

Release Notes

New features added to Xara Xtreme since 2.0

- Chapter 1 Flash Animation
- Chapter 2 The Text Tool
- Chapter 3 PDF Export
- Chapter 4 File Exchange
- Chapter 5 Other Enhancements

Chapter I

Flash Animations



This section covers:

- Core principles
- Your first animation
- Exporting a Flash file
- The Frame gallery
- Photos
- Animation frame rate
- Cropping and Clipping
- Rotation
- The Name gallery
- Groups
- Color transforms
- Transparency
- URLs in Flash
- Advanced Flash Commands
- Summary

Introduction

Xtreme takes a traditional animator's approach to Flash animation. You create key frames (or 'snap-shots') of your animation through time, and Xtreme automatically creates all the in-between frames for you.

Xtreme does not have timelines (which is the approach used by the Adobe Flash authoring tool). We feel our approach is far simpler.



An example start frame



The next key frame has the star shape moved, rotated a little, reduced in size, and changed to a different color.



Xtreme will create a smoothly animated Flash file automatically creating the in-between frames. This process is traditionally called tweening.

What Flash can and cannot do

The Flash format does not support some of the advanced effects that Xtreme offers, for example complex graduated transparency, feathering, bevels and most of the advanced color fill types.

However it does support a range of effects that include simple transparency. So, for example, if you fade the star on the 2nd key frame above to be 100% transparent, you'll get an animation where the star moves, reduces in size and fades.



The same example, with in-between frames, but employing a transparency too.

Like Xtreme, Flash is vector graphics based which means you can enlarge objects with no loss of detail. It also means Flash files can be very compact—which is of

course ideal for web download.

To illustrate just how small and compact Xtreme Flash animations can be, the previous example animated over one second with 24 frames (so the movie plays at a smooth 24 frames per second) creates a Flash file that's only 700 bytes.

The 6 core transformations

In order to keep Flash files very compact, the types of shape tweening supported by Flash is limited to six core transforms:

1. Move—you can move objects from one position to another.
2. Scale—you can enlarge or reduce objects in size.
3. Squash or skew—you can squash or skew objects.
4. Rotate—you can rotate objects.
5. Transparency—you can adjust the overall (flat) transparency of the objects.
6. Color transform—you can change the fill (flat) color of objects.

Transforms 1 to 6 can be applied to all vector shapes and text, and 1 to 5 can be applied to photos.

Note: the above six transform types are absolutely key to all Flash animations. No other type of transform is possible for the tweened frames.

If you look at Flash animation examples on the web, you'll find that almost all consist of just these effects. Objects fade in and out; they whiz from one position to another. They sometimes spin, and often grow or shrink. That's the basis for almost all Flash animations, and it's very easy to produce such animations in Xtreme.

One thing that isn't possible is to change the shape of an object between key frames.



It's not possible to change the shape between key frames.

Because the shape changes—i.e. it morphs from one shape to another, this is not possible in Xtreme Flash animations.

Important: tweening is not like the **Blend** tool, which can 'morph' from one shape to another. To stress the point again: the only things you can do to shapes, text and photos in Flash animations are the six core transform types listed above.

What you can't do with Xtreme Flash

Xtreme is primarily a vector illustration package and is not designed to be an all-encompassing Flash tool. Instead we feel it brings a new, innovative, very easy to understand approach to Flash animation. Combined with Xtreme's acclaimed vector drawing tools and slick ease-of-use, it allows you to create really compact Flash animations more easily than other tools.

Because of this simplified approach, Xtreme does not support more complex Flash features such as scripting (programming), audio or embedded movies.

Additionally, as Flash vector rendering is relatively primitive compared to Xara Xtreme's there are advanced Xtreme effects that cannot be used in Flash. These are detailed in the [What Xtreme Features Does Flash Support?](#) section towards the end of this chapter.

Initial reading

The main manual contains more information on:

- The **Name** gallery—page 39.
- The **Frame** gallery—page 203.
- Animated GIFs—page 203.

Core principles

In your animation you are likely to have some objects that remain static between key frames (i.e. no tweening is necessary) and other objects you will want to animate.

To tell Xtreme which objects you want to animate it's necessary to give each object **a name, which is simply done via the Create New Names button on the Selector tool InfoBar.**



An overview of the typical process to create a new animation from scratch, which this chapter will guide you through, is this:

1. Draw your first frame. Name the objects that you want to animate.
2. Create a new key frame, usually done by copying the earlier frame.
3. Move and transform the objects as required.
4. Preview the results.
5. Repeat steps 2 through 4.

And so you can then build up your animation.

Xtreme provides an easy one-button way to create new key frames which are a copy of a previous frame (see left). The **Frame** gallery allows you to view any key



The **Copy**
Frame button on
the **Animation**
button bar.

frame, and you can adjust the frame order and display period for each key frame. The **Frame** gallery is described in depth later in this chapter.

For those familiar with the animated GIF features of Xtreme (or its predecessors) the whole process will be very familiar. The difference is that with Flash files Xtreme can automatically create all the tween steps, to produce smoother and much more compact animations than animated GIFs can offer.

Note: objects that you want to animate from one frame to another need to have a name. All other objects will remain visible, but static, for the display period of the frame until the next key frame. So to delete an object from an animation, just delete it on the first key frame on which you no longer need it to appear.

Your first animation

To create a new animation:

1. Create a new animation document. To do this:
 - Choose File > New > Animation (shortcut Ctrl+⬆+N).
 - Or click the **New Animation** button on the **Standard** button bar.



A new document will open, and you will see the animation button bar appear that contains some relevant buttons.

2. Draw a simple black rectangle (like shown in the examples at the beginning of the chapter). Give it no fill color.
3. Draw a simple shape, such as the QuickShape star (but it can be any shape).
4. Click the **Create New Names** icon on the **Selector** InfoBar and name it 'shape'.



5. Click the **Copy Frame** button to create your 2nd key frame.



6. Transform the shape as required. You can adjust it using any of the six core transforms described earlier in the chapter.
7. Press the **Preview Flash** button to see the animation.



By default the display period for each key frame is half a second. To produce a longer animation, see the Movie Frame Rate and Tween Steps section later in the chapter.

For more complex animations we strongly recommend you display both the **Frame** and **Name** galleries (described in depth later in the chapter), which can be docked on the side of the Xtreme window for ease of access.

You are not limited to just one moving object. You can have as many as you like on each key frame. And as long as they appear, transformed in some way, on the next key frame (and they are each given a unique name) they will animate.

Here is another example.



The first key frame has some simple text and a simple shape within a static rectangle.



And this is the next frame, where the text has been reduced in size at the same time as the star shape has been reduced, re-colored and rotated.

This is how the animation is constructed.



In this animation, the text object recedes into the distance while at the same time the star shrinks and fades.

Exporting a Flash file

To export your animation as a Flash file:

- Select File > Export and then choose Flash under **Save As Type**.
- Or click the **Export Animated Flash** button.



This will save the finished SWF file into the location you choose.

Inserting your Flash animation into a web page

To view your animation as it would look in a web page, click the **Preview Flash** button to see a browser preview.



The preview page will show your finished animation as well as useful information such as the animation's dimensions, file size and estimated download times.

To place your SWF animation into a web page you will need to insert some HTML code. Click the **View HTML** link to get code that you can paste into your web page using your preferred HTML editor.

Note: you must change the SWF filename in the code to match the actual name of your exported SWF file. You must also place your SWF file into the same directory as your web page for the code to work. While you can place the SWF file in a different directory, you will need to change the HTML code accordingly if you do.

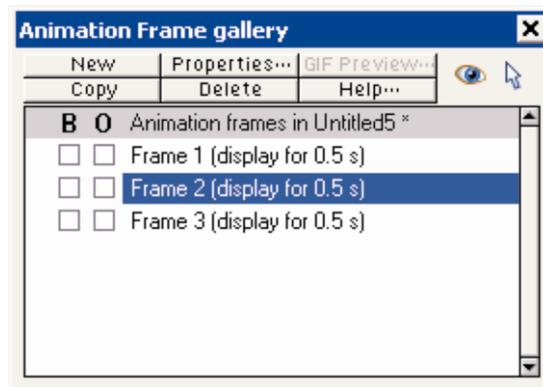
The Frame gallery

To open the **Frame** gallery choose Utilities > Galleries > Frame Gallery, or click the **Frame** gallery icon on the **Galleries** toolbar.



This shows a list of the key frames in your document. To view any key frame just click its name in the gallery.

The frame order is the reverse of that in earlier versions of Xara Xtreme.



A typical Frame gallery. Frame 2 is selected and thus visible.

The **Frame** gallery shows frames from the top down, so the first frame is at the top and the each new frame you add gets put at the bottom of the list. You can re-order frames by dragging them. There are buttons to perform the main operations of deleting frames, copying the selected frame (it will always get added to the end) and creating new blank frames. The **Properties** button is very important as it shows the **Animation Properties** dialog which controls many aspects of not just the selected frame but the whole animation.

A shortcut to display the Animation Properties dialog is to simply double-click on a frame name in the Frame gallery



The Animation Properties dialog



The **All Frames Visible** (the eye) and **Edit All Frames** (the arrow) buttons on the Frame Gallery are useful because they allow you to view or edit all frames together, one on top of the other. This is particularly useful if you want to select objects that are on multiple frames.

Note: when you copy a frame it always copies the selected frame and places it at the end. So in order to insert a new frame, say between frames 4 and 5, select frame

4, click the **Copy** button, and then drag the new copy from the end to the desired position between frames 4 and 5.

Note: frame names do not matter—and can be anything you like. They do not have to be Frame 1, Frame 2 etc. Animations always play the frames in the order top to bottom, irrespective of the names.

Copying objects

You can copy objects from one frame to another in the usual way (i.e. copy the content, select the new frame and then paste into the new frame). The Edit > Paste in Place option (Ctrl+⇧+V) is particularly useful when doing this, as this will always paste objects back to the exact position they came from but on the new frame.

When you copy an object its name is copied with it. But be careful not to have more than one object with the same name on a given frame. Doing so will generate errors.

Photos

Because Flash files usually consist of vector shapes, and the transforms are relatively simple, the files can be very small. Photos and bitmaps can be embedded into Flash animations, but unless you are careful it will result in huge animation files. You can perform 5 of the 6 core Flash transforms on bitmaps or photos (i.e. you can move, scale, squash, rotate, and fade).

Flash files can include both PNG and JPEG images just as .xar files do, and so if you keep their size and resolution down you can create acceptably small Flash animations with photos. The best way to incorporate photos is to use JPEG images as small as you can possibly get away with, and with the maximum compression you can accept.

Fortunately it's easy to save JPEG images from Xtreme, at any size, resolution and compression and you even have interactive preview where you can adjust the compression and immediately see the result.

If you just drop a JPEG file onto the animation, and resize it, that does not reduce the size of the JPEG file—it only reduces the dimensions (and thus increases the resolution). Flash is just like Xtreme in this respect—it will embed the original full resolution JPEG image, so you can zoom in. So it's easy to estimate the size of any animation containing JPEG photos—it's approximately the sum of the sizes of all the embedded JPEG images. (The **Bitmap** gallery will show you the size of all embedded photos or bitmaps).

When tweening bitmaps or photos only one copy of the bitmap is stored in the Flash file—so you can perform transformations of the bitmap with little overhead. In other words just because the bitmap appears on frames 1, 2 and 3 of your animation does not mean three copies of the bitmap are embedded in the Flash file.

Producing optimized JPEG photos

To create a smaller JPEG, it's necessary to export it as a new JPEG from Xtreme at the required size and compression value, then re-import the now-reduced JPEG. The steps are this:

1. Drop the required JPEG file onto Xtreme.
2. Resize it to be the size you require in your animation.
3. Select File > Export (shortcut Ctrl+⌘+E) and export as JPEG.
4. In the export preview window, select the **Options** tab and adjust the quality slider as low as you can make it. The file size is shown under the preview.
5. Export the JPEG.
6. Drag and drop your new mini-sized JPEG from Windows File Explorer back onto the animation document where you intend to use it. This JPEG file will be embedded into the Flash file (and the .xar file when you save).

Non-JPEG bitmaps

Other types of bitmap, for example, BMP, TIFF or PNG bitmaps, are usually a lot larger and thus less suitable for use in Flash animations (JPEG compression is a lot better than PNG). Therefore, when creating a Flash animation, these bitmaps get converted to JPEG in order to create the smallest possible file size.

You can control the compression used for this automatic JPEG conversion using a slider in the **Flash Options** tab of the **Animation Properties** dialog. The usual compression value is 75%, but you can vary the quality, preview the animation and quickly see the quality and size savings. Note: this only affects automatically generated JPEG bitmaps. JPEG files that you drop onto your animation from your file system, are embedded exactly as is.

256 color or less bitmaps (such as GIF) are not encoded as JPEG and will be embedded using PNG compression, which is usually the best compression type for these types of images

Bitmap quality

You can tell which version of the Flash Player you have by right clicking on any Flash animation in your web browser and looking at the About menu.

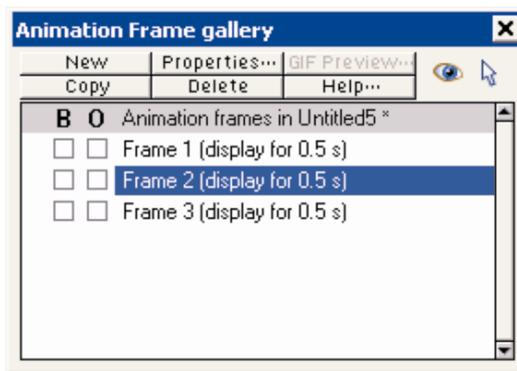
Flash Player version 8 and later has higher quality bitmap display. This is particular evident when rotating or scaling bitmaps and photos whereas older versions of the player tend to produce pixelated, and rather jerky movements.

It's therefore recommended to export your Flash animation as Version 8 if you're using bitmaps or photos. You can control this from the **Flash Options** tab of the **Animation Properties** dialog.

