter.clearAllObjectData

Using this macro you will clear all extra data which have been assigned to the VBA: Shape.Properties and VBA: Shape.ObjectData collections for the selected shapes.

 mark the selected objects as being destined to flatten with the background

macro: Layouter.markToFlatten

This macro marks selected objects for flattening with the background. Object marked by this macro will be flatten with the single bitmap background while optimizing the project before outputting PDF. Use it especially for complex group of objects or object including effects like shadow, transparency, lenses, textures etc... This technique provides better quality prints and frees from worry about possible errors while producing document destined for professional print. It also may help to speed up the process of printing documents if your original document contains a lot of shadows and transparencies overlapping. This is done by generating single flattened bitmap from all shapes with included effects and marked to flatten objects. Use of this technique is not necessary to output a PDF file for professional print, but prevents from generate a bitmap for every complex objects in the structure of PDF file. A lots of bitmaps overlapping on each other may result in worse printing effects on boundaries of images. You may also use this macro to protect your vector artworks from being copied from your final document in easy way, because they will be rasterized and flattened with the background after optimization. Read more about the project optimization with use of macros in the prepress chapter.

 mark the selected objects as not being destined to flatten with the background

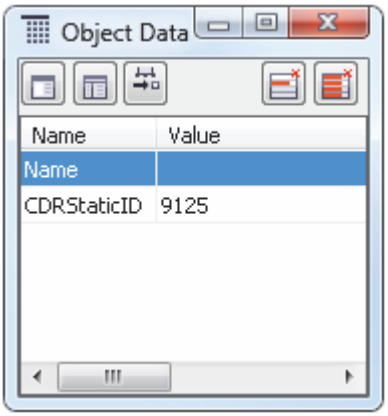
macro: Layouter.unmarkToFlatten

This macro marks selected objects that they are not destined for flattening with the background. Exceptions marked by this macro will be omitted while generating a single bitmap background for each page. Even if by use of default settings, these objects should be flatten. Use this macro for those complex objects or objects containing effects which you wish to stay separate from this background. Read more about the project optimization with use of Krasbit Layouter macros in the prepress chapter.

Clear all junk data button

macro: Layouter.clearJunkDataInActiveDocument

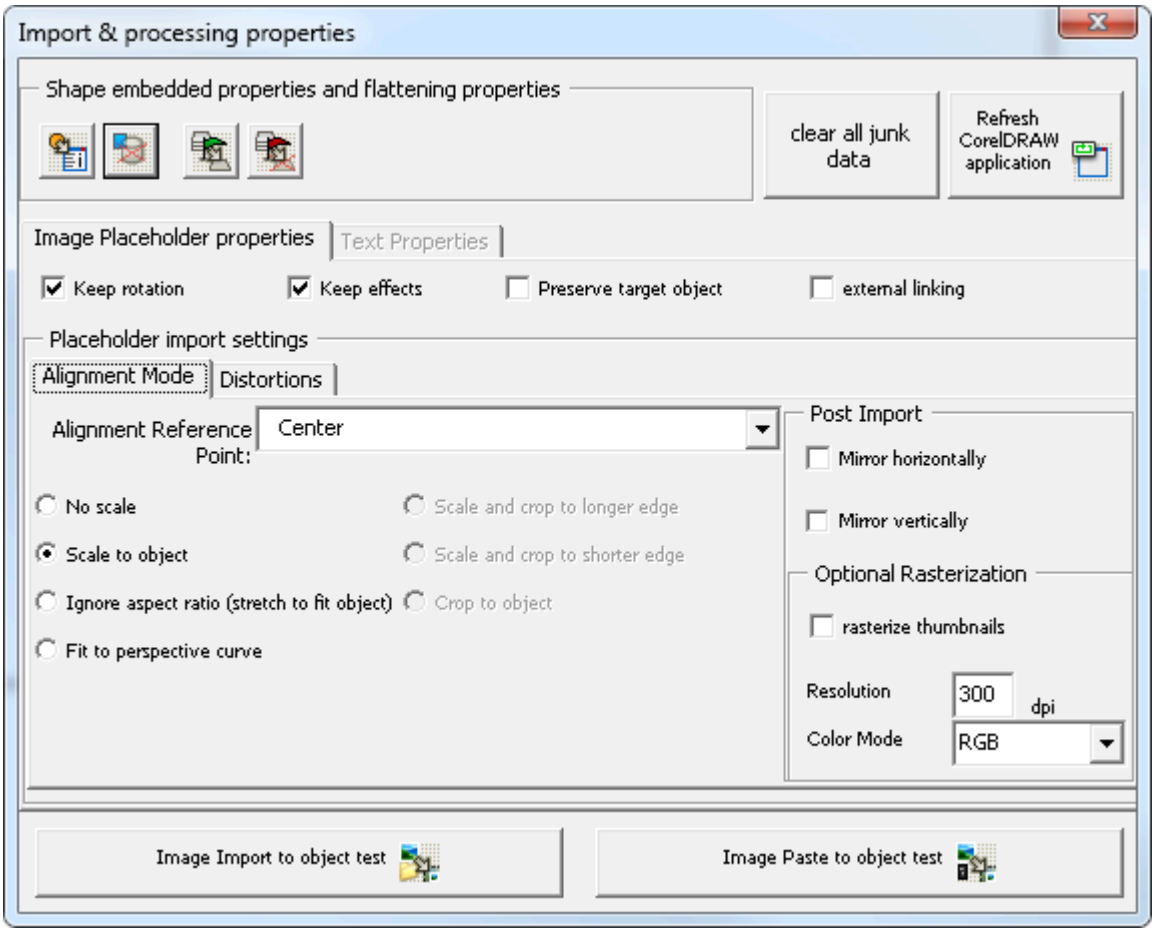
This macro erases all ObjectData assigned to shapes, document and CorelDRAW data fields. The more projects you ever have from different 3rd party sources makes accumulating available data fields to very long lists of variables that you have never used and it only makes your output files larger, opening slower. Once you run this macro, it will clean up Object Data docker and document fields to shortest possible list of 2 major variables that cannot be deleted and are very usefull: **Name** and **CDRStaticID**. To persist cleaned version of document you have to save it. That macro also cleans all views stored in document that might accumulated over time.



Refresh CorelDRAW application button

This macro can be used to force refreshing of all windows within CorelDRAW®.
Sometimes it happens that CorelDRAW® does not refresh properly its contents. On example - the Object manager list displayed will be empty or invalid. In addition, in the case of enabled turn on routines optimization option then if processed macro have stopped at error then you must force the CorelDRAW® to refresh all of its windows by using this macro.

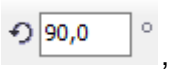
Image Placeholder properties



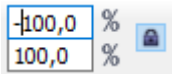
This tab is enabled if you selected object in your project that is going to be a placeholder (bounding box) for future image place (**import** or **paste into**). This menu is not active when selected object is type of text. Krasbit Layouter lets you prepare a reusable template having reserved areas (placeholders) where user is going to place an image later. That reserved area will automatically set location, size, effects and may use different algorithms to fit placed image into that placeholder

when imported image have different size and aspect ratio than reserved placeholder object. You will control all the future place image behaviour at this menu. You can scale, stretch, crop, perspective, heat map distort or no resize at all. Some options are available only to placeholders that are vector objects (crop, scale and crop, perspective). **In most of cases, you should use a rectangle objects as placeholders**. Here are available image placeholder properties.

keep rotation

If checkbox is selected and placeholder in your template has got any rotation already 

, then image that will place into the placeholder in future will respect this and also rotate to exactly same degree. This is useful if you are preparing multiple placeholders on template for same image (Batch Import or photo tiles), but you want some of them to print on landscape and the other copy on portrait orientation. Other use case is when you need print image flipped for some reason (sublimation by example) In that case you will get this effect if you prepare placeholder by put (minus) sign on one of horizontal or vertical scale input on your workspace toolbar



On enter, your object details minus sign dissapear and rotation will show as 180 degrees



Your placeholder is ready to flip any placed image now.

keep effects

If this option is checked then the content which is being imported or pasted to bounding box of the target shape will automatically get the effects like shadow and transparency from the target shape.

Preserve target object (placeholder)

That options matters mostly for scale-like alignment modes. If this option is checked then the placeholder (source of bounding box where the content is being imported or pasted) won't be deleted after the operation. You may only delete placeholders that are not based on powerclips (**no scal**e, **scale to object**, **ignore aspect ratio**, **perspective**). Any placeholder that got "Crop" word in the alignment mode cannot be deleted as it will contain placement image inside internal powerclip's content (preserve target option will make a copy of placeholder frame in that case). It's up to you design whatever you would to keep the original placeholder object after image is placed. If you expect frequent updates of imported images in same template, you should consider to check this option.

external linking

This option is enabling (if checked) or disabling the external linking of being imported images by Krasbit Layouter macros. When bitmap is externally linked, then a low resolution copy of the source bitmap is placed on the stage. Using this technique improves the performance while working on the project and also significantly reduces the saved file size. But you must remember, that when you export pages with externally linked images they will be low-res until they had been resolved. It concerns to all export file formats except PDF.

Resolving of external bitmaps is reverse process to the external linking. When the bitmap link is being resolved, then the low-res copy of bitmap in the project is replaced by original high resolution image.
When you use the standard CorelDRAW® Resolve command (available on Link manager window) then you won't be able to restore that link again cause all information about the source file will be cleared. **In contrast to CorelDRAW way of handling with external bitmap**, if you import bitmap via KrasbitLayouter macros, then you **will be able to resolve or restore link** to bitmap every time, regardless if **it was already resolved**.

Macros will add some extra information about the source to being imported bitmaps. That informations will not be deleted in case of links resolving. Moreover, they enabled to check for bitmap updates or make it externally linked even if it wasn't linked before! Macro *Layouter.resolveLink* (detailed in another chapter) can also fix another drawback of native CorelDRAW® Resolve command when aspect ratio of being resolved bitmap have been changed since last update operation.

When you export project including externally linked bitmaps to PDF, then CorelDRAW®automatically resolve that bitmaps on every export. This process can take a lot of time, especially in case of large source bitmaps and is done on every time, even if you wanted export PDF only for project review. Another drawback of resolving bitmaps while PDF exporting is that disproportionately stretching occur after the sources have been externally updated and have changed theirs aspect ratio. So it is recommended to resolve all bitmaps links manually by using macros when the project is finished before outputting PDF file.

WHEN YOU SHOULD USE EXTERNAL LINKING?

1. If your project will be containing or already have a large number of high resolution images and its size still growing.
2. If you want improve performance while editing projects which embedding high resolution bitmaps.

