XaraXtreme

Release notes for Xara Xtreme 4

These release notes cover:

New features added to Xara Xtreme 4 since version 3.2

The Text Tool / Font Handling
Multi-page Documents
3D Extrude
HTML Export
Photo Handling
The Photo Tool
Live Effects
Other

Copyright Information

Trademarks

The Text Tool & Font Handling

The Font Menu

Selecting the dropdown Font menu displays a list of all the fonts installed on your computer, sorted alphabetically. The Font menu displays each entry in the font itself, so you can get an idea of the appearance of the font. Where there is a collection of bold and / or italic variants, these are shown in the sub-menu.

The top section, above the rule off, shows the fonts used in the current document.
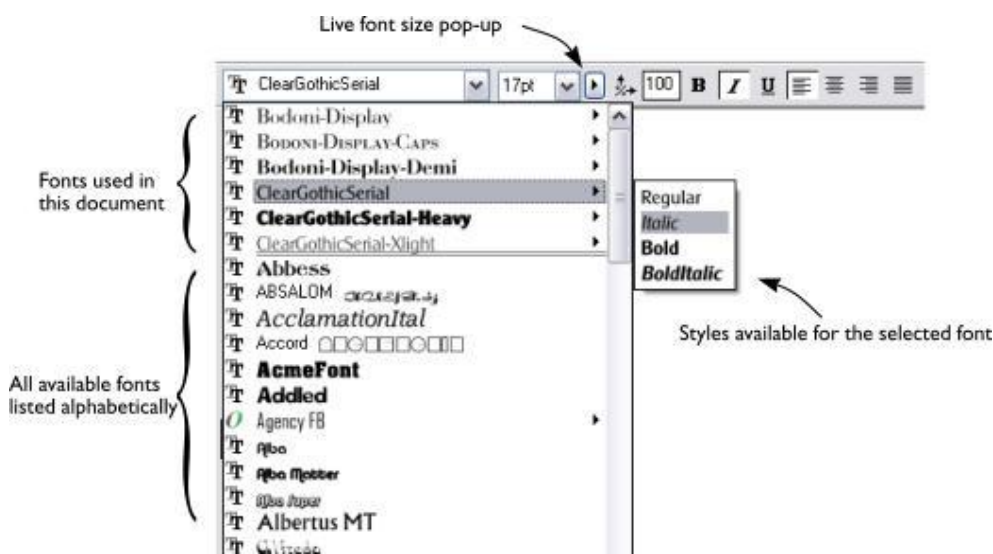
Live Font Preview

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

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

Live Font Size Preview

Click to display font size pop-up

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

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

Instant Font Menu Navigation
While the Font menu is displayed you can type the initial characters of the font name, and the menu will be scrolled to that section of the list e.g. if you type 'ver' it will instantly scroll and locate the Verdana font.

Bold, Italic & Synthesized Fonts
Previous releases of Xara Xtreme allowed what are called 'synthesized fonts' which were artificially created bold or italic variants, where there was no bold or italic version provided. Apart from being a very poor substitute for a professional designed bold or italic font, this was incompatible with and not supported by important document standards such as PostScript and PDF. Therefore support for synthesized fonts has been removed from this release of Xara Xtreme.

However you can easily emulate the same effect. To embolden a font, just give it a small line width and apply a line color. To slant a font, use the skew / slant feature of the Selector tool.
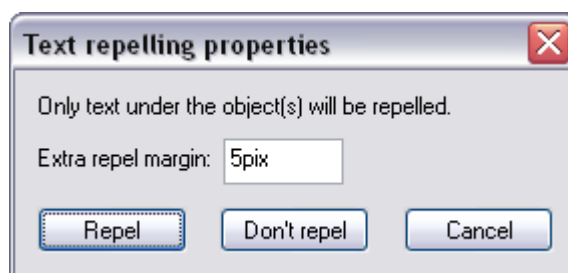
Repelling Text Objects
You can make any object in Xara Xtreme repel text so that text underneath it

automatically flows around the object, instead of appearing on top of it. This makes it easy to lay out pages containing long passages of text combined with photos and graphics. Once you've set them to repel, you can adjust the positions of your graphics and photos and the text will automatically adjust and reflow around them.

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

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

To turn off repelling simply bring up the repelling properties dialog for the object and click on "Don't repel". Note that repelling text objects only repel text that is underneath the objects, not any text that is on top.

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

Text Underlining

Click the Underline button on the InfoBar to apply an underline to the selected text. The underline color and size is automatically derived from the text color and size.

Underlining Web Links
When you add a Web Address URL to some text you have the option to automatically underline all links. This is a check box option on the Web Address

dialog (Ctrl+Shift+W). If you select this, all linked text throughout the document is underlined, and the underline command does not affect this.

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

Multi-page Documents

Introduction

Xara Xtreme supports multi-page documents to make DTP projects simple.

You can easily create documents that are compromised of many pages, for example newsletters, PDF eBooks, brochures and small magazines. You can then easily keep track of all pages in the document, and easily move content from page to page.

Xtreme features such as the Color Gallery, Bitmap Gallery and Name Gallery can also be better and more efficiently used. For example, if you have one image (perhaps a company logo) you can use it across multiple pages in a document yet Xara Xtreme will store just one original—allowing for greatly smaller file sizes.

Throughout this chapter we will refer to "pages" for clarity in instructions, but all features and settings apply to both single pages and double page spreads (unless stated otherwise) and you can easily change between the two types (described in the Double Page Spreads in Multi-page Documents section on the next page).

Double page spreads in multi-page documents

Your illustration may run across two facing pages. This is called a double page spread.
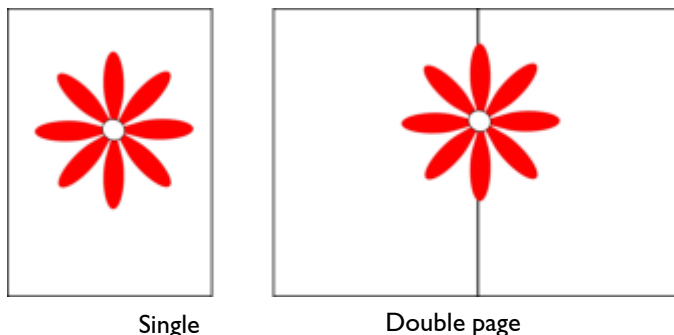
Single   Double page

You can have single pages or double page spreads in your multi-page document, as illustrated above, but only one or the other within a document.

To switch between single or double page spreads, choose File > Page Options, and then check or uncheck the **Double Page Spread** option.

If you change from a double page spread to single pages in an existing document, your spreads will be split into single pages. Similarly, converting to a double page spread will cause the pages in your document to be 'paired up' into spreads.
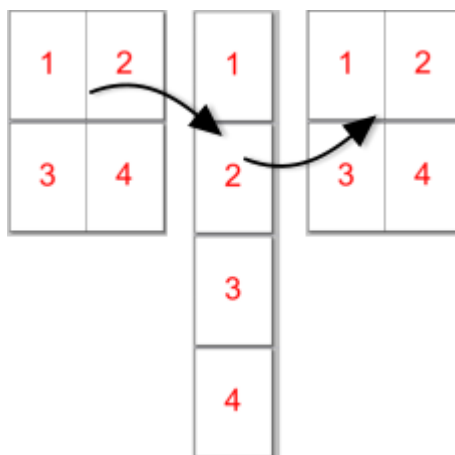
The result of converting a double page spread document
to individual pages, and then back again.

Note: it is possible for objects to overlap the pages of a spread (i.e. on pages 1 and 2 in the illustration above) but not over separate pages or spreads (i.e. 1 and 3; if you did want to do this, you would need to copy the object from page1 and paste it on to page 3 so that it appears there as well).

The current page

If you click a page in a multi-page document it will become the current page. The current page is relevant when inserting, duplicating or moving pages as described in the following sections.

