

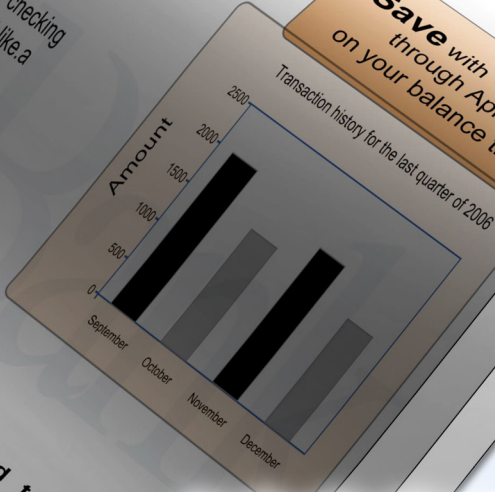
# Elixir

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## DesignPro Tools Manager for Xerox User Guide

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To report any errors you might find, please send a note to [errata@elixir.com](mailto:errata@elixir.com). Please note: emails are used to correct future versions of this guide and may not receive an individual reply. For technical support, please see “[Customer Support](#)” on page 25.

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## Chapter I:

# Introduction

### In this chapter...

- [DesignPro Manager Overview](#)
- [Supported File Formats](#)
- [What's New in DesignPro Manager 3.00](#)
- [About this User Guide](#)
- [Conventions](#)
- [Getting the Answers You Need](#)

This guide provides both background and procedural information for using DesignPro Manager for Xerox. Because business requirements and user preferences can vary for each company, the material contained herein should be viewed as a general guide only.

As you step through the material, please remember that your specific business needs will govern selection of the options and preferences described. Similarly, certain selections will require that some tasks be repeated, while other selections will enable you to omit tasks entirely.

## DesignPro Manager Overview

DesignPro Manager is a Windows-based desktop program for managing and converting resources to multiple supported formats. You can also open other DesignPro applications and utilities using the Manager.

---

Additionally, Manager provides numerous productivity-enhancing functions to:

- Convert resources, such as documents, overlays, fonts and images from one format to another. This is helpful while printing, when you need your resources in a single format.
- Search for and replace resource(s), such as fonts and images used in an overlay. Packaging of these resources for later use is also supported.
- Link files to applications, thereby enabling you to start an application and open a file in one step.
- Establish shortcut icons for DOS or Windows-based applications for opening from DesignPro Manager.
- Directly access the contents of the physical folder using the virtual folder, providing easy access to resources in a very organized manner.
- Set input and output file properties using the Converters interface and/or Command Line Converters.

The Manager provides an Explorer view of all drives, incorporating standard MS-Windows functionality. The Explorer view in the [Explorer Window](#) (page 33) displays all of the physical files and folders on your computer and network. The Elixir Resources view in the [Resources Window](#) (page 33) displays files and folders in your computer according to resources types (documents, overlays, fonts and images). This is done with the help of using [Virtual Folders](#) (page 52). The [Manage Window](#) (page 37) is used to search for and replace resources, and also to package resources if necessary.

This guide describes all functions and features of the DesignPro Manager, therefore certain options described may not apply to your specific configurations. In such cases, unavailable options display in gray (disabled) on menus and dialog boxes, and some screens and icons may not display at all.



---

# Supported File Formats

DesignPro Manager opens and saves documents, overlays, fonts and images in multiple formats. The supported input and output formats are listed by the resource types below:

## Overlay Formats

- **Input formats:** the supported input formats for overlays are as follows:
  - Elixir Form (\*.EFR)
  - Elixir Legacy Forms (\*.ELX)
  - Elixir PrintDriver Forms (\*.EP)
  - Windows EMF Files (\*.EMF)
  - Xerox Form Object Files (\*.FRM)
  - Xerox Form Source Files (\*.FSL)
- **Output formats:** the supported output formats for overlays are as follows:
  - Elixir Forms (\*.EFR)
  - Elixir Legacy Forms (\*.ELX)
  - PCL Page (\*.PCL)
  - PDF Page (\*.PDF)
  - PostScript (\*.PS)
  - Image File (\*.TIF, \*.LP3, \*.IMG, \*.SEG)
  - VIPP Files (\*.VIP)
  - Xerox Form Object Files (\*.FRM)
  - Xerox Form Source Files (\*.FSL)
  - Xerox Metacode Files (\*.MET, \*.MTA, \*.NOR)

## Font Formats

- **Input formats:** the supported input font formats are as follows:
  - Elixir Legacy Font (\*.HDR)  
Includes Legacy and DesignPro Tools fonts; both use the same extension.
  - Elixir Legacy Coded Font (X0\*.CDF; X1\*.CDF...)
  - Elixir Legacy Code Page (\*.COD)
  - PCL Font (\*.FLJ; \*.PCL)
  - Xerox Font Files (\*.FNT)

- 
- **Output formats:** the supported output font formats are listed below:
    - Elixir Legacy Font (\*.hdr)
    - Elixir Legacy Coded Font (X0\*.cdf; X1\*.cdf...)
    - Elixir Legacy Code Page (\*.cod)
    - PCL Font (\*.flj; \*.pcl)
    - Xerox Font Files (\*.fnt)


### Image Formats

- **Input formats:** the supported input image formats are as follows:
  - BMP Files (\*.bmp)
  - Elixir Legacy Graphics (\*.lp3)  
Includes Legacy and DesignPro Tools images; both use the same extension.
  - JPEG Files (\*.jpg; \*.jpe; \*.jpeg)
  - PCX Files (\*.pcx)
  - PNG File (\*.png)
  - TIFF Files (\*.tif)
  - Xerox IMG and Xerox LGO (\*.img, \*.lgo)
- **Output formats:** the supported output image formats are listed below:
  - Bitmap File (\*.bmp)
  - Elixir Legacy Graphic (\*.lp3)
  - Elixir Form (\*.EFR)
  - JPEG File (\*.jpg; \*.jpe; \*.jpeg)
  - PCX File (\*.pcx)
  - PNG File (\*.png)
  - TIFF File (\*.tif)
  - Xerox IMG and Xerox LGO Files (\*.img, \*.lgo)



The DesignPro Tools support most of the standard encoding schemes for parsing Tiff images, such as CCITT G3 G4, JPEG, etc. For output formats, the supported encoding schemes include PackBit, CCITT G3 and CCITT G4.



For details on the Image Converter options, see “Image Converter Options” section of the *DesignPro Tools Online Help* by clicking  on the top-right corner of the dialog.

---

## Document Formats

- **Input formats:** the supported input document formats are listed below:
  - Elixir PageDef (\*.epd)
  - Elixir FormDef (\*.efd)
  - Elixir AppBuilder 4.xx (Document.dbf)
  - Xerox LCDS/Metacode (\*.met, \*.mta, \*.nor)



In order to open an Elixir AppBuilder file, you must be on an AppBuilder version 4.10 or greater.

- **Output formats:** the supported output document formats are as follows:
  - Elixir PageDef (\*.epd)
  - Elixir FormDef (\*.efd)
  - Xerox LCDS/Metacode (\*.met, \*.mta, \*.nor)

## Associated DesignPro Applications

DesignPro Tools for Xerox employs four integrated applications to provide advanced functionality for designing projects and creating resources such as documents, overlays, fonts and images for Xerox jobs. Each application helps you to create or modify one or more of these necessary resources in a user-friendly environment. The applications include:

- **DesignPro Manager:** a Windows-based desktop program for managing and converting resources to multiple supported formats. You can also open other DesignPro applications using the DesignPro Manager.
- **DesignPro Form Editor:** an advanced overlay design tool used to create and edit forms for Xerox printers.
- **DesignPro Font Editor:** a complete font design application used for creating and editing Xerox fonts as well as Elixir and PCL fonts. You can also open True Type fonts in this editor.
- **DesignPro Graphics Editor:** a full service bitmap editor providing various transformations and commands for tiling images into raster fonts and image modifications, such as resizing and cleaning up scanned images.

---

# What's New in DesignPro Manager 3.00

DesignPro Manager 3.00 introduces new and advanced features for managing your project resources. Also, some of the existing features have been enhanced in the new version. The sections below briefly explain the new features:

## **DAT Files**

DesignPro Manager helps you to create DAT files that contain form references for composing normalized data streams. You can also insert additional script commands in a DAT File using the available options. Previously, this feature was available only in DesignPro Form Editor.

## **Resource Searching and Replacement**

DesignPro Manager enables you to determine if a specified font or image resource is being used in any overlay, and also to replace the resources (image or settings file) used within the overlay(s). It also helps to simultaneously replace a resource used in multiple files.

## **Packaging Resources**

DesignPro Manager provides the facility to package your required resource files in a single Zip File (\*.zip). For supported file formats, all the dependant resources of the specified resource can also be included.

## **Collecting Diagnostic Information**

DesignPro Manager can package your system information, all DesignPro application settings, and configurations into a Zip File (\*.zip). Such information is required for replicating your PC environment on any other system.

---

# About this User Guide

The *DesignPro Tools Manager for Xerox User Guide* provides definitions and step-by-step instructions to help you convert Xerox specific resources and organize and manage the resources.

The guide is organized to mimic the resource conversion and management process for resources such as overlays, fonts, images and documents. Each section is placed in the same order you can use while working with resources:

## **Introduction**

Introduces DesignPro Manager and basic conversion terminology including input and output formats. Also introduces this manual and identifies resources for finding answers and contacting Customer Support.

## **Section I: DesignPro Manager Basics**

Describes the DesignPro Manager workspace, including the workspace tools and associated navigation operations. Also explains how to define, locate, and manage virtual folders. Steps for creating application shortcuts are also given.

## **Section II: Managing and Converting Resources**

Describes how to convert resources to different output formats, search, replace and package the resources. Also provides information on the commands used for accessing DesignPro Tools Command Line Converters.

## **Section III: File Transfers**

Describes how to transfer files between your PC and host computer. It also explains how to configure host connections, specify font libraries and download and upload files for subsequent processing.

## **Section IV: Utilities**

Introduces you to the basic stand-alone and additional utilities that are a part of the DesignPro Tools Suite.

## **Section V: References**

Provides a reference for commonly encountered error and warning messages, includes sample conversion instructions for resources and a glossary of terms.

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## Who Should Use this Guide?

This guide assumes you are already familiar with Microsoft Windows operations, printer and font management operations and PC peripherals. You should also have access to reference manuals for PC software and hardware, including any printers you are using for the resource conversion and print process.

## Related Guides

If you require further information about a specific topic or wish to obtain product background information, reference the following resources, all of which are part of the DesignPro Tools for Xerox documentation package.

- *DesignPro Tools for Xerox Getting Started Guide*
- *DesignPro Tools Form Editor for Xerox User Guide*
- *DesignPro Tools Font Editor for Xerox User Guide*
- *DesignPro Tools Graphics Editor for Xerox User Guide*
- *DesignPro Tools for Xerox Migration Guide*

## Conventions

Elixir products adhere to Microsoft Windows conventions for using menus, menu commands, dialogs, command buttons, icons and mouse. See your Windows manual for more information.

This guide uses the following typographic and symbolic conventions to identify special information.

---

## Typographic Conventions

This guide uses the following typographic conventions to identify special information.

Convention	Information Type/Example
<b>Bold type</b>	<p>Text for you to enter.</p> <p>Field names, windows, toolbars, buttons and workspace areas within a task step.</p> <p><i>Example:</i> Click <b>Save State on Exit</b> from the <b>General</b> category.</p> <p><i>Example:</i> From the <b>Tools</b> menu, select <b>Options</b>.</p> <p><i>Example:</i> Use formats displayed in the <b>Output Formats</b> list.</p> <p><i>Example:</i> Click the <b>Applications</b> tab.</p> <p><i>Example:</i> Click <b>OK</b> to save the settings.</p>
<i>Italic type</i>	<p>References to other documents and books.</p> <p><i>Example:</i> Refer to <i>DesignPro Tools Form Editor User Guide</i> for more information.</p>

## Symbolic Conventions

Look for the following symbols as you read through this guide to identify special information.



The **Note** symbol calls your attention to additional information.



The **Tip** symbol highlights a helpful tip.



The **Shortcut** symbol calls your attention to an easier way of accomplishing a task.



The **Warning** symbol warns you of problems you might encounter.




The **Migrating Users** symbol provides notes and tips for anyone migrating from a previous version of DesignPro Tools.



The **Question** symbol refers you to the Online Help for more information.

To open Online Help:

- From the **Help** menu select **Contents**, or
- Click  in an open dialog.

## Getting the Answers You Need

Elixir Technologies provides you with multiple ways to learn and use DesignPro Manager:

- [Customer Support](#) (page 25)
- [Elixir Web Site Support](#) (page 26)
- [Elixir Training](#) (page 26)
- [Product Help](#) (page 26)
- [Release Notes](#) (page 26)



---

## Customer Support

If you purchased this product directly from Elixir Technologies, you can contact the Customer Support Center for your region at the number listed below.



If you have purchased this product from some other source, please contact the authorized support representative from that source. Elixir provides customer support for products purchased directly from Elixir.

### North and South America

- +1 805 641 5900 ext. 3  
Monday - Friday, 7:00 am to 4:00 pm Pacific Standard Time; if closed, press 2 to reach Elixir's extended Support coverage.
- [Elx\\_support@elixir.com](mailto:Elx_support@elixir.com)

### Asia Pacific

- [Asia\\_support@elixir.com](mailto:Asia_support@elixir.com)

### Europe

- +44 (0) 207 993-4811  
Monday - Friday, 6:00 am to 4:00 pm Central European Time.
- +1 805 641 5900 ext. 3  
Monday - Friday, 4:00 pm to 2:00 am Central European Time.
- [Europe\\_support@elixir.com](mailto:Europe_support@elixir.com)

An Elixir Product Specialist will take your call and ask for the following information:

- Your name, organization, telephone number and address.
- Elixir product name and version number.
- A complete description of the problem, including any error messages printed or displayed on your monitor.

---

## Elixir Web Site Support

You can obtain product support from the Elixir web page at [www.elixir.com](http://www.elixir.com).

Select **Support** to:


- Ask a question of Elixir Support.
- Download the latest Product Releases and Patches.
- View the latest product Release Notes.
- Sign up for Elixir Training.
- Renew your product license.

## Elixir Training

Elixir Technologies offers training for its full range of Windows-based products. For more information, contact Elixir Learning at +1 805 641 5900, ext. 4.

## Product Help

Elixir software provides Online Help for all product functions and contains step-by-step procedures that you can follow as you work:

- **Context-Sensitive Help** can be activated from within the software for certain dialogs by clicking  in the top-right corner of a dialog.
- **Online Help** can be opened from the **Help** menu by selecting **Contents**.

## Release Notes

Release Notes display at the start of product installation so you can review them before beginning the installation process. Once installation completes, you can access Release Notes from the product CD located at *drive:\Relnotes*.

There are two formats of the Release Notes file, Relnotes.pdf and Relnotes.txt. The PDF file can be viewed using Adobe Reader. The TXT file can be viewed using either Notepad or WordPad.

# Section I: DesignPro Manager Basics

---

## **Chapter 2: The Manager Environment**

This chapter provides information on DesignPro Manager environment, including the workspace tools and associated navigation operations.

## **Chapter 3: DesignPro Manager Basics**

This chapter describes the basic features of the DesignPro Manager. It explains the use of system and virtual folders for managing different resources and how to create shortcuts for frequently used applications.



## Chapter 2:

# The Manager Environment

### In this chapter...

- [Opening Manager](#)
- [What's in the Workspace?](#)
- [Workspace Tools](#)
- [Basic Workspace Functions](#)
- [Saving Application State](#)

## Opening Manager

To open the Manager, from the **Start** menu, select **All Programs, Elixir Applications, DesignPro Tools, DesignPro Manger**.

## What's in the Workspace?

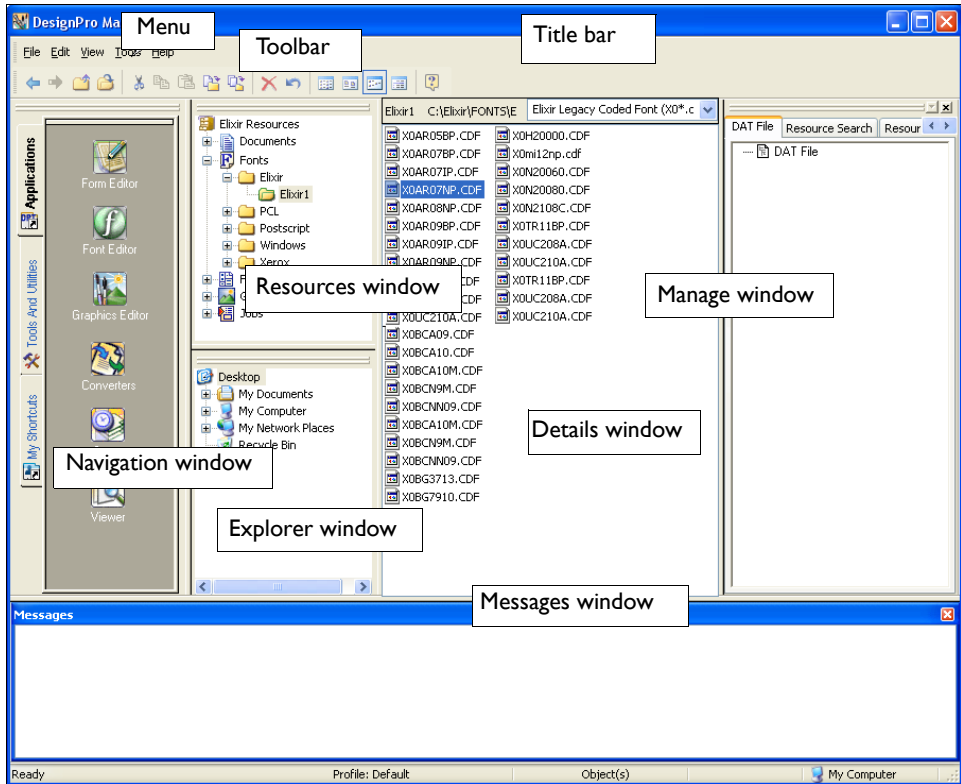
When you start the Manager, the workspace and all associated components display. The workspace provides a central location from where you can access the applications and utilities available within the DesignPro applications.

The Manager workspace includes the following main components:

- [Navigation Window](#) (page 31)
- [Resources Window](#) (page 33)
- [Explorer Window](#) (page 33)

- [Details Window](#) (page 34)
- [Manage Window](#) (page 37)
- [Messages Window](#) (page 37)
- [Status Bar](#) (page 42)

The illustration below identifies each part of the Manager workspace when all components are open:



You can customize the position and size of the windows per your requirements. The workspace windows can be displayed as either floating or docked and can also be hidden from view. See [“Showing and Hiding Workspace Windows”](#) on page 43 for details.

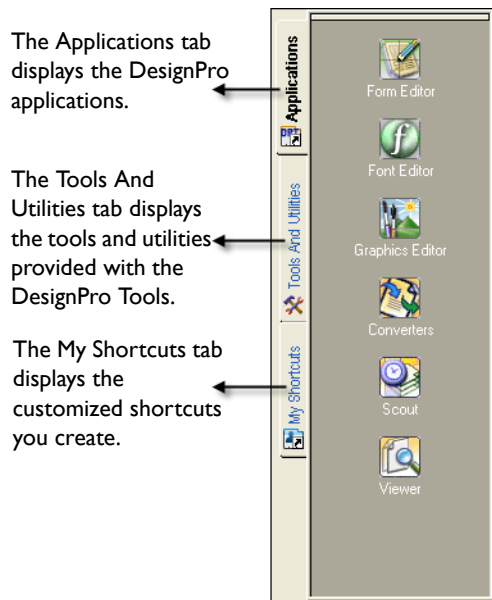
---

## Navigation Window

The **Navigation** window consists of the following three tabs that you can use for switching between different views:

- [Applications Tab](#) (page 32)
- [Tools And Utilities Tab](#) (page 32)
- [My Shortcuts Tab](#) (page 32)

As you switch between the tabs, the window title changes accordingly. By default, the **Navigation** window is docked on the left side of the workspace, although you can move the window anywhere within the workspace.




*Image shows the different tabs available in the Navigation window.*

---


## Applications Tab

The **Applications** tab contains icons that you can click to open the installed DesignPro applications such as Form Editor, Font Editor, Graphics Editor, Converters, Elixir Scout Manager and Elixir Viewer.

To open the Converters, drag and drop the required file(s) onto the Converters icon, . See “[Converting Files to Different Formats](#)” on page 93 in *Chapter 5: “Using Converters”* for details.

## Tools And Utilities Tab

The **Tools And Utilities** tab contains icons that you can click to start the installed tools and utilities such as Product Registration, Printers etc.

To open a printer, drag and drop the required file(s) onto the Printers icon, . For more information, see “[Printers](#)” on page 158 in *Chapter 8: “Stand-Alone Utilities”*.

## My Shortcuts Tab

**My Shortcuts** tab displays user-defined shortcut icons for different applications. You can open the applications directly through the icons available on this pane; thus, saving time in having to locate the application’s executable files. You can create shortcut icons for any application using the **Shortcut** wizard. See “[Creating Application Shortcuts](#)” on page 65 in *Chapter 3: “DesignPro Manager Basics”* for details.

## Icon Display in the Navigation Window

You can choose to view large or small icons for the application links in the **Navigation** window.

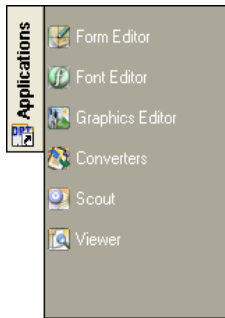
To change view options:

- 1 Click the required tab in the **Navigation** window.
- 2 Right-click in the window area and select one of the following view options from the pop-up menu:
  - **Large Icons:** displays large icons for the application links.
  - **Small Icons:** displays small icons for the application links.



---

The application icons display as specified.



*Applications tab displaying the DesignPro applications in small icons.*



For **My Shortcuts** tab, the icon view options are available in the **View** sub-menu.

## Resources Window

The **Resources** window displays the hierarchy of virtual folders containing the Elixir resources. Virtual folders are an abstract representation of the DesignPro Tools file folder structure. You can map the physical folder in the **Explorer** window to a folder in the **Resources** window. This is useful for organizing data by its specific type.

When you map a physical folder to a virtual folder using the **Resources** window, the mapped folder displays in the **Resources** window. For more information on virtual folders, refer to *Chapter 3: “DesignPro Manager Basics”* on page 49.

## Explorer Window

The **Explorer** window displays a Windows explorer view of the system folders. You can perform all of the standard MS-Windows operations on the system folders in this window.

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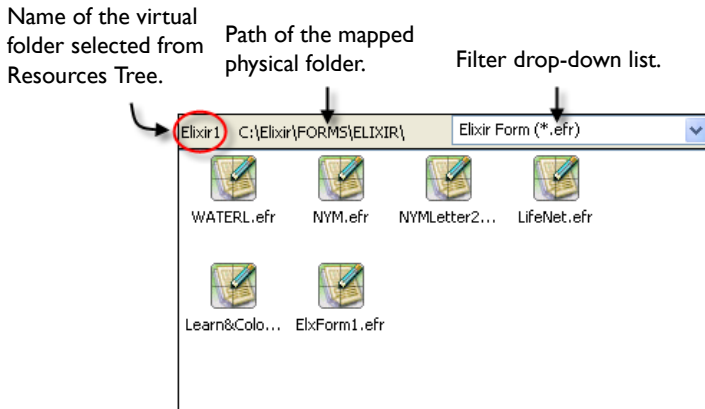
## Details Window

The **Details** window displays the contents (files) of the virtual or system folders selected from the **Resources** window or the **Explorer** window.

To view the contents of a folder:

- 1 Select the required folder using the **Explorer** or the **Resources** window. The contents of the selected folder display in the **Details** window.
- 2 Select the type of file you want to display from the **Filter** drop-down list. The Filter drop-down list is available at the top-left corner of the Details window. It is enabled only when you select a virtual folder from the Resources window.

For example, select **Forms, Elixir, Elixir1** from the **Resources** window. The contents of **Elixir1** display in the **Details** window. You can select either Elixir Legacy Form (\*.elx) or Elixir Form (\*.efr) from the **Filter** drop-down list to display the associated resource files.



*Details window displaying the files in a virtual folder.*

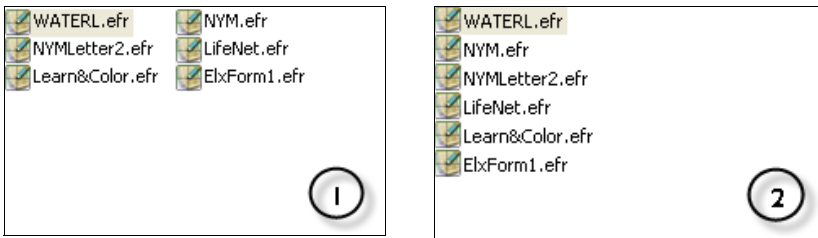
---

## Changing the Details Window View

To change the **Details** window view, you can select one of the following **View** menu options:

- **Large Icons:** displays large icons for files.
- **Small Icons:** displays small icons for files.
- **List:** displays files in a list.
- **Details:** displays files in a list along with the details for each file in the associated columns: **Name**, **Size**, **Type** and **Modified**.





The following images show the icons displaying differently in the **Details** window when different views are selected:



*Image shows the Details window: 1) Small Icons view, 2) List view.*



You can also change the **Details** window view by clicking either of the following on the **Standard** toolbar:

- : displays large icons.
- : displays small icons.
- : displays a list of files.
- : displays file details in a columnar view.

---

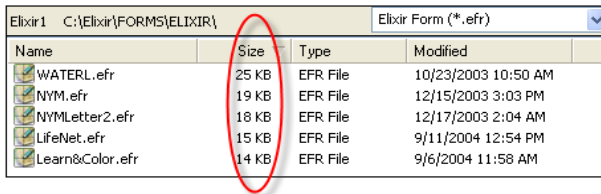
## Arranging Icons in the Details Window

The Manager arranges the icons of files and folders displaying in the **Details** window. You can make an arrangement based on the name, size, type or date of modification of a file.

To change the arrangement of icons, select any one from the following options available in the **View, Arrange Icons** menu:

- **By Name:** arranges icons in alphabetical order by the file/folder name.
- **By Type:** arranges icons in order of file/folder size.
- **By Size:** arranges icons in order of type. For example, if you have several BMP images in a folder, these will be arranged next to each other.
- **By Date:** arranges icons in the order that the shortcut was last modified.
- **Auto Arrange:** This feature is currently not functional.

In the **Details** view, you can also arrange (sort) the files by clicking on the required file attribute (**Name, Size, Type, Modified**) in the column-header.



Name	Size	Type	Modified
WATERL.efr	25 KB	EFR File	10/23/2003 10:50 AM
NYM.efr	19 KB	EFR File	12/15/2003 3:03 PM
NYMLetter2.efr	18 KB	EFR File	12/17/2003 2:04 AM
LifeNet.efr	15 KB	EFR File	9/11/2004 12:54 PM
Learn&Color.efr	14 KB	EFR File	9/6/2004 11:58 AM

*The Details window displaying files sorted according to the file size.*



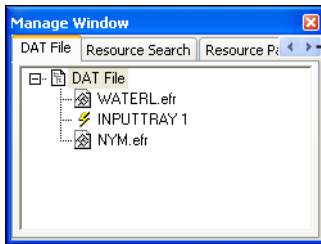
You can line up the icons by right-clicking in the **Details** window and selecting **Line Up Icons** from the pop-up menu.

---

## Manage Window

The **Manage** window is docked to the right-side of the workspace by default. It provides you with various options for packaging the Elixir resources and searching for a resource. These options are categorized under the following four tabs:

- DAT File. See “[DAT Files](#)” on page 73.
- Resource Search. See “[Resource Searching](#)” on page 80.
- Resource Package. See “[Packaging Resources](#)” on page 87.
- Diagnostic Information. See “[Collecting Diagnostic Information](#)” on page 91.



You can use these arrow buttons for viewing the remaining tabs.

*The Manage window.*

## Messages Window

The **Messages** window is located at the bottom of the workspace by default. It displays the processing/compilation errors, warnings and informational messages generated by the application in red, blue and black text respectively. You can close the **Messages** window from the menu by selecting **View, Messages** to create more space to work.



You can also press **Ctrl + Shift + M** to view or hide the **Messages** window. However, the **Messages** window will automatically re-display whenever a message is generated by the application.

---

## Clearing Messages

To clear the messages generated by the application, right-click in the **Messages** window and select **Clear Messages** from the pop-up menu.



You can also clear messages in the **Messages** window by:

- Selecting **View, Clear Messages** from the menu.
- or
- Pressing **Control + D** on the keyboard.

## Copying Messages

To copy the messages generated by the application:

- 1 Select the required messages in the **Messages** window.
- 2 Right-click the selected messages and select **Copy Messages** from the pop-up menu. The selected messages copy to the clipboard and you can paste them wherever required.



You can also copy messages from the **Messages** window by selecting the required messages and pressing **Control + C** on the keyboard.

---

## Logging Messages

Logging options enable you to save the information displayed in the **Messages** window in a text file.

To log the generated messages:

- 1 From the **Tools** menu, select **Options**.  
The Options dialog displays.
- 2 Select the **Messages** category.
- 3 Check **Log to File** under the **Log Options** area to enable the associated settings.
- 4 In the **Log to File** entry box, enter the destination path where the log file is created.

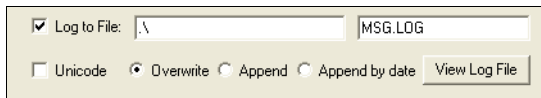


Options set in the **Messages** category apply to all DesignPro application sessions.



The default value of “.\” saves the log file in the same directory as the resource file.

- 5 Enter the name of the log file in the next entry box, as shown below:



The screenshot shows a dialog box with the following elements: a checked checkbox for "Log to File:" followed by a text box containing ".\" and another text box containing "MSG.LOG"; a "Unicode" checkbox which is unchecked; three radio buttons for "Overwrite", "Append", and "Append by date", with "Overwrite" selected; and a "View Log File" button.

The default log file name is Msg.log; however, you can change the file name and save it.

- 6 Check **Unicode** to create the log file using the Unicode character set.

- 
- 7 Specify the settings of your choice:
    - **Overwrite:** overwrites any existing log file messages.
    - **Append:** appends messages to the existing log file.
    - **Append By Date:** appends messages to the log file, ordered by date.



You can view the log file at any time by clicking **View Log File**. The contents of the log file (with the name and location entered in the **Log to File** entry boxes) display in a **Notepad** window.

- 8 Click **Apply**, and then click **OK** to save the settings.

## Displaying Message Time and Date

You can also display the time a message was generated in the **Messages** window.

To display message time:

- 1 From the **Tools** menu, select **Options**.  
The Options dialog displays.
- 2 Select the **Messages** category.
- 3 Under the **Messages to View** area, check **Information** to display informational messages in the **Messages** window.
- 4 Under the **Show** area, check **Message Time** to display the message generation time in the **Messages** window.
- 5 Under the **Show** area, check **Message Date** to display the message generation time in the **Messages** window.
- 6 Click **Apply**, and then click **OK** to save the settings.



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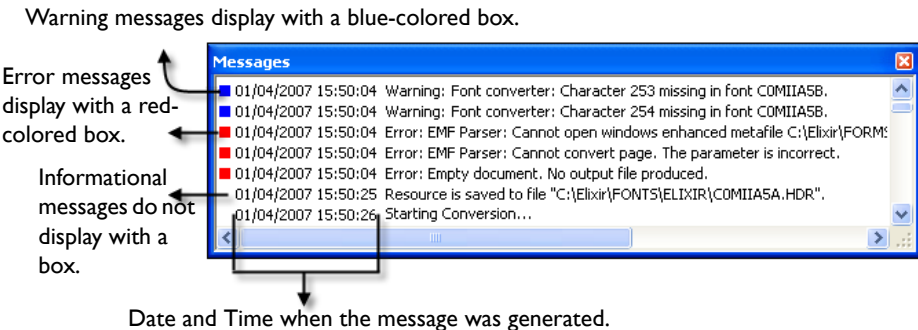
## Color Coding Messages

Messages in the **Messages** window can also be color coded according to the nature of the message. Color coding is added using colored boxes before the messages. Error messages display red boxes, warnings display blue boxes and informational messages display neither. With color coding, critical messages can be located quickly.

To color code messages:

- 1 From the **Tools** menu, select **Options**.  
The Options dialog displays.
- 2 Select the **Messages** category.
- 3 In the **Messages to View** area, make sure **Information** is checked to display informational messages in the **Messages** window.
- 4 In the **Show** area, check **Use Color** to display colored boxes in the **Messages** window.
- 5 Click **Apply**, and then click **OK**.

The following image shows the **Messages** window displaying different informational, error and warning messages along with the date and time of generation:



You can also set the number of maximum lines displaying in the **Messages** window by entering the number in the **Lines Maximum** entry box, provided in the **Show** area.

If the number of messages generated exceeds the value specified in the **Lines Maximum** entry box, the new messages overwrite the existing ones from the top in the **Messages** window. If **Log to File** is checked, messages are overwritten from the top of the log file.

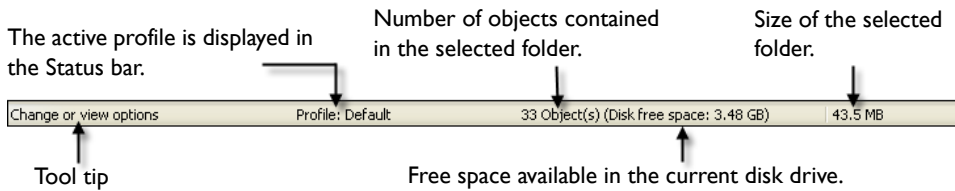
---

## Status Bar

The Status bar displays along the lower edge of the Manager workspace. When you move the mouse pointer over a folder (and/or its contents) selected from the **Explorer** window, the Status bar displays the number of contents in the folder, size of the selected folder and the free space available on the hard drive.

In addition, the Status bar displays the description associated with the menu and toolbar items, along with the currently selected profile. For information on selecting profiles, see *Chapter 9: “Elixir Profile Editor”* on page 207.

The Status bar is shown in the figure below:



To show/hide the Status bar, select **View, Status Bar** from the menu.

---

## Showing and Hiding Workspace Windows

You can hide the workspace windows to provide more space for displaying resources, and re-display them whenever required.

To show or hide the workspace windows, select the required options from the **View** menu:

- **Messages:** displays/hides the **Messages** window.  
You can also display/hide the Messages window by pressing **Ctrl + Shift + M** on the keyboard.
- **Elixir Resources:** displays/hides the **Resources** window.  
You can also display/hide the Resources window by pressing **Ctrl + Shift + X** on the keyboard.
- **Explorer:** displays/hides the **Explorer** window.  
You can also display/hide the Explorer window by pressing **Ctrl + Shift + E** on the keyboard.
- **Navigation Bar:** displays/hides the **Navigation** window.  
You can also display/hide the Navigation window by pressing **Ctrl + Shift + N** on the keyboard.
- **Manage Window:** displays/hides the **Manage** window.

## Workspace Tools

The Manager provides a menu and a toolbar for easy access to the most commonly used application commands. You can perform standard Windows operations to hide or display a toolbar or dock a toolbar at the edge of the workspace.

### Menus

A menu with drop-down menus displays directly below the application title bar. These drop-down menus provide both standard MS-Windows and application-specific options. Selecting a menu performs an associated action or displays a sub-menu or a dialog.

---

## Standard Toolbar

Directly below the menu is the **Standard** toolbar. The **Standard** toolbar provides one-click access to the basic **Edit** and **View** menu commands such as copy/paste and icon display options in the **Details** window.



To show/hide the **Standard** toolbar, select **View, Standard Toolbar** from the menu.

## Customizing the Toolbar Display

You can also specify the toolbars that display in the workspace.

To customize the Manager toolbars:

- 1 Right-click on the **Standard** toolbar to open the **Customize** dialog.
- 2 Click the **Toolbars** tab.
- 3 Check the toolbars you want to display in the workspace from the list of available toolbars.

The selected toolbar name displays in the Toolbar Name entry box.



You cannot uncheck **Menu bar** from the list of toolbars.



You can also display a toolbar from the **View** menu, by selecting **Toolbars, Toolbar name**.

- 
- 4 To set the appearance of the displayed toolbars, specify the following:
    - **Show Tooltips**: displays the tool tips associated with the toolbar buttons.
    - **Cool Look**: displays the toolbar buttons in the smooth look mode.
    - **Large Buttons**: displays the toolbar buttons in the enlarged mode.
    - **Reset/Delete**: resets a default toolbar to the default settings. This button toggles to **Delete** when a custom toolbar is selected; only custom toolbars can be deleted.
  - 5 Click **OK** and return to the Application window.

## Creating a New Toolbar

Using the Manager, you can also create a new toolbar.

To create a new toolbar:

- 1 Right-click on the **Standard** toolbar to open the **Customize** dialog.
- 2 Click the **Toolbars** tab.
- 3 Click **New** to open the **New Toolbar** dialog.
- 4 In the **Toolbar Name** entry box, enter the name of the new toolbar.  
You can modify this name later in the Toolbars tab.



The names of the default toolbars are not editable.

- 5 Click **OK** to save the settings.  
The new toolbar displays in the workspace. The new toolbar is currently empty. To add buttons to this toolbar, see “[Adding Buttons to Toolbars](#)” on page 46 for details.


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## Adding Buttons to Toolbars

You can also add buttons to your toolbar.

To add buttons to a toolbar:

- 1 Right-click on the **Standard** toolbar to open the **Customize** dialog.
- 2 Click the **Command** tab.  
The list of available command groups display in the Categories list When a command group is selected, the buttons for each command in the group display in the Buttons area.
- 3 Click and drag the required button to any target toolbar displaying in the workspace and then release the mouse.

While dragging the required button, the mouse cursor changes to . The selected button is then added to the required toolbar at the specified place.



You can also create a new toolbar by dragging a button from the **Commands** tab, and dropping it anywhere in the workspace. The Manager automatically creates a new toolbar with the specified button, and displays it in the Manager workspace. If you then click the **Toolbars** tab, the newly created toolbar name (default is **Toolbar 1**) displays in the **Toolbars** list box.

---

# Basic Workspace Functions

The Manager workspace provides some basic functions to help you design your forms.

## Using the Right-Click Menu

The right-click menu provides access to the commonly-used functions in the Manager. To use the right-click menu, position the cursor in any of the windows (Navigation, Resources, Explorer, Messages or Details) and right-click your mouse. A pop-up menu displays. This menu is context-sensitive and displays a list of options depending on the window selected in the workspace. Select the required option from the menu.

## Refreshing the Workspace

You can refresh the trees and lists to reflect the latest changes by selecting **View, Refresh** from the menu. You can also refresh the workspace by pressing **F5** on the keyboard.

## Choosing Commands

A command instructs the Manager to perform a specific action. You can choose a command by either:

- Clicking a toolbar button.
- Selecting a menu option.
- Using a hot key.
- Using a shortcut key.

In the chapters that follow, command selection is described using the most common method for the described task. However, any related command selection can be used to accomplish the same instruction.

---

# Saving Application State

DesignPro Manager lets you preserve the application interface state. The application state involves the current display settings for the workspace windows, currently selected folder and its contents. This feature retains the application status and settings the next time it is opened.



The sorting order of files for **Details** view and the arrangement of files (by **Name, Type, Size or Date**) in the **Details** window is also maintained when saving the application state.

To save the application state:

- 1** From the **Tools** menu, select **Options**.  
The Options dialog displays.
- 2** Select the **General** category.
- 3** Check **Save State on Exit**.
- 4** Click **Apply** and then click **OK** to save the settings.  
The application interface state will be saved at the time of exit. The application will open with the same settings in the next session.



## Chapter 3:

# DesignPro Manager Basics

### In this chapter...

- [Browsing the Workspace](#)
- [Working with Folders](#)
- [Creating Application Shortcuts](#)

## Browsing the Workspace

The DesignPro Manager workspace provides easy access to the installed applications, tools and utilities along with an Explorer view for all drives with standard MS-Windows functionality incorporated.

The Manager provides access to two types of folders:

- **Physical Folders:** folders that are created on your computer and can have a number of other physical sub-folders and files in them.
- **Virtual Folders:** abstract representation of the physical file folder structure underlying DesignPro Tools. Virtual folders can have a number of virtual sub-folders in them.

Virtual folders display as a tree structure in the Manager. These are organized by resource type, then resource format. At the lowest level of each branch, one or more folders are listed, each representing a physical location on a mapped drive. This feature helps you to directly access the contents of the physical folder using the virtual folder, providing easy access to resources in a very organized manner.

---

# Working with Folders

The Manager provides an **Explorer** window and a **Resources** window for easy management and access of resources.

- The [Explorer Window](#) (page 33) displays the physical files and folders on your computer and network.
- The [Resources Window](#) (page 33) displays the Elixir resource files and folders on your computer. The resources are displayed according to their resource types, which is done with the help of virtual folders.

To learn more about Manager workspace, and its associated properties, refer to *Chapter 2: “The Manager Environment”* on page 29.

For managing resources using virtual folders, you can perform the following tasks in order:

- 1 [Defining Virtual and Physical Folders](#) (page 50).
- 2 [Locating Virtual and Physical Folders](#) (page 51).
- 3 Using [Virtual Folders](#) (page 52).
- 4 [Managing Folders](#) (page 56) for easy access to resources.

## Defining Virtual and Physical Folders

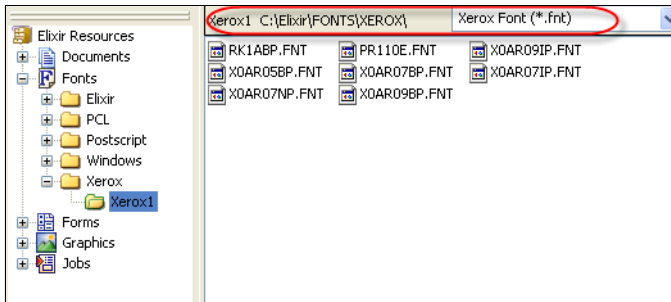
For the purpose of easy navigation and file management, the Manager provides a directory structure for:

- **Virtual Folders:** display in the **Resources** window under the **Elixir Resources** root directory to provide a hierarchy or tree view of all Elixir specific resource types.
- **Windows Explorer Folders:** display in the **Explorer** window under the **Desktop** root directory to provide a tree view of the computer contents, including each drive and folder on your computer, as well as any network connected drives.

The Manager tree structure of folders, sub-folders, and files makes it easy to manage input and output files during mass conversion operations. It also helps to locate files by keeping all related folders in a single repository. This directory structure also enables you to view and edit forms, fonts, and images with different formats.

---

The following image shows a virtual folder (**Fonts, Xerox, Xerox 1**) selected from the **Resources** window. The virtual folder name (Xerox 1) and the mapped physical folder location (*drive:\Elixir\Fonts\Xerox*) display in the **Details** window header bar. The Xerox Fonts (as specified by the **Filter** drop-down list) in the mapped physical folder display in the **Details** window.



*Contents of Fonts, Xerox, Xerox 1 virtual folder displaying in the Resources window.*

## Locating Virtual and Physical Folders

The location of the virtual folder tree is in the **Resources** window and contains folders that are organized by resource types, i.e., **Document, Fonts, Forms** (overlays), **Graphics**, and **Jobs**. These folders are mapped with the actual folders in the hard drive. Underneath the resource format folders (such as **Xerox, Elixir**, etc.) there are sub folders representing a physical location on your drive or network (**Xerox1, Elixir1**, etc.). The names for these folders are automatically generated. However, you can change these names according to your environment specifications. Placing your cursor over the mapped file folder displays the full path of the virtual folder references.

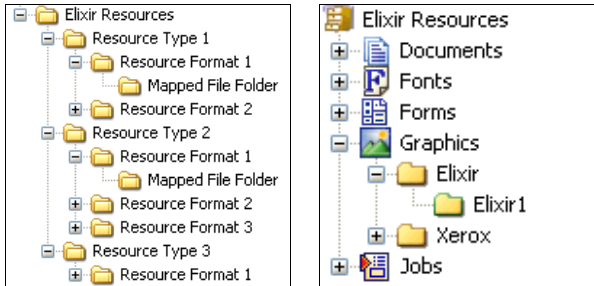
The physical folders tree is located in the **Explorer** window, and shows the **Desktop** on your computer. You can navigate in the folders to any location on your computer or network, as in **Windows Explorer**. You can also map a physical folder to the virtual folder to display associated resources in the **Resources** window.

For details, see *Chapter 2: “The Manager Environment”* on page 29.

---

## Virtual Folders

System parsers, converters, and editors use the virtual folders to locate resources. The following images depict the virtual folder organization.



*Virtual folder organization.*

Virtual folder settings can be changed within any DesignPro application using either the Manager or the Profile Editor. Changes made are saved in the current application profile. If settings are changed using the Manager, any active DesignPro application, except DesignPro Manager, needs to be closed and re-opened for the changes to take effect. However, changes made using Profile Editor require that all applications, including DesignPro Manager, be closed and re-opened in order for changes to take effect.

The following sections briefly describe each resource type and their subordinate folders available in the **Resources** window:

- [Documents Folder](#) (page 53)
- [Fonts Folder](#) (page 53)
- [Forms Folder](#) (page 54)
- [Graphics Folder](#) (page 55)
- [Jobs Folder](#) (page 55)

---

## Documents Folder

The **Documents** folder represents the *drive:\Elixir\Docs* directory containing fully composed multi-page documents for Xerox Metacode (\*.met, \*.mta, \*.nor), Elixir (\*.gdf), Elixir Document (\*.edf), Elixir DAT File (\*.dat), Enhanced Metafile (\*.emf), Printer Command Language (\*.pcl; \*.prn), Portable Document Format (\*.pdf), and PostScript (\*.ps) formats.

To navigate in the **Documents** folder, click  adjacent to the **Documents** folder in the **Resources** window. The folders in the location *drive:\Elixir\Docs* are displayed in the tree. Select the required folder to expand and view its resources. The resources are displayed in the **Details** window.

**Documents** subfolders correspond to the following subdirectories:

Document Folder	Subdirectory
Elixir Documents	<i>Elixir\Docs\Elixir\</i>
EMF Documents	<i>Elixir\Docs\Emf\</i>
PCL Documents	<i>Elixir\Docs\Pcl\</i>
PostScript Documents	<i>Elixir\Docs\Pst\</i>
PDF Documents	<i>Elixir\Docs\Pdf\</i>
Xerox Documents	<i>Elixir\Docs\Xerox\</i>

## Fonts Folder

The **Fonts** folder represents the *drive:\Elixir\Fonts* directory. This directory contains Xerox Fonts (\*.fnt), Elixir Legacy Coded Font (X0\*.cdf; X1\*.cdf; X2\*.cdf; X3\*.cdf; X4\*.cdf), Elixir Legacy Font (\*.hdr), Elixir Legacy Code Page (\*.cod), Type 1 Font (\*.pfm), PostScript Font (\*.ps), and Windows fonts (Adobe Type 1 and System).

To navigate in the **Fonts** folder, click  adjacent to the **Fonts** folder in the **Resources** window. The folders in the location *drive:\Elixir\Fonts* are displayed in the tree. Select the required folder to expand and view its resources. The resources are displayed in the **Details** window.


---

**Fonts** subfolders correspond to the following subdirectories:

<b>Fonts Folder</b>	<b>Subdirectory</b>
Elixir Fonts	<i>Elixir/Fonts/Elixir/</i>
PostScript Fonts	<i>Elixir/Fonts/Atmt3/</i>
Type 1 Fonts	<i>Elixir/Fonts/Atmt1/</i>
Windows Fonts	Displays the fonts installed in the system.
Xerox Fonts	<i>Elixir/Fonts/Xerox/</i>

## **Forms Folder**

The **Forms** folder represents the *drive:\Elixir\Forms* directory containing Xerox Form Object (\*.frm), Xerox Form Source (\*.fsl), Elixir Form (\*.efr), Windows Elixir Metafile (\*.emf), PCL Page (\*.pcl), PDF Page (\*.pdf), and PostScript (\*.ps).

To navigate in the **Forms** folder, click  adjacent to the **Forms** folder in the **Resources** window. The folders in the location *drive:\Elixir\Forms* are displayed in the tree. Select the required folder to expand and view its resources. The resources are displayed in the **Details** window.


**Forms** subfolders correspond to the following subdirectories:

<b>Forms Folder</b>	<b>Subdirectory</b>
Elixir Forms	<i>Elixir\Forms\Elixir\</i>
EMF Forms	<i>Elixir\Docs\Emf\</i>
FRM	<i>Elixir\Forms\Frm\</i>
FSL	<i>Elixir\Forms\Fsl\</i>
PCL Forms	<i>Elixir\Docs\Pcl\</i>
PDF Forms	<i>Elixir\Docs\Pdf\</i>
PostScript Forms	<i>Elixir\Docs\Psi\</i>

---

## Graphics Folder

The **Graphics** folder represents the *drive:\Elixir\Pics* directory containing Xerox IMG (\*.img), Xerox LGO (\*.lgo), Elixir Legacy Graphic (\*.lp3), Bitmap File (\*.bmp), JPEG File (\*.jpg, \*.jpe, \*.jpeg), PCX File (\*.pcx), TIFF File (\*.tif), and PNG File (\*.png).


To navigate in the **Graphics** folder, click  adjacent to the **Graphics** node in the **Resources** window. The folders in the location *drive:\Elixir\Pics* are displayed in the tree. Select the required folder to expand and view its resources. The resources are displayed in the **Details** window.

**Graphics** subfolders correspond to the following subdirectories:

Graphics Folder	Subdirectory
Elixir Graphics	<i>Elixir\Pics\Elixir\</i>
IMG	<i>Elixir\Pics\Img\</i>
LGO	<i>Elixir\Pics\Lgo\</i>

## Jobs Folder

The **Jobs** folder represents the *drive:\Elixir\Jobs* directory containing Xerox JSL Resources (\*.jsl) files.

To navigate in the **Jobs** folder, click  adjacent to the **Jobs** node in the **Resources** window. The folders in the location *drive:\Elixir\Jobs* are displayed in the tree. Select the required folder to expand and view its resources. The resources are displayed in the **Details** window.

**Jobs** subfolders correspond to the following subdirectories:

Jobs Folder	Subdirectory
Xerox JSL Resources	<i>Elixir\Jobs\Jsl\</i>

---

## Managing Folders

DesignPro Manager helps to create new physical folders, map physical folders to virtual folders, and to move/copy folders. You can also create and move/copy resource files. These basic Manager operations are explained in the tasks below:

- [Creating a New Physical Folder](#) (page 56)
- [Creating a New Elixir Resource](#) (page 57)
- [Creating a New Scout Task](#) (page 57)
- [Opening a Resource File](#) (page 58)
- [Mapping a Physical Folder to a Virtual Folder](#) (page 58)
- [Moving or Copying Files Across Virtual and Physical Folders](#) (page 60)
- [Deleting Files](#) (page 62)
- [Unmapping Virtual Folders](#) (page 64)
- [Viewing Folder Properties](#) (page 64)
- [Selecting Folder Contents](#) (page 64)
- [Moving Between Folders](#) (page 65)

### Creating a New Physical Folder

To create a new physical folder:

- 1 Browse to the required location in the **Explorer** window.
- 2 Select **New, Folder** from the **File** menu.  
The new folder is created and displayed in the Details window.



You can also right-click in the **Details** window to select **New, Folder** from the pop-up menu.



---

## Creating a New Elixir Resource

To create a new Elixir Resource, select **New**, *required resource* from the **File** menu. You can select from the following options:

- **Form:** opens the Form Editor to create a form/overlay.
- **Font:** opens the Font Editor to create a font.
- **Image:** opens the Graphics Editor to create an image.



You can also right-click in the **Details** window to select **New**, *required resource* from the pop-up menu. The selected DesignPro application opens.

## Creating a New Scout Task

To create a new Scout task (event), select **New**, **Scout Task** from the **File** menu. The Elixir Scout Manager opens to create the new task. See the *Elixir Scout Manager User Guide* for more information.



You can also right-click in the **Details** window to select **New**, **Scout Task** from the pop-up menu.

---

## Opening a Resource File

You can open a resource file by selecting it from the **Details** window and performing one of the following functions:

- Select **File, Open** from the menu.
- Press **Enter** on the keyboard.

The selected file opens in the associated application. If you select a folder in the **Details** window, the contents of the selected folder display.



Only those files open that have an associated program to open them. If a selected file format does not have an associated program, the **Windows** dialog displays for choosing the required program.



You can right-click a file/folder in the **Details** window to perform any standard Windows operation available in the pop-up menu.

## Mapping a Physical Folder to a Virtual Folder

You can organize the resources anywhere on your computer using the Manager. Instead of accessing the resources from the default Elixir directory (*drive:/Elixir/Resource folders*), you can map these folders in the virtual directory structure to access these folders from the **Resources** window.