Placeholder import settings

Alignment Mode

You can not only place image into prepared position at template, but alsoe change size, crop, perspective or customly distort image via configuration of desired Krasbit Layouter placeholder import settings on selected shapes. By example let’s place that example images:





Alignment Reference Point

That options specifies anchor point / reference point. Default option to select is **Center** option as the one which works perfectly in most cases. However if you need images to start being placed from specific corner of your placeholder you have more options in list as:

- Top Right
- Top Middle
- Top Left
- Middle Left
- Center
- Middle Right
- Bottom Left
- Bottom Middle
- Bottom Right

No scale

This places the entire image in front of the object and aligns it based on the selected Alignment Reference Point. For example, if placed image is smaller than placeholder, the entire image will be visible and it will be touching the object based on the alignment selection. This option should be selected if the goal is to maintain the original size of the image and center or align to specific edge of placeholder

Scale to object

This fits the entire image into the available placeholder space. If the image does not have the same aspect ratio as the object, there will be blank space above and below or to the left and right. The alignment Alignment Reference Point is used to control where the image is located within the object.

Example scale to object result



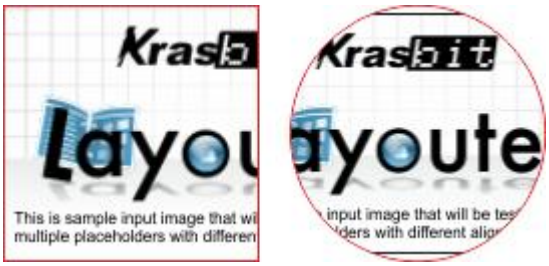
Ignore aspect ratio (stretch to object)

This takes the image and will stretch it vertically or horizontally as required to fill the available space. As the full image is shown, albeit stretched, the Alignment Reference Point selections are ignored.

Scale and crop to longer edge

This enlarges the image to longer side at first step. If the image does not have the same aspect ratio as the object, then parts of the image will be cropped (outside of the object area) at second step. The alignment mode can used to control which end of the image remains and which gets cropped. **This option is available only for vector primitive shapes like rectangle** placeholder.

Example result



Scale and crop to shorter edge

This enlarges the image to shorter side at first step then crops what is outside at second step. The alignment mode can used to control which end of the image remains and which gets cropped. This option should not produce any blank space. **This option is available only for vector primitive shapes like rectangle** placeholder.

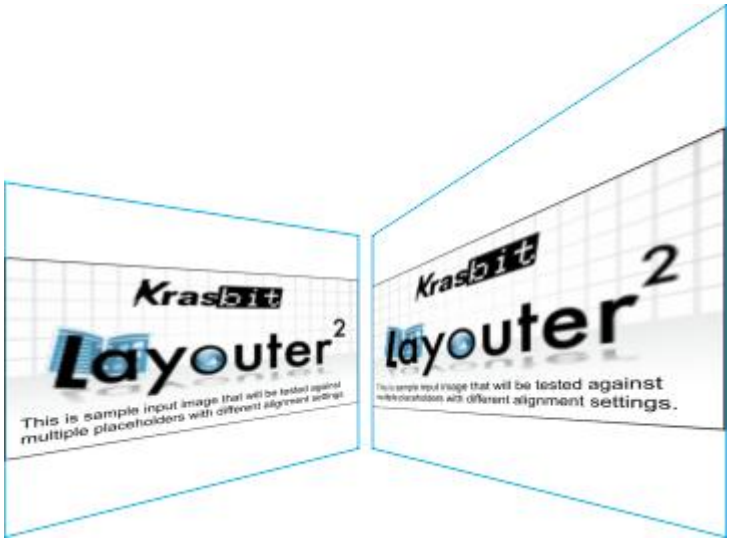
Crop to object

This places the image in front of the object and displays only a portion of it based on the selected alignment mode and the images size. It basically put the image into powerclip so final look will be cropped if placed image is larger than placeholder. The visible part is determined by the Alignment Reference Point. **This option is available only for vector primitive shapes like rectangle** placeholder.

Fit to perspective curve

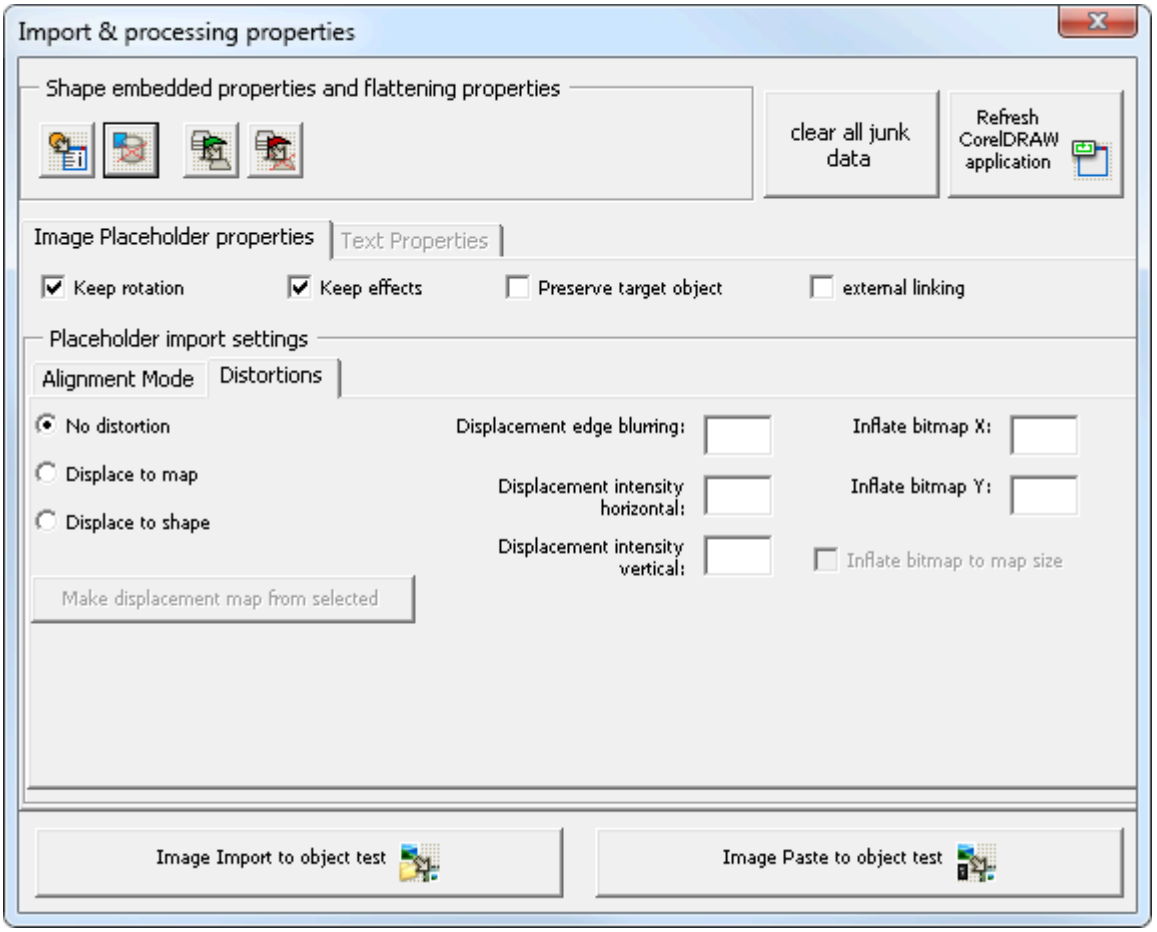
This feature does not work in LITE edition of Krasbit Layouter. You must own Trial / STANDARD / PRO / NFR edition. See version comparison table.
This places image in front of placeholder object and applies a perspective effect so image will perfectly fit into curve. This works similar to CorelDRAW **perspective effect**, but in contrast - Krasbit Layouter **works with bitmap images** as well. Use this kind of alignment if you need make an pseudo 3D visualization of your project. **This option is available only for curve** placeholder. When you are preparing perspective placeholder, you should start from rectangle, convert it to curve (CTRL+Q) then drag the corners to make desired perspective, set alignment mode on shape to “Fit to perspective”.

Example perspective result

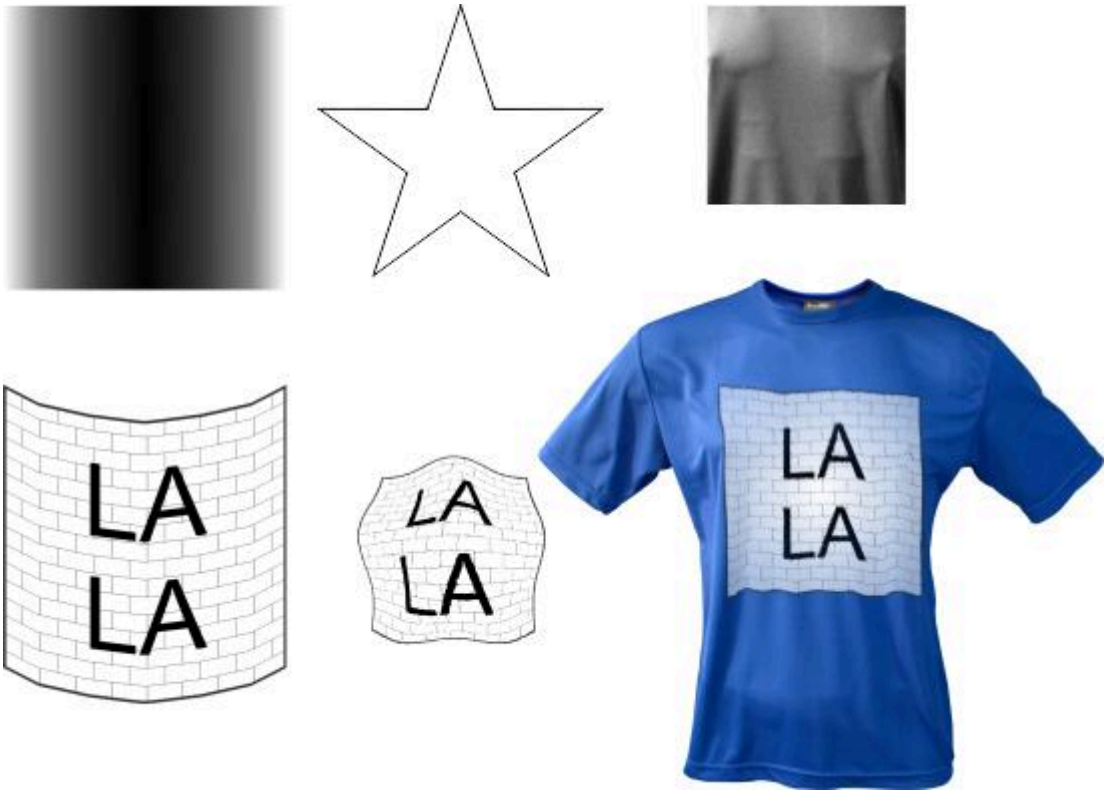


TIP: You can find a lot of examples of each alignment option and how it affect placed image at Krasbit Layouter - Examples.pdf document and example files under Krasbit Layouter Data folder.

Distortions / displacement



Example of use displacement map placeholder made from: gradient, shape and bitmap:



This feature does not work in LITE / STANDARD edition of Krasbit Layouter. You must own Trial / PRO / NFR edition. See version comparison table.