The current page in the document is shown by indicators on the page's corners:
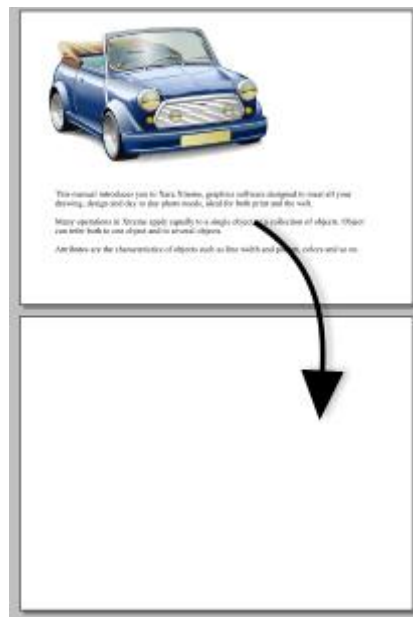

Inserting pages into your document

New page

To insert a new blank page after the current page:

- Click the **New Page** button.
- Or choose Edit > Pages > New Page.

The new page will be the same as the original page including its size, orientation and any guidelines. But it will be blank; no page content is copied.

Duplicate a page

To create a copy of the current page after the current page:

- Choose Edit > Pages > Duplicate Page.
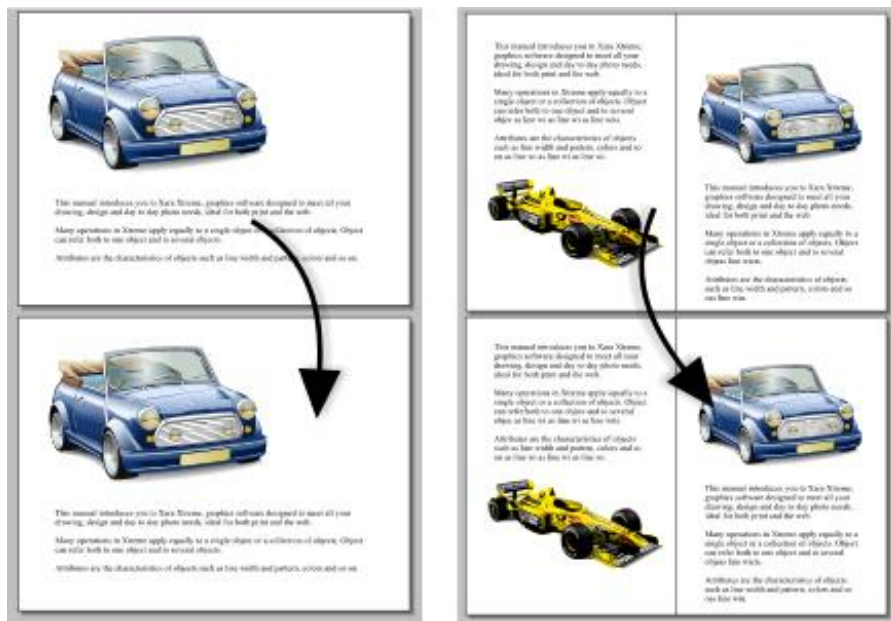
The new page will be the same as the original page, including its size and orientation, and will include all its content so that you can use it as a template for new content.

Moving pages within the document

If you wish to move a page's location within the document page order you can do so.

To move the current page:

- Choose Edit > Pages > Move Page/Double Page Spread Up to swap the current page with the one previous to it.
- Choose Edit > Pages > Move Page/Double Page Spread Down to swap the current page with the one after it.

These menu options will be grayed out of if you are on the first or the last page of the document respectively.

Removing pages from your document

To delete the current page from your document select Edit > Pages > Delete
Current Page. The current page and all its content will be deleted. In the case of
a spread the entire spread will be deleted along with its content.

Navigating between pages

As well as the usual methods of moving through your document (such as
scrollbars and the mouse wheel) there are also some other ways to navigate the
pages:

- **Page Up.** Moves up the document. The amount moved depends on
  your zoom level. The further you are zoomed out the bigger the move.
- **Ctrl+Page Up.** Go to and center on the previous page.
- **Page Down.** Moves down the document. The amount moved depends
  on your zoom level. The further you are zoomed out the bigger the
  move.
- **Ctrl+Page Down.** Go to and center on the next page.
- Or click the up or down arrow on the status line:
  ▲▼ Pages 3,4 of 14

The status line is also useful for knowing what page(s) you are currently viewing.

Note: all of these movements are relative to the page you are viewing, not the
current page.

Printing and exporting multi-page documents

*For more
information on
printing see
chapter 22 of the
main Xtreme
manual.*

There are settings which relate to printing and exporting multi-page documents.

Printing pages

To print your document choose File > Print (shortcut Ctrl+P).
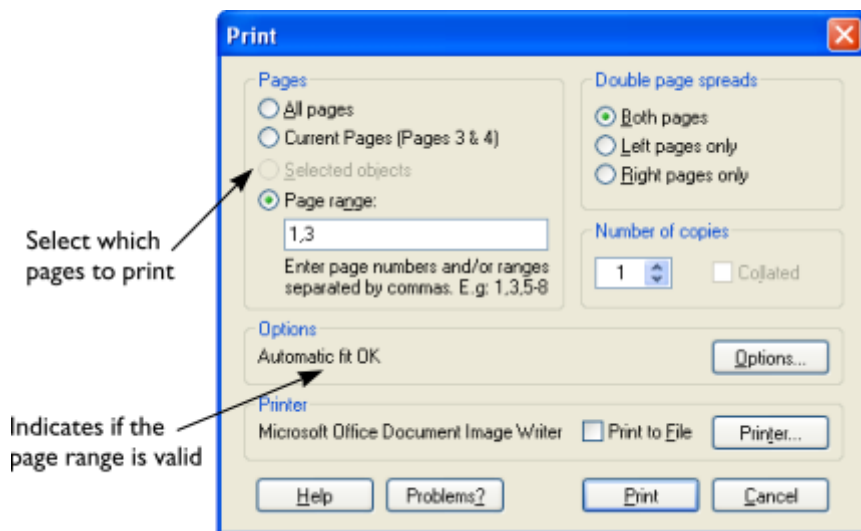
In the print dialog you can choose which pages to print. The options are:

- **All Pages.** Prints every page of the document.
- **Current Page(s).** Prints the selected page or spread.
- **Page Range:** allows you specific control over which pages you wish to print. You can type specific pages numbers, separated by commas, or page ranges by typing two numbers with a hyphen in between them.

Page range examples:
- **2** will print just page 2.
- **1,3,5-7** will print pages 1, 3, 5, 6 and 7.
- **2,3,6-8,11-12** will print pages 2,3,6,7, 8,11 and 12.

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

Printing/exporting spreads

For more information on PDF export see Chapter 23: Importing and Exporting of the main manual

When you print your document, or export it as a PDF, double page spreads will be printed/exported as separate pages. You can, however, tell Xara Xtreme to print and export spreads as one page. This is particularly useful if you wish to put a printed brochure on to a website and want to keep spreads intact for easy reading.

To keep spreads intact choose File > Page Options, and then select **Print/Export Whole Spread**. Conversely, select **Print/Export Individual Pages** to print and export each page of every spread separately (this is the default option).

The 3D Extrude Tool

The Extrude tool brings a fast and easy way of turning 2D drawn shapes and text into high quality 3D 'extruded' versions, with colored light illumination and very high quality shading. It is based on the technology used in the Xara3D standalone program.

On-screen dragging allows real-time 3D object rotation, dragging of the extrude depth, and adjusting of three lights in 3D space around the object.