To map a new physical folder to the virtual folder structure:

- 1 In the **Resources** window, browse to the target resource folder.
- 2 Right-click the target resource folder and select **Map New Folder** from the pop-up menu.

---

The Browse for Folder dialog displays.



- 3 Browse to select the required folder.



You can also create a new folder and map it to a virtual folder. Browse to a required location in the **Browse for Folder** dialog, and then click **Make New Folder** to create a new folder.

- 4 Click **OK** to map the folder.

The virtual folder is named by default. You can change the display name of the virtual folder; right-click the folder, select **Rename** from the pop-up menu, and enter a new display name for the folder. This will not change the name of the physical folder.





The name of the virtual folder and location of the physical folder mapped to the virtual folder, both display in the **Details** window header bar.

---

## Moving or Copying Files Across Virtual and Physical Folders

You can move/copy files from a physical (or virtual folder) to another physical (or virtual folder) using a simple drag and drop operation. Similarly, you can move a physical folder up or down a tree structure by dragging and dropping it from one location to another.

To move/copy a folder or a file from one physical folder to another:

- 1 Select the required folder/file.
- 2 Click one of the following buttons on the **Standard** toolbar:
  - : moves the selected file to the destination folder. The file is removed from its source folder. You can also select **Edit, Move to Folder** from the menu.
  - : copies the file and pastes the copy in the destination folder. The original file remains in the source folder. You can also select **Edit, Copy to Folder** from the menu.

The Browse for Folder dialog displays in both cases to select the destination folder.

- 3 Browse to select the required folder.
- 4 Click **OK** to perform the selected operation.



You cannot move a virtual folder from its default position in the tree.




You can undo a move or a delete action on files or folders by performing either of the following functions:

- Select **Edit, Undo** from the menu.
- Right-click in the **Details** window, and select **Undo** from the pop-up menu.
- Press **Ctrl + Z** on the keyboard.

---


## Copying Files

To copy a folder/file:

- Select the folder/file, and then click  on the **Standard** toolbar.
- Select the folder/file, and then select **Edit, Copy** from the menu.
- Right-click the folder/file, and then select **Copy** from the pop-up menu.
- Select the folder/file, and then press **Ctrl + C** on the keyboard.


## Cutting Files

To cut a folder/file:

- Select the folder/file, and then click  on the **Standard** toolbar.
- Select the folder/file, and then select **Edit, Cut** from the menu.
- Right-click the folder/file, and then select **Cut** from the pop-up menu.
- Select the folder/file, and then press **Ctrl + X** on the keyboard.

## Pasting Files

To paste copied or cut folder(s)/file(s) in another folder:

- Select the folder, and then click  on the **Standard** toolbar.
- Select the folder, and then select **Edit, Paste** from the menu.
- Right-click the folder, and then select **Paste** from the pop-up menu.
- Select the folder, and then press **Ctrl + V** on the keyboard.

## Renaming Files


You can rename a folder/file by performing any of the following functions:

- Select the folder/file, and then select **Edit, Rename** from the menu.
- Right-click the folder/file, and then select **Rename** from the pop-up menu.
- Select the folder/file, and then press **F2** on the keyboard.

---

## Deleting Files

You can delete a folder/file by performing any of the following functions:

- Select the folder/file, and then click  on the **Standard** toolbar.
- Select the folder/file, and then select **Edit, Delete** from the menu.
- Right-click the folder/file, and then select **Delete** from the pop-up menu.
- Select the folder/file, and then press **Del** on the keyboard.



When deleting Elixir Legacy Font (HDR) files, you can choose to either delete only the HDR file or automatically delete all files (HDA, GLH, and FLY files) associated with the selected HDR file. These related files have the same name as that of the HDR file.

To automatically delete the HDA, GLH, and FLY files along with the selected HDR file, check **Delete Related Elixir Legacy Font Files** in the **General** category of the **Options** dialog. When this option is unchecked, only the HDR file is deleted and the related files remain unaffected.

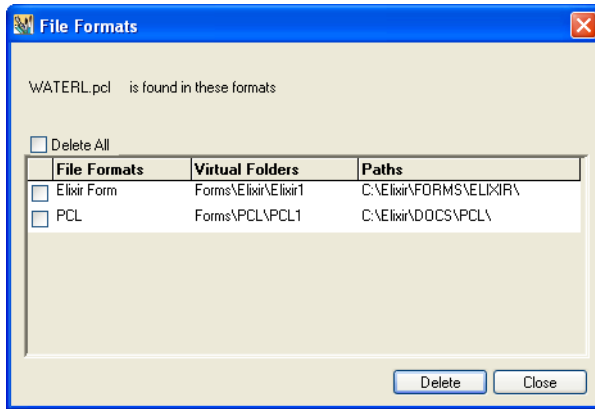
### Deleting Files in Different Formats

DesignPro Manager displays a list of files that have the same name but different formats, which you can also delete, if necessary.

To view the different formats of a file, and then delete them:

- 1 From the **Resources** window, browse to the directory in which the required file is located.
- 2 The resource files in the selected directory display in the **Details** window.
- 3 Select the required file from the **Details** window.

- 4 Select **View, Formats** from the menu.  
The File Formats dialog displays.



*The File Formats dialog displaying the different formats found for an Elixir Form in the virtual folders mapped for forms.*

Based on the selected file type, the Manager searches all the virtual folders mapped for that type, and then all files with the same name as that of the selected file are enlisted in the **File Formats** dialog. For example, if Waterl.efr (Elixir Form) is selected, all the virtual folders mapped for Forms (in the Resources tree) will be searched for files with the name Waterl.



The **File Formats** dialog lists the files under the following column heads:

- **File Formats:** specifies the format of a file.
- **Virtual Folders:** specifies the parent virtual folder of a file.
- **Paths:** specifies the physical location of a file.



You can also view the file formats by performing either of the following functions:

- Right-click the required file and select **Formats** from the pop up menu.
- Select the required file and press **Ctrl + F** on the keyboard.

- 5 Check the required format(s) to be deleted.  
To delete all the formats displaying in the list, check Delete All.
- 6 Click **Delete**.  
The selected file(s) in the File Formats dialog are deleted from the directory.

---

## Unmapping Virtual Folders

To remove a folder from the virtual directory structure:

- 1 In the **Resources** window, right-click the required folder and select **Unmap Folder** from the pop-up menu.  
A message box **Unmap Folder** displays to confirm the delete operation.
- 2 Click **Yes** to unmap the virtual folder.  
The required folder is removed from the virtual directory structure. The physical folder mapped to it is not deleted.

## Viewing Folder Properties

DesignPro Manager displays the attributes of the physical folder mapped to a virtual folder. To view the folder properties, right-click the required virtual folder from the **Resources** window, and select **Properties** from the pop-up menu. The Windows-standard property dialog for the associated (mapped) physical folder displays. You can view the folder attributes (such as type, size, location, date and time of creation, etc.), and specify the various folder settings (such as, sharing and security, etc.) using the property dialog.

## Selecting Folder Contents

The following options are available to select/de-select the contents of a folder displaying in the **Details** window:




- Select **Edit, Select All** from the menu to select all of the contents of a folder. You can also press **Ctrl + A** on the keyboard to perform this action.
- Select **Edit, Deselect** from the menu to de-select the selected contents.
- Select **Edit, Invert Selection** from the menu to de-select the selected contents, and select the de-selected contents from a folder. You can also press **Ctrl + I** on the keyboard to perform this action.



---

## Moving Between Folders

To move between the folders, the following options are available on the **Standard** toolbar:

- : moves back to a visited folder.
- : moves forward to a visited folder.
- : moves to the parent folder.

## Creating Application Shortcuts

DesignPro Manager provides a **My Shortcuts** tab in the **Navigation** window to create and maintain custom application shortcuts. These shortcuts are used to quickly open Windows and DOS based applications from the Manager. Using this tab, you can create a shortcut icon to open the Elixir web site. You can also delete shortcut icons, and view or edit shortcut icon properties.

### Creating a Shortcut

To create a shortcut in the Manager:

- 1 Click **My Shortcuts** tab in the Manager.
- 2 Right-click in the **My Shortcuts** view, and select **New Shortcut** from the pop-up menu.  
The Elixir Shortcut Wizard displays.
- 3 Click **Next** to continue creating a shortcut.

The following image shows the steps involved in creating a shortcut:

1. Open the Elixir Shortcut Wizard.
2. Click Next to continue.
3. Specify the required application properties in the General dialog.
4. Specify the additional parameters in the Settings dialog.
5. Click Finish to create the shortcut.
6. The specified shortcut displays in My Shortcuts tab.


The image illustrates the steps for creating a shortcut using the Elixir Shortcut Wizard. It shows the wizard's main window, the 'General' dialog for specifying application properties, the 'Settings' dialog for additional parameters, and the final 'My Shortcuts' window displaying the created shortcut.

---

The **General** and **Settings** properties that you will set in steps 3 and 4 of the image are explained as follows:

### Specifying General Properties

You can specify the following settings in the **General** dialog:

- 4 Select the appropriate **Application Type** option. Either:
  - **Windows:** specifies the shortcut links to a Windows-based application/file.
  - **DOS:** specifies the shortcut links to a DOS-based application/file.  
For DOS-based applications, you can check **Pause After Execution** to let the **Command Prompt** window remain open after the application executes until you close it. Typically, the window closes automatically after the application executes.
- 5 In the **Link Name** entry box, specify a meaningful name for the shortcut.  
The name specified here displays in the My Shortcuts tab.
- 6 In the **Target** entry box, specify the required application/file based on the selected **Application Type**. Click  adjacent to the **Target** entry box to display the **Open** dialog. Browse to the required file, select it, and then click **Open**. Alternatively, you can enter the appropriate file name and location in the entry box.  
The shortcut will use the specified path to execute the shortcut command.



The following options are available in the **Open** dialog:


- **File Name:** displays the name of the selected file.
  - **Files of Type:** displays the files of the selected type only. You can select the required file type from the drop-down list. The options available are: **Program Files**, **Batch Files** and **All Files**.
  - **Open as Read-Only:** specifies to open a file in read-only mode. You can check this option so that the selected file cannot be altered.
- 7 In the **Program Arguments** entry box, enter the parameters if required by the application specified in step 6.  
These parameters will be used to execute the application each time the shortcut is run. For example, if you are creating a shortcut to a web site, you need to specify the web site name in the Program Arguments entry box.
  - 8 Click **Next**.  
The Settings dialog displays.

---

## Specifying Additional Parameters

You can specify the following options in the **Settings** dialog:

- 9** In the **Start In** entry box, specify a working directory for the application. The specified path identifies the location for temporary files when the shortcut runs.

Enter the required path, or click  to locate the directory using the **Browse for Folder** dialog.



The DesignPro applications use `drive:\Program Files\Elixir Technologies\Bin` as the default working directory. For DesignPro application shortcuts, it is recommended to use the path where the DesignPro executable reside.

- 10** Specify the required state of the application window when you run the shortcut. You can select from the following options available in the **Run** drop-down list:
- **Normal Window:** displays the application window in the normal state.
  - **Minimized:** displays the application window minimized in the taskbar.
  - **Maximized:** displays the application window in the maximized state, utilizing the entire screen area.
- 11** From the **Icon** drop-down list, select an icon for the shortcut.  
A preview of the selected option is displayed in the Icon Preview area.
- 12** Click **Next** to continue creating the shortcut.  
The Elixir Shortcut Wizard dialog displays.
- 13** If you want to modify any settings, click **Back** or click **Finish** to create the shortcut.  
The shortcut icon and name displays in the My Shortcuts tab.

---

## Creating a Shortcut to Elixir Web Site

To create a shortcut to the Elixir web site:

- 1 Right-click in the **My Shortcuts** tab, and select **New Shortcut** from the pop-up menu.  
The Elixir Shortcut Wizard dialog displays.
- 2 Click **Next** to continue.  
The General dialog displays.
- 3 Select **Windows** as the **Application Type**.
- 4 Enter a name (such as Elixir) for the shortcut in the **Link Name** entry box.
- 5 In the **Target** entry box, enter the location of the required internet browser, for example, `c:\Program Files\Internet Explorer\iexplore.exe`.  
You can click  to locate the program file.
- 6 Enter `www.elixir.com` in the **Program Arguments** entry box.



If you do not enter the web site name, the shortcut will open the web page set as default on your computer.

- 7 Click **Next** to go to the **Settings** dialog.
- 8 Set the appropriate shortcut preferences from the **Run** and **Icon** drop-down lists.
- 9 Click **Next** to continue.
- 10 Click **Finish**.  
The shortcut displays in the My Shortcuts tab of the Navigation window.

## Viewing Shortcut Properties

To view the shortcut properties, right-click the required shortcut in the **My Shortcut** tab from the **Navigation** window, and select **Properties** from the pop-up menu. The Windows-standard property dialog for the associated application displays. You can view the application attributes (such as type, size, location, date and time of creation, etc.), and the shortcut attributes specified at the time of creation. You can also view/edit the shortcut security settings using this property dialog.

---

## Deleting a Shortcut

To delete a shortcut:

- 1 Right-click the required shortcut from the **My Shortcuts** tab in the **Navigation** window.
- 2 Select **Delete** from the pop-up menu.  
A confirmation message displays.
- 3 Click **Yes** to delete the selected shortcut.

## Setting Shortcut Preferences

DesignPro Manager opens multiple files by dropping them on the relevant application shortcuts. You can choose to either open a single instance of the application and all of the required files in it, or open multiple instances for opening each file.

To specify your preferences:

- 1 Select **Tools, Options** from the menu.  
The Options dialog displays.
- 2 Select the **General** category.
- 3 Check the following options:
  - **Launch Single Instance for DOS Shortcuts:** opens a single instance of a DOS application for all files.  
If unchecked, multiple instances will be opened for each file.
  - **Launch Single Instance for Windows Shortcuts:** opens a single instance of a Windows application for all files.  
If unchecked, multiple instances will be opened for each file.
- 4 Click **Apply**, and then click **OK** to save the settings.



You can reverse the effect of this setting by pressing **ALT** on the keyboard, and then dropping the files onto a shortcut.

# Section II: Managing and Converting Resources

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## **Chapter 4: Managing Resources**

This chapter provides information on DAT files, resource searching and replacement features, resource packaging functions, and gathering resource settings for diagnostic purposes.

## **Chapter 5: Using Converters**

This chapter explains how to convert resource files to different formats, including steps for opening and saving setup (\*.epm) files and converting Windows fonts.

## **Chapter 6: Automating the Conversion Process**

Describes command line parameters and methods for setting up and running the Command Line Converter, and automating the Converters using Elixir Scout Manager.





## Chapter 4:

# Managing Resources

### In this chapter...

- [DAT Files](#)
- [Resource Searching and Replacement](#)
- [Packaging Resources](#)
- [Collecting Diagnostic Information](#)

## DAT Files

A DAT file is an ASCII file containing form (overlay) references and additional script commands for composing Normalized data streams. Each DAT file has to contain at least one form. Script commands are not used with every printer, and are not required to complete a DAT file.

The following sections describe the operations that you can perform on a DAT file:

- 1 [Creating a DAT File](#) (page 73)
- 2 [Working with DAT Files](#) (page 76)

### Creating a DAT File

DesignPro Manager creates DAT files containing form references and script commands.

To create a DAT file in Manager, click the **DAT File** tab in the **Manage** window. The DAT File tree displays with the parent node **DAT File**. You can add form references and script commands to the DAT File node, and then export them to a DAT file (\*.dat).

Topics in this section explaining the above mentioned features are:

- [Adding Form References to a DAT File](#) (page 74)
- [Adding Script Commands to a DAT File](#) (page 75)

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## Adding Form References to a DAT File

To add a form reference to a DAT File:

- 1 Click the **DAT File** tab in the **Manage** window.
- 2 Right-click the **DAT File** node and select **Insert Form** from the pop-up menu. The Open dialog displays.



You can also add another form by right-clicking an already added form from the **DAT File** tab, and then selecting **Insert Form** from the pop-up menu. You can select the required form from the **Open** dialog that displays.

- 3 Search **Look In** for the required target folder.
- 4 Select one of the following formats from the **Files of Type** drop-down list:
  - Elixir Form (\*.efr)
  - Elixir Legacy Forms (\*.elx)
  - Elixir PrintDriver Forms (\*.ep)
  - Windows EMF Files (\*.emf)
  - Xerox Form Object Files (\*.frm)
  - Xerox Form Source Files (\*.fsl)The Open dialog displays the list of available forms in the selected format.
- 5 From the **Insert As** drop-down list, select either of the following options:
  - **Filename Only:** saves only the selected filename with the resource. On opening the file again, the resource is retrieved from the locations given in the related converter settings.
  - **Relative Path To ProfileServer Root:** saves the path for the resource, relative to the path defined in the current profile being used in the application.



For information on profiles, refer to *Chapter 9: "Elixir Profile Editor"* on page 207.

- **Absolute Path:** saves the absolute path where the resource is located.
- **Embedded:** embeds the resource in the project. Using this option, you can include the resource in your project without having to refer it from another location.

- 6 Select the required form, and then click **Open**.

The form reference displays as a child node of the DAT File node in the Manage window.



You can open multiple forms by pressing **Ctrl** and clicking on the forms you want to select in the **Open** dialog. Click **Open** and the form references are displayed as sub-nodes of the **DAT File** node.



You can also add a form reference using the following steps:

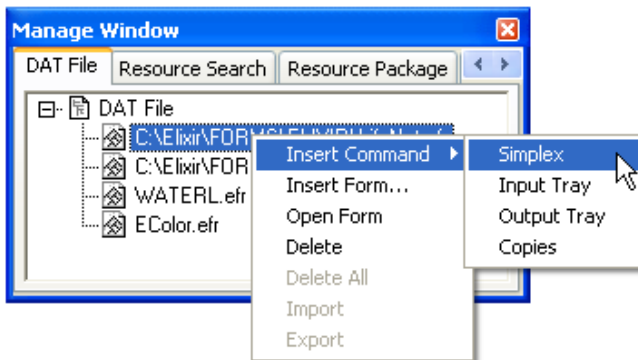
- Browse to the required folder from the **Resources** window or the **Explorer** window, such that the required forms display in the **Details** window.
- Select the required form(s) from the **Details** window, drag, and then drop them in the **Manage** window (**DAT File** tab).

The required forms are added as sub-nodes under the DAT File node. The sub-node name indicates the file path, name, and extension.

## Adding Script Commands to a DAT File

To add a script command to a DAT File:

- 1 Click the **DAT File** tab in the **Manage** window.
- 2 Right-click the **DAT File** node, or an overlay (form) node and select **Insert Command** from the pop-up menu. A secondary pop-up menu displays.



*Image shows the options available for adding script commands.*

- 
- 3 Select the required script commands:
    - **Simplex:** prints a form on single side; required for some duplex-only printers.
    - **Input Tray:** adds a form to the **Input Tray**. Once added, you can edit the tray name and/or number as necessary to match your printer specifications.
    - **Output Tray:** adds a form to the **Output Tray**. Once added, you can edit the tray name and/or number as necessary to match your printer specifications.
    - **Copies:** makes copies of a form. Once added, you can modify the number of copies required.

The specified script command is added to the DAT file.

- 4 Export the DAT file.

For information on exporting the DAT file, see [“Exporting a DAT File”](#) on page 77.

## Working with DAT Files

You can perform operations with DAT files, such as opening referenced forms from a DAT file, reordering form references and script commands, and deleting required form references or script commands from a DAT file. Operations for exporting or importing DAT files are also supported in the Manager.

### Opening a Form from a DAT File

Referenced forms can be opened directly from the **DAT File** tab.

To open a referenced form, right-click the required form node from the **DAT File** tree and select **Open Form** from the pop-up menu. The form opens in the Form Editor.

### Reordering Form References or Script Commands in a DAT File

To reorder existing form references or script commands in a DAT file, click and drag a selected form reference or script command to the required location within the **DAT File** tree. The selected form reference or script command moves up or down the **DAT File** tree as placed.

### Deleting Form References or Script Commands in a DAT File

To delete a form reference or script command added to a DAT file, right-click the required form reference or script command node and select **Delete** from the pop-up menu. The selected node is deleted.

You can delete all of the forms and commands from the DAT file by right-clicking the **DAT File** node and selecting **Delete All** from the pop-up menu.

---

## Exporting a DAT File

After you have added all of the required form references and script commands to the **DAT File** tree, you can export it to the DAT File format for conversion.

To export a DAT file:

- 1** Right-click the **DAT File** node in the **Manage** window.  
A pop-up menu displays.
- 2** Select **Export**.  
The Save As dialog displays.
- 3** Select **Dat File (\*.dat)** from the **Save As** drop-down list.
- 4** Browse to the target folder from the **Save In** drop-down list where you want to save the DAT file.
- 5** Specify the DAT file name in the **File Name** entry box.
- 6** Click **Save**.  
The DAT file (\*.dat) is exported to the target location.

## Importing a DAT File

DAT files can be imported into the Manager for viewing, editing and exporting. An imported DAT file does not merge with an open DAT file.



Export any changes made to an open DAT file before importing a new DAT file. Changes made to an open DAT file are saved only when it is exported.

---

To import an existing DAT file:

- 1 Select **Import** from the **File, DAT File** menu.  
The Open dialog displays.
- 2 Select **DAT Files (\*.dat)** from the **Files of Type** drop-down list.
- 3 Browse to the target folder from the **Look In** drop-down list and select an existing DAT file.  
The File Name entry box updates with the name of the selected file.
- 4 Click **Open**.  
The specified DAT file is imported in the Manager.



You can also import a DAT file using the **Manage** window. Right-click the **DAT File** node and select **Import** from the pop-up menu. Select the required file from the **Open** dialog that displays.

## Resource Searching and Replacement

DesignPro Manager helps to search for linked or embedded fonts/images being used in a form. Options to replace the resources (image or fonts file) used within the form(s) are also available. Manager also helps to simultaneously replace a resource used in multiple files. These features are available in the **Resource Search** tab of the **Manage** window.

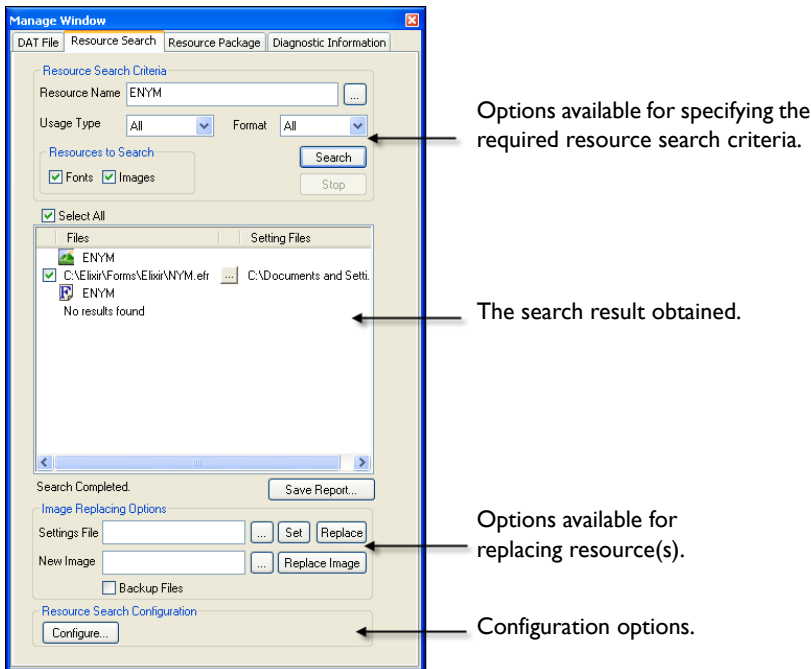


You can display or hide the **Manage** window by selecting **View, Manage Window** from the menu.

Topics included in this section explaining the above mentioned features are:

- [Resource Searching](#) (page 80)
- [Configuring Resource Search](#) (page 83)
- [Image Replacing](#) (page 84)

The **Manage** window displaying the **Resource Search** options:



To look for a resource (font or image) used in a form, Manager requires the resource name and/or type; format, and usage type as the search criteria. Search results then display the list of paths and form name(s) that include the specified font and/or image resource name(s).

Once the search result is obtained, you can perform the following functions:

- Generate a search report.
- Replace the settings (EPM) file for selected resource(s) in the form.
- Replace the selected image resource(s) in the form.

The resource searching functionality is made easier by an indexing service operating in the background. You can also configure the indexing service parameters to suit your needs.

---

## Resource Searching

The resource searching feature in the Manager enables you to specify a resource search criteria and look for the required resource in forms located at a given path. You can specify the required path by setting the resource search preferences. For details, refer to [“Configuring Resource Search”](#) on page 83.

Forms of the following formats are included in the search operation:

- Xerox Object Overlays (\*.frm)
- Xerox Source Overlays (\*.fsl)
- Elixir Overlays (\*.efr)
- Elixir Legacy Overlays (\*.elx)

### Searching a Resource

To search for a resource:

- 1** Click the **Resource Search** tab in the **Manage** window.
- 2** Specify the required resource search criteria.  
For details, refer to [“Specifying the Resource Search Criteria”](#) on page 81.
- 3** Click **Search**.  
The search result displays in the list box. For details on viewing the search result, refer to [“Viewing the Search Results”](#) on page 82.



You can discontinue the search operation at anytime by clicking **Stop**.

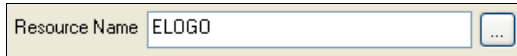


---

## Specifying the Resource Search Criteria


Various options for specifying the resource search criteria are available under the **Resource Search Criteria** area. These are as follows:

- **Resource Name:** specifies the stem name of the resource to be searched. Enter the required name in the associated entry box.



The image shows a text input field with the label 'Resource Name' and the text 'ELOGO' entered. To the right of the input field is a small square button with three dots '...' inside, which is used to browse for a file.

*A name entered in the Resource Name entry box for searching.*

You can also click  adjacent to the **Resource Name** entry box. The **Open** dialog displays to specify the required resource. File name and path of the selected resource displays in the **Resource Name** entry box. However, for search operation, only the resource name is considered.


- **Usage Type:** specifies how the resource is used in a form. You can select any one of the following options:
  - **Linked:** searches for resources that are linked to a form.
  - **Embedded:** searches for resources that are embedded in a form.
  - **All:** searches for both linked and embedded resources in a form.
- **Format:** specifies the file format of the resource to be searched. You can select from one of the following options:
  - **Elixir:** searches for Elixir resources only.
  - **Xerox:** searches for Xerox resources only.
  - **All:** searches for resources of all types (such as Xerox and Elixir).
- **Resources to Search:** specifies the type of resource to be searched. Check the following options, as appropriate:
  - **Fonts:** searches for fonts only.
  - **Images:** searches for images only.You can check both the options to search for both fonts and images.

---


## Viewing the Search Results

After clicking **Search**, a list of forms that use a font and/or image resource matching the specified criteria displays in a list box in the **Manage** window.

The list box contains the following columns:

- **Files:** displays the name and location of the form. You can click  adjacent to the file name, to open the input format property dialog associated with the file format. For example, the **Xerox LPS Resource Parser** dialog displays for Xerox Object Overlay (\*.frm) and the **Elixir** dialog displays for Elixir Form files (\*.efr).



For information on all the options available in the selected input format property dialog(s), click  on the top-right corner of the dialog.

- **Setting Files:** displays the settings file (EPM) associated with the form. For specifying a different setting file, see [“Replacing the Settings File”](#) on page 86.



The search result is grouped by the resource types that are identified by their respective icons:



: identifies the form path and name containing the specified image resource.



: identifies the form path and name containing the specified font resource.

## Generating a Search Report

To generate and export the search results to a Web Page (HTM) file:

- 1 Click **Save Report**.  
The Save As dialog displays.
- 2 Select **Web Page (\*.htm)** from the **Save As** drop-down list.
- 3 Browse to the target folder from the **Save In** drop-down list where you want to save the search report file.
- 4 Specify the file name in the **File Name** entry box.
- 5 Click **Save**.  
The Web Page file containing the search result is created at the specified location.

---

## Configuring Resource Search

DesignPro Manager monitors the forms by maintaining an indexed record of all of the forms located at a given path. The images and fonts used in each form are stored in this record. An indexing service runs in the background for creating and updating this record.

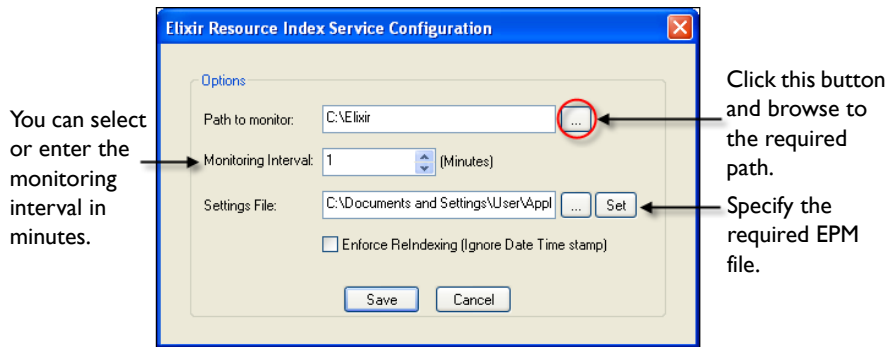
The indexing service performs the following operations:

- Indexes new file(s) and records the font and image resources in that file.
- Re-indexes the updated file(s).
- Deletes the files (from the indexed record) that have been deleted from the path being monitored.

To configure the indexing service for resource searching:

- 1 Click **Configure** in the **Resource Search Configuration** area of the **Manage** window.

The Elixir Resource Index Service Configuration dialog displays.



- 2 Specify the following options:

- **Path to Monitor:** specifies the directory in which the forms to be monitored reside. At the time of installation, this path is set to *drive:\Elixir* by default. Enter the location of another directory if required, or click **...** to open the **Browse for Folder** dialog. You can then select the required directory and click **OK**.
- **Monitoring Interval:** specifies the time interval after which to monitor the configured directory for any new or changed files. The time is specified in minutes.
- **Settings File:** specifies the settings file that is used while opening and searching the forms. By default, the settings file for Manager (*drive:\Documents and Settings\username\Application Data\Elixir Technologies\DPTManager.epm*) is

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used. Enter the location of another settings file if required. Alternatively, you can click  to display the **Open** dialog, and then select the required settings file (EPM) and click **OK**.

- **Enforce ReIndexing (Ignore Date Time Stamp):** specifies to re-index all of the supported forms in the specified directory, every time indexing executes as per the schedule. You can uncheck this option to re-index the changed files only. The Manager recognizes the changed files by checking the date-time stamp of each file.

To change format settings in the specified settings (EPM) file:

- 3** Click **Set** adjacent to the **Settings File** entry box.  
A pop-up menu displays that contains file format options associated with the settings file.
- 4** Select any one of the format options to open the associated property dialog.
- 5** Review the dialog selections and make changes as required.
- 6** Click **Apply**, and then click **OK** to update the settings file.
- 7** Click **Save** to return to the **Manage** window.  
The specified configurations are applied to the indexing service.

## Image Replacing

DesignPro Manager helps you to replace an image used in multiple forms with another image. This removes the need to open each form in the Form Editor, and then replace the image manually for each required file. For example, if your company changes its logo, it is required to replace the old logo (image) with the new logo in the company documents. In such cases, you can make use of the image replacing feature in the Manager to replace all of the logo images simultaneously.


Topics included in this section explaining the above mentioned features are:

- [Replacing Image\(s\)](#) (page 85)
- [Generating Backups](#) (page 86)
- [Replacing the Settings File](#) (page 86)

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## Replacing Image(s)

To replace an image(s):

- 1 Check the required form(s) from the search result list box.  
The Image Replacing Options become enabled.
- 2 Click  adjacent to the **New Image** entry box to display the **Open** dialog.
- 3 Select an image type from the **Files of Type** drop-down list. You can choose from any of the following file types:
  - Xerox IMG and Xerox LGO (\*.img, \*.lgo)
  - Elixir Legacy Graphic (\*.lp3)
  - Image files (\*.bmp, \*.jpg, \*.jpeg, \*.tif, \*.pcx, \*.png)
- 4 Select one of the following options from the **Insert As** drop-down list:
  - **Filename Only:** saves only the selected filename in the form. On opening the form again, the resource is retrieved from the locations given in the related converter settings.
  - **Relative Path to ProfileServer Root:** saves the path for the resource, relative to the path defined in the current profile being used by the application.



For information on profiles, refer to *Chapter 9: "Elixir Profile Editor"* on page 207.

- **Absolute Path:** saves the absolute path where the resource is located.
  - **Embedded:** embeds the resource in the resource. Using this option, you can include the resource in your form without having to refer it from another location.
- 5 Browse to the target folder from the **Look In** drop-down list and select the required image.  
The File Name entry box updates with the name of the selected file.

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**6** Click **Open**.

The New Image entry box updates with the name of selected image. You can also directly enter the required image name and extension in the New Image entry box.

**7** Click **Replace Image**.

The required image(s) in the checked form(s) is replaced with the new image resource. Messages generated during the replacement display in the Messages window.

### **Generating Backups**

Before you replace image(s), it is recommended to create a backup of the forms involved. To generate a backup, check **Backup Files** in the **Image Replacing Options** area. A backup file for each form being changed is created in the same directory where the original file is located. Backup files are created with the BAK extension.

### **Replacing the Settings File**

To replace a settings file (EPM):

**1** Check the required form(s) from the search result list box.

The Image Replacing Options become available.

**2** Click  adjacent to the **Settings File** entry box to display the **Open** dialog.

**3** Select **Settings File (\*.epm)** from the **Files of Type** drop-down list.

**4** Browse to the target folder from the **Look In** drop-down list and select the required file.

The File Name entry box updates with the name of selected file.

**5** Click **Open**.

The selected file name displays in the Settings File entry box. You can also directly enter the required settings (path, file name and extension) in the Settings File entry box.

**6** Click **Replace**.

The setting file(s) associated with the selected form(s) is replaced with the new settings file. You can view the updated file name in the Settings File column.

---

## Specifying Converter Settings

After specifying a new file in the **Settings File** entry box, you can change the conversion parameters defined in the file (if required).

To change the converter settings in the specified EPM file:

- 1 Click **Set** in the **Image Replacing Options** area.  
A pop-up menu displays.
- 2 Select any one of the following options:
  - **FRM**: displays the Xerox LPS Resource Parser dialog.
  - **FSL**: displays the Xerox FSL Parser dialog.
  - **ElixirGDF**: displays the ElixirForm dialog.
  - **Native**: displays the Elixir dialog.
- 3 Review the dialog selections and make changes as required.
- 4 Click **Apply**, and then click **OK** to return to the **Manage** window.  
The Settings File (EPM) is updated.

## Packaging Resources

Manager provides the facility to package your required resource files in a single Zip File (\*.zip). You can specify the required resources simply by using drag and drop. For supported file formats, all of the dependent resources of the specified resource can also be included. For example, if you specify to package an Elixir Form (.efr), the images, fonts, and other resources used in the form are automatically included in the package.

The supported formats for packaging are as follows:

- Xerox Object Overlays (\*.frm)
- Xerox Source Overlays (\*.fsl)
- Elixir Overlays (\*.efr)
- Elixir Legacy Overlays (\*.elx)
- Data Files (\*.dat)
- Printer Command Language (\*.pcl)

---

Resource packaging involves the following steps:

- [Creating a Package](#) (page 88)
- [Generating a Package Report](#) (page 90)

## Creating a Package

To create a package of resources:

- 1 Click the **Resource Package** tab in the **Manage** window
- 2 Browse to the required directory using the **Resources** window or the **Explorer** window.  
The resources available in the directory display in the Details window.
- 3 Check **Parse for Dependencies** for also including the dependent resources in the package as separate files.
- 4 Check **Show Embedded Resources** for displaying the embedded resources in the **Resource Package** list box. Embedded resources are a part of the file itself and therefore, will be a part of the package automatically.
- 5 Drag the required resource file from the **Details** window, and drop it in the **Resource Package** list box.

The specified resource node is added to the package list and identifies the path from where it is specified.

- For supported formats, the dependent resources (both referenced and embedded) are also added to the package list as sub-nodes of the parent resource. The dependent resources are categorized on the basis of their types (fonts, images, palettes, etc.). The sub-nodes representing the embedded resources in a form are marked as **Embedded**. A check box is available with each node in the package list.
- Files of a non-supported format are simply added in the package list (without any dependencies/sub-nodes).

The package list is maintained in the ascending order.



You can also select multiple files and drop them on to the **Resource Package** list box.



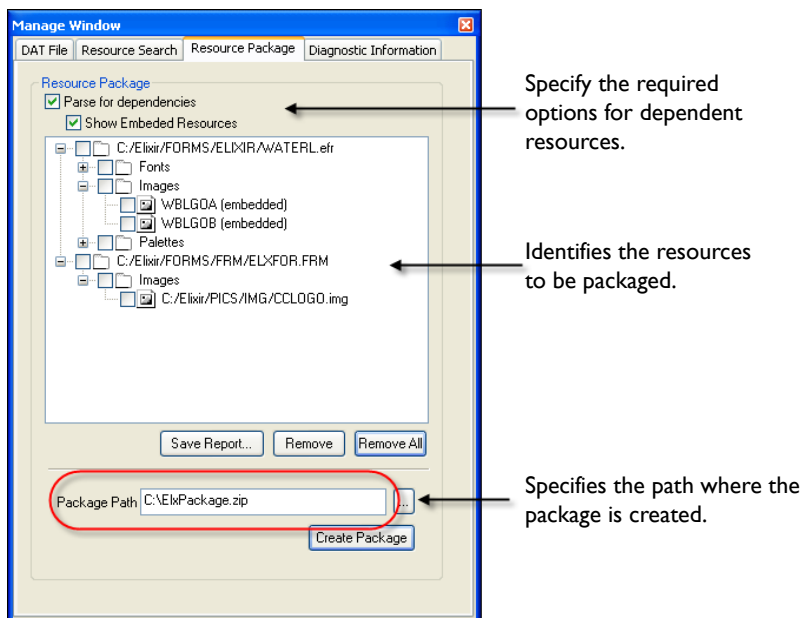
- Expand the resource nodes and check the required resources to be included in the package.



You can check a node and click **Remove** to delete a required resource from the **Resource Package** list box. Click **Remove All** to clear the list box completely.

- Click  to open the **Select Package File Name** dialog.
- Select **Zip Files (\*.zip)** from the **Files of Type** drop-down list.
- Browse to the required destination directory from the **Look In** drop-down list, and specify a name for the package in the **File Name** entry box.
- Click **Open**.

The Package Path entry box updates with the specified file name and path. You can also directly enter a name and destination path for the package in the Package Path entry box.



*The Resource Package list box displaying the Xerox resources to be packaged for EFR and FRM forms.*

---

**11 Click Create Package.**

The package is created at the specified path.

**Generating a Package Report**

To generate and export the list of package resources as a Web Page (HTM) report.

**1 Click Save Report.**

The Save As dialog displays.

**2 Select Web Page (\*.htm) from the Save As drop-down list.**

**3 Browse to the target folder from the Save In drop-down list where you want to save the package report file.**

**4 Specify a file name in the File Name entry box.**

**5 Click Save.**

The Web Page file containing the package list is created at the specified location.

---

# Collecting Diagnostic Information

DesignPro Manager helps to gather your system information, along with all of the DesignPro application settings and configurations. This information that you provide assists our customer support to recreate your PC environment, which might be required in order to replicate any application issues occurring at your end.

The information collected by Manager is packaged into a Zip File (\*.zip) and contains the following:

- **System Information:** includes processor, memory, operating system and service pack information. The version number and file size of the enlisted Bin files is also included.
- **Elixir Directories Settings:** includes Elixir directory information and a listing of files in the **Bin** directory (*drive*:\Program Files\Elixir Technologies\Bin). The version number and file size of the enlisted Bin files is also included. An XML file (DPTDiagnosticXML.xml) is generated that contains the system information, and the Elixir directory settings.
- **Elixir Setting Files:** includes all setting files (EPM) located at *drive*:\Documents and Settings\*username*\Application Data\Elixir Technologies\.
- **Elixir Registry Settings:** includes all Elixir related registry settings from the Current User and Local Machine paths. These settings are exported to Registry Files (REG) that are packaged.
- **Elixir Log Files:** includes information about the various Elixir applications installed on your PC and their version numbers. This also includes information about the older versions installed previously and patch information. The two Log Files (Install.log, and Version.log) contain this information. Elixir product license information is also included in the form of Password Files (\*.epw).

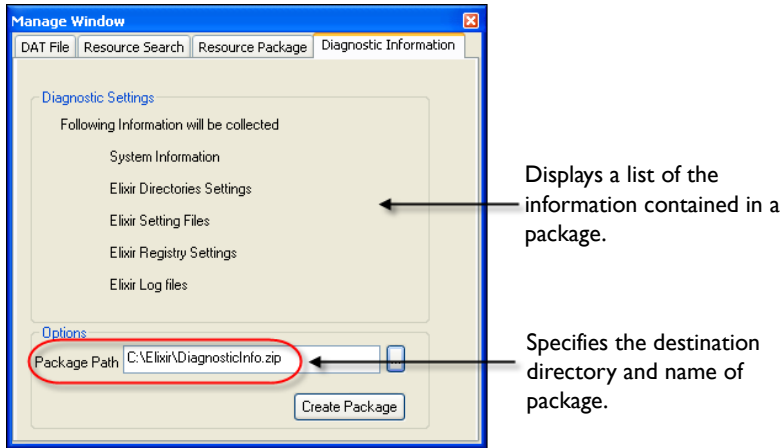
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## Packaging Diagnostic Information

To package the system diagnostic information:

- 1 Click the **Diagnostic Information** tab in the **Manage** window.

The Manage window - Diagnostic Information tab displays:



- 2 Click  adjacent to the **Package Path** entry box in the **Options** area.  
The Select Diagnostic File Name dialog displays.
- 3 Select **Zip** from the **Files of Type** drop-down list.
- 4 Browse to the required directory from the **Look In** drop-down list where you want to create the packaged file.
- 5 Specify a name for the packaged file in the **File Name** entry box.
- 6 Click **Open** to return to the **Manage** window.  
The Package Path entry box displays the specified file name and location.
- 7 Click **Create Package**.  
A packaged file (ZIP) is created at the specified location and contains the required diagnostic information.

## Chapter 5:

# Using Converters

### In this chapter...

- [Converting Files to Different Formats](#)
- [File Types Supported by Converters](#)
- [Print File Conversion Process](#)
- [Customizing the Converters](#)


## Converting Files to Different Formats

DesignPro Manager, Converters provides the facility to convert varying input file formats including documents, images, forms, and fonts to different supported output file formats. You can also convert resources from the **Tools** menu of all DesignPro applications like Form Editor, Graphics Editor, and Font Editor.

Converting resources is necessary when resources used in a design are needed but they are not in the required format. Conversion is often required while printing, when you need all of the resources in the same format as the target format. For example, while converting a Xerox document to PDF format, all of the Xerox resources such as overlays (forms), images, fonts, documents need to be converted to PDF format in order for the finished document to match with the original.

You can create resources for Xerox printers by coding or by using an application that creates those formats. You can also change the default file format property options for supported file types before conversion.



For information on all of the options available in the Converter dialog(s), click  on the top-right corner of the dialog.

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Converters can create multiple target formats from a single resource. You can also convert multiple resources with the same file extensions simultaneously to single, or multiple target formats. This helps in converting several resource types without using each DesignPro Editor individually.

## File Types Supported by Converters

Converters can convert any of the following supported input formats to any of the supported output formats, as required:

### Input Formats

Converters support conversion of the following input formats:

- **Document Files:** the supported input formats for Documents are listed below:
  - Elixir Dat Files (\*.dat)
  - Elixir Document Files (\*.edf)
  - Elixir Legacy Document Files (\*.gdf)
  - Elixir PrintDriver Document Files (\*.epf)
  - PCL Files: HP Print Control Language Document Files (\*.pcl, \*.prn)
  - Xerox LCDS/Metacode (\*.met, \*.mta, \*.nor)
- **Font Files:** the supported input formats for Fonts are listed below:
  - Elixir Legacy Font Files (\*.hdr)
  - ATM Type 1: Adobe Type Manager Type 1 fonts
  - PCL: HP Print Control Language Font Files (\*.flj, \*.pcl)
  - True Type: Windows-based outline fonts
  - Xerox Font Files (\*.fnt)
- **Form Files:** the supported input formats for Forms are listed below:
  - Elixir Form Files (\*.efr)
  - Elixir Legacy Form Files (\*.elx)
  - Elixir PrintDriver Form Files (\*.epf)
  - Xerox Form Object Files (\*.frm)
  - Xerox Form Source Files (\*.fsl)

- 
- **Image Files:** the supported input formats for Image types are listed below:
    - Elixir Legacy Graphic Files (\*.lp3)
    - BMP Files (\*.bmp)
    - JPEG Files (\*.jpg; \*.jpe; \*.jpeg)
    - PCX Files (\*.pcx)
    - PNG Files (\*.png)
    - TIFF Files (\*.tif)
    - Xerox IMG and Xerox LGO (\*.img, \*.lgo)

## Output Formats

Converters support conversion of files in the following output formats:

- **Document Files:** the supported output formats for Documents are listed below:
  - Elixir Document Files (\*.edf)
  - Elixir Legacy Form Files (\*.elx)
  - PCL: HP Print Control Language Document Files (\*.pcl, \*.prn)
  - Adobe PDF Files (\*.pdf)
  - PostScript: Postscript Files (\*.ps)
  - Xerox Metacode Files (\*.met, \*.nor, \*.mta)
- **Font Files:** the supported output formats for Fonts are listed below:
  - Elixir Legacy Font Files (\*.hdr)
  - PCL Font: HP Print Control Language Font Files (\*.flj, \*.pcl)
  - PostScript Font Files (\*.ps)
  - Xerox Font Files (\*.fnt)
- **Form Files:** the supported output formats for Forms are listed below:
  - Elixir Form Files (\*.efr)
  - Elixir Legacy Form Files (\*.elx)
  - Image Files (\*.tif, \*.lp3, \*.img, \*.seg)
  - PCL Page Files (\*.pcl)
  - PDF Page Files (\*.pdf)
  - PostScript Files (\*.ps)
  - VIPP Files (\*.vip)
  - Xerox Form Object Files (\*.frm)
  - Xerox Form Source Files (\*.fsl)
  - Xerox Metacode Files (\*.met, \*.mta, \*.nor)

- 
- **Image Files:** the supported output formats for Image files are listed below:
    - Image Files (\*.tif, \*.lp3, \*.img, \*.seg)
    - Tile to Font Files (\*.hdr)
    - Xerox IMG and Xerox LGO Files (\*.img, \*.lgo)

## Print File Conversion Process

Converters is an efficient file conversion program that provides a central location for converting all data and resource types (documents, forms, fonts, and images). You can convert resources for your application to single or multiple supported formats without leaving DesignPro Manager. For example, you can convert more than one Elixir Legacy fonts to Xerox fonts in a single go, using the Converters in the Manager. This saves you from converting each resource individually using the Font Editor.

A typical file conversion process includes the following phases in the given sequence:

- 1 [Identify, Prepare, and Stage the Resources](#) (page 97)
- 2 [Opening a Setup \(EPM\) File](#) (page 97)
- 3 [Setting Up the Conversion](#) (page 99)
- 4 [Changing Input Format Properties](#) (page 101)
- 5 [Changing Output Format Properties](#) (page 103)
- 6 [Specifying the Output File Path](#) (page 104)
- 7 [Starting the Conversion](#) (page 104)
- 8 [Saving the Setup File](#) (page 105)



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## Identify, Prepare, and Stage the Resources

Converters emulate printing systems used to process supported data streams; therefore, it must have access to all resources used by the printing device. These resources can be in either the Elixir Legacy format (for existing users upgraded from earlier Elixir Desktop and Converters versions) or printer device native format. Each resource must be identified before staging to the Converters.

Identify and examine each resource before staging to the Converters. Resources include all files embedded in the input resource such as documents, fonts, forms, and images.

Resources can vary depending on the input data format specified for conversion. Some resource types, based on the input formats, are explained as follows:

### Xerox Resources

Identify the print file resources, such as forms, fonts, and images and their locations before conversion when working in the Xerox environment.

The DesignPro Converters does not require specific file extensions for resources; however, Elixir products traditionally support the following formats:

- **Forms:** \*.frm, \*.fsl
- **Fonts:** \*.fnt
- **Images:** \*.img, \*.lgo

### Opening a Setup (EPM) File

Converters use the EPM file to handle user selected file format options during file conversion. This setup file can be copied to other PCs or archived for later use.

The setup file (\*.epm) is used to store individual input and output property settings and help the system read the resource settings before and during the conversion process.

The DPTManager.epm is the default EPM file, which is located at the following path:  
*drive:/Documents and Settings/username/Application Data/Elixir Technologies/.*

The default EPM file settings can be changed before starting the conversion process. In Manager, you can access the required file format property dialogs from the **Tools, Application Format Setting, Input Formats** or **Output Formats** menu options.

Custom input and output conversion settings can be saved in a new setup file, and opened for use in the appropriate conversion session. For more information on saving a setup file, see [“Saving the Setup File”](#) on page 105.

---

After opening the setup file, conversion property options may be changed for both input and output formats. To overwrite customized conversion settings with default conversion settings, re-open the default setup file.



Input and Output property options set in the **Conversions** dialog are automatically updated in the EPM file opened for the current session.

To open a setup file (\*.epm):

- 1 Select **Tools, Application Format Setting, Load** from the menu.  
The Load Setup File dialog opens.
- 2 Select **Setup Files (\*.epm)** from the **Files of Type** drop-down list.
- 3 Browse the **Look In** drop-down list to select the required EPM file.  
The File Name entry box updates with the selected file name.
- 4 Click **Open** to open the selected setup file.



On opening the EPM file, its settings will be copied to the default EPM file. The **Load** dialog for EPM files will point towards the last accessed file and folder, even after re-opening the application.



If some conversion resource paths are not present in the opened setup file (\*.epm), Converters picks the missing resource paths from the paths specified in the INI file associated with your selected profile. For more information on profile selection, see *Chapter 9: "Elixir Profile Editor"* on page 207.

### Resetting Customized Conversion Settings to Default


You can revert your customized input and output conversion settings made in the opened setup file through the **Conversions** dialog to the default EPM file during or after conversion by selecting **Tools, Application Format Setting, Clear** from the menu in the Manager.

---

## Setting Up the Conversion

Once the required data and resources are identified and staged, the next phase is to set up the Converters for file conversion process.

To start up the conversion process, select the required resource file(s) from the **Details** window, and perform one of the following functions:

- Select **File, Convert** from the menu.
- Drag and drop the file(s) onto the Converters icon,  in the **Applications** tab of the **Navigation** window.
- Press **Alt + C** on the keyboard.

The **Conversions** dialog opens, displaying the selected input files and the file format. You can specify the required output formats, and set the input and output conversion settings before initiating the conversion.

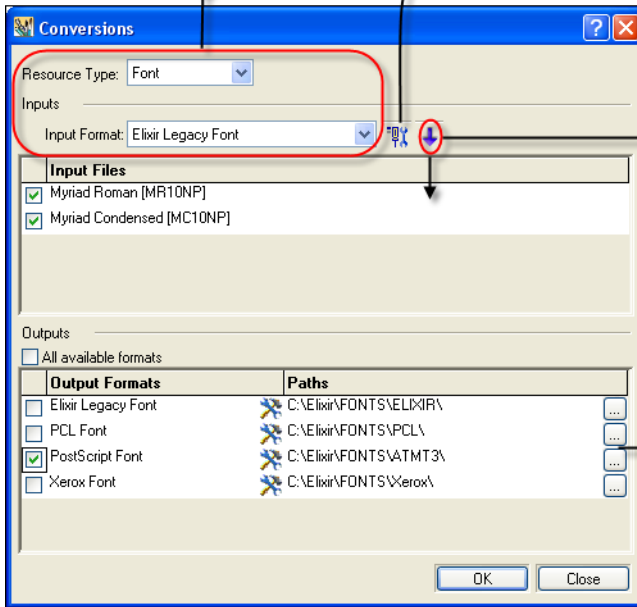


You can specify multiple files for conversion by pressing **Ctrl** on the keyboard, and then selecting the required files. You can also press **Shift** on the keyboard to select multiple files that are consecutive to each other.

The following image illustrates the Conversions dialog and the various options:

Type and format of the input resources.

Click this button to specify the settings for the input file format.



Click this button to view the specified input file(s) and file path(s).

The Outputs area displays output formats and paths available for selection.



When you choose to convert a Windows font, the **Registered Font Properties** dialog opens. You can register the Windows fonts by specifying its settings, and then proceed with the conversion.

For more information on registering and converting Windows fonts, see [“Working with Windows Fonts”](#) on page 105 later in this chapter.