Animation frame rate and tween steps

Flash animations run at a fixed frame rate. The faster the frame rate the smoother the resulting animation, and the larger the Flash file. Xtreme animations default to showing 24 frames per second but you can change this.

When you create each key frame you determine how long the period is until the next key frame. For example if a frame period is set to half a second, this means the animation from that key frame to the next will take half a second. At 24 frames per second this means there will be 11 intermediate steps generated by Xtreme in the Flash animation, so 12 frames in all. (These intermediate frames are not ever seen in Xtreme they are only generated when you create the Flash file.)



The Frame gallery always shows you the display period for each key frame. In this example three frames are displayed for half a second each, so the whole animation lasts 1.5 seconds before repeating.

To create a longer tween effect, in other words to slow the animation down, increase the display period using the **Animation Properties** dialog.

The easiest way to alter the display period for any frame is to just double-click on the frame name you want to alter, which brings up the dialog, enter the new period in seconds and click **OK** or **Apply**.

Cropping and clipping

Before long you'll start to consider creating some Flash animations like you see on the web, say with some wording or a photo that whizzes in from one side.

Assuming you want the animation cropped to the frame, how do you do this? The answer is to use ClipViews. (See page 99 of the main manual for help on ClipViews.)

By using a rectangle as a ClipView object it means your animation never strays outside the frame. So the half-way point of your animation would look like this:

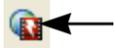


To create an animation like this:

1. Create your first frame as before, drawing the rectangle, text and shapes at their starting positions (the text and shapes could be entirely outside the rectangle frame at the start).
2. Name the objects you want to animate, in the above case the text and star shape.
3. Make sure the rectangle frame is the back-most object (select the object then select **Arrange > Put to Back** or shortcut **Ctrl+B**). This is because the back-most object is the one that will be used as the clipping shape.
4. Select all the objects, and select **Arrange > Apply ClipView**.
5. Click the **Copy Frame** button to create your 2nd key frame.



6. Select **Arrange > Remove ClipView** so you can work on the separate objects again.
7. Adjust the text and star size and position as required.
8. Select all the objects again, and select **Arrange > Apply Clipview**.
9. Press the **Preview Flash** button to see the animation.

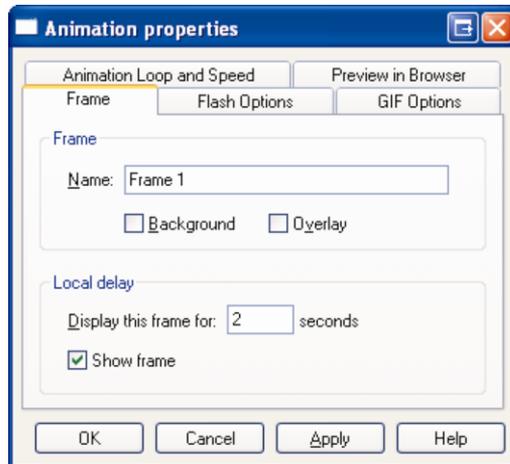


Note: if you get a warning telling you that 'non round line joins and end caps' are only supported by SWF 8 then you can either ignore it (all line end caps and joins will use the round setting—few people will notice) or set the Flash version to use version 8 from the **Animation Properties** dialog (click **Properties** in the **Frame** gallery).

Although you can use **Select Inside** (**Ctrl+click**) to select objects inside a ClipView, it's generally easier to remove the ClipView, edit the frame contents as required and then **Select All** and re-apply the ClipView again. Remember that the ClipView object is always the back-most object of the selection.

Animation speed

When you create a new key frame it defaults to having a period of half a second. So the animation from that key frame to the next will take half a second. The longer you set the period the slower the animation. To set the frame period for any frame, first select the desired frame in the **Frame** gallery (click on it) and then click the **Animation Properties** button (or just double-click the frame name).

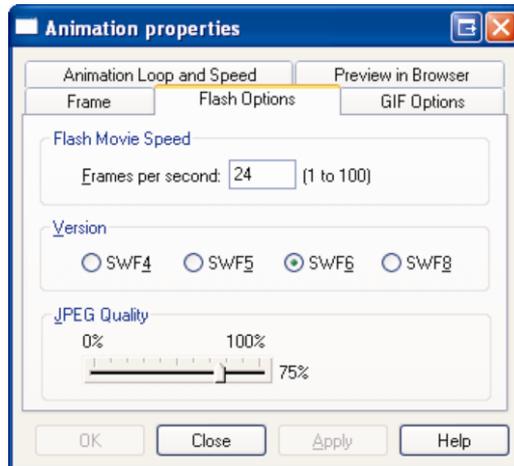


Setting 'Display This Frame For' to 2 seconds means the animation will take 2 seconds before it gets to the next key frame.

Note: the **Animation Properties** dialog is non-modal and you can keep this on screen all the time. By pressing the **Apply** button instead of OK, the dialog remains on screen. Its contents are updated as you select different frames, and for each of them you can set the required display period.

Animation smoothness

Flash movies play at a constant frame rate. The faster the frame rate the smoother the animation. Xtreme defaults to showing 24 frames per second. To change the rate select the **Flash Options** tab of the **Animation Properties** dialog.



The Flash Options tab, where you can change the movie speed as well as the Flash export version.

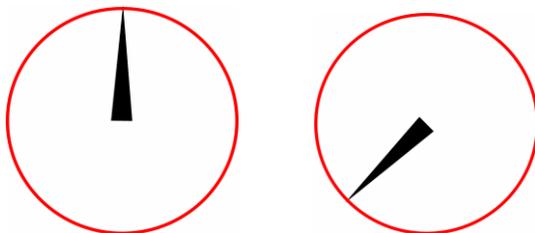
Note: the faster the frame rate the larger the resulting Flash file. You will find that if your animation is mostly objects fading in and out with relatively little fast moving animation, then you can reduce the frame rate to under 24 frames per second. If you have a lot of fast action it may be necessary to increase the frame rate, but it's rarely necessary to have it above 50 frames per second.

The default movie speed of 24 frames per second ties into the default frame period of half a second. It means that, using these defaults, there are exactly 12 frames of the movie from one key-frame to the next.

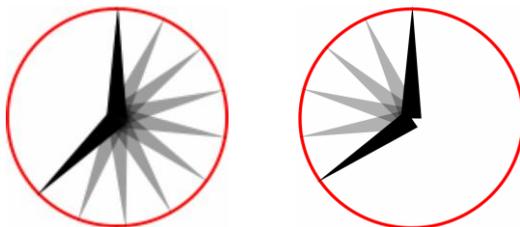
Rotation

Xtreme calculates and generates the tween frames automatically by working out how to transform the shapes from one key frame to the next. But sometimes it's not possible to know exactly what type of rotation is required.

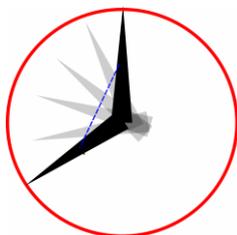
Take this example. Suppose you tween from the first clock face to the second:



You might expect it to rotate clockwise, but of course it could go counter clockwise:



In fact there are other ways it could rotate. The above examples assume the hand rotates around one end, but you could tween from one state into the other by doing a straight line rotation of the center of the object, which would result in this:



If you look closely, the hand rotates around its center rather than one end, and the center point moves in the straight line from one key frame to the next. By default, Xtreme rotates objects this way.

The Rotate command

To force the rotation to be around any other point you can use a special keyword

'rotate' appended to the front of the object name. (See The Name Gallery below.) Or you can use 'rotate+' to force the rotation to go clockwise or 'rotate-' to make it go counter clockwise.

To take the simple two key frames animation example shown on the previous page, where the hour hand needs to move from 12 o'clock to 8 o'clock. If you name the hand object 'rotate+ hand' you'll get an animation showing the clock's hand moving clockwise. If you name it 'rotate- hand' then the hand will rotate counter clockwise.

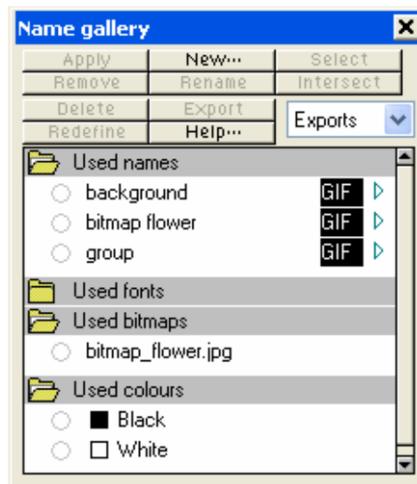
If there is no rotate command then the tween takes the shortest direct path between the object on one key-frame to the next, rotating around its center. With a 'rotate' command on the object name, then it calculates the actual rotation point, which in the above example is the 'large end' of the hand.

Note: it's not possible to rotate an object by a full 360° between key frames if the rotation point is not the center. For example, to do a full rotation of the clock hands in the above example, you would need to create an intermediate key frame.

The Name gallery

To display the **Name** gallery:

- Choose Utilities > Name Gallery.
- Or click the **Name** gallery button on the **Galleries** button bar.



A typical Name gallery layout

The **Name** gallery lists all fonts, bitmaps, named colors and object names used in any drawing or animation. You can see folder sections for each type of name. The important thing here is the object names for animation, the top folder, as you have to give names to all objects you want to animate from one key frame to the next.

These are the key points to note when using the **Name** gallery:

- To name a new object, select it and use the **New** button in the gallery or the **Create New Names** from the **Selector** tool InfoBar. Each object you want to animate must have a unique name, and must keep that name for the duration of the animation. i.e. on each key frame the object appears on, it must have its correct name. Luckily once you've given an object a name, it retains that name, even if copied and pasted.
- You can apply a name from the **Name** gallery to any object by dragging it onto the object (or selecting the object and double clicking the name). In this sense, applying names is rather like applying colors to objects. This can come in handy if, for example, you copied an object to a number of key frames but forgot to name it. You can create the name, and then select each object to which you want to give this name, then double click the name in the **Name** gallery.
- When you select an object, its name is shown highlighted in the name gallery with a half or full red circle:
 - ◐ indicates and there are other objects or copies of this object with the name.
 - ● indicates the selected object/s are the only occurrences of the name. This is useful if you want to be sure of selecting all occurrences of the named object.
- You can select objects using the **Name** gallery. By clicking in the circle to the left of the name you will select some or all occurrences of the object with that name. As above, ◐ means there are other occurrences of this named object that were not selected, typically because they appear on other frames and so are not visible and selectable. ● means all occurrences of this name are selected.
- If you want to select all occurrences on all frames, then you need to select the **All Frames Visible** or **Edit All Frames** buttons in the **Frame** gallery.
- You can ignore the JPG or GIF symbols to the right. These are features used when exporting sliced web images.

Important: do not use the **Create New Names** button on the **Selector** tool InfoBar to give an existing name to objects. This button, as the tooltip says, creates *new* names. If you've already created a name, then the only correct way to apply that name to an object is to use the **Name** gallery. (It really is like a gallery of names. Select the object and double click the name.)

Groups

Groups are treated specially when creating animations. To save you naming each individual part of a group, you can instead name the whole group and then copy the group to the next key frame. Xtreme will animate the whole group from one key frame to the next. And you can apply the normal transformations to the group (resize, rotate, squash, but not group transparency—see the next page).

If members of a group are to animate differently to the rest of the group, then those members must be separately named (Ctrl+click to select an object inside a group then name it as usual).

Note: if you ungroup, make some changes to the group contents and then re-group the objects:

- You must re-apply the name to the new group (select the group then double click on the name in the **Name** gallery).
- You must not change the stacking order of the items in the group.
- You must not add or remove items to the group.

Group transparency

If you want to fade a grouped object, you need to apply transparency to each individual object in the group. There are two ways you can do this:

- Select each object in the group in turn and adjust its transparency.
- Or un-check the **Make Groups Transparent as a Whole** option in the **Options** dialog (Utilities > Options then the **General** tab).

If you do this, when you adjust the transparency of the whole group Xtreme applies the transparency to each individual item in the group, instead of group transparency.

What Xtreme features does Flash support?

The Flash vector rendering is quite primitive compared to Xtreme's, and so you can't use many of the more advanced Xtreme features such as feathering, complex transparency and fill types, bevels, soft shadows or contours. Lines (strokes) are limited to being simple constant thickness, round ended lines. No line dashing is supported. The minimum line thickness is one pixel—so thinner lines in Xtreme will be displayed one pixel thick in Flash.

There are two aspects to producing Flash-compatible drawings. The first is to limit yourself to use only those features supported directly by the Flash player. Secondly,

when producing animations, there is an even more limited set of characteristics that can be tweened or animated.

Xtreme drawing features that Flash supports:

- All normal line and shape drawings (although Flash is a lot less precise than Xtreme and so sometimes you may notice inaccuracies in lines and shapes).
- Flat, linear, circular and elliptical gradient color fills.
- Multi-stage gradient color fills, including linear and elliptical fills. Eight color stops maximum.
- Flat transparency. Mix type only.
- Graduated transparency is supported for flat color filled objects (non-graduated). So you can have graduated color objects with flat transparency or flat color objects with grad transparency, but not both.
- Constant width outlines (stroked paths) with rounded end caps and line joins (version 8 Flash files support the other join and cap types).
- Text, including kerning. You can use any fonts you like. The outlines of the characters of any used fonts are embedded into the Flash file. This is much more efficient than, say, font embedding in PDF documents.
- Text on a curve. Note: the line used for the curve must be made invisible for the animation to work.
- Bitmaps and bitmap fills.
- Contoned (colored) bitmaps and bitmap fills.
- Fractal Cloud and Plasma fills will work, but are converted to bitmaps, so not efficient.

So you can't use, amongst other things:

- Any transparency type other than mix.
- Feathering.
- All complex graduated fills (conical, diamond, 3 color etc).
- All complex graduated transparency styles (as above). (You can use linear, and elliptical transparency on flat color filled objects.)
- Live Effects.

The following object types will export in static Flash, but do not animate.

- Soft shadows.
- Bevels.
- Contours.
- Blends.
- Molds.