Drag on the face to rotate the object in 3D

Drag on the side to adjust the extrude depth
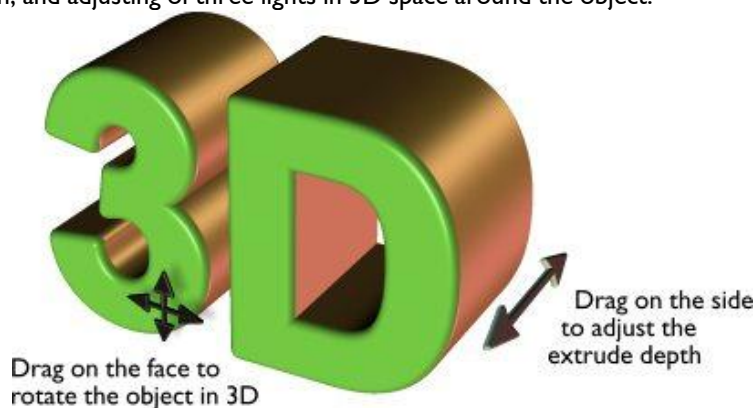
The InfoBar provides control over the bevel type drawn down the extruded length. You can chose from more than 25 different types of bevel.

Curved Bevel   Fancy Incut Bevel   Bumpy Bevel

Extruding a shape

To turn a 2D shape into a 3D extruded object, go into the extrude tool on the main toolbar

and simply click and drag on your object to rotate it in 3D space. Initially your extrusion is given a default extrusion depth. The face color of the 3D shape is determined by the fill color of the original shape and the color of the extrude (or side) by its line color. After creating an extrude in this way, move your mouse pointer around over the 3D object. You'll see that the mouse pointer changes as follows, to indicate what will happen if you click and drag at any point:-

This is shown when the mouse pointer is over the front or back face of the object. Clicking and dragging rotates the object in 3D space

This is shown when the mouse pointer is over the extrusion (the side) of the object. Clicking and dragging changes the depth of the extrusion.

This is shown when the mouse pointer is over the extrusion and the Ctrl key is held. Clicking and dragging changes the bevel size (see below).

Extrude tool InfoBar
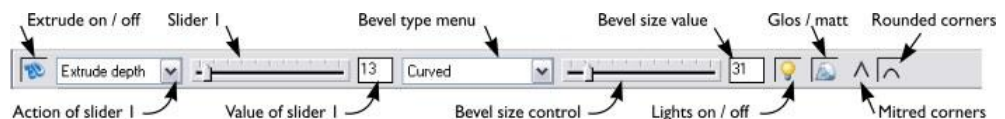
You can adjust a 3D extruded object by manipulating it directly on the page as described above, or by selecting it and using the controls on the InfoBar of the Extrude tool.

Turning Extrudes On and Off

Once a shape or other object has been extruded, there are only limited modifications that can be made to the original object with the extrusion in place. For example if you've extruded a shape, it's not possible to then edit that shape in the shape editor tool because it's no longer a simple 2D shape. However using this control you can temporarily turn the extrusion off, so that you can see and modify the underlying object using other tools, before turning the extrude on again. After making a modification, just click this button again and the last extrusion is re-applied to your modified 2D object, with all the same 3D attributes that it had when you turned off the extrude.

Note that in some cases if you dramatically change the form of the object while the extrusion is turned off (such as changing it to a completely different type of object), the 3D extrude attributes you applied may not be preserved. In such cases you should be able to use Paste Attributes to copy the attributes from a copy of your original extrude before the modification.

Extrusion depth

The easiest way to adjust the depth of an extrusion is to simply click and drag on the side, as described above. However you can also use the slider on the left of the extrude tool InfoBar to adjust it. Make sure that "Extrude depth" is selected in the dropdown list to the left of the slider (this is the default setting) and then use the slider to adjust the extrude depth. The current extrude depth is shown in a numeric field to the right of the slider and you can also enter extrude depth values directly into that field to set an exact extrude depth.

Bevel Type & Size

The Bevel Type determines the profile of the extruded side of your 3D shape and of its edges and corners. By default it's set to Rounded which gives a flat side with rounded corners. The Bevel Type dropdown list contains a large selection of different bevel types you can choose from. You can adjust the size of the bevel using the slider to the right of the Bevel Type list. To the right of the bevel size slider is a numeric field showing the current bevel size and you can enter exact bevel sizes into this field. An alternative shortcut to adjust the bevel size is to drag on the side of the 3D object holding the Ctrl key (while in the Extrude tool).

Lights

You can adjust the lighting of your shape in 3D space by turning on the lights. There are 3 lights, each of which can be given their own color and position in 3D space around the 3D shape.

In this example the face color of the shape is set to white. But you can see that it appears green because there is a green light shining almost directly onto the front face of the shape. By adjusting the colors of the face and extrude and the positions and colors of the three lights, you can enhance the 3D effects in your design. Behind the object is a beige / orange colored light and another that is a purple color. Both lights cause reflections down the side, and changing the color or direction of the lights behind will change the reflected highlights.

To move a light around the 3D object, simply drag on the light arrow. If you happen to drop a light so that it is behind the 3D object and therefore isn't selectable, you can retrieve it by using the left slider on the extrude InfoBar. Select one of the light angles from the dropdown list to the left of the slider (eg. Light 2 Angle 1) and then adjust the slider. The light moves around the 3D object in your design. The various Light Angle options in this dropdown list allow you to move any of the lights in any direction in 3D space to achieve the positions you want. However for most purposes you can achieve good results most easily by dragging the light arrows directly on the page.

To change the colors of the lights, you can simply drag colors from the color bar and drop them directly onto the light arrows. To edit a light color with the color editor, double click on the light arrow you want to change and the color editor opens with that light color selected. You can now edit the light's color. With the

color editor open, as you click on the different light arrows, extrude face and extrude sides, the color selected in the color editor dropdown list changes to match your selection, so you can quickly select the different colors on your extrude to modify them.

Gloss / Matt

Use this toggle button to make the surface of a 3D object more or less reflective. With the gloss option on, lights placed at the correct position behind the object will 'bounce off' the sides to good effect.

Mitred / Rounded Corners

You can choose either mitred or rounded corners for your 3D object. **Mitre** gives square edges, while **Round** produces rounded edges.

Textures & Photos

When you extrude a photo the photo remains on the front face of your 3D object. Therefore you can produce impressive 3D photo effects in seconds by simply importing a photo and extruding it.

This effect is created by extruding a photo, rotating it slightly, creating a copy reflected using the Selector tool, and the 3D angle adjusted to match. It's then given a graduated transparency to create the faded reflection.

You can use any photo or texture on the face of your extrude. Either import your image and extrude it as described above, or drag and drop an image onto the face of an existing extrude with the Shift key held down. This applies your photo or texture to the face of the extruded object.

Extruding Text

Extrude text the same way that you extrude any shape - just click and drag on the text while in the Extrude tool. As you would expect, doing this on more than a few words can be rather slow and is not recommended.

Because text is usually black, unless you change the color the extruded result will also be entirely black, so making it difficult to see. So it's recommended that you change the color of the text before you extrude it (although you can change this after by just clicking on a color).

As with other extruded objects, if you want to edit the text, just turn off the extrude using the button on the left of the Extrude InfoBar, edit the text, and then switch the extrude back on again with the same button.

Copying 3D Extrude Attributes

You can copy and paste the style of the 3D extrusion, from one 3D object to any other. This works the same way as for all Xara Xtreme attributes. Simply copy the source extruded object to the clipboard, and then select a new one and select Edit -> Paste Attributes. Note this will only paste the 3D attributes onto another 3D extruded object. So you will have to extrude any shape first before pasting the 3D attributes. This will copy all the 3D attributes such as the extrude depth, light colors, bevel type as well as the face and outline colors.

Putting Shadows Behind

Using the Shadow tool you can enhance the 3D effect by placing a soft shadow behind the object. Simply go into the Shadow tool, and drag on the 3D object.

The left example is using a Wall Shadow, the right is using a Floor Shadow.

Graduated Face Colors
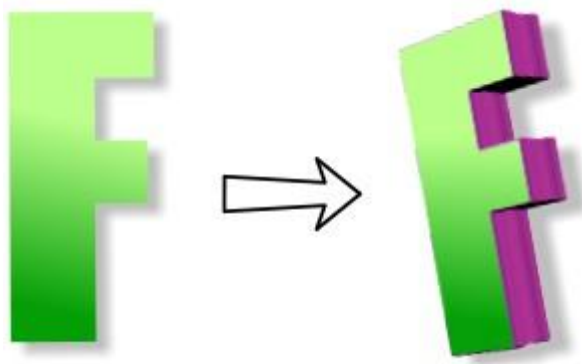
If you give an object a graduated color, or any complex fill color, this is transferred to the extruded 3D version as well. This can be used to give dramatic lighting effects, as in the above example.