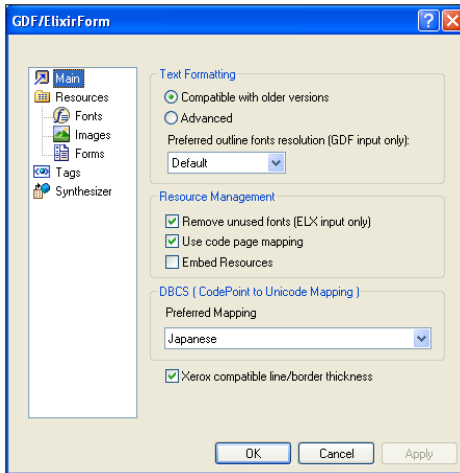
In case of converting multiple resources having the same file extension, input and output conversion settings defined for one resource are automatically applied to all resources of the same type. However, you need to initiate a new conversion process to convert a different resource type.

---

## Changing Input Format Properties


To change input format properties:

- 1 Select the required **Input Format** type from the list of available options.  
Options displaying in the input format list depends on the format of the resource that is dropped onto the Converters.
- 2 Click  adjacent to the **Input Format** drop-down list in the **Inputs** area.  
The property dialog for the currently selected input format displays. You can also select a different format from the **Input Format** drop-down list, and specify the properties for that format (if required).  
The input format dialog for Elixir:






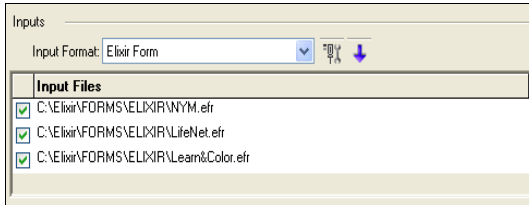
- 3 Select a category to view the associated properties.
- 4 Review the dialog selections and make your changes.
- 5 Click **Apply** and **OK** to save the settings.



For information on all the options available in the selected input format property dialog(s), click  on the top-right corner of the dialog.

## Viewing the Input Files

You can view the input file(s) and associated file path(s) for conversion by clicking  under the **Inputs** area. The button toggles to  and the Inputs area expands to display a list of selected **Input Files** and their locations. You can click  to hide the input files.



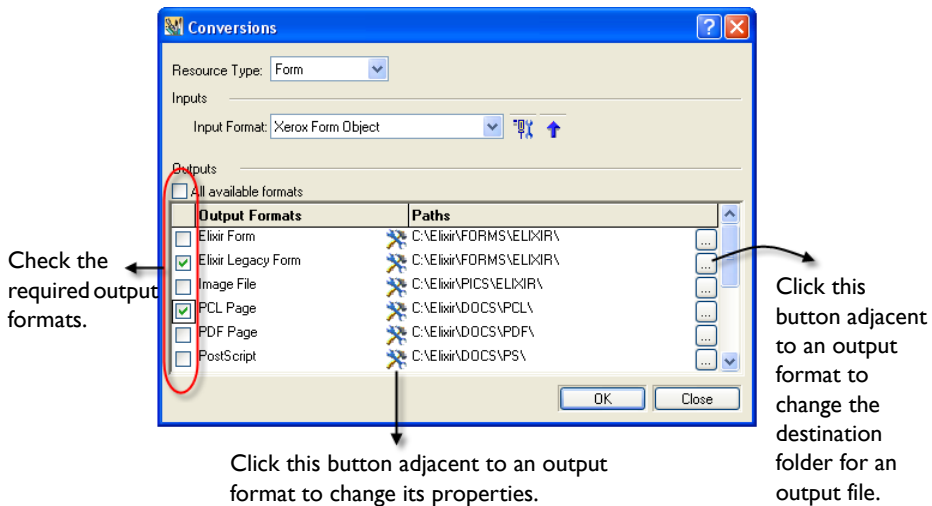
*The list of Input Files displaying in the Inputs area.*

You cannot uncheck the specified input files once they are staged onto the Converters in the current session.

## Selecting the Output Formats

The **Outputs** area of the **Conversions** dialog populates according to the input file selection.

The image below highlights different options available in the Conversions dialog for specifying the required output:




---

In the **Outputs** area, select one or more available output formats for conversion by using the check boxes under **Output Formats**. You can also check **All Available Formats** to select all of the output formats.

## Changing Output Format Properties

To change output format properties:

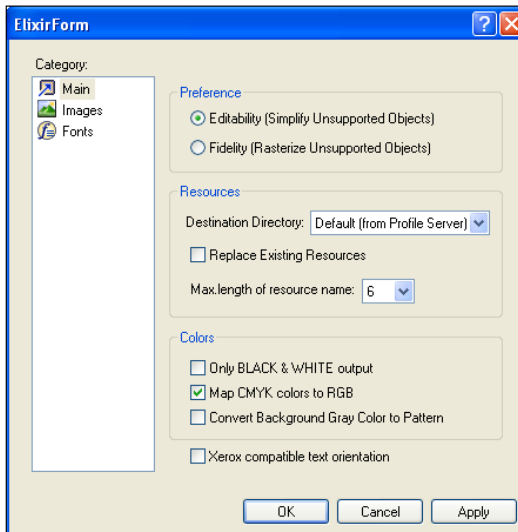
- 1 In the **Output Formats** list displaying under the **Outputs** area, click  adjacent to the required output format.

The property dialog for the respective output format displays.




You can also select multiple output formats simultaneously to convert a single file to multiple formats in a single step.

The output format dialog for Elixir:




- 
- 2 Select a category to view the associated properties.
  - 3 Review the dialog selections and make your changes.
  - 4 Click **Apply** and **OK** to save the settings.



For information on all the options available in the selected output format property dialog(s), click  on the top-right corner of the dialog.

### Specifying the Output File Path

The **Paths** column displays the full path of the destination folder where the generated output file will be placed. By default, this path is set to the default folders for these formats at *drive:/Elixir*. You can click  adjacent to each path individually in order to specify a different destination folder. The **Browse for Folder** dialog displays to select the required folder.

### Starting the Conversion

After the required input and output settings are defined in the **Conversions** dialog, the file conversion can be initiated. To start the conversion process, click **OK** in the **Conversions** dialog. The conversion status, and informational, error or warning messages (if any) display in the **Messages** window of the Manager workspace.

The generated output file is located at the specified output file path. For details of commonly encountered error and warning messages, refer to *Appendix B: “Error and Warning Messages”* on page 337 for details.



---

## Saving the Setup File

All input and output conversion settings selected in the Manager or the **Conversions** dialog are saved in the default or opened setup file. These settings can be exported or saved in a new setup file before or at the time of conversion. You can open the customized setup file for converting selected resources. Any input and output conversion settings made during conversion are then saved in the customized setup (\*.epm) file.

To export or save input and output conversion settings in a new file:

- 1 Select **Tools, Application Format Setting, Save** from the menu.  
The Export Setup File dialog displays.
- 2 Enter a file name in the **File Name** entry box.
- 3 Select **Setup Files (\*.epm)** from the **Save As Type** drop-down list.
- 4 Browse the **Save In** drop-down list to select the target folder where you want to save the EPM file.
- 5 Click **Save** to save the selected setup file.



You can remove the setup file by selecting **Tools, Application Format Setting, Clear** from the menu. A confirmation message is displayed. Click **OK** to clear the setup file. The setup (\*.epm) file property settings clears, and the default settings are applied.

## Working with Windows Fonts

Converters requires information such as font size, style, orientation and resolution for converting fonts. Unlike Elixir fonts, Windows fonts do not have the required information for conversion. Therefore, Manager helps to customize selected Windows fonts to required output settings before initializing conversion. The required Windows fonts are customized using the **Registered Font Properties** dialog.

---

## Registering Windows Fonts for Conversion

To register Windows fonts for conversion:

- 1 Select the required Windows font(s), and then select **File, Convert** from the menu. The Registered Font Properties dialog opens with the required Windows font(s) displaying in the Selected Fonts list.
- 2 Select a font from the **Selected Fonts** list.
- 3 Select the required font script from the **Script** drop-down list.

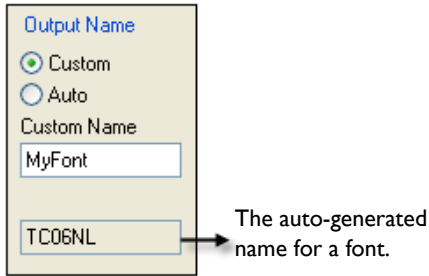
To set the font specifications:

- 4 Select the required font size from the **Size** list. You can also select **Custom** from the **Size** list, and then enter the required font size in the entry box underneath the list. The font size is specified in points.
- 5 Select one of the following font styles in the **Style** area:
  - **Bold:** sets the font style to **bold**.
  - **Italic:** sets the font style to *italics*.
  - **Underline:** underlines the selected text.
  - **Overstrike:** draws a line over the selected text.
- 6 Under the **Orientation** area, select the required orientation option from the following:
  - **Portrait:** sets font orientation to portrait.
  - **Inv. Portrait:** sets font orientation to inverse portrait.
  - **Landscape:** sets font orientation to landscape.
  - **Inv. Landscape:** sets font orientation to inverse landscape.



A preview of the selected font with specified size, style, and orientation displays under the **Sample Text** area.

- 
- 7 Specify a name for the registered font in the **Output Name** area. Select from the following options available:
- **Custom:** sets a custom name for the font. Enter the required name in the **Custom Name** entry box.
  - **Auto:** sets an automatically generated name for the font.



*Image shows the Output Name area in the Registered Font Properties dialog.*

To specify Character Mapping options:

- 8 Under the **Character Set Mapping** area, specify the required start and end character set range from the **Range** drop-down lists.

To map a selected Windows character set to another existing/target character set:

- 9 Check **Map Font**. For mapping a font to a Keyboard Mapping (KMP) file other than its original KMP, you need to specify the following:
- **Target:** select a Keyboard Mapping File from the **Target** drop-down list according to the applicable layout (design in which the generated font will be used). The converted font will be such that it applies to the target layout appropriately.
  - **Windows:** select a Keyboard Mapping file that is associated with the System font (being converted). For example, select T100ANSI for a font using the Western script.

---

To set the font resolution in the **Resolution** area:

- 10** Select the appropriate font resolution (**240**, **300** or **600**) from the **DPI** drop-down list.



You can also select **Custom** from the **DPI** drop-down list to specify a resolution other than the available values. Selecting this option enables the following options in the **Resolution** area:

- **Hor**: sets font horizontal resolution, in dpi.
- **Vert**: sets font vertical resolution, in dpi.

- 11** Under the **Output Fonts** area, click **Add** to add the font selected in the **Selected Fonts** list to the **Output Fonts** list. The font is added to the list for registration with the properties specified (explained in the steps above).



You can delete a selected font from the **Output Fonts** list by clicking **Del**.

- 12** Select another font (if any) from the **Selected Fonts** list, and repeat steps 3 - 11.
- 13** Click **OK** to register the fonts added to the **Output Fonts** list.  
The fonts are registered, and the Conversions dialog displays for converting the registered fonts.

## Customizing the Converters

DesignPro Manager provides options to customize the application's functions. The **Conversion** category in the **Options** dialog provides the default options related to the conversion process. You can set and review the available options to change the conversion parameters, as explained in the tasks below:

- [Handling Unavailable Output Directories](#) (page 109)
- [Overwriting Files](#) (page 109)
- [Error Handling](#) (page 110)
- [Viewing Parser and Converter Properties](#) (page 110)

---

## Handling Unavailable Output Directories

DesignPro Converters lets you specify an output directory for placing the file(s) generated after the conversion process. If a specified directory is not available, the output file does not generate and an error message displays.

You can set to automatically create an output directory for placing the output file, if the directory does not already exist. To do so:

- 1** Select **Tools, Options** from the menu.  
The Options dialog displays.
- 2** Select the **Conversions** category.
- 3** Check **Automatically Create Directories that Do Not Exist**.
- 4** Click **Apply**, and then click **OK** to save the settings.  
The output directory will be automatically created the next time a conversion is run.

## Overwriting Files

If a specified output directory already contains a file with the same name as that of the new file, an informational message displays, and the conversion stops.

To overwrite the existing files:

- 1** Select **Tools, Options** from the menu.  
The Options dialog displays.
- 2** Select the **Conversions** category.
- 3** Check **Overwrite Files**.
- 4** Click **Apply**, and then click **OK** to save the settings.  
Any existing file(s) with the same name will be overwritten the next time a conversion is run.

---

## Error Handling

To stop the conversion process if any of the conversion fails:

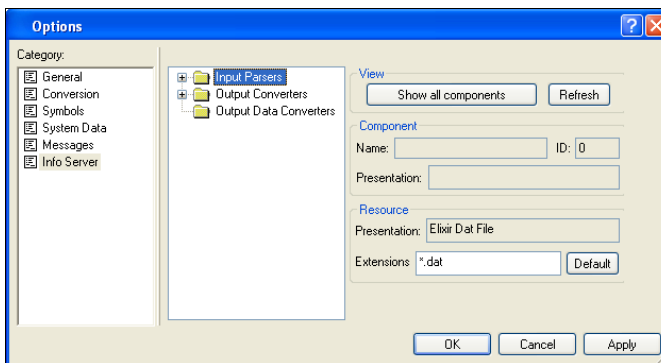
- 1 Select **Tools, Options** from the menu.  
The Options dialog displays.
- 2 Select the **Conversions** category.
- 3 Check **Stop All Conversions if One Fails**.
- 4 Click **Apply**, and then click **OK** to save the settings.  
Conversion process will be cancelled if any of the file conversion fails.


## Viewing Parser and Converter Properties

The Manager displays the properties for all of the available parsers and converters (components) or the resources for a component. You can also register file extensions for a selected resource using the **Info Server** category in the **Options** dialog.

To view the properties of a component or a resource:


- 1 Select **Tools, Options** from the menu.  
The Options dialog displays.
- 2 Select the **Info Server** category.  
The Info Server category shows a tree view displaying all of the parsers and converters available on the system.



- 
- 3 Click  adjacent to the required node in the tree to view the associated components. You can select from:
    - Input Parsers
    - Output Converters
    - Output Data Converters
  - 4 From the **View** area, click **Show All Components** to display all of the components present in your system. The button toggles to **Hide Unlicensed Components**. You can click **Hide Unlicensed Components** for viewing only the licensed components in the tree.



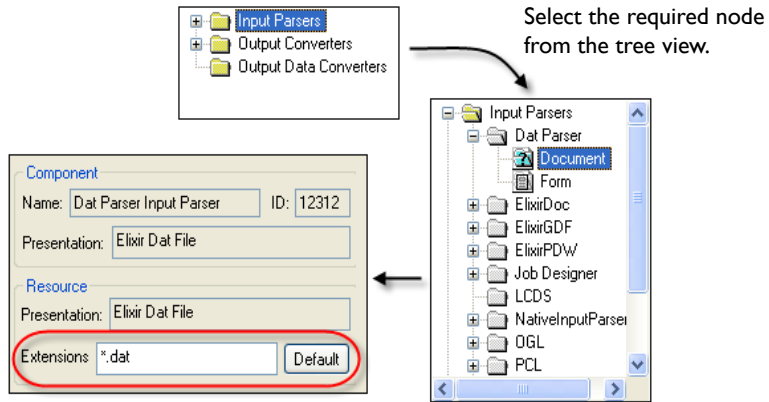
You can click **Refresh** to save any changes and refresh the folder tree.

- 5 Click  adjacent to the required component node. The node expands to display the resources, and the component information displays under the Component area. The information includes:
  - **Name:** displays the selected component (converter or parser) name.
  - **ID:** displays a unique code identifying the selected component.
  - **Presentation:** displays the text that appears in the file filters of the **Open** and **Save** dialogs corresponding to the selected converter or parser.
- 6 Select the required resource node. The resource information displays under the Resource area. The information includes:
  - **Presentation:** displays a unique name identifying the selected resource node of the specified component (parser or converter).
  - **Extensions:** displays the extension(s) for the selected resource. You can edit the file extensions for a resource by specifying the required extension in the entry box, or click **Default** to specify the default file extension.



To view the changes in extensions, re-open the Manager. Note that the **Extensions** setting applies to the file extensions only, and does not affect the file formats.

The following image shows steps involved in viewing the information for a Document resource for DAT Parser:




The required information displays in the associated fields. You can view the information and edit the file-extension (if required).

**7** Click **Apply**, and then click **OK** to save your changes.



See the *DesignPro Manager Online Help* for description of remaining categories.

To open Online Help:

- From the **Help** menu select **Contents**, or
- Click  in an open dialog.



## Chapter 6:

# Automating the Conversion Process

### In this chapter...

- [Automation Components](#)
- [Automating Command Line Converter with Scout](#)

## Automation Components

DesignPro Tools provides two components for unattended and automated file conversion. The components used in the automation process are:

### **Command Line Converter**

DesignPro Tools Suite's conversion component is the Command Line Converter; a command line executable version of the Converters application. A series of command line options/parameters can be passed to this program to perform all conversions supported by the Converters.

More details on the Command Line Converter and associated parameters are discussed in [“Using DPTCLCu.exe”](#) on page 114.

### **Elixir Scout Manager**

Elixir Scout is the automation component. Scout runs as a Windows service and “watches” for specified files in one or more disk folders; when files of that type are placed in a watched folder, Scout runs a user-defined process.

---

Elixir Scout Manager provides the interface for configuring Scout, selecting watched folders, defining processes to be performed, and specifying criteria for activating these processes.



Information in this chapter assumes familiarity with the Elixir Scout component. For a detailed description of Scout, see the *Elixir Scout Manager User Guide* included in the DesignPro Tools documentation package.

You can configure Elixir Scout to run the Converters with command line parameters to provide complete automation facilities.

See “[Automating Command Line Converter with Scout](#)” on page 124 for details.

## Using DPTCLCu.exe

The DesignPro Tools Command Line Converter is specially designed for automated batch operation. The program file (DPTCLCu.exe) is installed as part of DesignPro Tools.

- The default location of Command Line Converter is:  
*drive*:\Program Files\Elixir Technologies\Bin.
- Syntax for executing Command Line Converter is:  
*drive*:\Program Files\Elixir Technologies\Bin\DPTCLCu.exe [parameters]

The following sections describe associated command line parameters, and provide usage examples.

- [Command Line Parameters](#) (page 115)
- [Command Line Examples](#) (page 120)

---

## Command Line Parameters

Command line parameters can either be passed on the command line immediately following the program name or placed in a text file whose file name is then passed as a parameter.

In this section, individual command line parameters are listed.

- Detailed descriptions of input and output property parameters/settings for associated input and output files and Elixir property parameters are discussed in “Command Line Parameters” section of *DesignPro Manager Online Help*.
- Examples of command line usage are provided in “[Command Line Examples](#)” on page 120.

**-I InputFormat “InputFileName” [property1=value] [property2=value]**

where:

- **InputFormat**: input file format (FRM, FSL, PCL, etc.).
- **“InputFileName”**: fully qualified name of an input file.
- **[property1=value][property2=value]**: property settings for **InputFormat**. The detailed descriptions of input property parameters are discussed in the “Command Line Parameters” section of *DesignPro Manager Online Help*.

**-T InputType**

where:

- **InputType**: input type supported by the **InputFormat** used.

**-EPSPNAME [ProfileName]**

Where

- **ProfileName**: specifies the profile name to be used during conversion.

The following table lists supported format types for each input format:

Input Format	Format	Supported Types
ElixirDoc	Elixir Form (.efr)	Form
	Elixir FormDef (.efd)	FormDef
	Elixir PageDef (.epd)	PageDef
ElixirGDF	Elixir Legacy Coded Font (.cdf)	Coded Font
	Elixir Legacy Code Page (.cod)	Code Page
	Elixir Legacy Font (.hdr)	Font
	Elixir Legacy Form (.elx)	Form
	Elixir Legacy Graphic (.lp3), bmp, jpeg, tif, pcx, png	Image
FRM	Xerox FRM (.frm)	Form
	Xerox FNT (.fnt)	Font
	Xerox IMG and LGO (.img, .lgo)	Image
FSL	Xerox FSL (.fsl)	Form
PCL	HP-PCL (.pcl, .flj)	Font
ElixirPDW	Enhanced Meta Files list (.epf)	Document
	Enhanced Meta File (.ep)	Form



For more information on input formats and the supported input types, see [Chapter 5: "Input Formats"](#) on page 94 in [Chapter 5: "Using Converters"](#).

**-O OutputFormat "OutputFileName" [property1=value] [property2=value]**

where:

- **OutputFormat:** output file formats. Supported options are ElixirGDF, FRM, FSL, Image, PCL, PDF, and Postscript.
- **"OutputFileName":** fully qualified output file name.
- **[property1=value][property2=value]:** property settings for the **OutputFormat**. The detailed descriptions of output property parameters/settings for the associated output files are discussed in "Output Property Parameters" section of *DesignPro Manager Online Help*.

If auto naming of the output file is required, the **-A** parameter (described later) must be specified. The auto name symbolic characters can be used in **“OutputFileName.”**

The following table lists supported format types for each output formats:

<b>Output Format</b>	<b>Format</b>	<b>Supported Types</b>
ElixirDoc	Elixir Form (.efr)	Form
	Elixir FormDef (.efd)	FormDef
	Elixir PageDef (.epd)	PageDef
ElixirGDF	Elixir Legacy Coded Font (.cdf)	Coded Font
	Elixir Legacy Code Page (.cod)	Code Page
	Elixir Legacy Font (.hdr)	Font
	Elixir Legacy Form (.elx)	Form
	Elixir Legacy Graphic (.lp3, .bmp)	Image
FRM	Xerox FRM (.frm)	Form
	Xerox FNT (.fnt)	Font
	Xerox IMG and LGO (.img, .lgo)	Image
FSL	Xerox FSL (.fsl)	Form
Image	Elixir Legacy Graphic (.lp3), BMP, IOCA, JPEG, PCX, PNG, TIFF	Image
PCL	HP-PCL	Font, Form
PDF	PDF	Form
PostScript	Postscript	Form
TileToFont	Tile to font	Not supported.



Image output type is determined by either the commands passed at the Command Line or from the EPM file. Converter do not explicitly determine the image type produced.

For more information on output formats and the supported output types, see [“Output Formats”](#) on page 95 in *Chapter 5: “Using Converters”*.

---

### **-C “ConfigFileName.EPM”**

where:

- **“ConfigFileName”**: fully qualified name of Settings file (.epm).

### **-E[option] “ErrorLogFileName”**

where:

- **[option]**: specifies the overwrite option:
  - E**: appends new information to existing information in the log.
  - Eo**: overwrites existing information.
  - Ed**: appends new information to existing information on a daily basis. After midnight, the next day’s information overwrites information from the previous day.
  - Em**: appends new information to existing information on a monthly basis. After midnight on the first day of a new month, the new information begins overwriting information from the previous month.
- **“ErrorLogFileName”**: is the fully qualified name of an error log file.

### **-P**

where:

- **-P**: sets Parallel Mode Conversion.  
This command converts a document to two or more output formats simultaneously. For instance, while converting a DAT file to Elixir and PDF formats, the converter will convert each page of the DAT file to Elixir format, and then convert the same page to the PDF format. The converter will then proceed on to convert the next page in the file. If this option is not set, then the converter will convert the whole file to one output format at a time.

### **-A**

where:

- **-A**: sets Auto Rename of output files.  
If auto naming of the output file is required, the “-A” parameter must be specified. Specifying this parameter automatically generates the name of the output file (e.g., form1.afp will be converted to form10.pdf) when the file is converted. The auto name symbolic characters can be used in **“OutputFileName”** (see description for the “-O” parameter).

---

**-D [property1=value] [property2=value]**

where:

- **-D:** specifies resource handling options as specified on **Elixir Properties** dialog in form of Property = Value pairs. You can view these options from **Tools, Application Format Setting, Elixir Properties** in the DesignPro Manager. **[property1=value]** **[property2=value]:** specifies the Elixir Property Descriptions of Property = Value pairs. For information on corresponding values for the Elixir properties, refer to “Elixir Property Parameters” in *DesignPro Manager Online Help*.

**-S**

where:

- **-S:** opens the property page for specified Input Format and saves the settings to “**ConfigFileName.**”
- **-U:** takes settings from the Converters user interface.

**@FileName**

where:

- **FileName:** fully qualified name of a file containing the command line parameters.

---

## Scout Parameters

The table below provides a brief description of Scout parameters used as part of arguments in the **Arguments** entry box, located in the **Action** tab of the properties dialog in Elixir Scout Manager. Scout parameters are used in command line parameter file as well.

Parameters	Description
%INPUT	Sets the file path and name of input file used in conversion. It also sets the names of output folders/files using input names. For example, for the input file name "John.afp", the output folder/file created will be <i>drive:\Elixir\John</i> .
%INPUT_NAME	Sets the input file name used in conversion. It also sets the names of output folders/files using input names. For example, for the input file name "John.afp", the output folder/file created will be <i>drive:\Elixir\John</i> .
%FNAME	Specifies the original file name and the path.
%OUTPUT	Specifies the output file name.
%!OUTFILE!%	Sets the variable that returns output file name; should be defined in the Archive.ini file.
%FNAME_NAME	Specifies the original file name.



See [“Automating Command Line Converter with Scout”](#) on page 124 for details on using Scout Parameters.

## Command Line Examples

This section explains the following methods (with examples) used for specifying parameters using the Command Line Converter:

- [Specifying Parameters Directly on a Command Line](#) (page 121)
- [Specifying Parameters in an Unstructured File](#) (page 122)
- [Specifying Parameters in a Structured File](#) (page 122)



---

## Specifying Parameters Directly on a Command Line

### Example 1:

Conversion of Elixir form to Xerox form:

- Use default options for FRM output.
- **DPTCICu.exe -I ElixirDoc drive:\Elixir\Forms\Elixir\Myform.efr -O FRM drive:\Elixir\Forms\Frm\**

### Example 2:

Conversion of Elixir Legacy Graphic to Xerox IMG using properties passed in the command line:

- IMG will be compressed.
- Output file will be renamed.

**DPTCICu.exe -I ElixirGDF drive:\elixir\pic\elixir\myimage.lp3 -T Image -O FRM drive:\elixir\pics\IMG\myimg.img IMGCompress=I**

### Example 3:

Conversion of multiple Elixir Legacy forms to FSL:

- All Elixir Legacy forms.
- Name of original form is used for all FSL forms.
- Elixir Settings file (.epm) used to specify conversion parameters for the output FSL files.
- Conversion results will be written to a log file.

**DPTCICu.exe -I ElixirGDF drive:\Elixir\Forms\Elixir\\*.elx -O FSL drive:\Elixir\Forms\FSL\ -C drive:\Elixir\MySettings.epm -E drive:\Elixir\Conversion.log**

---

## Specifying Parameters in an Unstructured File

Command line parameters can be placed in a simple text file. The name of the command line parameters file is then passed to the Command Line Converter.

### Example 1:

Conversion of an Elixir Legacy Font to Xerox FNT using external command line parameters:

- All input and output settings are created using Manager and saved to a single EPM file.
- Errors and messages written to Conversion.log.
- FNT file is created using the stem name of the input file and .fnt as the extension.
- All parameters are stored in command line parameter file called **MyCommandFile.txt**.

MyCommandFile.txt contains:

```
-T Font -I ElixirGDF drive:\Elixir\Fonts\Elixir\MyFont.hdr -O FRM  
drive:\Elixir\Fonts\Xerox\ -C drive:\Elixir\MySettings.epm -E  
drive:\Elixir\Conversion.log
```

Command line syntax:

```
DPTCLCu.exe @drive:\MyFiles\MyCommandFile.txt
```

## Specifying Parameters in a Structured File

All command line parameters can be placed in a simple text file using comments and labels to structure the file for improved readability.

- **Comments:** consist of text strings enclosed within /\* and \*/ pairs. Comments cannot span lines; Command Line Converter ignores them.
- **Labels:** can be used to structure the file into organized blocks. Labels consist of text strings enclosed within bracket pairs ( [ and ] ). Labels cannot span lines; Command Line Converter ignores them.

---

## Example

Conversion of Elixir Legacy Graphic (.lp3) to multiple image formats (IMG, TIFF, BMP and JPG) using a structured parameters file:

- All parameters are stored in a command line parameter file called **MyCommandFile.txt**.
- The `AutoDetectFormatFromExtension` option is used for TIFF, BMP and JPG outputs to trigger creation of default file extension for each format.

**MyCommandFile.txt** contains:

```
/* Sample job */
/* Default settings for inputs and */
/* outputs are defined under */
/* [initial settings]. The properties */
/* listed for the inputs and outputs */
/* override the initial settings */

[Input]
-I ElixirGDF drive:\Elixir\Pics\Elixir\*.lp3 -T Image
[Outputs]
-O FRM drive:\MyImages\Xerox\ /* Xerox IMG */
IMGCompress=I
ImageDitheringMethod=65536 /* Floyd-Stein dithering */
-O Image drive:\MyImages\TIFF\
CreateTIFF=TRUE
AutoDetectFormatFromExtension=FALSE
-O Image drive:\MyImages\BMP\
CreateBMP=TRUE
AutoDetectFormatFromExtension=FALSE
-O Image drive:\MyImages\JPEG\
CreateJPEG=TRUE
AutoDetectFormatFromExtension=FALSE
[Default Settings]
-C drive:\Elixir\MySettings.epm
[Message Log]
-E drive:\Elixir\Message.log

Command line syntax:
DPTCLCu.exe @drive:\MyFiles\MyCom
```

---

# Automating Command Line Converter with Scout

This section describes suggested methods for using Scout with the Command Line Converter. Each method listed includes general directions for Scout options and Converter setup. For further details about Scout options and operation, refer to the *Elixir Scout Manager User Guide*.

To configure Scout for using the Command Line Converter, follow steps in the order listed below for setting up normal Scout operation:

- [Setting up the Watched and Working Directory](#) (page 125)
- [Setting URL Watched Directory Source Settings](#) (page 126)
- [Defining Action Settings](#) (page 126)
- [Creating an Event](#) (page 128)

Three suggested methods for configuring watched folders for use with Scout and Command Line Converter are discussed in the following topics:

- [Method 1](#) (page 124)
- [Method 2](#) (page 129)
- [Method 3](#) (page 131)

## Method 1

The simplest method is to set up a single watched folder for a single input data format, and then pass the command line parameters on the Arguments line in the Scout Manager.

This method assumes that:

- Input file structure and settings are always the same.
- Output format and settings are always the same.
- Input data files are dropped into a watched folder.

The steps involved in configuring the Scout Manager to use Command Line Converter are explained in detail below. In this method, we have taken an example of a sample input file converted to a PDF document. All the settings needed to run automated conversion of a sample file to PDF document are also mentioned in each step in detail.

---

## Setting up the Watched and Working Directory

A watch directory is a folder on a local or network drive where Scout watches for an event to happen.


To set up a watched directory:

- 1 Create required watch folders to receive input data files.  
In this example, the following folders are used:
  - c:\Elixir\Scout.  
The input file in this example will be placed in this folder.
  - c:\Elixir\Scout\Working.  
The working directory is where the designated action takes place. This keeps the input directory free from additional files.
- 2 Set up Scout to move the file to the working directory. We recommend using the working directory for processing input files because if the file is simply copied, Scout will continually reprocess the original file since it will be found in the watched folder. In this example, the working directory is located at the above mentioned path.



Always create the directories and folders before setting up the Scout Manager; folders are not automatically created.

To add a new source, or a new watch directory:

- 3 Open **Elixir Scout Manager** from **Start, All Programs, Elixir Applications, Scout Manager**.  
The Elixir Scout Manager window displays.
- 4 Click  on the **Standard** toolbar.  
The Add New URL Source dialog displays. Here you will enter the watch directory path and name.
- 5 Enter the watch directory path and name (in this example: c:\Elixir\Scout) in the **URL Source Name** entry box and click **OK**.  
The c:\Elixir\Scout dialog displays for setting the source and action settings.

You will now specify the type of file(s) to watch for, what actions are to be taken on the watched file(s), where to process them and what to do with these files once the processing completes. See “[Setting URL Watched Directory Source Settings](#)” on page 126 for details.

---

## Setting URL Watched Directory Source Settings

To set the URL watched directory source:

- 6 Click the **Source Settings** tab, and select **URL Directory** as the input source type from the **Source Type** drop-down list.
- 7 Select the URL directory by clicking **Browse** in front of the **Checking URL Directory** entry box, locate and select the **c:\Elixir\Scout** file path from the **Browse for Folder** dialog. Click **OK** to set the URL directory path in the **Checking URL Directory** entry box.
- 8 Select **Move File to the Temporary Directory** and specify the temporary directory **c:\Elixir\Scout\Working** in the entry box right below the **Move** option.  
This option moves the file from the watched directory to the temporary directory.
- 9 Enter the source file format (such as **\*.afp**) in the **File Filters** entry box as the type of file to watch for in the watch directory.  
In this example, you are converting an AFP file to PDF.



For more information on other available options in this dialog, refer to “Chapter 3: Setting Up Watched Directory” of *Elixir Scout Manager User Guide*.

Now that you have set up the source settings, you will specify what action to take when the input file arrives in the watch directory.

### Defining Action Settings

After adding a directory to the watched directory list and setting directory properties, define the action to take when a file is written to the watched directory.

- 10 Click the **Action** tab and select the **Executable** category.  
Elixir Scout Manager enables you to automatically run EXE files when a file is written to a watched directory by defining an executable action.
- 11 Select the executable file by clicking **Browse** in front of the **File Name** entry box, locate and select the required file from the **Open** dialog. You can select files with either **\*.exe** or **\*.com** extension. Click **Open** to set the file path of executable file in the **File Name** entry box. In this example, the path set in the **File Name** entry box is **c:\Program Files\Elixir Technologies\Bin\DPTCLCu.exe**.

Once the executable file has been selected, the next step is to define the executable action.

- 
- 12** Specify the command line argument(s), which will be passed to the executable application in the **Arguments** entry box, as follows:
- **-T InputType -I InputFormat “%INPUT” [Property1=Value] [Property2=Value] ...[additional parameters as required]**  
Scout will substitute the input file name for %INPUT. The parameters provide complete automation help to run the executable application. For more information on arguments/parameters, refer to “[Command Line Parameters](#)” on page 115.
- 13** Select the directory containing the file(s) required by the executable file at run time by clicking **Browse** in front of the **Start In** entry box, locate and select the required directory from the **Browse for Folder** dialog. Click **OK** to select the directory. In this example, the directory path selected is **c:\Elixir\Scout\Working**.
- 14** Specify the required executable window display method from the **Run** drop-down list:
- **Normal:** opens the application window with default display settings.
  - **Minimized:** opens the application window minimized.
  - **Maximized:** opens the application window maximized.
  - **Hidden:** application window is not displayed.



The options in **Run** drop-down list control the display of conversion status window during the conversion.

- 15** Set **Check Timeout** to the default value **-1**. This option indicates the action time-out duration.
- 16** Enter the time-out value in the **After** entry box.  
This option is enabled only if Check Timeout is selected. The value can be between 1 and 2147483647 milliseconds. The -1 value in Timeout entry box specifies that there is no timeout check on the start of action execution.



Details on other available options in this dialog are explained in “Chapter 4: Setting Elixir Scout Manager Action” of the *Elixir Scout Manager User Guide*.

---

**17** Click **Apply** and **OK** to save the changes.

Scout automatically starts the service, and displays the watch directory in the workspace.

The process of automating the conversion process using Scout Manager is complete. The next step is to create an event to start the conversion process.

### **Creating an Event**

An event is defined as the arrival of the input source file in the specified watched directory. To create the event in this example, you will manually drop an input file into the c:\Elixir\Scout watch directory. Scout will then open the Command Line Converter application to convert the file to the specified format (PDF in this example), and deliver the output file to the default path specified. This file is specified in the **Arguments** entry box in the **Action** tab of the properties dialog.

To create an event:

**1** Open the **Windows Explorer**.

**2** Browse to the location of the required input file, and copy the sample input file.

**3** Copy the file, and manually drop it into the watched directory.

The DOS window of the Command Line Converter automatically displays, and the conversion process takes place in the background.

**4** Browse to the specified output file path in **Windows Explorer**, and open the converted file, such as PDF in this example.

The output file opens in the associated viewer.



---

## Method 2

In this method, instead of specifying all conversion parameters in Scout (**Arguments** entry box in the **Action** tab of the properties dialog) as done in “[Method 1](#)” on page 124, the parameters are placed in a command line parameter file. The command line parameter file is an external file that is used for reference during the execution of the Command Line Converter.

This method assumes that:

- Input file structure and settings are always the same.
- Output format and settings are always the same.
- Setting file is stored in a single location.
- Input data files are dropped into a watched folder.

The next step is to create the command line parameters file.

### Creating the Command Line Parameter File

To create a command line parameter file for the conversion process:

- 1 Open Notepad by clicking **Start**, and then select **All Programs, Accessories, Notepad**.  
An untitled text file opens.
- 2 Enter the input and output property settings, and the output file paths in the text file.  
For details on input and output property settings specified in command line parameter file, refer to “[Scout Parameters](#)” on page 120.



Do not include the input file Path or Name in the command line parameter file. Scout Manager picks up the input file name and path from the watched folder.

- 3 Select **File, Save** from the menu.  
The Save dialog displays.
- 4 Browse to the required directory, enter the name of the command line parameter file, and select **Text Document (\*.txt)** from the **Save As Type** drop-down list.

- 
- 5 Select appropriate text encoding from the **Encoding** drop-down list.
  - 6 Click **Save**.  
The command line parameter file saves at the defined location.



Save the command line parameter file in the folder defined in Scout Manager as the command line parameter file location.

After creating the command line parameters file, follow steps in the task [“Specifying Command Line Parameters”](#) on page 130 to create the watched folder, set the source settings, and executable action settings in the properties dialog.

### **Specifying Command Line Parameters**

To specify the command line parameters in Scout Manager for Method 2:

- 1 Create a folder to receive the input data files.
- 2 Add a watched folder to the Scout Manager.  
Refer to [“Setting up the Watched and Working Directory”](#) on page 125 for adding a directory.
- 3 Click the **Source Settings** tab in the properties dialog, and set the appropriate properties.  
Refer to [“Setting up the Watched and Working Directory”](#) on page 125 for specifying the rest of the Source Settings.
- 4 Click the **Action** tab, and then the **Executable** category from the properties dialog.
- 5 Browse for Command Line Converter program by clicking **Browse** adjacent to the **File Name** entry box.  
The default path is: *drive:\Program Files\Elixir Technologies\Bin\DPTCLCu.exe*.

- 
- 6** In the **Arguments** entry box, enter the following command line parameter:
- **-I %INPUT *drive:\Path\File Name.ext***.  
Where *drive:\path\filename.ext* is the path and name of the command line parameter file.



When Scout detects an input data file in the watched folder, it substitutes %INPUT with the name of the data file.

- 7** Click **Apply**, and then **OK** to close the dialog.

The last step in the automated conversion of the input file using the Command Line Converter is to create an event. See “[Creating an Event](#)” on page 128 for details on creating an event. The output file delivers after conversion in the designated folder.

## Method 3

This method uses a command line parameter file placed in a single watched folder. The command line parameter file activates the conversion process on a data file, stored in a different folder. Since, the command line parameter file contains all the conversion parameters, data files in any supported input format can be processed.

This method assumes that:

- User defined front-end process generates a unique command line parameter file for processing each data file.
- Command line parameter files are dropped into a watched folder.

---

As the front-end process generates an input data file, it also creates a command line parameter file for placement in a watched folder.



The data file must be written to the target folder before the command line parameter file is dropped into a watched folder.

The command line parameter file should contain:

- Full path and file name of the input data file, and the full path of output file(s).
- All property settings for input, and each required output.



When using a command line parameter file, create a text file containing all input and output property settings (including paths for output files). Do not supply input file path or name, as these are provided when Scout picks up the data file from the watched folder. Save the file to the folder defined to Scout as the command line parameter file location.

### Specifying Command Line Parameters

To specify the command line parameters in Scout Manager:

- 1 Create a folder to receive the command line parameter files.
- 2 Add a watched folder to the Scout Manager.  
Refer to [“Setting up the Watched and Working Directory”](#) on page 125 for adding a directory.
- 3 Click the **Source Settings** tab in the properties dialog, and set the appropriate properties.
- 4 Enter the extension in the **File Filter** entry box that matches the extension used for the command line parameter file.  
Refer to [“Setting URL Watched Directory Source Settings”](#) on page 126 for specifying the rest of the Source Settings.
- 5 Click the **Action** tab, and then the **Executable** category from the properties dialog.
- 6 Browse for the Command Line Converter program by clicking **Browse** adjacent to the **File Name** entry box.  
The default path is: *drive:*\Program Files\Elixir Technologies\Bin\DPTCLCu.exe.

- 
- 7** Enter `@drive:\Path\File Name.ext` in the **Arguments** entry box:  
where `@drive:\Path\File Name.ext` is the path and filename of the command line parameter file.
- 8** Click **Apply**, and then **OK** to close the dialog.

For automated conversion of the input file using Command Line Converter, you have to create an event. For details on creating an event, see “[Creating an Event](#)” on page 128. The output file delivers after conversion in the designated path and folder.



The “Command Line Parameter” section in the *DesignPro Manager Online Help* details the following parameters you can use on the command line for setting:

- Elixir Property Parameters.
- Input Property Parameters.
- Output Property Parameters.



# Section III: File Transfers

---

## **Chapter 7: [File Transfers for Xerox](#)**

This chapter describes how to transfer files between your PC and host computer. It also explains how to configure host connections, specify font libraries, and download and upload files for subsequent processing.





## Chapter 7:

# File Transfers for Xerox

### In this chapter...

- [Moving Online Xerox-Labeled Files](#)
- [Uploading Metacode Files to the Host](#)
- [DataWare Card PC to Printer Interface](#)

## Moving Online Xerox-Labeled Files

Files for printing on channel-attached Xerox production or distributed printers can compile and reside on a host computer. Several popular file transfer packages are used to transfer files between your PC and a host computer running the IBM MVS operating system. FRM, FSL, logos, images, and fonts are also referred to as Xerox-labeled files because the files contain 128-byte Xerox headers (or labels).

This section includes procedures for transferring Xerox-labeled files from a PC (through an IBM host running MVS) to a production printer.

To upload FSL files, first run the **PACK** utility on the files to convert them to the Xerox 128-byte format. For information on the PACK utility, refer to “[Pack](#)” on page 176 in *Chapter 8: “Stand-Alone Utilities”*.

- 1 [Configuring the File Transfer Package](#) (page 138)
- 2 [Uploading Files to the Host](#) (page 138)

Download all files from the host computer to your production printer using one of the following methods:

- The **HOSTCOPY** utility.
- The **DJDE FILE** command in the job JSL.

---

## Configuring the File Transfer Package

To upload Xerox-labeled files from your PC to an MVS host, we recommend one of the following file transfer packages:

- IBM 3270
- IRMA FT/3270
- IRMA FT/TSO

Make sure the card for the appropriate file transfer package resides on your PC, and that you installed the corresponding file transfer software on your PC and on the MVS host.

## Uploading Files to the Host

The methods to upload Xerox-labeled files and text files from your PC to an MVS host using IBM 3270, IRMA FT/3270, and IRMA FT/TSO are described in the following sections:

- [Uploading Xerox-Labeled Files with IBM 3270 or IRMA FT/3270](#) (page 138)
- [Uploading Text Files with IBM 3270 or IRMA FT/3270](#) (page 139)
- [Uploading Xerox-Labeled Files with IRMA FT/TSO](#) (page 140)

### Uploading Xerox-Labeled Files with IBM 3270 or IRMA FT/3270

The IBM 3270 and IRMA FT/3270 file transfer packages are similar. Both require that you first prepare the host for receiving Xerox-labeled files by allocating a data set with the following DCB specifications:

**DCB=(LRECL=128,BLKSIZE=128,RECFM=FB)**

This specifies a Xerox-labeled file with a record length of 128 bytes, block length of 128 bytes, and fixed-block (FB) record format.

Upload a Xerox-labeled file by typing the following command at the DOS prompt:

**SEND [Path] Pfilename 'Hostfilename' <Enter>**

Where:

- **Path:** is the optional DOS pathname.
- **Pfilename:** is the name of the Xerox-labeled file on your PC, including extension.

- 
- **Hostfilename:** is the host dataset receiving the file (you must enclose hostfilename in single quotes).  
The 'hostfilename' can refer to either a physical sequential or a partitioned dataset. For example, if transferring to a physical sequential dataset, 'hostfilename' may be as follows:  
**'CM.EIO.DATA.UPLOAD'**  
If transferring to a partitioned dataset, 'hostfilename' can include the stem name of the files being transferred, enclosed in parentheses, as part of the dataset name as follows:  
**'CM.EIO.DATA.UPLOAD(filename)'**

## Uploading Text Files with IBM 3270 or IRMA FT/3270

To upload a text file:

- Allocate a dataset on your host with the following DCB parameters:  
**DCB=(LRECL=255,BLKSIZE=3000,RECFM=VB)**  
Add the ASCII and EBCDIC statements to the end of SEND and RECEIVE commands, respectively, for FSL files only.

To send a text file to an MVS host:

- Enter the following command from the DOS prompt by using the Dispatcher icon or the DOS menu:  
**SEND [Path] Pfilename 'Hostfilename' ASCII <Enter>**  
This command uploads the Xerox-labeled file pfilename to the host dataset hostfilename. A DOS directory path before pfilename is optional. The ASCII parameter at the end of the command string translates the file from ASCII to EBCDIC.

To download a text file from the host:

- Enter the following command:  
**RECEIVE [Path] Pfilename5 'Hostfilename' EBCDIC <Enter>**  
This command downloads the Xerox-labeled file **Hostfilename** to the PC file **Pfilename**. A DOS directory path before pfilename is optional. The EBCDIC parameter at the end of the command string translates the file from EBCDIC to ASCII.

---

## Uploading Xerox-Labeled Files with IRMA FT/TSO

To upload a Xerox-labeled file with IRMA FT/TSO:

- Type **FT/TSO** <Enter> at the DOS prompt to start the **FT/TSO** software and display the **IRMA FT/TSO** screen.

IRMAlink FT/TSO Ver. 1.10																																	
Copyright 1984 Digital Communications Associates																																	
PC filename:																																	
Data set name:																																	
Transfer type: XEROX																																	
<table border="1"><thead><tr><th colspan="2">Function Keys</th></tr></thead><tbody><tr><td>1</td><td>2 Help</td></tr><tr><td>3</td><td>4 Ers Imp</td></tr><tr><td>5 Save Type</td><td>6 Ers EOF</td></tr><tr><td>7 Restart</td><td>8 Nxt Val</td></tr><tr><td>9 Exit</td><td>0 Reset</td></tr></tbody></table>	Function Keys		1	2 Help	3	4 Ers Imp	5 Save Type	6 Ers EOF	7 Restart	8 Nxt Val	9 Exit	0 Reset	<table><thead><tr><th colspan="2">Transfer Parameters</th></tr></thead><tbody><tr><td>Block size: 128</td><td>Transfer mode: BINARY</td></tr><tr><td>Record size: 128</td><td>Expands TABs: NO</td></tr><tr><td>Record format: FIXED</td><td>Truncate spaces: NO</td></tr><tr><td>BLOCKED</td><td>U/L case: ASIS</td></tr><tr><td>Line numbers -</td><td>Volume serial:</td></tr><tr><td>Position: 0</td><td>Space Units: TRKS</td></tr><tr><td>Length: 0</td><td>Primary qty: 1</td></tr><tr><td></td><td>Secondary qty: 2</td></tr><tr><td>Code table: STD</td><td>Directory blocks: 0</td></tr></tbody></table>	Transfer Parameters		Block size: 128	Transfer mode: BINARY	Record size: 128	Expands TABs: NO	Record format: FIXED	Truncate spaces: NO	BLOCKED	U/L case: ASIS	Line numbers -	Volume serial:	Position: 0	Space Units: TRKS	Length: 0	Primary qty: 1		Secondary qty: 2	Code table: STD	Directory blocks: 0
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BLOCKED	U/L case: ASIS																																
Line numbers -	Volume serial:																																
Position: 0	Space Units: TRKS																																
Length: 0	Primary qty: 1																																
	Secondary qty: 2																																
Code table: STD	Directory blocks: 0																																

To change the file transfer parameters:

- 1 Use the **Tab** key on the keyboard to move the cursor into the data entry field following [**Transfer Type**:].
- 2 Enter a name for saving the Xerox-labeled file transfer parameters (described in step 4).  
The example in the above figure shows XEROX.
- 3 Press **F5** to display the **Transfer Parameters** menu.  
The Transfer Parameters menu displays on the bottom right corner of the screen.

- 
- 4 Use the **Tab** key to move between transfer parameter fields and enter the following values:

<b>Parameter</b>	<b>Value</b>
Block size	128
Record size	128
Record format	FB
Line numbers	Position:0 Length:0
Code table	STD
Transfer mode	BINARY
Expand TABs	NO
Truncate spaces	NO
U/L case	ASIS
Space Units	TRKS
Primary QTY	1
Secondary QTY	2

To transfer text files, you must use different values for some parameters. Since you can store text files on host computers in datasets with different DCB parameters, you must tailor the transfer parameters to match the text file DCB parameters used at your site.

<b>Parameter</b>	<b>Value</b>
Block size	3000
Record size	255
Record format	VB
Line numbers	Position:0 Length:0
Code table	STD
Transfer mode	TEXT
Expand TABs	NO
Truncate spaces	NO
U/L case	ASIS
Space Units	TRKS

---

Parameter	Value
Primary QTY	1
Secondary QTY	2

To upload files with IRMA FT/TSO:

- 1 Enter the name of the PC file you want to upload and press **Tab**. Optionally, precede the file name with a DOS directory path.
- 2 Enter the name of the host dataset that you want to upload.
- 3 Press **Tab**.
- 4 Enter the appropriate Transfer Type for sending Xerox-labeled files (binary).
- 5 Press **F1** to upload the file.

## Downloading Files from the Host to the Printer

Download files from the host computer to the production printer using one of the following methods:

- The **HOSTCOPY** utility.
- The **DJDE FILE** command.

The following sections describe the two downloading methods and also compare the differences between them.

### HOSTCOPY and FILE Comparison

Using the **FILE** command requires that you add the **FILE** command to the **JSL** file that will dynamically download all files at print time.

Using the **HOSTCOPY** utility involves the following steps:

- 1 Make sure that all of the files used in the job reside on the printer.
- 2 Reboot the printer.
- 3 Download the files using **HOSTCOPY**.
- 4 Reboot the printer.
- 5 Start the print job.

---

The advantages of using the **FILE** command rather than **HOSTCOPY** to download files are:

- Using the **FILE** command frees up disk space on the printer.
- You can maintain an additional level of security since files do not have to reside on the printer.
- Using the **FILE** command does not require switching the printer from production mode to **HOSTCOPY** mode and saves valuable printer time.
- As files download during print time, the current and correct versions of the files download. When using **HOSTCOPY**, it is important to check that all files resident on the printer and used for the job are the correct versions.

### Using the **HOSTCOPY** Utility

To use the **HOSTCOPY** utility, use the following procedure:

- 1 [Uploading ENDFILE.END](#) (page 143).
- 2 [Preparing the JCL File](#) (page 143).
- 3 [Placing the Printer in HOSTCOPY Mode](#) (page 145).
- 4 [Copying Xerox-Labeled Files to the Printer](#) (page 146).
- 5 [Using the FILE Command](#) (page 146).

### Uploading ENDFILE.END

After uploading Xerox-labeled PC files, upload the ENDFILE.END file (copied to the *drive:\Elixir* directory during installation) to the host. Use the procedure described in [“Uploading with IBM 3270 or IRMA FT/3270” on page 148](#).

### Preparing the JCL File

After uploading Xerox-labeled files and the ENDFILE.END files to the host, use the **IBM IEBCGENER** utility to build a **JCL** dataset for sending the files to a channel-attached 9700 series printer.

---

Example of a JCL dataset:

```
-----  
//00D42DA JOB (8200,Z200-Z20001),'LARACEY 7-1994',CLASS=A  
//MSGCLASS=J,NOTIFY=00D42D,USER=00D42D,PRTY=4  
/*JOBPARM L=9999  
/*  
/* JCL to send a Xerox-labeled file to a 9700 series printer  
/*  
//XRX9700 OUTPUT DEST=R269  
/*  
/* This step copies the file UN110E.FNT  
/* to the Xerox printer's output destination  
/* class  
/*  
//STEP1 EXEC PGM=IEBGENER  
//SYSPRINT D SYSOUT=*  
//SYSUT1 DD UNIT=DISK,DISP=OLD,  
//DSN=00D42D.0Z200.UN110E.FNT.DATA,  
//DCB=(LRECL=128,BLKSIZE=128,RECFM=FB)  
//SYSUT2 DD SYSOUT=O  
/*  
/* This step copies the ENDFILE.END file  
/* to the Xerox printer's output destination  
/* class to terminate the HOSTCOPY procedure  
/*  
//STEP2 EXEC PGM=IEBGENER  
//SYSPRINT D SYSOUT=*  
//SYSUT1 DD UNIT=DISK,DISP=OLD,  
//DSN=00D42D.0Z200.ENDFILE.END.DATA,  
//DCB=(LRECL=128,BLKSIZE=128,RECFM=FB)  
//SYSUT2 DD SYSOUT=O  
//OUTPUT=*.XRX9700  
//SYSIN DD DUMMY  
/*  
-----
```

You must modify the JCL file to include the names of the files you want to send to the printer.



