



**REPROSCRIPTS
PROFESSIONAL PLUGINS
FOR CORELDRAW**

USER MANUAL

ReproScripts is a collection of CorelDraw plugins aimed at professional application in the field of design and prepress. They greatly expand the range of available tools in CorelDraw and allow you to automate many routine and difficult tasks. With the help of ReproScripts plugins you can save your time and meet the requirements of necessary printing technology.

These plugins effectively solve many tasks that are quite difficult or even impossible to perform with standard tools in CorelDraw. Using them you will be able to achieve better results in a significantly shorter span of time.

ReproScripts plugins are divided into groups, which we call libraries, by type of tasks performed. After installation, each library adds several commands or dockers in the CorelDraw interface. In detail, all plugins, their capabilities and application are described in each library separately.

RS LIB / VDP

A library consisting of one plugin with huge capabilities for working with variable data, including text, barcodes and images. The plugin can generate PPML to increase the print speed many times over.

RS LIB / BARCODES

A docker, which allows to create a wide range of barcodes in vector form. Once created, you can make edits to the code information. It is also possible to prepare and edit vCard QR.

RS LIB / CORE

Fast and effective implementation of operations for replacing colors in a document, converting text into curves, changing parameters of outlines and fonts and the document preflight.

RS LIB / PRO

Three dockers that allow you to perform various professional prepress tasks, manipulate the pages of the document and perform a search for objects against a sample shape.

RS LIB / CALENDARS

The library allows you to create multilingual calendars and diaries, adds astronomical information and allows you to download and use the list of holidays of various countries.

RS LIB / INFO

Two dockers which allow you to collect information about the perimeter and area of objects and the density of inks coverage of the pages of the document. The data can be exported to XML.

RS LIB / IMPOSITION

Fast and effective implementation of operations for replacing colors in a document, converting text into curves, changing parameters of outlines and fonts and the document preflight.

REPROSCRIPTS LIBRARY / VDP

The library consists of one plugin which has extensive VDP functionality. It helps to organize work with variable data - text, images and barcodes, directly in CorelDraw. Variable data can be generated by the plugin independently, or downloaded from external sources. The output file can be saved not only as a multi-page CorelDraw document, but also as a PPML file . This format is supported by most modern digital printing machines and it accelerates printing jobs with variable data hundreds of times.



VARIABLE DATA MANAGER

The plugin for generating and processing variable data, allows you to effectively solve the task of personalizing printed materials in CorelDraw. Any single-page or multi-page document can be used as a template for data substitution. To text and vector objects of the template can be assigned information about data that will be formed and inserted into them. Some features of the plugin:

- *different schemes for the formation of numbers, including cyclically repeated ones, allow performing any types of numbering of printed products*
- *specialized fields for processing ticket numbering - substitution of rows, seats and other data specific for various kinds of tickets*
- *generation of variable bar codes of various types, including two dimensional - such as QR code*
- *loading, processing and substitution of variable data from external CSV files, which allows easy to add names, organizations, positions, etc. as variable data*
- *batch import and substitution of images from the selected folder, while adjusting the size, brightness and other parameters, will allow, for example, to substitute a photo of each person from the list*
- *the finished file can be immediately formed as a layout on a printed sheet, immediately ready for sending to a digital printing machine*

To speed up printing of the finished file with variable data, you can use the PPML mode, which allows you to create a result in a special open format that is supported by most modern digital printing machines and speeds up the output of files to print in tens and even hundreds of times compared to printing from the CDR format.

The plugin has a convenient informative interface that allows you to quickly and easily prepare a new project with variable data and, in case of problems, quickly figure out how to fix them.



VARIABLE DATA MANAGER



The Variable data manager plugin includes an extensive set of tools for generating, processing and substituting variable information into CorelDraw documents. It allows to generate numbers and random identifiers through different algorithms, process CSV files and load columns or rows, select images from a folder and batch process them. The data is substituted into the template, which can be any single-page or multi-page CorelDraw document.



QUICK START

PROJECTS MANAGEMENT

PROJECT MANAGER SETTINGS

VARIABLE DATA FIELDS

EDITING THE LIST OF FIELDS

ADDING NEW DATA FIELD

VARIABLE NUMBERS

DATA FROM FILE

LIST OF STRINGS

RANDOM IDENTIFIERS

TICKETS

COMBINING FIELDS

COLOR SWATCHES

TEMPLATE

VARIABLE TEXT

VARIABLE BARCODES

IMAGE SUBSTITUTION

SHAPES WITH VARIABLE COLORS

THE CORELDRAW TEMPLATE FILE

RESULT

SAVING GENERATED VARIABLE DATA IN A CSV FILE

OUTPUT: CORELDRAW FILE

OUTPUT: PPML

LAYOUT ON A PRINTED SHEET

MASTER PROJECTS

GENERATING VARIABLE DATA

OPTIMIZE YOUR WORK!

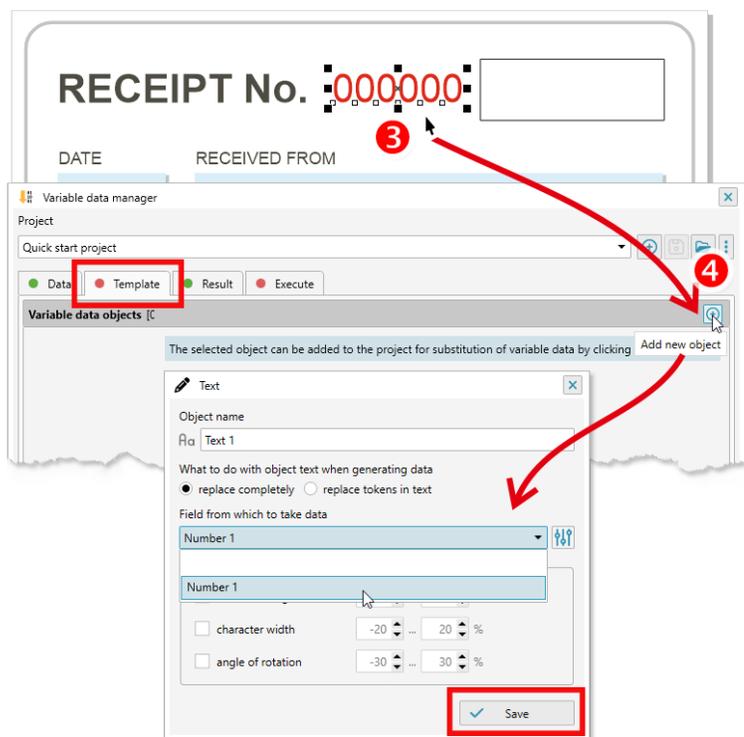
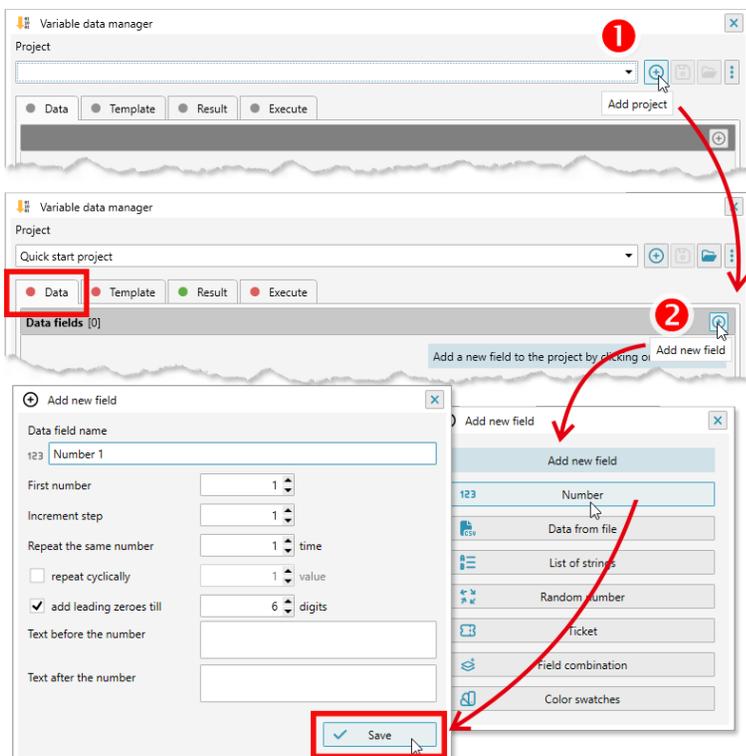
QUICK START

The plugin has a lot of features, which are described below, but in order to understand how in general it works, you can perform a small test run.

1. Prepare a template – a CorelDraw file where there is at least one text field which you want to numerate.

2. Create a new project in the plugin by clicking on the  button in the projects manager at the top of the form **1**

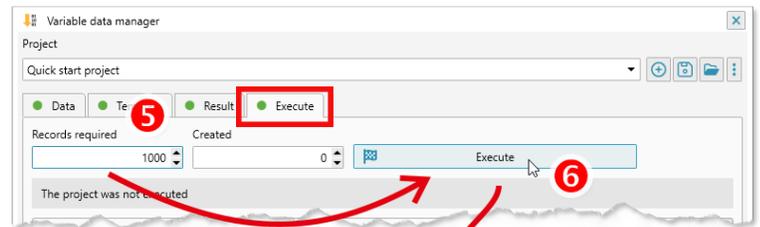
3. On the **Data** tab, you need to specify how the variable number is formed – its initial value, increment etc. To do this, click on the  in the field list **2**, select **Number** as the data type and adjust, if desired, the default parameters. The plugin will assign **Number 1** as a name for the field.



4. Next, you need to bind the data to the text object in the template. Go to the **Template** tab and select the text shape **3** in the CorelDraw document. When the suitable object is selected, the  button appears **4** in the list header, clicking on which you can specify which data field it should be bound to. In the parameters window select the **Number 1** field and click **Save**.

5. You can leave default for a while all val-

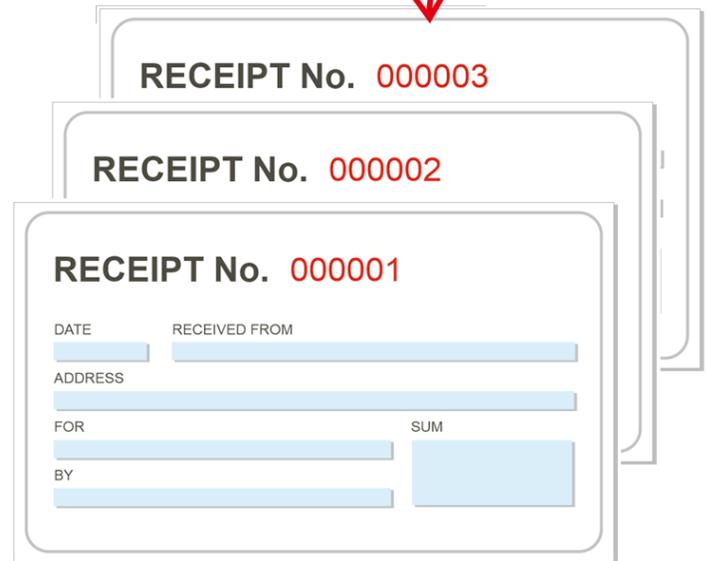
ues in the **Result** tab. Go to the **Execute** tab, specify how many records to generate **5** and run the project by the **Execute** button **6**. As a result, you will get a file based on your template, but with different values in the text object on each page.



PROJECTS MANAGEMENT

Many of the ReproScripts plugins use projects to organize their work. Each project contains complete information for them to carry out the required task. Variable data manager keeps in projects the rules for generating and substituting variable data, the parameters for saving the finished file etc.

There is a project manager control at the top of the plugin's window. To create a new project, click the  button and give it a name. As a name, we recommend using the job order number. This will allow you to easily nav-



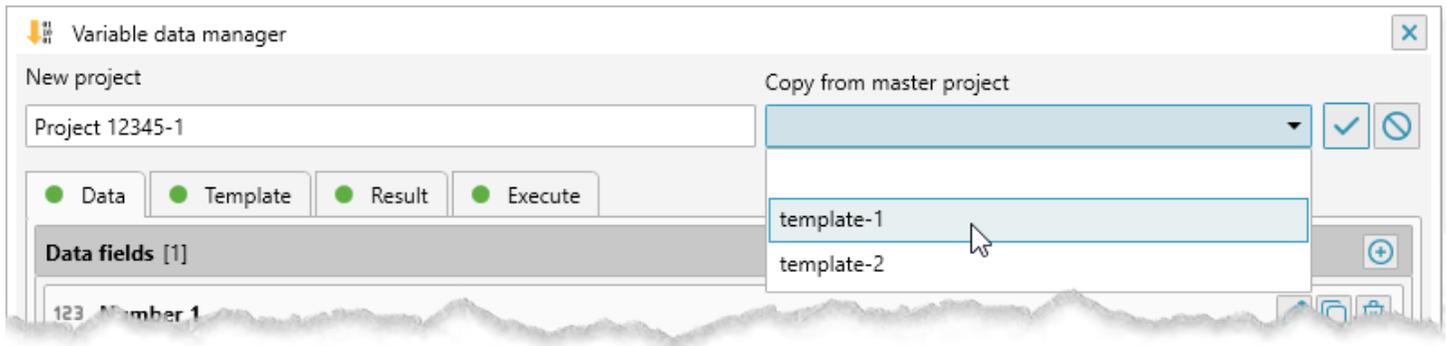
igate in the list of projects. If you make any changes to the project, you must save it by clicking on the button with a floppy disk .

To access additional project manager commands, you can click on the  button. From the menu that opens, you can delete the project or save it under a different name. You can also use the import/export commands to move a project from one location to another, which will allow you to save the current project to the selected folder or load an external project into the list.

The plugin supports master projects. The master contains parameters that are reused during the cre-

ation of new projects. This approach excludes the need to re-enter the same data for each project and, at the same time, have any number of presets “by default”. The master project saves the settings you need to repeat from project to project from the **Data** and **Result** tabs, but the CorelDraw template data that is individual for each project is not saved.

For example, you can create



Template 1 - a variable number repeated 2 times / imposition on A3 sheet / output format: CDR

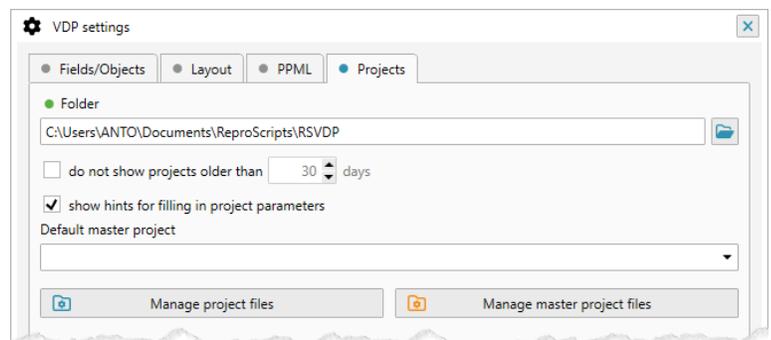
Template 2 - a variable number without repetitions / imposition on SRA3 sheet / output format: PPML

Any project can be saved as a template by clicking on the  button.

PROJECT MANAGER SETTINGS

In the plugin settings, which opens when you click the button with the gear  in the lower right corner, the last tab allows you to configure the project manager. You can specify the folder in which the projects are saved, by default **My Documents\ReproScripts\RSVDP** is used.

If you regularly use the plugin, you can accumulate a large number of projects, in order to limit their list in the manager, you can check the box **do not show projects** older than and specify maximum age for the projects to be included in the list. This is convenient because typically you do not often have to come back to old projects.



It is possible as well to specify the default template which will be automatically offered for each new project. For this purpose it is reasonable to create a project with the most frequently used parameters.

Projects and templates are saved as regular files on the disk, with the same names that are specified in the plugin. In order not to complicate the interface of the plugin, there is no possibility to rename or delete such files exists in the settings. But, in the project tab there are two buttons that allow you to open

the corresponding folders and perform the deletion / renaming of files using the standard Windows Explorer. Restart the plugin to update the lists if you changed anything in these folders.



VARIABLE DATA FIELDS

The first tab of the plugin window allows you to control the formation of variable data, which will be substituted into the CorelDraw objects of the template. You can add any number of fields of different types to the list. To add a new field in the list click on the  button in the header.

EDITING THE LIST OF FIELDS

Each field in the list has three buttons on the right hand side to remove it from the list , duplicate  and open the field parameters editor .

Selecting items in the list with Shift+Click allows to simultaneously perform operations on several fields in the list. If there are marked fields in the list, two buttons appear in the header, allowing you to copy the fields into memory  and deleting all marked fields at the same time .

If fields have been earlier copied into memory, the  button is visible in the list header, allowing you to paste previously copied fields into the list. This is useful for transferring fields from a project to a project.

ADDING NEW DATA FIELD

Pressing  to add a new field in the opened list, you must select the data type. After selecting the desired type, the window for editing the field parameters, specific to each of them, opens. For any field type,

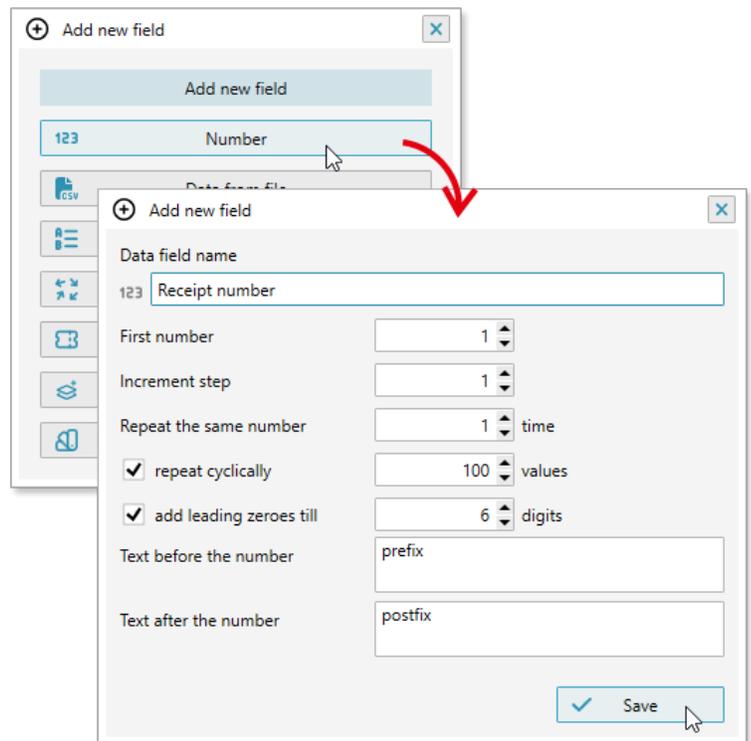
you can change the name that will identify the field in other parts of the project and so it is desirable to give it a more understandable value than the default one.

VARIABLE NUMBERS

This type of field allows you to substitute successively changing numbers in the text objects of the template.

Number field parameters:

- ▶ **First number**: the number from which the plugin will start the numbering
- ▶ **Increment step**: the change of the number at every cycle of the plugin work. The step can be either positive for increase, or negative for decrease of the number. Obviously, there is no sense in setting the zero value, since the number in this case will not change.
- ▶ **Repeat the same number**: how many times the same number will be repeated after its first appearance
- ▶ **Repeat cyclically**: if the option is active, the number increase will not be infinite, but only the specified number of cycles and on the next step the value will be reset to the initial value. For example, if the first number is 1 and the increment is 1, then the sequence of numbers will be 1, 2, 3, 4, 5, 6, 7 without cyclic repetition, if 3 cycles are activated, the sequence will become 1, 2, 3, 1, 2, 3, 1 ...
- ▶ **Add leading zeros**: when the option is enabled, the number will be padded in front with zeros to the specified minimal length
- ▶ **Text before/after the number**: additional text that the plug will append to the calculated number before substitution into the template object. Both prefix and postfix values can be a multiline text.



DATA FROM FILE

The plugin allows to load information from a CSV file and use them for substitution into text objects. CSV file is a simple text file that you can create by exporting a table from Excel (*.xlsx) format, or from other applications. It is easy to form manually.

The structure of the CSV file is simple – it consists of strings, in each of which the columns are divided by the character ‘,’

Example of a CSV file with three columns:

Column 1-1, Column 1-2, Column 1-3

...

To be able to use a comma inside the columns themselves, sometimes they are enclosed in quotes:

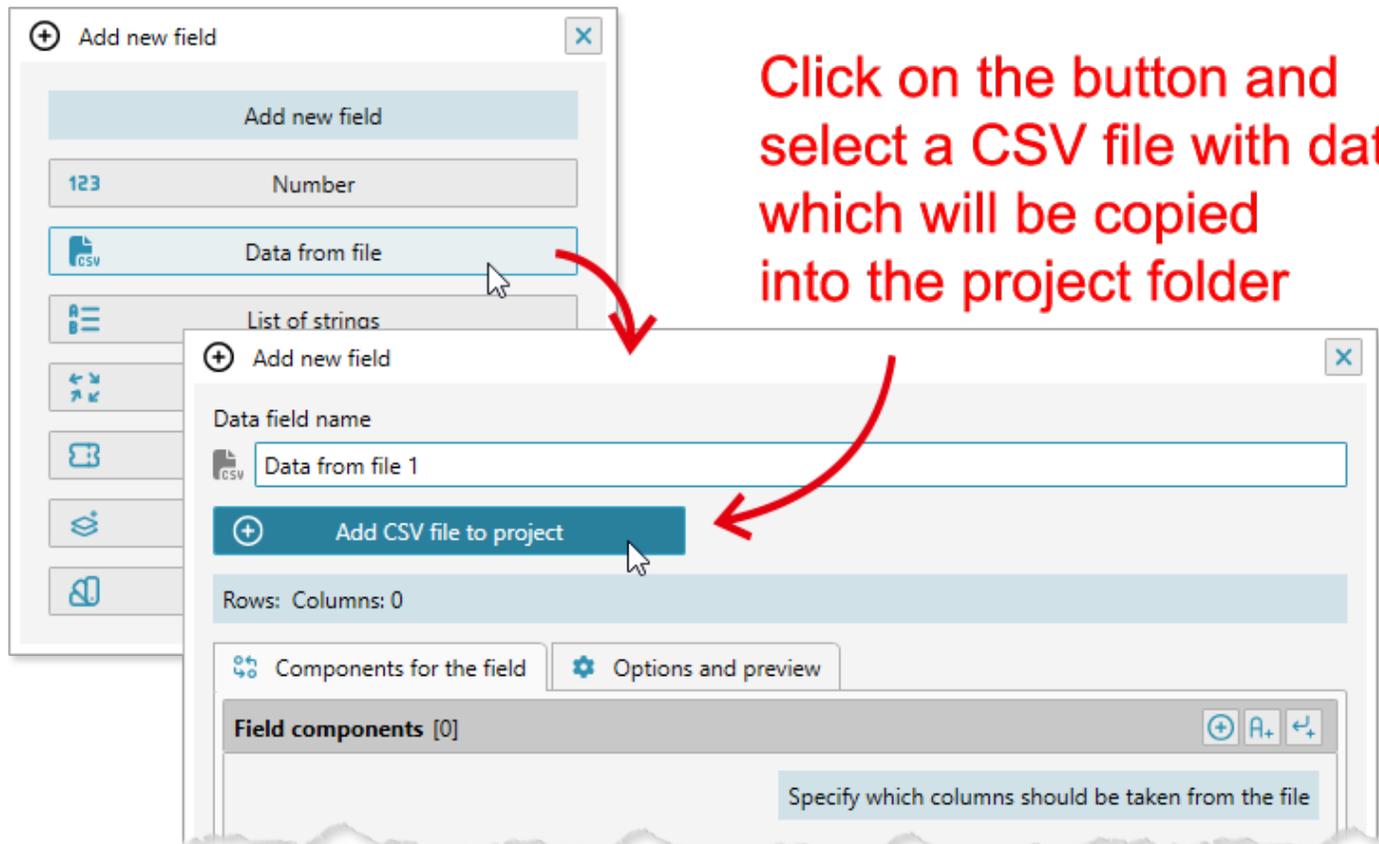
"Column, 1-1", "Column, 1-2", "Column, 1-3"

...

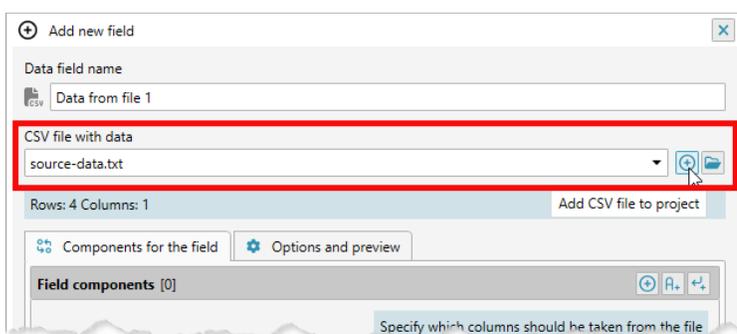
WHERE THE PLUGIN LOOKS FOR THE CSV FILE

In general, the plugin in its work tries to place all the data next to the CorelDraw template file, which will be used to substitute the data. Therefore, a template file should be specified in the project and this file should already be saved on disk.

If no CSV files with data have been added to the project yet, but you need to click the button and select the desired file on the disk. The plugin will create a folder for the project's working materials, located



next to the template file, and copy the data into it. You can import additional CSV files into the project by clicking the  button and select them from the list for each field individually.



You can also use the  button to open the folder on the disk where the data files are physically located – adding and deleting files via Explorer is also tracked by the plugin and displayed in the field parameters.

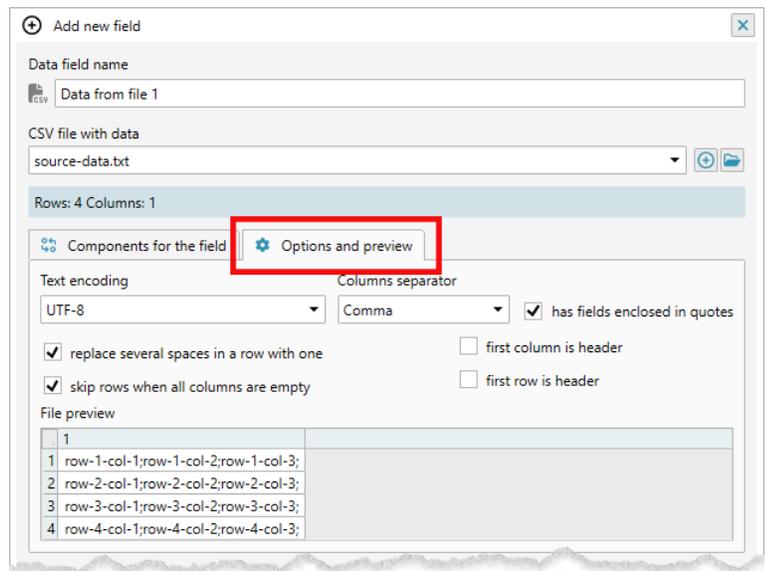
MANAGING THE IMPORT OF DATA FROM A CSV FILE

For each CSV file added to the project, you can set additional parameters that control its

import. The options are available from the second tab of the field.

Text encoding — allows you to fix potential problems when importing files in encoding other than UTF-8. If during import the text is replaced by incomprehensible characters — specify the correct encoding in which the file is written. Or just save it in UTF-8 encoding before importing.

Column separation character — specifies which character to use when separating each row in the file into columns. This symbol may differ depending on the settings on your system, but you can always set any symbol that suits you. For most countries, the default character will be a comma.



Has fields enclosed in quotes Quotes are used in some versions of CSV files to avoid column break issues. For example, if a comma is the column break character in your file, then in order to be able to use text with commas inside the column itself, it must be enclosed in quotation marks. If the check box is not ticked off, the import will expect a file without quoted columns.

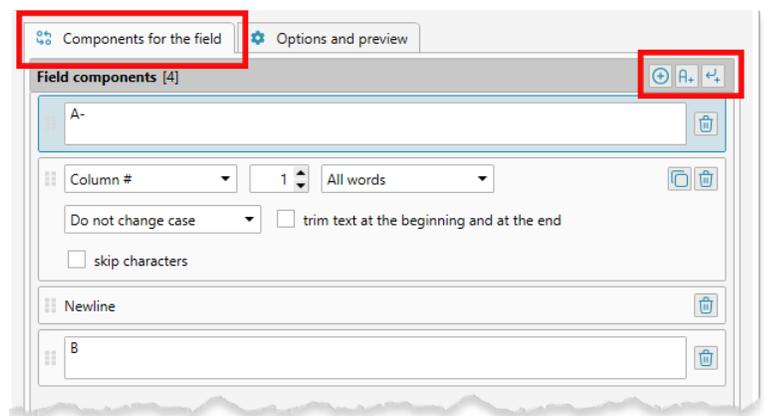
You can also set up ignoring empty lines, multiple spaces in a row, and not taking data from the first row or column if they are a header.

In this tab, you can see how the plugin imported and split the data into rows and columns and, if necessary, change the import settings to correct inaccuracies.

WHAT THE PLUGIN TAKES FROM THE CSV FILE

On each cycle of its work the plugin sequentially takes the next line from the file and splits it into columns, then forms data from them which will be inserted into the template.

In the settings of the field of the file there is a list that allows you to specify which columns to take from the string, how to process them, and in what order to put to form data ready for insertion.



Pressing the button in the field elements header you can add:

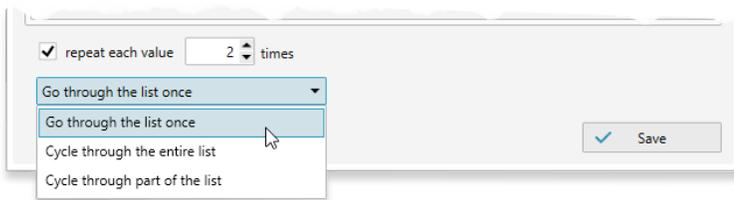
- ▶  the data from the line: the whole line or just a column
- ▶  arbitrary text which can be multiline
- ▶  line break (= Enter)

The plugin forms the field following the list from top to bottom, you can dragged the field elements with the icon  to control their arrangement.

The elements list allows to form from each line of the CSV file a field ready for insertion. The plugin ignores the extra columns and lines, and if it does not find it, inserts an empty string instead (reporting this in the log about doing the work).

REPEATING VALUES

Below the list are the settings that allow you to control the repetition of data insertion. During normal operation, the plugin processes each line of the file once during each cycle of its work. If the “repeat” checkbox is checked, it will take the same line from the file the specified number of times, ultimately forming a repeating value.



From the drop-down list you can choose what to do if the data in the file has run out, but a new value is required for generation. By default, an empty value will be returned and substituted.

But you can also specify that if the data ends, you need to start again from the beginning of the data file. In this way, you can repeat all the lines from the CSV file or only a limited number of them. If you specify the need for cyclic repetition, the plugin will sequentially process and generate values from the specified number of lines, and then return to the first line again.

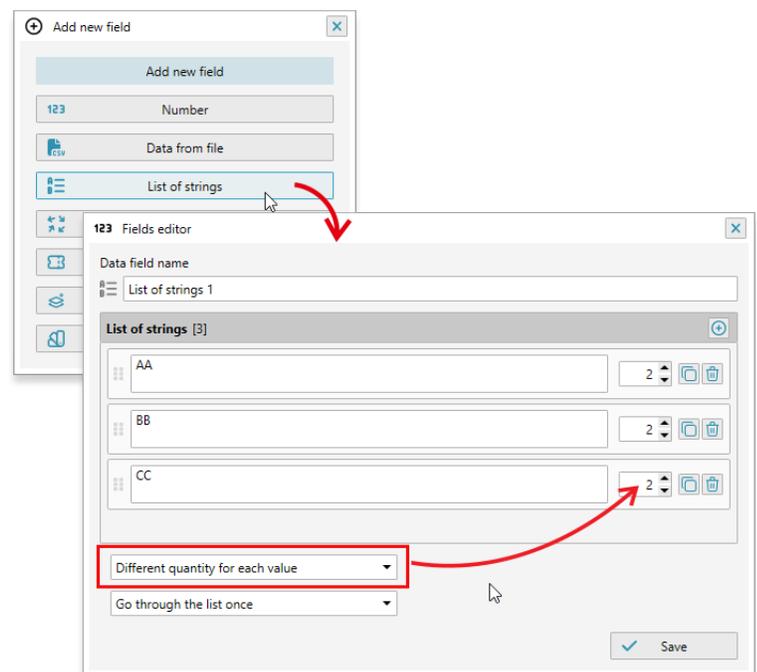
For example, if there are 7 lines in the file, then without a cyclic repeat the plugin will take the lines **1, 2, 3, 4, 5, 6, 7, 'empty', 'empty', ...** if you specify the cyclic repetition of 3 rows, then the lines **1,2,3, 1,2,3,1 ...** will be processed ...

LIST OF STRINGS

This type of field allows you to quickly create small lists that are required for generating data. Larger lists are easier to load from a CSV file.

To add a new string, click the  button and type in the required value which can be single or multiline text. You can drag items with the icon  to control their arrangement. This can be important, since the plugin handles the rows in the list sequentially from top to bottom.

The value of each line can be repeated several times — the exact repetition scheme is selected in the drop-down list below. You can configure the repetition of all lines of the list at once or individually for each line.



You can also choose what to do if all values (including repeats) in the string list are exhausted. During normal operation, the plugin processes each string once during each cycle of its work. From the drop-down list you can choose what to do if the data in the file has run out, but a new value is required for generation. By default, an empty value will be returned and substituted.

But you can also specify that if the data ends, you need to start again from the beginning of the strings list. In this way, you can repeat all the lines from the list or only a limited number of them. If you specify the need for cyclic repetition, the plugin will sequentially process and generate values from the specified number of lines, and then return to the first line again.

RANDOM IDENTIFIERS

Generating variable data often requires the formation of random identifiers. The Variable data manager plugin allows you to predictably get random values of the most complex format.

PREDICTABILITY

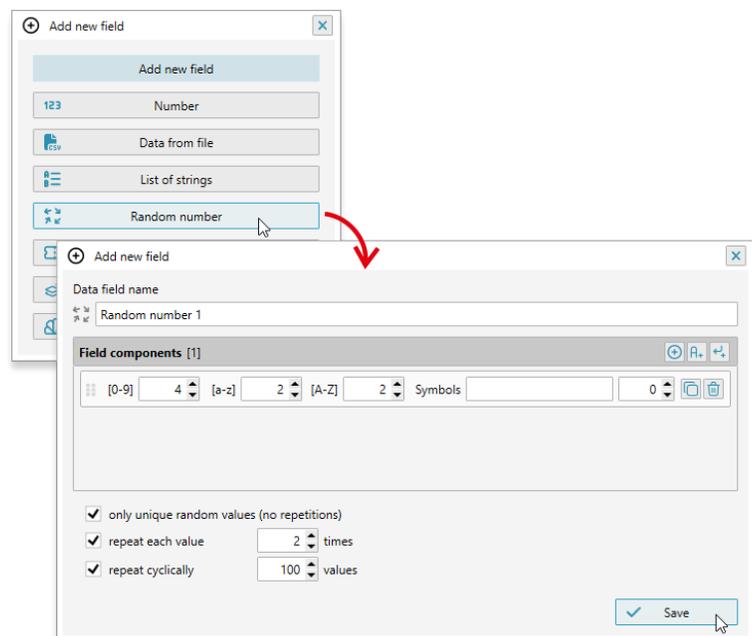
Predictability means the need to get a random value from one side, but on the other hand, its repeatability when the project is restarted. For example, if you want to print the print run or repeat exactly one part of it. To achieve that the plugin generates and stores a list of random values for each field and does not change it when restarting, unless, of course, the field itself has been changed. This allows to get identical values when restarting the project for one reason or another, not at the expense of randomness.

In addition, it is often required that the list of variable identifiers used in the circulation be transferred to the customer in electronic form for further processing and control. The plugin allows to do this by creating a CSV file with a list of variable fields in the print run.

The value file is saved in the working folder of the project and can be deleted if desired. The plugin forces the plugin to regenerate all random values.

RANDOMNESS

In the parameters window of the random field there is a list that allows to form its structure. In the simplest case, it is enough to specify one line and set the number of characters of each kind that will be used for the random identifier. Such parts can be several, with a different set of symbols. They can be divided among themselves by static text or line breaks. Parts can be dragged up and down the list using the  button, which will affect the final appearance of the identifier.



The plugin will alternately process all rows of the list (from top to bottom) and merge them into one final value. This approach allows you to generate identifiers of a very complex structure with an arbitrary set of numbers, letters, symbols, both static and variable.

In addition, you can check the box indicating the need to check the number for uniqueness (**only unique random values**). This ensures the formation of a list without duplicate values. If the checkbox is disabled, duplicates may appear in the resulting file.

REPEATING VALUES

Repeat each value checkbox allows to specify how many times the same value will be used when you substitute data in a template. You can also specify that you need to repeat only a few values cyclically (repeat cyclically). In this case, the plugin will generate a list of the required length and reaching the end will return every time to the starting point.

QUANTITY OF RANDOM VALUES

After setting the random values field and specifying the parts it consists from, it will be added to the data list of the main form of the plugin. The information in the field's line will indicate the estimate of the number of possible unique random values for the given parameters. This is useful if the length of the variable identifier is set too short and there may not be enough unique values for the entire print run. In case of impossibility of formation of a unique value, the plugin will report this in the generation log when performing the work.

TICKETS

The numbering of tickets for various events has its own peculiarities, which are difficult to realize with the help of ordinary numbers. The plugin suggests using a special type field for this purpose, in which the data is organized in the form of a virtual scheme for allocating seats in the hall with zones, rows, seats.

In the field parameters there is a list that can be filled in sequentially by specifying in which zone how many rows and how many seats there are. For each row, you can also specify a price.

At the bottom right, the plugin displays information about how many unique values (= seats) are in the list. This value is convenient to use later when the project is started. In each cycle, the plugin will take each entry in turn and use in the template its zone, row and price.

Rows from/till	Seats from/till	Price	Zone
1	10	31	50 Stalls
11	15	25	40 Stalls
11	15	26	31 Stalls
1	7	20	39 Balcony

Number of records: 605

repeat each value

Go through the list once: ▼

Decimal places in price: 0 delimiter: ,

Save

Random number

Ticket

Field combination

Color swatches

Having formed the seats list once it can be used in various projects by copying the necessary field from the project to the project.

IMPORT THE LIST OF SEATS

Often the layout of seats in the hall already exists in electronic form, for example in the form of an Excel table. Therefore, the plugin allows you to import it from the CSV format.

To import, you need to click the  button and specify a CSV file that contains information about the seats in the hall.

The plugin expects a specific file structure, so that you can use the data from it. The structure is quite simple and logical and is based on real data. The schema file in each row should contain information:

- ▶ **zone**: single column
- ▶ **price**: single column
- ▶ **range of rows**: mandatory, can be in two formats:
 - a) in one column the starting row is indicated, in the other one the end row for the given range is indicated
 - b) in one column, both the beginning and the end of the range of rows separated by a '-' symbol
- ▶ **range of seats** mandatory, can be in two formats:
 - a) one column indicates the initial seat number, the other indicates the final number for this range
 - b) in one column, both the beginning and the end of the range of seats separated by a '-' symbol

Individual parameters are configured in the import window. If the beginning and end of the range match, you can specify the same column number to load data from. After importing all the data will get into the table which be used by the plugin to pick up suitable values at each cycle of it work to insert into the template.

REPEATING VALUES

In some cases, it may be necessary to insert information about a specific place more than once in the template. There are two flags below which allow to repeat the same value a specified number of times. It is also possible to loop repeatedly when the plugin alternately inserts information about places from the list to the end of the list, and then returns to the first value and repeats everything again.

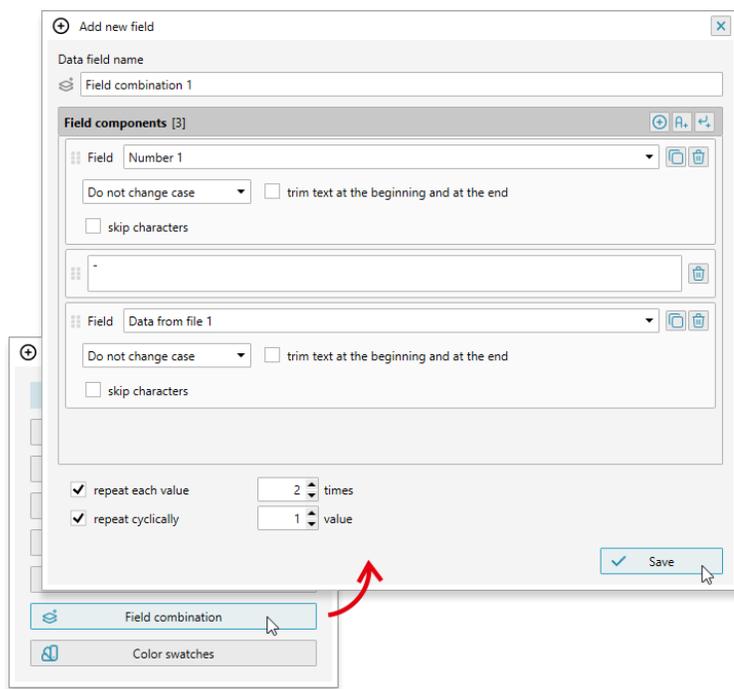
PRICE FORMAT

Designers often use non-standard decoration of price values on thicketts. To expand the plugin's capabilities in this area at the bottom of the parameters window, you can specify the number of decimal places to round the price to, and use a separator which should be used between the main and fractional parts.

COMBINING FIELDS

In actual practice, sometimes it is not enough to use a value from a single field for substitution. A combination of fields of different types may be required. To do this, the plugin provides a special type of field.

In the settings window, you can select previously defined fields, separate them with static text  which can be multiline or break the line .



The plugin will successively process all elements of the list to form a single value, which will to be substituted into the template when generating data.

Elements can be dragged down the list using the button  in each of the lines. To duplicate any of them, you can click the button .

Each value can be further processed – the text case can be changed, extra spaces can be removed, or only a certain range of characters can be taken from the field.

Each value of the combined field can be repeated a certain number of times, and if the list ends, it can be started from the beginning. This can be controlled using two checkboxes below the list.

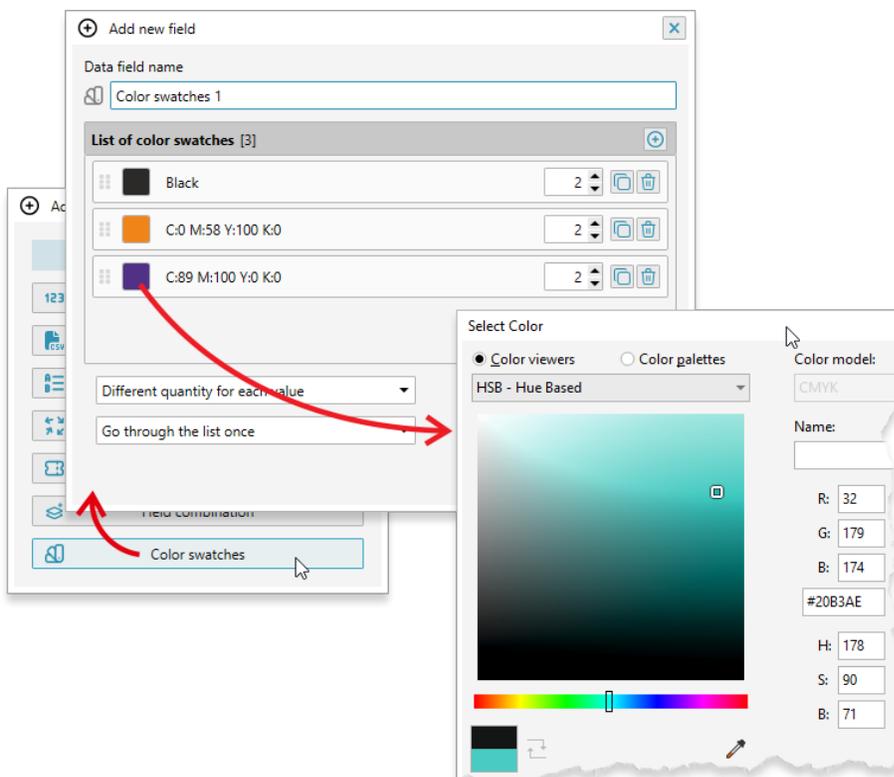
COLOR SWATCHES

You can also add a list of colors to a project as well as a list of strings. They can be assigned to variable objects later. As a result, variable objects will change not only the data during generation, but also the fill or stroke color.

To add a value, click the  icon and type it in the list. To select the desired color, click on the square with the color – the standard CorelDraw dialog box will open.

You can drag items with the icon  to control their arrangement. This can be important, since the plugin handles the rows in the list sequentially from top to bottom.

The value of each color can be repeated several times – the exact repetition scheme is selected in the drop-down list at the bottom. You can configure the repetition of all colors in the list at once or individually for each.

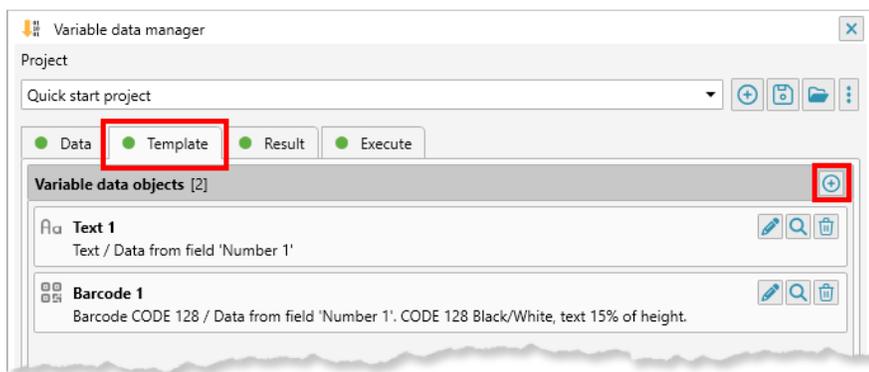


TEMPLATE

The data specified in the first tab of the plugin will be inserted into the template, which can be any single-page or multi-page CorelDraw file.

The plugin allows you to substitute variable data in following types of objects:

<i>CorelDraw shape type</i>	<i>Can be used for</i>
Artistic or Paragraph text	variable text from any field, variable colors
Rectangles	variable barcodes or images from a folder, variable colors
Other shapes	variable images from a folder, variable colors

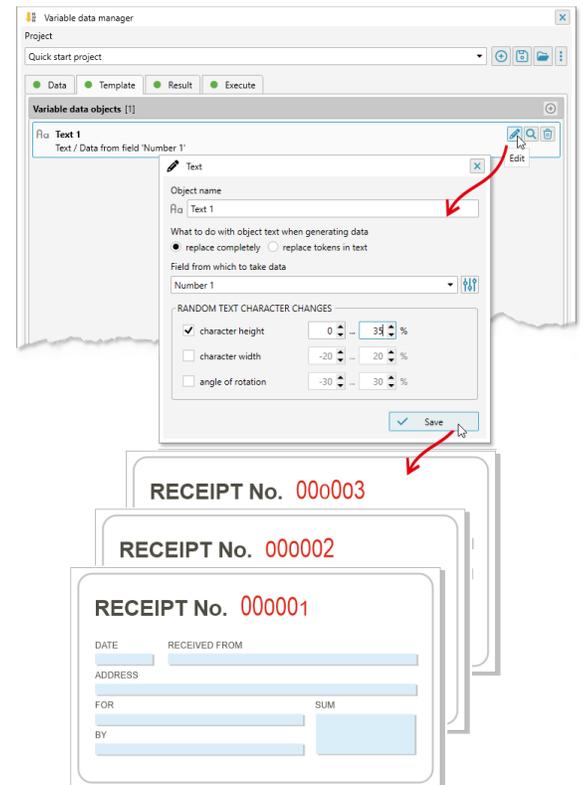


The only restriction on objects that will be used to substitute variable data in them is that they should not be in groups or clips. To add a new object to the project, you must go to the template tab and select the desired object in the template file. If this shape is suitable for use, the plus icon will appear in the list header, clicking on which you can bind to the object data and specify additional parameters for inserting variable values.

VARIABLE TEXT

Variable text substitution is possible in the **Artistic and Paragraph** text shapes. After selecting a text object in the template, click on the plus icon. It's important to remember that when you insert variable data, the plugin saves all the text formatting options — font, size, alignment, color, etc. When you add a new object, the plugin will form a suitable name for the object, which, if necessary, can be changed to a more convenient one.

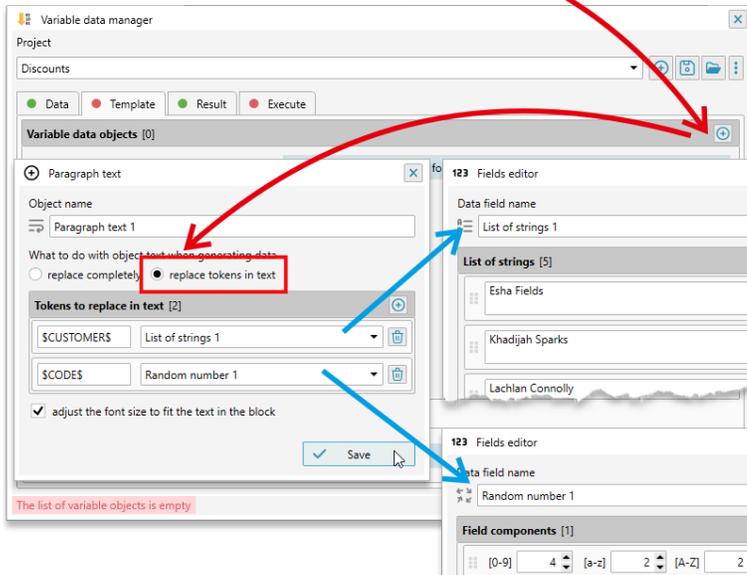
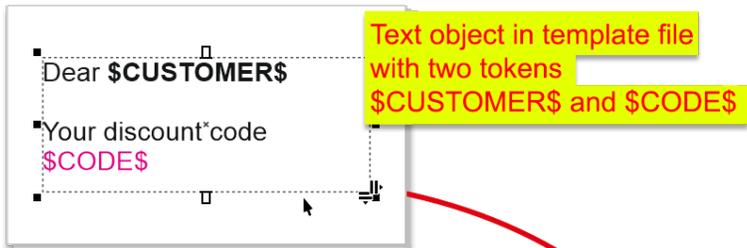
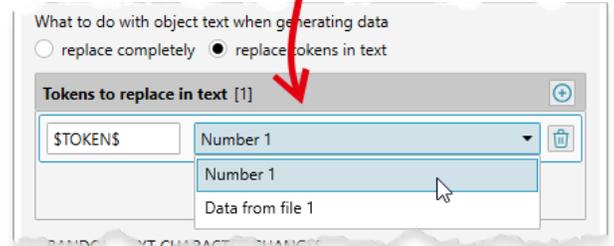
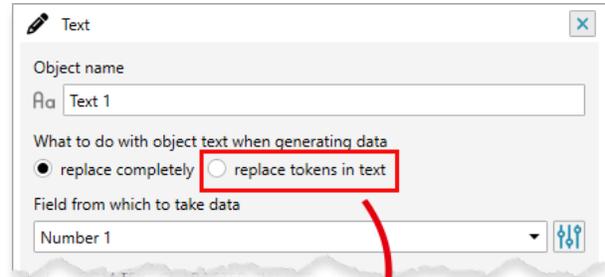
The most important parameter for the template shape is the the field the data from which will be inserted into it. In the drop-down list, specify the required value. If the list is empty then it will be necessary to create data fields as described earlier first. If the variable data source is not specified, then there will be an error message for the object and the plugin will not be able to start working until the problem is fixed.



SELECTING A TEXT REPLACEMENT METHOD

For a text object, you can configure the method of replacing text when generating data. By default, the text initially present in the object will be completely replaced with a new value.

If you select token replacement, you can add a list of text markers that will be found in the template text and replaced with the value of the specified field. This option allows you to conveniently work with single- or multi-line text, replacing only the necessary values in it, while leaving the static text unchanged.



For example, if you create a template with a text object that contains text with two tokens **\$CUSTOMERS\$** and **\$CODES\$**, then in the object parameters you can set one of the fields with data in the project for each of the tokens. For example, we added a simple text list with names and a field with a random number.

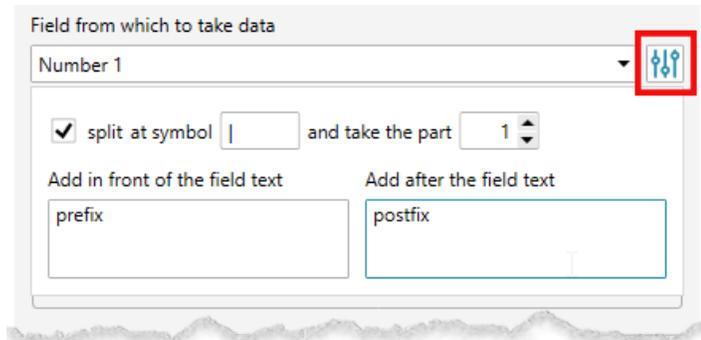
During the data generation process, the plugin will replace the tokens with the required data, while preserving the text formatting - colors, fonts, etc.

Working with tokens is available for both paragraph and artistic text, including multi-line text and linked frames.



ADDITIONAL TEXT VALUE PROCESSING WHEN REPLACING TEXT COMPLETELY

By clicking on the  button, you can set up additional parameters for processing the text value before inserting it into the object. The text can be divided into parts by the assigned symbol and only one of them can be taken. You can also add arbitrary static text at the beginning and end.



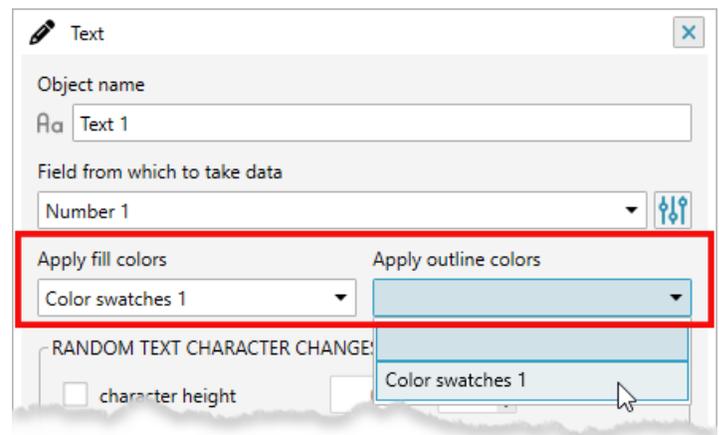
In the parameters of a text object, there are two text boxes that allow to add extra text to values received from the assigned field. This can also be done in the field itself, but in some cases it is more convenient to do this at the object level. For example, if the same field is used for multiple shapes, some of which need to have different prefixed/postfixed values. In this case, it is sufficient to create one data field and slightly modify it at the object level by adding pre-/postfixes.

DYNAMICALLY CHANGE THE COLOR OF THE OUTLINE AND FILL

If the project contains a list of variable color swatches in the data, then in the text object parameters you can assign it for filling or stroke. In this case, when generating variable data, not only the text itself will change, but also its color in accordance with the data specified in the field.

OPTIONS FOR ARTISTIC TEXT

As an option for **Artistic text** shapes, you can specify random variations for each of its symbols. This allows to get an interesting effect of randomly distorted text in height, width or, even, the angle of rotation. The specified distortions are tied to the value of the field itself and are also saved when rerunning the circulation, providing a certain level of stability of this effect.



OPTIONS FOR PARAGRAPH TEXT

The only available option for substituting data in **Paragraph text** is to indicate the need to fit too long text lines into its borders. In real practice, this option is used very widely, since it can easily turn out that when you substitute text data, they will be too long for the selected boundaries. The plugin will adjust the font size so that it fits completely in the selected frame.

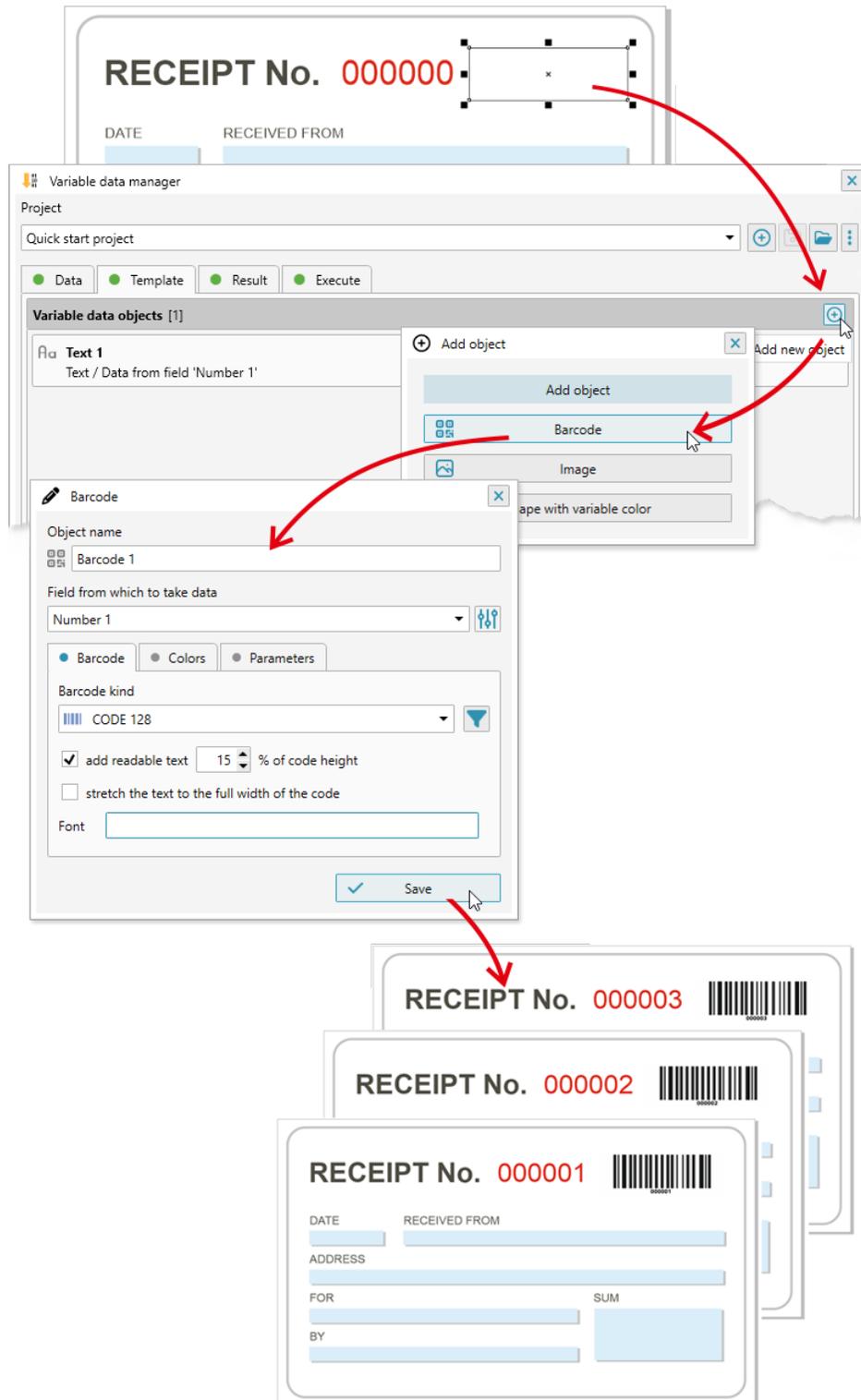
It should be noted that the plugin supports linked frames, including if they are located on different pages of the template. The text font for multi-page frames is adjusted taking into account their general

VARIABLE BARCODES

The plugin allows to add a variable barcode to the template. To do this, draw a rectangle in that place and the size that is needed. If you select a rectangle in the CorelDraw template, the  button will appear in the header of the list of objects, allowing you to add the shape to the list.

When creating a variable barcode, the plugin takes into account only the size and location of the rectangle. Its color and other parameters do not affect the appearance of the codes. In barcode parameters, you must specify the field data from which it will be substituted into it and, if necessary, the text that will be added at the beginning and at the end of the generated value.

It is important to consider that many bar codes support a strictly limited set of characters, most often numbers and some symbols, and some barcodes also require a fixed length of the substitution value.



Therefore, the fields with the data specified for the barcode must meet these requirements. Otherwise, during the data substitution process an error will be issued and the bar code will not be generated.

For any type of code, you can set the background color and the color of lines from which it consists and the orientation within the boundaries of the selected rectangle. The rotation value specified here allows you to specify the orientation of the code in the rectangle. If the rectangle has an angle, then the barcode will be rotated additionally to the same angle.

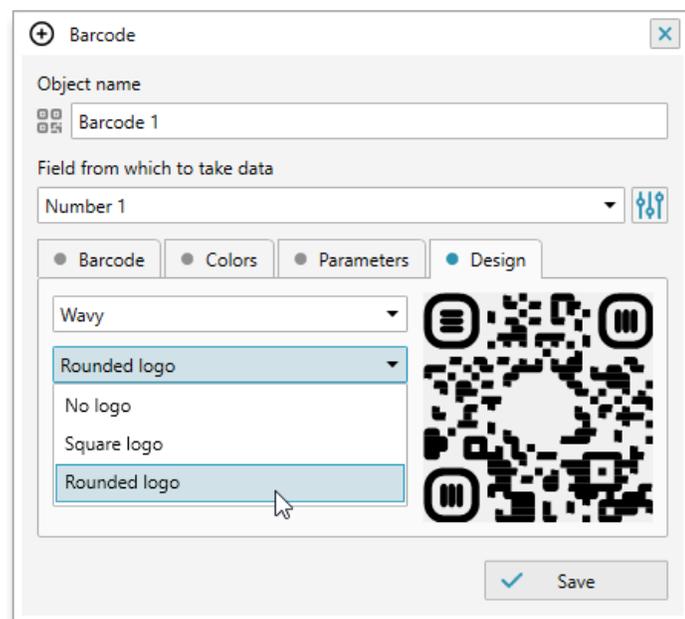
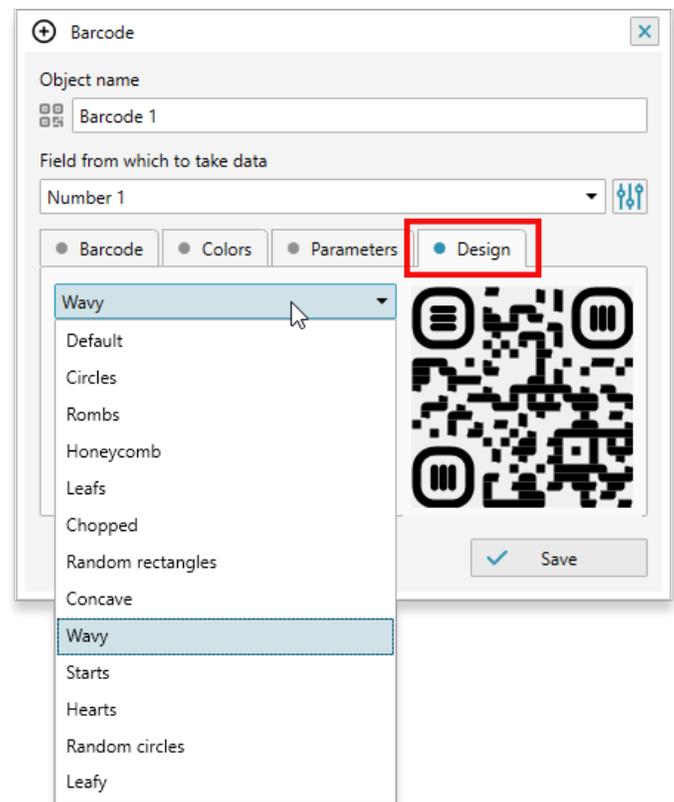
For bar codes that support text placement, you can specify parameters (for certain codes, not all values are available):

- ▶ font used for text output
- ▶ the font size in % of the height of the barcode
- ▶ whether the text is required to stretch to the full width or just align in the middle
- ▶ vertical shift of text in % of height: 0% - text from below 50% - text in the middle of 100% - text on top of the barcode

In addition, you can configure other parameters specific to different barcodes. You can find the table which contains the list of barcodes supported by the Variable data manager at the [ReproScripts Barcodes](#) page.

QR CODE DESIGN

When selecting a QR code, you can specify the design in which the QR code will be generated. When you select a QR code, a preview window appears in which you can evaluate the appearance of the code when choosing a particular design. RS plugins come with several standard styles, but you can also develop your own styles using the RS Barcodes plugin. More information about changing the design of the QR code can be found in the description of the RS



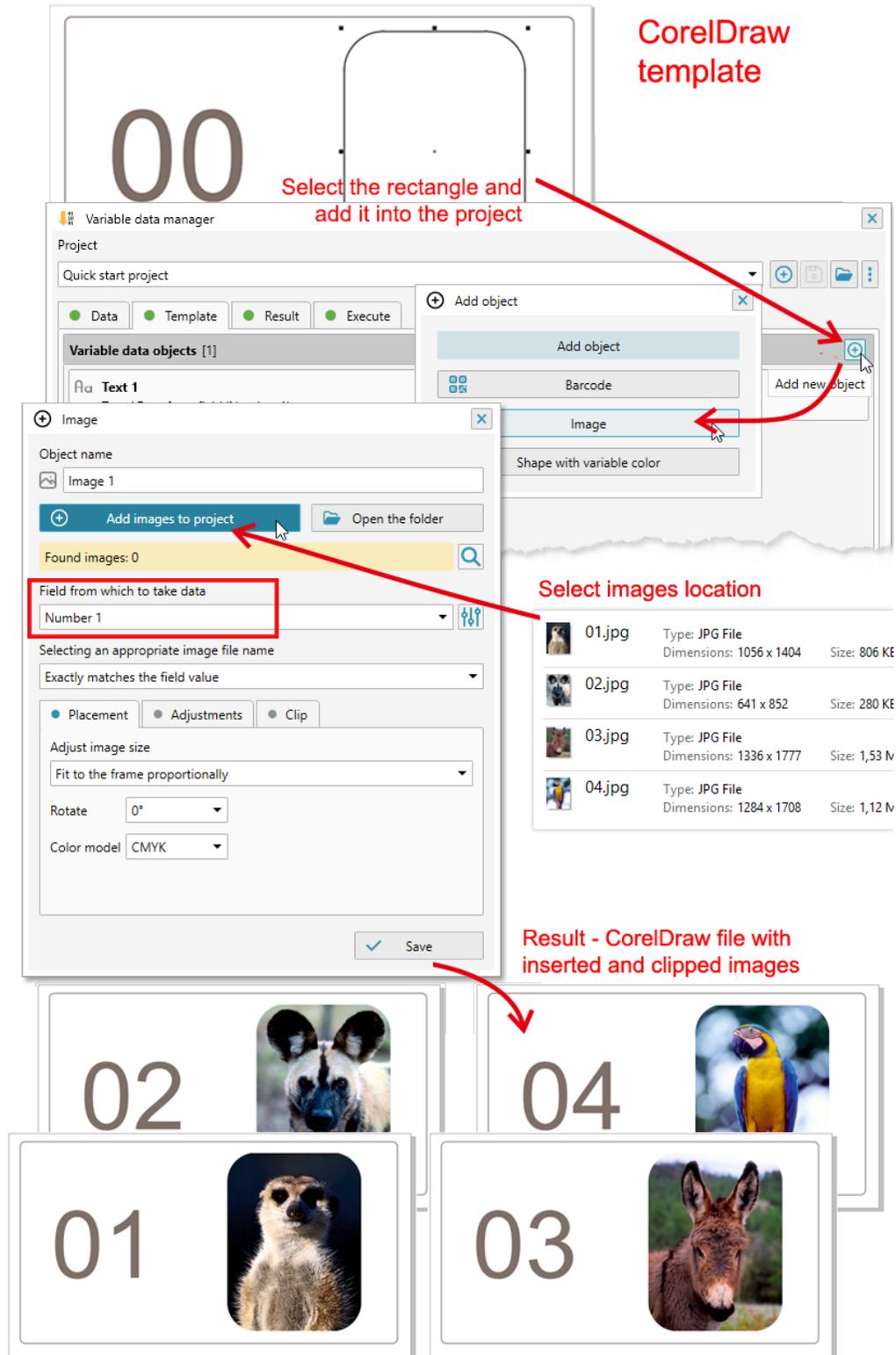
barcodes plugin.

PLACE FOR LOGO IN QR CODE

The QR code allows you to set parameters in which you can select an empty area in which you can place a logo or other image. The plugin automatically calculates the space that can be safely highlighted in the barcode while maintaining its readability. The logo itself needs to be placed in the template approximately in the place where a free zone is expected and a transparent background for the generated barcode should be set.

IMAGES SUBSTITUTION

Another task for working with the variable data that the CorelDraw Variable data manager plugin solves is batch import and substitution of images from the directory on the disk. To add a variable image to a template, you must select a rectangle, ellipse, or other vector object that will serve as a container. The  icon will appear in the header of the list of objects, which opens the window for editing the import settings for images.