HTML Export - Website Creation

You can easily create multi-page websites with full WYSIWYG (what you see is what you get) using the HTML export option. The HTML generated uses CSS absolute positioning to try to make the web page look as much as possible like the design as displayed in Xtreme. And by using layers it's easy to make pages respond to the mouse pointer moving over them (e.g. mouse-over buttons) and even to add pop-ups.

The advantage of using Xtreme to create websites is that you get almost complete freedom to position items anywhere, to include as many graphics as you like, even semi-transparent graphics, wherever you like on the page, text wherever you like, even rotated text, or text repelled around objects. These are difficult or impossible with normal web authoring tools. Xtreme does all the necessary work to create the HTML and JavaScript to create a website that looks as close as possible to your page layout.

To create a multi-page website, just create a multi-page Xara Xtreme document. There are pre-designed HTML templates included in the package, and using the Xara Named Color system you can easily create and change the theme color of your whole website.

Note: *Xtreme does not FTP or upload your website to your web server. You still have to manage this aspect yourself using an appropriate FTP or upload utility*
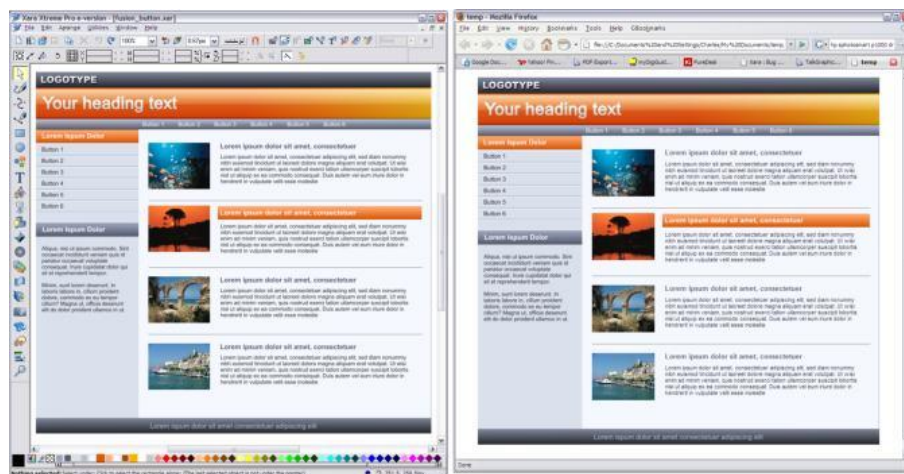
Caption: An example page in Xara Xtreme and the exported HTML version in a web browser.

Exporting HTML

To export your design as HTML, choose **Export** from the **File** menu and find "Website (HTML)" in the list of export types. Choose a name for your website, with a .htm extension. A folder is created alongside the HTML file and this holds all the images for your web site. For example if you export your page as mySite.htm, a folder mySite.htm_files alongside it will contain all the images for the site.

There are a few rules that you need to understand before creating your website pages in Xara Xtreme.

Group Your Graphics

Each separate graphic element on the page will be exported as a separate PNG file, and layered exactly as in Xara Xtreme. Unusually this means you can even place semi-transparent graphics over text or other graphic elements, as these are exported as semi-transparent PNG files.

However to reduce the size and complexity, we recommend you group separate elements together, as each group is exported into the HTML as a single image. You can therefore control the number of separate images that need to be exported to make up the web page. Designs containing hundreds or thousands of objects should be well grouped to reduce the number of separate image files. However a group can have only a single URL web address link (see below) applied to it to make it clickable. As a result each clickable button on a web page should made a separate group.

Text

Any text in the design that is not grouped or part of a more complex object type is exported as HTML text into the HTML page. This means that the browser used to view the page will be responsible for displaying the text and that search engines can find and scan your text. Because different web browsers display text slightly differently this means, in some cases, text may not be positioned exactly as it appears in Xtreme. We recommend testing your web pages is different browsers.

It's important to use only standard fonts that are common to all web browsers, or otherwise people viewing the pages will see a different font to that used in the original design. The following fonts are safe to use, and will be displayed correctly in the vast majority of web browsers on both Windows and the Mac.
Arial
Arial Black
Comic Sans MS

Courier New
Georgia
Impact
Lucinda Console
Lucinda Sans Unicode
Palatino Linotype
Tahoma
Times New Roman
Trebuchet MS
Verdana

You can arrange for text to be exported as an image, instead of as HTML text, by simply grouping it. So for example if you want a large heading in, say, Calligraphic Regular font, just select the text and press Ctrl+G to make it a group. This will now be exported as a PNG so it will look exactly as you see on screen.

Repel Text Around Objects

Perhaps unusually (because HTML does not directly support this feature) you can use the text repel feature to repel text around objects and shapes, and this will export correctly. However HTML restrictions prevent this working with justified text. The same applies for tabs in text - this is only accurate if using left aligned text.

Rotated text is always exported as a graphic because browsers can't normally display text at an angle, and when they do, it's usually very poor quality.

Line Spacing & Point Sizes

You'll find that certain font sizes have more accurate page positioning than others. This is due to the fact that text in the browser is not always displayed at exactly the correct size. Sometimes the browser will round down the text size, meaning that lines of text in the browser appear slightly shorter than in Xara Xtreme. Most times it rounds up, resulting in the lines appearing slighter longer in the browser than they do in Xara Xtreme.

The most reliable way to control text size, that works best across different browsers on different computers, is to specify the text in pixel units. You can do this by appending 'pix' to the size e.g. by entering '14pix' in the font size field. It's not recommended to use fractional pixel values - although Xara will correctly display such text, most browsers do not. So a value of 10.9pix will look quite a lot larger in Xtreme than in the browser, that will round this down to 10pix.

TIP: Xtreme usually displays text in points, so even if you enter a size such as 10pix, it will display that as 7.5pt, but it will get exported as pixel sizes.

You can set an option to always display text sizes in pixels, rather than points, and for creating web pages this may be preferable. To do this open the Options dialog from the Utilities menu, select the Units tab, and then select 'pixels' from the Font units drop down list.

For the advanced user, the rules used by Xara Xtreme to obtain the most accurate text size, across the widest range of browsers are:

   - Font sizes entered that are whole point sizes, e.g. 10pt, are output as points in the HTML

   - All other sizes, such as fractional point sizes, are converted to pixels in the HTML

It should be noted that using points produces very different results when viewed on Macs compared to PCs (text is much smaller on the Mac). It's recommended to use pixel units to ensure greatest accuracy and compatibility across different browsers and computer types.

Justified Text

Due to restrictions in HTML it's not possible to always accurately display fully justified text, and you may find that the text flow is slightly different in the browser, and may even vary between different browsers. Left and center aligned text should be accurate and the line breaks and line spacing will be exactly as shown in your Xara Xtreme page.

Web Page Backgrounds

Any page background color or image in Xara Xtreme becomes the web page background. But unlike the background in Xara Xtreme, that extends only over the visible page area, on the web page it covers the entire visible web browser page area. To create a background that is an exact size, such as that of the visible page, draw a rectangle under all other graphics, typically on the background layer, and fill it with the required color or image.

Setting the page background in Xara Xtreme is easy;

- To set a background color, drag a color from the color line, hold Ctrl and drop onto the background. To create a custom color, create a Named color, and Ctrl-drag that onto the background. Then any edit of that Named color will be reflected in the background.
- To set a background image, select it in the bitmap gallery and press the Background button. This image will tile, that is repeat, in the web browser.

Page Size

The exported HTML is WYSIWYG, so that everything on the page, and the page size, is replicated exactly in the web browser. The default page size in Xara Xtreme (800 x 600 pixels) is a good typical size for a web page, but you can configure any page size you like using the Utilities -> Option menu, Page tab. Only items on the Xtreme page are exported, items on the pasteboard are not exported as part of the web page.

