

Support

If you experience any problems with your software, please get in touch with our support team:

Support website: <http://support.magix.net>

This website will lead you to the MAGIX user service page, which, among other things, contains the following free offers:

- FAQs (frequently asked questions) and general tricks and tips. In most cases you'll find the solution to your problem here. If not, use the Email support form:
- E-mail support form. Via the special form you inform our support staff about your system. This information is used to solve your problems quickly and competently. Simply fill out and send with a mouse-click!
- Support forum: You are not alone. Perhaps other users had a similar problem and can help you solve yours. Our support staff are also regular contributors.
- Download section: Updates, improvements and patches are likewise offered free of charge via download. Many problems you may experience are well-known to us, and which can be solved by downloading the latest patch. Besides patches, there are also wizards for checking and optimizing your system
- Links: In the links list you will find the contact addresses of all the most important hardware manufacturers.

You can also reach our support team by telephone:

UK: 0905 118 0888 (25p/min)
(open Monday to Friday 9:00 - 16:00 GMT)

Denmark: 077345695
(open Monday to Friday 10:00 - 17:00 CET)

Finland: 0942597819
(open Monday to Friday 10:00 - 17:00 CET)

Norway: 021543223
(open Monday to Friday 10:00 - 17:00 CET)

Sweden: 0852507027
(open Monday to Friday 10:00 - 17:00 CET)

Email: info@magix.net

Please have the following information at hand:

- Program version
- Configuration details (operating system, processor, memory, hard drive...)
- Sound card configuration (type, driver)
- Information regarding other audio software installed

More from MAGIX

In January 2007 Xara was acquired by MAGIX AG, Xara now operates as a wholly owned subsidiary. MAGIX AG holds the leading market position for the distribution of photo, music and video software in key European markets, as well as being one of the three leading market players in the USA. Xara customers are already benefiting from MAGIX considerable distribution experience and resources.

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. Here you will find everything you need to know about MAGIX products and any current special offers that may be available.

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- MAGIX Community
- Support
- Current news & information

and much more. It's worth a visit...

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- Free product updates and services
- Exclusive club events and surprises
- News and info about the club and much more...

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Welcome to MAGIX Xtreme Print Studio

Welcome to **MAGIX Xtreme Print Studio**

the ideal program for one-of-a-kind CD/DVD cases and labels. It's great for designing and printing labels, covers, inlays, and booklets quickly and easily.



Even complete track listings, shapes, and lines can be added.

This free program perfectly rounds off the look of your homemade CDs and DVDs!

The following [Short introduction](#)

will give you a quick overview of the functions in the program; these functions are described in more detail in the reference section.

Note: The reference section is a shortened version of the documentation for MAGIX Xtreme Graphic Designer 2. Functions that are not available in MAGIX Xtreme Print Studio have been removed.

Nevertheless, it may be the case that figures in this help document do not always match features of the program. In seldom cases, functions or features may be mentioned that are not available in MAGIX Xtreme Print Studio. Please have patience and understanding in such cases.

Short description

To create a cover for a disc quickly, proceed as follows:

- Select the type of project or format
- Add and design images, text, and graphics.
- Print covers, labels, and inlays.

Whether covers for music CDs, movies, title images for videos or slideshows, or a label for your backup copies, MAGIX Xtreme Print Studio makes it all possible!

Arbeitsschritte

[Edit playlists](#)

[Select template](#)

[Creatively edit your cover](#)

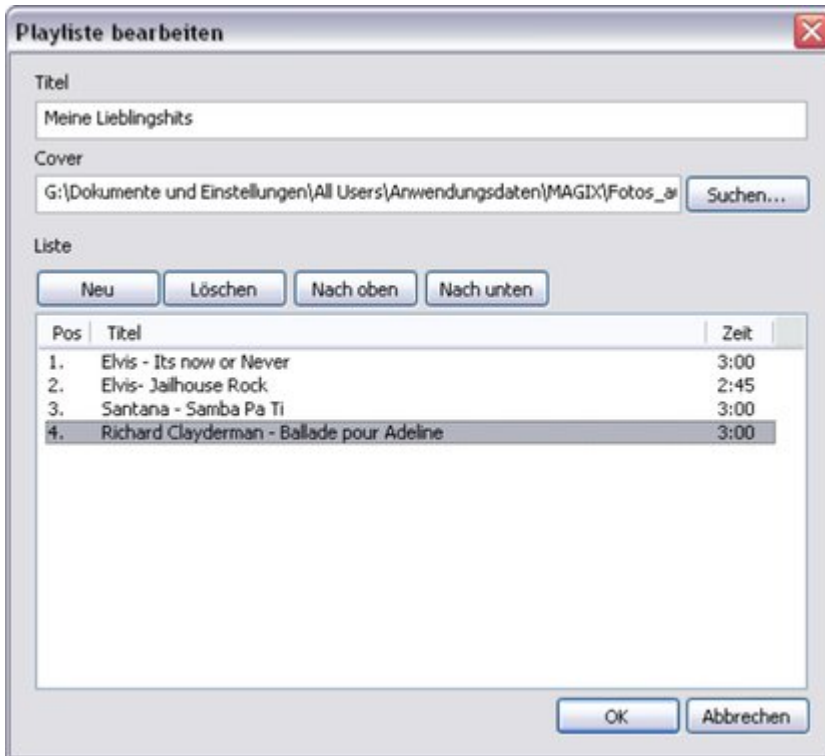
[Printing](#)

Edit playlists



Please click this button to open the playlist editor.

If MAGIX Xtreme Print Studio is opened via another program like MAGIX MP3 Maker or MAGIX Movie Edit Pro, then the playlists will already include titles and play durations. A cover is therefore created automatically. Read more in [Select template](#)



At the top, enter the title of the disc, and then select a cover image in the middle that should be loaded into the document (this can also be added later).

The list is edited below: **New** creates a new entry, **Up/Down** moves an entry in the list, **Delete** removes an entry.

Once the list has been entered completely, the dialog can be closed with **OK** and a document with matching text and graphics objects will be added.

Select template



Now select a template for your cover from the list.

A new document will be created based on the selected template.

If you select another template later or make changes to the playlist via the playlist editor, a new document will be created. For this reason, make sure that the playlist entries are correct and that you have selected the correct template **before**

you start to add creative work to the cover.

Creatively edit your cover

You can edit your cover creatively with the help of the tools in the toolbar to the left. For example, you can:

- Add pictures
- Add simple geometric shapes
- Change the font and text
- Add additional text

This chapter contains a short description of these functions; for a more detailed description, please read the reference chapters,

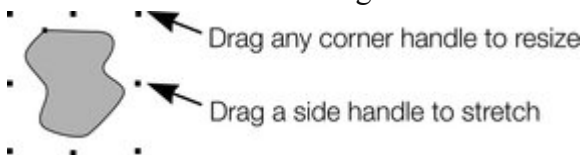
Add images

To add image files for your cover, simply drag them out of the explorer onto a page in MAGIX Xtreme Print Studio, or use the **Import** command from the **File** menu.

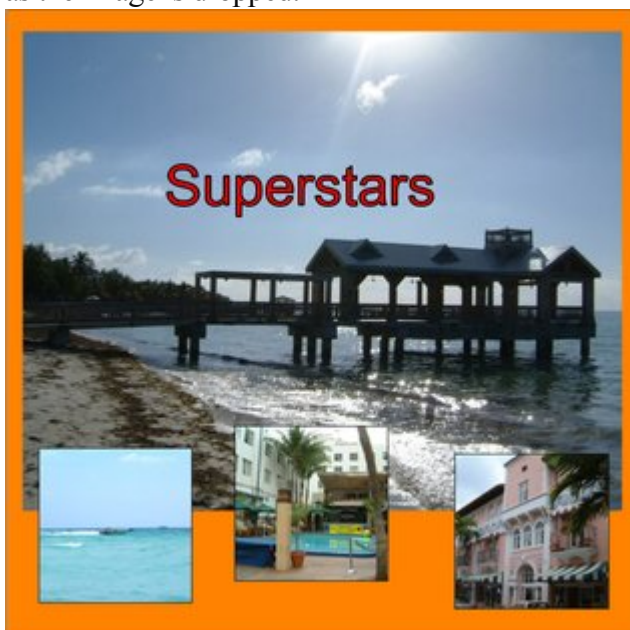
Imported objects always land at the very front of the document, i.e. before available playlists. In order to put them behind the text, use the command **Move to background** (shortcut: Ctrl + B) in the **Arrange** menu.



Drag the corners with the **Selection** tool to make the image the desired size.



Tip: You can also fill a shape (e.g. the CD label or a rectangle) with an image. Hold down the "Shift" key as the image is dropped.

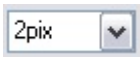


Drawing Lines and Shape



Use the pencil tool to draw lines. Click for a new straight line section; if you drag the corner points, curved lines will be created. Finish the line with "Shift + click".

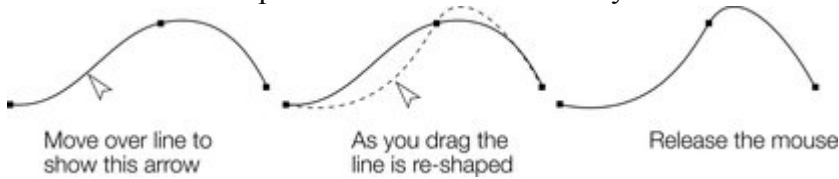
To change the line thickness, first select the object or objects which you would like to change:



Type a new line width into the text box on the standard toolbar or choose a default line thickness from the menu.

You can create a closed shape by ending a line back at its start point. A "+" beside the mouse pointer indicates that it is positioned over the start handle.

Lines and closed shapes can be edited retroactively.



Use the square and circle tools to create these shapes as frames for text areas or [images](#)



With the "Quickshape" tool, you can create other polygons and stars. More about this in the [reference](#) section.

Edit text

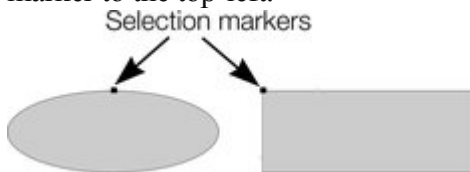
A text field is an object like an image or graphic and therefore cannot be freely enlarged or diminished with the selection tool.



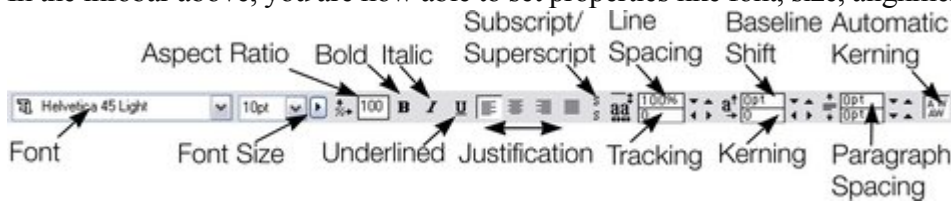
To edit text directly, switch to the text tool.

Next, click the text object, and you will be able to edit the text like normal.

To change properties of the text like font or size, click with the text tool in a text field and then press the "Esc" key. The text field is now completely selected, which can be recognized by the small selection marker to the top-left.



In the infobar above, you are now able to set properties like font, size, alignment, and more.



Entering text

In the **Text**

Tool if you click and drag diagonally on the page you will create a rectangular text area. The blinking cursor will be positioned in the top left corner and you can type or paste text.

A text area can contain a "flowing" text story. A text story refers to a single piece of text, flowing from one text area to another. It's called flowing text because, like water, as you add or remove text in one area it overflows into connected text areas or flows back from text areas.

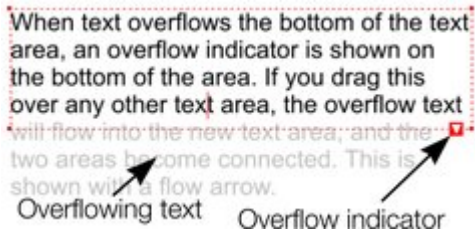
If the text overflows the bottom of the text area the overflowing text is shown gray, although you can continue to edit this text as usual.

If text extends past the bottom of the text area, an overflow indicator is shown on the bottom of the area.

If you drag this over any other text area, the overflow text will flow into the new text area, and the two areas become connected.

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Overflowing text Overflow indicator

The diagram consists of a rectangular text area with a red dashed border. The text inside is black and wraps to two lines. The second line of text is cut off at the right edge, with a small red square icon at the end of the line. Below the text area, there are two labels: 'Overflowing text' and 'Overflow indicator'. An arrow points from 'Overflowing text' to the end of the second line of text. Another arrow points from 'Overflow indicator' to the red square icon.

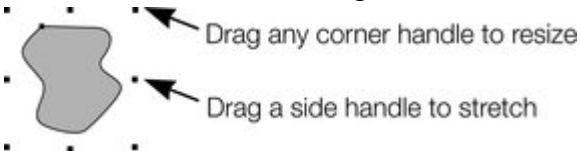
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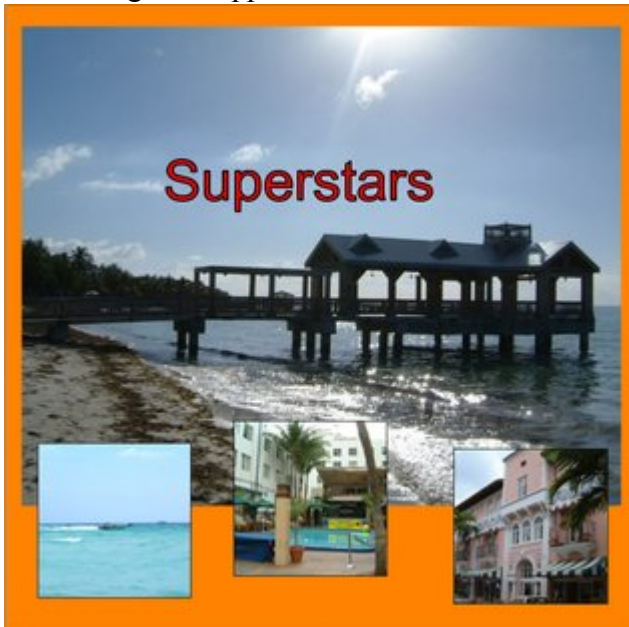
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Drag the corners with the **Selection** tool to make the image the desired size.



Tip: You can also fill a shape (e.g. the CD label or a rectangle) with an image. Hold down the "Shift" key as the image is dropped.

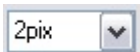


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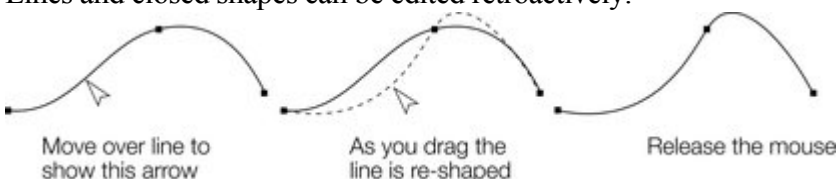
To change the line thickness, first select the object or objects which you would like to change:



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You can create a closed shape by ending a line back at its start point. A "+" beside the mouse pointer indicates that it is positioned over the start handle.

Lines and closed shapes can be edited retroactively.



Use the square and circle tools to create these shapes as frames for

text areas or [images](#)



With the "Quickshape" tool, you can create other polygons and stars. More about this in the [reference](#) section.

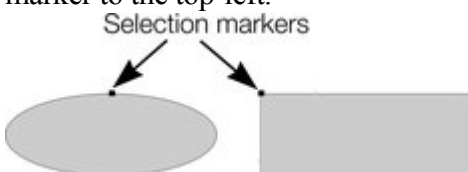
Edit text

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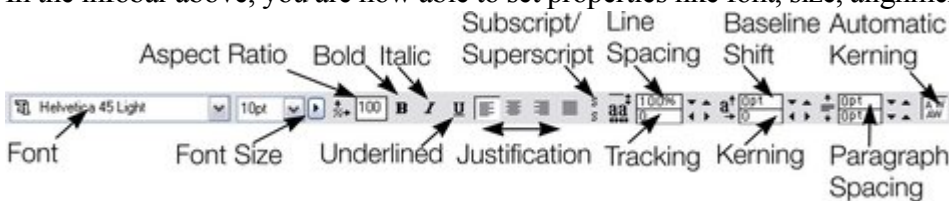
T To edit text directly, switch to the text tool.

Next, click the text object, and you will be able to edit the text like normal.

To change properties of the text like font or size, click with the text tool in a text field and then press the "Esc" key. The text field is now completely selected, which can be recognized by the small selection marker to the top-left.



In the infobar above, you are now able to set properties like font, size, alignment, and more.



Entering text

In the Text

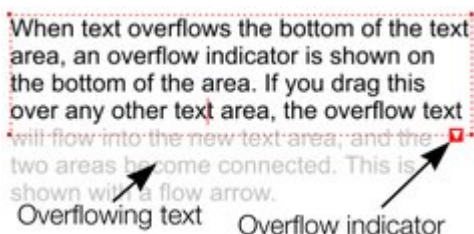
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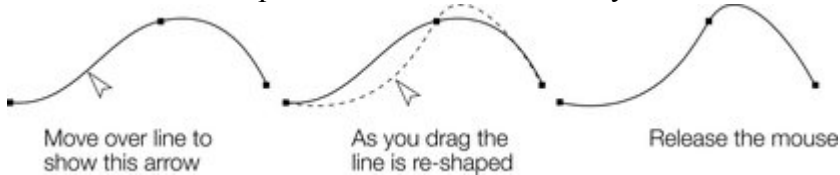
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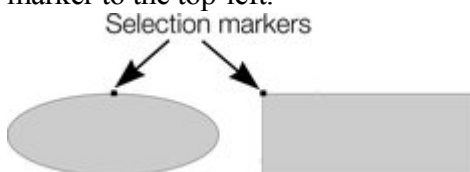
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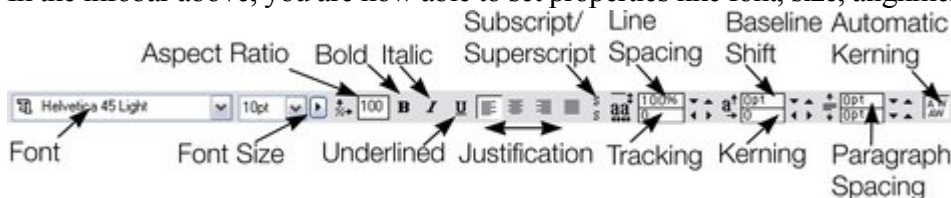
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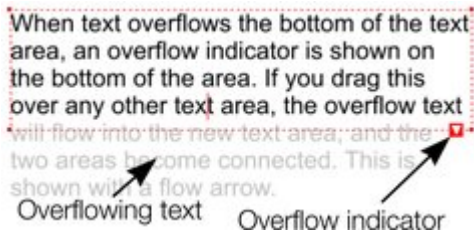
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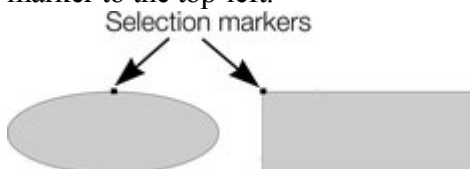
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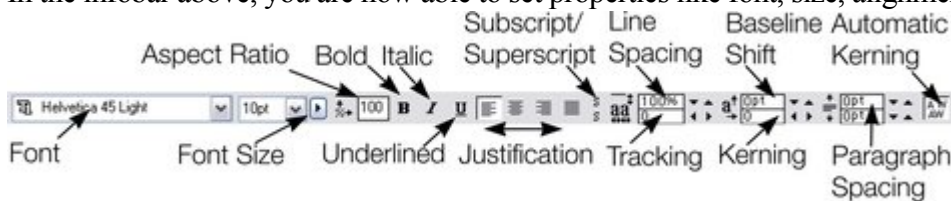
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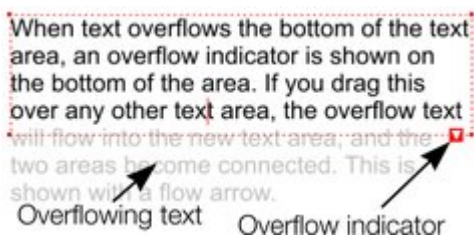
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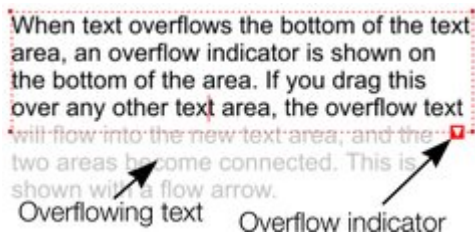
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Printing



Use the **Print** button in the **Standard** toolbar to print out your finished cover.

Document handling



In this chapter

[Changing the zoom value](#)

[Sliding the document within the window](#)

[Normal/full screen modes](#)

[On-screen grid](#)

[Rulers](#)

[Decimal point & thousands separator characters](#)

[The clipboard](#)

Changing the zoom value

It's often useful to enlarge your view of the document to examine details or reduce your view to get an overall impression. Scalings above 100% show an enlarged view (similar to looking through a magnifying glass); below 100% a reduced view. The only change is your view of the document; the size of the document itself and the objects in it are unchanged (changing the document size is described later). To change the zoom value you can use either the **Zoom Tool**, mouse, or control bars.

Some shortcuts are available for quick setting of zoom values: The plain numeric keys (1, 2, 3, 4) set the zoom to between 100% and 400%. The number 5 key sets it to 50%.

Using the Zoom tool



To zoom:

- Select the **Zoom Tool** from the **Main Toolbar**.
- Or press "Alt + Z" to toggle between the current tool and the **Zoom Tool**.
- Or press and hold down "Alt + Z" to temporarily swap to the **Zoom Tool** (release "Alt + Z" to return to the previous tool).
- Or press "Shift+ F7" to select the **Zoom Tool**.

Changing the zoom value using the mouse

If you have a mouse wheel:

- Hold "Ctrl" and scroll your mouse wheel to change the zoom level.

You can also configure a mouse button to zoom in or out. Furthermore, you can change the mouse wheel action between scrolling and zooming in "[Utilities > Options > Mouse tab](#)"

. The opposite action is available then by pressing "Ctrl".

Alternatively, select the **Zoom Tool**, and

- Click to zoom in (enlarge).
- "Shift+ click" to reduce the zoom value (to see more of the document).
- Drag the mouse diagonally to create a rectangle. When you release the mouse button, the area within the rectangle is enlarged to fit the window.

Changing the zoom using the zoom InfoBar/control bar

To change the zoom:



Shortcut "Ctrl + R". Click the **Previous zoom** button. This is the zoom value before the current setting. Using this button lets you flip zoom in and out on the document. This is useful for switching between examining an area in detail and an overall view. The previous zoom value is stored for each window. You can swap between windows and the previous zoom values are retained.



Shortcut "Ctrl + Shift+ J". Click the **Zoom to drawing** button. The window shows all the objects in the document.



Shortcut "Ctrl + Shift+ P". Click the **Zoom to Page** button. The window shows the entire page or pair of pages.



Shortcut "Ctrl + Shift+ Z". Click the **Zoom to Selection** button. The selected object or objects fill the window.



Type a value into the text box. Press "↵" to implement the change, or select preset zoom values including those above (page, drawing, selected, previous) in the dropdown menu.

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Changing the zoom using the zoom InfoBar/control bar

To change the zoom:



Shortcut "Ctrl + R". Click the **Previous zoom** button. This is the zoom value before the current setting. Using this button lets you flip zoom in and out on the document. This is useful for switching between examining an area in detail and an overall view. The previous zoom value is stored for each window. You can swap between windows and the previous zoom values are retained.



Shortcut "Ctrl + Shift+ J". Click the **Zoom to drawing** button. The window shows all the objects in the document.



Shortcut "Ctrl + Shift+ P". Click the **Zoom to Page** button. The window shows the entire page or pair of pages.



Shortcut "Ctrl + Shift+ Z". Click the **Zoom to Selection** button. The selected object or objects fill the window.



Type a value into the text box. Press "↵" to implement the change, or select preset zoom values including those above (page, drawing, selected, previous) in the dropdown menu.

Sliding the document within the window

The quickest and easiest way to move around the document is to use the middle mouse button (normally the mouse wheel) if you have one. Click and hold the middle button down and then move the mouse. Release the button to return to your previous tool.

To move the document within the window you can also:

- Use the scroll bars and arrows at the side of the window.
- Use the mouse wheel to scroll the document up and down ("Shift + mouse wheel" for left and right)



- Or select the **Push** Tool from the main toolbar ("H").
- Or press the space bar or "Alt + X" to toggle between the current tool and the **Push** Tool.
- Or press and hold down the space bar or "Alt + X" to temporarily switch to the **Push** Tool (release key(s) to return to the previous tool). You can then use the mouse to drag the document around in the window.

The **Push** Tool InfoBar is the same as the **Zoom** Tool InfoBar (described above).

Displaying the scroll bars is optional. Choose "**Window -> Bars -> Scrollbars**" to turn them off.

You can change the mouse wheel action between scrolling and zooming in "**Utilities -> Options -> Mouse**"

. The opposite action is available then by pressing "Ctrl".

