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1 Start Successfully

1.1 About the Manual

This manual is intended for all users who want to learn how to use Nero CoverDesigner. It is process-based and explains how to achieve a specific objective on a step-by-step basis.

To make best use of this documentation, please note the following conventions:

!	Indicates warnings, preconditions or instructions that have to be precisely followed.
💡	Indicates additional information or advice.
1. Start …	The number at the beginning of a line indicates a prompt for action. Carry out these actions in the order specified.
➡	Indicates an intermediate result.
➡	Indicates a result.
OK	Indicates text passages or buttons that appear in the program interface. They are shown in boldface.
(see…)	Indicates references to other chapters. They are executed as links and are shown in red and underlined.
[…]	Indicates keyboard shortcuts for entering commands.

1.2 About Nero CoverDesigner

Nero CoverDesigner is a powerful application for creating custom cover elements such as booklets, inlays, and labels. Nero CoverDesigner supports cover elements for a wide range of disc types, such as CD jewel cases, DVD cases, Blu-ray cases, multi-boxes, maxi CDs, slim packs, business cards, and more.

Nero CoverDesigner supports LightScribe and Labelflash recorders, which you can use to print labels directly on compatible media.

1.3 Nero CoverDesigner Versions

Nero CoverDesigner is part of the Nero Free Tools that you can download and install from the Downloads section on our Web site www.nero.com. Nero CoverDesigner can be used together with Nero 2015 or Nero Burning ROM 2015.

Nero CoverDesigner is in general available in two different versions: Nero CoverDesigner and Nero CoverDesigner Essentials. .

The following features are not available in Nero CoverDesigner Essentials and not available in Nero CoverDesigner if it is installed without Nero 2015:

- Creating and burning labels with LightScribe
- Creating and burning labels with Labelflash

See also

▤ Nero MediaBrowser →76

1.4   Working with Nero CoverDesigner

If you want to design a cover with Nero CoverDesigner, you must create a new document first. If the document should contain a tracklist, directory, and/or fields, enter the document data.

You can now design the document as desired. You can:

- add cover elements if desired,
- assign another template,
- insert and edit objects such as text and pictures on the tabs, and
- design the background.

Before the document is printed, you can set different printing options.

> With a LightScribe recorder and Nero CoverDesigner, you can print labels directly on LightScribe media (see Printing LightScribe Labels→ 71).

> With a Labelflash recorder and Nero CoverDesigner, you can print labels directly on Labelflash media (see Printing Labelflash Labels→ 73).

> Creating and burning labels with LightScribe or Labelflash is only available in the full version.
>
> You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.

See also

▤ Adding a Cover Element →26
▤ Modifying the Template Later on →26
▤ Inserting and Editing a Background →33
▤ Print Window →62
▤ Printing LightScribe Label →71
▤ Printing Labelflash Label →73

1.5 Starting the Program

There are several ways to open Nero CoverDesigner, depending on various factors such as the product you have installed and the operating system you are using.

- On Windows 7 and earlier versions of Windows, you can start Nero CoverDesigner via:

- **Start** (the start icon) > (**All**) **Programs** > **Nero** > **Nero 2015** > Nero CoverDesigner

- the (nero) Nero 2015 desktop icon

> The application launcher (nero) Nero 2015 provides easy access to Nero applications, offers information about the main use cases, and links to tutorials and other interesting Web sites by Nero.

- On Windows 8, you can start Nero CoverDesigner via:

- the Nero 2015 tile (Windows 8 **Start** screen) or the (nero) Nero 2015 desktop icon (Windows 8 desktop) if you use Nero 2015

- the Nero CoverDesigner tile (Windows 8 **Start** screen) if you use Nero CoverDesigner without Nero 2015 being installed

1.6 System Requirements

Nero CoverDesigner is part of the Nero Free Tools that you can download and install from the Downloads section on our Web site www.nero.com.

The system requirements for the free Nero CoverDesigner are the same as for Nero 2015. Detailed system requirements of Nero 2015 and all other Nero products can be found in the Support section on our Web site.

2 Main Screen

The main screen is the starting point for all actions that can be performed using Nero CoverDesigner.

The screen consists of a menu bar, several toolbars, and a drawing area.
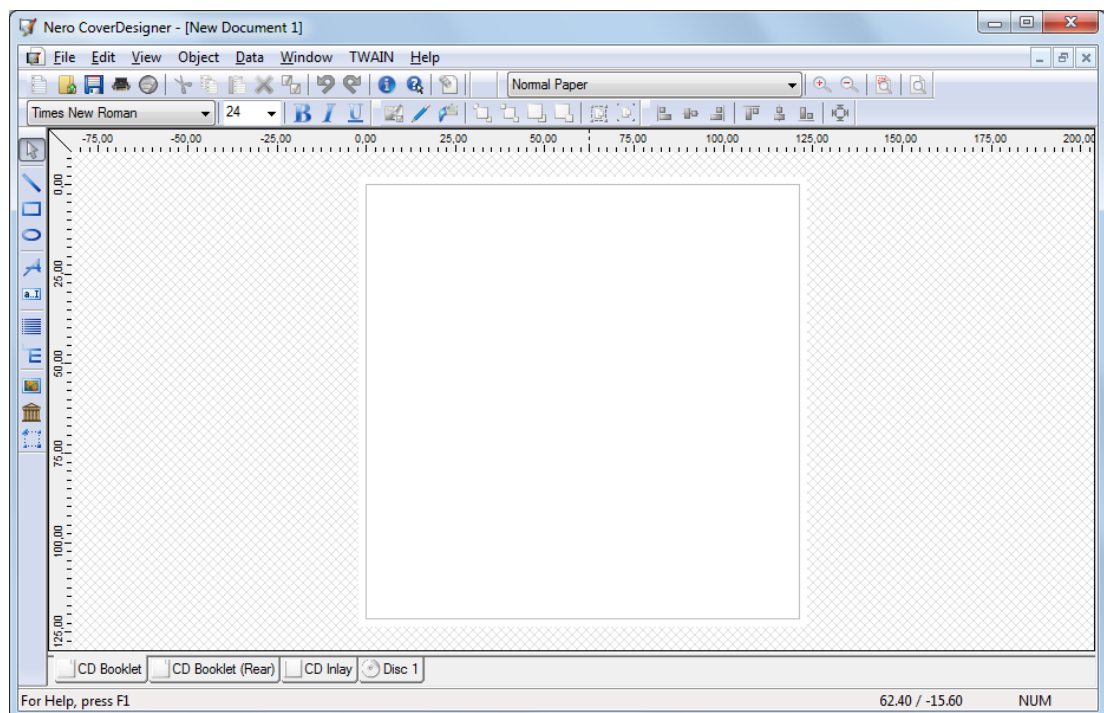
Nero CoverDesigner Main Screen

2.1 Menu Bar

The menu bar offers the following menus:

Menu **File**	Opens the **File** menu which provides file-related functions such as open, save, and close. In addition, you can save files as templates, configure your printer and paper stock, make program-specific settings, as well as import and export information from and to Nero AAC files.
Menu **Edit**	Opens the **Edit** menu which provides editing functions such as cut, paste, duplicate, and delete. In addition, you can copy properties, change the applied template, change the backgrounds of the cover elements as well as add or delete cover elements as desired.
Menu **View**	Opens the **View** menu which allows you to hide and display screen and cover elements. In addition, you can display and use grid and guide lines as well as display objects in the editable area only.

Menu **Object**	Opens the **Object** menu which you can use for editing the individual objects of your drawing: You can insert objects, change their shape and position, group objects, as well as open the **Properties** window where you can edit the properties of objects. In addition, you can insert a background and set default settings for objects.
Menu **Data**	Opens the **Data** menu with the **Document Data** entry which allows you to enter document-specific data such as the disc name or track entries.
Menu **Window**	Opens the **Window** menu which allows you to change the position and arrangement of multiple open documents on the main screen (drawing area). All open documents can also be closed.
Menu **Help**	Opens the **Help** menu, which offers information on different subjects.

2.2 Toolbars

The following toolbars are available in Nero CoverDesigner:

Standard	Provides standard functions for the document and objects.
View	Allows you to zoom in or out of the drawing area. In addition, you can select a paper stock for the current document.
Text	Allows you to format text. In addition, you can choose the font and size of the text.
Modify Objects	Provides functions for modifying and editing objects.
Tools	Provides various tools which you can use for inserting or selecting objects in the drawing area.
Align	Allows you to align objects.

2.2.1 Standard Toolbar

The following icons are available in the **Standard** toolbar:

	Opens the **New Document** window where you can select the document type and template for a new document.
	Opens an existing Nero CoverDesigner document or a Nero CoverDesigner template.

🖫	Saves the current Nero CoverDesigner document.
🖶	Prints the current Nero CoverDesigner document.
◉	Opens the **LightScribe Print Properties** window where you can configure the printing options for LightScribe and print a LightScribe label. This icon is only available if a LightScribe recorder is connected.
✂	Cuts out a selected object and stores it on the clipboard.
📄	Copies a selected object to the clipboard.
📋	Pastes a copied object in the drawing area.
✖	Deletes a selected object.
🔲	Applies the properties of one object to another.
↩	Undoes the last editing step.
↪	Restores an editing step that has been undone.
ⓘ	Opens the **About Nero CoverDesigner** window where you can view, for example, the version number.
🔍	Opens the integrated online help.
📄	Opens the **Document Data** window where you can enter data such as the disc title and tracks for the document.
✦	Opens the **Labelflash Print Properties** window where you can configure the printing options for Labelflash and print a Labelflash label. This icon is only available if a Labelflash recorder is connected.

> ⚠ Creating and burning labels with LightScribe or Labelflash is only available in the full version.
>
> You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.

2.2.2 View Toolbar

The following icons are available in the **View** toolbar:

🔍＋	Magnifies the current view of the drawing area.
🔍－	Reduces the size of the current view of the drawing area.

	Restores the standard view of the drawing area.
	Magnifies a selected area of the drawing area.

2.2.3 Text Toolbar

The following icons are available in the **Text** toolbar:

B	Changes the selected text to bold.
I	Changes the selected text to italics.
U	Underlines the selected text.

2.2.4 Modify Objects Toolbar

The following icons are available in the **Modify Objects** toolbar:

	Opens the **Properties** window for a selected object.
	Applies a margin color to the selected object.
	Applies a fill color to the selected object.
	Positions the selected object in front of all the others.
	Moves the selected object behind all the others.
	Moves the selected object one position towards the top.
	Moves the selected object one position towards the back.
	Groups multiple selected objects.
	Ungroups objects.

See also

📄 Properties and Background Properties Window →39

2.2.5 Align Toolbar

The following icons are available in the **Align** toolbar:

	Aligns the object to the left margin.
	Centers the object horizontally.

⬛	Aligns the object to the right margin.
⬛	Aligns the object to the top margin.
⬛	Centers the object vertically.
⬛	Aligns the object to the bottom margin.
⬛	Opens the **Align elements** window. Here you can align the object relative to another object.

See also

📄 Align Elements Window →55

2.2.6 Tools Toolbar

The following icons are available in the **Tool** toolbar:

⬛	Activates the selection tool which you can use to select objects.
⬛	Activates the line tool which you can use to insert a line.
⬛	Activates the rectangle tool which you can use to insert a rectangle.
⬛	Activates the ellipse tool which you can use to insert an ellipse.
⬛	Activates the text tool which you can use to insert a text graphic.
⬛	Activates the text box tool which you can use to insert a text box.
⬛	Activates the tracklist tool which you can use to insert a tracklist. A tracklist is a list of audio files (tracks).
⬛	Activates the directory tool which you can use to insert a folder. The folder refers to data files.
⬛	Activates the image tool which you can use to insert a picture.
⬛	Opens Nero MediaBrowser which you can use to insert a picture.
⬛	Activates the field too, which you can use to insert different fields.

💡 Tracklists, directories, and fields are dynamic objects. The contents that are entered in the document data are used here. You can modify these data as well. Dynamic objects are particularly useful for creating templates.

> **Nero MediaBrowser**
>
> Nero MediaBrowser is a tool which you can use to easily find, view and access media files and add them to your project.
>
> More precisely, with Nero MediaBrowser you can access a media library which contains all your media files that were indexed by Nero MediaHome. Nero MediaBrowser is designed to be accessed in several Nero applications.
>
> Nero MediaBrowser and the media library come with Nero MediaHome and are installed together. You will find further information in the Nero MediaHome manual.

See also

2.2.7 Floating Toolbar

When you select a dynamic object and leave the mouse over the object, a floating toolbar appears after a brief interval.

The following icons are available in the floating toolbar:

	Opens the **Properties** window.
	Opens the **Document Data** window.

See also

2.3 Drawing Area

The cover elements are designed in the drawing area. The drawing area consists of tabs for the different cover elements that belong to the selected document type or that you have added to a user-defined type, as well as the rulers at the top and on the left.

You can use the tabs in the drawing area to switch between the individual cover elements. If you want to view multiple cover elements at the same time, you can select the cover elements that should be visible from the **View** menu: The drawing area will then be divided into subwindows.

On the tabs you will find:

- an editable, unshaded area the size and shape of the selected cover element where the cover element is designed, and
- a shaded, non-editable area.

> The gray line in the editable area is the edge of the cover element. The white outer margin represents the bleed area, which you can configure on the **Printing** tab of the **Application options** window (see Application Options Window→ 79).