This is optional step. Use this tab if your project requires apply a custom distortion effect to placed image. The distortion is based on displacement map that might be prepared in advance as bitmap image or can be a vector shape that will generate displacement map runtime.

Displacement theory

There are 2 types of displacement maps that differs on how they are pushing pixels:

Grayscale map

Works if your input displacement map is given as **grayscale** image. Here are pixel offset directions that this map does:

- 50% black is neutral for pixel. Makes no movement to a pixel. Use this color like a mask. Region covered with neutral 50% gray will not change.
- White - moves pixel horizontally to the left and vertically upside. Pure white makes the maximum offset. That offset reduces smoothly as you use shades of gray between 0% of black up to neutral 50% gray.

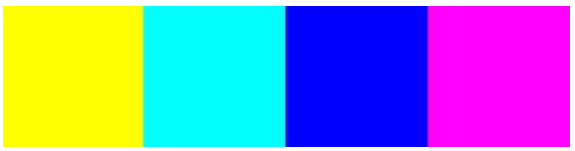


- Black - moves pixel horizontally to the right and vertically downside. Pure black makes the maximum offset. That offset reduces smoothly as you use shades of gray between 100% of black down to neutral 50% gray

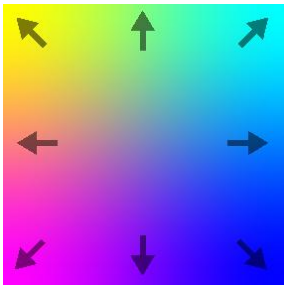


Color map

Works if your input displacement map is given as **RGB** image. It gives you more control for each possible axis. Instead of black and white, you have this colors to control offset: Yellow, Cyan, Blue and Magenta.

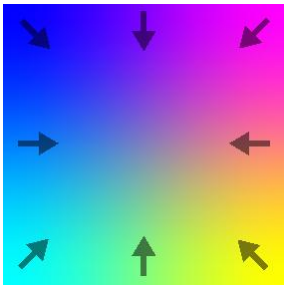


The more intense is the color the higher distance pixel is moved. Gray color makes no movement. Pixel movement directions for certain colors works as pictures shows:



Displace map OUT.

* this displace map will be pushing pixels out of image bounds. Created using Mesh Fill tool.



Displace map IN.
* this displace map will be pushing pixels into the center of image. Created using Mesh Fill tool

No distortion

Default option. Disables displace effect. No distortion made to target import image placeholder

Displace to map

This option will displace imported image in second step after it is scaled or cropped due to alignment mode. **Placeholder must be a color or grayscale bitmap** that defines how to push pixels in custom direction. Use this option if you are familiar with displacement theory and can prepare a map in advance which will do desired effect perfectly.

Displace to shape

This mode will make displacement map automatically and on the fly for a given input **vector shape** like circle, ellipse, curve. Image is imported into rendered displacement map in second step. **Displacement map IN** will be based on colorful displace map covered with neutral gray mask made from the shape with custom amount of blur. Finally pixels at non - masked areas should be pushed into the center and overall picture get the look like shape's mask.

Make displacement map

This button will generate a displacement map from selected vector shape in advance so it can be adjusted or reused somewhere else in project.

Displacement suboptions

Displacement edge blurring

This suboption available only in Displace to shape mode. Specifies how many of blur to apply when neutral gray mask is applied on shape.

Displacement intensity horizontal

This is multiplier/ factor Controls how much intensive will be the displace effect in X axis.
Specify 0 to ignore pushing pixels in that axis regardless of displace map expectations

Displacement intensity vertical

This is multiplier/ factor Controls how much intensive will be the displace effect in Y axis.
Specify 0 to ignore pushing pixels in that axis regardless of displace map expectations.

Inflate bitmap X

A number of transparent pixels to add to edges on x axis before applying displace effect.

Inflate bitmap Y

A number of transparent pixels to add to edges on y axis before applying displace effect.

Inflate matters in case when displace effect is pushing pixels out of original image boundary. Without inflating bitmaps- final effect makes impression like image is cut. If inflate is used - pixels moved outside image are still visible on added space.

Inflate bitmap to map size

This checkbox toggles inflating as described above.

See more examples in Krasbit Layouter data files which will show you how to get different effects given by different maps and displacement settings

Post Import

That options will let you control extra actions to made on imported or pasted image after the placement.

Mirror horizontally

Will flip image horizontally after it is placed in placeholder.

Mirror vertically

Will flip image vertically after it is placed in placeholder.

Optional Rasterization

Will let you rasterize image to given resolution and color mode after it is placed in placeholder. Example use case when you should consider to use rasterization:

- You will have a lot of thumbnail like images in your project that will be imported from high resolution images and you want to downsample images on the fly (to avoid much higher resolution than target printer supports). You will reduce file size while not lose any print quality.
- You intentionally want to flatten on the fly any imported vector images. This may help you to get more predictable look of project when it will be printed, regardless how much complexity and effects could be in imported file that is not available for your view at the moment of making template with placeholder.

Rasterize thumbnails

Select this checkbox to enable rasterization.

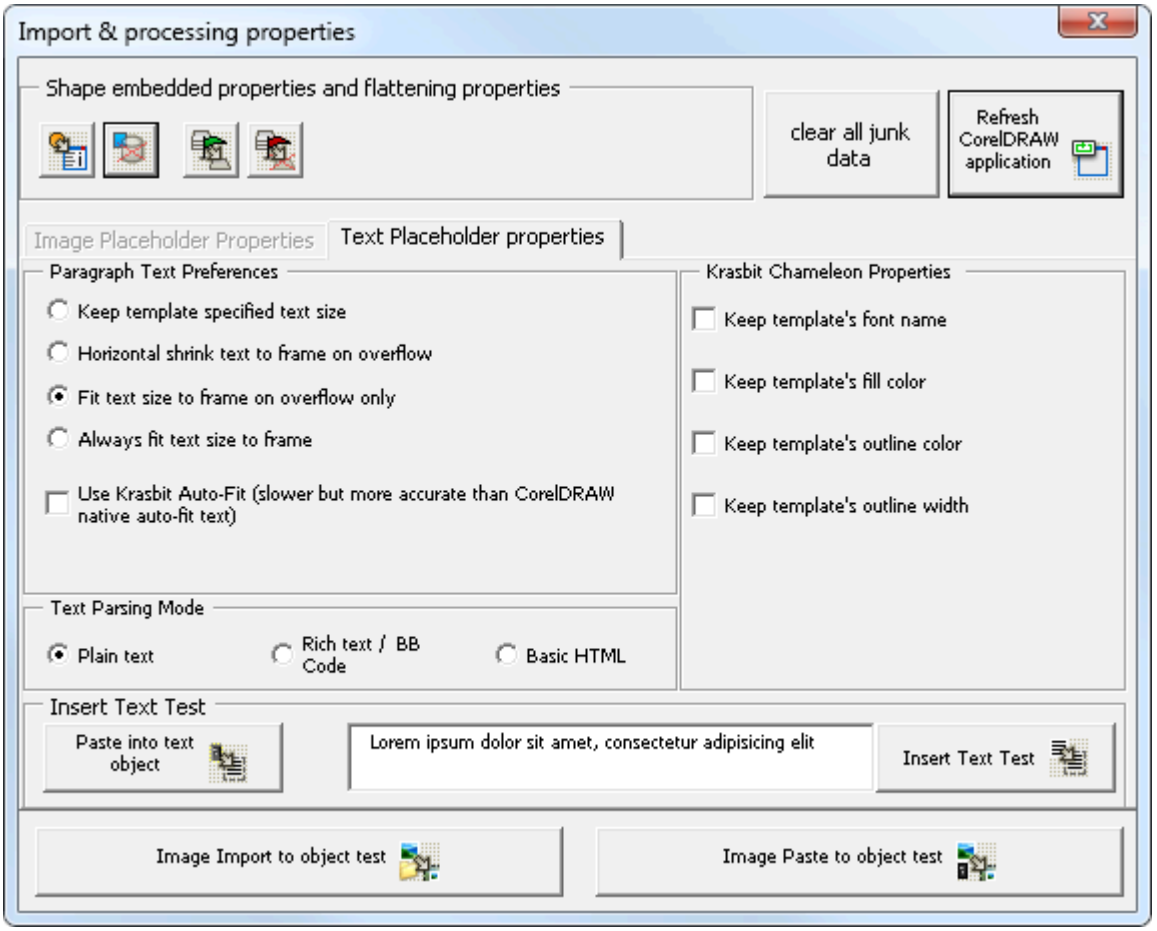
Resolution

Specify downsample resolution. If you are going to print project later suggested value is 300 dpi. If your goal is to share an electronic publication via email, lower values may be used to produce less filesize, but you should not specify value lower than 72 dpi.

Color Mode

Specify color mode that must be used on rasterized image. If you are going to print project based on your template later - select CMYK, otherwise RGB is best option.

Text Placeholder Properties



You can predefine a **paragraph** text placeholder in template for future text import. Depends on settings your text will automatically fit to available frame in desired way at the moment when template will be populated with data. This can be manual or automated process.

Paragraph Text Preferences

Keep template specified text size

This option will not adjust paragraph text size or spacing when text will be inserted into placeholder. This means that text will be longer than can fit to area of paragraph text - it will be cropped. Use this option when original look is a priority and text look must stay as designed, even at cost of cropped text.

Horizontal shrink text to frame on overflow

This option will adjust paragraph text spacing when text will be inserted into placeholder and will have more characters than can fit to area of paragraph text. Use this option when having all text fit into paragraph text area is a priority, regardless of how it is long. The cost is a change of text design. If paragraph text frame has area enough to fit all text characters - there will be no adjustment to spacing.

Fit text size to frame on overflow only

This option will adjust paragraph text font size when text will be inserted into placeholder and will have more characters than can fit to area of paragraph text. Use this option when having all text fit

into paragraph text area is a priority, regardless of how it is long. The cost is a change of text design. If paragraph text frame has area enough to fit all text characters - there will be no adjustment to font size.

Always fit text size to frame

This option will decrease paragraph text font size when text will be inserted into placeholder and will have more characters than can fit to area of paragraph text. Use this option when having all text fit into paragraph text area is a priority, regardless of how it is long. The cost is a change of text design. If paragraph text frame has area enough to fit all text characters its size will be enlarged in order to fully cover available space.

Use Krasbit Auto-Fit

This method is slower but more accurate than CorelDRAW native auto-fit text.

Krasbit Chameleon Properties

Template and placeholder configured via Krasbit Layouter is fully compatible with Chameleon Studio software. It means that the placeholder configuration you specify using Layouter will be readable and respected by Chameleon Studio Renderer application when it will be populating template text placeholder with data automatically. Settings in that frame are exclusively related to Chameleon Studio software. Refer to Chameleon Studio documentation for more details if you own this software.

Text Parsing Mode

Here you can prepare your text placeholder whatever it should keep imported text as is or parse it and stylize properly depends on setting.