So while some Xtreme effects, such as soft shadows and bevels do work in static files, these are exported as bitmaps into the Flash file—so they are not very efficient and not suitable for animating.

What can be animated:

As listed at the start of this chapter, these are the golden rules as to what you can

change from one key frame to the next:

1. Move—you can move objects from one position to another.
 2. Scale—you can enlarge or reduce objects in size.
 3. Squash or skew—you can squash or skew objects.
 4. Rotate—you can rotate objects.
 5. Transparency—you can adjust the overall (flat) transparency of the object.
 6. Color transform—you can change the fill (flat) color of objects.
- Or any combination of the above.

In addition there is one special case—you can animate text on a curve. This is special because you can use this to seemingly morph text along one curve into text along a completely different curve. In fact what it does is tween from the character position in one key frame to the corresponding character's position in the next frame. This can produce some interesting effects. Note: the line used for the curve must be made invisible for the animation to work.

A wavy line representing a curve with text following its path. The text reads: "This is some text along a curve. The quick brown fox jumps over the"

Non-moving objects

You can add new objects by just drawing them on any key frame. They will appear in the animation at the start of the frame and will vanish at the next key frame, unless they appear on that frame as well. So the simplest way to have an object appear static on all frames is to ensure it's copied to all the frames. Xtreme Flash optimization is very efficient and you'll find that having more than one copy takes hardly any additional file space (this is true of multiple copies of objects anywhere).

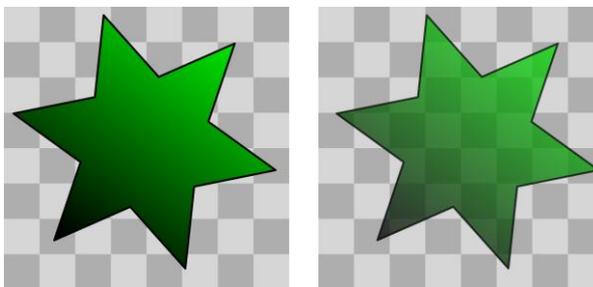
Color transforms—animating color changes

This is what you can and cannot do with color transforms in Xtreme flash:

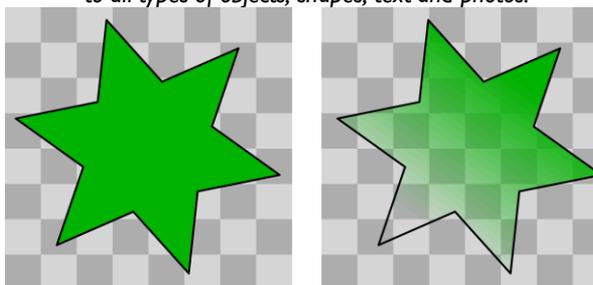
- You can animate simple flat color changes of objects from one key frame to the next.
- You can change the line color independently of the fill color.
- You can change contone colors.
- You cannot adjust the position of gradient fills.
- You can use RGB, HSV or CMYK colors. These are all converted to RGB colors when exported to Flash (which is the only color model Flash supports).

Transparency

As mentioned earlier, you can adjust the flat transparency of objects (not group transparency) and Flash supports this (for both static objects and tweening transparency changes), but Xtreme's graduated transparency is not really supported with Flash. There is just one situation where you can use graduated transparency, and that is on flat color filled objects.



It's possible to adjust, and animate, flat transparency given to all types of objects, shapes, text and photos.



It's possible to give graduated transparency (linear, circular and elliptical) to flat color filled objects, but it's not possible to animate the transparency change. Although you can animate the color change (rule six).

URLs in Flash

To make an object in your Flash animation a clickable link, just select the object you want to make clickable and select Utilities > Web Address (shortcut Ctrl+⌘+W).

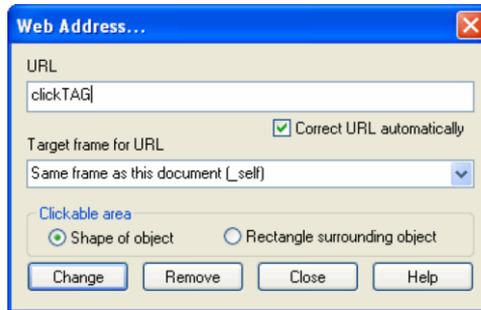
Enter the required URL (and the selected the target frame if required).

If you want to make text clickable select the **Rectangle Surrounding Object** option. This ensures those that viewers of your Flash animation can click anywhere over the text (rather than just on the actual letter shapes).

clickTAG

clickTAGs are often used by advertising networks. Rather than hard-coding a URL into a Flash animation, the clickTAG allows an organization to insert their own URL into the animation—which is particularly useful for tracking advertising clicks.

If you need to use this feature, just type **clickTAG** instead of a URL.



Tip: if you wish to make your whole banner clickable, simply ensure that you have a background rectangle that has the URL on and that this appear on all frames. You would typically have such a thing anyway if you were using ClipView—just set the ClipView rectangle to have the URL. Or you could use the B Frame option.

Background frames

You can use the **B** option on the frame gallery to create a background frame. Create a rectangle in your required background color and place it on the first frame. Give the rectangle the required link then, in the **Frame** gallery, select the **B** check box by the first frame. This will make the first frame a background layer, and the content will appear throughout the animation making the banner always clickable. So typically this means your first frame would have no other objects on it (unless you want them to appear throughout the animation as well. And also you'd probably set the **Display Period** to be 0 seconds to ensure this is displayed but there is no delay before moving onto the main animation.

Advanced Flash Commands

Accelerating and Decelerating

Usually the tween steps are evenly spaced between key frames, producing a linear animation from one key frame to the next. By appending < and > symbols to the front of the object name, you can make objects speed up or slow down. So naming an object >Name means that it starts fast and slows. The opposite, <Name, would start slow and speed up.

You can even use these in combinations. So an object name <>Name would start slow, speed up and then slow down towards the end of the frame period.

You can control the degree of acceleration or deceleration by using numbers from 0 to 9. So <2Name would be a very gentle acceleration, while <9Name would be extreme acceleration. Similar >2 in front of the name would give a slight deceleration. Using the name >Name (with no number) is the same as >5 Name.

Example: there is an example file called Pendulum in the **Flash Examples** section of the **Clipart** gallery (click the Get Clipart button on the **Clipart** Gallery). The pendulum group uses a combination of <> and the rotate command. Another example called Zoom6.xar is also worth examining.

Stop and Goto commands

You can append Stop or Goto commands onto the Frame names (separated by a semi-colon ;) to control the sequence flow. So for example if your first frame was named 'Frame 1;Goto Frame 6' then the animation sequence would jump to Frame 6 at the start of Frame 1. This may produce tween errors, but these can be ignored. It also waits for the specified period of the frame with the Goto command on before jumping—but frames with Goto or Stop commands to do not tween.

Similarly a frame name with ;Stop appended to the end of the name would stop when the animation reaches this frame. Why is this useful? Because you can use a special form of URL link on objects that when clicked will re-direct the animation sequence to alternative frames.

*The shortcut
Ctrl+ ⌘+W is a
quick way to open
the URL dialog.*

Clickable objects (buttons)

If you apply a URL to an object (see earlier) where the URL is simply the frame name, and set the **Target Frame** field to be '_frame' (underscore frame), then when this object is clicked, the frame sequence will jump to the specified frame. In other words you can control the animation flow by clicking on objects. See the 'River Thames' example file in the **Clipart** gallery. This uses a Goto command to loop from frame 4 to 3, and a URL frame re-direct to jump to Frame 1 if you click the Replay link in the corner.

Xtreme Flash Animation Summary

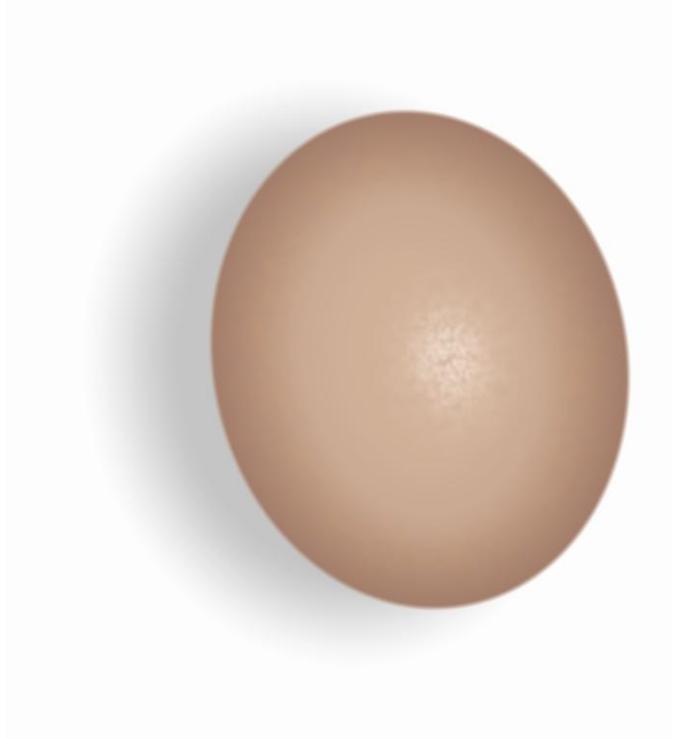
- Xtreme key frames are 'snap shots' of your animation at any point in time. Xtreme automatically produces a blend or tween of objects from one key frame to the next, to produce a smooth Flash animation.
- There is no time line. Instead, the **Frame** gallery shows your snap shot key frames though time (top down). Just click the frame name to see and edit that key frame.

- If you set the Xtreme frame display time to be 2s then it will take 2 seconds to animate objects from their position at the start of one key frame to their positions at the start of the next key frame. Use the **Animation Properties** dialog to set frame display period.
- To tell Xtreme which objects are to be blended or tweened between one key frame and the next, you name the object you want to tween. For each new object you want to animate click the **Create New Names** button on the **Selector** tool InfoBar and give it a name. The object must have exactly the same name on subsequent frames.
- When you create a new key frame (snap shot) you usually do this by copying the current frame, and this copies all objects to the new frame along with their names. It's easy to then just move the objects as required.
- All other (non-named) items appear static for the duration (display period) of the Xtreme key frame.
- You can move, enlarge, reduce, rotate, stretch, alter the color or transparency between Xtreme frames. Transforming objects in this way is very efficient.
- There is an overall frame rate for the whole Flash movie. The more Flash frames-per-second the larger the Flash file and the smoother the animation.
- Because each Xtreme frame is a snap shot of the full animation, all objects that should appear at that snap shot should appear in the frame. You can't blend an object from Xtreme frame 1 to frame 3 without it appearing on frame 2.
- You can only tween shapes as allowed by the six transform rules described earlier (move, resize, squash/skew, rotate, flat transparency and color change). If you change the shape in any other way it won't work.

For further questions and answers relating to Flash animations please read Xtreme's help by selecting Help > Xara Xtreme Help in Xtreme (shortcut F1).

Chapter 2

Text Tool



This section covers:

- Rulers
- Margins and indents
- Tabs
- Text areas (text flow)
- Copying text styles
- Smart quotes
- Hyphenation
- Paragraph spacing
- Optimized text spacing
- Useful text shortcuts

Introduction

Xtreme 3.2 offers a number of enhanced **Text** tool features including margin and tab control, first line indent or outdent control and linked flowing text stories.

Xtreme 3.2 introduces a new type of text object—the text area—which can contain a ‘flowing’ text story. So there are three basic types of text object that can be created in the **Text** tool:

- 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.

Definition: a text story refers to a single piece of flowing text which may cover several columns, 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.

This chapter only covers the enhanced features in Xtreme 3.2. If you own the main Xtreme manual, we suggest you read Chapter 12: Text Handling in order to understand the basics of text handling in Xtreme before you read this chapter.

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+⇧+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.

Margins and indents

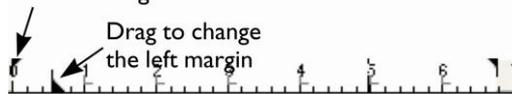
Any changes you make are made to the current paragraph of text. (i.e. the paragraph containing the text cursor) or, if you have a selected region of text, to the paragraphs of the selected region.

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.

As you drag, a guideline will appear to help you position the margin.

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



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.



Dragging a right margin

Tabs

By default, text stories are created with tabs set 0.5cm apart. This means you can just press the Tab key 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:

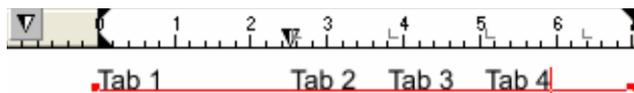


Standard tabs, indicated by faint Ls

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.

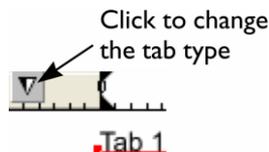
To move a custom tab drag it along the ruler. A guideline will appear to help you position the tab.

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.

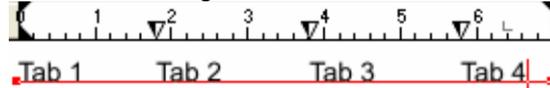
To change the tab type, click the tab icon on the ruler.



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.

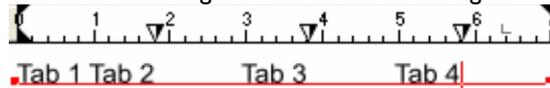
▽ Left align

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



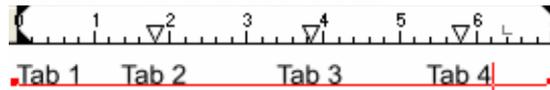
▽ Right align

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



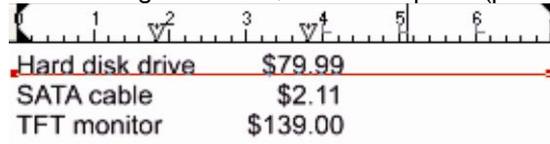
▽ Center align

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

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.