Normal/full screen modes

In normal screen mode part of the window is occupied by the title bar, menu bar, and scroll bars. This can be inconvenient if you want the maximum possible editing area. Xtreme Print Studio has a second screen mode, i.e. fullscreen, which displays a more streamlined screen. You can configure each screen mode as you wish. For example, each can have its own configuration of the control bars. The configuration is remembered and applies whenever you swap between screen modes.

Normal/full screen is controlled by "**Window -> Fullscreen**" ("8" on the numeric keypad).

To display the menu bar in full screen mode, move the pointer to the top of the screen.

For information on customizing control bars, see "[Customizing Xtreme Print Studio](#)"

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On-screen grid

To help you lay out your document, Xtreme Print Studio can display a grid on the screen (the grid appears only on the screen; it is never printed.) The grid helps you align objects (similar to using graph paper as a drawing aid).

Window -> Show Grid

("#") turns display of the grid on/off.

You can also choose "**Window -> Snap to Grid**"

. The grid points then act like magnets, and as you move objects, they snap to the nearest grid point.

Refer to the "Object Handling" for details of snapping.

The type of grid (isometric/rectangular), the 0,0 point (the origin), and spacing of grid points is controlled by the [Grid & Rulers tab](#)

of the options dialog box. Any changes you make apply only to the selected document.

You can move the grid relative to the page by moving the rulers (0,0) point (described later).

Rulers

Rulers are turned off by default. To turn them on:

- Press "Ctrl + Shift + R".
- Or select "**Window -> Bars -> Rulers**".

Xtreme Print Studio uses rulers to:

- Control text [margins, tabs and indents](#) in the **Text** Tool.
- Let you know which part of the page you are viewing;
- Show the current pointer X/Y position;
- Apply guidelines. If "Window -> Snap to grid" is active, guidelines snap to divisions on the ruler.
For more information on guidelines, refer to the guides & guidelines section in "Object Handling".

As you create or scale objects, you can use the rulers to check their size. You can also more accurately use the **Selector**

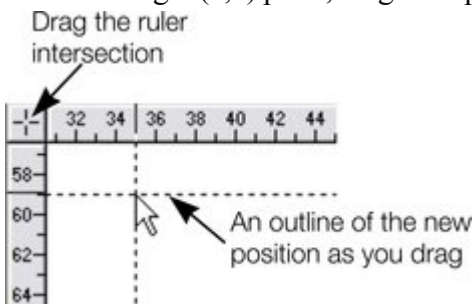
Tool (see "Selecting objects" for more information).

Rulers are displayed at the left and top of the window. A dotted line on each ruler follows the current pointer position.

The units and number of divisions on the rulers are the same as those set for customizing the on-screen grid. These are set using the [Grid & Ruler Tab](#) of the options dialog box. The current units and any scaling factor are displayed on the right hand end of the top ruler.

Changing the ruler zero points

It is often easier to measure objects if you align the origin (0,0) point of the rulers with the object. To move the origin (0,0) point, drag the square at the intersection of the two rulers.



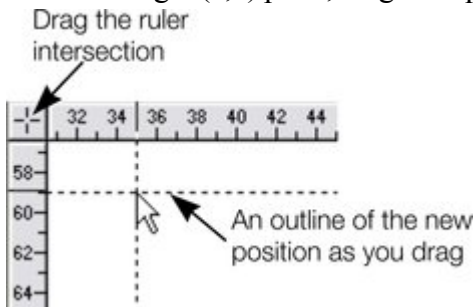
You can drag vertically or horizontally along the rulers or over any part of the Xtreme Print Studio editing window. As you do, a dotted line will outline the new position.

This also moves the grid origin so that divisions on the ruler always align with the grid.

You can also move the zero point from under the [Grid & Ruler tab](#) of the options dialog box.

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Decimal point & thousands separator characters

The characters used as a decimal point (1.23) and as a thousands separator (1,000) are those set in the Windows Control Panel. (In Windows XP, the relevant section is the "Regional and Language options".) Similarly, the number of digits following the decimal point is also set in "Regional and Language options".

The clipboard

This is a temporary store and is used like a physical clipboard. You can cut or copy part or all of your drawing onto the clipboard. You can then transfer the clipboard contents to another part of the same document or to another document or application.

The clipboard can only hold one item or one set of items at a time. Placing something on it overwrites any existing contents. Objects remain on the clipboard until deleted or overwritten by either Xtreme Print Studio or another application. This lets you paste the clipboard contents again and again if you wish.

Object Handling

In this chapter

[The constrain key](#)

[Undo and Redo](#)

[Selector tool](#)

[Moving objects](#)

[Removing objects from the document](#)

[Duplicating and cloning](#)

[Moving objects forward and backwards](#)

[Scaling \(resizing\) objects](#)

[Rotating objects](#)

[Flipping objects](#)

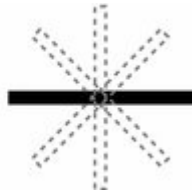
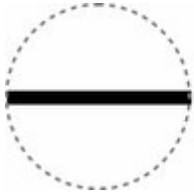
[Stretching and squashing objects](#)

[Skewing objects](#)

[Create a guideline](#)

The constrain key

The "Ctrl" key has a special function in Xtreme Print Studio. It constrains the action of the current operation in some way. For example, normally you can rotate an object to any angle. But in Xtreme Print Studio, if you hold down "Ctrl" while you rotate an object, and the rotation is constrained to preset angles.



The black line on the left can be rotated to any angle within the circle. On the right is the same line, but with "Ctrl" held down it can only be rotated to the positions indicated.

Similarly, constraining a rectangle creates a perfect square and constraining an ellipse creates a perfect circle. Release "Ctrl", and they will not be constrained.

The constrain angle feature is defined in **Options -> General -> Angle constraint**

Undo and Redo

In this chapter

[What are undo and redo?](#)

[The undo command](#)

[The redo command](#)

[Changing the size of the undo list](#)

What are undo and redo?

We all make mistakes or change our minds. Xtreme Print Studio makes it easy to correct mistakes or cancel unwanted changes. Also, illustrations lend themselves to experimentation. Every action you make is recorded in an undo list which lets you undo not just the last operation, but also to step back by undoing successive operations. In this way, you can experiment freely knowing that you can always remove anything that doesn't look correct.

The undo command



"Undo

" cancels the effects of the last operation. To undo an operation:

- Click **Undo** on the **Standard** control bar.
- Or choose "**Edit -> Undo**" (the exact wording tells you what the next undo step is, i.e. undo scale).
- Or press "Ctrl + Z".
- Or press the comma key (in any tool except the **Text Tool**).

You can repeat the undo command to step back through the sequence of previous operations.

The redo command



Redo cancels the last undo command. To redo the last operation:

- Click the **Redo** button on the **Standard** control bar.
- Or choose "**Edit -> Redo**" (the exact wording tells you what the next redo step is, i.e. redo scale).
- Or press "Ctrl + Y".
- Or press the period (full stop) key (in any tool except the **Text Tool**).

You can only redo immediately after undo. You cannot redo after changing the document (for example, by moving or adding an object).

Changing the size of the undo list

By default the size of the undo list is limited by the available memory only, and with Xtreme Print Studio being very efficient and today's computers having plenty of RAM you shouldn't run into any problems.

However, if you still wish to limit the memory your undo list can take, you can limit the list size.

To limit the list size:



1. Choose "**Utilities -> Options**".
2. Select the "**Tune ups**" tab.
3. Select a "**Limited**" undo size.
4. Type in the required value followed by
 - "M" or "m" for a value in megabytes (4M).
 - "K" or "k" for a value in kilobytes (200K).
 - Or no suffix for a value in bytes (3000).
 - Values can include decimal points (1.234M).
 - The list has a minimum size of 1024 bytes (1K).
 - Click either:
 - "**OK**" to make the change and close the dialog box,
 - Or "**Apply now**" to make the change but leave the dialog box on screen. This lets you make further changes.

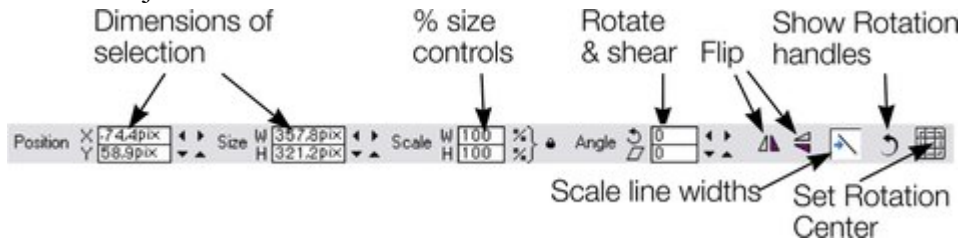
If the new undo list size is less than its current size you are warned that data will be lost from the undo list. Then in future, as the list becomes full, the oldest information is automatically discarded.

Selector tool



The **selection**

tool is the main tool for selecting, moving, scaling and rotating objects.



To use the **Selector**

tool:

- Click on the **Selector** tool on the main toolbar,
- or press "Alt + S", "V", or "F2".

Because the **Selector** Tool is the most used tool, there is an additional shortcut that lets you switch to the Selector Tool to perform a selection or other operation, and quickly switch back to the previous tool. If you are using another tool, you can easily switch to the **Selector**

Tool:

- Press and release "Alt + S" to switch to the **Selector** Tool. Press again to return to the previous tool, or
- Hold down "Alt + S" to select the **Selector** Tool. Perform the required operation while the keys are held down, then release to return to the previous tool.

Selecting objects

To select a single object, click on any visible part of the object.

Marquee selection

To select multiple objects, press and hold down the mouse button. Dragging the mouse draws a selection rectangle, all objects wholly within the selection rectangle are selected.

Some other drawing programs call this marquee selection.

If you have an object in the way which is preventing you from drawing a rectangle because you end up moving the object, hold down "Shift" while dragging out the selection rectangle.

By default, dragging a selection rectangle selects only those objects which are completely inside the rectangle. This behavior can be changed so it's compatible with the way selection works in other applications, whereby the objects touching the rectangle outline also become selected. Hold down "**Ctrl**" while dragging to include those objects touching the selection rectangle in the selection.

The "**Utilities** -> [Options](#)"

dialog enables you to change the default setting for marquee selection. So you can choose to have objects touching the selection rectangle selected, without having to hold down "Ctrl" during the drag. In this case, holding "Ctrl" down while dragging selects only the objects wholly inside the rectangle.

Extend Selection

To select additional objects:

- Shift+ click on them.
- Or Shift+ drag the mouse. This draws a selection rectangle and adds objects within the rectangle to the selection.

Select under

[Tutorial movie](#)

: Hold down "Alt" to select objects hidden by other objects. By "Alt + clicking" you can step through several overlapping objects.

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Selecting all objects

To select all objects:

- Choose "**Edit** -> **Select all**",
- Or press "Ctrl + A".

Deselecting an object

To deselect all objects:

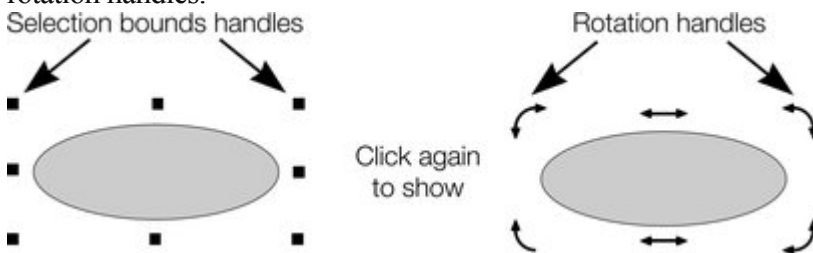
- Click anywhere on an unused part of the document,
- Or choose "**Edit -> Clear selection**",
- Or press "Esc".

To deselect one object from several:

- Shift+ click on the object. This deselects that object. Other objects remain selected.

Selection bounds handles

Selection bounds handles let you scale and stretch selected objects see [Stretching and squashing objects](#) for more details. Successive clicks on an object alternate between showing selection bounds and rotation handles.

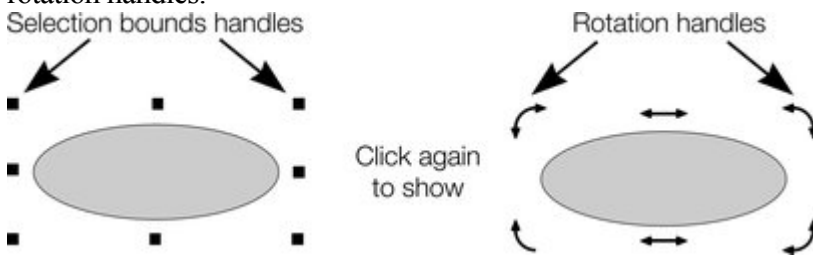


Tab

With any selected object, pressing "Tab" and "Shift+ Tab" will move through the selected objects (previous and next object in the document).

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Moving objects

To slide an object across the page

1. Choose the **Selector** Tool.
2. Drag the object to the required position. Hold down "Ctrl" to restrict the direction of movement to one of the constrain angles.

The constrain angles are user definable. Refer to "[Customizing Xtreme Print Studio](#)"

"

Hold down "Ctrl + Alt" and you can drag the selected object even if the pointer is not over it. This is useful when the selected object is hidden behind another object or part of a group. Release "Ctrl" and "Alt" after you start the move unless you want to constrain the move.

You can also move objects using the arrow cursor keys. This is described on the next page.

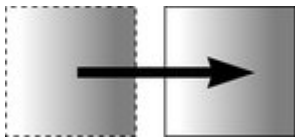
Drop copy

During a move (and while still holding the left mouse button down) click the right mouse button or press + on the numeric keypad to drop a copy of the object. The original object doesn't move. You can do this as many times as you wish to create a series of duplicated objects.

You can also hold down the right mouse button and drag a copy of the object. Left click to leave a copy at the current mouse position.

Fills

Usually, moving an object also moves the fill with it:



Normal move left to right with a linear filled object.

This also applies to rotating, skewing, scaling and stretching objects.

Xtreme Print Studio can also move the object but not the fill origin.



To do this click the "-" key on the numeric keypad during the move.

The same move, but pressing "-" (minus) during the drag.

Nudging objects

Usually you can move an object a small amount by using the arrow keys to nudge the object (these keys sometimes have other uses, especially in the **Text** Tool).

Nudging is not affected by either magnetic or grid snapping (snapping is described later).

Nudge modifiers

To modify the nudge distance, use these key combinations while using the arrow keys:

- Ctrl nudge 5 times the normal distance
- Shift nudge 10 times the normal distance
- Ctrl+Shift nudge by 1/5th the normal distance
- Alt nudge by 1 pixel
- Alt+Shift nudge by 10 pixels

You can change the normal nudge distance under the **general** tab in "**Utilities -> Options**". Refer to "[Customizing Xtreme Print Studio](#)".

Nudge works in most tools.

Cut, copy and paste

These let you move or copy an object in the same document or between different documents. The procedure is:

1. Select the object.
2. To remove the object, choose "**Edit -> Cut**" (or "Ctrl + X"). To copy the object but not remove it, choose "**Edit -> Copy**" (or "Ctrl + C"). Either option puts the object (or a copy of it) onto the clipboard.
3. Choose "**Edit -> Paste**", "Ctrl + V", or "Insert". This pastes the clipboard contents into the document

"Ctrl + Shift+ V" pastes the clipboard contents into the same X/Y position from where they were cut or copied. This only applies to objects cut or copied from within Xtreme Print Studio. Objects imported from other programs are always pasted into the center of the current view.

The object remains on the clipboard so you can paste the same object several times.

Some programs can transfer data on the clipboard in two or more formats. If this applies, the menu option reads **Paste Special**

. Selecting it brings up a dialog box that lets you select a format. Xtreme Print Studio automatically highlights the recommended format.

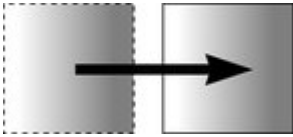
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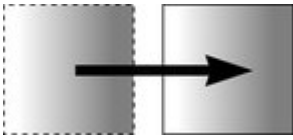
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Removing objects from the document

First select the objects you want to remove. You can then either cut the objects to the clipboard or delete them.

Cutting objects

Choose "Edit -> Cut", or press "Ctrl + X".

The advantage is that you can paste them into a different place or layer.

The disadvantage is that the existing contents of the clipboard are overwritten.

Deleting objects



Choose "Edit -> Delete", or press "Delete", or click the **delete** button on the **Standard** control bar.

The advantage is that no copy is stored, so the clipboard contents are preserved. If you accidentally delete an object, undo retrieves it.

Cutting objects

Choose "Edit -> Cut", or press "Ctrl + X".

The advantage is that you can paste them into a different place or layer.

The disadvantage is that the existing contents of the clipboard are overwritten.

Deleting objects



Choose "Edit -> Delete", or press "Delete", or click the **delete** button on the **Standard** control bar.

The advantage is that no copy is stored, so the clipboard contents are preserved. If you accidentally delete an object, undo retrieves it.

Deleting objects



Choose "Edit -> Delete", or press "Delete", or click the **delete** button on the **Standard** control bar.

The advantage is that no copy is stored, so the clipboard contents are preserved. If you accidentally delete an object, undo retrieves it.

Duplicating and cloning

Both these options create a copy of the selected object. The original object is deselected and the duplicate or clone becomes the selected object.

You can also duplicate an object during moving, rotating, scaling, or skewing. During the drag action (and while still holding the left mouse button down) click the right mouse button or press "+" on the numeric keypad to drop a copy of the object. The original object doesn't move. You can do this as many times as you wish to create a series of duplicated objects.

So an easy way to create one or more copies of an object that is exactly horizontally or vertical aligned, is to drag the object, hold "Ctrl" to constrain the movement, and right click (or press "+" on the numeric keypad) for each copy required.



To quickly create a line of objects, draw one, then drag while holding "Ctrl" and right click for each copy required.

Duplicating

Choose "Edit -> Duplicate", or press "Ctrl + D". The copy is displaced slightly, usually down and to the right, from the original.

The duplicate distance is user definable, see "Customizing Xtreme Print Studio"

Cloning



Choose "Edit -> Clone", or press "Ctrl + K".

The places a copy exactly on top of the original.

Cloning is an easy way to create concentric shapes.

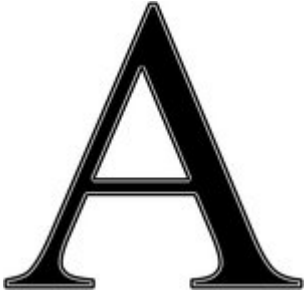
This example uses an original large letter "A" with a black fill and a 4pt thick white outline and a clone with no fill and a 1pt black line.

Duplicating

Choose "Edit -> Duplicate", or press "Ctrl + D". The copy is displaced slightly, usually down and to the right, from the original.

The duplicate distance is user definable, see "Customizing Xtreme Print Studio"

Cloning



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This example uses an original large letter "A" with a black fill and a 4pt thick white outline and a clone with no fill and a 1pt black line.

Cloning

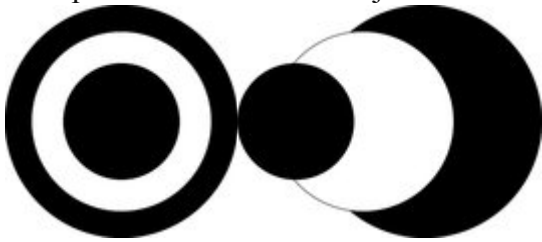


Choose "Edit -> Clone", or press "Ctrl + K".
This places a copy exactly on top of the original.
Cloning is an easy way to create concentric shapes.

This example uses an original large letter "A" with a black fill and a 4pt thick white outline and a clone with no fill and a 1pt black line.

Moving objects forward and backwards

Complex illustrations have objects stacked on top of each other, such as this target:



The target on the left is made from three circles stacked on top of each other.

To ensure that objects overlay each other in the correct order, you often need to rearrange their order from front to back. The front object always covers lower objects, and objects always cover other objects which are further back. Each new object you create is always created on top of older ones.

The arrange menu gives you four options:

- **Bring to front** ("Ctrl + F"): This makes the selected object the front object, and it will hide any other object it covers.
- **Move forward** ("Ctrl + Shift+ F"): This moves the object up a level towards the front rather like climbing a staircase one step at a time.
- **Move backward** ("Ctrl + Shift+ B"): This moves the object one level towards the back.
- **Put to back** ("Ctrl + B"): This moves the object to the back.

These options move objects forwards and backwards within their layer. **Move to layer in front** and **Move to layer behind**

lets you move objects between visible layer (invisible layers are skipped when moving objects).

Read more in "Layers"

Scaling (resizing) objects

This is part of the **Selector** Tool.

Scale Line Widths button



With the **scale line widths** button set, scaling an object also scales its line widths.
With this button unset, line widths remain unchanged.

You can toggle this button during drags by clicking "/" on the numeric keypad. When active, the X/Y width & height values in the InfoBar include the width of the outline or brush. It's sometimes useful to be able to see and control the exact size of the shape ignoring the line thickness.

Lock Aspect button



With the **lock aspect** button set, the width/height aspect ratio remains constant as you scale the object.

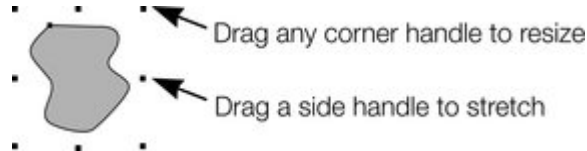
In other words, the shape remains in the same proportions as the original. It's recommended that this button remains selected most of the time in order to ensure that when you resize objects they do not become squashed.

With this button unset, you can change the aspect ratio as you scale the object, in other words, you can stretch object one way or another when dragging a corner resize handle or when entering a new size.

Scaling using the mouse

The Selector

Tool must be in scale mode (the selection bounds handles are squares). If necessary, click on the object to change to scale mode.



Drag one of the corner handles. The object scales as you move the pointer diagonally. The InfoBar shows the current scaling. The object will scale between the dragged handle and the opposite one. This point of the object is kept in place, while every other move when scaling to the new size. To use any other point of the object as fix point move the transformation center to it and [using the InfoBar buttons to scale](#)

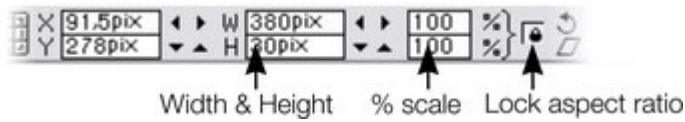
Hold "Shift" while dragging to scale the object around its center. This works always and independent from the position of the transformation center.

"Ctrl + drag" scales the object in multiples of its original size (x2, x3, and so on).

To create a copy while scaling (leaving the original in place) right click, or press "+" on the numeric keypad.

Dragging the side handles stretches or squashes the object. This is described in [Stretching and squashing objects](#)

Scaling using the InfoBar



Type into the **Scale Text** boxes and press "

."

- Scalings below 100% reduce the object. 50 halves the size of the object.
- Scalings above 100% enlarge the object. 200 doubles the object size.

If **Lock Aspect**

is set, you can type into either text box to resize the object by the desired percentage. If this button is unset, you can enter separate values for both the width and height.

Alternatively, type the required size of the object into the **W** or **H** text boxes. If the **Lock Aspect** button is on, this scales the object and maintains the aspect ratio. You can enter the size in any unit, such as 1 cm.

Scaling with the InfoBar buttons (or number boxes) always scales around the transformation center. You can position this anywhere else in the object, as described in "[Rotating objects](#)"

".

Scale Line Widths button

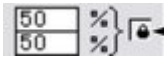


With the **scale line widths** button set, scaling an object also scales its line widths.
With this button unset, line widths remain unchanged.

You can toggle this button during drags by clicking "/" on the numeric keypad.

When active, the X/Y width & height values in the InfoBar include the width of the outline or brush. It's sometimes useful to be able to see and control the exact size of the shape ignoring the line thickness.

Lock Aspect button



With the **lock aspect** button set, the width/height aspect ratio remains constant as you scale the object.

In other words, the shape remains in the same proportions as the original. It's recommended that this button remains selected most of the time in order to ensure that when you resize objects they do not become squashed.

With this button unset, you can change the aspect ratio as you scale the object, in other words, you can stretch object one way or another when dragging a corner resize handle or when entering a new size.

Scaling using the mouse

The **Selector**

Tool must be in scale mode (the selection bounds handles are squares). If necessary, click on the object to change to scale mode.



Drag one of the corner handles. The object scales as you move the pointer diagonally. The InfoBar shows the current scaling. The object will scale between the dragged handle and the opposite one. This point of the object is kept in place, while every other move when scaling to the new size. To use any other point of the object as fix point move the transformation center to it and [using the InfoBar buttons to scale](#)

Hold "Shift" while dragging to scale the object around its center. This works always and independent from the position of the transformation center.

"Ctrl + drag" scales the object in multiples of its original size (x2, x3, and so on).

To create a copy while scaling (leaving the original in place) right click, or press "+" on the numeric keypad.

Dragging the side handles stretches or squashes the object. This is described in [Stretching and squashing objects](#)

Scaling using the InfoBar



Width & Height % scale Lock aspect ratio

Type into the **Scale Text** boxes and press "

."

- Scalings below 100% reduce the object. 50 halves the size of the object.

- Scalings above 100% enlarge the object. 200 doubles the object size.

If Lock Aspect

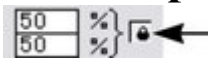
is set, you can type into either text box to resize the object by the desired percentage. If this button is unset, you can enter separate values for both the width and height.