---

## Placing the Printer in HOSTCOPY Mode

To place a channel-attached, production printer in **HOSTCOPY** mode, follow these steps:

- 1** Switch the printer to **OFF-LINE**.  
The printer status displays OFF-LINE IDLE at the printer console.
- 2** Press the printer **BOOT** switch.  
The printer console displays a command menu with the following system prompt:  
**ENTER COMMAND**
- 3** Enter the following command:  
**HOSTCOPY <Enter>**  
The following message displays:  
**\*SYSGEN RUNNING FOR HOSTCOPY ONLY\* THIS IS A FILE COPYING  
PROCEDURE, NOT A SYSGEN CONTINUE OR ABORT? ENTER 'C' OR  
'A'**
- 4** Enter:  
**C <Enter>**  
The printer displays the following message:  
**WAITING TO READ FILES FROM HOST**  
The printer is now in HOSTCOPY mode and ready to accept files from the host.

---

## Copying Xerox-Labeled Files to the Printer

To copy Xerox-Labeled files to the printer:

- 1 After placing the printer in **HOSTCOPY** mode, run the **JCL** job to send the Xerox-labeled and **ENDFILE.END** files to your printer.  
The **ENDFILE.END** must be the last file you send to the printer.
- 2 The following message displays at the printer console, indicating that files are being received:  
**CREATING FILE xxxxxx.yyy**
- 3 When the printer detects the **ENDFILE.END** file, the following message displays:  
**END OF TAPE FOUND  
IS ANOTHER TAPE TO BE SENT? Y OR N**  
If you want to send more files, type **Y <Enter>**.
- 4 When you finish transferring files, press **N <Enter>** on the keyboard to display:  
**VARY OFFLINE AT HOST, THEN ENTER C**
- 5 Enter **C** to stop the copy-to-printer operation.
- 6 Reboot the printer.  
The Xerox-labeled files now reside on the production printer.

## Using the FILE Command

This requires that you embed the **DJDE FILE** command in the job **JSL**. With the **FILE** command, files dynamically download to the printer at print time.

The command syntax is as follows:

**FILE=Filename, Filetype [,f][,s][,n]]]**

Where:

- **Filename:** is a one to six character file name.
- **Filetype:** is a three character file symbol for the appropriate file, like **LGO**, **IMG**, **FSL**, **FNT**, or **FRM**.
- **f:** is **C** (for card-image format) or **L** (for tape format, the default).
- **s:** is **D** (to delete files after printing) or **P** (to keep the files after printing, the default).
- **n:** is the maximum number of card-images (default = 120).

After adding the **FILE** command to your **JSL** statements, compile the **JSL** and **START** the compiled **JDL** at the printer console to run the print job. See your *Xerox Laser Printing System Reference Manual* for more information.

---

## Uploading Metacode Files to the Host

To upload metacode files from your PC to an MVS host, use file transfer packages such as IBM 3270, IRMA FT/3270, or IRMA FT/TSO.

Make sure the card for the appropriate file transfer package resides on your PC, and that the corresponding file transfer software resides on your PC and the MVS host.

You can also transfer files from your PC to a floppy diskette using the **XDisk32** utility. The XDisk32 is a third party utility provided by Xerox that supports moving files from machines having Windows NT or Windows 2000 to a floppy diskette.



The **Xdisk32** utility is available at the Elixir home page. To download this utility:

- Go to <http://www.elixir.com/support.htm> and select **Patches**.
- Click **Download Patches Here** and enter your login information.
- From the drop down list, select **Elixir Application Suite** and click **Proceed to Download**.

Select **XDisk32** from **Select Release/Patch** drop down list. Read the terms and conditions carefully and click **I Agree** to download the utility and its associated documentation.



To open the Xdisk32 utility, your machine needs to be configured as per the instructions provided in the document available with the Xdisk32 utility.

---

## Uploading with IBM 3270 or IRMA FT/3270

The IBM 3270 and IRMA FT/3270 file transfer packages require that you first prepare the host for receiving metacode files by allocating a data set with the following DCB specifications:

**DCB= (LRECL=540,BLKSIZE=540,RECFM=FB)**

This specifies a file with a record length of 540 bytes, block length of 540 bytes, and fixed-block (FB) record format.

You then upload a metacode file by typing the following command at the DOS prompt:

**SEND [path]pcfilename 'hostfilename' <Enter>**

Where:

- **Path:** is the optional DOS path.
- **Pcfilename:** is the name of the metacode file on your PC, including extension.
- **Hostfilename:** is the host dataset receiving the file (you must enclose hostfilename in single quotes).

'hostfilename' can refer to either a physical sequential or a partitioned dataset. For example, if transferring to a physical sequential dataset, 'hostfilename' may be as follows:

**'CM.EIO.DATA.UPLOAD'**

If transferring to a partitioned dataset, 'hostfilename' can include the stem name of the files being transferred, enclosed in parentheses, as part of the dataset name as follows:

**'CM.EIO.DATA.UPLOAD(filename)'**

---

## Uploading with IRMA FT/TSO

Use the following procedure to upload a Xerox-format file with IRMA FT/TSO:

Type **FT/TSO <Enter>** at the DOS prompt to start the FT/TSO file transfer software and display the IRMA FT/TSO screen shown in the previous figure.

To change file transfer parameters:

- 1 Use the **Tab** key to move the cursor into the data entry field following [**Transfer Type:**].
- 2 Enter a name under which you want to save Xerox-labeled file transfer parameters (described in step 4).  
The example in the previous figure shows XEROX.
- 3 Press **F5**.  
The Transfer Parameters menu displays in the bottom right corner of the screen.
- 4 Use the **Tab** key to move the cursor between transfer parameter fields.

Parameter	Value
Block size	540
Record size	540
Record format	FB
Line numbers	Position:0 Length:0
Code table	STD
Transfer mode	BINARY
Expand TABs	NO
Truncate spaces	NO
U/L case	ASIS
Space Units	TRKS
Primary QTY	1
Secondary QTY	2

---

To upload files with IRMA FT/TSO:

- 1 Enter the name of the PC file you want to upload and press **Tab** on the keyboard. Optionally, precede the file name with a DOS directory path.
- 2 Enter the name of the host dataset to which you want to upload and press **Tab**.
- 3 Enter the appropriate transfer type for sending Xerox-labeled files (binary).
- 4 Press **F1** to upload the file.

## Uploading with 871

Use the following procedure to upload a Xerox-format file with an 871 device. The MET2871 utility reformats metacode files for correct processing through an 871 device that connects a Xerox mainframe computer and printer.

**MET2871 Filename <Enter>**

Where:

- **Filename:** is the full path name of the file you want to upload including the extension.  
Issue the command from the directory in which MET2871 resides (*drive:\Elixir*).

## DataWare Card PC to Printer Interface

The DataWare PC interface card connects a PC directly to a Xerox production printer using bus and tag connectors and helps you to send online metacode files and Xerox files with 128-byte header records generated by Elixir software to your Xerox printer.

The following topics explain the use of DataWare card:

- [DataWare CONFIG.SYS Device Drivers](#) (page 151)
- [Copying Files to the Printer](#) (page 151)

---

## DataWare CONFIG.SYS Device Drivers

To use the DataWare card, add the following device driver in your PC CONFIG.SYS file.

**DEVICE=CHANNEL.SYS unit address**

Where:

- **Unit:** is the DataWare I/O port you are using (0 - 3), normally 0.
- **Address:** is the hexadecimal value of the address of the printer on the I/O channel (between 0 and FE), normally 0F.

Make sure you specify the full DOS pathname for CHANNEL.SYS in your CONFIG.SYS file (for example, C:\DATAWARE\CHANNEL.SYS 0 0F).

For proper DataWare card operation, the Config.sys file may require other parameters. For details, see your *DataWare Documentation*.

## Copying Files to the Printer

To copy files to the printer through the DataWare card, type:

**COPY /B [ Path] Filename CHAN <Enter>**

Where:

- **Filename:** can be any Elixir-generated online Metacode or Xerox file with a 128-byte header record.
- **Path:** is the optional fully qualified DOS directory search path for **Filename**.

## Copying Online Metacode Files to the Printer

If you copy online metacode files to the printer, make sure you code your default and Elixir.jsl files properly. The printer should be online and waiting to receive data before you begin the copy operation. For details on configuring your printer in an online environment, see your *Xerox Production Printer Reference Manual*.

## Copying Xerox 128-Byte Header Files to the Printer

If you copy a 128-byte header file to the printer, make sure the printer is in HOSTCOPY mode before you begin the copy operation. For further details on the HOSTCOPY mode, see your *Xerox Production Printer Reference Manual*.





# Section IV: Utilities

---

## **Chapter 8: Stand-Alone Utilities**

Describes tools to access Windows and DOS-based utilities.

## **Chapter 9: Elixir Profile Editor**

Explains the Elixir Profile Editor workspace, associated customization options and tasks for creating new user profiles.

## **Chapter 10: Elixir Viewer**

Provides an overview of the functions and features of the Elixir Viewer.

## **Chapter 11: Resource Map**

Explains using the Elixir Resource Map to map font and character resources between the supported print and display formats.



## Chapter 8:

# Stand-Alone Utilities







### In this chapter...

- [Tools and Utilities](#)
- [Additional Utilities](#)

## Tools and Utilities

DesignPro Manager provides a number of DOS-based and Windows-based stand-alone utilities. Utilities are service programs designed to perform various tasks, such as verifying the validity of your product license, etc. This version of Manager installs utilities at %ElixirBinDir% (*drive*:\Program Files\Elixir Technologies\Bin). The Manager also installs shortcut icons to the supplied tools and utilities for easy access from the Manager workspace.

The following shortcuts are available in the **Tools and Utilities** tab of the **Navigation** window in the Manager workspace:

Shortcut Name	Executable	Icon
Product Registration	Password.exe	
Display Password File	Disppw.exe	
Display Key	Showbd32.exe	
Display PC Serial Number	Showpc.exe	
Update Key	Updkey.exe	
Printers	ElxVieweru.exe	


---

To run these utilities, click the utility icon available in the **Tools and Utilities** tab of the **Navigation** window in the Manager.

## Product Registration

When you connect to the Internet after installing the software, running Password.exe triggers the online registration process and generates a soft key based on the supplied user information. On successful completion of the registration process, a Password.epw file is created at *drive:\Elixir*.


To run the Password Registration utility:

- Click  in the **Tools and Utilities** tab.
- Select **Tools, License Wizard** from the menu.

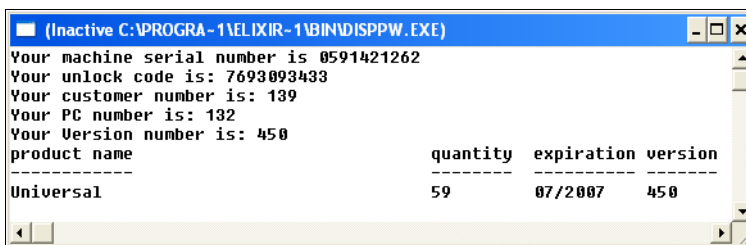
The **Elixir Product Registration** dialog opens and guides you through the complete registration process.

## Display Password File

Display Password File displays information about your PC and Elixir applications after successful completion of the online registration process.

To run the Display Password File utility, click  in **Tools and Utilities** tab.

The Disppw.exe window opens displaying the required information.



```
(Inactive C:\PROGRA-1\ELIXIR-1\BIN\DISPPW.EXE)
Your machine serial number is 0591421262
Your unlock code is: 7693093433
Your customer number is: 139
Your PC number is: 132
Your Version number is: 450
product name                quantity  expiration  version
-----
Universal                    59        07/2007    450
```

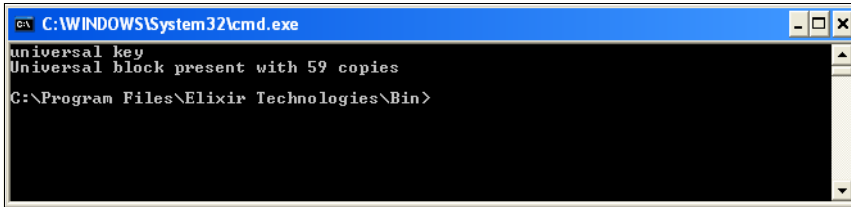
---

## Display Key

Display Key shows information about any Elixikeys attached to your PC and Elixir applications that you have the authorization to run.

To run the Display Key utility, click  in the **Tools and Utilities** tab.


The **DOS** window opens showing the soft key security details of the machine.



```
ex C:\WINDOWS\System32\cmd.exe
universal key
Universal block present with 59 copies
C:\Program Files\Elixir Technologies\Bin>
```

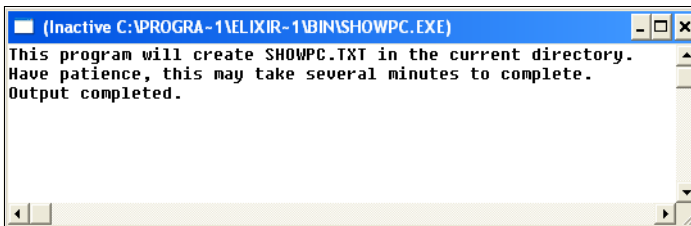
## Display PC Serial Number

Display PC Serial Number is a licensing utility that generates your PC's serial number for password file creation.

To generate the PC Serial Number, click  in **Tools and Utilities** tab.

The serial number is generated as a text file (Showpc.txt) at the following path:  
*drive:\Program Files\Elixir Technologies\Bin.*

The Showpc.exe window displays the progress of generating the file.



```
(Inactive C:\PROGRA~1\ELIXIR~1\BIN\SHOWPC.EXE)
This program will create SHOWPC.TXT in the current directory.
Have patience, this may take several minutes to complete.
Output completed.
```

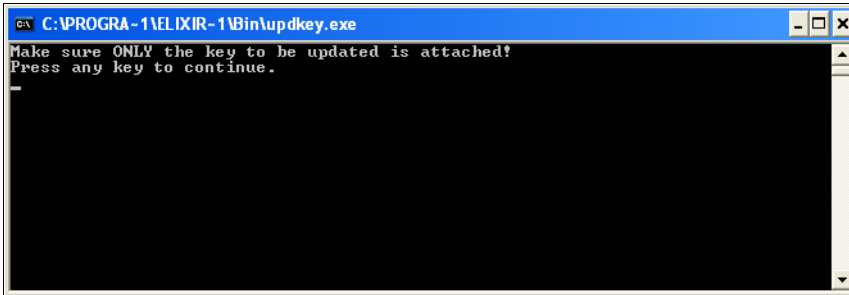
---

## Update Key

Update Key updates the hard key (only if it is plugged into your computer) by copying all of the key codes from the Password.epw file to the hard key.


To update the hard key, click  in the **Tools and Utilities** tab.

The DOS window displays the progress (status).



## Printers

DesignPro Manager enables you to print multiple forms and documents in a single step.

Drop the required files onto  available in the **Tools and Utilities** tab to display the **Print** dialog. You can select the printer type and customize its settings. You can also specify page horizontal (X) and vertical (Y) shift values in DPI.

### Printing EFR and ELX Format Files

DesignPro Tools enables you to print EFR and ELX format files to an installed Windows printer using drag and drop method. For this, you first have to associate the EFR and ELX file types with Elixir Viewer executable (ElxVieweru.exe) from the Windows Explorer by following the steps below:

- 1 Open **Windows Explorer**.
- 2 From the **Tools** menu, select **Folder Options**, and click the **File Types** tab.
- 3 In the **Registered File Types** area, scroll to the **EFR** file type and click **Advanced**. The Edit File Type dialog displays.
- 4 In the **Edit File Type** dialog, click **New**. The New Action dialog displays.

- 
- 5 In the **New Action** dialog, enter **Print** in the **Action** entry box.
  - 6 For **Application Used to Perform Action** entry box, specify the path of Elixir Viewer executable in the following format:  
*drive:\ProgramFiles\Elixir Technologies\Bin\ElxVieweru.exe /p "%1"*.  
or  
*"drive:\ProgramFiles\Elixir Technologies\Bin\ElxVieweru.exe" /p "%1"*.
  - 7 Click **OK** to associate the **Print** text with the specified path.
  - 8 Repeat step 5.
  - 9 Enter **PrintTo** in the **Action** entry box.
  - 10 In the **Application Used to Perform Action** entry box, specify the path of Elixir Viewer executable, followed by a space and the following text:  
*drive:\ProgramFiles\Elixir Technologies\Bin\ElxVieweru.exe /pt "%1" "%2" "%3" "%4"*.  
or  
*"drive:\ProgramFiles\Elixir Technologies\Bin\ElxVieweru.exe" /pt "%1" "%2" "%3" "%4"*.  
The specified files will now be printed at the required location.
  - 11 Click **OK**.
  - 12 For specifying the same properties for ELX format, repeat from step 3.

To print files, select the required ELX or EFR format file(s) and drop them onto the installed Windows printer. The installed printers are usually located in the **Control Panel**.

---

## Additional Utilities

In addition to the utilities that are immediately accessible from the Manager workspace, DesignPro Tools also provides additional utilities to make it more efficient.

DesignPro Tools includes the following additional utilities:

- [FixElxOr](#) (page 162)
- [Barr](#) (page 163)
- [Bcheck](#) (page 165)
- [Charmapupdt](#) (page 166)
- [Disp](#) (page 167)
- [Fontcvf](#) (page 169)
- [Formprn](#) (page 171)
- [Metainw](#) (page 174)
- [Pack](#) (page 176)
- [ReBlock](#) (page 177)
- [Strip](#) (page 178)
- [XDisk32](#) (page 179)
- [Elixir CodePage Editor](#) (page 180)
- [Elixitag](#) (page 195)
- [Makepub](#) (page 200)
- [PDF Plug-In](#) (page 204)

### Accessing the Additional Utilities

The executable files for these utilities are located at: *drive:\Program Files\Elixir Technologies\Bin*.

You can access the DOS-based utilities by using the DOS Command Prompt. For information on opening the DOS **Command Prompt** window.

Refer to [“Opening the DOS Command Prompt Window”](#) on page 161.

You can also access certain utilities (that do not require input parameters) by running the utility executable (\*.exe) from the **Bin** directory. For accessing these utilities from the Manager, create a shortcut in the **My Shortcuts** tab in the **Navigation** window, and then use the shortcut to run the utility.

For more information, refer to *Chapter 3: “DesignPro Manager Basics”* on page 49.



---

## Opening the DOS Command Prompt Window

To open the **Command Prompt** window, click **Start** and then select **All Programs, Accessories, Command Prompt**.



To open a DOS environment, you can also select **Run** from the **Start** menu to display the **Run** dialog, and then enter either **cmd** or **command** in the **Open** entry box.

## Tips for Running DOS Utilities

The following tips can be useful for running DOS utilities:

- To display parameters required to run a utility, select the appropriate Program Files folder, and then enter the name of the utility (without using keywords).
- To run a utility, select an appropriate Program Files folder and enter the utility name, filename (including path and extension), and utility parameters. To use defaults, omit all parameters. Otherwise, enter all parameters.
- For optional utility parameters, enter the appropriate option parameter. Most utilities accept DOS wild card characters.
- For running DOS utilities, add the **Elixir Technologies\Bin** folder to the Windows PATH environment variables. This will enable running utilities from any folder without adding the full path to the utility location.

---

# FixElxOr

FixElxOr is a DOS-based utility that is used to preserve the orientation of ELX forms. This utility saves the landscape or portrait orientation information as originally specified in the ELX forms. Using this utility, you can open an ELX form in the Xerox toolset with portrait or landscape orientation information preserved and easily add more text to these forms without creating text orientation problems.

**Usage: FixElxOR Filename [Filename2] [-o Required Orientation Mode]**

Where:

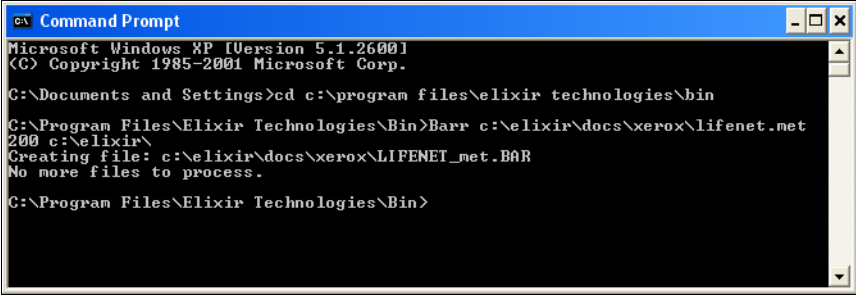
- **Filename:** identifies the input ELX filename and path, including extensions. Wildcards are permissible.
- **Filename2:** identifies the output ELX filename (optional). If a file name is not specified, then STEM.ori is created by default.
- **Orientation Mode:** specifies the orientation mode. Specify one of the following:
  - **-OS:** swaps orientation (default).
  - **-OP:** sets to portrait.
  - **-OL:** sets to landscape.

To run the FixElxOr utility:

- 1 Open the **Command Prompt** window.
- 2 Change directory to *drive:*\Program Files\Elixir Technologies\Bin.
- 3 Enter **FixElxOR <Filename>** followed by the appropriate record options. For example:
  - **FixElxOr C:\Elixir\Forms\Elixir\Form.elx**  
Swaps the orientation of the input file and creates an output namely Form.ori
  - **FixElxOr C:\Elixir\Forms\Elixir\Form.elx -OL**  
Sets the orientation to landscape.
  - **FixElxOr C:\Elixir\Forms\Elixir\Form.elx -OP**  
Reverts back to portrait, in case a file is mistakenly processed using FixElxOr.
- 4 Press **Enter** on the keyboard.

---

The FixElxOr utility reformats the text orientation.



```
Microsoft Windows XP [Version 5.1.2600.1]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings>cd c:\program files\elixir technologies\bin
C:\Program Files\Elixir Technologies\Bin>Barr c:\elixir\docs\xerox\lifenet.met
200 c:\elixir\
Creating file: c:\elixir\docs\xerox\LIFENET_met.BAR
No more files to process.

C:\Program Files\Elixir Technologies\Bin>
```

- 5 Close the window.

## Barr

The Barr utility reformats S-370 Byte and word-length record format files from a Barr systems processor. The variable-length records are reformatted to fixed-length records with a default length of 150. The default value can be overridden via the command line parameters while running the utility.

**Usage: Barr FileName [RecordSize] [SkipRecords] [StripLastPage] [StripFirstPage] [OutDir=Path] [-Scan:nnnnn] [-ASCII]<Enter>**

Where:

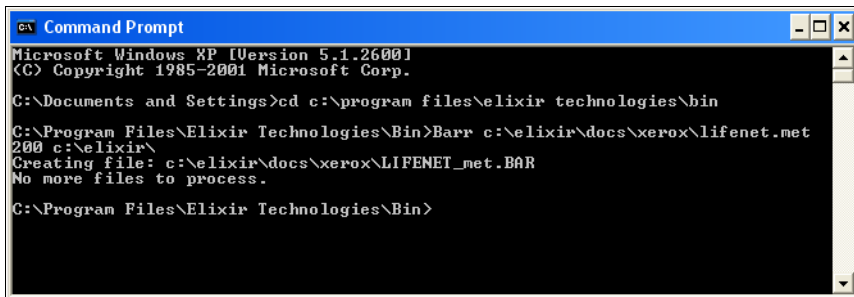
- **FileName:** specifies the DOS filename, including extensions. Wildcard characters are permissible.
- **Recordsize:** specifies the size of the fixed output records. The default size is 150. 0 indicates the variable record size.
- **SkipRecords:** specifies the number of records to skip at the start. The default value is 0.
- **StripLastPage:** indicates an optional parameter to strip the last page.
- **StripFirstPage:** indicates an optional parameter to strip the first page (after the skip records).
- **OutDir=path:** specifies the output directory path (includes trailing backslash).
- **-Scan:nnnnn:** indicates an optional command to continue scanning the directory and wait nnnnn seconds.
- **-ASCII:** adds ASCII spaces to the reformatted file.

---

To run the Barr utility:

- 1 Open the **Command Prompt** window.
- 2 Change directory to *drive:\Program Files\Elixir Technologies\Bin*.
- 3 Enter **Barr <FileName>** followed by the appropriate record options.
- 4 Press **Enter** on the keyboard.

The Barr utility reformats the CAL1.MET file to the specified output directory.



```
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings>cd c:\program files\elixir technologies\bin
C:\Program Files\Elixir Technologies\Bin>Barr c:\elixir\docs\xerox\lifenet.met
200 c:\elixir\
Creating file: c:\elixir\docs\xerox\LIFENET_met.BAR
No more files to process.

C:\Program Files\Elixir Technologies\Bin>
```

- 5 Close the window.

---

# Bcheck

The Bcheck utility is a diagnostic utility that checks the formatting of variable-length Xerox resources.

**Usage: Bcheck FileName [V###|F###|R###|D###] [-Cutoff:#####]**

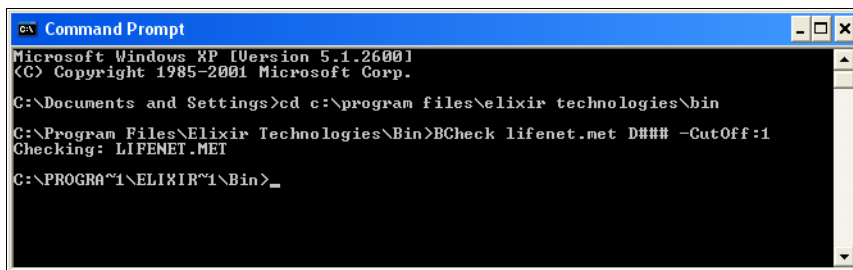
Where:

- **FileName:** specifies the required file name, including the path and extension.
- **V###|F###|R###|D###:** identifies either of the Variable, Fixed block, Record only or Disk format and optional block length. V### is default.
- **-CUTOFF:#####:** identifies an optional parameter to cut down file to ##### pages.

To run the Bcheck utility:

- 1 Open the **Command Prompt** window.
- 2 Change directory to *drive:\Program Files\Elixir Technologies\Bin*.
- 3 Enter **BCheck <FileName>** followed by the appropriate options.
- 4 Press **Enter** on the keyboard.

The Bcheck utility checks the formatting of lifenet.met.



```
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings>cd c:\program files\elixir technologies\bin
C:\Program Files\Elixir Technologies\Bin>BCheck lifenet.met D### -CutOff:1
Checking: LIFENET.MET
C:\PROGRA~1\ELIXIR~1\Bin>_
```

- 5 Close the window.

---

# Charmapupdt

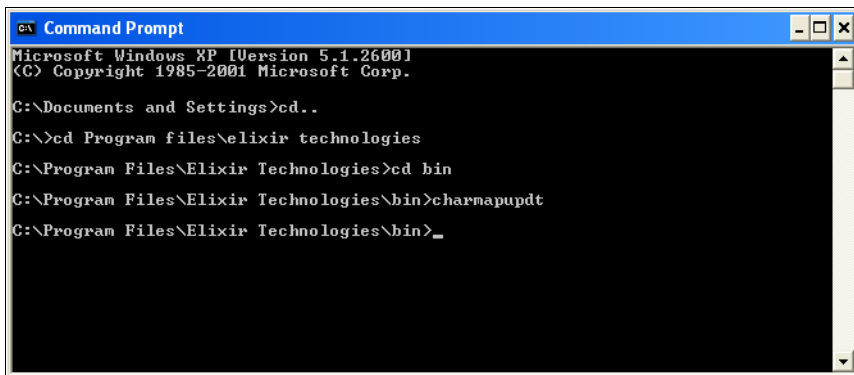
Charmapupdt is a back-end utility. It is used to update Elxmap.mdb at the time of installation.

**Usage: Charmapupdt <Enter>**

To run the Charmapupdt utility:

- 1 Open the **Command Prompt** window.
- 2 Change the directory to *drive:\Program Files\Elixir Technologies\Bin*.
- 3 Enter **Charmapupdt**.
- 4 Press **Enter**.

The Elxmap.mdb file is updated.



```
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings>cd..
C:\>cd Program files\elixir technologies
C:\Program Files\Elixir Technologies>cd bin
C:\Program Files\Elixir Technologies\bin>charmupdt
C:\Program Files\Elixir Technologies\bin>_
```

- 5 Close the window.

---

# Disp

The Disp utility is a diagnostic utility used for displaying the Xerox resources in Hexadecimal, EBCDIC and ASCII formats.

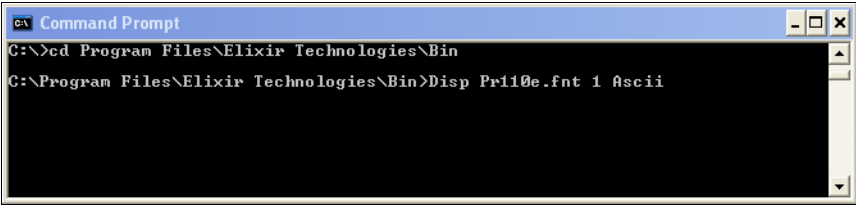
**Usage:** `Disp FileName [Count][Pausing] [Both|Ascii|EbcDic|Hex] <Enter>`

Where:

- **FileName:** specifies the file name, including the path and extension.
- **Count:** specifies the number of characters displayed per line. The default value is 15.
- **Pausing:** specifies whether or not to pause after displaying a screen of data. Use **Pause** or **NoPause**.
- **Both|Ascii|EbcDic|Hex:** specifies the format for displaying the Xerox resource. Either:
  - **Both:** displays both ASCII and EBCDIC formats (Default).
  - **Ascii:** displays the ASCII format.
  - **EbcDic:** displays the EBCDIC format.
  - **Hex:** displays the HEX format.

To run the Disp utility:

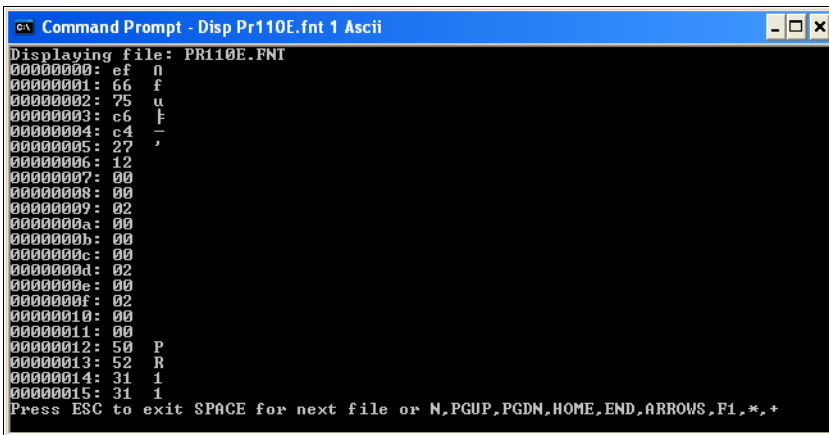
- 1 Open the **Command Prompt** window.
- 2 Change directory to *drive:*\Program Files\Elixir Technologies\Bin.
- 3 Enter **Disp <FileName>** followed by the appropriate options. The DISP utility will display the specified Xerox font file in ASCII format.



```
Command Prompt
C:\>cd Program Files\Elixir Technologies\Bin
C:\Program Files\Elixir Technologies\Bin>Disp Pr110e.fnt 1 Ascii
```

- 
- 4 Press **Enter** on the keyboard.

The selected Xerox resource is displayed in the specified format, as shown below:



```
Command Prompt - Disp Pr110E.fnt 1 Ascii
Displaying file: PR110E.FNT
00000000: ef  n
00000001: 66  f
00000002: 75  u
00000003: c6  t
00000004: c4   '
00000005: 27  '
00000006: 12
00000007: 00
00000008: 00
00000009: 02
0000000a: 00
0000000b: 00
0000000c: 00
0000000d: 02
0000000e: 00
0000000f: 02
00000010: 00
00000011: 00
00000012: 50  P
00000013: 52  R
00000014: 31  I
00000015: 31  I
Press ESC to exit SPACE for next file or N,PGUP,PGDN,HOME,END,ARROWS,F1,*,+
```

- 5 Press the **Esc** key to exit, or press **Space bar** to go to the next file.
- 6 Close the window.



---

# Fontcvt

The FontCvt utility converts form and XES files between 4075FRM, 4075FSL, 9700FRM, 9700FSL, COLORFRM, COLORFSL, XES, Elixir, 4050FRM, and 4050FSL formats. This utility strips any text with tags or variable graphics when making FSL and FRM files.



To use the FontCvt utility without any issues, it is recommended to install DesignPro Tools using the default settings (in *drive:\Elixir*), and default folders should be used to store the resources. For example, all Elixir fonts should be saved in *drive:\Elixir\Font\Elixir*. If these default settings are not used, the user will have to manually create the entire Elixir folder structure for proper operation of these utilities.

**Usage:** FontCvt StemName [Input Format] [Output Format] [Vertical] [Monitor] [Id] [Confirm] [Disk | Tape] [Color] [HpCmd] [TableName] [-Shift] [-NullSpaces] [-ElixirDir: ElixirDirectory]

Where:

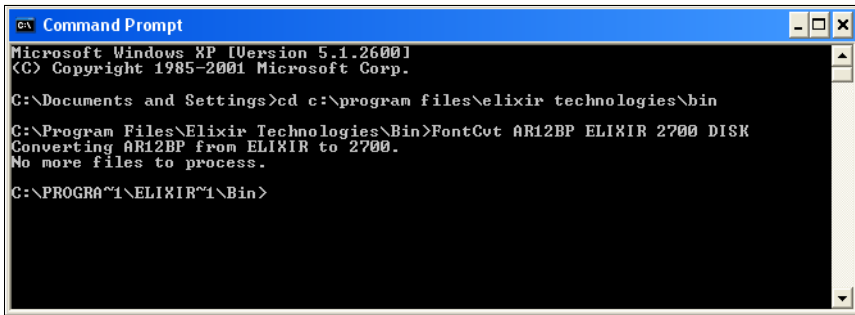
- **StemName:** identifies any DOS filename, without extensions or paths. Wildcard characters are permissible.
- **Input Format:** includes 9700, 4045, 2700, 3700, 4235, 4075, HP, 9700LGO, COLORLGO, 5WORD or ELIXIR.
- **Output Format:** includes SCREEN, ELIXIR, 9700, 4045, 2700, 3700, 4235, 4075, HP, 9700LGO, 5WORD or COLORLGO.
- **Vertical:** select either NO or YES for vertical proofing.
- **Monitor:** includes VGA, SIGMA, WYSE, SUPERVGA, MVGA, NONE.
- **Id:** identifies HPPCL printer font id number to use for font.
- **Confirm:** select either NO or YES.
- **Disk | Tape:** generates output to either DISK or TAPE. DISK is default.
- **Color:** identifies color name (RED, GREEN, BLUE, NONE, etc.).
- **HpCmd:** identifies HP Cartridge command string.
- **TableName:** identifies Language table name.
- **-Shift:** identifies an optional parameter to shift the font by the amount of kerning.
- **-NullSpaces:** identifies an optional parameter to include null spacing characters.
- **-ElixirDir:ElixirFontDir:** identifies an optional Elixir font directory.

---

To use the FontCvt utility:

- 1 Create a new folder with the name **Printer** at the location *drive*\Elixir\Fonts\.
- 2 Open the **Command Prompt** window.
- 3 Change directory to *drive*:\Program Files\Elixir Technologies\Bin.
- 4 Enter **FontCvt** <StemName> followed by the appropriate options.
- 5 Press **Enter** on the keyboard.

The FontCvt utility converts the Elixir font to the specified output format.



```
Command Prompt
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings>cd c:\program files\elixir technologies\bin
C:\Program Files\Elixir Technologies\Bin>FontCvt AR12BP ELIXIR 2700 DISK
Converting AR12BP from ELIXIR to 2700.
No more files to process.
C:\PROGRA~1\ELIXIR~1\Bin>
```

The converted font file(s) are placed at the location *drive*:\Elixir\Fonts\Printer\.

- 6 Close the window.

---

# Formprn

The FormPrn utility is used to convert Elixir forms to XES 2700, 4045, 4235, and 4700 forms respectively. The utility also prints Elixir overlays in batch mode using MS-DOS commands.



To use the FormPrn utility without any issues, it is recommended to install DesignPro Tools using the default settings (in *drive:\Elixir*), and default folders should be used to store the resources. For example, all Elixir fonts should be saved in *drive:\Elixir\Font\Elixir*. If these default settings are not used, the user will have to manually create the entire Elixir folder structure for proper operation of these utilities.

**Usage:** FormPrn [Path] FileName [4045 | 2700 | 4235 | 4700 | HP] [Printer | Disk] [Copies] [Ascii | EbcDic | SmartBox] [MacroNumber | Priority] [TrayNumber] [LPT1 | LPT2 | LPT3] [Print | Store | StorePrint | Constant] [InterWord | InterChar] [Once | Always | Never] [XShift] [YShift] [-Port] [-NoExpand] [-DoTags] [-DoTagName] [-XESOnly] [-FIX4235] [-HPESC:TableName] [-PrintDirection] [-SplitFiles] [-Exclude]

Where:

- **Path:** identifies optional DOS pathname.
- **FileName:** identifies any DOS filename. Wildcards are allowed.
- **4045 | 2700 | 4235 | 4700 | HP:** creates output to any one of the selected printer type. 4045 is default.
- **Printer | Disk:** generates output to printer or disk. PRINTER is default.
- **Copies:** indicates the number of copies to print. Default is 1.
- **Ascii | EbcDic | SmartBox:** specifies any one of the formats: ASCII (Default) for locally attached printers; EBCDIC for host attached printers; SMARTBOX for host attached printers using smartbox or agile.
- **MacroNumber | Priority:** identifies macro number or Plane Priority (0 = NONE).
- **TrayNumber:** indicates the tray number to use (0 = DEFAULT TRAY).
- **LPT1 | LPT2 | LPT3:** uses any one of the printer ports. LPT1 is default.
- **Print | Store | StorePrint | Constant:** specifies any one of the options: print form, constant page or storage to printers disk.
- **InterWord | InterChar:** indicates interword or intercharacter spacing.
- **Once | Always | Never:** specifies any one of the font downloading options: once (default), Always or Never.

- 
- **XShift:** specifies the amount to shift in horizontal direction. Supports negative values for horizontal shift as well.
  - **YShift:** specifies the amount to shift in vertical direction. Supports negative values for vertical shift as well.
  - **-Port:** identifies an optional parameter to force page to be portrait.
  - **-NoExpand:** identifies an optional parameter to NOT expand X0 fonts to X1-4 fonts.
  - **-DoTags:** identifies an optional parameter to print the tags as replacement characters.
  - **-DoTagName:** identifies an optional parameter to print the tag names.
  - **-XESOnly:** identifies an optional parameter that specifies not to send JOB control commands.
  - **-FIX4235:** identifies an optional parameter to change order of fonts for 4235 problem.
  - **-HPEsc:TableName:** identifies an optional parameter to specify an ESCAPE table name.
  - **-PrintDirection:** identifies an optional parameter to use the print direction command.
  - **-SplitFiles:** identifies an optional parameter to split the fonts into a separate file.
  - **-Exclude:** identifies an optional parameter to exclude page settings.

To use the FormPrn utility:

- I Create the following new folders:
  - **Demo:** creates the **Demo** folder at the location *drive:\Elixir\Forms\Elixir*.
  - **Prints:** creates the **Prints** folder at the location *drive:\Elixir\*.  
Also create the following sub-folders in the **Prints** folder:
    - X27Print:** stores the files converted to 2700 XES format.
    - X45Print:** stores the files converted to 4500 XES format.
    - X42Print:** stores the files converted to 4200 XES format.
    - X47Print:** stores the files converted to 4700 XES format.

- 2 Open the **Command Prompt** window.
- 3 Change directory to *drive:\Program Files\Elixir Technologies\Bin*.



Convert the fonts used in the forms to the appropriate output format before converting the form and place them in *drive:\Elixir\Fonts\Printer* folder.

- 4 Enter **FormPrn <FileName>** followed by the appropriate conversion options.
- 5 Press **Enter** on the keyboard.  
The form is converted to the specified output format.

```
Command Prompt
Microsoft Windows XP [Version 5.1.2600.1
(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings>cd c:\program files\elixir technologies\bin
C:\Program Files\Elixir Technologies\Bin>FormPrn WaterL.efr 2700 DISK
Converting: WATERL.EFR
Could not load: C:\elixir\forms\elixir\WATERL.EFR
No more files to process.

C:\PROGRA~1\ELIXIR~1\Bin>FormPrn WaterL.elx 2700 DISK
Converting: WATERL.ELX
Could not load font width tables.
No more files to process.

C:\PROGRA~1\ELIXIR~1\Bin>
```

- 6 Close the window.

---

# Metainw

The Metainw utility converts a normalized metacode file to ELX format. It creates one ELX file for every page in the metacode file.

**Usage:** `Metainw FileName [Auto | Port | Land | First] [Letter | A4 | 14 | 17 | A3 | #####] [Monitor] [V##### | F##### | R#####] [Offset] [Skip] [Ident][FontList:FontListFileName] [-FontIndex] [-FirstPage:#####] [LastPage:#####] [-ReportOnly] [-LongName] <Enter>`

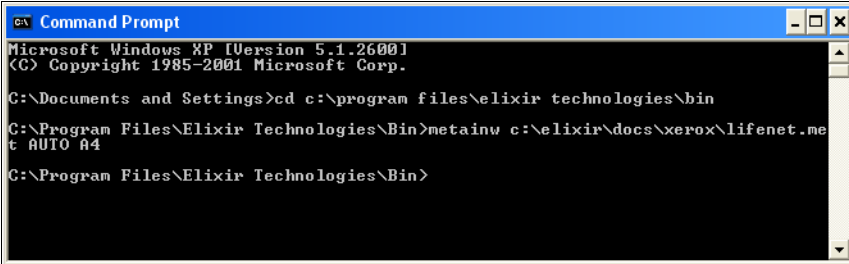
Where:

- **FileName:** specifies any DOS filename, including extensions. Wildcard characters are permissible.
- **Auto | Port | Land | First:** specifies the orientation of the document.
  - **Auto:** autodetects the orientation of the document.
  - **Port:** sets the orientation to portrait.
  - **Land:** sets the orientation to landscape.
  - **First:** uses the first font.
- **Letter | A4 | 14 | 17 | A3 | #####:** specifies the page size. You can enter one of the options or specify custom page size, where ##### specifies **WWWHHH** in inches \* 10 (085110). LETTER is default.
- **Monitor:** specifies any one of the options: NONE, VGA, SIGMA, WYSE, SUPERVGA, MVGA (NONE=No Graphics).
- **V##### | F##### | R##### | C:** specifies any one of the record formats for the input file: Variable or Fixed or Record or CRLF block format and optional block length. V##### is default.
- **Offset:** uses an Offset (from jsl) to the start of the DJDE ident.
- **Skip:** uses a Skip (from jsl) to the start of the DJDE command.
- **Ident:** specifies the DJDE (Dynamic Job Descriptor Entry) prefix that is used to identify the DJDE records in the input file.
- **-FontList:ListName:** specifies an optional external PDE font list (stem name only).
- **-FontIndex:** specifies an optional parameter to use a font index.
- **-GraphicOrient:Orient:** specifies an optional parameter P, L, A.
- **-FirstPage:#####:** specifies an optional parameter for the starting page number.
- **-LastPage:#####:** specifies an optional parameter for the ending page number.
- **ReportOnly:** specifies an optional parameter to display only the input file information in detail in the console window, and the file is not actually converted.
- **-LongName:** specifies an optional parameter for using 8 character names.

---

To run the Metainw utility:

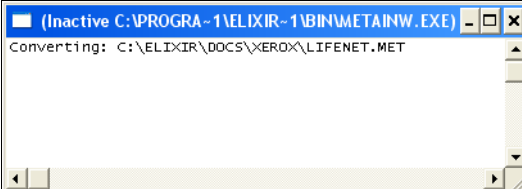
- 1 Open the **Command Prompt** window.
- 2 Change directory to *drive:\Program Files\Elixir Technologies\Bin*.
- 3 Enter **Metainw <filename>** followed by the appropriate conversion parameters.
- 4 Press **Enter** on the keyboard.  
Metainw utility starts the conversion.



```
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings>cd c:\program files\elixir technologies\bin
C:\Program Files\Elixir Technologies\Bin>metainw c:\elixir\docs\xerox\lifenet.me
t AUTO A4
C:\Program Files\Elixir Technologies\Bin>
```

The details of the file conversion are displayed in the **Notepad** window.



```
(Inactive C:\PROGRA~1\ELIXIR~1\BIN\META~1.W.EXE)
Converting: C:\ELIXIR\DOCS\XEROX\LIFENET.MET
```

- 5 Close the window.

---

# Pack

The Pack utility converts JSL, FSL, and other ASCII format files to standard Xerox-labeled files. Pack places the standard Xerox header on ASCII files and strips off text beyond column 80 and packs data into 512-byte blocks. Pack also converts the Xerox-format files to 80-byte record length ASCII format.

See “[Moving Online Xerox-Labeled Files](#)” on page 137 in *Chapter 7: "File Transfers for Xerox"* for more information.

**Usage: Pack <FileName.ext> [convert] <Enter>**

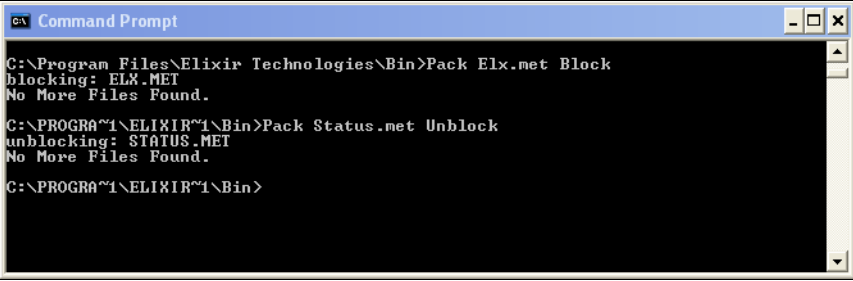
Where:

- **FileName.ext:** identifies an 80-byte record format file name, including the file extension. Wildcard characters are permissible.
- **Convert:** specifies one of the following options for conversion:
  - **Block:** converts 80-byte record length ASCII files to Xerox format with a 128-byte header followed by 512-byte blocks of data (default).
  - **UnBlock:** converts Xerox files from 512-byte blocks to ASCII format.

To run the Pack utility:

- 1 Open the **Command Prompt** window.
- 2 Change directory to *drive:\Program Files\Elixir Technologies\Bin*.
- 3 Enter **Pack <FileName>** followed by the appropriate conversion options
- 4 Press **Enter** on the keyboard.

Pack utility converts the file to the required format.



```
C:\Program Files\Elixir Technologies\Bin>Pack Elx.met Block
blocking: ELX.MET
No More Files Found.

C:\PROGRA~1\ELIXIR~1\Bin>Pack Status.met Unblock
unblocking: STATUS.MET
No More Files Found.

C:\PROGRA~1\ELIXIR~1\Bin>
```

- 5 Close the window.



---

# ReBlock

The Reblock utility reformats the record length structure of any file. This utility can read and write BDW/RDW, RDW, Fixed, and CRLF structures.

**Usage: Reblock FileName [V####|F####|R####|CRLF|X####|PRU]  
[V####|F####|R####|CRLF] [-OutputName:FileName] [-InrdwLength:##]  
[-OutrdwLength:##] [-Reverse]**

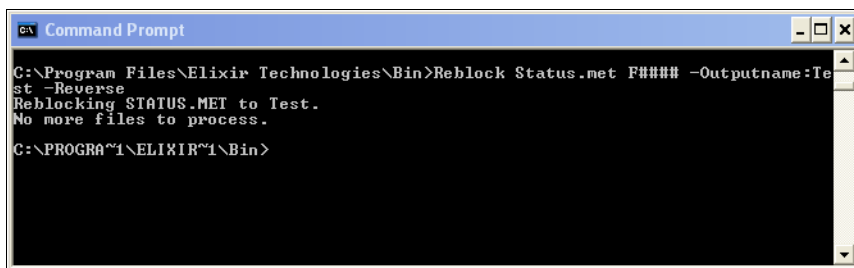
Where:

- **FileName:** identifies DOS file name including the file extension. Wildcard characters are permissible.
- **V####|F####|R####|CRLF|X####|PRU:** specifies either of the Variable, Fixed, Record or CRLF block format and optional block length. V#### is default.
- **V####|F####|R####|CRLF:** specifies either of the Variable, Fixed, Record or CRLF block format for output format and optional block length. V#### is default.
- **- OutputName:FileName:** specifies the name of the output file.
- **- InrdwLength:##:** specifies the inter-word length.
- **- OutrdwLength:##:** specifies the outer-word length.
- **- Reverse:** prints records in reverse order.

To run the ReBlock utility:

- 1 Open the **Command Prompt** window.
- 2 Change directory to *drive:\Program Files\Elixir Technologies\Bin*.
- 3 Enter **Reblock <FileName>** followed by the appropriate conversion options
- 4 Press **Enter** on the keyboard.

The Reblock utility converts the file according to the options provided in command prompt.



```
C:\Program Files\Elixir Technologies\Bin>Reblock Status.met F#### -Outputname:Test -Reverse
Reblocking STATUS.MEI to Test.
No more files to process.
C:\PROGRA~1\ELIXIR~1\Bin>
```

- 
- 5 Close the window.



If you do not specify **[- Outputname:Filename]** along with other Reblock parameters, the output files will be placed in the same location as that of the input file, and with an REB extension.

## Strip

The Strip utility adds and removes a 128 or a 512-byte header from Xerox resources.

**Usage:** Strip FileName [HeaderFormat] [KeepName][-Strip][-Pad] <Enter>

Where:

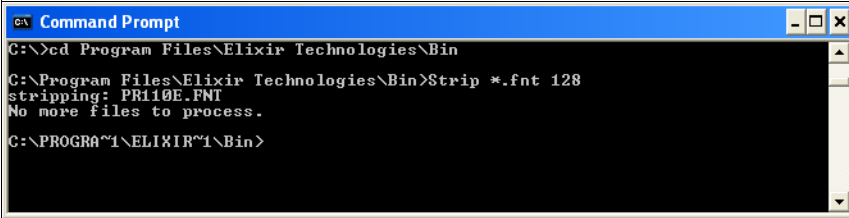
- **FileName:** identifies any DOS file name including the file extension. Wildcard characters are permissible.
- **HeaderFormat:** specifies any one of the Xerox header formats:
  - **NONE:** does not add a Xerox header.
  - **128:** adds a 128-byte Xerox header.
  - **512:** adds a 512-byte Xerox header.
- **KeepName:** keeps the original file header name.
- **-Strip:** strips the line numbers and trailing spaces from text files.
- **-Pad:** adds line numbers and trailing spaces to text files.

To run the Strip utility:

- 1 Open the **Command Prompt** window.
- 2 Change directory to *drive:\Program Files\Elixir Technologies\Bin*.
- 3 Enter **Strip <FileName>**, followed by the required header format options.

- 
- 4 Press **Enter** on the keyboard.

The Strip utility places 512-byte header records on all files with FRM extensions in the specified directory.



```
Command Prompt
C:\>cd Program Files\Elixir Technologies\Bin
C:\Program Files\Elixir Technologies\Bin>Strip *.fmt 128
stripping: PR110E.FMT
No more files to process.
C:\PROGRAM FILES\ELEXIR TECHNOLOGIES\BIN>
```

- 5 Close the window.

## XDisk32

The DesignPro Tools package includes the XDisk32 utility, which is a third party utility provided by Xerox that is used for moving files from machines having Windows NT or Windows 2000 to a floppy disk.

The Xdisk32 utility is available at the Elixir home page.

To download this utility:

- 1 Go to <http://www.elixir.com/support.htm> and select **Patches**.
- 2 Click **Download Patches Here** and enter your login information.
- 3 From the drop down list, select **Elixir Application Suite** and click **Proceed to Download**.
- 4 Select **XDisk32** from **Select Release/Patch** drop down list.
- 5 Read the terms and conditions carefully and click **I Agree** to download the utility and its associated documentation.

To open the Xdisk32 utility, your machine needs to be configured as per the instructions provided in the document available with **Xdisk32** utility.

---

# Elixir CodePage Editor

A Code Page is a font file that associates code points and graphic character identifiers. It might be required to modify this association in some cases. The DesignPro Tools provides the Elixir Code Page Builder utility (ElxCPBuilderu.exe) to associate code points with GCID identifiers. This utility operates in two different modes: AFP mode and the Normal mode.