CorelDraw template

Select the rectangle and add it into the project

Variable data manager

Project

Quick start project

Data Template Result Execute

Variable data objects [1]

Text 1

Add object

Add object

Barcode

Image

Shape with variable color

Add new object

Image

Object name

Image 1

Add images to project

Open the folder

Found images: 0

Field from which to take data

Number 1

Selecting an appropriate image file name

Exactly matches the field value

Placement Adjustments Clip

Adjust image size

Fit to the frame proportionally

Rotate 0°

Color model CMYK

Save

Select images location

	01.jpg	Type: JPG File	Dimensions: 1056 x 1404	Size: 806 KÉ
	02.jpg	Type: JPG File	Dimensions: 641 x 852	Size: 280 KÉ
	03.jpg	Type: JPG File	Dimensions: 1336 x 1777	Size: 1,53 M
	04.jpg	Type: JPG File	Dimensions: 1284 x 1708	Size: 1,12 M

Result - CorelDraw file with inserted and clipped images

02 

04 

01 

03 

You need to add images to the project by clicking on the button and selecting them in the explorer. The images will be copied to the project folder located next to the template file.

In order for the plugin to determine which image from the folder to take at each step of the work its name must match the value created by one of the data field. In the import settings window, you need to specify the field from which the plugin will pick up the name. For example, give numbers to all images as their names and create a field which generates this sequence in the project. Or, you can load image names into a field from a CSV file. At each step of its operation, the plugin will form the next value of the specified field (for example, the number or line from the file) and look for images with this name in the **Images** subfolder. How the value can be compared with the name can be specified using the parameter in the settings window – either the file name must completely coincide with the calculated value, or the calculated value should simply be contained in it.

The second option is convenient, because it allows to use any text in the names in addition to the required identifier. But it is important to avoid ambiguity in names. For example, for the value “1” files “File 1”, “Image 12”, “Picture 101”, etc. are suitable. as one of the solutions, you can also use the extra text for fields before and after the calculated value. If you add “[” at the beginning and “]” at the end, for example, the plugin will look for files containing “[1]” in its name and can not confuse them with the names “Image [12]”, “Picture [101]” etc.

Extensions of graphic files that the plugin should search in the folder are set in the plugin's settings, which are opened when the button with the gear  is clicked in the lower right corner of the form. By default, files with extensions **jpg, jpeg, png, bmp, tif, tiff** are searched.

If the file is found, the plugin imports it and places it in the place reserved for it by the CorelDraw shape from the list. If the **use the shape as a clip** for the image checkbox is activated in the Clip tab, the image will be placed in the PowerClip. So you can, for example, import photos in a round frame.

The plugin does not require preliminary processing of image sizes making them the size of the frame object. The option in the settings allows to specify how the imported image will be scaled:

- ▶ **Do not resize**: place as is without scaling, aligned to the center of the frame
- ▶ **Fit to the frame proportionally**: both sides larger and smaller will fit within the frame, while at the same time an empty space may appear on the smaller side
- ▶ **Fill the frame proportionally**: both sides will proportionally fit within the frame, the larger side may go beyond the frame and be clipped
- ▶ **Fill the frame non proportionally**

The value of the rotation indicates the need to perform this operation at the specified angle before calculating the fill. This can be used if all the images in the folder are not oriented as required.

Imported images can be adjusted before placement in the template. For them, you can specify the percent change in brightness, contrast and saturation, as well as reduce the resolution to 300 dpi, if it appears after scaling higher. CorelDraw allows to adjust only the images of the RGB model, so it is necessary to convert the imported images to this model if adjustments are to be performed.

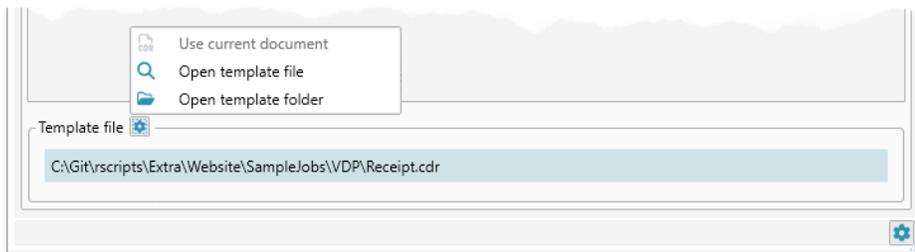
The Variable data manager plugin allows to specify the desired final color model for images. If it is different from the current one, or the image for adjustment reasons has been converted to RGB, the plugin can convert it to **RGB, CMYK** or **Grayscale** if necessary.

SHAPES WITH VARIABLE COLORS

If the project contains a list of variable color swatches in the data, they can be assigned to a vector object for filling or stroke. In this case, when generating variable data, its color will change in accordance with the data specified in the field. This will allow you to create, for example, a changing background color for different variable data.

THE CORELDRAW TEMPLATE FILE

Below the list of template objects, the name of the file that serves as a Coreldraw template is specified. At the moment of adding any object in the project - the file name is automatically changed to the current one from which the object is taken. Therefore, in most cases, it is not necessary to change it manually. However, you can do this by clicking on the **Use current document** menu item – it will be added to the project as a template.

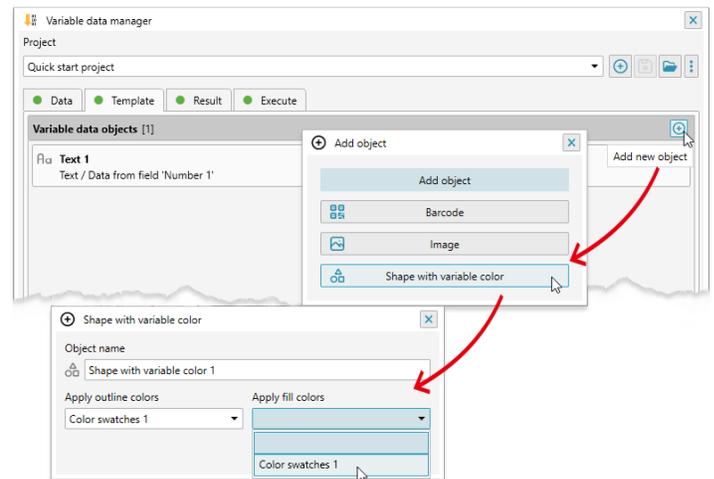
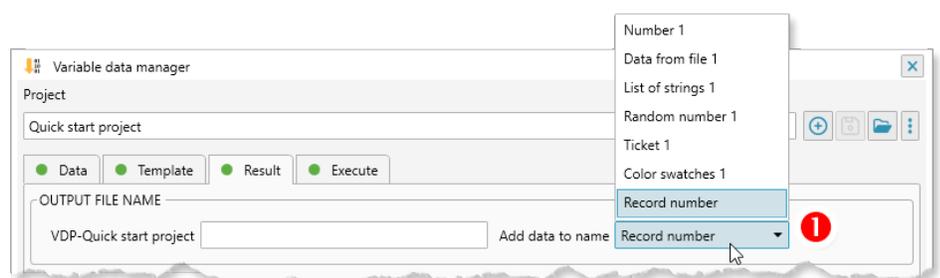


It should be kept in mind that the shapes in the project lists have unique identifiers associated with the file in which they are located, so in general, you can not just replace one file with another without changing anything in the objects list and expect the project to remain functional. However, if the source file from which the objects were taken simply copied to another location or it was duplicated under a different name, then with this option you can bind the duplicate to an existing project.

If you have opened a previously created project, you can click the **Open template file** menu item to quickly access the template file and the plugin will find and open it in CorelDraw, or open the **Open template folder** in which the file is located in the Explorer.

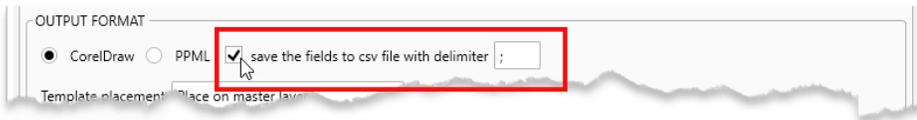
RESULT

There are a number of options that allow to control the final result of the plugin will generate. The name of the output file will be assigned based on the project name and the result will be saved to the project working directory (next to the location of the Corel-Draw template used). Every time the data generation started it will overwrite the output file created earlier. If this is undesirable, you can add additional text to the name of the resulting document thus avoiding overwriting and keep all intermediate results.



Additionally, you can add data from the field to the name of the finished file. 1 You can use existing fields in the project or prepare a new field specifically for use in the name. This will make it easy to identify finished files by the data they contain, especially when a large number of output files are generated. If you do not specify the field from which, then the number of the current data generation step will be added to the file name.

SAVING GENERATED VARIABLE DATA IN A CSV FILE



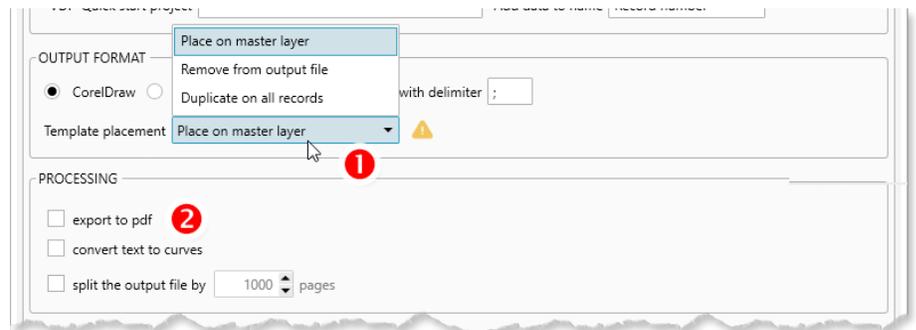
Data that the plugin forms for substitution into the template can be saved as a CSV file by ticking off the **save the fields to CSV file with delimiter** checkbox. This

may be required if further work with these data is planned in electronic form and is especially important for fields containing random values, the occurrence of which can not be predicted and can only be downloaded from a file. Like other files, CSV will be written to the project's working folder, located next to the template file.

OUTPUT: CORELDRAW FILE

With the default settings, the plugin will create a CorelDraw file, with the correct number of pages in which the variable data is substituted.

Typically, the template used in the project consists of a variable and a constant part. Variable part is formed by the plugin individually for each page. For the constant part, there are several processing strategies that are controlled by the drop-down list on the **Result** tab ①.



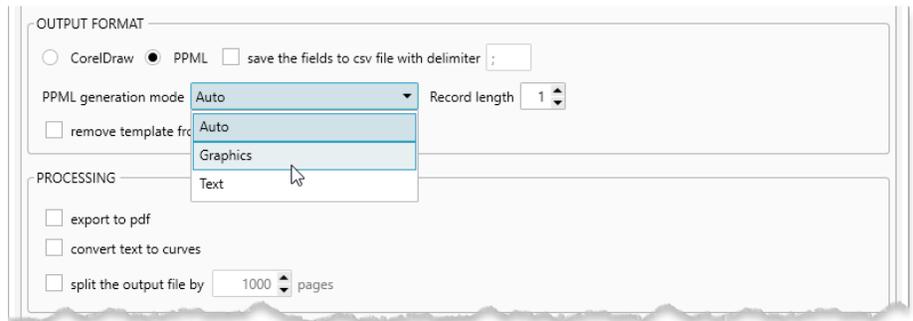
- ▶ **Place on master layer**: all objects that do not change are transferred to the master layer, this allows to reduce the size of the output file and make it easier to work with it
- ▶ **Remove from output file**: in some cases it may be necessary to send to print the background separately from the variable data; if this option is selected, the plugin will move the constant part into a PDF file in the working folder of the project and only the variable part remains in the resulting CorelDraw document
- ▶ **Duplicate on all records**: in some cases it is desirable to have all the objects on each page, in the case of multi-page templates this is mandatory, as CorelDraw does not support multiple templates, such as InDesign for example. The plugin will build all pages of the resulting file from the variable and constant parts of the template

Additionally, you can specify whether to export the result to a **PDF** format or to translate all text objects into curves during the generation process ②. Since CorelDraw is not designed to work with files that contain too many pages, you can select to split the final file into fragments with a certain number of pages. In practice, for modern stations, it is not problematic to work with files up to 5000 pages, with a relatively simple template. However, everything depends on the specific features of the job and available computing resources.

OUTPUT: PPML

To speed up both the generation process itself and the output of the print job, the plugin allows to create the files in PPML format. This is a special open standard developed for working with variable data and to date, supported by most modern digital presses. The speed of processing files in **PPML** format can be dozens, and in some cases hundreds of times, faster than the speed of generating and printing a file in CorelDraw format.

The plugin supports two modes of working with **PPML - Graphics** and **Text**. In the graphical mode, the result is formed from a series of PDF files, in text format - only the template is in PDF format, the text data itself is written and sent to the press as **PostScript**.



The text mode is the fastest one. Generation and printing are performed in seconds even for tens of thousands of variable records. To use it, you must fulfill two conditions:

- ▶ variable objects should be only text shapes (no barcodes and no images)
- ▶ the font of the variable object must be **Type 1**

Type 1 is practically a font in PostScript format, easily implemented in PPML and recognizable on all professional printing machines.

By default, PPML is set to automatic mode, in which it tries always when possible to use text mode. Otherwise, the graphic mode is activated.

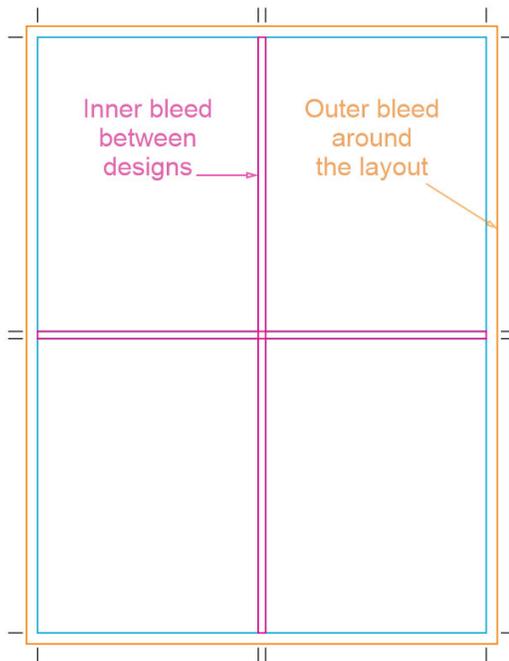
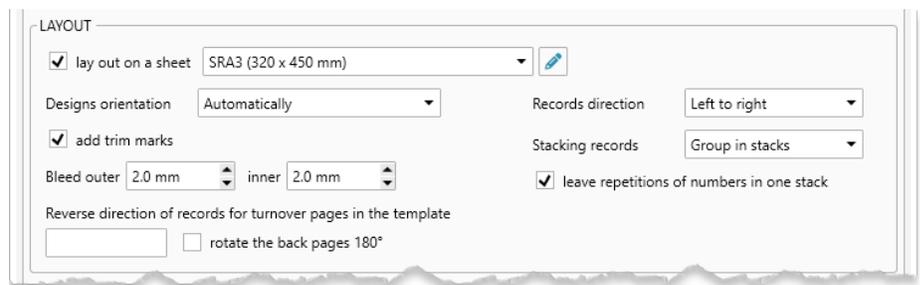
An additional parameter of the result in PPML mode is the length of the record. It allows to specify how many pages are treated by the printing machine as one set and grouped into one record. This allows to configure the printing of each entry from different tray. An example of using the length of a record is the printing carbonless forms which differs in characteristics for the upper, middle and lower layers of paper. To form one three-layer carbonless form with a variable number, you need to create a field with three repetitions (all the layers must be the same) and set the record length to 3 (this is the instruction for the press to treat three records in a row as one item).

Typically, PPML is formed simultaneously from a variable and a constant parts completely ready to be sent to the press. However, if you plan to print or send to the machine the background and variable data separately, you can specify the need to exclude the background from PPML (**remove template from the output file**). PDF file with the background will still be saved in the project folder and available for useage.

LAYOUT ON A PRINTED SHEET

An exceptionally convenient function of the plugin is the ability to lay out generated records onto the printing sheet. Using this option, you will get a completely print-ready file, which does not require additional layouting and allows you to save considerable time.

The bleed is set for the entire sheet at once – internal and external values. This allows you to get the most compact layout on a printed sheet. You can also fix the orientation of the work in the layout, which is automatically determined by the plugin by default.



To activate the layout, tick off the checkbox `impose into sheet` and select the size of the output sheet from the drop-down list. You can choose to add trim marks and set the required bleed. The list of output paper sizes and parameters of printing marks are managed in the plugin settings (the button with the gear in the lower right corner of the plugin main form).

It is important to specify for the imposition the required records direction, in which the variable data will be placed at each step.

- ▶ **Group in stacks** – the circulation will go in stacks. To achieve the correct order of orders in print it will be necessary to cut the printed sheets to the marks and put the stacks on top of each other.
- ▶ **No stacking** – the variable data will be distributed on a single printed sheet until there is enough room then the next sheet will be added, etc.

When selecting **Cut stack**, you can additionally indicate the need not to break up duplicate numbers in stacks. This is required, for example, when carbonless forms are printed (as described earlier). Since it requires three identical numbers in a row and each must fall on a strictly defined type of paper, it is not possible for the numbers to pass from one packet to the other. By checking the **keep repeating numbers in one stack** check box, you can fix the desired sequence of duplicate data.

Depending on the type of sheet flipping on the printing press, the sequence of data on the back side may need to be placed in a mirror-like order to the front side. Since the plugin does not know which pages of the template are a turnover, and which are simply the other front side, then this information must be provided. Type in the field the page numbers that the plugin should handle as the back sides. The reverse side pages can be also rotated 180 deg if needed - there is a check box available for that.

DEFAULT VALUES THROUGH MASTER PROJECTS

The settings of the generation results contain a sufficiently large number of important parameters, which can vary from run to run. For convenient organization of work, we recommend preparing several standard projects and saving them in the manager as master projects. To do this, you need to fully configure the project and click the `save` button. The data fields and output parameter settings will be kept in the master project and retrieved for new projects.

For example, you can create projects:

- ▶ carbonless form 2 part set, 1 number (2 reps), PPML record length 2, layout A3
- ▶ carbonless form 3 part set, 1 number (3 reps), PPML record length 3, layout A3
- ▶ ticket, 1 number (without repetitions), PPML, layout SRA3

Having done that, you can quickly prepare for printing files without having to re-enter the same values every time, which will significantly increase the speed of work and reduce the possibility of error in the setting. The favorite master template, which is used most often, can be set in the plugin's settings for use by default. And the plugin every time you press the button in the project manager will firstly offer to use it.

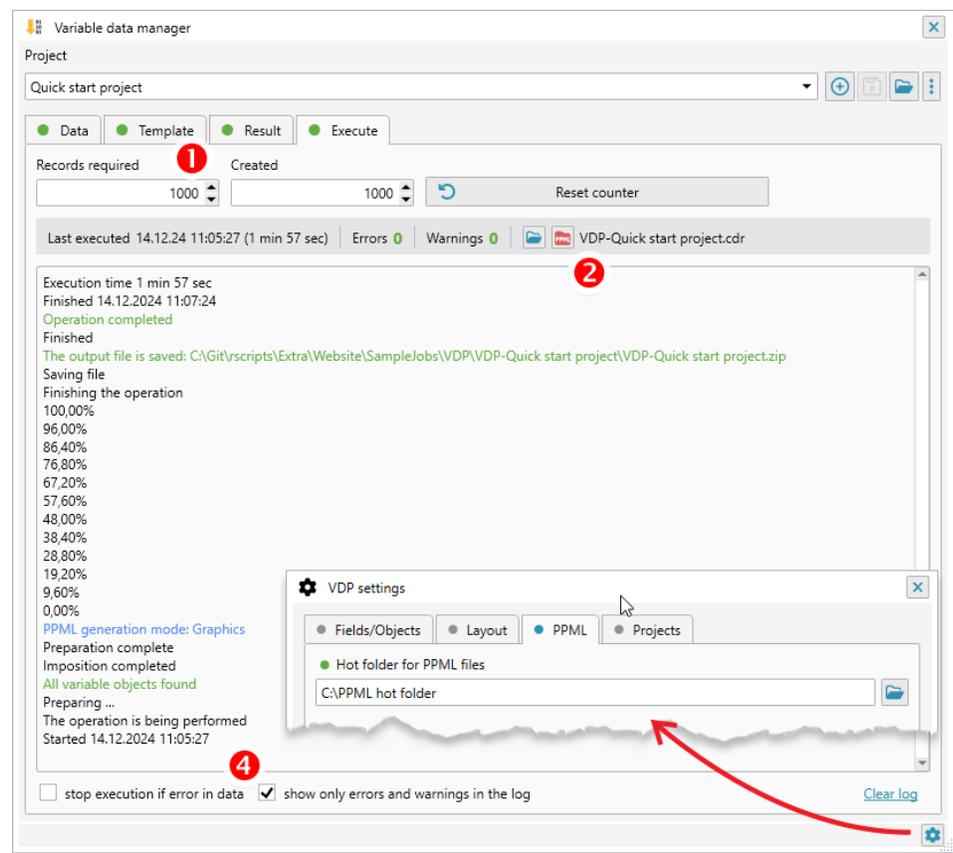
GENERATING VARIABLE DATA

After specifying data, a template and defining the parameters of the finished file, you can proceed to the generation of records. If at any of the previous steps there were incorrect settings, the plugin will report this by issuing an error in the status bar of its window.

To launch the project, you must specify the number of records **1** that you want to generate. Usually this value is equal to the required circulation, except for the cases of printing multi-layer carbonless forms. Each layer of such forms from the position of the plugin is a separate record and, accordingly, for generation, you need to specify a value equal to the number of copies multiplied by the number of layers.

In the process of working, the plugin reports the number of generated records. If the running project has been suspended, then it can be started again from the next record after completion. However, it should be taken into account that the plugin will not add new records to the previously created file, but create a separate file for the new data portion. In addition, if the layout is executed, it will also be formed separately and may not coincide by the positions of the first part of the layout.

In addition to specifying the number of generated records, the plugin provides diagnostics in the log window during the work. If the flag **show only errors...** is checked, only the brief information about the progress of work and all the errors that occurred during the generation process will be included in it **4**. If the check box is disabled, detailed information about all the values that have been generated and insert-



ed into the template will be logged. This mode is recommended to activate only occasionally, as it can significantly slow down the plugin, especially when generating a large number of records.

The checkbox **stop if there is an error in the data** instructs the plugin to stop the generation process when any error occurs. Otherwise, the plugin will try to continue the work and data that can not be formed will be replaced with empty values.

STATUS BAR OF THE GENERATION LOG

Above the generation log there is a status bar  in which, in addition to information on the total number of errors and warnings, there are additional commands. After the process is successfully completed, the name of the generated file and buttons will appear in it, which will show in Explorer the folder  where the file is located or open in CorelDraw  the file itself, if it is in CorelDraw format. This is especially useful when working with existing projects, because you can quickly find the file on the disk with the result of generation for this project.

If the file is saved in PPML format, then the folder button  will find it on the disk. In addition, since the PPML file can be sent to print via the hot folder, in the plugin settings (the button with the gear  in the lower right corner), you can specify which folder serves for this purpose. If a hot folder is specified  then for PPML files in the status bar will appear one more button , when you click it the PPML file will be copied to the hot folder and sent to the printing press. This allows you to minimize the number of routine operations you need to perform to start printing.

It is important to understand, of course, that the hot folder is a service provided by the software of the printing press. You must have programs configured and running on your computer that allow such folders to be used. The plugin only copies its work to these locations, and the process of sending it to the printing machine is done by the press native applications.

OPTIMIZE YOUR WORK!

When properly configured, the plugin allows you to create a print-ready file with variable data for several clicks and send it directly to the printer via a hot folder. To take advantage of all the benefits that the Variable data manager plugin can provide, try to follow the following tips:

- ▶ Use themaster projects for fast default setup of jobs that you perform
- ▶ Impose records to the paper size used on press
- ▶ Always use PPML if it is supported by your printing machine
- ▶ Use Type 1 fonts for text objects with variable information - this will greatly accelerate the generation and processing of PPML
- ▶ Specify the hot folder in the settings, which sends the PPML file to print

REPROSCRIPTS LIBRARY / BARCODES

The library includes a docker, which makes it convenient to work with various one-dimensional and two-dimensional barcodes. It significantly expands the number of barcode types available for generation in comparison with the standard CorelDraw tools, and also removes the restrictions on working with them. All codes are created in vector form, which allows you to apply to them any available transformation operations, change color, etc.



REPROSCRIPTS BARCODES

The docker for the formation of barcodes allows you to conveniently and efficiently organize the work of the designer. The entire previously entered information is retained even after CorelDraw is restarted. All barcodes are created in vector form and information about the text contained in them is added to the finished object. This allows you to conveniently load and edit barcode data at any time.

The plugin allows you to create a large number of different barcodes, calculating if necessary additional control digits. Several types of modern two-dimensional codes are at your disposal. They allow you to encode a large amount of arbitrary textual information, including texts in different languages.

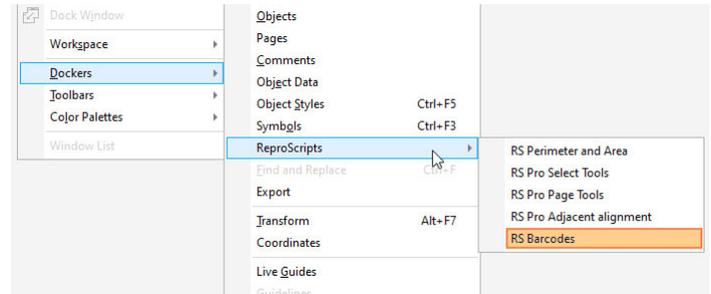
For working with QR codes, the library opens up wide possibilities for encoding various types of data — vCard, meCard, WiFi and others, as well as generating not only simple rectangular codes, but also design options of a wide variety of appearances. The plugin allows you to allocate space for a logo in the QR code.

One of the most interesting and useful features of the plugin is the ability to generate QR code with electronic business card known as vCard. This format is actively used by applications and mobile phones for the exchange of contact information. It typically contains the name, surname of the person, details about the company, telephones, mail, etc. Such a bar code, for example, on a business card allows you to automatically read and add to the mobilephone's address book all data in a couple of seconds. Conveniently organized input and the ability to edit previously created codes in vCard format turns this plugin into a powerful tool in the arsenal of any designer.



REPROSCRIPTS BARCODES

The plugin is designed to create various types of barcodes in CorelDraw. Unlike standard tools, all codes are formed in a vector form, preserving data encoded in them, thus providing the possibility of editing in the future. After installing the plugin, a new Barcodes item appears in the **Windows > Dockers > ReproScripts** menu allowing you to open the docker.



BARCODE TYPE SELECTION AND CONFIGURATION

BARCODE SETUP

SETTING UP A QR CODE

QR CODE DESIGN

HOW TO CREATE AND EDIT A BARCODE

LIST OF SUPPORTED BARCODES

BARCODE TYPE SELECTION AND CONFIGURATION

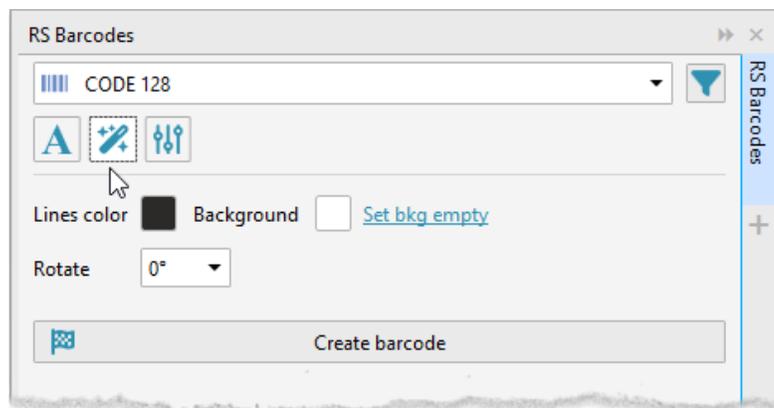
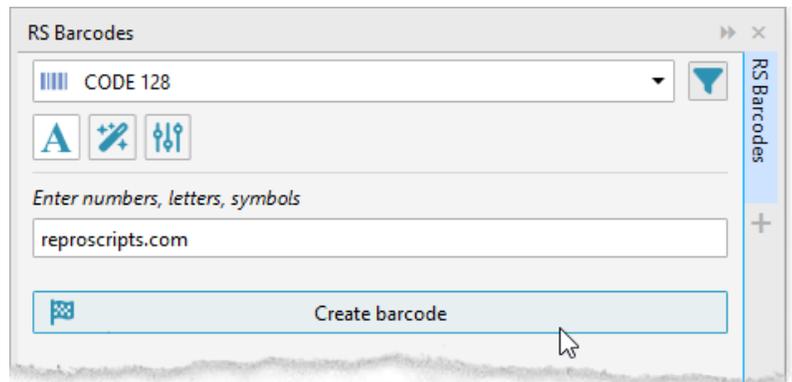
At the top of the panel there is a drop-down list of supported barcode types. Depending on what kind of code you want to generate, you can set the appropriate value and additional parameters.

BARCODE SETUP

Data and barcode rendering parameters are managed in three tabs, which are switched using buttons with icons.

VALUE TAB

When this tab is active, you can set the value that needs to be encoded in the barcode. In most cases, this is one text field, above which there is brief information about which characters and their number can be encoded in this type of barcode. The plugin performs basic data validation and blocks the start of code generation for obviously incorrect values. Additional data entry options are available for the QR code, which are described below.



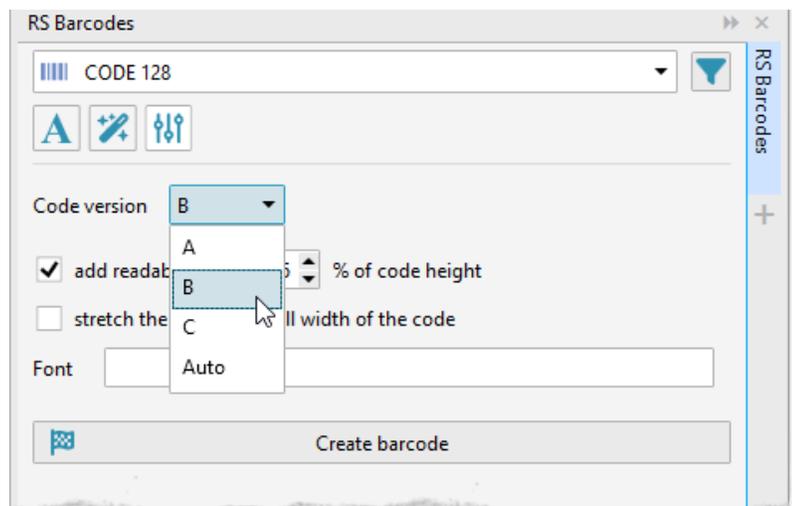
PARAMETERS TAB

Most barcodes have additional parameters that affect the code generation process. They can be managed in the last tab.

Many 1D barcodes also allow a text representation of the data to be placed below the code. If available, you can adjust the text size, font, and alignment in the params tab.

DESIGN TAB

The design tab is available for all barcode types and, at a minimum, allows you to control the color of the lines and background of the generated code, as well as its orientation. For a QR code, you can control its design, which is described below.

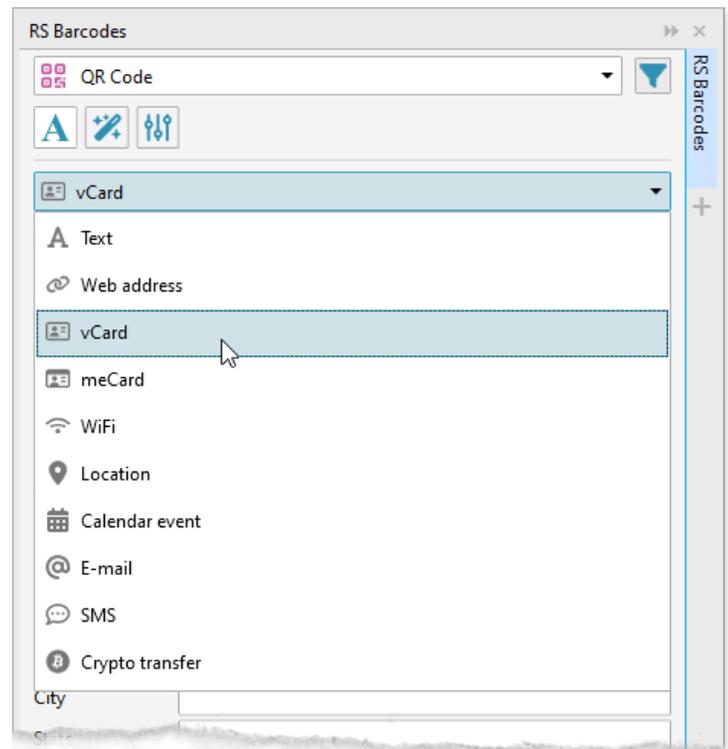


SETTING UP A QR CODE

The QR code parameters are significantly different from other types and contain more options.

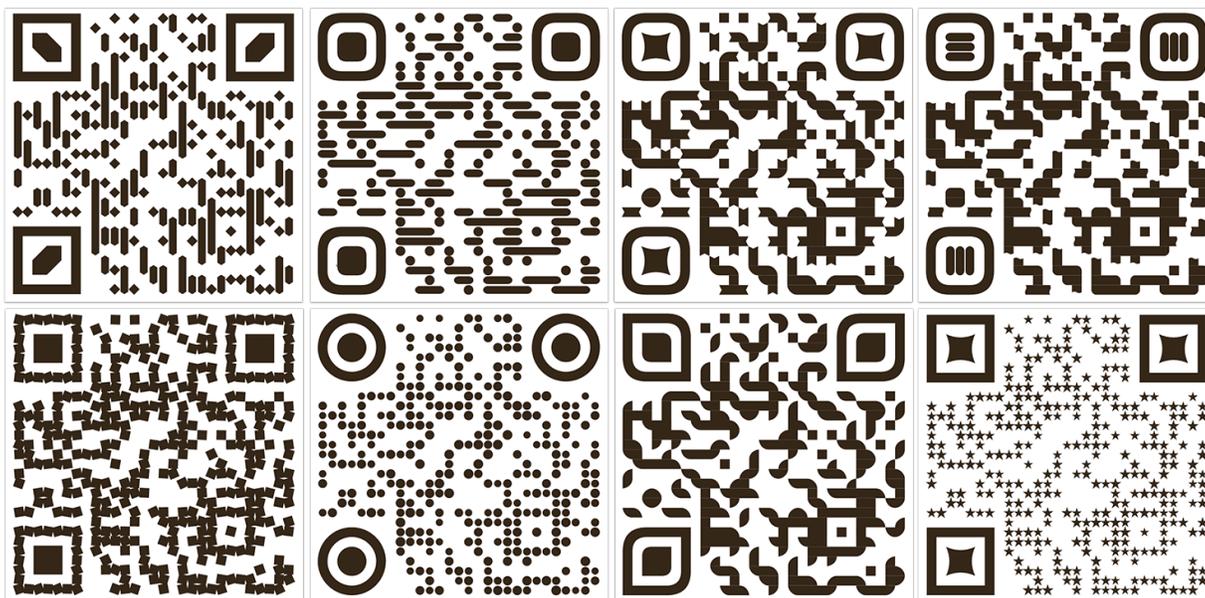
QR CODE VALUE

In the value panel for a QR code, you can select the type of data that will be encoded in it. In addition to just text, you can encode other types of data. The plugin collects and performs basic data validation for each value type and encodes it into a QR code.



QR Value type	Description
Text	Any text value that can contain up to 4296 alphanumeric characters, 7089 numeric characters.
Web address	The address of a website or other Internet resource. The plugin checks the basic structure of the address and does not accept obviously incorrect values.
vCard	This is a file format standard for electronic business cards. In this format, you can encode both business and personal data, which can then be read on a smartphone and entered into the address book.
meCard	Another format for exchanging contact information for smartphones. Contains only the minimum required fields, allowing you to create more compact and better readable codes.
WiFi	The QR code will contain the data necessary to connect to the WiFi network without the need to enter data manually. Supported by all modern smartphones.
Location	Encoded geolocation, suitable for reading and further building a route in navigation applications.
Calendar event	Data for generating an event suitable for use with various calendar applications. A universal code is generated that is recognized by Google, Apple and other calendars.
Email	Generates code to quickly prepare a message for sending by email.
SMS	Generates a code for quickly preparing a message as an SMS.
Crypto Transfer	A QR code indicating the crypto wallet details for receiving transfers. May or may not contain the amount being transferred.

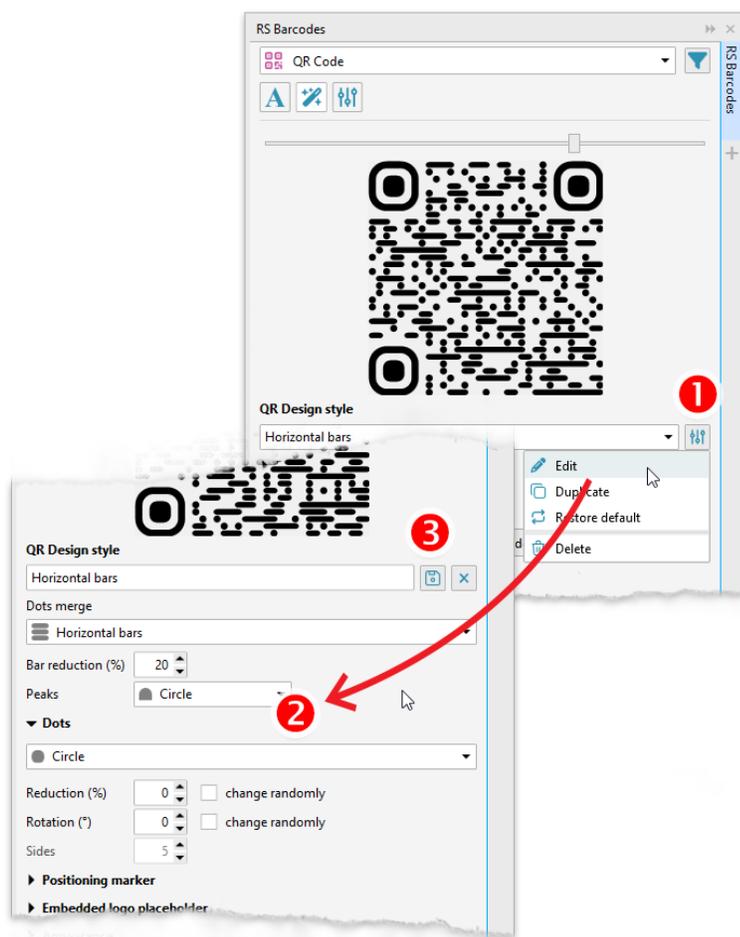
QR CODE DESIGN



DESIGN STYLES

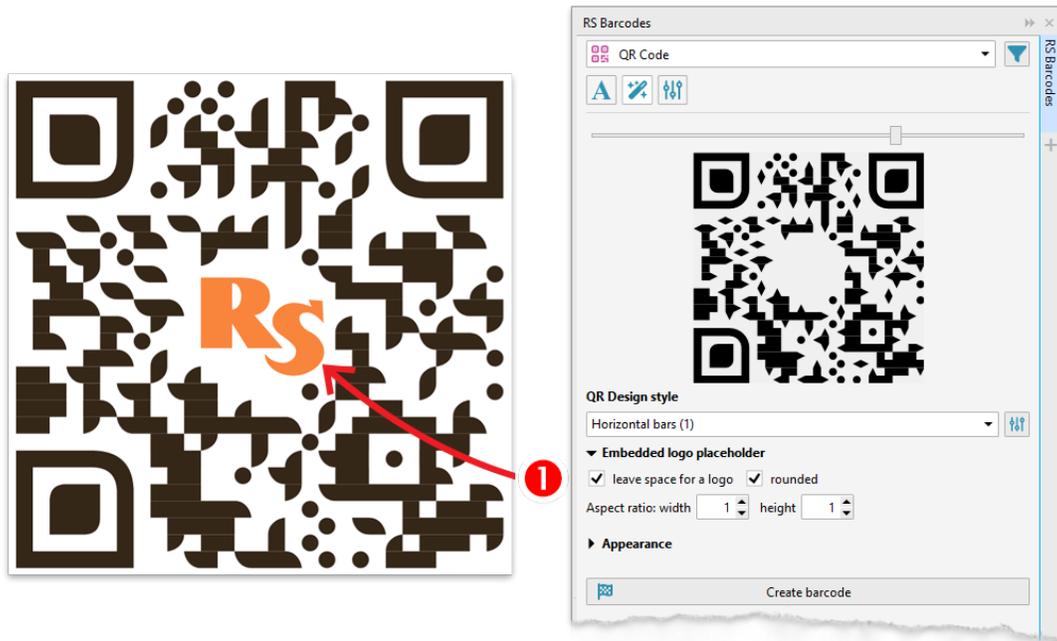
In the barcode design panel, you can specify the QR code style. It includes various parameters that allow you to radically change the appearance of the finished code. The panel contains a preview window in which you can immediately see how the code will look when designed in one style or another.

The plugin comes with several standard styles that you can use right away. Based on these styles, you can create your own. To do this, in the side menu of the style list, you can duplicate it or open it for editing. **1** In the editor that opens, you can select and configure various parameters **2** that affect the appearance of the QR code – the method of grouping points, their shape and variations, the shape and design of peaks, corner and register elements. This opens up rich possibilities for managing the design of the QR code and compiling your own library of QR code styles. Both standard and custom styles can also be used when generating variable data in the Reproscripts VDP plugin. You can save the finished style by giving it a suitable name or immediately generate the code from the style editor. **3**



PLACEHOLDER FOR A LOGO

The plugin also allows you to calculate and create a place in the center that can be used to place a logo. By activating this option, you can set the shape and aspect ratio that is required for your logo. The plugin will set the maximum level of error correction for the QR code and calculate the area that can be safely allocated for the logo without affecting the readability of the QR code. You can place your logo or other suitable image in the space allocated by the plugin.

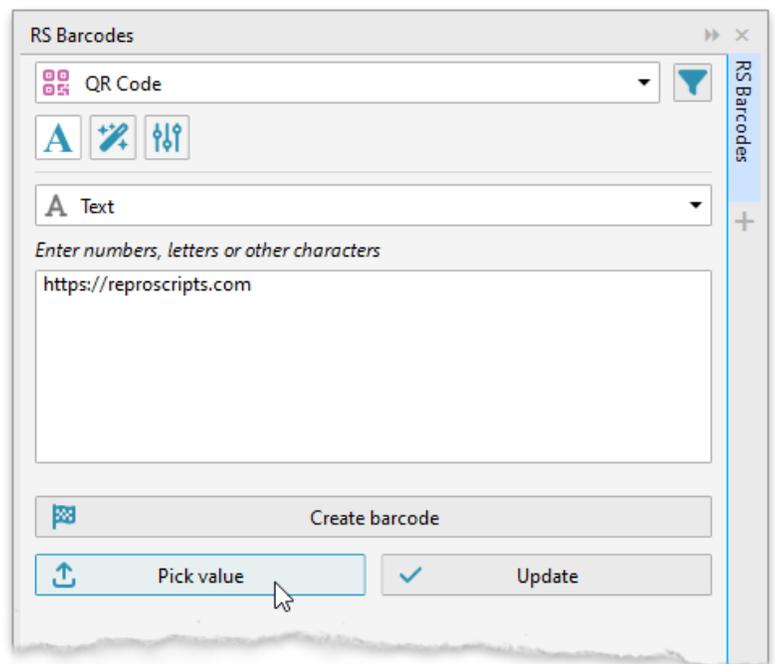


HOW TO CREATE AND EDIT A BARCODE

After setting the desired values, the **Create barcode** button is activated, clicking on which you can form a barcode. The plugin will create a new document if there is no active one at the moment. The new barcode is by default placed into the center of the page. But if there is a CorelDraw shape selected, the plugin will take its size, position and rotation angle and apply these values to the newly created code. This allows to easily manage the size and position of codes in the design.

EDITING BARCODES

Each barcode, prepared by the plugin can be edited later. If it is selected in the document, additional buttons **Pick value** and **Update** appear in the docker.



The Pick up button allows to read and load from the barcode in the docker. After making changes, you can click the Update button and a new the barcode will be replaced with new one. This way you can easily edit barcodes without having to re-enter the data encoded in them every time.

LIST OF BARCODES SUPPORTED BY THE PLUGIN



AZTEC

A 2D matrix code with high data capacity and error correction. Popular in mobile applications and QR-like scenarios. Supports HIBC variant. Can encode up to a maximum length of approximately 3823 numeric or 3067 alphabetic characters.

Popularity: 7/10

Applications: Transportation (e-tickets, boarding passes), healthcare (patient records), and digital payments.

Supported variants: COMPACT



AZTEC RUNES

A compact version of Aztec Code for small data (numeric only) for encoding whole integers between 0 and 255.

Popularity: 1/10

Applications: Experimental or niche applications, limited real-world use.

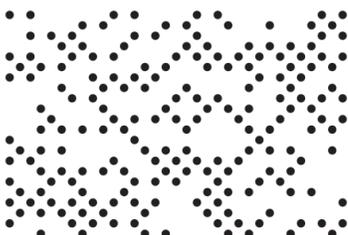


DATAMATRIX

A 2D matrix code with high data density. Supports HIBC variant. The barcode can encode a large amount of data in a small area. The largest version of DataMatrix 24 (144 x 144) can encode 3116 digits, around 2335 alphanumeric characters, or 1555 bytes of data.

Popularity: 8/10

Applications: Electronics, aerospace, healthcare, and logistics.

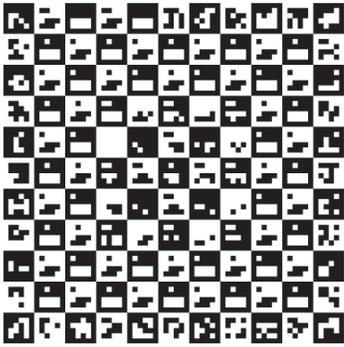


DOTCODE

A 2D matrix code designed for rapid scanning. Used in AIM standards for specific industries. DotCode uses a grid of dots in a rectangular formation to encode characters up to a maximum of approximately 450 characters (or 900 numeric digits).

Popularity: 4/10

Applications: Tobacco industry, high-speed printing, and logistics.



GRID MATRIX

A 2D matrix code developed for Chinese markets, less common globally. Grid Matrix groups modules in a checkerboard pattern, and by default supports Hanzi, ASCII and a small number of ISO 8859-1 characters. Up to around 1529 alphanumeric characters or 2751 digits may be encoded.

Popularity: 3/10

Applications: Chinese logistics and electronics.

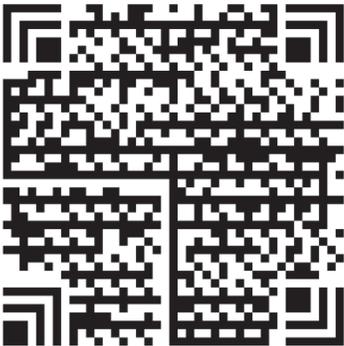


GS1 DATAMATRIX

GS1 DataMatrix is a 2D barcode standard that follows GS1 specifications, encoding structured data like product IDs, serial numbers, and expiration dates for supply chain use. It includes a Function 1 (FNC1) character to indicate GS1 formatting, ensuring compatibility with GS1 standards for global trade.

Popularity: 8/10

Applications: Common for GS1 applications.

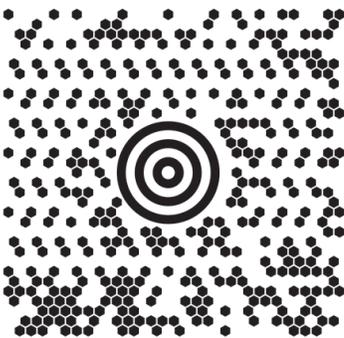


HAN XIN CODE

A 2D matrix code optimized for Chinese characters, limited global use. The largest version 84 (189x189) can encode 7827 digits, 4350 ASCII characters, up to 2175 Chinese characters.

Popularity: 4/10

Applications: Chinese logistics, healthcare, and government.



MAXICODE

A 2D matrix code with hexagonal modules, specific to high-speed sorting. MaxiCode symbols can be encoded in one of five modes. The maximum length of text that can be placed in a MaxiCode symbol depends on the type of characters used in the text and ranges from 84 to 138.

Popularity: 5/10

Applications: UPS and logistics for package tracking.

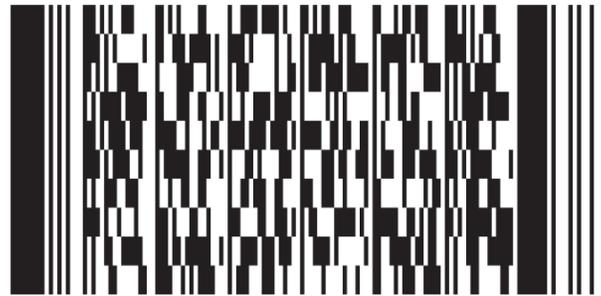
PDF147

PDF417 is a 2D stacked barcode that can encode large amounts of data, up to 1,850 alphanumeric characters or 2,710 numeric digits. It consists of multiple rows of linear bar patterns, with a configurable number of rows (3 to 90) and columns (1 to 30). PDF417 supports adjustable error correction (up to 9 levels) for reliable scanning, even if damaged. It's widely used in applications like ID cards, tickets, and logistics due to its high data capacity and versatility.

Popularity: 7/10

Applications: Driver's licenses, logistics, and ticketing.

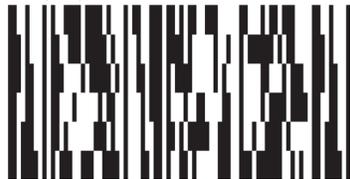
Supported variants:



COMPACT



MICRO



QR CODE

QR Code is a 2D matrix barcode capable of encoding up to 7,089 numeric or 4,296 alphanumeric characters. It features a square grid with three alignment patterns for fast scanning. QR Codes support four error correction levels (L, M, Q, H), allowing data recovery even if partially damaged. Widely used for URLs, contact info, and payments, its versatility and readability make it ideal for consumer and industrial applications.

Popularity: 10/10

Applications: Marketing, payments, ticketing, and digital interfaces.



MICRO QR CODE

Micro QR Code is a compact 2D barcode designed for small spaces, encoding up to 35 numeric or 21 alphanumeric characters. It's a smaller version of the QR Code, with sizes ranging from 11x11 to 17x17 modules and is ideal for applications like product labeling or electronics where space is limited. Unlike standard QR Codes, it has only one position detection pattern, simplifying scanning on small surfaces.

Popularity: 5/10

Applications: Electronics and small product labeling.

RECTANGULAR MICRO QR CODE

Rectangular Micro QR Code is a variant of the Micro QR Code, designed for small, rectangular spaces. It encodes up to 35 numeric or 21 alphanumeric characters, with sizes ranging from 11x9 to 17x13 modules. Like the standard Micro QR, it uses one position detection pattern for efficient scanning and supports four error correction levels (L, M, Q, H). It's ideal for compact labeling on products or components where a rectangular shape fits better than a square.



Popularity: 4/10

Applications: Narrow packaging and electronics.

CODE 11

Popularity: 2/10

Applications: Telecommunications equipment labeling.

Code 11 is a linear barcode symbology developed for high-density numeric data, primarily used in telecommunications. It encodes digits 0-9 and a dash (-), with each character represented by a unique pattern of bars and spaces. Code 11 uses a variable length format and includes one or two check digits for error detection, making it suitable for applications requiring reliable numeric encoding.



CODE 128

Popularity: 9/10

Applications: Shipping, logistics, retail, and inventory management.

Code 128 is a high-density, linear barcode symbology used for alphanumeric data. It can encode all 128 ASCII characters, including numbers, letters, and symbols, using a compact format. Code 128 supports three subsets (A, B, C) for flexible encoding and includes a check digit for error detection. Widely used in logistics, shipping, and inventory management, it offers versatility and reliability.



CODE 39

Popularity: 7/10

Applications: Automotive, defense, and general-purpose labeling.

Code 39 is a linear barcode symbology designed for alphanumeric data, encoding digits 0-9, uppercase letters A-Z, and a few special characters (e.g., -, ., *, \$). Each character is represented by a pattern of wide and narrow bars and spaces. Code 39 is variable-length, self-checking, and widely used in industries like manufacturing and logistics for its simplicity and readability.



CODE 93

Popularity: 3/10

Applications: Canadian postal services and some logistics.

Code 93 is a compact, linear barcode symbology designed for alphanumeric data, encoding digits 0-9, uppercase letters A-Z, and select special characters. An enhanced version of Code 39, it offers higher density and improved reliability with two check digits for error detection. Code 93 is variable-length and widely used in logistics, inventory, and postal applications for its efficiency and readability.



EAN-13

EAN (European Article Number) barcodes are standardized systems for product identification, widely used in global retail. They encode numerical data (country code, manufacturer, product details, and check digit) in a machine-readable format, facilitating inventory tracking and sales.

Popularity: 10/10

Applications: Retail, point-of-sale, and global trade.

Supported variants:



EAN-8



EAN-5



EAN-2



EAN-13: 13 digits, the primary standard for most products, with a full product code.

EAN-8: 8 digits, used for smaller items, with a condensed product code.

EAN-5: 5 digits, a supplemental code for additional data (e.g., price, issue number).

EAN-2: 2 digits, a shorter supplemental code for limited extra information (e.g., magazine issues).

EAN-14

Popularity: 6/10

Applications: Logistics and wholesale for carton identification.

EAN-14, also known as GTIN-14, is a 14-digit barcode standard used primarily for identifying trade items at the case or pallet level in supply chains. It extends the EAN-13 format by adding a leading digit (indicator) to represent packaging levels or other attributes. Encoded in an ITF-14 or GS1-128 barcode, it facilitates inventory management, logistics, and traceability in global commerce.



GS1 128

Popularity: 8/10

Applications: Widely adopted in global supply chains due to its versatility, particularly in shipping and warehouse management.



(01)98898765432106(3202)012345(15)991231

GS1-128 is a high-density linear barcode symbology, a subset of Code 128, used globally in supply chains for encoding detailed product information like batch numbers, expiration dates, and serial shipping container codes (SSCC). It employs Application Identifiers (AIs) and a Function Code 1 (FNC1) character to define data types, ensuring interoperability and traceability in industries such as logistics, retail, and healthcare.

GS1 DATABAR TRUNCATED

GS1 DataBar is a family of linear barcode symbologies designed for compact data encoding, primarily used in retail, grocery, and healthcare for small items or variable measure products. It supports GS1 Application Identifiers (AIs) to encode data like product IDs, weights, or expiration dates.



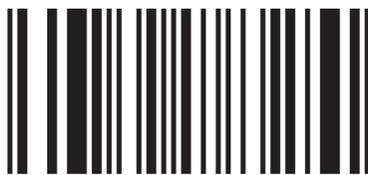
(01)09501101530010

Popularity: 6/10

Applications: Moderately popular in retail and grocery for small or variable items.

Supported variants:

LIMITED



(01)09501101530010

EXTENDED



(01)98898765432106(3202)012345(15)991231

GS1 DataBar Truncated: A shorter-height version of GS1 DataBar Omnidirectional, used where space is limited but scanning requires omnidirectional capability. It encodes up to 14 digits, typically for product identification.

GS1 DataBar Limited: A compact barcode with restricted data capacity (up to 14 digits) and specific constraints on leading digits (0 or 1), used for small retail items with limited space, like loose produce.

GS1 DataBar Expanded: A more versatile version that can encode up to 74 numeric or 41 alphanumeric characters, including additional data like lot numbers or dates, suitable for complex retail or healthcare applications.

INTERLEAVED 2 OF 5

Popularity: 5/10

Applications: Used in specific applications like logistics and film processing.

Interleaved 2 of 5 (ITF) is a continuous, two-width barcode symbology that encodes digits in pairs, using five bars (two wide) for the first digit and five spaces (two wide) for the second. It is compact, ideal for numeric data, and used in logistics, retail (e.g., ITF-14 for cartons), and 135 film canisters. It supports variable lengths and optional check digits for accuracy.



ISBN

Popularity: 9/10

Applications: Extremely popular and universally adopted in the global publishing and bookselling industries.

The International Standard Book Number (ISBN) is a unique numeric identifier for books, encoded in a barcode (typically EAN-13 or UPC-A) for retail and library use. It consists of 10 or 13 digits, representing the country, publisher, title, and a check digit. ISBN facilitates inventory management, sales tracking, and cataloging in the publishing industry.



ITF-14

Popularity: 7/10

Applications: Widely used in retail and logistics for outer packaging.

ITF-14 (Interleaved 2 of 5, variant 14) is a numeric barcode symbology used primarily for encoding Global Trade Item Numbers (GTIN-14) on shipping cartons and pallets in retail and logistics. It encodes 14 digits, including a packaging indicator, product identifier, and check digit, designed for high-volume scanning in supply chains. Its robust design ensures readability even when printed on corrugated surfaces.



PHARMACODE ONE-TRACK

PharmaCode, also known as Pharmaceutical Binary Code, is a 1D barcode standard used in the pharmaceutical industry for packaging control. Developed by Laetus, it encodes numeric data in binary format using bars of varying widths, designed to be readable despite printing errors. It is not used for point-of-sale but for in-house inventory and security verification.

Popularity: 4/10

Applications: Primarily used in pharmaceutical packaging for internal control, with limited adoption outside this sector.



Supported variants:

TWO-TRACK



PharmaCode One-Track: The standard PharmaCode, it uses a single row of bars (thick and thin) to encode integers from 3 to 131070, read typically from right to left. It supports color bars for print verification and has a miniature version for limited space. It is used for matching packaging materials and contents.

PharmaCode Two-Track: A variant that uses two rows of bars, combining full and half-height bars vertically to encode integers from 4 to 64570080. It also reads right to left and is designed for enhanced data capacity in pharmaceutical packaging control.

PLESSEY CODE

A 1D linear barcode developed in 1971 by The Plessey Company (UK), using pulse-width modulation. It encodes hexadecimal digits with a simple pattern of wide/narrow bars and spaces, featuring a Cyclic Redundancy Check (CRC) for error detection. Primarily used for inventory, such as supermarket shelf tags. Popularity: 3/10 (rarely used today, mostly in niche applications like libraries or retail stock control).

Popularity: 3/10

Applications: Retains moderate use in inventory systems.

Supported variants:



PLESSEY UK



MSI Plessey (Modified Plessey): Developed by MSI Data Corporation, based on Plessey Code. A numeric-only, variable-length barcode using binary encoding (black bars = "1", spaces = "0") with an optional check digit (commonly Mod-10). It's continuous, not self-checking, and used for inventory tracking in warehouses and retail.

UK Plessey: It's essentially the same as Plessey, with no significant structural differences, used historically in the UK for retail restocking (e.g., by J.Sainsbury).

UPC-A

A 1D linear barcode (Universal Product Code, version A) encoding 12 numeric digits, including a manufacturer code, product code, and a Mod-10 check digit. Widely used in retail for product identification at point-of-sale (e.g., supermarket scanners). Structured with guard bars, left and right digit sets, and a center pattern for reliable scanning.



Popularity: 9/10

Applications: Ubiquitous in global retail, especially in North America, due to its standardization and compatibility.

Supported variants:

UPC-E



UPC-E: A compressed version of UPC-A, encoding 6-8 numeric digits (depending on compression) for smaller packages. It omits some digits from UPC-A (via zero-suppression rules) while maintaining compatibility with UPC-A scanners. Includes a check digit and is used for space-constrained retail items.

VIN

Popularity: 8/10

Applications: Widely used in the automotive industry globally for vehicle tracking and documentation, but limited to this sector.



The VIN (Vehicle Identification Number) barcode is a 1D linear barcode, typically using Code 39 or Code 128, to encode a 17-character alphanumeric VIN. The VIN uniquely identifies vehicles, including manufacturer, model, year, and serial number, following ISO 3779 standards. Barcodes are used for efficient scanning in automotive manufacturing, inventory, and registration processes.

AUSTRALIA POST 4-STATE

CUSTOMER

REDIRECT



REPLY

ROUTING



The Australia Post 4-State barcode is a variable-length, alphanumeric 1D barcode used by Australia Post for postal code and automatic mail sorting. It features four bar types (Full, Tracker, Ascender, Descender) and Reed-Solomon error correction, encoding 37 to 67 bars depending on the format. It supports numeric (0-9), alphabetic (A-Z, a-z), space, and hash (#) characters, with a quiet zone of 6 mm on sides and 2 mm above/below. The barcode enhances mail processing efficiency through high data density and readability.

DEUTSCHE POST

LEITCODE

IDENTCODE



The Deutsche Post barcode is used for mail and parcel tracking in Germany, primarily through two formats: Leitcode and Identcode. Both use the Code 128 symbology, ensuring compatibility with Deutsche Post's automated sorting systems.

Leitcode: A 14-digit barcode used for sorting and routing mail within Germany. It encodes the postal code (5 digits), street/house number (3 digits), and a product code (6 digits). It ensures accurate delivery by providing location-specific data.

Identcode: A 12-digit barcode used for tracking individual mail items, such as registered letters or parcels. It includes a mail item number, customer ID, and check digit, enabling precise tracking and verification during transit.

DUTCH POST KIX CODE

The Dutch Post KIX Code (Klantenindex) is a four-state barcode used by PostNL, the Netherlands postal service, for automated mail sorting. It encodes alphanumeric characters (0-9, A-Z) representing a Dutch postal code (6 characters), house number (up to 5 digits), and an optional suffix (up to 6 characters) separated by an "X". Based on the Royal Mail 4-State Customer Code (RM4SCC), it omits start/stop bars and checksums, using four bar types (ascender, descender, tracker, or both) to form a 36-character alphabet. Printed below the address, it enables efficient machine-readable sorting and offers postage discounts for bulk mail.



JAPANESE POSTAL BARCODE

The Japanese Postal Barcode, also known as the Japan Post 4-State Customer Code, is a four-state barcode used by Japan Post for automated mail sorting. It encodes a 7-digit postal code (e.g., 108-0075, hyphen not encoded) and an optional address indication of up to 13 alphanumeric characters (0-9, A-Z, hyphen). The barcode consists of four bar types (ascender, descender, full, or tracker), with start bars (FD), stop bars (DF), and a check digit. It requires a 2 mm quiet zone and is positioned parallel to the mail edge, typically below or beside the address, for efficient processing.



KOREA POST BARCODE

The Korea Post Barcode, also known as the Korean Postal Authority Code, is a barcode used by Korea Post for automated mail sorting. It encodes a 5-digit postal code, utilizing the horizontal positioning of bars to represent numeric digits (0-9). Based on the 4-state barcode system, it facilitates efficient processing of mail within South Korea.



ROYAL MAIL

CUSTOMER



MAILMARK



2D MAILMARK



The Royal Mail Barcode is used by the UK's Royal Mail for automated mail sorting and tracking, primarily based on the Royal Mail 4-State Customer Code (RM4SCC). It encodes alphanumeric data (0-9, A-Z) using four bar types (ascender, descender, tracker, full) to represent postal codes and delivery details. All variants are machine-readable, designed for high-speed sorting, and include error-checking mechanisms. They require a quiet zone around the barcode and specific placement on mail items.

Customer Barcode (RM4SCC): The standard 4-state barcode encodes a UK postcode (e.g., SW1A 1AA) and a delivery point suffix (DPS, e.g., 1A). It includes start/stop bars and a checksum for error detection, enabling efficient sorting of letters and parcels. Typically printed below the address, it supports bulk mail discounts.

Mailmark Barcode: An advanced version of RM4SCC, Mailmark uses the same 4-state structure but includes additional data for enhanced tracking and reporting. It encodes a unique item ID, supply chain ID, and destination details. Available in 2D and 4-state formats, it provides real-time mail tracking and delivery insights for businesses, requiring pre-registration with Royal Mail.

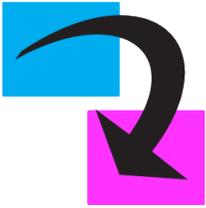
Mailmark 2D Barcode: A Data Matrix (2D) barcode variant of Mailmark, it stores more data in a compact square format. It encodes similar information as the 4-state Mailmark (item ID, destination, etc.) but is ideal for smaller mail items or labels with limited space. It supports high-density data and advanced tracking features.

USPS INTELLIGENT MAIL

The USPS Intelligent Mail Barcode (IMb) is a 4-state barcode used by the United States Postal Service (USPS) for sorting, tracking, and managing mail and packages. It encodes up to 31 digits, including a 20-digit tracking code (Barcode ID, Service Type ID, Mailer ID, Serial Number) and an 11-digit delivery point ZIP code (ZIP+4 plus delivery point). Using four bar types (ascender, descender, tracker, full), it replaces older POSTNET and PLANET barcodes, offering enhanced data capacity and precision. The IMb supports automated sorting, real-time tracking, and delivery confirmation, with a required quiet zone and specific placement on mailpieces.

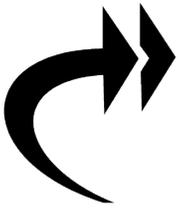


REPROSCRIPTS LIBRARY / CORE



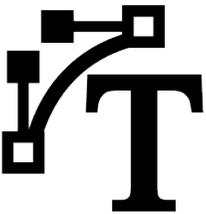
REPLACE COLORS

Conveniently search and replace colors for all objects on all pages in the document. Colors can be grouped by the tint of the main color for a quick change in design. In addition to processing vector objects, the plugin also allows you to change the color model of images.



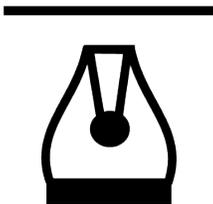
FAST EXPORT

The plugin performs fast and convenient export of the document to the most popular raster image formats and pdf. Flexible export settings allow you to predefine the parameters specific to your style of work so as not to waste time adjusting them each time.



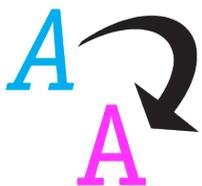
CONVERT TO CURVES

Full and thorough conversion of all text objects into curves is an important stage of pre-press preparation of the document. The plugin quickly and efficiently searches and converts text objects across all pages of the document, across all groups and clips.



TUNE OUTLINES

Adjust the line thickness and other stroke settings for all objects on all pages of the document. If you set a null thickness, the stroke of the objects will be set to none. The plugin processes all objects in groups and in powerclips of any level of nesting.



REPLACE FONTS

The plugin allows you to replace the font in the text objects of the document. When searching, the text can be combined by name i.e. the font size and type will not be taken into account. This allows you to perform a quick and easy replacement of the font in the design.

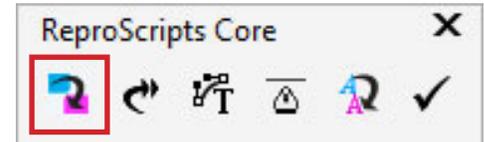


PREFLIGHT CHECKLIST

Verification of the document for readiness for printing using a certain printing technology. The plugin checks for typical errors and, if possible, performs their automatic correction.



REPLACE COLORS



ReproScripts Core Replace colors plugin performs fast and convenient replacement of color in objects throughout the document. It processes all pages, multi-nested powerclips, fountain fills, etc. The plugin requires an open document in CorelDraw and can be started from the ReproScripts Core command bar. ReproScripts Core command barOnce launched, it compiles a list of all the colors for the specified processing area – the current document page, all pages, or selected objects.

The Replace colors plugin allows you to simultaneously process colors that are present in fountain fills, two-color patterns, hatches, black and white or duotone images, and other objects. Both stroke and fill colors are taken into account. The color replacement operation, executed by the plugin, can be undone in the standard way through the Edit > Undo menu. All collected colors go into the list on the left side of which the original color is displayed, in the right part – the color to which the replacement will be made, if required.