2.4 Objects

An object in Nero CoverDesigner is a design element that can be placed in the drawing area. Objects can be inserted, duplicated, moved, their size, shape, and appearance modified, and edited.

The following objects are available in Nero CoverDesigner:

- Geometric objects: line, rectangle, ellipse
- Artistic text
- Text box
- Picture
- Dynamic objects: track list, directory, and fields

2.5 Dynamic Objects

Track lists, directories, and fields are dynamic objects. These objects take the majority of their contents from the document data. Therefore, you cannot enter text in the objects; you must enter the contents in the document data instead.

The following dynamic objects are available:

Track List	The track list takes its contents from the document data that contains the audio/chapter data for the tracks/chapters of an Audio CD. Sample contents might be an automatically assigned sequential track number or information about the artist and/or title.
Directory	The directory takes its contents from the document data that contains the files from the file system of a data CD. Sample contents might be an automatically assigned sequential number, the file path and/or file name.
Fields	Fields take their contents primarily from the document data, for example, information about the title, artist, disc title, and/or release data. In addition, information about the save or print date and a user-defined text entry can be displayed as well.

See also

📄 Document Data Window →34

3 New Document Window

When you start Nero CoverDesigner, the **New Document** window is automatically opened along with the main screen. This window is your starting point for creating a new document. You can also open the window with the 📄 icon on the toolbar in the main screen.

The **New Document** window consists of two selection lists, a preview window and setting options.

New Document

The document types are displayed in the left selection list. Templates for the selected document type are displayed in the right selection list, and there are four tabs available:

Audio	For the Audio CD disc type
Data	For the data disc type
Audio and Data	For the audio and data disc type
Video	For the video disc type

The tabs contain templates for each disc type. The template can contain relevant fields like the playing time, or a track list for audio CDs. The disc type is automatically set correctly in the document data of a template. The cover elements can be displayed with the template design in the preview window. The following setting options are available in the **New Document** window:

Discs	Sets the number of the **Disc** cover element in the document. Up to four discs can be added to the document.
Create new template	Creates a template, i.e. the document is saved in *.nct format and appears in the templates list.
OK	Creates a new document and closes the window.
Cancel	Cancels the procedure and closes the window.

3.1 Document Type

With Nero CoverDesigner, you can select different document types. Each document type contains predefined cover elements that you can design.

The following cover elements are available:

Booklet	Insert in the interior of the CD, DVD or Blu-ray case as a booklet or individual sheet. Visible from the front in disc cases made from clear plastic. Normally it contains additional information about the disc, such as the track titles for Audio CDs.
Inlay	Insert in the back of the CD case. For DVD and Blu-ray cases, a continuous sheet that is inserted into the outer case of the DVD/Blu-ray. The inlay is visible from the outside.
Disc	Label in the form of a disc.
Mini disc /(rectangular) Biz Card	Label in mini disc / Biz Card / rectangular Biz Card form.

When you select a document type, predefined cover elements that you can design are automatically added to the document.

If you would like to choose the cover elements yourself, select the **Custom** document type. Here you can insert any cover element you wish into the current document with the **Edit** > **Insert new page** menu item.

The **Full Template** document type makes all the cover elements available.

> Up to four discs can be added as cover elements to the **Standard**, **DVD Case**, **BD Case**, **Multi Box**, **Maxi**, **Slim Pack** and **Custom** document types by adding an additional disc to the document data (see <u>Document Data Window→ 34</u>).

3.2   Standard Document Type

The **Standard** document type corresponds to the customary jewel case for CDs. Jewel case packaging is usually made from clear plastic. The front and the back are joined by a hinge. There is space for the booklet behind the front piece. The tray holds the CD inside. The tray can be removed. There is room for the inlay under the tray.
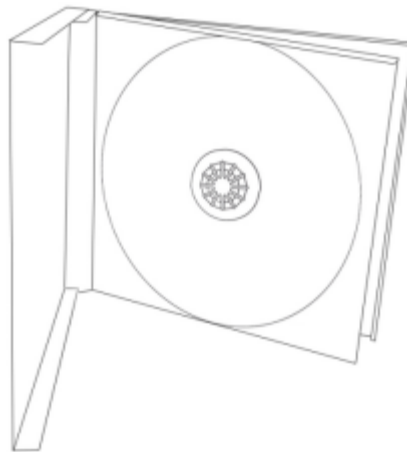
Jewel Case

The following elements can be designed with Nero CoverDesigner:

☐	CD Booklet (Front)
☐	CD Booklet (Rear)
☐	Inlay
◎	Disc

3.3   DVD Case Document Type

A DVD case is a type of packaging for DVDs. The packaging is larger than a normal CD case and has a fold in the middle. The booklet is placed inside. The inlay is inserted between the plastic film and the exterior.
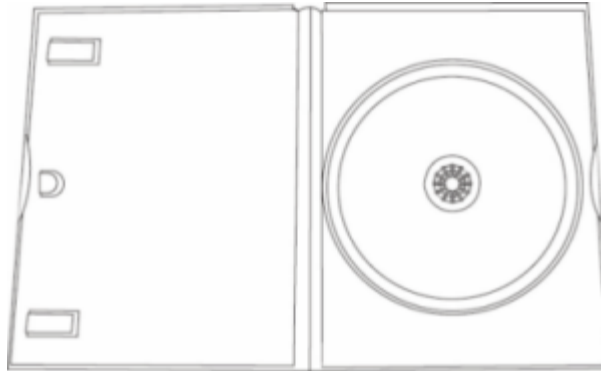
DVD Case

The following elements can be designed with Nero CoverDesigner:

	DVD Booklet for the Interior
	DVD Inlay for the Case
	Disc

3.4 DVD Slim Case Document Type

The **DVD Slim Case** document type corresponds to the customary slim case for DVDs. Slim case packaging is usually made from clear plastic. The front and the back are joined by a hinge. There is space for the booklet behind the front piece. The tray holds the DVD inside. The tray can be removed.

The following elements can be designed with Nero CoverDesigner:

	DVD Slim Booklet
	DVD Slim Booklet (Mid)
	Disc

3.5 BD Case Document Type

A BD case is a type of packaging for Blu-ray Discs. The packaging has a fold in the middle. The booklet is placed inside. The inlay is inserted between the plastic film and the exterior.

The following elements can be designed with Nero CoverDesigner:

	BD Booklet
	BD Inlay

⊙	Disc

3.6 BD Slim Case Document Type

The **BD Slim Case** document type corresponds to the customary slim case for Blu-ray Discs. Slim case packaging is usually made from clear plastic. The front and the back are joined by a hinge. There is space for the booklet behind the front piece. The tray holds the Blu-ray Disc inside.

The following elements can be designed with Nero CoverDesigner:

☐	BD Slim Booklet
☐	BD Slim Booklet (Mid)
⊙	Disc

3.7 Multi Box Document Type

A multi box is a type of packaging for multiple CDs and can usually be opened on two sides.

The following elements can be designed with Nero CoverDesigner:

☐	CD Booklet (Front)
☐	CD Booklet (Rear)
▥	Front CD Inlay
▥	Rear CD Inlay
⊙	Disk 1
⊙	Disk 2

3.8 Maxi Document Type

The maxi format was developed for single CDs, i.e., CDs that contain one track instead of an entire album. A maxi case is thinner than a CD jewel case. Instead of a booklet, it includes a sheet that has been folded twice on the right side so that it has a legible spine. The tray that contains the CD is integrated in the case and cannot be removed.

The following elements can be designed with Nero CoverDesigner:

▥	Maxi Inlay

◎	Disc

3.9 Slim Pack Document Type

A slim pack is thinner than a maxi CD. It is used for single CDs and data discs created at home. Instead of a booklet it includes a single sheet that is not folded.

The following elements can be designed with Nero CoverDesigner:

☐	CD Booklet (Front)
☐	CD Booklet (Rear)
◎	Disc

3.10 Mini CD Document Type

A mini CD is a CD with a diameter of 8 cm. Most drives have a recess in the tray for mini CDs.

The following element can be designed with Nero CoverDesigner:

▥	Mini Inlay (Front)
▥	Mini Inlay (Rear)
◎	Mini-Disc

3.11 Biz Card Document Type

The oval Biz Card is also known as a business card CD and is often used for advertising purposes.

The following element can be designed with Nero CoverDesigner:

▱	Biz Card

3.12 Rectangular Biz Card Document Type

The rectangular biz card has the same format as a standard business card.

The following element can be designed with Nero CoverDesigner:

▭	Rectangular Biz Card

3.13 LightScribe Document Type

If you have a LightScribe recorder, you can print the label side of a LightScribe CD/DVD with Nero CoverDesigner. The label side of the disc has a special color or thermal layer which is heated by the laser in the recorder so that pictures and text are printed.

> ! This function is only available in the full version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.

> This function is only available in recorders that support LightScribe technology.

The following element can be designed with Nero CoverDesigner:

◉	Disc

4 Creating a New Document

There are three types of documents in Nero CoverDesigner. The distinguishing feature is how the background of the cover elements is created:

Standard Document	The background is created by the user as desired or taken from the template.
Picture Document	A selected picture is used for the background of all cover elements.
Nero AAC Document	The cover art saved in the Nero AAC file (*.mp4) is used for the background of all cover elements.

4.1 Creating a Nero AAC Document

With Nero CoverDesigner, an album cover that has been stored in a Nero AAC file can be extracted and then used as the basis for a Nero CoverDesigner document.

To create a Nero AAC document, proceed as follows:

1. Click the **File** > **Import Cover and Data from Nero AAC** menu.

➡ The **Open** window is opened.

2. Select a Nero AAC file that contains a cover and then click the **Open** button.

➡ The **New Document** window is opened; the **Custom** document type is selected.

3. If you want to design a cover for Nero AAC Audio, click the **Audio** tab.
If you want to design a cover for Nero AAC Video, click the **Video** tab.

4. Select the **Nero AAC Cover** template.

5. Click the **OK** button.

➡ The **New Document** window is closed. In the drawing area, the cover elements that were stored in the Nero AAC file are displayed. The cover is used as the background picture.

➡ You have created a new Nero AAC document and can now finish the design. Additionally, the meta data stored in the Nero AAC file has been added to the document data and can be used to create e.g. a tracklist.

See also

📄 Designing the Cover Element →28

4.2 Creating a New Document or Image Document

To create a new document or picture document, proceed as follows:

1. If you want to create a new document, click the 📄 icon in the toolbar.

➡ The **New Document** window is opened.

2. If you want to create a new picture document:

    1. Click the **File** > **New Cover from Picture** menu.

    ➡ The **Open** window is opened.

    2. Select the desired picture file and then click the **Open** button.

    ➡ The **New Document** window is opened.

3. If you want to create a new picture document using Nero MediaBrowser:

    1. Click the **File** > **New Cover from Nero MediaBrowser** menu.

    ➡ Nero MediaBrowser is opened and the **Photo** tab is displayed.

    2. Select the desired picture file and then click the **Add** button.

    ➡ The **New Document** window is opened.

4. Select a document type from the left selection list.

➡ The right selection list displays the templates for the selected document type; the **Audio** tab is selected by default.

5. Click one of the tabs in the right selection list to select a disc type.

➡ The selection list displays the templates for the selected document and disc type.

6. Select an already designed template or the **Empty Document** template from the selection list on the right.

➡ The selected template is displayed in the preview area.

7. If applicable, enter the number of discs that the document should contain.

> You can increase the number of discs in the document afterwards by adding a disc to the document data.

8. Click the **OK** button.

➡ The **New Document** window is closed. If you selected a template that contains dynamic objects, the **Document Data** window is opened.

9. If the **Document Data** was opened, enter the document data, and then click the **OK** button.

➡ The document data is applied and the **Document Data** window is closed. In the drawing area, the cover elements of the selected document type are displayed on tabs. If you have created a picture document, the selected picture is inserted as the background picture of all the cover elements.

    ➡ You have created a new document and can now finish the design.

See also

5 Editing a Document

5.1 Adding a Cover Element

If you selected the **Custom** document type, only the cover element for the disc label is initially available on the **Disc 1** tab. You can add new cover elements to the document, however.

Proceed as follows:

1. Click the **Edit** > **Insert new page** menu in the main screen.
   ➡ The **Insert Page** window is opened.
2. Select the cover element that you want to add to the current document.
3. Click the **Insert** button.

   ➡ The window is closed. The corresponding tab with the new cover element is added to the document.

> You can remove cover elements with the **Edit** > **Remove current page** menu item. A document must contain at least one cover element, however.

5.2 Modifying the Template Later on

You can later modify the template used for a document in order to select another design.

> The document data of the original document is kept but not necessarily all the inserted objects. Inserted objects are only kept if you select a template with the same document and disc type.

To modify a template, proceed as follows:

1. Click the **Edit** > **Change Template** menu in the main screen.
   ➡ The **Choose new template and number of discs** window is opened. It resembles the **New Document** window.
2. Select a new template from the right selection list.
   ➡ The **Choose new template and number of discs** window is closed.

      ➡ The document appears with the design of the selected template.

5.3 Assigning a Paper Stock

You can assign a paper stock to every cover element. The dimensions of the cover element may change when you do so. Assigning a paper stock usually means that you want to print on special stock, from a particular manufacturer, for example.