Alternatively, type the required size of the object into the **W** or **H** text boxes. If the **Lock Aspect** button is on, this scales the object and maintains the aspect ratio. You can enter the size in any unit, such as 1 cm.

Scaling with the InfoBar buttons (or number boxes) always scales around the transformation center. You can position this anywhere else in the object, as described in "[Rotating objects](#)

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Lock Aspect button



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In other words, the shape remains in the same proportions as the original. It's recommended that this button remains selected most of the time in order to ensure that when you resize objects they do not become squashed.

With this button unset, you can change the aspect ratio as you scale the object, in other words, you can stretch object one way or another when dragging a corner resize handle or when entering a new size.

Scaling using the mouse

The Selector

Tool must be in scale mode (the selection bounds handles are squares). If necessary, click on the object to change to scale mode.



Drag one of the corner handles. The object scales as you move the pointer diagonally. The InfoBar shows the current scaling. The object will scale between the dragged handle and the opposite one. This point of the object is kept in place, while every other move when scaling to the new size. To use any other point of the object as fix point move the transformation center to it and [using the InfoBar buttons to scale](#)

Hold "Shift" while dragging to scale the object around its center. This works always and independent from the position of the transformation center.

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Scaling using the InfoBar



Type into the **Scale Text** boxes and press "

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- Scalings below 100% reduce the object. 50 halves the size of the object.
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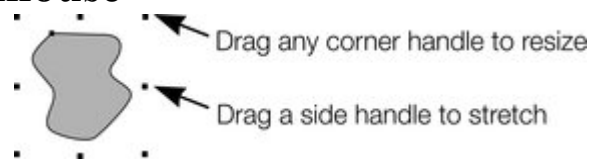
Scaling with the InfoBar buttons (or number boxes) always scales around the transformation center. You can position this anywhere else in the object, as described in "[Rotating objects](#)"

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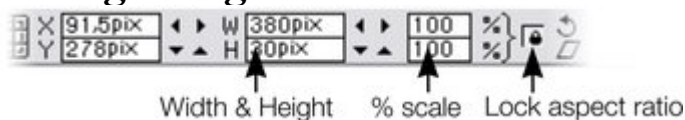
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Dragging the side handles stretches or squashes the object. This is described in [Stretching and squashing objects](#)

Scaling using the InfoBar



Type into the **Scale Text** boxes and press "↵".

- Scalings below 100% reduce the object. 50 halves the size of the object.
- Scalings above 100% enlarge the object. 200 doubles the object size.

If **Lock Aspect**

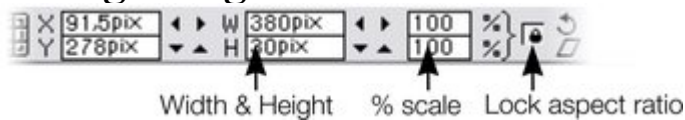
is set, you can type into either text box to resize the object by the desired percentage. If this button is unset, you can enter separate values for both the width and height.

Alternatively, type the required size of the object into the **W** or **H** text boxes. If the **Lock Aspect** button is on, this scales the object and maintains the aspect ratio. You can enter the size in any unit, such as 1 cm.

Scaling with the InfoBar buttons (or number boxes) always scales around the transformation center. You can position this anywhere else in the object, as described in "[Rotating objects](#)"

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Scaling with the InfoBar buttons (or number boxes) always scales around the transformation center. You can position this anywhere else in the object, as described in "[Rotating objects](#)

".

Rotating objects

This is part of the **Selector** Tool.

- ⊕ When in rotate mode, the transformation center (around which the object rotates) initially appears in the center of the object, as shown by a small target like this.

Simply click on a object again to put the selector into rotate mode, or click the **rotation handles** button on the InfoBar.



To move the transformation center:

- Drag the transformation center target where required.
- Or use the 3x3 matrix on the InfoBar for accurate positioning.



Move the transformation center

- This moves the transformation center to the corners, the center or the side mid-points of the object or selection. The transformation center aligns with the outer edges of the object. This means that if the object has a thick line applied, the transformation center can be outside of the object.

Attention

: If the rotation center is moved, it remains in this location for any selected object until all objects are deselected, at which point it returns to the center of any selected object.

Rotating using the mouse

The **Selector**

Tool must be in rotate/skew mode (the selection handles are arrow shaped).

Dragging the side handles stretches the object. This is described in [Stretching and squashing objects](#)

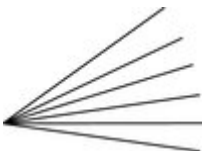
Drag on a corner arrow. As you drag, the object rotates around the transformation center. The InfoBar shows the current rotate angle.

"Shift+ drag" to rotate the object around its center (the transformation center is ignored).

Hold down "Ctrl" to restrict rotation to the constrain angles.

The constrain angles are user definable. Refer to "Customizing Xtreme Print Studio".

To create a copy while rotating, click "+" on the numeric keypad while rotating, or click the right mouse button.



To quickly create a fan like this, draw a single line, then position the transformation center in the bottom right (click the bottom left button of the 3x3 transformation center control on the InfoBar), and then as you drag rotate the object, right click for each successive line you require.

Rotating by exact angles (using the InfoBar)

Type an angle into the rotate box and press "

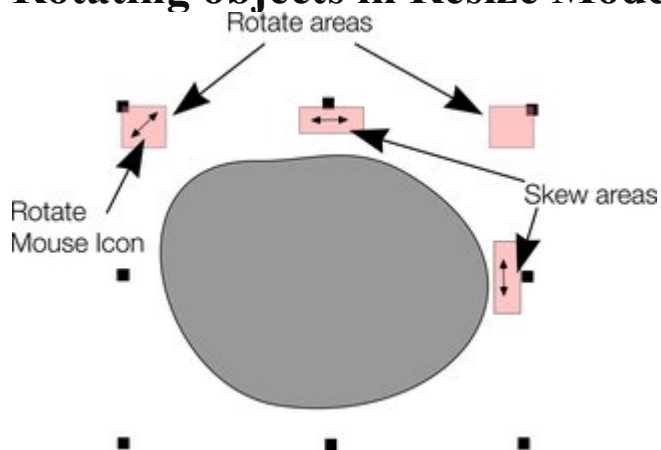
⏏". Positive angles rotate anti-clockwise and negative angles rotate clockwise.



Rotate box

Click the arrows to the right to nudge the rotate angle.

Rotating objects in Resize Mode



It is possible to rotate and skew an object even if not in rotate mode. Using resize mode, move the mouse pointer into the according small areas near the selection area handles as illustrated above. The mouse pointer changes into a rotate or skew icon, showing you that you are now able to rotate or skew the object by dragging with the mouse.

Rotating using the mouse

The Selector

Tool must be in rotate/skew mode (the selection handles are arrow shaped).

Dragging the side handles stretches the object. This is described in [Stretching and squashing objects](#)

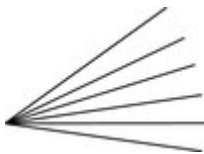
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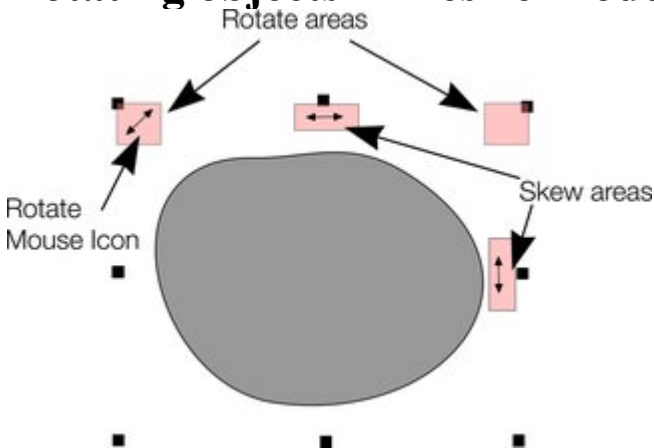
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Rotating objects in Resize Mode



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Rotating by exact angles (using the InfoBar)

Type an angle into the rotate box and press "

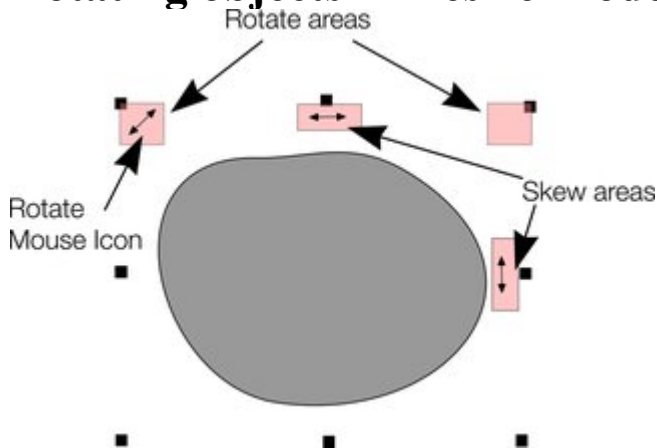
⌘". Positive angles rotate anti-clockwise and negative angles rotate clockwise.



Rotate box

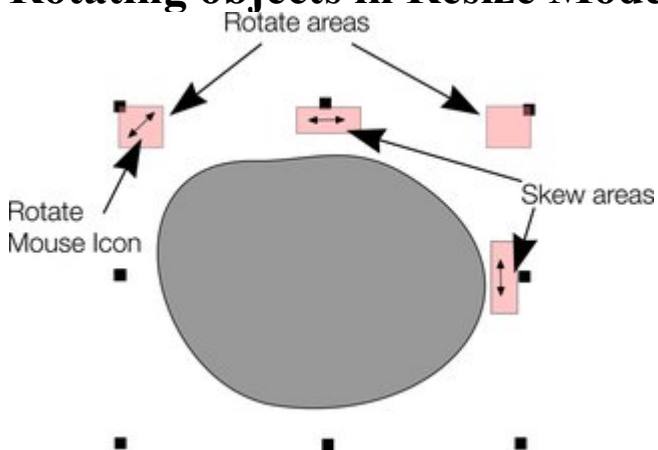
Click the arrows to the right to nudge the rotate angle.

Rotating objects in Resize Mode



It is possible to rotate and skew an object even if not in rotate mode. Using resize mode, move the mouse pointer into the according small areas near the selection area handles as illustrated above. The mouse pointer changes into a rotate or skew icon, showing you that you are now able to rotate or skew the object by dragging with the mouse.

Rotating objects in Resize Mode



It is possible to rotate and skew an object even if not in rotate mode. Using resize mode, move the mouse pointer into the according small areas near the selection area handles as illustrated above. The mouse pointer changes into a rotate or skew icon, showing you that you are now able to rotate or skew the object by dragging with the mouse.

Flipping objects



This is part of the **Selector** Tool. Clicking on the **Flip** buttons flips the object vertically or horizontally around the transformation center.

The scale and aspect ratio do not change; the object just flips.

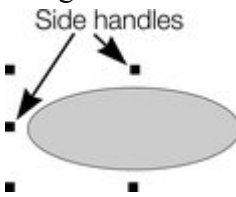
Stretching and squashing objects

This is similar to scaling objects (described in Chapter 7: Object handling) except that the object is scaled in one direction only. Stretching and squashing are basically the same action — stretching makes the object larger, squashing makes it smaller.

Stretching/Squashing using the mouse

The Selector

Tool must be in scale mode. (The selection handles are squares.) If necessary, click on the object to change to scale mode.

- 
- Drag one of the side handles. The object scales as you
 - move the pointer in the appropriate direction. The InfoBar shows the current scaling.
 - The **Lock Aspect** button is ignored.

Right click or press "+" on the numeric keypad while dragging to stretch or squash a copy of the object, leaving the original in place.

Stretching/squashing using the InfoBar

The Lock Aspect

button must be unset (if it is set, you scale the object instead of stretching or squashing it).



Type into either the width or height text box (as appropriate) and press "↵". Alternatively enter a % scale (width or height). So entering 200% into the top % scale box will make the object twice as wide, but the same height.

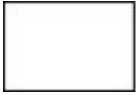
If the **Lock Aspect**

is set then it will not stretch.

Skewing objects



This is part of the **Selector** Tool.



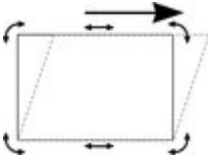
Left is the original object, to the right with a horizontal skew

Skewing using the mouse

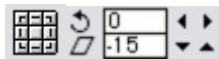
Switch the **Selector**

Tool to rotate/skew mode. (The selection handles are arrow shaped) by clicking on the object.

Drag a side arrow to skew the object.



As you drag, the object skews in the direction of movement (vertical or horizontal).



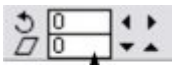
The InfoBar shows the current skew angle.

"Shift+ drag" to skew the object around its center. Hold down "Ctrl" to restrict the skew to the constrain angles. Right click, or press "+" on the numeric keypad as you drag to create a copy, leaving the original where it was. Or right-drag with the mouse to create instant copies, additional copies by left clicks.

You can also skew an object in the Selector Tool's resize mode using the skew areas. Read more under

[Rotating objects in resize mode](#)

Skewing using the InfoBar



To skew horizontally type an angle into the skew text box and press ";".

Skew text box

To skew vertically:



1. Click the center-right button on the 3x3 matrix on the InfoBar.
2. Type an angle into the skew text box and press ";". Positive values skew downwards, and negative upwards.

Create a guideline

Guidelines are vertical or horizontal lines and are a quick and easy way to align a series of objects on the page. To create guidelines:

- Select **Display ruler** (shortcut: Ctrl + L)
- Drag the ruler onto the page.

or:

- Double click the ruler to create a guideline aligned to the click point.

Deleting a guideline

Using the **Selector**

Tool drag the guideline onto the appropriate ruler (the vertical ruler for vertical guidelines, horizontal ruler for horizontal).

Or, right click on the guideline and then "Delete".

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- Select **Display ruler** (shortcut: Ctrl + L)
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or:

- Double click the ruler to create a guideline aligned to the click point.

Deleting a guideline

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Tool drag the guideline onto the appropriate ruler (the vertical ruler for vertical guidelines, horizontal ruler for horizontal).

Or, right click on the guideline and then "Delete".

Deleting a guideline

Using the **Selector**

Tool drag the guideline onto the appropriate ruler (the vertical ruler for vertical guidelines, horizontal ruler for horizontal).

Or, right click on the guideline and then "Delete".

The Pen Tool

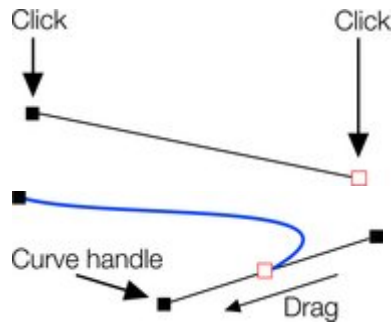


The Pen

Tool has limited functionality. It is included for compatibility with other packages that have a similar tool, although some users prefer this way of creating lines and curves.

Drawing a straight line:

Click to create point handles.



Drawing a curved line:

Move the pointer to where you want the point handle. Click and drag the pointer away from the point handle. As you drag a curve is created to this point and two curve handles appear. These control the angle and radius of the curve.

Extending the line

Make sure an end point handle is the selected handle (red outline) and then just click again to add a new line or curve section. Each successive click places a new point handle and draws a new line segment to the selected point handle.

Applies to the shape editor and pen tools.

Finishing the line

Shift+ click completes the line (keeps it selected), or press "Esc" to finish the line and de-select it. After this, additional clicks will start a new line.

This applies also to shape editor and pen tools.

Changing the line width (thickness)

To change the line thickness or the outline thickness of a shape, first select the object or objects:

Type a new line width into the text box on the **standard** control bar or choose the default line thickness from the menu.



Line thickness is traditionally measured in points, abbreviated to pt. 1 point is 1/72nd of an inch (about 0.3mm), which is slightly less than the thickness of one screen pixel when viewed at 100% zoom.

You can use any of Xtreme Print Studio's standard measurement units.

You can enter the thickness value in any unit, and MAGIX Xtreme Print Studio will convert it to the correct number of Points. E.g. you can enter 0.5cm, and you will get a line half a centimeter thick, but it will show just over 14pt in the line width field.

If you have no object selected and you change the line thickness value, this changes the default for all new lines.

Note

: A zero width line is a special case, and should not normally be used. This draws a line one device-pixel wide. The actual size will therefore depend on the device the drawing is displayed on. On a monitor screen one pixel is clearly visible and is never shown anti-aliased. On devices such as printers and particularly on image setters, which have a much higher resolution, the line is almost invisible (zero width lines in imported files are converted to 0.25pt).

Adding a new point handle

The Shape Editor

Tool has three modes, depending on whether no point handles are selected (a click will start a new line), an end handle is selected (a click will add a new section), or one or more other point handles are selected (you can drag or change the handles).

The InfoBar shows the current mode.



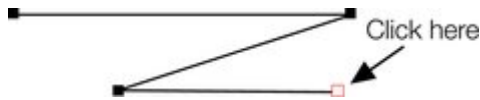
- **New:** Click to start a new line,
- **Add:** Click to extend the line,
- **Change:** Drag or delete point handles to change.

This applies to the Shape Editor Tool only.

To the end of a line:

Make sure the line is selected, then:

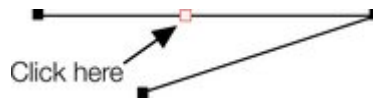
1. If necessary, click on the end point to select it.
2. Position the pointer and click to add a new section.



To the middle of a line:

Make sure the line is selected, then;

1. Click on the line to add a new point handle into the line
2. Drag the point handle to the required position.



To the start of a line:

If the end point is selected, clicking on the start point closes the shape (this is described in shape handling). To add a new control handle to the start of a line:

1. Finish the line using Shift+ click.
2. Click on the start handle.
3. Position the pointer and click.

To the end of a line:

Make sure the line is selected, then:

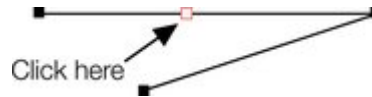
1. If necessary, click on the end point to select it.
2. Position the pointer and click to add a new section.



To the middle of a line:

Make sure the line is selected, then;

1. Click on the line to add a new point handle into the line
2. Drag the point handle to the required position.



To the start of a line:

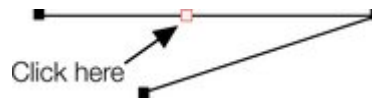
If the end point is selected, clicking on the start point closes the shape (this is described in shape handling). To add a new control handle to the start of a line:

1. Finish the line using Shift+ click.
2. Click on the start handle.
3. Position the pointer and click.

To the middle of a line:

Make sure the line is selected, then;

1. Click on the line to add a new point handle into the line
2. Drag the point handle to the required position.



To the start of a line:

If the end point is selected, clicking on the start point closes the shape (this is described in shape handling). To add a new control handle to the start of a line:

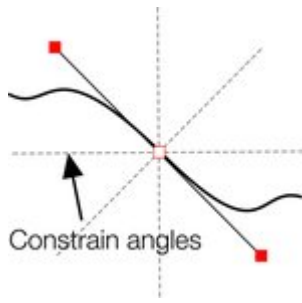
1. Finish the line using Shift+ click.
2. Click on the start handle.
3. Position the pointer and click.

To the start of a line:

If the end point is selected, clicking on the start point closes the shape (this is described in shape handling). To add a new control handle to the start of a line:

1. Finish the line using Shift+ click.
2. Click on the start handle.
3. Position the pointer and click.

Constraining the line

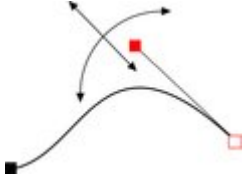


When dragging a point handle, holding down the constrain key ("Ctrl") will constrain the movement to multiples of the constrain angle (controlled from the **options** dialog, **general** tab). When dragging a curve handle the angle is constrained.

Changing curves

Using the curve handle

Dragging the curve handle will adjust the curvature of the adjoining curve segments.

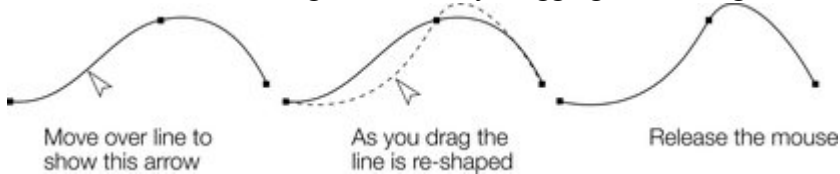


Move the curve handle towards or away from the point handle to pull the curve in the required direction.

Dragging the line segment

This applies to the **pen** and **shape editor**

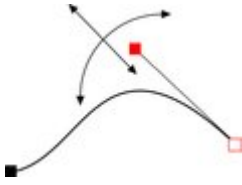
tools. You can also change the curve by dragging the line segment between points.



Notice the difference between dragging the line to change its shape, and clicking on the line to add a new point handle. Dragging a straight line segment changes it to a curved line segment.

Using the curve handle

Dragging the curve handle will adjust the curvature of the adjoining curve segments.

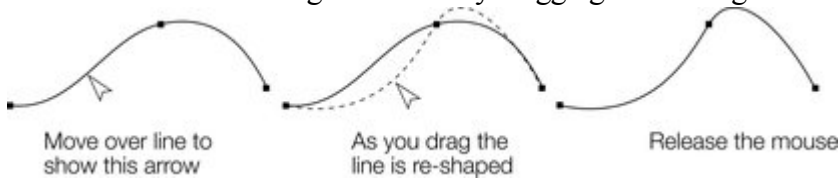


Move the curve handle towards or away from the point handle to pull the curve in the required direction.

Dragging the line segment

This applies to the **pen** and **shape editor**

tools. You can also change the curve by dragging the line segment between points.

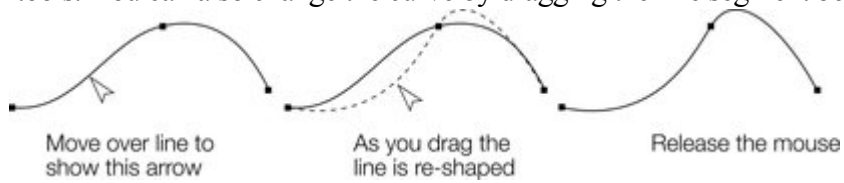


Notice the difference between dragging the line to change its shape, and clicking on the line to add a new point handle. Dragging a straight line segment changes it to a curved line segment.

Dragging the line segment

This applies to the **pen** and **shape editor**

tools. You can also change the curve by dragging the line segment between points.



Notice the difference between dragging the line to change its shape, and clicking on the line to add a new point handle. Dragging a straight line segment changes it to a curved line segment.

Creating rectangles and squares

To create a rectangle:



- Use the **Quickshape** Tool (described above).
- Or use the **Rectangle** Tool ("Shift+ F3", or "M").

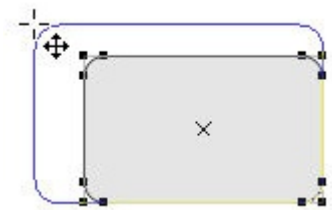
This is a simplified version of the **Quickshape** Tool with only options relevant to rectangles and squares.

Creating a square

To create a square rather than a rectangle, hold down "Ctrl" while dragging.

Editing rounded corner rectangles

There is one special difference when using the Rectangle Tool: Normally, if you create a rectangle with rounded corners, the corners are perfect segments of a circle. If a rectangle is now resized with the Selector Tool so that the aspect ratio is changed, the corners are not circular any more.



In the Rectangle Tool, rounded corner rectangles can be resized (including aspect ratio changes) while maintaining the circular corners.

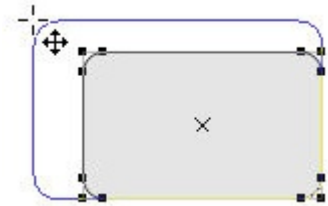
Retain rounded corners by resizing in the Rectangle Tool.

Creating a square

To create a square rather than a rectangle, hold down "Ctrl" while dragging.

Editing rounded corner rectangles

There is one special difference when using the Rectangle Tool: Normally, if you create a rectangle with rounded corners, the corners are perfect segments of a circle. If a rectangle is now resized with the Selector Tool so that the aspect ratio is changed, the corners are not circular any more.

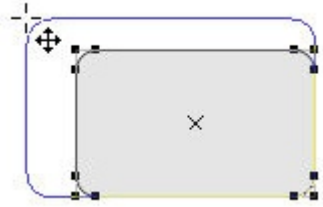


In the Rectangle Tool, rounded corner rectangles can be resized (including aspect ratio changes) while maintaining the circular corners.

Retain rounded corners by resizing in the Rectangle Tool.

Editing rounded corner rectangles

There is one special difference when using the Rectangle Tool: Normally, if you create a rectangle with rounded corners, the corners are perfect segments of a circle. If a rectangle is now resized with the Selector Tool so that the aspect ratio is changed, the corners are not circular any more.



In the Rectangle Tool, rounded corner rectangles can be resized (including aspect ratio changes) while maintaining the circular corners.

Retain rounded corners by resizing in the Rectangle Tool.

Creating circles and ellipses

To create an ellipse or circle:

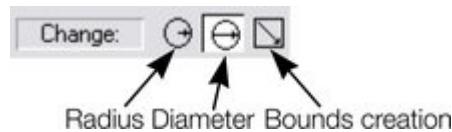


- Select **Quickshape** Tool and select the **Create Ellipses** button.
- Or select the **Ellipse** Tool ("Shift+ F4", or "L").