Plain text

Default option. Use if you are importing a plain text from other sources than CorelDRAW without extra formatting.

Rich text / BB Code

This parser will recognize this tags and stylize text:

- [b]...[/b] - will bold the … text
- [i]...[/i] - will italics the …text
- [u]...[/u] - will underline the …text
- [sup]...[/sup] - will superscript the …text
- [sub]...[/sub] - will subscript the …text

Basic HTML

- ... - will bold the … text
- ... - will italics the …text
- <u>...</u> - will underline the …text
- ^{...} - will superscript the …text
- _{...} - will subscript the …text

Insert Text Test

You can test how your paragraph text placeholder will place text using one of 2 test buttons.

Paste into text object

Will paste a text from clipboard into selected paragraph text placeholder.

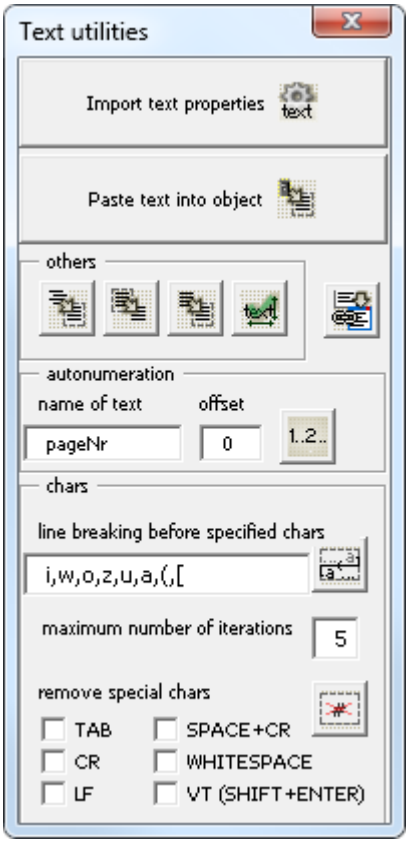
Insert Text Test

Will insert a text from a test textarea into selected paragraph text placeholder.

Krasbit Layouter and Chameleon Studio templates compatibility

Template and placeholder configured via Krasbit Layouter is fully compatible with Chameleon Studio software. It means that the both image and text placeholder configuration that you specify using Layouter will be readable and respected by Chameleon Studio Renderer application when it will be populating template placeholder (text or images) with data automatically.

Text utilities



Import text properties

If you have selected paragraph text object - this will open Import and image processing properties window at Text Placeholder properties tab. So you can verify or edit existing properties of text placeholder.

Paste text into object

Use this button to finally paste text into predefined text placeholder and run fit to frame and parsing actions as configured at placeholder.

merge text objects

macro: Layouter.mergeText

With this macro you can merge many selected text objects into the one paragraph text. By example, it may be useful when you had been imported EPS or PDF page into CorelDRAW® document. Imported text will be probably fetched to number of artistic texts which is hard to editing.
Usage:

1. Make selection on chosen number of texts.
2. Run macro

It's important to keep order of text objects on a layer, because merged objects will have order as it was on a layer.

 convert selected texts to artistic text

macro: Layouter.convertSelectedRangeToArtistic

This macro extends standard CorelDRAW® Convert to Artistic Text command. It may be used to convert many of selected texts with just one click.
Usage:

1. Select shapes to be converted.
2. Run macro

 convert selected texts to paragraph text

macro: Layouter.convertSelectedRangeToParagraph

This macro extends standard CorelDRAW® Convert to Paragraph Text command. It may be used to convert many of selected texts with just one click.
Usage:

1. Select shapes to be converted.
2. Run macro

 fix stretched text

macro: Layouter.fixStretchedText

This fixes proportions for stretched artistic text.
Usage:

1. Select shape(s) to be fixed.
2. Run macro

 export list of all text objects

This macro exports the list of all text objects used in current project into text file. This is done with details about used fonts, pages etc. The file will be placed in the folder where the active document file exists. This information may be helpful when the project must be moved and edited on other workstation (with another sets of fonts installed).

 run auto numeration of pages

This macro runs the auto numeration of pages in the current document. This macro differs from a builtin in CorelDRAW®auto page numbering macro. With use Krasbit Layouter auto numeration feature, you may manually placing appropriately named text object (artistic or paragraph) on every page you wanted to be numbered. You may use different appearance and position for text object which is used as the page number on each page.
Usage:

1. Fill in name of text field. That should be the same string as a name of shape (eg. pageNr) which will be used on every page as a page number.
2. Set the offset. If offset equals 0 then pages will be numbered without any offset. The offset may be positive or negative.
3. Run macro

After use of this macro all instances of appropriately named text object will set theirs content equal to page number on which they exists + provided offset

 line breaking before specified chars

macro: Layouter.lineBreakChars

This macro moves specified chars to the new line when they are hanging at end of line in the justified paragraph text. This is done automatically by inserting special character with ASCII code - 11, which works same as inserting SHIFT + ENTER while typing. That will force every matched chars to be shifted to new line. Sometimes this algorithm must be done with many iterations, because changes were made on one line can affects the lines below.
Usage:

1. Specify the characters which, according to the spelling rules for your language, should be moved to the new line. In order to do that fill in the input field next to this macro button.
2. Set the maximum number of iterations. The more iterations the more processing time, but increasing of this value may be necessary with large text with many single characters.
3. Select the paragraph text frame.
4. Run this macro.

 remove special chars

macro: Layouter.removeSpecialChars

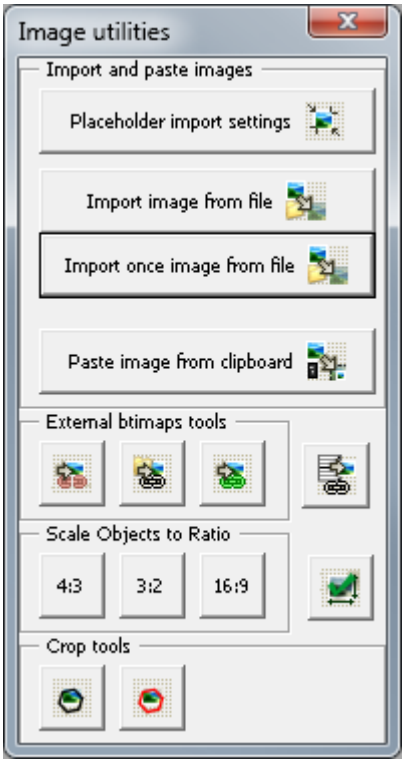
This macro removes specified special characters from the text. This macro may be useful when you import or copy / paste a text content from sources which were edited on different OS. In that case they may include undesired characters which can affect the formatting of CorelDRAW® paragraph text. Different operating systems uses different characters for the determination of the end of the line. By example:

- UNIX / Linux uses LF only (ASCII decimal code - 10)
- Windows / DOS uses CRLF (combination of ASCII decimal code 13 and 10)
- Mac OS uses CR only (ASCII decimal code - 13)

If you want learn more about new line issues see newline at Wikipedia.
On other hand, use this macro if you wish to remove extra formatting code provided by the above Layouter.lineBreakChars macro. In that case tick only the VT checkbox and unselects the others. If you wish to remove all whitespaces from the text select only WHITESPACE checkbox. To remove hanging spaces at the end of lines tick only SPACE + CR checkbox.
Usage:

1. Specify the characters which should be removed from the text by ticking desired checkboxes.
2. Select the paragraph text (or more paragraph texts)
3. Run this macro.

Image utilities



This window will let you:

- check existing image placeholder properties;
- import or paste images into template's placeholders;
- open external bitmap tools and resolve, update or restore selected bitmap's link
- Crop selected bitmap to custom curve

Import and paste images

Placeholder import settings

Will open window where you can verify/edit placement settings for selected placeholder in template. See details in Image placeholder properties chapter.

Import image from file

macro: Layouter.ImportImageFromFile

This macro extends the standard CorelDRAW® import command. The information about source of the file is added additionally to being imported image regardless if the image will be externally linked or embedded. Moreover, image after import will be fitted (scaled, positioned, oriented, cropped or perspective-transformed) to the bounding box of the target shape with optional post processing like displace or flip. With use of this macro you can significantly speed up process of importing photos into desired area. You may select multiple target shapes before run this macro in order to import more than one images with one command. If you don't have active selection then image will be imported into active layer. If you have selected multiple objects, you will be prompted to browse for file per each selected object.

Import once image from file

macro: Layouter.ImportImageFromFileOnce

This macro works similar to Import image from file but it differs in case when you have selection over many objects. In this case you will be prompted to browse for image only once, and all the placeholders will place same copy of image.

 Paste Image from clipboard

macro: Layouter.PasteImageFromClipboard

This macro works like Import image from file, but use the content from system clipboard rather than browsed image.
Usage:

1. Copy a desired content into the clipboard.
2. Select target shape or shapes which bounding box (placeholder) will be used.
3. Run macro

External bitmap tools

 External bitmaps manager

Macro: Layouter.showImageLinker

This will open External bitmaps manager window that lists all bitmaps in document and sorts them to separate tabs where you can process multiple or individual items at once.

 resolve link of the selected external bitmap and embed it in the document

macro: Layouter.resolveLink

This macro resolves a link for the selected bitmap on the stage and embeds it in the document.

 restore link to selected bitmap and make bitmap externally linked

macro: Layouter.restoreLink

This macro restores a link for the selected bitmap on the stage and replaces embedded high resolution image with externally linked bitmap.

 update selected bitmap

macro: Layouter.updateLink

This button updates link and look of selected external bitmap image. In case if the bitmap is embedded, then new version of image is placed on the stage. This is useful in case when you had edit that image in the meantime using other software, but your CorelDRAW project still shows outdated version of image.

Scale objects to ratio

You can easily stretch selected objects and force them to get specific, predefined aspect ratio. This mostly useful if you are preparing placeholders in template placement photos in most popular print or monitor proportions as:

- 4:3
- 3:2
- 16:9

Just select desired placeholders and click one of available proportion button available in this frame.

 fix aspect ratio

macro: Layouter.fixAspectRatio

This macro fixes and restores original proportions of selected bitmaps. On example, if the square bitmap placed in document was disproportionately stretched and has now 300x280 dpi. Using macro will set original aspect ratio and 300x300 dpi.

Crop tools

Crop bitmap to curve

macro: Layouter.cropBitmapToCurveKeepFrame

This macro let you easily crop bitmaps to given curve that may have any shape.

1. Place the shape that will be a cutter frame over a bitmap.
2. Make selection of both curve and bitmap
3. Run macro
4. Bitmap will be cropped to shape. Original curve frame will NOT be deleted.