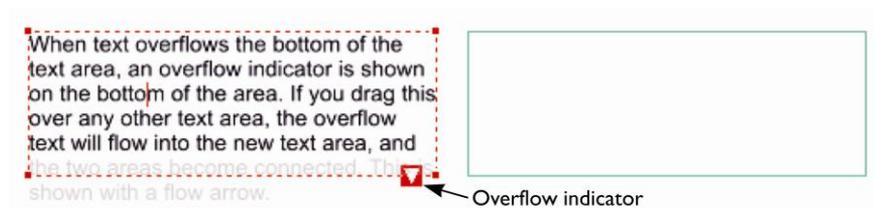
Text areas

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.

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.

Tip: 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.

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

In 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.

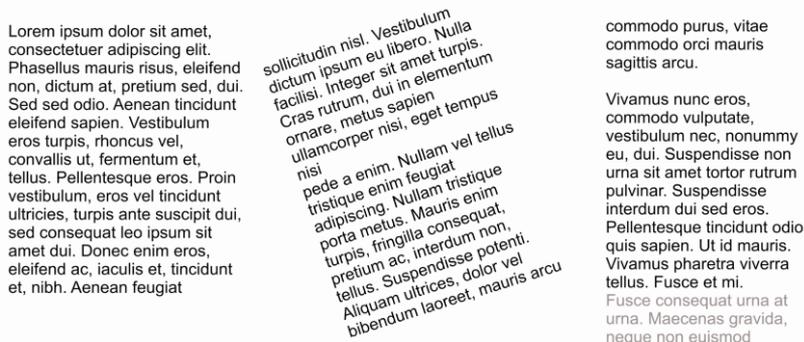
Alternatively you can use the **Selector** tool to resize the text object, but in this case the behavior changes. Usually when you resize an object in the **Selector** it resizes everything including the text. So, for example, if you resize a simple text object or text column. This is consistent with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



Lorem ipsum dolor sit amet, consectetur adipiscing elit. Phasellus mauris risus, eleifend non, dictum at, pretium sed, dui. Sed sed odio. Aenean tincidunt eleifend sapien. Vestibulum eros turpis, rhoncus vel, convallis ut, fermentum et, tellus. Pellentesque eros. Proin vestibulum, eros vel tincidunt ultricies, turpis ante suscipit dui, sed consequat leo ipsum sit amet dui. Donec enim eros, eleifend ac, iaculis et, tincidunt et, nibh. Aenean feugiat
 sollicitudin nisi. Vestibulum dictum ipsum eu libero. Nulla facilisi. Integer sit amet turpis. Cras rutrum, dui in elementum ornare, metus sapien ullamcorper nisi, eget tempus nisi
 pede a enim. Nullam vel tellus tristique enim feugiat adipiscing. Nullam tristique porta metus. Mauris enim turpis, fringilla consequat, pretium ac, interdum non, tellus. Suspendisse potenti. Aliquam ultrices, dolor vel bibendum laoreet, mauris arcu
 commodo purus, vitae commodo orci mauris sagittis arcu.
 Vivamus nunc eros, commodo vulputate, vestibulum nec, nonummy eu, dui. Suspendisse non urna sit amet tortor rutrum pulvinar. Suspendisse interdum dui sed eros. Pellentesque tincidunt odio quis sapien. Ut id mauris. Vivamus pharetra viverra tellus. Fusce et mi.
 Fusce consequat urna at urna. Maecenas gravida, neque non euismod

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

Word count

The status line reports how many characters and words are within the selection, or, if there's no selection, how many are within the whole of the current text story. This updates as you type. This also shows the number of overflowing words.

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 (or Ctrl+C).
- Select the region of text to which you want to apply the style.

- Select Edit > Paste Attributes (Ctrl+⇧+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 a 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 ⇧+clicking on the different text areas to select them.

Smart Quotes

When you type a 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’.

Soft and Hard Hyphens

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 where, 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. Here's an example where there is too much space between words on the top line because the word 'hyphenate' doesn't quite fit.

You may want to hyphenate long words. Adding a soft hyphen (Ctrl + minus key) will wrap words at this point when at the end of the line but will not show any dash character when the word is elsewhere in the line.

You may want to hyphenate long words. Adding a soft hyphen (Ctrl + minus key) will wrap words at this point when at the end of the line but will not show any dash character when the word is elsewhere in the line.

If you type Ctrl + - after the word 'hyphen' then it breaks the word at that point and produces a more satisfactory word spacing.

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.

Paragraph Spacing

Two new 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.



Set the space above & below a paragraph

Like Microsoft Word if 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 1st paragraph down in a frame of text.

Optimized Text Placement

If you just click and type (i.e. create a simple text object), the position of the type is adjusted very slightly, by fractions of a pixel, to ensure that the baseline of the text exactly sits on a pixel boundary. This results in sharper, more readable text at small point sizes and 100% zoom view (depends on the font and point size). But for example the default 10pt Arial or Arial italic is now noticeably less blurred for simple text objects.

Useful Text Shortcuts

Paragraph Select

A quad click - that is four rapid clicks in a row - is now a shortcut to select a paragraph. This is an extension of the existing standards:

- Single click - positions cursor
- Double click - selects word under cursor
- Triple-click - selects line
- Quad-click - selects paragraph.

Swap Case

Pressing Ctrl+W will swap the case of the character after the cursor, and move the cursor on. So if you find 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. This has now been enhanced so that you can swap the case of a selected region of text in the same way.

Increase / Decrease Text Size

New shortcuts of Ctrl+Shift+> and Ctrl+Shift+< will increase or decrease the point size of the selected text or selected text story (only if the selection is all the same point size).

Manual Kern Key Changes

The old kern shortcuts of Ctrl + and - have changed. (Ctrl+ - is now the soft hyphen).

The new kern shortcuts are Alt+ left and right arrow keys.

So to move two characters closer together press Alt+ < and to move them further apart press Alt + >. Each key press moves the character 50/1000 ems.

These shortcuts are compatible with Adobe Illustrator.

Special Characters

A number of useful shortcuts have been added to allow insertion of special characters:

- Hard space: Ctrl+Space (words with hard spaces between will not wrap at the end of a line)
- EN dash: — Ctrl+NumPad - (An EN dash is longer than a minus, and is a more correct 'dash')
- EM dash: — Ctrl+Alt+NumPad - (An EM dash is a long dash)
- Ellipsis: ... Ctrl+Alt+. (That's with a Full stop or period character. An Ellipsis is three dots ...)
- Copyright: © Ctrl+Alt+C
- Registered ® Ctrl+Alt+R
- Trademark ™ Ctrl+Alt+T
- Bullet • Ctrl+Alt+B

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

Lorum 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 starts 'Lorem ipsum dolor sit amet...'. (In fact 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).

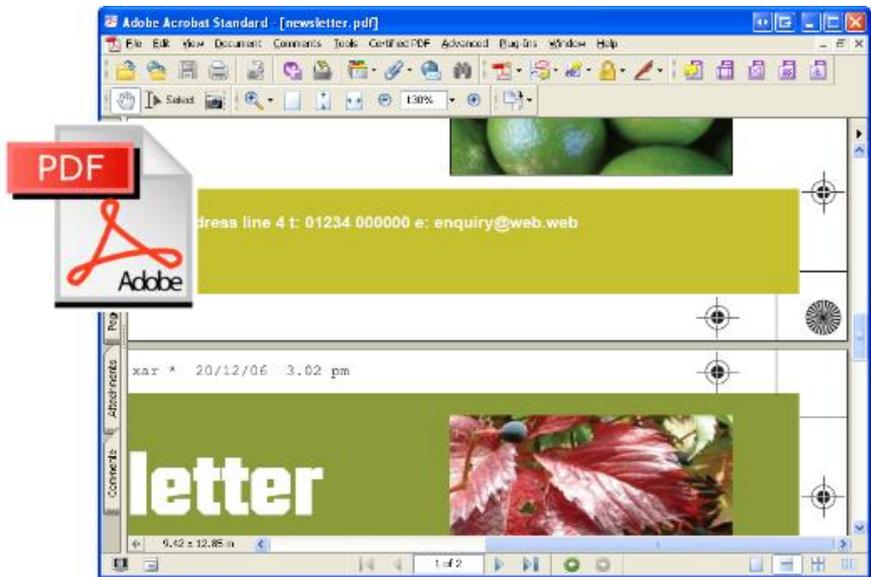
You can now insert a paragraph of the Lorum Ipsum text by typing Ctrl+Shift+L (L for Lorum) when in the text tool. To insert a larger block of text just press the key combination a few times.

RTF - Rich Text Format

You can now import and export text in RTF format so it includes style information such as font, font size, color, margins, special and foreign characters (Unicode supported). You can find more information on this in the chapter on File Exchange.

Chapter 3

PDF export



This section covers:
Exporting PDF files
Advanced export options

Introduction

The Portable Document Format (PDF) provides the best way to transfer drawings and document to others. The free Adobe PDF Reader is very popular and enables anyone to view and print your PDF document.

For very complex vector graphics, PDF can be very slow (sometimes 20 times or more slower than Xtreme) so drawings that take a few seconds to draw in Xtreme can take minutes especially when printing. So sometimes it's quicker to convert complex vector graphics into a bitmap before exporting your PDF.

PDF files are vector graphics files—which means they are resolution independent, and are great for printing on high resolution devices, and you can zoom in to view detail with no loss of quality. Your graphics or document exported as a PDF should look exactly like it does in Xara Xtreme.

Xtreme provides very comprehensive controls over many aspects of your PDF output. These are just some of the options and features you can control in Xtreme PDF output. You can:

- embed fonts in the file which means all readers can be sure of seeing the file exactly as you intend, but this makes the files larger. You can also select to embed only a subset of the fonts (only the used characters) to reduce the PDF file size;
- set it to re-sample all images or photos to be any required resolution so they are not unnecessarily high resolution;
- set it to convert bitmaps to JPEG or remain in their raw state;
- make it so that layers in your Xtreme drawing are visible and can be switched on and off in Adobe Reader;
- select which version of PDF you want to create;
- select which pages of a multi-page document;
- make your PDF file password protected;
- even embed the original .xar file (or other files) into the PDF for the ultimate in document portability.

To make life easier all the options have been distilled down to three easy choices. When you export as a PDF you are presented with a choice of the following presets:

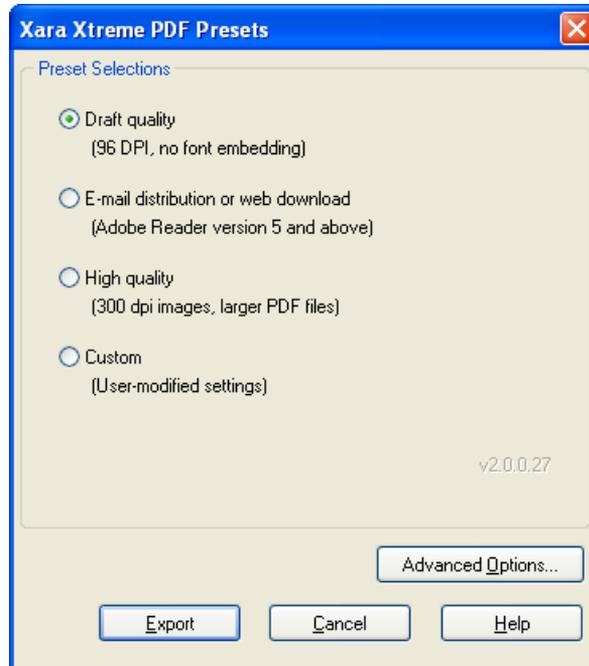
- Draft quality.
- Email distribution or Web download.
- High quality.

You can customize the settings of any of these presets by click the **Advanced Options** button.

Exporting PDF files

To export a PDF file

1. Choose File > Export (shortcut Ctrl+⌘+E).
2. Select **PDF (*.pdf)** from the **Save As Type** list.
3. Name the file then click **Save**. The PDF Export dialog will appear:



The three preset options will be suitable for most PDFs. They are:

- **Draft quality (96 DPI, no font embedding)**
The draft setting is typically used when proofing a design and offers the fastest mode of PDF generation. The following settings are used:
 - PDF version 1.4.
 - No fonts are embedded.
 - All bitmaps and photos are embedded as JPEG images at 96dpi.

This option will produce the smallest file, but note that is because no fonts are embedded. If you give the file to anyone they must have the any fonts used installed on their system in order to be able to see the document exactly as you intended.

- **E-mail distribution or web download (Adobe Reader version 5 and above)**

This setting specifies filter options that are optimal for distributing PDF documents through e-mail and the web. Fonts are included, so you can be sure your document will be viewed exactly as you intended and all images are medium resolution suitable for inkjet printing and viewing on screen:

- PDF version 1.4.
- Fonts are embedded, and subsetted (meaning only characters used are embedded as fonts).
- All bitmaps and photos are converted to JPG at 150 dpi.

- **High quality (300 DPI, larger PDF files)**

The high quality setting includes options for rendering designs as PDF documents where full fidelity is required at high resolution. This is most suitable for printing on inkjet printers or viewing at high zoom. The following are the key settings:

- PDF 1.4.
- Fonts are embedded, and subsetted (meaning only those characters used are embedded as fonts).
- All bitmaps and photos are passed through untouched, unless they are more than 300 dpi in which case they are sampled down to be 300 dpi but retain their existing type (they are not all converted to JPG).

Customizing PDF export using advanced options

If you select the **Advanced Options** button you can customize any of the above presets. Once you have altered any of the preset values, the next time you export a PDF it remembers the last settings, and the **Custom** option will be shown. The following section provides an overview of this feature.

While the three presets included in the PDF Export Filter will cover most typical scenarios for generating PDF output, situations may arise when greater control is required in order to specify the properties of the resulting document.

To customize the output filter settings:

1. Select the preset that is closest to the desired type of PDF.
2. Click **Advanced Options...**
3. Modify the desired filter settings.
4. Click **Export** to generate the PDF document.

The modified settings will automatically be stored under the **Custom** option for use from that point on.