GROUPING COLORS

PROCESSING TEXT SHAPES

WORKING WITH IMAGES

CHOOSING TARGET COLORS

RESET COLORS

COPY/PASTE

SET NO COLOR

COLOR LIST MENU

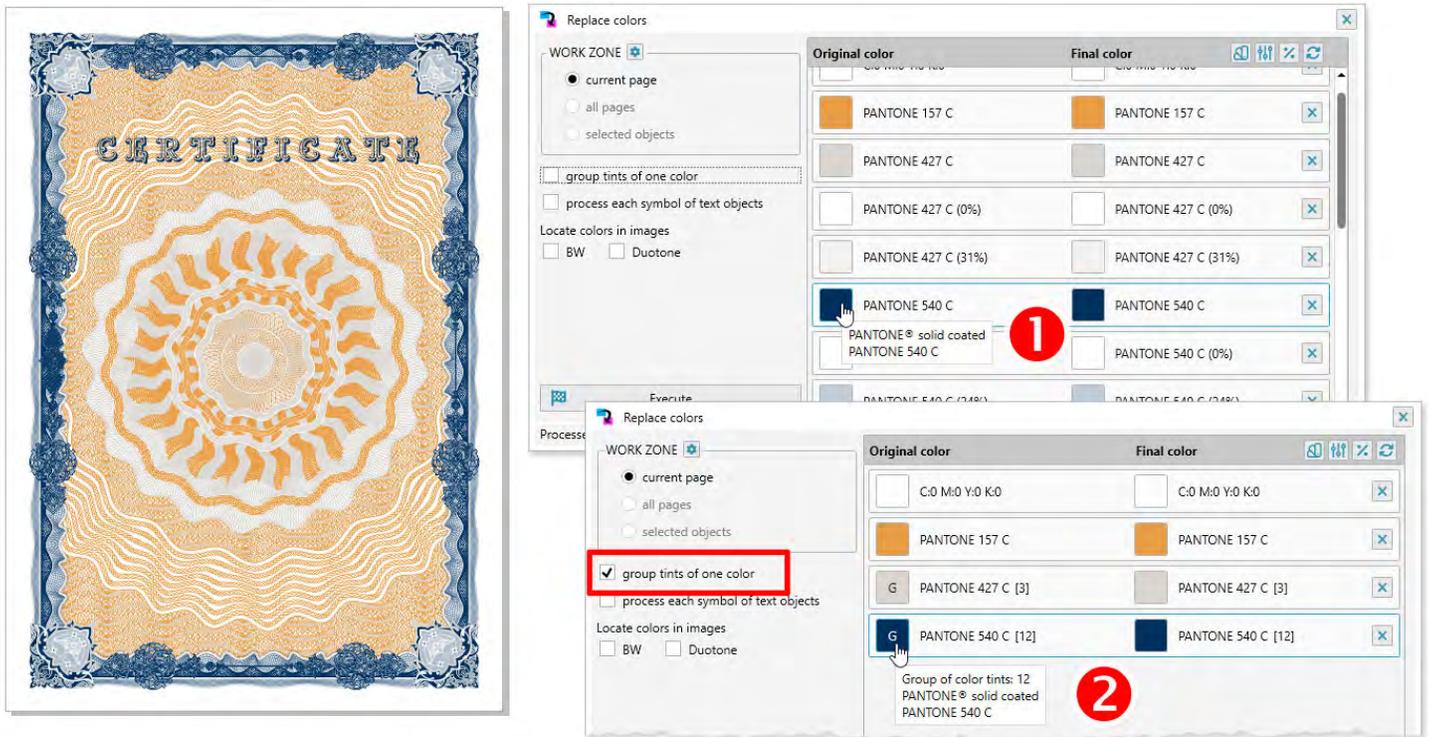
APPLY A COLOR MODEL

ADJUST COLOR SETTINGS

ROUND UP TINTS

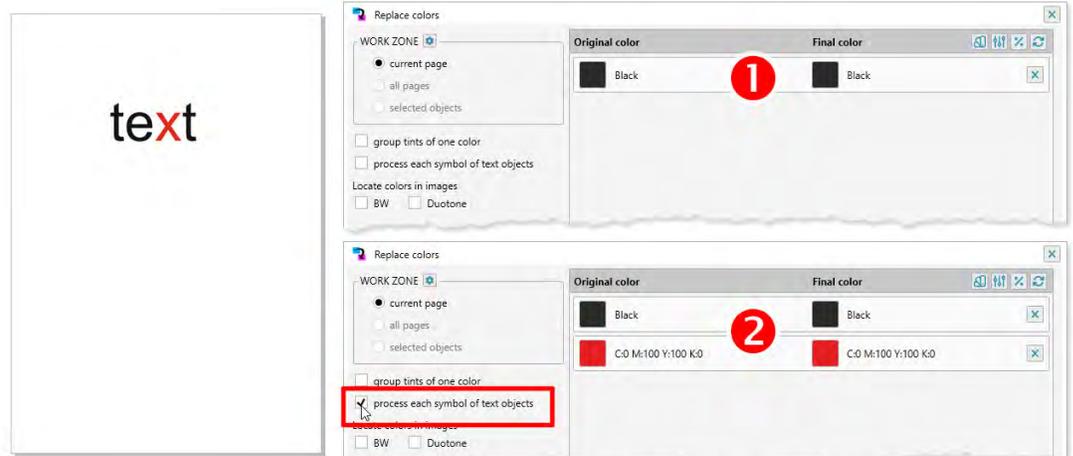
GROUPING COLORS

Initially, the plugin adds to the list all the tints of spot colors, indicating what percentage of the original color it contains. If you hover the cursor over the name or the sample of a spot color, then you can see the exact palette to which it belongs. 1 To process all objects in the document regardless of the tint value of the original color, you can turn on the grouping checkbox. 2 In this case, all tints of the grouped color will be replaced, preserving the original percentage value. In the list, the grouped colors are marked with the letter "G". Detailed information about a color group is available by hovering over it. Composite CMYK colors containing more than one channel and colors of other models are not grouped.



PROCESSING TEXT SHAPES

To increase the speed of the plugin, all text objects in the document are treated as a whole shape with single fill and outline color values. 1 However, in CorelDraw it is possible to set color parameters for each text symbol separately. In order to carry out a more in-depth analysis of text objects and take into account such colors as well, it is necessary to tick on the checkbox, which indicates that each symbol should be checked separately. For example, in the figure, the red color of the letter x is not taken into account if the option for processing of each character is not active.



2

WORKING WITH IMAGES

In addition to vector objects, the plugin allows you to change the color model for images. All types of images (RGB, CMYK, Duotone, etc) which are found in the document are added into the list. After that you can convert them all together to another color model. The Duotone and BW images in CorelDraw are of a dual nature - they can be processed either in the same way as images of other types, or colors in them can be tracked and changed just like in vector objects. The plugin supports both scenarios. The desired processing mode can be set using the checkboxes that activate or disable the search for color in the particular type of image.

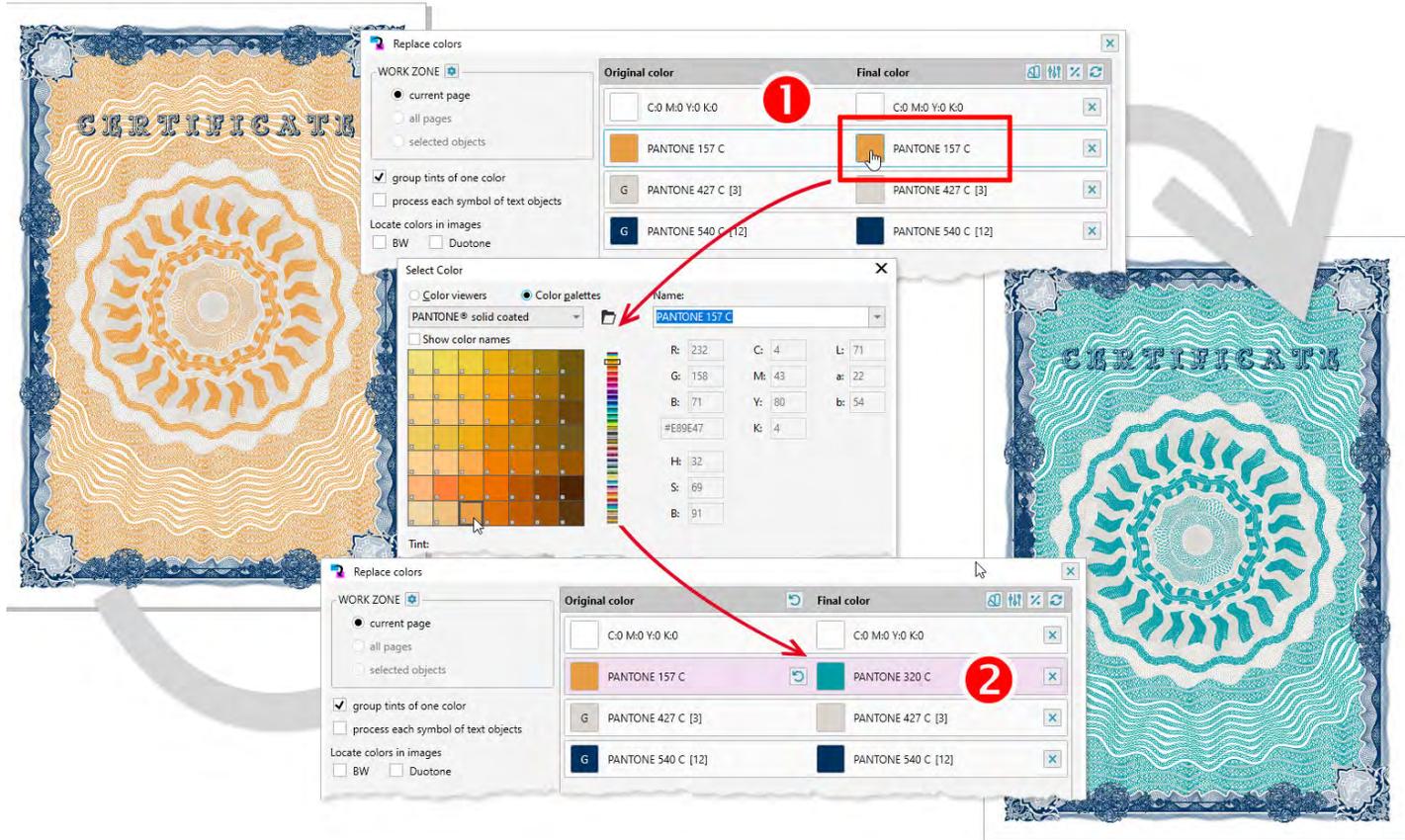
The figure shows how the plugin handles Duotones the same way as other images, 1 and when the

The figure illustrates the 'Replace colors' dialog box in CorelDraw, showing how it handles different image types. On the left, five image types are shown: a standard color image (RGB), a CMYK image, a grayscale image, a LAB image, and a duotone image. On the right, three screenshots of the 'Replace colors' dialog box are shown, illustrating how the plugin handles Duotones. The top screenshot shows the 'Original color' list with 'Monotone Image' selected, marked with a red circle '1'. The middle screenshot shows the 'Locate colors in images' section with 'BW' and 'Duotone' checked, and a red circle '2' next to the 'PANTONE 117 C' entry in the 'Original color' list. The bottom screenshot shows the 'Final color' list with 'C:5 M:25 Y:100 K:25' selected, marked with a red circle '3'.

switch is activated, the color found in it is added to the list. ② You can simultaneously change colors and convert images. ③

CHOOSING TARGET COLORS

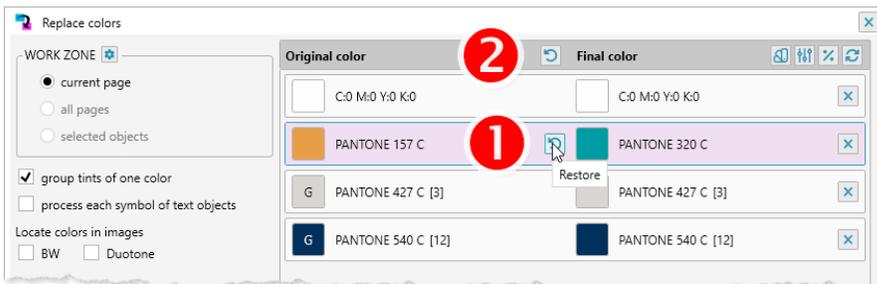
For each of the found colors added the list, you can specify the new color that the plugin will use to replace with. To do this, click on the button with the sample of the target color and use the standard Corel-

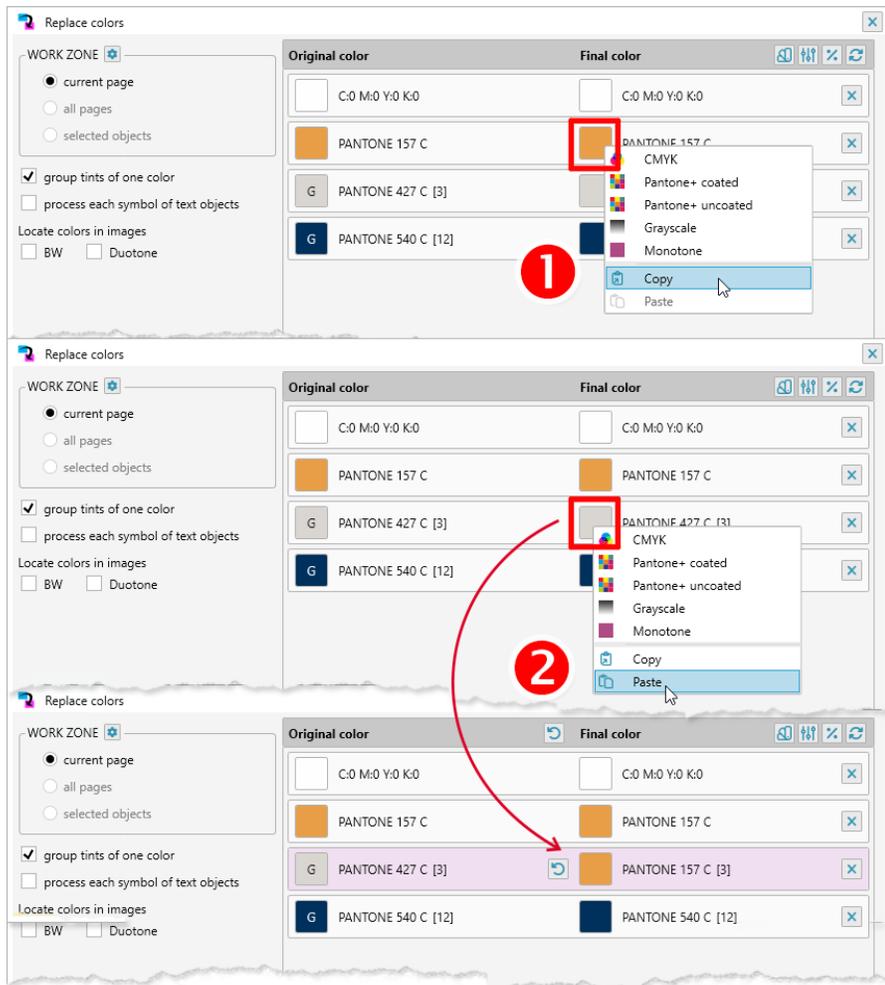


Draw color panel to specify the one you need. The positions in the list whose target color differs from the original one will be marked with pink background. For the grouped color all its tints in the document will be replaced with the same tint value of the new color.

RESET COLORS

To restore the original state of the color in the list, you can click on the button with the original color sample or on button ①, in which case the target color will again be equal to the original and the replacement will not be performed. Button ② in the list header can be used to restore the original values of all changed colors at once.



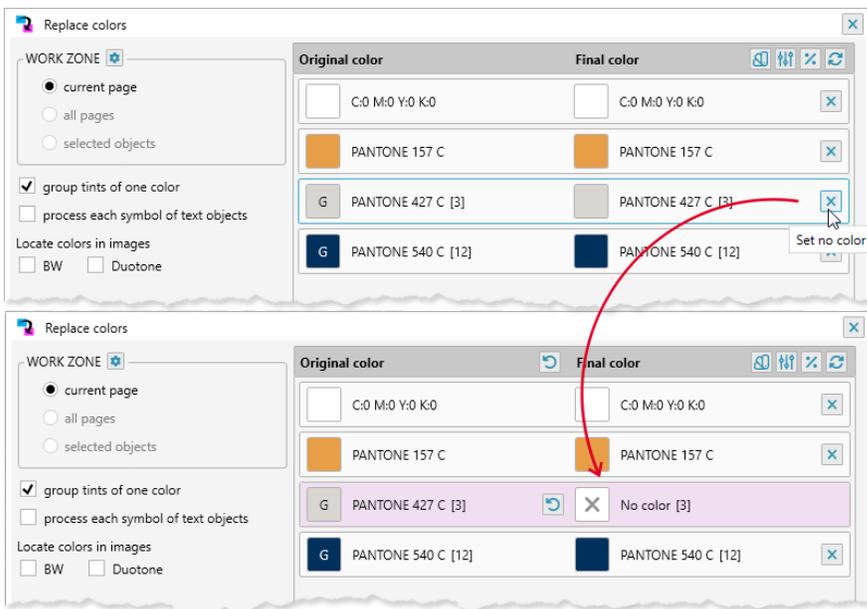


COPY/PASTE

Often it is convenient to copy the parameters of the target color. To do this, click the right mouse button on the name of the target color, and copy or paste it using the context menu. All the parameters of the final color, including the color model will be transferred.

SET NO COLOR

The plugin can not only replace the color with another one, but also remove it completely (within the specified processing area, of course). In order to remove a color, click on the cross at the right hand side of the list. Objects that contain this color will get the empty stroke or fill.



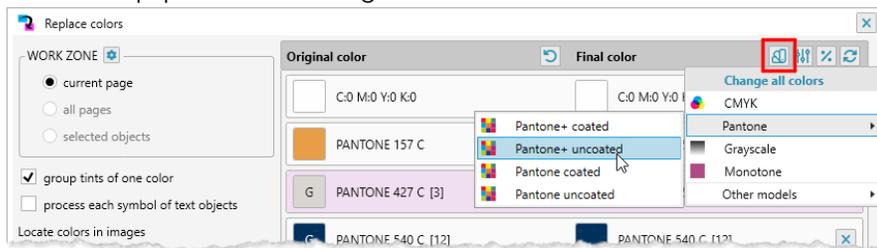
COLOR LIST MENU

In the header of the color list, additional commands are available, allowing you to perform operations on all the rows in the list. For simultaneous resetting of all changed colors in the list, you can click on the command "Restore all". For operations over the target colors more buttons are available available on the right hand side.



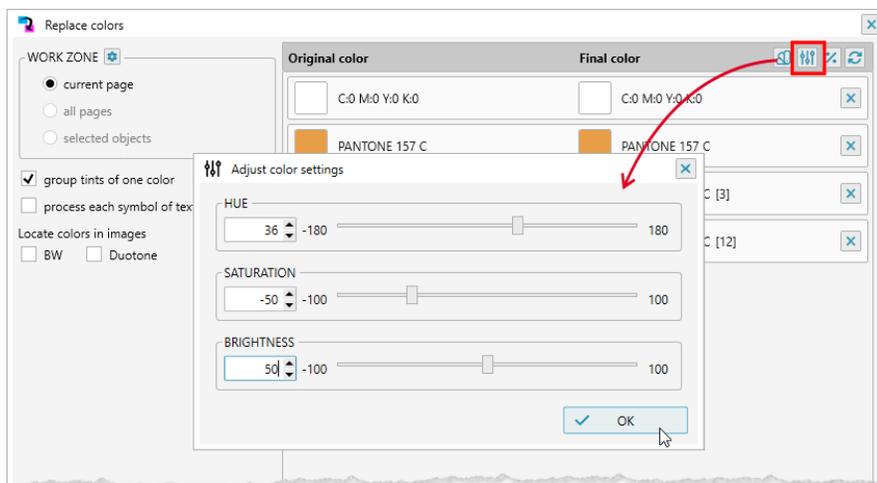
APPLY A COLOR MODEL

The top part of the target colors menu contains the list of color models that can be assigned to all rows of the list in one click. For the rows which contain information related to images a new color model will also be assigned, if that is possible. When you select Duotone from the menu, you will first have to specify which color should be used for it. That makes it possible to change all colors, hues of vector shapes and images to a single one in the whole document. The same applies to converting to Grayscale model, which changes all colors to shades of black.



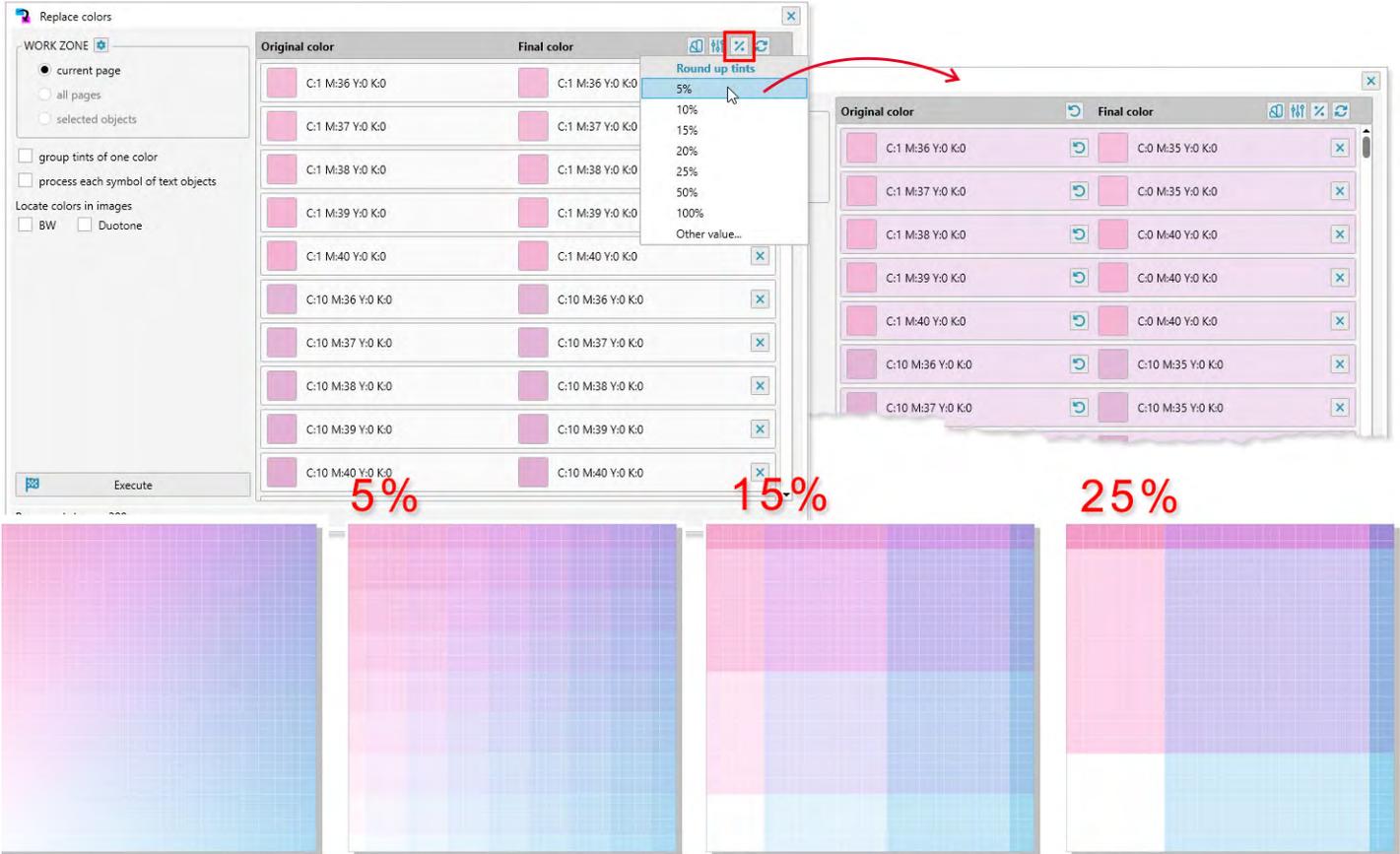
ADJUST COLOR SETTINGS

Sometimes it is required to make all the colors in the document slightly darker or slightly lighter, change their hue. To do this, you can open a dialog with the HBS parameters via the Brightness / hue menu. The brightness, hue and saturation values entered in this form will be applied to the entire colors list, allowing you to shift the values for all objects in the document.



ROUND UP TINTS

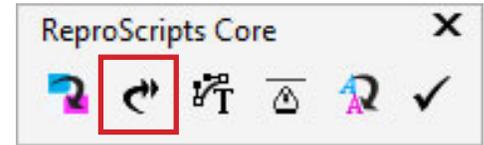
The plugin also opens the possibility of rounding the tints of colors in the document to a certain level. This is convenient when processing imported works, which often contain hundreds of objects close in color tints. Rounding the percentage values of the color components to the threshold value, you can simplify the color composition of the elements, which will allow, for example, to easily convert such works from CMYK/RGB into a reasonable number of spot colors. This option is available only if the colors in the



list are not grouped.



FAST EXPORT



One of the most common operations when working in CorelDraw is to export the document to various formats. Depending on what you do, it can be performed dozens of times during the working day. CorelDraw's built-in features are quite powerful, but each time you need to specify the formats, resolution, folders to which the files will be saved, which can take a significant amount of time even for a single export, let alone repetitive operations.

The Fast export allows you to execute 90% of export operations in 1-2 clicks, eliminating the need to specify the same thing each time. As a result, saving the working time of a designer or a specialist pre-press can reach a considerable value.



BASIC FUNCTIONS

PLUGIN SETTINGS

FIXED EXPORT OPTIONS

FIXED OUTPUT FOLDER

ROOT FOLDERS

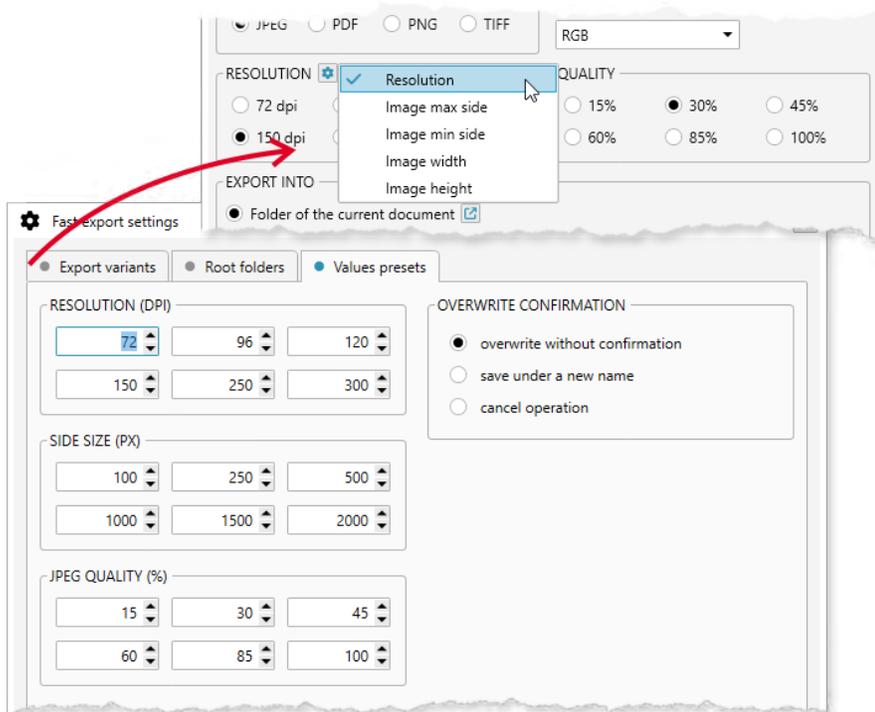
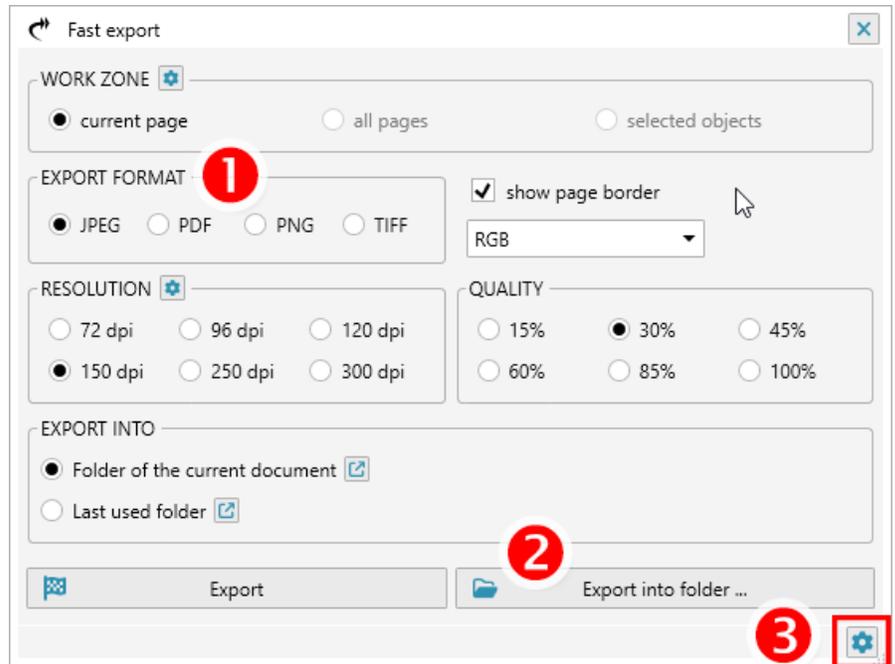
PREDEFINED EXPORT OPTIONS

SPECIFYING THE PAGE BORDER

BASIC FUNCTIONS

The plugin exports the current page, all pages of the document or selected objects based on interactive format parameters, resolution and quality level for jpegs.

Popular raster formats **JPEG**, **PNG** and **TIFF** are available for export, you can also save the document in PDF format. **1** In addition, the plugin provides the ability to generate a JPEG PDF file – this is a pdf file in which the pages are composed of raster images, rather than vector ones like with normal exports. This allows you not to open your design in vector form suitable for printing to third parties and protects your work from unauthorized use.



changed in the plugin settings **3** on the last tab.

When you run the plugin without first setting up, you can perform export to the same folder as the current open document. This option is not active if the document has not yet been saved. The output folder, if necessary, can be selected manually by clicking on the button at the bottom right to open the path selection dialog. The last exported path is also added to the list for quick selection in the future.

The plugin allows you to configure the method for selecting the resolution of the exported image – these can be values in dpi or in pixels for one of the sides. The settings menu opens when you click on the gear icon. Numeric values of the resolution, like other parameters, can be

Depending on the format of the output file, additional export options are available. For **JPEG** files, you can set the color model of the finished image (**RGB/CMYK/GRAYSCALE**), and for **PNG** files a transparent background.



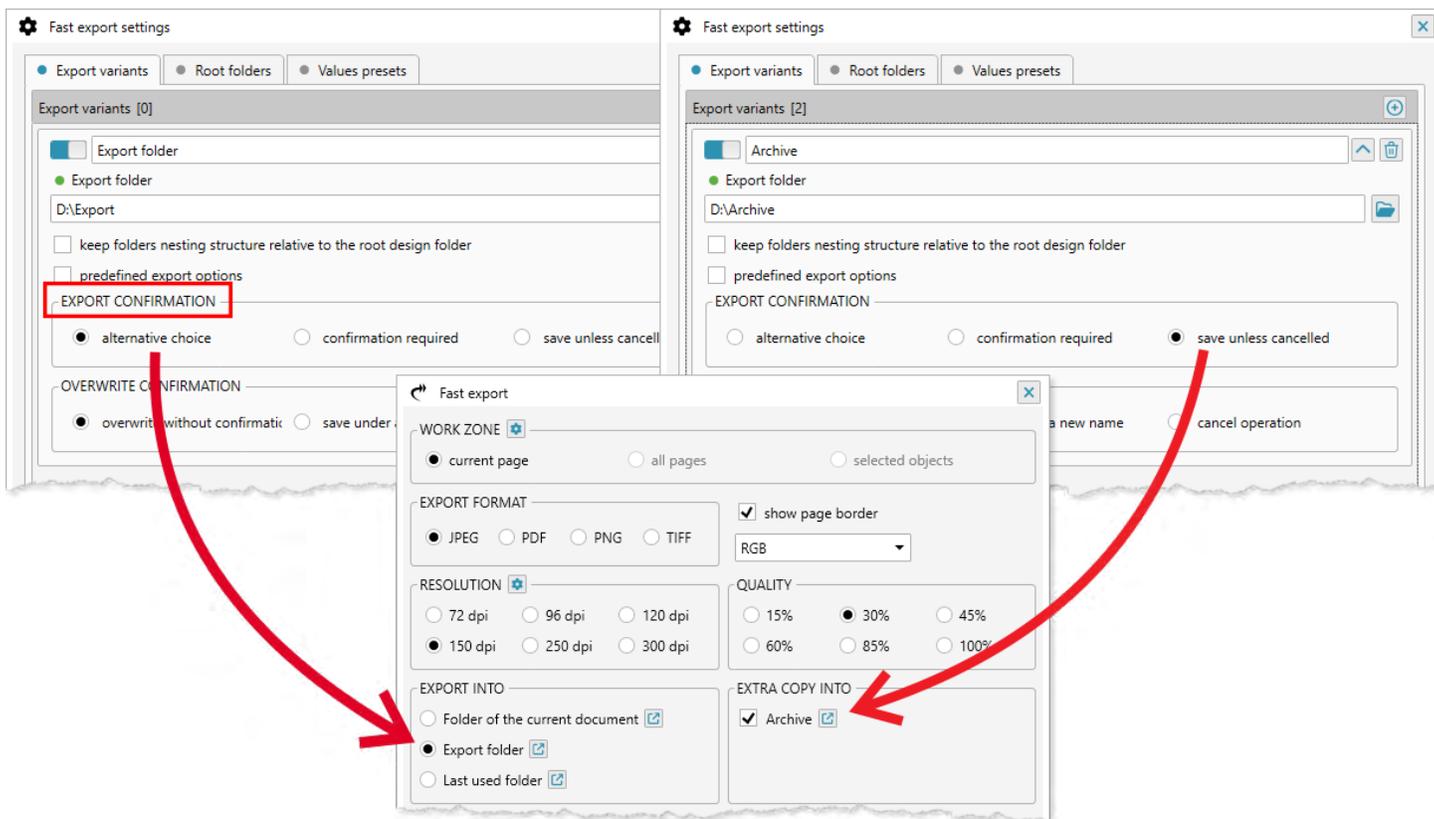
When you choose to export to PDF, you can specify how you want to protect the content. Each page can be converted to images or text converted to curves. This will prevent unauthorized changes to the design or unauthorized use of the design or its elements elsewhere.

PLUGIN SETTINGS

For more convenient and faster work, you can perform additional settings for image export parameters and the folders to which they will be saved. This eliminates the need to specify them for each operation. To perform the settings, you need to call the form by clicking on the button with the image of a gear icon **3** in the lower right corner of the form.

FIXED EXPORT OPTIONS

In the first tab of the plugin settings, you can add image export options with preset parameters. When this option will be used is determined by the confirmation method. If an alternative choice is selected, the export option will be added to the list, in which only one option is active. All folders with this option



are included in one list (along with export to the document folder) and only one option can be selected to perform the operation. This list is available on the left side of the main form and is the main one; if there are no options available for use in it, the export can only be performed by manually specifying the destination folder.

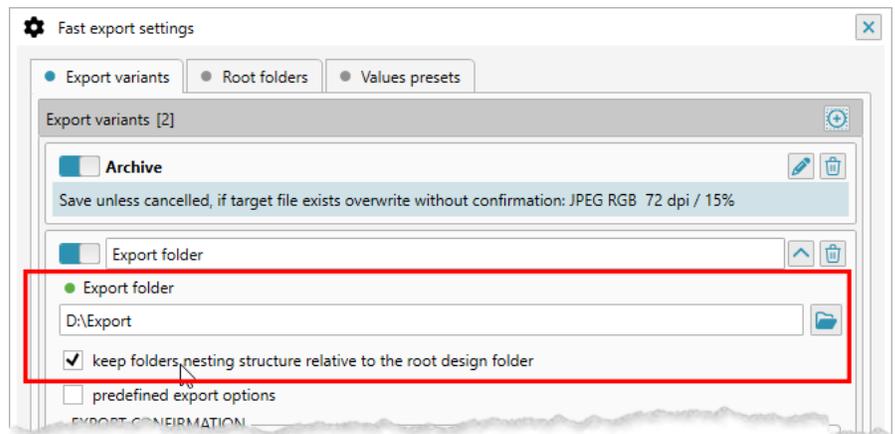
Two other options allow you to create entries for the fixed folders, which are executed in addition to the main selected option and create a sort of “background” operations list. This list, if there are suitable settings, is on the right hand side of the main window of the plugin. In front of each fixed folder there is a checkbox that allows to further influence the use or not use it when exporting.

In the fixed folder settings you can specify whether this check box is off by default (“confirmation required”) and export will be performed only with additional confirmation by the operator, or the check box is enabled by default and the export will be executed each time if the operator does not change it (“save unless cancelled”).

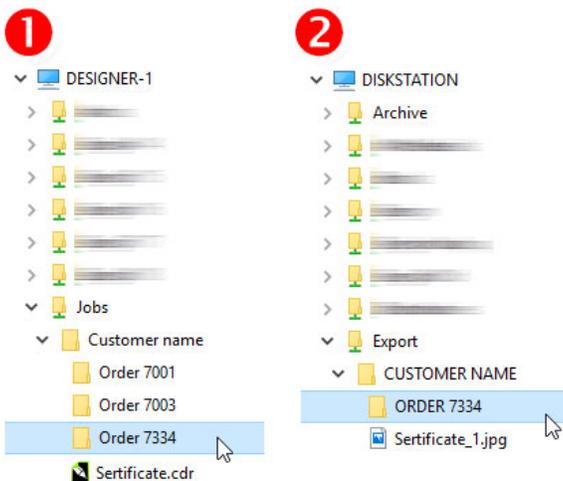
FIXED OUTPUT FOLDER

Most designers have a specific location where all created documents are saved. In the export variant options, you can specify the folder where all images will be saved.

The internal structure of subfolders within them can be quite complex and include folders for individual customers, orders, etc. When you export from such “root” design folders to another location, you can specify whether to maintain the internal structure of the subfolders. To enable this tick on the **keep folders nesting structure relative to the root design folder** checkbox.



For example, if all jobs are kept in the `\\Designer-1\Jobs` folder,

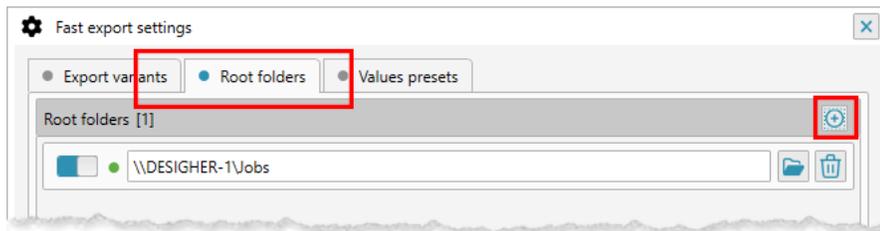


and the archive is in the `\\Diskstation\Archive` folder, then when you export the job from `\\Designer-1\Jobs\Customer name\Order 7334\Certificate.cdr` plugin automatically generates the required path and saves the exported image to `\\Diskstation\Archive\Customer name\Order 7334\Certificate.jpg`

This approach allows you to simultaneously store and easily locate the exported files, but not provide un-

desirable access to the folders with the source files themselves.

By default, for all newly created fixed folders entries, this option is active. If it is disabled, the export will be performed immediately to the specified folder without creating sub-paths and files with the same name will be overwritten. When saving images, the page number is added to the name of the file.



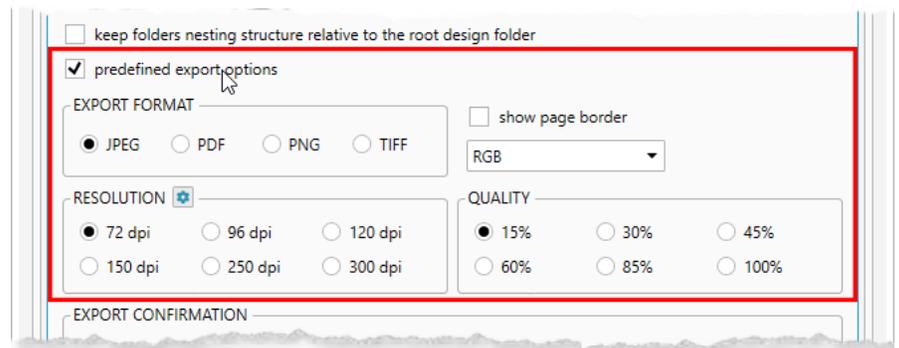
ROOT FOLDERS

The list of folders that the plugin considers as root folders can be specified in the second tab of the settings. If the plugin determines that the design is located in one of the root folders during export and the option to save the subfolder structure is set, the plugin will try to reproduce their structure and place the exported image in them.

Root folders added in the plugin settings are also shared in the ReproScripts Convert to Curves plugin.

PREDEFINED EXPORT OPTIONS

In the export option, you can set specific image parameters that will be used for export. If you check the **predefined export parameters** checkbox, you can set the image format, resolution, and other parameters.

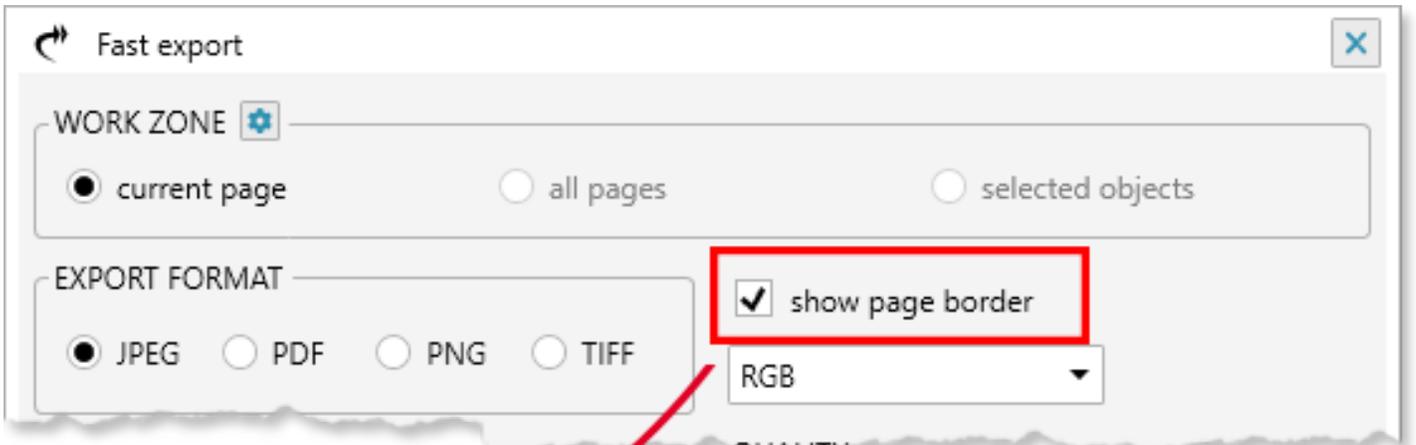


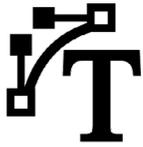
By default, the **predefined export parameters** checkbox is disabled, which means that the save operation to this folder will use the interactive parameters from the main plug-in window interface, which can be changed each time before performing the operation.

SPECIFYING THE PAGE BORDER WHEN EXPORTING

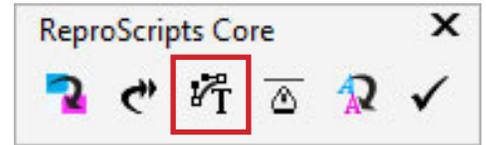
When exporting CorelDraw creates the output file exactly on the boundaries of all objects. This behavior is not always desirable as for example it does not allow you to estimate the sizes of objects relative to the page size when viewing or printing such a file.

In the main window interactive parameters and in fixed folder settings, you can specify the need to save the file with the page boundary specified. The border itself is not printed, but the plugin generates an output file in which you can see the actual location of objects within the page boundaries.





CONVERT TO CURVES



Conversion text objects into curves is almost always done at the prepress stage of the printing process. This helps to avoid the problems with fonts compatability at the printing step. The standard tools in CorelDraw for converting text are not convenient enough, since they work only with selected objects and do not process text shapes in powerclips.

This plugin allows you to quickly and effectively create outlines for all text objects in the entire document in one click, including multi level groups and clips. This greatly improves the speed and convenience of your work, especially when using fixed folders to save a copy of the document in curves.



OUTLINE ALL TEXT SHAPES AT ONCE

AUTO SAVE DOCUMENT IN CURVES

PLUGIN SETTINGS

FIXED FILE SAVING OPTIONS

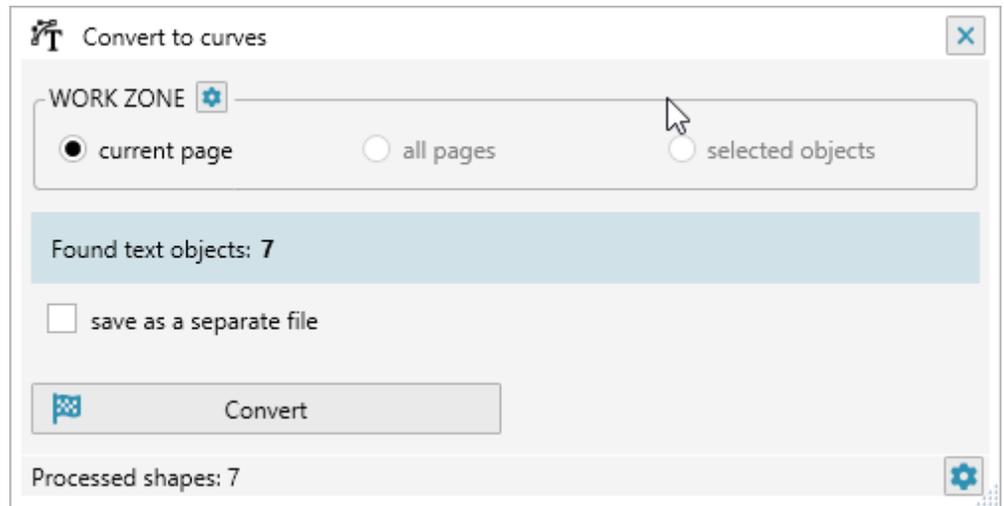
FIXED OUTPUT FOLDER

ROOT FOLDERS

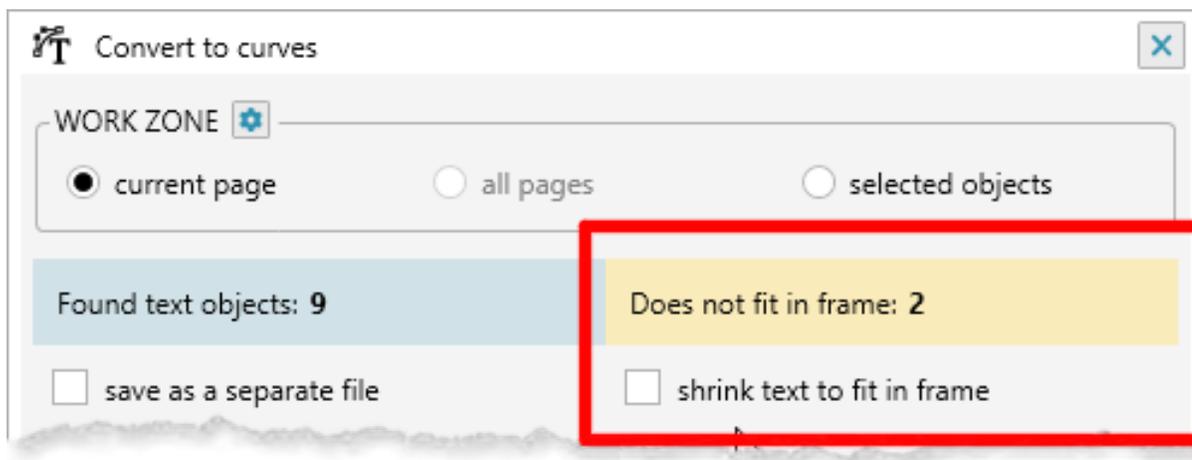
PREDEFINED FILE SAVING OPTIONS

OUTLINE ALL TEXT SHAPES AT ONCE

The plugin supports two work scenarios. In the first – basic, conversion of text objects is carried out directly in the currently active document. A thorough search of the text in the specified area is performed – on the current page, on all pages of the document or among the selected objects. Text placed in groups and powerclips of any level of nesting will also be converted.



Before converting text to curves, the plugin also checks for overflow text frames in the document. If detected, a warning is displayed in the plugin interface. This avoids obtaining an incorrect file in curves. In order to quickly find the problematic frame in the document, you can use the ReproScripts Preflight Checklist plugin.



Also, before performing the conversion to curves operation, you can activate the **shrink text to fit in frame** checkbox so that the plugin automatically adjusts the font size for the frame so that the text fits within its boundaries.

Please be careful when using this option as it may affect the design.

AUTO SAVE DOCUMENT IN CURVES

It is often desirable to leave the current document without changing, with all text objects untouched for future editing, and at the same time to create a copy of the document where all text shapes are outlined. This is the second scenario of the plugin. Setting on the “save a separate file” checkbox, you can specify the version of CorelDraw in which the duplicate file will be exported. This is convenient if the version of CorelDraw in the company for which the file is intended does not match yours.

By default, the same folder as the working document is used for saving the duplicate. **1** If the original document has not yet been saved, you will need to manually specify the destination folder. **2**

Additionally, you can add text that will be appended to the saved file name. This will allow you to make different copies of the document in curves, for example, for different selected shapes or individual pages, as well as in other scenarios.

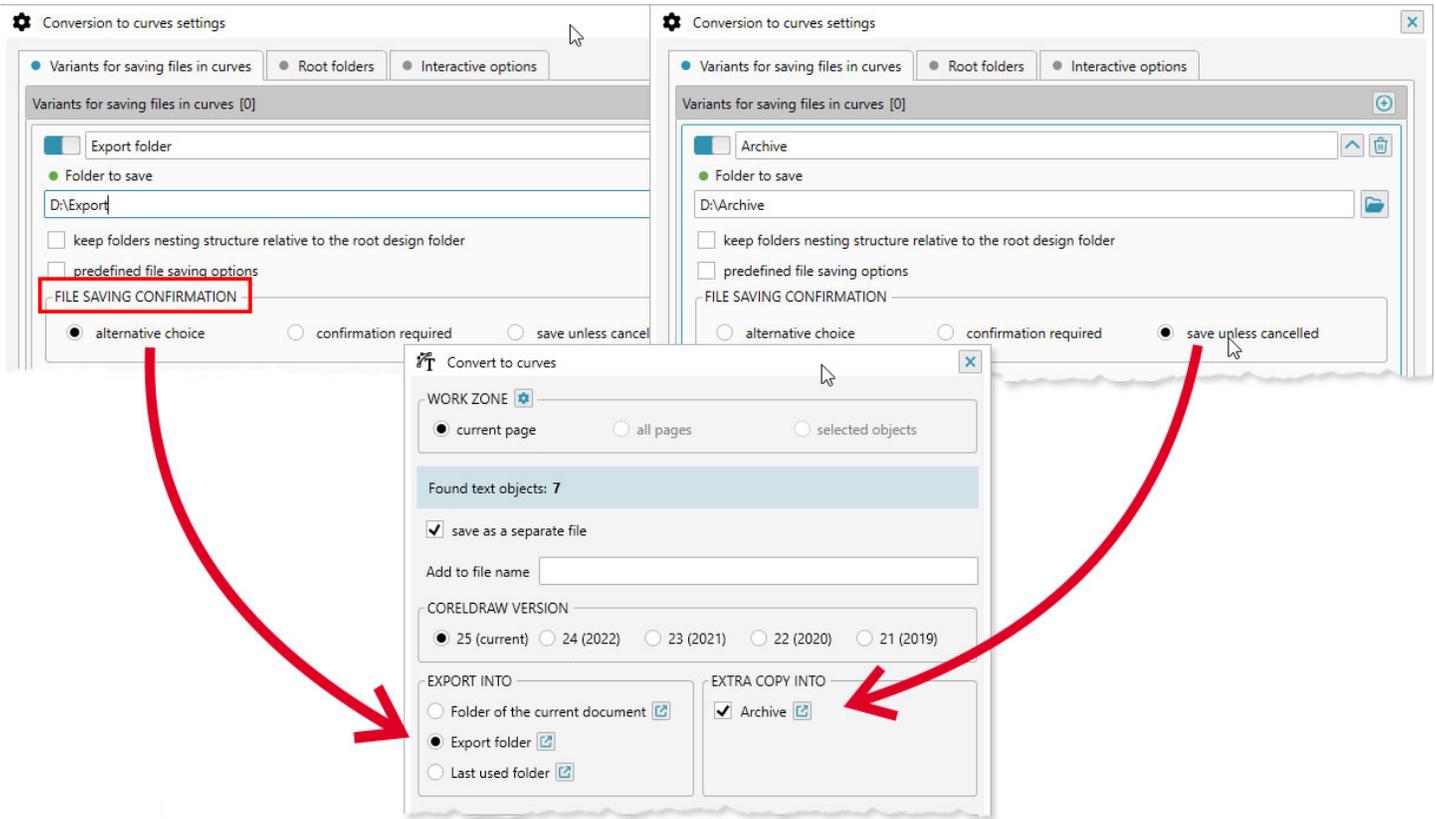
PLUGIN SETTINGS

For more convenient and faster work, you can perform additional settings for image export parameters and the folders to which they will be saved. This eliminates the need to specify them for each operation. To perform the settings, you need to call the form by clicking on the button with the image of a gear icon **3** in the lower right corner of the form.

FIXED FILE SAVING OPTIONS

In the first tab of the plugin settings, you can add file saving options with preset parameters. When this option will be used is determined by the confirmation method. If an alternative choice is selected, the saving option will be added to the list, in which only one option is active. All folders with this option are included in one list (along with the document folder) and only one option can be selected to perform the operation. This list is available on the left side of the main form and is the main one; if there are no options available for use in it, the saving can only be performed by manually specifying the destination folder.

Two other options allow you to create entries for the fixed folders, which are executed in addition to the main selected option and create a sort of “background” operations list. This list, if there are suitable



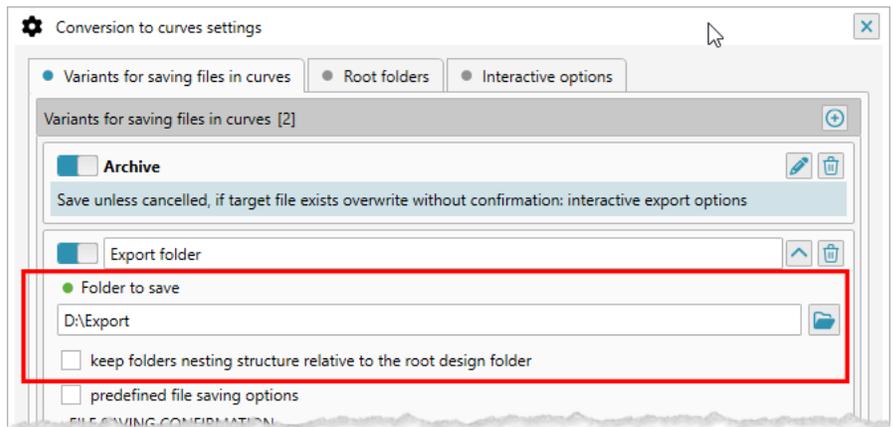
settings, is on the right hand side of the main window of the plugin. In front of each fixed folder there is a checkbox that allows to further influence the use or not use it when exporting.

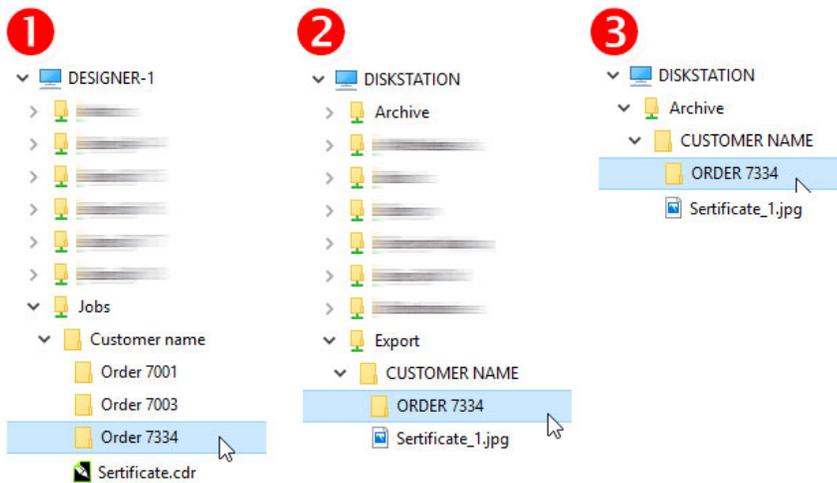
In the fixed folder settings you can specify whether this check box is off by default (“confirmation required”) and file saving will be performed only with additional confirmation by the operator, or the check box is enabled by default and the saving will be executed each time if the operator does not change it (“save unless cancelled”).

FIXED OUTPUT FOLDER

Most designers have a specific location where all created documents are saved. In the export variant options, you can specify the folder where all images will be saved.

The internal structure of subfolders within them can be quite complex and include folders for individual customers, orders, etc. When you export from such “root” design folders to another location, you can specify whether to maintain the internal structure of the subfolders. To enable this tick on the keep folders nesting structure relative to the root design folder checkbox.

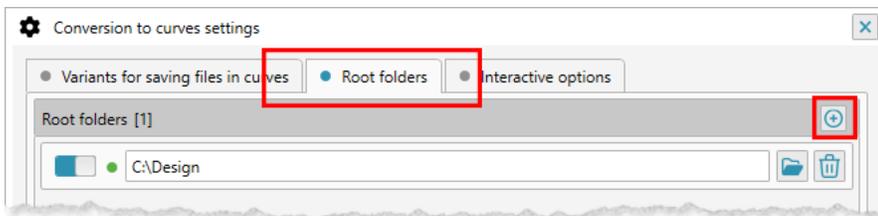




For example, if all jobs are kept in the `\\Designer-1\Jobs` folder, **1** and the archive is in the `\\Diskstation\Archive` folder, **3** then when you export the job from `\\Designer-1\Jobs\Customer name\Order 7334\Certificate.cdr` plugin automatically generates the required path and saves the exported image to `\\Diskstation\Archive\Customer name\Order 7334\Certificate.jpg`

This approach allows you to simultaneously store and easily locate the exported files, but not provide undesirable access to the folders with the source files themselves.

By default, for all newly created fixed folders entries, this option is active. If it is disabled, the export will be performed immediately to the specified folder without creating subpaths and files with the same name will be overwritten. When saving images, the page number is added to the name of the file.



ROOT FOLDERS

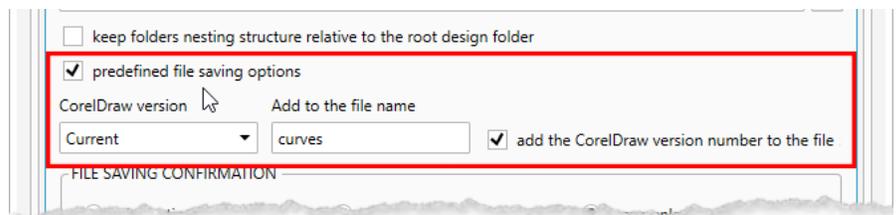
The list of folders that the plugin considers as root folders can be specified in the second tab of the settings. If the plugin determines that the design is located in one of the root folders during file conversion and the option to save the subfolder structure is set, the plugin will try to reproduce their structure and place the converted CorelDraw file in them.

Root folders added in the plugin settings are also shared in the *ReproScripts Fast Export* plugin.

PREDEFINED FILE SAVING OPTIONS

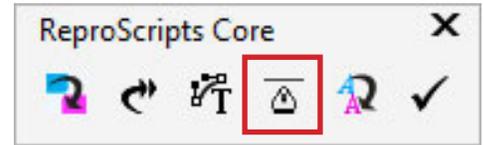
In the saving option, you can set specific file parameters that will be used for saving. If you check the **predefined export parameters** checkbox, you can set the CorelDraw version for the output file and file naming options.

By default, the **predefined file saving parameters** checkbox is disabled, which means that the save operation to this folder will use the interactive parameters from the main plugin window interface, which can be changed each time before performing the operation.





TUNE OUTLINES



From time to time every designer or prepress specialist faces a task to change the stroke parameters for all or many objects in the document. The Tune outlines plugin allows you efficient solve this problem by performing at the user's choice fast processing of selected objects, shapes on the current page, or on all pages in the document. All groups and powerclips of any level of nesting are checked. Changes made by the plugin in the document can be canceled in the standard way through the menu **Edit > Undo**



CHANGING OUTLINES PARAMETERS

RESET CHANGED ITEMS

EMPTY OUTLINE

OUTLINE PEN OPTIONS

LIST MENU

THICKNESS UNITS

RESTORE ALL

SETTING THICKNESS VALUE

MINIMUM THICKNESS

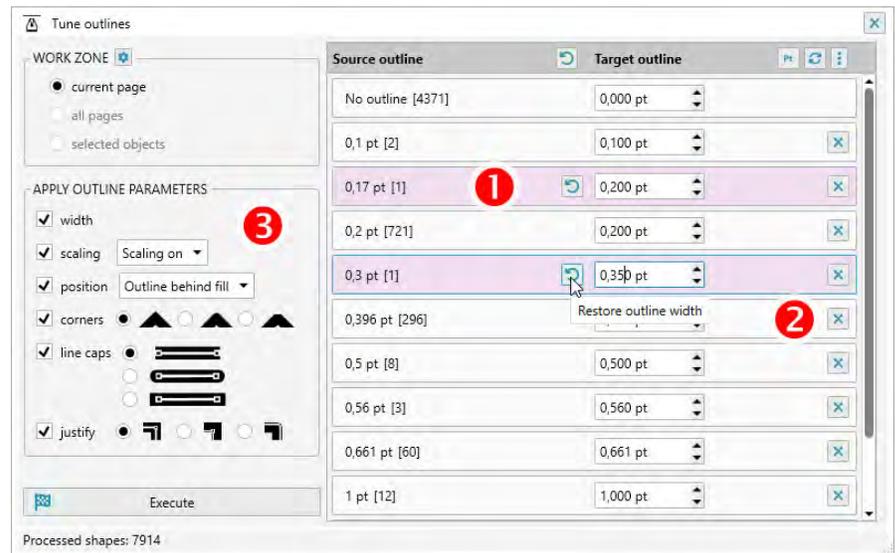
ROUNDING OF THICKNESS

CHANGING OUTLINE PARAMETERS

Once the plugin is started, the currently active document is analyzed. All object present in the working zone are processed and grouped by the thickness of their strokes. The list of the thickness values is collected and added into the main window of the plugin. The left part of the list shows the initial thickness and the number of objects with such a stroke that are present in the document. There is a field on the left hand side of each line that allows you to alter the shapes outline thickness by specifying a new value.

RESET CHANGED ITEMS

The lines in the list in which the new thickness value is specified are highlighted in pink background. **1** If you changed the thickness in any of the rows in the list, but then decided to return to the original value, just click on the button on the left. The original value will be substituted in the destination field and the change for this item will be canceled.



EMPTY OUTLINE

In order to remove the stroke completely, you can either specify a new thickness value of 0 manually, or click on the cross at the end of the line. **2** When the plugin processes the document all shapes whose thickness is the same as the initial value for this list entry will be set to "None".

OUTLINE PEN OPTIONS

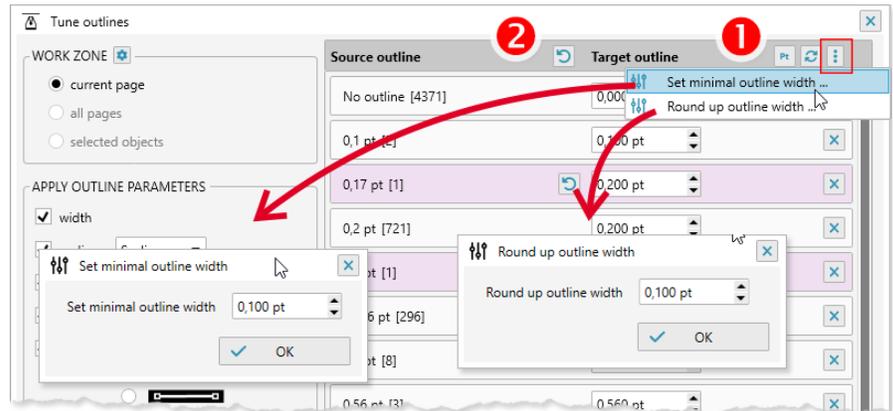
In the left part of the plugin's main window **3** there is a set of checkboxes that allow you to specify which parameters of the object's outline pen need to be changed. Each active option adds a set of available values on the right hand side of the window. Obviously, at least one active option is required to carry out the operation. The parameters that can be changed include the outline thickness, the scaling of the outline with the object, the placement of the stroke before or after the fill, the types of the corner connection of the lines, and the type of the line edge.

LIST MENU

Since the list of outline thickness can contain a sufficiently large number of lines, it is sometimes convenient to execute commands on all lines at once. Such commands are available the menu in the list header.

THICKNESS UNITS

By default, the thickness value in the list is displayed in points. **1** To change the units of measurement, you can use the menu that opens when clicking on the currently active value specified in the list header. The values can be shown in points or active plugin units (millimeters or inches). The set value will be saved and used in the future startup of the plugin.



RESTORE ALL

If there are lines with a modified stroke thickness in the list, then the “Restore all” button is available to reset value to the original one at the same time in all lines. **2**

SETTING THICKNESS VALUE

The target thickness value of all lines in the list can be adjusted simultaneously. Two commands are available for that - setting the minimum thickness and rounding up the values.

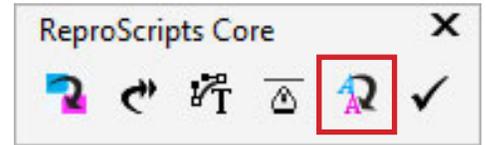
SETTING THE MINIMUM THICKNESS

Quite often in the document there are Hairlines, which are undesirable to have when sending documents for printing, since they can look very thin on the print. To set the minimum thickness threshold, you can use the context menu command to enter a value that will be set for all rows in the list where the current value is too small (but not zero).

ROUNDING OF THICKNESS

If there are too many lines of different thickness in the document, you can call up a form to round up values. The plugin will fix all rows of the list, setting a new value, if necessary. The changed values will be applied to all objects in the document which should bring more order into your document especially if it contains imported or traced shapes.

REPLACE FONTS



There are various tools for working with text shapes in CorelDraw. However, there is no way to change font in text shapes for another one, as possible for example in Adobe products. This is quite a frequent operation, which many designers have to perform manually, which takes a lot of time. The Replace fonts plugin allows you to carry out this task taking into account the action area – throughout the document, on the current page, or among the selected objects. Changes made by the plugin in the document can be canceled in the standard way through the menu **Edit > Undo**



[LIST OF USED FONTS](#)

[GROUPING FONTS](#)

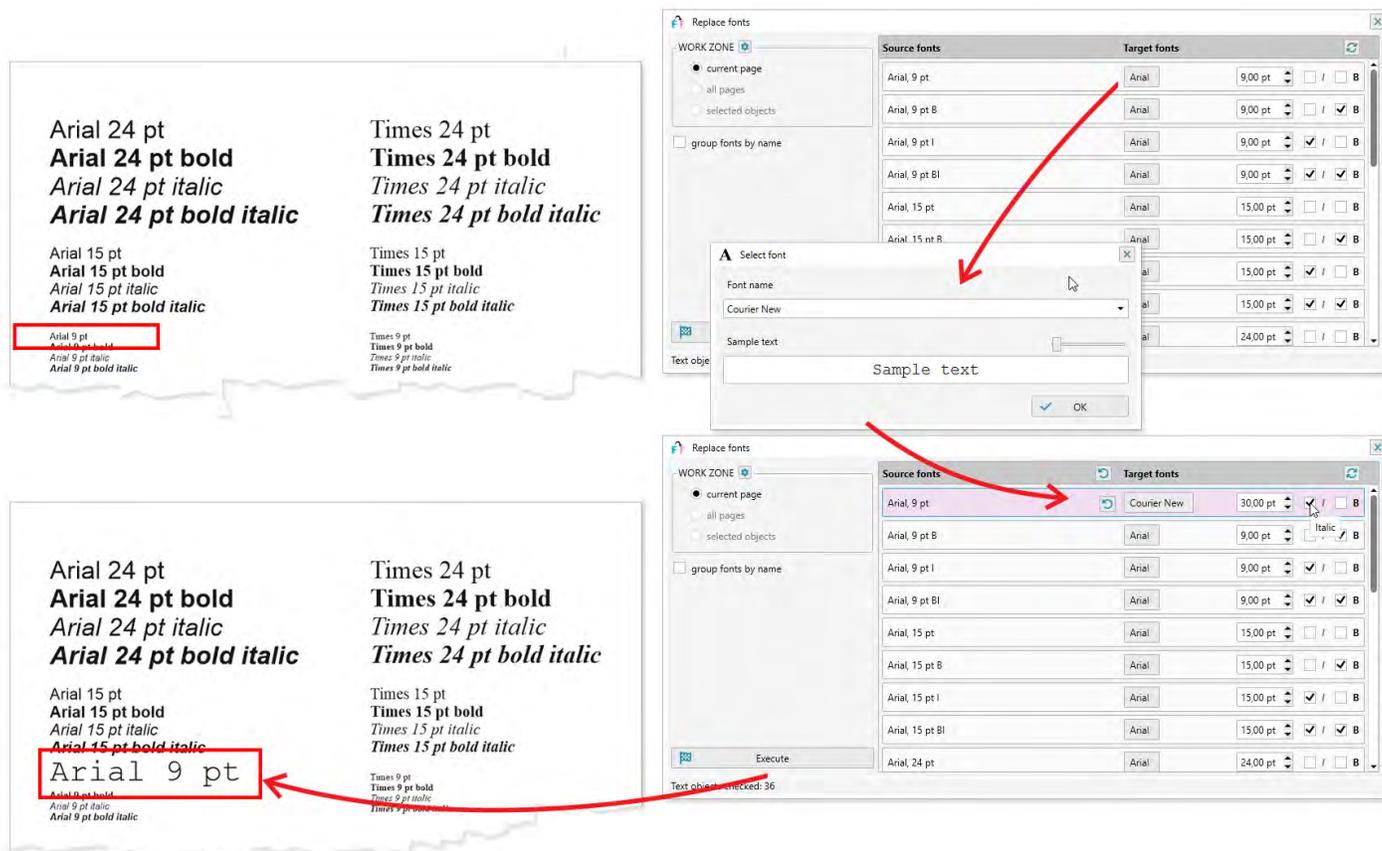
[SELECTING A NEW FONT](#)

[COPY AND PASTE](#)

[RESET CHANGED FONTS](#)

LIST OF FONTS USED IN THE DOCUMENT

When the plugin starts, it analyzes the document and compiles a list of all the fonts which are uses in text shapes. The analysis is performed at the symbol level, which allows to create the most complete list of fonts.