Crop bitmap to curve and delete curve

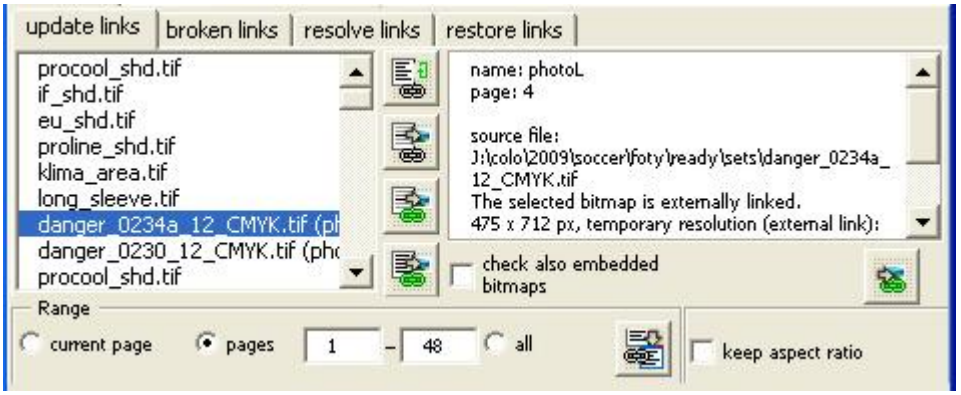
macro: Layouter.cropBitmapToCurveDeleteFrame

This macro let you easily crop bitmaps to given curve that may have any shape.

1. Place the shape that will be a cutter over a bitmap.
2. Make selection of both curve and bitmap
3. Run macro
4. Bitmap will be cropped to shape. Original curve cutter will be deleted.

External bitmaps manager

Update links



You can open this form directly, by pressing External bitmaps manager icon then select **update links** tab.

Within this tab, you can see all of externally linked bitmaps which need to be updated in active document. This searching is limited to the chosen range of pages. On the right side is the text box displaying information about the chosen file from the list.

If you tick **check also embedded bitmaps** option - embedded (not externally linked) bitmaps which sources had been changed will also be included in the list of files. **It affects only bitmaps which had been imported by Image utilities, and contains some extra information about the source file**.

You can choose a desired range (current page, pages FROM - TO, all) in the **Range** frame placed at the bottom.

Usage of buttons:

refresh list

This button refreshes the list of files for active document, range and scope.

show selected item on the workspace

This button display the relevant page and makes bitmap selected for the chosen item. You can use it to quickly localize on the stage items that has been displayed in the list.

update link for selected item

This button updates link for selected item on the list. But if the bitmap is embedded, then new version of image is placed on the stage.

update links of all external bitmaps in chosen range

This button updates link for all items on the list. But if the bitmap is embedded, then new version of image is placed on the stage.

Keep aspect ratio option

If this checkbox is ticked then updated bitmaps will get the aspect ratio from modified source file. Otherwise, updated bitmaps will remains previous aspect ratio, which may results in disproportion if the source file had been changed aspect ratio.

export list of all bitmaps

Press this button to export current list of bitmaps and related information to the text file. The file will be placed in the folder where the active document file exists.
RELATED SHORTCUT ICONS

update selected bitmap

Macro: Layouter.updateLink

This macro updates a link for the selected bitmap on the stage (if externally linked). If bitmap is embedded, then new version of image is placed on the stage. It affects only bitmaps which had been imported by **Image utilities**, and contains some extra information about the source file.

Broken links



You can open this form directly, by pressing External bitmaps manager icon then select **broken links** tab.

Within this tab, you can see all bitmaps with broken links and in need to be fixed in active document. This searching is limited to the chosen range of pages. On the right side is the text box displaying information about the chosen file from the list.

You can choose a desired range (current page, pages FROM - TO, all) in the **Range** frame placed at the bottom.

The most important thing about using externally linked bitmaps in CorelDRAW® is that links to original files are absolute (not relative).
It means that bitmap links is not assigned to relative location of being edited document but is assigned to absolute location of file on harddisk.

GENERALLY THERE ARE TWO CAUSES WHICH MAKES BITMAPS LINKS BROKEN:

Case 1. Missing file

When bitmap is externally linked and the source of bitmap can't be located. The possible cases:

1. The source file was deleted or moved elsewhere.
2. Any of the parent folder or disk partition has changed its name
3. The document was opened on another computer - with other structure of folders.

In first case you must manually fix broken link by browsing for the current location of the file (or change to another one) for each item. With other cases you may use Krasbit Layouter macros to automatically change folder prefix for chosen range of bitmaps with broken links.

Broken links example

Suppose that you have a folder with current project images on your host localised at:

J:\colo\2009\soccer\foty\ready\sets

And you had been working on that project with no problems. But when this project must be opened on another workstation and images were not shared on a network drive it can be difficult. So you had made quickly copy of your work (with all source images) to the other workstation. By example the folder with sources of bitmaps on secondary workstation will be:

D:\colo_2009\soccer\foty

(Make assume that on another workstation exists only two partitions and you haven't any **J** partition where identical folder structure may be restored.)
With proper use of fix broken links of all items in chosen range and enabled fix automatically option you may repair all broken links on chosen range with just one click!
In example described above, the prefix of folder with source images will be replaced and assigned from
J:\colo\2009\soccer\foty\ready\sets\
to
D:colo_2009\soccer\foty
For all of external linked bitmaps in chosen range. This should repair broken status of that bitmaps.

Case 2. Shape.Bitmap.linkFileName - empty string

The CorelDRAW® application stores information about the source of externally linked bitmap in **Shape.Bitmap.linkFileName** VBA property. Unfortunately, a bug exists in some versions of CorelDRAW application - when you copy and paste externally linked bitmaps from one open document to the other. The copy of bitmap in second document has still externally linked status(**Shape.ExternallyLinked=True**), but its **Shape.Bitmap.linkFileName** property has got empty string! So, you can't resolve it - even within Link Manager docker where item doesn't exist. You can't do anything using native interface with bitmap affected with that issue. As a result you will get a low resolution image when you export project. The solution for this issue is using Krasbit Layouter **Image utilities** every time you import new image to the project. This macros adds some extra information about source file to the VBA Shape.Properties() (and also VBA **Shape.ObjectData()** with mapping turned on). In this way, the lost information about URL to the original file can be restored even if **Shape.Bitmap.linkFileName** is empty. But, if you have not previously used that macros then you should use fix broken link of selected item or fix broken links of all items in chosen range macros.



Usage of buttons:

refresh list

This button refreshes the list of files for active document, range and scope.

show selected item on the workspace

This button display the relevant page and makes bitmap selected for the chosen item. You can use it to quickly localize on the stage items that has been displayed in the list.

fix broken link for selected item

This button fixes link for selected item on the list. If you press it then browse for file form will be displayed. Select the proper file and link will be fixed / updated. Use this macro for manual repair of broken link.

fix broken links for all items in chosen range

This button fixes link for all items on the list. You will need to browse for correct location of files for all of items.

get folder path to the selected file and set the correct folder path

This macro will get folder prefix from selected item and fill in the filepath field, then you will be prompted to browse correct folder where the image exists. As a result the change to field will also be filled in. Use this macro to make preparation steps before use of macro described below. You can also manually fill in this both fields.

run automatic repairing of prefix for all of broken links

Use this macro to batch assign a new folder prefix, where source images should exists of externally linked bitmaps. See example for details.

Keep aspect ratio option

If this checkbox is ticked then updated bitmaps will get the aspect ratio from modified source file. Otherwise, fixed / updated bitmaps will remains previous aspect ratio, which may results in disproportion if the source file had been changed aspect ratio.

export list of all bitmaps

Press this button to export current list of bitmaps and related information to the text file. The file will be placed in the folder where the active document file exists.

Resolve links



You can open this form directly, by pressing External bitmaps manager icon then select **resolve links** tab.

Within this tab, you can see all of externally linked bitmaps which are ready to be resolved. That means that every bitmap in this list is up to date and link of the source file is valid. This searching is limited to the chosen range of pages. On the right side is the text box displaying information about the chosen file from the list.

You can choose a desired range (current page, pages FROM - TO, all) in the **Range** frame placed at the bottom.
Read more about pros and cons of using externally linked bitmaps and links resolving.
Usage of buttons:

refresh list

This button refreshes the list of files for active document, range and scope.

show selected item on the workspace

This button display the relevant page and makes bitmap selected for the chosen item. You can use it to quickly localize on the stage items that has been displayed in the list.

resolve the link of selected item and embed bitmap in document

This button resolves link for selected item on the list. If you press it then externally linked bitmap will be replaced by the original high resolution image.

resolve links of all items in chosen range and embed bitmaps in document

This button resolves link for all items on the list. All of externally linked bitmap in chosen range will be replaced by the original high resolution image. Use it for batch resolving of bitmaps before producing final document ready for print or you wish to make high quality preview of chosen range of pages.

Keep aspect ratio option

If this checkbox is ticked then resolved bitmaps will get the aspect ratio from modified source file. Otherwise, resolved bitmaps will remains previous aspect ratio, which may results in disproportion if the source file had been changed aspect ratio.This settings matters only if the source bitmaps had being changed while working with this tab.

export list of all bitmaps

Press this button to export current list of bitmaps and related information to the text file. The file will be placed in the folder where the active document file exists.

Restore links



You can open this form directly, by pressing External bitmaps manager icon then select **restore links** tab.

Within this tab, you can see all of bitmaps which are embedded in documents which and are ready to make them externally linked. That means that every bitmap in this list has got additional information about the source of file. This is required for automatically get the proper file, import it again as externally linked bitmap and replace the embedded high-res version of image. This list searching is limited to the chosen range of pages. On the right side is the text box displaying information about the chosen file from the list.
You can choose a desired range (current page, pages FROM - TO, all) in the **Range** frame placed at the bottom.
Read more about pros and cons of using externally linked bitmaps.

NOTE, THAT YOU CAN'T RESTORE BITMAP LINK WITH USE OF NATIVE CORELDRAW®INTERFACE AFTER YOU HAD RESOLVED IT. YOU MAY RESTORE LINKS ONLY FOR BITMAPS WHICH HAD BEEN IMPORTED USING KRASBIT LAYOUTER Image utilities.

Usage of buttons:

refresh list

This button refreshes the list of files for active document, range and scope.

 show selected item on the workspace

This button display the relevant page and makes bitmap selected for the chosen item. You can use it to quickly localize on the stage items that has been displayed in the list.

 restore link to selected item and make bitmap externally linked

This button restores link for selected item on the list. If you press it then embedded high resolution image will be replaced by externally linked bitmap.

 restore links of all items in chosen range and make bitmaps externally linked

This button restores link for all items on the list. All of embedded high resolution images in chosen range will be replaced by externally linked bitmaps. Use it for batch restoring bitmaps links while working at document with large amount of high resolution images. That will improve performance of editing and reduce the size of project file.