This is a simplified version of the **Quickshape** Tool with only options relevant to ellipses and circles.

Creating a circle

The **radius and diameter** buttons automatically create circles.



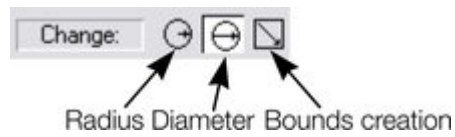
With the **bounds creation**

button selected, hold down "Ctrl" while dragging to create a circle rather than an ellipse.

You can revert an ellipse into a circle at any time by double clicking on a control handle of an ellipse.

Creating a circle

The **radius and diameter** buttons automatically create circles.



With the **bounds creation**

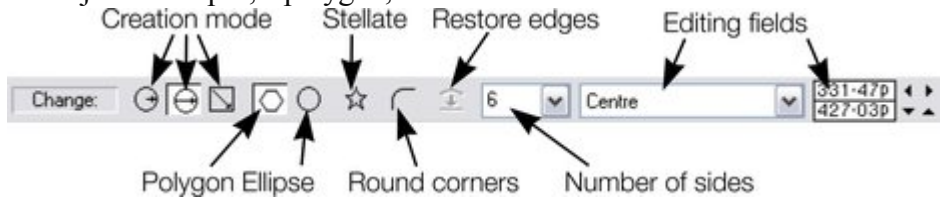
button selected, hold down "Ctrl" while dragging to create a circle rather than an ellipse.

You can revert an ellipse into a circle at any time by double clicking on a control handle of an ellipse.

Creating regular polygons (the Quickshape Tool)

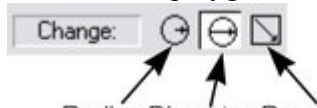
The Quickshape

Tool lets you quickly create almost any regular, symmetrical shape with sharp or rounded corners. You can then drag the edges to bend the sides, and at any time you can change the number of sides or make the object an ellipse, a polygon, or a star.



1. Select the **Quickshape** Tool ("Shift + F2").
2. Select **Polygon**.
3. Select the number of sides either from the menu, or by typing into the text box.

To create the polygon drag:

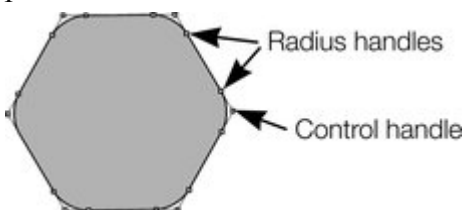


Radius Diameter Bounds creation

- From the center outwards (**Radius** button),
- Or from an outside edge (**Diameter** button),
- Or diagonally to create an imaginary rectangle enclosing the polygon (**Bounds creation** button) letting you distort the polygon.

Polygons with rounded corners

Select the **Round corners** button or double click on a corner point.



The polygon has extra handles (radius handles) where the rounding starts. To increase or decrease the radius, drag any of the radius handles.

To remove the round corners:

- Click the **Round corners** button.
- Or double click a control handle.

Editing a polygon

The **Selector** Tool lets you move, rotate, resize, and skew a polygon as normal (the **Selector** Tool is described in [Object handling](#).)

Using the **Quickshape**

Tool, you can resize or rotate:

- Drag the corner handles.
- Or select **Size & rotation** in the **Editable Items** menu. Type the required values into the text boxes.



You can also nudge the values using the buttons to the right.

To move:

- Drag the handle in the center of the polygon.
- Or use the arrow keys on the keyboard.
- Or select "Center" in the **editable items** menu. Type the required X/Y values into the text boxes.



Apply or remove rounded corners by clicking the **round corners** button.



Change the polygon to an ellipse by clicking the **create ellipse** button (ellipses are described later) or double clicking the polygon's center.



Stellate the polygon (make it star-shaped) by clicking the **starred shapes** button (starred shapes are described later).

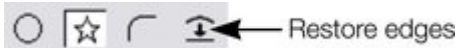


Drag the sides to make them curved. Move the pointer over the edge of the polygon (it changes to an arrow shape). You can now drag the sides.



On the left are the original polygons. Just drag on the sides to create curved sides.

"Ctrl + double click" on a side, or click the **restore edges** button to make the sides straight again.

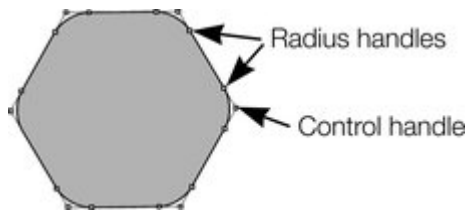


Change the number of sides by typing the number into the menu or selecting from it.



Polygons with rounded corners

Select the **Round corners** button or double click on a corner point.



The polygon has extra handles (radius handles) where the rounding starts. To increase or decrease the radius, drag any of the radius handles.

To remove the round corners:

- Click the **Round corners** button.
- Or double click a control handle.

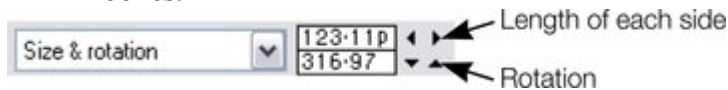
Editing a polygon

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Tool, you can resize or rotate:

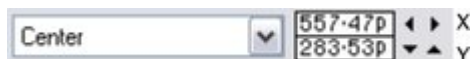
- Drag the corner handles.
- Or select **Size & rotation** in the **Editable Items** menu. Type the required values into the text boxes.



You can also nudge the values using the buttons to the right.

To move:

- Drag the handle in the center of the polygon.
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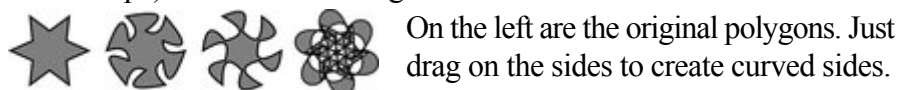
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Stellate the polygon (make it star-shaped) by clicking the **starred shapes** button (starred shapes are described later).



Drag the sides to make them curved. Move the pointer over the edge of the polygon (it changes to an arrow shape). You can now drag the sides.



"Ctrl + double click" on a side, or click the **restore edges** button to make the sides straight again.



Change the number of sides by typing the number into the menu or selecting from it.

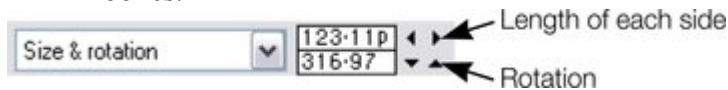
Editing a polygon

The **Selector** Tool lets you move, rotate, resize, and skew a polygon as normal (the **Selector** Tool is described in [Object handling](#).)

Using the **Quickshape**

Tool, you can resize or rotate:

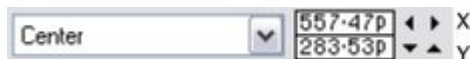
- Drag the corner handles.
- Or select **Size & rotation** in the **Editable Items** menu. Type the required values into the text boxes.



You can also nudge the values using the buttons to the right.

To move:

- Drag the handle in the center of the polygon.
- Or use the arrow keys on the keyboard.
- Or select "Center" in the **editable items** menu. Type the required X/Y values into the text boxes.



Apply or remove rounded corners by clicking the **round corners** button.



Change the polygon to an ellipse by clicking the **create ellipse** button (ellipses are described later) or double clicking the polygon's center.



Stellate the polygon (make it star-shaped) by clicking the **starred shapes**



button (starred shapes are described later).

Drag the sides to make them curved. Move the pointer over the edge of the polygon (it changes to an arrow shape). You can now drag the sides.



On the left are the original polygons. Just drag on the sides to create curved sides.

"Ctrl + double click" on a side, or click the **restore edges** button to make the sides straight again.



Change the number of sides by typing the number into the menu or selecting from it.



Creating stars (polygons with indented sides)

Select the **Quickshape**

Tool. To create a star or to make the selected polygon stellated:

Stellated/stellation = star shaped.



Select the **Starred Shapes** button

Starred shapes

Or double click on a side.



Left: polygon with starred off. **Right**
: starred on.

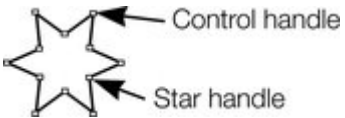
Removing stellation



Click the **starred shapes** button.

Starred shapes

Or double click on the star handle.



Note

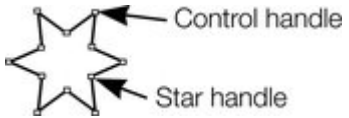
: double click on the star handle, not the control handle.

Removing stellation



Click the **starred shapes** button.

Starred shapes



Or double click on the star handle.

Note

: double click on the star handle, not the control handle.

Editing stars

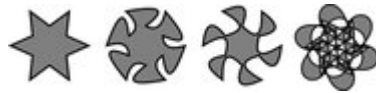
You can edit stars in the same ways as ordinary polygons (described earlier). To increase or decrease the depth of stellation:

Drag a star handle or select **stellation radius & offset** on the **editable items**



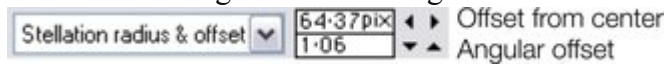
menu. Type the required values into the text boxes. The original shape is on the left.

Or drag the sides to make them curved:



The original shape is on the left.

You can also nudge the values using the buttons to the right.



"Ctrl + drag" one side of a star moves all the sides symmetrically. "Ctrl + Shift dragging" moves pairs of sides as mirror images. "Ctrl + double click" on a side, or click the **restore edges** button to make all sides straight again.

Color Handling

MAGIX Xtreme Print Studio gives wide control over applying, creating and altering the colors of objects. For simple documents, you can just choose colors from the on-screen color palette, the Color Line. More advanced color operations are described later.

In this chapter

[The color line](#)

[Color line context menu](#)

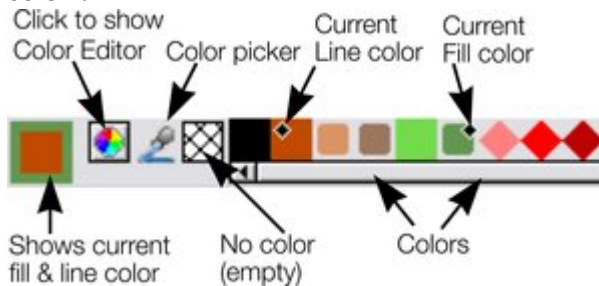
[Applying fill & line colors by drag & drop](#)

[Editing an object's color](#)

[The Color Editor \(simple\)](#)


The color line

The Color Line is displayed at the bottom of the window. It shows you the current fill and line colors, provides access to the color editor and provides a palette of pre-defined colors including a special "no color".



Color swatch:

The outer part of the color swatch on the left-hand end of the Color Line shows the line color and the center shows the fill color. These are the colors of any selected objects, otherwise the current color attributes.

 This button provides access to the [color editor](#)

Color picker: Use the eye-dropper to pick a color from any part of the document or any part of the computer screen. See [Using the eye-dropper to pick colors](#) for details.

No color:

Clicking this applies a "no color fill". Shift-clicking applies "no color" to a line. Note that this is not the same as 100% transparent. "No color" and transparency are different. A shape with transparency applied remains a solid shape whereas a shape filled with "no color" is effectively hollow.

If the length of the Color Line extends the window, you can scroll through the Color Line with the scroll bar below or by "Alt + dragging" the Color Line.

MAGIX Xtreme Print Studio provides several options for the displayed size of the Color Line (described in Customizing Xtreme Print Studio).

If you do not want to display a Color Line, deselect **Window -> Bars -> Color line**

Color line context menu

Right click on a color on the Color Line to show a context sensitive menu with the following options:

Edit	Opens the color editor with the selected color (not available for palette colors)
Set fill color / Set line color	Set the fill or line color of the selected object with this color
Rename	Rename a named color (not available for palette colors)
Delete	Delete a named color (not available for palette colors)

If the selected object is a bitmap, the fill and line color options are replaced with **Set contone dark color / Set contone light color**.

See Bitmap coloring for more information.

When right clicking the "no color" swatch, the fill and line color options are replaced by: **Clear fill color / Clear line color**

. This sets the selected object's relative attributes to "no color".

Color line context menu

Right click on a color on the Color Line to show a context sensitive menu with the following options:

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

When right clicking the "no color" swatch, the fill and line color options are replaced by: **Clear fill color / Clear line color**

. This sets the selected object's relative attributes to "no color".

Applying fill & line colors by drag & drop

- To apply a fill color to an object (selected or unselected), drag a color from the Color Line and drop it into the center of the shape.
- To set the line or outline color, drop it on the line, not the center.
- To change the current fill color, drag a color into a blank space.
- To change the page background color, "Ctrl + drag" a color onto the page background.

When dragging colors an indicator beside the pointer tells you what effect dropping the color will have:

-  Set flat fill color (seen when you drag over an object) or the intermediary colors of a multi-color fill
-  Set line color (seen when you drag over a line).
-  Set the current fill color (seen when you drag over an empty space).
-  Set start color of graduated fill (seen when dragged over start of fill).
-  Set end color of graduated fill (seen when dragged over end of fill). For three and four-color fills, a number is added to mark the according end color handle.
-  Set page background color (seen when you "Ctrl + drag" onto the page).

Instead of drag & drop, if you have an object selected, you can just click on the Color Line. If only open shapes or lines are selected, this will set the line and the fill color. This means that you can, for example, draw a line and then set its color by just left-clicking on the Color Line.

In any other case, you can alter the line color by "Shift + clicking" on the Color Line.

If a bitmap or a bitmap-filled shape is selected, then clicking on Color Line will contone the bitmap. That means, the bitmap is converted to greyscale (black and white) and the used color is used as a contone light color. The contone dark color is usually black. You can set both contone colors via the Color Line context menu (see above). See Bitmap coloring for more information.



To set a fill or line to no color (clear), perform the operations as outlined above but use the "No color" option instead of a color.

Editing an object's color

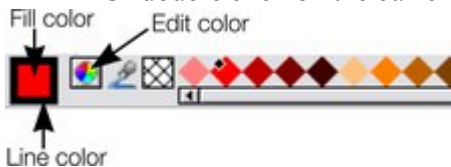
Select the object of which you wish to change the color.

To edit the fill color of the selected object /s

- Choose **Utilities** -> **Color editor** ("Ctrl + E").
- Or click the **Edit color** icon on the Color Line.
- Or double click on the current fill color panel on the Color Line.

To edit the line color of the selected object /s

- Right click (or Shift+ click) on the **Edit color** icon
- Or double click on the current line color panel.

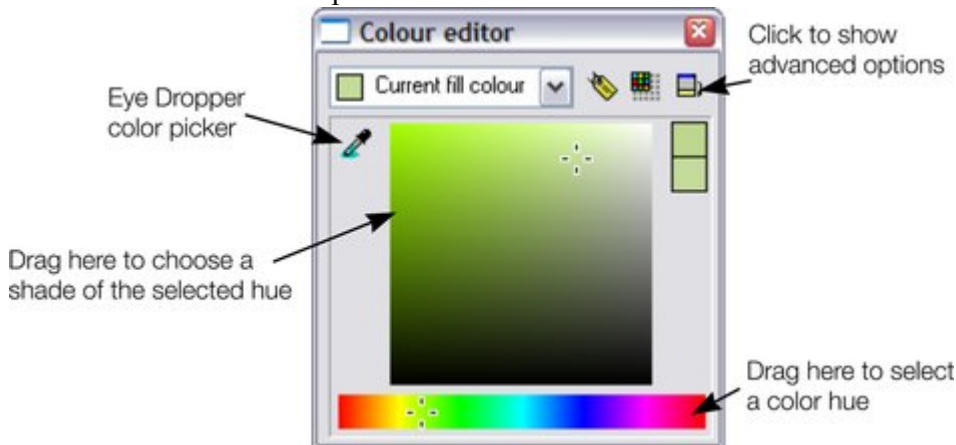


This displays the **Color editor**

which allows you to select from any color of the spectrum. Unlike most graphics programs the color editor can remain on screen while you continue to work. It changes to reflect the color of the selected objects, and so you can easily and directly adjust the color of the selected object.

The Color Editor (simple)

The color editor has a simple and advanced mode.



The easiest way to create a new color is to select the hue along the bottom color strip. All possible shades of this hue are then shown in the top section, so just click or drag in the top section to select the new color. You'll notice the selected objects change color as you adjust them in the color editor (called "live preview").

For example to select a pink color, which is a pale shade of red, select red along the bottom section and then select a very pale red (pink) from the top right area of the top section.

Previous and Current color

As you drag on the color editor the two small color swatches in the upper right of the color editor show the current color and the previous (before you started changing the color). This is useful if you want to make a small change and want to compare the old and new colors.

Using the eye-dropper to pick colors

Instead of selecting hues and shades on the **color editor**

you can instead pick a color from any part of the document or any part of the computer screen—even from other windows and programs.

To do this just click and drag on the eye dropper icon. As you drag you see the color editor continuously picks up the color under the eye dropper. Release the mouse button when you have the desired color.

This is an easy and quick way to use the same color again or copy colors from one object to another.

The color picker doesn't simply sample the screen (RGB) color. Instead, if you point to a shape with a solid fill color, the sampler will pick up the actual color of that shape, including the color model (RGB, HSV or CMYK), so the color is copied exactly to the selected object(s). If the target color is a named or palette color, instead of simply copying the color the color picker will apply the same color to the selected object(s).

If the object under the mouse pointer is complex (eg. has transparency applied) and the color cannot be determined, screen RGB color is applied.



HSW(19.1, 22.2%, 83.1%)

The color sampler shows a small popup at the mouse pointer which indicates the color that is being sampled at that point. This will either be the palette color name, the name of a named color, or the color model and color value.

However if you want to use the same color often it is recommended to use a named color instead.

Previous and Current color

As you drag on the color editor the two small color swatches in the upper right of the color editor show the current color and the previous (before you started changing the color). This is useful if you want to make a small change and want to compare the old and new colors.

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Text Handling



In this chapter

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[Terminology](#)

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[The Font Menu](#)

[Simple text](#)

[Text in a column](#)

[Text areas](#)

[Text along a curve](#)

[Editing text](#)

[Tabs, Margins and Indents](#)

[Repelling text objects](#)

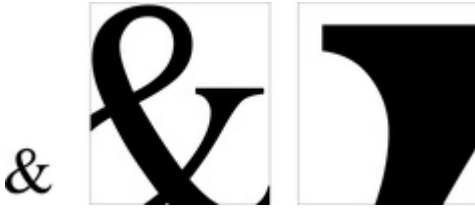
[Applying text styles](#)

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[Copying/Pasting formatted text \(RTF\)](#)

Introduction

The text editing facilities of MAGIX Xtreme Print Studio are very like your text editor or word processor, but in addition it provides a range of features you won't find in those programs:



You can enlarge or magnify text to a huge degree.



You can apply the range of normal MAGIX Xtreme Print Studio attributes and effects: fills, feather, transparency, color fades, bevels, shadows, Live Effects and still continue to edit the text.

You can convert the outlines of characters to shapes which can be edited just like all normal shapes.

*This is some text fitted along this curve.
It can even fit a column of text to a curve.
The quick brown fox jumps over the lazy
dog. This is a Garamond font.*

*This is a column of text
fitted to a specific column
width, fully justified, rotated
and skewed, but it remains
completely editable.*

Fit text to a curve. All text can be rotated, skewed and stretched.

AWAY TRACKING
TRACKING

A fine degree of control over letter spacing and positioning. Manual and automatic kerning.

Terminology

Font or Typeface

: A set of characters with a consistent style.

Font family

: A set of similar fonts. For example Garamond and Garamond Italic are different fonts from the same Garamond family.

Justification:

An alternative way of describing text alignment. Left aligned text is sometimes called left justified, or flush-left, or ragged right. Fully justified text has text aligned or "flush" to both left and right margins.

Kerning

: Moving individual character pairs closer or further apart depending on the shape of the character. Most good fonts have kerning pair information included so this is automatic, although you can manually kern by any degree.

Monospaced

: All the individual characters of a monospaced font have the same width. Sometimes referred to a fixed width fonts. Useful for program listings. Courier is the most common monospaced font. Most fonts are proportional spaced fonts, meaning the characters vary in width.

Point

: Text or font sizes are traditionally measured in points, abbreviated to pt. 1pt is approximately 1/72nd inch, so 72pt text is approximately 1 inch tall, although different fonts of a given size can vary.

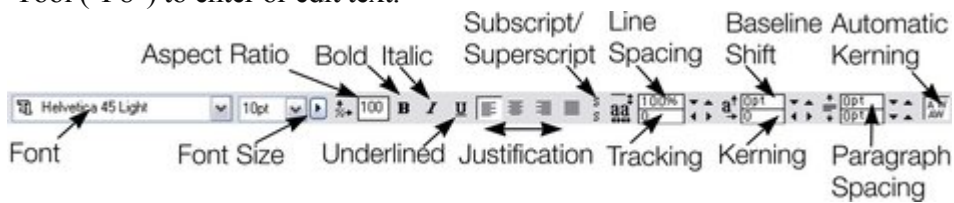
Tracking

: Uniformly increasing or decreasing the spacing between characters.

The Text Tool

Use the **Text**

Tool ("F8") to enter or edit text.

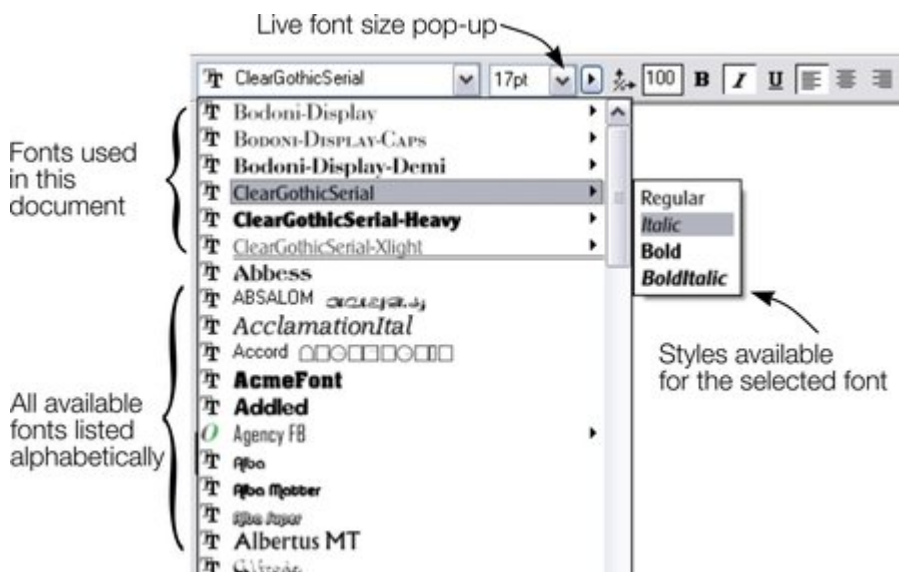


MAGIX Xtreme Print Studio supports three basic type of text objects

- Simple text lines: Click on the page, and type.
- Text columns: Click and drag to create a column, and type.
- Text areas: Click and drag diagonally to create a rectangular area, and type.

After you've created any text object you can transform it (rotate, scale, skew) and can apply all the normal attributes, fill color, transparency, feather etc, using the normal tools. You can also attach it to a curve. The text will remain editable.

The Font Menu



The font menu lists all installed fonts, and is split into two sections. The top section displays those fonts that are currently used in the document. The lower section displays an alphabetical list of all fonts. Each font name is displayed in the menu using its own typeface, making font selection easier. Those fonts for which multiple font styles are available are shown with small black triangles against them on the right hand side of the menu. Simply hold the mouse pointer over such a font name for a second or two and a small sub-menu appears to the right of the main menu, listing the available styles of that font. While this sub-menu is displayed, you can move the mouse pointer over it to select the desired font style. An icon representing the font type is shown on the left of the font menu (Xara Xtreme Pro only) indicating whether it's Type1, TrueType, or an OpenType font.

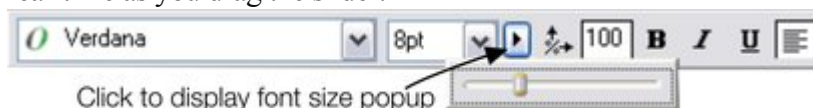
Live Font Preview

If you hold the mouse pointer over any entry in the font menu for a fraction of a second, the selected text in the document will be updated to preview this font. This is not a permanent change until you actually click on the required font. Moving the mouse pointer over the menu will revert back to the initial font until you pause over another entry.

If you hold down the Shift key while traversing the font menu, then the font selection is updated instantly, with no pause required. This is great for very rapidly previewing large numbers of fonts.

Live Font Size preview

Next to the font size menu is a small pop-up slider control, like that used elsewhere in Xtreme Print Studio. This provides a direct, live font size control, and will adjust the font size of the selected text in real-time as you drag the slider.



As with the pop-up sliders used elsewhere this can be used two ways. "Click + release" on the arrow and the pop-up will appear and stay on screen. You can now drag the slider, or use the mouse scroll wheel over the control to rapidly adjust the values. So in this case, this provides a fast way of adjusting the point size using the mouse wheel to see the results directly on the page of the document as you work. The alternative method of using pop-up slider is to "click + drag + release" on the button and slider. This is a slightly more direct way of adjusting the control (requires less clicks).