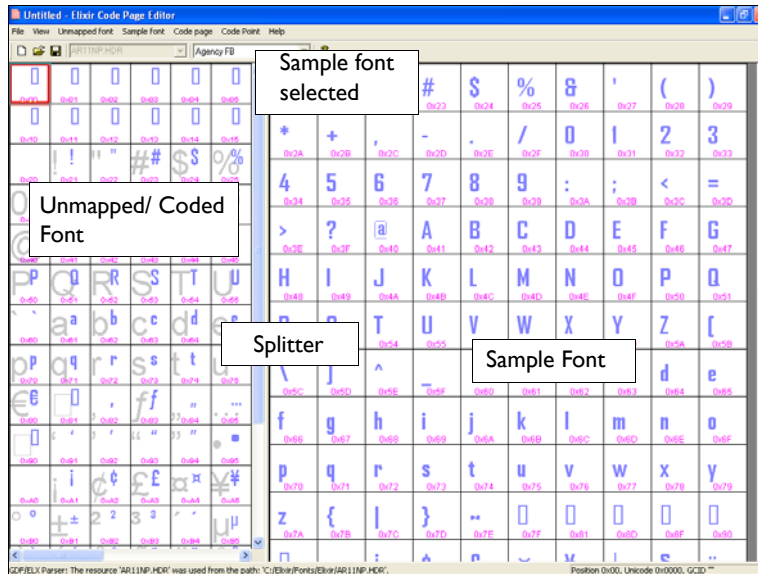
- The AFP mode is used to define Unicode to GCID mapping for an existing AFP coded font.
- Normal mode provides full functionality for creating or modifying a code page.

## Opening Elixir Code Page Editor

To open the Elixir Code Page Editor:

- 1** Open the **Command Prompt** window.
- 2** Change the directory to *drive:***\Program Files\Elixir Technologies\Bin.**
- 3** Enter **ElxCPBuilderu.**
- 4** Press **Enter.**

The Elixir Code Page Editor opens.



The Code Page Editor is split into two panes. When you open the editor, a sample font is displayed in both the panels. On opening a font in the editor, the left panel displays the unmapped font opened along with its mapping to the sample font, and the right panel displays the sample font only.

## Working Modes

This Code Page Builder operates in two different modes:

- **AFP Mode:** used to define Unicode to GCID mapping for an existing AFP coded font. You can choose to work in the AFP mode by checking **View, AFP Mode** from the menu.
- **Normal Mode:** provides full functionality for creating or modifying a code page. You can choose to work in the Normal mode by unchecking **View, AFP Mode** from the menu.

Working in both the modes is similar with slight differences. The differences are mentioned explicitly in the documentation wherever applicable.

---

## Working with the Sample Font

The sample font displays in the right pane of the **Elixir Code Page Editor** window, and assists you in the font mapping process by displaying the sample glyphs and their corresponding code point values (in unicode). The sample font will have no impact on the code page created.

The following sections explain working with the sample font:

### Changing a Sample Font

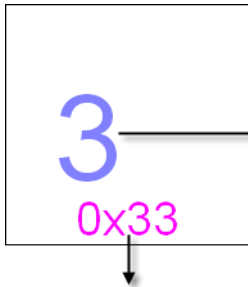
Select the required font from the drop-down list of fonts available in the toolbar. The selected sample font is displayed in the right pane of the **Elixir Code Page Editor** window.



To show/hide the toolbar, select **View, Toolbar** from the menu.

### Viewing the Sample Font

Each character in the sample font displays in a separate box in the right pane. You can map these to the code points for the font opened in the right pane.



A character glyph in the sample font. It displays colored if mapped to any character in the left pane.

Unicode value for the code point displaying in hexadecimal format.

*Each codepoint displays options in different colors.*

Sample font characters that are not mapped to any character in the left pane (opened font) display in black color.

---

You can adjust the sample font view as required by selecting the following options available in the **Sample Font** menu:

- **Zoom In:** magnifies the selected sample font area.
- **Zoom Out:** decreases the magnification.

## Customizing the Sample Font Display

To customize the sample font display:

- 1** Select **View, Options** from the menu.  
The Elixir Code Page Editor Options dialog displays.
- 2** Click the **Sample Font** tab to display the associated options.
- 3** Select the required font size from the **Pointsize** drop-down list.
- 4** To display all characters in black color, uncheck **Colorize Mapped Positions**. You can specify a color for mapped glyphs in the sample font by checking **Colorize Mapped Positions**, and then clicking the color box adjacent to it.  
The Color dialog displays.
- 5** Choose the required color, and then click **OK**.
- 6** To hide the Unicode character values, uncheck **Show Unicode Values**. You can specify a color for Unicode character values by checking **Show Unicode Values**, and then clicking the color-box adjacent to it.  
The Color dialog displays.
- 7** Choose the required color, and then click **OK**.
- 8** To display the Unicode values in Hexadecimal format, check **Hexadecimal Display**.  
When this option is unchecked, the Elixir Code Page Editor displays the Unicode values in Decimal format.
- 9** To display the tool tips for each code point, check **Show Tooltips**.
- 10** Click **Apply**, and then click **OK**.  
The settings apply to the sample font displaying in the Code Page Editor window.

---


## Creating a New Code Page

To create a new code page using a Windows code page:

- 1 Select **File, New** from the menu.  
The New Code Page dialog displays.



You can also create a new code page by performing either of the following functions:

- Click  on the toolbar.
- Press **Ctrl + N** on the keyboard.

- 2 Select or review the following options:
  - **Use Selected Windows Code Page as Template:** specifies that a Windows code page is used. Select an appropriate option from the adjacent drop-down list.
  - **Simple Direct Code Page (with 256 Code Points):** specifies that a simple direct code page is used.
  - **Blank Code Page (with No Code Points):** specifies that a blank code page with no prior mapping is used.



The **Simple Direct Code Page** and the **Blank Code Page** options are available in the Normal mode only.

- 3 Click **OK** to return to the **Elixir Code Page Editor** window.  
The newly created code page displays in the left pane of the window. You can now create/map the required entries.



For more information, refer to [“Mapping a Code Point”](#) on page 187 and [“Saving the Code Page”](#) on page 190.



---

## Opening an Unmapped Font

You can also open unmapped Elixir Font Files (HDR) and Xerox Font Files (FNT) in the Elixir Code Page Editor, and then map each code point individually, as required.

To open an unmapped font:

- 1** Select **Unmapped Font, Load** from the menu.  
The Open dialog displays.
- 2** Select the required file type from the **Files of Type** drop-down list. The available options are:
  - Elixir Font Files (\*.hdr)
  - Xerox Font Files (\*.fnt)
  - All Files (\*.\*)The files of the selected type display in the dialog.
- 3** Browse to the required directory from the **Look In** drop-down list, and select the font file.  
The name of the selected file displays in the File Name entry box.
- 4** Click **Open**.  
The selected font displays in the left pane of the Elixir Code Page Editor window. The name of the font file currently displaying in the left pane appears in the field adjacent to the fonts drop-down list in the toolbar.

---

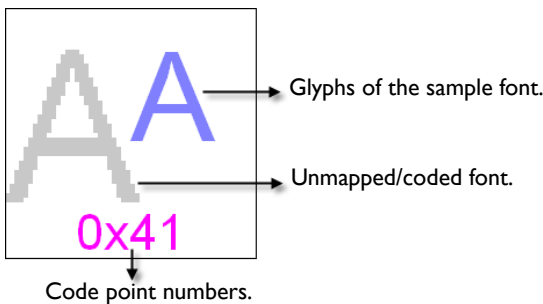
## Viewing the Unmapped/Coded Font

Each character displays in a separate box (symbolizing a code point) in the left pane. You can map these to the sample font characters from the right pane.



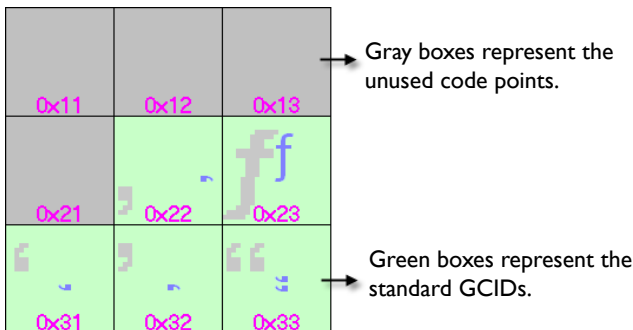
While working in Normal mode, the font in the left panel is referred to as **Unmapped Font** in the menu, where as in the AFP mode, the font in the left panel is referred to as **Coded Font** in the menu.

The following image shows a code point from the Normal mode:



*Each codepoint displays options in different colors.*




In AFP mode, the coded font is displayed in green boxes, as shown in the following image:



The selected font opens on the left side of the Elixir Code Page Editor window.

---

While working in the AFP mode:

- : The gray boxes represent the unused code points.
- : The green boxes represent the standard GCIDs in the code page.
- : White boxes represent the non-standard GCIDs in the code page.



The mapping will be according to the template code page selected earlier for a non standard GCID. For a standard GCID, it will be according to the code page associated with it.

You can zoom in and zoom out the fonts in the **Elixir Code Page Editor** window. Select the following menu options from the **Unmapped Font** (in Normal mode) or the **Coded Font** (in AFP mode) menu:

- **Zoom In:** magnifies the selected font area.
- **Zoom Out:** reduces the magnification of the selected font area.
- **Native Size:** brings the selected font back to the native size.

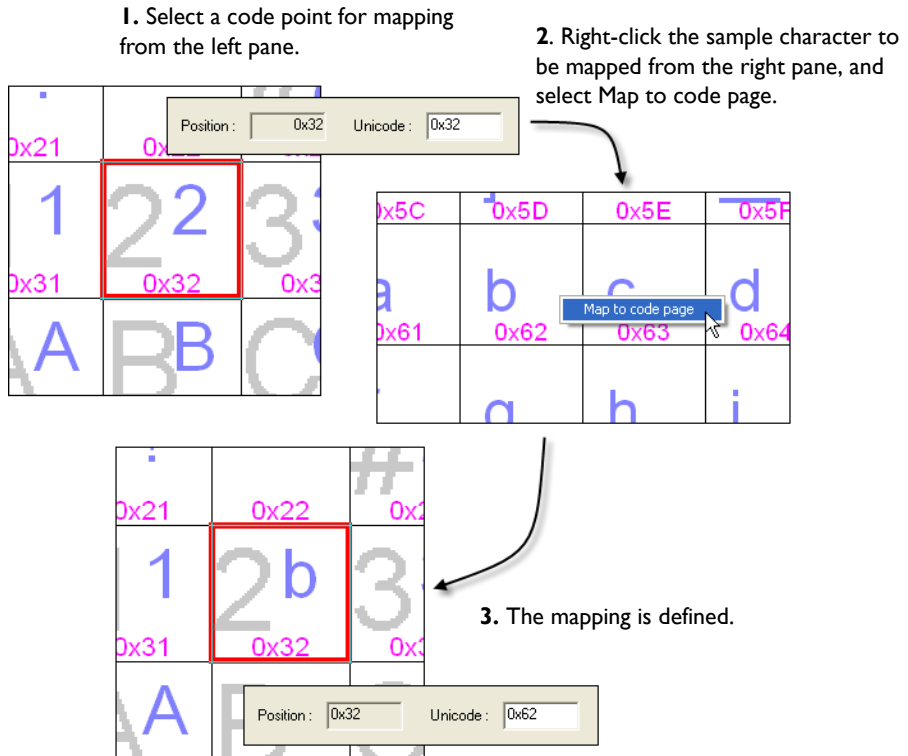
## Mapping a Code Point

You can map a Code point in the opened font (for example ‘2’), to a Code point in the Sample font area (for example, the character, ‘b’). This will result in replacing ‘2’ in the code point selected in the left panel with ‘b’ and will change the coded font glyph (in blue).

To map a code point in the left panel to a code point in the sample font:

- 1 Select the code point you want to edit in the left pane.
- 2 Locate the sample character you want to map in the right pane. Right-click the sample character, and then select **Map to Code Page** from the pop-up menu. You can also double click the sample character to map it to the opened font.

The following image illustrates the steps involved:



*Mapping a Code point in the left panel to a Code point in the Sample font.*

You can also map a code point by displaying the properties of a code point in the opened fonts area, and entering the Unicode value of the required character in the **Unicode** entry box of the **Code Point Properties** dialog. See task below that explains the mapping in detail.

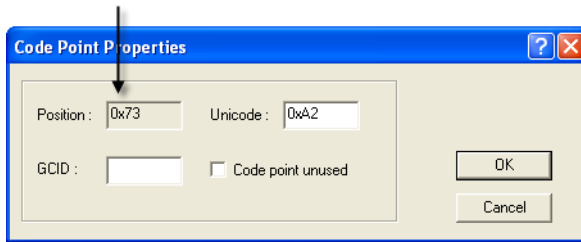
---

## Setting Properties of a Code Point

To set properties for a code point:

- 1 In the left pane, select a code point that you want to edit.
- 2 Select **Code Point, Properties** from the menu.  
The Code Point Properties dialog displays.

The Position box displays the position (value) of the Code point in the Code page.



You can also right-click the code point and select **Properties** from the pop-up menu, to display the **Code Point Properties** dialog.

- 3 In the **Unicode** entry box, specify the Unicode value of the code point (from sample font) that is to be mapped. This value is unique for every character and can be changed. You can view the Unicode values for sample font characters from the right pane.
- 4 Specify a Graphics Character Identification value for the character in the **GCID** entry box. Refer to the applicable keyboard mapping files (KMPs) for appropriate values.



If a code point is not required, check **Code Point Unused** in the **Code Point Properties** dialog. Similarly, to use an unused code point, uncheck **Code point Unused**. The unused code points display in gray colored boxes in the left pane.

- 
- 5 Click **OK** to return to the **Elixir Code Page Editor** window.



You can also specify the mapping by performing either of the following functions:

- Select the required code point in the left pane,
- Right-click the code point to be mapped in the right pane, and then select **Map to Code Page** from the pop-up menu.

## Saving the Code Page

To save the code page:

- 1 Select **File, Save** from the menu.  
The Select Resource Library for Writing dialog displays.
- 2 Select **Elixir Resource Libraries (\*.erc, \*.erc32)** from the **Files of Type** drop-down list.
- 3 Browse to *drive:***Elixir** from the **Look In** drop-down list and select **Lib.erc**.  
The File Name entry box updates with the selected file name.
- 4 Click **Open**.  
The *drive:*Elixir\ lib.erc dialog displays.
- 5 Expand the **Library Root** tree structure, and select the **Code Pages** sub-node.
- 6 Specify a name of the Code Page in the **Resource Name** entry box.  
The read-only Resources of Type drop-down list indicates that the resource being saved in the library is a code page.
- 7 Click **OK**.  
The new code page is added to the **Code Pages** tree node. You can view the Code pages in Lib.erc using the Elixir Resource Librarian.

---

## Reviewing Code Page Properties

To review the properties of a code page:

- 1** Select **Code Page, Properties** from the menu.  
The Elixir Code Page Properties dialog displays.
- 2** Select the **Entries** category to display a tabular list of the Code Page **Position**, **Unicode**, and **GCID** mappings shown in decimal values.
- 3** You can perform the following operations on the table:
  - Create a new entry by specifying the required **Position**, **Unicode**, and **GCID** settings under the **Current** area, and then clicking **Add**. Position values are unique in a code page and cannot be repeated.
  - Select an entry in the table, and view/edit its properties under the **Current** area.
  - Select an entry, and click **Remove** to remove the entry from the table.



A preview of the selected entry (character) displays in the **Glyph Preview** area. You can change the preview font by clicking **Demo Font**. The **Font** dialog displays to select the required font.

- 4** Select the **Default** category, and specify the unicode value for a required default character in the **Default Character** entry box.  
The specified default character displays whenever the character defined in the character is not available.
- 5** Click **Apply**, and then click **OK** to save the settings.  
The Code Page displaying in the left pane reflects the changes.

---

## Exporting the Code Page to Resource Map

While working in AFP mode, if you want to use the defined mapping, you need to export it to the Resource Map. The Resource Map has a table of pre-defined mappings available. To export the mapped code page to the Resource Map, select **File, Export to Resource Map** from the menu.

The Unicode values you mapped with the characters (GCIDs) here will now become effective for using in Form Editor.



Elixir Code Page Editor provides an option for changing from the Normal to AFP mode during the application session. However, before changing the mode, you need to save the code page that you are currently working on.

## Customizing Elixir Code Page Editor

You can customize the Elixir Code Page operations and appearance by changing the default options. The **Elixir Code Page Editor Options** dialog in the Code Page Editor displays the available options in four category tabs. You can select the appropriate options in checkboxes in each category page.

### Setting General Preferences

To set the general preferences in the CodePage Editor:

- 1 Select **View, Options** from the menu.  
The Elixir Code Page Editor Options dialog displays.
- 2 Click the **General** category tab.
- 3 Check **Show Error Messages on Status Bar** to display the error messages on the Status bar of the Elixir Code Page Editor.
- 4 Check **Show Selected Code Points on Status Bar** to display the properties of the selected code point in the Status bar. The properties are displayed when you click on the required code point.
- 5 Click **Apply**, and then click **OK** to apply the settings in the Code Page Editor.



---

## Setting Code Page Preferences

To set the code page preferences in the Code Page Editor:

- 1** Select **View, Options** from the menu.  
The Elixir Code Page Editor Options dialog displays.
- 2** Click the **Code Page** category tab.
- 3** Select either of these options from the **Show Mapping as Area** to specify the mapping display options:
  - **Glyphs of the Sample Font:** displays glyphs of the sample font.
  - **Unicode Values:** displays Unicode values of the code page.  
Clicking the color box in **Show Mapping as Area** opens the **Color** dialog; you can select the required color for displaying the sample font mappings from this dialog.
- 4** Check **Show Unmapped Font** to display all of the unmapped fonts in the Code page Editor.  
Clicking the color box adjacent to **Show Unmapped Font** opens the **Color** dialog; you can select the required color for displaying the unmapped code points from this dialog.
- 5** Check **Show Code Point Numbers** to display the numbers below the code points in the fonts.  
Clicking the color box adjacent to **Show Code Point Numbers** opens the **Color** dialog, you can select the required color for displaying the code point numbers from this dialog.
- 6** Check **Show Tooltips** to enable the tooltips for the code points and code pages in the Code Page Editor.
- 7** Check **Hexadecimal Display** to show the Unicode values for each code point in Hexadecimal format. When unchecked, the Unicode values display in the Decimal format.
- 8** Click **Apply**, and then click **OK** to set the code page preferences in the Code Page Editor.

---

## Setting Coded Font/Unmapped Font Preferences

In AFP mode, the left pane shows the coded font and in the Normal mode it displays the unmapped font. Accordingly, the **Options** dialog displays the **Coded Font** tab in AFP mode, and the **Unmapped Font** tab in the Normal mode.



*Image shows: (1) The Coded Font tab in AFP mode (2) interchanged with the Unmapped Font tab in Normal mode.*

To set the Coded Font/Unmapped Font preferences in the Code Page Editor:

- 1 Select **View, Options** from the menu.  
The Elixir Code Page Editor Options dialog displays.
- 2 Click the **Coded Font** or the **Unmapped Font** category tab (whichever applicable).
- 3 Check **Show Baseline** to specify the baselines of the code points in the opened font. Clicking the color box adjacent to Show Baseline opens the Color dialog; you can select the required color for displaying the base line from this dialog.
- 4 Click the color box adjacent to **Cell Color for Registered Characters** to open the **Color** dialog; you can select the required color for displaying the registered characters from this dialog.



The **Cell Color for Registered Characters** option is available only in the AFP mode.

- 5 Click **Apply**, and then click **OK** to set the Coded Font preferences in the Code Page Editor.

### Profile Selection

You can also use the profile selection feature in the Elixir Code Page Builder utility. To select a profile, select **View, Profile Selection** from the menu. For information on profile selection preferences, refer to *Chapter 9: “Elixir Profile Editor”* on page 207.

---

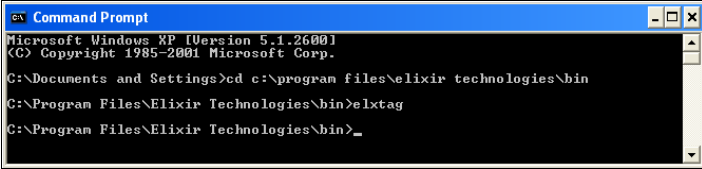
# ElixirTag

Data fields have to be defined and added to a form to indicate where specific variable data will be placed. Adding data fields to a form is called tagging a form. You can tag an Elixir form or Windows-based document by creating an external tag attribute file and referencing fields within that file in your document. ElixirTag is a simple utility for creating Tag Definition lists independent of form creation. You can create, as well as edit the existing data tags.

## Starting ElixirTag

To run ElixirTag:

- 1 Open the **Command Prompt** window.
- 2 Change the directory to *drive:*\Program Files\Elixir Technologies\Bin.
- 3 Enter **ELXTAG**.



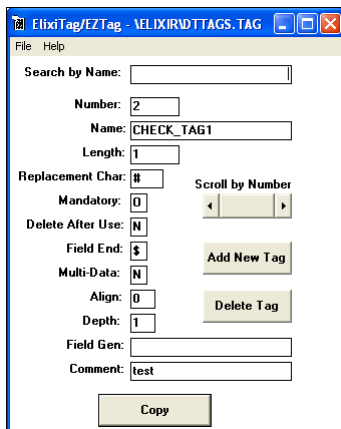
```
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings>cd c:\program files\elixir technologies\bin
C:\Program Files\Elixir Technologies\bin>elxtag
C:\Program Files\Elixir Technologies\bin>_
```

*Image shows the Elxtag command entered in the Command Prompt window.*

- 4 Press **Enter**.

The ElixirTag dialog displays.



---

## Working with ElixirTag

ElixirTag dialog enables you to create and edit data tags. You can set various fields of data tags. These fields are as follows:

- **Search by Name:** searches for a tag by field name in the tag list to display the tag attributes. You can enter a field name that exists in the current tag list, and then apply the same parameters to the current field. If the DataMerge operation finds a match in the current tag list, the parameters of that field display.
- **Number:** specifies the name of the variable data field. In case you do not specify the number, ElixirTag increments the default field numbers that are sequential and starts from 01. The maximum number entry is 700.
- **Name:** specifies the name of the variable data field. The maximum length of the field name is 30. Use the name prefix to specify different types of tags.

The tag name prefixes are described below:

- **CHECK\_:** the FDF field (Active Objects in Forms) in the PDF file will display an empty box. When the user selects the checkbox, the character will display.
- **CHECKB\_:** the FDF field in the PDF file will display an empty box surrounded by a border.
- **DROP\_:** the FDF field in the PDF file will display the list of entries entered in the **Comment** field as a drop-down list. See the **Comment** field for adding entries to be used by a drop-down selection.
- **DROPEDIT\_:** the FDF field in the PDF file will display the list of entries entered in the **Comment** field as a drop-down list and also enables additional text entry in the FDF field. See the **Comment** field for adding entries to be used by a drop-down selection.
- **GRAY\_:** the FDF field in the PDF will be filled with a shade pattern.
- **BORDER\_:** the FDF field in the PDF file will be surrounded by a border and the color of the border is defined in the Pdf.txt file.
- **SUBMIT:** identifies a reserved keyword.
- **COMPLETE:** identifies a reserved keyword.
- **SIGNATURE:** identifies a reserved keyword.
- **\$\_:** the Forms Data Format (FDF) field in the PDF will display entered data as right justified using the comma separator and two decimal places. For example, 2004.28 will be displayed in the field as \$ 2,004.28.
- **#\_:** the FDF field in the PDF will display entered data as right justified using the comma separator with two decimal places. For example, 2004.28 will be displayed in the field as 2,004.28.
- **TOTAL\$\_:** totals the data entered in fields listed in the **Comment** field and displays the result as dollar currency, right justified using the comma separator and two decimal places.

- 
- **TOTAL\_**: totals the data entered in fields listed in the **Comment** field and displays the result as right justified, using the comma separator and two decimal places.
  - **MULT\$**: multiplies the data entered in fields listed in the **Comment** field and displays the result as right justified dollar currency amount.
  - **MULT\_**: multiplies the data entered in fields listed in the **Comment** field and displays the result as right justified amount.
  - **Length**: specifies the maximum number of characters permissible in the specified field. If the variable data item requires less than the maximum number of characters, the paragraph will be formatted so that there are no extra spaces between the variable data item and any following text. Non-replacement characters are also included in the field length.
  - **Replacement Char**: specifies the replacement character to be used by the data tag. DocuMerge variable data fields display in the document as a string of replacement characters. The replacement character is usually a @, !, #, or "character. Replacement characters should not be characters used in the text data. If you want to specify your own replacement character, backspace over the default character and enter a new one.
  - **Mandatory**: specifies whether the tagged data is mandatory or optional. It enables you to tell DocuMerge if the specified variable data field is mandatory or optional when printing the document. If you specify it as **M** (mandatory), DocuMerge flags the document with an error flag if the variable data is missing. If it is specified as **O** (optional), the document prints with blank spaces in place of the replacement characters if the data is missing.
  - **Delete After Use**: indicates whether to delete the tagged data or not after its use in a replacement field to keep it from being used in a subsequent reference to the same tag name. The valid values are **Y** (yes) or **N** (no). Specify **Y** if you use the same field name in multiple forms, but require different values for each use. Specify **N** if you use the same field name in multiple forms with the same data value for each use. The default is N.
  - **Field End**: specifies the character that matches the field end character found in the DocuMerge variable data. The default is \$. Only those field end characters can be specified that are not passed as variable data by DocuMerge.
  - **Multi-Data**: specifies the number of line skips to be issued between elements during merging into a block. This option links two different data fields when printing. N specifies there is only one variable data item associated with the tag name (the default). 0 through 9 indicates the number of line feeds you want generated between line breaks.

- 
- **Align:** specifies a two-digit code to link the specified field name with another for printing purposes.
  - **Depth:** specifies the number of lines in the specified variable data field. The default is 01.
  - **Field Gen:** specifies the non-replacement characters to be used in the middle of a string of replacement characters. This is useful when formatting date fields or telephone numbers. For example, to separate the month, day, and year in the date field with slashes, enter \*\*/\*\*/\*\* (where \* is the replacement character you specified).
  - **Comment:** enables you to enter a comment relating to the field (up to 31 characters). For example, you may want to enter a comment to distinguish the field from another field that is similar.
  - **Scroll by Number:** enables you to scroll through the current tag list by clicking on the left or right arrow in the **Scroll by Number** option. If the tag list contains many fields, press and drag the scroll box forward or backwards.



Set **Delete After Use** to **YES** when specifying a value for **Multi-Data** field, and specify the **Length** for the number of line feeds generated.

## Saving a Tag File

You can save an external tag attribute file with the same name or with a different name. To save the file with the same name, select **File, Save** from the menu.

Select **File, Save As** from the menu to save the file with a different name.



The tag file is saved at the location *drive:\Elixir* by default.

---

## Editing an Existing Tag

ElixirTag enables you to edit the existing tag files.

To edit a tag file:

- 1 Select **File, Open** from the menu.  
The Open dialog displays.
- 2 Select the file that you want to edit.
- 3 Use **Scroll by Number** to display the data field you want to edit.
- 4 Edit an option by backspacing over the current parameter and entering a new parameter.
- 5 Save the file with the same name or with a different name.

## Adding a Tag

To add a tag:



- 1 Click **Add New Tag**.  
An empty tag is added at the end of the file.
- 2 Fill in the required fields.
- 3 Save the file.



By default, the tags are added to the file `Dttags.tag`.

## Deleting a Tag

To delete a tag:

- 1 Select the required tag using the **Scroll by Number** scroll bar.
- 2 Click  or  to scroll through the list of tags.
- 3 Click **Delete Tag**.  
The selected tag is deleted.

---

## Copying a Tag

To copy an ElixirTag to a Windows-based document:

- 1 Click **Copy** to copy the tag information to the clipboard.
- 2 Open the document you want to tag.
- 3 Position the cursor on the document where you want to place the tag and click the left mouse button.
- 4 Press **Ctrl + V** or select the **Paste** option in your application.

The control characters, field number, and any tag replacement characters display in the document. It takes five characters to define a tag. Replacement characters are added in the tag if the field length is more than five characters so that the tag is approximately the length of the field.

## Exiting ElixirTag

To close the ElixirTag utility, select **File, Exit** from the menu.

## Makepub

The Makepub utility zips and unzips the resources in a file/folder into a single file with a PUB extension. This is useful while creating or moving forms when users have to keep track of all of the resources being used (such as fonts, images, etc.). It helps to reduce the file size and time for file transmission. This utility can archive and extract Elixir Legacy Documents (ELX), Elixir Forms (EFR), and Data Files (DAT) including their resources. You can also extract files from an existing pub file.

MakePub enables you to perform the following:

- **Archive:** creates a pub file by zipping the resources into one file.
- **Extract:** extracts files from an existing pub file.

By default, Makepub uses Elixir default paths; however, you can set the paths of the resources being used in the pub file.



---

**Usage:** `Makepub <ZipName> <FileSpec> [-x] [-u] [-l] [-o] [-f:FontDir] [-d:FormDir] [-p:PicsDir] [-e:ElixirDir] [-t:TextsDir] [Enter]`

Where:

- **ZipName:** specifies the path, name, and extension of the pub file to be created (for example *drive:\Elixir\Forms\Afp\O1test.pub*).  
In case of extracting files, the zipname specifies the name of the PUB file to be extracted.
- **FileSpec:** specifies the name and path of the file or folder for which a PUB file is to be created. **FileSpec** can be any file name or wildcard.
- **[OPTIONS...]:** the following options are available when creating a pub file:
  - **-X:** specifies that pub files are to be extracted.
  - **-L:** displays the list of resources in a pub file.
  - **-O:** overwrites resource files while extracting.
  - **-U:** specifies that user-specified command line directories are to be used while creating the PUB files or while extracting files from pub. The MakePub utility will search in the user-specified paths for the referenced resources.  
The available options are as follows:
    - F:FONTDIR:** specifies the location for the fonts. The default path for font directory is *drive:\Elixir\Fonts\Elixir*.
    - D:FORMDIR:** specifies the form directory that the pub file will refer to. The default path for form directory is *drive:\Elixir\Forms\Elixir\Demo*.
    - P:PICSDIR:** specifies the directory for image resources to be used in the pub file. The default path for images directory is *drive:\Elixir\Pics\Printer*.
    - E:ELIXIRDIR:** specifies the path for Elixir Folder. The default path is *drive:\Elixir*.
    - T:TEXTSDIR:** specifies a text directory. The default path is *drive:\Elixir\Texts*.



You can enter more than one option in a single command.

---

## Running the MakePub Utility

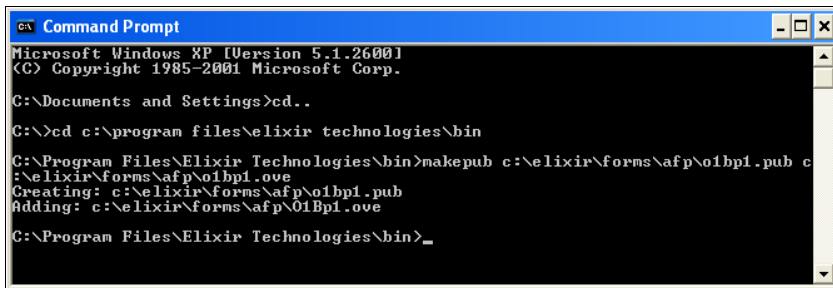
To run the MakePub utility:

- 1 Open the **Command Prompt** window.
- 2 Change the directory to *drive*:\Program Files\Elixir Technologies\Bin.
- 3 Enter **Makepub <Zipname> <Filespec> [Options]**.



The <filespec> names can include wildcard characters.

- 4 Press **Enter** on the keyboard to create the PUB file.



```
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings>cd..

C:\>cd c:\program files\elixir technologies\bin

C:\Program Files\Elixir Technologies\bin>makepub c:\elixir\forms\afp\o1bp1.pub c:\elixir\forms\afp\o1bp1.ove
Creating: c:\elixir\forms\afp\o1bp1.pub
Adding: c:\elixir\forms\afp\o1bp1.ove

C:\Program Files\Elixir Technologies\bin>_
```

*Creating a PUB file.*

Using the MakePub utility, you can specify paths for the resources, both during the making of a pub file and extracting a pub file. If a pub file is being made, the utility will search in the user specified paths for the resources referenced from EFR, ELX, and DAT files. If pub is being unzipped, the files in the pub will be placed in the user supplied paths.

- 5 To change the resource directory path, use the command:  
**Makepub <Zipname> <Filespec> -u [-f:fontdir] [-d:formdir] [-p:picsdir] [-e:elixirdir] [-t:textsdir].**
- 6 Press **Enter** on the keyboard.

```

c:\ Command Prompt
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings>cd..

C:\>cd c:\program files\elixir technologies\bin

C:\Program Files\Elixir Technologies\bin>makepub c:\elixir\forms\afp\o1bp1.pub
:\elixir\forms\afp\o1bp1.ove -u -f:c:\elixir\font1 -d: c:\elixir\form1
Creating: c:\elixir\forms\afp\o1bp1.pub
Adding: c:\elixir\forms\afp\O1Bp1.ove

C:\Program Files\Elixir Technologies\bin>_

```

*The resource directory paths for O1test.pub.*

## Listing Files

You can use the list option to list the resources added in the pub file.

Enter the command: **Usage: Makepub <ZipName> <FileSpec> -L** and press **Enter**.

The command prompt lists the specified files.

```

c:\ Command Prompt
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings>cd c:\program files\elixir technologies\bin

C:\Program Files\Elixir Technologies\bin>makepub c:\elixir\forms\afp\o1bp1.pub -
l
Extracting/Listing -l from pub file: c:\elixir\forms\afp\o1bp1.pub
c:\elixir\forms\afp\o1bp1.pub opened
Length Method Size Ratio Date Time CRC-32 Name
-----
438 Defl:N 347 79% 02-01-07 10:36 ae4162ba c:\elixir\forms\afp\O1
Bp1.ove

C:\Program Files\Elixir Technologies\bin>

```

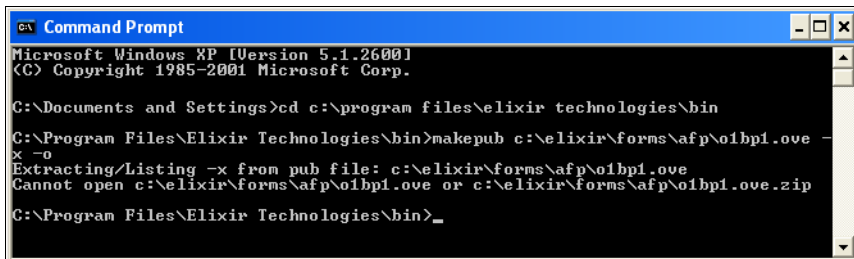
---

## Extracting Files

To extract files:

- 1 Open the **Command Prompt** window.
- 2 Enter **Makepub [ZipName] [FileSpec] -X**.
- 3 To overwrite existing resources, use the command:  
**Makepub [ZipName] [FileSpec] -X -O**

The command prompt displays the extracted files.



```
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings>cd c:\program files\elixir technologies\bin
C:\Program Files\Elixir Technologies\bin>makepub c:\elixir\forms\afp\o1bp1.ove
-x -O
Extracting/Listing -x from pub file: c:\elixir\forms\afp\o1bp1.ove
Cannot open c:\elixir\forms\afp\o1bp1.ove or c:\elixir\forms\afp\o1bp1.ove.zip
C:\Program Files\Elixir Technologies\bin>_
```

## PDF Plug-In

The PDF Plug-In utility provides the facility of converting PDF files to AFP format using Elixir Print Driver Pro for printing. This is required because during printing, the Adobe Acrobat passes temporary font names (for example, Ztr1.tmp) to Elixir Print Driver Pro for Embedded fonts and Referenced Type1 fonts.

This plug-in modifies the functionality of documents containing embedded True Type fonts, referenced Type 1 fonts, and embedded Type 1 fonts provided that:

- True Type fonts are being used in a PDF file, they have to be installed on the user system before conversion.
- Type1 fonts are being used in the file (either referenced or embedded), then the equivalent True Type version of these fonts with exactly the same name have to be installed on the user machine before conversion.

---

## Using PDF Plug-In

To use the PDF Plug-In utility:

- 1 Close all running instances of Adobe Acrobat 6.x (or 7.x).
- 2 Place Elixiracroplug.api at *drive:\Program Files\Adobe\Acrobat 6.x (or 7.x)\Acrobat\Plug\_ins*.  
An option Print with Referenced Fonts is added to the File menu in Adobe Acrobat 6.x (or 7.x).



The Elixiracroplug.api does not come with the DesignPro Utilities. It is provided on demand.

- 3 Open Adobe Acrobat 6.x (or 7.x).
- 4 Open the required PDF file.
- 5 Select the **File, Print with Referenced Fonts** from the Adobe Acrobat menu.  
The Embedded fonts are converted to Referenced fonts, and then the document is printed.



To print the document without the effects of the PDF Plug-In utility, select **File, Print** from the Adobe Acrobat menu,

---

## Chapter 9:

# Elixir Profile Editor

### In this chapter...

- [Elixir Profile Editor Overview](#)
- [Profile Editor Environment](#)
- [Working with Profile Editor](#)
- [Customizing Elixir Profile Editor](#)

## Elixir Profile Editor Overview

Elixir applications can be customized to fulfill the requirements of your specific working environment by creating and maintaining unique user profiles. Profile is a system file used to save important file locations and information about Elixir applications. You can customize the Elixir applications to suit a particular user, workgroup or enterprise by creating, selecting, and modifying unique user profiles.

Elixir installer creates a Default profile using information provided during the installation of an Elixir application. This file creates the basic workspace for the current user and is located in *drive:\Documents and Settings\current user\Application Data\Elixir Technologies\Profiles* in SystemData.ini file.

Default profile settings can be overridden by creating a version of the SystemData.ini file that contains the parameters slated for customization. This file becomes an Elixir user profile. You can set up multiple profiles to create alternate processing environments or a single profile can be used to initialize all users in a particular working group.

---

The profiles can be used to:

- Service bureaus to define the unique resource (forms, fonts, images, etc.) repositories for each customer.
- System administrators to create a single set of resource directories and default settings for all Elixir users in a working group.
- Users to move from workstation to workstation and maintain the same configuration.

Profile Editor is easily accessed in all DesignPro applications to offer the same capabilities. The Profile Selection feature enables you to select the profile you want to use within any application. The profile selected for one application is applied separately and does not result in profile changes for other applications. The changes take effect once the application is restarted.

The Profile Editor saves the mapping paths of virtual folders to physical folders and default paths for Elixir resources. Conversion resources are selected from paths specified in the setup (.epm) file. If the resources are not present at the specified setup file location, converters and parsers select the required resources from paths specified in the user profile opened for that session. Any changes made to the virtual folders are also updated in the profile file, currently in use.



If changes to folders are made through Profile Editor, all applications in the DesignPro Tools must be closed, and then reopened for the changes to take effect.

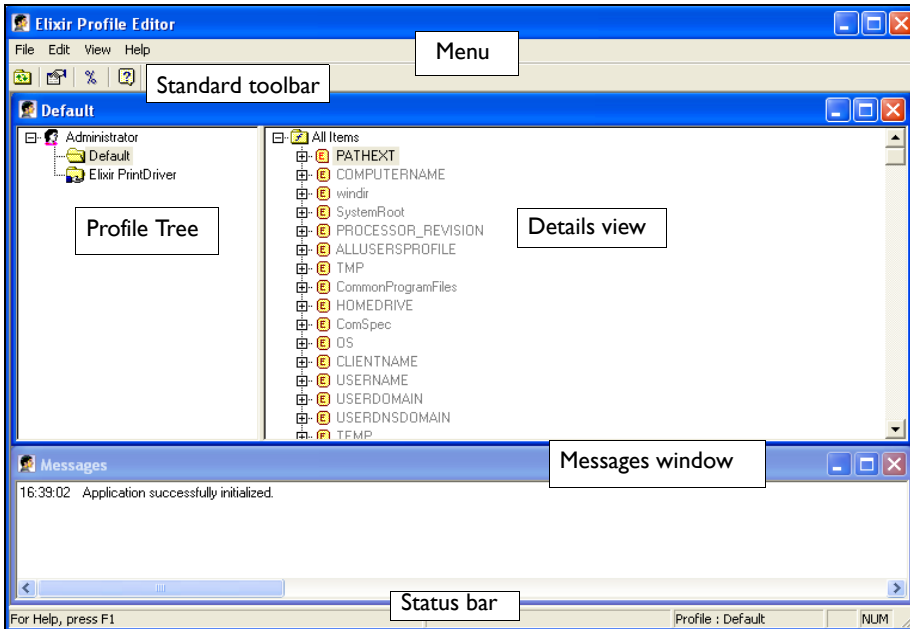


---

# Profile Editor Environment

When you open Profile Editor, the environment and all associated components in the workspace display. The environment consists of all application objects created and maintained in the application.

The following illustration identifies each part of the Elixir Profile Editor environment, including the **Profile** window and **Messages** window.



*Image illustrates the components in Profile Editor environment.*

## Opening Elixir Profile Editor

To open the Elixir Profile Editor:

- 1 Click **Start**, and select **All Programs, Elixir Applications, DesignPro Tools, DesignPro Manager**.  
The DesignPro Manager opens.
- 2 From the **Tools** menu, select **Elixir Profile Editor**.  
The Elixir Profile Editor workspace displays.

---

## Menu

Elixir Profile Editor has menus to provide easy access to the most commonly used application commands. The menu displays at the top left corner of the workspace by default. The menu with drop-down menus displays directly below the application title. Selecting a menu performs an associated action or displays a sub-menu or dialog.

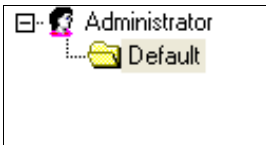
## Toolbar

The toolbar displays directly below the menu with buttons that provide access to the most commonly used commands. You can hide or display the toolbars by selecting **View, Toolbars** from the menu.

## Profile Window

The **Profile** window displays the **Profile Tree** in the left pane, and the associated details are displayed in the Details view in the right pane. The title bar in **Profile** window displays the name of the node currently selected in the **Profile Tree**.

The **Profile Tree** depicts the Default and custom profiles under the current user Windows login name. By default, under the root node, only the Default profile displays. The Default profile is the default profile for all Elixir applications. You can add or remove the profiles, and view or change the required profile properties.







*The default Profile Tree displays.*



**Default** profile is associated with SystemData.ini file.

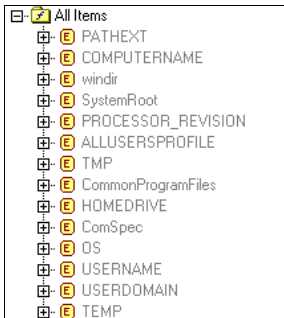
The **Details** view displays the contents of the node selected in the **Profile Tree**. Profile Editor sorts these profile items by their associated color-coded icons for easy identification and location:

Symbol	Description
	Gray (default, hard coded value): item not defined in selected profile, but inherited from an ancestor profile.
	Green: item defined in currently selected profile.
	Yellow: item inherited from parent profile and not re-defined in selected profile.
	Yellow: environment variables in default directories inherited from parent profile and redefined in selected profile.

To sort items in **Details** view, select **View, Available Views** from the menu and select the required view to sort profile items in the following three views:

## Flat View

Flat view displays the default environment variables and categorization of profile keys. These variables are also displayed in the **System Data** or **Symbols** category of the **Options** dialog in all DesignPro applications.



*The Flat view displays the default environment variables in the Details view.*

---

## Default Environment Variables

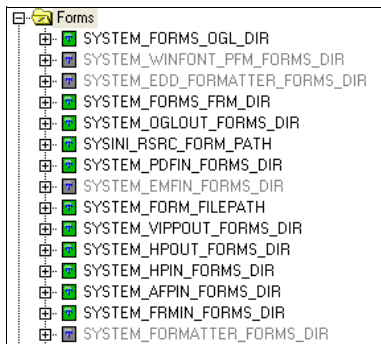
The Default Environment Variables are listed in the following table:

Key	Default Value	Description
PATHEXT	.com; .ext; .bat; .cmd; .vbs; .vbe; .js; .jse; .wsf; .wsh	Extensions for executable files.
COMPUTERNAME	System specific	Name of the computer.
WINDIR	System specific	Windows system folder.
SYSTEMROOT	System specific	Windows system folder.
PROCESSOR_ REVISION	System specific	Version number of the processor on the local machine.
ALLUSERSPROFILE	<i>drive</i> :\Documents and Settings\All Users	Location for application settings stored under <b>All Users</b> profile.
TMP	System specific	Specifies the location of temporary files.
COMMONPROGRAM FILES	<i>drive</i> :\Program Files\Common Files	Location for shared application files.
HOMEDRIVE	<i>drive</i> :\	Primary local drive.
COMSPEC	System Specific	Executable file for the command prompt.
OS	System specific	Installed operating system.
CLIENTNAME	System specific	Name of client.
USERNAME	System specific	User logon name.
USERDOMAIN	System specific	Logon domain.
USERDNSDOMAIN	System specific	Logon domain.
TEMP	System specific	Specifies the location of temporary files.
PATH	System specific	Lookup path for the executable files.
ELIXIRPASSWORD FOLDER	<i>drive</i> :\Program Files\Elixir Technologies\Bin	Location of Elixir password file (password.epw).
APPDATA	<i>drive</i> :\Documents and Settings\user logon name\Application Data	Default path to Application Data files.
PROCESSOR_ LEVEL	System specific	Processor level for the local machine.
PROCESSOR_ ARCHITECTURE	System specific	Processor type for the local machine.
PROGRAMFILES	<i>drive</i> :\Program Files	Default path to Program Files.

Key	Default Value	Description
LOGONSERVER	System specific	Name of the server currently logged into.
NUMBER_OF_PROCESSORS	System specific	Number of processors in PC system.
SESSIONNAME	Console	Name of current login session.
SYSTEMDRIVE	<i>drive:</i>	Drive containing the MS-DOS system files necessary to start MS-DOS.
PROCESSOR_IDENTIFIER	System specific	PC processor size, model, and manufacturer.
USERPROFILE	<i>drive:</i> \Documents and Settings\user logon name	File containing configuration information for a specific user, such as desktop settings, persistent network connections, and application settings.
HOMEPATH	<i>drive:</i> \Documents and Settings\user logon name	Location of application settings for current user.

## Resource Type View

This view sorts and displays the profile keys according to the resource types. Resources are listed under their respective node, as displayed in the figure below. Forms resources display under the **Forms** root node.

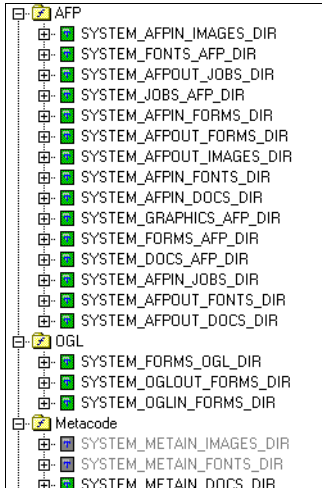


The Resources Type view displays the profile keys according to the resource types.

---

## Formats View

This view sorts and displays the profile keys by file format type. For example, AFP resources display under the **AFP** node; Metacode resources display under the root node of **Metacode**, etc.



*The Format view displays the profile keys by the file format type.*

## Resources and Formats Details

The resource details for different formats are shown in the table below:

### OGL Format

Key	Default Value	Description
SYSTEM_FORMS_OGL_DIR	%Elixirdir%\Forms\Ogl\	Path to OGL forms.
SYSTEM_OGLOUT_FORMS_DIR	%Elixirdir%\Forms\Ogl\	Output path of OGL forms.
SYSTEM_OGLIN_FORMS_DIR	%Elixirdir%\Forms\Ogl\	Input path to source OGL forms.

---

## AFP Format

Key	Default Value	Description
SYSTEM_AFPIN_IMAGES_DIR	%Elixirdir%\Pics\Afp\	Input path to AFP images.
SYSTEM_FONTS_AFP_DIR	%Elixirdir%\Fonts\Afp\	Path to AFP fonts.
SYSTEM_AFPOUT_JOBS_DIR	%Elixirdir%\Jobs\Afp\	Output path of AFP files.
SYSTEM_JOBS_AFP_DIR	%Elixirdir%\Jobs\Afp\	Path to AFP Job files.
SYSTEM_AFPIN_FORMS_DIR	%Elixirdir%\Form\Afp\	Input path to AFP forms.
SYSTEM_AFPOUT_FORMS_DIR	%Elixirdir%\Forms\Afp\	Output path of AFP forms.
SYSTEM_AFPOUT_IMAGES_DIR	%Elixirdir%\Pics\Afp\	Output path of AFP images.
SYSTEM_AFPIN_FONTS_DIR	%Elixirdir%\Fonts\Afp\	Input path to AFP fonts.
SYSTEM_AFPIN_DOCS_DIR	%Elixirdir%\Docs\Afp\	Input path to AFP documents.
SYSTEM_GRAPHICS_AFP_DIR	%Elixirdir%\Pics\Afp\	Path to AFP graphics.
SYSTEM_FORMS_AFP_DIR	%Elixirdir%\Forms\Afp\	Path to AFP forms.
SYSTEM_DOCS_AFP_DIR	%Elixirdir%\Docs\Afp\	Path to AFP documents.
SYSTEM_AFPIN_JOBS_DIR	%Elixirdir%\Jobs\Afp\	Input path to AFP files.
SYSTEM_AFPOUT_FONTS_DIR	%Elixirdir%\Fonts\Afp\	Output path of AFP fonts.
SYSTEM_AFPOUT_DOCS_DIR	%Elixirdir%\Docs\Afp\	Output path of AFP documents.

---

## Metacode Format

Key	Default Value	Description
SYSTEM_METAIN_IMAGES_DIR	%Elixirdir%\Pics\Metain\	Input path to Xerox Metacode images.
SYSTEM_METAIN_FONTS_DIR	%Elixirdir%\Fonts\Metain\	Input path to Xerox Metacode fonts.
SYSTEM_METAIN_DOCS_DIR	%Elixirdir%\Docs\Meta\	Input path to Xerox Metacode documents.
SYSTEM_METAOUT_DOCS_DIR	%Elixirdir%\Docs\Meta\	Output path of Xerox Metacode documents.
SYSTEM_METAOUT_IMAGES_DIR	%Elixirdir%\Pic\Metaout\	Output path of Xerox Metacode images.
SYSTEM_METAOUT_FORMS_DIR	%Elixirdir%\Forms\Metaout\	Output path to Xerox Metacode forms.
SYSTEM_METAIN_FORMS_DIR	%Elixirdir%\Forms\Metain\	Input path to Xerox Metacode forms.
SYSTEM_METAOUT_FONTS_DIR	%Elixirdir%\Fonts\Metaout\	Output path to Xerox Metacode fonts.

## FRM Format

Key	Default Value	Description
SYSTEM_FRMIN_IMAGES_DIR	%Elixirdir%\Pics\Img\	Input path to Xerox IMG images.
SYSTEM_FORMS_FRM_DIR	%Elixirdir%\Forms\Frm\	Path to Xerox FRM forms.
SYSTEM_FRMIN_FORMS_DIR	%Elixirdir%\Forms\Frm\	Input path to Xerox FRM forms.
SYSTEM_FRMOUT_IMAGES_DIR	%Elixirdir%\Pics\Img\	Output path of Xerox IMG images.
SYSTEM_FRMOUT_FORMS_DIR	%Elixirdir%\Forms\Frm\	Output path of Xerox FRM forms.
SYSTEM_FRMIN_FONTS_DIR	%Elixirdir%\Fonts\Xerox\	Input path to Xerox fonts.
SYSTEM_FRMOUT_LGOS_DIR	%Elixirdir%\Pics\Lgo\	Output path of Xerox LGO images.



Key	Default Value	Description
SYSTEM_FRMIN_DIR	%Elixirdir%\Form\ Frmin\	Input path to Xerox forms.
SYSTEM_FRMOUT_ FONTS_DIR	%Elixirdir%\Fonts\Xerox\	Output path to Xerox fonts.
SYSTEM_FRMOUT_ DOCS_DIR	%Elixirdir%\Docs\ Frmout\	Output path to Xerox FRM documents.
SYSTEM_FRMIN_ LGOS_DIR	%Elixirdir%\Pics\Lgo\	Input path to Xerox LGO images.

### IMG Format

Key	Default Value	Description
SYSTEM_GRAPHICS_ IMG_DIR	%Elixirdir%\Pics\Img\	Path to Xerox IMG images.
SYSTEM_IMGIN_ GRAPHIC_DIR	%Elixirdir%\Pics\Img\	Input path to Xerox IMG images.

### FSL Format

Key	Default Value	Description
SYSTEM_FSLOUT_ IMAGES_DIR	%Elixirdir%\Pics\Fslout\	Output path to Xerox images.
SYSTEM_FSLOUT_ FONTS_DIR	%Elixirdir%\Fonts\ Fslout\	Output path to Xerox fonts.
SYSTEM_FSLOUT_DOCS _DIR	%Elixirdir%\Docss\ Fslout\	Output path to Xerox FSL documents.
SYSTEM_FSLOUT_ FORMS_DIR	%Elixirdir%\Forms\ Fslout\	Output path to Xerox FSL forms.
SYSTEM_FORMS_FSL_ DIR	%Elixirdir%\Forms\Fsl\	Path to Xerox FSL forms.