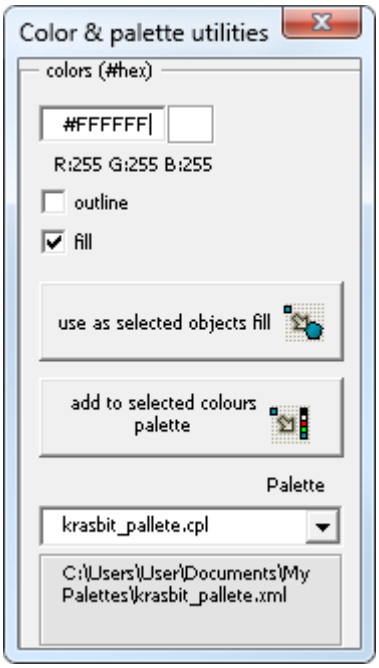
Keep aspect ratio option

If this checkbox is ticked then resolved bitmaps will get the aspect ratio from modified source file. Otherwise, resolved bitmaps will remains previous aspect ratio, which may results in disproportion if the source file had been changed aspect ratio.This settings matters only if the source bitmaps had being changed while working with this tab.

 export list of all bitmaps

Press this button to export current list of bitmaps and related information to the text file. The file will be placed in the folder where the active document file exists.

Colors and palette utilities



Macros from this frame allows you to working with Hex colors (#RRGGBB) without restrictions imposed by the Web Safe Colors docker.

Usage:

Fill in the input field with color code using #RRGGBB notation. Then press:

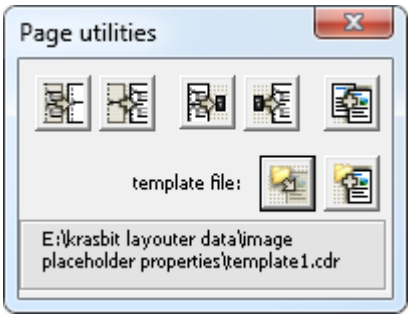
use as selected objects fill

To fill in the selected shape fill with provided color.

add to selected colours palette

To add provided color to the active palette.

Page utilities



smart group

macro: Layouter.smartGroup

This macro extends the standard group command. An information about ordering of shapes and layers on which selected shapes resides is added additionally to being grouped objects. In conjunction with the smart ungroup macro, you can restore this information later and place shapes to theirs previous z-order location. It means - where they had been placed within Object Manager tree, before they was being grouped together.

smart ungroup

macro: Layouter.smartUngroup

This macro extends the standard ungroup command. If the selected group had been created with use of smart group macro, then original shapes locations will be restored after ungrouping. Original shapes locations means that where they had been placed before they was being grouped together.

Example usage of smart group and ungroup

Imagine, that you had included an organized structure of objects at different layers within your project. Then you wish to make some alignment operations on objects which are placed on different layers. This alignment must be done to the edge of the page, but selected objects must keeps theirs distances between themselves. Normally, you may do this task by grouping of that objects, then making the alignment. Unfortunately, if you use the standard group command, then original layer position of processed shapes will be lost, because all the shapes will be grouped on the current active layer. If you wish to restore shapes to theirs original layers or shapes ordering, use Krasbit Layouter smart group macro, make necessary alignments then use smart ungroup macro.

smart copy

macro: Layouter.smartCopy

This macro extends standard copy command. An information about ordering relation of shapes and layers on which selected shapes resides is added additionally to being copied objects. In conjunction with the smart paste macro, you can restore this information later and place shapes to theirs original location but at the page where they will be pasted. It means -they will be placed at position where they had been placed within Object Manager tree, on the page from whom they had been copied.

 smart paste

macro: Layouter.smartPaste

This macro extends standard paste command. In conjunction with the smart copy macro, you can restore on original position of being pasted shapes. It means - where they had been placed within Object Manager tree, on the page from whom they had been copied.

Example usage of smart copy and paste

With smart copy & smart paste macros you can copy and paste objects between pages or even documents. That is done with retaining of information related to the original layer and z-order position of being copied object. After the objects will be pasted, its z-order information will be restored. If a layer from which object was copied doesn't exist in the target document, then it is automatically created.

 duplicate active page

macro: Layouter.duplicatePage

This macro duplicates the active page and matters only to CorelDRAW® X3 as native function to duplicate page was not available

 insert page from template

macro: Layouter.InsertFromTemplate

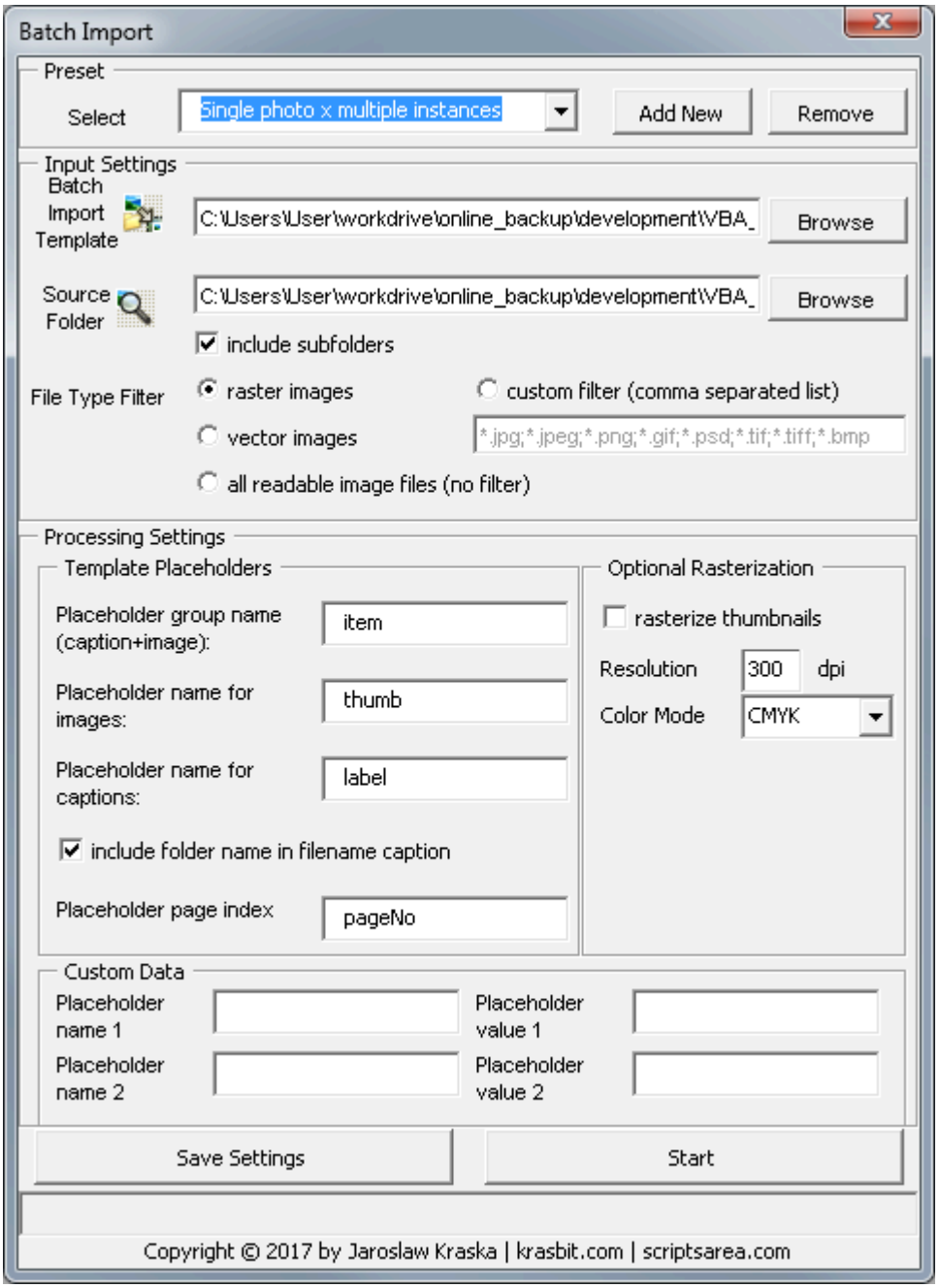
video example
With this macro you can easily add pages from templates (based on specified filepath) with retaining all of original template layers. If that specific layers doesn't exist in the target document, they will be created.

 change template file

macro: Layouter.changeTemplate

video example
This macro changes filepath of the template file which is used by the above insert page from template macro.

Batch Import



This feature is disabled in LITE / STANDARD edition of Krasbit Layouter. You must own Trial / PRO / NFR edition. See version comparison table.

Batch Import lets you automate process of importing images from given Source Folder into predefined Batch Import Template that contains placeholders for images, file captions(optional) and user's custom data (optional). You may configure image placeholder properties that control how to fit images into predefined places. Once template page is full of images, macro will automatically create new page and continue Batch Import process. You may filter source folder images to given list of file extension and select option to scan for files recursively (include subfolders). Moreover, because the thumb placeholders respects and supports all the features Placeholder import settings, you could prepare you Batch Import template not only for a printing purpose, but also to show beautiful previews of your products that are based on printed images. This might be previews

of mouse pads with sublimated print, calendar covers, client's ad show in perspective or wrapped on waved T-Shirt to name a few examples.

Example results of Batch Import



Page 1



Page 2



Page 3

Lions_0_team_NGS.jpg



team_shoot.png



See more at *Krasbit Layouter - Examples.pdf* document and you'll find there both example templates and compatible preset settings for doing different use cases of **Batch Import**.

Preset

Preset is a set of settings for Batch Import project that might be saved, loaded and deleted if it is not useful anymore. It lets you save a time in case when you want to switch between them.

Select preset drop down list

This drop down list allows you to select and load previously configured settings for batch import (preset)

Add New

This will add new preset ready for being configured for new use case.

Remove

This will remove currently selected Preset.

Save Settings

Will update a definition of currently selected Preset with actual settings.

Input Settings

Batch Import Template

You are specify here the template with image and text placeholders that will automatically place images from Source Folder with optional filename/ file path captions. Template is a CorelDRAW .cdr file that has got your desired design and consist of single, repeated or no instance of objects with a name matched to the text input value defined at preset settings:

- Placeholder name for images [required]
- Placeholder group name [optional]
- Placeholder name for captions [optional]
- Placeholder name 1 | 2 [optional]
- Placeholder page index [optional]

It is important to set an object **name** to your placeholder in templates properly, so it will match the value that is defined at preset. In case of repeated instances of placeholder, top down position of placeholder at **Object Manager** defines processing order.

Source Folder

This is the folder that contains images that will be imported into Batch Import Template.

Include subfolders

This option enables that search for a files in Source Folder will recursively include also files in subfolders.

File Type Filter

This option defines file extension mask when files are searched in Source Folder, so you can filter out /ignore all the files that are not included in whitelist of allowed file extensions:

- Raster images
- Vector images
- All readable image files no filter (no filter)
- Custom filter (comma separated list)

Processing Settings

Template placeholders

Placeholder group name

Using groups is optional, but is required if you want to place both mages and theirs captions. This must be a name of a Group of objects inside Batch Import Template that in most cases consist of

- An object/placeholder to place single image or multiple copies of same image but in different size and location in project.;
- An object to place text / caption (filename or full file path) for imported image
- Additional graphic assets at wish

Placeholder name for images

This must be a valid image placeholder. It can be configured via Image Placeholder properties. Any instance will place the file from Source Folder.