Instant font menu navigation

While the font menu is displayed, you can type the initial characters of the font name, and the menu will be scrolled to that section of the list. E.g. if you type "ver" it will instantly scroll and locate the Verdana font

Bold, Italic & Synthesized fonts

MAGIX Xtreme Print Studio does not allow you to apply italic or bold to text if the necessary italic/bold font is not installed. Xtreme Print Studio 3.2 and earlier versions would allow this and would artificially synthesize an italic or bold appearance as required. The results produced by doing this were generally poor quality. Besides this, you would encounter problems if later trying to export your design to PDF, since other applications would either not synthesize the bold/italic appearance or produce even worse results.

However, you can easily emulate the same effect. To add bold to a font, just give it a small line width. To slant a font, use the skew / slant feature of the Selector Tool.

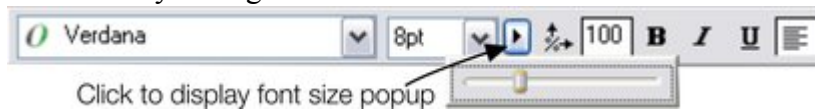
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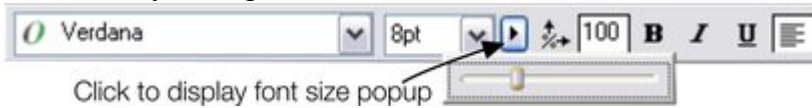
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Simple text

If you wish to type a small amount of simple text, position the pointer where you want to enter text and click. A red cursor appears where you clicked and you can now start typing on the keyboard.

If you make a mistake, use "Delete" and "Backspace" in the usual way.

Pressing "Enter" completes the line and starts a new line of text below it. The inter-line spacing is controlled by the line spacing text box on the InfoBar.

By default text has no outline color. Shift + clicking on a color on the Color Line will give the selected text an outline color - the thickness of which can be controlled by the line width control, as usual. You will probably want to set the Line join type to be rounded to give it a more smooth appearance (control at the top of the Line Gallery).

Line width is described in Drawing lines. Applying color is described in [Color handling](#)

.
You can continue to enter text even after rotation, color filling, placing it on a curve or even applying many types of live effects.

Text in a column

If you are entering larger amounts of text, over multiple lines, using a column may be more useful. Changing the width of the column will automatically re-flow the text.

To type a column of text:

1. Select the **Text Tool**.
2. Move the mouse pointer where you want the column to start.
3. Drag right to create a horizontal line the width of the column. This red line just shows you the width of the column. It is never printed.
4. Type in the text. You don't need to press "Enter" at the end of a line. When the text reaches the edge of the column, it automatically flows onto a new line.

Note

: if you click away or change tools before you start typing, the text column will be removed and nothing left on the page. Therefore always start typing after you've dragged the column width line.

Instead of typing in the text you can create the text in a separate text editor or word processor, copy it to the clipboard and paste it into MAGIX Xtreme Print Studio. Copy and paste supports RTF-formatted text.

Words only split across lines if they contain a hyphen character (minus key)

If you want a word If you want a word run-
running across two lines, ning across two lines,
type in a hyphen. type in a hyphen.

The effect of typing a hyphen into "running"

If you type "Ctrl + -" (minus key) it inserts a **soft hyphen**

which is a hyphen that only appears if the word can wrap at the end of a line. This is particularly useful for narrow columns of text, to avoid rivers of white, you might need to hyphenate some words. Inserting a normal dash character will split the word at the end of the line. It's called a 'soft' hyphen because when the word appears in the middle of a line the hyphen vanishes (unlike a normal dash or minus character), so it intelligently hyphenates the words only if it needs to.

When editing the text a soft hyphen is treated as an invisible character (it takes no space), but you can tell it's in the text by moving the cursor left/right over where the invisible character is.

A **hard hyphen**

can be inserted by typing "Ctrl + Shift + -" (minus key). A hard hyphen is one that will not cause a wrap at all. This is useful in situations where you have dashes in words that you do not want split at the end of lines.

Changing the width of the column

Drag either of the two red handles at the ends of the line.

Changing the angle of the column

"Shift+ drag" either of the red handles at the end of the line to change the angle of the column.

Alternatively, "Ctrl + drag" to restrain the line to the constrain angles. Or alternatively you can use the **Selector**

Tool to rotate the object in the usual way.

For more on constrain angles, see [Introduction to MAGIX Xtreme Print Studio](#)

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Text areas

In the Text

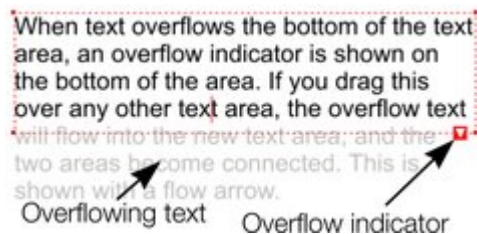
Tool if you click and drag diagonally on the page you will create a rectangular text area. The blinking cursor will be positioned in the top left corner and you can type or paste text.

A text area can contain a "flowing" text story. A text story refers to a single piece of text, flowing from one text area to another. It's called flowing text because, like water, as you add or remove text in one area it overflows into connected text areas or flows back from text areas.

If the text overflows the bottom of the text area the overflowing text is shown gray, although you can continue to edit this text as usual.

Connecting text areas—text flow

When text overflows the bottom of the text area, an overflow indicator is shown on the bottom of the area. If you drag this over any other text area, the overflow text will flow into the new text area, and the two areas become connected. This is shown with a flow arrow.



Dragging the overflow indicator from one text area to another will connect the two areas so text flows from one to another. You can link as many together as you require.

There is a quick way to create flowing text. If the text cursor in an area with overflowing text, then just click-drag on the page to create a new text area. The new text area is automatically connected and text will flow into the new area.

Tip

: you can flow text from one area to another on any page, even earlier pages. If you need to flow into an area many pages away, it's probably easier to use the above method, although if you zoom out to a small page size you can drag the overflow arrow across pages.

To disconnect one text area from another, just drag on the overflow indicator and drop it away from any text area.

If you delete a text area that is connected to another only the area is deleted, the text will simply re-flow into the remaining text areas.

Resizing text areas

Using the Text

Tool, you can click and drag on any of the corner control handles. The text in the area will be reformatted to fit the new size.

Alternatively you can use the **Selector** Tool to resize the text object, but in this case the behavior changes. Usually when you resize an object in the **Selector** it resizes everything including the text. So, for example, if you resize a simple text object or text column. This is consistent with the normal operation of the **Selector**

Tool.

However in the case of flowing text areas this would cause undesired side-effects; you almost certainly do not want part of a flowing text story to be a different point size than the rest. Therefore, the **Selector**

Tool behavior varies depending on whether you are resizing one text area that contains a flowing text story, or resizing the whole text story. The rule is:

- If you resize a single unconnected text area (or simple or text column) then the area "container" and text content are resized together.
- If you select the text areas of the whole flowing text story (they have to be one a single page)

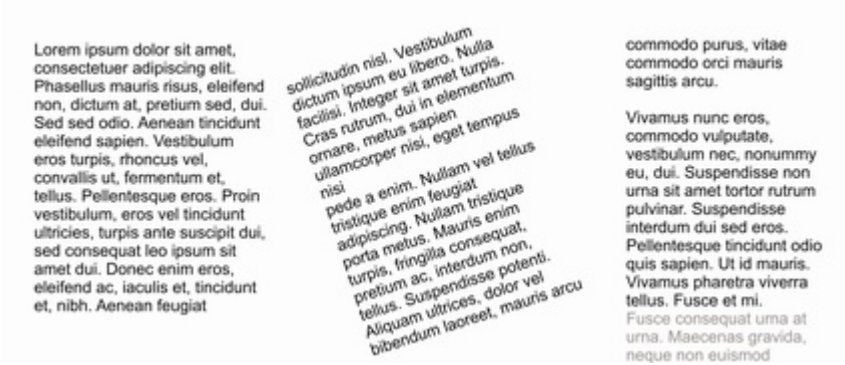
then a resize will resize the text and areas together.

- But if you resize a text area that is part of a flowing series of text areas, then only the container size is altered and the text inside remains the original size, and will be re-formatted to fit the new size. This is like resizing a text area with the **Text Tool**.

If you want to resize all text in a text story, select it all with "Ctrl + A", and apply the required font size.

You can rotate a text area, using the **Selector**

Tool as normal, and the text will flow through the rotated text area normally.



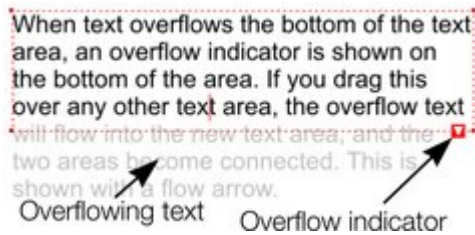
Text flow is unaffected if you rotate any of the text areas

Word count

The word and character count total of the current text is shown in the status line. This also shows the number of overflowing words. If any region of text is selected, it shows the count of this selection instead.

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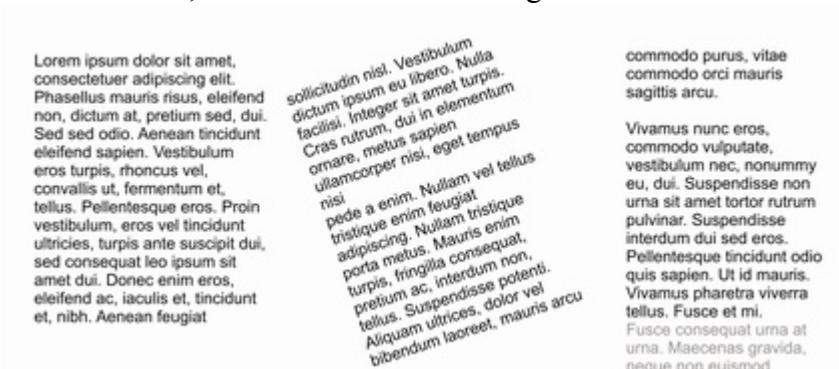
However in the case of flowing text areas this would cause undesired side-effects; you almost certainly do not want part of a flowing text story to be a different point size than the rest. Therefore, the **Selector** Tool behavior varies depending on whether you are resizing one text area that contains a flowing text story, or resizing the whole text story. The rule is:

- If you resize a single unconnected text area (or simple or text column) then the area "container" and text content are resized together.
- If you select the text areas of the whole flowing text story (they have to be one a single page) then a resize will resize the text and areas together.
- But if you resize a text area that is part of a flowing series of text areas, then only the container size is altered and the text inside remains the original size, and will be re-formatted to fit the new size. This is like resizing a text area with the **Text** Tool.

If you want to resize all text in a text story, select it all with "Ctrl + A", and apply the required font size.

You can rotate a text area, using the **Selector**

Tool as normal, and the text will flow through the rotated text area normally.



Text flow is unaffected if you rotate any of the text areas

Word count

The word and character count total of the current text is shown in the status line. This also shows the number of overflowing words. If any region of text is selected, it shows the count of this selection instead.

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Text along a curve

To place text along a curve of your choice:

1. Create either basic text, text in a column or a text area (see above).
2. Select your text object and one curve.
3. Choose **Arrange -> Fit text to curve**.



This is some text fitted along this curve

Alternatively, select a curve or line and then in the **Text**

Tool, click on the line, where you want the text to start, and type. This automatically fits the text along the line. When you reach the end of the line the text will wrap onto a new line, immediately below the start of the previous one.

If you do not want the text to wrap to a new line, "Shift+ click" on the line.

To hide the curve so it's not visible, select the **Shape editor** Tool and set the line color to **No color** or a width of **None**

. You can also edit the curve as usual this way.

You can't fit text directly onto an ellipse, quickshape, or rectangle object. First select the **Arrange ->**

Convert to editable shapes

("Ctrl + Shift +S").

Applying color is described in [Color handling](#)

Adjusting the left and right margin of text on a curve

If you just start typing or place a column of text on a curve, you can change the start and end position of the red handles. Just drag them along the curve as required. If you center text it will be between these two margins.

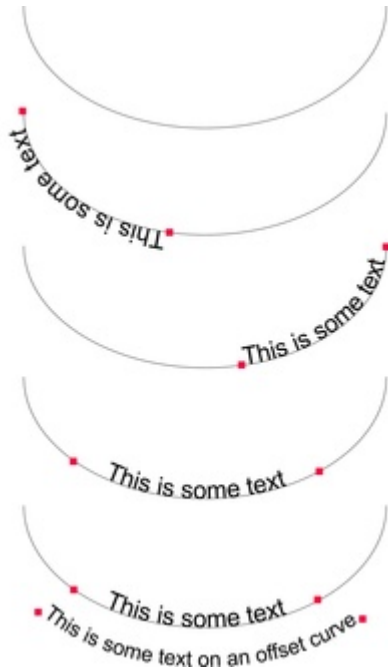
Swapping sides of the line

Right click on the text and select the **Reverse text on curve** menu option.

Alternatively, if you reverse the direction of the line (**Shape editor** Tool, **Reverse paths**

button on the InfoBar), then the text will move to the other side of the line or, in the case of a closed shape, move from the inside to the outside of the shape.

An example



Create an ellipse. Convert to editable shapes. In the shape editor, select the top half (top three control points) and select the "Break at points" function. Remove the top half to leave just the lower half as seen. In the Text Tool click at about 6 o'clock and type.

Right click and select **Reverse text on curve**

to flip the text to the other side. Drag the red margin handles in from either end. Select the center text alignment option.

To create offset text, create a separate curve and adjust its curvature and offset. In this case the line has also been made invisible and the text reduced in size.

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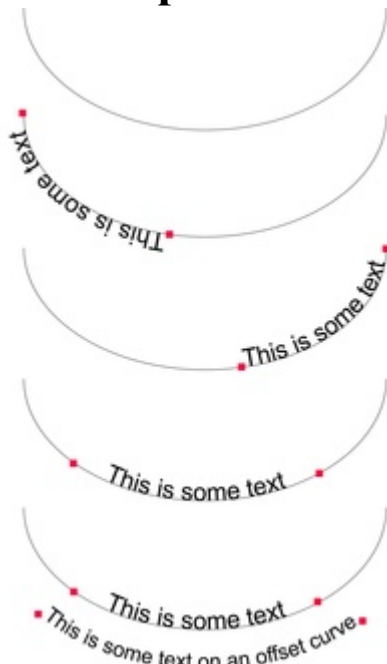
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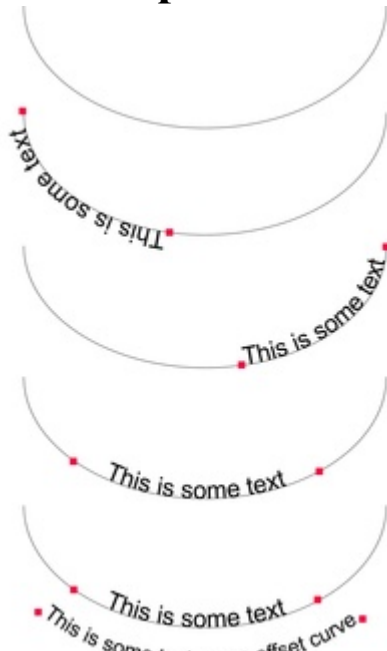
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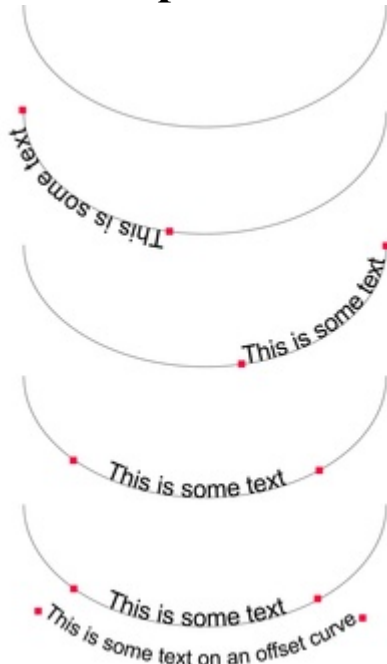
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Editing text

[Tutorial movie](#)

:

All the normal word processor-style cursor and mouse operations can be used. For example:

- Click where you want to place the cursor.
- Use the left and right arrow keys to move left, right, up or down.
- Use "Ctrl + left and right arrow keys" to move left or right one word.
- Press "Home" or "End" to move to the start or end of the line.
- Press "Ctrl + Home", or "Ctrl + End" to move to the start or end of the text object.

Text selection:

- "Shift+ any" of the above key to select text
- Double click to select a word
- Triple click selects a whole line of text, or "Ctrl + L"
- Quadruple (4x) click selects a paragraph of text
- Or just drag across the text in the Text Tool to select the text
- "Ctrl + A" will select all the text in the text object (you must be in the **Text Tool**.)

If you have a text selection any attribute change will apply only to the selected region of text. If you have only the cursor in the text, then any attribute change, say selecting a new color, will only appear when you type new text.

Selecting the whole text object

There is a quick shortcut for selecting the whole text object. Instead of using "Ctrl + A" or dragging across all the text, simply press the "Esc"

key. This removes the cursor but selects the whole text (the status line will confirm 1 text object). This makes it easy to apply an effect or attribute to the whole text story.

For example, to change the font size of the whole text object, just press "Esc" and select the new size from the InfoBar.

Swap case

Pressing "Ctrl + W" will swap the case of the character after the cursor and move the cursor on. So, if you've accidentally typed a section of text with the caps lock key on, just place the cursor at the start and press and hold "Ctrl + W".

You can swap the case of a selected region of text, the same way. The cursor will not be moved.

Smart Quotes

When you type quote ' or double quote " characters, Xtreme will automatically convert these into the more appropriate and aesthetically accurate opening or closing quotes. So this changes **'this'** into **?this?** and **"quotes"** into **?quotes?**. It's smart enough to understand the use of single quotes within words to signify missing characters, so that **'don't'** becomes **?don?t?**

Entering special characters

There are a number of useful shortcuts to allow insertion of special characters, like © or ™. See Special characters (in Text Tool) section in "Menus and keyboard shortcuts".

All these shortcuts (with the exception of the hard space) are compatible with Microsoft Word.

Entering dummy text ('Lorem Ipsum')

When creating page layouts, it's common practice to use dummy text, which is a type of pseudo-Latin (it doesn't really mean anything), but has the overall appearance of typical English text (or other similar Latin-based languages). The text begins "Lorem ipsum dolor sit amet..."

Historical note

: This same text has been used as dummy text going back more than 500 years in the print trade and parts of the actual Latin used can be traced to text written more than 2000 years ago.

You can insert a paragraph of the "Lorem ipsum" text by typing "Ctrl + Shift + L" ("L" for Lorem) while using the Text Tool. To insert a larger block of text, just press the key combination a few times.

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Tabs, Margins and Indents

Rulers

To adjust tabs, margins and indents you need to turn on rulers in your document.

To do this:

- Chose "Windows -> Bars -> Rulers".
- Or press "Ctrl + Shift+ R" (this is a new shortcut).
- Or press "Ctrl + L" (when not in the **Text** Tool).

The enhanced text features will only appear on the ruler when you are using the **Text** Tool and when the text cursor is in a text story or the text object is selected when in the **Text** Tool.

In the Text Tool when you drag the margins or tabs on the ruler, you get a temporary vertical guide to make it easier to align the tabs or margins to objects elsewhere on the page. In addition when dragging tabs or margins, if you have magnetic snap switched on, these will snap to each other making it easier to position tabs and margins.

Margins and indents

Any changes you make are made to the current paragraph of text. (i.e. the paragraph containing the text cursor) or, if you have a selected region of text, to the paragraphs of the selected region.

You can apply changes to all text in a text story by selecting all the text within that story ("Ctrl + A"). To change more than one text story, select the text objects while in the **Selector** Tool then change to the **Text**

Tool and make the required changes.

Left margin

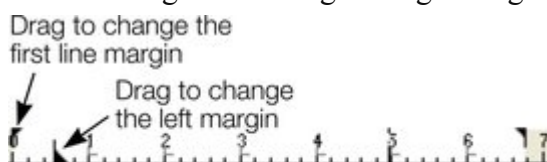
. Drag this to change the left margin of the text.

First line margin.

Drag this to change the left margin for the first line of the paragraph (useful for lists, as shown below).

Right margin.

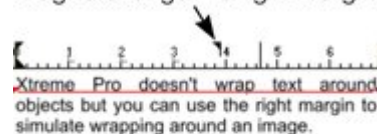
Drag this to change the right margin of the text.



1) This is the first item in a numbered list. By having the left margin brought in, but the first line margin hanging to the left, you can create 'hanging' items such as bulleted or numbered lists.

Demonstrating the left margin and first line margin

Drag to change the right margin



If you wish to place an image alongside a text story you can bring in the right margin to make space for the image without starting a new story. Only the lines where you alter the right margin will be affected.



Demonstrating a right margin

Text along a curve

If you have fitted a single line of text to the curve using the **Fit text to curve** option, then the curve line is the margin. If the text is longer than the line it will just flow off the end.

Full

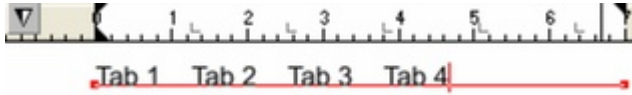
justification will always fit the text onto the line, if necessary overlapping characters.

If you have clicked on the line or fitted a column of text to a curve or line then you have left and right margin indicators (small red squares) that can be dragged along the line to adjust the margins used for justification.

Tabs

By default, text stories are created with tabs set 0.5 cm apart. This means you can just press "Tab" and your text will be moved along to the next tab stop. You only need to define new tab stop positions if you want alternative tab spacing.

These default tabs are shown as faint Ls on the ruler:



Standard tabs, indicated by faint "L"s

Custom tabs

To create a custom tab position, just click on the ruler where you wish to place the new tab. It will replace default tabs up to that point on the ruler.

For example:



The triangle indicates a custom tab

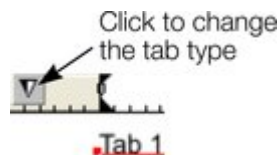
- To set more than one tab click multiple times on the ruler.
- To move a custom tab drag it along the ruler.
- To remove a tab drag it off of the ruler (default tabs will come back).

Custom tab types

You can set different types of custom tab. By default, custom tabs are left align tabs. This means that text will be aligned with the tab on the left of the text.

To change the tab type, click the tab icon on the ruler.

The following custom tab types are available. You are not limited to just one type in a story, and can choose a different type then set additional tabs.



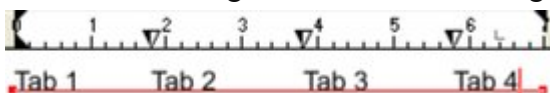
Left align:

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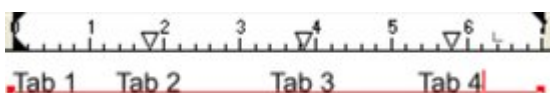
Right align:

The text will be aligned with the tab to the right.




Center align:

The text will be centered on the tab.



Decimal point align:

The decimal points in the text will be aligned with the tab. This is useful for lists and, however long the number, the decimal points (periods) will be tab-aligned.

A screenshot showing a ruler at the top with markings from 1 to 7. Below the ruler is a table with three rows. A red horizontal line is drawn across the table, starting from the left margin and extending to the right margin. The table content is as follows:

Hard disk drive	\$79.99
SATA cable	\$2.11
TFT monitor	\$139.00

How to creating hanging indents

Hanging Indents, as they are known, are where the first line of a paragraph has a negative margin or a margin that hangs to the left of the normal left margin. Numbered or bulleted lists are examples of hanging indents.

To create hanging indents:

1. Drag the left margin inwards.
2. Click on the ruler away from the left margin (creates a new tab stop) and drag this tab stop to be exactly over the left margin.
3. Now each line will start outdented—you can insert any special character or number and press "Tab" to move to the left margin. And (as with this paragraph) all subsequent lines of text are indented to the left margin.

Rulers

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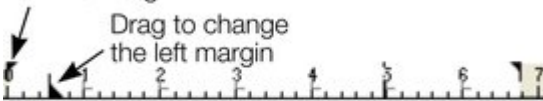
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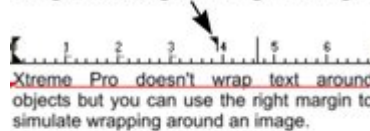
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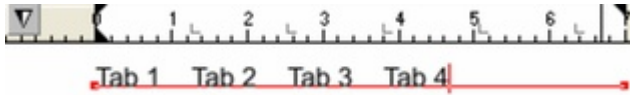
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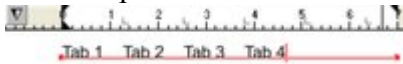


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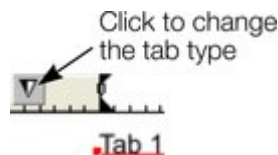
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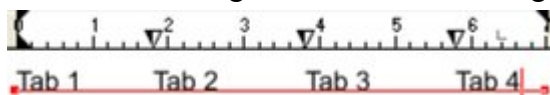
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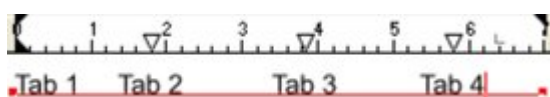
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To create hanging indents:

1. Drag the left margin inwards.
2. Click on the ruler away from the left margin (creates a new tab stop) and drag this tab stop to be exactly over the left margin.
3. Now each line will start outdented—you can insert any special character or number and press "Tab" to move to the left margin. And (as with this paragraph) all subsequent lines of text are indented to the left margin.