Web Links

To add a link to some text, object or group in a design, right click on it and select "Web address..." or use the shortcut Ctrl+Shift+W (W for Web Address). When applied to text this is displayed in the exported web page in blue with underline, as is the convention for links. If you want to override this so it doesn't display as blue underline, then convert the text to a graphic and use the mouseover interaction as described below. (Or, for the more advanced user, you can edit a css file that controls this - see below.)

You can add links to individual words or any range of characters within a passage of text. Go into the Text tool, drag across the text to select the characters on which you want the link to appear. Then select Utilities, Web Address... (or press Ctrl+Shift+W) and enter the link URL. The link will appear only on the text that you selected.

Linking to Other Pages in Your Website

To link to other pages in your multi-page website use the URL Web Address short cut of '##2', or just '2' or '_2' replacing the 2 with the appropriate page number.

Linking to Named Objects

You can also use names that you've assigned to objects to link to pages in your site. This is useful when you are not sure what page number the object may eventually appear on. To link using object names instead, apply a unique name to an object on the target page which you know will always be on that page (e.g. perhaps to the main photo of the page). Then wherever you want to link to that page, simply enter the object name as the URL using the Web Address dialog. So to link to a page containing a photo to which you've assigned the name "myHouse", enter the URL "myHouse" in the Web Address dialog. To find out more about naming objects refer to the Help.

To add a name to an object, click the Name Tag icon on the Selector Tool InfoBar.

In the Web Address dialog you can select an option to always show linked text with underlines, which is also the common standard for linked text.

To find out more about adding Web Addresses to objects, see the **Web Address** section below.

Images & Photos

By default photos in the design which were imported as JPEG images are exported as JPEG images for the web page. Images are re-sampled to be 96dpi (i.e. screen resolution), so even if you import a very high-res photo direct from your digital camera, and scale it down, the reported resolution in Xtreme may be hundreds of dpi, which is not appropriate for web page use (but it might be appropriate for printing). Xtreme automatically creates an optimized JPEG file at the correct resolution.

All other image types are exported as PNG files.

Forcing an Image to be JPEG or PNG

You can force any image in a design to be exported as a JPEG by assigning the name 'JPEG' to it. To do this select the object and then click the 'name tag' icon on the Selector tool InfoBar and enter the name JPEG. If you have already used this name it will alert you to this fact, but select the Apply button to apply the name.
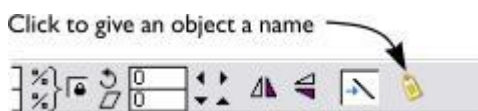
Sometimes you might have a JPEG photo that you have clipped or perhaps rotated and require that objects behind the photo show through. Or perhaps you've added some transparency to your photo and you have some text under the photo. In this case you can force the image to be exported as a PNG (only PNG graphics can do transparency). This is exactly the same process except you apply the name 'PNG' to the image.

To find out more about naming objects refer to the Help section on Object Naming.

Alt And Title Attributes

You can easily add HTML '**Alt**' and '**Title**' attributes to images (these are often called Alt or Title tags). **The Alt** attribute is shown in web browsers in place of

the image, where the image cannot be displayed, for example on text-only browsers, or for assistive technology such as web page readers for the blind. The **Title** attribute is displayed when you mouse (hover) over an image in your browser, a bit like Windows Tooltip.

To add such an attribute, use the Naming system and give the image, or group (remember groups are converted to images on export) a name in the format Alt=string or Title=string. So for example adding a name:
 Title=Copyright John Smith
will add this attribute to the image which will be displayed as a pop-up when you mouseover the image in your browser.

To add a name to any object just click the Label tag icon on the **Selector Tool InfoBar**.
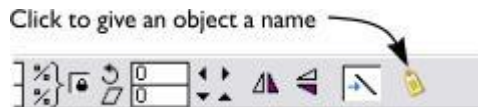
The Title attribute is also used by Google to help identify images when performing image searches.

The Title attribute can also be added to URL (Web Address) links in the same way. Just add a name to the linked text in the form Title=string and when you mouseover the link, the browser will display a tooltip with the 'string'. This is a great way to show more information on short links.

Multi-page Designs

Each page of a multi-page Xtreme document is exported to a separate web page. There is no need to create separate .xar documents for each page, just use the **Edit** -> **Pages** menu to add new pages.

In the exported HTML, second and subsequent pages are named with "_2", "_3", etc. appended to the HTML filenames. So if you export MySite.htm, you'll get files MySite.htm, MySite_2.htm, MySite_3.htm, etc. And all the images for the website will be placed in the folder MySite_files.

You can link from one page to another by entering a URL which is the page number, optionally with ## prepended. So enter ##2 to link to page 2. This means the links between the pages are independent of the filename eventually used to export the pages.

Mouseover Interaction

There are two types of mouseover effects that are possible. The first is a simple 'rollover' effect where the graphic changes as your mouse pointer moves over a link. This is typically used for links and buttons where it helps to indicate active links by changing color, for example.

The second method allows pop-ups whereby any text or graphic can be made to appear anywhere on the page when you mouseover an object.

Rollover Buttons

To make an object in a web page change when the mouse pointer is over it (e.g. a rollover button), place a modified copy of that object at the same position on a separate "MouseOver" layer in your document. Or to make it change when the mouse button is pressed, place it on a layer called "MouseDown". The object must have a web address assigned to it in order for these effects to work. The object can be a single shape or a group.

Important: The graphic on the MouseOver has to be the exact same size as that on the base layer. If you make it larger, only the area covered by the original graphic will be updated. If you want to make it larger, then create an invisible rectangle around the original link graphic.

Important: The MouseOver layer must be above the layer with the buttons on, and should not have other layers in-between.

Here's a step by step guide to making a group respond to the mouse pointer in an exported web page:

1. Create the button graphic on your main layer. This should be exported as a graphic, so if it contains text remember to group it before exporting. If it's text on a button, group the whole thing, text and graphics together.
2. Add a link to the item using the Web Address dialog (Ctrl+Shift+W). This could just be a page number of you own website such as ##2, or a name of a target object on another page, or a full http link to any external web address.
3. Create a new layer called "MouseOver", which is in front of your main design layer(s).
4. Copy the group that is to change when the mouse pointer is over it.
5. Switch to the MouseOver layer and choose the menu Edit -> Paste in place, to paste the copy at exactly the same X,Y position as the original, but now on the MouseOver layer.

6. Modify the item on the MouseOver layer so it looks different to the original (e.g. change its color).

If you have multiple rollover objects in your design, they can all use the same MouseOver layer as long as the objects are spaced sufficiently apart so that their bounding boxes don't overlap. This is because when you rollover an object, the rectangular area on the MouseOver layer underneath the object is revealed. If you encounter this problem, try using pop-ups instead. See below.

Note that NavBars created by the NavBar tool are not compatible as they stand with HTML export. As described above mouseover buttons must be grouped, whereas the NavBar tool requires that the button background is not grouped with the button text. Also the NavBar tool creates bars with the MouseOver layer behind, instead of in front of, the layer holding the button mouse off state. Therefore it's recommended that when using HTML export, button bars are created as separate buttons as described above and as demonstrated in the "Website (HTML)" templates in the Clipart Gallery.

Always make sure that the MouseOver layer is in front of the layer which contains the mouse off graphics.

Pop-ups
These are more flexible and powerful than simple rollover effects. You can make any graphic appear anywhere on the web page as you mouse over any object. And it's incredibly simple.

All you do is add a Web Address link to any object on your main layer, but instead of a real Web Address just enter the name of the layer with your pop-up on. As you move the mouse over the object the layer is displayed, hiding as you move off the object.