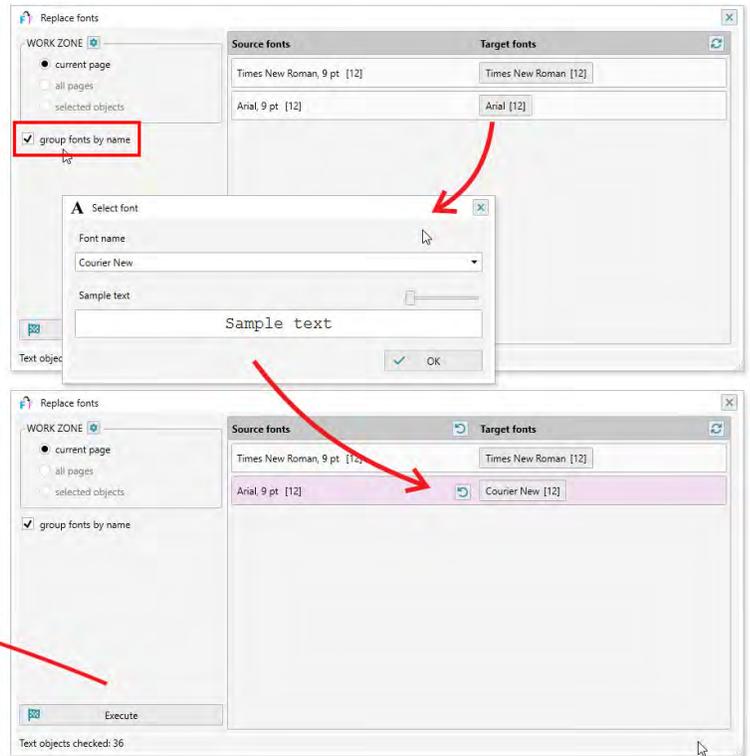
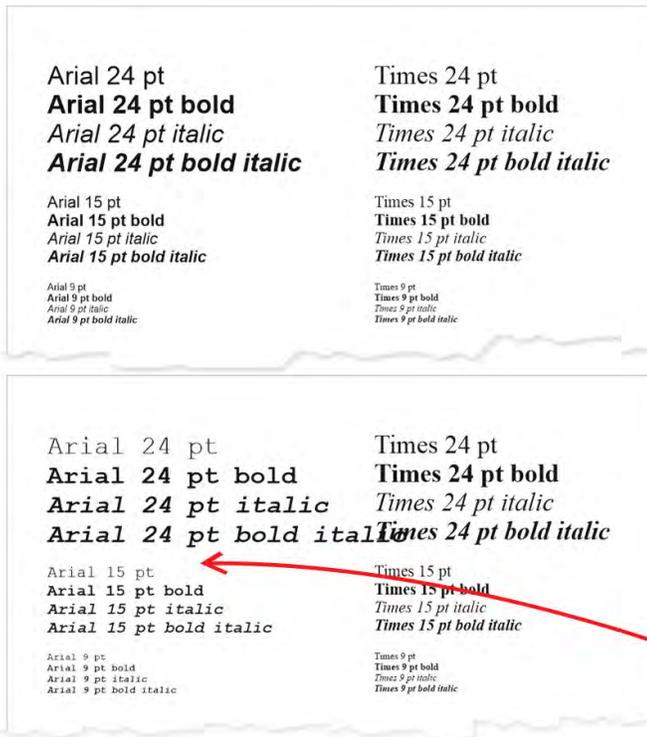


Initially, all fonts in the list differ by size, style and weight. Each line in square brackets next to the font name indicates the number of text shapes in which this font was found. Also for each font is indicated its size in points. For bold text, the letter B will be added for italic – I. This information is available for both original fonts and the ones which will be used for replacement, allowing you to see the complete data in the list.

GROUPING FONTS

Often it is more convenient to group the fonts in the list by name. That means that fonts with the same name, but different in terms of size, weight or style, will be regarded as similar and for all of them just one line in the list will be created. Such lines with grouped fonts are marked in bold text.

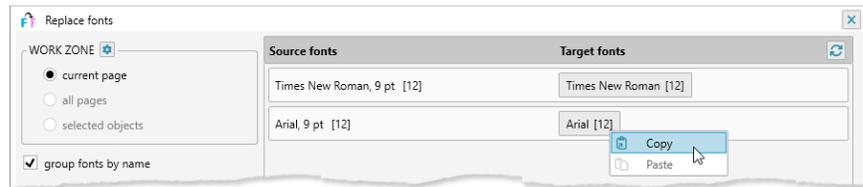
Grouping makes it possible to replace font names in text shapes of the document leaving size, weight, and style untouched. This allows to easily change the appearance of the design while maintaining the its basic characteristics.



SELECTING A NEW FONT

To select the new font which will be used for the replacement, click on the button with the name in the target font column. In the window that opens, you can select a new font and specify all its parameters. If the font is grouped, only its name can be changed. For most fonts, a preview of the appearance is available. The lines for which a new replacement font is selected are displayed in red in the list.

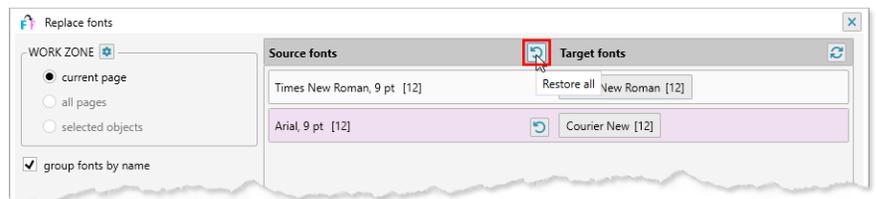
COPY AND PASTE



For the target font, copy and paste operations are available from the context menu, which opens when you right-click on it. After copying a font into memory, you can quickly assign it to any other line without having to use the dialog to select parameters.

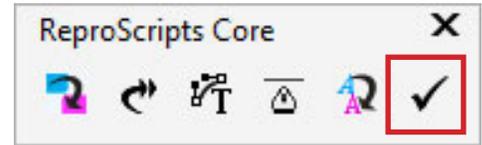
RESET CHANGED FONTS

To return the original font and not to replace it, you should click on the button with the name of the original font in the corresponding line. All data will be restored and the line will turn black. Also, if there are any changed rows in the list header, the "Restore" command appears, which allows you to reset all the lines at once.





PREFLIGHT CHECKLIST



Preflight checks are common in print environment. This operation is carried out both with respect to internally developed documents, and to jobs provided by customers. The prepress specialist reviews each document every time trying to figure out possible issues. Some files contain a large number of objects and the preflight process for them can take up considerable time and does not guarantee that any deeply hidden objects will not be missed. Preflight checklist plugin is an automated tool for checking the document for printability with the chosen technology. It allows to facilitate and speed up this work, providing the user with detailed information about found problems for making a decision.



[LIST OF PROBLEMS](#)

[ISSUES CORRECTION](#)

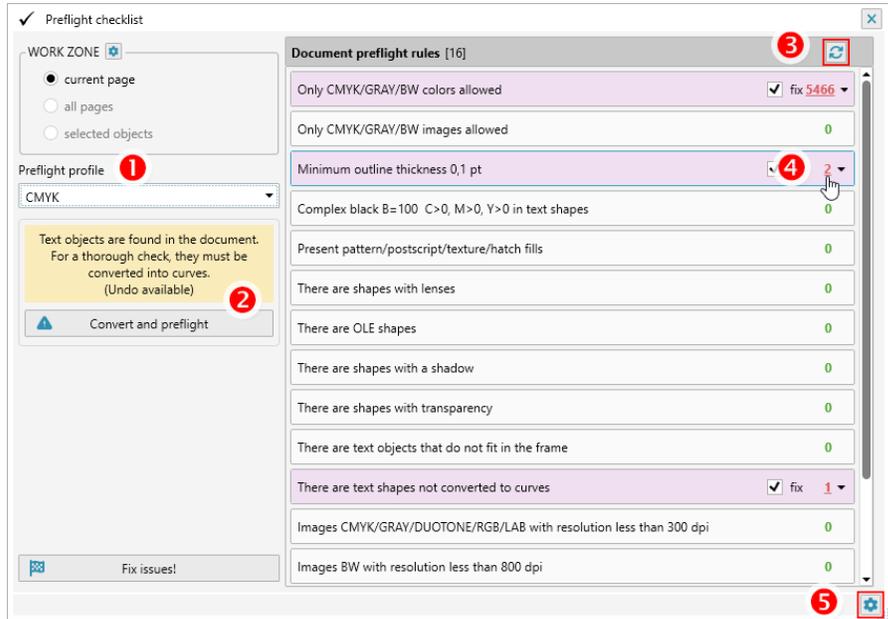
[NAVIGATION BY PROBLEMATIC OBJECTS](#)

[SETTING UP A PREFLIGHT PROFILE AND CREATING A NEW ONE](#)

LIST OF PROBLEMS

When the plugin is started, it analyzes the document for the most typical problems, taking into account the printing technology which is supposed to be used in production. **1** The presence of the text is always regarded as an error and for a deeper analysis it is recommended to convert it into curves and re-run analysis. **2** This is necessary in order to avoid issues that can occur at the level of individual characters, which in CorelDraw may have characteristics different from the parent text object. Preliminary conversion of the text shapes into curves allows to avoid time-consuming analysis at individual characters level.

The list of problems varies depending on the type of printing type you select. If any corrections are made to the document during the preflight, you can click the button in the list header repeat it one more time. **3**

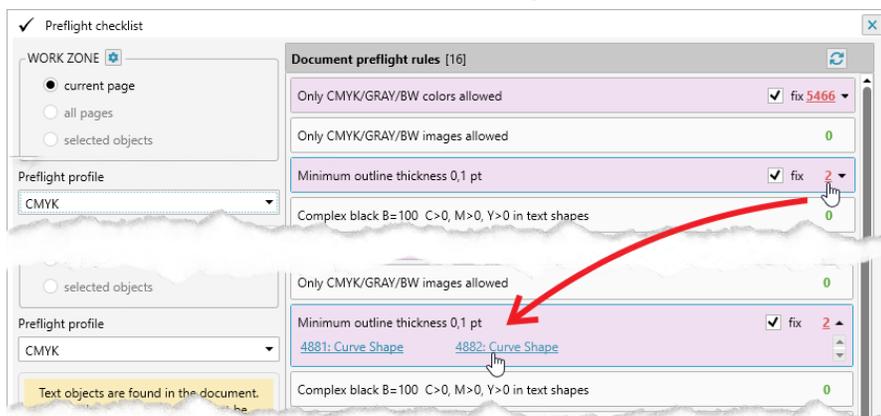


ISSUES CORRECTION

For many issues in the list, if they were found, it is suggested to perform automatic correction. This includes converting text into curves, changing color models of images, replacing spot colors with CMYK, converting problem objects into images etc. You have the opportunity to select only those problems that need to be corrected with the checkbox to the right of the number indicating the quantity of problematic objects.

All changes that the plugin makes to the document when correcting it can be canceled in the standard way through the **Edit > Undo** menu in the CorelDraw interface.

NAVIGATION BY PROBLEMATIC OBJECTS



After checking the document against the checklist, the number of objects corresponding to a particular problem is displayed. **4** The plugin allows you to see which specific objects are considered as problematic. The figure next to the problem description is underlined from the bottom and works as a link. If you click on it, you will open the exact list of

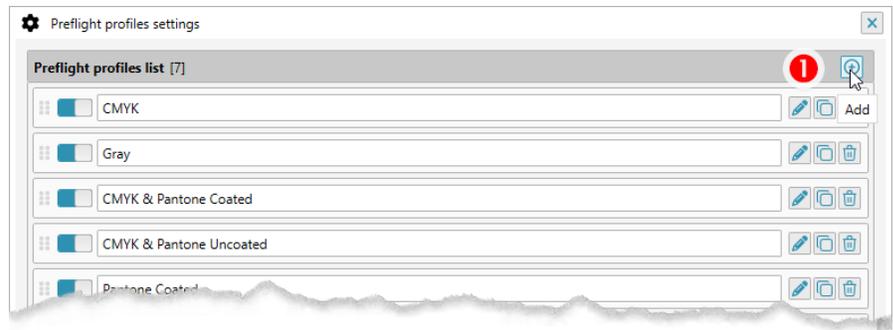
objects related to this entry.

Since there can be thousands of problematic shapes, there is no practical sense in displaying them all, especially since it can significantly slow down the plugin. Therefore, you can see the first 50 of all problem objects.

The plugin can show an object in the document if you click on it. **1** This will allow you to understand and assess the source of the problem.

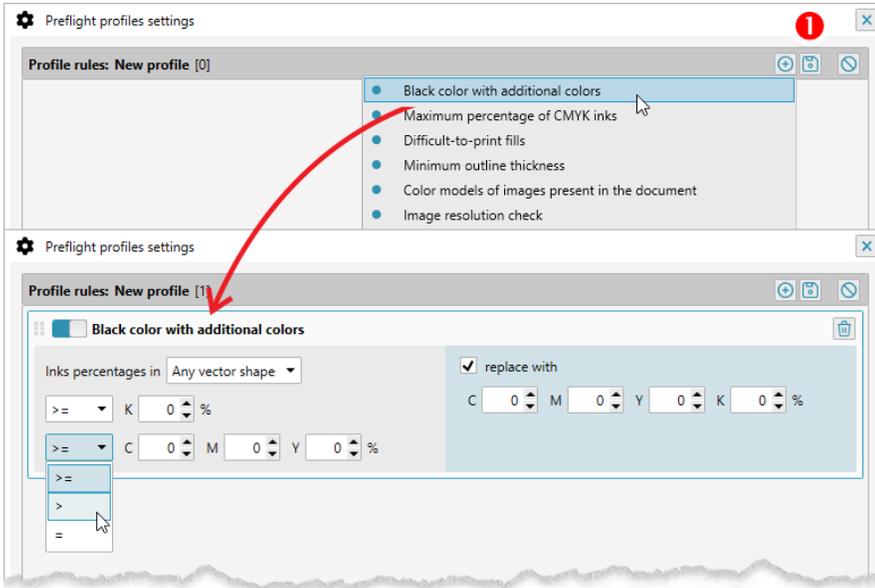
SETTING UP A PREFLIGHT PROFILE AND CREATING A NEW ONE

In the lower right corner of the plugin's main window there is a settings button **5** that opens the current list of profiles used to check the document. Here you can rename the profile, change its position, duplicate it or open it for editing. You can also create a new empty profile in which you can add any rules yourself.

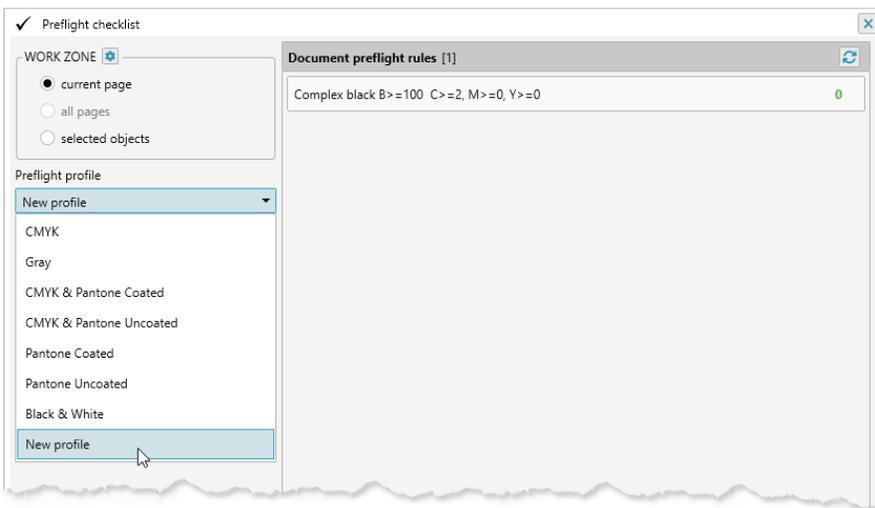


In profile editing mode, by clicking on the **1** button, you can open a list of available rules for the profile. Each added rule has a number of options that allow you to configure the problem search parameters, as well as options for fixing them. The following rules are currently available:

- ▶ **Color models of vector objects present in the document**
- ▶ **Color models of images present in the document**
- ▶ **Minimum outline thickness**
- ▶ **Black color with additional colors**
- ▶ **Difficult-to-print fills**
- ▶ **There are shapes with a shadow**
- ▶ **There are shapes with lenses**
- ▶ **There are OLE shapes**
- ▶ **There are shapes with transparency**
- ▶ **There are text shapes not converted to curves**
- ▶ **There are text shapes that does not fit in the frame**
- ▶ **Image resolution check**
- ▶ **Maximum percentage of CMYK inks**
- ▶ **Registration color present**
- ▶ **There are objects with overprint**



After editing the profile, you need to save it by pressing the button **1** with a disk. Returning to the main window of the plugin in the list of profiles, you will see your new profile and by selecting it, run all checks according to your rules.

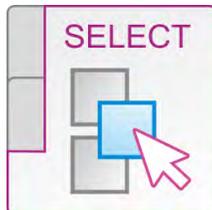


REPROSCRIPTS LIBRARY / PRO



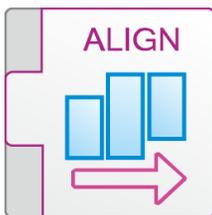
PRO PAGE TOOLS

The docker is focused on performing various complex manipulations with the pages of the document. It will allow you to insert, delete, rotate, duplicate and rearrange pages in a variety of ways.



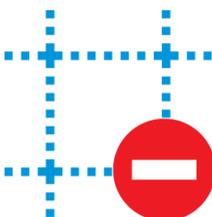
PRO SELECT

The plugin implements an exceptionally frequent task of finding objects based on some characteristics of a sample shape. You can choose which parameters to consider when searching.



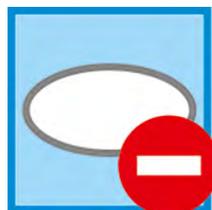
PRO ADJACENT ALIGN

The plugin adds a panel for adjacent alignment of objects. CorelDraw does not offer convenient execution tools for this operation, and although this task is quite common, it can nevertheless be labor-intensive to perform.



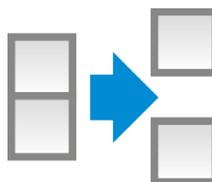
DELETE GUIDES

The plugin allows you to remove all guides in a document in a couple of clicks, which also reduces the number of routine operations.



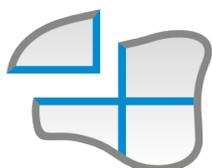
PROCESS POWERCLIPS

This plugin allows you to convert powerclips into regular shapes, which greatly simplifies the structure of the document.



REVERT SYMBOLS

The plugin allows you to quickly convert all the characters in a document into ordinary objects, increasing the reliability of the finished document.



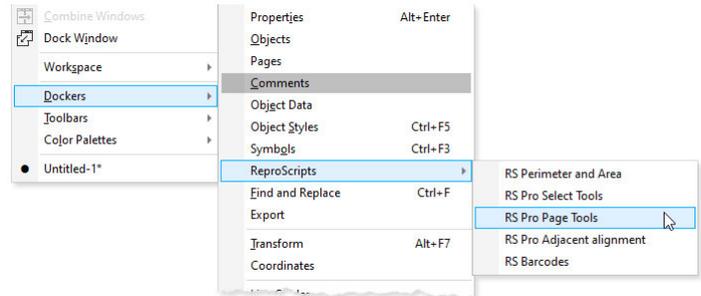
SPLIT SHAPES

The plugin allows you to split any object into equal parts in a few clicks or along the guide lines intersecting it.



PRO PAGE TOOLS

. One of the advantages of CorelDraw over other vector editors is its ability to work with multi-page documents. The Pro page tools docker included in the ReproScripts Pro library adds a wide range of operations for manipulating pages in CorelDraw documents. The docker opens via the **Windows > Dockers > ReproScripts > RS Pro Page Tools** menu.



At the top of docker is a dropdown list containing operations that can be performed on the document. Using this docker, you can perform a variety of manipulations on a document — inserting, deleting, duplicating and changing the order of pages in accordance with various rules. Each operation contains additional parameters that allow you to fine-tune it and get the desired result.



INSERTING PAGES

BLANK PAGES

FROM ANOTHER FILE

MIXING WITH ANOTHER FILE

DELETING PAGES

DUPLICATING PAGES

MAKING ALL PAGES THE SAME SIZE

PUTTING PAGES IN REVERSE ORDER

ROTATING PAGES

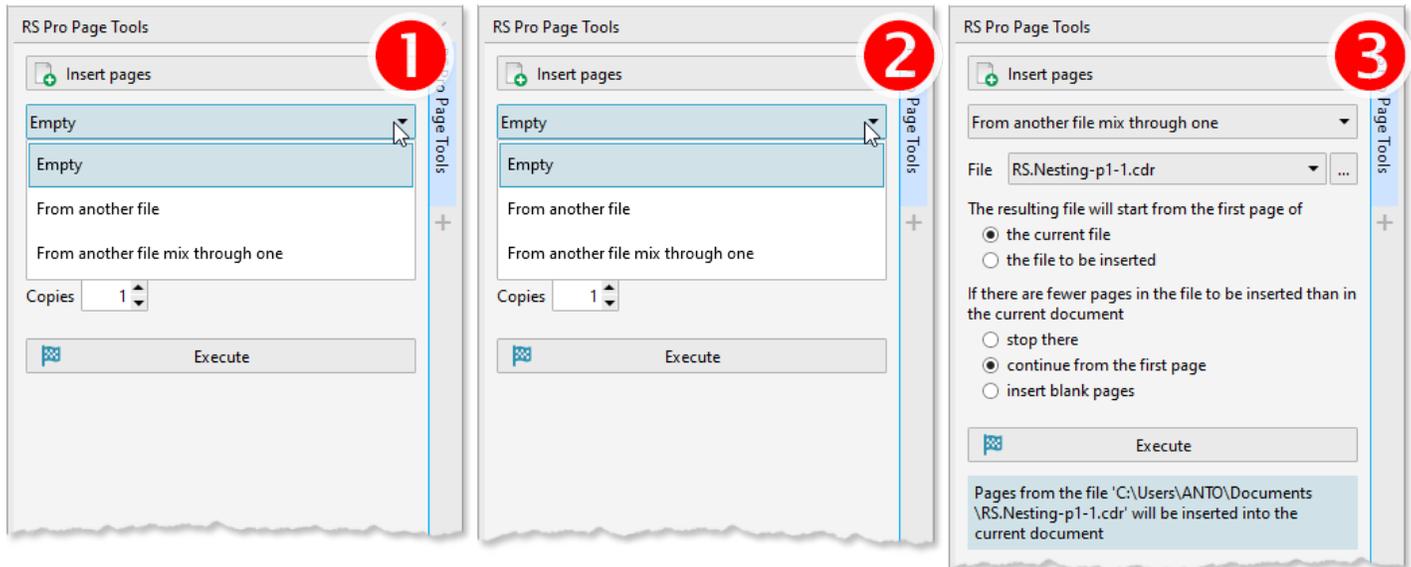
REARRANGING PAGES IN GROUPS

REPOSITIONING EVEN AND ODD PAGES

SPLITTING DOCUMENT INTO PAGES

INSERTING PAGES

With this command, you can insert blank pages or pages from another file into your document.



INSERTING BLANK PAGES

Several blank pages can be added to the document at the same time. **1** Depending on the specified parameters, they will be placed after (or before) the current page, all pages of the document or only after/before even or odd pages.

INSERTING PAGES FROM ANOTHER FILE

To perform this operation you must select the file from which you want to take pages. **2** They will be duplicated if necessary and inserted into the specified position, just as the plugin does this with empty pages.

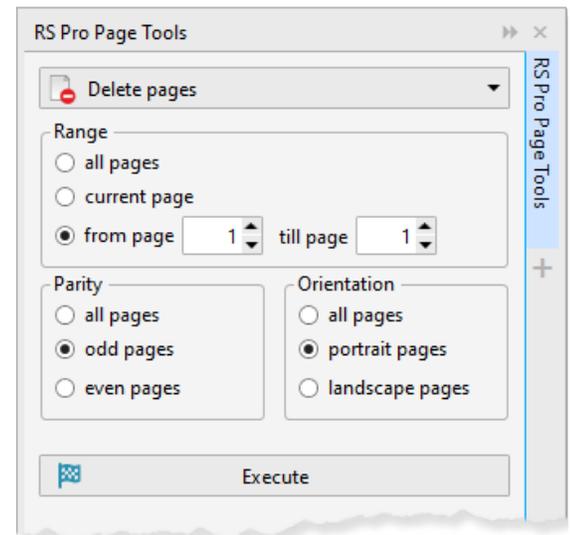
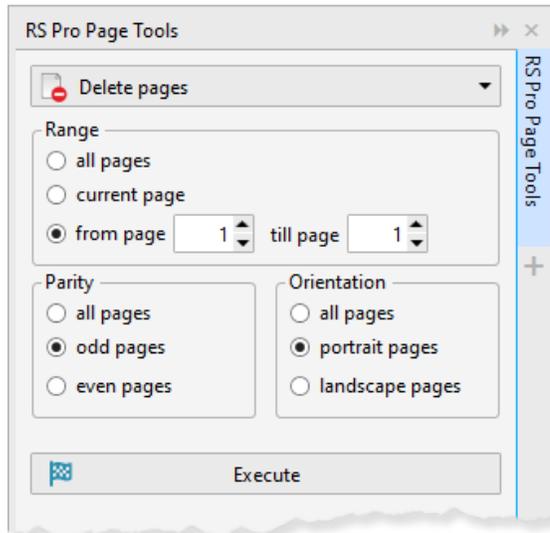
MIXING PAGES WITH THE ONES FROM ANOTHER FILE

This option allows you to mix the pages of the current document with pages from another file. **3** To execute the command, you must select the file from which to take pages and specify the first page of which file (current or selected) will be the first one in the resulting document.

When this command is being executed, the plugin is guided by the number of pages in the current active document. If there are more pages in the document to be added, the extra pages will be skipped and will not appear in the resulting document. If there are less pages in it than in the currently active one, the plugin needs to be additionally explained what to do - stop the operation, cyclically add the same pages or add blank pages to the desired place.

DELETING PAGES

The plugin allows to flexibly set the parameters of the pages in the document which need to be deleted. Only pages that match all the specified parameters will be deleted - range (all pages, current page, pages from ... to ...), parity (only odd/even or both), orientation.



DUPLICATING PAGES

This command creates one or more copies of the pages along with their contents for the specified range. Pages will be inserted into the document immediately after the duplicated page or when the **put copies at the end of the document** checkbox is activated, all duplicates will be moved to the end.

MAKING ALL PAGES THE SAME SIZE

If for some reason the pages of the document have different sizes, then using this command you can make them the same. Activate the page of the document that has the correct size and click the **Execute** button the plugin will adjust sizes for all other page making them equal to the active one. The orientation of the pages is taken into account and will not be changed.

PUTTING PAGES IN REVERSE ORDER

The command repositions pages in the document in reverse order. With the **result in a new document** checkbox active, the result will be generated in a new document, otherwise the operation will be performed in the currently active one.

ROTATING PAGES

This command does not just change the orientation of the page, but also rotates the contents in the selected direction. Depending on the specified parameters, the rotation will be performed for the current page, all pages of the document or only even / odd pages. The page is processed only if it meets all of the specified requirements simultaneously.

REARRANGING PAGES IN GROUPS

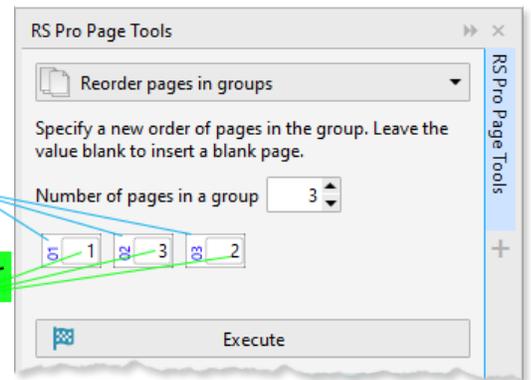
A powerful tool for changing the position of pages in the document. It can be used for various purposes and is able to simultaneously duplicate pages, change their position and insert blank pages.

The idea behind its work is that a group of pages is taken from the original document and out of them, a new group is formed, following the mapping rule. This operation is repeated cyclically until all pages in the source document are processed.

The size of the group in the new document must be specified explicitly. The plugin will generate a list of fields which represent the new group. In each of these fields you need to enter the position of the page in the source document. So in this way a source group is mapped onto the new one. If you put 0 in the field or leave it blank - an empty page will be added at this position in the final document. The size of the group which is taken from the source document is determined by the maximum number used in mapping.

The plugin always creates a new document with the result of its work. Regrouping can be used for various purposes, for example, when preparing a document for printing or for complex reorganization of pages.

The positions of pages in the source document which will be taken and placed into the new order



Desired action	Mapping	Resulting document
Add two blank pages after each page of the original document	Number of pages in a group <input type="text" value="3"/> <input type="text" value="01"/> 1 <input type="text" value="02"/> <input type="text" value="03"/>	2
Swap even and odd pages	Number of pages in a group <input type="text" value="2"/> <input type="text" value="01"/> 2 <input type="text" value="02"/> 1	3
Leave only even pages	Number of pages in a group <input type="text" value="1"/> <input type="text" value="01"/> 2	4
Duplicate all pages 2 times	Number of pages in a group <input type="text" value="3"/> <input type="text" value="01"/> 1 <input type="text" value="02"/> 1 <input type="text" value="03"/> 1	5



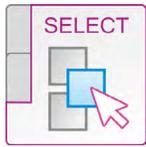
Examples of using the rearranging command for a document with 10 pages. ①

REPOSITIONING EVEN AND ODD PAGES

The command reorganizes the document, rearranging all the odd pages to the top of the document, and all the even ones to the end. Such an order is periodically required while making manual imposition for a brochure. If the result in a new document checkbox is activated, the result will be placed in a separate document. Otherwise, the pages will be reordered in the current working document (the operation can be undone).

SPLITTING DOCUMENT INTO PAGES

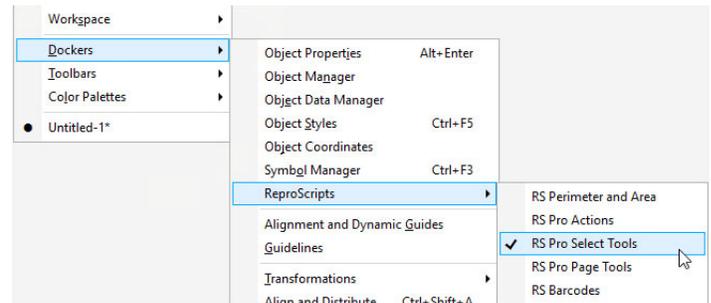
This action saves each page of the active document as a separate file. The source file must already be saved to disk. The plugin will create a folder next to it, which will contain files with pages. The file names will be composed of the name of the source file and the page number. After completing the work the plugin will open the folder with the result.



PRO SELECT

The Pro select plugin allows to quickly find shapes in the document based on the parameters of a sample object. To search for suitable objects, you can use any combination of the following parameters from the sample:

- ▶ **outline color**
- ▶ **outline thickness**
- ▶ **outline style**
- ▶ **fill color**
- ▶ **type of object:** rectangle, ellipse, etc.
- ▶ **size:** additionally it is necessary to specify to take objects smaller, same or larger than the sample



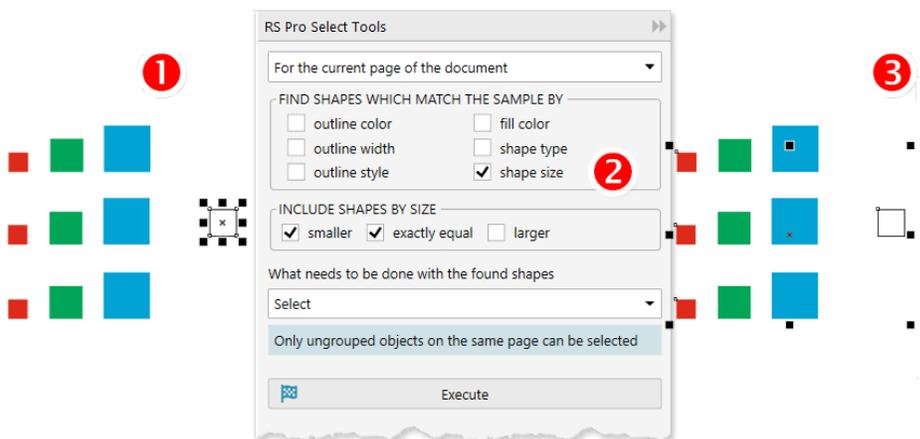
These parameters allow you to use the plugin to solve the widest range of tasks which require searching objects on the current active page or on all pages of the document. The plugin also processes objects in groups and clips.

With suitable objects, you can perform one of the following operations:

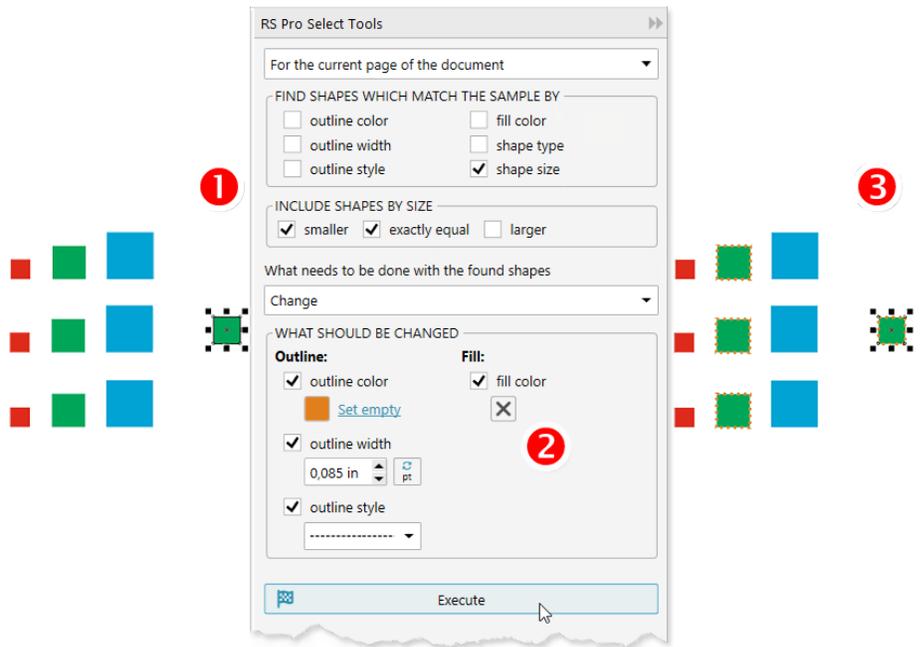
- ▶ **select them:** it is possible to execute only if objects on one page are processed
- ▶ **delete:** throughout the document
- ▶ **change:** simple but often in-demand operations for changing the fill and / or outline color and changing the thickness and style of the outline can be applied to the found objects
- ▶

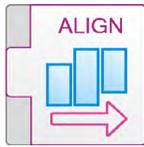
The parameters of the plugin are configured in the docker, which is easy to activate and use at the right time when working in the application. Effective and intuitive settings allow in several clicks to solve complex tasks for processing a large number of objects in a document.

The figure shows the use of the plugin to find objects by the size - smaller than the sample shape. To do this, select the sample **1** and specify the search by the size **2** and click the **Execute** button. The plugin will perform a search and select the suitable objects (including the sample itself). **3**



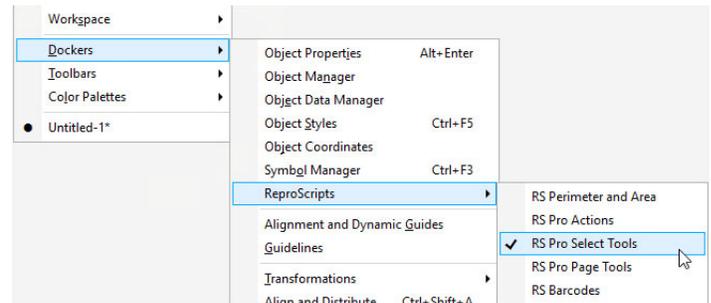
Another example of using the plugin is to search for objects by the color of the sample's fill ①. For all found objects, the color, thickness and style of the stroke will be replaced ③.





PRO ADJACENT ALIGN

One of the three dockers in the ReproScripts Pro which allows you to perform adjacent alignment for selected shapes in the active document. The need for such operations from time to time arises in the work of almost every designer. The docker can be opened via the **Windows > Dockers > ReproScripts > RS Pro Adjacent Alignment** menu.

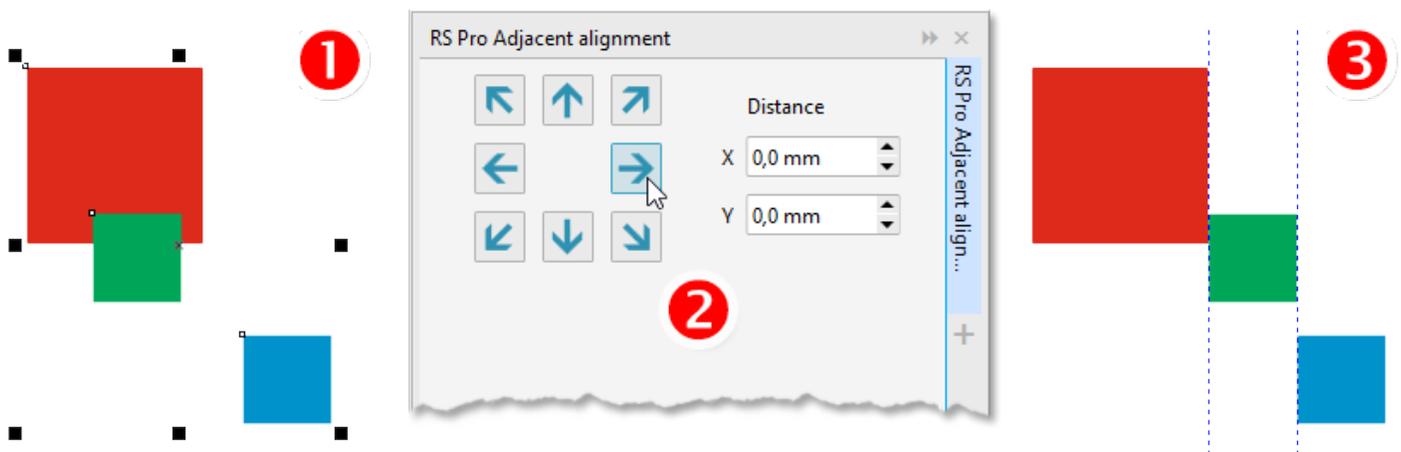


ADJACENT ALIGNMENT OF OBJECTS

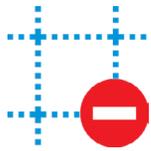
Despite the presence of a fairly large set of different tools in CorelDraw for positioning objects, there are tasks that can not always be performed at the desired level of convenience. Such tasks include adjacent alignment – the arrangement of objects in such a way that they are in contact with each other exactly along the border. Manually you can do it, but it's not always easy.

For adjacent alignment using the plugin, you must select the objects that you want to align **1** and click on one of the buttons that indicate the alignment direction. **2**

The sequence in which objects are selected is important. If you select two objects, the second object remains in its place, and the first one will change the position when aligning. For the selected objects, alignment in different directions can be performed several times in order to achieve the desired arrangement.



Additionally, in the alignment docker you can set the distance vertically and horizontally. When performing alignment, the plugin will leave the appropriate distance in the specified direction.



DELETE GUIDES



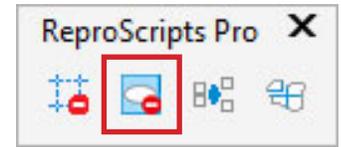
From time to time you come across a document in CorelDraw with a lot of guidelines which often scattered across different pages. Removing them with standard tools can take a significant amount of time. The plugin allows one to get rid of all of them in one go. **ReproScripts Pro Delete guides plugin** and efficiently removes all guides in a document. The plugin requires an open document in CorelDraw and can be started from the **ReproScripts Pro command bar**.

When launched, the plugin opens a dialog box in which you can confirm the need to perform the operation, and also set the processing area — only one current page or all pages of the document. The plugin will remove guides on all pages and layers of the document. If the guide is located on a closed layer, then it will be unlocked and the guides will also be deleted.





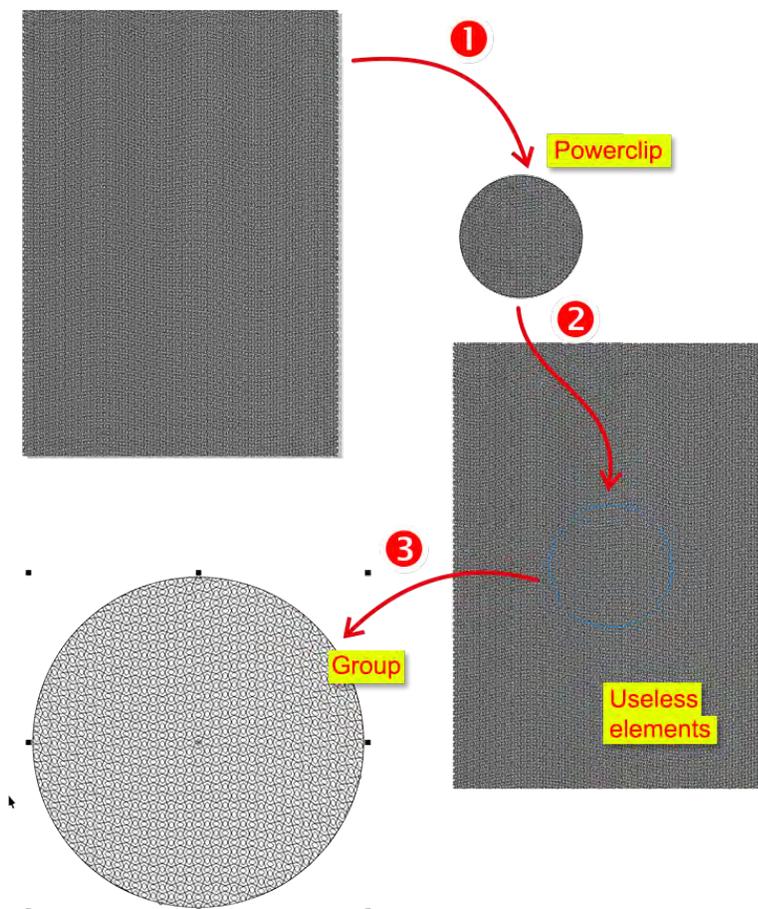
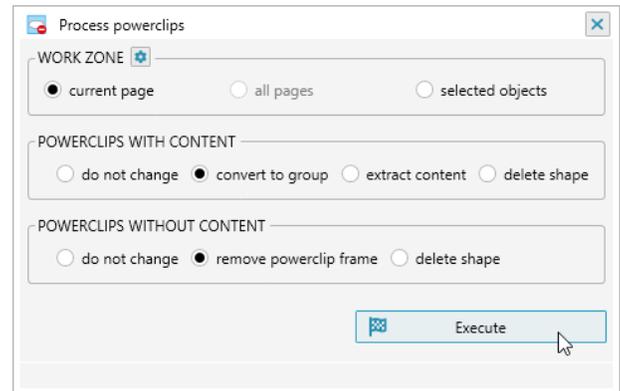
PROCESS POWERCLIPS



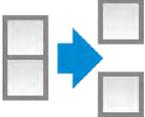
Powerclips are a convenient and frequently used tool when working in CorelDraw. The ReproScripts Pro Process powerclips allows you to process objects with clips to optimize the structure of the document and prepare it for printing and can be started from the **ReproScripts Pro command bar**.

When you start the plugin, in the dialog box that opens, you can specify the operation that needs to be performed on objects with powerclips. The clip may contain objects, but there may also be empty powerclips left after various operations. The plugin allows you to perform different operations depending on whether the clip contains objects or not.

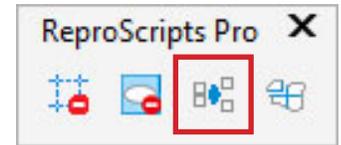
For clips with content, you can convert it to a simple object, extract the content from the clip, or remove such objects from the document completely. For empty containers, it is possible to convert them into regular objects (which will remove the frame) or delete them from the document.



One of the features of the plugin is to convert it to a group. This can be a convenient opportunity to optimize a document and remove unnecessary objects. For example, if you have a large grid that you have placed in a powerclip. **1** Even though only a small part of the grid is visible, the clip contains a significant number of objects **2** that are no longer needed. They continue to be processed by CorelDraw, for example, when saving the document or printing it. For complex documents, this can significantly slow down work operations. The plugin will convert the clip into a simple object, **3** completely removing the invisible elements of the clip. You will receive a lightweight object with only the necessary elements, this will speed up working with the document and its printing.

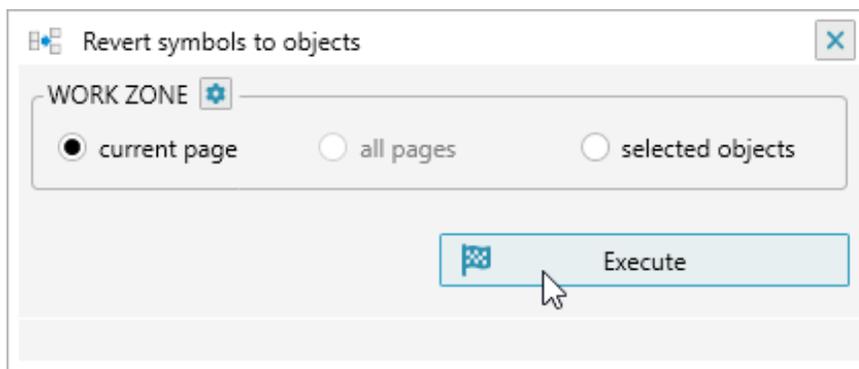


REVERT SYMBOLS



The plugin ReproScripts Pro Revert symbols allows you to find used symbols in a working document and convert them into ordinary objects, thus reducing the likelihood of problems occurring at the stage of pre-press preparation of the document. The plugin requires an open document in CorelDraw and can be started from the **ReproScripts Pro command bar**.

Symbols are a special type of object in CorelDraw used as a template for creating copies of the same shape. They can be convenient to use, but in some cases they can create problems during the prepress stage. This is because symbols depend on their parent object and change unexpectedly with it.



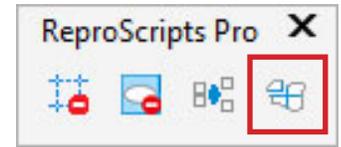
CorelDraw has tools for reverting symbols into objects, but they work within a limited range. Finding and reverting symbols present in a document into objects can be a challenging task. The plugin ReproScripts Pro Revert symbols allows you to do this job quickly and efficiently.

When launched, the plugin will open a dialog box to confirm the operation. In it you can select the working area – the current page, all pages of the document, or the currently selected objects.

The operation of reverting symbols into objects is reversible and can be canceled in the Edit/Undo menu.

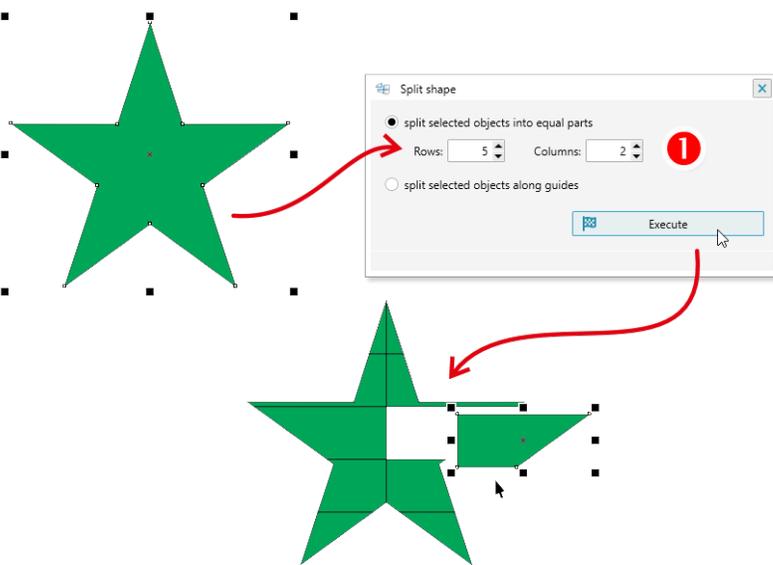


SPLIT SHAPES



The plugin **ReproScripts Pro Split shapes** splits an object or group of objects into an arbitrary number of parts. The plugin requires selected shapes in an open document in CorelDraw and can be started from the **ReproScripts Pro** command bar. Once launched, it compiles a list of all the colors for the specified processing area – the current document page, all pages, or selected objects.

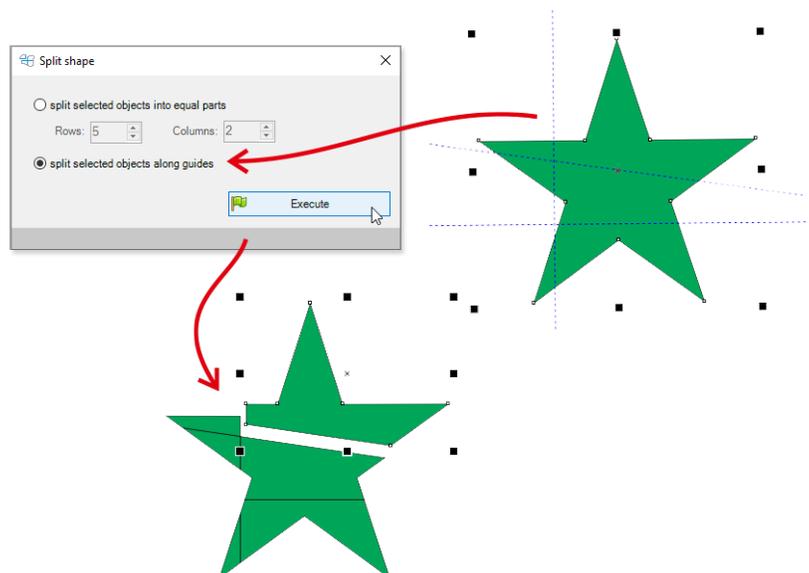
In the work of a designer, from time to time we encounter the task of breaking objects into parts. Manually performing this operation is possible, but can be labor intensive. The plugin allows you to automate the process of splitting any CorelDraw objects into an arbitrary number of parts. The plugin works with any type of objects. You can break down simple objects, images, groups, and everything else.



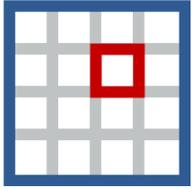
You can specify the number of rows and columns into which you want to split. Alternatively, you can simply split along guides that extend across the object.

Tabular splitting into equal parts: select an object (or several objects) to split, specify the number of rows and columns **1** and click the **Execute** button. The plugin will cut the object into parts on the specified grid.

Splitting along the guidelines: select an object (or several objects) to split, place one or more guidelines over them, and click the **Execute** button. The plugin will break the object into parts along all the guides that cross it (vertical, horizontal or inclined).

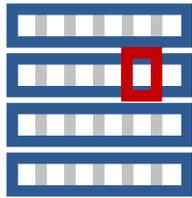


REPROSCRIPTS LIBRARY / CALENDARS



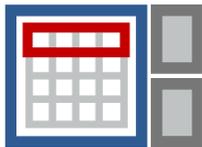
ANNUAL CALENDAR

The plugin allows you to develop calendar grids for a whole year or other number of months. In the preview window, you can see the calendar that will end up as a result. The arrangement of blocks and calendar elements is easy to configure. Flexible and versatile overloads of appearance for all elements make it easy to change colors, fonts and other parameters depending on the day of the week, month, holidays, etc.



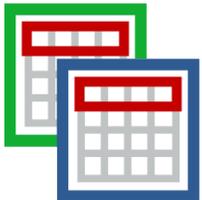
MONTH BUILDER

This plugin is used to create the design of one month of a calendar. It provides a large number of flexible settings for quick setup of all elements. In the preview window, you can see the calendar that will end up as a result. The resulting project can be used both independently, to generate a cdr file, and in the Free Layout plugin, to substitute the whole month in the right place.



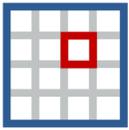
FREE LAYOUT CALENDAR

The work of this plugin is based on the use of pre-designed templates in which elements are associated with data that is substituted later. Such approach allows you to create calendars and diaries of a variety of types. In addition to dates, months and weeks, you can add moon phases, zodiac signs, moon and sunrise time to templates, and much more.

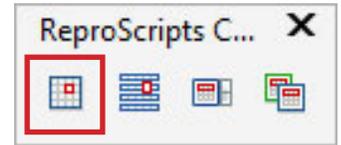


CALENDARS VARIATOR

Use this plugin to batch generate different kinds of calendars and automatically export a large number of color variants based on the finished projects from Month builder or Annual calendar plugins. It is convenient, for example, to prepare a range of options to be evaluated and approved by your customer.



ANNUAL CALENDAR



Annual calendar is a plugin from ReproScripts Calendars library. It allows to easily configure and generate a scalable and modifiable calendar for a whole year or several months. Flexible parameters control the appearance of all elements. Annual calendar supports a list of colors and fonts, common for all elements, which makes it easy to change them throughout the design in one step. Dimensions can be specified in both millimeters and percentages relative to the parent element. This makes it easy to change the size of the calendar even without preserving the proportions.

Once you have set up a calendar project, you can launch it and create a CorelDraw file with a calendar for any year and in any supported language in a matter of seconds. This makes this plugin an important tool in the work of a professional designer, eliminating routine work and significantly saving time.



PROJECTS

GENERAL VIEW OF THE CALENDAR

SCALABLE PREVIEW

LIST OF COLORS AND FONTS

MANAGING THE APPEARANCE OF ELEMENTS

FRAME AND TEXT OPTIONS

FRAME INDENTS

TEXT IN THE FRAME

FRAME OPTIONS

SHAPES IN THE FRAME

OVERLOADING APPEARANCE

HOLIDAYS AND SPECIAL DATES

CALENDAR ELEMENTS

DATES

WEEKS

WEEK NUMBERS

MONTHS

BACKGROUND FOR MONTHS

YEAR

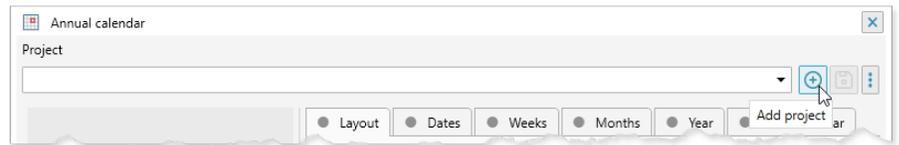
BUILDING A CALENDAR

EXPORT THE PROJECT

PROJECTS

Many of the ReproScripts plugins use projects to organize their work. Each project contains complete information for them to carry out the required task. Annual calendar keeps in projects the complete information on all calendar elements.

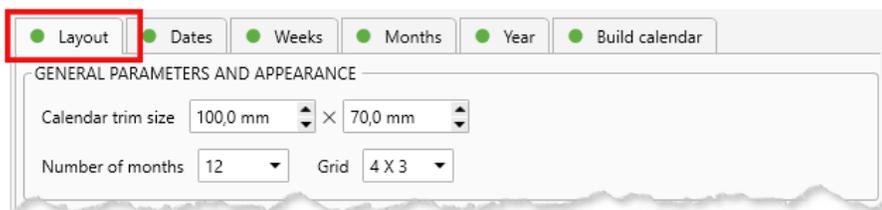
There is a project manager control at the top of the plugin's window. To create a new project, click the  button and give it a name. As a name, we recommend using the job order number. This will allow you to easily navigate in the list. If you make any changes to the project, you must save it by clicking on the button with a floppy disk .



A detailed description of all the features of the project manager and its settings can be found in the [Auto imposition plugin section](#).

GENERAL LAYOUT OF THE CALENDAR

With every new project a calendar is generated based on the master project used or the default settings. In the first tab **Layout** you can specify the parameters that affect all elements and the general view of the calendar.



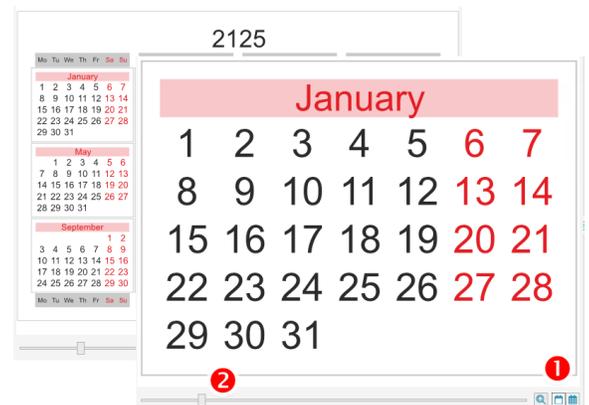
be placed. You also need to select the number of months in the calendar (12, 9, 6, 3 or 1) and their relative location.

First of all, you can specify the calendar trim size of the calendar within which all months blocks will

SCALABLE PREVIEW

The preview window is located in the left part of the plugin form. In it, based on the project data, an image is formed as close as possible to what will eventually end up in the CorelDraw file.

Using the buttons located at the bottom right , you can switch the display type – month or year and fit the calendar to the size of the viewing window. This is useful for fine-tuning the appearance of days and other elements in months.



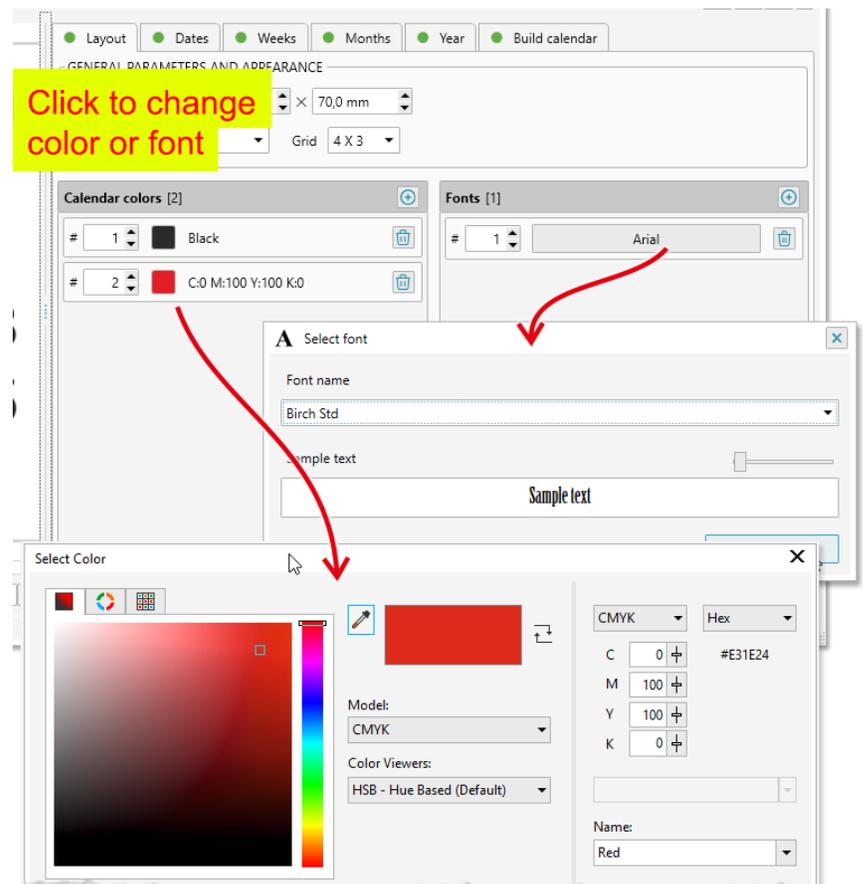
The slider at the bottom  of the window allows you to zoom in and take a closer look at the right part of the project. To reset the slider to its original position, double-click anywhere in the viewport.

LIST OF COLORS AND FONTS

In the **Layout** tab there are two lists – fonts and colors. All parts of the calendar use colors and fonts from these lists. This approach makes it easy to replace the color or font throughout the calendar, without having to edit all the elements individually. And there can be a lot of them.

Colors and fonts in the lists have a number and it is from this number that the elements of the calendar understand what color they need. In the header of the list there is a button , allowing to add a new record.

To change the color in the list - click on the button with the sample and in the standard CorelDraw color dialog box choose what you need. The plugin does not impose any restrictions on either the color or the color model used. You can change the number assigned to the color, but you want all the color numbers used in the project to be present in the list, otherwise the element will become transparent.



The font list works similar to the list of colors. To edit an entry, click on the button with the font name and select the one you need from the dropdown list. In the font selection window, there is a sample that shows the appearance of each font. Since the plugin uses standard Windows features to work with fonts, it is not possible for all of them to generate a preview. Windows supports displaying TTF and limited OTF fonts. Other types of fonts that are installed can be selected in the list, but they will not be displayed correctly either in the font selection window or in the preview window of the entire calendar. However, when creating a CDR file, the specified font will be used from the project and CorelDraw will display it correctly with its own means.

MANAGING THE APPEARANCE OF ELEMENTS

In the plugin window there is a set of controls for each element of the calendar. They allow to set up specific values which influence the process of its building. There is at least one of the buttons  or  for every element which opens a dialog where the element's appearance can be adjusted.

The plugin considers that any element of the calendar consists of a background frame and text that is positioned inside this frame. Not all elements can have text, they only have a frame.

The button  allows to edit the parameters of elements without text - just the frame - indents, lines,

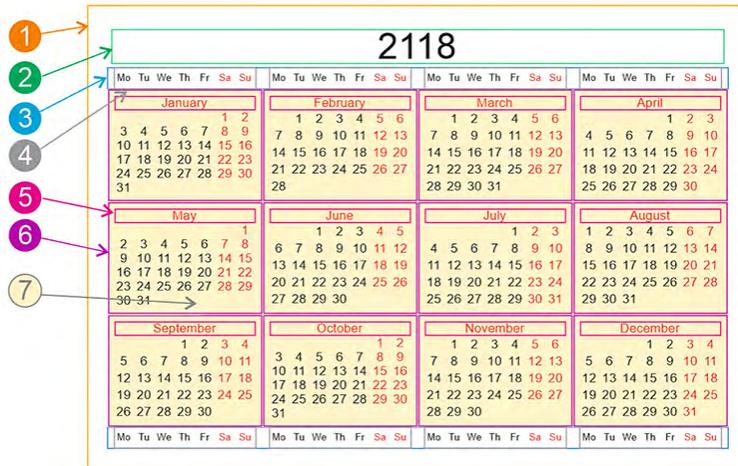
colors, etc. The button  edits both the parameters of the frame and the parameters of the text that is placed in it - font, alignment, text color.

For example, the general frame around the entire calendar has no text inside, but you can set the background, line, etc. Therefore, in the **Layout** tab there is a frame editing button.

CALENDAR STRUCTURE

The calendar is built from nested blocks, which has their own parameters to control appearance. The position of the block is calculated relative to the parent in which it is located. The diagram shows the calendar blocks processed by the plugin.

Diagram

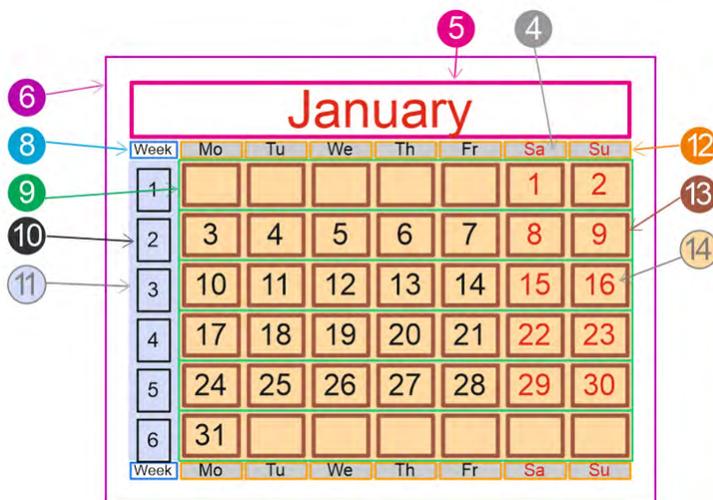


Elements

Elements of the **year** block

- 1 Main frame around the calendar
- 2 Year number
- 3 Background under all weeknames blocks in the year block
- 4 Background under a weeknames block
- 5 Month name
- 6 Month frame
- 7 Background in the year under all months

Elements of the **month** block



- 8 Week number title
- 9 Background under one row of dates
- 10 Week number
- 11 Background under all week numbers
- 12 Week day name
- 13 Date
- 14 Background under all days in the month

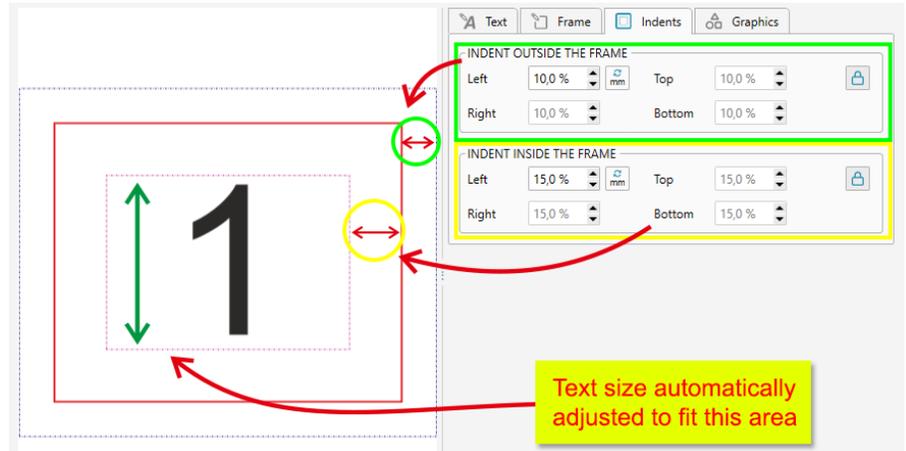
FRAME AND TEXT OPTIONS

Buttons  or  open the dialog window which controls frame and text parameters of the calendar element.

FRAME INDENTS

Each frame has inside and outside indents. You can specify their value in the **Indents** tab.

They can be set either in absolute units (mm / inches) or as a percentage of the dimensions of the frame itself. The percentage is measured from the length of the minimum side of the frame. This allows to easily scale the calendar keeping its appearance without the need for manual adjustments of all elements.



TEXT IN THE FRAME

In the tab **Text** you can specify the fill color, thickness and outline color for the text placed inside the element's frame.

The font size can be specified in points, but it is better to leave the activated by default automatic recalculation. The plugin, based on the size of the element, will estimate the optimal font size value, so that the text is completely within the boundaries of the inner margin of the frame.

To control the text appearance in the element, it is better to adjust the indentations which change margins rather than setting a fixed font size value in points. This will preserve the flexibility and scalability of the project.

Additionally it is possible to set the text alignment in the frame horizontally and vertically, as well as extra scaling and shifting. All these options make it possible to achieve the desired look of text for all elements of the calendar.

FRAME OPTIONS

For the frame itself, you can specify the background and outline color, as well as its thickness, radius and shape of rounding corners.

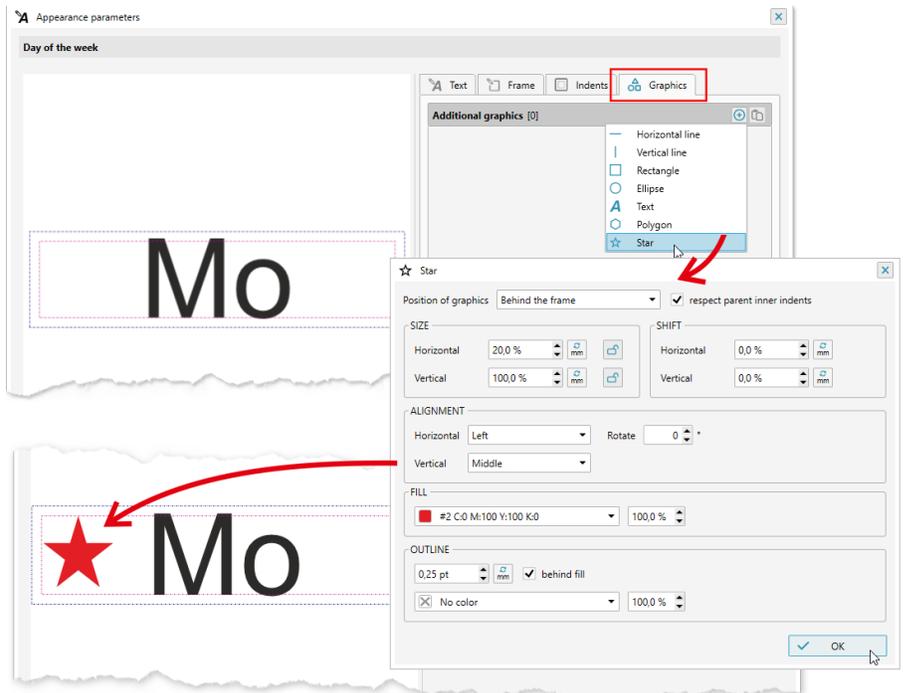
The frame can also be scaled and shifted relative to its initial position. This does not affect the text - only on the background of the element.