When the **Advanced Options** button is clicked, the PDF Export Filter options appear in a separate dialog box grouped within the following categories: General, Objects, Document, Layers, Pre-Press (Xtreme Pro only) and Security.

PDF versions

PDF has evolved over the years as more features have been added. Typically along with each new version of PDF, and new version of Adobe Reader is released to support the new PDF features. Unfortunately, to confuse everyone, the version number of PDF Reader and the PDF file do not match. So, for example, Adobe Reader version 5 is required to read PDF versions 1.4.

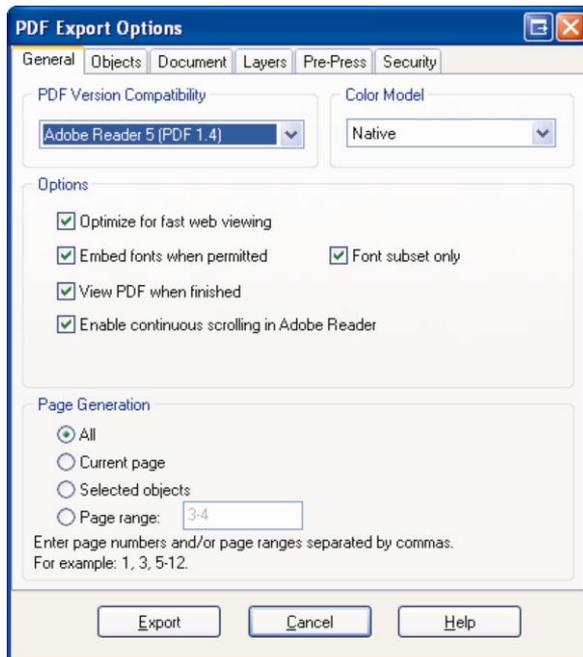
PDF version 1.4 was the first version to support transparency and so is the minimum generally recommended version to use. Later version support some of the extra features. For example if you want to use the Layer feature (so you can switch on an off Xtreme layers in the Adobe Reader) you need to export as PDF version 1.5 or higher, and this required Adobe Reader version 6 or higher.

- You can export files in PDF version 1.3, 1.4, 1.5 and 1.6 formats.

Some Xtreme features do not exist in PDF or are implemented differently:

- **Transparency.** PDF version 1.3 does not support transparency. Any objects containing transparency will be exported as bitmaps, a process sometimes called 'flattening'. Xtreme does this automatically. The resulting PDF file should still look correct however.
- **Transparency types.** The bleach, mix and stained glass types are mapped directly to the Screen, Normal and Multiply transparency types available in PDF version 1.4 and greater. All other objects that use these transparency types are exported as bitmaps. Conical, Diamond, Three Color, Four Color, Fractal Cloud fills and Fractal Plasma fills will transfer fine, but are exported as bitmap fills.
- **ClipViews.** PDF export does not directly support ClipViews comprised of lines or text. Convert all lines and text to shapes to ensure that a ClipView that contains these objects is properly converted.

PDF Export Filter Settings: General Options



The **General Options** tab in the PDF Export Filter provides a range of settings that can be configured to specify PDF document attributes including version compatibility, how content is encoded and which pages are to be rendered.

PDF Version compatibility

The PDF Export Filter supports versions 1.3, 1.4, 1.5 and 1.6 of the PDF format to ensure compatibility with a wide range of applications. Unless PDF version 1.3 compatibility is required, select PDF version 1.4 or greater as the output format as this will provide support for transparency.

Color Model

The color encoding standard for the PDF document can be selected from **RGB** and **Native**. The **Native** option represents colors in the PDF file as they are specified in the drawing using RGB.

Options

- **Optimize for fast web viewing (linearization).** Linearization of PDF files generated by the export filter encodes the PDF for optimal transfer and viewing over the Internet. By default this option is enabled.
- **Embed fonts when permitted.** Select this option to include copies of fonts

in the PDF file that are not included in the PDF base 14 fonts supported by Adobe Reader. Note that only those fonts that are not restricted by copyrighting restrictions will be embedded in the PDF file. By default this option is enabled.

- **Font subset only.** This option can be used in conjunction with the **Embed Fonts When Permitted** option to indicate that only those characters that are used within a typeface will be embedded in the resulting PDF file. Selecting this option can reduce the size of the PDF file that is generated however it will also limit the level of editability. By default this option is unselected.
- **View PDF when finished.** This option can be selected to automatically launch and view the resulting PDF using the default application that is associated with the format under Windows. This option is enabled by default.
- **Enable Continuous Scrolling in Adobe Reader.** Choose this option to have Adobe Reader synchronize the scrolling of the PDF document with the movement of the scroll bars in the viewing application. By default this option is selected. Note: this option only applies to PDF documents that contain more than one page.

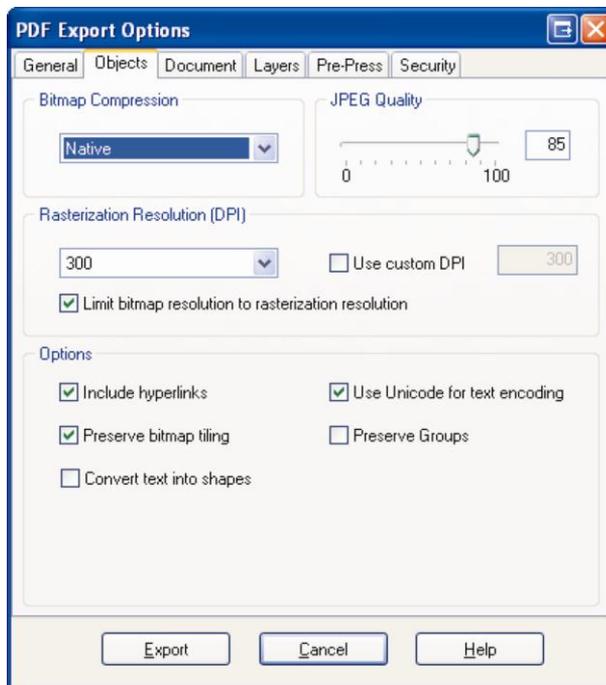
Page Generation

When generating a PDF document from a design, Xtreme includes a feature that allows a range of pages to be specified. This is useful when a design has been created that contains multiple pages.

To specify which pages are to be rendered to the resulting PDF document:

- Select **All** to render all pages contained within the design
- **Current Page** to print the currently selected page or
- **Selected objects** to print only those objects that are selected.
- To print a range of pages within the design, select **Pages** and enter the desired range in the edit box. Specify individual pages by their number, separated by commas. To specify a range, enter a starting and ending page. For example, to specify that the first, third page and pages 5 through 12 of a design should be rendered to the resulting PDF document enter the following: **1, 3, 5-12**. Note: pages will be rendered to the PDF document in the order in which they appear in the original design.

PDF Export Filter Settings: Objects Options



The **Objects** tab in the PDF Export Filter provides a series of settings that can be used to specify how design elements are rendered in a PDF document.

Bitmap Compression

Choose the compression scheme for bitmapped images that appear in the document by selecting from the options in the drop-down list. Supported compression schemes include: **Native** (use the bitmap compression in the document), **None** (do not apply compression) and **JPEG** and **Flate**.

JPEG Quality

Use the slider control to set the JPEG quality index when using JPEG compression for bitmapped images. Values range from 0 to 100, with higher values specifying increased quality and lower values specifying increased compression and the loss of some image fidelity. The default JPEG quality is 85.

Rasterization Resolution (DPI)

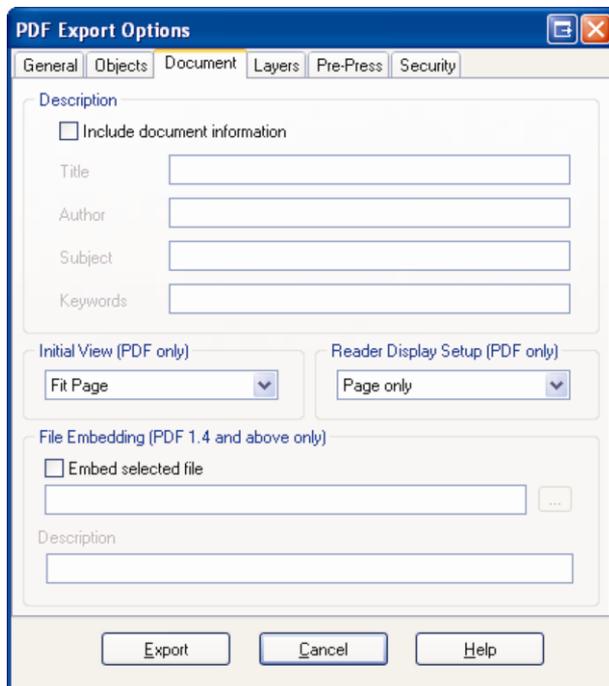
For Xtreme graphic objects that cannot be exported as native vector PDF objects (things like soft shadows, feathered objects, bevels) Xara will automatically rasterize, that is convert to a bitmap. This option allows you to choose the DPI (dots per inch) for the rasterization resolution using the drop-down list, or click **Use Custom DPI** and enter a custom value by checking the **Use Custom DPI** option and specifying an

integer value between 20 and 600. The default preset value for rasterization is 150. The higher the resolution the larger the PDF file. It is not usually necessary, even for the highest quality printing to use a value above 300dpi.

Options

- **Include hyperlinks.** Select this option to preserve any objects containing hyperlinks in the outgoing PDF file. By default this option is selected for standard PDF documents.
- **Convert text into shapes.** This option can be selected to convert all text content into vector shapes. This option can be specified to preserve the appearance of text when equivalent fonts may not be available on the target system or when font embedding is not permitted. Note that the text in the resulting PDF file is translated into shapes and is no longer editable as text. By default this option is unselected.
- **Use Unicode for text encoding.** This option can be used to select the method to be used for encoding text in the resulting PDF document. By default, this option is unselected and text is encoded using the ANSI encoding scheme. Selecting this option specifies that text should be encoded using Unicode.
- **Preserve bitmap tiling.** This option determines the method that the export filter uses to generate tiles in the PDF file. By default, the preserve bitmap tiling option is selected and a series of individual bitmaps are used to fill the corresponding object. This option should be unchecked when the resulting PDF files are to be used in Adobe Illustrator 9 and 10 or in any other application that does not directly support bitmap tiles as fills.
- **Preserve Groups.** Use this option to maintain groups in the resulting PDF document. Note that because the PDF format does not natively support groups, grouping is emulated using clipping masks.

PDF Export Filter Settings: Document Options



The **Document** tab contains items that can be used to specify authoring information and how a PDF document will viewed within Adobe Reader.

Description

Within this section, the title, author, subject and keywords for the outgoing PDF document can be optionally added. Select **Include Document Information** to embed these details in the resulting PDF file. By default this feature is unselected.

Initial View

Select from among the document viewing options in the drop-down list to specify the magnification level of the resulting PDF file when it is viewed in applications that support this feature. The default magnification level is 100%.

Reader Display Setup

When generating a PDF file that is intended for display in Adobe Reader, you can select from among the display setup options in the drop-down list to specify how the viewer is configured when the file is opened.

Options are included for displaying only the page, the bookmarks panel and page, the pages panel and page, a full screen version of the document, the layers panel and page (PDF 1.5) and the attachments panel (PDF 1.6). The display setup options for showing the bookmarks, pages and the layers panel are particularly useful when generating PDF documents in which layers are used.

The default Reader display setup option is **Page only**.

File Embedding

A unique feature supported by the PDF document format is its ability to embed files at the document level. The Xtreme PDF Export Filter allows one file of any size and type to be added to the exported PDF. When the PDF document is opened by applications that support file embedding (such as Adobe Reader or Acrobat), the embedded file appears in the attachments list panel.

Embedding a file within the PDF document is particularly useful when distributing an illustration or submitting it to a service bureau. Examples for the use of this feature include attaching the original Xtreme .xar file, a readme file outlining author and copyright information or a high resolution rasterized version of the illustration to the resulting PDF.

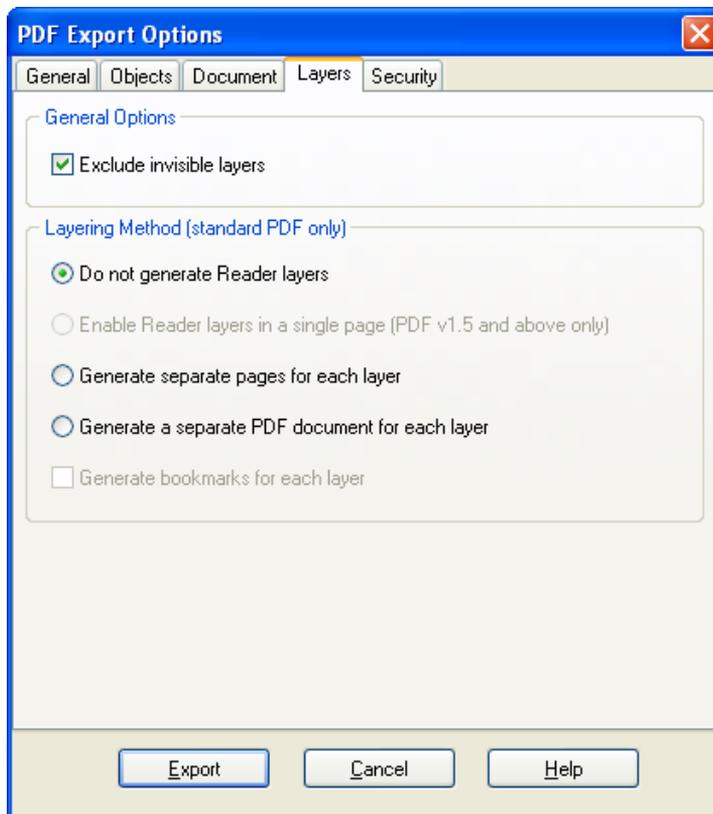
To embed a file within an outgoing PDF document, simply click the ellipses button [...] to select a file from within a file open dialog or type in the path of the file manually.

Enable **Embed Selected File** to add the file to the PDF document. By default this option is unselected.