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## LGO Format

Key	Default Value	Description
SYSTEM_GRAPHICS_LGO_DIR	%Elixirdir%\Pics\Lgo\	Path to Xerox LGO images.
SYSTEM_LGOIN_GRAPHIC_DIR	%Elixirdir%\Pics\Lgo\	Input path to Xerox LGO images.
SYSTEM_FRMOUT_LGOS_DIR	%Elixirdir%\Pics\Lgo\	Output path of Xerox LGO images.
SYSTEM_FRMIN_LGOS_DIR	%Elixirdir%\Pics\Lgo\	Input path to Xerox LGO images.

## PCL Format

Key	Default Value	Description
SYSTEM_HPOUT_FORMS_DIR	%Elixirdir%\Docs\Pcl\	Path to PCL pages.
SYSTEM_HPIN_FORMS_DIR	%Elixirdir%\Docs\Pcl\	Input path to PCL pages.
SYSTEM_HPOUT_IMAGES_DIR	%Elixirdir%\Pics\Hpout\	Output path of PCL pages.
SYSTEM_HPIN_FONTS_DIR	%Elixirdir%\Fonts\Pcl\	Input path to PCL fonts.
SYSTEM_HPOUT_FONTS_DIR	%Elixirdir%\Fonts\Pcl\	Output path of PCL fonts.
SYSTEM_HPIN_DOCS_DIR	%Elixirdir%\Docs\Pcl\	Input path of HP/PCL documents.
SYSTEM_HPIN_IMAGES_DIR	%Elixirdir%\Pics\Hpin\	Input path to PCL images.
SYSTEM_HPOUT_DOCS_DIR	%Elixirdir%\Docs\Pcl\	Output path of HP/PCL documents.

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## PostScript Format

Key	Default Value	Description
SYSTEM_PSIN_FONTS_DIR	%Elixirdir%\Fonts\Atmt3\	Input path to PostScript fonts.
SYSTEM_PSJOB_DATABASE_DIR	%Elixirdir%\Psjobs\Elixir\	Path to DesignPro Tools database.
SYSTEM_PSOUT_DOCS_DIR	%Elixirdir%\Docs\Psi\	Output path of Postscript documents.
SYSTEM_PSIN_DOCS_DIR	%Elixirdir%\Docs\Psi\	Input path to Postscript documents.
SYSTEM_DOCS_PS_DIR	%Elixirdir%\Docs\Psi\	Path to Postscript documents.
SYSTEM_PSOUT_FORMS_DIR	%Elixirdir%\Docs\Psi\	Output path to Postscript forms.
SYSTEM_PSIN_FORMS_DIR	%Elixirdir%\Docs\Psi\	Input path to Postscript forms.
SYSTEM_PSOUT_IMAGES_DIR	%Elixirdir%\Pics\Psiout\	Output path to Postscript images.
SYSTEM_PSOUT_FONTS_DIR	%Elixirdir%\Fonts\Atmt3\	Output path of Postscript fonts.
SYSTEM_PSIN_IMAGES_DIR	%Elixirdir%\Pics\Psin\	Input path to Postscript images.

## TIFF Format

Key	Default Value	Description
SYSTEM_TIFFOUT_GRAPHIC_FONTS_DIR	%Elixirdir%\Fonts\Tiffout_graphic\	Output path to TIFF fonts.
SYSTEM_TIFFOUT_GRAPHIC_IMAGES_DIR	%Elixirdir%\Pics\Tiffout_graphic\	Output path to TIFF images.
SYSTEM_TIFFOUT_GRAPHIC_DIR	%Elixirdir%\Pics\Tiff\	Input path to TIFF images.
SYSTEM_TIFFOUT_GRAPHIC_FORMS_DIR	%Elixirdir%\Forms\Tiffout_graphic\	Output path to TIFF forms.

---

## PDF Format

Key	Default Value	Description
SYSTEM_PDFIN_IMAGES_DIR	%Elixirdir%\Pics\Pdfin\	Input path to PDF images.
SYSTEM_PDFIN_FORMS_DIR	%Elixirdir%\Docs\Pdf\	Input path to PDF forms.
SYSTEM_PDFOUT_IMAGES_DIR	%Elixirdir%\Pics\Pdfout\	Output path of PDF images.
SYSTEM_PDFOUT_FORMS_DIR	%Elixirdir%\Docs\Pdf\	Output path of PDF forms.
SYSTEM_PDFIN_FONTS_DIR	%Elixirdir%\Fonts\Pdfin\	Input path to PDF fonts.
SYSTEM_PDFIN_DOCS_DIR	%Elixirdir%\Docs\Pdf\	Input path to PDF documents.
SYSTEM_DOCS_PDF_DIR	%Elixirdir%\Docs\Pdf\	Path to PDF documents.
SYSTEM_PDFOUT_DOCS_DIR	%Elixirdir%\Docs\Pdf\	Output path to PDF documents.
SYSTEM_PDFOUT_FONTS_DIR	%Elixirdir%\Fonts\Pdfout\	Output path of PDF fonts.

## Messages Window

The **Messages** window is displayed behind the main window initially and can be moved to any position. This window displays the processing and compilation errors, warning, and informational messages generated by the application.

To customize message display settings, select **View, Options** from the menu and select the **Messages** tab.

For details on working with the **Messages** window, and commonly encountered error and warning messages, see:

- [Messages Window](#) (page 37)
- [Error and Warning Messages](#) (page 337)

---

# Working with Profile Editor

You can add new profiles for use in DesignPro applications, and modify or remove the existing profiles. Profile item properties can also be changed and new ones created.

The following tasks details the features provided in the Profile Editor.

- [Creating Custom Profiles](#) (page 221)
- [Changing Profile Properties](#) (page 227)
- [Opening a New Profile](#) (page 231)

## Creating Custom Profiles

A customized user profile is based on the structure of the SystemData.ini file. System Data.ini contains the default directories, Resource Maps and Resource Libraries used by Elixir applications, as well as various system settings.

When you create a new profile, Profile Editor automatically creates a corresponding INI file on the following path in the system:

*drive:\Documents and Settings\username\Application Data\Elixir Technologies\Profiles.*

Removing a profile deletes the corresponding INI file from the hard disk. Profiles can be of three types:

- **New Default Profile:** uses all system defined profile items to create a new profile. This profile does not directly inherit its values from any existing profile file. The values defined in this profile are predefined by the system. After creating the Default profile, you can customize the profile items, as required.
- **Derived Profile:** inherits the missing profile item values from its parent profile. Profile Editor adds a reference from the parent profile in the derived profile file. Any updates to the parent profile are automatically inherited by the derived profile. However, changes to the derived profile (add, remove, and edits) are not reflected in the parent file; changes are only reflected in the INI file for the derived profile.
- **Cloned Profile:** an exact replica of the parent profile. Unlike derived profile, this profile is not dependent on the parent profile for any of its profile item values. Therefore, changes made in either the parent or child profile do not affect the other profile.

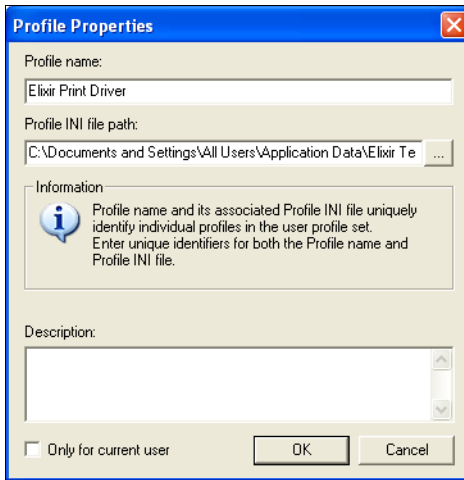
---

## Adding a New Default Profile

To add a new **Default** profile to the **Profile Tree**:

- 1 In the **Profile Tree**, right-click the root node denoting your Windows user name, then select **Add New Default Profile** from the menu.

The Profile Properties dialog displays.




To add a new default profile to the **Profile Tree**, you can also press **Ctrl + N** on the keyboard.

- 2 Enter a unique name identifying the profile in the **Profile Name** entry box.



If you enter a profile file name that does not exist, Profile Editor automatically creates an associated INI file at the specified location.

- 
- 3 Click  adjacent to the **Profile INI File Path** entry box.  
The Open Profile Configuration File dialog displays.
  - 4 Select your required file type from the **Files of Type** drop-down list in order to display all of the files of that type present in the selected directory.  
The file type is selected as Profile Configuration File (INI) by default.
  - 5 From the **Look In** drop-down list, browse to the required directory and select the file.  
The name of the selected file displays in the File Name entry box.
  - 6 Click **Open**.  
The Profile INI File Path entry box displays the specified path.



You can enter a brief narrative about the profile item in the **Description** entry box.

- 7 Check **Only For Current User** to make the profile available for the local user only on a machine. Unchecking this option will create the profile as shared/global, and will be available to all the users on a machine.
- 8 Click **OK** to create a new profile and return to the Profile Editor workspace.

## Adding a Derived Profile

To add a derived profile:

- 1 Right-click the parent profile from which you are deriving the new profile in the **Profile Tree**.
- 2 Select **Add Derived Profile** from the pop-up menu.  
The Profile Properties dialog displays.



To add a new derived profile to the **Profile Tree**, you can also press **Ctrl + D** on the keyboard.

- 
- 3 Enter a unique name identifying the profile in the **Profile Name** entry box.



If you enter a profile file name that does not exist, Profile Editor automatically creates an associated INI file at the specified location.

- 4 Click  adjacent to the **Profile INI File Path** entry box.  
The Open Profile Configuration File dialog displays.
- 5 Select your required file type from the **Files of Type** drop-down list in order to display all of the files of that type present in the selected directory.  
The file type is selected as Profile Configuration File (INI), by default.
- 6 From the **Look In** drop-down list, browse to the required directory and select the file. The name of the selected file displays in the **File Name** entry box.
- 7 Click **Open**.  
The Profile INI File Path entry box displays the specified path.



You can enter a brief narrative about the profile item in the **Description** entry box.

- 8 Click **OK** to add the new **Derived** profile to the tree, and return to the Profile Editor workspace.



---

## Cloning a Profile

To add a clone profile:

- 1 Right-click the parent profile from which you are cloning in the **Profile Tree**.
- 2 Select **Clone Profile** from the pop-up menu.  
The Profile Properties dialog displays.



To add a clone profile to the **Profile Tree**, you can also press **Ctrl + L** on the keyboard.

- 3 Enter a unique name identifying the profile in the **Profile Name** entry box.



If you enter a profile file name that does not exist, Profile Editor automatically creates an associated INI file at the specified location.

- 4 Click  adjacent to the **Profile INI File Path** entry box.  
The Open Profile Configuration File dialog displays.
- 5 Select your required file type from the **Files of Type** drop-down list in order to display all of the files of that type present in the selected directory.  
The file type is selected as Profile Configuration File (INI), by default.
- 6 From the **Look In** drop-down list, browse to the required directory and select the file. The name of the selected file displays in the **File Name** entry box.

---

**7** Click **Open**.

The Profile INI File Path entry box displays the specified path.



You can enter a brief narrative about the profile item in the **Description** entry box.

**8** Click **OK** to add a new Clone profile to the tree, and then return to Profile Editor workspace.

### Deleting a Profile

To delete a profile, right-click the required profile node from the **Profile Tree** and select **Remove Profile** from the pop-up menu. A confirmation message displays. Click **Yes** to delete the selected profile and the corresponding INI file.



To delete a profile from the **Profile Tree**, select the required profile and press **Del** on the keyboard.



The **Remove Profile** option is not available for the **Default** profile.

---

## Changing Profile Properties

The Profile Editor enables you to specify multiple symbol values (paths/file name) against one profile item. You can set the profile item type to any of the four supported options, Single, Multiple, File or Path. The first two options are used for the display purposes. The last two Profile item types, File and Path, enables you to specify a directory or a file for a particular profile item.

Before changing a profile, it is suggested that you create and modify a new INI file to specify any customized resource locations rather than modify the default System data.ini file. The following tasks detail how to add a new profile item or modify an existing one.

- [Adding a Profile Item](#) (page 227)
- [Modifying a Profile Item](#) (page 230)
- [Deleting a Profile Item](#) (page 231)

### Adding a Profile Item

To add a profile item:

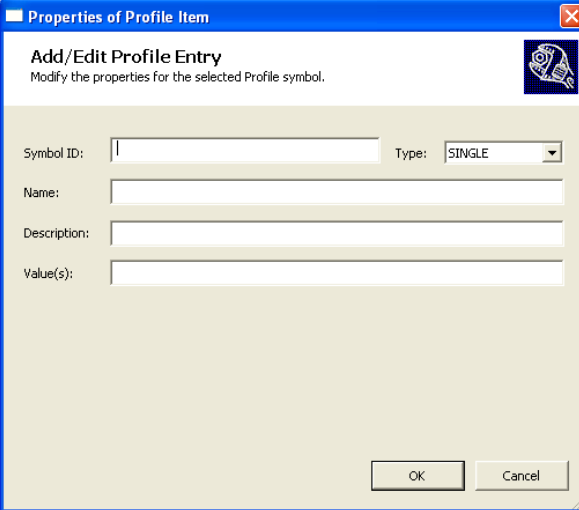
- I Select the required profile node from the **Profile** window.



To add a profile item to the **Details** view, you can also press **Ins** on the keyboard.

- 
- 2 Right-click the required root node in **Details** view, and select **New Item** from the pop-up menu.

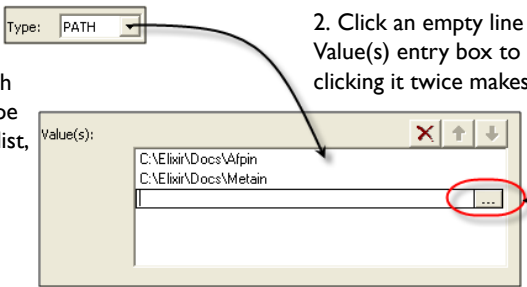
The Properties of Profile Item dialog displays.




- 3 Enter the unique name identifying the symbol of the profile item in the **Symbol ID** entry box.
- 4 Select the required profile item from the **Type** drop-down list.  
Selecting item type enables the associated options in this dialog. You can select from the following options:
  - **Single:** displays the values in a single row in the **Details** window. You can specify multiple symbol, these values are displayed in a single row in the Value(s) list separated by a semi-colon. The search order is determined by the order of display.
  - **Multi:** displays all of the values in separate rows in the **Details** window. The values are displayed in the Value(s) list.

- **Path:** sets the directory path. You can choose this option to specify a path for the profile item. You can specify multiple symbol values. The image below displays the process of adding paths:

1. Select Path from the Type drop-down list,

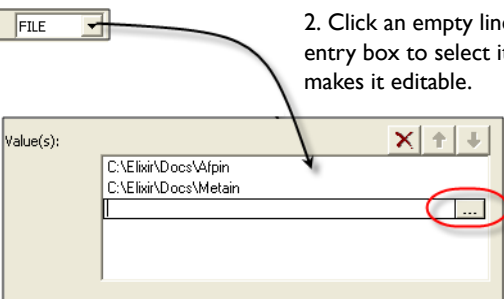


2. Click an empty line once in the Value(s) entry box to select it, clicking it twice makes it editable.


3. Click , and browse to the required directory. Click OK to set the path in selected line.

- **File:** selects the appropriate file. File type enables you to choose a specific file for the profile item. You can select multiple files for symbol values, as shown in the image below:

1. Select File from the Type drop-down list,



2. Click an empty line once in the Value(s) entry box to select it, clicking it twice makes it editable.




3. Click , and browse to the required directory. Click OK to set the file in selected line.

5 Enter the unique name identifying the profile item in the **Name** entry box.



You can enter a brief narrative about the profile item in the **Description** entry box.



You can use  or  to move the selected value either one level up or one level down. You can also delete the selected value by clicking .

- 
- 6 Click **OK** to add the newly defined profile item.  
The profile item displays in the Details view.


## Modifying a Profile Item

To modify a profile item:

- 1 Right-click the required profile item in the **Details** view.
- 2 Select **Properties** from the pop-up menu.  
The Properties of Profile Item dialog displays.



To open the properties of a profile item, you can also perform either of these functions:


- Click  on the **Standard** toolbar.
- Press **Alt + Enter** on the keyboard.

- 3 You can modify the properties of the selected profile item, and then click **OK** to apply the modified settings.



You can modify all of the properties of a profile item except the **SymbolID**.



Modifying a **Default** profile is not recommended. The environment variable, represented by , cannot be modified.

---

## Deleting a Profile Item

To delete a profile item:

- 1 Right-click the required profile item in the **Details** window, and then select **Delete Item** from the pop-up menu.  
A confirmation message displays.



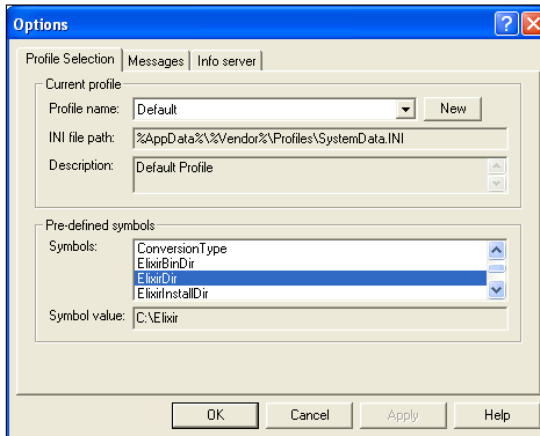
To delete a profile item, you can also press **Del** on the keyboard.

- 2 Click **Yes** to delete the selected profile item.

## Opening a New Profile

To open a new profile:

- 1 Select **View, Options** from the menu.  
The Options dialog displays with the Profile Selection tab selected.



You need to have a registered profile to select it from the **Profile Name** drop-down list in this dialog.

- 
- 2 Click the **Profile Selection** tab.
  - 3 Select the required profile from the **Profile Name** drop-down list.
  - 4 Click **Apply**, and then **OK** to open the profile in Profile Editor.



To create or register a new profile, refer to [“Adding a New Default Profile”](#) on page 222.

### Setting Profiles for All DesignPro Applications

DesignPro Manager helps you to apply a selected profile to all of the DesignPro applications (Form Editor, Font Editor, Graphics Editor, Elixir Viewer, and Elixir Resource Map) in a single step.

To apply a selected profile to all of the DesignPro applications:

- 1 Click **Start**, and select **All Programs, Elixir Applications, DesignPro Tools, DesignPro Manager**.  
The DesignPro Manager opens.
- 2 From the **Tools** menu, select **Profile Selection**.  
The Profile Selection dialog displays.
- 3 Check **Apply to All DesignPro Applications**.
- 4 Click **Apply** and **OK**.
- 5 Restart the application to apply the selected profile to all DesignPro applications.



This option is selected by default.



If the selected profile is shared or global, it will also be applied to PrintDriver Pro. Currently, the active profile displays on the status bar in applications including Design Pro Manager, Form Editor, Font Editor, Graphics Editor, Elixir Viewer, and Elixir Resource Map.



---

# Customizing Elixir Profile Editor

In Profile Editor, you can review, enter, and change the default settings that control the operations and appearance of the application.

The **Options** dialog provides three tabs. You can set the preferences from these tabs by using check boxes, and entering or changing the field information. New settings take effect when you either select another tab or close the **Options** dialog. They remain in effect until changed.

## Setting Profile Selection

Profile Selection is available in all DesignPro applications and enables you to select the required profile for the current application. You can also review the INI file path that is in use for the currently opened profile.

- 1 From **View** menu, select **Options**.  
The Options dialog displays.
- 2 Select the **Profile Selection** tab, if not already selected.
- 3 In the **Current Profile** area, select the required profile from the **Profile Name** list.  
The INI file path entry box displays the path of the selected profile. The Description entry box provides a brief narrative describing the selected profile.



You can view the list of pre-defined profile symbols used to identify various application objects in the **Symbols** list. The **Symbol Value** entry box displays the pre-defined symbol path of the selected profile specifying the location of application objects. See [“Setting Symbol Properties”](#) on page 234

- 4 Click **New** to specify a new profile.  
The Register New Profile dialog displays. For more information on the available options, refer to [“Creating Custom Profiles”](#) on page 221.
- 5 Click **Apply** to save the settings, and click **OK**.



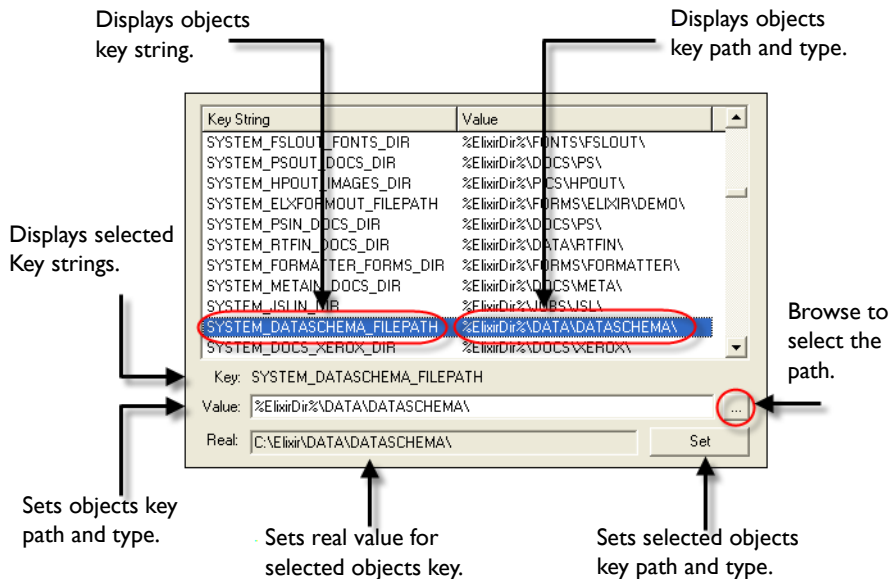
You can also view the properties of a particular parser or converter using the Profile Editor. See [“Viewing Parser and Converter Properties”](#) on page 110 in *Chapter 5: “Using Converters”* for details.

## Setting Symbol Properties


You can set the default properties for items in the System Data.ini file and also view the predefined symbols along with the user-defined symbols. Each item represents a **Key** (variable) and associated **Value** (path). **Key** and **Value** pairs indicate where to find certain types of computer information. Keys identify application objects; Values indicate associated object paths and types.

To set properties for Symbols:


- 1 From the **Tools** menu, select **Options**.  
The Options dialog displays.
- 2 Select the **Symbols** category to display the available options.  
The various options for Xerox are illustrated in the figure below:



Each item represents a Key (variable) and associated Value (path). Key and Value pairs indicate where to find certain types of computer information.

- 
- 3 Review the options and set the object key path and type in the **Value** entry box. You can click  to display the **Browse for Folder** dialog for selecting the required path.



Adding the entry by clicking  may append the new name to the old entry; if this occurs, delete the old entry name from the **Value** box.

- 4 The value for the selected object key is displayed in the **Real** entry box.
- 5 Click **Set** to set the selected object key path and type.



You can define new symbols using Elixir Profile Editor and use them in the Resource category in parsers property pages.



The **System Data** category of the **Options** dialog is a subset of the **Symbols** category. It includes information on the system symbols that are predefined by Elixir, however, the list of information for System Data comes from the same file, i.e. SystemData.ini file.

See [“Changing the Default Directory Structure \(SystemData.ini File Options\)”](#) on page 236.



New settings take effect when you either select another tab or close the **Options** dialog after applying the changes. The new settings remain in effect until changed.

---

## Changing the Default Directory Structure (SystemData.ini File Options)

In DesignPro Manager, you can set and change the default properties for items in the System Data.ini file.

To change System Data.ini File options:

- 1 From the **Tools** menu, select **Options**.  
The Options dialog displays.
- 2 Select the **System Data** category.  
Each Key and its associated value is displayed in the Options dialog. Keys identify application objects such as SYSTEM\_ELIXIR\_DOCS\_DIR etc.; Values identify the associated application paths. In this case, the associated path for the above mentioned object is %ElixirDir%\DOCS\ELIXIR\.
- 3 To change an objects key path, select the required object key from the list of available Key Strings.  
The selected object key displays in the Key area.



When an objects key is selected, the path of the object, as defined in the System Data.ini file, displays in the **Value** entry box. The real path of the objects key displays in the **Real** entry box. You can reset the path for a selected object key by clicking  and selecting the required path from the **Browse for Folder** dialog.

- 4 Click **OK**.  
The specified changes are saved.

## Chapter 10:

# Elixir Viewer

### In this chapter...

- [Elixir Viewer Overview](#)
- [Elixir Viewer Environment](#)
- [Using Elixir Viewer](#)
- [Reviewing a Document](#)
- [Printing and Previewing Documents](#)

## Elixir Viewer Overview

While working with Elixir resources, you encounter documents with different formats like (.elx, .efr, .dat, etc.). The Elixir Viewer provides an on-screen viewing and test-printing of documents and forms to check object and text placement before final printing.

### Supported Formats

- Elixir Document (\*.edf)
- Elixir Form (\*.efr)
- Xerox Form Object (\*.frm)
- Xerox LCDS/Metacode (\*.dat, \*.met, \*.mta, \*.nor)
- Xerox Form Source (\*.fsl), pcl (\*.pcl;\*.prn)
- Elixir GDF (\*.gdf)
- Elixir Legacy Form (\*.elx)
- Postscript (\*.PS)
- Windows EMF (\*.emf)
- Elixir Dat files (\*.dat)
- Elixir PrintDriver Document (\*.epi)
- Elixir PrintDriver Form (\*.ep)

---

Elixir Viewer uses the same configuration and conversion capabilities as Elixir input parsers to display pages on-the-fly. Elixir setup files (.epm) configured can be opened in Elixir Viewer to set up the properties for input formats.

Most configuration operations performed in Elixir Viewer are identical to those in the DesignPro Tools Converters. Refer to *Chapter 5: “Using Converters”* on page 93 for information on Converters.

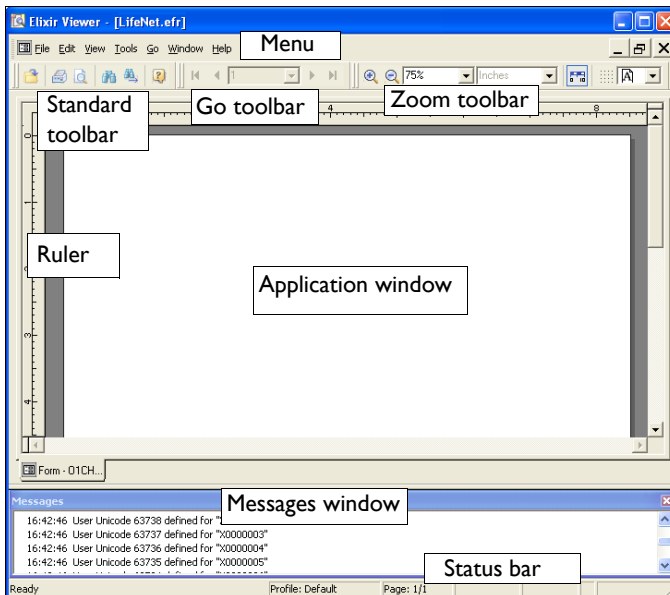
## Opening Elixir Viewer

To open Elixir Viewer, click **Start**, and then select **All Programs, Elixir Applications, DesignPro Tools, Elixir Viewer**.

The Elixir Viewer workspace opens.

## Elixir Viewer Environment

When you open a document in Elixir Viewer, the workspace and all associated components are displayed. The application environment is where all the documents, forms and other files are viewed. Using the Elixir Viewer environment, you can view and preview the documents before sending them for conversion.



*Image shows the components and windows in Elixir Viewer environment.*

---

The workspace consists of two windows:

- **Application window:** displays all files supported by Elixir Viewer.
- **Messages window:** displays processing and compilation errors, warning, and informational messages generated by the application.

## Menu

Elixir Viewer provides menus to provide an easy access to the most commonly used application commands. The drop-down menus displays directly below the application title bar. These menus provide both standard MS-Windows and application-specific options. Selecting a menu performs an associated action or displays a sub-menu or dialog.

## Toolbars

Directly below the menu are toolbars with buttons that provide access to the most commonly used commands and tools. You can hide or display the toolbars by selecting **View, Toolbars, Go To** from the menu.

The following topics are explained in this section:

- [Standard Toolbar](#) (page 240)
- [Go Toolbar](#) (page 240)
- [Zoom Toolbar](#) (page 241)
- [Status Bar](#) (page 241)
- [Customizing the Toolbar Display](#) (page 242)
- [Creating a New Toolbar](#) (page 243)
- [Adding Buttons to Toolbars](#) (page 244)







---

## Standard Toolbar

The **Standard** toolbar provides one-click access to the commands provided in **File** and **Edit** menus.



*Image shows the Standard toolbar.*



Button	Purpose
	Opens the file to view.
	Prints the file.
	Displays the Print Preview of the document.
	Searches for the first occurrence of specified string in the document.
	Searches for the next occurrence of specified string in the document.
	Opens the Online Help.

## Go Toolbar




The **Go** toolbar enables you to quickly traverse pages in the document. This toolbar provides quick access to the commands provided in **Go** menu.



*Image shows the Go toolbar.*

Button	Purpose
	Displays the first page of multi-page document.
	Displays the previous page of multi-page document.










Button	Purpose
	Displays the page numbers of multi-page document.
	Displays the next page of multi-page document.
	Displays the last page of multi-page document.

## Zoom Toolbar

The **Zoom** toolbar provides the shortcuts to workspace viewing commands. Buttons and drop-down lists in this toolbar provides access to the commands provided in **View** menu.



*Image shows the zoom toolbar.*

Button	Purpose
	Increases the Application window object magnification.
	Reduces the Application window object magnification.
	Sets the zoom percentage of the document.
	Sets the window display to predefined measurement unit.
	Shows or hides the graphical ruler in Application window.
	Shows or hides the grid in Application window.
	Sets the page display to the selected predefined rotation.

## Status Bar

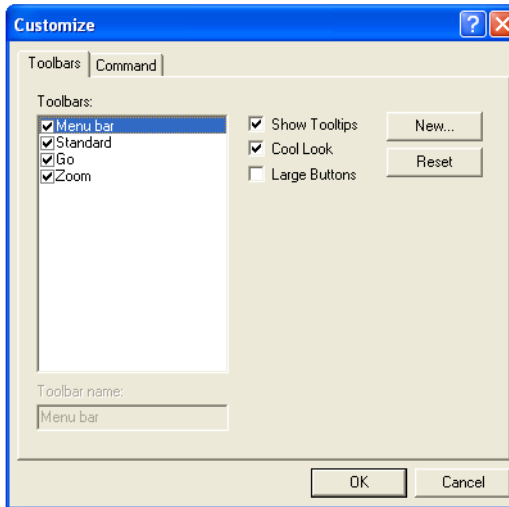
Status bar displays along the lower edge of the Application window to provide information about the file opened within the Application window.

---

## Customizing the Toolbar Display

You can also specify the toolbars that display in the workspace. To customize Elixir Viewer toolbars:

- 1 From the **View** menu, select **Toolbars, Customize** to open the **Customize** dialog.



*The Customize dialog showing the Toolbars tab.*

- 2 Click the **Toolbars** tab.
- 3 Check the toolbars you want to display in the workspace from the list of available toolbars.  
The selected toolbar name displays in the Toolbar Name entry box.



You cannot uncheck **Menu bar** from the list of toolbars.



You can also display a toolbar from the **View** menu by selecting **Toolbars, Toolbar name**.

- 
- 4 To set the appearance of the displayed toolbars, specify the following:
    - **Show Tooltips:** displays the tool tips associated with the toolbar buttons.
    - **Cool Look:** displays the toolbar buttons in the smooth look mode.
    - **Large Buttons:** displays the toolbar buttons in the enlarged mode.



*The Standard toolbar with Large Buttons. (1) Cool Look unchecked and (2) Cool Look checked.*

- **Reset/Delete:** resets a default toolbar to the default settings. This button toggles to **Delete** when a custom toolbar is selected; only custom toolbars can be deleted.
- 5 Click **OK** and return to the Application window.

## Creating a New Toolbar

Using Elixir Viewer, you can also create a new toolbar.

To create a new toolbar:

- 1 From the **View** menu, select **Toolbars, Customize** to open the **Customize** dialog.
- 2 Click the **Toolbars** tab.
- 3 Click **New** to open the **New Toolbar** dialog.
- 4 In the **Toolbar Name** entry box, enter the name of the new toolbar.  
You can modify this name later in the Toolbars tab.



The names of the default toolbars are not editable. To edit the name of toolbar you have created, select the required toolbar from the **Toolbars** tab, and enter a new name in the **Toolbar Name** entry box.

- 5 Click **OK**.  
The new toolbar displays in the workspace. The new toolbar is currently empty. To add buttons to this toolbar, see [“Adding Buttons to Toolbars”](#) on page 244.

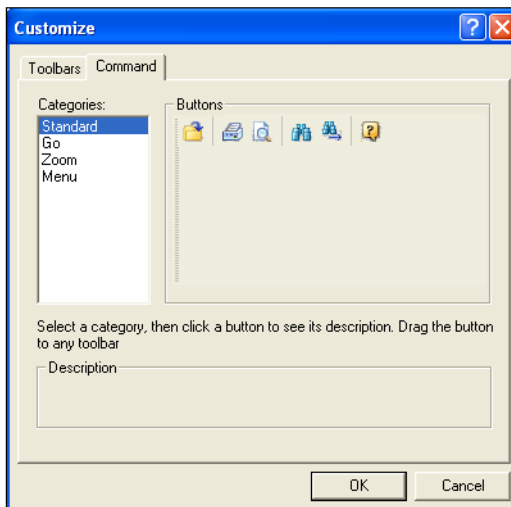
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## Adding Buttons to Toolbars

You can also add buttons to your toolbar.



To add buttons to a toolbar:

- 1 From the **View** menu, select **Toolbars, Customize** to open the **Customize** dialog.
- 2 Click the **Command** tab.  
The list of available command groups displays in the Categories list. When a command group is selected in the Categories list, the buttons for each command in the group display in the Buttons area.



*The Customize dialog showing the Command tab.*

- 3 Click and drag the required button to any target toolbar displaying in the workspace, and then release the mouse.

While dragging the required button, the mouse cursor changes from  to . The selected button is then added to the required toolbar at the specified place.



If you drag a button and drop it anywhere in the workspace other than the target toolbar, Elixir Viewer automatically creates a new toolbar with the specified button, and then displays it in the workspace. If you click the **Toolbars** tab, the newly created toolbar name (default is ToolBar1) displays in the **Toolbars** list box.

---

## Ruler


Elixir Viewer provides horizontal and vertical rulers to help view objects in the Application window. Rulers display along the top and left side of the Application window. By default, the unit of measurement for the rulers is inches. You can show or hide the rulers and change the unit of measurement used in the rulers.

### Displaying and Hiding the Ruler

You can view/hide the ruler by selecting **Ruler** from the **View** menu.



You can also activate the ruler by using one of the following methods:

- Click  on the **Zoom** toolbar.
- Select **Rulers and Grid, Ruler** from the **Tools** menu.

### Applying Grid Settings to Graphical Ruler

The structure of the grid tool is determined by the values specified for sub-divisions and the spacing between them. In order to keep the grid sub-divisions synchronous with the ruler measurements, you can use the grid settings for the graphic and/or the digital ruler.

To apply grid settings to the graphical ruler:

- 1** From the **Tools** menu, select **Options**.  
The Options dialog displays
- 2** Select the **Ruler** category.
- 3** Check **Use Grid Settings for Graphic Ruler**.  
The grid settings are applied to the graphical ruler

For information on setting grid spacing, refer to “[Setting the Grid Spacing](#)” on page 248.

---

## Changing the Unit of Measurement

You can also change the unit of measurement used for the horizontal and vertical rulers. This change is applied to both the horizontal and the vertical rulers, and to the digital ruler as well.



The unit of measurement specified for the rulers is used as a default for viewing documents and forms in the workspace.

To specify the required unit of measurement:

- 1 From the **Tools** menu, select **Options** to open the **Options** dialog.
- 2 Select the **Ruler** category.
- 3 Select the required unit of measurement from the **Units** drop-down list. The selected unit of measurement is applied to the ruler.
- 4 Click **Apply**, and then **OK** to save the settings.

## Grid

The grid feature provides a network of intersecting lines that help in viewing the final alignment and placement of objects in the Application window, but are not part of the finished resource. You can specify a major grid spacing value, as well as the number of subdivisions within each major grid division individually for both vertical and horizontal directions.

---


## Displaying and Hiding the Grid

To activate the grid in the Application window:

- 1 From the **Tools** menu, select **Options** to open the **Options** dialog.
- 2 Select the **Grid** category.
- 3 Check **Show Grid** to display the grid.



You can also turn the grid on or off by any of the following:

- Select **View, Grid** from the menu.
  - Click  on the **View** toolbar.
  - Pressing **F4** on the keyboard.
  - Select **Rulers and Grid, Grid** from the **Tools** menu.
- 4 Check the required options from the following:
    - **Hide Major Spacing (+)**: hides the appearance of the major spacing symbol (+) in the Application window.
    - **Hide Subdivisions (.)**: hides the appearance of the subdivision symbol (.) in the Application window.
  - 5 Click **Apply** and **OK** to save the settings.  
The grid will appear in the Application window.

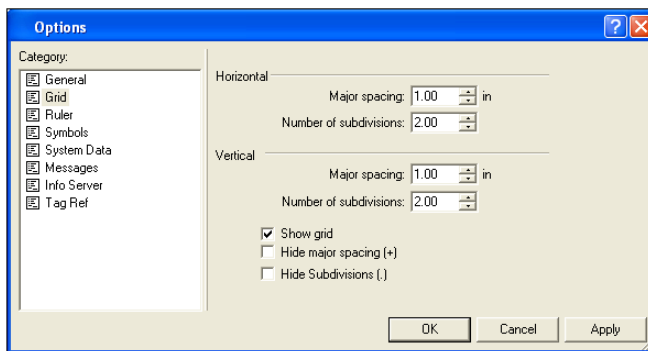
---

## Setting the Grid Spacing

You can customize the spacing between the grid points as per the specified unit of measurement. Setting the grid spacing helps analyzing the placement of objects in accordance with the grid lines. For example, if you want to place text objects vertically at a distance of 0.5 inches with each other, you can set the spacing to 0.5 inches.

To specify the grid spacing:

- 1 From the **Tools** menu, select **Options** to open the **Options** dialog.
- 2 Select the **Grid** category.



*The Grid category in Options dialog.*

- 3 Specify **Major Spacing** in both **Horizontal** and **Vertical** areas.  
This option specifies the space between the horizontal or vertical grid lines, per specified unit of measurement (default is 1 inch). It is denoted by the symbol (+) in the Application window.
- 4 Specify the **Number of Subdivisions** in both **Horizontal** and **Vertical** areas.  
This option specifies the number of divisions that are displayed between the horizontal or vertical grid lines. The divisions are denoted by dots (.) in the Application window.



- 
- 5 Click **Apply** and **OK** to save the settings.  
The grid displays as per the specified spacing value.



The options provided in **Ruler and Grid** in the **Tools** menu are enabled only if a file is opened in Elixir Viewer.

## Messages Window

The **Messages** window docks at the bottom of the workspace when opened and can be docked to any other position. This window displays processing and compilation errors, warnings, and informational messages generated by the application.

To customize message display settings, select **View, Options** from the menu and select the **Messages** category.

For details on working with the **Messages** window, and commonly encountered error and warning messages, see:

- [Messages Window](#) (page 37)
- [Error and Warning Messages](#) (page 337)

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## Arranging Workspace Windows

If you have multiple images opened in the Application window, you can arrange the opened files using the options provided in the **Window** menu.

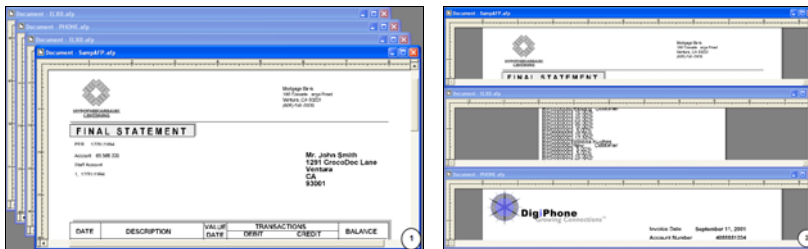
Elixir Viewer lets you arrange the workspace windows in an orderly manner using the **Window** menu options explained below:

### Aligning Windows

To arrange windows in the Elixir Viewer workspace:

- 1 Open multiple windows in Elixir Viewer.
- 2 You can use the following options from the **Window** menu to arrange the windows:
  - **Cascade:** displays the windows stacked from the upper left to the lower right of the screen.
  - **Tile:** displays all the windows set edge to edge in the Application window.
  - **Arrange Icons:** displays the windows as icons in the Application window.
  - **Split:** displays a splitter on the screen. You can drag it on screen using mouse pointer, and then click at required position to split the screen into four active windows.  
Select **Remove Split** from the **Windows** menu to undo the split.

The image below displays an illustration of these views:



(1) Cascading example. (2) Tiling example.

---

The image displays an active window split into four using the **Split** option.



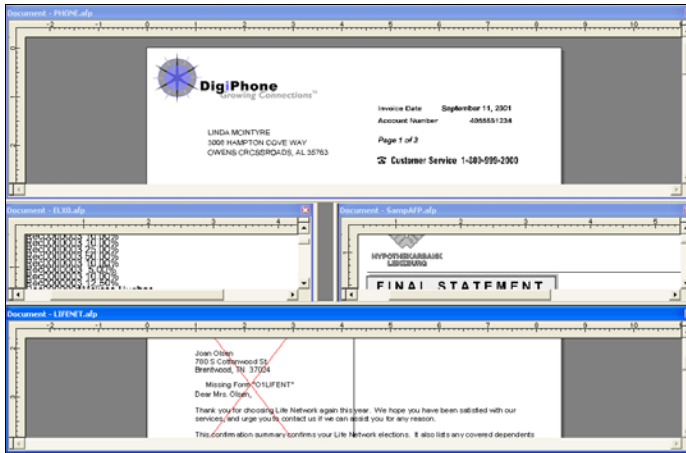
## Docking Windows

Elixir Viewer enables you to dock the windows in the workspace. The windows can be docked to either sides of the Application windows using the options provided in the **Window** menu.

To dock the windows:

- 1 Open multiple files in the Elixir Viewer.
- 2 Select a file in Elixir Viewer as an active window.

- 3 Select **Window, Dock** from the menu, and then select your required docking option. The active windows dock to the selected side of the Application window.



*Image illustrates four files docked to the left, right, top, and bottom of the Application window.*

- 4 Select **Window, Switch to MDI** from the menu to switch the docked window to default view. The Switch to MDI option is enabled only when a window is docked to any side of the Application window.

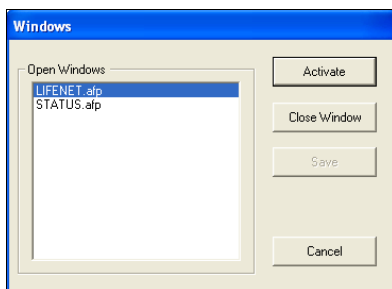
---

## Activating a Window

To activate a window in Elixir Viewer:

- 1 Open multiple files in Elixir Viewer.
- 2 Select **Window, Windows** from the menu.

The Windows dialog displays a list of files opened in the Elixir Viewer.



- 3 Select a window from the list, and then click **Activate** to open it as an active window.
- 4 Click **Close Window** to close the selected file from the Elixir Viewer workspace.
- 5 Click **Cancel** to return to Elixir Viewer workspace.
- 6 Select **Window, Default State** from the menu to set the Elixir Viewer workspace to default state.



The **Save** option in **Windows** dialog is not applicable for Elixir Viewer.

---

# Using Elixir Viewer

The properties used to interpret an input data file can be set in a pre-defined setup file (.epm) that can either be created using any DesignPro application or defined in an Elixir Viewer session.

Elixir Viewer uses parsers to read input files for syntactical correctness, and for the presence of required resource settings, which enables Elixir Viewer to accurately render the display. Resource paths and input format settings are stored in a required setup file (.epm). By default, Elixir Viewer uses the setup file ElxView.epm located at: *drive:/Documents and Settings/%Username%/Application Data/Elixir Technologies.*

You can perform the following tasks using the Elixir Viewer:

- [Setting Profile Preferences](#) (page 255)
- [Specifying a Setup File](#) (page 255)
- [Modifying the Input Settings](#) (page 256)
- [Viewing Parser and Converter Properties](#) (page 256)
- [Specifying Tag Reference Display Options](#) (page 256)
- [Opening a File to View](#) (page 257)
- [Applying Color to Forms](#) (page 259)
- [Reviewing a Document](#) (page 260)
- [Zooming In and Out of the Document](#) (page 261)

---

## Setting Profile Preferences

You can customize Elixir Viewer to meet the requirements of your specific working environment by creating and maintaining unique user profiles. A profile is a system file that stores important file locations and other related information for DesignPro applications.

### Default User Profile

The default user profile is created and opened automatically when a DesignPro application is opened for the first time.

To select a profile and view its information, select **Tools, Profile Selection** to display the **Profile Selection** dialog. In the **Current Profile** area, select the required profile from the **Profile Name** dialog.

See “[Opening a New Profile](#)” on page 231 in *Chapter 9: "Elixir Profile Editor"*.

### Custom User Profile

To create a custom user profile, select **Tools, Profile Selection** to display the **Profile Selection** dialog. Click **New** and specify the properties for the custom profile.

See “[Creating Custom Profiles](#)” on page 221 in *Chapter 9: "Elixir Profile Editor"*.

### Setting Symbols Preferences

To set the Symbols properties, select **Tools, Options** from the menu to display the **Options** dialog. Select the **Symbols** category to review the symbols properties.

See “[Setting Symbol Properties](#)” on page 234 in *Chapter 9: "Elixir Profile Editor"* for more information.

## Specifying a Setup File

To specify a setup file, select **Tools, File Format Properties, Load** from the menu to display the **Load Setup File** dialog. Select the required setup file.

For details of opening setup files, refer to “[Opening a Setup \(EPM\) File](#)” on page 97.




You can remove the setup file by selecting **Tools, File Format Properties, Clear** from the menu. A confirmation message is displayed. Click **OK** to clear the setup file. The setup file (.epm) property settings clears, and the default settings are applied.

---

## Modifying the Input Settings

To modify the input settings, select **Tools, File Format Properties, Input Formats** from the menu, and access the required input format.



For information on all the options available in the selected input format property dialog(s), click  on the top-right corner of the dialog.

You can also specify the resource search priorities and cache settings for the parser through the **Elixir** dialog, by selecting **Tools, File Format Properties, Elixir Properties** from the menu.

## Viewing Parser and Converter Properties

To view the properties of a particular parser or converter, select **Tools, Options** from the menu to display the **Options** dialog. Select the **Info Server** category.

For details of steps involved, see [“Viewing Parser and Converter Properties”](#) on page 110.

## Specifying Tag Reference Display Options

When working with Elixir Viewer, you can customize the tag reference display and specify the tag recognition options for tags.

To set the tag reference properties:

- 1 From the **Tools** menu, select **Options**.  
The Options dialog displays.
- 2 Select the **Tag Ref** category.
- 3 Select the tag reference presentation format from the **Format** drop-down list. The options include:
  - **Percent:** displays (%%Field Number) for tag presentation. by default, the field number is set to 1.
  - **Tag Name:** displays the tag name as specified in the form opened for viewing.
  - **Replacement Chars:** displays the tags using the replacement characters defined in the form.
  - **Sample Data:** displays the text as sample data defined in the form.



- 
- 4 Use the **Color** list to specify the required background color for the tag reference. Background color is only used as a visual aid to help in locating all tag references used within a form.
  - 5 Click **Apply**, and then **OK** to save the settings.



For more information on tag references, refer to *DesignPro Tools Form Editor User Guide*.

## Opening a File to View

To open a file for viewing:



- 1 Select **File, Open** from the menu.  
The Open dialog displays.
- 2 From the **Look In** drop-down list, browse to the required directory.
- 3 Select one of the following file types from the **Files of Type** drop-down list:
  - Elixir Document (\*.edf)
  - Elixir Form (\*.EFR)
  - Xerox Form Object (\*.frm)
  - Xerox LCDS/Metacode (\*.dat, \*.met, \*.mta, \*.nor)
  - Xerox Form Source (\*.fsl), pcl (\*.pcl;\*.prn)
  - Elixir GDF (\*.gdf)
  - Elixir Legacy Form (\*.elx)
  - Postscript (\*.PS),
  - Windows EMF (\*.emf)
  - Elixir Dat files (\*.dat)
  - Elixir PrintDriver Document (\*.epl)
  - Elixir PrintDriver Form (\*.ep)

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#### 4 Select the required file.



You can also set the input file settings by performing either of these functions:

- Click  or  located at top of the **Open** dialog.
- Click **Edit Property Settings** or **Restore Default Settings** located at the bottom of the **Open** dialog.

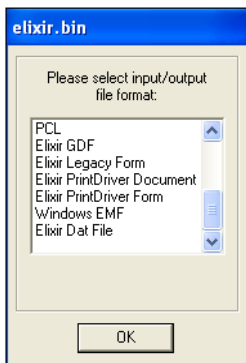


For information on all the options available in the selected input format property dialog(s), click  on the top-right corner of the dialog.

#### 5 Click **Open**.

The selected file displays in the Application window.

If Elixir Viewer does not recognize the file format or type of a file you are trying to view, a dialog with a list of input and output formats displays.



*The dialog displays a list of input/output formats.*

Select an appropriate file format from the list, and then click **OK** to open the file in Elixir Viewer.

---

## Applying Color to Forms

To apply various color preferences to the documents:

- 1 From the **Tools** menu, select **Options** to open the **Options** dialog.
- 2 Select the **General** category, if not already selected.
- 3 Check **Substitute Shades with Solid Color** from the **Preferences** area to replace the shades applied to objects in the document with solid color.
- 4 Check **Display Whole Forms in One Color** and select the required color from the drop-down menu.
- 5 Check **Show Page Border** from the **Page Border** area, and select the required color from the drop-down menu.

The selected color is applied to the form border.



You can also select the following two options to apply half toning to raster fonts and bitmaps in the document:

- **Use Raster Fonts Halftoning:** prints raster fonts in halftone. At print time, images are broken into a series of dots. This feature alters the density and pattern of the black-and-white dots to simulate different shades of gray.
- **Use Bitmap Halftoning:** prints continuous tones in an image. At print time, images are broken into a series of dots. You can vary the sizes of the dots in a halftone screen to create an optical illusion of variations of gray or continuous color in the image.

- 6 Click **Apply**, and then **OK** to save the settings.

---

## Reviewing a Document

Elixir Viewer provides various ways of reviewing a document. You can scroll through the document, jump to various pages, and can zoom in and out of the document.

### Scrolling Through the Document



To scroll through a document that consists of many pages in the Elixir Viewer workspace:

- 1 Select following options from the **Go** menu:
  - **Prev Page:** displays the previous page in the document. This option is activated only if the document consists of more than one page, and second or following pages are opened.
  - **Next Page:** displays the next page in the document. This option is activated only if the document consists of more than one page.
  - **First Page:** displays the first page in the document. This option is activated only if the document consists of more than one page.
  - **Last Page:** displays the last page in the document. This option is activated only if the document consists of more than one page.
- 2 To move to a specific page select **Go, Go To** from the menu.
- 3 Enter the required page number in the **Go To** dialog.  
The page specified opens in the Elixir Viewer.  
You can also go directly to a specific page by selecting page number from the Go To drop-down list in the Go toolbar, and press Enter on the keyboard. For more information on Go toolbar, refer to “[Go Toolbar](#)” on page 240.

---

## Zooming In and Out of the Document

To zoom in and out of the document in Application window, Elixir Viewer provides basic functions in the **Zoom** toolbar.

You can click  to zoom into the document or  to zoom out of the document from the **Zoom** toolbar.



You can also zoom in and out of the document by performing either of the following functions:

- Select **View, Zoom** from the menu, and then select the appropriate zooming option.
- Select required zooming option from the **Custom Zoom** drop-down list provided in the **Zoom** toolbar.

Press **+** to zoom in and **-** to zoom out from the numeric keypad on the on the keyboard. You need to turn off the **Num Lock** key to use this shortcut.

## Printing and Previewing Documents

Using Elixir Viewer, you can open files in supported formats to view and print your fully composed documents. It provides accurate viewing and print capabilities by enabling you to view and print one page at a time. For a multi-page document, you can traverse pages using the **Go** toolbar to view and print each page individually. You can also preview your document and configure the printer settings before print time.