SHAPES IN THE FRAME

Additionally, you can add an arbitrary number of CorelDraw shapes to each element. The plugin allows to add lines, rectangles, ellipses, stars, polygons and text. For each shape, you can set the size relative to the parent frame. When the respect parent inner indents checkbox is activated, the inner indent of the frame will be taken into account otherwise - only the outer one.

The size of the shape is set in percent to the parent frame horizontally and vertically. Alignment allows you to specify on which side of the parent frame the given shape should be located.

Each shape is assigned a background color and outline parameters. The shapes's relative position can also be changed. The shape can be located behind the frame or behind the text or in front of the text. This is important, since it affects what is overlapped by what.



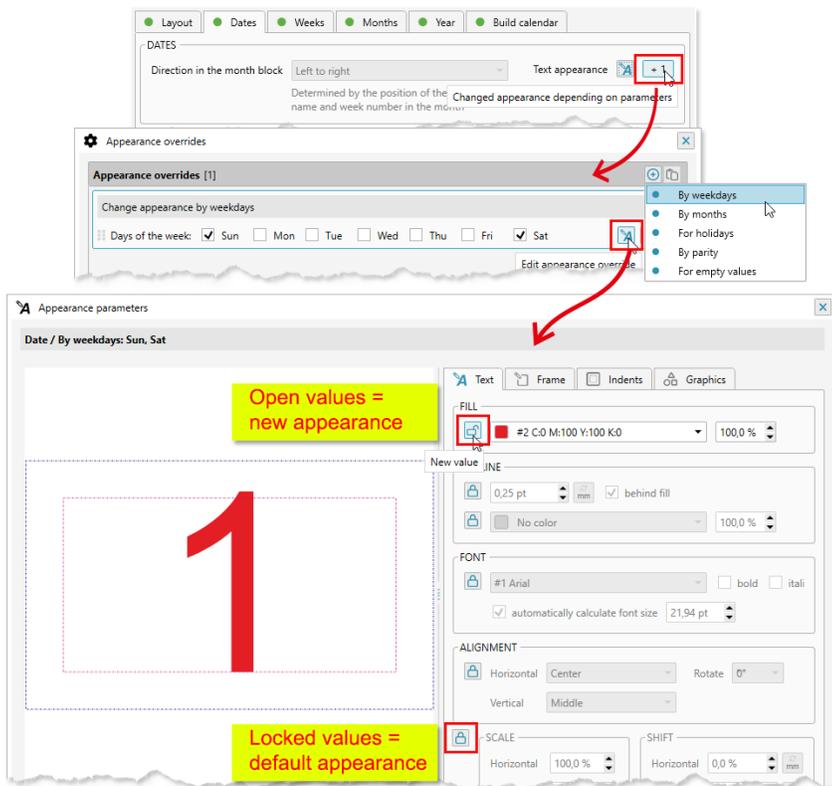
The possibility to add shapes give to the designer the widest opportunities to change the appearance of the calendar in the project. Together with the frame and text parameters it allows to form elements of any complexity.

OVERLOADING APPEARANCE

The plugin allows to flexibly manage the design of all its elements. However, for the calendar this is not enough, since the design of the same elements can be different depending on certain parameters. For example, dates can be black for all days, except for weekends and holidays, when they should be red.

As a solution for this task, the plugin projects use the overloading of the design parameters of the element depending on one or another criterion.

Next to the elements that support the overload there is an additional button with a digit indicating how many overloads are already in the list. If you



click it a dialog window opens where you can specify when exactly the overloaded parameters should be used and what should be overloaded.

There is a list in the dialog window which contains all overloads for the element. The  button in the list header allows to add a new one.

The following can serve as the reset criterion:

- ▶ **day of the week:** any combination of weekdays
- ▶ **holiday:** you must specify the list of the holiday that is used
- ▶ **parity:** whether the value of the element is even or odd
- ▶ **month:** arbitrary combination of months
- ▶ **empty:** allows to change the appearance for elements with empty or non-empty values

When adding (or editing) a criterion, a window for setting parameters opens. By default, all parameters are closed and they have a  button. This means that this particular parameter should not be changed by the overload and its value remains the default one for the element. Clicking on the button changes it to  which means that the parameter should be replaced with the new value.

For example, if you already have a basic date design, then to replace the color for the days off, it's enough to add one overload and change only one parameter - the text color. All other parameters - font, frame, etc. will be taken from the default appearance settings of the element.

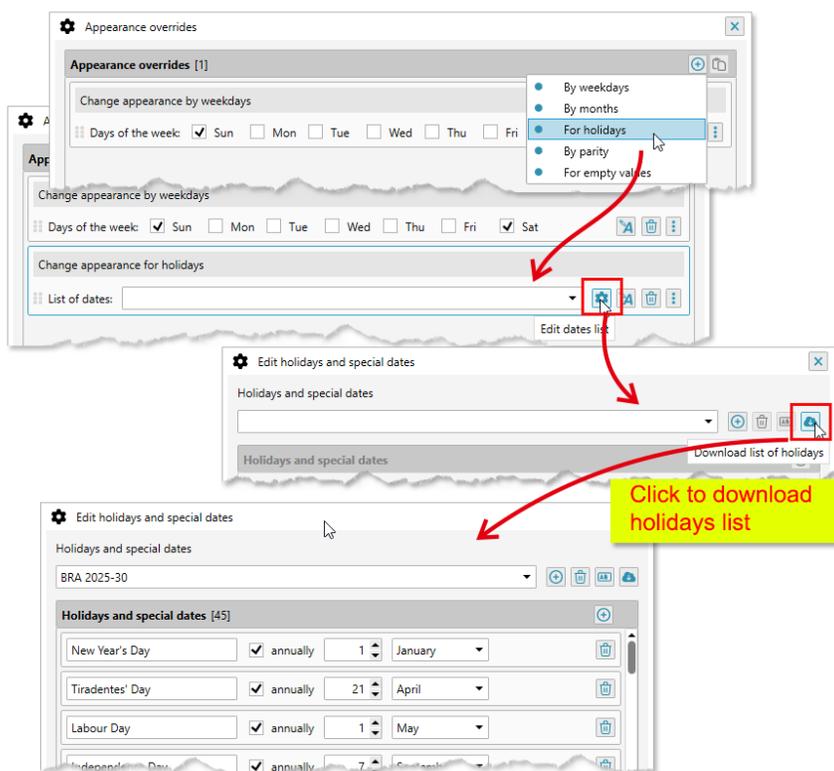
The number of overloads of the element is not limited. In order to determine which one to use, the plugin goes through the entire list of them from top to bottom, replacing the overloaded parameters in the default appearance.

HOLIDAYS AND SPECIAL DATES

The plugin allows to maintain an arbitrary number of lists of holidays and other special dates. For each holiday-list you can customize the appearance of elements through their overloads - the color of text, background, etc.

You can manage the holiday lists in the plugin settings that open when you click the button with the gear  in the lower right corner of the main window of the plugin. It is possible to do that as well in the list of overloads.

A list of holidays can be created manually by giving it a name and adding new dates with the  button. For holidays repeated on the same date each year, it is necessary to tick off the



annually checkbox. For floating holidays it is necessary to enter an exact date including the year. The name of the holiday is optional and is not currently used when creating calendars in the plugin.

ReproScripts also offer an online service for downloading holidays for 47 countries. To do that click on the  button and select the country from the list. For some countries, you additionally need to specify the region, for example, for the United States – the state.

The list of holidays can be downloaded for 1-5 years starting from the specified year. The plugin will execute a request to the server and create a new list with a name based on the year and the name of the country. You can freely edit or rename the downloaded list later.

You can delete any list by clicking the  button or rename with .

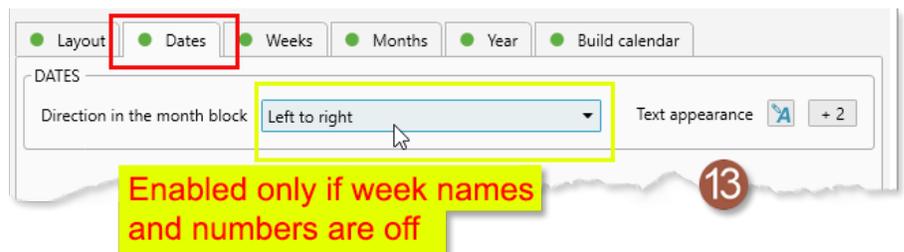
The list of holidays that you downloaded or created manually can be used in all plugins of the ReproScripts Calendars library to configure the overloads of the elements appearance. Thus, you can easily create calendars, in which you will automatically indicate holidays and any other important dates like corporate events, dates of birth, etc.

CALENDAR ELEMENTS

After setting general parameters - trim size, colors and fonts lists, you can configure additional parameters for all elements of the calendar.

DATES

Almost in every calendar it is necessary to change appearance of days for weekends and, possibly, holidays. That means that some overloads should be added in the project in the **Dates** tab (13 in the calendar elements diagram above).



In addition overloading an empty value will allow to change the appearance of cells in the month block in which there are no dates for the current month. By default, they remain empty, but on the **Months** tab, you can indicate for the incomplete weeks the need to fill them with the dates of the neighboring months. In this case, the empty overload will visually separate the dates of the current month from the dates of the neighbors.

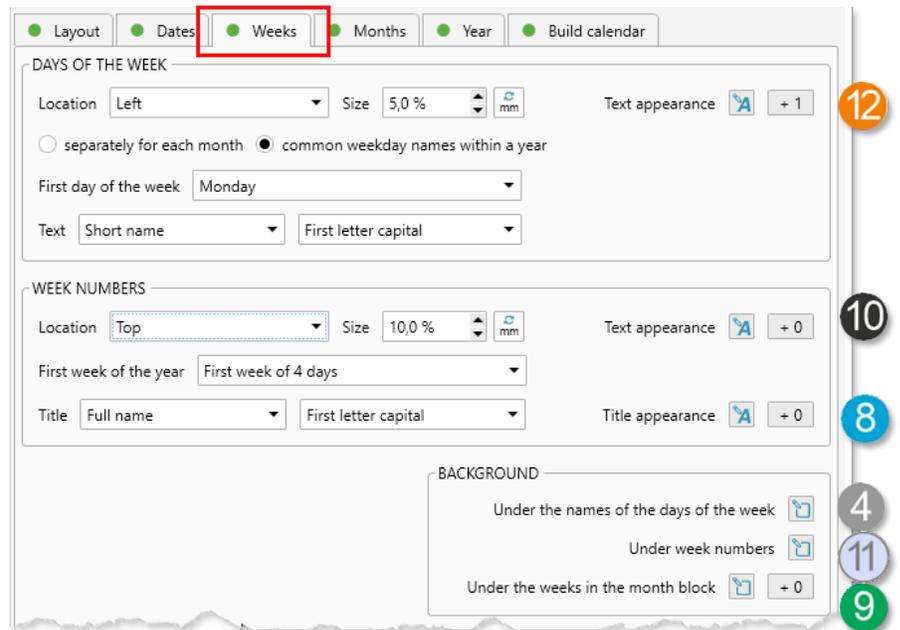
For design purposes, you can use as well the parity overload of the date and the month to which they belong.

Dates in a month can run from left to right horizontally or from top to bottom vertically. This is determined by the position of the names of the weekdays in the tab **Weeks**. If the names of the weekdays are horizontal, then the dates will be horizontally located and vice versa. If for some reason the weeknames are disabled in the calendar, then in the days options you will be able to specify the flow direction manually.

WEEKS

For weeks, you can specify the position of weekday names and the week numbers. These parameters affect the flow direction of the dates in the month blocks. The color bullets in the figure indicate which parts of the calendar from the diagram above can be managed by the buttons next to them.

The names of the days of the week can be formed for each month separately (with the active checkbox `separately for each month`) or they can be shared by all months of the calendar and be placed at the edges in its main frame. In this case the parameters of the frame under all weekdays names are additionally available for overloading. Frame parameters under days of weeks are always available.



The size of the weeknames element is considered as the width (if left-right) or the height at the top-bottom position. The value can be absolute in mm or inches or as a percentage of the parent element. If the weeks are located in the year frame of the calendar (the flag `separately for each month` is disabled), then the size is counted relative to the total annual frame, if the days of the weeks are for each month, then the block size for them is measured from the block size of the month.

The weekday name can be in the form of text — short or full, or in digital form. For the text of the weekday names, you can add overloads most often for weekends, since they allow to highlight the names by color.

Thus, for weekday names, you can configure:

- ▶ text and background colors (+ overloads) of each day of the week **12**
- ▶ the background under the whole block with all names **4**
- ▶ the background under the week line (+ overloads), you can, for example, apply different color for even and odd weeks **9**

WEEK NUMBERS

The numbers of the weeks are always put in months in the direction opposite to the direction of the weekday names. If the direction in the parameters is incorrect - the plugin will provide an error about the inability to generate a calendar.

There are several different approaches to what week in the year to consider first — a week with the first of January, a week in which there are not less than 4 days or a week in which there are all 7 days. The plugin allows to specify the required rule for the project.

For convenience and increasing the level of automation when creating calendars on the intersection

on weekday names and week numbers you can add the word “week” as a title and an explanation what the numbers mean.

For week numbers, you can customize the appearance:

- ▶ text – background and font settings + overloads **10**
- ▶ background under all week numbers in a month block **11**
- ▶ background + text + overloads for the title **8**

MONTHS

The **Months** tab of the main window of the plugin allows to set the relative position of different elements in the month block and specify the parameters the name of the month. The color bullets in the figure indicate which parts of the calendar from the diagram above can be managed by the buttons next to them.

The name of the month can be located on either side of the block of the month. The size of the element with the name (width, if it's left to the right, height, if it's bottom-top) is given in percent calculated from the month block size. You can also set it in an absolute value in millimeters or inches.

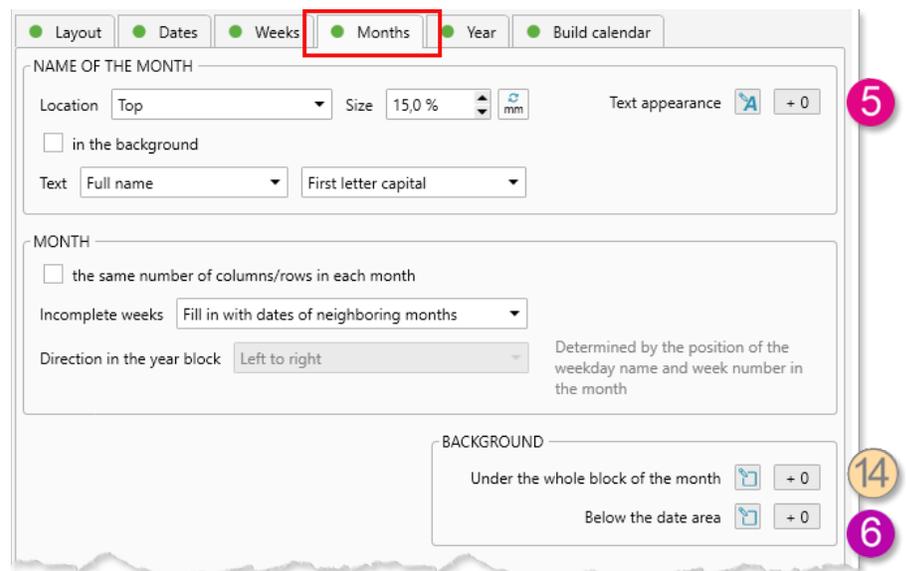
With the active **in the background** checkbox, the month name can also be positioned in the background of the month and will not take up any space.

For the name of the month, you can customize the appearance of the text and the background under it, plus overloads of the design, depending on the month.

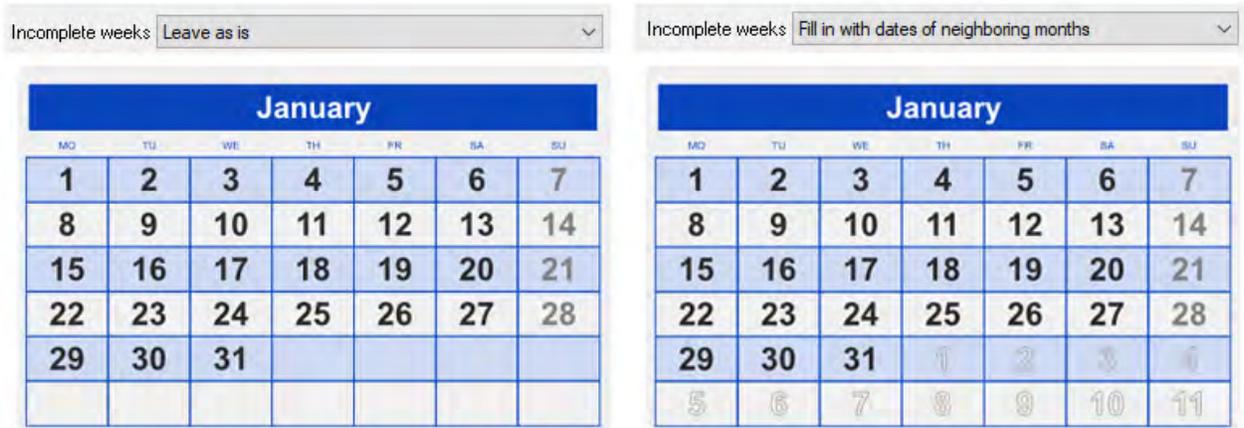
The number of weeks in months is different. To achieve greater visual unity, you can activate the **the same number of columns/rows ...** checkbox. In this case, the plugin will complete, if necessary, with empty weeks, all months to one size.

Additionally, it is possible to control the content of incomplete and empty weeks in a month. The standard value is to leave everything as is, that is, empty. Alternatively, you can fill empty cells with the dates of the neighboring months. To do this, you can select one of the options:

- ▶ **fill in with neighboring dates**: the plugin in all empty cells will place the dates from the neighboring months. To visually separate the dates of the current month and the dates of the neighboring months, we recommend that you use an overload for empty values. The plugin considers only the cells with the dates of the current month as filled, the cells with the dates of the neighboring month are regarded as “empty”, which allows you to specify for them a different appearance
- ▶ **combine with the neighboring months**: the empty cells will be filled with the neighboring dates as



in the first case, but in addition all the repeating weeks that may appear between the months will be deleted. This will result in a “united” calendar for the entire period without empty cells and repeats. You can use overloads by months to visually separate dates. Processing incomplete weeks



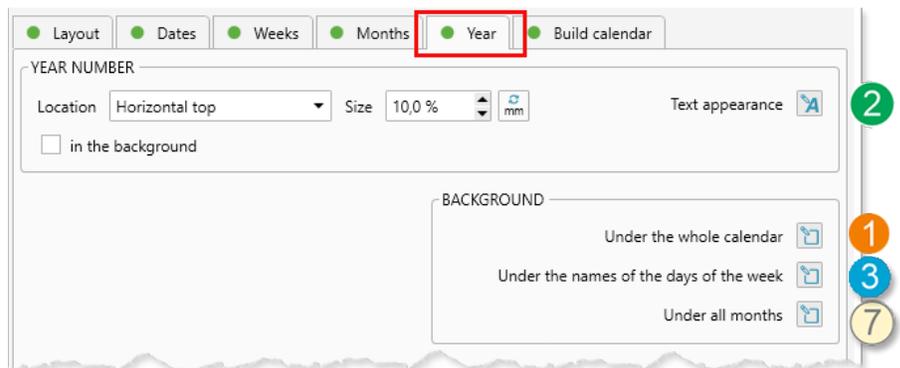
BACKGROUND FOR MONTHS

To enhance the visual design capabilities of the calendar, the plugin allows you to set backgrounds for different zones associated with the month:

- ▶ the background under the whole block of the month (+ overloads) **6**
- ▶ the background under all days (+ overloads), this zone does not include area under the month name, the week numbers and the weekday names **14**

YEAR

In the calendar main frame, you can add the year number. It can be located on either side or in the middle horizontally or vertically. The element size can be set in percent relative to the overall calendar dimensions or in fixed units in millimeters / inches. (2 in the calendar elements diagram above)



The year number can be placed in the background of the calendar. In this case, it will not occupy space, and it will be redistributed between other elements of the calendar.

In this tab you can change backgrounds for different elements:

- ▶ **1** main frame around the calendar
- ▶ if the weeks are common in the year — the general background under them in the frame of the year **3**
- ▶ the background under all months in the frame of the year — it will allow to separate the months from the year number, weekday names **7**

BUILDING A CALENDAR

The last tab of the plugin window controls the parameters of the calendar generation. You must specify the month from which the calendar will start. This, of course, does not have to be January. The calendar will generate as many months as required in accordance with the selected calendar view in the **Layout** tab.

It is also necessary to select a language for all text elements of the calendar - the names of the months, days of the week, etc. With ReproScripts plugins 38 languages are installed, you can also add your own language if it is not present in the list.

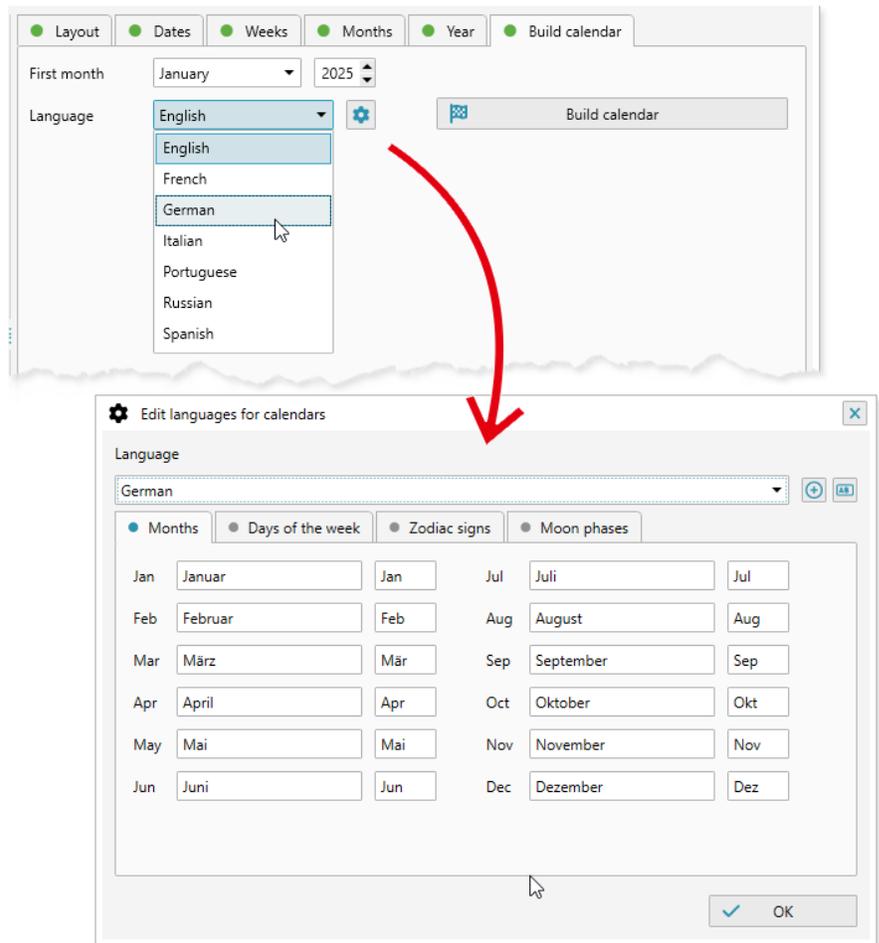
By clicking on the button with the gear  next to the dropdown list with languages, you can control them - make corrections to existing values, or add, delete or rename the language.

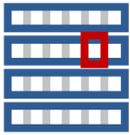
If you added a new language, you need to fill in the values on all tabs, including the names of the signs of the zodiac and phases of the moon. Astronomical information is not used in this plugin, but it is needed for another one from the ReproScripts Calendars library – [Free layout calendar](#)

If the project is configured, you can start it by clicking the **Build calendar** button. The plugin will create a file in CorelDraw that corresponds to the entered data.

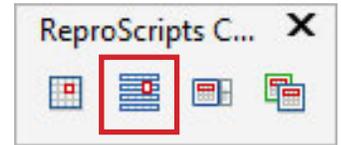
EXPORT THE PROJECT TO ANOTHER PLUGIN

The ReproScripts Calendars library plugins work in close cooperation with each other. In the lower left corner of the **Build** tab there is a button  that allows to convert the project and add it to the list of the Month builder plugin. These two plugins are much alike in the work and it is periodically required, having formed a project in one of them to transfer to another. This allows to extend the application of the created calendar designs without wasting time.





MONTH BUILDER



The Month builder plugin allows to customize the appearance of one month of the calendar and then generate a vector file in CorelDraw for any number of months. It has a dual purpose. First, it can be used to create print-ready calendar grids which fit in any design. Months prepared by the plugin, can be simply insertet in the correct place. This allows to separate the creative part when creating a calendar design from the painstaking and routine work of typing in the grid.

Secondly, projects prepared in Month builder can be used in another plugin that is part of the ReproScripts Calendars library - in Free layout calendar. More information about this is available on the description page of this plugin.

The plugin offers a wide range of settings that allow to create extremely complex calendars and then create ready-to-print files for any period and in different languages in seconds. Most projects can also be exported and used in the Annual calendar to create fully-prepared calendars for a whole year with different months layout.



PROJECTS

GENERAL VIEW OF THE CALENDAR

SCALABLE PREVIEW

LIST OF COLORS AND FONTS

MANAGING THE APPEARANCE OF ELEMENTS

FRAME AND TEXT OPTIONS

FRAME INDENTS

TEXT IN THE FRAME

FRAME OPTIONS

SHAPES IN THE FRAME

OVERLOADING APPEARANCE

HOLIDAYS AND SPECIAL DATES

CALENDAR ELEMENTS

DATES

WEEKS

WEEK NUMBERS

MONTHS

BACKGROUND FOR MONTHS

YEAR

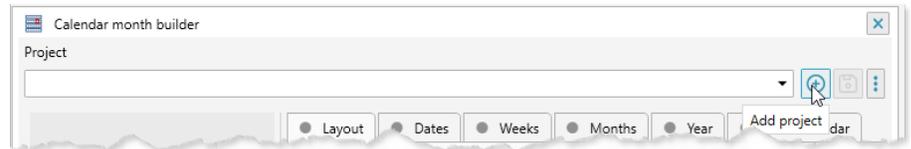
BUILDING A CALENDAR

EXPORT THE PROJECT

PROJECTS

Many of the ReproScripts plugins use projects to organize their work. Each project contains complete information for them to carry out the required task. Month builder keeps in projects the complete information on all calendar elements.

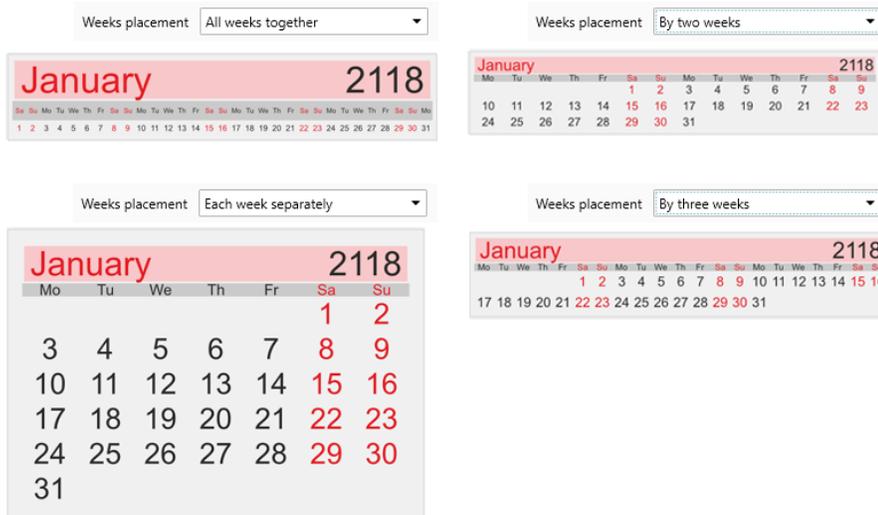
There is a project manager control at the top of the plugin's window. To create a new project, click the  button and give it a name. As a name, we recommend using the job order number. This will allow you to easily navigate in the list. If you make any changes to the project, you must save it by clicking on the button with a floppy disk .



A detailed description of all the features of the project manager and its settings can be found in the [Auto imposition plugin section](#).

GENERAL VIEW OF THE CALENDAR

A new project is generated based on the master project used or the default settings. In the first tab Overview you can specify the basic parameters that affect all parts and the general view of the month.



First of all, you can specify the trim size of the month block within which all elements will be placed. The direction of the days in a month depends on the location of the weekday names and is managed in the **Weeks** tab.

In general parameters, you can specify how many weeks will be in one row (or in one column if the days go vertically). There are four options available for selection:

- ▶ **all weeks together**: a calendar is formed in a single line (column) from all days of the month without empty cells
- ▶ **each week separately**: the classic weekly arrangement of days in a month
- ▶ **by two weeks**: in one row (column) there are 2 weeks, in the month there may be 2 or 3 rows (columns)
- ▶ **by three weeks**: in one row (column) there are 3 weeks, in the month there are always 2 rows (columns)

SCALABLE PREVIEW

The preview window is located in the left part of the plugin form. In it, based on the project data, an image is formed as close as possible to what will eventually end up in the CorelDraw file.

At the top left is a switch allowing you to choose to view the whole calendar or only one month in it. This is useful for fine-tuning the appearance of days and other elements in months.

The slider at the bottom of the window allows you to zoom in and take a closer look at the right part of the project. To reset its position to its original position, double-click anywhere in the viewport.

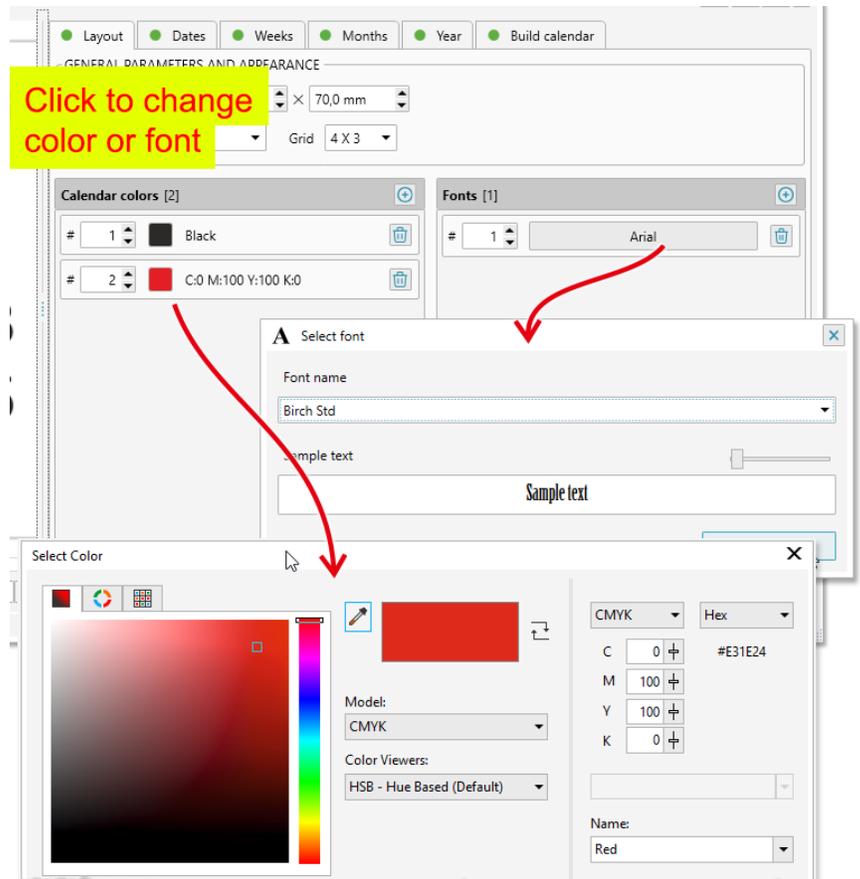
LIST OF COLORS AND FONTS

In the **Layout** tab there are two lists – fonts and colors. All parts of the calendar use colors and fonts from these lists. This allows easily to replace the color or font throughout the calendar, without having to edit all the elements individually.

Colors and fonts in the lists have a number and it is from this number that the elements of the month understand what color they need. In the header of the list there is a button , allowing to add a new record.

To change the color in the list - click on the button with the sample and in the standard CorelDraw color dialog box choose what you need. The plugin does not impose any restrictions on either the color or the color model used. You can change the number assigned to the color, but you want all the color numbers used in the project to be present in the list, otherwise the element will become transparent.

The font list works similar to the list of colors. To edit an entry, click on the button with the font name and select the one you need from the dropdown list. In the font selection window, there is a sample that shows the appearance of each font. Since the plugin uses standard Windows features to work with fonts, it is not possible for all of them to generate a preview. Windows supports displaying TTF and limited OTF fonts. Other types of fonts that are installed can be selected in the list, but they will not be displayed correctly either in the font selection window or in the preview window of the entire calendar. However, when creating a CDR file, the specified font will be used from the project and CorelDraw will display it correctly with its own means.



MANAGING THE APPEARANCE OF ELEMENTS

In the plugin window there is a set of controls for each element of the month. They allow to set up specific values which influence the process of its building. There is at least one of the buttons  or  for every element which opens a dialog where the element's appearance can be adjusted.

The plugin considers that any element of the calendar consists of a background frame and text that is positioned inside this frame. Not all elements can have text, they only have a frame.

The button  allows to edit the parameters of elements without text - just the frame - indents, lines, colors, etc. The button  edits both the parameters of the frame and the parameters of the text that is placed in it - font, alignment, text color.

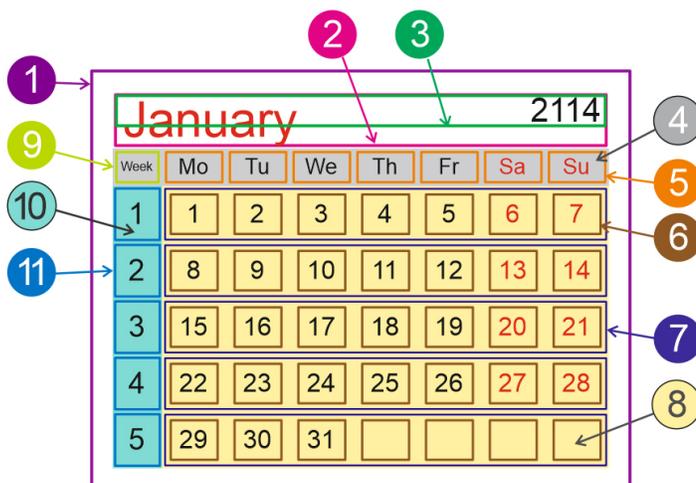
For example, the general frame around the month has no text inside, but you can set the background, line, etc. Therefore, in the **Layout** tab there is a frame editing button.

CALENDAR STRUCTURE

The month is built from nested blocks, each of which has its own parameters that control its design. The position of the block is calculated relative to the parent in which it is located. The diagram shows the calendar blocks processed by the plugin.

Diagram

Elements



- 1 Main frame around the month block
- 2 Month name
- 3 Year block
- 4 Background under a weeknames block
- 5 Name of the weekday
- 6 Day
- 7 Background under a single week
- 8 Background under dates
- 9 Week title
- 10 Background under week numbers
- 11 Week number

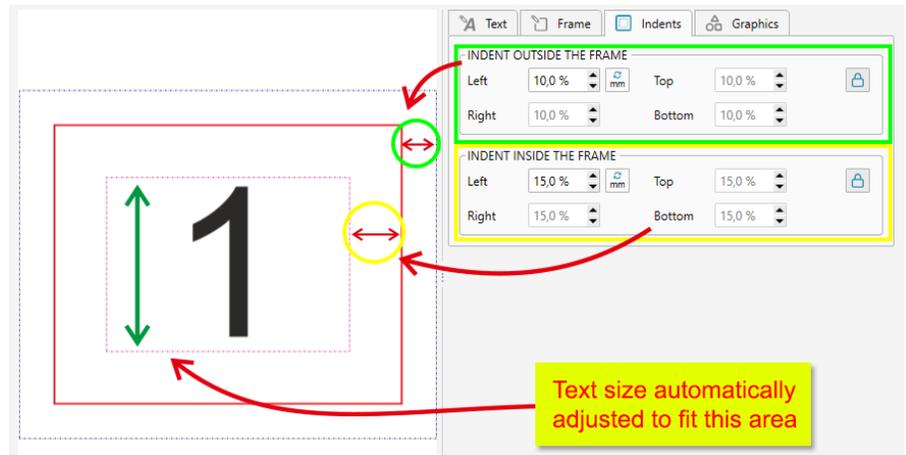
FRAME AND TEXT OPTIONS

Buttons  or  open the dialog window which controls frame and text parameters of the calendar element.

FRAME INDENTS

Each frame has inside and outside indents. You can specify their value in the **Indents** tab.

They can be set either in absolute units (mm / inches) or as a percentage of the dimensions of the frame itself. The percentage is measured from the length of the minimum side of the frame. This allows to easily scale the calendar keeping its appearance without the need for manual adjustments of all elements.



TEXT IN THE FRAME

In the tab **Text** you can specify the fill color, thickness and outline color for the text placed inside the element's frame.

The font size can be specified in points, but it is better to leave it activated by default automatic recalculation. The plugin, based on the size of the element, will estimate the optimal font size value, so that the text is completely within the boundaries of the inner margin of the frame.

To control the text appearance in the element, it is better to adjust the indentations which change margins rather than setting a fixed font size value in points. This will preserve the flexibility and scalability of the project.

Additionally it is possible to set the text alignment in the frame horizontally and vertically, as well as extra scaling and shifting. All these options make it possible to achieve the desired look of text for all elements of the calendar.

FRAME OPTIONS

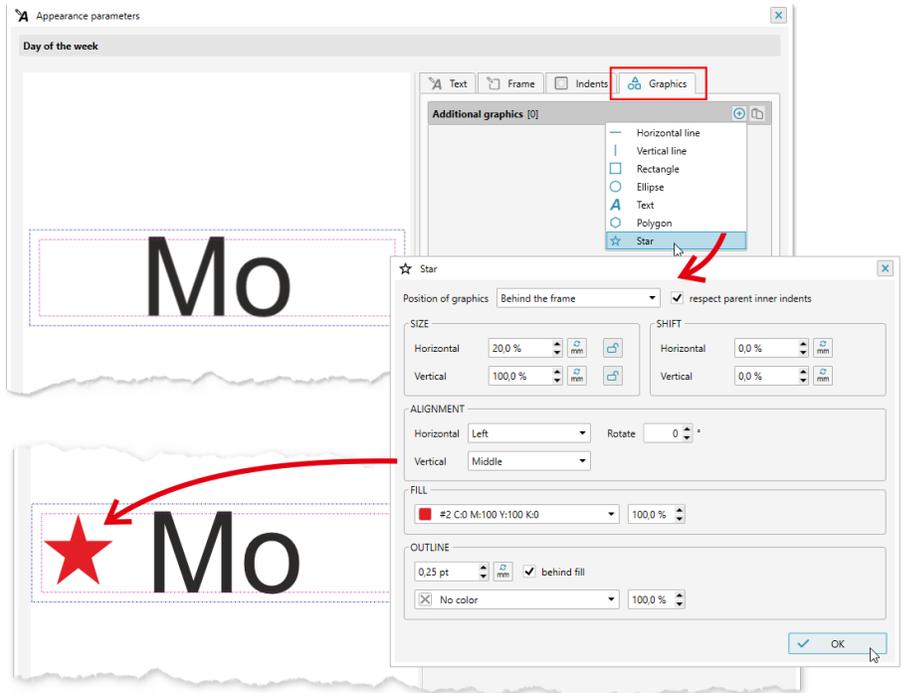
For the frame itself, you can specify the background and outline color, as well as its thickness, radius and shape of rounding corners.

The frame can also be scaled and shifted relative to its initial position. This does not affect the text - only on the background of the element.

SHAPES IN THE FRAME

Additionally, you can add an arbitrary number of CorelDraw shapes to each element. The plugin allows to add lines, rectangles, ellipses, stars, polygons and text. For each shape, you can set the size relative to the parent frame. When the **respect parent inner indents** checkbox is activated, the inner indent of the frame will be taken into account otherwise - only the outer one.

The size of the shape is set in percent to the parent frame horizontally and vertically. Alignment allows you to specify on which side of the parent frame the given shape should be located.



Each shape is assigned a background color and outline parameters. The shapes's relative position can also be changed. The shape can be located behind the frame or behind the text or in front of the text. This is important, since it affects what is overlapped by what.

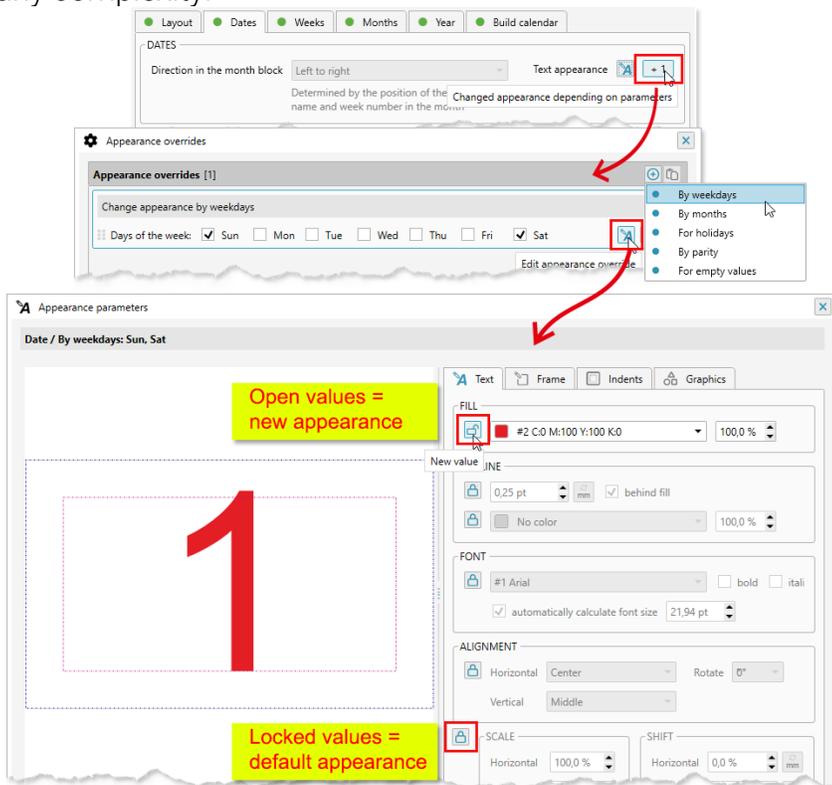
The possibility to add shapes give to the designer the widest opportunities to change the appearance of the calendar in the project. Together with the frame and text parameters it allows to form elements of any complexity.

OVERLOADING APPEARANCE

The plugin allows to flexibly manage the design of all its elements. However, for the calendar this is not enough, since the design of the same elements can be different depending on certain parameters. For example, dates can be black for all days, except for weekends and holidays, when they should be red.

As a solution for this task, the plugin projects use the overloading of the design parameters of the element depending on one or another criterion.

Next to the elements that support the overload there is an additional button with a digit indicating how many overloads are already in the list. If you



click it a dialog window opens where you can specify when exactly the overloaded parameters should be used and what should be overloaded.

There is a list in the dialog window which contains all overloads for the element. The  button in the list header allows to add a new one.

The following can serve as the reset criterion:

- ▶ **day of the week**: any combination of weekdays
- ▶ **holiday**: you must specify the list of the holiday that is used
- ▶ **parity**: whether the value of the element is even or odd
- ▶ **month**: arbitrary combination of months
- ▶ **empty**: allows to change the appearance for elements with empty or non-empty values

When adding (or editing) a criterion, a window for setting parameters opens. By default, all parameters are closed and they have a  button. This means that this particular parameter should not be changed by the overload and its value remains the default one for the element. Clicking on the button changes it to  which means that the parameter should be replaced with the new value.

For example, if you already have a basic date design, then to replace the color for the days off, it's enough to add one overload and change only one parameter - the text color. All other parameters - font, frame, etc. will be taken from the default appearance settings of the element.

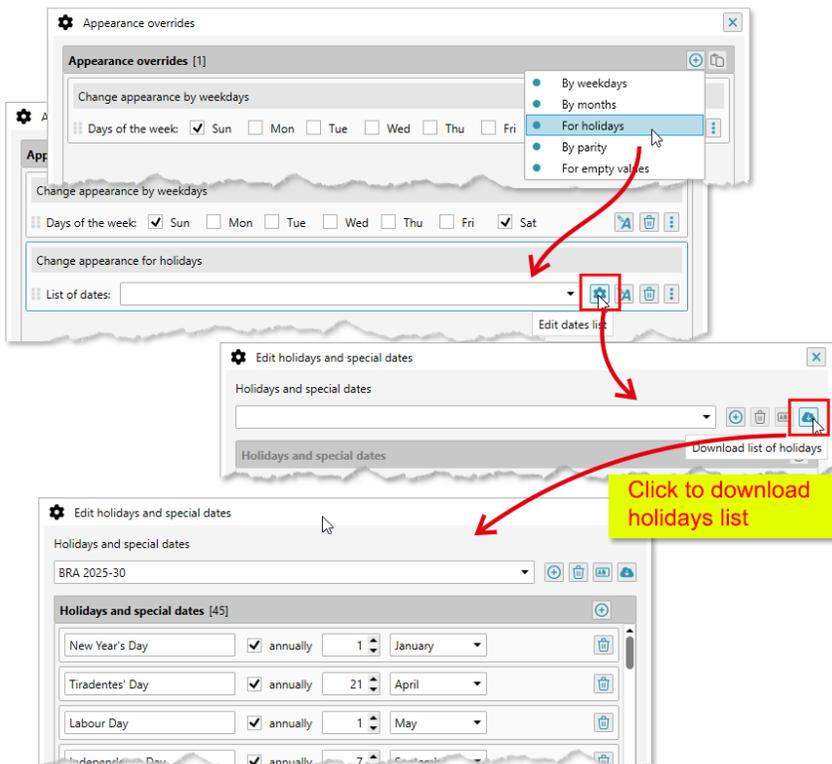
The number of overloads of the element is not limited. In order to determine which one to use, the plugin go through the entire list of them from top to bottom, replacing the overloaded parameters in the default appearance.

HOLIDAYS AND SPECIAL DATES

The plugin allows to maintain an arbitrary number of lists of holidays and other special dates. For each holidaylist you can customize the appearance of elements through their overloads - the color of text, background, etc.

You can manage the holiday lists in the plugin settings that open when you click the button with the gear  in the lower right corner of the main window of the plugin. It is possible to do that as well in the list of overloads.

A list of holidays can be created manually by giving it a name and adding new dates with the  button. For holidays repeated on the same date each year, it is necessary to tick off the **annu-**



ally checkbox. For floating holidays it is necessary to enter an exact date including the year. The name of the holiday is optional and is not currently used when creating calendars in the plugin.

ReproScripts also offer an online service for downloading holidays for 47 countries. To do that click on the  button and select the country from the list. For some countries, you additionally need to specify the region, for example, for the United States — the state.

The list of holidays can be downloaded for 1-5 years starting from the specified year. The plugin will execute a request to the server and create a new list with a name based on the year and the name of the country. You can freely edit or rename the downloaded list later.

You can delete any list by clicking the  button or rename with .

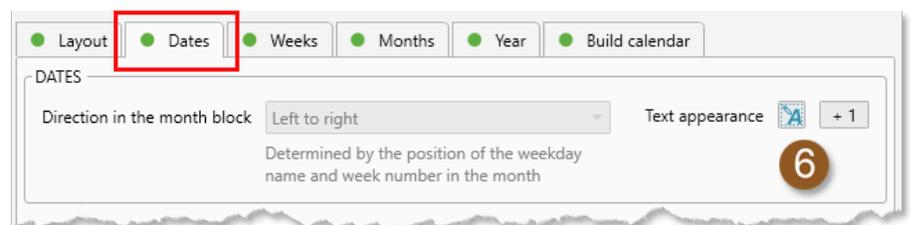
The list of holidays that you downloaded or created manually can be used in all plugins of the ReproScripts Calendars library to configure the overloads of the elements appearance. Thus, you can easily create calendars, in which you will automatically indicate holidays and any other important dates like corporate events, dates of birth, etc.

CALENDAR ELEMENTS

The **Layout** tab controls the parameters of the month frame. In addition to the month's trim size it is possible to edit the background color and other parameters. Overloads are available opening possibility to provide a different design for different months.

DATES

Almost in every calendar it is necessary to change appearance of days for weekends and, possibly, holidays. That means that some overloads should be added in the project in the **Dates** tab (6 in the calendar elements diagram above).



In addition overloading an empty value will allow to change the appearance of cells in the month block in which there are no dates for the current month. By default, they remain empty, but on the **Months** tab, you can indicate for the incomplete weeks the need to fill them with the dates of the neighboring months. This option is only available if each week of the calendar in the block is positioned separately. The empty overload will visually separate the dates of the current month from the dates of the neighbors.

Dates in a month can run from left to right horizontally or from top to bottom vertically. This is determined by the position of the names of the weekdays in the tab **Weeks**. If the names of the weekdays are horizontal, then the dates will be horizontally located and vice versa. If for some reason the weeknames are disabled in the calendar, then in the days options you will be able to specify the flow direction manually.

WEEKS

For weeks, you can specify the position of weekday names and the week numbers. These parameters affect the flow direction of the dates in the month blocks.

The size of the weeknames element is considered as the width (if left-right) or the height at the top-bottom position. The value can be absolute in mm or inches or as a percentage of the parent element. The size is counted relative to the month frame.

The weekday name can be in the form of text - short or full, or in digital form. For the text of the weekday names, you can add overloads most often for weekends, since they allow to highlight the names by color.

Thus, for weekday names, you can configure:

- ▶ text and background colors (+ overloads) of each day of the week **5**
- ▶ the background under the whole block with all names **4**

WEEK NUMBERS

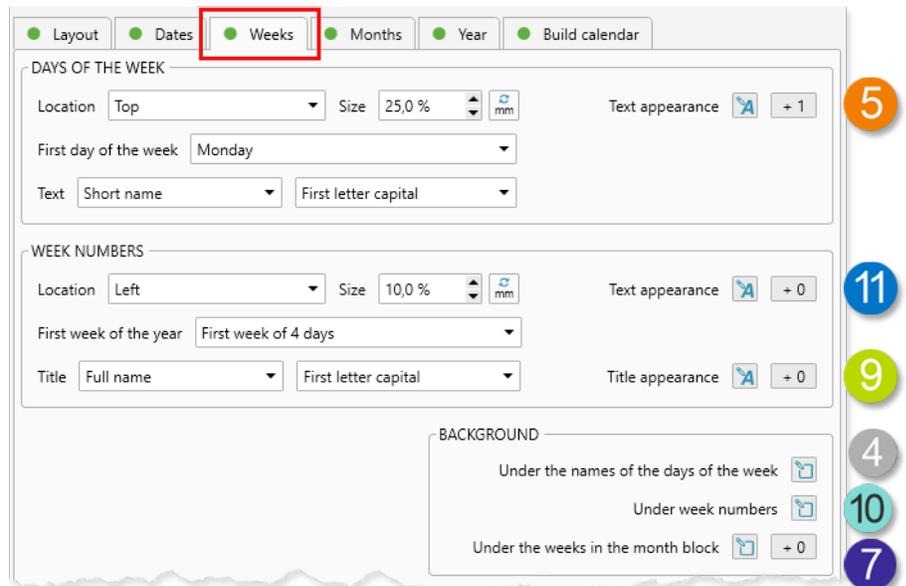
The numbers of the weeks are always put in the month frame in the direction opposite to the direction of the weekday names. If the direction in the parameters is incorrect - the plugin will provide an error about the inability to generate a calendar.

There are several different approaches to what week in the year to consider first - a week with the first of January, a week in which there are not less than 4 days or a week in which there are all 7 days. The plugin allows to specify the required rule for the project.

For convenience and increasing the level of automation when creating calendars on the intersection on weekday names and week numbers you can add the word "week" as a title and an explanation what the numbers mean.

For week numbers, you can customize the appearance:

- ▶ text - background and font settings + overloads **11**
- ▶ background under all week numbers **10**
- ▶ background + text + overloads for the title **9**



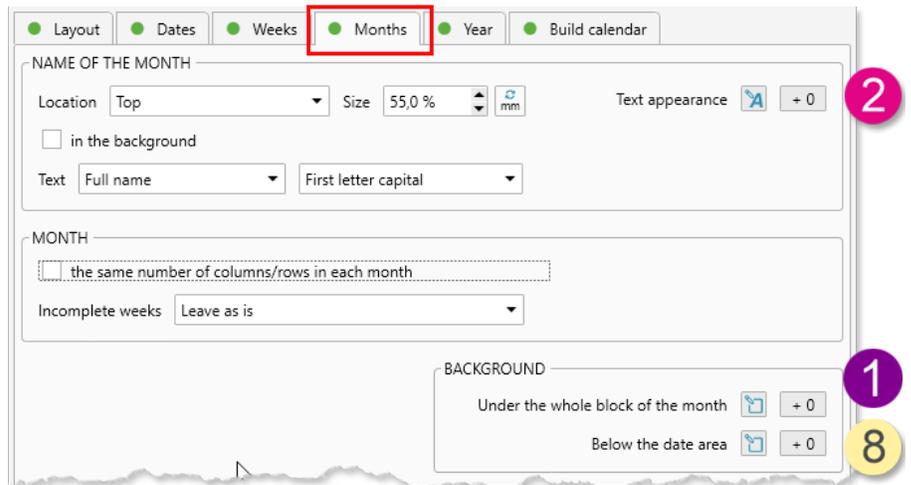
MONTH

The **Months** tab of the main window of the plugin allows to control the position and appearance of the month name, as well as adjust the backgrounds and processing of incomplete weeks.

The name of the month can be located on either side of the block of the month. The size of the area for placing the name (width, if it's left to the right, height, if it's bottom-top) is given in percent calculated from the size of the month frame. You can also set a fixed value in millimeters or inches.

With the active **in the background** checkbox, the month name can also be positioned in the background of the month and will not take up any space.

For the name of the month, you can customize the appearance of the text and the background under it, plus overloads of the design, depending on the month.



Incomplete weeks: Leave as is

January							2114
Week	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
1	1	2	3	4	5	6	7
2	8	9	10	11	12	13	14
3	15	16	17	18	19	20	21
4	22	23	24	25	26	27	28
5	29	30	31				

Incomplete weeks: Fill in with dates of neighboring months

January							2114
Week	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
1	1	2	3	4	5	6	7
2	8	9	10	11	12	13	14
3	15	16	17	18	19	20	21
4	22	23	24	25	26	27	28
5	29	30	31	1	2	3	4

Incomplete weeks: Unite the last week with the previous full one

January							2114
Week	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
1	1	2	3	4	5	6	7
2	8	9	10	11	12	13	14
3	15	16	17	18	19	20	21
4	22 ₂₉	23 ₃₀	24 ₃₁	25	26	27	28

If the weeks in the block are located separately, then in the **Months** tab you can configure rules for processing empty cells with dates.

The number of weeks in months is different. To achieve greater visual unity, you can activate the **the same number of columns/rows ...** checkbox. In this case, the plugin will complete, if necessary, with empty weeks, all months to one size.

Additionally, it is possible to control the content of incomplete and empty weeks in a month. The standard value is to leave everything as is, that is, empty. Alternatively, you can select one of the options:

- **fill in with neighboring dates**: the plugin in all empty cells will place the dates from the neighboring months. To visually separate the dates of the current month and the dates of the neighboring months, we recommend that you use an overload for empty values. The plugin considers only the cells with the dates of the current month as filled, the cells with the dates of the neighboring month are regarded as "empty", which allows you to specify for them a different appearance
- **unite the last week with the previous full one**: the dates from the last incomplete week will be moved to the cells

of the preceding week and the empty row will be removed. You can manage parameters how this is done by clicking on the Options link on the right from the dropdown list. In the dialog window which the link opens it is possible to control how many days should the last week have to be moved. As well you can set up a line separator which will be added in the cells with double dates.

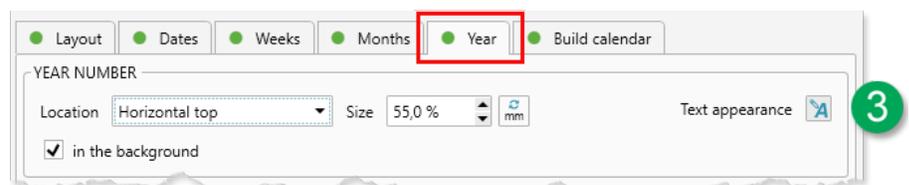
BACKGROUND FOR MONTHS

To enhance the visual design capabilities of the calendar, the plugin allows you to set backgrounds for different zones in the month frame:

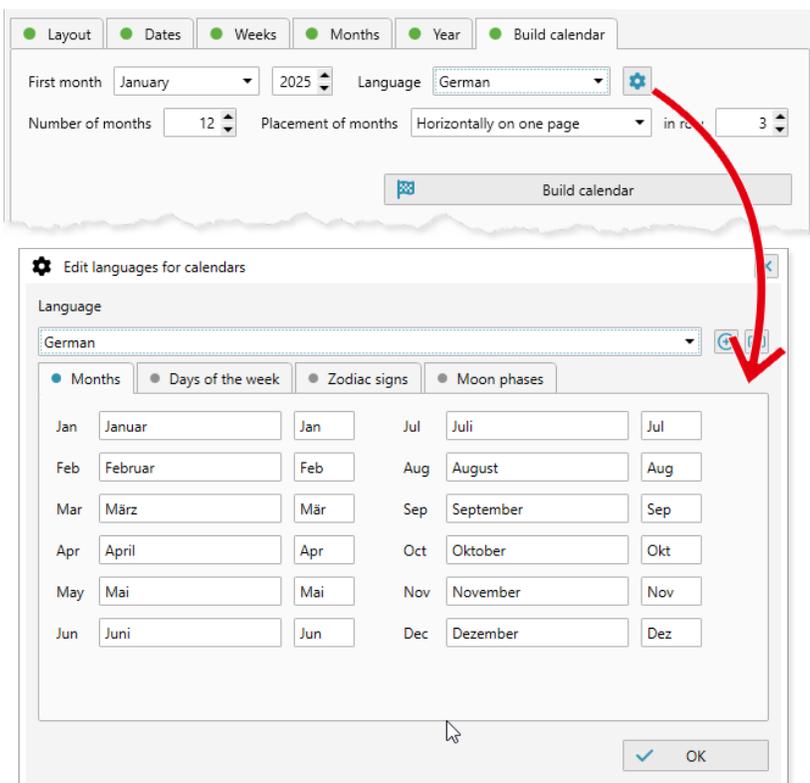
- ▶ the background under the week line (+ overloads), you can, for example, apply different color for even and odd weeks **7**
- ▶ the background under all days (+ overloads), this zone does not include area under the month name, the week numbers and the weekday names **8**

YEAR

In the month frame, you can add the year number. It can be located on either side. The block size can be set in percent relative to the month frame dimensions or in fixed units in millimeters / inches. (3 in the calendar elements diagram above)



The year number can be placed in the background of the calendar. In this case, it will not occupy space, and it will be redistributed between other elements of the calendar.



BUILDING A CALENDAR

The last tab of the plugin window controls the parameters of the calendar generation.

You must select the month from which the calendar will start. This, of course, does not have to be January. The specified number of months will be created in the calendar.

It is possible to choose how to place the vector months in the output Corel-Draw file:

- ▶ **on one page**: all months on one page, the plugin will determine the most optimal direction - vertically or horizontally
- ▶ **on one page horizontally**: all months on one page from left to right

- ▶ **on one page vertically**: all months on one page from top to bottom
- ▶ **one per page**: every month on its own page, the size of which is equal to the trim size of the month frame

It is also necessary to select a language for all text elements of the calendar - the names of the months, days of the week, etc. With ReproScripts plugins 38 languages are installed, you can also add your own language if it is not present in the list.

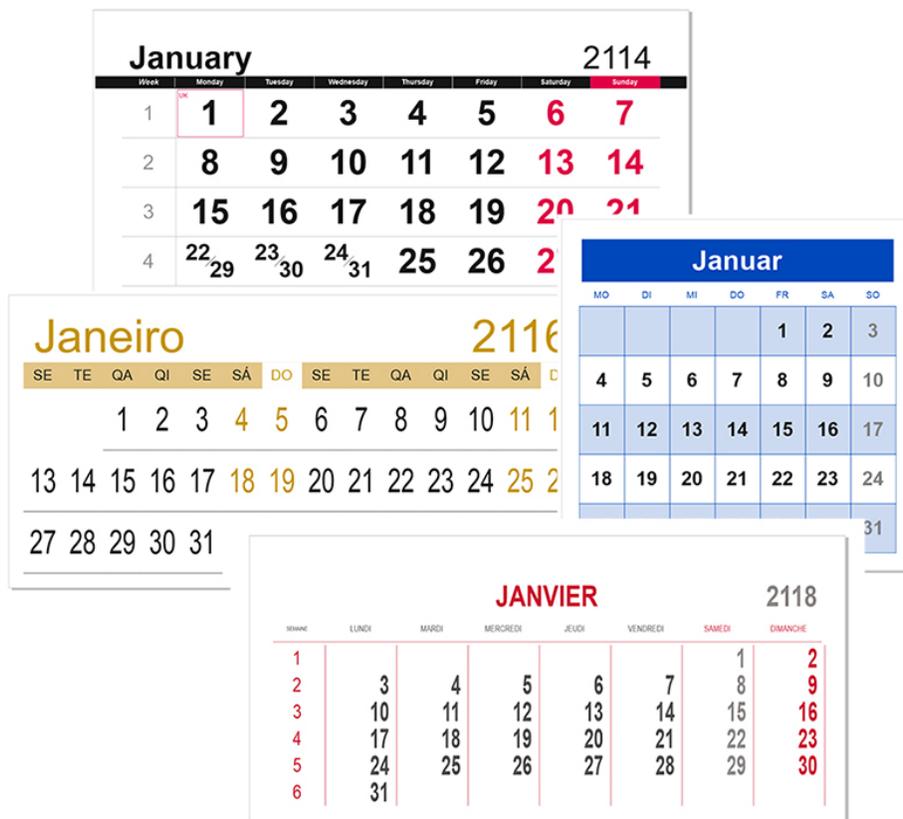
By clicking on the button with the gear  next to the dropdown list with languages, you can control them - make corrections to existing values, or add, delete or rename the language.

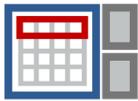
If you added a new language, you need to fill in the values on all tabs, including the names of the signs of the zodiac and phases of the moon. Astronomical information is not used in this plugin, but it is needed for another one from the ReproScripts Calendars library – [Free layout calendar](#)

If the project is configured, you can start it by clicking the **Build calendar** button. The plugin will create a file in CorelDraw that corresponds to the entered data.

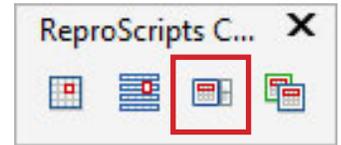
EXPORT THE PROJECT TO ANOTHER PLUGIN

The ReproScripts Calendars library plugins work in close cooperation with each other. In the lower left corner of the **Build** tab there is a button  that allows to convert the project and add it to the list of the Annual calendar plugin. These two plugins are much alike in the work and it is periodically required, having formed a project in one of them to transfer to another. This allows to extend the application of the created calendar designs without wasting time.





FREE LAYOUT CALENDAR



Free layout calendar is a plugin for creating calendars, different kinds of diaries and other similar products. Its work is based on the use of templates - single-page or multi-page CorelDraw files. The plugin allows to assign to the various objects of the template the type of data that will be substituted into it. It can be dates, names of months, days of the week, and more complex data – signs of the zodiac, whole formed blocks of months (from the Month builder projects).

The plugin automates the work of creating technically complex layouts, without limiting the designer's creative approach. The plugin does not change the used fonts or any attributes of shapes, only substitutes the necessary values in the right places of the template. A large selection of variable data opens up ample opportunities for professional application of the plugin, ensuring a stable result and minimizing the probability of errors.



PROJECTS

TEMPLATE

ADDING TEMPLATE PAGES

RULES FOR USING TEMPLATE PAGES

PAGE ORDER

DUPLICATE TEMPLATE PAGES

DELETING PAGES

FILE USED AS A TEMPLATE

SHAPES FOR DATA

CURRENT VALUE SHIFT

TYPES OF DATA FOR INSERTION

FIELDS COMBINATION

TRANSFORMING OBJECTS

MANAGING THE COLOR OF OBJECTS

OVERLOADING COLOR OF STATIC SHAPES

CALENDAR GENERATION OPTIONS

GEOPOSITION

LIST OF COLORS

ITERATION OF DATE VALUES

LANGUAGE

THE PLUGIN SETTINGS

THE LIST OF LANGUAGES

ASTRONOMY

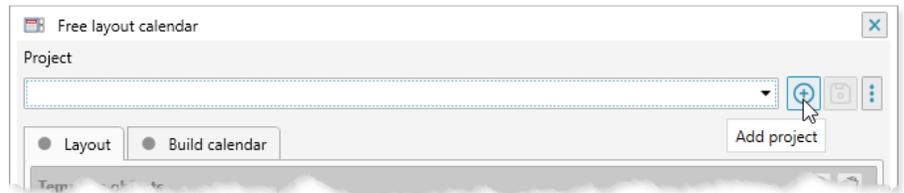
BUILDING A CALENDAR

PROJECTS

The plugin works on the basis of projects containing all the settings of the current calendar. At the top of the window is a project manager control, which allows you to create  and load previously created projects from the list. Changes made to the project can be saved by clicking the  button.

A click on  opens additional commands:

- ▶  will save the project under a new name
- ▶  delete the current open project



In the plugin settings that are opened when clicking the button with the gear  in the lower right corner of the window, you can specify the settings for saving and using projects in the **Projects** tab.

The work with projects in the plugin is organized in the same way as in other ReproScripts plugins, except for the support of master projects. All projects of this plugin are individual and you can borrow little from one to another. Therefore, it is not possible to work with the master project, and always a new one starts with default values.

A detailed description of all the features of the project manager and its settings can be found in the [Auto imposition plugin section](#).

TEMPLATE

Having created a new project, you need to set a CorelDraw file as a template for it. This file will be used to substitute data and form a calendar. The template can be any single-page or multi-page document.

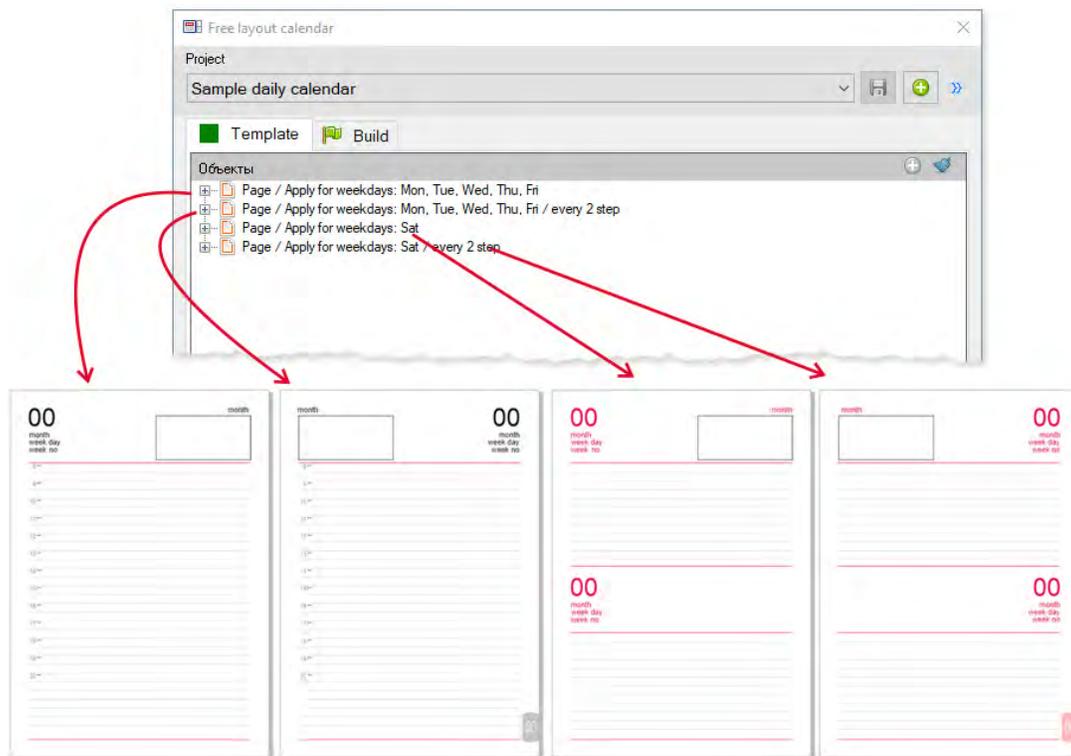
At the moment of generation of the calendar based on the template, the plugin successively goes through all the necessary variable fields in the project and on the basis of the calculated date determines, first, a suitable page of the template to be taken and all the values that must be substituted into its objects.