An optional description may also be provided for the embedded file. This description will appear as a comment when the attachments panel is viewed in Adobe Reader and Acrobat.

Note: file Embedding requires that the PDF Version compatibility be selected as 1.4 or greater.

PDF Export Filter Settings: Layer Options



The **Layers** tab within the PDF Export Filter provides a means to specify how layers within a drawing are rendered for in the PDF document.

General Options

Exclude invisible layers. This option can be checked to exclude all invisible layers in the outgoing PDF file. To eliminate guide layers from a PDF document, set the layer to invisible in the Xtreme layer gallery and export the drawing with this option checked.

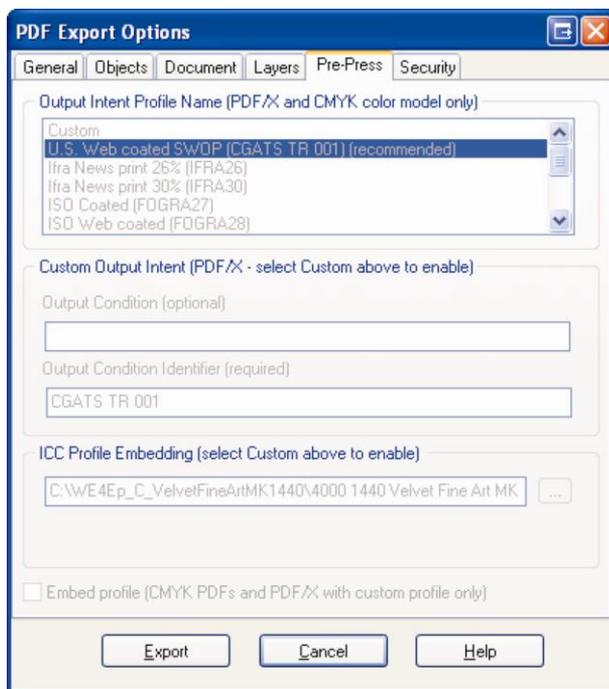
Layering Methods (standard PDF only)

1. **Do not generate Reader layers.** Separate layers do not appear in the resulting PDF document. This option is enabled by default.
2. **Enable Reader layers in a single page (PDF 1.5 and above only).** Layers are rendered within the document on a single page, with layering labels included for display within Adobe Reader's layer gallery.
3. **Generate separate pages for each layer.** Each layer is rendered to a separate page within the document.

4. **Generate a separate PDF document for each layer.** Each layer is rendered to a separate PDF file. If this option is selected, the PDF filename entered is combined with the layer names from the design to produce a unique name for each page. For example: if 2 layers appear in the drawing, named Layer 1 and Layer 2, and Drawing.pdf is specified as the export filename, then 2 PDF files, Drawing.Layer 1.pdf and Drawing.Layer 2.pdf are created. An additional option allows for bookmarks (also referred to as "outlines") to be included within the resulting PDF document when separate pages are rendered for each layer. This allows for quick navigation to any page that corresponds to the layer in the original drawing using the layer name.
5. **Generate bookmarks for each layer.** Select this option to include bookmarks in the resulting PDF document when layers are represented on separate pages (option #3 above). By default this option is unselected.

Note: options 3 and 4 do not apply when generating PDF documents that consist of multiple pages.

PDF Export Filter Settings: Pre-Press Options (Xtreme Pro Only)



The **Pre-Press** tab includes items for specifying characterization settings and the embedding of ICC (International Color Consortium) color profiles for print production.

ICC profiles are files containing data that specifies how colors are to be rendered on a particular output device. The use of an ICC profile is mandatory for PDF/X documents, optional for CMYK-based PDF documents and not applicable for all other types of PDF documents.

Specifying an ICC profile of use in PDF/X documents:

Output Intent Profiles

When generating a PDF/X document for print production, output intent profile settings based on an ICC profile must be specified in order to ensure that the output is rendered properly on the intended output device. Xtreme includes presets for the most popular output intent profiles used in North America, Europe and Japan. To specify the use of one of the preset output intent profiles, simply select it from the list.

Custom Output Intent Profiles

If the output intent profile that is required for print production is not provided in the list provided with Xtreme Pro, it is possible to enter the desired output by selecting 'Custom' in the intent profiles list. Here you may enter the optional Output Condition and the required Output Condition Identifier that corresponds to the output device.

Note that for PDF/X compliance Custom profiles must be embedded in the resulting documents. Follow the instructions below for details on how to specify the location of ICC profiles.

ICC Profile Embedding

The Xtreme PDF filter includes provisions for embedding ICC files within a PDF document. An embedded ICC profile is required for a Custom output intent if the characterized printing condition is not in the registry of CMYK characterizations on the ICC web site (www.color.org).

The output intent profiles included with Xtreme Pro are not embedded in the resulting PDF/X document as they are readily available in workflow environments.

To embed an ICC profile within a PDF document:

1. Click the ellipses button [...] to select a file from within a file open dialog or type in the path of the file manually.
2. Click **Embed This Profile** to include the ICC profile in the outgoing PDF document.

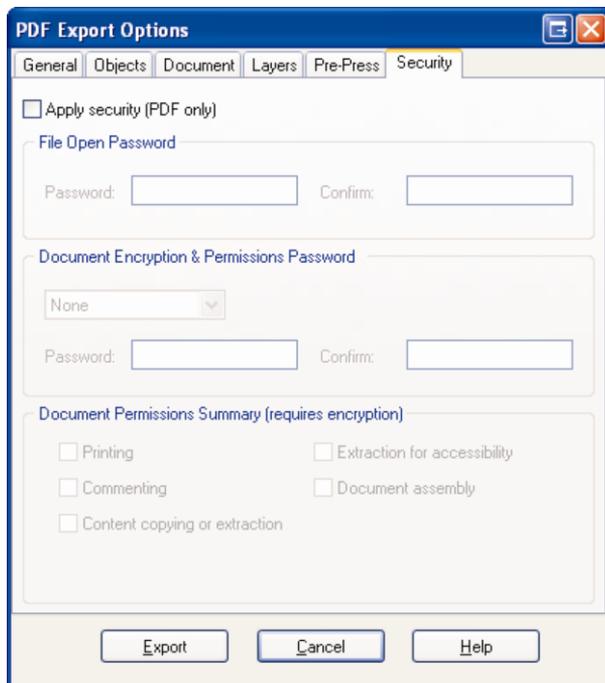
By default the file embedding feature is unselected.

Note: please be sure to consult with your print service bureau to determine the appropriate settings for all pre-press options.

Specifying an ICC profile of use in CMYK-based PDF documents:

- When a CMYK color model is selected for standard PDF documents a profile may be specified from the Output Intent Profiles list as a reference when performing the actual color conversion. The output intent profiles included with Xtreme Pro may be embedded in the resulting PDF document by clicking **Embed this profile**. If you wish to use a profile that is not included in the list of presets, specify a Custom profile as described above and select whether or not you wish to embed it in the document.

PDF Export Filter Settings: Security Options



The screenshot shows the 'PDF Export Options' dialog box with the 'Security' tab selected. The dialog has a title bar with a close button and a maximize button. Below the title bar are tabs for 'General', 'Objects', 'Document', 'Layers', 'Pre-Press', and 'Security'. The 'Security' tab contains the following options:

- Apply security (PDF only)
- File Open Password**
 - Password:
 - Confirm:
- Document Encryption & Permissions Password**
 - None (dropdown menu)
 - Password:
 - Confirm:
- Document Permissions Summary (requires encryption)**
 - Printing
 - Extraction for accessibility
 - Commenting
 - Document assembly
 - Content copying or extraction

At the bottom of the dialog are three buttons: 'Export', 'Cancel', and 'Help'.

The **Security** tab provides support for specifying security attributes and permissions settings that determine how the PDF document can be used once it is distributed. These options are only available for standard PDF documents and cannot be used when generating PDF/X files.

To include these security settings in the outgoing PDF document, check "Apply security". By default this feature is unselected.

File Open Password

To password-protect a PDF document, specify and confirm a password. This password will be required when a user attempts to open the document for viewing.

Note that it is strongly recommended that a document also be encrypted if a file open password is applied as this security scheme is known to be relatively easy to compromise. As a result, file open passwords should only be used as a means of security to prevent inexperienced users from accessing sensitive documents.

Document Encryption and Permissions Password

To encrypt a PDF document, select an encryption method and specify and confirm a password. This password will be required when a user attempts to make changes to the document, including modifying security and permissions settings. The encryption password is often referred to as the owner or master password and it may also be used to open the PDF document.

Additional document permissions settings (outlined in the section below) may be applied to determine the degree to which a user can interact with the encrypted document.

Four encryption methods are available:

- **None.** This setting will not apply any document encryption. This is the default encryption option for the document.
- **40-bit RC4.** This setting will apply a 40-bit encryption algorithm to the document.
- **128-bit RC4.** This setting will apply a 128-bit encryption algorithm to the document.
- **128-bit AES.** This setting will apply the 128-bit AES encryption algorithm to the document. If the PDF document contains confidential or highly sensitive material this method of encryption is considered to be the most effective means of securing the contents. Note: PDF 1.6 is required to support this encryption method.

Document Permissions Settings

The document permissions settings section allows you to specify actions that can be undertaken on an encrypted PDF document when it is rendered or processed by another application.

Within the **Document Permissions Summary** section, check any of the following settings to allow a user to perform the following tasks:

Printing

Selecting this option allows a user to print the PDF document. By default this option is selected.

Extraction for accessibility

Selecting this option allows content to be extracted by applications that assist users with impairments. By default this option is selected.

Commenting

Checking this option allows users to add comments and annotations to the PDF document. By default this option is selected.

Modification

Enabling this option allows users to change the contents of the PDF document. By default this option is selected.

Document assembly (requires 128-bit encryption)

Checking this option allows a user to merge or append this document with other documents. By default this option is selected.

Content copying or extraction (requires 128-bit encryption)

Selecting this option allows a user to copy or extract elements of the document, including text and graphics. By default this option is selected.

Note: the PDF document must be encrypted in order for these permissions settings to be applied. In addition, the responsibility for respecting these permissions settings is left to the application that is used for processing the PDF document.

Chapter 4

File Exchange



This section covers:

- Photoshop PSD import and export
- TIFF import and export
- PDF import
- RTF import and export
- EMF & WMF import
- SVG export

Introduction

Xara Xtreme supports a very wide range of both vector and bitmap file formats. Xtreme 3.2 extends this by offering much improved Adobe Photoshop PSD import and export, better TIFF import, improved PDF export and also PDF import. Each of these is described briefly in this chapter.

Because PDF is now becoming a universal portable document format, this is now the recommended way of transferring vector graphic files to and from applications such as recent versions of Adobe Illustrator, and other applications that support PDF.

Xtreme 3.2 supports both the import and export of Adobe Photoshop PSD files preserving layers.

Drag and drop import

Xtreme supports drag and drop import of most file types. If you drag a file from your File Explorer onto an open Xtreme document it will import the file and place it on the current page, centered on the drop point.

If you drop the file into any bar or the title bar it will open the file as a new document.

Alternatively if you select File > Import you get the choice of importing the document into the current page or adding it as a new page.

Importing a Photoshop PSD file

Photoshop calls it Opacity, but it's the same thing as Transparency just the other way around. So a 90% opacity value in Photoshop becomes a 10% transparency setting in Xtreme.

To import a PSD file, import the file as normal with File > Import, or just drag and drop the .psd file into Xtreme.

The layers in the PSD file, and the layer visibility setting will be preserved and will become Xtreme layers. You can view them by opening the **Layer** gallery.

The Photoshop blend modes Normal, Multiply and Screen are compatible with the equivalent Xtreme transparency types Mix, Stain and Bleach and will remain editable in Xtreme using the **Transparency** tool.

Tip: if you have separate objects in Photoshop that you wish to be able to move and change independently of one another in Xtreme, place them on separate layers in Photoshop before exporting.

Exporting a Photoshop PSD file

Photoshop is a bitmap editor so when exporting to PSD format all the vector objects in Xtreme are rasterized. You can select the resolution (dpi) when exporting.

Always save your work in Xtreme prior to exporting. Then, if you wish to alter your original objects in the future, just load Xtreme, make any changes and then export the required objects again.

To export as a PSD file choose File > Export then select **Adobe Photoshop** in the **Save as Type** list.

Layers

Layers in Xtreme are retained when exporting to PSD format. Each layer is rasterized as a separate PSD layer, including layer names. Layers visibility is also passed through, so layers set to invisible in Xtreme will be exported and set to invisible in Photoshop. You can turn the layers on and off in Photoshop using the **Layers** palette.

Transparency and layers

The three most common Xtreme transparency types (Mix, Stain and Bleach) are compatible with Photoshop transparency (blending mode) types (Normal, Multiply and Screen). But because Xtreme is vector object based, it's possible for each individual object to have its own transparency type and value. In Photoshop this is not possible, and you can only set the opacity or blending mode for a whole layer. This means that for maximum compatibility and editability in Photoshop, you should place objects that use Stain and Bleach transparency on a layer of their own in Xtreme. This way, when you export, these objects remain as separate editable layers, and with the correct transparency type (or blending mode as Adobe calls it).

If you combine objects that use different types of transparency on the same layer in Xtreme, you will get an alert warning you of this when you export. This may look OK when you export still. Transparency types other than Mix, Stain and Bleach are not compatible with Photoshop.

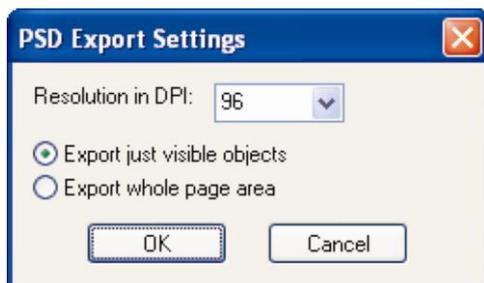
Text

You can export text from Xtreme to be editable text in Photoshop, but the text must be on a layer on its own. (On import you may be asked to update the text objects for them to be editable in Photoshop.)