Changing the Size of Cover Elements

If you change the size of a cover element, objects may end up outside the drawing area: Objects are positioned absolutely in relation to the ruler, i.e., the page dimensions, and not relative to the cover element itself.

To assign a paper stock to a cover element, proceed as follows:

1. Click the tab that contains the desired cover element.

➡ The cover element is displayed.

2. Click the drop-down menu in the **View** toolbar.

➡ The drop-down menu is opened.

3. Select a paper stock.

➡ The drop-down menu is closed and the selected paper stock is assigned to the cover element. The size, dimensions, and/or position of the cover element may change.

6 Designing the Cover Element

6.1 Inserting an Object

In Nero CoverDesigner, you can insert objects in the drawing area in order to design cover elements for a document. An inserted object is automatically selected and can be edited.

To design a cover element, you can insert objects in the drawing area. Proceed as follows:

1. To insert a line:
   1. Click the ╲ icon on the toolbar.
      ➡ The cursor changes to a crosshair with a line symbol.
   2. Click in the drawing area and drag the cursor.
      ➡ The line is inserted.
2. To insert a rectangle:
   1. Click the ▭ icon on the toolbar.
      ➡ The cursor changes to a crosshair with a rectangle symbol.
   2. Click in the drawing area and drag the cursor.
      ➡ The rectangle is inserted.
3. To insert an ellipse:
   1. Click the ⬭ icon on the toolbar.
      ➡ The cursor changes to a crosshair with an ellipse symbol.
   2. Click in the drawing area and drag the cursor.
      ➡ The ellipse is inserted.
4. To insert artistic text:
   1. Click the ◢ icon on the toolbar.
      ➡ The cursor changes to a crosshair with an A.
   2. Click in the drawing area.
      ➡ A vertical line is inserted.
   3. Enter the text directly in the drawing area.
   4. Press the Enter key.

   You cannot enter artistic text with a line break. To enter longer text with line breaks, use the **Text Box** object.

5. To insert a text box:
   1. Click the 🔲 icon on the toolbar.
      ➡ The cursor changes to a crosshair with "Abc".
   2. Click in the drawing area and drag the cursor.
      ➡ The **Properties** window is opened at the **Text Box** tab.

3. Enter the text in the input area.

4. Specify the text options.

5. Click the **OK** button.

➡ The text box is inserted with the text that you entered.

6. To insert a track list or a folder:

1. Click the ▤ or ⊢ᴇ icon on the toolbar.

➡ The cursor changes to a crosshair with a track list or folder symbol.

2. Click in the drawing area and drag the cursor.

➡ The track list or folder is inserted. If you have completed the document data, the corresponding contents are displayed.

7. To insert a picture:

1. Click the 🖼 icon on the toolbar.

➡ The **Open** browser window is opened.

2. Select a picture file and then click the **Open** button.

➡ The **Open** window is closed. The mouse pointer changes to a crosshair with a camera symbol, and the frame of the selected picture is displayed around the pointer.

3. Click in the drawing area.

➡ The selected picture is inserted.

8. To insert a picture using Nero MediaBrowser:

1. Click the 🏛 icon on the toolbar.

➡ Nero MediaBrowser is opened with the **Photo** tab on top.

2. Select a picture file and then click the **Add** button.

➡ Nero MediaBrowser is closed. The mouse pointer changes to a crosshair with a camera symbol, and the frame of the selected picture is displayed around the pointer.

3. Click into the drawing area.

➡ The selected picture is inserted.

9. To insert a field:

1. Click the ⠿ icon on the toolbar.

➡ The extended dialog box is opened and displays the field types.

2. Select a field type.

➡ The cursor changes to a crosshair and an outline of the selected field is displayed in the background.

3. Click in the drawing area.

➡ The field is inserted. If you have entered names or values into the document data, the corresponding content is displayed. If the document data is empty, the field type name is displayed in angled brackets.

➡ You have successfully inserted an object. Now you can edit it and continue designing the cover. The inserted object is automatically selected and displays a frame with the anchor points of the frame and a rotation arrow.

6.2   Editing an Object

You can edit an inserted object with Nero CoverDesigner. You can modify the size, shape, position, and, if desired, color.

In order to change the size, shape, or position of an object, proceed as follows:

1. Click the ⬚ icon (selection tool) on the toolbar.

2. Select the object that you want to edit.

➡ A frame with anchor points and a rotation arrow are displayed around the object.
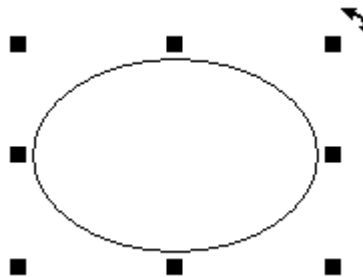
Selected Object

3. To precisely change the position, size, and/or rotation of an object:

1. Click the **Object** > **Geometry** menu.

➡ The **Geometry** window is opened.

2. Enter the desired position, size, and angle of rotation.

3. Click the **OK** button.

➡ The window is closed and the object is modified to match your new entries.

4. To precisely align an object in the drawing area:

1. Click the **Object** > **Align** menu.

➡ The **Align Elements** window is opened.

2. Set the desired options.

3. Click the **OK** button.

➡ The window is closed and the object is positioned according to your new entries.

5. To change the position of an object manually, hold down the mouse button and move the object.

6. To change the position of the midpoint of a bent text:

1. Click on the midpoint.

➡ The mouse pointer changes to a crosshair.

2. Move the midpoint while holding down the mouse button.

➡ The position of the midpoint is modified.

7. To change the size or shape of an object manually:

    1. Move the mouse pointer over an anchor point on the frame.

      ➡ The mouse pointer changes to a double arrow that shows you in which direction you can pull the object.

    2. Click the anchor point and pull it in the desired direction.

      ➡ The object becomes larger or smaller.

8. To change the rotation of an object manually:

    1. Move the mouse pointer over the rotation arrow of the frame.

      ➡ The mouse pointer changes to a rotation arrow.

    2. Click the rotation arrow and rotate the object in the desired direction.

      ➡ The rotation of the object is changed.

9. To change properties such as the pen, brush, font, etc.:

    1. Click the 🖼 icon.

      ➡ The **Properties** window is opened. The tabs that are visible in the window depends on the currently selected object.

    2. Specify the properties in the tabs.

    3. Click the **OK** button.

      ➡ The window is closed and the object is modified to match your new entries.

10. To change the contents of artistic text:

    1. Click the 🅰 icon on the toolbar.

      ➡ The cursor changes to a crosshair with an A.

    2. Click on the artistic text and change the content as desired.

    3. Press the Enter key.

      ➡ You have edited the object.

6.3 Converting Artistic Text

With Nero CoverDesigner, you can convert artistic text to a graphic element. The text properties can no longer be edited after the conversion.

To convert artistic text, proceed as follows:

1. Click the ▷ icon (selection tool) on the toolbar.

2. Select the artistic text that you want to convert.

  ➡ A frame with anchor points and a rotation arrow are displayed around the text.

3. Select **Convert to Curves** in the context menu.

  ➡ A window that informs you that the text will be converted to a graphic element and that you will no longer be able to edit the text properties appears.

4. Click the **OK** button.

  ➡ The dialog window is closed, and the artistic text is converted.

➡ You have successfully converted artistic text to a graphic element. The **Pen** and **Brush** tabs are available in the **Properties** window.

6.4   Applying Image Effects

In Nero CoverDesigner, you can apply a wide range of effects to images.

Proceed as follows:

1. Click the ▷ icon (selection tool) on the toolbar.

2. Select the image that you want to edit.

➡ A frame with anchor points and a rotation arrow are displayed around the text.

3. Click the 🖼 icon.

➡ The **Properties** window is opened.

4. Click the **Effects** button.

➡ A menu is displayed.

5. Choose the desired effect.

➡ A corresponding window containing before and after views opens.

> 💡 For some effects, no window opens; the effect is applied immediately instead, such as with the **Negative** effect.

6. Select the desired value with the slider.

7. Click the **OK** button.

➡ The window is closed. The image area displays the current view of the picture.

8. Add additional effects if you wish.

9. Click the **OK** button.

➡ The **Properties** window is closed. The image in the drawing area is modified to match your new entries.

> 💡 If you are not satisfied with the effect(s), you can undo your last action(s) with the icon 🔄 on the toolbar.
>
> The number of actions that you can undo depends on the value that was entered in the program settings. You can change this value in the **Application Preferences** window (see Application Preferences Window→ 79).

See also

📄 Image Effects →46

6.5   Inserting and Editing a Background

With Nero CoverDesigner, you can insert and edit backgrounds. You can insert or edit the backgrounds for all the cover elements of a document at the same time or insert or edit the background of a cover element separately.

To insert a background and edit its properties, proceed as follows:

1. If you want to insert or edit the background for the current cover element, click the **Object** > **Background Properties** menu.
   If you want to insert or edit the background for all cover elements, click the **Edit** > **Change All Backgrounds** menu.

   ➡ The **Background Properties** window is opened.

2. If you want to create a colored background:

   1. Click the **Brush** tab.
   2. Select a color and a style, if desired.

3. If you want to insert a background picture:

   1. Click the **Image** tab.
   2. Click the **File** button to browse for a picture file.
   3. Click the **Nero MediaBrowser** button to use Nero MediaBrowser for selecting a picture file.

      ➡ The picture is displayed in the **Image** preview area. The **Stretch Mode** area is active.

   4. In the **Stretch Mode** area, specify how the background image is scaled.
   5. Apply any desired effects to the picture.

4. Click the **OK** button.

   ➡ The background is displayed according to your settings.

See also

📄 Image Tab →45

📄 Image Effects →46

📄 Nero MediaBrowser →76

7   Document Data Window

You can view and/or enter document data in the **Document Data** window. Document data determines contents of the dynamic objects track list, directory, and fields that can be applied when designing a cover or label. You can enter the contents, name, etc., of the disc for which you want to create a cover or label.

> When you launch Nero CoverDesigner from another Nero application, the document data is automatically filled in with the information from the disc, if possible.

> You can import data from a Nero AAC file into the document data by selecting **File** > **Import from Nero AAC**.

By default, the document data contains at least the **Document**, **Disk 1** and a data type. You can add additional entries yourself.

You can open the window by clicking the **Data** > **Document Data** menu.
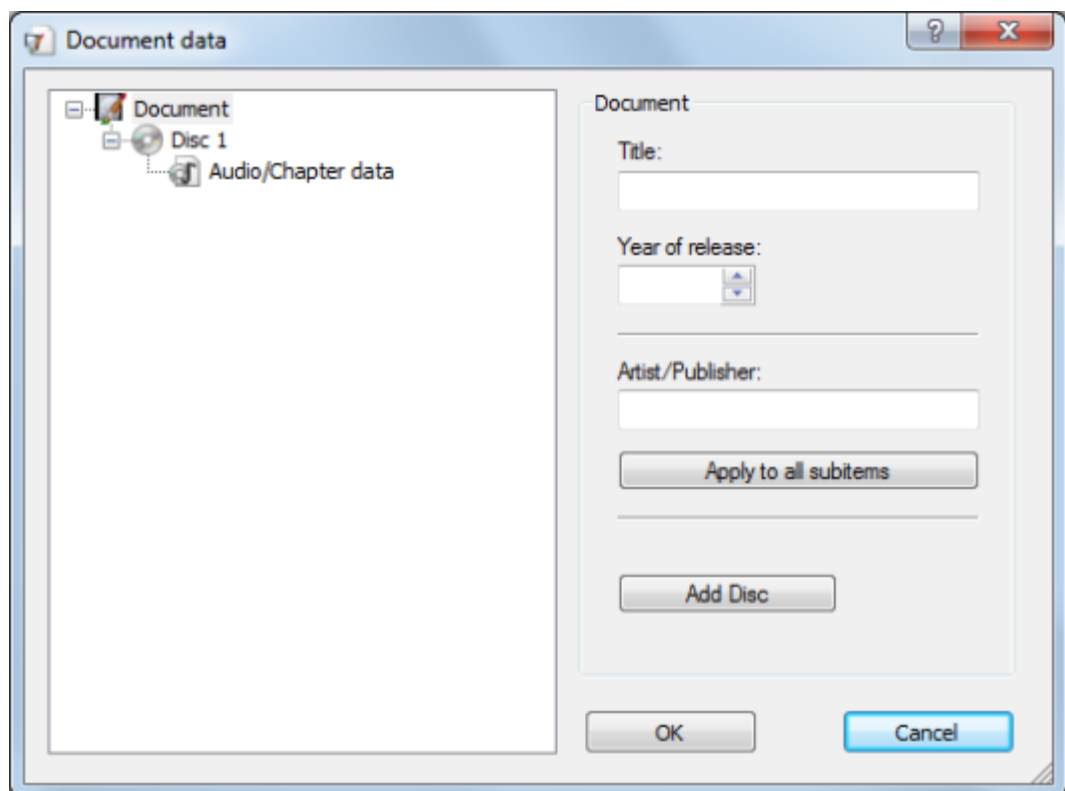
Document data

The window consists of two areas: In the area on the left, the document data elements are displayed in a tree structure; in the area on the right, the input options for the currently selected element are displayed.

The tree structure of the document data can have up to four levels and represents the project or disc structure. You can enter information which can then be used by the dynamic objects on each level.