Margins and indents

Any changes you make are made to the current paragraph of text. (i.e. the paragraph containing the text cursor) or, if you have a selected region of text, to the paragraphs of the selected region.

You can apply changes to all text in a text story by selecting all the text within that story ("Ctrl + A"). To change more than one text story, select the text objects while in the **Selector** Tool then change to the

Text

Tool and make the required changes.

Left margin

. Drag this to change the left margin of the text.

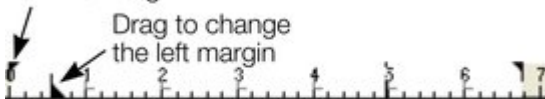
First line margin.

Drag this to change the left margin for the first line of the paragraph (useful for lists, as shown below).

Right margin.

Drag this to change the right margin of the text.

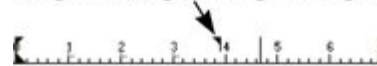
Drag to change the first line margin



1) This is the first item in a numbered list.
By having the left margin brought in, but the first line margin hanging to the left, you can create 'hanging' items such as bulleted or numbered lists.

Demonstrating the left margin and first line margin

Drag to change the right margin



Xtreme Pro doesn't wrap text around objects but you can use the right margin to simulate wrapping around an image.

If you wish to place an image alongside a text story you can bring in the right margin to make space for the image without starting a new story. Only the lines where you alter the right margin will be affected.



Demonstrating a right margin

Text along a curve

If you have fitted a single line of text to the curve using the **Fit text to curve** option, then the curve line is the margin. If the text is longer than the line it will just flow off the end.

Full

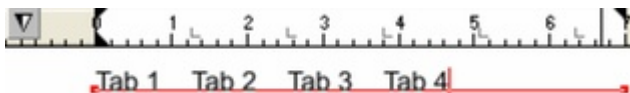
justification will always fit the text onto the line, if necessary overlapping characters.

If you have clicked on the line or fitted a column of text to a curve or line then you have left and right margin indicators (small red squares) that can be dragged along the line to adjust the margins used for justification.

Tabs

By default, text stories are created with tabs set 0.5 cm apart. This means you can just press "Tab" and your text will be moved along to the next tab stop. You only need to define new tab stop positions if you want alternative tab spacing.

These default tabs are shown as faint Ls on the ruler:



Standard tabs, indicated by faint "L"s

Custom tabs

To create a custom tab position, just click on the ruler where you wish to place the new tab. It will replace default tabs up to that point on the ruler.

For example:



The triangle indicates a custom tab

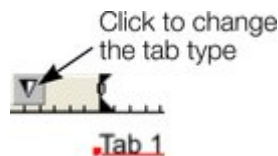
- To set more than one tab click multiple times on the ruler.
- To move a custom tab drag it along the ruler.
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Custom tab types

You can set different types of custom tab. By default, custom tabs are left align tabs. This means that text will be aligned with the tab on the left of the text.

To change the tab type, click the tab icon on the ruler.

The following custom tab types are available. You are not limited to just one type in a story, and can choose a different type then set additional tabs.



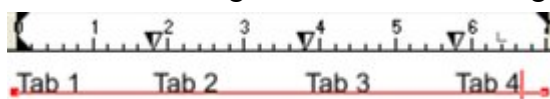
▼ Left align:

The text will be aligned with the tab to the left.



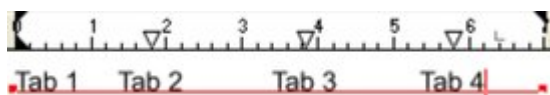
▼ Right align:

The text will be aligned with the tab to the right.



▼ Center align:

The text will be centered on the tab.



▼ Decimal point align:

The decimal points in the text will be aligned with the tab. This is useful for lists and, however long the number, the decimal points (periods) will be tab-aligned.



How to creating hanging indents

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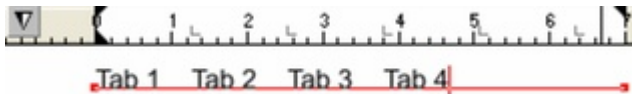
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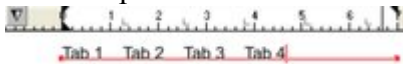


Standard tabs, indicated by faint "L"s

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For example:



The triangle indicates a custom tab

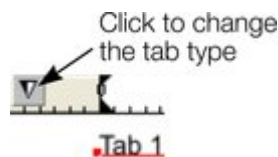
- To set more than one tab click multiple times on the ruler.
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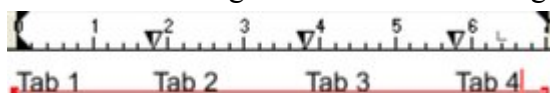
Left align:

The text will be aligned with the tab to the left.



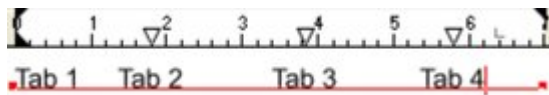
Right align:

The text will be aligned with the tab to the right.



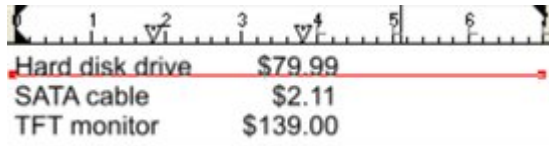
▼ **Center align:**

The text will be centered on the tab.



▼ **Decimal point align:**

The decimal points in the text will be aligned with the tab. This is useful for lists and, however long the number, the decimal points (periods) will be tab-aligned.



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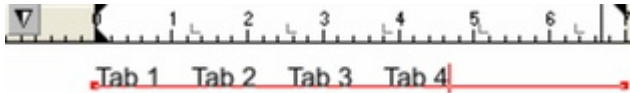
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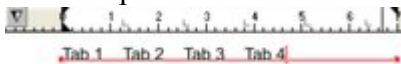


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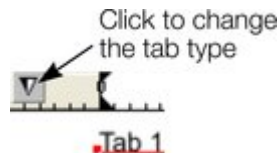
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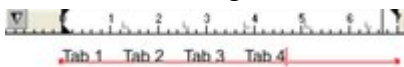
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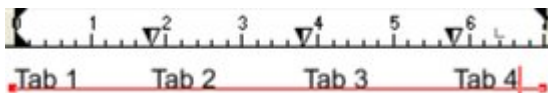
Left align:

The text will be aligned with the tab to the left.



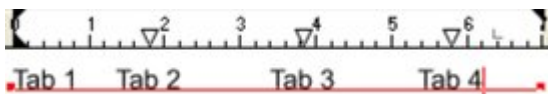
Right align:

The text will be aligned with the tab to the right.



Center align:

The text will be centered on the tab.



Decimal point align:

The decimal points in the text will be aligned with the tab. This is useful for lists and, however long the number, the decimal points (periods) will be tab-aligned.

Hard disk drive	\$79.99
SATA cable	\$2.11
TFT monitor	\$139.00

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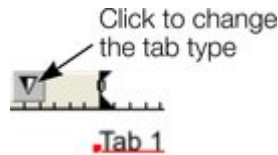
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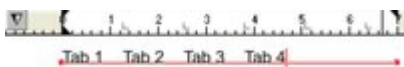
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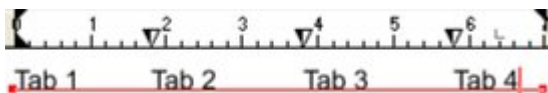
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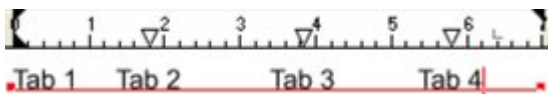
▼ Right align:

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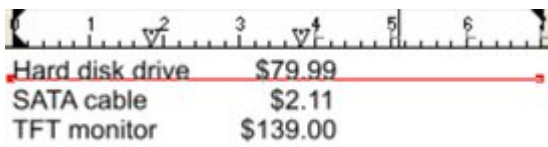
▼ Center align:

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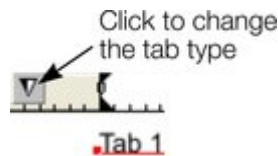
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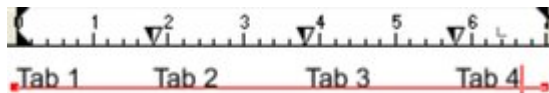
Left align:

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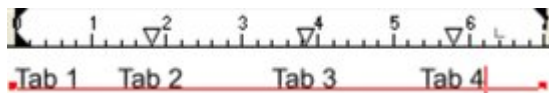
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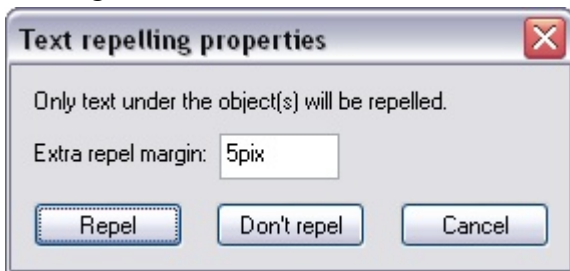
Repelling text objects

You can make any object in MAGIX Xtreme Print Studio repel text so that text underneath it automatically flows around the object, instead of appearing on top of it. This makes it easy to lay out pages containing long passages of text combined with photos and graphics. Once you've set them to repel, you can adjust the positions of your graphics and photos and the text will automatically adjust and reflow around them.



Making an object repel

To make an object repel text, select the "**Repel text under...**" option in the **Arrange** menu to bring up the repelling properties dialog. Or right click on the object and select the same option in the right-click menu.



If desired, set a repel margin for the object. This determines the size of the margin between the edges of the object and the text that it repels. To close the dialog and turn on the repel text option click on "**Repel**".

To turn off repelling simply bring up the repelling properties dialog for the object and click on "**Don't repel**".

Note that repelling text objects only repel text that is underneath the objects, not any text that is on top.

Note that single lines of text do not respond to repelling objects, only text areas and text columns do.

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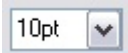
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Applying text styles

Changing the font size



There are four ways to change the font size:

- Type a new value into the size text box on the InfoBar and press ↵.
- Or select from the **Font size** dropdown list on the InfoBar.
- Or manually increase/decrease font size with the "Ctrl + Shift+ >" and "Ctrl + Shift+ <" keyboard shortcuts. This applies only if all selected text parts are of the same font size.
- Or use the **Selector** Tool to scale the whole text object.

Condensing and expanding characters (aspect ratio)

The aspect ratio is the ratio between the height and width of the text. Ratios over 100% make the text wider than normal; under 100% make the text narrower.

To change the aspect ratio:



Type a new value into the **Aspect** text box on the InfoBar and press "↵".

Or use the **Selector**

Tool to stretch or squash the complete line of text.

It is not recommended to use values below 80% or above 130%. Better to use a special condensed variant of the font family if available. Alternatively use the tracking control to adjust the spacing without distorting the actual shapes of the characters.

Bold & Italic



Click the **Bold** or **Italic** button on the InfoBar ("Ctrl + B" or "Ctrl + I")

This applies the bold or italic variant of the current font.

Attention: MAGIX Xtreme Print Studio does not allow you to apply italic or bold to text if the necessary italic/bold font is not installed. However you can easily emulate the same effect. To embolden a font, just give it a small line width and apply a line color. To slant a font, use the skew / slant feature of the Selector Tool. Read more in the "[Font menu](#)" section

Text Underlining



Click the underline button on the InfoBar to apply an underline to the selected text.

The underline color and size is automatically derived from the text color and size.

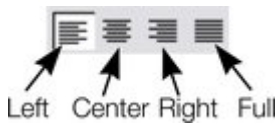
Underlining links

When you add a web address URL to some text, see the Web address dialog. You can decide to automatically underline all links. This is a check box option on the web address dialog ("Ctrl + Shift + W"). If you select this all linked text throughout the document is underlined, and the underline command does not affect this.

If you apply a URL to a group that contains some text, then the text will not be underlined.

Justification or text alignment

Justification always applies to the complete line. Any selected region is ignored.



When using simple text the initial click *position* on the page is taken as the origin for text justification.

Left

justification: Align the left-hand edge of the text to the initial click position.

Center

justification: Centers the text around the click position.


Right

justification: Align the right-hand edge of the text to the initial click position.

Full

justification: This only applies when text is along a curve or in a column and when there is at least one full line of text to justify.

Subscript & superscript

 Click the appropriate button on the **InfoBar**

Normal text _{subscript} ^{superscript}

Line spacing

Line spacing allows you to change the space between two lines (so affects vertical spacing).

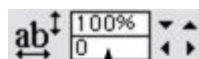


Line spacing is measured in percentages (120%) or points (12pt). You can either type the line space value in the text box or click the arrows to nudge the values.

A percentage setting has the benefit of scaling accordingly if you change your font size. If a percentage is applied to a line of text with more than one font size, the largest font size is used. For example, if a line contains 90% and 100% text, the line spacing is calculated on 100%.

Tracking

Whereas kerning (see below) changes the spacing between two characters, tracking changes the spacing equally within a region of text. An EM is the width of the capital letter "M" in the current font and font size. It is therefore relative to the font size and not a fixed value.

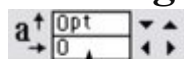


Tracking

1. Select the region to which you want to apply tracking.
2. Type a value into the **Tracking** text box (values are in 1/1000ths of ems).

From the keyboard you can increase or decrease the tracking by pressing "Alt + Right arrow", or "Alt + Left arrow". Each key press changes the tracking by 10/1000.

Kerning



Kerning

Kerning lets you alter the space between two characters (so affects horizontal spacing).

Most good fonts have auto-kerning which means they already move appropriate pairs of characters together slightly, as you can see from this diagram:

AWAY AWAY AWAY

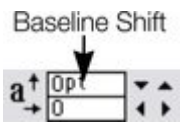
Auto-kerning off Auto-kerning on Manual kerning

Kerning is measured in "ems" (enter values in 1/1000ths of "ems".) You can either type the kerning value

in the text box, or click the arrows to nudge the values.

It shares the same key shortcuts as above. If there is just a cursor, it alters the kerning, but if there's a selected range of text, then it alters the tracking. Each key press alters it by 10/1000ths of a em.

Baseline shift



Baseline Shift allows you to move part of a line up or down.

Positive values move the text upwards, negative downwards.

The baseline is the imaginary line at the bottom of characters.

Select the characters for which you wish to change the baseline shift then enter a value in the **Baseline shift**

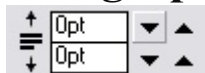
text box.



The effect of selecting AG and then applying a downwards baseline shift (i.e. -5pt).

Baseline shift is measured in points but you can use any of Xtreme Print Studio's standard measurement units. Note that baseline shift is an absolute value, in points, and does not change if you change the font size.

Paragraph Spacing

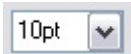


The last two fields on the end of the Text Tool InfoBar allow you to set the spacing above and/or below paragraphs.

This is particularly useful where you want half line spaces between paragraphs.

Like Microsoft Word, when you use both spacing above and below paragraphs, the spacing between paragraphs is whichever is the greater value (it's not cumulative). Paragraph spacing above paragraphs will move the first paragraph down in a frame of text.

Changing the font size



There are four ways to change the font size:

- Type a new value into the size text box on the InfoBar and press \downarrow .
- Or select from the **Font size** dropdown list on the InfoBar.
- Or manually increase/decrease font size with the "Ctrl + Shift+ >" and "Ctrl + Shift+ <" keyboard shortcuts. This applies only if all selected text parts are of the same font size.
- Or use the **Selector** Tool to scale the whole text object.

Condensing and expanding characters (aspect ratio)

The aspect ratio is the ratio between the height and width of the text. Ratios over 100% make the text wider than normal; under 100% make the text narrower.

To change the aspect ratio:



Type a new value into the **Aspect** text box on the InfoBar and press " \downarrow ".

Or use the **Selector**

Tool to stretch or squash the complete line of text.

It is not recommended to use values below 80% or above 130%. Better to use a special condensed variant of the font family if available. Alternatively use the tracking control to adjust the spacing without distorting the actual shapes of the characters.

Bold & Italic



Click the **Bold** or **Italic** button on the InfoBar ("Ctrl + B" or "Ctrl + I")

This applies the bold or italic variant of the current font.

Attention: MAGIX Xtreme Print Studio does not allow you to apply italic or bold to text if the necessary italic/bold font is not installed. However you can easily emulate the same effect. To embolden a font, just give it a small line width and apply a line color. To slant a font, use the skew / slant feature of the Selector Tool. Read more in the "[Font menu](#)" section

Text Underlining



Click the underline button on the InfoBar to apply an underline to the selected text.

The underline color and size is automatically derived from the text color and size.

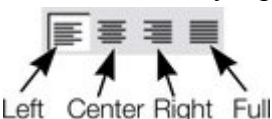
Underlining links

When you add a web address URL to some text, see the Web address dialog. You can decide to automatically underline all links. This is a check box option on the web address dialog ("Ctrl + Shift + W"). If you select this all linked text throughout the document is underlined, and the underline command does not affect this.

If you apply a URL to a group that contains some text, then the text will not be underlined.

Justification or text alignment

Justification always applies to the complete line. Any selected region is ignored.



When using simple text the initial click *position* on the page is taken as the origin for text justification.

Left

justification: Align the left-hand edge of the text to the initial click position.

Center

justification: Centers the text around the click position.

Right

justification: Align the right-hand edge of the text to the initial click position.

Full

justification: This only applies when text is along a curve or in a column and when there is at least one full line of text to justify.

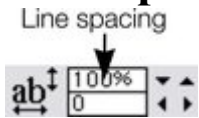
Subscript & superscript



Click the appropriate button on the **InfoBar**

Normal text _{subscript} ^{superscript}

Line spacing



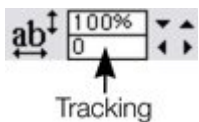
Line spacing allows you to change the space between two lines (so affects vertical spacing).

Line spacing is measured in percentages (120%) or points (12pt). You can either type the line space value in the text box or click the arrows to nudge the values.

A percentage setting has the benefit of scaling accordingly if you change your font size. If a percentage is applied to a line of text with more than one font size, the largest font size is used. For example, if a line contains 90% and 100% text, the line spacing is calculated on 100%.

Tracking

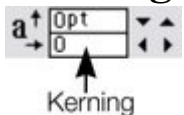
Whereas kerning (see below) changes the spacing between two characters, tracking changes the spacing equally within a region of text. An EM is the width of the capital letter "M" in the current font and font size. It is therefore relative to the font size and not a fixed value.



1. Select the region to which you want to apply tracking.
2. Type a value into the **Tracking** text box (values are in 1/1000ths of ems).

From the keyboard you can increase or decrease the tracking by pressing "Alt + Right arrow", or "Alt + Left arrow". Each key press changes the tracking by 10/1000.

Kerning



Kerning lets you alter the space between two characters (so affects horizontal spacing).

Most good fonts have auto-kerning which means they already move appropriate pairs of characters together slightly, as you can see from this diagram:

AWAY AWAY AWAY

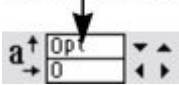
Auto-kerning off Auto-kerning on Manual kerning

Kerning is measured in "ems" (enter values in 1/1000ths of "ems".) You can either type the kerning value in the text box, or click the arrows to nudge the values.

It shares the same key shortcuts as above. If there is just a cursor, it alters the kerning, but if there's a selected range of text, then it alters the tracking. Each key press alters it by 10/1000ths of an em.

Baseline shift

Baseline Shift



Baseline shift allows you to move part of a line up or down.

Positive values move the text upwards, negative downwards.

The baseline is the imaginary line at the bottom of characters.

Select the characters for which you wish to change the baseline shift then enter a value in the **Baseline shift**

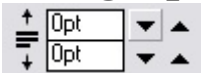
text box.



The effect of selecting AG and then applying a downwards baseline shift (i.e. -5pt).

Baseline shift is measured in points but you can use any of Xtreme Print Studio's standard measurement units. Note that baseline shift is an absolute value, in points, and does not change if you change the font size.

Paragraph Spacing



The last two fields on the end of the Text Tool InfoBar allow you to set the spacing above and/or below paragraphs.

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Or use the **Selector**

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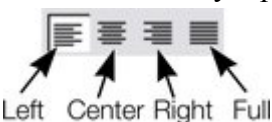
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justification: Centers the text around the click position.

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justification: Align the right-hand edge of the text to the initial click position.

Full

justification: This only applies when text is along a curve or in a column and when there is at least one full line of text to justify.

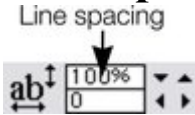
Subscript & superscript



Click the appropriate button on the **InfoBar**

Normal text _{subscript} ^{superscript}

Line spacing



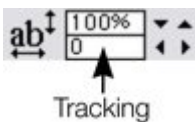
Line spacing allows you to change the space between two lines (so affects vertical spacing).

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A percentage setting has the benefit of scaling accordingly if you change your font size. If a percentage is applied to a line of text with more than one font size, the largest font size is used. For example, if a line contains 90% and 100% text, the line spacing is calculated on 100%.

Tracking

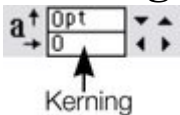
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1. Select the region to which you want to apply tracking.
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From the keyboard you can increase or decrease the tracking by pressing "Alt + Right arrow", or "Alt + Left arrow". Each key press changes the tracking by 10/1000.

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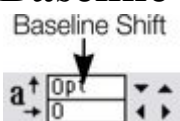
AWAY AWAY AWAY

Auto-kerning off Auto-kerning on Manual kerning

Kerning is measured in "ems" (enter values in 1/1000ths of "ems".) You can either type the kerning value in the text box, or click the arrows to nudge the values.

It shares the same key shortcuts as above. If there is just a cursor, it alters the kerning, but if there's a selected range of text, then it alters the tracking. Each key press alters it by 10/1000ths of a em.

Baseline shift



Baseline shift allows you to move part of a line up or down. Positive values move the text upwards, negative downwards.

The baseline is the imaginary line at the bottom of characters.

Select the characters for which you wish to change the baseline shift then enter a value in the **Baseline shift**

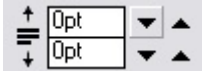
text box.



The effect of selecting AG and then applying a downwards baseline shift (i.e. -5pt).

Baseline shift is measured in points but you can use any of Xtreme Print Studio's standard measurement units. Note that baseline shift is an absolute value, in points, and does not change if you change the font size.

Paragraph Spacing



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Text Underlining



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The underline color and size is automatically derived from the text color and size.

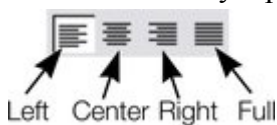
Underlining links

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Justification or text alignment

Justification always applies to the complete line. Any selected region is ignored.



When using simple text the initial click *position* on the page is taken as the origin for text justification.

Left

justification: Align the left-hand edge of the text to the initial click position.

Center

justification: Centers the text around the click position.

Right

justification: Align the right-hand edge of the text to the initial click position.

Full

justification: This only applies when text is along a curve or in a column and when there is at least one full line of text to justify.

Subscript & superscript

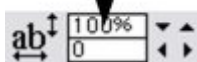


Click the appropriate button on the **InfoBar**

Normal text _{subscript} ^{superscript}

Line spacing

Line spacing



Line spacing allows you to change the space between two lines (so affects vertical spacing).

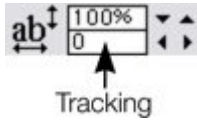
Line spacing is measured in percentages (120%) or points (12pt). You can either type the line space value in the text box or click the arrows to nudge the values.

A percentage setting has the benefit of scaling accordingly if you change your font size. If a percentage is

applied to a line of text with more than one font size, the largest font size is used. For example, if a line contains 90% and 100% text, the line spacing is calculated on 100%.

Tracking

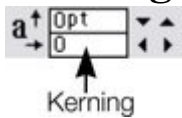
Whereas kerning (see below) changes the spacing between two characters, tracking changes the spacing equally within a region of text. An EM is the width of the capital letter "M" in the current font and font size. It is therefore relative to the font size and not a fixed value.



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2. Type a value into the **Tracking** text box (values are in 1/1000ths of ems).

From the keyboard you can increase or decrease the tracking by pressing "Alt + Right arrow", or "Alt + Left arrow". Each key press changes the tracking by 10/1000.

Kerning



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Most good fonts have auto-kerning which means they already move appropriate pairs of characters together slightly, as you can see from this diagram:

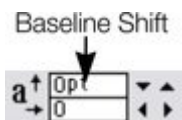
AWAY AWAY AWAY

Auto-kerning off Auto-kerning on Manual kerning

Kerning is measured in "ems" (enter values in 1/1000ths of "ems".) You can either type the kerning value in the text box, or click the arrows to nudge the values.

It shares the same key shortcuts as above. If there is just a cursor, it alters the kerning, but if there's a selected range of text, then it alters the tracking. Each key press alters it by 10/1000ths of a em.