For example, to make a photo change from black and white to full color when the mouse pointer is over it:-

1. Position and size the original photo as required. Copy it to the clipboard
2. Click the white color on the color line to make it a black & white photo
3. Add a Web Address link to the photo by right clicking on it and choosing "Web address...". Set the URL field to the name of the layer you will create next. e.g. 'Photo1Popup'
4. Create a new layer with this name e.g. 'Photo1Popup', in front of the layer containing the original photo.
5. Paste the photo into the new layer from the clipboard. It can be

anywhere on the page, or use **Edit** -> **Paste in place** to place the copy exactly on top of the old one.

Now when you export and mouseover the black and white copy, it should display the full color copy.

You can have as many pop-ups as you like in your design, each on its own layer. But always make sure that the pop-up layer is in front of, not behind, the layer or layers which reference it.

Combining Pop-ups and Links
If you want a mouseover pop-up and for this pop-up to link to somewhere when you click, just give the original object a link to a new layer, and then on the new layer give the object a link to the required web page.

Transparency
You can use Xara Xtreme's transparency controls to create transparent, semi or graduated transparent graphics. These will be automatically get converted to alpha channel (transparent to semi-transparent) PNG images, which work with all modern browsers, even when placed over other graphics and text objects. If you make photos transparent then be aware that these are usually exported as JPG images, which does not support transparency. This is OK still if you only have graphics under the photo, as it will export the JPG with the correct graphics incorporated into the photo. But if you have text under the photo, this probably will not work well as the browser displays text in slightly different positions or sizes. In this case you can force the image to be output as a PNG image which will work correctly. To do this just give the photo a name 'PNG' using the 'create new name' icon on the Selector tool InfoBar.

To force any image to be exported as a JPG, simply add a name JPEG to the object.

if you're embedding Flash animations, these can also be transparent or semi-transparent.

Recommended Workflow
It's highly recommended that you regularly preview the results in your web browser. You can do this just by double clicking the exported HTML file to open in your browser. Once you've done this, you can export again, replacing the existing HTML and then just click the Refresh button (or F5) on your browser to see an updated version. So the usual cycle is:
   1. Export your design as HTML into your desired folder

2. Open this HTML in your browser
3. Edit the Xtreme pages as required, and export as HTML again, replacing the existing file
4. Refresh your browser.

Repeat steps 3 and 4 as required.

Advanced - CSS files

For those that like to edit the HTML or CSS, either by hand or using a separate web authoring tool, when Xara Xtreme exports HTML it creates one HTML file for each page, and a folder where all the images are stored. It also creates a separate CSS stylesheet 'default.css' which is placed in the same folder as the images. The CSS file contains a few global CSS settings, such as the page background color, link color, visited link color, etc. for the whole site. However CSS data which is specific to a page (such as the position of each image on the page) is included inline in the page HTML and is not included in default.css.

Although it's recommended that text links are underlined, as this is the best way for users to see where your links are, you can prevent the browser showing underlines on links by adding this line to the CSS file
    a {text-decoration: none;}
You can alter the color of text links, the mouse off, over (hover) and visited colors, by altering these lines in the default.css file
    a[href] {color:#0000ff;}
    a[href]:hover {color:#ff0000; cursor:pointer;}
   a[href]:visited {color:#800080;}

And replace the RGB color after the # with any hex RGB color of your choice.

Note: This HTML export feature produces CSS based, and modern, standards compliant HTML.

Web Address Dialog

The Web Address dialog allows you to add web links (URLs) to text and other objects on the page. This feature is used by Flash, HTML or Image Map Export and for NavBar creation.
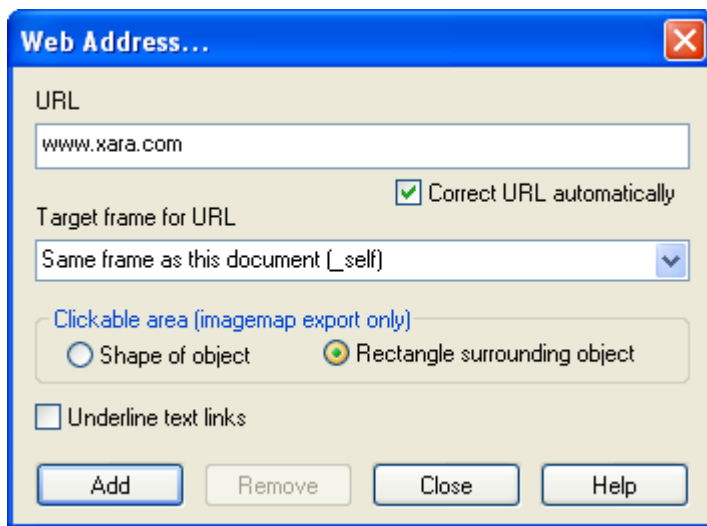
URL: In this field, enter the URL you want for the link. This URL can be a relative URL (e.g. '../file.htm') or an absolute URL (e.g. 'http://www.xara.com'). The URL can refer to any sort of file (e.g. 'file.gif', 'file.htm', 'file.jpg'). For some export types you can enter special names in the URL field, which are interpreted during export, such as pop-ups in HTML pages or clickTAGs in Flash. See the HTML export and Flash help for details.

Correct URL automatically: Select this option to make sure your URL is correctly formatted. For example, if you enter "www.xara.com" it will correct it to "http://www.xara.com/". The URL is corrected when you click the Add or Change button.

Target frame for URL: If you want the URL to be opened in a specific frame in the browser, type the name of the frame in this field. By default, the value in this field will be '_self'. This means that the URL in the URL field is opened in the same frame as the current document.

The drop-down list of this combo box contains four frame names that cause the browser to open the target document in different ways:

- _self: Open the target document in the current frame. This is the default and the best option to use if you are not sure which to use.
- _parent: Open the target document in the parent window or frameset that contains this frame.
- _top: Open the target document in the main browser window, replacing any existing frames.
- _blank: Open the target document in a new browser window.

- default: Do not include a TARGET attribute in the image map entry for this object. This has the same effect as _self unless you have used a BASE TARGET= tag in the document.

You can either select one of these options, or type in the name of another frame.

Clickable area
Important: This option only applies to Imagemap export and does nothing for HTML or Flash export
For Imagemap export, these option buttons let you specify what area of the object must be clicked on to trigger the link.
Object shape: The user must click inside the exact outline of the object to trigger the link. This option is only supported when exporting image maps, not with general HTML export or other export formats. In all other cases the rectangle surrounding the object is always used (see below).
Rectangle surrounding object: The user can click anywhere in the rectangle surrounding the object (the bounding box) to trigger the link.

Underline text links: You can choose to have text with links shown underlined in your Xara Xtreme document by selecting the 'Underline text links' checkbox. This does not necessarily mean that the linked text will be similarly underlined in all exported files, it depends on the export format that is used (some formats don't support links at all). This change happens in the document immediately you change the check-box setting.

Add/Change Button: Clicking the Add button sets the web address of the selected objects to the URL shown in the dialog box. If the object already has a web address assigned to it and it's been modified, this button is labeled Change.

Remove Button: Clicking this button removes the web address from all the selected objects.

Including Flash Files
Xara Xtreme is a fine tool for creating high-quality compact Flash animations. Each Flash animation is treated as a separate Animation document, which when exported as a Flash file results in a .swf file that can be embedded in your website. In order to combine these, or any .swf Flash file, into your HTML website document you need to first place the previously created .swf file inside the htm_files folder that is associated with your saved HTML file.

Then you put a placeholder graphic on the page where you want this Flash to appear and give it a name (using the name tag icon on the Selector Infobar, as

described above) such as;
Flash="filename.swf"
where filename is obviously replaced with the name of your swf file that you
have placed in the _files folder.

The placeholder graphic can be any graphic object, such as a simple rectangle.
The size of the placeholder will determine the size of the resultant Flash object
on the page.

Transparency and Flash: Any Flash embedded onto the page this way can be
transparent. So any parts of the Flash animation that are transparent or semi-
transparent will work correctly over other parts of your web page.

Advanced: There is a second way of embedding Flash objects that uses the
open source SWFObject script. You can read more about this and the potential
benefits of using this method here: http://code.google.com/p/swfobject.
To use this method of Flash embedding just use the naming convention on the
placeholder like this;
SWFobject="filename.swf".