---

## Previewing a Document

To print preview a document:

- 1 Select **File, Print Preview** from the menu.  
The preview window displays.
- 2 If the documents consists of more than one page you can use the following buttons to navigate between the pages:
  - **Next Page:** displays the next page in a form. This option is activated only if the document consists of more than one page.
  - **Prev Page:** displays the previous page in a form. This option is activated only if the document consists of more than one page.
  - **One Page/Two Page:** displays one or two pages at a time.



You can also print the document by clicking the **Print** button and selecting the required options from the **Print** dialog. For more information on the **Print** dialog refer to [“Printing a Document”](#) on page 263.

- 3 To increase or decrease the magnification of the current page you can select either **Zoom In** or **Zoom Out** respectively.  
**Zoom Out** button is activated only if the **Zoom In** is previously selected.
- 4 Click **Close** to exit the preview window and return to the previous view of the form.

---

## Printing a Document

You can print the resource using a network printer, desktop printer or any virtual printer, like PrintDriver. You can also choose to print multiple copies of the same document. In addition, you can print specific pages, one or more sections or a range of pages in more than one section.

To print a document:

- 1 From the **File** menu select **Print**.



You can also click  on the **Standard** toolbar to open the **Print** dialog.

- 2 In the **Printer** area, select a printer from the **Name** drop-down list.  
The list displays the installed printers available to the system, which includes local or virtual (e.g., print driver) with its path. You can review the following properties of the selected printer:
  - **Properties:** displays a properties dialog for the selected printer.
  - **Status:** displays the operating state of the printer.
  - **Type:** displays the name of the selected printer.
  - **Where:** displays the network location of the selected printer.
  - **Comment:** displays a brief narrative describing the printer.
- 3 Select **Print to File** to print a resource to a file instead of routing it to a printer.  
When this option is selected, the resource is saved with the printer formatting, such as font selection and color specifications, in a PRN file that can be printed at a later time.



When **Print to File** is selected while printing, the resource is saved with the selected printer driver specifications. The PRN file generated could be printed later on a printer having the same or a compatible printer driver; otherwise the PRN file will not print correctly.

- 
- 4 Specify the required print range by selecting one of the following options from the **Print Range** area:
    - **All:** prints all available pages.
    - **Pages:** prints a range of pages specified in the **From** and **To** entry boxes.
    - **Selection:** prints the selected contents of the page only.
  - 5 In the **Copies** area, specify the required number of copies to be printed in the **Number of Copies** entry box.
  - 6 In the **Page Shift (In DPI)** area, specify a value for the following options, if required:
    - **X Shift:** specifies the horizontal page shift, in dots per inch.
    - **Y Shift:** specifies the vertical page shift, in dots per inch.
  - 7 Click **OK** to print the document.



It is recommended to preview the document before printing it.



## Chapter 11:

# Resource Map

### In this chapter...

- [Elixir Resource Map Overview](#)
- [Elixir Resource Map Environment](#)
- [Working with the Resource Map](#)
- [Mapping Fonts](#)
- [Mapping Characters](#)
- [Tray and Media Mappings](#)

## Elixir Resource Map Overview

Elixir Resource Map offers an interactive and central location for defining, editing, and deleting profile mappings of resources like fonts and characters for separate profiles. These mappings generally depend on the specific architecture used by the client.

Elixir Resource Map enables you to perform the following operations:

### **Displays and Modifies the Elixir Resource Map File Contents**

The Elixir Resource Map file is a single database file. It includes the selected profiles along with the resource mappings.

### **Creates Font Mappings for Profiles**

Supports mapping of raster-to-raster, raster-to-vector, vector to raster, and vector-to-vector fonts.

### **Defines Associations for Non-Windows (i.e., Xerox) Fonts**

Elixir Resource Map looks into an Elixir Resource Library for the imported version of the fonts. Therefore, Xerox font that require special mapping must be imported into the Elixir Resource Library and translates character resources from one format to another.

---

### **Creates Tray and Media Mappings**

Elixir Resource Map enables you to select the tray or trays from which a printer feeds. In addition, you can also select the paper type for printing.

### **Assigns 2-Character Prefix to Font Names**

Some output formats have limitations on the size of a font name. When a document is converted to such formats, the fonts have to be renamed.

## **Elixir Resource Map Environment**

This section provides information on the Elixir Resource Map environment and describes activities and tasks for using the workspace. Information is included on the following:

- [Opening Elixir Resource Map](#) (page 266)
- [Elixir Resource Map Location](#) (page 267)
- [What's in the Workspace?](#) (page 267)
- [Customizing the Workspace](#) (page 273)
- [Navigating the Workspace](#) (page 272)

## **Opening Elixir Resource Map**

To open Elixir Resource Map:

- 1** Click **Start**, and select **All Programs, Elixir Applications, DesignPro Tools, DesignPro Manager**.
- 2** From the **Tools** menu, select **Resource Map**.

The Elixir Resource Map workspace displays.

---

## Elixir Resource Map Location

Elixir Resource Map is a single database file (ElxMap.mdb) with a default location. This file is stored in the Elixir System Data file. The **System Data** tab in the **Options** dialog enables you to set and change the default properties for items in the System Data.ini file and displays the predefined symbols along with the user-defined symbols. Each item represents a Key (variable) and associated Value (path). Key and Value pairs indicate where to find certain types of computer information.



The **Symbols** tab is a subset of the **System Data** tab. It includes information on the system symbols that are predefined by Elixir; however, the list of information for symbols comes from the same file, i.e., SystemData.ini file.

The default location of Elixir Resource Map file is:  
%CommonAppData%\%Vendor%\MAPS\ElxMap.mdb.

You can set and change the default location of the Elixir Resource Map file in the System Data file. For more information on viewing and setting the location of the Elixir Resource Map file, refer to “[Setting the Location of Elixir Resource Map File](#)” on page 274.

## What’s in the Workspace?

The Elixir Resource Map workspace consists of the following two child windows:

- [Mappings Window](#) (page 268)
- [Messages Window](#) (page 269)

You can customize the position and size of the windows to meet your requirements. The workspace windows can be displayed as either floating or docked and can also be hidden from view.

The following tasks explain the customizing options available for the Elixir Resource Map windows:

- [Arranging Windows](#) (page 270)
- [Arranging Icons](#) (page 271)
- [Refreshing the Screen](#) (page 271)

The title bar of the Resource Map main window displays the name of the selected child window.

---

## Mappings Window

The **Mappings** window displays resource mappings for various profiles, and is divided into two panes; the left-hand pane displays the **Profile Tree**, while the right-hand pane displays the associated mappings. In the left-hand pane, each root node on the **Profile Tree** represents a profile.

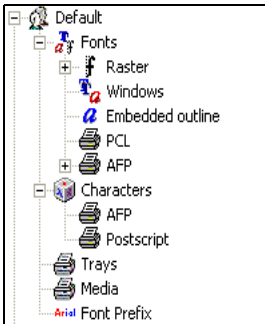
Each profile contains a collection of mappings, which are displayed in the **Details** view in the right-hand pane. The parent tree node representing the Default profile includes sub-nodes identifying the associated font, character, tray or media mappings. You can also choose to create custom profiles and map the profiles with the required fonts and characters within the **Mappings** window.



For multiple Mappings windows, Elixir Resource Map automatically appends the window name with a numeric digit. For example, the first window that opens in the application is named Mappings 1. The numeric digit is automatically incremented and the subsequent windows are named Mappings 2, Mappings 3, and so on.

### Profile Tree

The Profile Tree depicts the Default profile by default. You can add and view the required profile properties.



*Default Profile Tree displays the profile nodes and details.*



The Profile Tree can also display other nodes if you have saved other profiles using the DesignPro Manager.

---

## Details View

The Details view displays a collection of mappings associated with the selected node in the Profile Tree. It is a context sensitive view. The columns displayed depend on the selected resource type. For example, Fonts, Characters, Trays, Media, etc.




You can refresh the Profile Tree to reflect the changes in another view by selecting **Refresh Tree** from the **View** menu.

## Setting the Splitter Position

The size of the **Profile Tree** and **Mappings** window can be adjusted using the **Split** option from the **View** menu. The splitter enables you to adjust the divider bar between the **Profile Tree** and **Details** view of the **Mappings** window.

To set the splitter in position:

- 1 From the **View** menu, select **Split**.

The mouse pointer changes to .

- 2 Drag the bar to the left or the right side of the window to adjust the divider as required.



You can also set the splitter position by placing the mouse pointer over the divider bar, click and drag the bar either to the left or to the right side of the window.

## Messages Window

The **Messages** window is displayed behind the main window initially and can be moved to any position. This window displays the processing and compilation errors, warning, and informational messages generated by the application.

To customize message display settings, select **View, Options** from the menu and select the **Messages** tab.

For details on working with the **Messages** window, see [“Messages Window”](#) on page 37 in *Chapter 2: “The Manager Environment”*.

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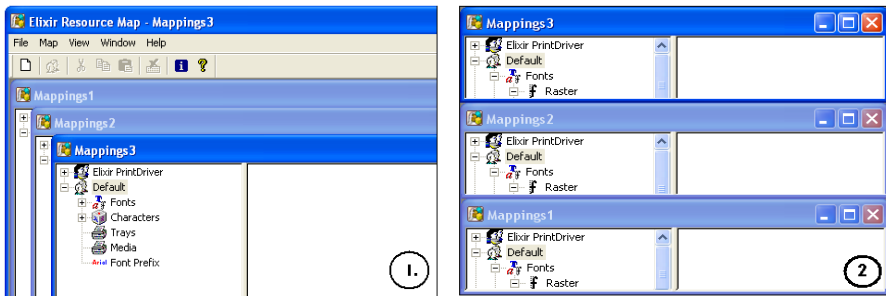
## Arranging Windows

If you have multiple windows opened in Resource Map, you can arrange the images using the options provided in the **Windows** menu.

To arrange images in the workspace:

- 1 Open multiple windows in the Resource Map.
- 2 Select one of the following options from the **Window** menu:
  - **Cascade**: displays the image windows stacked and cascading from the upper left to the lower right of the screen.
  - **Tile**: displays all image windows edge to edge.

An illustration of arranging windows:



(1) Cascading example. (2) Tiling example.

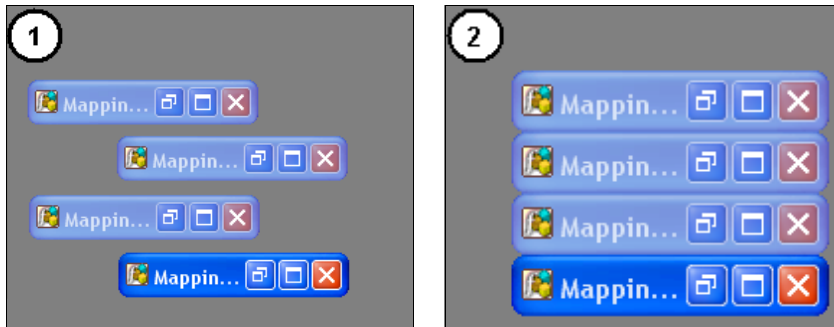
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## Arranging Icons

Elixir Resource Map enables you to arrange the workspace windows minimized icons in an orderly manner, using the main menu options.

To arrange multiple windows:

- 1 Minimize all windows in the application.
- 2 From the **Window** menu, select **Arrange Icons**.  
The windows arrange in the workspace.



(1) Unorganized window icons. (2) Window icons arranged in an orderly manner.

## Refreshing the Screen

Elixir Resource Map enables you to open multiple views and change values in one view. The refresh feature is used to reflect changes in other views.

To refresh the active screen, do one of the following:

- From the **View** menu, select **Refresh**.  
or
- Press the **F5** on the keyboard.

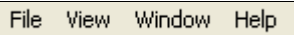
---

## Navigating the Workspace

Elixir Resource Map provides menus and toolbars for easy access to the most commonly used application commands. You can perform the standard Windows operations through the workspace tools.

### Menus

A menu with drop-down menus displays directly below the application title bar. These drop-down menus provide both standard MS-Windows and application-specific options.



*Image displays the menu of Elixir Resource Map.*

Selecting a menu item performs an associated action or displays a sub-menu or a dialog.

### Toolbars

The Resource Map provides a **Standard** toolbar that provides one-click access to the basic File, Edit and Help menu commands, such as creating a new mapping.

To show or hide the toolbar, select **View, Toolbar** from the menu. A check mark next to the **Toolbar** indicates the selection and shows or hides the **Standard** toolbar accordingly.

### Status Bar

Status bar displays along the lower edge of the application. It provides the information about the selected profile in the **Mappings** window and the actions performed through the menu options.

## Choosing Commands

A command instructs Elixir Resource Map to perform a specific action. You can choose a command by either:

- Clicking a toolbar button.
- Selecting a menu option.
- Using a shortcut key.

In the sections that follow, command selection is described using the most common method for the described task. However, related command selections can be used to accomplish the same instruction and are listed down in notes.



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
## Customizing the Workspace

Elixir Resource Map enables you to customize the application operations and appearance by changing the default options. You can set the preferences using the tabs provided in **Options** dialog.

### Setting the Default Font

The **General** tab in the **Options** dialog enables you to specify a default font for Resource Map. The default font is used in place of a missing referred font.

To set the default font in the **General** tab:

- 1 Select **View, Options** from the menu.  
The Options dialog displays.
- 2 Select the **General** tab.
- 3 Click  in the **Default Font** area.  
The Font dialog displays.
- 4 Specify the **Font** type, **Size**, and **Style** in this dialog.
- 5 Select the required font character set from the **Script** list.  
You can view a sample of your selections in the Sample area.
- 6 Click **OK** to set the selected font as the default.

### Setting Key Path and Type of an Object

To set the Symbols properties, select **View, Options** from the menu to display the **Options** dialog. Select the **System Data** tab to review the symbols properties.

See “[Setting Symbol Properties](#)” on page 234 in *Chapter 9: "Elixir Profile Editor"* for more information.



The **System Data** category of the **Options** dialog is a subset of the **Symbols** category. It includes information on the system symbols that are predefined by Elixir, however, the list of information for System Data comes from the same file, i.e., SystemData.ini file.

---

## Setting the Location of Elixir Resource Map File

The Elixir Resource Map is a single database file, ElxMap.mbd. The default location of Elixir Resource Map file is %CommonAppData%\%Vendor%\MAPS\ElxMap.mdb. You can set and change the default location of the Elixir Resource Map file in the System Data file.

To set the location and name of the Elixir Resource Map file using the **SystemData** tab in the **Options** dialog:

- 1 Select **View, Options** from the menu.  
The Options dialog displays.
- 2 Click the **Symbols** tab to display the available options.
- 3 Locate and then select **SYSTEM\_MAP\_TABLE** key.  
Each item represents a Key (variable) and the Value (path) associated with the Key. **SYSTEM\_MAP\_TABLE** identifies the Elixir Resource Map, and %CommonAppData%\%Vendor%\MAPS\ElxMap.mdb shows the default location of the Elixir Resource Map file.
- 4 Click  next to the **Value** entry box for selecting a new Resource Map file.
- 5 Click **Set** to update the entry.
- 6 Click **Apply** and **OK** to save the settings.

## Viewing Parser and Converter Properties

You can view the properties for all of the available parsers and converters using the Info Server tab options in the **Options** dialog.

The available options in the folder tree include:

- Input Parsers
- Output Converters
- Output Data Converters

To view the properties of a particular parser or converter, select **View, Options** from the menu to display the **Options** dialog. Select the **Info Server** category.

For details of steps involved, see “[Viewing Parser and Converter Properties](#)” on page 110 in *Chapter 5: "Using Converters"*.

---

## Registering New File Extensions

You can register file extensions for a selected converter or parser. These changes are added and registered as supported file format extensions in the input or output **Files of Type** filter available in the **Open** or **Save** dialogs.

To change extensions, click the **Info Server** tab in the **Options** dialog. Select an input or output parser component (such as **Input Parser**, **ElixirGDF**, **Document**) and use the **Extensions** entry box to specify a different resource extension.

The extensions setting applies to file extensions only, and does not affect the supported file formats. To view the applied changes, re-open Elixir Resource Map.




To revert back to the default extension, click **Default** in front of the **Extension** entry box.

## Working with the Resource Map

Elixir Resource Map enables you to create and edit various fonts, characters, trays, and media. The workspace provides you with the following operations to help in resource mapping tasks:

### Opening Multiple Mapping Windows

To open multiple **Mappings** windows, do one of the following:

- Select **Mapping Window** from the **View** menu.  
or
- Click  on the toolbar.


### Compacting a Resource Map

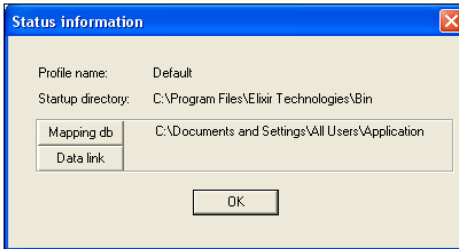
The Elixir Resource Map enables you to compress the contents and remove deleted entries for superior application performance. This maintenance is typically required after a large number of edit or delete operations are performed.

You can compress the Elixir Resource Map file size by selecting **Map, Map table, Compact** from the menu. The compression effect is not visible immediately in the application. The font files are deleted at the back end from the database, which results in the reduction of the file size.

---

## Viewing the Status Information

To view the status information, click  on the toolbar to display the **Status Information** dialog. The **Status Information** dialog displays the mapping and data link status for the selected profile.



Using this dialog, you can open the Elixir Resource Map database in a Database Management System. This dialog also provides access to set the database and Data Link properties.

## Using Profiles

You can customize the Elixir applications to suit a particular user, workgroup or enterprise by creating, selecting, and modifying the unique user profiles. Elixir Resource Map enables you to view information concerning the selected profile.

You can view the profile information from the **Profile Selection** or **Options** dialog.

- To open the **Profile Selection** dialog, select **Change Profile** from the **Map, Profile** menu to view the selected profile information.
- To open the **Options** dialog, select **Options** from the **View** menu. Click the **Profile Selection** tab for viewing selected profile information.

### Selecting a Profile

To select a pre-defined profile, specify the required profile from the **Profile Name** drop-down list. See “[Opening a New Profile](#)” on page 231 in *Chapter 9: "Elixir Profile Editor"* for details.

### Registering a New Profile

To register a new profile, click **New** in the **Profile Selection** dialog to display the **Register New Profile** dialog. See “[Creating Custom Profiles](#)” on page 221 in *Chapter 9: "Elixir Profile Editor"* for details.

---

## Deleting Profile Mappings

To delete profile mappings, select the required node from the **Profile Tree**. From the **Map** menu, select **Profile, Delete Profile Mapping(s)**. A confirmation dialog displays. Click **Yes** to delete the profile mappings.

If the selected node was a parent node, the profile mappings of the sub-nodes are also deleted.

## Mapping Fonts

Elixir Resource Map enables you to create mappings between resources like fonts. Mapping is used in conversion and in the opening of resources.

The Resource Map mappings can be used while:

- Converting resources of one format into another.
- Defining the print media.
- Opening coded fonts, etc.

When processing files using DesignPro Manager, it is often necessary to convert the font resources from their original structure to a structure compatible with the required format. For example, a raster font that is used in a DesignPro Manager application can require a different structure if it is to be used in a PDF file.

In addition to the format, the layout of the characters used in a font and document may differ. When DesignPro Manager applications and utilities process the documents and associated fonts, it is important that all text structures display the same characters as the original document. DesignPro Manager accomplishes these translations using the Elixir Resource Map to map font and character resources between the supported print and display formats.



Fonts are typically the most problematic of all resources. Each character must be converted to the new format or mapped to a character that exists in the new format. This will make sure, for example, that a raster version of a character from a Xerox font prints using the same typeface, style, and point size on a PostScript printer.

The font mapping feature enables one font format to be translated into another. Font mappings are stored in the tree nodes of the **Profile Tree** in the **Mappings** window.

---



The **Profile Tree** consists of five tree nodes, as described below:

- **Raster:** contains the mapping definitions for Elixir raster fonts. A raster font contains an arrangement of dots for each character. The simpler the arrangement, the faster the printer can print. This tree node contains a sub-node that is used for storing mappings between fonts and code pages.
- **Windows:** contains the mapping definitions for Windows fonts.
- **Embedded Outline:** contains the mapping definitions for Windows fonts. The outline fonts are Xerox fonts that reside on Xerox printer and are scalable fonts similar to Windows TrueType fonts.
- **PCL:** contains the mapping definitions for PCL fonts.
- **AFP:** contains the mapping definitions for AFP outline and AFP raster fonts. This tree node contains two sub-nodes, Character set and Coded font, that contain the AFP character sets and coded fonts respectively.

## Displaying Font Mappings

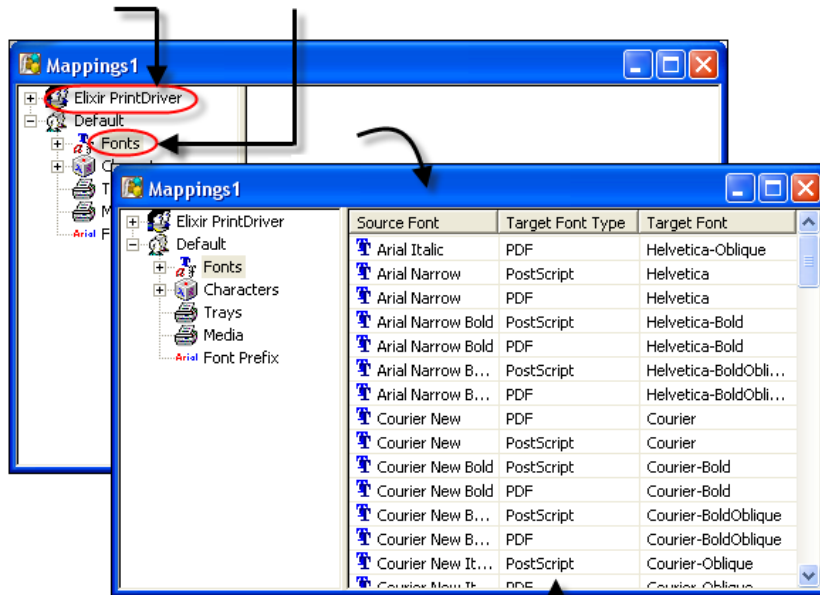
Elixir Resource Map enables you to view font mapping by selecting the **Fonts** tree node and/or its sub-nodes. Selecting a node displays the associated font mappings in the right pane (**Details** view) of the **Mappings** window.

To display the font mapping:

- 1 Select the **Mappings** window as the active child window of the application.
- 2 Click  located to the left of the required profile.  
The tree expands to display all of the nodes under the selected profile.
- 3 Click  located to the left of the **Fonts** node.  
This expands the **Fonts** node to list all of the supported fonts.
- 4 Select the required sub-node from the tree.

The associated font mappings display in the Details view on the right-hand side of the Mappings window.

1. Expand the required profile
2. Select Fonts tree to display font mappings.



3. Review the associated font mappings in the Details view.

---

The **Details** view in the **Mappings** window is divided into a number of columns:

- **Source Font:** displays the names of the source font mapped. The same name of a font may occur more than once if multiple target assignments are made.
- **Target Font Type:** specifies the required output format of the source font being mapped.
- **Target Font:** displays the name of the font to which the source font is being mapped.
- **Font Name:** displays the font name specified in the **Linked Code Page** dialog. This column is displayed only if the **Code Page** sub-node is selected.
- **Code Page:** displays the code page specified in the **Linked Code Page** dialog. This column is displayed only if the **Code Page** sub-node is selected.

You can sort the **Mappings** window contents either in ascending or descending order by clicking on the column headings.



For more information on the **Linked Code Page** dialog, refer to [“Associating an Elixir Code Page with a Font”](#) on page 300.

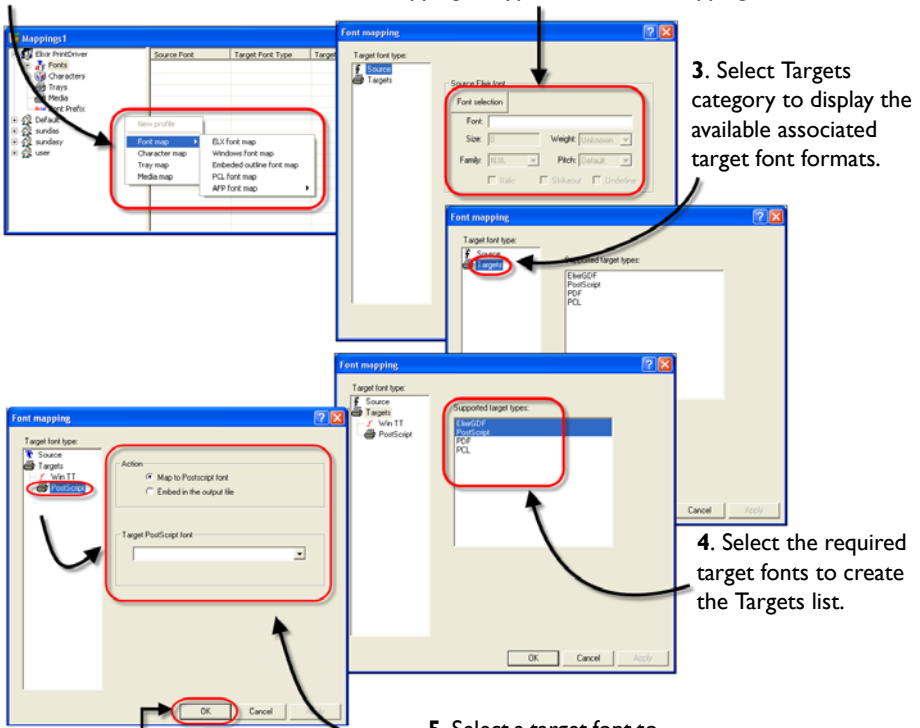


# Creating New Font Mappings

Elixir Resource Map enables you to create new font mappings. You can create font mappings for Elixir, Windows, Embedded outline, PCL, and AFP fonts. These fonts can be mapped to the available target font formats.

The sequence for creating new font mappings is illustrated in the figure below:

1. Right-click in the Profile Tree, select Font Map from the pop-up menu and the required source font from the list to create a new font mapping.
2. Specify the required source font settings. The options available depend on the font type selected for mapping.



3. Select Targets category to display the available associated target font formats.
4. Select the required target fonts to create the Targets list.
5. Select a target font to display the associated target font settings.
6. Click Apply and OK to create the new font mapping.

---

You can open the **Font Mapping** dialog by following one of the methods listed below:

- Right-click in the **Profile Tree**, select **Font Map** from the pop-up menu, and then select the required source font format.
- Select the required source font format from the **Map, Fonts** menu.
- Select the **Fonts** or a sub-node from the **Profile Tree**, right-click in the **Details** view, and select **Add** from the pop-up menu.  
If the code pages sub-node is selected, the **Linked Code Page** dialog displays.

## Creating a New Font Mapping for AFP Character Set

To create a new font mapping for AFP character set:

- 1 Select **Character Set** from the **Map, Fonts, AFP Font Map** menu.  
The Font Mapping dialog displays with the Source category selected.



You can also create a new font mapping for AFP character set by performing either of the following functions;

- Right-click in the **Profile Tree** and select **Font Map, AFP Font Map, Character Set** from the pop-up menu.
  - Select **Fonts, AFP, Character Set** from the **Profile Tree**, right-click in the **Details** view and select **Add** from the pop-up menu.
- 2 Enter the name of the source font in the **Font Name** entry box.  
The name specified here will be displayed in the Source Font column in the Details view of the Mappings window.
  - 3 Select the required source font type from one of the following:
    - **Outline:** selects the AFP outline fonts. An outline font defines each shape or character geometrically using a formula. The typeface can be displayed in any size so a single font description can represent many different fonts. They are called scalable because they can be of any size. These fonts are also called vector fonts.
    - **Raster:** selects the AFP raster fonts. A raster font contains an arrangement of dots for each character. Raster fonts use a simple dot-based format, which is easier for a printer to process. Each font requires a different set of raster patterns or bitmaps.

- 
- 4** Select the **Targets** category and select the required target font formats.  
For selecting and setting target font format properties, refer to the relative target font task under “[Using Target Font Types](#)” on page 290.
  - 5** Click **Apply** and **OK**.  
The specified source font is mapped to the selected target font. The Details view in the Mappings window displays the selected source font and target font along with the target font type.

## Creating a New Font Mapping for AFP Coded Fonts

To create a new font mapping for AFP coded fonts:

- 1** Select **Coded Font** from the **Map, Fonts, AFP Font Map** menu.  
The Font Mapping dialog displays with the Source category selected.



You can also create a new font mapping for AFP coded fonts by performing either of the following functions;

- Right-click in the **Profile Tree** and select **Font Map, AFP Font Map, Coded Font** from the pop-up menu.
- Select **Fonts, AFP, Coded** font from the **Profile Tree**, right-click in the **Details** view, and select **Add** from the pop-up menu.

- 2** Enter the name of the source font in the **Coded Font** entry box.  
The name specified here will be displayed in the Source Font column in the Details view in the Mappings window.
- 3** Select the **Targets** category and select the required target formats.  
For selecting and setting target font format properties, refer to the relative target font task under “[Using Target Font Types](#)” on page 290.
- 4** Click **Apply** and **OK**.  
The specified source font is mapped to the selected target font. The Details view in the Mappings window displays the selected source font and target font along with the target font type.

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## Creating a New Font Mapping for Elixir Fonts

To create a new font mapping for Elixir fonts:

- 1 Select **Elixir Font Map** from the **Map, Fonts** menu.  
The Font Mapping dialog displays with the Source category selected.



You can also create a new font mapping for Elixir fonts by performing either of the following functions;

- Right-click in the **Profile Tree** and select **Font Map, ELX** font map from the pop-up menu.
- Select **Fonts, Raster** from the **Profile Tree**, right-click in the **Details** view, and select **Add** from the pop-up menu.

- 2 Specify the source font settings.
- 3 Click **Font Selection**.  
The Open dialog displays.
- 4 Select **Elixir Legacy Font (\*.hdr)** from the **Files of Type** drop-down list and browse to the required folder for selecting the font.



You can also select an Elixir font from a resource library. For more information on importing fonts from the resource library, refer to [“Opening an Elixir Font from the Resource Library”](#) on page 286.

- 5 Select the required Elixir font, click **Open**, and return to the **Font Mapping** dialog.

- 
- 6** Review the following properties of the selected font:
- **Font:** displays the selected font name.
  - **Size:** displays the height of the characters in a font, each point size being approximately 1/72 of an inch.
  - **Weight:** displays the degree of boldness of a typeface (Bold, Medium, etc.).
  - **Family:** displays the selected font typeface or family name. A typeface defines the shape of each character (Arial, Times New Roman, etc.).
  - **Pitch:** displays the width of the characters in a font; pitch measures how many characters can fit in one inch (10, 12, 14, etc.).
  - **Italic:** displays as checked if the selected font applies italicized formatting.
  - **Strikeout:** displays as checked if the selected font applies strikeout formatting.
- The name specified here will be displayed in the Source Font column in the Details view of the Mappings window.
- 7** Select the **Targets** category and select the required target formats.  
For selecting and setting target font format properties, refer to the relative target font in [“Using Target Font Types”](#) on page 290.
- 8** Click **Apply** and **OK**.  
The specified source font is mapped to the selected target font. The Details view in the Mappings window displays the selected source font and target font along with the target font type.

---

## Opening an Elixir Font from the Resource Library

You can also select the source font from a resource library.

To select the required Elixir source font:

- 1 Open the **Font Mapping** dialog.
- 2 Select the **Source** category if not already selected.
- 3 Click **Font Selection**.  
The Open dialog displays.
- 4 Select **Elixir Resource Libraries (\*.erc, \*.erc32)** from the **Files of Type** drop-down list and browse to the library containing the required font.  
The Resources Tree for the selected library displays in the dialog.
- 5 Expand the **Library Root** node and then the **Fonts** node to review the available resource list.  
You can also select another available resource according to your requirements by expanding the relative tree node.
- 6 Select the required font resource.
- 7 Click **OK** to add the font and return to the **Open** dialog.
- 8 Click **Open** to return to the **Font Mapping** dialog.  
The name specified here will be displayed in the Source Font column in the Details view of the Mappings window.



For information on specifying source fonts, refer to [“Creating a New Font Mapping for Elixir Fonts”](#) on page 284.

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## Creating a New Font Mapping for Embedded Outline Font Map

To create a new font mapping for Embedded outline fonts:

- 1 Select **Embedded Outline Font Map** from the **Map, Fonts** menu.  
The Font Mapping dialog displays, with the Source category selected.



You can also create a new font mapping for Embedded outline fonts by performing either of the following functions;

- Right-click in the **Profile Tree** and select **Font Map**, Embedded outline font map from the pop-up menu.
  - Select **Fonts, Embedded Outline** from the **Profile Tree**, right-click in the **Details** view, and select **Add** from the pop-up menu.
- 2 Enter the required name in the **Face Name** entry box.  
The name specified here will be displayed in the Source Font column in the Details view of the Mappings window.
  - 3 Select the **Targets** category and select the required target formats.  
For selecting and setting target font format properties, refer to the relative target font task under “[Using Target Font Types](#)” on page 290.
  - 4 Click **Apply** and **OK**.  
The specified source font is mapped to the selected target font. The Details view of the Mappings window displays the selected source font and target font along with the target font type.

---

## Creating a New Font Mapping for PCL Fonts

To create a new font mapping for PCL fonts:

- 1 Select **PCL Font Map** from the **Map, Fonts** menu.  
The Font Mapping dialog displays with the Source category selected.



You can also create a new font mapping for PCL fonts by performing either of the following functions:

- Right-click in the **Profile Tree** and select **Font Map, PCL Font Map** from the pop-up menu.
  - Select **Fonts, PCL** from the **Profile Tree**, right-click in the **Details** view, and select **Add** from the pop-up menu.
- 2 Enter the required number in the **Printer Font ID** entry box.  
The number selected here will be displayed in the Source Font column in the Details view of the Mappings window.
  - 3 Select the **Targets** category and select the required target formats.  
For selecting and setting target font format properties, refer to the relative target font task in [“Using Target Font Types”](#) on page 290.
  - 4 Click **Apply** and **OK**.  
The specified source font is mapped to the selected target font. The Details view in the Mappings window displays the selected source font and target font along with the target font type.



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## Creating a New Font Mapping for Windows Fonts

To create a new font mapping for Windows fonts:

- 1 Select **Map, Fonts, Windows Font Map** from the menu.  
The Font Mapping dialog displays with the Source category selected.



You can also create a new font mapping for Windows fonts by performing either of the following functions;

- Right-click in the **Profile Tree** and select **Font Map, Windows** font map from the pop-up menu.
  - Select **Fonts, Windows** from the **Profile Tree**, right-click in the **Details** view of the **Mappings** window, and select **Add** from the pop-up menu.
- 2 Click **Font Selection**.  
The Font dialog displays.
  - 3 Specify the **Font** type, **Size**, and **Style** in this dialog.
  - 4 Select the font character set from the **Script** list.  
You can view a sample of your selections in the Sample area.
  - 5 Click **OK** to select the source font for mapping and return to the **Font Mapping** dialog.
  - 6 Review the following selected source font properties:
    - **Font:** displays the selected font name.
    - **Font Style:** displays the selected font style, such as **Bold**, *Italic*, etc.
    - **Strikeout:** displays as checked, if the selected font applies strikeout formatting.
    - **Underline:** displays as checked, if the selected font applies underline formatting.
  - 7 Select the **Targets** category and select the required target font formats.  
For selecting and setting target font format properties, refer to the relative target font task under “[Using Target Font Types](#)” on page 290.
  - 8 Click **Apply** and **OK**.  
The specified source font is mapped to the selected target font. The Details view in the Mappings window displays the selected source font and target font along with the target font type.

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## Using Target Font Types

Elixir Resource Map provides different font formats for mapping. The target fonts available for font mapping are license key and application dependent. For example, the Xerox target font format are available with their respective license keys only.

### Setting Xerox Target Properties

To set the Xerox target properties for Elixir or Windows fonts:

- 1 Right-click in the **Profile Tree** and select **Font Map, Windows Font Map** from the pop-up menu.  
The Font Mapping dialog displays with the Source category selected.



You can also set the Elixir target font properties by right-clicking in the **Profile Tree** and selecting **Font Map, Elx Font Map** from the pop-up menu.

- 2 Specify the source font settings.  
For selecting and setting source font format properties, refer to the relative source font in [“Creating New Font Mappings”](#) on page 281.
- 3 Select the **Targets** category to display available target font formats.
- 4 Select the **FRM** as the target font from the **Supported Target Types** list.  
The Xerox sub-category displays under the Targets category.
- 5 Select **Xerox** from the **Target Font Type** list.
- 6 Click **Font Selection**.  
The Open dialog displays.
- 7 From the **Look In** drop-down list, browse to the required directory.
- 8 Select **Xerox Fonts (\*.fnt)** from the **Files of Type** drop-down list, and select a Xerox font from the selected folder.  
The name of selected font displays in the Name entry box.

- 
- 9 Click **Open** to set the selected font name in the **Font** entry box.



Check **Open As Read-Only** if you want to use the selected file in read-only mode.

- 10 Click **Apply**, and then **OK** to save the Xerox target font properties.  
The specified source font is mapped to the selected target font. The Details view in the Mappings window displays the selected source font and target font along with the target font type.

## Setting Elixir Target Properties for Windows or PCL Fonts

To set the Elixir target properties for Windows or PCL fonts:

- 1 Right-click in the **Profile Tree** and select **Font Map, Windows Font Map** from the pop-up menu.  
The Font Mapping dialog displays with the Source category selected.



You can also set the Elixir target font properties by right-clicking in the **Profile Tree** and selecting **Font Map, PCL Font Map** from the pop-up menu.

- 2 Specify the source font settings.  
For selecting and setting source font format properties, refer to the relative source font in “[Creating New Font Mappings](#)” on page 281.
- 3 Select the **Targets** category to display available target font formats.
- 4 Select the **ElixirDoc** as the target font from the **Supported Target Types** list.  
The Elixir sub-category displays under the Targets category.
- 5 Specify the **ElixirDoc** associated settings.
- 6 Click **Font Selection**.  
The Font dialog displays.
- 7 Specify the **Font** type, **Size**, and **Style** in this dialog.

- 
- 8 Select the font character set from the **Script** list.  
You can view a sample of your selections in the Sample area.
  - 9 Click **OK** to select the source font for mapping and return to the **Font Mapping** dialog.
  - 10 Review the following font settings:
    - **Font:** displays the selected font name.
    - **Size:** displays the height of the characters in a font, each point size being approximately 1/72 of an inch.
    - **Weight:** displays the degree of boldness of a typeface (Bold, Medium, etc.).
    - **Family:** displays the selected font typeface or family name. A typeface defines the shape of each character (Arial, Times New Roman, etc.).
    - **Pitch:** displays the width of the characters in a font; pitch measures how many characters can fit in one inch (10, 12, 14, etc.).
    - **Italic:** displays as checked, if the selected font applies italicized formatting.
    - **Strikeout:** displays as checked, if the selected font applies strikeout formatting.
    - **Underline:** displays as checked, if the selected font applies underline formatting.
  - 11 Click **Apply** and **OK**.  
The specified source font is mapped to the selected target font. The Details view in the Mappings window displays the selected source font and target font along with the target font type.

---

## Setting HP PCL Target Properties

You can set the HP PCL target properties for both Elixir and Windows source fonts.

To set the HP PCL target properties:

- 1 Right-click in the **Profile Tree** and select **Font Map, ELX Font Map** from the pop-up menu.  
The Font Mapping dialog displays with the Source category selected.




You can also set the HP PCL target font properties by right-clicking in the **Profile Tree** and selecting **Font Map, Windows Font Map** from the pop-up menu.

- 2 Specify the source font settings.  
For selecting and setting source font format properties, refer to the relative source font in “[Creating New Font Mappings](#)” on page 281.
- 3 Select the **Targets** category to display available target font formats.
- 4 Select **PCL** as the target font from the **Supported Target Types** list.  
The HP PCL sub-category displays under the Targets category.
- 5 Select **HP PCL** as the target font from the **Targets** category.
- 6 Select one of the following options from the **Action** entry box:
  - **Map to Esc. Sequence:** maps source font to the target HP PCL escape sequence. The escape sequence specifies the HP PCL commands for identifying the characteristics of a font.  
You can enter the HP PCL escape sequence for the desired font in Map To entry box, and omit the escape character. Elixir Resource Map maps the source font to the HP PCL escape sequence. For more information on defining and using HP PCL escape sequences, refer to the *HP PCL 5 Technical Reference Manual*.



Do not use the ligature “Esc” (Escape Character) in the **Map To** entry box, instead use “\” (Back slash) character.

- 
- **Map to HP Font File:** maps the source font to the HP PCL soft font.

You can browse for the required font file by clicking  adjacent to the Map To entry box. The fonts with .flj extension are created when an Elixir Desktop product creates a HP PCL soft font.



Soft fonts are stored on the disks, and can be transferred from the computer to a printer. They can be used in the same way as cartridge or resident fonts. The PCL soft fonts contain a font header and a set of character definitions. The font header and character definitions contain information required for formatting fonts. These formatted fonts can then be used in the HP LaserJet printers.

- **Map to Printer Font ID:** maps the source font to the printer-resident font ID. Enter the required font ID in the **Map To** entry box.
- **Rasterize Font:** embeds font in the HP PCL file as a HP PCL raster font. Checking Rasterize font make Map To entry box unavailable.

## 7 Click **Apply** and **OK**.

The specified source font is mapped to the selected target font. The Details view in the Mappings window displays the selected source font and target font along with the target font type.

## Setting PDF Target Properties

You can set the PDF target properties for both Elixir and Windows source fonts.

To set the PDF target properties:

- 1 Right-click in the **Profile Tree** and select **Font Map, ELX Font Map** from the pop-up menu.  
The Font Mapping dialog displays with the Source category selected.



You can also set the PDF target font properties by right-clicking in the **Profile Tree** and selecting **Font Map, Windows Font Map** from the pop-up menu.

- 2 Specify the source font settings.  
For selecting and setting source font format properties, refer to the relative source font section under [“Creating New Font Mappings”](#) on page 281.
- 3 Select the **Targets** category to display available target font formats.

- 
- 4 Select the **PDF** as the target font from the **Supported Target Types** list.  
The PDF sub-category displays under the Targets category.
  - 5 Select one of the following options from the **Action** entry box:
    - **Map to Postscript Font:** maps the source font to the Postscript (Adobe Type 1) font.
    - **Replace by Multiple Master Font:** replaces the source font with the Adobe Multiple Master font.
    - **Embed in the Output File:** embeds source font in the PDF file. If the source font is a raster font (Xerox raster), Elixir Resource Map converts the source font to an Adobe Type 3 raster font and embeds it in the Postscript file; if the source font is a True Type font, Elixir Resource Map converts and embeds it to Adobe Type 1 outline font.
    - **Reference to Original Font:** embeds reference to the original font in the output file. This option is available only for Windows font mappings.
  - 6 Select the required target font from the **Target PDF Font** list.  
This option is enabled only when Map to Postscript Font is selected.



If Adobe Type Manager is not installed, selections are limited to basic fonts.

- 7 Click **Apply** and **OK**.  
An entry for each added source and target fonts association is added to the mapped fonts list that displays in the Mappings window, Details view.

---

## Setting PostScript Target Properties

You can set the Postscript target properties for both Elixir and Windows source fonts.

To set the Postscript target properties:

- 1 Right-click in the **Profile Tree** and select **Font Map, ELX Font Map** from the pop-up menu.  
The Font Mapping dialog displays with the Source category selected.



You can also set the PostScript target font properties by right-clicking in the **Profile Tree** and selecting **Font Map, Windows Font Map** from the pop-up menu..

- 2 Specify the source font settings.  
For selecting and setting source font format properties, refer to the relative source font section under “[Creating New Font Mappings](#)” on page 281.
- 3 Select the **Targets** category to display available target font formats.
- 4 Select the **PostScript** as the target font from the **Supported Target Types** list.  
The PostScript sub-category displays under the Targets category.
- 5 Select **PostScript** to set the target font properties.
- 6 Select one of the following options from the **Action** entry box:
  - **Map to Postscript Font:** maps the source font to Postscript (Adobe Type 1) font.
  - **Embed in the Output File:** embeds source font in the PDF file. If the source font is a raster font (Xerox raster), Elixir Resource Map converts it to Adobe Type 3 raster font and embeds in a Postscript file; if the source font is a True Type font, Elixir Resource Map converts and embeds it to Adobe Type 1 outline font.
- 7 Select the required font from the **Target PostScript Font** list.  
This option is enabled only when Map to Postscript Font is selected.



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**8** Click **Apply** and **OK**.

The specified source font is mapped to the selected target font. The Details view in the Mappings window displays the selected source font and target font along with the target font type.



If Adobe Type Manager is not installed, selections are limited to basic fonts.

## Setting VIPP Target Properties

You can set the VIPP target properties for both Elixir and Windows source fonts.

To set the VIPP target properties:

- 1** Right-click in the **Profile Tree** and select **Font Map, ELX Font Map** from the pop-up menu.  
The Font Mapping dialog displays with the Source category selected.



You can also set the VIPP target font properties by right-clicking in the **Profile Tree** and selecting **Font Map, Windows Font Map** from the pop-up menu.

- 2** Specify the source font settings.  
For selecting and setting source font format properties, refer to the relative source font section under [“Creating New Font Mappings”](#) on page 281.
- 3** Select the **Targets** category to display available target font formats.
- 4** Select **VIPP** as the target font from the **Supported Target Types** list.  
The VIPP sub-category font displays under the Targets category.
- 5** Select **VIPP** to set the target font properties.

- 
- 6 Select one of the following options from the **Action** entry box:
    - **Map to PostScript Font:** maps the source font to the Postscript (Adobe Type 1) font.
    - **Embed in the Output File:** embeds the source font in the PDF file. If the source font is a raster font, Elixir Resource Map converts it to Adobe Type 3 raster font and embeds in a Postscript file; if the source font is a True Type font, Elixir Resource Map converts and embeds it to Adobe Type 1 outline font.
  - 7 Select the required target font from the **Target PostScript Font** list.  
This option is enabled only when Map to PostScript Font is selected.



If Adobe Type Manager is not installed, selections are limited to basic fonts.

- 8 Specify the required height of the characters for the selected target VIPP font in **Pointsize**.  
This option is enabled only when Map to PostScript Font is selected and is available for the Elixir source font only.
- 9 Click **Apply** and **OK**.  
The specified source font is mapped to the selected target font. The Details view in the Mappings window displays the selected source font and target font along with the target font type.

---

## Setting Windows TT Target Properties

To set the Windows TT target properties for Windows fonts:

- 1 Right-click in the **Profile Tree** and select **Font Map, ELX Font Map** from the pop-up menu.

The Font Mapping dialog displays with the Source category selected.



You can also set the WinFont target font properties by performing either of these functions:

- Right-click in the **Profile Tree** and select **Font Map, Windows Font Map** from the pop-up menu.
- Right-click in the **Profile Tree** and select **Font Map, Embedded Outline Font Map** from the pop-up menu.
- Right-click in the **Profile Tree** and select **Font Map, AFP Font Map, Character Set** from the pop-up menu.

- 2 Specify the source font settings.  
For selecting and setting source font format properties, refer to the relative source font section under [“Creating New Font Mappings”](#) on page 281.
- 3 Select the **Targets** category to display available target font formats.
- 4 Select the **ElixirGDF** as the target font from the **Supported Target Types** list.  
The WinTT sub-category displays under the Targets category.
- 5 Select **WinTT** to set the target font properties.
- 6 Click **Font Selection**.  
The Font dialog displays.
- 7 Specify the **Font** type, **Size**, and **Style** in this dialog.
- 8 Select the font character set from the **Script** list.  
You can view a sample of your selections in the Sample area.
- 9 Click **OK** to select the source font for mapping and return to the **Font Mapping** dialog.

---

**I 0** Review the following font settings:

- **Font:** displays the selected font name.
- **Font Style:** displays the degree of boldness of a typeface (Bold, Medium, etc.).
- **Size:** displays the height of the characters in a font, each point size being approximately 1/72 of an inch.
- **Strikeout:** displays as checked, if the selected font applies strikeout formatting.
- **Underline:** displays as checked, if the selected font applies underline formatting.

**I 1** Click **Apply** and **OK**.

The specified source font is mapped to the selected target font. The Details view in the Mappings window displays the selected source font and target font along with the target font type.

## Associating an Elixir Code Page with a Font

Fonts support unique names for all of the characters. These names are referred to as the graphic character identifiers (GCID). Each key on a keyboard corresponds to a hexadecimal code points (Unicode). A code page is a table that associates graphic character identifiers along with code points.

Some font architectures like Xerox do not support names for individual characters. For these font architectures, the character mappings to the respective Unicode are performed within the Elixir environment. For more information on character mappings, refer to [“Mapping Characters”](#) on page 307.

A code page should be associated with a font whenever:

- The font does not support native character naming.
- The font contains characters in positions that do not correspond to character positions in the default code page.

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The default code page name is stored in the SystemData.ini file.

To display the default code page name:

- 1 From the **Elixir Resource Map** menu, select **View, Options**.  
The Options dialog displays.
- 2 Click the **System Data** tab that displays the list of key/value pairs.
- 3 Locate and select the **SYSTEM\_CODEPAGE\_MAP** entry.  
The Value entry box shows the selected code page value, which is T100ANSI. This value is based on the ANSI 1252 character-mapping standard that is used by the U.S. versions of Microsoft Windows.

You can associate the required code page with fonts as the default code page by customizing the Elixir Resource Map. For more information on customizing, refer to [“Working with the Resource Map”](#) on page 275.

## Associating a Code Page with a Font Imported into a Resource Library

To associate a code page with a font imported into a resource library:

- 1 Do either one of the following:
  - Select **Map, Fonts, Linked Code Page** from the menu.
  - Select **Fonts, Raster, Code Pages** from the **Profile Tree**, right-click in the **Details** view of the **Mappings** window, and select **Add** from the pop-up menu.  
The Linked Code Page dialog displays.
- 2 Click  adjacent to the **Font Name** entry box.  
The Open dialog displays.
- 3 Select **Elixir Resource Libraries (\*.erc, \*.erc32)** from the **Files of Type** drop-down list and browse to the library containing the required font.  
The resource tree for the selected library displays in a dialog.
- 4 Expand the **Library Root** node to view available resources.
- 5 Select the **Fonts** node to review the available resource list.
- 6 Select the required font resource.

---

7 Click **OK** to select the font and return to the **Open** dialog.

8 Click **Open** to return to the **Linked Code Page** dialog.

The font has been specified and the next step is to specify either the code page or character set. See [“Associating the Code page for Mapping”](#) on page 302 and [“Associating the Character Set for Mapping”](#) on page 302 for details.

## Associating the Code page for Mapping

To associate a code page with the selected font for mapping:

1 Specify the required font.

For more information, refer to [“Assigning a Character Prefix to a Windows Font”](#) on page 304.

2 Select the **Associate Code Page** option from the **Linked Code Page** dialog.

Selecting this option enables the Code Page option below.

3 Select the **Code Page** option.

4 Enter the required code page name in the **Code Page** entry box; you can only enter the code name if the **Associate Code Page** option is selected from above.

5 Click **Apply** and **OK** to return to the **Mappings** window.

## Associating the Character Set for Mapping

To associate a character set with the selected font for mapping:

1 Specify the required font.

See [“Assigning a Character Prefix to a Windows Font”](#) on page 304 for details.

2 Click the **Associate Charset** option from the **Linked Code Page** dialog.

This option associates the specified character set layout used by the Windows character set with font. Each imported character font is mapped to the Unicode value specified in the Windows character set.

3 Select the **Charset** option and select the required character set from the drop-down list.

This option is enabled only if **Associate Charset** is selected from above.

4 Click **Apply** and **OK** to return to the **Mappings** window.

---

## Importing a MappingText file

Elixir Resource Map enables you to import mapping files in the application. The mapping file contains information about the fonts and the associated code pages.

To import a mapping text file:

- 1 Do either one of the following:
  - Select **Import** from the **Map** menu.
  - Select **Fonts, Raster, Code Pages** from the **Profile Tree**, right-click in the **Details** view of the **Mappings** window, and select **Import** from the pop-up menu.

The Open dialog displays.
- 2 Select the **Mapping Text Files (\*.txt)** option from the **Files of Type** drop-down list.
- 3 Browse to the required folder to select the required mapping file.
- 4 Select the required file, click **Open** and return to the **Mappings** window  
The fonts and their associated code pages are displayed in the Details view.

## Editing an Existing Mapping

To edit an existing source font mapping:

- 1 Select the required font from the **Profile Tree**.  
The associated font mappings are displayed in the Details view of the Mappings window.
- 2 Select the required entry in the **Details** view.
- 3 Do either one of the following:
  - Select **Map, Edit** from the menu.
  - Right-click the selected entry and select **Edit** from the pop-up menu.

The dialog associated with the selected font for editing the selected font entry is displayed.
- 4 Edit available options as per your requirements.  
For editing the existing mapping properties, refer to the relative source and target font sections under [“Creating New Font Mappings”](#) on page 281 and [“Using Target Font Types”](#) on page 290.