Baseline shift



Baseline shift allows you to move part of a line up or down. Positive values move the text upwards, negative downwards.

The baseline is the imaginary line at the bottom of characters.

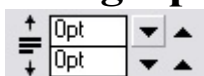
Select the characters for which you wish to change the baseline shift then enter a value in the **Baseline shift** text box.



The effect of selecting AG and then applying a downwards baseline shift (i.e. -5pt).

Baseline shift is measured in points but you can use any of Xtreme Print Studio's standard measurement units. Note that baseline shift is an absolute value, in points, and does not change if you change the font size.

Paragraph Spacing




The last two fields on the end of the Text Tool InfoBar allow you to set the spacing above and/or below paragraphs.

This is particularly useful where you want half line spaces between paragraphs.

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Text Underlining

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The underline color and size is automatically derived from the text color and size.

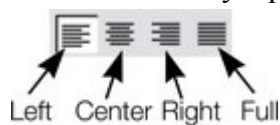
Underlining links

When you add a web address URL to some text, see the Web address dialog. You can decide to automatically underline all links. This is a check box option on the web address dialog ("Ctrl + Shift + W"). If you select this all linked text throughout the document is underlined, and the underline command does not affect this.

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Justification or text alignment

Justification always applies to the complete line. Any selected region is ignored.



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justification: Align the left-hand edge of the text to the initial click position.

Center

justification: Centers the text around the click position.


Right

justification: Align the right-hand edge of the text to the initial click position.

Full

justification: This only applies when text is along a curve or in a column and when there is at least one full line of text to justify.

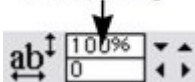
Subscript & superscript

 Click the appropriate button on the **InfoBar**

Normal text _{subscript} ^{superscript}

Line spacing

Line spacing



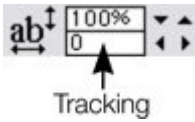
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Tracking

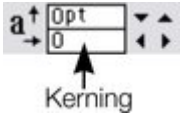
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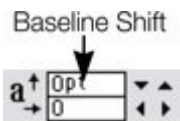
AWAY AWAY AWAY

Auto-kerning off Auto-kerning on Manual kerning

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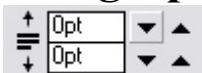
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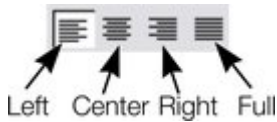
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justification: Align the right-hand edge of the text to the initial click position.

Full

justification: This only applies when text is along a curve or in a column and when there is at least one full line of text to justify.

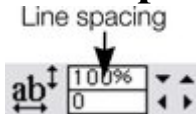
Subscript & superscript



Click the appropriate button on the **InfoBar**

Normal text _{subscript} ^{superscript}

Line spacing



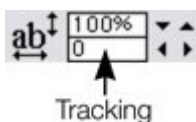
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AWAY AWAY AWAY

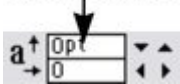
Auto-kerning off Auto-kerning on Manual kerning

Kerning is measured in "ems" (enter values in 1/1000ths of "ems".) You can either type the kerning value in the text box, or click the arrows to nudge the values.

It shares the same key shortcuts as above. If there is just a cursor, it alters the kerning, but if there's a selected range of text, then it alters the tracking. Each key press alters it by 10/1000ths of a em.

Baseline shift

Baseline Shift



Baseline shift allows you to move part of a line up or down.

Positive values move the text upwards, negative downwards.

The baseline is the imaginary line at the bottom of characters.

Select the characters for which you wish to change the baseline shift then enter a value in the **Baseline shift**

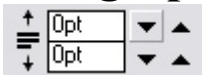
text box.



The effect of selecting AG and then applying a downwards baseline shift (i.e. -5pt).

Baseline shift is measured in points but you can use any of Xtreme Print Studio's standard measurement units. Note that baseline shift is an absolute value, in points, and does not change if you change the font size.

Paragraph Spacing




The last two fields on the end of the Text Tool InfoBar allow you to set the spacing above and/or below paragraphs.

This is particularly useful where you want half line spaces between paragraphs.

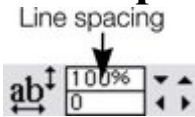
Like Microsoft Word, when you use both spacing above and below paragraphs, the spacing between paragraphs is whichever is the greater value (it's not cumulative). Paragraph spacing above paragraphs will move the first paragraph down in a frame of text.

Subscript & superscript

 Click the appropriate button on the **InfoBar**

Normal text _{subscript} ^{superscript}

Line spacing

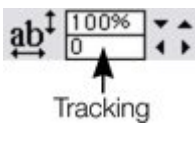
 Line spacing allows you to change the space between two lines (so affects vertical spacing).

Line spacing is measured in percentages (120%) or points (12pt). You can either type the line space value in the text box or click the arrows to nudge the values.

A percentage setting has the benefit of scaling accordingly if you change your font size. If a percentage is applied to a line of text with more than one font size, the largest font size is used. For example, if a line contains 90% and 100% text, the line spacing is calculated on 100%.

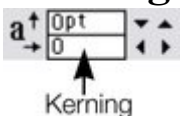
Tracking

Whereas kerning (see below) changes the spacing between two characters, tracking changes the spacing equally within a region of text. An EM is the width of the capital letter "M" in the current font and font size. It is therefore relative to the font size and not a fixed value.

 1. Select the region to which you want to apply tracking.
2. Type a value into the **Tracking** text box (values are in 1/1000ths of ems).

From the keyboard you can increase or decrease the tracking by pressing "Alt + Right arrow", or "Alt + Left arrow". Each key press changes the tracking by 10/1000.

Kerning

 Kerning lets you alter the space between two characters (so affects horizontal spacing).

Most good fonts have auto-kerning which means they already move appropriate pairs of characters together slightly, as you can see from this diagram:

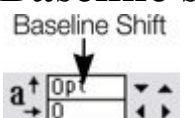
AWAY AWAY AWAY

Auto-kerning off Auto-kerning on Manual kerning

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It shares the same key shortcuts as above. If there is just a cursor, it alters the kerning, but if there's a selected range of text, then it alters the tracking. Each key press alters it by 10/1000ths of a em.

Baseline shift

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Select the characters for which you wish to change the baseline shift then enter a value in the **Baseline shift**

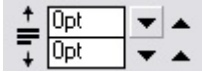
text box.



The effect of selecting AG and then applying a downwards baseline shift (i.e. -5pt).

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Paragraph Spacing

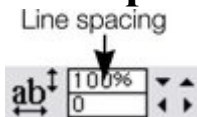


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This is particularly useful where you want half line spaces between paragraphs.

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Line spacing



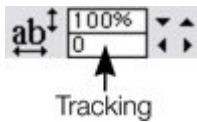
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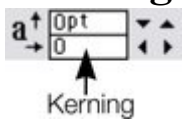
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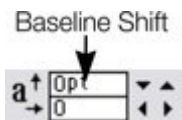
AWAY AWAY AWAY

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The effect of selecting AG and then applying a downwards baseline shift (i.e. -5pt).

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Paragraph Spacing

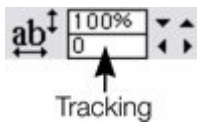


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Tracking

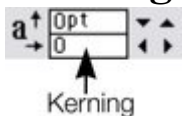
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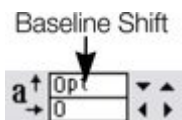
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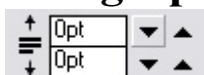
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Paragraph Spacing

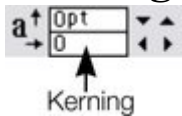


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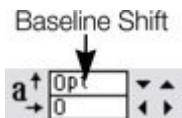
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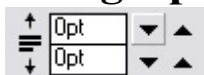
text box.



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Paragraph Spacing



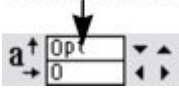
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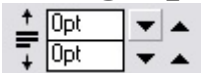
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Copying text styles

It's easy to copy the style of any text to any other region of text using the **Paste attributes** feature:

- Select the source region from where you want to copy the style. This can be as little as a word (just double click).
- Select "Edit -> Copy" ("Ctrl + C").
- Select the region of text to which you want to apply the style.
- Select "Edit -> Paste attributes" ("Ctrl + Shift+ A").

If you just have the text cursor positioned in some text when you **Paste attributes** the paragraph attributes will be pasted to this paragraph (i.e. tabs, margins).

If you have a region of text selected, then **Paste attributes** will paste all the visual attributes of the source text.

Applying attributes to whole text stories

When you have the cursor in a simple or column text object, pressing "Esc" will select the whole text object. You can then apply an attribute, say a color, and the whole text object is altered. This is often quicker than performing "Select all" ("Ctrl + A").

With text areas this method only works if all text areas of the story are selected. You can do this in the **Selector**

Tool clicking and "Shift + clicking" on the different text areas to select them. But this method is only possible if the text areas are on a single page. If your text story flows over several pages and you want to change all the text, then it's necessary to "Select all" ("Ctrl + A"), and then apply the required attributes.

Applying attributes to whole text stories

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Tool clicking and "Shift + clicking" on the different text areas to select them. But this method is only possible if the text areas are on a single page. If your text story flows over several pages and you want to change all the text, then it's necessary to "Select all" ("Ctrl + A"), and then apply the required attributes.

Copying/Pasting formatted text (RTF)

You can copy "rich text" (as it's sometimes known) from other applications such as word processors or editors and paste into MAGIX Xtreme Print Studio as text, and the fonts, margins, line spacing will be preserved. This makes it dramatically easier to retain the style and appearance of your text.

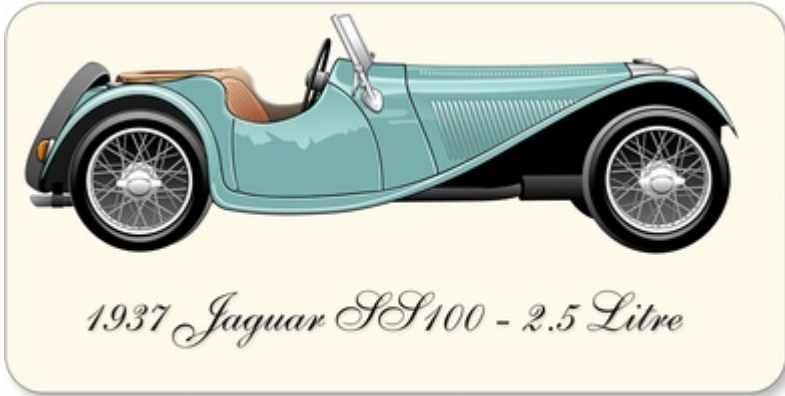
When you paste "Rich Text Format" (RTF) from other applications you are given the choice of pasting the text in as "Unformatted text" which means it will appear in the font and style at the cursor where you paste, or "Rich Text Format", i.e. it will retain the style of the source text.

This also works the other way around. You can copy text in Xtreme Print Studio and paste into other applications that support rich text editing and the style (font, size, colors, margins etc) will be retained.

This will only work if you select and copy a single text object or from a single text flow.

Some applications, such as Microsoft Word, have a "Paste special" menu option that provides a wider range of paste options. These applications will sometimes allow you to choose the format of the pasted object (text or graphic).

Printing



In this chapter

[Show print borders](#)

[Selecting and setting up a printer](#)

[The print dialog box](#)

[Print Options: Output tab](#)

[Print Options: Print Layout tab](#)

Show print borders

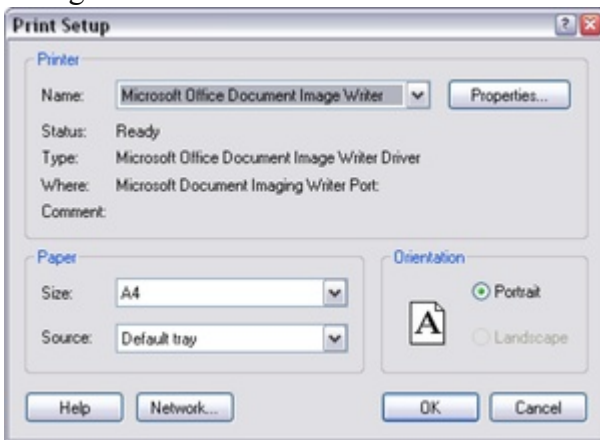
The "**Window -> Show Print Borders**"

menu shows a yellow and red line around the page (non-printing) showing the print margins and borders. The page boundary is shown by a yellow rectangle and the printing area by a red rectangle. The printing area is determined by the margins on the currently selected printer. Some printers let you adjust the margins, but few let you print right up to the edge of the page.

If any objects on the page lie outside the red rectangle they are unlikely to be printed.

Selecting and setting up a printer

"File -> Printer Setup" opens the standard Windows **Print Setup** dialog:



Selecting a printer also selects a suitable paper size and paper orientation. Note that these are the size and orientation of the sheets of paper used in the printer. They are separate from the size/orientation of the document. **Portrait** prints the page without rotation. **Landscape** prints the page turned through 90° (these buttons are duplicated in the **Print options** dialog box, described later). We recommend leaving the **Landscape/Portrait**

buttons on this dialog box on their default setting.

Please note

: We cannot give you advice about installing or configuring printers as these are standard system operations. In case of difficulties, contact the supplier of your printer or computer.

Properties button

This displays a dialog box letting you set options for the selected type of printer. This dialog box is not controlled by Xtreme Print Studio.

Network button

If your computer is connected to a network, this lets you connect to shared printers on the network. This dialog box is not controlled by Xtreme Print Studio.

Properties button

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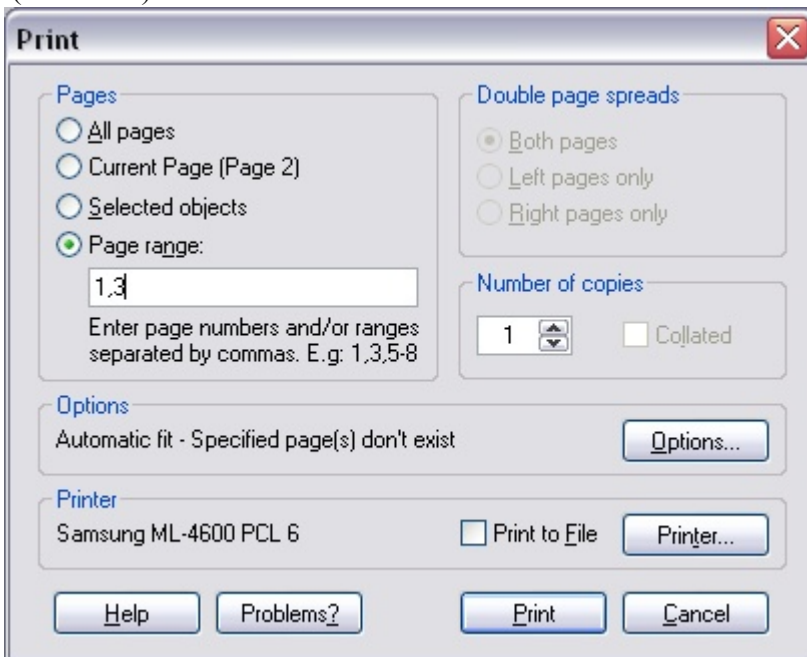
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The print dialog box

Choose "File -> Print"

("Ctrl + P").



Print button

When you have selected the required options click this to start printing.

Printer... button

This opens the "Print Setup" dialog box (described earlier).

Options button

This opens a tabbed dialog box that lets you set additional print options. These are described [later](#).

Pages

All Pages:

Prints every page of the document.

Current Page(s):

Prints the selected page or spread.

Selected Objects:

This option is available when any objects in the document are selected. When active, only selected objects are printed. When you print selected objects, this means that the selected objects are printed, not that all the objects within the bounds of the selection are printed.

Objects in the background layers and the guides layer never print. See Layer Gallery for more details.

Page Range:

Allows you specific control over which pages you wish to print. You can type specific pages numbers, separated by commas, or page ranges by typing two numbers with a hyphen in between them.

Page range examples:

2

will print just page 2.

1,3,5-7

will print pages 1, 3, 5, 6 and 7.

2,3,6-8,11-12

will print pages 2,3,6,7, 8,11 and 12.

The Options

section of the dialog will indicate if your page range is OK or invalid.

Double page spreads

If the document comprises a double-page spread, you can print both sides or just the left or just the right page.

This option is dimmed when the spread comprises a single page (see Document Handling for how to select single or double-page spreads). Or the "**Print/export individual pages**

" is active in the Page Options, so that the two pages of a double-page spread are treated as individual single pages.

Print to File

You can select the **Print to File**

option to create a document that you can give to a printing company (if they are able to accept this type of file).

After checking this option, when you click **Print** Xtreme Print Studio displays the standard Windows **Save**

dialog box so you can specify a file name and drive for the file.

Print files have a default extension of .prn.

If you want to create a PDF file we recommend selecting the "File -> Export..." option and selecting PDF. This produces a higher quality, and usually more compact PDF file than you'd get from printing to a PDF file.

For more information on exporting as PDF refer to Importing and Exporting.

Number of copies

Sets how many copies of the document to print.

Collated

This is dimmed except when printing multiple copies of a double-page spread as two separate pages.

With this option selected, pages are printed as left-right-left-right, etc. With this option deselected, all the left-hand pages are printed then all the right-hand pages.

Printers that hold a page image in memory take some time to process the image. The printer can then print multiple copies at its maximum speed. For such printers it is often faster to manually collate the pages after printing.

Other types of printers have to process the page for each copy. For these, select collate copies and save yourself the chore of collating.

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Objects in the background layers and the guides layer never print. See Layer Gallery for more details.

Page Range:

Allows you specific control over which pages you wish to print. You can type specific page numbers, separated by commas, or page ranges by typing two numbers with a hyphen in between them.

Page range examples:

2

will print just page 2.

1,3,5-7

will print pages 1, 3, 5, 6 and 7.

2,3,6-8,11-12

will print pages 2,3,6,7, 8,11 and 12.

The Options

section of the dialog will indicate if your page range is OK or invalid.

Double page spreads

If the document comprises a double-page spread, you can print both sides or just the left or just the right page.

This option is dimmed when the spread comprises a single page (see Document Handling for how to select single or double-page spreads). Or the "Print/export individual pages

" is active in the Page Options, so that the two pages of a double-page spread are treated as individual single pages.

Print to File

You can select the **Print to File**

option to create a document that you can give to a printing company (if they are able to accept this type of file).

After checking this option, when you click **Print** Xtreme Print Studio displays the standard Windows **Save**

dialog box so you can specify a file name and drive for the file.

Print files have a default extension of .prn.

If you want to create a PDF file we recommend selecting the "File -> Export..." option and selecting

PDF. This produces a higher quality, and usually more compact PDF file than you'd get from printing to a PDF file.

For more information on exporting as PDF refer to Importing and Exporting.

Number of copies

Sets how many copies of the document to print.

Collated

This is dimmed except when printing multiple copies of a double-page spread as two separate pages. With this option selected, pages are printed as left-right-left-right, etc. With this option deselected, all the left-hand pages are printed then all the right-hand pages.

Printers that hold a page image in memory take some time to process the image. The printer can then print multiple copies at its maximum speed. For such printers it is often faster to manually collate the pages after printing.

Other types of printers have to process the page for each copy. For these, select collate copies and save yourself the chore of collating.

Options button

This opens a tabbed dialog box that lets you set additional print options. These are described [later](#)

Pages

All Pages:

Prints every page of the document.

Current Page(s):

Prints the selected page or spread.

Selected Objects:

This option is available when any objects in the document are selected. When active, only selected objects are printed. When you print selected objects, this means that the selected objects are printed, not that all the objects within the bounds of the selection are printed.

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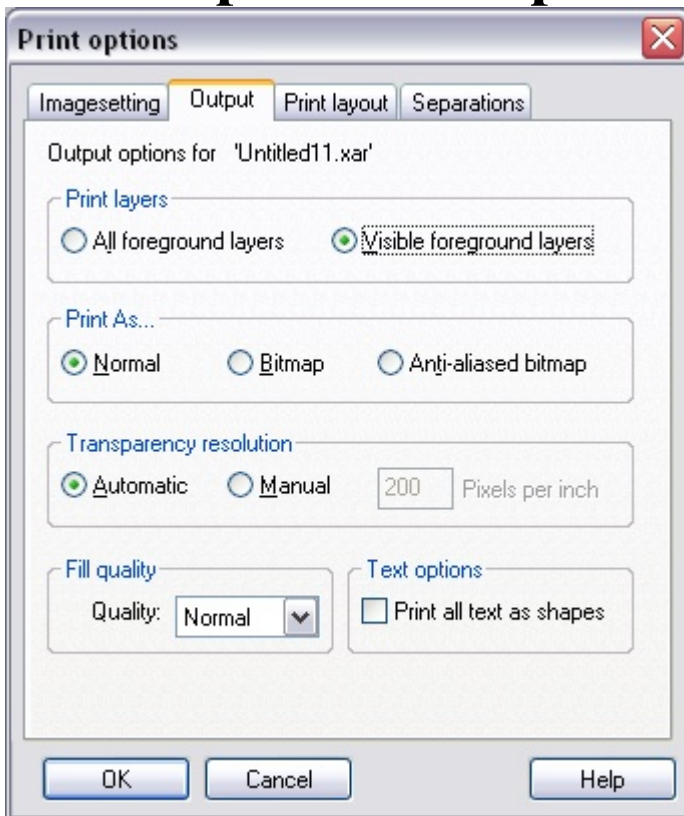
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Print Options: Output tab



Print layers

There are two options:

- Print **All Foreground Layers**.
- Print only the currently **Visible Foreground Layers**.

Note that only foreground layers are printed. Background layers are never printed.

Print As

Normal

is suitable for most types of document.

However some printers do not reproduce consistent colors when printing bitmaps or vector objects that are the same color (this is a fault with the printer driver). This is noticeable if objects overlap onto bitmaps or onto objects with transparency applied to them. In this case, select **Bitmap** or **Anti-Aliased Bitmap** and retry.

The choice between **Bitmap** and **Anti-Aliased Bitmap**

depends on the printer and personal preference. Some printers give best results with anti-aliasing turned off especially when printing thin lines. As a rule, using anti-aliasing allows lower resolution printing. For example, 150 DPI bitmap printing is usually good enough for all uses-even typesetting. Without anti-aliasing, higher resolutions may be needed which gives much slower printing.

Transparency resolution

When printing, MAGIX Xtreme Print Studio's transparency effects are created using bitmaps.

This option controls the resolution of those bitmaps when sent to the printer. Automatic is suitable for most drawings, and means MAGIX Xtreme Print Studio automatically selects a resolution suitable for the

current printer. This might be unsuitable if printing to a very high resolution printer such as image setting devices. In this case you may wish to control the print resolution manually by entering the desired value. Note that modern printers often claim to be able to print at over 1000 dots-per-inch, but this is not the same thing as "pixels-per-inch", which is what you see on screen. Generally, it's never necessary to print at more than 600 pixels-per-inch, and typically 300 pixels per inch produces perfectly adequate print results, especially if anti-aliased.

Fill quality

Using this option, you can choose how many steps make up the graduated fills in your document when it is printed. The **Normal** setting is suitable for most purposes. This option is dimmed for PostScript printers.

Text options

If your printer has problems reproducing fonts, select the **Print All Text as Shapes** option. All text is then converted to vector shapes before the document is sent to the printer. This may be slower, but will reproduce exactly what you see on screen.

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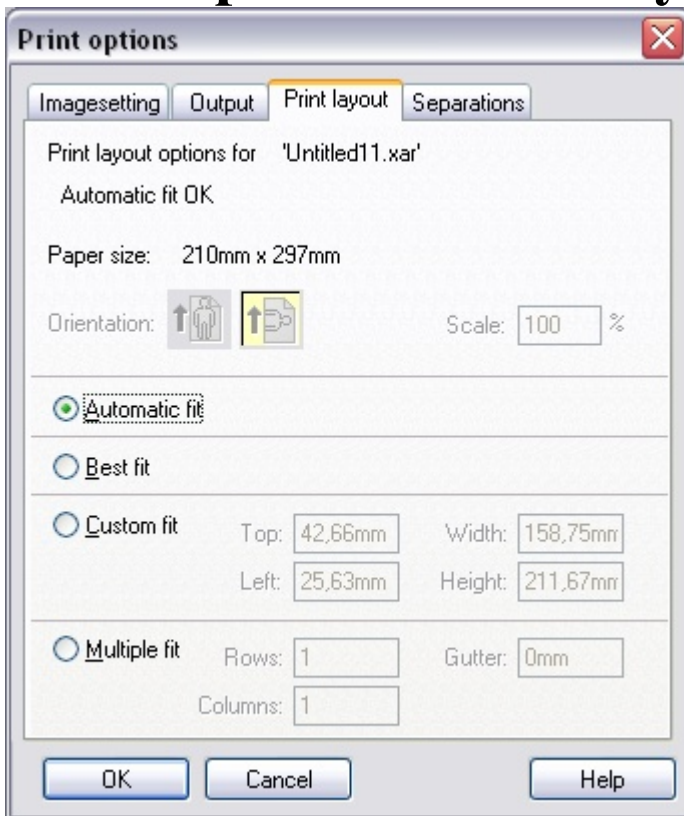
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Print Options: Print Layout tab



Most options in print layout are dimmed if you have **Best Fit** or **Automatic Fit** selected. We recommend using these options as they are the easiest way to print. However you can choose custom options (see "custom fit" below).