You can place Flash objects on pop-up layers, but you have to use the Flash=
method and not the SWFObject= method of embedding Flash for this.

Web Browser Compatibility

The HTML and Javascript produced by Xara Xtreme is compatible with the vast
majority of modern web browsers, including Internet Explorer version 5.5
onwards, Firefox, Safari (for Mac, Windows and iPod) and Opera. The HTML is
standards compliant XHTML.

Mac Compatibility: It's important that your website looks good for everyone
including Mac users. Apple have made their Safari web browser available as a
free download for Windows users, and this behaves exactly as it does on the
Mac, and so is a good way of checking Mac compatibility without needing a Mac.
The Safari web browser displays text slightly differently than most Windows
based browsers. (In fact it's more accurate than Windows, more like text in
Xara Xtreme, but slightly more blurry than most Windows users are used to.)

Summary

To create the best, most compact and compatible websites:
- Group graphics together where possible. Each group is exported as a
  separate graphics image, usually as a PNG
- Use only text fonts that are web-safe. This list is given above.

- If you want to use other fonts, group the text (even with itself) to force these to be created as a graphic.
- For the most accurate text positioning and sizing use whole pixel font sizes. You can enter pix values in any field in Xtreme, e.g. just type '14pix' into the font size field.
- Imported photos (JPEG or JPG file types) will be exported as JPG images at the correct resolution for the web browser. All other graphics are exported as PNG images with transparency as necessary. To force any image to be a JPG type give it a name of JPEG. To force a photo to be PNG give it the name PNG.

For mouseover (rollover) buttons:

- Create a layer called Mouseover, and place the highlighted buttons on this layer, exactly over the top of the original button graphic. Any graphic on the main layer that has a Web Address attached will automatically show (in the web browser) the contents of the mouseover layer as the mouse pointer is moved over it.
  Note: The mouse-over effect *only* updates the rectangular region of the original object.

For pop-up or more advanced mouseover effects

1. Place the objects you want to appear on as a pop-up or mouse-over effect on a new named layer. e.g. Popup1
2. Attach a Web Address (Ctrl+Shift+W) to the object on the main layer, of the new layer e.g. Popup1
   Note: This pop-up layer can contain text or graphics and can be at any position on the page. This layer is displayed as your mouse-over the original object, and is removed as you move the mouse-pointer away from the object.

Photo Handling

This chapter is intended to completely replace the Bitmap Handling Chapter in the manual (except the Bitmap Tracer section) but it covers a much wider range of photo handling topics, including the new Photo Documents and Photo Optimization option.

Photos are an integral part of almost all creative work nowadays, from websites, to flyers, brochures, DTP work and more.

Photo handling in Xara Xtreme is very different than you may be used to with other graphics programs.

In Xara Xtreme you can color, crop, copy, blend, mask, feather (fade the edges of) photos as much as you like. Not only is this type of photo handling faster than in any other software*, it results in tiny files, perhaps 10 to 100 times smaller than the native files of other photo editing software. Being a fully object orientated vector program, Xtreme can do a whole lot more than typical photo editing tools, from creating DTP-like layouts, websites, combining photos with text or advanced vector illustration work. The object oriented heart of Xtreme ensures non-destructive, lossless editing and the 'edit anything at any time' approach that differs so fundamentally from photo editing tools.

This chapter covers the basic principles of manipulating photos and bitmap images in Xara Xtreme. The operation of the Photo tool is covered in the separate Photo tool chapter.

*Benchmarks based on photo compositions created with multiple hi-res JPG digital photos

Photo Objects

In Xara Xtreme photos (or bitmaps) are just another type of object on the page. You can drag and drop photos onto the page from your File Explorer, and then you can resize, rotate, copy and move them around just like any other object. Importantly you can adjust the transparency, even graduated transparency, feather edges and clip and cut shapes out of photos with ease. The transparency feature lets you blend, merge or create composite photos.

Where you might have to use layers in other photo tools, every object in Xara Xtreme is on its own layer and, just as with any object on the page, you can move it forward to be in front, or backwards to be behind other objects.

Importing Photos

Xara Xtreme supports a very wide range of photo or bitmap types including JPEG, PNG, TIFF and RAW digital camera images, as well as many more types. The term 'bitmap' is the general term encompassing all types, but interchangeable with the word 'photo'.

The easiest way to open an image is to drag the photo or bitmap file from your Windows File Explorer onto the Xara Xtreme Window. Or you can Select the File -> Open or Import menu options.
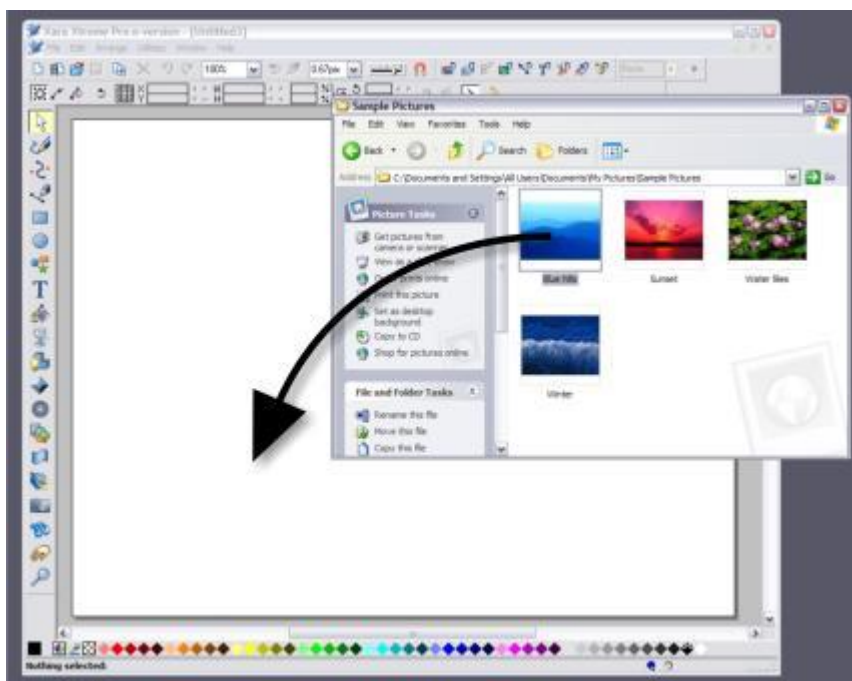
The photo is imported at the position you drop it. See below for information about the size of imported images.

Replacing Photos

If you drag and drop a bitmap file over an existing photo it will replace that photo, but keep the same container or frame size. This makes it very easy to replace photos on templates. You can use the Fill tool to adjust the size, position and angle of the photo inside its outline. This is not true for Photo Documents (see the Photo Document section), where dropping a photo on the page will always import it as a new document.

When replacing a photo or bitmap this way, it is sized to best fit in the existing

picture outline. If you hold the Shift key when replacing a photo, the new one will fit into the same dimensions and rotation as the old photo. This is useful where you've manually adjusted the scale or rotation of a fill and then want to replace the image with another which has the same aspect ratio. If you hold Ctrl down when you drop, the photo will simply be added to the document and will not replace any existing image.

Using Photos as Fills

You can also use any bitmap as a fill style for any drawn shape. Simply drag the file over the shape (which can be from your file system, or from the Bitmap or Fill Galleries), and hold the Shift key down before you drop. This will replace the existing color fill with a bitmap, fitted to the object. Again you can use the Fill tool to adjust the size, angle and position.

Initial Photo Size

When you import a JPEG it's initially placed on the page at 96dpi - this is the same as the default screen resolution, so that at 100% zoom this is a 1:1 display. In other words each pixel of the photo takes one pixel of screen so you're seeing the full resolution image when viewing at 100%. However because most digital photos are very high resolution, this means you'll only see a small part of your photo, so initially Xara Xtreme will automatically alter the zoom scale to zoom out so you can see the whole image. This also means that a typical digital photo will be far, far larger than your page size (your screen is probably only about 1200 pixels across, and a typical digital photo is 3 or 4 times as wide, sometimes a lot more).