Text that is on a layer with any other graphic objects will be rasterized into that layer, and thus not be editable.

Export DPI

You will be able to set the DPI of the bitmaps in the exported PSD file.



A DPI of 96 is the normal Windows screen resolution, and so exporting at 96dpi will appear in Photoshop at the same size at 100% as it does at 100% in Xtreme.

For print work you should choose a higher DPI.

You can select to export the whole Xtreme page area or just the areas of the visible objects only.

Summary

In order to get maximum compatibility and editability in Photoshop:

- For the parts of your drawing that you want to remain separate layers in Photoshop—place on separate layers in Xtreme.
- If you use Stain or Bleach transparency, make sure those objects are on a layer of their own.
- Do not use any transparency type other than Mix, Stain or Bleach.
- If you want your text to be editable in Photoshop, place it on a layer of its own, with no other graphic objects.

TIFF Import

Xtreme 3.2 TIFF import now supports a much wider range of TIFF file types, including:

- Fax TIFF files (black and white images. Multi-page faxes will be imported as multiple pages into Xtreme).
- TIFF with transparency. (If exporting a TIFF from Photoshop (Save As) you can select the **Save Transparency** checkbox.)
- Mac or PC byte order TIFF files.
- TIFF with layers and transparency. (If saved from Photoshop the rules for blend mode compatibility are the same as for PSD files).
- JPEG in TIFF (transparency is not possible in this case).

Usually TIFF files have a file extension of .tif.

PDF Import

PDF is a complex vector graphics format that has evolved of 10 years or more and contains numerous sub-formats and options. PDF was designed as a portable document format for viewing and printing only, and not intended as a file format for transferring data between applications. However Xtreme should load the vast majority of PDF files.

PDF is now the recommended way of transferring vector files from Adobe Illustrator to Xtreme. Save as PDF and then import the resulting file into Xtreme.

The following points are worth noting:

- Multi-page PDF files are imported as multi-page documents in Xtreme.
- Text in PDF files is typically broken into many separate small text objects in the PDF file. This doesn't stop it viewing and printing, but means when imported what might appear as one or more continuous paragraphs of text is not. Xtreme tries to re-assemble the lines of text into lines and paragraphs of editable text, but often you will find the text broken into separate text objects.
- In order to make it easier to extract just the text of a PDF file, a new layer is created containing just the text on that PDF page. Use the **Layer Gallery** to view this layer.
- PDF files make liberal use of clipping. This appears in Xtreme as ClipView objects, and so it's often necessary to use Arrange > Remove ClipView in order to edit the objects on the page.

What might not work:

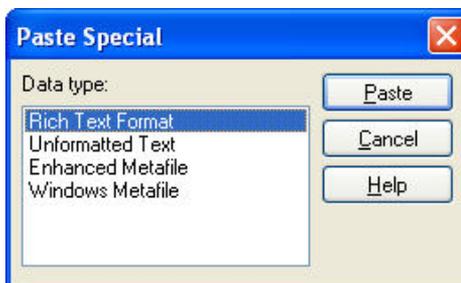
- Many PDF files include embedded fonts. It's not possible to legally extract and install these fonts onto your system. So if you do not already have the fonts used in the PDF file you will find alternative fonts have been substituted.
- Files that are encrypted or password protected cannot be imported.
- Any text in PDF files that use embedded subset fonts will not be readable or editable.

RTF Import and Export

You can now copy and paste 'rich text' (as it's sometimes known) to and from other applications such as word processors or editors and Xtreme, including style information such as font, font size, color, margins, line spacing and special and

foreign characters (Unicode supported). This makes it dramatically easier to retain the style and appearance of your text.

When you paste 'Rich Text Format' 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 which means it will retain the style of the source text.



Cut & paste from Microsoft Word

This also works the other way around. You can copy text in Xtreme 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).

EMF - Extended Metafile Format

There is now support for EMF import, a vector graphic format supported by many modern Windows applications. WMF (Windows Metafile) import has also been enhanced.

You can import using the Import menu option or just drag and drop the file onto the Xtreme window.

SVG Export

A new SVG export option is available. This is not complete, but can be used to export basic vector graphics into SVG format. This plug-in will continue to be enhanced.

Chapter 5

Other Enhancements



This section covers:

- Bitmap & Photo Handling
- Improvements
- Zoom
- Document Scrolling
- Color Handling
- Fill Handling
- Vista Compatibility
- Key Shortcut Changes
- Right Drag Copy
- Easy Rotate
- New Templates
- Other Miscellaneous Changes

Bitmap and Photo Handling Improvements

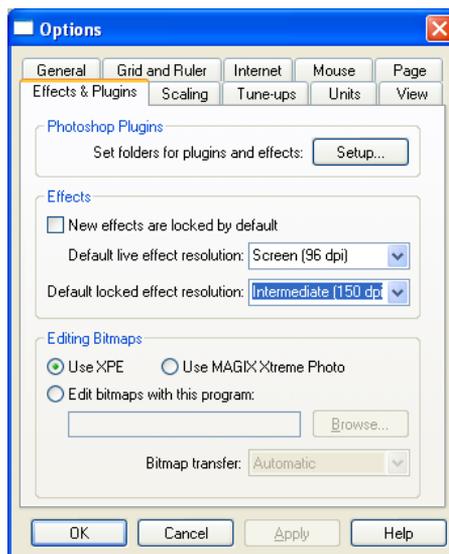
External Photo Editors

Xara Xtreme now integrates with external photo editors. Xtreme still contains the Xara Picture Editor (XPE) as the default photo editor, but is now also bundled with an alternative MAGIX photo editor.

What's more there is now UI to allow you to select not just whether XPE or the MAGIX photo editor is used, but to call any external editor. Xara Xtreme monitors the photo file being edited, and detects when it's updated by the photo editor and then re-imports it back into Xtreme. So this should allow integration with many third party photo editing solutions. This is completely asynchronous. So you can continue to have your photo editor open and work on the drawing in Xtreme. Whenever the image file is updated from your photo editor (when you click save), Xtreme re-imports it and updates your drawing. So you can just continue working on your photo in your photo editor, and every time you click save - Xtreme automatically updates to show you the new picture in context.

You can now edit both photos and photos inside shapes (bitmap fills) just by double clicking on the photo or shape.

One of the consequences of editing photos in external editors is that the bitmaps are expanded from JPG format into raw (PNG) bitmaps so that the editing process is lossless. This means that editing photo images with external editors will enlarge .xar files, possibly quite considerably. This does not apply when using the XPE editor.



You can now choose the default photo editor

A new 'Editing Bitmaps' option has been added to the Options dialog, Effects & Plugins tab, where you can choose to use XPE or an external bitmap editor.

Photo Drag and Drop

We've made significant improvements to drag 'n drop handling of photos. You can now drag a photo from either the galleries (bitmap, fill or clipart) or a photo file dragged from your File Explorer over any existing photo (be it a stand-alone photo object or a photo 'fill' inside a shape) and it will be replaced. This works for photos inside shapes and even inside groups. The photo is now resized to best fit the container. The best way to illustrate the benefit of this new feature is to just drag and drop alternative photos onto some of the new template designs. It is now trivially easy to replace photos with alternatives. The Fill tool is automatically selected after you drop a bitmap this way to make it easy to manipulate.

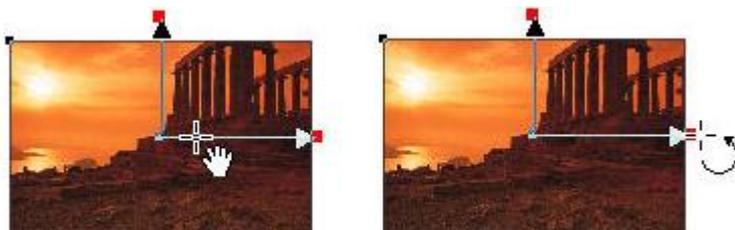
One consequence is that if you want to drag and drop import a photo, and don't want it to replace an existing photo, then you should now drop it on the background away from any existing photo.

Another change is that dropping photos onto normal shapes no longer works the same way. To fill normal shapes with the photo (or bitmap), you now have to hold the Shift key when you drop the bitmap.

Photo Resize, Rotate and Push

When you drop a photo onto a shape to replace the existing one it is sized to just fill the visible shape. You can resize and rotate the image by dragging the ends of the fill arrow (the correct aspect-ratio now remains locked when you do this). You can push the picture around inside the shape by dragging on the center fill handle, anywhere on a fill arrow or by holding Shift and dragging anywhere on the photo.

If you hold Shift while dragging the ends of the fill arrow it will stretch / skew the bitmap. Holding Ctrl will constrain the angles.



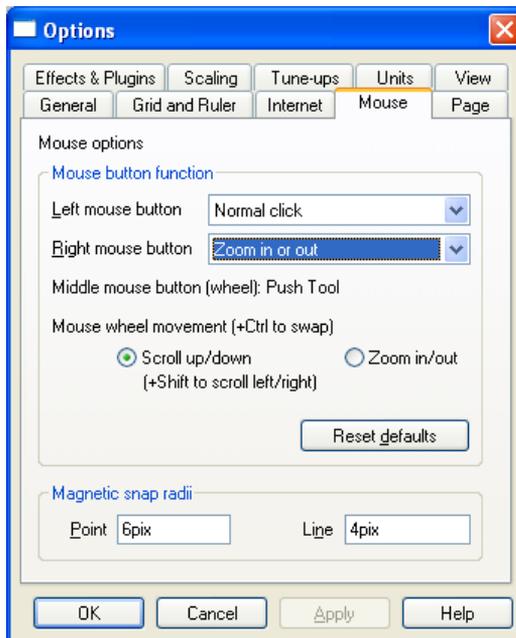
*Resize and rotate the fill by dragging the ends of the fill arrows
Push the fill by dragging anywhere on the fill arrow*

Bitmap Fill Replacement

If you drag and drop fills from the fill gallery - these continue to operate under the old rules. (You can drag and drop a fill onto any shape to fill it, and it becomes a tiled fill, and uses different sizing rules).

Zoom

We've enhanced the scroll wheel zoom (hold down Ctrl) so it's much smoother, less flickery and faster. For those that prefer to have the scroll wheel always zoom, there's a new option (Options dialog, Mouse tab) to make the scroll wheel always zoom in and out, rather than document scroll (useful if you're working on photos a lot or single page documents).



You can set the mouse wheel to scroll the document or zoom

In combination with scroll wheel press (to pan documents) this provides a really efficient, keyboard-less way to zoom and pan around your documents.

Most digital camera photos will be too large to fit on the page, so Xtreme now automatically zooms out when you import a photo, so the whole image is instantly visible. You can return to the previous zoom by clicking on the previous zoom button on the standard button bar.



previous zoom

A new '100% zoom' operation has been added to zoom toolbar (visible when you are using the zoom tool).



100% zoom on the zoom toolbar

And there are also new key shortcuts for common zoom actions; plain numeric 1,2,3,4 set the zoom to be 100% - 400%. Number 5 sets it to be 50% (the old shortcuts on these keys have been moved to Ctrl+Shift+1, 2 etc).

Document Scrolling

We've also enhanced the document scrolling using the mouse wheel to make it accelerated. So scrolling through larger documents is now a lot quicker and more efficient.

Color Handling

There have been significant changes to the way colors are handled. The old template based selection of primary colors has gone and been replaced by a 'Standard Palette' of 46 pre-defined colors. There are 5 shades of 7 standard hues and 10 shades of gray, black and white.



Standard Palette colors, like other library colors are not editable (i.e they are not Named Colors) and are designed as a simple, limited selection of colors to apply to objects (either by dragging onto the object or clicking).

The old 'web browser palette' has been switched off (no longer relevant or useful since 256 color screen modes are no longer used). It remains in the Color Gallery is you want to enable it again.

Named Colors

With older versions of Xara Xtreme, each time you used a palette color, it was added to the color line as a new Named Color. This typically resulted in dozens of Named Colors appearing on the color line during the course of creating the document, many of them no longer used. This no longer happens. When you create any color (e.g. click one of the Standard Palette colors) it just applies that as a local color to the object. You can of course edit this color using the Color Editor as usual (Ctrl+E). Only if you select the 'New Named Color' icon in the color editor is a new Named Color created.

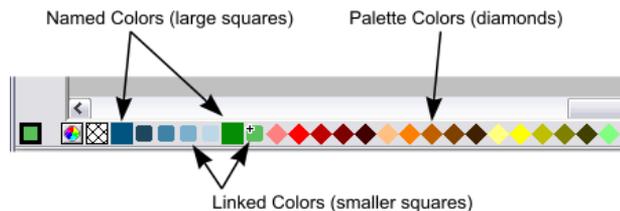
Automatic Removal of Unused Colors

When you save and load files, all unused Named Colors are now removed from the color line. This results in a much, sometimes very much, simpler and cleaner color line.

If you want Xara Xtreme to work the old way un-check the 'Delete unused colors' option at the bottom of the View tab of the Options dialog.

Linked Colors

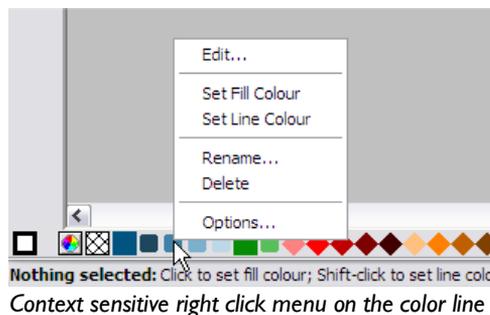
Linked colors (that is ones tied to a parent, such as a tint or shade) are now represented differently on the color line (smaller rounded rectangles), so it's much easier to distinguish which are normal independent Named Colors and which are linked to a parent.



Right Click on Color Line

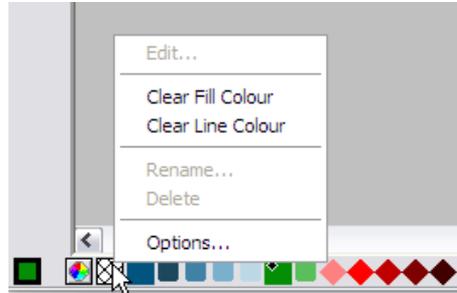
There is now a context menu that gives access to the most common color operations.