The top or first level always contains the **Document** element which refers to the entire project.

The next level, the second one, indicates the discs that are contained in the project. You can add up to four discs to the **Document** element. You can specify a disc type for each disc; this entry affects the third and fourth levels. There are four disc types you can choose from:

- **Audio** for the Audio CD disc type
- **Data** for data discs
- **Audio and Data** for the audio and data disc type
- **Video** for video discs

By default, the disc type that you selected when you created the document in the **New Document** window is used for the discs.

The third level contains the data type or types that that are contained on the disc of the selected type. An Audio CD, for example, contains audio files – in other words, the data type **Audio/Chapter Data**. A data disc contains pure data – in other words, the data type **File System**.

The fourth level contains the contents of the disc under its corresponding data type. Audio files (**tracks**), for example, are listed under **Audio/Chapter Data**, and data files under the **File System** data type.

7.1 Document

For the **Document** element, the following input options are available in the **Document** area on the right:

Title	Specifies the title of the document. By default, the document title is applied to the **Subtitle** input field for the disc as well. This information is used for the **Title** field type.
Year of release	Specifies the release year. This information is used for the **Year** field type.
Artist/Publisher	Specifies the artist or publisher. This information is used for the **Artist** field type.
Apply to all subitems	Applies the artist or publisher entry to the corresponding input fields **Artist/Publisher** for the **Disc** and **Artist** for the **Tracks**.
Add Disc	Adds a disc to the document data. Up to four discs can be added. The corresponding tabs from **Disc 1** to **Disc 4** with

	the new cover element for the disc label are added to the document.

7.2 Disc

For the **Disc** element, the following input options are available in the **Disc** area on the right:

Subtitles	Specifies the title of the disc. By default, the document title is applied to the input field. This information is used for the **Disc Title** field type.
Type	Specifies the disc type. Four types are available: **Audio**, **Data**, **Audio and Data** and **Video**. Depending on the selected disc type, the disc will contain different data types on the next level. This information is used for the **Disc Type** field.
Artist/Publisher	Specifies the artist or publisher of the disc. This information is used for the **Disc Artist** field type.
Apply to all subitems	Applies the artist or publisher entry to the **Artist** input field for the tracks.
Delete	Deletes the disc from the document data and its corresponding tab from the document.

7.3 Audio/Chapter Data

Audio/Chapter data appears as an entry for the **Audio**, **Audio and Data**, and **Video** disc types. Information about the track number and total playing time is displayed in the **Audio/Chapter Data** area on the right.

The following buttons are available:

Add Track	Adds a track entry to the data.
Delete All	Deletes all tracks from the data.

7.4 File System

File system data appears as an entry for the **Data**, **Audio and Data**, and **Video** disc types. Information about the number of entries and the total size is displayed in the **File System Data** area on the right.

The following buttons are available:

Add Files	Opens a browser window in which a file can be selected. A new entry is added to the data and the file information is applied.
Delete All	Deletes all file entries from the data.
Add Folder	Opens a browser window in which a folder can be selected. The folder is added to the data as a file entry.

7.5 Video/Picture Data

Video/Picture data appears as an entry for the **Video** disc type. The number of pictures is displayed in the **Video / Screenshot Data** area on the right.

The following buttons are available:

Add Picture	Opens a browser window in which you can select an image. A new entry is added to the data and the file information is automatically applied; the image is stored in the Nero CoverDesigner document.
Delete all	Deletes all file entries from the data.

Adding an Entry

When you add an entry to the data, the information from the entry is applied to the document data, and the data structure is expanded accordingly.

Adding a Picture

If you add a picture, the picture is stored in the document as well. Tracks, folders, and data files are not stored in the document.

7.6 Data Entry

7.6.1 Track/Chapter

For the **Track/Chapter** data entry, the following input options are available in the **Audio Track** area on the right:

Title	Specifies the title of the track.
Artist	Specifies the artist of the track.
Playing time	Specifies the playing time of the track.

Extended Info	Provides additional information about the track.
Delete	Deletes the track entry.

7.6.2 File Information

For the **File Information** data entry, the size and path of the file are displayed in the **File Data** area on the right.

The following input options are available:

Title	Specifies the title of the file.
Path	Displays the origin of the file.
Size	Displays the size of the file in bytes.
Delete	Deletes the file entry.

7.6.3 Picture

For the **Picture File** data entry, the following input options are available in the area on the right:

Title	Specifies the title of the picture.
Delete	Deletes the picture entry.

8   Properties and Background Properties Window

The **Properties** or **Background Properties** window offers numerous configuration options for objects and the background. Different tabs are available depending on the currently selected object.

The **Properties** window for a selected object can be opened with the ⬛ icon. You can edit the object by modifying the configuration options in the window.

The **Background Properties** window can be opened for all backgrounds by selecting **Edit** > **Change All Backgrounds** or for the background of the current cover element by selecting **Object** > **Background Properties** from the menu. You can insert and edit the background with the setting options.

The following tabs are available:
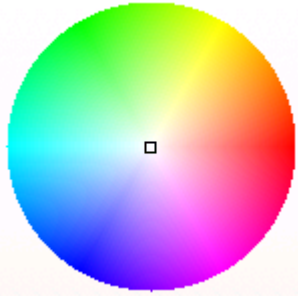
Pen	Specifies whether the object has an outline. You can set the width and color of the outline as well. This tab is available for all objects
Brush	Specifies whether or not the object is filled and with what color. You can set the style and color as well. This tab is available for the rectangle, ellipse, artistic text, text box, track list, directory, and field objects as well as the background.
Text	Determines the content and options for the text. This tab is available for the text and field objects.
Font	Determines the font, style, and size of the text. In addition, you can choose whether the text should be displayed in strikeout, underline and/or small caps. A preview window displays your changes. This tab is available for the text and field objects.
Text box	Allows you to enter and format text. The tab is available for the text box object.
Bend	Bends the object. This tab is available for the text box, track list, and directory objects.
Image	Allows you to select and edit a picture. This tab is available for the picture, text box, track list, and folder objects as well as the background.
Import Image	Provides import functions for pictures. This feature is particularly useful for creating templates. For example, here you can determine whether a preview picture is automatically displayed when you start Nero CoverDesigner by way of Nero Burning ROM and have created an appropriate compilation there.

	This tab is available for the image object.
Tracks	Provides options for the contents and appearance of the track list.
Directory	Provides options for the contents and appearance of the directory.
Field	Provides options for the contents and appearance of fields.

8.1 Pen Tab

The **Pen** tab provides settings for the object outline.

The following setting options are available:

☒	Activates the outline.
Width	Determines the width of the outline.
Color	Shows the color of the outline. You can set the color with the color circle, the brightness slider, or the input fields in the **Select Color** area.
Color Circle	Determines the color of the outline. You can move the small square in the middle of the color circle. This determines the color. You can see which color has been selected in the **Color** display field.
Brightness Slider	Determines the brightness of the outline color. You set the desired value with the slider. You can see the brightness that has been selected in the **Color** display field.

Hue	Sets the hue. You can enter a value between 0 and 255. The square moves around the radius of the color circle counterclockwise, beginning on the right with the value 0 = red.
Saturation	Defines the saturation of the color. You can enter a value between 0 and 255. The square moves across the color circle in a straight line towards the exterior. A saturation of 255 means that one color component has a value of 255 and the other two both have a value of 0.
Brightness	Determines the brightness of the color. You can enter a value between 0 and 255. The brightness slider moves upwards or downwards. 255 means maximum brightness.
Red	Defines the red component of the color. You can enter a value between 0 and 255. 255 being completely red.
Green	Defines the green component of the color. You can enter a value between 0 and 255. 255 being completely green.
Blue	Defines the blue component of the color. You can enter a value between 0 and 255. 255 being completely blue.

If the red, green, and blue components are equal, then the outline color is black (brightness 0), white (brightness 255), or gray (brightness value between 0 and 255).

8.2   Brush Tab
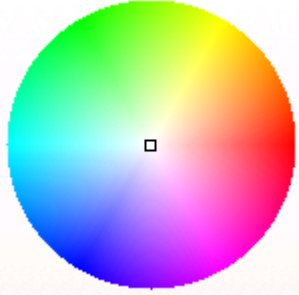
The **Brush** tab provides configuration options for the object filling.

The following setting options are available:

![X button]	Activates filling. When the brush option is deactivated, the background of the object is transparent.
Style	Selects a style. A style is always a mixture of two colors: the foreground and background color. No style is selected by default.
Foreground	Displays the foreground color. Click the button to change the foreground color, i.e., apply any changes you make in the **Select Color** area to the foreground color. The button displays the fill color if no style has been selected.
Background	Displays the background color. Click the button to change the background color, i.e., apply any changes you make in the

	Select Color area to the background color. The button is grayed out if no style has been selected.
Color Circle 	Determines the fill color. You can move the small square in the middle of the color circle. This determines the color. You can see which color has been selected in the **Color** display field.
Brightness Slider 	Determines the brightness of the outline color. You set the desired value with the slider. You can see the brightness that has been selected in the **Color** display field.
Hue	Sets the hue. You can enter a value between 0 and 255. The square moves around the radius of the color circle counterclockwise beginning on the right with the value 0 = red.
Saturation	Defines the saturation of the color. You can enter a value between 0 and 255. The square moves across the color circle in a straight line towards the exterior. A saturation of 255 means that one color component has a value of 255 and the other two both have a value of 0.
Brightness	Determines the brightness of the color. You can enter a value between 0 and 255. The brightness slider moves upwards or downwards. 255 means maximum brightness.
Red	Defines the red component of the color. You can enter a value between 0 and 255. 255 being completely red.
Green	Defines the green component of the color. You can enter a value between 0 and 255. 255 being completely green.
Blue	Defines the blue component of the color. You can enter a value between 0 and 255. 255 being completely blue.

8.3   Text Tab

The **Text** tab provides configuration options and determines the content of the **Text** and **Field** objects.

The following setting options are available:

Read-only	If the input field in the **Content** area is grayed out, the text can no longer be modified. This option is particularly useful when you are creating templates.
Bent	Bends the text with the lower edge around a midpoint.
Rotate the text by 180 degrees	Rotates the text by 180 degrees, i.e., the text is rotated with its top edge around the midpoint. This option is only available if the **Bent** check box is selected.
Content	Defines the contents of the text. For **Field** objects, this option is grayed out because the contents are dynamically generated from the document data.

See also

▤ Creating a Template →58

8.4   Text Box Tab

You enter the contents of the text box on the **Text Box** tab. Unlike artistic text, a line break is possible in a text box. The usual text editing options are available: font and size selection, bold face, italics, underline, align, color, copy, and paste.

The following check boxes are available:

Fit to shape	Displays the text in the editable area only, even if the text box lies partially outside. The font size is not changed.
Read-only	Grays out the contents of the tab so that the text can no longer be modified. This option is particularly useful when you are creating templates.

See also

▤ Creating a Template →58

8.5   Bend Tab

The following check boxes are available on the **Bend** tab:

Bend object	Bends the text with the lower edge around a midpoint.
Rotate the text by 180 degrees	Rotates the text by 180 degrees, i.e., the text is rotated with its top edge around the midpoint. This option is only available if the **Bend object** check box is selected.

8.6   Image Tab

On the **Image** tab, you can select a picture and edit it if you wish. A preview of the picture is displayed in the **Image** area. The **Name** field displays the name of the file.
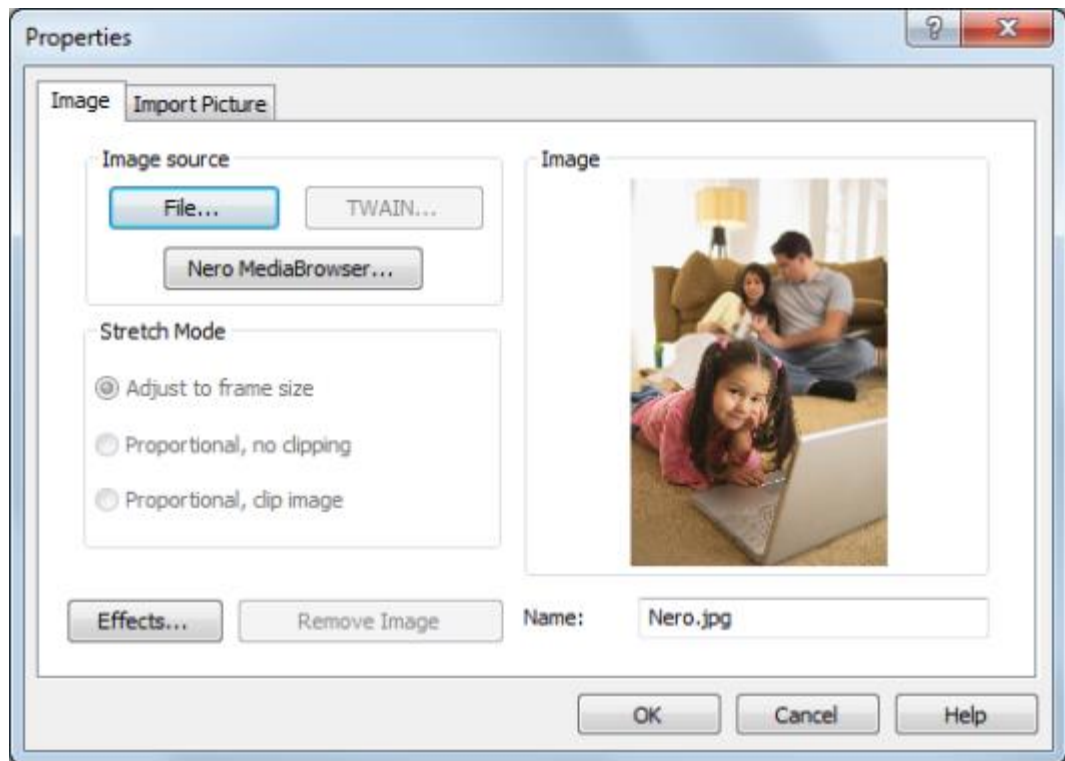
Image Tab

The following configuration options are available in the **Image source** area:

Button	
File	Opens a browser window, where a picture file can be selected.