Placeholder name for captions

Using captions is optional. This must be a valid text placeholder. It can be configured via Text Placeholder Properties. Any instance will write the caption of file from Source Folder.

Placeholder page index

Using page indexing is optional. This must be a valid text placeholder. It can be configured via Text Placeholder Properties. Any instance will write a page number automatically after pages will be added during Batch Import processing.

Custom data

You can have up to 2 custom purpose text placeholders for personalized content. By example you can have text placeholder with a **names**:

- School
- Contact

And later when you are going to Batch Import for photos for a whole class of and school you can set the **values** for the, by example:

- *The anytown school*
- *Mr. X, mobile:111 222 333*

So when you click start, resulting of your batch import will also contain that additional metadata which might help you personalize and manage your orders.

Placeholder name 1 | 2

Defines the **names** of custom text placeholders within your Batch Import Template.

Placeholder value1 | 2

Defines the **values** for custom text placeholders (Placeholder name 1 | 2) within your Batch Import Template.

Optional Rasterization

This options allows to specify global rasterization options for whole Batch Import Template and all the placeholders at once.
Rasterization lets you rasterize image to given resolution and color mode after it is placed in placeholder. Example use case when you should consider to use rasterization:

- You will have a lot of thumbnail like images in your project that will be imported from high resolution images and you want to downsample images on the fly (to avoid much higher resolution than target printer supports). You will reduce file size while not lose any print quality.
- You intentionally want to flatten on the fly any imported vector images. This may help you to get more predictable look of project when it will be printed, regardless how much complexity and effects could be in imported file that is not available for your view at the moment of making template with placeholder.

Rasterize thumbnails

Select this checkbox to enable rasterization.

Resolution

Specify downsample resolution. If you are going to print project later suggested value is 300 dpi. If your goal is to share an electronic publication via email, lower values may be used to produce less filesize, but you should not specify value lower than 72 dpi.

Color Mode

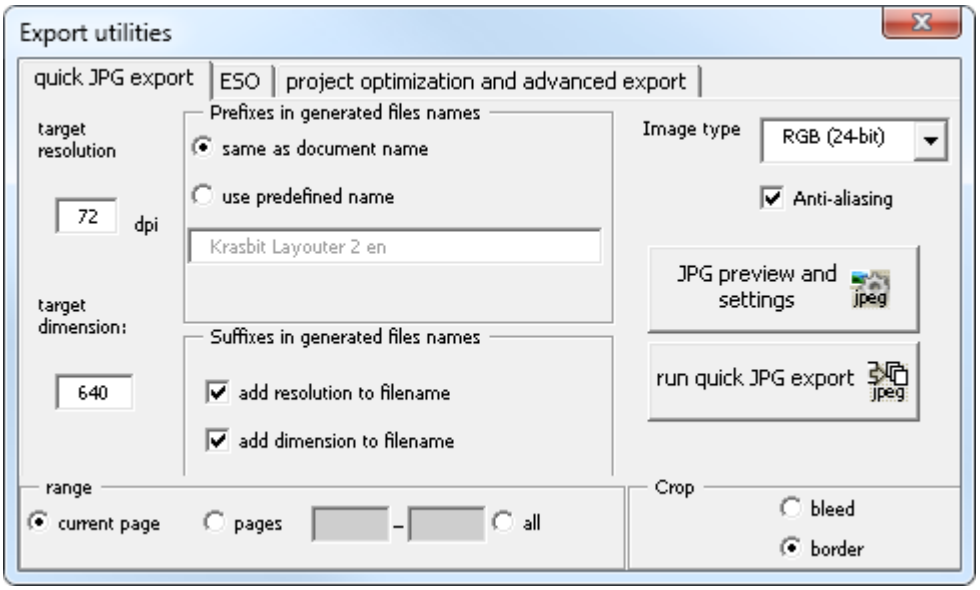
Specify color mode that must be used on rasterized image. If you are going to print project based on your template later - select CMYK, otherwise RGB is best option.

Start

This button starts Batch Import process for given settings. Depends of amount of images and complexity of your template - it can take a while and will freeze/ hide CorelDraw application until is finished. You can track the progress at bottom bar of Batch Import window.

Export utilities

Quick export JPG



With use of this tab you can quickly prepare lots of optimized for preview and e-mail attachment JPEG files from your project. Output images created separately for every project's page will be saved in a new subfolder, where the source file resides of the project which is being currently edited. You can produce preview files to share with your client in seconds!

quick JPG export parameters

target resolution

Here you can set the output resolution for generated JPEG images.

target dimension

Here you can set target dimension for preview images.

keep aspect ratio

When this option is checked, then you will be able only to set a size of the largest side, the remaining dimension will be calculated automatically. You should use keep aspect ratio ticked if you wish to retain proper proportions for outputted images.

Note, that second dimension will be calculated on the fly while generating images for each page. This is done, because every page may contains objects which extends beyond the border of page, and thus affects total size.

When you export JPEG image form CorelDRAW®, with use of native Export command and had ticked selected only option, then outputted images will be stretched if selected objects extends beyond border of page. Krasbit Layouter quick export JPG with enabled keep aspect ratio option fixes this issue.

Sometimes the fixed size of final images is the point, regardless of whether the images will be disproportionately stretched, then uncheck keep aspect ratio option and set the desired and fixed dimension.

prefixes in generated files names

Here you can define prefixes used in file names for generated JPEG images. If **same as document name option** is enabled, then every generated images will get prefix from being edited document name. If **use predefined name** option is enabled, then you may define other prefix within the input field placed below.

suffixes in generated files names

Here you can define suffixes used in file names for generated JPEG images. You may add **resolution** and **dimension** to the file names. If you wish to do so - select proper checkboxes.

The color mode

Here you can set the color mode for generated JPEG images. You may choose one from this list:

- Grayscale (8-bit)
- RGB (24-bit)
- CMYK (32-bit)

Anti-aliasing

Enables or disables useing of anti-aliasing for generated JPEG images.

Range

Here you choose a desired range (current page, pages FROM - TO, all) for which pages the generation of JPEG images should be processed.

Crop

When shape extends beyond the page border, it affects total size of being exported image. If you wish to avoid this issue, you may use cropping. To do so, select crop tocheckbox and one of method:

- bleed - to crop to defined page bleed (CorelDRAW menu: Layout -> Page Setup -> Bleed)
- border - to crop to border of the page

RELATED SHORTCUT ICONS

 JPG preview and settings

macro: Layouter.previewJPG

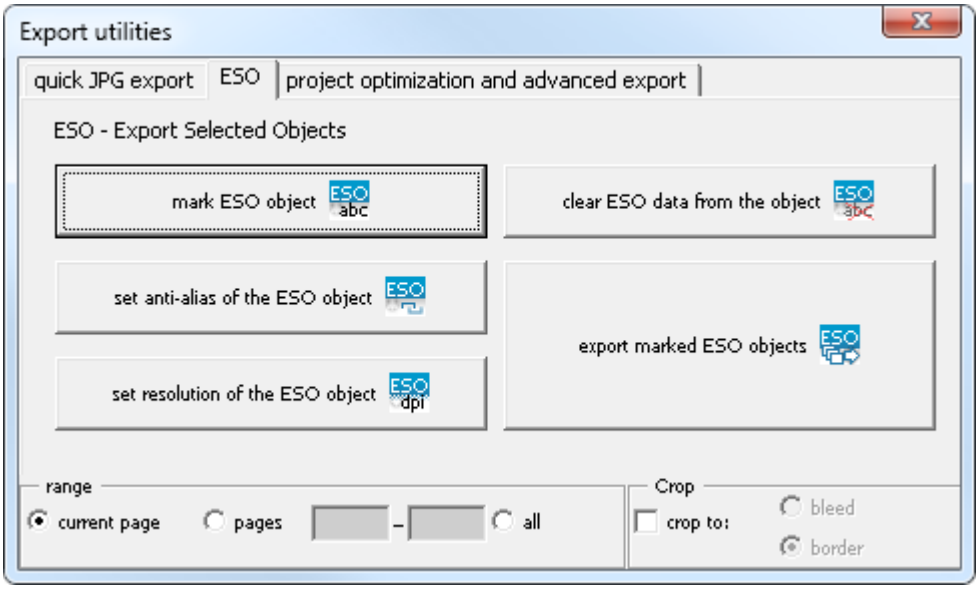
This macro opens JPEG Export window for the active page. You may use it to set the additional parameters like JPEG compression and smoothing

 run quick exportJPG

macro: Layouter.quickExportJPG

This macro generates a JPEG image for every document page and uses all the settings which was provided before.

ESO - Export Slice Objects



You can use macros described in this chapter to export specified shapes only from document. You may do it without using slices. I called my own alternative as Export Slice Objects (ESO). In contrast to standard slicing technique with using a special layer and draw slice rectangles, in my solution - you assign a special information directly into shapes which you want to export. Another difference is that you may change position and resize this marked shapes within your document and you will still be able to export only this objects properly.

You may export any kind of CorelDRAW shapes using this technique. Only thing you must do is to select a desired shape and run mark ESO object macro . This operation works in two ways:

- Marks selected object to be exported later
- Assign the output file name

Optionally you may set custom resolution and Anti-Aliasing for objects.
I use this macros especially for exporting a number of print screen for Krasbit Layouter to use in this documentation. Therefore default settings are ESO resolution: 72 dpi and Anti-Aliasing: 0 (none) to get 1:1 sharp jpeg files for my screenshots. If you want use ESO for vector graphics or custom groups of objects, then you should use Anti-aliasing (set this parameter to: 1 using this macro).

When you finished with marking objects you want to export, save your project and run export the marked ESO objects macro. Once you take some time to assign ESO names for objects, then you may export jpeg files for all of marked objects with a one command any time you make some changes for this objects. All of files will be generated into a subdirectory where the active document resides named as the document name + suffix "_ESO".
The example video

The ESO macros:

clear ESO data from object

macro: Layouter.clearESOdata

This macro clears all of related ESO data from selected object(s). Use it if you do not want to export this object after you have marked it previously.

mark ESO object

macro: Layouter.markForEso

This macro marks selected object to be exported later. You will be prompted to enter output name for this object.

set resolution of the ESO object

macro: Layouter.ESOResChange

Use this macro to change default resolution used while exporting objects. The default value: 72dpi

set anti-alias of the ESO object

macro: Layouter.ESOAntiAliasChange

Use this macro to change default Anti-Alias value used while exporting objects. The default value: 0 (none). You may use 1 - normal anti-aliasing, 2- supersampling.

export the marked ESO objects

macro: Layouter.exportESO

Run this macro after you have marked for ESO all objects you want to export. All of files will be generated into a subdirectory where the active document resides named as the document name + suffix "_ESO". Export will be done only for defined page range.

Range

Here you choose a desired range (current page, pages FROM - TO, all) for which pages the generation of JPEG images should be processed.

Project optimization and advanced export

In this chapter you will learn how to prepare a closed project file that is optimized for offset printing. With use of Krasbit Layouter prepress features you can quickly optimize your project for professional, high quality and non-problematic print.