---

## Deleting an Existing Mapping

To delete an existing source font mapping:

- 1 Select the required font from the **Profile Tree**.  
The associated font mappings are displayed in the Details view of the Mappings window.
- 2 Select the required entry in the **Details** view.
- 3 Do either one of the following:
  - Select **Delete** from the **Map** menu.
  - Right-click the selected entry and select **Delete** from the pop-up menu.The selected font mapping entry is deleted.

## Assigning a Character Prefix to a Windows Font

Some output formats, such as Metacode, have limitations on the size of a font name (typically 6 - 8 characters are supported). When a document containing TrueType or ATM fonts is converted to one of these formats, the fonts must be renamed.

The new font name is composed using the **PPSSWO** scheme where:

- **PP** = two character prefix;
- **SS** = Size of font (in points);
- **W** = Weight of font (Normal, Bold, Italic, and Bold-Italic);
- **O** = Orientation (Portrait, Landscape, Inverse Portrait, and Inverse Landscape).

The 2-character prefix can either be automatically generated or it can be manually assigned. With the exception of the 2-character prefix, the output conversion process automatically generates each character of the font name.



---

## Displaying Font Prefix Mappings

Elixir Resource Map enables you to view the font prefixes assigned to the Windows fonts by selecting the Font Prefix tree node.

To display the font prefix mappings:

- 1 Click **+** located to the left of the required profile in the **Mappings** window.  
This expands the tree to display all of the nodes under the selected profile.
- 2 Select the **Font Prefix** node.  
The following columns are displayed in the Details view of the Mappings window:
  - **Face Name:** displays the font face name specified in the **Font Prefix** dialog.
  - **Windows Charset:** displays the character set selected in the **Font Prefix** dialog.
  - **Font Name Prefix:** displays the 2-character long prefix name specified in the **Font Prefix** dialog.

## Assigning a Character Font Prefix to a Windows Font

To assign a character font prefix to a Windows font:

- 1 Do either one of the following:
  - Select the **Font Prefix** node, right-click in the **Details** view, and select **Add** from the pop-up menu.
  - Select **Map, Font Prefix** from the menu.The Font Prefix dialog displays.
- 2 Select the face (typeface) name of the Windows font from the **Facename** drop-down list.  
The list displays the available True Type or ATM fonts. Selecting the facename automatically generates a default 2 - character prefix in the Prefix entry box for the selected font.
- 3 Select the required Windows character set from the **Character Set** drop-down list.
- 4 Either enter the required 2 - character prefix in the **Prefix** entry box to or use the default prefix.
- 5 Click **Apply** and **OK** to return to the **Mappings** window.  
The settings are displayed in the Details view of the Mappings window.

---

## Editing an Existing Mapping

To edit an existing character prefix mapping:

- 1** Select the **Font Prefix** node from the **Profile Tree**.  
The assigned character font prefixes are displayed in the Details view of the Mappings window.
- 2** Select the required character font prefix entry from the **Mappings** window.
- 3** Do either one of the following:
  - Select **Edit** from the **Map** menu.
  - Right-click the required entry and select **Edit** from the pop-up menu.  
The Font Prefix dialog displays.
- 4** Edit available options as per your requirements.  
Refer to [“Assigning a Character Font Prefix to a Windows Font”](#) on page 305 for details.

## Deleting an Existing Mapping

To delete an existing character prefix mapping:

- 1** Select the **Font Prefix** parent node from the **Profile Tree**.  
The assigned character font prefixes are displayed in the Details view of the Mappings window.
- 2** Select the required entry for the source font in the **Mappings** window.
- 3** Do either one of the following:
  - Select **Delete** from the **Map** menu.
  - Right-click the required entry and select **Delete** from the pop-up menu.  
The selected character font prefix entry is deleted.

---

# Mapping Characters

As the DesignPro Manager prepares a document or a form for printing, each text character on a page is mapped to a specific Unicode ID. When a document is being parsed, the reverse process takes place; each character is mapped from its Unicode ID to the character required by the output format. The character mappings feature of the Elixir Resource Map is used to define and manage these mappings.

This section describes the Elixir Resource Map character mapping feature and how it works.

## Unicode Description

The Unicode standard (Unicode Standard, Version 3.0, The Unicode Consortium, Addison-Wesley, Jan. 2000) is designed to create a unique identifier for each character used in every written language around the world. It is based on a double-byte code that uses 16 bits to represent each character. The Unicode standard supports mappings for over 65,000 characters.

Each written language is assigned a certain “zone” within the Unicode table. There are also zones for specialized characters, such as symbols and figures, and a special zone reserved for “Private use area” characters, i.e., custom characters that are not found in any of the languages or symbol sets of the world.

The table displays the Unicode range for different Character Sets as specified in the Unicode standards:

Character Set	Unicode Range	
	Hexadecimal Value	Decimal Value
Basic and Extended Latin	0020 - 0233	32 - 563
General Punctuation	2000 - 206F	8192 - 8302
CJK (Chinese, Japanese, Korean) Unified ideographs	3400 - 9FA5	13312 - 40869
Private Use Area	E000 - F8FF	57344 - 63743

Character code translations from one format to another are also defined within the Elixir Resource Map. DesignPro Manager architecture uses Unicode standard for identifying characters, i.e., all fonts and documents processed by DesignPro Manager are mapped using the Unicode standard.

---

Elixir Resource Map supplied with DesignPro Manager contains the following pre-defined mappings:

- **AFP GCIDs:** All of IBM AFP single-byte GCIDs are mapped to their equivalent Unicode IDs.
- **Postscript Names:** All standard PostScript names are mapped to their equivalent Unicode IDs.

## Setting Sample Fonts

Elixir Resource Map provides the sample fonts feature to help in manual character mapping. You can specify a Windows font used to view the physical representation of the character glyph in the **Character Map** dialog. In addition, you can also specify an AFP character set, which is used to map the characters using the Unicode ID. This feature helps in creating manual translations of the character codes.

### Setting Sample Unicode Font


To select the sample Windows font:

- 1 Select **Unicode** from the **Map, Sample fonts** menu.  
The Font dialog displays.



For information on all of the options available in the **Font** dialog, refer to the *Elixir Resource Map Online Help*.

To open Online Help:

- From the **Help** menu select **Contents**, or
- Click  in an open dialog.

- 2 Specify the **Font** type, **Size**, and **Style** in this dialog.
- 3 Select the font character set from the **Script** list.  
You can view a sample of your selections in the Sample area.
- 4 Click **OK** to select the sample font and return to the **Mappings** window.  
The sample font selected is used to view the physical representation of the character glyph in the Character Map dialog.  
For more information, refer to “[Setting Character Mapping Options](#)” on page 314.

---

## Setting Sample AFPDS Font

You can also select the AFPDS font from a resource library.

To select the required sample font:

- 1** Select **AFPDS** from the **Map, Sample Fonts** menu.  
The Open dialog displays.
- 2** Select **Elixir Resource Libraries (\*.erc, \*.erc32)** from the **Files of Type** drop-down list and browse to the library containing the required font.  
The Resources Tree for the selected library displays in a dialog.
- 3** Expand the **Library Root** node to view available resources.
- 4** Select the **Fonts** node to review the available resource list.
- 5** Select the required font resource.  
You can also select another available resource by expanding the relative node.
- 6** Select the required font resource.
- 7** Click **OK** to select the font and return to the **Mappings** window.  
The font selected is used to map the characters using the Unicode ID. For more information, refer to [“Setting Character Mapping Options”](#) on page 314.

## Displaying Character Mappings

Elixir Resource Map enables you to view character mappings by selecting the **Characters** tree node and/or its sub-nodes from the **Profile Tree**. The node selection displays the associated font mappings in the **Details** view of the **Mappings** window.

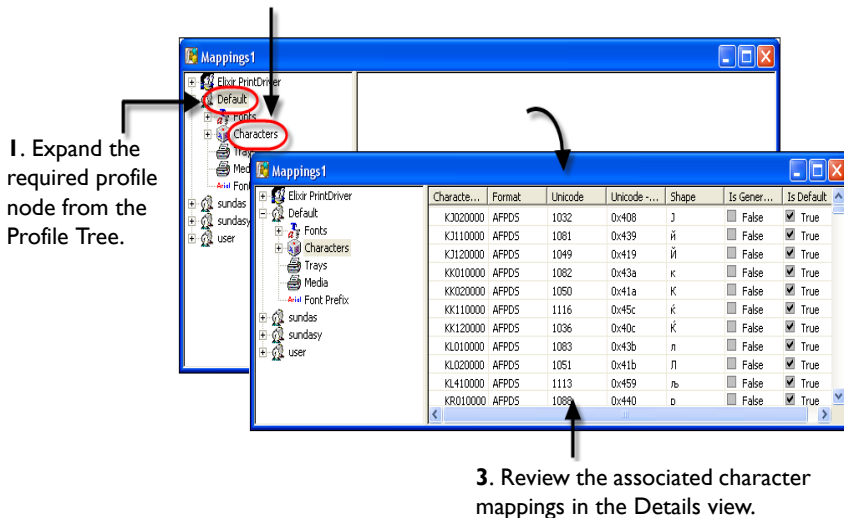
To display the character mappings:

- 1 Select **Mappings** windows as the active child window of the application.
- 2 Select the **Characters** node from the **Profile Tree**.
- 3 Click **+** located to the left of the **Characters** node.

This expands the Characters node to list all supported fonts.

The associated mappings display in the Details view of **Mappings** window.

2. Select the Characters tree node to display Character mappings.



The Characters node contains all of the character mappings that are assigned to the Elixir Resource Map.

The sub-nodes of the Characters node contain sub-sets of entire sets of mappings.

- **AFP:** displays all of the pre-defined AFPDS format character mappings.
- **Postscript:** displays all of the pre-defined Postscript format character mappings.

---

The **Details** view in the **Mappings** window is divided into a number of columns. A description of the columns displayed in the **Mappings** window is given below.

- **Character Name:** displays the names of the characters as referenced in its native environment.
- **Format:** displays the format of the native font.
- **Unicode:** displays the Unicode ID (in decimal).
- **Unicode - Hex value:** displays the Unicode ID in hexadecimal format.
- **Shape:** displays the physical representation of the character glyph.
- **Is Generated:** indicates if the character mapping entry was added manually or automatically. The checkbox displays as unchecked if the mapping entry was added manually.  
**Is Default:** indicates if the character mapping entry was automatically created when the font was installed. The checkbox displays as checked if the mapping entry was automatically created on font installation.

You can sort the contents of the **Mappings** window either in ascending order or descending order by clicking on the column headings.



The Unicode ID can be used more than once if character names from different environments (such as Postscript and AFP) are mapped to the same Unicode ID.

You can also add character mappings manually by using functions within the Elixir Resource Map.

---


## Automatically Adding Character Mapping to Resource Map

Elixir Resource Map enables you to create new character mappings. Character map entries are added automatically when fonts are imported into Resource Library.



For information on the Resource Librarian, see the *Elixir Resource Librarian Online Help*.

To open the Online Help, perform any of the following functions:

- Select **Help, Contents** from the menu.
- Click  available on the top right of an open dialog.

When a font is imported, active Resource Map is searched for each character name. If the name is already mapped, assignment is not performed; if the name is not mapped, it is automatically assigned to the Private use area of the Unicode map. The Private use area entries are assigned to positions E000 - F8FF (hexadecimal) or 57344 - 63743 (decimal).

When the mapping is automatically created, **Is Generated** box in **Mappings** window is checked for that entry.



# Manually Adding Character Mapping to Resource Map

Elixir Resource Map enables you to create new character mappings. You can create mappings manually between the GCID's of the characters and Unicode values.

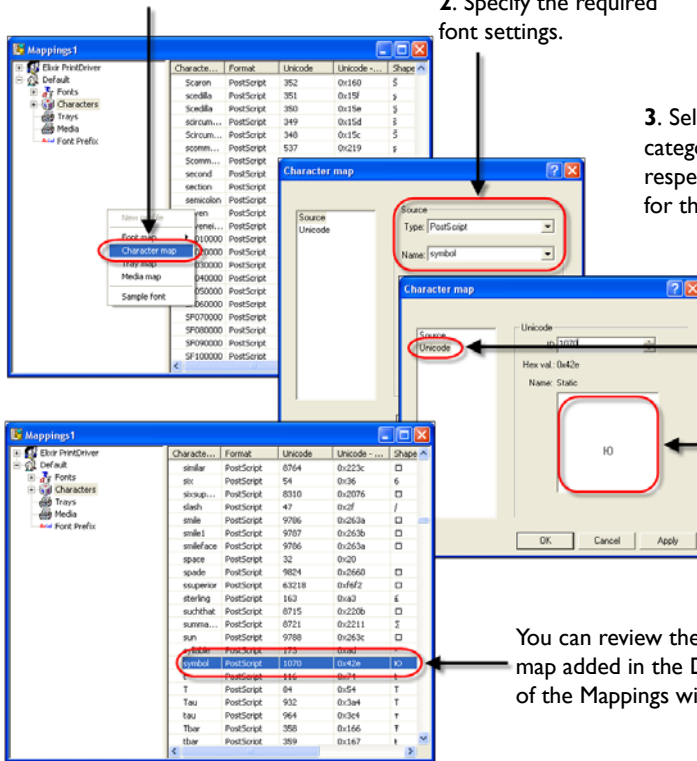
The sequence for creating new character mappings is illustrated in the figure below:

1. Right-click in the Profile Tree and select character to create a new character mapping.

2. Specify the required font settings.

3. Select the Unicode category to specify the respective Unicode value for the selected GCID.

4. You can review the Unicode associated with the character glyph in the sample area. Click OK to create the new character mapping.



You can review the character map added in the Details view of the Mappings window.

---

## Setting Character Mapping Options

To add a new character map:

- 1 Right-click in the **Profile Tree**, select **Character Map** from the pop-up menu. The Character Map dialog displays with the Source category selected by default.




You can also open **Character Map** dialog by performing either of the following functions:

- Select **Characters** from the **Map** menu.
  - Select the **Characters** node from the **Profile Tree**, and right-click in the **Details** view and select **Add** from the pop-up menu.
- 2 Select the source font from the **Type** drop-down list. You can select either **AFPDS** or **Postscript**.
  - 3 Select the required character GCID to be mapped from the **Name** drop-down list.
  - 4 Select the **Unicode** category to display the available options.
  - 5 Specify the required Unicode ID for the selected character type in the **ID** box. You can view a sample of your selections in the sample area. You can also view the name and hexadecimal equivalent of the selected Unicode value in the Name: and Hex val: boxes in the dialog.
  - 6 Click **Apply** and **OK**.  
An entry for each added source character and target Unicode is added to the mapped characters list that displays in the Details view of the Mappings window.

---

## Changing the Mapping of a Character

To edit an existing Unicode value for a specific character name:

- 1 Click  located to the left of the required profile in the **Mappings** window.  
This expands the tree to display all of the nodes under the selected profile.
- 2 Select the required node from the **Characters** node.  
The associated character mappings are displayed in the Details view of the Mappings window.
- 3 Select **Edit** from the **Map** menu.  
The Character Map dialog for editing the selected font entry is displayed.




You can also open **Character Map** dialog by performing either of the following functions:

- Select **Characters** from the **Map** menu.
  - Select the **Characters** node from the **Profile Tree**, and right-click the required character in **Details** view and select **Add** from the pop-up menu.
  - Double-click the selected entry.
- 4 Edit available options as per your requirements.  
Refer to [“Manually Adding Character Mapping to Resource Map”](#) on page 313 for more information on the available option.

---

## Deleting a Mapped Character

To delete an existing character mapping:

- 1 Click  located to the left of the required profile in the **Mappings** window.  
This expands the tree to display all of the nodes under the selected profile.
- 2 Select the required node from the **Characters** node.  
The associated font mappings are displayed in the Details view of the Mappings window.
- 3 Select the required entry from the **Details** view.
- 4 Select **Map, Delete** from the menu.  
The selected font entry is deleted.



You can also delete a mapped character by right-clicking the selected entry and selecting **Delete** from the pop-up menu.

## Character Mapping Fonts using Non-Native Character Names

Some font architectures, such as Xerox centralized, do not support character naming. For such architectures, a method must be used to associate each character with its Unicode value using the character's physical position within the font. Elixir Resource Map accomplishes this by associating an Elixir-format code page with the font.

To associate a code page with a font stored in the Elixir Resource Library, refer to [“Associating an Elixir Code Page with a Font”](#) on page 300.

---

# Tray and Media Mappings

Elixir Resource Map enables you to select the paper type for printing (for example, you can specify the paper type, color, and weight). In any print stream, tray commands specify the tray(s) from which a printer feeds. The tray command syntax varies from print stream to print stream. In order to maintain the tray settings, it is important to convert the tray commands.

The Elixir Resource Map **Tray** and **Media Mapping** windows provide user-defined settings to accomplish the following two-step conversion:


- First, the input trays are mapped to user-defined media.
- Second, the media are mapped to the output tray.

In addition, it is also possible to replace an Elixir form for a pre-printed stock using special Elixir media syntax.

## Displaying Tray Mappings

Elixir Resource Map enables you to view tray mappings by selecting the **Trays** node from the **Profile Tree**.

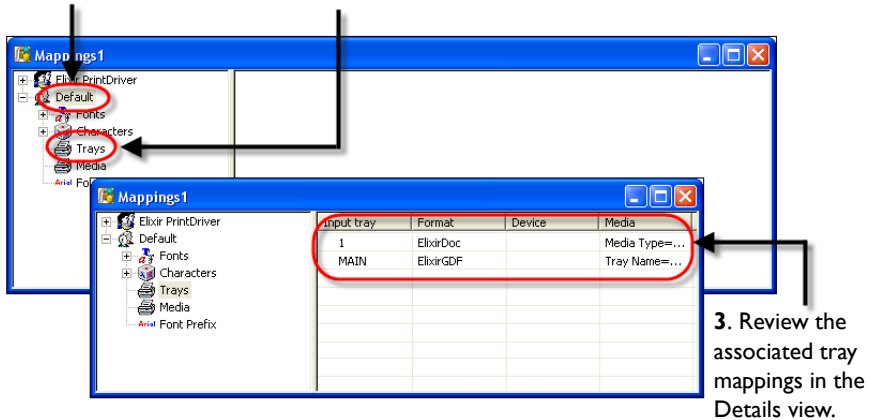
To display the font mapping:

- 1 Select the **Mappings** window as the active child window of the application.
- 2 Click  located to the left of the required profile.  
This expands the tree to display all of the nodes under the selected profile.
- 3 Select the **Trays** node from the **Profile Tree**.

---

The associated tray mappings display in the Details view on the right-hand side of the Mappings window.

1. Expand the required profile node from the Profile Tree.
2. Select the Trays tree node to display tray mappings.



The **Details** view in the **Mappings** window is divided into a number of columns. A description of the columns that are displayed in the **Mappings** window is given below:

- **Input Tray:** displays the tray name specified in the **Tray Map** dialog.
- **Format:** displays the format selected in the **Tray Map** dialog.
- **Device:** displays the name of the tray selected in the **Tray Map** dialog.
- **Media:** displays the media description specified in the **Tray Map** dialog.

You can edit, add, and delete the tray mappings by right-clicking the selected entry in the **Details** view of the **Mappings** window and selecting the required option from the pop-up menu. You can also sort the contents of the **Mappings** window either in ascending or descending order by clicking on the column headings.

---

## Mapping Input Format Trays to Elixir Media

To map input format trays to Elixir Media:

- 1 Select **Tray** from the **Map** menu.

The Tray Map dialog displays.



You can also open **Tray Map** dialog by performing either of the following functions:

- Right-click in the **Profile Tree**, and select **Tray Map** from the pop-up menu.
- Select the **Trays** node from the **Profile Tree**, and right-click in the **Details** view, and select **Add** from the pop-up menu.

- 2 Select the required format from the **Input Format** list. The list specifies the available input stream formats.  
(This feature is currently not functional).
- 3 Enter the system-specified input tray name or id in **Input Tray Definition** entry box. The tray name or ID specified depends on the input format selected.  
Example: Input tray definition=Tray 1.



When working with LCDS and Metacode input files that use DJDE STOCKSET commands. To do this, set the input tray to **Stock-Name** (as specified in the JSL or STK file). The input tray value for **Stock-Reference** is not supported. If you specify this value, an error message will be generated.

- 4 Specify the user-defined Elixir media definition in **Media Definition**.  
Elixir Resource Map also enables you to specify the tray name or a form name in the Media Definition entry box. To specify the media definition, you can use the syntax TrayName=x, where TrayName = the name of the tray. In addition, you can also specify the paper type, size, and weight.  
For example: MediaType=letter; MediaColor=red; MediaWeight=80.
- 5 Click **OK** to map the input format tray to the Elixir media and return to the **Mappings** window.  
The Input Tray, Form Format, and the Media Definition specified in the Tray Map dialog are displayed in the Details view of the Mappings window.

---

## Editing an Input Tray Entry

To edit an input tray entry:

- 1 Display the tray mappings.  
Refer to [“Displaying Tray Mappings”](#) on page 317 for more information.
- 2 Select the required entry in the **Details** view.
- 3 Select **Tray** from the **Map** menu.  
The Tray Map dialog for editing the selected entry is displayed.



You can also open the **Tray Map** dialog by performing either of the following functions:

- Right-click in the **Profile Tree**, and select **Tray Map** from the pop-up menu.
- Select the **Trays** node from the **Profile Tree**, and right-click in the **Details** view, and select **Add** from the pop-up menu.

- 4 Edit the available options as per your requirements.  
See [“Mapping Input Format Trays to Elixir Media”](#) on page 319 for details.

## Deleting an Input Tray Entry

To delete an input tray entry:

- 1 Display the tray mappings.  
See [“Displaying Tray Mappings”](#) on page 317 for details.
- 2 Select the required entry in the **Details** view.
- 3 Select **Map, Delete** from the menu.  
The selected tray mapping entry is deleted.



You can also delete a mapped character by right-clicking the selected entry, and then selecting **Delete** from the pop-up menu.



---

## Simulating Pre-Printed Stock

Pre-printed stock is stock of paper that has been printed with generic information, and the same paper is reused to print additional information. For example, an Electrical company sends out an invoice to its customers every month. This invoice has the customer's account activity printed on the front and invoice information printed on the back. The invoice information is the same for all of the customers. The invoice information can be printed separately and the same paper is reused to print information about individual customers. The invoice information is pre-printed stock.

Pre-printed stock can be simulated by referencing an Elixir Form in the Media Definition entry box in the **Tray Map** dialog of the Trays and Media Mappings windows. The reference must use the syntax:

TrayName=x; Form=x

Where TrayName names the tray and Form names the Elixir Form used to simulate pre-printed stock.



The referenced form can also be in the native format of the input stream, such as FRM for LCDS/Metacode.

## Displaying Media Mappings

Elixir Resource Map enables you to view media mappings by selecting the **Media** node from the **Profile Tree**.

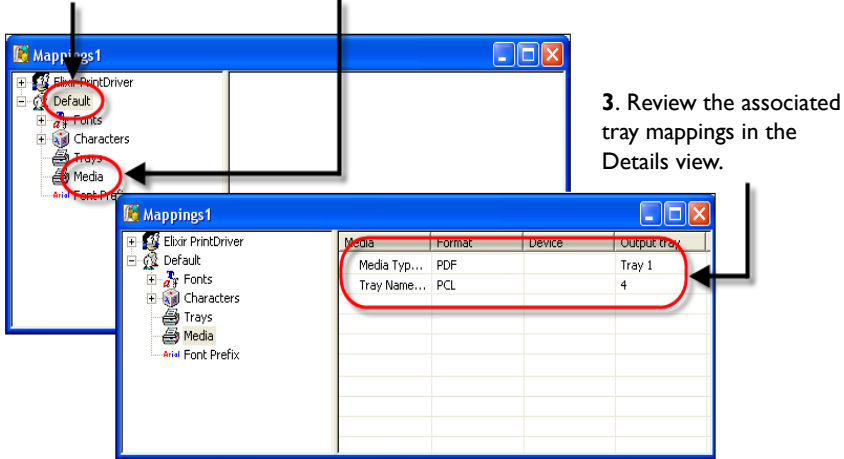
To display the font mapping:

- 1 Select the **Mappings** window as the active child window of the application.
- 2 Click  located to the left of the required profile.  
This expands the tree to display all of the nodes under the selected profile.
- 3 Select the **Media** node from the **Profile Tree**.

---

The associated tray mappings display in the Details view on the right-hand side of the Mappings window.

1. Expand the required profile node from the Profile Tree.
2. Select the Trays tree node to display tray mappings.



The **Details** view in the **Mappings** window is divided into a number of columns. A description of the columns that are displayed in the **Mappings** window is given below:

- **Output Tray:** displays the tray name specified in the **Tray Map** dialog.
- **Format:** displays the format selected in the **Tray Map** dialog.
- **Device:** displays the name of the tray selected in the **Tray Map** dialog.
- **Media:** displays the media description specified in the **Tray Map** dialog.

You can edit, add, and delete the tray mappings by right-clicking and selecting the required entry in the **Details** view of the **Mappings** window and selecting the required option from the pop-up menu. You can sort the contents of the **Mappings** window either in ascending or descending order by clicking on the column headings.

---

## Mapping Elixir Media to an Output Tray

To map Elixir Media to output format trays:

- 1 Select **Map, Media** from the menu.

The Tray Map dialog displays.



You can also open the **Tray Map** dialog by performing either of the following functions:

- Right-click in the **Profile Tree**, and select **Media Map** from the pop-up menu.
- Select the **Media** node from the **Profile Tree**, right-click in the **Details** view, and then select **Add** from the pop-up menu.

- 2 Select the required format from the **Output Format** list. This list specifies the available output stream formats.  
(This feature is currently not functional).
- 3 Enter the system-specified output tray name or id in **Output Tray Definition**. The tray name or id specified depends on the Output format selected.  
Example: Output tray definition=Tray 1
- 4 Specify the user-defined Elixir media definition in **Media Definition** entry box.  
Elixir Resource Map also enables you to specify the tray name or a form name in the Media Definition entry box. To specify the media definition, you can use the syntax TrayName=x, where TrayName = the name of the tray. In addition, you can also specify the paper type, size, and weight. Example: MediaType=letter; MediaColor=red; MediaWeight=80.



Information added in **Media Definition** must match the one specified in the **Tray Map** dialog. For more information on specifying media definition in the **Tray Map** dialog, refer to [“Mapping Input Format Trays to Elixir Media”](#) on page 319.

- 
- 5 Click **OK** to map the input format tray to the Elixir media and return to the **Mappings** window.

The Media Definition, Form Format, and the Output Tray definition specified in the Tray Map dialog are displayed in the Details view of the Mappings window.

### Mapping PCL Files

For PCL output format, the output trays are identified by their ID numbers. To make the tray mapping effective for PCL output format, specify the following options:

Set up the input area. Select **PCL** from the **Output Formats**, and set up the output area. Select the **Paper** category from the **PCL** dialog. Select the **From Document** option in the **Source** drop-down list. It checks the Elixir Resource Map for tray and media mapping definition. Click **Apply**, and then **OK**.

## Editing Media Tray Entry

To edit a media tray entry:

- 1 Display media tray mappings.  
For more information on displaying media tray mappings, refer to [“Displaying Media Mappings”](#) on page 321.
- 2 Select the required entry in the window **Details** view.
- 3 Select **Map, Edit** from the menu.  
The Tray Map dialog for editing the selected entry is displayed.



You can also open the **Tray Map** dialog by performing either of the following functions:

- Right-click in the **Profile Tree**, and select **Media Map** from the pop-up menu.
  - Select the **Media** node from the **Profile Tree**, right-click in the **Details** view, and then select **Add** from the pop-up menu.
- 4 Edit the available options as per your requirements.  
Refer to [“Mapping Elixir Media to an Output Tray”](#) on page 323 for more information on available options.

---

## Deleting Media Tray Entry

To delete a media tray entry:

- 1** Display media tray mappings.  
See “[Displaying Media Mappings](#)” on page 321 for details on displaying media tray mappings.
- 2** Select the required entry in the **Details** view.
- 3** Select **Map, Delete** from the menu.  
The selected media tray mapping entry is deleted.



You can also delete a media tray mapping by right-clicking the selected entry, and then select **Delete** from the pop-up menu.

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# Section V: References

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## **Appendix A: [Converting Resources using Converters](#)**

Explains how to convert Elixir Legacy resources to Xerox resources using Converters in the DesignPro Manager.

## **Appendix B: [Error and Warning Messages](#)**

Provides a list of error and warning messages that can be encountered while performing DesignPro Manager and Converters operations, along with explanations for each occurrence.

## **Appendix C: [Glossary](#)**

Provides DesignPro Manager concepts and terms.





## Appendix A:

# Converting Resources using Converters


### In this appendix...

- [Creating a Xerox Font](#)
- [Creating a Xerox Logo](#)
- [Creating a Xerox Form](#)

## Converter Overview

Converting resources (forms, fonts, and images) to different formats is often required while working in the Xerox environment. Converters is an application that can convert resource files into multiple file formats and can also save conversion parameters for resource conversion. This is helpful when you need all of your resources used in a design in the same format used by the target printer. For instance, Xerox format is specific to the Xerox printer. Any other format needs to be saved/converted to the Xerox format before printing. Prior to conversion, you can change default file format property options for most supported file types.




Refer to the *DesignPro Tools Online Help* for information on all of the options available in the Converter dialogs by clicking  on the top-right corner of the dialog.

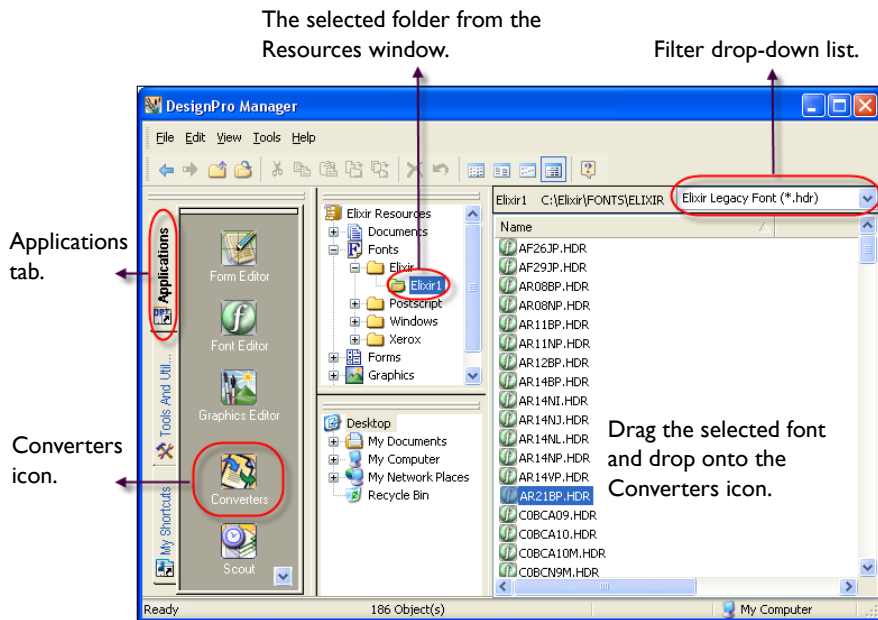
You can also save forms, fonts, and images to a target format in the respective DesignPro Form, Font and Graphic Editor applications. In this appendix, the Elixir Legacy resources are being converted to Xerox resources. However, the converter supports other formats for conversion.

Refer to *Chapter 5: "Using Converters"* on page 93 for information on the supported formats.

## Creating a Xerox Font

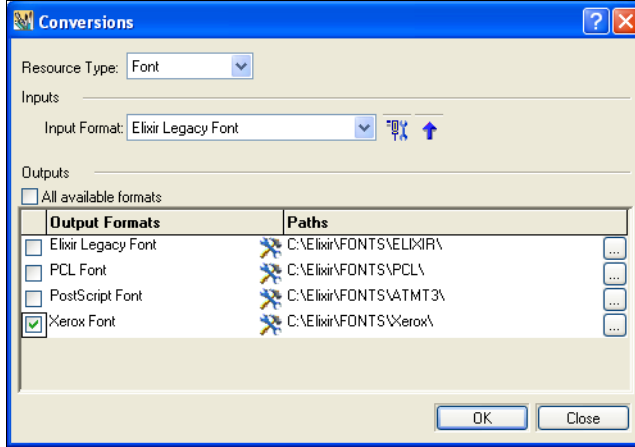
To convert an Elixir Legacy Font into a Xerox Font:


- 1 From the **Resources** window, browse to the folder **Fonts, Elixir, Elixir1**.
- 2 Select **Elixir Legacy Font (.hdr)** from the **Filter** drop-down list.  
The Elixir Legacy Font files display in the Details window.
- 3 Select the required file from the **Details** window, drag it and drop on to the Converters icon,  in the **Applications** tab of the **Navigation** window.




*DesignPro Manager workspace highlighting the objects involved in a conversion.*

The Conversions dialog displays the available input and output formats.




- 4 Click  to view the properties for Elixir Legacy Fonts. The GDF/ElixirForm dialog displays.
- 5 Review the dialog selections and make your changes.



For information on all of the options available in the selected input format property dialog(s), click  on the upper-right corner of the dialog.




In case of converting a single resource to multiple formats, the input conversion settings defined are applied to all of the target files created.

- 6 Click  to view the input file and path information.


- 
- 7 Select **Xerox Font** from the **Output Formats** under the **Outputs** area.




An Elixir Legacy Font can also be converted to other formats shown in the Output Formats column simultaneously. For more information on multiple conversions, see *Chapter 5: “Using Converters”* on page 93.

- 8 Click  adjacent to the **Xerox Font** option in the **Output Formats** column. The Xerox LPS Resource Writer dialog displays.
- 9 Review the dialog selections and make your changes.



For information on all of the options available in the selected output format property dialog(s), click  on the upper-right corner of the dialog.

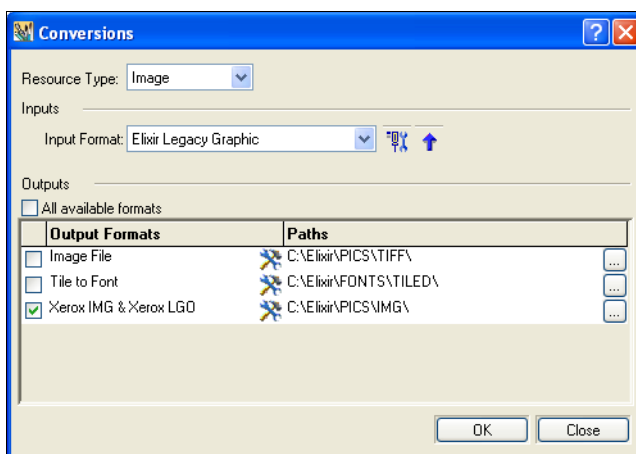
- 10 Click  to open the **Browse for Folder** dialog, and specify a different location for saving the file. The default path for saving an Xerox font file is `drive:\Elixir\Fonts\Xerox\`.
- 11 Click **OK** to run the conversion.  
The output file is placed at the location specified in step 10. The Messages window displays the conversion process and the destination directory of the Xerox font.


---

## Creating a Xerox Logo


To convert an Elixir Legacy Graphic to Xerox IMG and Xerox LGO:


- 1 From the **Resources** window, browse to the folder **Graphics, Elixir, Elixir1**.
- 2 Select **Elixir Legacy Graphic (.lp3)** from the **Filter** drop-down list. The Elixir Legacy Graphic files display in the Details window.
- 3 Select the required file from the **Details** window, and then click **File, Convert** from the menu. The Conversions dialog displays the available input and output formats.




- 4 Click  to view the properties for Elixir Legacy Graphics. The GDF/ElixirForm dialog displays.
- 5 Review the dialog selections and make your changes.





For information on all of the options available in the selected input format property dialog(s), click  on the upper-right corner of the dialog.

- 6 Click  to view the input file and path information.

- 
- 7 Select **Xerox IMG & Xerox LGO** from the **Output Formats** under the **Outputs** area.
  - 8 Click  adjacent to the **Xerox IMG & Xerox LGO** option in the **Output Formats** column.  
The Xerox LPS Resource Writer dialog displays.
  - 9 Review the dialog selections and make your changes.



For information on all of the options available in the selected output format property dialog(s), click  on the upper-right corner of the dialog.

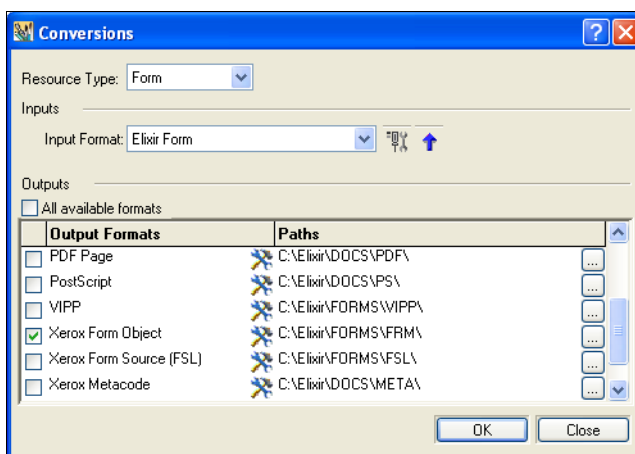
- 10 Click  to open the **Browse for Folder** dialog, and specify a different location for saving the file. The default path for saving a Xerox image is *drive:\Elixir\Pics\Img\*.
- 11 Click **OK** to run the conversion.  
The output file is placed at the location specified in step 10. The Messages window displays the conversion process and the destination directory of the Xerox image.



---

## Creating a Xerox Form

To convert an Elixir Form to Xerox Form Object:


- 1 From the **Resources** window, browse to the folder **Forms, Elixir, Elixir1**.
- 2 Select **Elixir Form (\*.efr)** from the **Filter** drop-down list.  
The Elixir Form files display in the Details window.
- 3 Select the required file from the **Details** window, and then press **Alt + C** on the keyboard.  
The Conversions dialog displays the available input and output formats.




- 4 Click  to view the input file-path.
- 5 Select **Xerox Form Object** from the **Output Formats** under the **Outputs** area.
- 6 Click  adjacent to the **Xerox Form Object** option in the **Output Formats** column.  
The Xerox LPS Resource Writer dialog displays.

- 
- 7 Review the dialog selections and make your changes.



For information on all of the options available in the selected output format property dialog(s), click  on the upper-right corner of the dialog.

- 8 Click  to open the **Browse for Folder** dialog, and specify a different location for saving the file. The default path for saving a Xerox font is *drive:\Elixir\Forms\Frm*.
- 9 Click **OK** to run the conversion.

The output file is placed at the location specified in step 8. The Messages window displays the conversion process and the destination directory of the Xerox form.



The Elixir Legacy Form (.elx) can also be converted to the other available formats by following the same process.



## Appendix B:

# Error and Warning Messages



### In this appendix...

- [Error and Warning Messages Handling](#)
- [Error Messages](#)
- [Warning Messages](#)

## Error and Warning Messages Handling

DesignPro Manager displays processing and compilation errors, warning, and informational messages generated by the application in the **Messages** window.

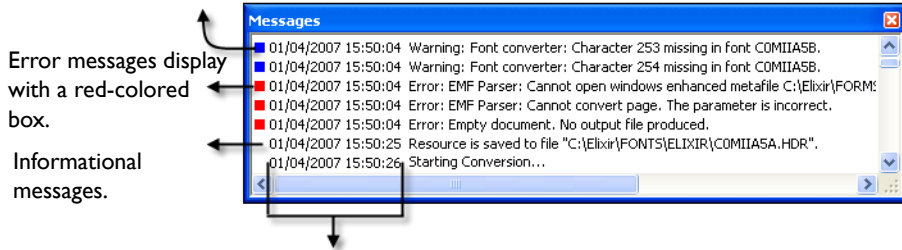
Right-click in the **Messages** window and select **Show Color** from the pop-up menu to display color-coded boxes associated with each message type:

- : A red box precedes the error messages.
- : A blue box precedes the warning messages.

Informational messages are displayed in black; no box precedes them.

The following image shows the **Messages** window displaying different informational, error, and warning messages along with the date and time of generation.

Warning messages display with a blue-colored box.



Date and Time when the message was generated.

## Error Messages

The error messages typically encountered while working with the DesignPro applications are described in this section.

### Invalid License Key

Error Message	Explanation	Solution
License key not found. Cannot activate converters.	Cannot find the license key to run the application.	Download the updated and correct license key to run the application.

### Missing Resources

Error Message	Explanation	Solution
Font "%1" not found	The associated font was not found on path specified in the <b>Resources, Fonts</b> tab of the input property page.	Specify the correct path for the associated font in the <b>Resources</b> category, <b>Fonts</b> tab of the input property page.
Form "%1" not found	The associated form was not found on path specified in the <b>Resources, Forms</b> tab of the input property page.	Specify the correct path for the form referred in the error message, in the <b>Resources</b> category, <b>Forms</b> tab of the input property page.

<b>Error Message</b>	<b>Explanation</b>	<b>Solution</b>
Image "%1" not found	The associated image was not found on path specified in the <b>Resources, Images</b> tab of the input property page.	Specify the correct path for the Image referred in the error message, in the <b>Resources</b> category, <b>Images</b> tab of the input property page.
Missing GDF/ELX Parser: Font "C0AR10" not found.	The font file has not been downloaded completely, or it may be corrupt.	Download all required font components properly and place them in the corresponding fonts folder.
Missing GDF/ELX Parser: Font "C0AR10" not found.	Font file is not downloaded completely or it may be corrupt.	Download all required font components properly and place them in the corresponding fonts folder.
Cannot retrieve resource "C0AR10."	Font file is not downloaded completely or it may be corrupt or missing.	Download all required font components properly and place them in the corresponding folder.
Using default resource instead of "C0AR10."	Cannot find selected resource at the specified path.	The specified font has been replaced with the default resource.
	Resources not present in the specified folder.	Specify the corresponding folder for the referred resources.
Cannot retrieve Image name.	Image resource is absent or corrupted.	Specify the correct location for image resources or replace the corrupted image file.
Cannot retrieve form name.	Form resource is absent or corrupted.	Specify the correct location for form or replace the corrupted form.

### Invalid Resource Path

<b>Error Message</b>	<b>Explanation</b>	<b>Solution</b>
Cannot find resource file "C:\Documents and Settings\ username\Desktop\ image.bmp."	The resource (e.g., form) has been downloaded from another user's machine, which contains a linked image. Cannot find the linked image path referred in the form.	Redefine the path for the linked image.

---

## Image Conversion - Memory Out of Space

Error Message	Explanation	Solution
Cannot create bitmap. Elixir Image Object: Cannot load persistent storage. Invalid pointer.	When converting either a form or an image to TIFF format, these messages are displayed if the memory runs out of space.	You can follow any one of the following methods to fix the problem: <ul style="list-style-type: none"><li>• Retry the conversion after closing other applications.</li><li>• Retry the conversion after reducing the resolution of the image.</li><li>• Retry the conversion after reducing the depth of the image.</li></ul>

## Object Extends Page Boundary

Error Message	Explanation	Solution
Object of type Image or another rasterized object extends beyond top or left page boundary. Object will be ignored.	Cannot convert object outside the page boundary.	Resize or move the object to place it within page boundaries.
Object of type Line extends beyond bottom or right page boundary. Object will be processed.	Cannot convert part of object outside the page boundary.	Resize or move the object to place it within page boundaries.

## Low Memory

Error Message	Explanation	Solution
Error: Unable to perform transform operation due to low memory resource.	Transformation fails due to low memory.	Low memory issue. The user can either expand the available memory or kill some running processes to free some space.

---

## Cannot Open Map Table

Error Message	Explanation	Solution
Insufficient rights. Cannot open map table C:\Documents and Settings\ All Users\Application Data\ Elixir Technologies\MAPS\ ElxMap.mdb.	The user does not have sufficient rights to open the mapping database.	Give appropriate rights to the user for opening the mapping database.

## Enumeration Failed

Error Message	Explanation	Solution
Enumeration of mapping entries failed.	The mapping database file does not exist or it has not been successfully opened.	Place the mapping database file on the specified path and also give rights to the user to open the mapping database file.

## Mapped Drive

Error Message	Explanation	Solution
Wizard could not connect to the remote <i>Drive x</i> .	The PrintDriver could not connect to the mapped <i>Drive x</i> for converting output file(s).	Make sure the remote drive is accessible to perform the conversion.

## Text Strings

Error Message	Explanation	Solution
Text object “_” was badly constructed. Please repair input parser.	This error appears when input parser has not set the commands of text object string properly.	Recreate the text object.
Cannot get font for text “_”. <b>Note:</b> “_” displays a text string in the form.	Textlib can not retrieve font for the text object.	Recreate the text object.

---

## Zero Pages

Error Message	Explanation	Solution
Empty document. No PostScript file produced.	The document contains only blank pages.	Specify a valid input file.
Empty document. No PDF file produced.		

## Incorrect Font Reference

Error Message	Explanation	Solution
Incorrect font/ink reference. The value is higher than fonts/inks number in font list.	A local font value for a text string cannot be found in the list of fonts and inks for the page. The local font value is larger than the largest value in the list.	To fix this error: <ul style="list-style-type: none"><li>■ Specify the correct <b>IDEN</b>, <b>SKIP</b> and/or <b>OFFSET</b> values in the JSL file. Update the JSL file path in the <b>JSL</b> category of the <b>Metacode</b> parser.</li><li>■ Make sure that the font list in the FRM files corresponds to the local font ID values that are referenced in the Metacode pages.</li></ul>

## Incorrect Property Name

Error Message	Explanation	Solution
Incorrect property " <i>Property Name</i> ".	One of the property values passed to the Command Line Converter is incorrect.	Verify the following: <ul style="list-style-type: none"><li>■ Property is valid for the converter being used.</li><li>■ Spelling of the property name is correct.</li></ul>

---

## Incorrect JSL File Path

Error Message	Explanation	Solution
Cannot process JSL file <i>drive:\Path\Filename</i> .	Processing of the JSL file <i>drive:\Path\Filename</i> failed by the LCDS parser due to incorrect syntax or because it is missing some necessary information for conversion (e.g., VFU information).	Check JSL file for any errors and specify the correct path for JSL file.

## File Size Limit

Error Message	Explanation	Solution
Output file has grown over <i>x GB</i> . Architectural limits reached. No file produced.  <b>Note:</b> In the above message, ' <i>x</i> ' specifies the file size. The limit for PS files is <b>2 GB</b> , and that for PDF files is <b>10 GB</b> .	A file of maximum <i>xGB</i> size can be generated.	It's an architectural limit. Reduce the file size.

---

# Warning Messages

The warning messages typically encountered while working with the DesignPro applications are described in this section.

## Linked Resource Conversion

Warning Message	Explanation
Conversion of linked resource 'image' was unsuccessful through original linkage settings.	The resource (such as form) was downloaded from another user's pc with a linked image; cannot find the linked image path referenced in the form; redefine the path for the linked image.

## Invalid Property in Command Line Converters

Warning Message	Explanation
Invalid property " <i>Property Name</i> ".	Incorrect syntax for a property on the Command Line. The Command Line Converter ignores the specified property and continues conversion.

## Missing Unicode Character Reference

Warning Message	Explanation
User unicode xxxxxxxx defined for 99999.	A character in a font being referenced during a conversion has been mapped to the Unicode Private Use Area in the Resource Map. This occurs when the name of the character is not found in the list of character names residing in the Resource Map.



---

## Undefined Font

Warning Message	Explanation
Font facename undefined. Using "Arial."	The specified font name has not been recognized; replaced with the default font, Arial.
System or True Type font with facename "My Arial" not found on the local computer. Using "Arial" instead.	System or True Type Font is not installed on local computer using system default font instead.


## Resource Naming

Warning Message	Explanation
ELX output converter: The resource file already exists. 'c:\Elixir\FONTS\ELIXIR\C0D0GT.hdr' (not replaced)	The resource with the same name already exists. Specify a different name to save the resource.

## Mapped Drive

Warning Message	Explanation
Warning: Wizard could not disconnect from the remote <i>drive x</i> .	PrintDriver could not successfully disconnect from the mapped <i>drive x</i> after converting the output file.

## Invalid Input

Warning Message	Explanation
Warning: C:\Testing.pdf file is invalid for given 'Input Type' and 'Input Format.' When a pdf file is dropped on Converters icon,  in the Manager.	PDF parsing is not supported in DesignPro Tools, therefore, when a pdf file is dropped onto the Converters, this message is received.

## Missing File Association

Warning Message	Explanation
Association is missing.	PrintDriver could not find a system association for the file extension to an application. Specify the appropriate associations for output files.

---

## Substituting Elixir Resources

Warning Message	Explanation
Substituting Elixir resource ' <i>filename</i> ' for original resource ' <i>filename</i> '.	The LCDS input parser could not locate the native version of the resource. It has successfully found and substituted an Elixir Legacy version of the resource.

## Missing Character Code

Warning Message	Explanation
Character 53 missing in font Arial.	The character '54' of Character code is not available in font 'Arial.' Skipping the missing character code.

## Mapping Database does not Exist

Warning Message	Explanation
Mapping database "C:\Documents and Settings\All Users\Application Data\Elixir Technologies\MAPS\ElxMap.mdb" doesn't exist.	Mapping database file does not exist on the specified path.

## Same Passwords

Warning Message	Explanation
The Open Document and Change Security Passwords should be different to apply security checks.	Adobe Acrobat requires the user and owner passwords to be different in order to apply proper security restrictions.

## Duplicate Group Name

Warning Message	Explanation
Duplicate Radio Group(s) renamed.	Each radio button group should have a unique name. The group is renamed if a group with similar name already exists.

## Appendix C:

# Glossary

The following is an alphabetical listing of product-specific or unique terms and abbreviations used in this guide.

**Application tab**

A tab page that can be used to open the installed DesignPro applications.

**Cloned profile**

Profile that is an exact replica of its parent profile. See [Profile](#).

**Default profile**

Profile that uses all system defined profile items to create a new profile. See [Profile](#).

**Details view**

A view displaying the contents of a node selected in the Profile Tree. See [Profile Tree](#).

**Derived profile**

Profile that inherits the missing profile item values from its parent profile. See [Profile](#).

**Details pane**

A pane that displays selected virtual or system folder filtered contents.

**Documents folder**

A directory containing the fully composed multi-page documents for Xerox Form Objects (\*.frm), Elixir (\*.gdf), Enhanced Metafile (\*.emf), Print Control Language (\*.pcl;\*.prn), Portable Document Format (\*.pdf), and PostScript formats.

**Explorer window**

A window displaying Windows Explorer view of system folders.

**FDF**

FDF (Forms Data Format) is the file format used for interactive forms (containing active objects) data.

**Flat View**

A view displaying default environment variables and categorization of profile keys.

---

**Fonts folder**

A directory containing Elixir Legacy Coded Font (X0\*.cdf; X1\*.cdf; X2\*.cdf; X3\*.cdf; X4\*.cdf), Xerox Fonts (\*.fnt), and Windows font files.

**Formats View**

A view displaying the profile keys sorted by file format type.

**Forms folder**

A directory containing Xerox Form Object (\*.frm), Xerox Form Source (\*.fsl), Elixir, Elixir Metafile, Print Control Language, Portable Document Format, and PostScript forms.

**Graphics folder**

A directory containing Xerox IMG and LGO (\*.img, \*.lgo) and Elixir Legacy Graphic files (\*.lp3).

**Hot key**

See [Keyboard shortcut](#).

**Jobs folder**

A directory containing Xerox Form Object (\*.frm), Xerox Form Source (\*.fsl), Elixir FormDef (\*.efd), and Elixir PageDef (\*.epd) job folders.

**Keyboard shortcut**

A Special key or key combination for executing operation without using mouse; also called hot key(s).

**Mapping folder**

The process of associating a physical folder path to virtual folders. See [Virtual folder](#).

**Mappings window**

A window displaying Resource Map contents and assigned associations.

**Messages window**

A window displaying informational, error, and warning messages.

**Navigation window**

A window displaying the page tabs for switching between installed DesignPro applications, utilities and tools and user-defined application shortcuts.

**Profile**

A system file that stores important file locations for Elixir applications.

**Profile Tree**

A tree depicting Default and custom profiles under the current user Windows login name.

---

**Resource Type View**

A view displaying profile keys sorted by resource type.

**Resources window**

A window displaying Elixir Resources virtual folders tree.

**Setup (.epm) file**

A file that stores individual input and output property settings for conversion.

**My Shortcuts tab**

Applications can be opened directly from icons available on this tab page. My Shortcuts tab displays user-defined shortcuts for different applications.

**Standard toolbar**

A toolbar that provides easy access to the most commonly used application commands.

**Symbol**

A key representing application objects with associated paths and types.

**Tools and Utilities tab**

A tab page that can be used to open the installed DesignPro tools and utilities.

**Utilities**

Service programs designed to perform everyday tasks such as verifying the validity of the product license.

**Virtual folder**

Abstract representation of a DesignPro Tools physical file folder; displays in a tree in DesignPro Manager organized by resource type, then format.

---

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