Automatic fit

Your design will be orientated as necessary, but Xtreme Print Studio will not change the size. We recommend this option if you are having any difficulty getting the orientation right (there are at least four places where you can set the page orientation, sometimes more for some printer drivers). This option is best if you have a set size for your design and don't want it altered.

Best fit

Your design will be moved to the center of the page and it will be expanded or shrunk to suit the paper size. This option is best if you have a large or small design and want it to fit on one page.

Custom fit

Allows you to have control over your print out, including orientation, size and margins.

The **Orientation** buttons can be used to choose the orientation of the printout. The scale can be altered using the **Scale**

field. The top and left margin fields can be changed (these set where the top left-hand corner of the page appears on the printer's paper).

The **Width** and **Height**

fields give you an alternative way of setting the print scale (when you change one of these settings, the other changes to ensure the page is always printed with a 100% aspect ratio).

Multiple fit

To print multiple copies on one page, choose **Multiple Fit**, enter a value for the number of copies needed across the page (rows), the number down the page (columns), and the distance between each (gutter).

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Customizing



In this chapter

[Options in the Utilities menu](#)

[General tab](#)

[Grid and Ruler tab](#)

[Mouse tab](#)

[Page tab](#)

Options in the Utilities menu

Keyboard shortcut: "Ctrl + Shift+ O".

This menu option opens the **Options** dialog box. This lets you set various options for Xtreme Print Studio.



The **OK**

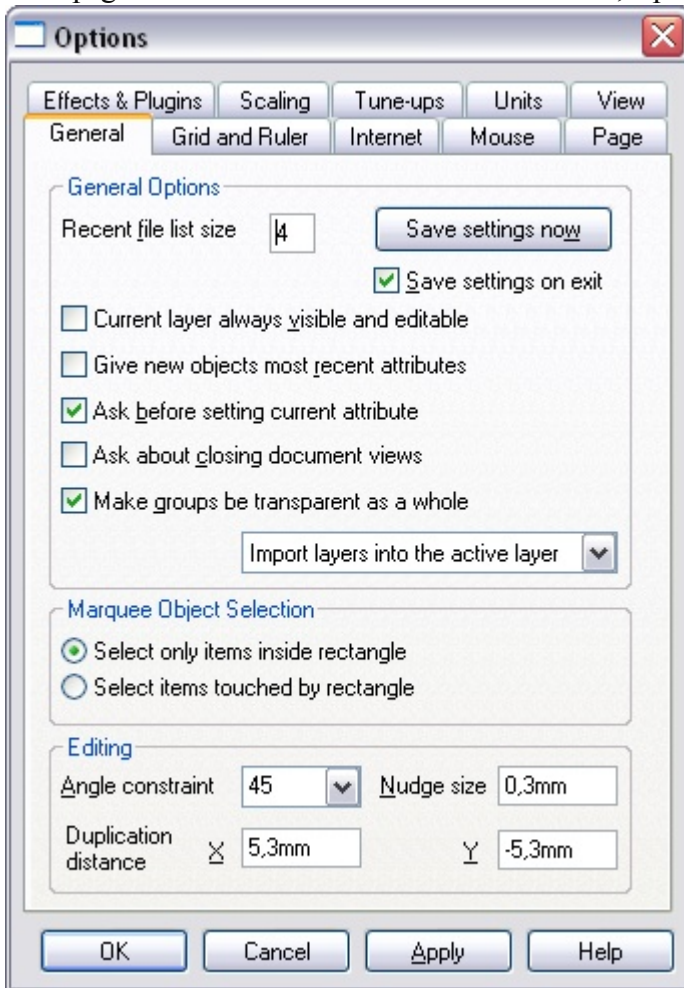
button at the bottom of the dialog box implements any changes you have made and closes the dialog box.

The **Apply**

button implements any changes but keeps the dialog box on screen. This lets you make further changes.

General tab

This page describes the General tab of the Utilities, Options dialog



Save settings now

This saves the current settings and overwrites the existing defaults. This button is useful if **Save settings on exit** is not selected. Clicking **Save Settings Now** makes the current settings the defaults (they apply whenever you run Xtreme Print Studio).

Save settings on exit

With this option selected, the current settings are saved on exit and apply when you next load Xtreme Print Studio.

Recent file list size

The File menu shows a list of the most recently loaded or saved files. This list gives a quick way to reload any of these files. This option lets you change the number of files listed (between 1 and 9 files).

Marquee Object Selection

This option enables you to change this default setting for [marquee selection](#)

. So you can choose to have objects touching the selection rectangle selected or only the objects wholly inside the rectangle.

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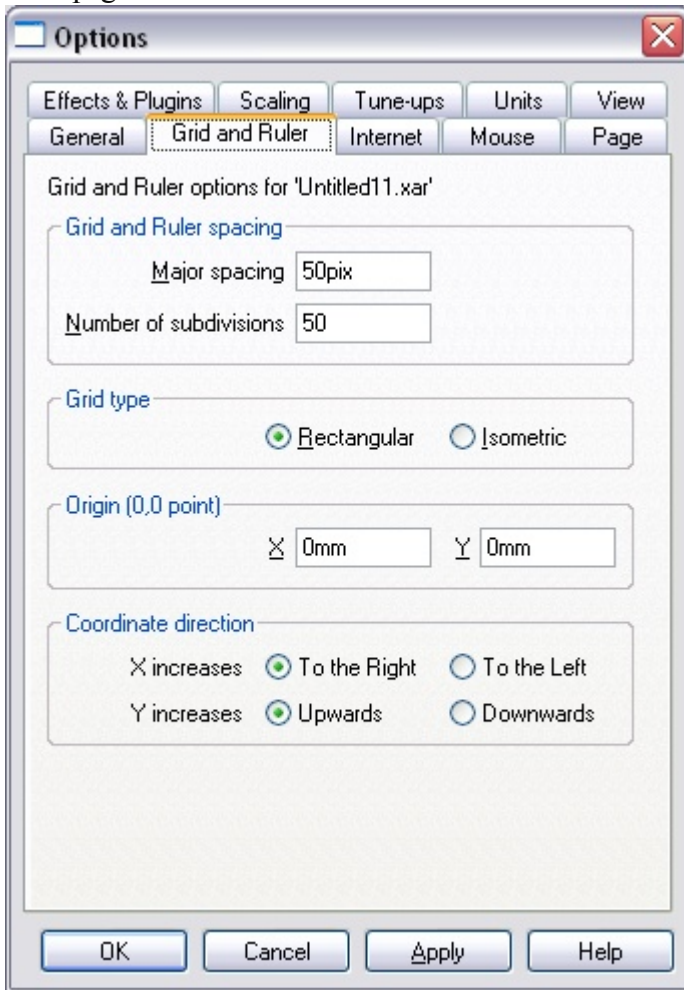
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Grid and Ruler tab

This page describes the Grid and Ruler tab of the Utilities, Options dialog



Grid and Ruler spacing

Major Spacing defines the distance between the major grid and ruler divisions. The units used for the grid and rulers are defined by the units you use for the major spacing. For example entering a major grid spacing of **2cm**

will set the grid and ruler units to centimeters regardless of the page units specified in the units options.

Grid type

MAGIX Xtreme Print Studio allows the use of a standard **Rectangular** grid or an **Isometric** grid.

Origin (0,0 point)

Normally, the origin for the grid and rulers is at the bottom left-hand corner of the page. If you wish to move it to a different location, change the origin value.

Coordinate Direction

Here you can change the direction of page coordinates so that, for example, Y values increase as you go down the page. This is useful when you want the 0,0 point to be the top left corner and increase down the page like it does for HTML.

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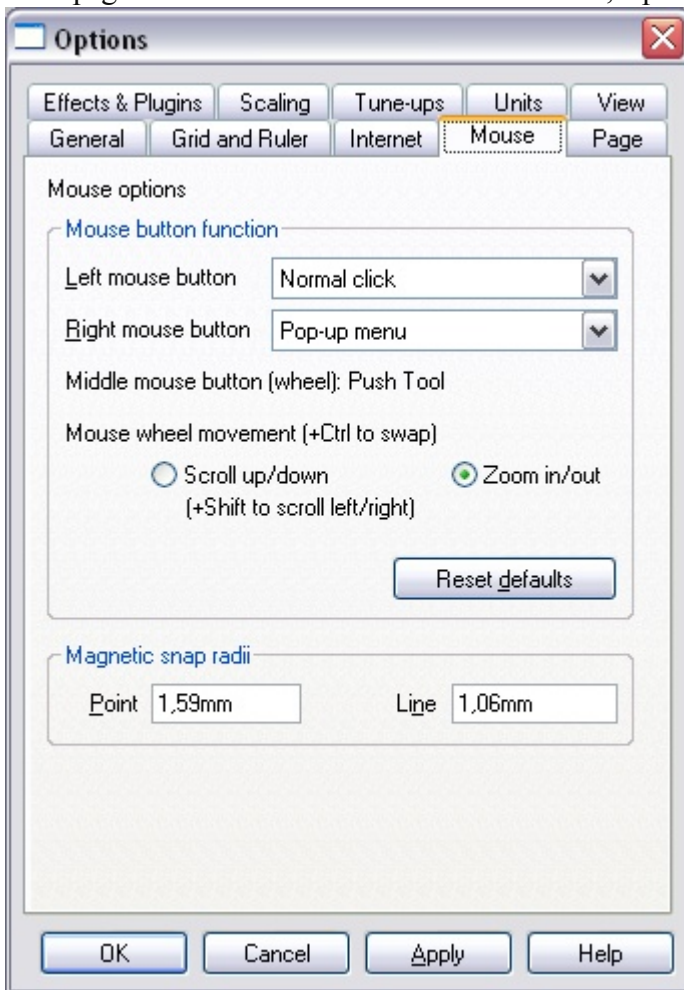
Here you can change the direction of page coordinates so that, for example, Y values increase as you go down the page. This is useful when you want the 0,0 point to be the top left corner and increase down the page like it does for HTML.

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Mouse tab

This page describes the Mouse tab of the Utilities, Options dialog



Mouse button function

Xtreme Print Studio gives you a range of possible actions when you click either the left or right mouse buttons. For example, if you're left-handed, you may prefer to use the right-hand button as the normal button. You would therefore assign the normal click to the right mouse button (you can also set both buttons to have the same action if you wish).

Possible actions:

- Normal click - At least one button should always be assigned as the normal click.
- "Shift+ click".
- "Ctrl + click".
- "Alt + click".
- Display a pop-up menu (see below).
- Toggle full-screen mode (described in [Document Handling](#)).
- Zoom in or out -click to zoom in, "Shift+ click" to zoom out (described in [Document Handling](#)).
- **Push Tool** (as if you pressed "Shift+ F8")

The pop-up menu contains options suitable for the object you click on. For example, for most object types the menu contains **Cut**, **Copy**, **Paste**, **Delete**, **Duplicate**, **Clone** (these are described in [Object Handling](#)).

Mouse wheel Movement:

You can change the mouse wheel action here between Scrolling and Zooming. Click **Reset Defaults** to return to the original button assignments. This has immediate effect; you don't need to click **OK** or **Apply Now**

The Windows Control Panel also lets you swap the left and right mouse buttons.

Magnetic Snap Radii

Snapping is described in Object Handling.

These text boxes define how close you can drag an object before it snaps to a magnetic object. These are distances on the screen and independent of any document scaling.

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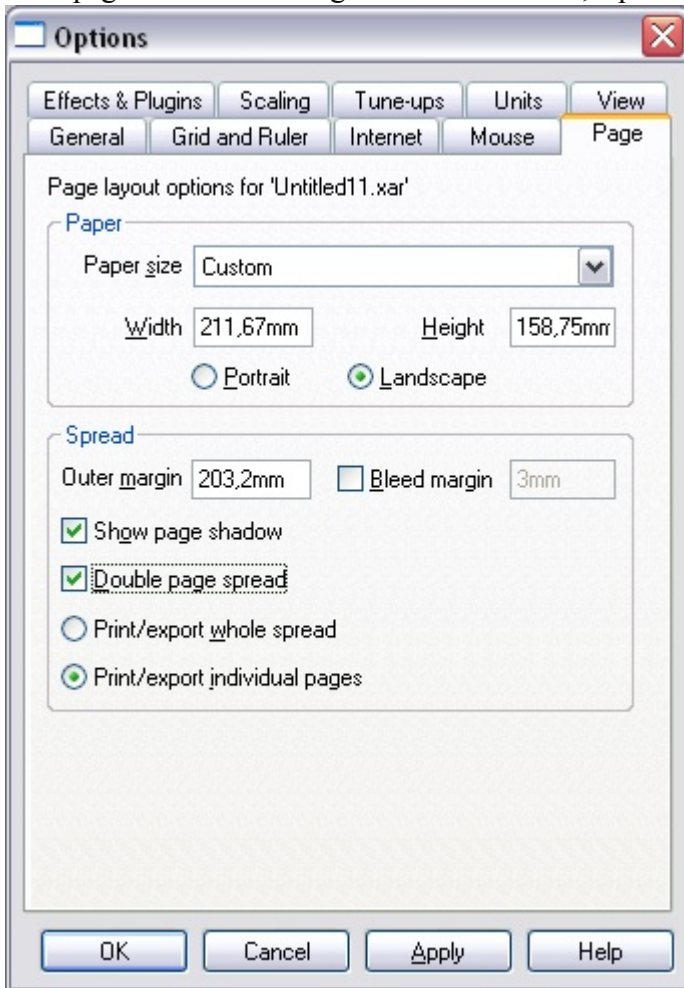
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Page tab

This page describes the Page tab of the Utilities, Options dialog



These options apply only to the selected document.

Paper size

A0	84.0 x 118.8cm	33.07 x 46.77inches
A1	59.4 x 84.0	23.39 x 33.07
A2	42.0 x 59.4	16.54 x 23.39
A3	29.7 x 42.0	11.69 x 16.54
A4	21.0 x 29.7	8.27 x 11.69
A5	14.85 x 21.0	5.85 x 8.27
A6	10.5 x 14.85	4.13 x 5.85
US legal	35.56 x 21.59	14 x 8.5
US letter	27.94 x 21.59	11 x 8.5
Fanfold	30.48 x 20.955	12 x 8.25

For other sizes, click custom and type in the required width and height.

Orientation

- Portrait orientation displays the longest sides vertically.
- Landscape orientation displays the longest sides horizontally. If you entered a custom page size,

landscape turns the page sideways.

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Menus and Keyboard Shortcuts

In this chapter

[Introduction](#)

[File menu](#)

[Edit menu](#)

[Arrange menu](#)

[Utilities menu](#)

[Window menu](#)

[Help menu](#)

Introduction

This chapter describes the operations available on each of the menus and those available via keyboard shortcuts. In many cases the operations described in this chapter apply to the selected object. In most cases, the described action also applies when you have several selected objects. We use selected object as shorthand for selected object or objects.

Often you can select options from either a menu, a control bar or a keyboard shortcut. Where a button on a control bar and/or keyboard shortcut exists, these are shown after the menu name. For example, the following means there is a button on the **Standard** control bar that has the same effect as selecting new, or you can use the shortcut "Ctrl + N".

New (Standard control bar or "Ctrl + N")

File menu

New (Standard control bar or Ctrl+N)

Opens a new document.

Open (Standard control bar or Ctrl+O)

Opens a new editing window and loads a file into it. This file can be:

- An Xtreme Print Studio .xar file to view or edit an existing Xtreme Print Studio document,
- Or any of the other import formats (see Importing & Exporting for a list of formats). This opens a new document showing the drawing in the file.

Close (Ctrl+W)

Closes the current editing window. Xtreme Print Studio remains loaded. You are warned if the file has unsaved changes.

Save (Standard control bar or Ctrl+S)

Saves the selected document.

Save As

Lets you save the selected document under a different name or to a different directory or drive.

Save All

Saves all loaded documents.

Import (Ctrl+Shift+I)

Loads a file into the selected document. The file can be any of the import formats (see Importing & Exporting for more information).

Note the difference between **Open** and **Import**: both load a variety of file formats but **Open** opens a new document. **Import** loads the file into the existing open document.

Page Options

Alter the page layout, size, etc.

Print Setup

Sets options relating to the current printer or print file (refer to [Printing](#) for more information).

Print Options

Alter the various options when printing, including orientation and scaling (refer to [Printing](#) for more information).

Print (Ctrl+P)

Sets options relating to printing the document and lets you print the document (refer to [Printing](#) for more information).

Recent Files

A list of the most recently loaded or saved files. Provides a quick way to reload any of these files. You can change the number of files in this list (refer to [Customizing Xtreme Print Studio](#) for details).

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Edit menu

This section covers

[Undo \(Standard control bar or Ctrl+Z\)](#)

[Redo \(Standard control bar or Ctrl+Y\)](#)

[Cut \(Edit control bar or Ctrl+X\)](#)

[Copy \(Edit control bar or Ctrl+C\)](#)

[Paste \(Edit control bar or Ctrl+V\)](#)

[Paste in place \(Ctrl+Shift+V\)](#)

[Paste Attributes \(Ctrl+Shift+A\)](#)

[Delete \(Edit & Standard control bars or Delete\)](#)

[Select All \(Ctrl+A\)](#)

[Clear Selection \(Esc\)](#)

[Duplicate \(Edit control bar or Ctrl+D\)](#)

[Clone \(Ctrl+K\)](#)

Undo (Standard control bar or Ctrl+Z)

Undo the previous operation. The description of this option reflects the last operation performed. For example, **Undo Cut** (refer to [Undo & Redo](#)).

Redo (Standard control bar or Ctrl+Y)

Cancel the last **Undo** command. The description of this option reflects the last **Undo** operation (refer to [Undo & Redo](#)).

Cut (Edit control bar or Ctrl+X)

Cut the selected object to the clipboard. The description of this option reflects the type of object selected (refer to [Object Handling](#)).

Copy (Edit control bar or Ctrl+C)

Copy the selected object to the clipboard. The description of this option reflects the type of object selected. The object remains in place in the document (refer to [Object Handling](#)).

Paste (Edit control bar or Ctrl+V)

Paste the clipboard contents into the selected document. The wording of this option reflects the contents of the clipboard (refer to [Object Handling](#)).

Sometimes, when you paste the contents of the clipboard into a document, it could be inserted using several different formats. If this is the case the **Paste Special** dialog box will appear so you can choose a format.

Paste in place (Ctrl+Shift+V)

The same as **Paste**, except your object will be pasted in the exact same position from which you copied it.

Paste Attributes (Ctrl+Shift+A)

This option lets you copy attributes (such as the line pattern or fill color) between objects. It is a quick way of applying multiple attributes. When you Paste Attributes, the attributes of the objects on the clipboard are applied to all the objects currently selected (refer to Object Handling).

Delete (Edit & Standard control bars or Delete)

Delete the selected object. The description of this option reflects the type of object selected (refer to [Object Handling](#)).

Select All (Ctrl+A)

Select all objects in editable layers (editable and locked layers are described in Layers).

Clear Selection (Esc)

Deselect all objects.

Duplicate (Edit control bar or Ctrl+D)

Copy the selected object placing the copy slightly offset from the original. The copy becomes the selected object. The offset distance can be customized (see Customizing Xtreme Print Studio).

Clone (Ctrl+K)

Like **Duplicate**

copies the selected object, but places the copy directly over the original. The copy becomes the selected object.

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Clone (Ctrl+K)

Like **Duplicate** copies the selected object, but places the copy directly over the original. The copy becomes the selected object.

Copy (Edit control bar or Ctrl+C)

Copy the selected object to the clipboard. The description of this option reflects the type of object selected. The object remains in place in the document (refer to [Object Handling](#)).

Paste (Edit control bar or Ctrl+V)

Paste the clipboard contents into the selected document. The wording of this option reflects the contents of the clipboard (refer to [Object Handling](#)).

Sometimes, when you paste the contents of the clipboard into a document, it could be inserted using several different formats. If this is the case the **Paste Special** dialog box will appear so you can choose a format.

Paste in place (Ctrl+Shift+V)

The same as **Paste**, except your object will be pasted in the exact same position from which you copied it.

Paste Attributes (Ctrl+Shift+A)

This option lets you copy attributes (such as the line pattern or fill color) between objects. It is a quick way of applying multiple attributes. When you Paste Attributes, the attributes of the objects on the clipboard are applied to all the objects currently selected (refer to Object Handling).

Delete (Edit & Standard control bars or Delete)

Delete the selected object. The description of this option reflects the type of object selected (refer to [Object Handling](#)).

Select All (Ctrl+A)

Select all objects in editable layers (editable and locked layers are described in Layers).

Clear Selection (Esc)

Deselect all objects.

Duplicate (Edit control bar or Ctrl+D)

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Arrange menu

This section covers

[Bring to Front \(Arrange control bar or Ctrl+F\)](#)

[Move Forwards \(Arrange control bar or Ctrl+Shift+F\)](#)

[Move Backwards \(Arrange control bar or Ctrl+Shift+B\)](#)

[Put to Back \(Arrange control bar or Ctrl+B\)](#)

Bring to Front (Arrange control bar or Ctrl+F)

Move the selected object to the front of all other objects in the same layer. See [Object Handling](#) for more information.

Move Forwards (Arrange control bar or Ctrl+Shift+F)

Move the selected object one step towards the front (refer to [Object Handling](#)).

Move Backwards (Arrange control bar or Ctrl+Shift+B)

Move the selected object one step towards the back (refer to [Object Handling](#)).

Put to Back (Arrange control bar or Ctrl+B)

Move the selected object behind all others in the same layer (refer to [Object Handling](#)).

Bring to Front (Arrange control bar or Ctrl+F)

Move the selected object to the front of all other objects in the same layer. See [Object Handling](#) for more information.

Move Forwards (Arrange control bar or Ctrl+Shift+F)

Move the selected object one step towards the front (refer to [Object Handling](#)).

Move Backwards (Arrange control bar or Ctrl+Shift+B)

Move the selected object one step towards the back (refer to [Object Handling](#)).

Put to Back (Arrange control bar or Ctrl+B)

Move the selected object behind all others in the same layer (refer to [Object Handling](#)).

Move Forwards (Arrange control bar or Ctrl+Shift+F)

Move the selected object one step towards the front (refer to [Object Handling](#)).

Move Backwards (Arrange control bar or Ctrl+Shift+B)

Move the selected object one step towards the back (refer to Object Handling).

Put to Back (Arrange control bar or Ctrl+B)

Move the selected object behind all others in the same layer (refer to [Object Handling](#)).

Move Backwards (Arrange control bar or Ctrl+Shift+B)

Move the selected object one step towards the back (refer to Object Handling).

Put to Back (Arrange control bar or Ctrl+B)

Move the selected object behind all others in the same layer (refer to [Object Handling](#)).

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Utilities menu

This section covers

[Color Editor \(Ctrl+Shift+E\)](#)

[Options \(Ctrl+Shift+O\)](#)

Color Editor (Ctrl+Shift+E)

Opens the **Color Editor**
(refer to Color Handling).

Options (Ctrl+Shift+O)

Opens the **Options** dialog box (described in [Customizing Xtreme Print Studio](#)).

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Window menu

This section covers

[Arrange Views](#)

[Cascade](#)

[Arrange Icons](#)

[Full Screen \(8 on numeric keypad\)](#)

[Show Grid \(#\)](#)

[Snap to Grid \(. on numeric keypad\)](#)

[Documents Loaded](#)

Arrange Views

Displays all Xtreme Print Studio windows as tiles.

Cascade

Displays all Xtreme Print Studio windows stacked behind each other so that the title bars are visible.

Arrange Icons

Tidies up any icons for minimized Xtreme Print Studio windows.

Full Screen (8 on numeric keypad)

Toggles between full-screen and normal screen modes.

Show Grid (#)

Makes the on-screen grid visible (see [Document Handling](#)).

Snap to Grid (. on numeric keypad)

With this option set, an object snaps to any grid point it is dragged close to (see Document Handling).

Documents Loaded

A list of the currently loaded documents. Clicking on a name makes that document the selected document ("Ctrl + F6" also switches between open documents). A "*" after the document name indicates that it currently has unsaved changes.

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Help menu

This section covers

[help](#)

[About](#)

[Update](#)

help

Use the command "MAGIX Xtreme Print Studio Help" in the "Help" menu to open the start page of the program Help. Here you can work through the Help step-by-step and jump to specific sections via the tree structure on the right-hand side.

About

Displays copyright info and version number of MAGIX Xtreme Print Studio.

Update

Connects directly to the online update page where you can get the latest version of your program.

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The help system

Help guide

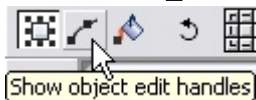
Press "F1", or click "**Help -> MAGIX Xtreme Print Studio Help**" for a comprehensive help guide.

Status line

1 shape: Click This is displayed at the bottom of the editing window and tells you about the current selection, available options and the pointer position.

It is constantly updated telling you what you can do next and what options are available. The quickest way to learn about Xtreme Print Studio is to frequently look at the status line.

Tooltips



When you move over a button, the tooltip tells you the function of the button.

About

Choose "**Help -> About MAGIX Xtreme Print Studio**"

. This displays general information about the program. If you contact Xara support, you may be asked for this information.

Help guide

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