Button **Nero MediaBrowser**	Opens Nero MediaBrowser where you can select a picture.

The following configuration options are available in the **Stretch Mode** area:

Option button **Adjust to frame size**	Adjusts the picture to match the background or frame size. If the background or frame is larger or smaller than the image, the image is expanded or reduced in size accordingly. This means that the width and/or length of the image may be distorted.
Option button **Proportional, no clipping**	Adjusts the picture proportionally to the background or frame size; the ratio of the width and length of the image (aspect ratio) remains the same. If the background or frame is larger or smaller than the image, blank areas may appear above/below or on the left/right of the image. The longest side determines how the image is resized.
Option button **Proportional, clip image**	Adjusts the picture proportionally to the background or frame size; the ratio of the width and length of the image (aspect ratio) remains the same. If the background or frame is larger or smaller than the image, areas may be clipped above/below or on the left/right of the image. The shortest side determines how the image is resized.

The following setting options are available:

Button **Effects**	Opens a menu where you can select different effects to apply to the picture.
Button **Remove Image**	Removes the picture.

8.7 Image Effects

There are several effects for pictures available in Nero CoverDesigner.

Adjust effect:

Brightness	Opens the **Brightness** window with before and after views of the picture. Move the **Brightness** slider left or right to darken or lighten the picture.
Contrast	Opens the **Contrast** window with before and after views of the picture. Move the **Contrast** slider left or right to increase or decrease the contrast of the picture.

Gamma	Opens the **Gamma** window with before and after views of the picture. Move the **Gamma** slider left or right to darken or lighten the midtones of the picture.
Equalizer	Applies the **Equalize** effect to a picture. This effect distributes the brightness values of the colors uniformly. This effect is appropriate for adjusting a picture that is too light or dark. It is also useful for making objects in the shadows more visible.

Filter effect:

Emboss	Creates an embossed version of the picture.
Erode	Generates a watercolor version of the picture, making the picture softer and coarser.
Mosaic	Opens the **Mosaic** window with before and after views of the picture. Move the **Mosaic** slider to the right to make the picture coarser, creating a mosaic effect.
Outline	Draws the edges of the surfaces in the picture, generating an outline effect.
Parabolic > Convex	Generates a convex view.
Parabolic > Concave	Generates a concave view.
Posterize	Opens the **Posterize** window with before and after views of the picture. Move the **Posterize** slider right or left to create an oil painting effect.
Sharpen	Opens the **Sharpen** window with before and after views of the picture. Move the **Sharpness** slider to the right to make the picture sharper and harder.
Soften	Opens the **Soften** window with before and after views of the picture. Move the **Soften** slider to the right to make the picture softer and less focused. In doing so, areas are merged together.
Solarize	Opens the **Solarize** window with before and after views of the picture. Move the **Solarize** slider to the left to strengthen the lighting effect. Move the slider completely to the left to invert the values and create a negative.

Flip effect:

Horizontal	Flips the image horizontally, making it appear as the mirror image.
Vertical	Flips the image vertically, the image appears upside down.

Other effects:

Negative	Creates a negative of the image.
Pinch	Opens the **Pinch** window with before and after views of the picture. Move the **Pinch** slider right or left to pinch or bloat the picture from the center.
Swirl	Opens the **Swirl** window with before and after views of the image. Move the **Swirl** slider right or left to swirl the image to the right or left.
Rotate	Opens the **Rotate** window with before and after views of the image. Move the Rotate slider to the right to rotate the image by 90°, 180° or 270°.

8.8   Import Picture Tab

The **Import Picture** tab provides the following setting options:

Import picture, if possible	Activates the **Picture to import** drop-down menu.
Picture to import	Selects the picture that should be imported. The following entries are available: **Nothing**: No picture is imported. **Video Picture**: Imports a picture that you have added to the **Video/Picture Data** entry in the document data. You can determine which picture is imported with the **Disc Number** and **Picture Number** fields. **CoverArt**: Imports a picture from a Nero AAC file (if it is technically possible).
Import original picture	Imports the specified picture. If the picture has been modified, you can use this button to import the original picture again.

8.9   Tracks and Folder Tab

On the **Tracks** and **Folder** tabs, you can determine the appearance of the track list or folder and select which contents are displayed. The track list contains information from audio files,

the folder contains information from data files. You cannot enter text in the track list/folder yourself – the contents are taken from the document data.
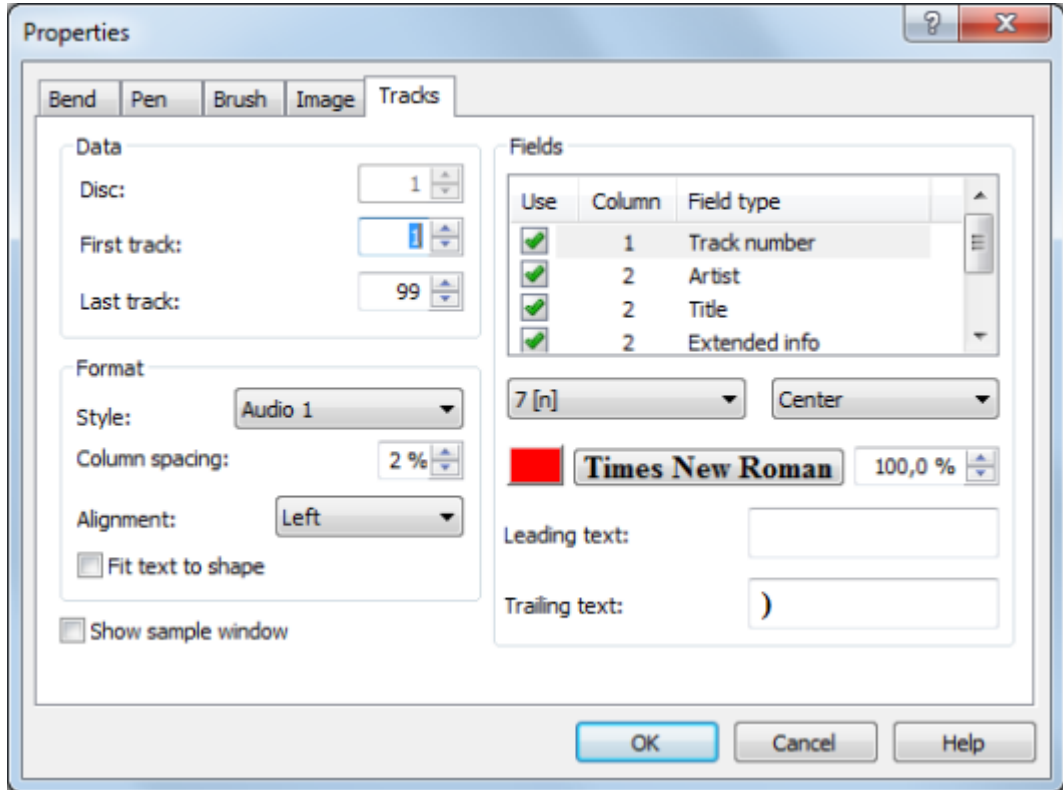
<div align="right">Tracks/Folder Tab</div>

The following configuration options are available:

Check box **Show sample window**	Opens the **Sample** preview window. Clear the check box to close the preview window.

The following configuration options are available in the **Data** area:

Input field **Disc**	Specifeies the disc that the information should be taken from. Only active if more than one disc has been entered in the document data.
Input field **First track/Entry**	Specifies which audio/data file the track list / folder should begin at.
Input field **Last track/Entry**	Specifies which audio/data file the track list / folder should end at.

The following configuration options are available in the **Format** area:

Drop-down menu **Style**	Selects a predefined style with which to display the track list / folder. The style can be modified in the **Fields** area.
Input field **Column spacing**	Sets the column spacing in percent.
Drop-down menu **Alignment**	Specifies the alignment of the text.
Check box **Fit text to shape**	Displays the text in the editable area only, even if the track list / folder lies partially outside. The font size is adjusted if necessary. This is particulary useful if you want to assign another paper stock later on.

The following configuration options are available in the **Fields** area:

Selection list	Displays the fields that are available in the selected style, such as track number or file path. The meaning of each column is as follows: **Use**: The field is visible in the track list / folder. If the check box is cleared, the field is not visible in the track list/folder. **Column**: Indicates the column that the field will be displayed in. **Field Type**: Indicates the field type, e.g., track number or title.
Left drop-down menu	Selects a format for the selected field. Text can be displayed normally, with uppercase letters, with lowercase letters, or reversed. Numbers can be displayed as single digits, double digits, or Roman numerals. Playing times can be displayed in different formats, e.g., in seconds, M:SS, H:MM:SS, etc. File sizes can be displayed in bytes, KB or MB.
Right drop-down menu	Selects the alignment for the selected field. The alignment always refers to the full column that the field is in.
	Opens the **Select Color** window so that you can define a color for the selected field. The window is the same as the one for the **Select Color** area on the **Pen** and **Brush** tabs. The button shows the currently selected color.

Times New Roman	Opens the **Font** window so that you can choose a font, style, and effects for the selected field. You can also specify the character set to use in the **Script** drop-down menu. A preview of the text is displayed in the **Sample** area. The button displays the currently selected font.
Percent input field	Specifies a relative font size in percent for the selected field.
Input field **Leading Text**	Specifies a relative font size in percent for the selected field.
Input field **Trailing Text**	Specifies the text that should appear after the selected field in the track list / folder.

See also

 Brush Tab →41

8.10 Field Tab

The **Field** tab provides setting options for fields. Fields take their content from the document data for the most part. The **Field** tab consists of the **Field Type** selection list, the **Options** area, and a check box.

All of the field types are listed in the **Field Type** selection list. The **Options** area refers to the selected field type. Not all setting options are available for each field type.

The following setting options are generally available: .

Field type	Specifies the field type. The following field types are available: Title, Artist, Disc type, Year, Disc Title, Disc Artist, Number of Tracks, Total Playing Time, Total Size of Files, Last Save Date, Print Date, and Custom Text.
Check box **Fixed Size**	Specifies that the text has a fixed height, even if the size of the frame is modified. The text height is based on the font size that is specified on the **Font** tab. If the check box is cleared, the text size is adjusted to match the frame size and vice versa. This feature is not available for bent text.

The following configuration options are available in the **Options** area:

Drop-down menu **Alignment**	Specifies the alignment of the selected field type in the frame.

Drop-down menu **Disc**	Specifies which disc the selected field type refers to.
Drop-down menu **Time format**	Specifies the format for the playing time.
Drop-down menu **Size format**	Specifies the format for the file size.
Drop-down menu **Date format**	Specifies the format for the date.
Input text **Custom text**	Specifies the text for the **Custom text** field type.
Input text **Leading text**	Specifies the text that appears in front of the selected field type.
Input text **Trailing text**	Specifies the text that should appear after the selected field type.

The field type that you select in the **Field Type** selection list is applied to the inserted field even if you assigned a different field type beforehand.

9   Geometry Window

The position, size, and rotation of an object are determined in the **Geometry** window. You can open the window by clicking the **Object** > **Geometry** menu.
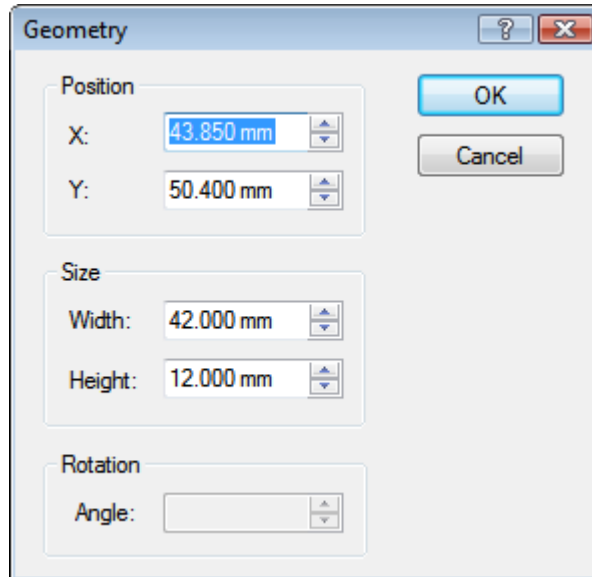
Geometry window

The following input fields are available in the **Position** area:

X	Specifies the X coordinate of the top left point of the frame.
Y	Specifies the Y coordinate of the top left point of the frame.

The following input fields are available in the **Size** area:

Width	Specifies the width of the object in millimeters.
Height	Specifies the height of the object in millimeters.