You can restore the old right-click behaviour of setting the line color, using an option in the View tab of the Options dialog.



So the old right click to set line color has been removed. You can still Shift+Click to set a line color and this is now the recommended way to set line colors (or use right click and the menu option).

Right clicking on the 'no color' patch produces a slightly altered menu; with 'clear line color' and 'clear fill color'.



Right click menu on the 'no color' patch

Re-ordering Colors

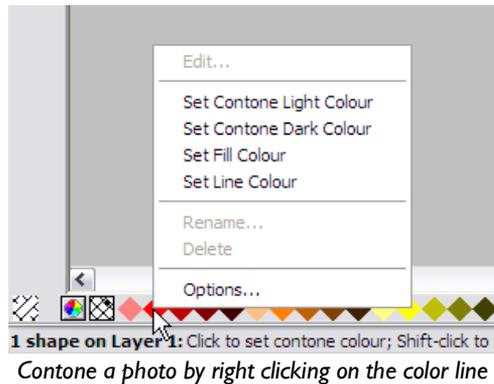
You can now just drag a Named Color on the color line to re-position it.

Smart Line Coloring

It was always confusing to new users why they could draw a simple line, click a color, and nothing happened (because that sets the fill color not the line color). So we've made it smart and it can now detect whether the shape is open or closed. A left click will now set the line and fill color of an open path (i.e of an unfilled shape). Shift+Click can continue to be used as before.

Bitmap Contoning

If a bitmap or a bitmap filled shape is selected, then the right click context menu on the color line allows you set the contone colors as well as the line color.

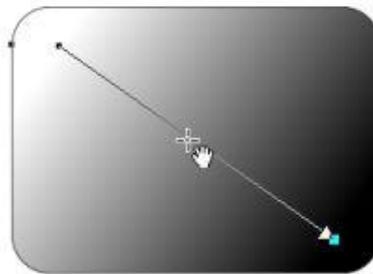


If a shape is filled with a bitmap (photo) then clicking on the color line will contone the shape filled with a bitmap (instead of converting it to a flat filled shape as it used to in older versions). So this is now consistent with the behavior of real bitmap objects.

Fill Handling

Adjusting fill positions

As you know the single click-and-drag method of creating graduated fill and transparencies remains a key benefit of Xara Xtreme. We've now added the ability to push the fill (retaining the relative positions of the end points) within the shape. You can either just drag anywhere on the fill arrow - the whole arrow moves, or hold Shift while dragging anywhere on the fill. So now with a single click-drag you can set the start, end and angle, and another click re-positions the fill as required.



Move the fill by dragging on the fill arrow

- When dragging on the ends of the fill arrows (or transparency fill arrows) it now preserves the aspect ratio of the fill. Hold Shift to squash or skew the fill.
- It's now easier to find fill handles. In other words we've increased the hit radius when dragging near the ends of the fill arrows, making it less fiddly to adjust the ends.

Automatic Select Inside

In the fill tool we've made a significant change in that it now automatically selects shapes inside groups. This means it's significantly easier to view and edit the fill style of shapes. In the fill tool, just click on any shape, in a group or not, and it will select the shape and show the fill arrows (assuming it's not flat filled). Drags will now adjust the fill of that shape as usual.

Combined with the new push fill feature, this means it's now significantly easier to manipulate fills of shapes.

Vista Compatibility

This release is now fully operational under Windows Vista e.g. it can be used from non-Admin accounts (on both Windows XP and Vista).

Key Shortcut Changes

- Holding down space bar now does a temporary switch into the Push tool. Releasing it returns to the previous selected tool. Or, pressing it once will switch to the Push tool, pressing it again will return to the previous tool.
- Plain numeric 1, 2, 3, 4 set the zoom to be 100% to 400%. Number 5 key sets it to be 50% (The old shortcuts on these keys have been moved to Ctrl+Shift+1, 2 etc)
- Ctrl+W closes the current document, as is becoming an industry standard shortcut.

Some other recent key shortcut changes include:

- Ctrl+Shift+R shows or hides the rulers
- V selects the Selector tool
- T selects the Text tool
- Z selects the Zoom tool
- G selects the Fill tool
- H selects the Hand (push) tool
- L selects the Ellipse tool
- M selects the Rectangle tool
- N selects the Freehand tool
- W selects the Blend tool
- Q applies ClipView to the selected objects
- Alt+Q removes a ClipView

There are a large number of new key shortcuts in the Text tool—detailed below.

Right Drag Copy

Copying objects on your page is a very common operation when creating graphics, and Xtreme now makes this easier than ever before. In the Selector tool if you right-drag (that is you hold the right mouse button, instead of holding the left mouse button while you drag) then the object will now be copied instead of moved.

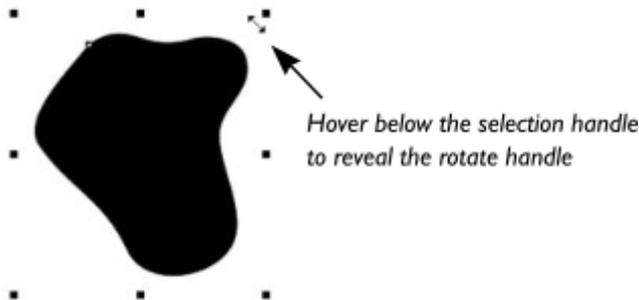
What's more, while dragging (with the right mouse button held down), each time you click the left button (requires slightly unusual mouse handling) a copy of the dragged object is dropped at each click.

Easy Rotate

To accompany the new easy ways of copying objects there's now an easier way to rotate objects without having to go into Rotate mode.

Whereas before, you had to click on an object with the Selector tool to toggle between resize mode and rotate mode, now if you're in resize mode (the normal mode) if you hold the mouse-pointer just inside the corner selection handles (see illustration) then the pointer changes to indicate that dragging will now rotate instead of resize.

You can still click on the Rotate icon on the Selector InfoBar.



So now you can resize and rotate all objects on the page without having to toggle between rotate and resize mode.

The old method remains (i.e. clicking again to go into Rotate mode) or click the icon on the Selector tool InfoBar.

New Templates

Click on the Clipart Gallery icon to access the resources in the ClipArt Gallery



Click the 'Get Clipart' button to download some web-based clipart examples. There is a much wider range included on the CD

A large collection of new top quality editable templates have been added, including more greetings cards, newsletters and calendars, plus new categories such as photo albums and collages, newspapers, documents, certificates and coupons. You can find them in the Clipart Gallery.



Xtreme templates include cards, newsletters and photo albums

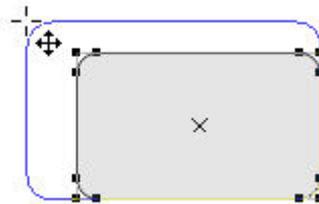
Other Miscellaneous Changes

Freehand Tool Change

A small change is that the 'hit radius' around the end of lines has been increased, meaning it's much easier to append lines to the end of others, and easier to draw closed shapes (so they will be filled with color).

Editing Rounded Corner Rectangles

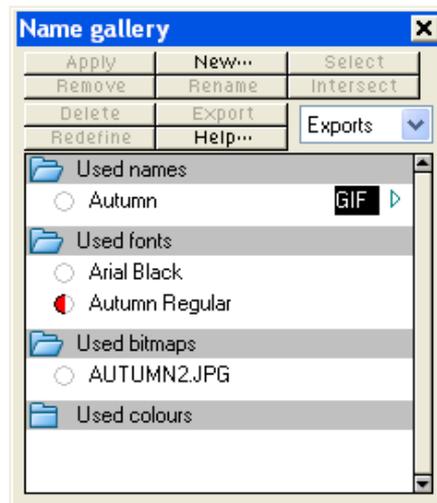
Rounded corner rectangles can now be resized in the rectangle tool (including aspect ratio changes) while maintaining circular corners. Resizing in the Selector tool will still permanently transform the corners so they are not circular, as before.



Retain rounded corners by resizing in the rectangle tool

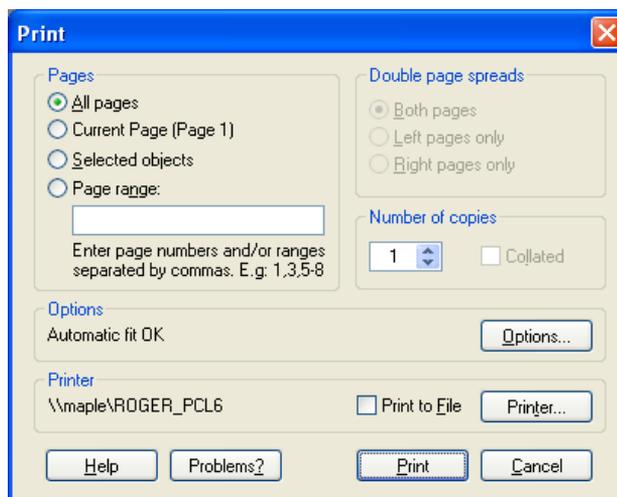
Name Gallery Improvements

The Name Gallery now shows more detail on the fonts used in a document, using the full font name as shown in the font gallery. It also shows variations of a font as a separate selectable font name, as well as the font family (e.g. "Arial Bold", "Arial Italic", "Arial Regular"). It shows at a glance which fonts have had to be synthesized and which are not installed.



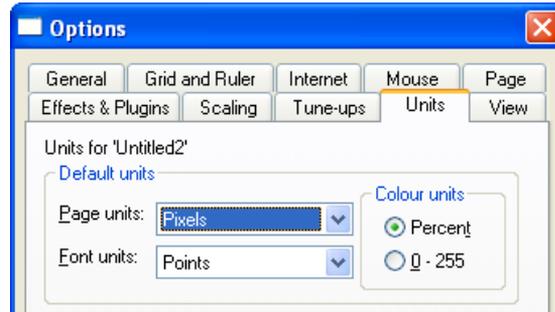
Print Dialog Improvements

The Print dialog has been completely re-designed, the layout is now more intuitive.



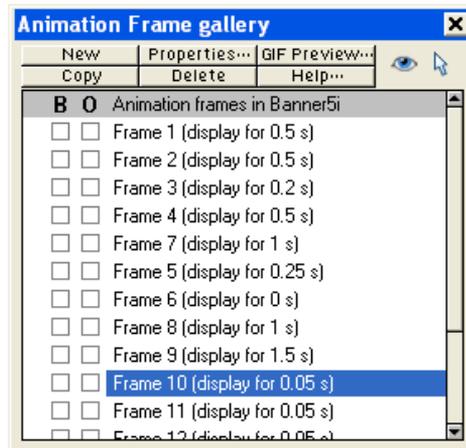
Line Width

Line width is now shown by default in pixels if the page unit is set to pixels. You can change this in the Units tab of the Options dialog (Ctrl+Shift+O).



Animation Frame Gallery

The Animation Frame Gallery order has been reversed, so it now shows the first frame at the top.

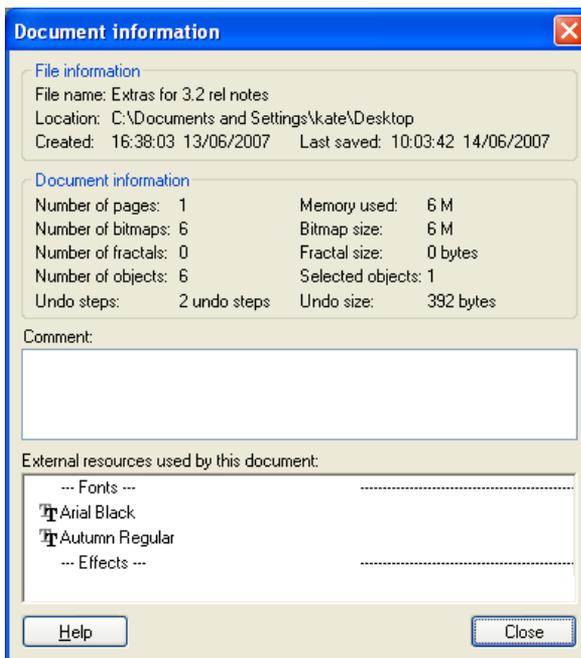


Coordinate Direction

You can now 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. These new options are on the Grid & Ruler tab of the Options dialog (Ctrl+Shift+O).

Document Info Dialog Improvements

The Document Information dialog (File > Document Info) has been re-designed, the new layout is more intuitive.



Other enhancements in V3.2:

- There is improved support for accented characters, Unicode and non US keyboards
- There is improved clipboard compatibility with MS Office and other applications - e.g. you can just copy and paste direct into Outlook and it embeds a JPEG
- There is improved support for using Xtreme with multiple monitors
- Dragging a file onto the title bar no longer opens MDI windows.
- If you have MAGIX Photo Manager and have any photo edits saved for your photos (e.g. if you've adjusted the brightness, contrast etc) then you can load the associated .jpx file and Xara will show the image with the correct processing.

Errata

For a list of errata in the Xara Xtreme manuals please visit:

<http://www.xara.com/support/xtreme/manual>

If you find an error or omission we would appreciate it if you inform us via the above URL.

© 1995 – 2007 Xara Group Ltd

1st edition Xara Xtreme 3.2 release notes. Printed June 2007

The contents of these notes and the related Xara Xtreme software are the property of Xara Group Ltd and are copyrighted. Any reproduction in whole or in part is strictly prohibited.

Xara is a trademark of Xara Group Ltd

Microsoft, Windows and Windows Vista are either trademarks or registered trademarks of Microsoft Corporation in the United States and/or other countries.

Adobe, Illustrator, Photoshop and Flash are either registered trademarks or trademarks of Adobe Systems Incorporated in the United States and/or other countries. MAGIX is a registered trademark of MAGIX AG. PANTONE® and other Pantone, Inc trademarks are the property of Pantone, Inc.