This is done by producing single background bitmap from all complex including effects objects or specially marked for being flatten shapes. You may also use this macro to protect your vector artworks from being copied from your final document in easy way, because they may be optionally rasterized and flattened with the background after optimization. All the other simple vectors elements and all the text will be placed above flattened background bitmap. You should also consider to convert automatically all text objects to curves before producing PDF file.

All of described task can be done automatically with use of Krasbit Layouter - project optimization and advanced export tab.

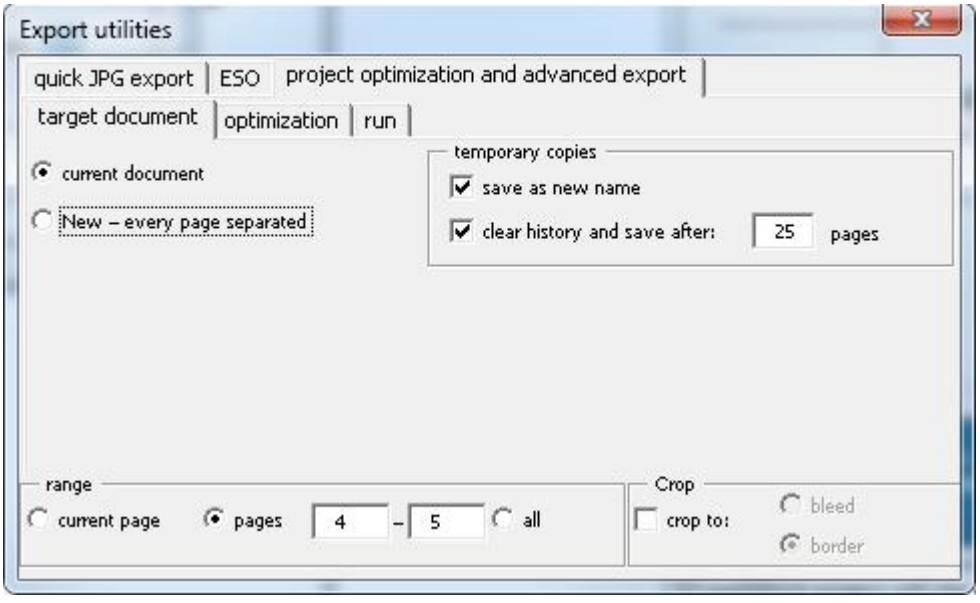
This feature is disabled in LITE edition of Krasbit Layouter. You must own Trial / STANDARD / PRO / NFR edition. See version comparison table.

Target document

First, you must define where the content should be optimized. You may choose between:

- current document
- new - every page separated

current document

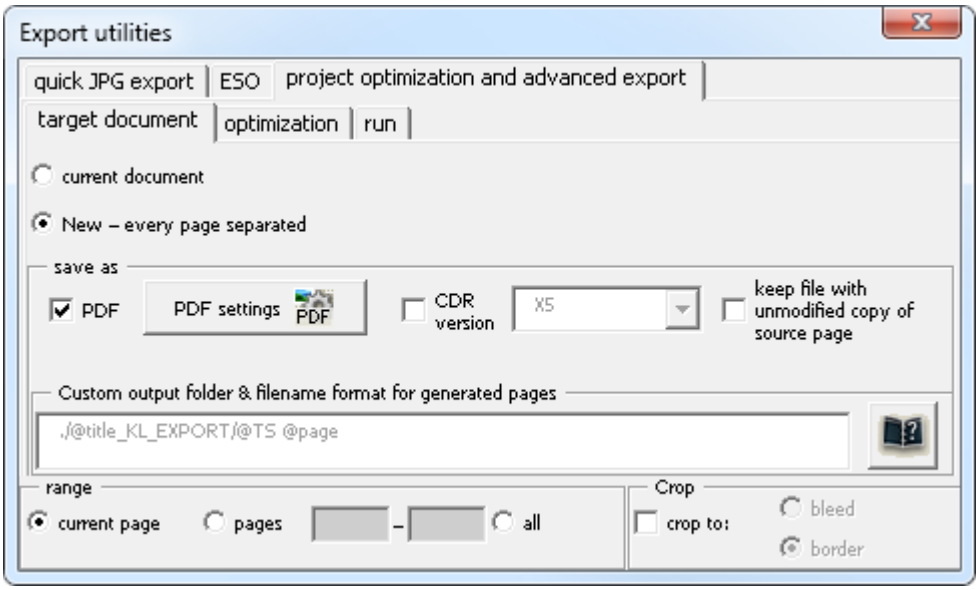


If you selected this option then all content will be processed within the active document and an irreversible changes may occur within current document. For this reason I suggest you to make a copy before you run that kind of processing. You may do it manually or select the **save as new name** checkbox. In that case, the document will be saved with providing the new name before run the optimization routines.
The second parameter - **clear history and save after** ... **pages** is used to force the CorelDRAW® application to clear history and save document on every provided number of pages. This is because optimization is a process which absorbing a lot of the CPU and memory resources. Set a

lower values to this parameter if you had experienced the hanging of CorelDRAW® while processing large amount of pages.

New - every page separated

This feature is disabled in LITE / STANDARD edition of Krasbit Layouter. You must own Trial / PRO / NFR edition. See version comparison table.



If you selected this option then optimization will be done in a new file. As a result a **.pdf** or / and **.cdr** file will be generated for each document page. You may additionally save a backup copy of every original (unoptimized) page if you select the - **keep file with unmodified copy of source page** checkbox.

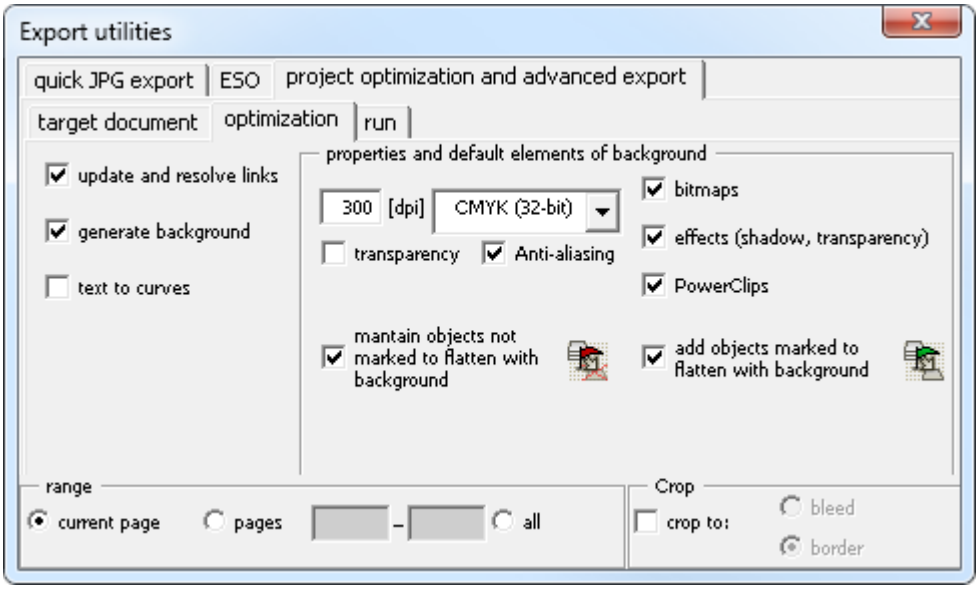
Custom output folder & filename format for generated pages

Provide desired filename format here. By default it is set to
*./**@title**_KL_EXPORT/**@TS** **@page***

You may use all or subset of predefined variables inside given format. By default images are stored under subfolder at same level as original document (this is indicated by current directory **./**). You may use absolute disk location starting with drive name (like c:\) The other special symbols here:

- **@title** is origin document title,
- **@page** is processed page number,
- **@TS** is timestamp when file was generated.

Optimization settings



update and resolve links

This option matters if you had used externally linked bitmaps in your project.

When you select this option then all of externally linked bitmaps will be updated and resolved automatically before processing further optimization steps. You should always resolve links for all of externally linked bitmaps if you attempt to finish your project and prepare it for print. To do this, select this option. You may also use External bitmaps manager to resolve them (recommended). Read more about resolving and updating externally linked bitmaps. You should also ensure the project does not have broken links before run optimization.

generate background

This option enables to generate single flattened bitmap for each page. The bitmap will be created from all of complex shapes, bitmaps and marked to flatten objects. This option must be ticked to set which content elements should be flattened.

properties of background

resolution [dpi]

This option sets the resolution for generated background. You should use standard value 300 dpi for offset printing. If you want to publish your project only for the web then lower values will be sufficient (try 200,120, 96, or 72 dpi).
You should not confuse this resolution with the resolution configured in PDF export options but it is reasonable that they match.

The color mode

Here you can set the color mode for the generated background. You should use CMYK model for offset printing. If you want to publish your project for the web then use RGB. In PDF export options you should use same value as color mode of generated background.

transparency

Here you can set if the generated background bitmap should be transparent or not.

anti-aliasing

Here you can set that anti-aliasing should be used or not while generating the background bitmap.

Default elements of background

bitmaps

If ticked, then all bitmaps placed on the page will be flattened with the background.

effects

If ticked, then all shapes with embedded special effects (transparency, shadows, lenses ets) will be flattened with the background.

PowerClips

If ticked, then all PowerClips placed on the page will be flattened with the background.

mantain objects not marked to flatten with background

Here you can set exceptions. If ticked, then all of marked objects as not being destined for flattening will be omitted while generating background. Even if by use of default settings, they should be flatten. Read more about marking objects as not being destined to flatten with the background.

add objects marked to flatten with background

Here you can set exceptions. If ticked, then all of marked objects as being destined to flatten will be added into generated background. Even if by use of default settings, they should not be flatten. Read more about marking objects as being destined to flatten with the background.

Range

You can choose a desired range of pages (current page, pages FROM - TO, all) where optimization or advanced export will be processed.

Run



warn before run

If this option is ticked and you had selected „current document” in the target document tab, then warn will be displayed before run advanced export. This is because an irreversible changes may occur within current document and you should make a backup copy first.

 run advanced export / optimization

Press this button to start processing the pages...and enjoy a cup of tea. The more pages and bitmaps in document the more time is needed for processing.
Depending on the choice on the target document tab:

- If „current document” option had been selected and processing of pages was completed then save and publish to PDF your optimized version of the project.
- If „new - every page separated” and save as" „PDF” and / or „CDR” options had been selected then you have nothing more to do. Optimized version for each page will be saved in a new subfolder, where the source file of current project resides.

Examples in Layouter Data folder

You should have examples installed at Krasbit Layouter data folder.
Examples are sorted by following categories (subfolders):

- ESO
- Batch Import
- Image placeholder properties

To get more details about use of specific features please follow ***Krasbit Layouter - Examples.pdf*** document and review .cdr source files of projects and given shape properties, then compare them with resulting output documents. Having read whole user manual + review given examples is a best way to understand a variety of Krasbit Layouter features.

Enjoy!