It is important to understand that at each step of the work the plugin uses only one page from the template, even if there are several of them in it. For each page you can specify a condition when it is to be used.

ADDING TEMPLATE PAGES TO THE PROJECT

It might look strange, but the plugin does not have a command to add a page into the project. This operation is superfluous, since the page gets into the list together with the variable shape to which the data insertion will be performed.

Having selected an object (text or vector shape) in the template, you can see the button  in the head-



er of the list of objects. Clicking on it and setting the necessary parameters (they are described in detail below) can add to the list both the object itself and the page on which it is located (if it is not already listed).

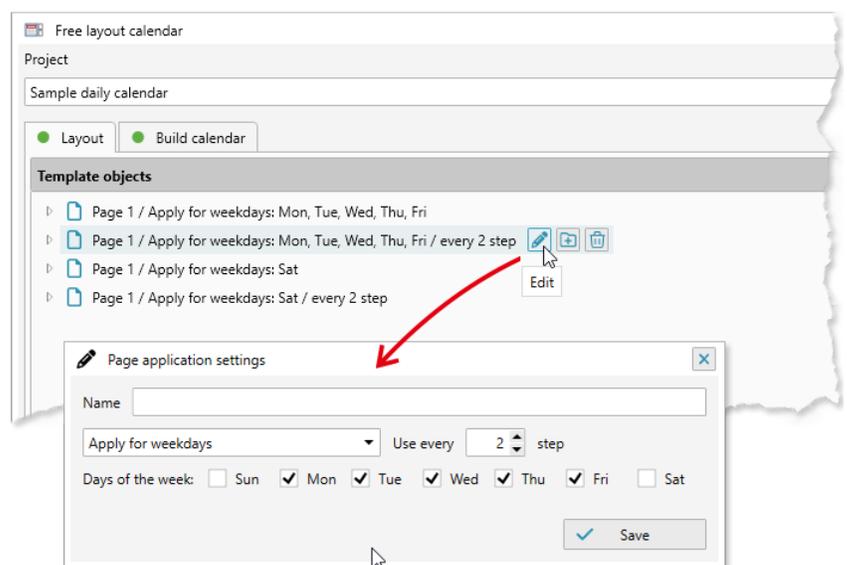
Thus, the list of objects in the **Template** tab has a hierarchical structure - it contains a list of pages of the template and a list of shapes that are processed.

RULES FOR USING TEMPLATE PAGES

When the page is added, it will be used at each step of the calendar generation. If this is not overruled the plugin will always take the first page from the list, since it always fits the selection criterion.

In order to configure the need to apply one page of the template in one case, and a different one in another, you must click on the  button in the line with the page name.

For each page, you can optionally specify the name, reflecting its purpose and conditions, when it should be used. On each step of its work the plugin checks whether the page meets the provided conditions and decides whether to use the page or not.



As conditions, you can specify to use the page:

- ▶ **always**
- ▶ **only for the specified months**
- ▶ **for the specified days of the week**
- ▶ **for the list of holidays**
- ▶ **for even or odd dates**

An additional condition may be whether to check the suitability of the page at each step or in a specified number of steps (skipping checks on some steps).

For example, for a diary, you can set rules so that the first page is used for the left side of the spread (use always, step 2), and the second one is used for the right side of the spread (use always, step 1). The page with step 2 will be used on every second iteration and on the remaining steps the page with an increments of 1 will be taken.

PAGE ORDER

The plugin at each step scans the entire list of pages from top to bottom and stops at the first, the condition of which allows it to be used. Therefore, the list should be organized so that narrower, more specific conditions are higher in the list, and more common at the bottom.

Pages and elements in the list can be dragged - thus changing the order in which they are processed by the plugin.

DUPLICATE TEMPLATE PAGES

In the line of the page there is a button , which performs duplication of the page. Note that it performs a physical page duplication in the template file along with all the objects on it and then all of them are added to the project.

This function makes it much easier to create multi-page templates. Often in a template, one page from another differs only in some details. After setting up the first page and adding all the necessary objects to it, you can duplicate the page saving all created data bindings and after that make the necessary adjustments.

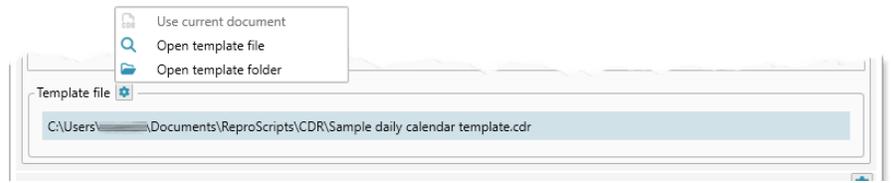
Templates with complex designs can contain a significant number of objects that are added to the project. And when using the duplication function, you can radically shorten the time to prepare a template, eliminating the need to reassign data to the same objects on different pages of the template.

DELETING PAGES

By clicking on the button in the  page line, you can delete it and all the objects included in it from the project. This does not affect the template document in any way. The shapes and pages remain but they are not any more used in the project.

FILE USED AS A TEMPLATE

Below the list of template objects added to the project, the name of the CorelDraw file that is actually serves a template is specified. At the time of placing any object in the project - this name is automatically changed to the name of the file from which the object is taken. Therefore, in most cases, it is not necessary to change it manually. However, you can do this by clicking on the **Use current document** context menu item – it will be selected as the template for the project.



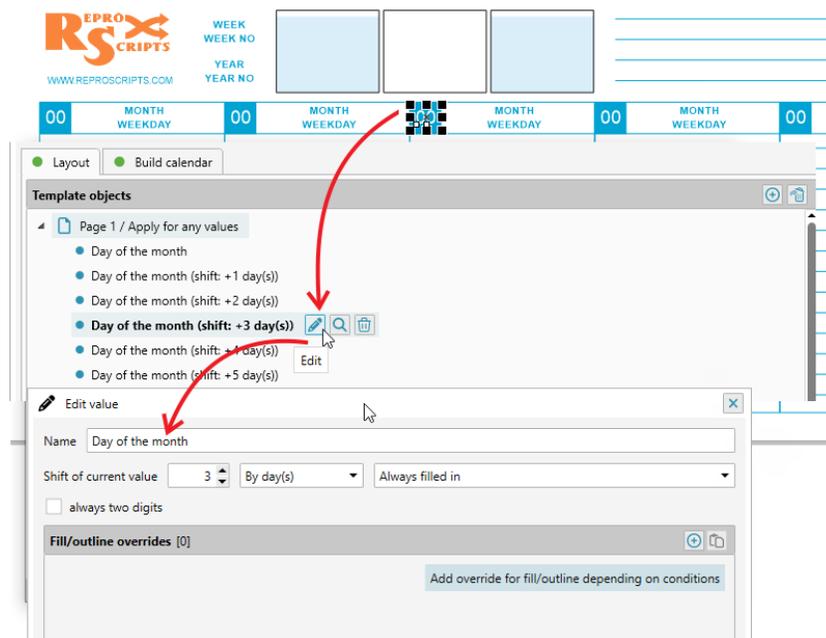
It should be kept in mind that the objects in the project list have a unique identifier associated with the file in which they are located, so in general, you can not just replace one file with another without changing anything in the object list and expect the project to remain functional. However, if the source file from which the objects were taken simply copied to another location or it was duplicated under a different name, then with this option you can bind this duplicate to an existing project.

If you have opened a previously created project, you can click the **Open template file** context menu item to quickly access the template file and the plugin will find and open it in CorelDraw, or open the **Open template folder** in which the file is located in the Explorer.

SHAPES FOR DATA

For the data substitution, any text and most vector objects are suitable. In order to add an object to the project, you must select it in the list and click the  button in the header. If the button is not visible, then the selected object is not suitable for use in the project.

For the selected object it is necessary to specify which data will be substituted into it. For each data type, there are individual settings. They can be edited in the opened window, and also, if desired, you can change there the name for the template object to something more suitable.



CURRENT VALUE SHIFT

One of the parameters - the shift of the current value - is available in the parameters of all data types. As noted earlier, when the project is started, the plugin takes from the Build tab the start date and sequentially increases it by 1 day/week/month, depending on the specified iteration parameter for the project.

Under the current date, which will be substituted in the objects is meant the value obtained after the increase at the current step. Regardless of the iteration step (day, week, month), the full date is

always calculated. For the week, the current date is the date of the first day of the week (Monday or Sunday), and for the month - the first day of the month.

When an object is added to the project, then at each step the value of the current date (or calculated on its basis) will be substituted into it. But very often it is required that not the current date but its shifted value should be used.

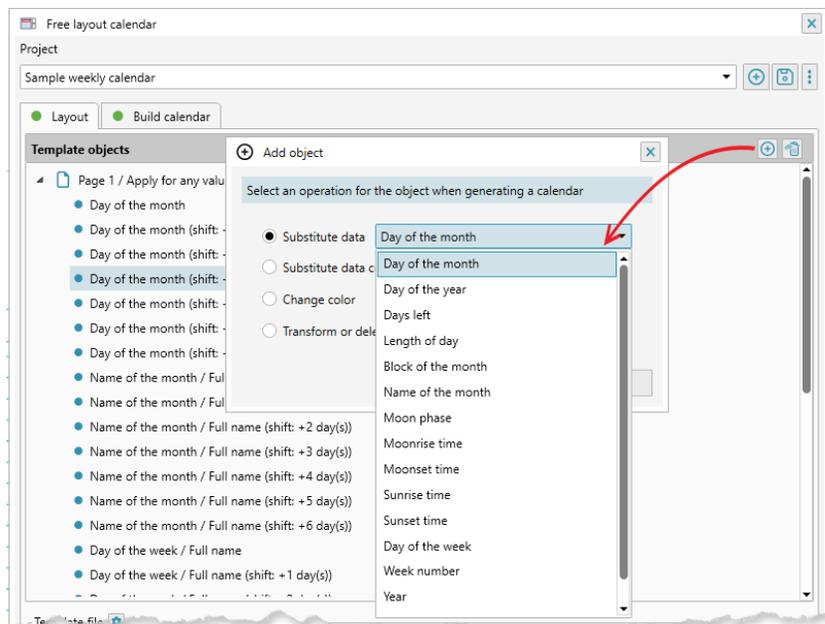
For example, when you create a weekly journal, you need to set the iteration step to a week for the project. That is, the plugin will cycle through the weeks starting from the specified start date. However, every page of the weekly requires dates for all 7 days. At each step the plugin will calculate one current date equal to the first day of this week. To access all other days, you will need to use the current value shift in the object's parameters. For Tuesday, this will be a shift of +1 day, Wednesday +2 days, etc.

The date shift from the current value can be set in days, weeks or months. And also ignore the value (that is, substitute an empty value) if it goes beyond the month or week of the current value.

The current value shift allows to flexibly manage the data that will be inserted into the template shapes and there are a lot of scenarios for using it.

TYPES OF DATA FOR INSERTION

In addition to the date itself and any its parts — the day of the week, month, etc. plugin allows to calculate and substitute in the objects a number of astronomical parameters — the sign of the zodiac, the time of sunrise or sunset, or the moon, etc.



Part of the astronomical data depends on the geographical position for which the calendar is formed. For example, the time of sunrise and sunset is different in different parts of the earth. For the correct calculation of such data, it is required to specify the geographical coordinates in the Build tab. It's easy to do, using the ReproScripts online service for geopositioning. Specify the name of the city or country and the plugin will pull the necessary coordinates from the server. More about this is written later in the section on launching the project.

For all text data, you can add prefix and postfix in their parameters, which will be attached to the calculated value before substitution into the object.

All text and graphic objects retain its color, font and other parameters after data insertion.

The following types of data are available, calculated for the current date (taking into account the value shift for the object) and loaded into the template:

Data type	Description
Days of the month	Option: always two digits, that is, for values less than 10, 0 will be added at the front.
Day of the year	Day number in the year.
Day of the week	You can choose the full or short version and the language used for this object. Default means the language from the Build tab will be used when the project is launched.
Days left	Number of days left till the end of the the week, month or the year.
Week number	Option: always two digits, that is, for values less than 10, 0 will be added at the front. The plugin allows you to specify a rule that determines which week in the year the first for the project is in the Build tab when you start the project.
Name of month	You can select a full / short text version and the language used for this object or digital representation. Default means the language from the Build tab will be used when the project is launched.
Year	Option: 4 or 2 digits of the year.
Sunrise time Sunset time Length of day Moonrise time Moonset time	All these parameters are geo-dependent. To calculate them, you need to specify the correct coordinates in the project. The value is displayed in the form of time — hours and minutes. You can customize the output of leading zeros and text after minutes and hours.
Moon phase Zodiac	<p>The output of this value is possible as text. You can choose the full or short version and the language used for this object. Default means the language from the Build tab will be used when the project is launched.</p> <p>Also, you can display the phase of the moon and the sign of the zodiac in a graphical form — in the template you need to select a vector shape for that (not Artistic or Paragraph text). The plugin can draw an image by its internal algorithm, if the option Draw phases is specified, or substitute symbols from any font (Use font symbols) installed in the system and added in the plugin's settings. More about symbol fonts.</p>



Data type

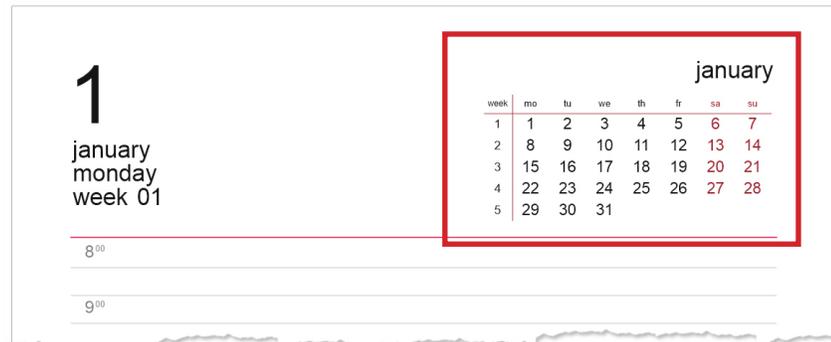
Description

Calendar block

You can add a whole calendar month within the boundaries of the vector object. The insertion of a month is often found, for example, in diaries where for each date a whole month is often added (and often the neighboring months as well).

In order to add a whole month to the page, you need to first create its design in another plugin that is included in the ReproScripts Calendars library — Month builder. In the parameters of the added template object there is a list in which you can select the desired project and configure how it should be inserted.

When preparing a calendar block for insertion, it is desirable to keep it with proportions close to those that will be at the target objects of the CorelDraw template. But in any case, you can specify the scaling options for insertion. The plugin can scale the project either proportionally or non proportionally into the target shape borders.



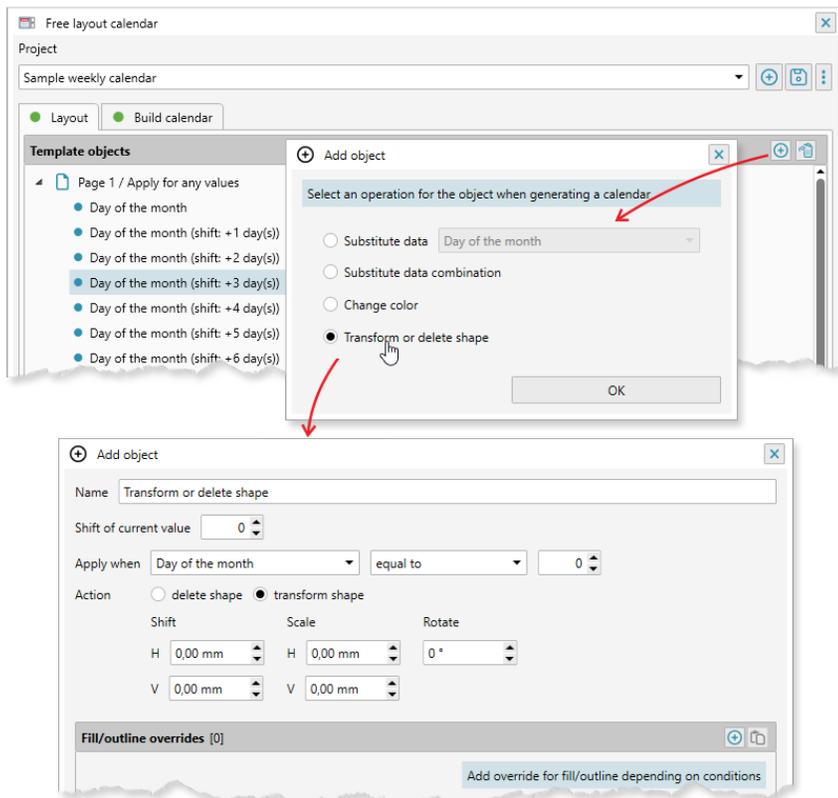
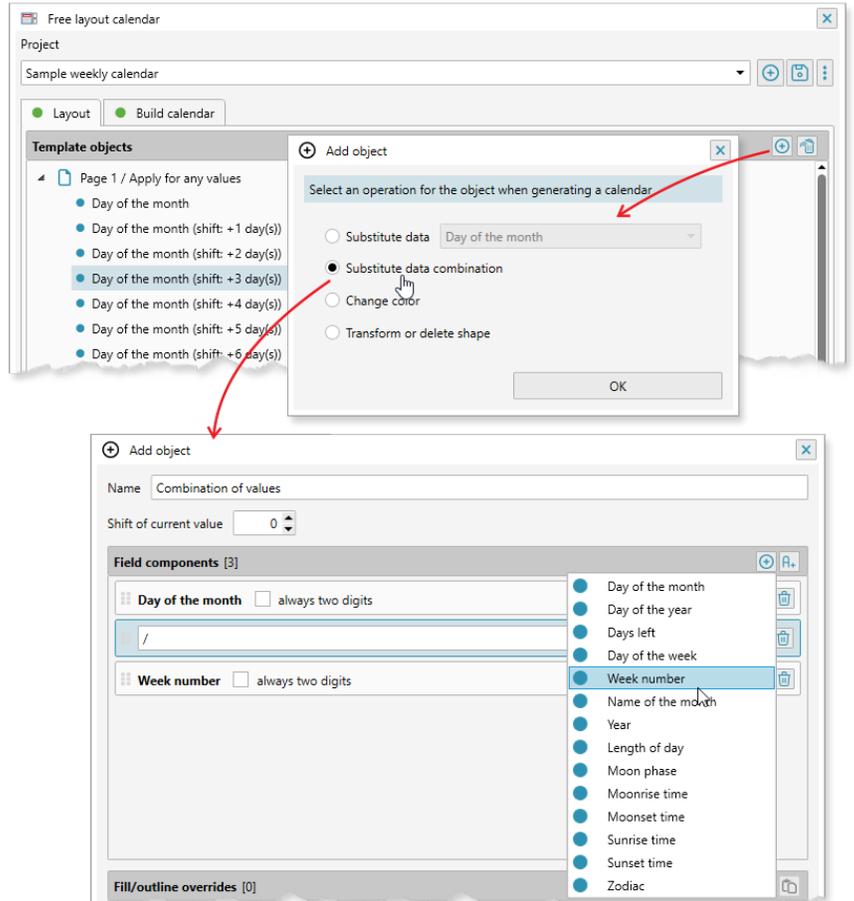
When creating the calendar block, the plugin will use the language selected from the list in the parameters for it. **Default** means the language from the **Build** tab will be used when the project is launched.

Often projects in the Month builder are created with a frame that points to the borders of the month block. The Free layout calendar can remove this frame if necessary during the insertion of the month, without the need to adjust the initial design. To do this, check the remove the outer frame of the block flag

Each calendar project in the month builder contains a list of colors. When you add it to the Free layout calendar, this list will be merged with the existing list in the project by the color numbers. New colors will be added, existing ones are redefined. This allows to centrally manage the color scheme of all the inserted blocks of months, regardless of what colors they were used in the design.

FIELDS COMBINATION

In addition to assigning the values given above to text objects, you can also create combo fields that can contain different types of data, as well as static text. This allows you to create complexly formatted data, including in different languages.



TRANSFORMING OBJECTS

In addition to data substitution during generation, you can also set transformation rules for static objects. For example, you can add graphic objects to a calendar template for all months at once and set the rules by which they will remain or be removed from the page. This will allow you to leave only some of them for each month. In addition to deleting, you can set the shift, scaling and rotation of objects.

To perform such an overload, you need to add an object to the project list in the same way as by selecting the "Change object color" option. And in the parameters specify the required replacement conditions.

MANAGING THE COLOR OF OBJECTS WITH VARIABLE DATA

When you create a calendar from the project, the plugin uses the template and substitutes the data in it. All characteristics of source shapes are preserved, including colors, strokes and fonts.

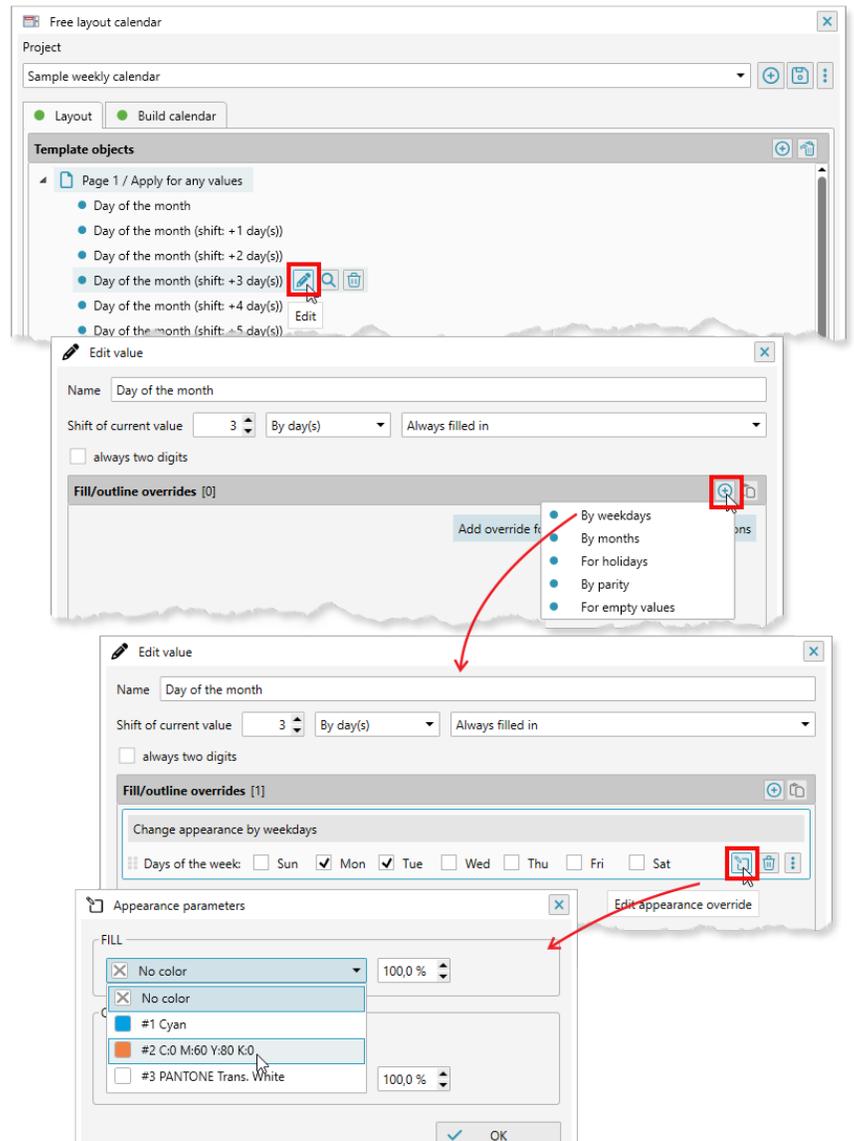
For example, if you draw a rectangle with red fill and black outline and use it to substitute the zodiac sign, the shape with inserted data in the calendar will also have a red background and a black stroke.

If required the plugin allows to overload fill color and outline parameters for certain conditions. In the object parameters there is a table which contains overloading conditions. By clicking on  in the header of which you can select the criterion that will be used to decide whether to use the new parameters instead of existing ones or not.

The following can serve as the overloading criterion:

- ▶ **day of the week:** any combination
- ▶ **holiday:** you must specify the list of the holiday that is used for it
- ▶ **parity:** Even or odd date value
- ▶ **month:** arbitrary combination of months
- ▶ **blank:** allows you to change the appearance for empty or non-empty values

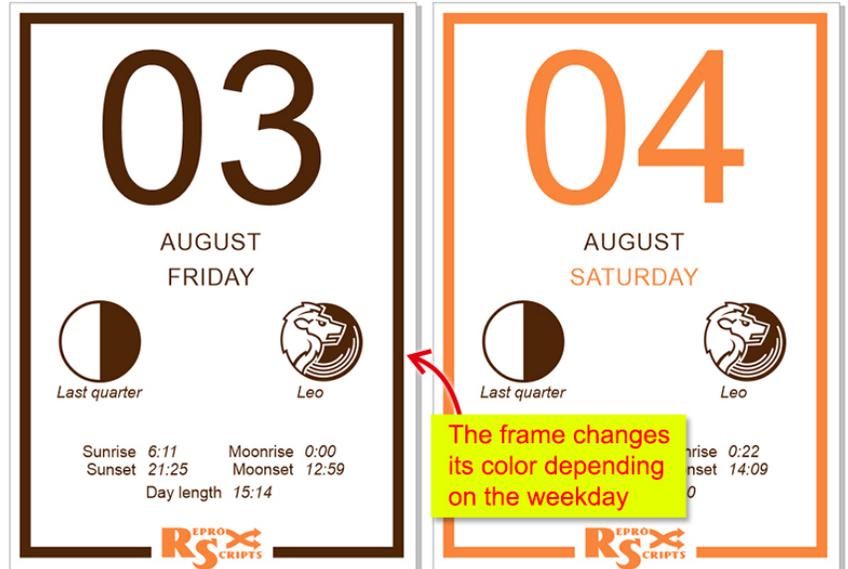
It is not necessary to change all parameters of the object. If the parameter has a  sign, this means it does not need to be changed and remains the same as the original object in the template. Clicking on it allows you open it  and select a color (from the list in the Build tab) and other options.



OVERLOADING THE COLOR OF STATIC SHAPES

The colors can be changed not only for the objects into which the data is substituted, but also for any other shapes that do not require data. For example, you can draw a frame and specify an overload that assigns to it a new color on the weekend and for all other days the shape will stay untouched.

To perform such an overload, you need to add the object to the project list but instead of binding data to it click on the **Change shape colors** button and specify the required replacement conditions in the parameters.



CALENDAR GENERATION OPTIONS

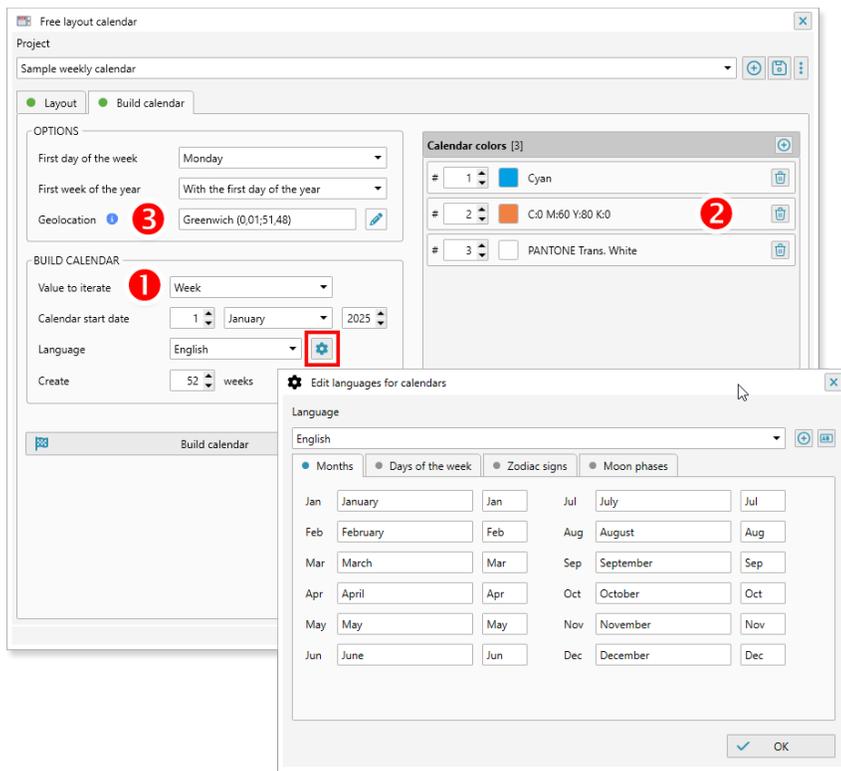
The **Build** tab contains a number of parameters that allow to manage the process of generating data for the project.

In the **Options** group, you can specify which day of the week the plugin should consider as the first one and the rule by which the first week of the year is determined.

There are several different approaches to what week in the year to consider first – a week with the first of January, a week in which there are not less than 4 days or a week in which there are all 7 days present.

GEOPOSITION

To calculate some data that can be used in the project, geographic coordinates are required. For example, the time of sunrise and sunset is different in different parts of the planet. If you plan to use such data, you need to specify the coordinates and time zone.



ReproScripts offers an online service, which allows you to download geolocation over the Internet by the name of a city or country. To do this, click the gear button  next to the geolocation box . In the dialog window that opens, you can type in the name of the area, country, city, postal address, etc. and press the  button.

The time zone is taken from the system settings of your computer. If the project is intended for another time zone, then it must be specified manually.

LIST OF COLORS

To maintain a single calendar view, the plugin uses a list of colors . By clicking the  button you can select any color using the standard CorelDraw color dialog box and assign a number to this color.

Colors from this list will be used by the plugin when performing overloading of the design of the template objects, as described above. In addition, if a block of the month from the Month builder plugin has been added to the project, the colors in it will also be replaced.

ITERATION OF DATE VALUES

The plugin starts working from the date specified in the **Build** tab and then performs its sequential increase. The iteration parameter  affects how the date increases. You can select one of the values:

- ▶ **Day:** the plugin will increase the current value for 1 day at each step - suitable for the formation of daily calendars, diaries. Current step value: calculated date
- ▶ **Week:** the plugin increases the current value by 1 week at each step - suitable for weekly, planning. Current step value: first day of the week
- ▶ **Month:** the plugin increments the current value by 1 month at each step - suitable for building quarterly calendars from blocks. Current step value: first day of the month

During the development of the project, it is necessary to take into account how it is planned to change the current date in the process of the calendar creation. The iteration parameter directly affects the value that is considered current at each step. And this, in turn, is reflected in the data inserted in the template objects (the value shift is counted from the current date).

LANGUAGE

To launch the calendar project, you must select a language for text values. If it was not overridden in the object's parameters (= Default), then it will be used for all text objects. Combination of the default language and the possibility to override it in the object's parameters is useful for making multi-lingual calendars.

With ReproScripts plugins 38 languages are installed, you can also add your own language if it is not present in the list. By clicking on the button with the gear  next to the dropdown list with languages, you can control them - make corrections to existing values, or add, delete or rename the language.

THE PLUGIN SETTINGS

In the lower right corner of the form there is a button with the image of the gear , clicking on which you can call up the configuration form. In this form, there are four tabs that allow you to specify various data available for all projects and for some other plugins.

HOLIDAYS

The ReproScripts Calendars plugins support lists of holidays and special dates that can be used to specify individual design of different calendar items. Details of how to work with lists and how to download holidays using the ReproScripts online service is described [here](#).

THE LIST OF LANGUAGES

In this tab, you can adjust the values for the 38 standard languages supplied with the plugins and create your own language, which can be used in any projects. Just press  and fill in all the values.

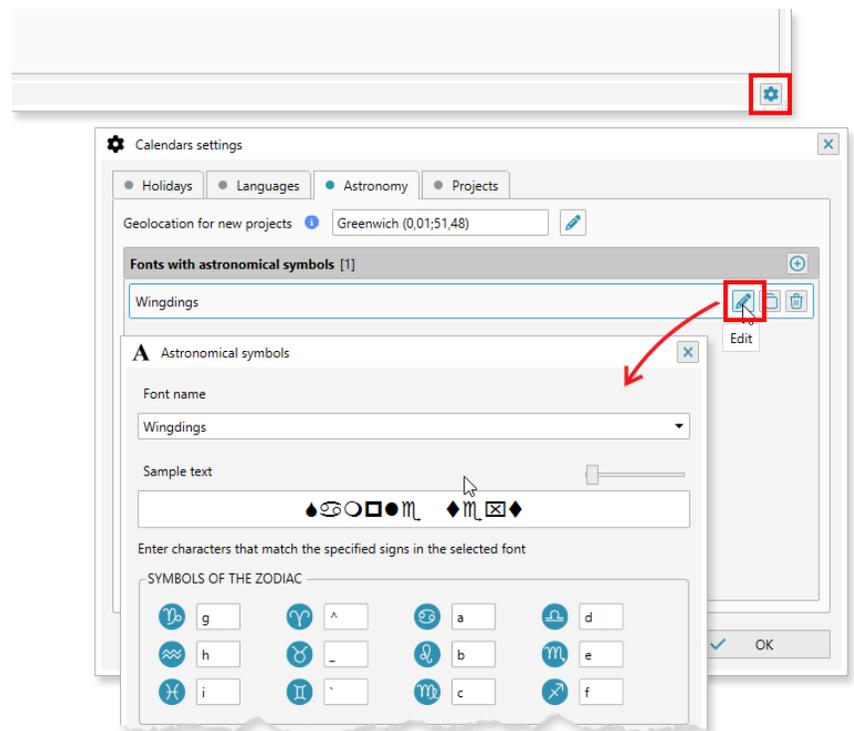
ASTRONOMY

A number of parameters in projects require geo-positioning. In the settings, you can set the default value, which will be loaded into all new projects.

The plugin allows to create a graphical representation of the phases of the moon and the signs of the zodiac. It can draw its own images, or you can use character fonts with astronomical symbols installed in the system.

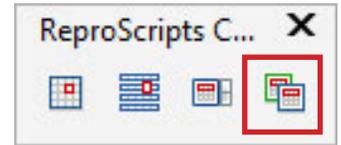
There are quite a few different astronomical fonts, but their developers often arrange the symbols arbitrarily. The plugin needs to know the exact font name and the exact character used to represent the zodiac signs or phases of the moon.

As an example the **Windings** font is added to the symbol fonts list of the plugin. There are no phases of the moon in it, but it contains signs of the zodiac. If you have other character fonts, click on  button to add them to the list and in the appropriate fields enter all the necessary characters. After that this font can be used in any calendar projects.





CALENDARS VARIATOR



The service plugin of the ReproScripts Calendars library is designed for batch processing of already existing projects of Annual calendar and Month builder plugins. It allows to create color variations for projects design and export the result to raster files. This plugin can be used to solve various tasks in the work of a professional designer, for example, for quick preparation of design options to the customer's choice or for creating materials for websites, etc.



[PROJECTS](#)

[LIST OF VARIANTS](#)

[EXPORT THE RESULT](#)

[PLUGIN SETTINGS](#)

PROJECTS

Many of the ReproScripts plugins use projects to organize their work. Each project contains complete information for them to carry out the required task. Calendars variator keeps in projects the complete information required for its work.

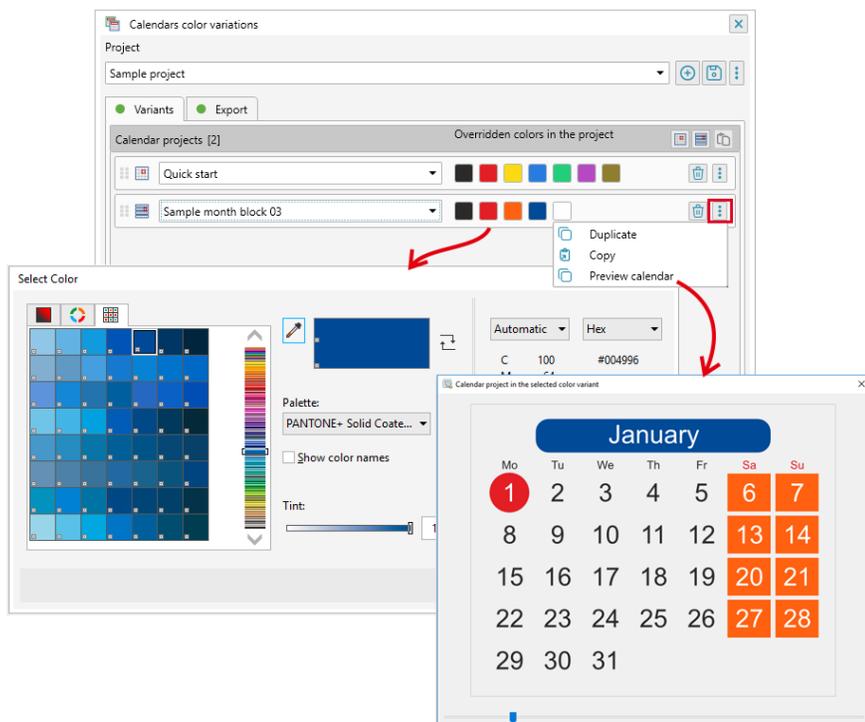


There is a project manager control at the top of the plugin's window. To create a new project, click the  button and give it a name. As a name, we recommend using the job order number. This will allow you to easily navigate in the list. If you make any changes to the project, you must save it by clicking on the button with a floppy disk .

A detailed description of all the features of the project manager and its settings can be found in the [Auto imposition plugin section](#).

LIST OF VARIANTS

After creating a new project, you must fill out a list of calendar projects that will be processed. In the header of the list there are two buttons  and , allowing you to add respectively the projects of Annual calendar and Month builder. Clicking on one of them will add a new line to the list. For each line, you must select one of the existing projects to work in the drop-down list. When the calendar project is selected, the plugin analyzes the colors used in it and adds buttons with samples for each of them. The number on the button indicates the color number in the list.



To change the color scheme, click on the color sample button and select a new color using the standard CorelDraw color dialog.

You can duplicate a line in the list from the context menu. This is helpful when you need to quickly prepare several color schemes for the same calendar project.

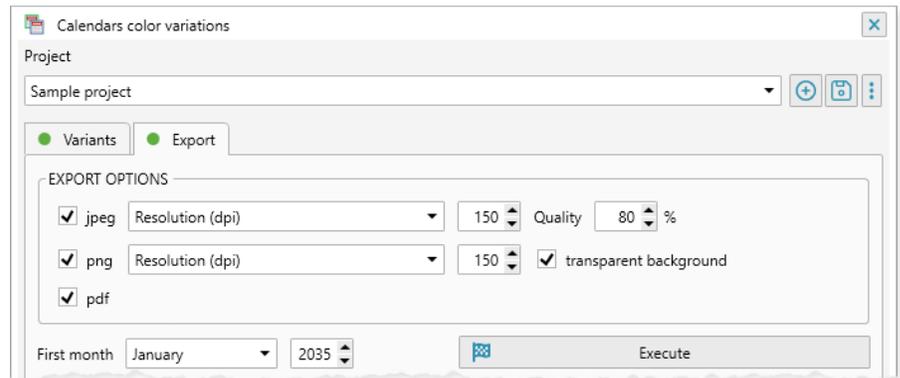
You can preview calendar from the context menu in each line allows to see how the calendar project will look in the selected colors and, if necessary, adjust them.

EXPORT THE RESULT

In the **Export** tab, you can specify the export format for the preview files, if they are needed.

The size of the image is determined by a single value, which can play a different role depending on the parameter specified in the drop-down list:

- ▶ **Resolution (dpi)**: the size in pixels will be calculated based on the crop size specified in the calendar project and the selected resolution
- ▶ **Width (px)**: a fixed-width image, the height will be calculated proportionally
- ▶ **Height (px)**: fixed-height image, the width will be calculated proportionally
- ▶ **Min. Side (px)**: the smaller side size in pixels will be made equal to the specified value, the larger side will be calculated proportionally
- ▶ **Max. Side (px)**: the size of the larger side in pixels will be made equal to the specified value, the smaller side will be calculated proportionally



The plugin always generates the result for 12 months starting from the specified date.

After clicking on the **Execute** button the plugin will start processing the list of calendar projects. Information messages and all errors will be displayed in the job log window.

To quickly open the folder where the result is located, click on the  button in the project manager control.

PLUGIN SETTINGS

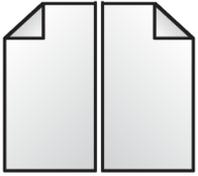
In the lower right corner of the plugin window there is a button  by clicking on which you can configure the output folder for the result of the plugin work, and also set the parameters for the project manager.

REPROSCRIPTS LIBRARY / IMPOSITION



AUTO IMPOSITION

Automatic imposition of documents based on the characteristics of the selected printing equipment and the paper size. The plugin allows you to prepare files for both output to the CTP plate, and for sending to a digital printing machine.



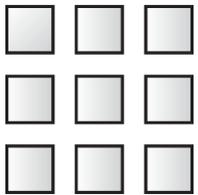
BROCHURE LAYOUT

Imposition of multipage jobs for required type of binding - cut and stack, saddle stitch or perfect bound. The trim size of the resulting brochure can be changed and the finished file takes into account the characteristics and printing equipment.



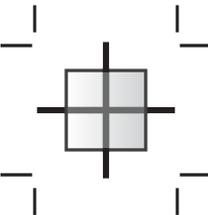
FLEXO PLATE

Preparing the imposition for flexo printing based on the size of the used role on which the form to be mounted. The plugin automatically calculates the layout, places selected jobs into it and adds different marks.



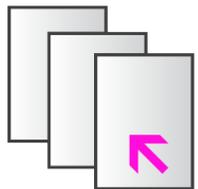
FAST LAYOUT

A quick way to easily lay out selected works on a sheet of the right size. The plugin allows for a couple of clicks to prepare for printing automatically calculating how many rows and columns can fit into the output sheet size.



ADD TRIM MARKS

The plugin allows you to add print marks and registration crosses around selected objects. The marks are placed around the whole group of objects, or around each object separately.



SPREAD THROUGH PAGES

Quite often designers place several different works on one sheet. But, to layout them using CorelDraw, each work must be on a separate page. This plugin allows you to quickly spread and align through the pages all the individual works in the document.



NESTING

For large-format printing and plotter cutting, it is important to perform nesting of many objects of various shapes and shapes. The plugin allows you to automate this operation and generate a CorelDraw file.



AUTO IMPOSITION



The Auto imposition plugin is included in the ReproScripts Imposition library oriented to the tasks of the automated imposition creation of printing jobs while preparing them for the output. The plugin allows you to quickly create a layout, taking into account the features of the printing equipment used. For offset printing, the plugin prepares a file ready for output on the CTP device, correctly positioning the layout on the printing plate and adding the necessary technical information. Also Auto imposition can be used for layout of jobs for digital and other types of printing where plates are not required. The plugin automatically calculates the number of places occupied by each job on a printed sheet, taking into account the necessary circulation, makes two-sided layouts and allows you to flexibly manage important parameters using an easy, not overloaded interface.

All finished layouts are saved as CorelDraw files and the plugin keeps detailed information about them in the list of projects. This allows you to return to the performed imposition for control in case of problems at printing stage, or simply quickly to repeat the order.



[QUICK START](#)

[HOW THE PLUGIN WORKS](#)

[SETTING UP THE PRINTING PRESS](#)

[PROJECTS MANAGEMENT](#)

[PROJECT MANAGER SETTINGS](#)

[LIST OF STATIONS FOR THE IMPOSITION](#)

[ADD PAGES FROM A DOCUMENT AS STATIONS](#)

[ADD CURRENTLY SELECTED SHAPE AS BORDERS](#)

[ADD A MARKED BORDER AS A STATION](#)

[ADD A PLACEHOLDER](#)

[STATIONS DETAILS](#)

[LIST OF COLORS](#)

[IMPOSITION OPTIONS](#)

[BLEED](#)

[ORIENTATION](#)

[BACK SIDE ROTATION](#)

[PRINTING MARKS](#)

[TRIM MARKS](#)

[REGISTRATION CROSSES](#)

[COLOR SCALE](#)

[INK NAMES](#)

[REGISTRATION CROSSES IN DESIGN AREA](#)

[GUIDELINES](#)

[ADDITIONAL TEXT](#)

[IMPOSITION STRATEGIES](#)

[DO NOT PLACE JOBS](#)

[MINIMIZE PAPER WASTE](#)

[MINIMIZE PRESS PLATES](#)

[ONE JOB PER SHEET](#)

[ONE JOB WITHOUT LAYOUT](#)

[IMPOSING](#)

[FINISHED IMPOSITION IN CORELDRAW FILES](#)

QUICK START

In order to use the plugin, you must perform a presetting – this is described in detail later on this page. To quickly get started and understand how the plugin works, you need to follow these steps:

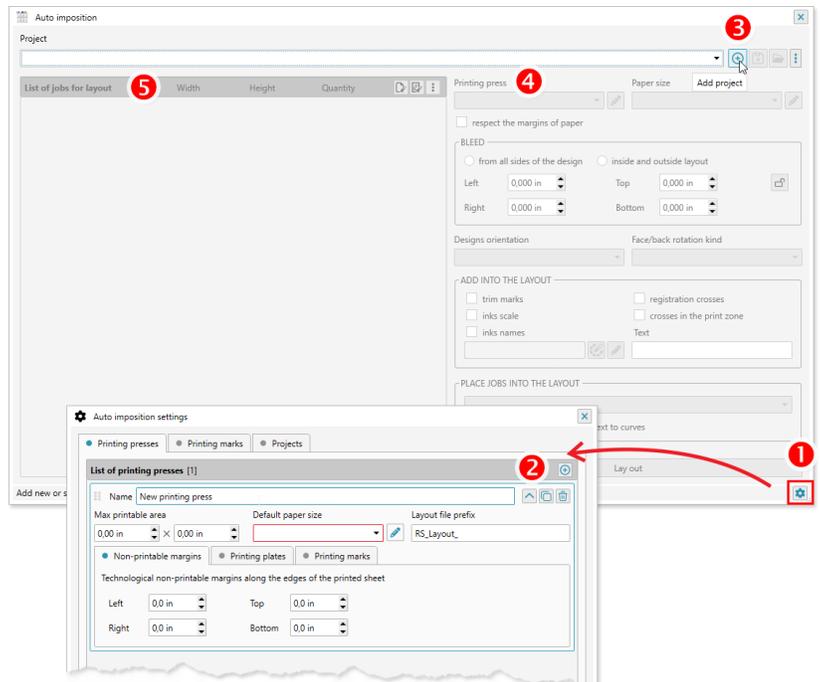
1. Enter the settings of the plugin by clicking on the button with the gear icon  in the lower right corner of the window  and add the printing machine whose parameters will be used for the layout. It is necessary to add a list of the sizes of the papers  supported by the press.

2. In the project manager at the top of the form add a new project  by clicking  and specifying the desired name

3. Select a printing press and a paper to print on 

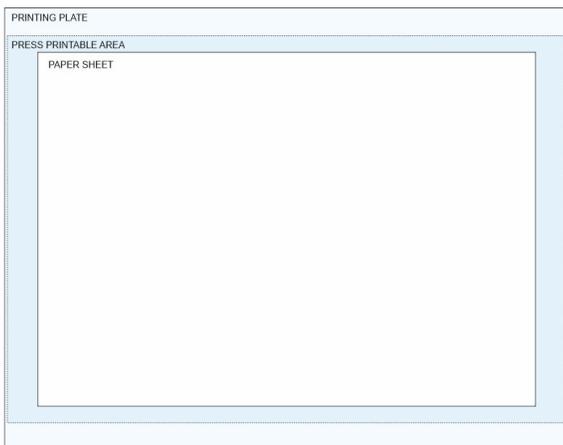
4. Open a CorelDraw document that you want to impose and include it in the project stations list by clicking on the button  in the list's header 

5. Change the parameters of bleed, marks, etc., if desired, and create the layout by clicking the Impose button.



HOW THE PLUGIN WORKS

To create imposition for one or more CorelDraw files the plugin calculates and allocates space on printing sheets for all jobs (=stations) included in the project list. Stations can come from one or from different documents. The only requirement is that they must be the same size – the plugin does not perform imposition for jobs of different sizes. For each station, you can specify its quantity and whether it is the front or back side of the job. This information is sufficient to calculate the number of places occupied by the station on the printing sheet. The plugin determines the quantity of printed sheets necessary to reach the required circulation for every station, arranges the printed marks and places the job in their positions, adding bleed from each side if necessary.



When calculating the layout, the printable area is defined as minimal from the printable area of the press and the size of the paper used. Obviously, the whole layout including printing marks, should fit within it.

Printing presses, in terms of the plugin, are divided into those that use plates (= offset) or those for which plates are not required (= digit). The plugin determines the optimal orientation of the job (taking into account the front and back sides of the design) and forms the layout.

If the parameters of the selected printing press indicate that it does not use plates, then the plugin's work is completed. For presses that use plates, the plugin performs an additional positioning operation of the finished layout within the plate boundaries and optionally adds graphics and text specified in the settings. As a result you get an imposition file completely ready to be sent to CTP, in which all the necessary technological indents are taken into account and all the required information is added.

SETTING UP THE PRINTING PRESS

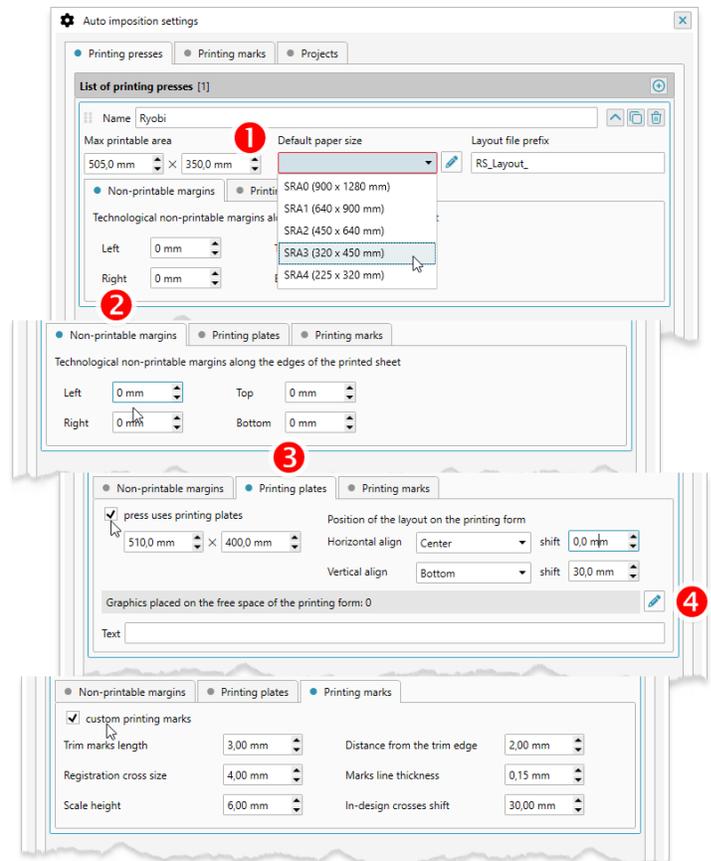
For the plugin to work, information about the parameters of the printing press used is required. They can be specified in the plugin's settings by clicking on the button with the gear  in the lower right corner of the form. The list of printing machines, and all their parameters, available in this form are shared between all ReproScripts plugins. Any changes will affect all of them.

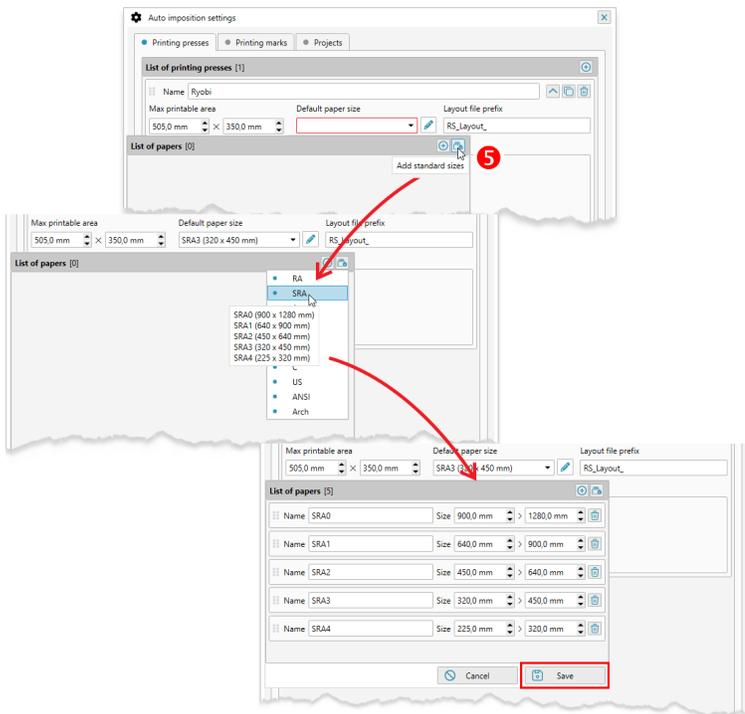
Click  in the list of presses and specify its name. For each machine, you need to create a list of paper sizes it supports and specify a default papers size which will be used for new projects with this printing press **1**. Opened papers list by  button add fill in the sizes of paper that you use when printing on this press. These sizes will be used by the plugin when imposing.

There are four fields in the group next to the list of papers **2** that allow to specify technological non-printable areas for paper. They will be automatically subtracted from the sizes of the selected paper during imposition, thus ensuring that the entire layout, with the all marks, gets into the printable area of the paper sheet.

By default, the plugin uses sizes for printing marks that are common for all library plugins. They are configured in the **Printing marks** tab of the settings form (as well as in the settings of other plugins). If such "averaged" marks are not suitable for the current press, then check the box for **custom printing marks** and specify the necessary values that will be used for this machine.

For digital presses, and other types of presses that do not use printing plates, the setting up is completed. For offset printing, you need to set the size of the printed plates used. This is necessary for the correct positioning of the layout on the plate when outputting to CTP. Check the box **press uses printing plates** and set the size of the plate in the orientation in which it is used for printing. **3** You can also optionally set the maximum printable area of the press for additional control by the plugin when performing the imposition. This is useful if the press allows you to use paper larger than its printable area. As well you need to specify the placement of the finished layout on the printed plate. Set the horizontal and vertical alignment and the shift in the desired direction after alignment. Based on these data, the plugin aligns and moves created layout to the correct position.





When you fill in the list of papers for printing presses which use plates, a button  is available. **5** It allows to automatically complete the list with the most popular standard paper formats that fit on the plate. But in any case the list can always be edited and supplemented with any other values.

Additionally, you can add fixed text and graphic elements to the plate. **4** Printing scales, logos, etc. prepared in CorelDraw can serve as such graphic elements. In order to place them on the plate, you need:

1. prepare a single-page file in CorelDraw format
2. place it in a folder that is always accessible to the plugin
3. add the file to the list by clicking on the 

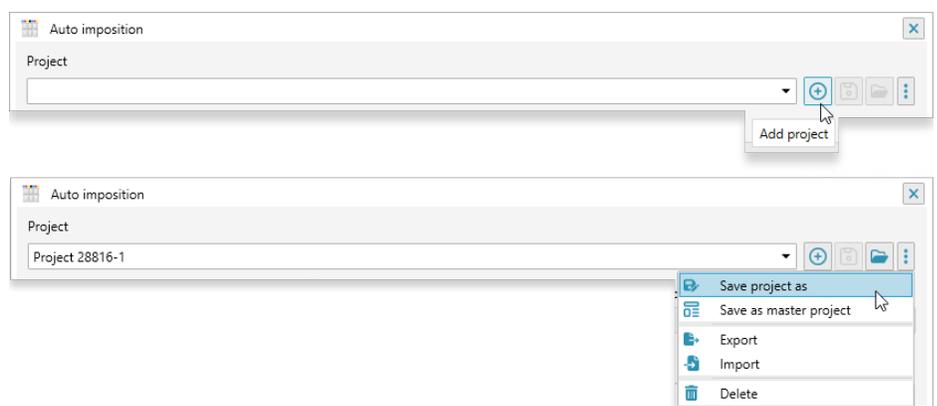
button on the under **Plate graphics** header

Coordinates X and Y are counted from the lower left corner of the printing plate to the lower left corner of the file page with the element being placed. Most often the graphics in a file intended for placement on the CTP should be painted in the **Registration** color, so that it visible at each plate when performing color separation.

PROJECTS MANAGEMENT

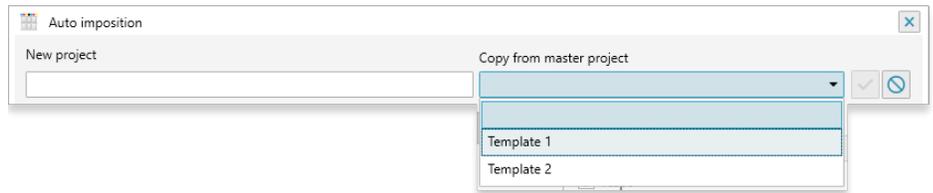
Many of the ReproScripts plugins use projects to organize their work. Each project contains complete information for them to carry out the required task. Auto imposition keeps in projects the list of stations used for imposition, printing machine, layout settings, etc.

There is a project manager control at the top of the plugin's window. To create a new project, click the  button and give it a name. As a name, we recommend using the job order number. This will allow you to easily navigate in the list of projects. If you make any changes to the project, you must save it by clicking on the button with a floppy disk .



To access additional project manager commands, you can click on the  button. From the menu that opens, you can delete the project or save it under a different name. You can also use the import/export

commands to move a project from one location to another, which will allow you to save the current project to the selected folder or load an external project into the list.



The plugin supports master projects. The master contains parameters that are reused during the creation of new projects. This approach excludes the need to re-enter the same data for each project and, at the same time, have any number of presets “by default”.

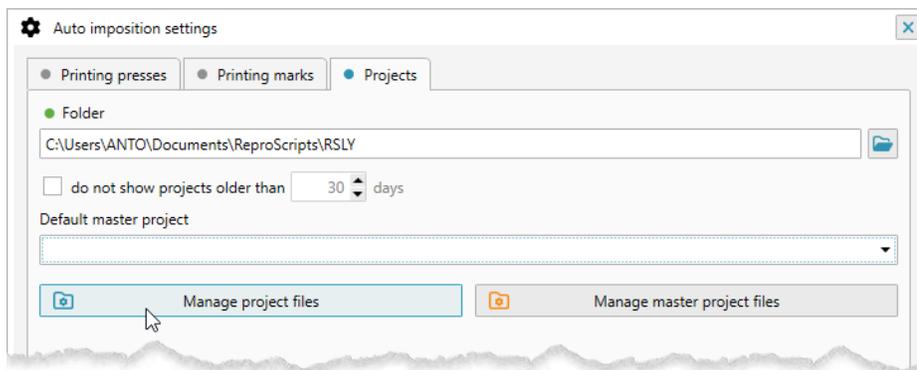
For example, if you create

- ▶ **Template 1** - in which the bleed is 2 mm, offset press / color scale required
- ▶ **Template 2** - bleed 0 mm, offset press / without a scale.

Then at the time of creating a new project, a list of templates will be available to choose from. Taking as a basis **Template 1** we will receive a new project in which 2 mm / offset / scale are set. If you take **Template 2** as the basis, then the parameters 0 mm / offset / without scale will be loaded into it. Any project can be saved as a template by clicking on the  context menu item. In this case, the project parameters will be copied to it, but not stations or colors - which change every time.

PROJECT MANAGER SETTINGS

In the plugin settings, which opens when you click the button with the gear  in the lower right corner, the last tab allows you to configure the project manager. You can specify the folder in which the projects are saved, by default **My Documents\ReproScripts\RSLY** is used.



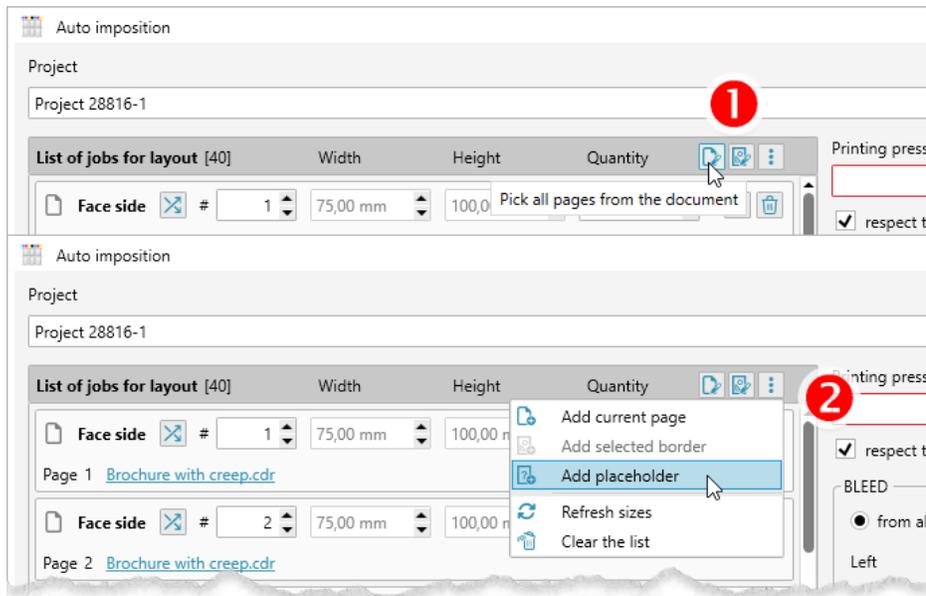
If you regularly use the plugin, you can accumulate a large number of projects, in order to limit their list in the manager, you can check the box **do not show projects older than** and specify maximum age for the projects to be included in the list. This is convenient because typically you do not often have to come back to old projects.

It is possible as well to specify the default template which will be automatically offered for each new project. For this purpose it is reasonable to create a project with the most frequently used parameters.

Projects and templates are saved as regular files on the disk, with the same names that are specified in the plugin. In order not to complicate the interface of the plugin, there is no possibility to rename or delete such files exists in the settings. But, in the project tab there are two buttons that allow you to open the corresponding folders and perform the deletion / renaming of files using the standard Windows Explorer. Restart the plugin to update the lists if you changed anything in these folders.

LIST OF STATIONS FOR THE IMPOSITION

There is a list at the top left of the main window of the plugin which contains stations to impose. The plugin works only with stations of the same size.



Stations can be added **1** in the list in three different ways:

- ▶ by picking all pages from a CorelDraw document
- ▶ by locating shapes marked as a border

By opening the side menu **2**, you can perform additional operations on the list of stations – use currently selected shape as a border, add an empty placeholder, check and update the sizes of stations that are added to the list, completely clear the list.

ADD PAGES FROM A DOCUMENT AS STATIONS

You can specify all document pages to be used in the imposition. To do this, click on the  button – all pages from the active CorelDraw document will be added to the stations list. At the bottom of each item in the list there is a link with the name of the document from which the page was taken. It is possible to pick pages in a single project from different documents. The only limitation is that all pages should be the same size.

ADD CURRENTLY SELECTED SHAPE AS A BORDER

It is often convenient to specify the object that should serve as a clipping border simply by selecting it in the document. If anything is selected in the document, the **Add selected border** menu item will be active. The geometric dimensions of the selected object will be used for the station.

When calculating the layout, the plugin will place in it all the shapes that are inside or cross the specified border. The crop marks will be set according to the geometric dimensions of the selected object.

ADD A MARKED BORDER AS A STATION

During the installation of the ReproScripts Imposition library an additional control is added into the CorelDraw interface. It allows to mark a rectangular shape as a trim border for the design within. The control ties additional information with the border shape which can be picked up by the Auto imposition plugin. All object within the border bounds will be considered a separate job and be added to the list of stations. During the imposition the plugin will process it alongside with other stations and place into the resulting file.

When calculating the layout, the plugin will place in it all the shapes that are inside or cross the specified border. The crop marks will be set according to the geometric dimensions of the selected object.

Why is this necessary? Not always the designer creating a new job sets the correct page size equal to the trim size of the job. In some cases, it is more convenient and more graphic for them to make several jobs on one page. Later, to make an imposition, the plugin needs to know where exactly on the page the design positioned. A rectangle marked as a trim border provides this information.

The control for marking borders is built into the standard toolbar of CorelDraw. Therefore, to use it, the standard panel must be enabled in the interface and be positioned horizontally. The element has an orange background, allowing you to quickly understand which object can be marked as a border.



Rectangles marked as a design border can be on different pages of the document – the plugin will find and use them in the layout. In addition to indicating that the object is a trim border, you can specify the number of the job, whether it is the front or the back side and the required circulation. All this information is optional, it is not necessary to fill it in every time. For details on how the plugin uses additional information for stations, see below.

In order to search the active document and add to the list of stations all objects marked as trim borders, you need to click the  button in the list header.

ADD A PLACEHOLDER

The plugin performing imposition is guided by the station circulation and its number. This allows to automatically place the required number of copies of the design on the printing sheet. If, at the time of creating the imposition, you just need to reserve an empty space, which will then be used to manually place the job - you should click on the **Add placeholder** menu item. For the added placeholder, you must at least specify the dimensions and its number. When executing the layout, the plugin will take into account such placeholders on a par with other stations, but, of course, the work will not be inserted into them.

STATIONS DETAILS

To perform the imposition, the plugin needs for each station of the list following data:

1. **size** - must match for all stations
2. **side** face and back sides are imposed on separate sheets and aligned
3. **number of job** - required for correct alignment of the front and back side in the layout
4. **circulation** - allows to calculate the quantity of places taken by each jobs on the printing sheet

In the case of simple layouts, when it is not necessary to align face/back sides of the job, or for example, when only one station is laid out, then it is not necessary to specify all the data. More detailed information is required for the correct calculation of complex impositions. If you impose several sets of business cards for printing, then by specifying the print runs and the sides you get a full layout with the optimal filling of the places on the printed sheet in one click.

Station details can be filled using the border marking control during the design time and when loaded into the plugin. Or, you can do it at the last minute when setting up the imposition parameters.

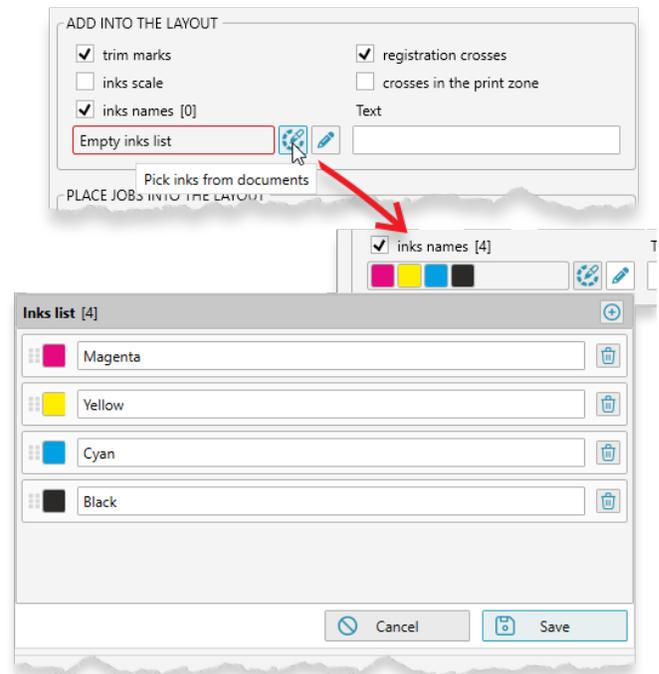
Other commands in the stations list

- ▶  clear the list completely
- ▶  find the border or page in the document
- ▶  delete station from list
- ▶ A click on the link with the document name opens the folder containing it

LIST OF COLORS

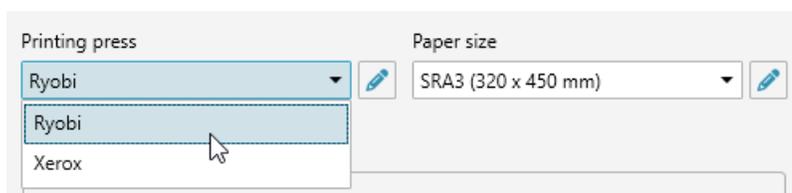
In the group of elements added to the layout there is a list of paints. If the flag for adding the name of paints to the layout is active, then it must be filled with paints from the list of stations. After you have added one or more stations to the layout, click the button. The list of colors is used by the plugin to add their name to the layout, as well as when forming the color scale.

After you have added one or more stations for the layout, click the  button. The plugin will scan and add all the colors that are present in them. Only colors of models **CMYK**, **Gray** and **Pantone** are added. If the plugin detects the presence of other color models, all CMYK components will be added. The list can be adjusted manually – add, delete or change the name of the colors.