The following input field is available in the **Rotation** area:

Angle	Specifies the angle of rotation.

9.1   Geometry Window for Bent Objects

For bent objects, the position of the center and the position of the object in terms of the center are specified in the **Geometry** window. You can open the window by clicking the **Object** > **Geometry** menu.
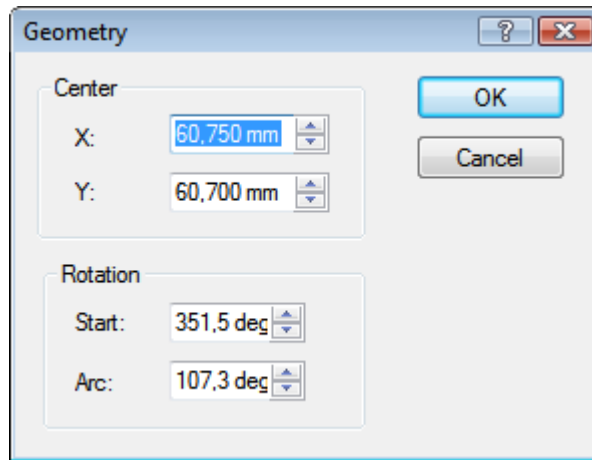
Geometry window for bent objects

The following input fields are available in the **Center** area:

X	Specifies the X coordinate of the center point (which the object is rotated around).
Y	Specifies the Y coordinate of the center point (which the object is rotated around).

The following input fields are available in the **Rotation** area:

Start	Specifies the position of the text in relation to the center point. The starting point of the text is the left edge of the first character. The division into degrees is the one commonly used in mathematics: 0 degrees is on the right at the height of the midpoint and the units progress in a counterclockwise direction.
Arc	Specifies the arc to apply to the text. Selecting 180 degress, for example, bends the text in a semicircle.

10 Align Elements Window

The **Align Elements** window aligns objects relative to the page, i.e., the editable drawing area, or another object. You can open the window by clicking the **Object** > **Align** menu.

> This feature is not available for bent objects.
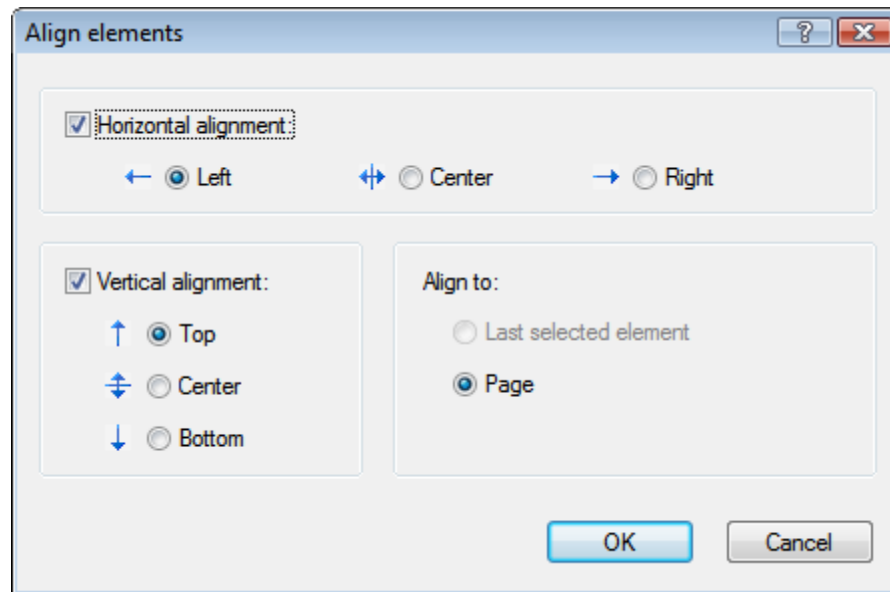
Align Elements window

This window contains the following check boxes and option buttons:

Check box **Horizontal alignment**	Specifies the horizontal alignment. There are three option buttons: **Left**: Aligns the object along the left edge. **Center**: Centers the object. **Right**: Aligns the object along the right edge.
Check box **Vertical alignment**	Specifies the vertical alignment. There are three option buttons: **Top**: Aligns the object along the top edge. **Center**: Centers the object. **Bottom**: Aligns the object along the bottom edge.
Option button **Last Selected Element**	Aligns the object with another one. In order to use this feature, two objects must be selected; the object that was selected last will be aligned in relation to the first. This feature is useful for positioning two objects on top of one another, e.g., text on a picture.

Option button **Page**	Aligns the object to the page, i.e., to the editable area.

11   Design Tools

11.1 Grid

A grid can be used to position objects. In Nero CoverDesigner, the grid is displayed as a series of dots with equal horizontal and vertical spacing.

The following options are available in the **View** menu of Nero CoverDesigner:

Show Grid	Displays the grid.
Snap to Grid	Snaps objects to the grid. Objects are snapped to the grid points when they are moved or drawn near them.
Grid Setup	Displays the **Grid Setup** window where you can specify the horizontal and vertical spacing of the grid points.

11.2 Guidelines

Guidelines are lines that can be used to help position objects. In Nero CoverDesigner, guidelines are displayed as dashed blue lines.

The following options are available in the **View** menu of Nero CoverDesigner:

Entry **Show Guidelines**	Displays the guidelines.
Entry **Snap to Guidelines**	Aligns objects along the guidelines. Objects are snapped to the guidelines when they are moved or drawn near them.
Entry **Set Up Guidelines**	Opens the **Set Up Guidelines** window, where you can create horizontal and/or vertical guidelines.

Creating Guidelines Manually
You can create guidelines manually by clicking on the horizontal or vertical ruler and dragging a guideline onto the drawing area.

12   Creating and Editing a Template

12.1 Creating a Template

With Nero CoverDesigner, you can create your own templates.

> Document data is not saved when the document is saved as a template.

To do this, proceed as follows:

1. Click the 📄 icon on the toolbar.

   ➡ The **New document** window is opened.

2. Select the document type and an empty or predesigned template.
3. Select the **Create new template** check box.
4. Click the **OK** button.

   ➡ The **New document** window is closed and the predefined cover elements for the selected document type are displayed in the drawing area.

   > If you selected the **Custom** document type, you can add new cover elements by selecting **Edit** > **Insert New Page** from the menu.

5. Design the document as desired.
6. Select **File** > **Save** from the menu.

   ➡ The **Save As** window is opened.

7. If the **My Documents** folder is displayed, select the Nero CoverDesigner **Templates** folder from the **Save In** drop-down menu.
8. Enter a file name and click the **Save** button.

   > Even if you did not select the **Create New Template** check box at the beginning, you can still create a template. In this case, simply select **Save as Template** from the **File** menu. Make certain that you save the template file in the Nero CoverDesigner **Templates** folder so that it appears in the template list.

   ➡ The template file is saved under the selected name. It will now be available in the template list of the **New Document** window under the document and disc type that you selected when you created it or whose cover elements were contained in the template file.

   > The default path for Nero CoverDesigner template is under **Program Files** > **Nero** > **Nero 11** > **Nero CoverDesigner** > **Templates**. You can change the path in the **Application options** window on the **Folders** tab.

12.2 Modifying a Template

You can modify templates in Nero CoverDesigner.

Proceed as follows:

1. Click the **File** > **Open** menu.

➡ A browser window is opened.

2. Select the desired Nero CoverDesigner template file (*.nct) from the Nero CoverDesigner **Templates** folder and then click the **Open** button.

➡ The browser window is closed. A window asking if you want to edit the template is opened.

3. Click the **Yes** button.

➡ The template document is opened.

4. Edit the document as desired.

5. Click the button.

➡ The changes are saved in the template. You can now close the template and use it to create a new document.

13   Saving a Document

You can save a document that you have created in Nero CoverDesigner.This saves all of the document's cover elements and any document data that you have entered.

To save a document, proceed as follows:

1. Select **File** > **Save** from the menu.
   ➡ The **Save As** window is opened.
2. Enter the file name and path to save the file under.
3. Click the **Save** button.

   ➡ The **Save As** window is closed and the document is saved.

14   Storing a Cover in a Nero AAC File

With Nero CoverDesigner, you can save an album cover in a Nero AAC file. Nero AAC is an MPEG-4 storage format for audio and video files that can contain additional information. It was developed by Nero AG. The designed cover element is stored in the file as cover art. This means that an image of your final cover element design is created and saved as a background image.

> Any existing cover elements of the same type (e.g., a booklet) in the Nero AAC file are overwritten. We recommend that you create a Nero AAC document beforehand (see Creating a Nero AAC Document→ 24), to see whether any cover art has been stored in the Nero AAC file already.

The following requirement must be fulfilled:

▲ You have created a document complete with designed cover elements.

To save a cover in a Nero AAC file, proceed as follows:

1. Click the **File** > **Export to Nero AAC** menu.

   ➡ The **Save As** window is opened.

2. Select the Nero AAC file that you want to save the cover in.

3. Click the **Save** button.

   ➡ The cover elements are saved in the Nero AAC file. You can now use the Nero AAC file to create a Nero AAC document that contains the stored cover elements.

See also

▤ Creating a Nero AAC Document →24

15   Printing the Document

The following requirement must be fulfilled:

▲ You have already opened a document.

To print a document or part of it, proceed as follows:

1. Click the **File** > **Print** menu.

➡ The **Print** window is opened.

2. Select a printer on the **General** tab.

3. Select the desired options on the **Properties** tab.

4. Select the cover elements that should be printed on the **Elements** tab.

5. If you have assigned different paper stocks to the cover elements, check below the preview area to see in which order the paper stock will be printed. Insert the paper/media in the printer in the correct order.

6. Click the **OK** button.

➡ The document or selected cover elements are printed.

15.1 Print Window

You set the print options for the document in the **Print** window prior to printing.

The window consists of three tabs:

General	Allows you to select a printer.
Properties	Provides setting options for printing paper borders and crop marks as well as for bleeding.
Elements	Selects the cover elements for printing.

15.1.1 Properties Tab

The **Properties** tab contains three areas: **Print Borders**, **Print Crop Marks**, and **Miscellaneous**.
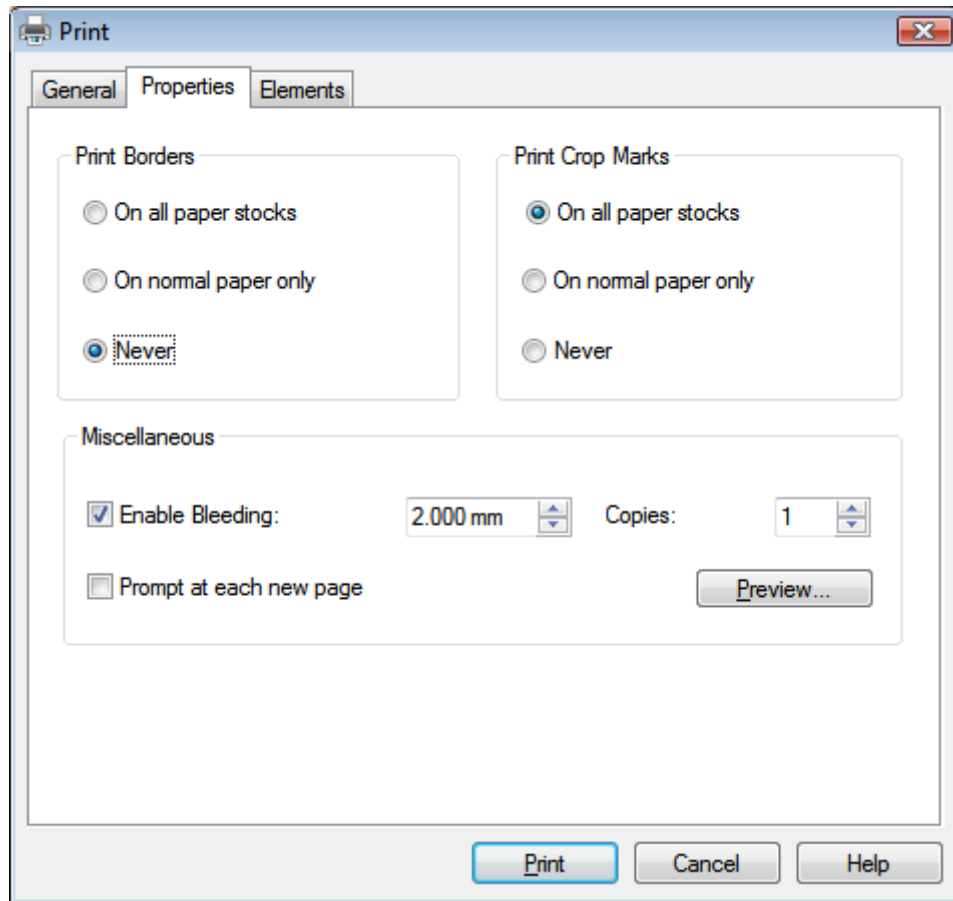
Print window, Properties tab

The following configuration options are available in the **Print Borders** area:

Option button **On all paper stocks**	Prints borders for all paper stocks.
Option button **On normal paper only**	Prints borders on normal paper stock only.
Option button **Never**	Never prints paper borders.

The following configuration options are available in the **Print Crop Marks** area:

Option button **On all paper stocks**	Prints crop marks for all paper stocks.
Option button **On normal paper only**	Prints crop marks on normal paper stock only.