IMPOSITION OPTIONS

The most important information for the plugin, except for the list of stations, is the indication of the printing machine and the paper used. As was mentioned above in the description of the parameters of a printing press, this data is used to accurately determine the maximum dimensions of the layout and its positioning on the sheet.



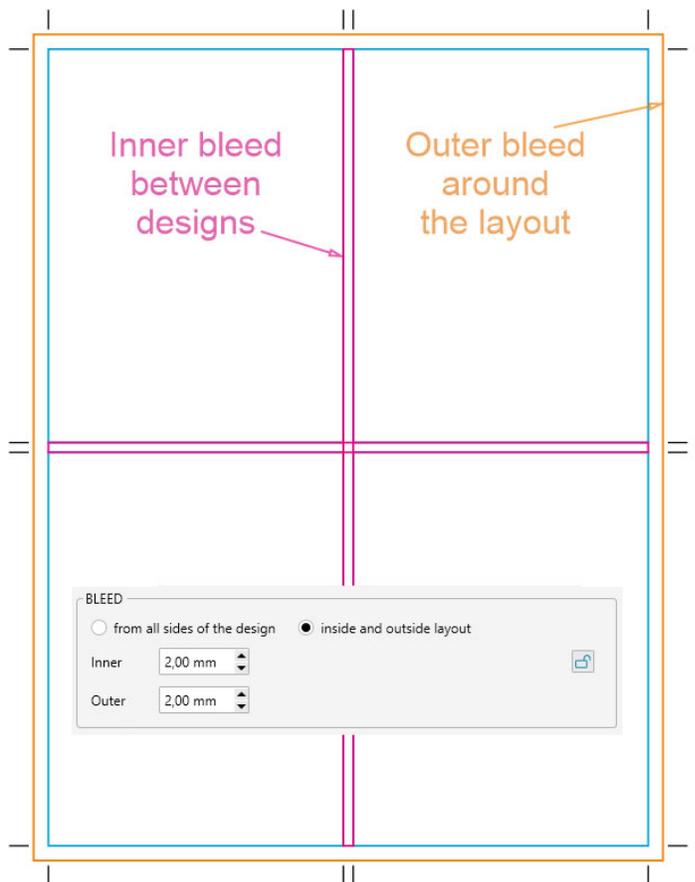
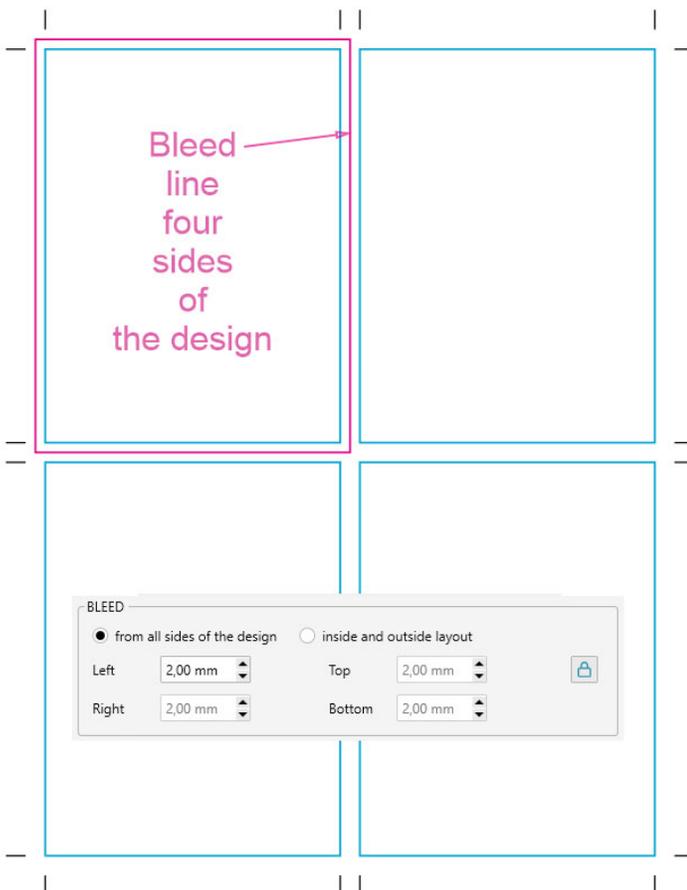
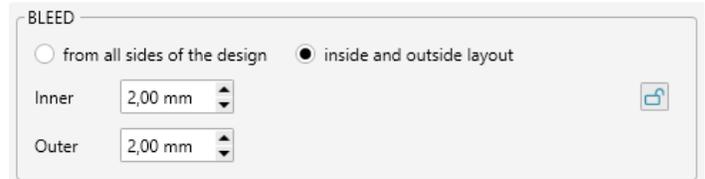
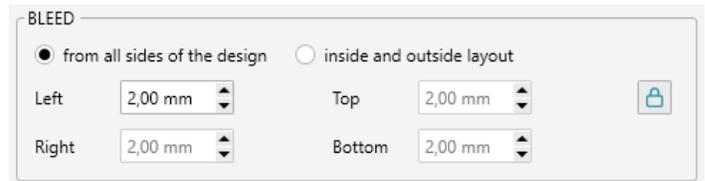
Below the list of the press there is a checkbox **respect the margins** of paper that allows to specify whether it is necessary to use in this particular layout non-printable paper margins specified in the press settings. Sometimes it is possible to create a more optimal layout by disabling the margins. At the same time, the operator should understand that the layout will be slightly larger than can be printed and some elements may not fit. Therefore, it will be necessary to check the result and make a decision. For example, if printing marks are not printed by 30-40% this should not affect the printing process too much, but can significantly reduce paper waste.

BLEED

The plugin allows you to add bleed around the stations during layout in two ways.

The first option allows you to set the exact value of the bleed for each of the four sides of the design. This is required in special cases and allows the operator to flexibly control the result of the plug-in. If one size is required, you can block separate editing of values with the lock button.

The second option allows you to specify the internal and external bleed between designs in the finished layout. This method avoids adding up the left and right (or top and bottom) bleed values of adjacent designs and is often more convenient and allows for tighter placement of jobs on the printed sheet.



ORIENTATION

When calculating imposition, the plugin automatically selects the most optimal orientation of jobs on the sheet to achieve the selected layout strategy. However, sometimes it is required that the work has a strictly defined orientation in the layout. To do this, you can specify the necessary value in the list. The value **Do not change** implies the orientation is the same as in the source design.

At the bottom of the form, there is also an optional checkbox **rotate by 180°** for final rotation of the station by 180 degrees. The rotation is added in addition to the orientation calculated by the plugin. Such a turn is sometimes desirable on the basis of technological considerations for more convenient printing or subsequent finishing of the product.

These two parameters allow you to flexibly and quickly control how the jobs will be oriented on the printed sheet.

BACK SIDE ROTATION

When preparing the imposition for two-sided printing, you can specify the type of sheet flipping on the press

- ▶ **Top-Top** - horizontal sheet flipping. The upper edge of the front side of the printed sheet remains upper for the back side.
- ▶ **Top-Bottom** - a vertical turn. The upper edge of the front side of the printed sheet becomes the bottom for the back side.

The rotation settings must be taken into account, since they affect the alignment of the front and back sides of the stations when performing the imposition.

The screenshot shows a settings panel with two main sections: 'ADD INTO THE LAYOUT' and 'PLACE JOBS INTO THE LAYOUT'.

Designs orientation: A dropdown menu set to 'Automatically'.

Face/back rotation kind: A dropdown menu set to 'Top-Top'.

ADD INTO THE LAYOUT:

- trim marks
- inks scale
- inks names [4]
- registration crosses
- crosses in the print zone

Below these are color swatches (magenta, yellow, cyan, black), a registration mark icon, and a text input field.

PLACE JOBS INTO THE LAYOUT:

- A dropdown menu set to 'No'.
- rotate by 180°
- convert text to curves

PRINTING MARKS

Almost always in the layout should be additional technological marks, allowing to properly configure the printing and subsequent finishing processes. The plugin allows to easily manage a set of placed printing marks.

It is important to understand that the plugin calculates the imposition taking into account the fact that all the marks must fit into the printed area of the sheet. In the plugin settings on the tab **Printing marks** you can adjust all the sizes of the elements. Also, individually for each printing press, it is possible to customize these values.

TRIM MARKS

Trim marks are required almost always and allow to cut the finished product into the desired format. In the settings for the trim marks, you can specify their length, thickness and distance from the cutting edge.

REGISTRATION CROSSES

These marks allow the printer to precisely align the separations during printing. This is relevant for offset printing. For digital printing the crosses can be used to align the front and back sides of the printed sheet.

COLOR SCALE

A color scale is often required for offset printing. It makes it possible to evaluate the uniformity and density of the inks distribution over the entire area of the printed sheet. The plugin forms a scale from all CMYK and Pantone colors present in the project. The scale includes color patches, elements for gray balance and dot gain control.



INK NAMES

For offset printing on each separation, you need to specify the name of the ink it supposed to be printed with. The plugin adds inks names next to the other printing marks. For digital printing, this is not necessary.

REGISTRATION CROSSES IN DESIGN AREA

The plugin allows to add registration crosses within the design borders, that is, in the printed area. This can sometimes be useful in offset printing, e.g. for printing envelopes in several spot colors. Since the trim size of the envelope design exactly coincides with its physical dimensions, then no marks, including registration crosses, fit and are not printed. This creates problems when aligning different ink separations on the press. The plugin places temporary crosses in the design at the specified distance (in the plugin settings) from the edge. That makes it possible for the printer to perform the registration and then remove the crosses from the printing plates before printing the actual run. Of course, this approach can not be used for all jobs, but sometimes it is quite convenient.

GUIDELINES

To control the resulting imposition file, the plugin can add guideliness into it in the positions of the horizontal and vertical trim marks and the centers of the crosses.

ADDITIONAL TEXT

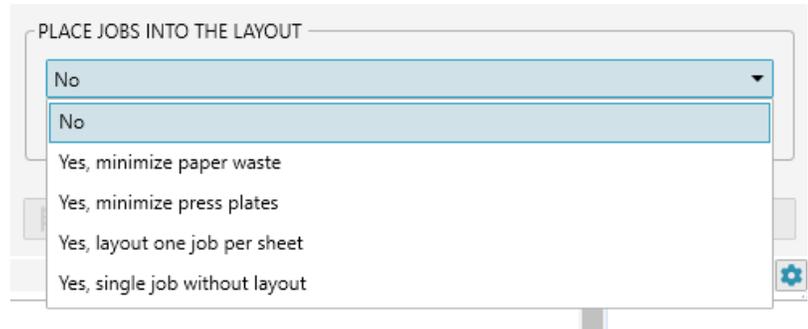
The plugin automatically places text in the finished imposition which contains information on the working project, the estimated circulation of each imposition sheet, its number and the side. In addition,

you can place any additional text in the layout.

IMPOSITION STRATEGIES

In many cases, there is more than one way to distribute stations on printed sheets. All of them can be correct, but differ in some characteristics. The plugin allows to specify which strategy to adhere to when calculating the layout and placing the stations on their position in the printed sheet.

Imposition strategies will only make sense if the circulations for all stations are correctly set. Otherwise, from the plugin point of view, all stations should be placed the same number of times and it will not be possible to achieve savings in plates or paper.



DO NOT PLACE JOBS

The simplest strategy is not to put the jobs into the imposition at all. The plugin will generate an output sheet with the necessary marks for the size of the station, but will not insert any designs into their position.

MINIMIZE PAPER WASTE

With this strategy, the plugin, if it has different routes available, will try to choose the one with which there will be minimal paper consumption. That is, there will be as few unused places on the plate as possible and there will be a minimum overrun in circulation. This strategy is most suitable for printing without the use of plates, for example, for digital printing.

MINIMIZE PRESS PLATES

If plates are used on the press, then perhaps a small overrun of paper will be economically more profitable than the additional plates that may be required for printed sheets. The plugin for this strategy will try to fit as many stations as possible on the same plate, not paying attention to the resulting over-run in circulation.

ONE JOB PER SHEET

This strategy is suitable for printing carbonless forms, because each layer uses its own type of paper and can not be combined on one plate. For example, a station for the top layer and a station for the lower one can not be placed on the same plate. The plugin will calculate the optimal layout of each station on a printed sheet and prepare an individual output sheet for each of them.

ONE JOB WITHOUT LAYOUT

This strategy is suitable mainly for envelopes. The plugin will simply place the station on the printed

sheet, add all the required marks and, if necessary, position the layout on the printed plate according to the settings of the printing press. For a couple of clicks you will get a ready imposition file for CTP.

IMPOSING

To perform the imposition, click the **Impose** button. It will be active if the plugin has enough information to start working. If there is a problem with the parameters of the project an error message will be displayed in the status line at the bottom of the form or in the list of stations.

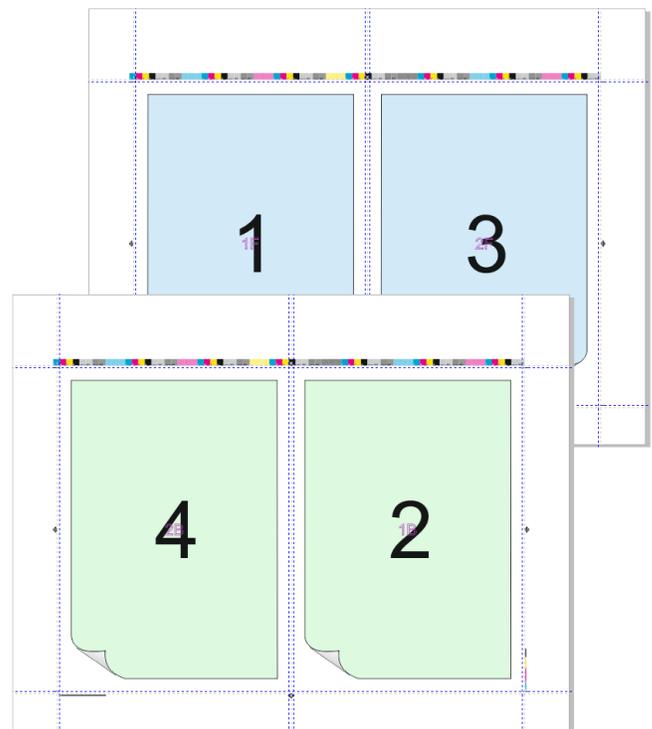
The plugin can issue a warning on an orange background about an insufficiently optimal layout. The warning does not prevent you from trying to impose - the start button is active. The operator should decide on the need for such a step.

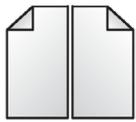
The imposition process includes a lot of steps. If an error occurs on any of them, it will be added to the log. Having finished its work the plugin will report that there were problems. To view the log and find out what happened, click on the button with an exclamation mark  in the status bar.

FINISHED IMPOSITION IN CORELDRAW FILES

After completing the imposition, the final Corel-Draw file is saved to the folder next to the source document. A separate subfolder is created with the name based on the project title. This allows to easily navigate in imposition results and return to them at any time.

You can open the folder with the result from the project manager by clicking on the button . This way you can instantly find the right document without having to navigate through a complex folder hierarchy.





BROCHURE LAYOUT



The Brochure layout plugin is designed to perform a quick automatic brochure imposition taking into account the parameters of the printing equipment and the type of binding used. The plugin, unlike the standard CorelDraw tools, does not require a long setup. To create the imposition it is enough to specify only a few basic parameters. In addition, it allows to place on layouts all the necessary printing marks and other technical information that is required for correct operation of the equipment. For example, for offset printing, the plugin creates a file ready for output on the CTP device, correctly positioning the layout on the plate and adding the necessary service data. Also Brochure layout can be used to prepare brochures for digital and other types of printing where plates are not used.

Formed layouts are saved as CorelDraw files and the projects are kept in the plugin's library. This allows you to create an archive of completed work and easily return to the layout for control in case of problems with printing, or just quickly repeat the order.



[QUICK START](#)

[HOW THE PLUGIN WORKS](#)

[SETTING UP THE PRINTING PRESS](#)

[PROJECTS MANAGEMENT](#)

[THE SOURCE DOCUMENT](#)

[CHOOSING LAYOUT OPTIONS](#)

[BLEED](#)

[BACK SIDE ROTATION](#)

[SHIFTING THE CONTENTS OF PAGES](#)

[CREEP COMPENSATION](#)

[PAGE NUMBERS](#)

[LIST OF COLORS](#)

[PRINTING MARKS](#)

[TRIM MARKS](#)

[REGISTRATION CROSSES](#)

[COLOR SCALE](#)

[INK NAMES](#)

[GUIDELINES](#)

[ADDITIONAL TEXT](#)

[CREATING THE BROCHURE IMPOSITION](#)

[IMPOSED BROCHURE](#)

QUICK START

In order to use the plugin, you must perform a presetting – this is described in detail later on this page. To quickly get started and understand how the plugin works, you need to follow these steps:

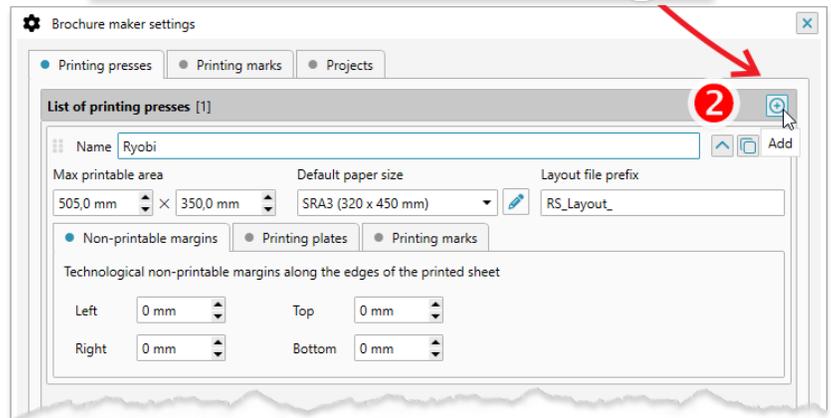
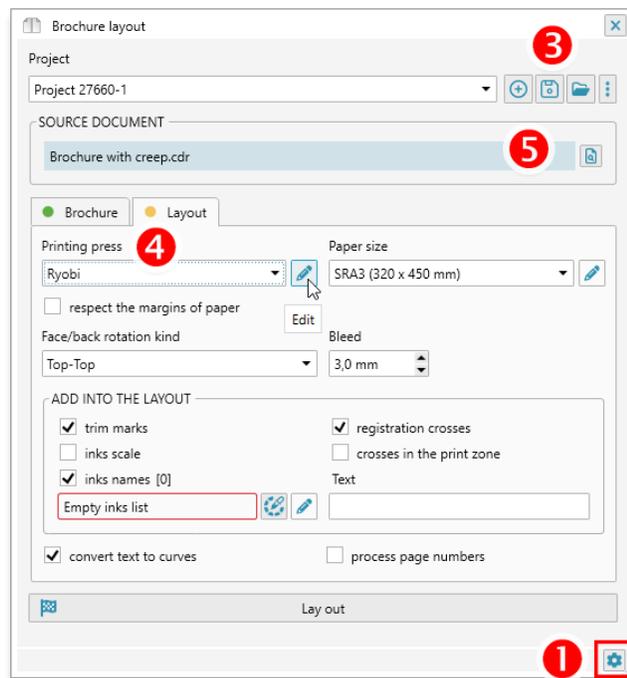
1. Enter the settings of the plugin by clicking on the button with the gear icon  in the lower right corner of the window  and add the printing machine whose parameters will be used for the layout. It is necessary to add a list of the sizes of the papers  supported by the press.

2. In the project manager at the top of the form add a new project  by clicking  and specifying the desired name

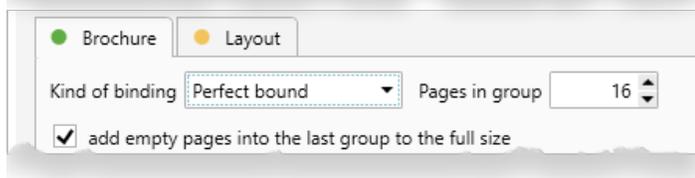
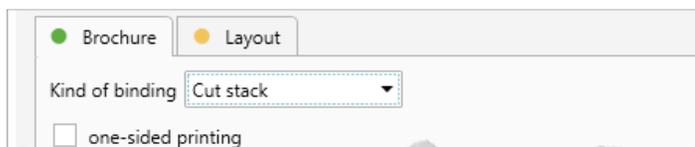
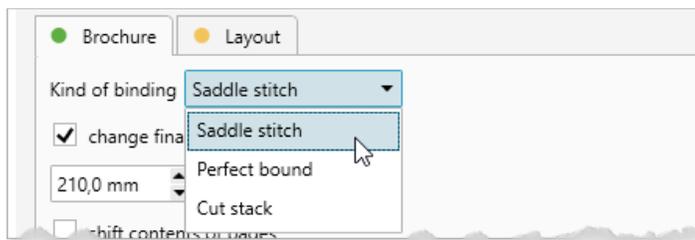
3. Select a printing press and a paper to print on 

4. Open the document that you want to impose and add it to the project by clicking on the  button 

5. Specify the type of binding and, if necessary, other parameters. Then do the imposition by pressing the **Impose** button



HOW THE PLUGIN WORKS



The plugin requires an open document with the pages of the brochure to be imposed. It calculates the correct position, size and orientation of each page in the finished layout given the required type of binding. Three types of binding are supported:

Binding kind supported by the brochure layout plugin

- **Cut stack**: the layout does not require folding, the printed sheet should be simply cut and put the stacked one on top of the other. If you select this type of binding, you have the option of layout for one-sided (tick off the checkbox one sided printing), or two-sided printing (by default)
- **Saddle stitch**: the imposition for the brochure with the binding in the middle, the printed sheets must be cut, folded and picked up in a brochure.

The plugin performs rearrangement of pages and, if necessary, adds blank pages at the end

► **Perfect bound:** 3 the imposition is executed as for saddle stitch, but in separate groups, the size of which must be specified. The number of pages in a group must be a multiple of 4, so that it can be folded. In some situations the last group may smaller then all other ones. For correct operation of the binding equipment, it may be necessary to keep the same size of all groups and therefore, in this case, the last (small) group need to be supplemented with the necessary number of blank pages. To do this, select the checkbox **add empty pages to the last group to the full size**

While executing the imposition, the plugin calculates the required number of printed sheets, arranges the necessary printed marks and places the brochure pages into them, taking into account the set value of the bleed.

When calculating the layout, the printable area is defined as minimal from the printable area of the press and the size of the paper used. Obviously, the whole layout including printing marks, should fit within it.

Printing machines, in terms of the plugin, are divided into those that use plates (= offset) or those for which plates are not required (= digit). The plugin determines the optimal orientation of the work (taking into account the front and back sides of the brochure sheets) and forms the layout.

If the parameters of the selected printing press indicate that it does not use plates, then the plugin's work is completed. For machines that use a plate, the plugin performs an additional positioning operation on the finished layout on the plate format and, optionally, adds graphics and text specified in the settings. This allows to create a layout file completely ready to be sent to CTP, in which all the necessary technological indents are taken into account and all the required information is added.

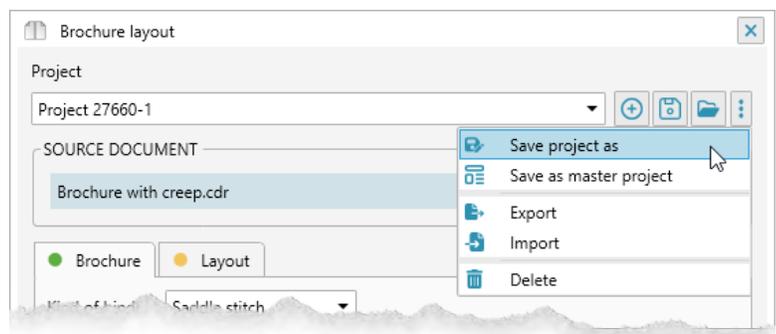
SETTING UP THE PRINTING PRESS

For the plugin to work, information about the parameters of the printing press used is required. They can be specified in the plugin's settings by clicking on the button with the gear  in the lower right corner of the form. The list of printing machines, and all their parameters, available in this form are shared between all ReproScripts plugins. Any changes will affect all of them.

Detailed configuration and all parameters of printing machines are described on the page of the [Auto imposition plugin](#).

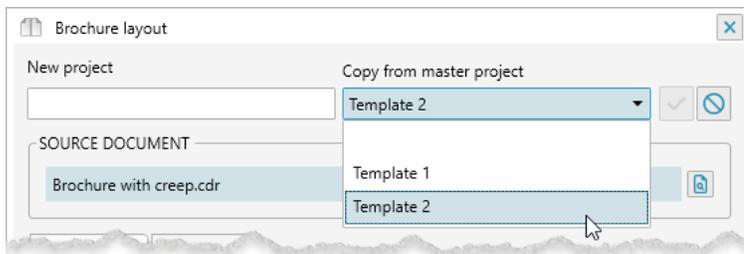
PROJECTS MANAGEMENT

Many of the ReproScripts plugins use projects to organize their work. Each project contains complete information for them to carry out the required task. Brochure layout keeps in projects the path for the source document used for imposition, selected printing press and paper, layout settings, etc.



There is a project manager control at the top of the plugin's window. To create a new project, click the  button and give it a name. As a name, we recommend using the job order number. This will allow you to easily navigate in the list of projects. If you make any changes to the project, you must save it by clicking on the button with a floppy disk .

To access additional project manager commands, you can click on the  button. From the menu that opens, you can delete the project or save it under a different name. You can also use the import/export commands to move a project from one location to another, which will allow you to save the current project to the selected folder or load an external project into the list.



The plugin supports master projects. The master contains parameters that are reused during the creation of new projects. This approach excludes the need to re-enter the same data for each project and, at the same time, have any number of presets "by default".

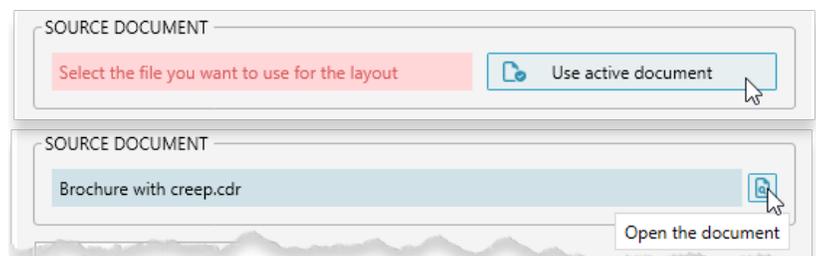
For example, if you create

- ▶ **Template 1** - in which Perfect bound is already set with a group of 20 pages, offset press and color scale
- ▶ **Template 2** - single-sided imposition Cut stack with 0 mm bleed, offset press and without scale

Then at the time of creating a new project, a list of templates will be available to choose from. Taking as a basis **Template 1** we will receive a new project in which Perfect bound / 20 pages / 2 mm / offset / scale are set. If you take **Template 2** as the basis, then the parameters Cut stack / single-sided / 0 mm / offset / without scale will be loaded into it. Any project can be saved as a template by clicking on the button. In this case, the project parameters will be copied to it, but not source document or color information - which change every time.

THE SOURCE DOCUMENT WITH BROCHURE PAGES

In the project, you need to specify the source document which contains pages of the brochure that will be imposed. All pages must be the same size. When creating a new project, the plugin automatically picks up currently open CorelDraw document. If the source document is not specified, you need to open it and add it to the project.



It is important to note that the plug-in requires the source document to be opened in CorelDraw to fully check the brochure layout capability. It automatically checks the layout capability based on the set parameters and reports the result in the status bar. Therefore, if you opened a previously created project whose original document is not open, you must click the  button to open and verify it.

CHANGING THE SIZE OF THE BROCHURE

Initially, when the project is being formed, it is assumed that you need to create a brochure with the pages the same size as in the source document. However, it is often necessary to obtain a brochure of a different size. To do this, tick off the **change the page size of the brochure** checkbox and specify the desired final size. **1** The plugin will recalculate the imposition, perform the scaling and generate a Corel-Draw file with ready-to-print sheets.

CHOOSING LAYOUT OPTIONS

The most important information for the plugin, apart from the source document, is the indication of the printing press and the paper used. This data is used to accurately determine the maximum dimensions of the layout and its positioning on the printed sheet.

Below the list of the press there is a checkbox **respect the margins** of paper that allows to specify whether it is necessary to use in this particular layout non-printable paper margins specified in the press settings. Sometimes it is possible to create a more optimal layout by disabling the margins. At the same time, the operator should understand that the layout will be slightly larger than can be printed and some elements may not fit. Therefore, it will be necessary to check the result and make a decision. For example, if printing marks are not printed by 30-40% this should not affect the printing process too much, but can significantly reduce paper waste.

The image shows two screenshots of a software interface for brochure layout options. The top screenshot shows the 'Brochure' tab with the following settings: 'Kind of binding' set to 'Saddle stitch', 'change final brochure page size' checked (1), page size set to 210,0 mm x 297,0 mm, 'shift contents of pages' checked (4), 'Horizontal' selected, 'Vertical' selected, 'Odd pages' and 'Even pages' both set to 0,0 mm, 'creep in block' checked (5), 'By paper weight' selected, 'Gloss art' selected, and '120,0 gms' weight. The bottom screenshot shows the 'Layout' tab with the following settings: 'Printing press' set to 'Ryobi', 'Paper size' set to 'SRA3 (320 x 450 mm)', 'respect the margins of paper' unchecked, 'Face/back rotation kind' set to 'Top-Top' (3), and 'Bleed' set to '3,0 mm' (2).

Below the list of the press there is a checkbox **respect the margins** of paper that allows to specify whether it is necessary to use in this particular layout non-printable paper margins specified in the press settings. Sometimes it is possible to create a more optimal layout by disabling the margins. At the same time, the operator should understand that the layout will be slightly larger than can be printed and some elements may not fit. Therefore, it will be necessary to check the result and make a decision. For example, if printing marks are not printed by 30-40% this should not affect the printing process too much, but can significantly reduce paper waste.

BLEED

The plugin allows you to add the bleed **2** around the cut-off borders of the brochure sheet when creating the layout. With **Saddle stitch / Perfect** bound layouts, the sheet is folded and the bleed for inner border of pages is removed - it is present only at the outer edges.

BACK SIDE ROTATION

When preparing the imposition for two-sided printing, you can specify the type of sheet flipping on the press **3**

- ▶ **Top-Top** – horizontal sheet flipping. The upper edge of the front side of the printed sheet remains upper for the back side.
- ▶ **Top-Bottom** – a vertical turn. The upper edge of the front side of the printed sheet becomes the bottom for the back side.

The rotation settings must be taken into account, since they affect the alignment of the front and back sides of the stations when performing the imposition.

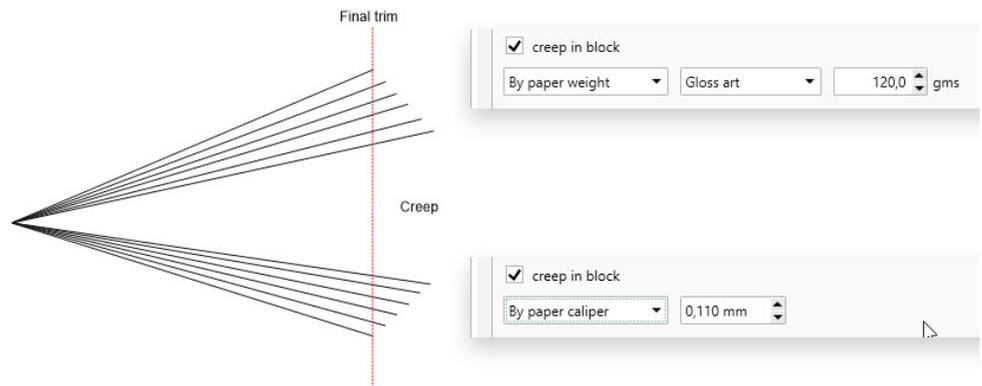
SHIFTING THE CONTENTS OF PAGES

It is often desirable that the internal margins of the spreads differ from the outer ones. This does not always provided correctly at the design stage of the brochure layout. To compensate for this problem, the plugin proposes an option to move the content in pages horizontally or vertically separately for even and odd pages. **4** This feature allows you to quickly prepare for printing files which were not completely correctly made.

CREEP COMPENSATION

In printing, page creep refers to the fanning out of pages that can occur when they're folded and gathered together. As you fold more pages together, the thickness of the paper pushes the inner pages out. The amount of creep depends on the number of pages and the thickness of the paper.

Once the pages are folded and bound together, the final trim will cut off the edges of the innermost pages. In booklets with more than 48 pages, compensating for the inevitable creep requires incrementally shifting the pages in order to end up with a consistent outer margin.



Adjusting for page creep manually on your own can be very time consuming. The ReproScripts Brochure layout plugin allows you to automatically calculate and apply the creep to the brochure pages in the layout.

The shift amount is calculated depending on the characteristics of the paper used for printing. **5** You can set the paper weight or paper thickness. Based on this data, as well as the number of pages and the way they are layouted, the plugin will determine and apply the appropriate amount of shift for those pages where it is required.

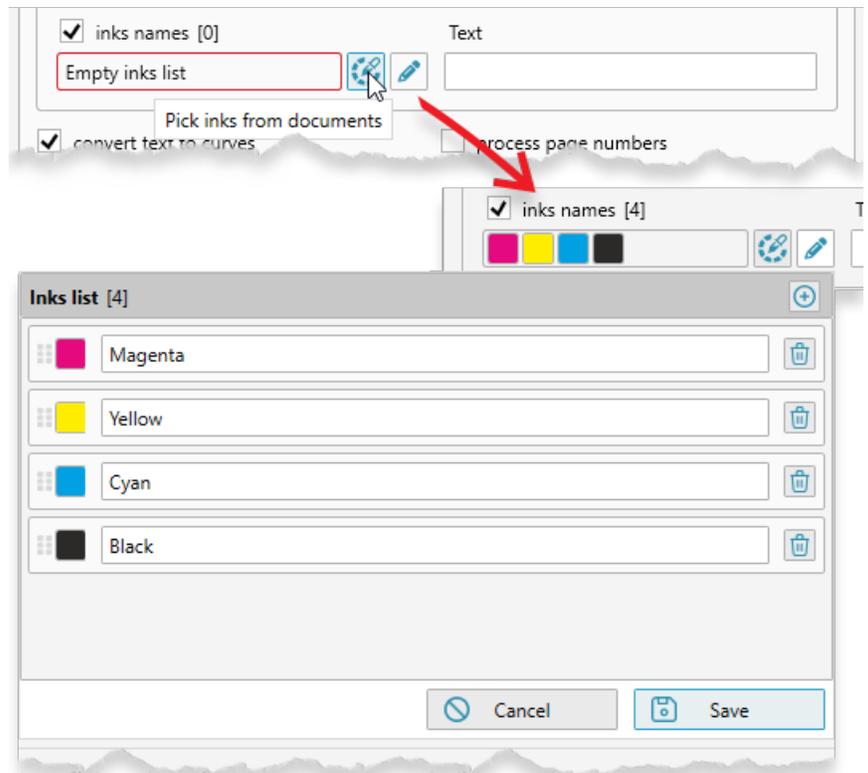
PAGE NUMBERS

If automatic page numbering is used when creating the brochure, then in order to maintain the correct numbering when imposing, it is necessary to first fix the numbering. This operation requires checking and processing all text objects in the document, so it makes sense to perform it only when necessary. Check this box to activate processing. **6**

LIST OF COLORS

There is a table with a list of colors used in the document on the right hand side of the plugin's main window. The list of colors is used by the plugin to add their name to the layout, as well as when forming the color scale.

After you have chosen or changed the source document, click the  button. The plugin will scan and add all the colors that are present in it. Only colors of models **CMYK**, **Gray** and **Pantone** are added. If the plugin detects the presence of other color models, all CMYK components will be added. The list can be adjusted manually – add, delete or change the name of the colors.



PRINTING MARKS

Almost always in the layout should be additional technological marks, allowing to properly configure the printing and subsequent finishing processes. The plugin allows to easily manage a set of placed printing marks.

It is important to understand that the plugin calculates the imposition taking into account the fact that all the marks must fit into the printed area of the sheet. In the plugin settings on the tab **Printing marks** you can adjust all the sizes of the elements. Also, individually for each printing press, it is possible to customize these values.

TRIM MARKS

Trim marks are required almost always and allow to cut the finished product into the desired format. In the settings for the trim marks, you can specify their length, thickness and distance from the cutting edge.

REGISTRATION CROSSES

These marks allow the printer to precisely align the separations during printing. This is relevant for offset printing. For digital printing the crosses can be used to align the front and back sides of the printed sheet.

COLOR SCALE

A color scale is often required for offset printing. It makes it possible to evaluate the uniformity and density of the inks distribution over the entire area of the printed sheet. The plugin forms a scale from all CMYK and Pantone colors present in the project. The scale includes color patches, elements for gray balance and dot gain control.



INK NAMES

For offset printing on each separation, you need to specify the name of the ink it supposed to be printed with. The plugin adds inks names next to the other printing marks. For digital printing, this is not necessary.

GUIDELINES

To control the resulting imposition file, the plugin can add guidelines into it in the positions of the horizontal and vertical trim marks and the centers of the crosses.

ADDITIONAL TEXT

The plugin automatically places text in the finished imposition which contains information on the working project, the estimated circulation of each imposition sheet, its number and the side. In addition, you can place any additional text in the layout.

CREATING THE BROCHURE IMPOSITION

To launch the project, click on the **Impose** button. It will be active if the plugin has enough information to perform the operation. If there is a problem with the parameters of the project an error message will be displayed in the status line at the bottom of the form.

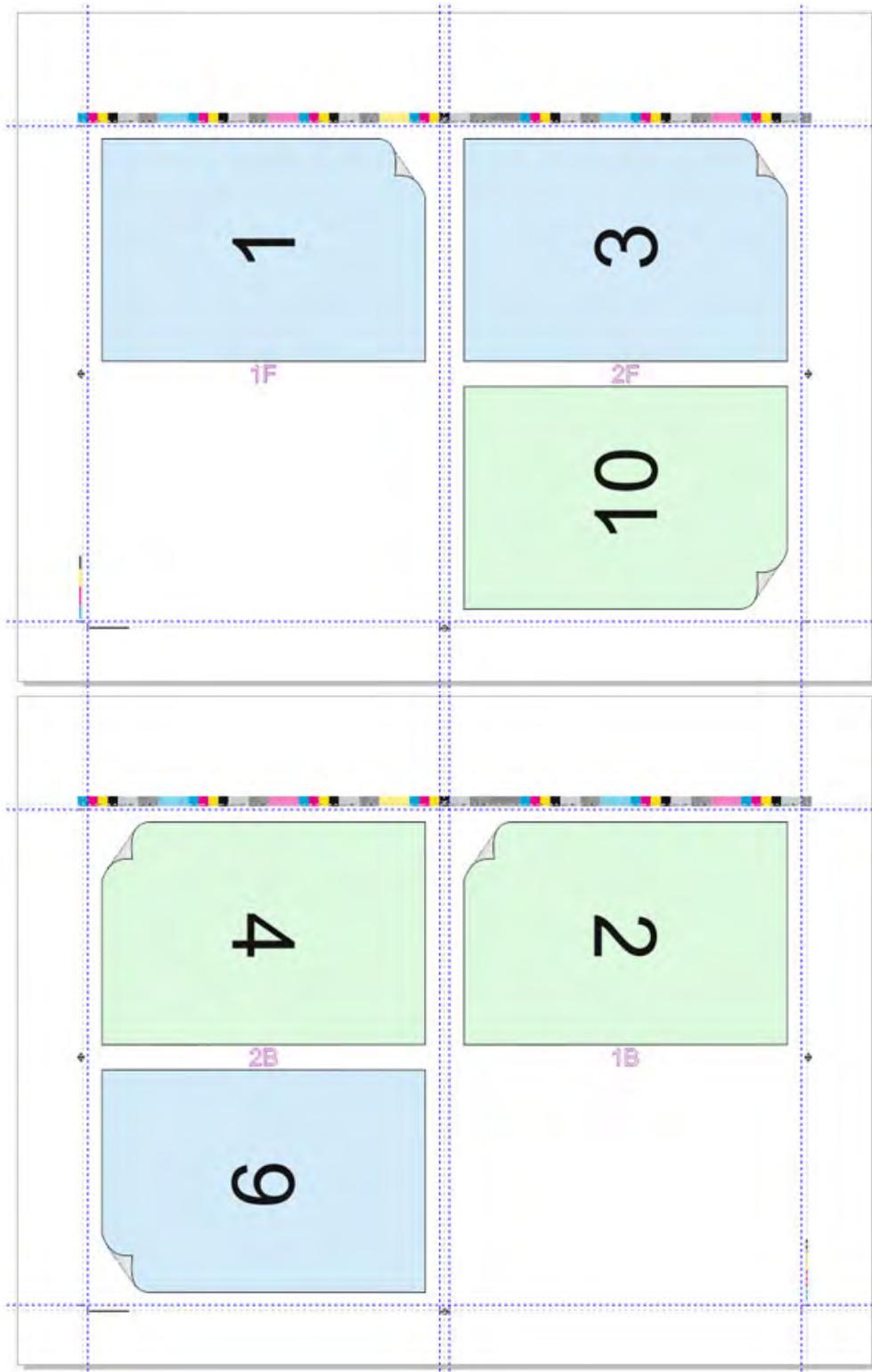
The plugin can issue a warning on an orange background about an insufficiently optimal layout. The warning does not prevent you from trying to impose - the start button is active. The prepress operator should decide on the need for such a step.

The imposition process includes a lot of steps. If an error occurs on any of them, it will be added to the log. Having finished its work the plugin will report that there were problems. To view the log and find out what happened, click on the button with an exclamation mark  in the status bar.

CORELDRAW FILES WITH THE IMPOSED BROCHURE

After completing the imposition, the final CorelDraw file is saved to the folder next to the source document. A separate subfolder is created with the name based on the project title. This allows to easily navigate in imposition results and return to them at any time.

You can open the folder with the result from the project manager by clicking on the button . This way you can instantly find the right document without having to navigate through a complex folder hierarchy.





FLEXO PLATE



Flexo printing is a widespread technology that has its own features, which are practically not taken into account in most popular graphics packages, including CorelDraw. Flexo plate is a unique plugin that extends the possibilities of working in CorelDraw for printers using flexography.

The main idea of the plugin is preparation of a file completely ready for making flexo plates on roles of different diameters from one or several source CDR files. At the moment, the resulting file is formed without compensating for the distortion, which is supposed to be taken care of in the RIP settings.



PROJECTS MANAGEMENT

LIST OF JOBS FOR THE IMPOSITION

INKS (=SEPARATIONS)

COLUMNS AND ROTATION

THE ROLL SIZE

ELEMENTS OF A PLATE

INDENTS

PRINTING SCALE

REGISTRATION MARKS

DOT GAIN STARS

COLOR PATCHES

TEXT INFORMATION

MICRODOTS

IMPOSING

SAVING FILES

PROJECTS MANAGEMENT

Many of the ReproScripts plugins use projects to organize their work. Each project contains complete information for them to carry out the required task. Flexo plate keeps in projects the list of the source documents used for the flexo imposition, selected roll size, marks settings, etc.

There is a project manager control at the top of the plugin's window. To create a new project, click the  button and give it a name. As a name, we recommend using the job order number. This will allow you to easily navigate in the list of projects. If you make any changes to the project, you must save it by clicking on the button with a floppy disk .



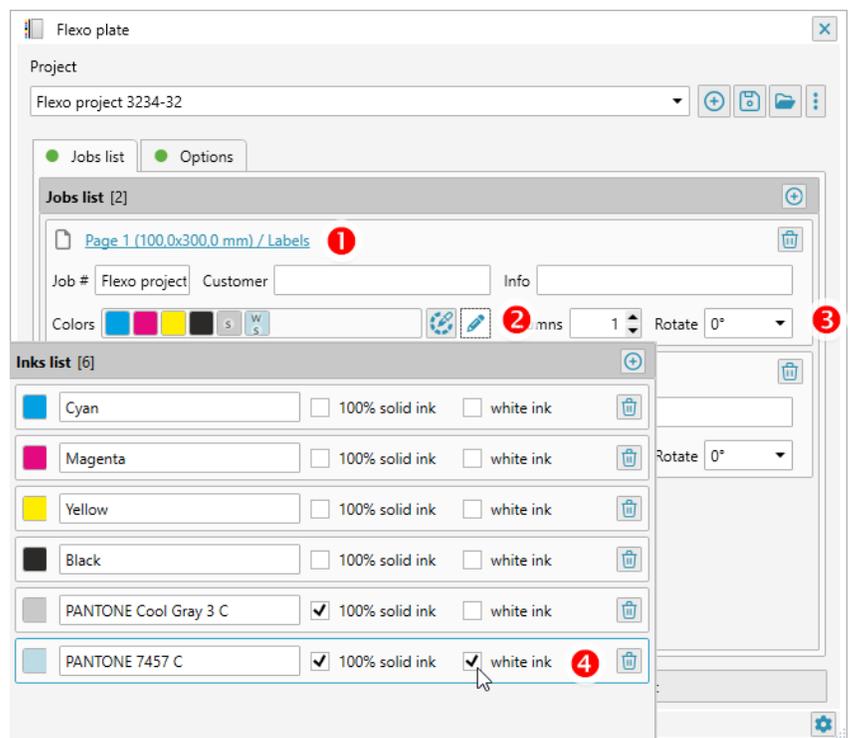
A detailed description of all the features of the project manager and its settings can be found on the [Auto Impose plugin page](#).

LIST OF JOBS FOR THE IMPOSITION

The plugin allows to perform layout of more than one job on the plate. All the jobs must first be added to the list of project source files. To add a new job open the required document in CorelDraw and click the  button. One page of the document, which is active, will be added to the list. In this way, you can add other pages of this or other documents.

The list shows all jobs intended for flexo plate making. The page number and file name from which it is taken are listed as a link in the upper-left corner of the list row . Clicking on the link allows you to go to the correct page in the CorelDraw document. This is convenient, especially when working with old projects - no need to look for source files on the disk.

When you add a job to the list, the plugin automatically assigns it a name that matches the project name. You might want to change it especially if there are several jobs in the list. The job name is added into the plate layout for easy identification.



Also the plate will contain information from the field about the customer, if it is filled in. The third text field is intended for general comments on the job.

INKS (=SEPARATIONS)

When you put the job into the list, the plugin analyzes the colors present in the document and creates a color list **2**. Each ink is represented by a button with a sample color, clicking on which you can change it:

- ▶ change the name of the ink, e.g. if it is too long
- ▶ indicate that the ink is the white underprint. If the job contains white ink, it is used by the plugin while forming the layout as the underprint for the scale. As well the colors bar and the dot gain stars does not include the white ink entry. Buttons with color samples that are marked as white **4** are indicated with the letter **W**
- ▶ provide the information that the ink in the design is used only as a 100% solid color - no tints. The plugin is capable of finding this out by itself from the job's design, but the operator can always change the calculated value. Solid inks included as 100% patches in the scale color bars without any tint patches. Buttons with 100% solid inks, are marked in the list with the letter **S**
- ▶ inks can also be removed from the list

Two additional buttons in the list of colors allow to re-scan the colors in the job's design  or simply add an ink manually .

COLUMNS AND ROTATION

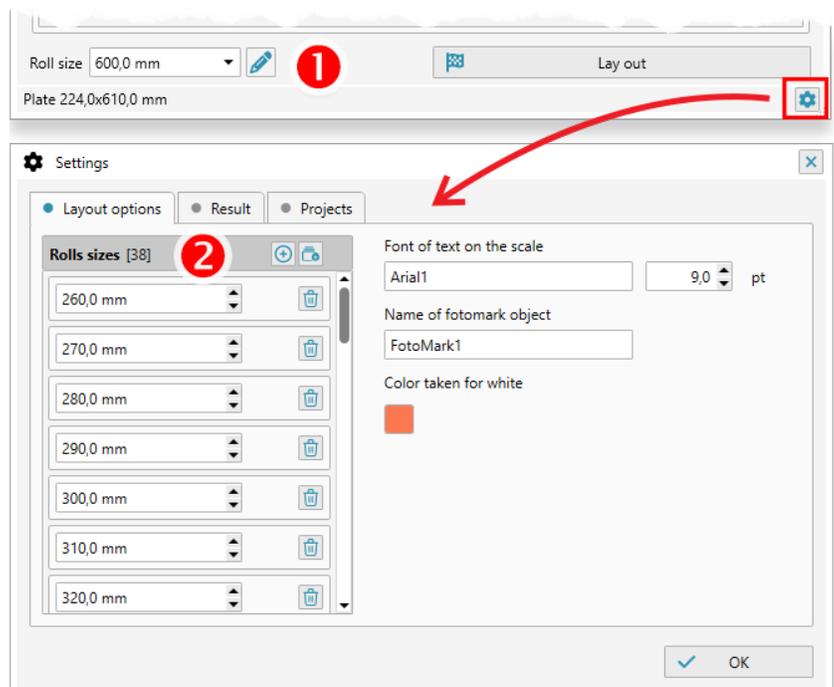
In addition to placing various jobs on one plate, the plugin also allows to create several columns from one job. By default, the layout is done in one column, but you can specify a different value for each job separately.

Also, if necessary, the prepress operator can set the rotation of the job **3** in the layout to 90, 180 or 270 degrees.

THE ROLL SIZE

The main parameter for the operation of the plugin is the size of the roll **1** used on the printing press. The list of available sizes can be set in the settings by clicking the button with the gear  in the lower right corner of the window. You can specify any values in the currently used measurement units (mm or in), separated by a | sign **2**.

The plugin will calculate the ability to perform the layout for the specified roll and for jobs in the project list. If an error occurs, it will be visible in the status bar.



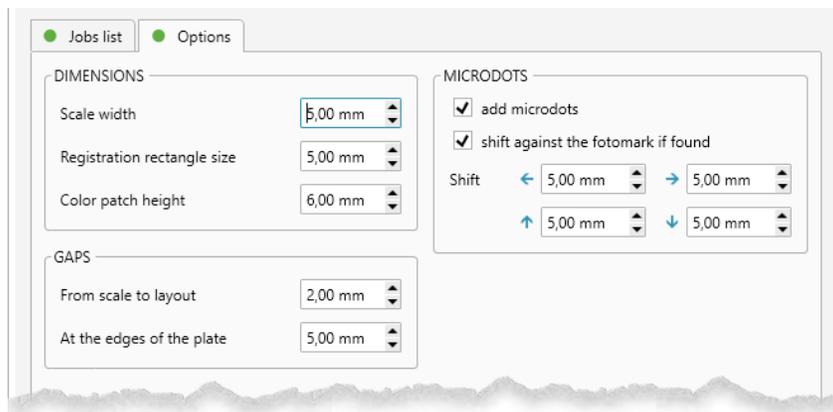
ELEMENTS OF A PLATE

On the **Options** tab of the project, you can specify the dimensions of the elements, indents and the need to place microdots.

INDENTS

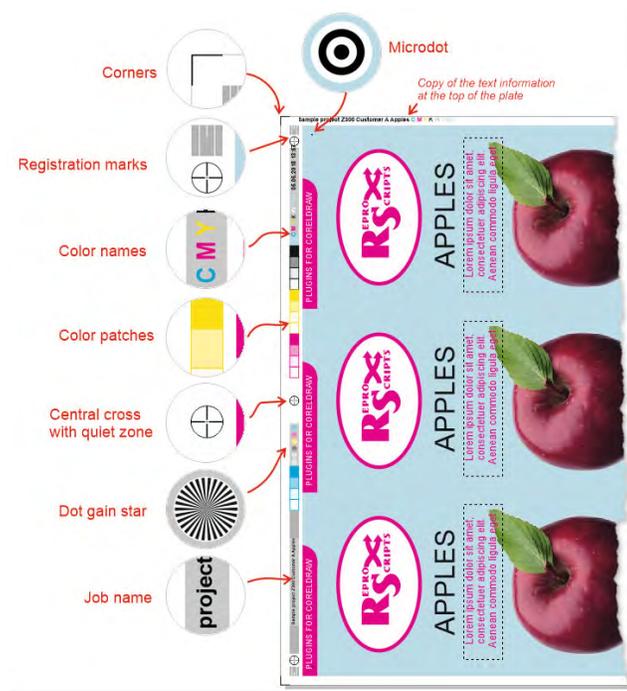
On the edges of the plate the plugin adds corner elements, indicating the boundaries. The distance from the corner elements to the content of the printing plate can be adjusted. By default its value is set to 5 mm.

Another indent which can be changed is the distance from the printing scale to the boundary of the imposed job.



PRINTING SCALE

On the left hand side of the plate, a printing scale with technical marks is added. Its width is set to 5 mm by default (can be changed in the Options tab) and the height equals the size of the roll used. If the white ink is present in the design, a 100% white underprint is added under the entire area of the scale. Within the scale borders different elements are located - press registration marks, the dot gain stars, color patches and textual information. Depending on the height of the roll, the entire space of the printing scale is not occupied by useful information is covered with 30% Registration color.



ones have heights of 5 mm, the central one is 2 mm.

In the center of the scale a register cross is placed. For a distance of 10mm from it there is a quiet zone without any objects present. Similar crosses are placed at the distance of 1 mm from the top and bottom registration rectangles.

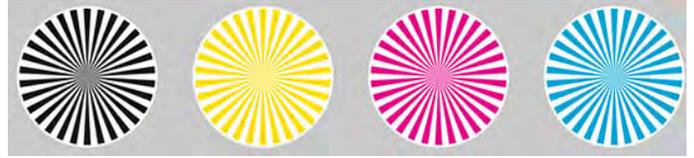
REGISTRATION MARKS

To provide for the registration of plates with different separations on the press in the upper and lower part of the printing scale there are rectangles with a width of 5 mm (can be changed in the **Options** tab) filled with a 30% Registration color. These are three white lines of a thickness of 0.15 mm in white. The left and right



DOT GAIN STARS

Stars intended for a dot gain control in the press are placed down from the central registration cross. The distance between individual stars is 0.75 mm. The stars are created by the plugin for all inks except the white one.



COLOR PATCHES

For each ink in the job's design, a group of adjacent rectangles is created. The rectangles are filled (from top to bottom) with 100%, 50%, 10%, 2% tints of the ink. For the solid inks which have only 100% usage in the job the only one rectangle of 100% color is placed.



These color patches are located on the printing scale evenly: one part above the central registration cross, the second part under the dot gain stars.

TEXT INFORMATION

Text color is placed on the scale and duplicated at the top of the plate:

1. order number in 100% Registration
2. the roll size (the letter **Z** is added in front of the size value) in 100% Registration
3. the customer name in 100% Registration
4. a list of inks - each is colored only with its own color. For the white ink, a text description is not done.
5. the date of the imposition



MICRODOTS

If specified in the project options, the plugin places 6 micro-points, colored with 100% Registration.



Four micro-dots with a diameter of 0.4 mm are placed at a distance of 5 mm from the top and bottom edges of imposed jobs. The dimensions of the shifts can be changed in the plugin options. Two more microdots will be positioned in the middle between the top and bottom ones.

If there is a fotomark used in the job for the printing control purposes the micro-dots must be shifted to avoid overlap. The plugin can automatically check the design and located the fotomark by its name and shift the dots. To achieve that the fotomark shape in the document must be assigned the predefined name - **FotoMark** by default. The name can be changed in the plugin settings available by clicking on the gear button  in the right lower corner of the form.

Microdots can be repositioned manually or turned off completely by the prepress operator in the project **Options** tab.

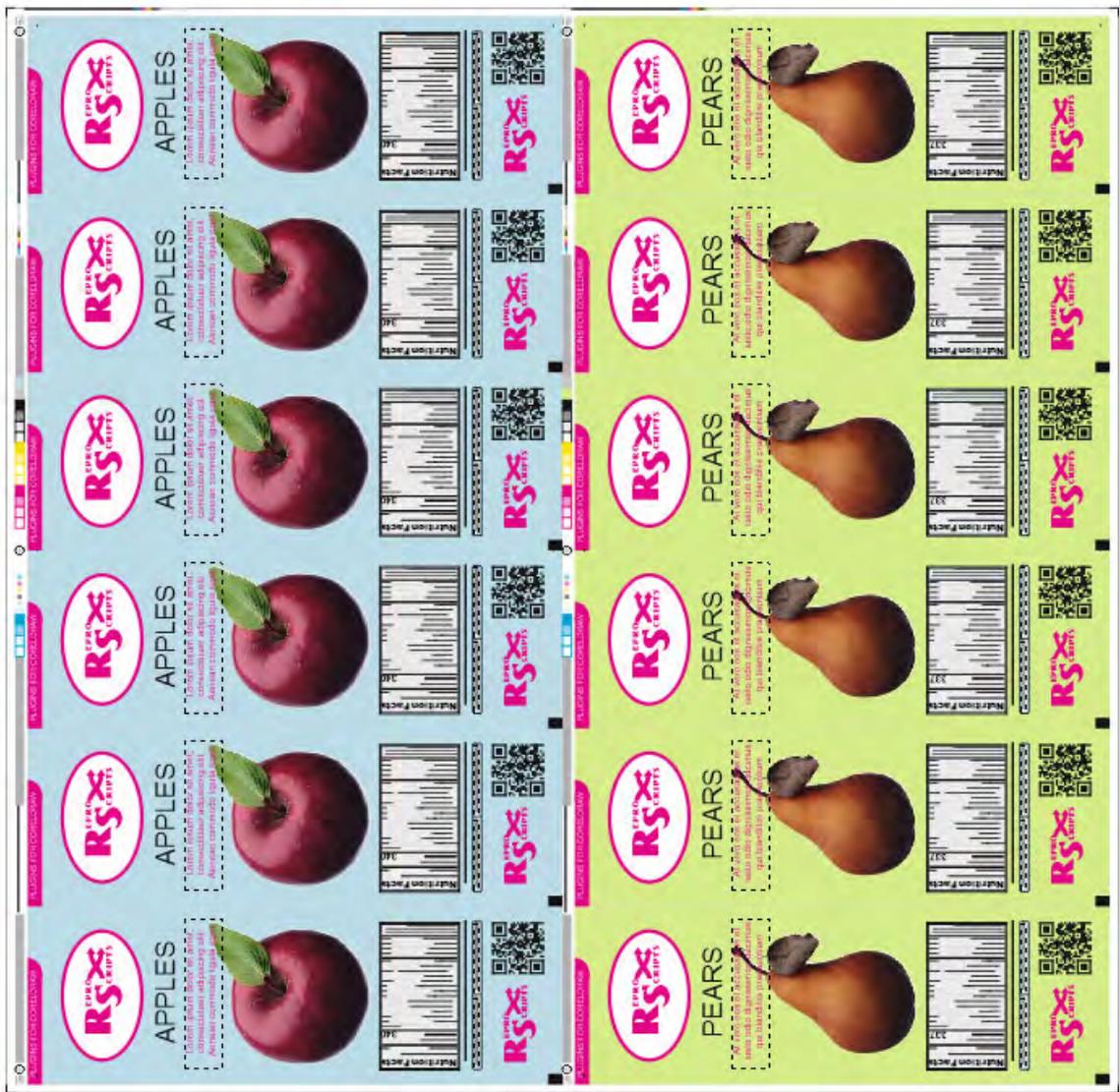
IMPOSING

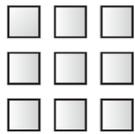
To perform the imposition, click the **Impose** button. It will be active if the plugin has enough information to start working. If there is a problem with the parameters of the project an error message will be displayed in the status line at the bottom of the form or in the list of stations.

The imposition process includes a lot of steps. If an error occurs on any of them, it will be added to the log. Having finished its work the plugin will report that there were problems. To view the log and find out what happened, click on the button with an exclamation mark  in the status bar.

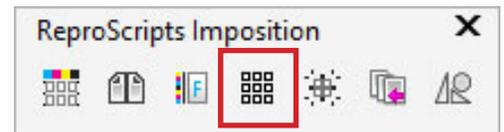
SAVING FILES WITH THE CREATED IMPOSITION

In order for the plugin to automatically save the generated imposition files, it is necessary to activate the option **save finished impositions to one folder** in the settings and specify the folder into which the files will be placed.





FAST LAYOUT



Often there is no need to make complex impositions, but it is only necessary to quickly distribute on the sheet one job before sending to the press. The Fast layout plugin is designed just for that. It imposes jobs on sheets of different sizes in couple of clicks. It is particularly useful for quickly sending jobs to digital printing, but in many other cases it can greatly simplify the work of a designer or prepress specialist.



LIST OF JOBS FOR THE LAYOUT

WORKING WITH THE LIST

SEARCH FOR JOBS BY SIZE

SEARCH FOR MARKED BORDERS

ADDING THE SELECTED OBJECT TO THE LIST MANUALLY

ADDING PAGES

LAYOUT BUILDING OPTIONS

TARGET SHEET SIZE

BLEED AND TRIM MARKS

DESIGNS ORIENTATION

IMPOSING

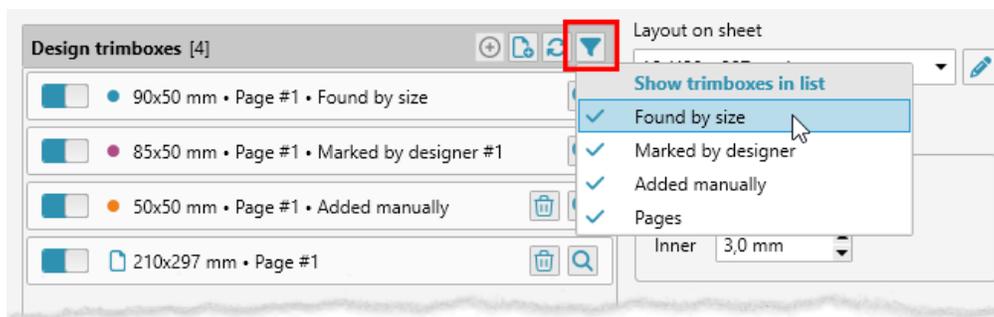
LIST OF JOBS FOR THE LAYOUT

The plugin requires an open document in which to search for jobs that need to be imposed. When you run the plugin, it scans the document and fills the list of jobs. The plugin looks for rectangular shapes in the document which designate the borders of jobs. A border is a rectangle at an arbitrary location in the document that restricts the design. The rectangle itself will not be present in the resulting layout, only all objects that are completely or partially within its boundaries will be taken.

The plugin searches for borders against the list of standard predefined sizes or objects that are explicitly marked for this function. In the header of the list, you can choose which borders – by size or marked by the designer – to be included in it.

WORKING WITH THE JOBS LIST

All the jobs in the list participate in the layout – each will be imposed on a separate sheet. Clicking on the button , you can find the border object in the document.



Depending on how the border was added to the list, it will be marked with a colored dot – ● blue for job borders found by size, ● purple for borders marked by the designer, and ● orange for manually added.

In addition, one or more document pages can be added to the quick layout list, along the boundaries of which the trim dimensions will be calculated and bleed and trim marks will be added accordingly.

If the border is defined incorrectly or there is simply no need to post this work, you can make it inactive by clicking on the switch in the line. The color of the point will change to gray ●, and the item will become inactive and will not be taken into account in the layout.

You can limit the type of objects displayed in the list – to do this, click the filter button  and mark the options that you want to see.

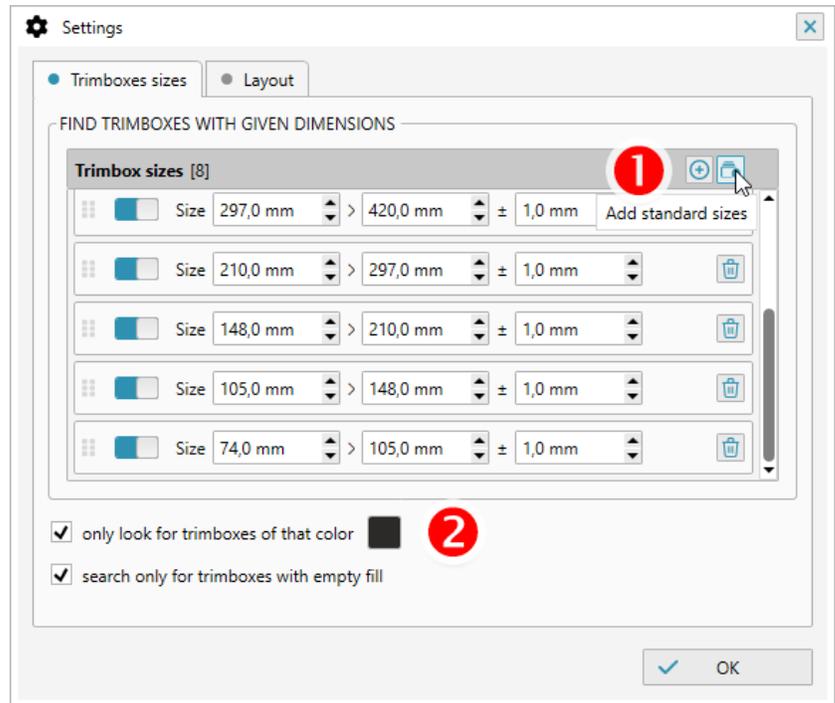
To rescan the document, you can click the  button in the list header. For example, if the plugin could not determine the required boundary by size, then, when without closing the plugin window, you can mark it in the document and rescan.

SEARCH OF JOBS BY SIZE

If the menu item **found by size** is ticked off, then the jobs that are bounded by a rectangle of a standard, pre-defined size go into the list.

The sizes by which the search is made are specified in the plugin settings **1**, which can be opened by clicking on the button with the gear  in the lower right corner of the form.

Clicking the  button can add the size and its allowance, which the plugin will take into account as suitable when searching for borders. You can also add standard sizes A, B, SRA and others. In addition, in the settings, you can specify that only rectangles with a outline of the specified color (search only for borders of that color) and/or only with empty fill (**search only for borders with empty fill**) are taken into account **2**. This will help avoid erroneous inclusion of unsuitable objects in the list of boundaries.



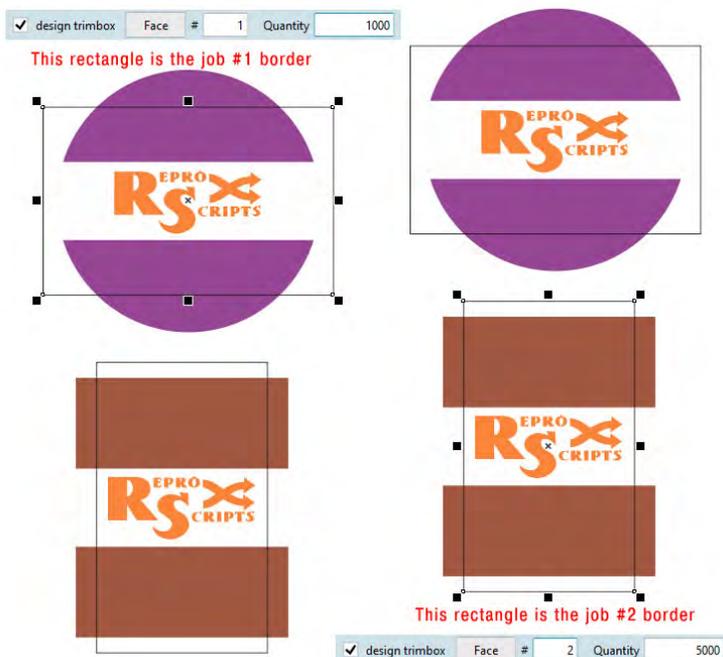
SEARCH FOR JOBS BORDERS MARKED BY THE DESIGNER

During the installation of the ReproScripts Imposition library an additional control is added into the CorelDraw interface. It allows to mark a rectangular



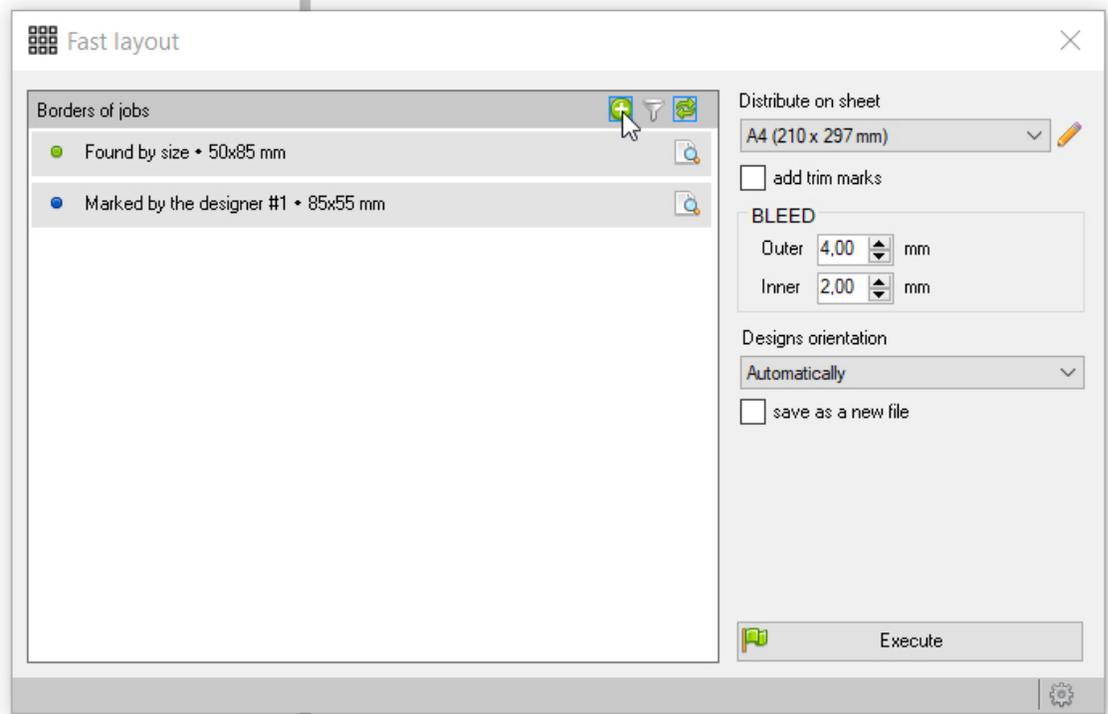
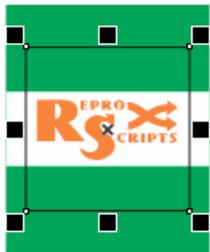
shape as a trim border for the design within. The control ties additional information with the border shape which can be picked up by the Fast layout plugin. All object within the border bounds will be considered a separate job and be added to the list and processed. Any rectangle on any page can be marked as a design border and the plugin will add it to the layout list when scanning, if the menu item **marked by the designer** is checked in the header.