Option button **Never**	Never prints crop marks.

The following configuration options are available in the **Miscellaneous** area:

Check box/ Input field **Enable Bleeding**	Enables bleeding and specifies how far beyond the edge of the cover element printing will occur.
Check box **Prompt at each new page**	Specifies that printing must be confirmed for each new page.
Input field **Copies**	Specifies how many times the document should be printed.
Button **Preview**	Opens the **Print Preview** window.

15.1.2 Elements Tab

The **Elements** tab contains a selection list, a preview area, and configuration options. You can select the cover elements to print in the selection list.

The preview area shows how the cover elements that are to be printed will appear on the page. The paper stock that the currently displayed cover elements will be printed on is displayed below the preview area. Cover elements that will be printed are displayed in blue - cover elements that will not be printed are displayed in gray.
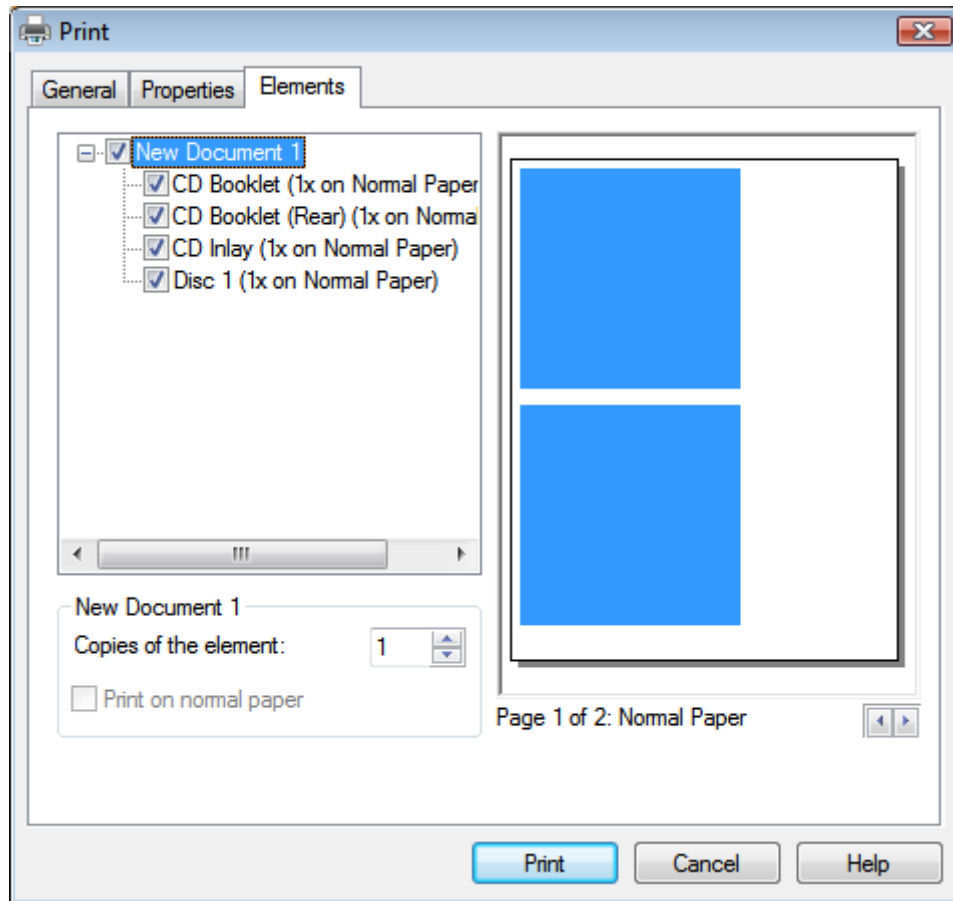
Print window, Elements tab

The following configuration options are available on the **Elements** tab:

Input field **Copies of the Element**	Specifies how many times the selected cover element should be printed.
Check box **Print on normal paper**	Prints the selected cover element on normal paper. This check box is only available if the normal paper stock has not been assigned to the cover element.

16   Print Settings and Paper Stocks

16.1 Printer Calibration

With Nero CoverDesigner, you can calibrate your printer to ensure precise print alignments. We recommend that you calibrate your printer once after you have selected the paper stock and printer.

To calibrate you printer, proceed as follows:

1. Prior to calibration, select the desired paper stock and the printer.
2. Click the **File** > **Options** menu.

   ➡ The **Application options** window is opened.
3. Click the **Printing** tab.
4. Click the **Print Calibration Sheet** button.

   ➡ The calibration sheet is printed.
5. Fold the calibration sheet in the middle horizontally and vertically.
6. Unfold the calibration sheet and read the values at which both fold lines cross the axis.
7. If the fold lines do not cross in the middle of the axis, enter the horizontal and vertical values from the calibration page in the **Printing offsets (horizontal / vertical)** input fields on the **Printing** tab.
8. Repeat steps 4 to 6 to check the new entries. If the fold lines cross in the middle of the axis, proceed to the next step. Otherwise repeat the previous step.
9. Click the **OK** button.

   ➡ The **Application options** window is closed. The calibration settings are saved, and your printer is now calibrated.

16.2 Paper Stocks Window

In the **Paper Stocks** window you can view predefined paper stocks or create your own custom ones. You can open the window by clicking the **File** > **Paper Stocks** menu.

User-defined paper stocks are useful for modifying the size and depiction of a cover element.

Predefined paper stocks have been set to match the manufacturer's specifications for labels and papers. For example, some special papers can require a specific placement and position of the cover element. Or labels may have different sizes.

You can select the paper stocks that are listed here or that you create in the main screen area and assign them to the current cover element.

The window consists of three areas. User-defined and predefined paper stocks are displayed in a selection list in the area on the left. Each paper stock can contain one or more labels. These labels correspond to the cover elements in Nero CoverDesigner.

Setting options for the user-defined paper stocks are displayed in the middle area. These setting options are grayed out for the predefined paper stocks.

The size and position of the cover elements are displayed in the preview area on the right.
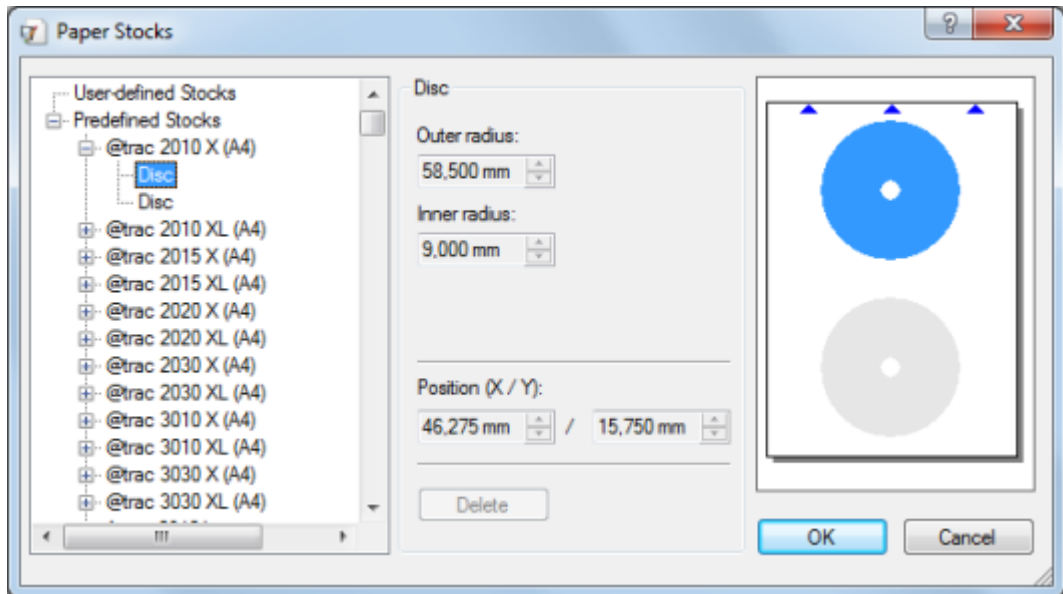
Paper Stocks window

The following configuration options are available in the **User-defined Paper Stock** entry:

Add Stock	Adds a new paper stock.
Import	Imports a definition file for paper stock in DAT format. New paper stocks are added to the user-defined paper stocks.
Export	Exports a definition file for paper stock in DAT format. All user-defined paper stocks are exported.

The following configuration options are available in the paper stock entry:

Name	Specifies the name of the paper stock.
Width/Height	Specifies the width and height.
Portrait	Specifies that the paper is printed in portrait mode.
Landscape	Specifies that the paper is printed in landscape mode.
Add Item	Displays a selection list that you can use to select a cover element. The selected cover element is added to the paper stock.
Delete Stock	Deletes the current paper stock.

The following configuration options are available in the item / cover element entry for **Booklets** and **Inlays**:

Width/Height	Specifies the width and height.
Position (X/Y)	Specifies the postion of the cover element on the paper that was defined in the paper stock profile.
Spine width	Specifies the width of the spine, i.e., the middle part of the inlay. The input field is available for all inlays.
Rear width	Specifies the width of the rear part, i.e., the part that is folded around. This input field is available for the Maxi Booklet and the Mini CD Inlay (Rear) cover elements.

The following configuration options are available in the item / cover element entry for **Disc** and **Mini-CD**:

Outer radius	Specifies the outer radius and therefore the size of the printable area (disc edge).
Inner radius	Specifies the inner radius and therefore the size of the unprintable area (disc hole).
Position (X/Y)	Specifies the postion of the cover element on the paper that was defined in the paper stock profile.

The following configuration options are available in the item / cover element entry for **Biz Cards**:

Width/Height	Specifies the width and height. This field is available for Biz Card Envelope and Biz Card (rectangular).
Indentation Radius	Specifies the radius of the flap. This field is available for the Biz Card Envelope.
Strap Width	Specifies the width of the folded seam. This field is available for the Biz Card Envelope.
Radius of Outer Boundary	Specifies the outer radius and therefore the size of the printable area (disc edge). This field is available for the Biz Card.

Center Hole Radius	Specifies the inner radius and therefore the size of the unprintable area. This input field is available for Biz Card and Biz Card (rectangular).
Bounding Rectangle (X/Y)	Specifies the size of the rectangle and therefore the oval form of the business card. This field is available for the Biz Card.
Rounded Corners (X/Y)	Specifies the radius of the rounded corners on the disc. This field is available for the Biz Card (rectangular).
Position (X/Y)	Specifies the position of the cover element on the paper that was defined in the paper stock profile.

16.3 Creating a Paper Stock Profile

With Nero CoverDesigner, you can create your own custom paper stocks. User-defined paper stocks are available in the main screen area for cover elements that have been added as labels to the paper stock.

> The creation of user-defined paper stocks is useful for designing covers and labels whose dimensions vary from standard measurements.

To create a paper stock, proceed as follows:

1. Click the **File** > **Paper Stocks** menu.

   ➡ The **Paper Stocks** window is opened.

2. Select the **User-defined Stocks** entry in the selection list.

3. Click the **Add Stock** button in the **Paper Stocks** area.

   ➡ A **Stock 1** subentry is added to the **User-defined Stocks** entry.

4. Select the **Stock 1** subentry.

   ➡ The **Paper Stock** area is displayed.

5. Enter the name and dimensions of the paper stock in the **Paper Stock** area.

6. Click the **Add Item** button.

   ➡ A selection list of cover elements is displayed.

7. Select the cover element that you want to add to the paper stock.

   ➡ The selected cover element is added to the paper stock.

8. Select the inserted cover element.

9. Specify the desired dimensions such as the height/width and position of the cover element

on the paper in the area in the middle.

10. Repeat the four previous steps for each cover element that you want to add to the paper stock.

11. Click the **OK** button.

➡ The **Paper Stocks** window is closed.

   ➡ The paper stock is saved and is now available for the selected cover elements in the drop-down menu of the **View** toolbar.

See also

- 📄 Application Options Window →79
- 📄 Paper Stocks Window →66

16.4 Default Paper Stock Settings

On the **Paper Stocks** tab in the **Application options** window, you can set the default settings for paper stocks.

The following setting options are available:

Selection list and Drop-down menu **Paper Stocks**	Specifies a default paper stock for the selected cover element.
Check box **Print elements by default**	Selects all cover elements of a document for printing by default. If you clear this check box, you must select the cover elements in the **Print** window manually before you print.
Check box **Show default label metrics**	Displays the normal disc size when you assign a paper stock with a radius that deviates from the standard value to a cover element.

17 Printing LightScribe Label

If you have a LightScribe recorder connected, you can also print the label side of a LightScribe CD/DVD with Nero CoverDesigner. The label side of the disc has a special color or thermal layer which is heated by the laser in the recorder so that pictures and text are printed.

> This function is only available when Nero 2015 is installed. You can purchase Nero 2015 and other products of Nero at www.nero.com.

> This function is only available in recorders that support LightScribe technology.

To print a LightScribe label, proceed as follows:

1. Create a new document with the **LightScribe** document type.

➡ The document contains a **Disc 1** tab with the cover element for the disc label.

2. Design the disc label as desired.

3. Click the ⊖ icon on the toolbar.

➡ The **LightScribe Print Properties** window is opened.

4. Set the desired print options.

5. Insert a recordable LightScribe disc into the LightScribe recorder with the label side facing down.

6. Click the **Print** button.

➡ The printing process begins. You can monitor the process status with the progress bar. As soon as the printing is finished, the **Nero – LightScribe** window is opened and displays a message about the result of the printing process.

7. Click the **OK** button.

➡ You have successfully created and printed a custom LightScribe label.

17.1 LightScribe Print Properties Window

You can customize the print properties of your LightScribe label to suit your requirements in the **LightScribe Print Properties** window.
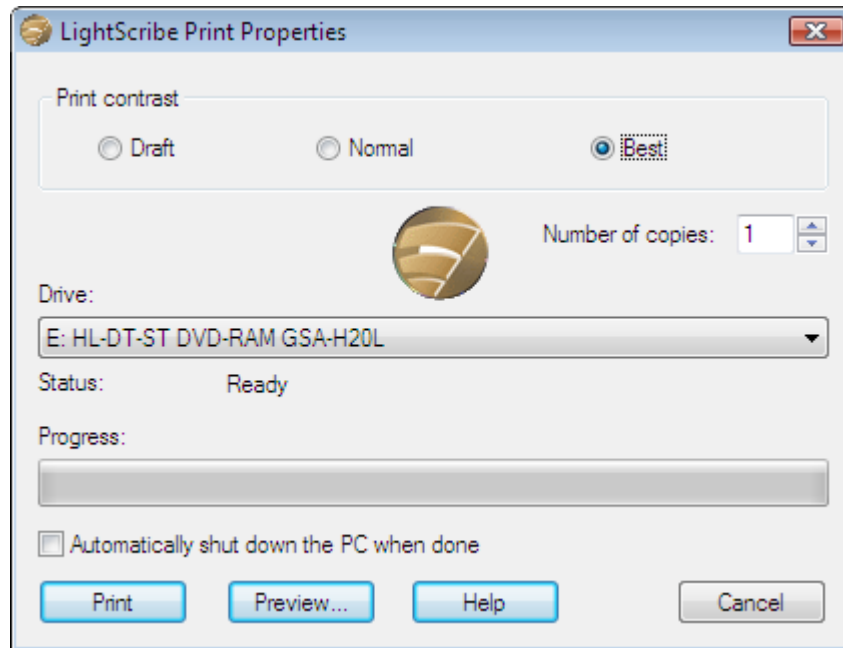
LightScribe Print Properties window

The following options are available:

Area **Print contrast**	Adjusts the desired print quality. This option button is set to **Normal** by default.
Input field **Number of copies**	Defines the number of copies you require.
Drop-down menu **Drive**	Defines the desired recorder. Available only if multiple LightScribe recorders are available.
Check box **Automatically shut down the PC when done**	Shuts down the computer after the label has been printed (if possible).
Button **Print**	Starts printing the label.
Button **Preview**	Opens the **LightScribe Print Preview** dialog box. A print preview of the label is displayed here.

18   Printing Labelflash Label

You can print a label on the label and/or data side of a Labelflash DVD with Nero CoverDesigner.

> ⚠ This function is only available when Nero 2015 is installed. You can purchase Nero 2015 and other products of Nero at www.nero.com.

> 💡 This feature is only available with a Labelflash recorder.

To print a Labelflash label on the label side or a DiskT@2 on the data side of your DVD, proceed as follows:

1. Create a new document with any document type, e.g. **Standard**.
2. Click the **Disc 1** tab.
3. Edit the disc label as desired.
4. Click the 🎯 icon on the toolbar.

   ➡ The **Labelflash Print Properties** window is opened.
5. Set the desired print options.
6. Select the side that you want to print on.

   ➡ The logo in the bottom left corner displays the corresponding Labelflash or DiskT@2 logo.
7. If you want to print a Labelflash label on the label side, insert a blank Labelflash disc in the recorder with the label side facing down. If you want to print a DiskT@2 on the data side, insert a blank Labelflash disc with the data side facing down in the recorder.
8. Click the **OK** button.

   ➡ The **Labelflash Print** or **DiskT@2 Print** window is opened and the print process starts. You can monitor the process status with the progress bar. As soon as printing is finished, a window is opened, indicating the result of the printing process.
9. Click the **OK** button.

   ➡ You have successfully created and printed a custom Labelflash label or a DiskT@2.

See also

📄 Creating a New Document or Image Document →24

18.1 Labelflash Print Properties Window

You can customize the print properties of your Labelflash label to suit your requirements in the **Labelflash Print Properties** window.
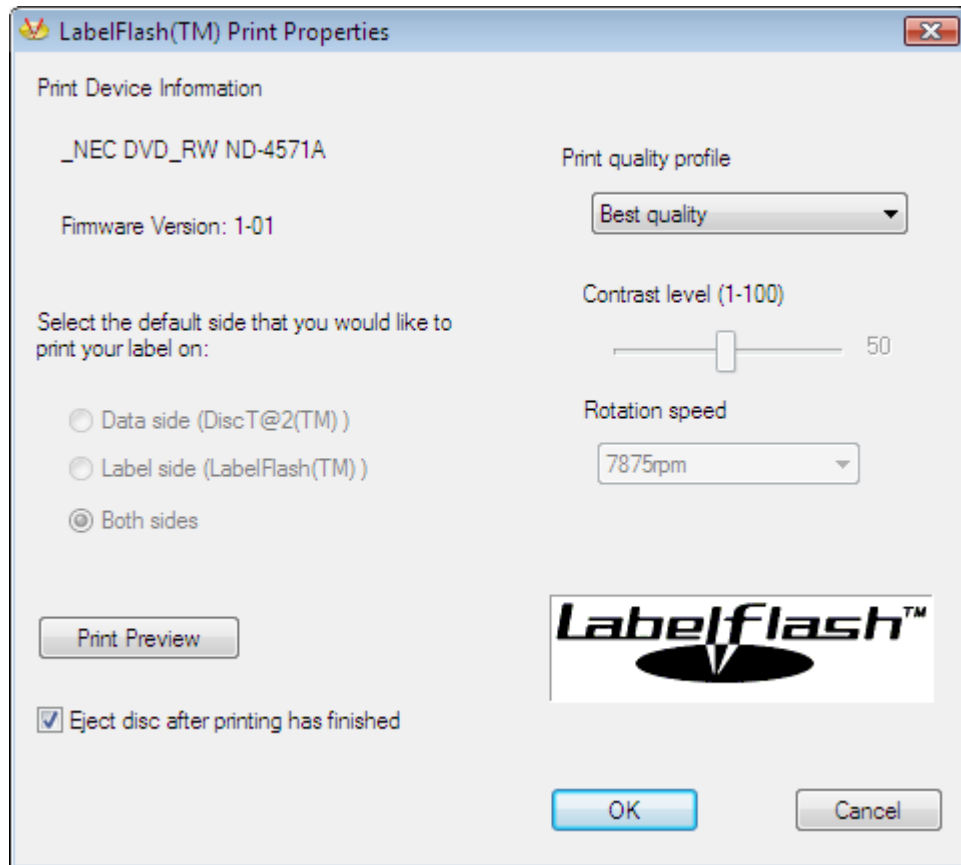
Labelflash Print Properties window

The following configuration options and buttons are available:

Drop-down menu **Profile for**	Adjusts the desired print quality. Select **Custom** to change the contrast level and rotation speed.
Slider **Contrast level**	Specifies the contrast level for printing.
Drop-down menu **Rotation speed**	Specifies the rotation speed of the DVD.
Option button **Data Side**	Specifies that the data side should be printed on by default.
Option button **Labels**	Specifies that the label side should be printed on by default.

Option button **Both Sides**	Specifies that both sides should be printed on by default.
Button **Print Preview**	Opens the **Print Preview** window, which shows an approximation of what the label will look like on the Labelflash DVD.
Check box **Eject disc after printing**	Ejects the disc after printing is complete.
Button **Burn (is displayed instead of the OK button)**	Starts the print process.

19   Nero MediaBrowser

Nero MediaBrowser is a tool which you can use to easily find, view and access media files and add them to your project. More precisely, with Nero MediaBrowser you can access a media library which contains all your media files that were indexed by Nero MediaHome.

> Nero MediaBrowser and the media library come with Nero MediaHome and are installed together. You will find further information in the Nero MediaHome manual.

Nero MediaBrowser is designed to be accessed in several Nero applications, but is also available as a standalone application.

Nero MediaBrowser

To use Nero MediaBrowser within a Nero application, open Nero MediaBrowser via the button. When you double-click a media file or select it and click the **Add** button in Nero MediaBrowser, the media file will be added to your current project.

To use Nero MediaBrowser with a non-Nero application, open Nero MediaBrowser via the Windows start menu or its tile, depending on your operating system. You will then be able to add media files to any active application by dragging the desired media file onto the application. When you double-click a media file in Nero MediaBrowser, it is opened in its default program.

Nero MediaBrowser features the same categories (**Photos & Videos**, and **Music**) as Nero MediaHome. There are different views available for each category: Clicking one of the entries in the upper part of the list (for example **Faces**) displays the same view as when clicking the corresponding tabs in Nero MediaHome. Also, the same scroll bar as in Nero MediaHome is used. This is either the **standard scroll bar** or the **dynamic scroll bar**.

The following views are available for the **Photos & Videos** category, referring to the corresponding views in Nero MediaHome:

All Photos & Videos	Displays all photos and videos sorted in chronological order by creation date.
Faces	Displays all photos in which faces of persons have been detected and named listed in alphabetical order. Faces are grouped into stacks; you can access one of the stacks by double clicking it.
Find	Displays all existing tags enabling you to create a query.
Album	Displays the content of smart albums (e.g. **Recently added**) and user generated albums.

The following views are available for the **Music** category, referring to the corresponding views in Nero MediaHome:

Albums	Displays all audio tracks sorted in alphabetical order by album.
Artists	Displays all audio tracks sorted in alphabetical order by artist.
Genres	Displays all audio tracks sorted in alphabetical order by genre.
Titles	Displays all audio tracks sorted in alphabetical order by title.
Playlist	Displays the content of smart playlists (e.g. **Recently played**) and user generated playlists.

The **Options** window is opened when you click the button on the upper task bar. The options refer directly to Nero MediaHome.

Library	Displays the **Library** settings area.
	All monitored folders are displayed in the respective **Watched folders or drives** area. If you want to add additional media folders, click the **Add Manually** button and select the desired folder from the navigation tree. Click the **Add Automatically** button to have Nero MediaHome perform a search for new media folders on your computer. To exclude certain media types (music, videos, or photos) from a folder, click the respective button to the right of the folder. To delete a folder from the application's watchlist, hover your cursor over the listed folder and click the ✕ button.
	You can also just drag files or folders to Nero MediaHome. A window automatically opens and asks if you want to add the folder(s) to the library.
	In the **General** area you can select to list your external playlists (such as iTunes) as entries in the navigation tree of Nero MediaHome.

20 Program Settings

20.1 Application Options Window

You can make settings that determine the general appearance and behavior of Nero CoverDesigner in the **Application options** window. You can open the window by clicking the **File** > **Options** menu.

The window contains the following tabs:

General	Provides general setting options for Nero CoverDesigner such as displaying info messages, and country-specific measurement units.
Folders	Specifies the path for documents, templates, and imported files.
Paper Stocks	Provides setting options for paper stocks.
Printing	Specifies the bleed area and allows you to calibrate your printer.
Undo	Offers options for undoing actions. You can specify the maximum reserved memory, the number of possible undo steps, or unlimited undo steps here.
LightScribe	Allows you to specify setting options for LightScribe recorders such as the print quality, default drive (if multiple LightScribe recorders are installed), default label template, and print resolution. These setting options are only used if a LightScribe recorder is available.

> Creating and burning labels with LightScribe or Labelflash is only available in the full version.
>
> You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.

See also

20.2 Specifying Default Settings for Objects

In Nero CoverDesigner, you can specify default settings for objects. The default settings determine the entries in the tabs of the **Properties** window for an object.

> Default settings cannot be configured for pictures.

To specify default settings for objects, proceed as follows:

1. To specify default settings for geometric objects:

    1. Click the **Object** > **Default Graphic Properties** menu.

    ➡ The **Default Properties** window with the **Pen** and **Brush** tabs is opened.

    2. Specify the desired properties in the tabs.

    3. Click the **OK** button.

    ➡ The window is closed. Geometric objects will now be inserted with the selected properties by default.

2. To configure default settings for artistic text and fields:

    1. Click the **Object** > **Default Artistic Text Properties** menu.

    ➡ The **Default Properties** window with the **Pen**, **Brush**, **Font**, and **Field** tabs is opened.

    2. Specify the desired properties in the tabs.

    3. Click the **OK** button.

    ➡ The window is closed. Artistic text and fields will now be inserted with the selected properties by default.

3. To configure default settings for text boxes, track lists, and folders:

    1. Click the **Object** > **Default Text Box Properties** menu.

    ➡ The **Default Properties** window with the **Pen**, **Brush**, **Folder**, and **Tracks** tabs is opened.

    2. Specify the desired properties in the tabs.

    3. Click the **OK** button.

    ➡ The window is closed. Text boxes, track lists, and folders will now be inserted with the selected properties by default.

    ➡ You have successfully configured the default settings for objects.

> Changes made on the tabs may sometimes not apply to all objects.

See also

▤ Properties and Background Properties Window →39

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Nero CoverDesigner is a Nero AG product.

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