The control for marking borders is built into the standard toolbar of CorelDraw. Therefore, to use it, the standard panel must be enabled in the interface and be positioned horizontally. The element has an orange background, allowing you to quickly understand which object can be marked as a border.



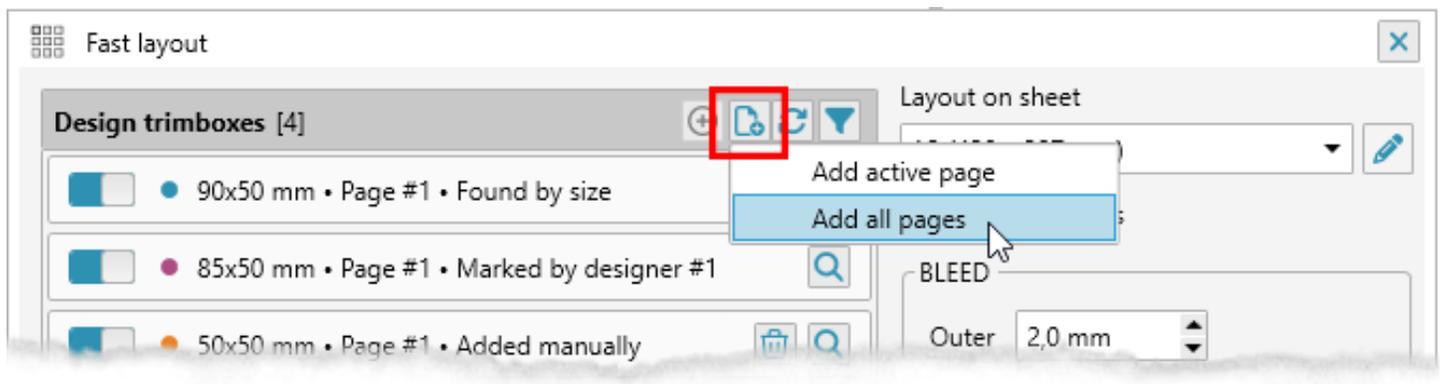
ADDING THE SELECTED OBJECT TO THE LIST MANUALLY

The easiest and fastest way to add an object to the pickup list is to manually add it. Just select the desired object in the document and click the  button.



ADDING PAGES

If you set the page dimensions equal to the trim size when developing the design, then for quick layout you can add one or all pages of the document to the list entirely. In this case, the plug-in will perform the layout, add bleed and trim marks along the borders of the specified pages.



LAYOUT BUILDING OPTIONS

On the right hand side of the plugin window there are a number of elements that allow you to manage the resulting layout.

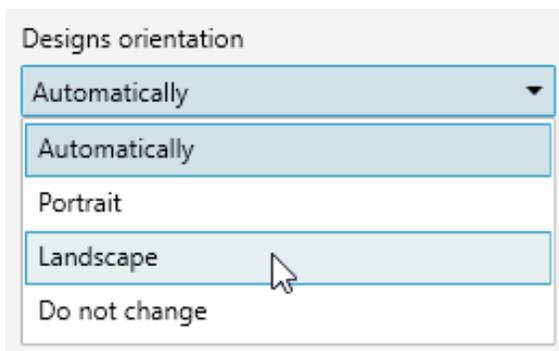
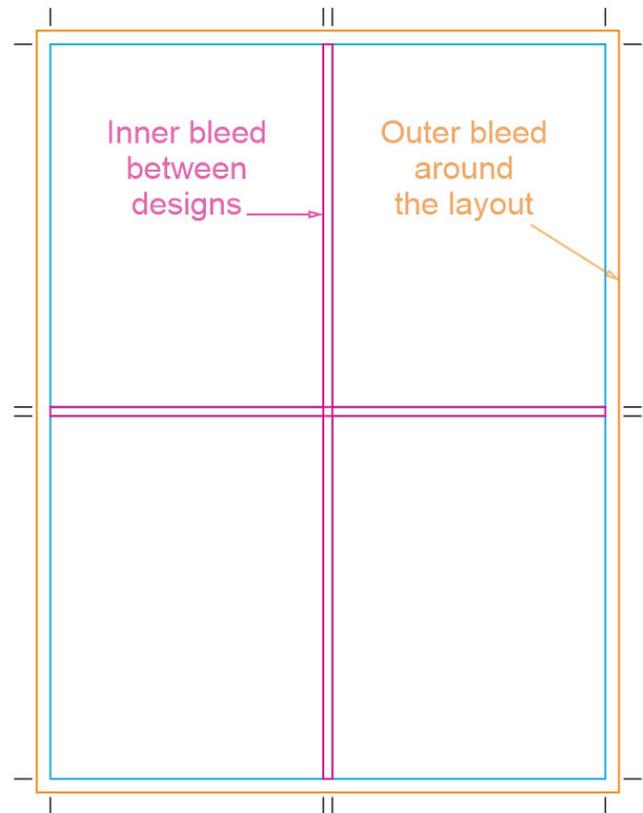
TARGET SHEET SIZE

The size of the output sheet used for the imposition is an important parameter. The list is filled in with values from the plugin's settings. Each entry from the jobs list will be imposed into a separate sheet of the specified size.

BLEED AND TRIM MARKS

If the checkbox **add trim marks** is on, the trim marks will be placed around the imposed jobs. The dimensions of the marks are set in the plugin's settings (the button with the gear  in the lower left corner of the form). Since the parameters of the bleed can often vary from job to job, its value is set directly in the main window of the plugin.

The bleed is indicated for the entire layout at once – the internal distance between the laid out works and the external allowance along the boundaries of the entire layout.

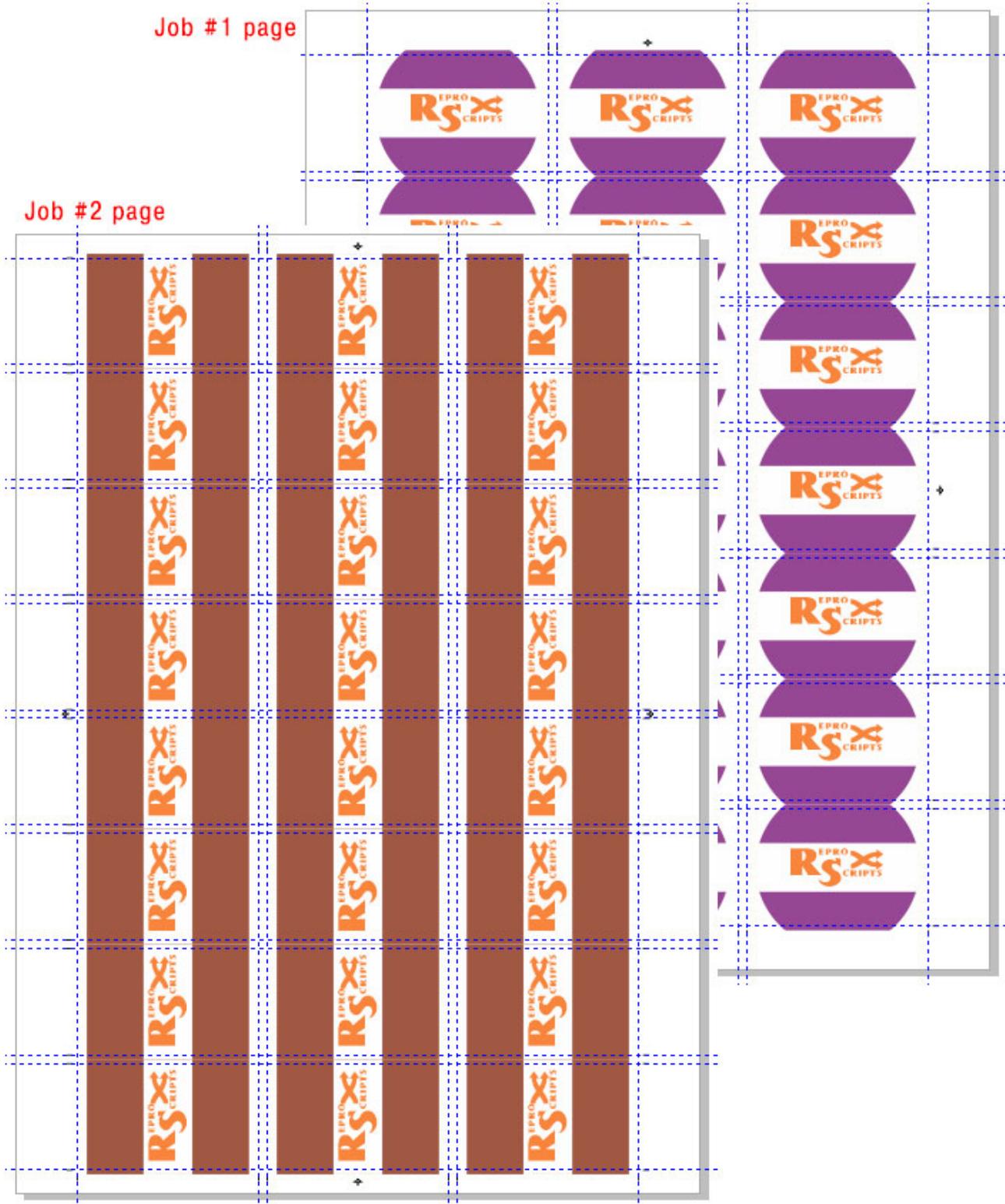


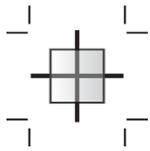
DESIGNS ORIENTATION

Most often, it is necessary to perform layout on a sheet trying to fill it as much as possible, for this, the plugin calculates the optimal orientation of the work, depending on the proportions of the paper. However, in some cases it may be necessary to perform the layout in a certain orientation - horizontally or vertically. To do this, you can select the desired value in the interface and fix the desired orientation.

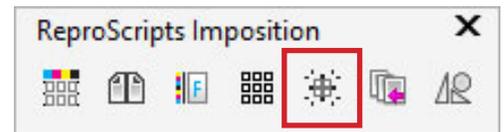
IMPOSING

When the list contains active jobs and the size of the output sheet is specified, then you can perform the imposition by clicking on the **Execute** button. If the file from which the job is taken has already been saved, then the checkbox **save the layout file** will be enabled. The layout will be saved in the same folder where the source document is located.

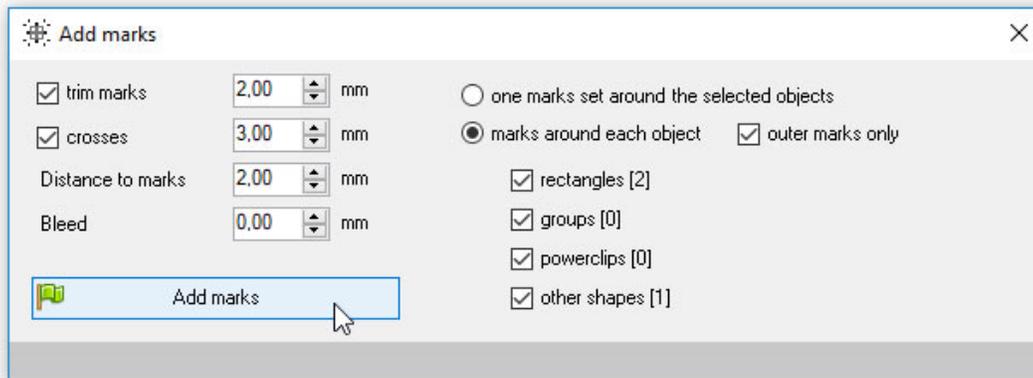




ADD TRIM MARKS



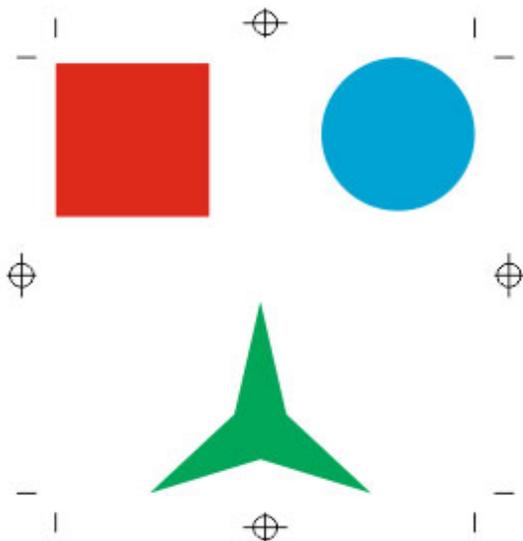
When working professionally in CorelDraw, the standard tools for working with printing marks are not always enough. The Add trim marks plugin included in the ReproScripts Imposition library allows to solve the task of quickly and easily adding printing marks for various work scenarios. All marks are placed on a separate layer, which, if necessary, can be quickly removed or disabled. Also, the plugin work can be undone by the standard Edit > Undo command in the CorelDraw menu.



The plugin adds trim marks and registration crosses around the selected objects, taking into account the bleed value. All settings are made in the main window. Two schemes of adding marks are supported – a single set of marks around the selected objects and around each object individually.

MARKS AROUND ALL OBJECTS

With the marks set around the selected objects radio button activated, the plugin treats all selected objects as a single group and adds a single set of printing marks outside with the specified length and distance.



**A single set of marks
around all selected shapes**

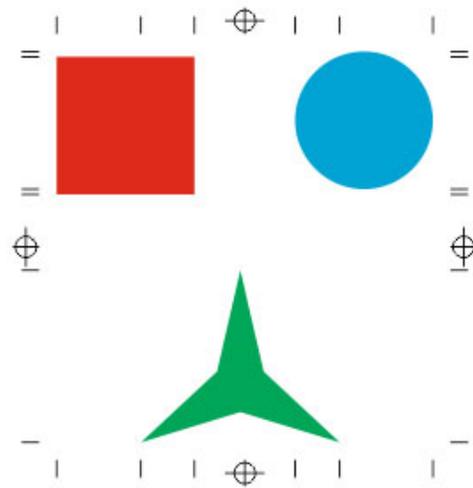
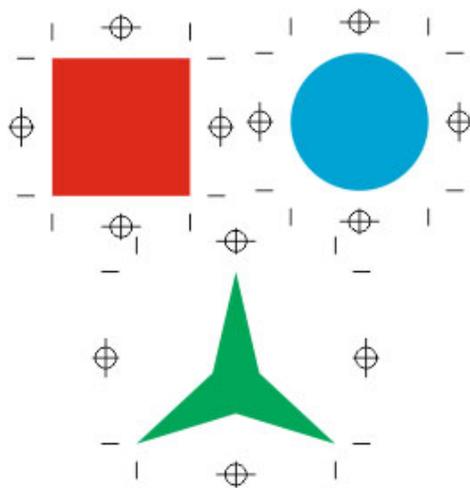
MARKS AROUND EACH OBJECT

By activating the marks around each object option, you can add labels around each of the selected objects individually.

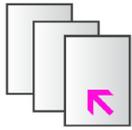
The plugin allows to perform filtering and specify which types of objects from the group to mark. You can select rectangles, groups, powerclips, or other types of objects. All objects that do not match the selected types will be skipped.

The flag outer marks only allows you to specify that marks should be added to all objects, but only on the outer border of the group - without adding anything inside. With the flag turned off, a complete set of labels will be generated around each object.

Marks added around each selected object



Just outer marks



SPREAD THROUGH PAGES



To create an imposition of a job before sending it to print using the standard CorelDraw tools, it is necessary that the job is placed in a separate page which size is equal to the trim size of the final product. However, often files that come to the prepress specialist are not made that way. Many designers find it more convenient and graphical to have several jobs positioned side by side on one page. They simply draw a rectangle symbolizing the border of the future product and create something beautiful inside.

The subsequent adjustment of the CorelDraw file by spreading jobs on separate pages is not technically difficult, but it can take a certain time, of course, multiplied by the number of jobs performed.



LIST OF JOBS TO SPREAD

WORKING WITH THE LIST

SEARCH FOR JOBS BY SIZE

SEARCH FOR MARKED BORDERS

ADDING THE SELECTED OBJECT TO THE LIST MANUALLY

SPREADING THROUGH PAGES

LIST OF JOBS TO SPREAD

The plugin requires an open document in which to search for jobs that need to be imposed. When you run the plugin, it scans the document and fills the list of jobs. The plugin looks for a rectangles in the document which designate the jobs borders. A border is a rectangle at an arbitrary location in the document that restricts the design. The rectangle itself will not be present in the imposition, only all objects that are completely or partially within its boundaries will be taken.

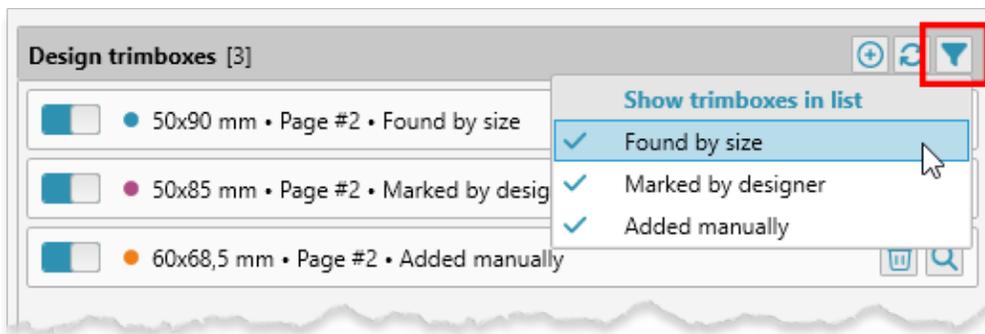
ReproScripts Spread through pages ~ settings

The plugin searches for boundaries by a list of standard pre-defined sizes or objects that are explicitly marked for this function. In the header of the list, you can choose which borders - by size or marked by the designer - to be included in it.

WORKING WITH THE JOBS LIST

All the jobs in the list participate in the layout – each will be imposed on a separate sheet. Clicking on the button , you can find the border object in the document.

Depending on how the border was added to the list, it will be marked with a colored dot –  blue for



job borders found by size,  purple for borders marked by the designer, and  orange for manually added.

If the border is defined incorrectly or there is simply no need to lay out this work, then you can click on the icon with a colored dot, which indicates the active state of the line. The color of the point will change to gray , and the item will become inactive and will not be taken into account in the layout.

You can limit the type of objects displayed in the list – to do this, click the filter button  and mark the options that you want to see.

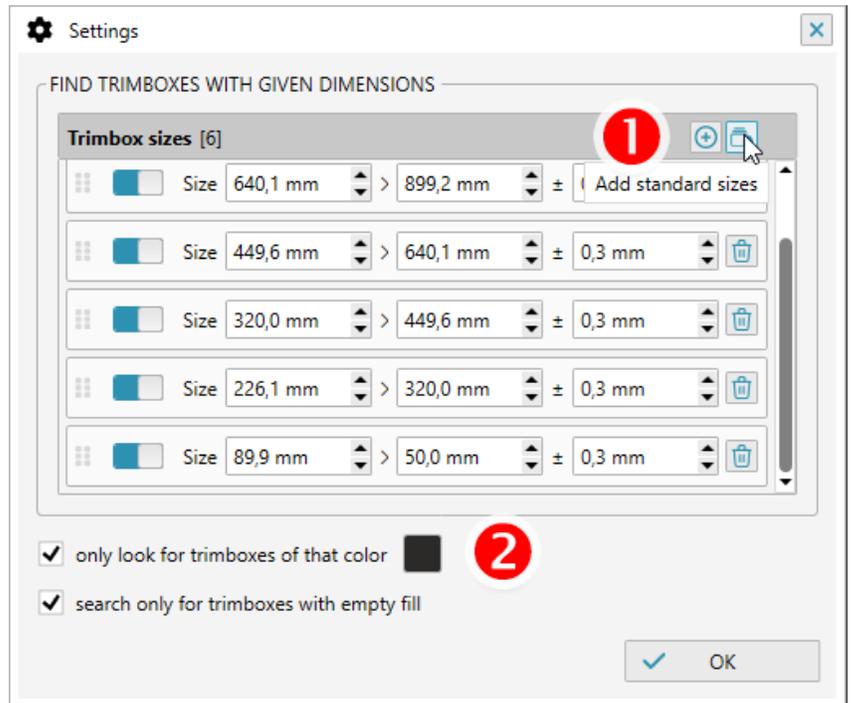
To rescan the document, you can click the  button in the list header. For example, if the plugin could not determine the required boundary by size, then, when without closing the plugin window, you can mark it in the document and rescan.

SEARCH OF JOBS BY SIZE

If the menu item **found by size** is ticked off, then the jobs that are bounded by a rectangle of a standard, pre-defined size go into the list.

The sizes by which the search is made are specified in the plugin settings ①, which can be opened by clicking on the button with the gear  in the lower right corner of the form.

Clicking the  button can add the size and its allowance, which the plugin will take into account as suitable when searching for borders. You can also add standard sizes A, B, SRA and others. In addition, in the settings, you can specify that only rectangles with a outline of the specified color (search only for borders of that color) and/or only with empty fill (**search only for borders with empty fill**) are taken into account ②. This will help avoid erroneous inclusion of unsuitable objects in the list of boundaries.



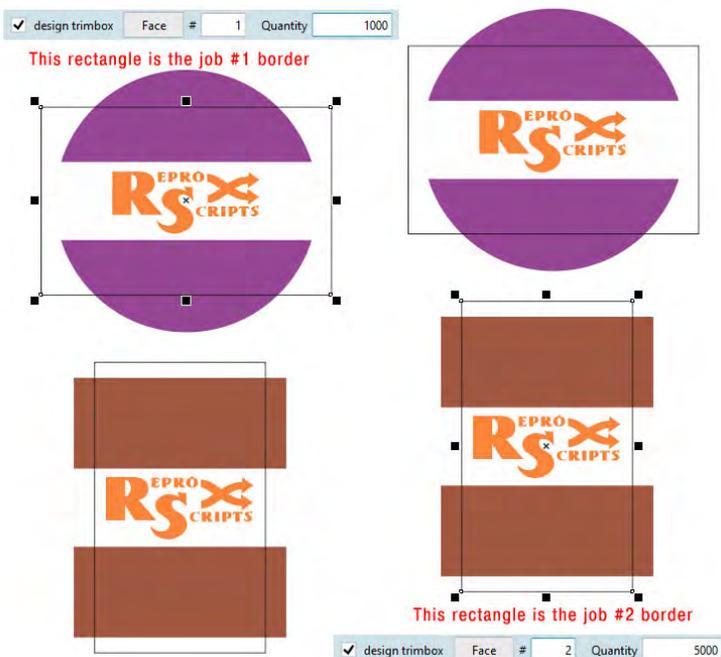
SEARCH FOR JOBS BORDERS MARKED BY THE DESIGNER

During the installation of the ReproScripts Imposition library an additional control is added into the CorelDraw interface. It allows to mark a rectangular



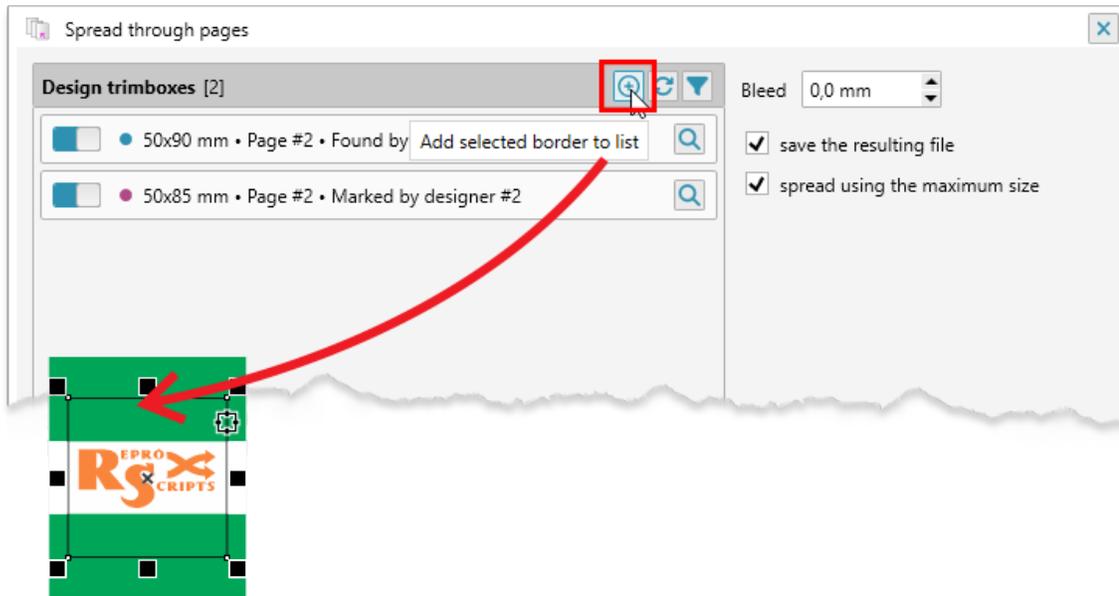
shape as a trim border for the design within. The control ties additional information with the border shape which can be picked up by the Spread through pages plugin. All object within the border bounds will be considered a separate job and be added to the list and processed. Any rectangle on any page can be marked as a design border and the plugin will add it to the layout list when scanning, if the menu item **marked by the designer** is checked in the header.

The control for marking borders is built into the standard toolbar of CorelDraw. Therefore, to use it, the standard panel must be enabled in the interface and be positioned horizontally. The element has an orange background, allowing you to quickly understand which object can be marked as a border.



ADDING THE SELECTED OBJECT TO THE LIST MANUALLY

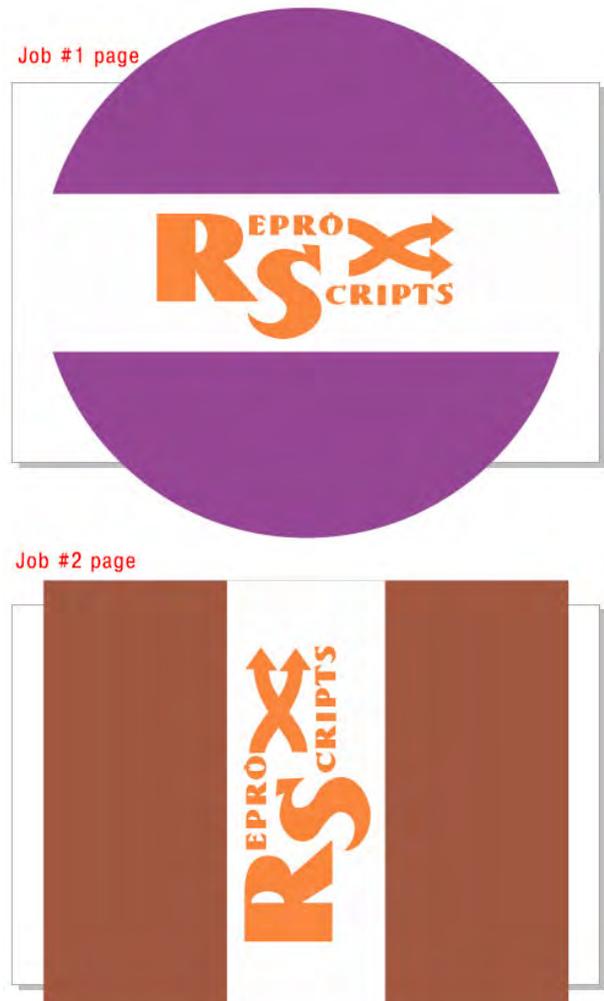
The easiest and fastest way to add an object to the pickup list is to manually add it. Just select the desired object in the document and click the  button.



SPREADING THROUGH PAGES

For proper distribution on the pages, all jobs must be the same size. If the sizes in the list differ, you can specify the plugin to calculate the maximum page size for all of them by selecting **spread using maximum size** checkbox. In this case, the plugin takes into account the current orientation of each work and rotates them if necessary.

If there are no errors, the **Spread** button becomes active. The plugin forms a new document and arranges all the jobs on separate pages. The rectangles which serves as borders will be made transparent.





NESTING



For large-format printing and plotter cutting, it is important to lay out many objects of various shapes on one sheet. The nesting plugin for CorelDraw allows you to automate this operation and generate a CDR file that contains not only cut lines that can be sent to the cutting plotter, but also graphics, taking into account the specified bleed. This allows you to print wide format first and then cut using the same work file.



PROJECTS

LIST OF JOBS FOR NESTING

ADDING MULTIPLE OBJECTS

ADDING IMAGES WITH AUTO TRACING

NESTING UNTIL THE SHEET IS FILLED

TARGET SHEET

SEARCH OPTIONS

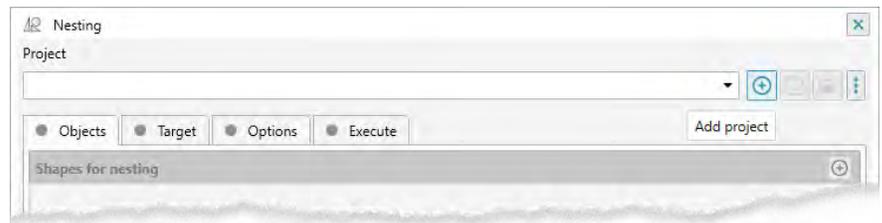
NESTING CALCULATION

RENDERING THE FINAL FILE IN CORELDRAW

THE PLUGIN SETTINGS

PROJECTS

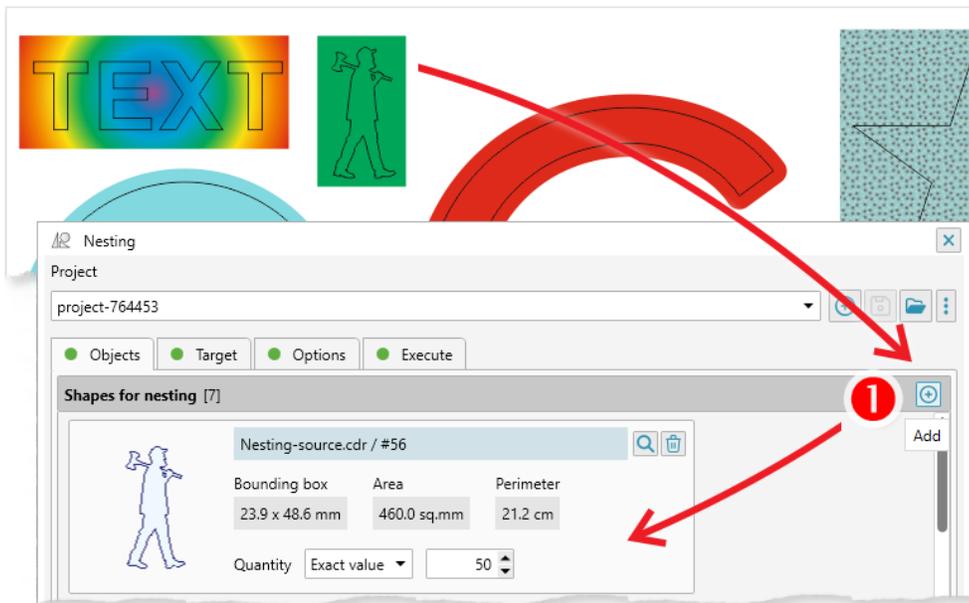
The work of the plug-in is organized in the form of projects. Each project contains detailed information about all nesting parameters, including source files, calculation parameters, etc. To create a new project, click the plus button in the project manager and give it a name.



The principle of working with projects is the same as in other plugins of the library. A detailed description of all the features of the project manager and its settings can be found on the [Auto imposition plugin page](#).

LIST OF JOBS FOR NESTING

To perform nesting, you must first make a list of objects that will be used in the work. To do this, select the desired shape in the document and click **1** the plus button. If the object is suitable for nesting, then it will be included in the list and an icon will be generated for it for easy navigation. By clicking on the icon,



you can find this object in the source CDR file. Objects for nesting can be added from various documents.

It is important to understand that it is necessary to add objects to the list whose borders will serve as cutting lines. The graphics must be located under this line. When forming a CDR file for placing graphics, all objects under the cutting line will be selected,

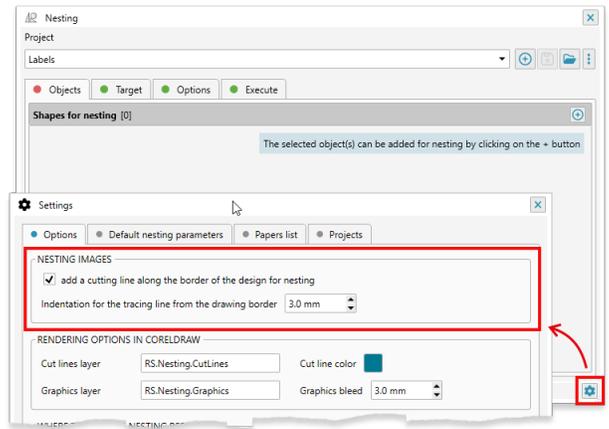
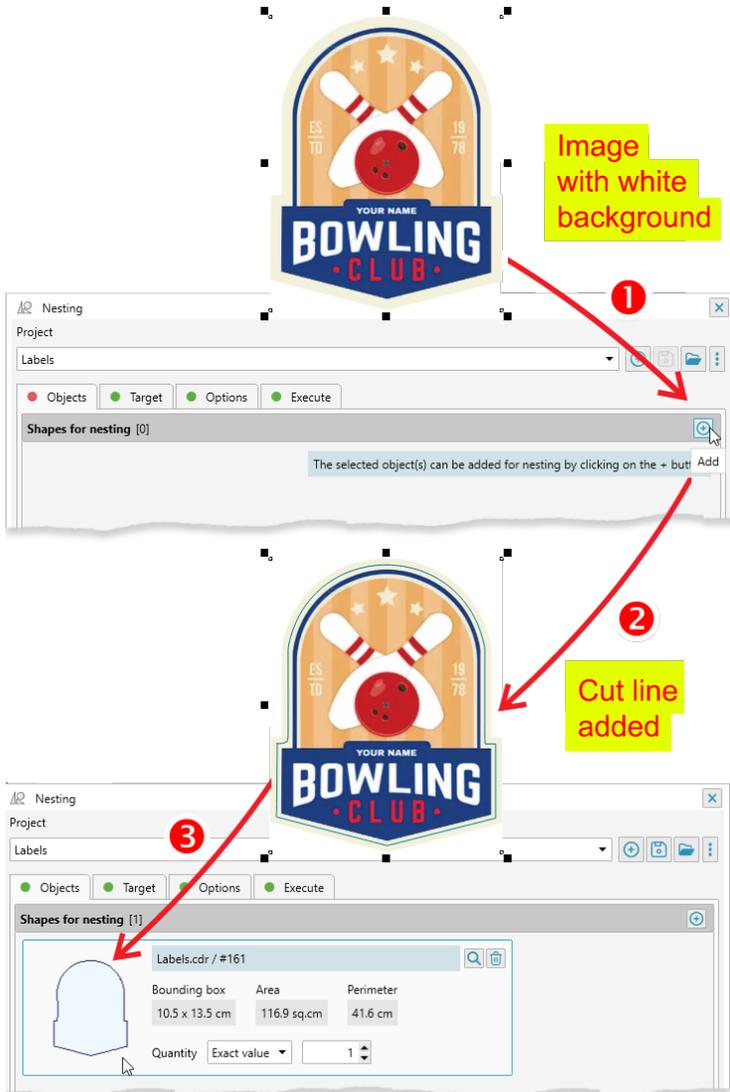
placed in a clip with the required allowance and placed in the finished CDR file.

ADDING MULTIPLE OBJECTS

The plugin allows you to simultaneously add multiple selected objects from one document. Each of them will be processed and added to the list separately. You can add simple vector objects to the nesting list, which will serve as a cutting line, as well as images, the cutting line for which will be built automatically.

ADDING IMAGES WITH AUTO TRACING

You can also add images to the nesting list, they will be traced to find the outer cutting boundary. You can enable this option and set the indent inside the image as a bleed in the plugin settings.



When the tracing option is enabled, the plugin will process the image and build a cutting line with a specified indent inside the image. The cutting line is saved in the file where the image is located, since it will be needed when rendering the finished nesting files.

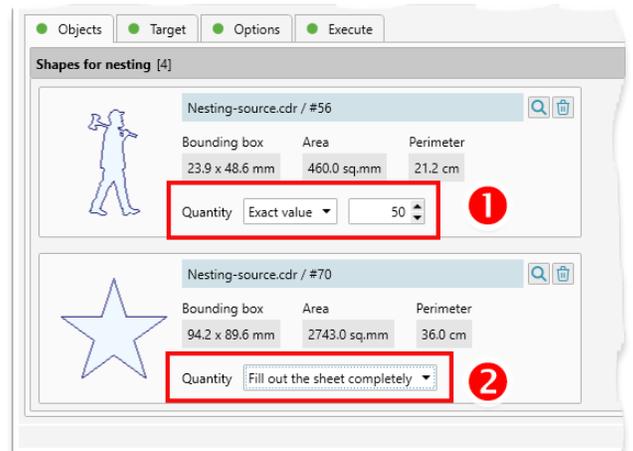
Select an image ① in the CorelDraw document and click the Add button in the nesting project. The plug-in will generate a cutting line along the border of the image in the selected image object ② and add it to the nesting list ③. The indentation of the cutting line from the edge of the drawing is set in the plugin settings. If necessary, you can make edits to the automatically generated cutting line and then replace it in the project list with the modified version.

If the tracing function is disabled, then the selected images cannot be added to the nesting list - they will be skipped.

NESTING UNTIL THE SHEET IS FILLED

For each added object, you can specify the exact quantity of copies ① that will be placed in the nesting. When performing the calculation, the plugin will place this object the specified number of times.

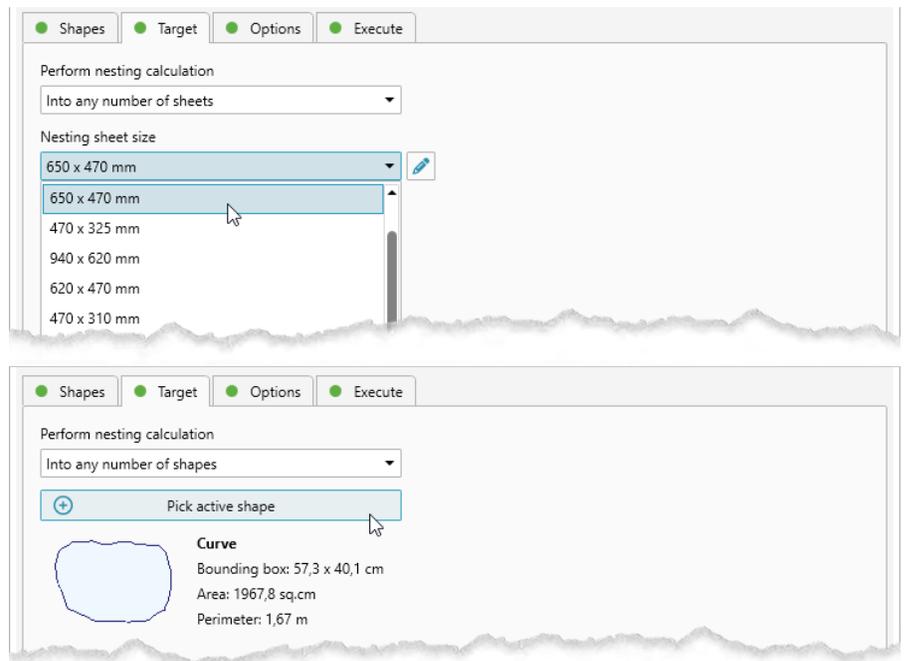
Alternatively, you can specify the number until the sheet is completely filled with this object. ② In this case, for each such object, the plugin will allocate an entire sheet and try to fit the maximum possible number of objects on it.



TARGET SHEET

The second important nesting parameter is the sheet on which the layout will be performed. You can set either a rectangular sheet with an exact size or select a CorelDraw object that will be used for nesting. The last option in the list allows you to set the exact number of rectangular or irregular sheets to be used.

To place a nesting inside an irregularly shaped object, first select or draw an object of the desired size and shape in CorelDraw. The add button will become active as soon as you select it in the document.



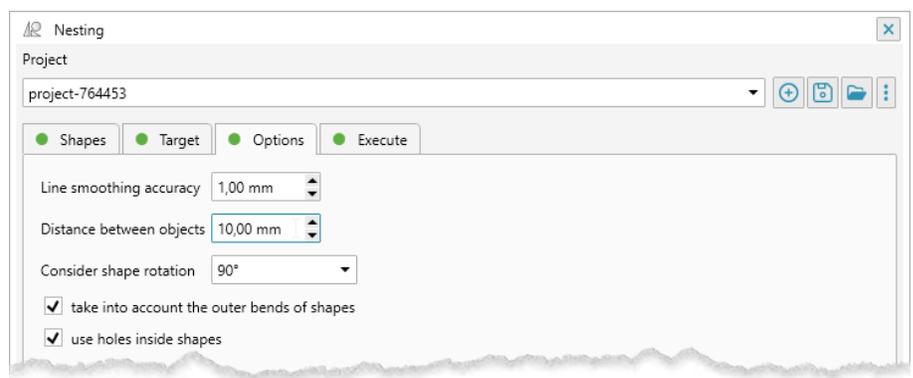
Please bear in mind that the plugin will try to place the maximum number of source objects on the target sheet. If this is not possible, a part of the object will not end up on the finished sheet with nesting. The same situation can happen if the size of the source object, taking into account the bleed, exceeds the size of the target sheet.

SEARCH OPTIONS

On this tab of the plug-in window, you can set a number of important parameters that will have a significant impact on the speed of work and the quality of the final result.

LINE SMOOTHING ACCURACY

To increase the nesting search speed, the plugin performs some simplification of the shape of objects. A higher value of this parameter will increase the speed of work, but may reduce the exact calculation. This setting can have a significant impact on nesting speed, especially for non-rectangular target sheets.



DISTANCE BETWEEN OBJECTS

The distance between objects must be set no less than the maximum graphics bleed that will be placed in the finished file. If only cut lines are needed, then this parameter can be left at 0.

The specified value also affects the indent from the edge of the sheet to the object's border.

If rendering with graphics is used, this parameter must be no less than the size of the graphics allowance.

CONSIDER SHAPE ROTATION

When performing the nesting calculation, the plugin can take into account the possibility of rotating objects at different angles. This option may increase the calculation time. For most applications, it is sufficient to set the rotation to 90 degrees.

Selecting smaller angle values is possible, but requires significant computational resources and nesting with such parameters may not always be complete.

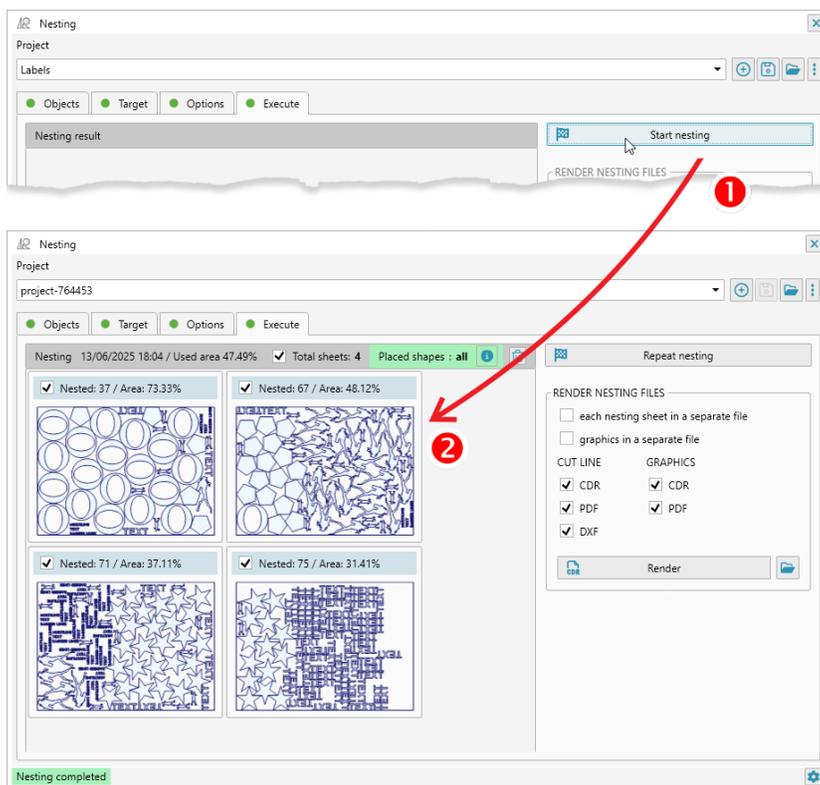
TAKING INTO ACCOUNT THE OUTER BENDS OF SHAPES

The plugin will try to more accurately take into account the external shape of the object for nesting, not limited to rectangular borders.

USE HOLES INSIDE SHAPES

If there are objects with holes inside, the plugin will try to place objects in them. This will allow the most optimal use of the material when cutting and printing.

NESTING CALCULATION



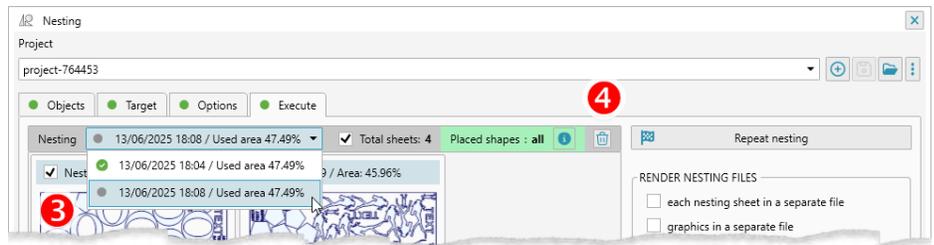
To perform nesting calculation, go to the last tab and start the process by clicking the **Start nesting** button. ❶ The plugin will perform the calculation and present the first suitable nesting variant.

In the nesting result list, ❷ you can see detailed information about each sheet, indicating the object placed on it and the area occupied.

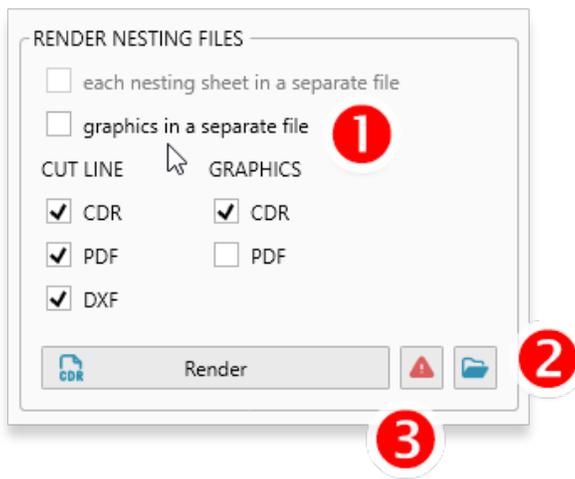
The list header contains general information on the nesting variant, as well as data on whether it was possible to place all or only part of the original objects.

The nesting calculation can be repeated by clicking the **Repeat nesting** button – a new placement search will be performed, which in some cases can lead to more optimal results.

If there are several variant, a list **3** for selecting one of them will appear in the list header. If the nesting option is not needed, it can be deleted by clicking the button with the trash. **4**



RENDERING THE FINAL FILE IN CORELDRAW



For the found variants, you can optionally generate CorelDraw file with nesting and/or PDF files that contain cutting lines and/or graphics and a DXF file with a cutting line.

You can manage rendering options using a number of settings. **1** In them, you can specify the required output file format, as well as whether to split sheets and graphics into separate files or combine everything into one.

To open the folder in which the finished files are saved, you can click the button **2**. If errors occur during the rendering process, a warning button will be visible, by clicking on which you can find out more about the problem. **3**

The rendering of finished nesting files is performed only for the marked sheets. By default, all sheets are initially selected.

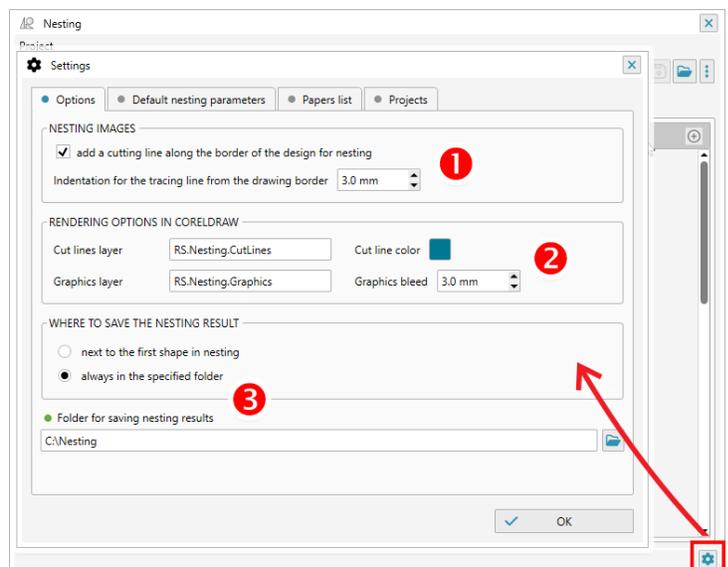
THE PLUGIN SETTINGS

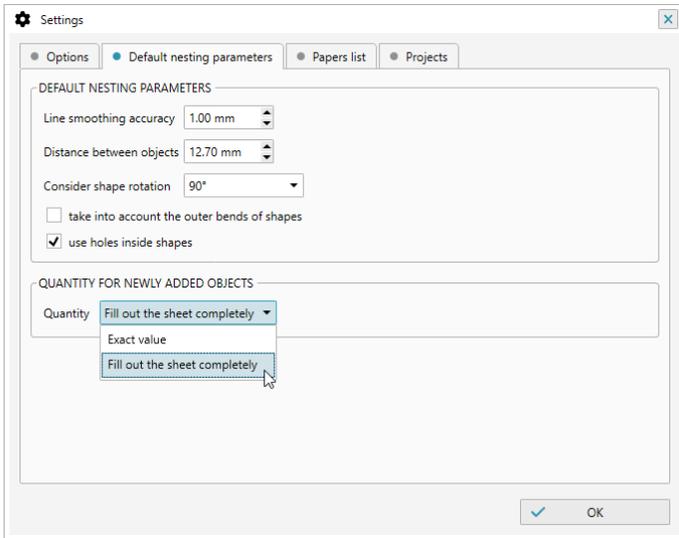
In the first tab, **1** you can specify whether to perform tracing of the added images and set the size of the indent inside the drawing as an allowance.

You can also specify the color of the cutting lines and the name of the layers for graphics and lines for the finished CDR file. This parameter will allow you to synchronize the work of the plug-in with the subsequent workflow for printing and cutting on the plotter. **2**

Here, you can also set the allowance for placing graphics when rendering the finished file.

The finished CDR, PDF or DXF files can be saved either in one specified folder or in a folder





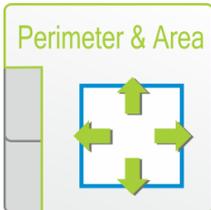
next to the first figure added for nesting. **3** A separate folder with finished files will be created for each project.

In addition to the parameters used when calculating nesting, you can also set the default quantity for newly added objects. You can set up the most convenient mode and quantity to reduce manual routine edits.

In the second tab, you can set the parameters for calculating the nesting, which will be copied to all new projects, this will speed up and simplify the creation of projects for running nesting.

REPROSCRIPTS LIBRARY / INFO

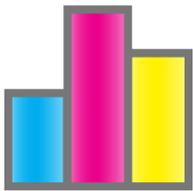
This library is focused on obtaining important technical information from created documents. Data such as the area and perimeter of certain objects, or the density of the inks coverage of the document are often required at the production site to correctly calculate the costs of materials and other resources for the practical implementation of the work. Library plugins make it easy to get this data and, if necessary, export it to XML format for further use in an automated workflow.



PERIMETER AND AREA

The plugin flexibly determines the perimeter and the area of the selected objects. The docker of the plugin displays and constantly changes information in real time.

You can set certain criteria by which objects for processing will be selected. For example, you can configure a separate perimeter and area calculation for objects with red stroke color and separately for objects with a black stroke. This allows you to quickly and conveniently calculate parameters that have different technological meanings. The number of selection criteria is unlimited and can be easily adjusted at any time. All collected information can be saved in XML format for transfer to the production department.



INKS COVERAGE

The total area of each ink used on a printed sheet is the most important parameter required for calculating the cost of materials, and, consequently, the final cost of the manufactured product. This information is important not only for offset, flexographic, but also for digital printing, since the toner consumption is determined based on the density of the sheet's printing on all colors. This plugin allows you to analyze the document and calculate the percentage of filling with each ink. The collected data can be saved in XML format for further use.



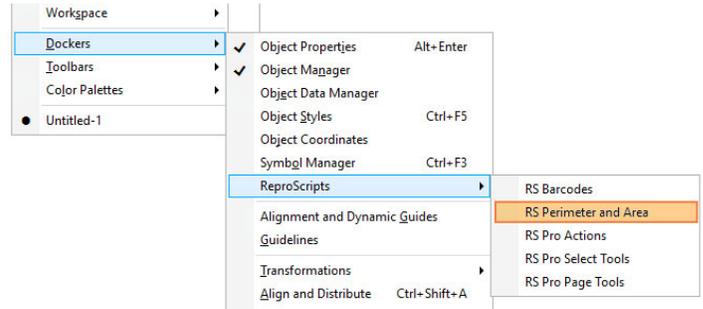
EVALUATE FILLED AREA

The plugin allows you to estimate the area of the filled area for selected objects. A simple area calculation is usually not informative enough, since it does not take into account the overlap of figures and the presence of unfilled areas. This plugin allows you to estimate the filled area for any combination of objects and takes into account both the fill and the outline of objects of any color.

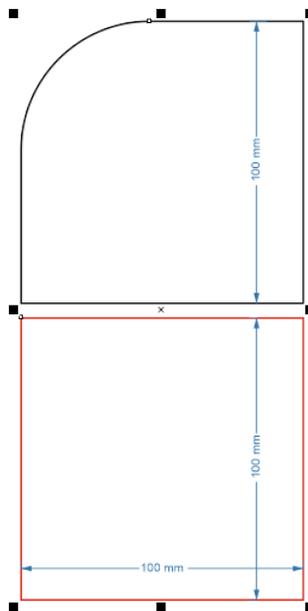


PERIMETER AND AREA

The Perimeter and area plugin extends the list of CorelDraw dockers and is available from the **Windows > Dockers > ReproScripts > Perimeter and area** menu. To run the plugin, you need to open the document and select objects whose area and perimeter are to be calculated.

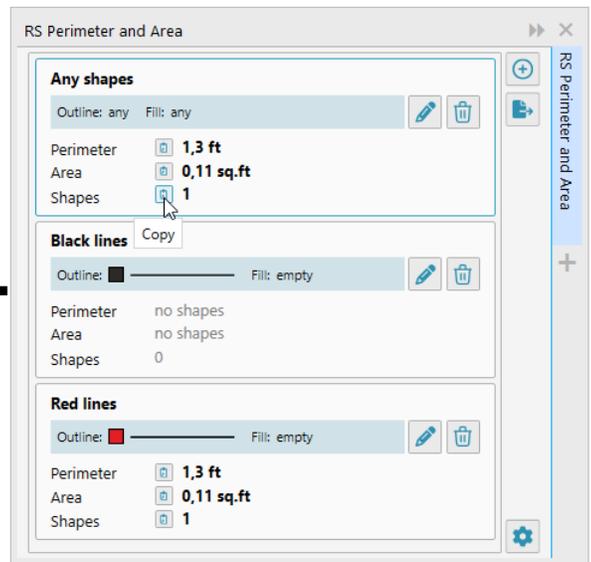


The plugin allows to calculate several different values based on the characteristics of the selected objects. This allows you to solve a fairly common task in practice – to calculate the perimeter / area in the document for different types of lines.

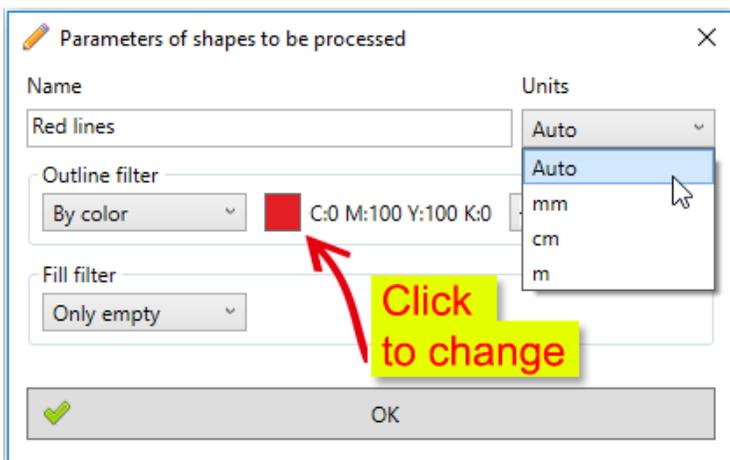


FILTERING SHAPES

When installing the plugin, a single filter is added to the list of docker filters, which processes all objects regardless of the parameters of the stroke or fill. To add a new one, click on the button at the top right of the list. The list is only visible if there is an open document and some objects selected.



If at the moment when you add a new filter there is a selected shape in the currently active document the plugin will form the filter based on the characteristics of this object (or the first one from several selected). It will take and add the color and style of the stroke and the fill type to the filter.



In the window with filter parameters you can specify the name of the entry and correct, if necessary, the criteria for selecting suitable objects.

Next to the name, you can specify the units for measuring the area and perimeter values that will be used by the plugin when displaying the information. With the value of **Auto**, the units most suitable for this will be selected, forming the most compact and easy to comprehend value.

As a criterion for selecting objects that will be taken into account for calculating values, you can specify the parameters for outline or fill.

Filter by outline characteristics:

- ▶ no outline filtering
- ▶ only objects with empty outline
- ▶ only objects with not empty outline
- ▶ only objects with a outline of a certain color and style
- ▶ Filter by fill characteristics:
 - ▶ no fill filtering
 - ▶ only objects without fill
 - ▶ only objects with fill (any)
 - ▶ only objects with a solid fill of a certain color

CALCULATION OF PERIMETER AND AREA

Each time the set of objects selected in the document changes the plugin recalculates values for each filter. Results are shown in the list including the number of objects that were found suitable for the filter.

EXPORT TO XML

The plugin allows to export data to an XML format for further processing in the company workflow. In the settings, which are opened by pressing the button with the gear icon  in the bottom corner of the docker, you can specify a folder in which to store XML files. The filename is the same as the name of the CorelDraw document.

To export, you need to click on the  button. Having executed the export plugin will open the folder and show the resulting file.



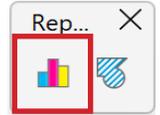
INKS COVERAGE

The Inks coverage plugin included in the ReproScripts Info library allows you to analyze the document and calculate the density of inks coverage for every page. This information allows to exactly estimate the ink consumption for any type of printing press. This is important for the correct planning of production processes and financial calculations.

An open document is required to run the plugin. Click the Analyze button to process all pages of the document. During the analysis, the plu-in can process each spot color separately, or (with the active checkbox convert spot colors to CMYK) convert them to CMYK.

After analyzing the document, the plugin will fill a list with detailed information about the color distribution for each page or selected objects – depending on the specified processing zone. ①

The data from the table can be copied to memory or exported to xml – for the entire document, individual pages or coverage values of specific inks.



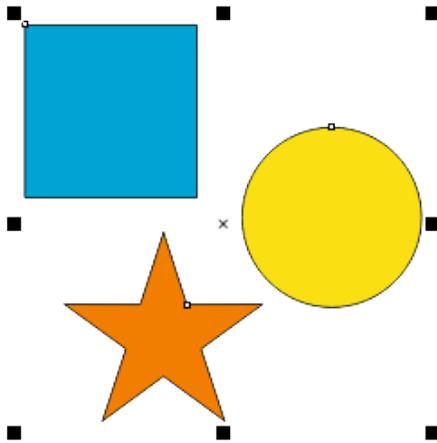
Page 1	100,00%	
Cyan	25,00%	
Magenta	25,00%	
Yellow	25,00%	
Black	25,00%	①

Copy to clipboard

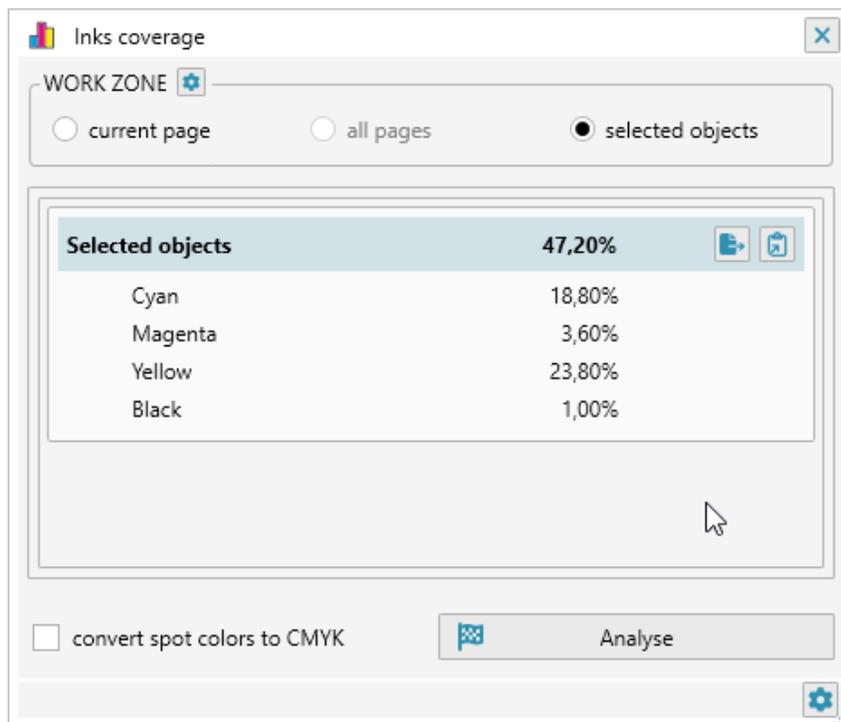
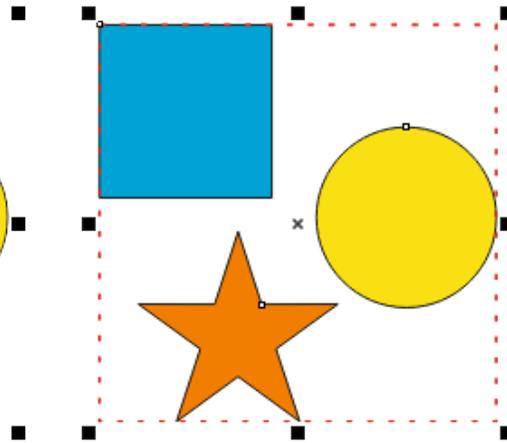
convert spot colors to CMYK Analyse ②

If the analysis is performed for selected objects, the calculation will be performed for a rectangular area along the selection boundaries – the same way as if the selected objects were on a separate page of the document.

Selected shapes



The area under analysis



EXPORT TO XML

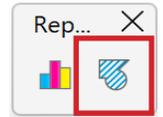
The plugin allows to export data to an XML format for further processing in the company workflow. In the settings, which are opened by pressing the button with the gear icon  in the bottom corner of the window , you can specify a folder in which to store XML files. The filename is the same as the name of the CorelDraw document.

To export, you need to click on the  button. Having executed the export plugin will open the folder and show the resulting file.

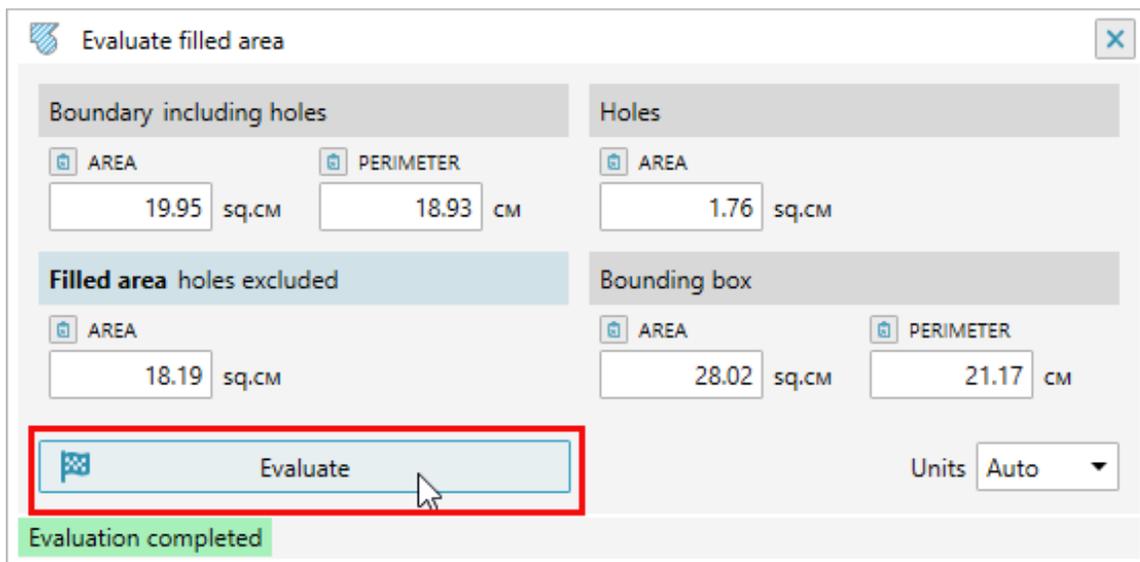
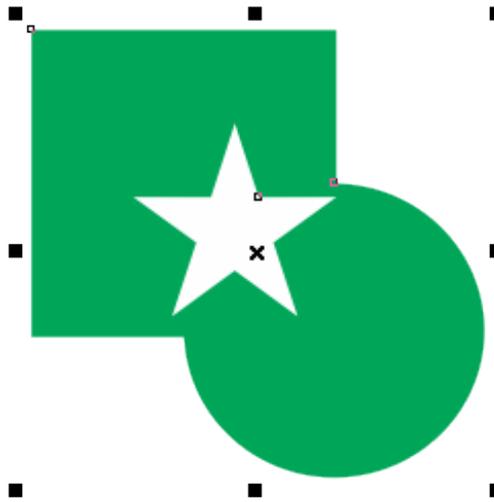


EVALUATE FILLED AREA

The Evaluate filled area plugin included in the ReproScripts Info offers a frequently requested feature for calculating the total area of the filled area for selected objects, taking into account overlapping shapes, holes, outlines, etc.



The plugin works with images, performing an approximate assessment of the filled area in them as well.



To calculate the filled area for the shapes you are interested in, select them, run the plugin with the button on the toolbar and click Evaluate. You can select any type of objects. The plugin performs an assessment of the filled area inside images and other types of non-vector objects, but some decrease in the accuracy of the assessment is possible.

The screenshot displays the 'Evaluate filled area' plugin interface with the following data:

Category	Property	Value	Unit
Boundary including holes	AREA	19.95	sq.cm
	PERIMETER	18.93	cm
Holes	AREA	1.76	sq.cm
Filled area holes excluded	AREA	18.19	sq.cm
Bounding box	AREA	28.02	sq.cm
	PERIMETER	21.17	cm

Additional interface elements include an 'Evaluate' button, a 'Units' dropdown set to 'Auto', and a status bar indicating 'Evaluation completed'.

The plugin will analyze the filled area and present several results - the area and perimeter of the border of the selected objects without taking into account the holes ①, the area of the holes ②, the area of the filled area ③, the area and perimeter of the bounding rectangle for the filled area of the selected objects ④.

The plugin also takes into account the rendering scale set in the CorelDraw document parameters. For example, if the scale is set to 1:10, the result for the same selected figures will be different.

Evaluate filled area

Boundary including holes		Holes	
AREA	PERIMETER	AREA	
1995.44 sq.cm	189.27 cm	175.60 sq.cm	

Filled area holes excluded		Bounding box	
AREA		AREA	PERIMETER
1819.84 sq.cm		2801.92 sq.cm	211.74 cm

Units: Auto

Document drawing scale 1:10