To reduce the size, just drag a corner handle using the Selector tool, or enter a new width in the Selector tool InfoBar Width field.
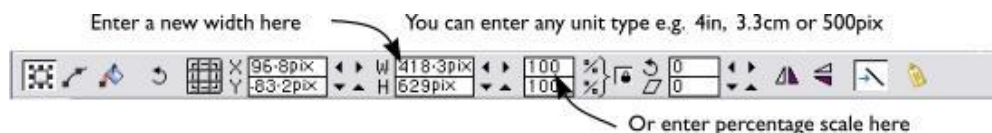

If you replace a photo using drag and drop, then the photo is sized to exactly fit the container, and this means its size and resolution will depend on the size of the container.

Photo Resolution

One fundamental difference between Xara Xtreme and other photo tools is that when you resize a photo it retains the full resolution. Scaling an image to be

smaller just increases the dpi or ppi (pixels per inch). In other words no pixels are lost, they are just made smaller.
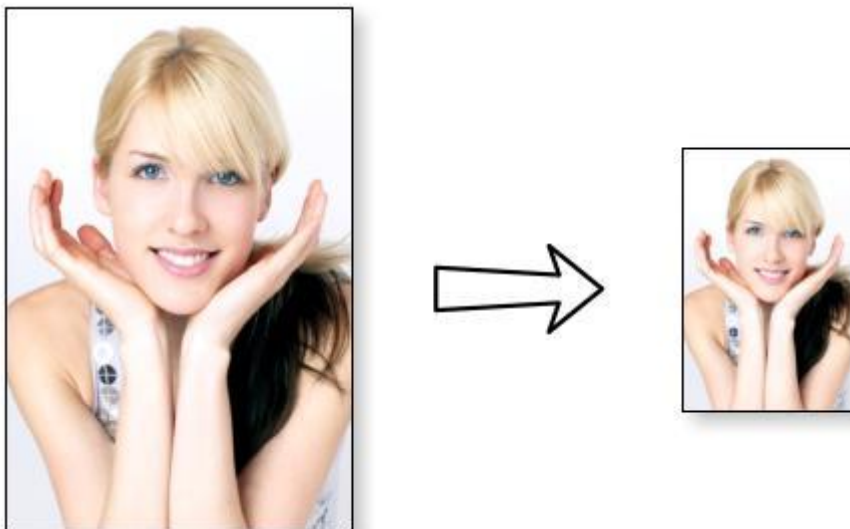
96ppi image on the left when scaled down to half size becomes twice the resolution, 192ppi.

The Status line shows the resolution of any selected image. Retaining the full resolution is important because it means you can see all the detail when you zoom in, and that when printing the maximum resolution is sent to the printer. Also it means you can enlarge all or part of the image and Xara Xtreme retains the original maximum quality.

Zero-memory Copies

One of the most revolutionary differences between Xara Xtreme and other software is that when you copy any photo on the page, it doesn't really make a complete new copy of the original photo but instead just displays another 'view' of the original image. Xara Xtreme's rendering engine is fast enough that it can display any number of copies of the same image 'on the fly' this way. This saves huge amounts of memory and dramatically reduces files sizes.

This doesn't detract or limit what you can do with each copy, and they can be treated as completely separate independent copies. Each copy does not have to be identical. You can manipulate each as required, resizing, rotating, cropping. coloring, feathering, or applying a wide range of photo and transparency effects. All for no memory or file size increase.

This shows separate copies of the same image, each manipulated in a different way. Each retaining the full resolution of the original JPEG, as you can see from the right image. The memory (RAM and file size) is no more than the original JPEG size.

Because they are the same image displayed at different sizes the resolution, that is the dpi or ppi, varies. In the above example the eye is 115dpi, (because the image has been enlarged) while the image on the left is over 1200dpi.

Bitmap Gallery

The Bitmap Gallery shows all the bitmaps or photos used in any document, along with information about its pixel size and file size. You can open it by clicking its icon on the top bar, or from within the Utilities -> Galleries menu, or press F11.

Bitmap Gallery icon on top bar
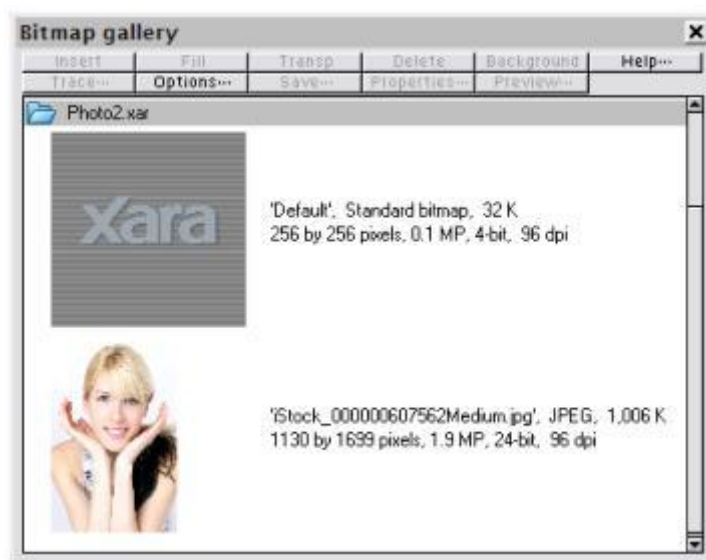
This shows the Bitmap Gallery for the above document, and shows the original JPEG image of the girl which is embedded into the native .xar file. As mentioned above, all copies of this image are displayed directly from the one master, so only the single image is shown and not all four variants that appear on the page.

The following useful information is displayed about the original image:
   • Filename of the original JPEG
   • The file type, in this case a JPEG, and the file size, 1,006K
      (This is the original size of the file, and also how much of the.xar file will be taken up by this image)
   • The pixel dimensions of the original, the Megapixel size (in this case just under 2MP)
   • The color depth, in this case '24 bit' which is sometimes called True Color. The Xara image is a 4 bit image
   • The original resolution of the image, in these cases 96dpi .

The Bitmap Gallery always contains a default bitmap, with the grey Xara image. This is used as the default bitmap for bitmap fills and in cases where other bitmaps are missing. It's useful to have as a placeholder as well.

As with all galleries, you can drag the objects from the gallery onto the page to create a new copy. Or you can select an image in the gallery and click one of the buttons across the top. The following operations are commonly useful from the Bitmap Gallery:

Filling Shapes With a Bitmap

Select the shape on the page, then select the bitmap in the gallery and click the Fill button. Alternatively drag the image from the Bitmap Gallery and drop it onto any shape while holding the Shift key. You can adjust the size, angle etc in the Fill tool.

Setting a Bitmap Transparency

This is for the more advanced user. You can use any bitmap as a transparency mask on any filled shape or bitmap. The lightness of the bitmap affects how transparent the selected object is. The bitmap transparency size, rotation and tiling can be controlled from the Transparency tool InfoBar.

Deleting Images From The Gallery

When you delete a bitmap from the page, it remains in the Bitmap Gallery. Any unused bitmaps will be deleted from the file when saved and re-opened. However you can force the deletion of any bitmap by selecting it and pressing the Delete button. If the bitmap is used in the document, it will be replaced by the standard Xara bitmap.

Setting The Page Background to a Bitmap

Select the bitmap in the gallery and click the Background button. This will tile the image. When exporting the page as HTML, this image is tiled across the whole visible page background of the browser.

Save

Select the bitmap and clicking Save will save the original image. In the case of an embedded JPEG this will save the original JPEG file. Other bitmap types are best saved as PNG bitmap type.

Bitmap Properties

The Properties button will display information about the selected bitmap in the gallery. It also provides a way to stop image smoothing when bitmaps are enlarged. Usually all bitmaps are smoothed when enlarged, or zoomed into, on screen. There is a check-box option in the Properties dialog to turn this feature off, so that individual pixels are visible when you zoom in. Note that this option only affects scaled up bitmaps. Note also that the **Never smooth** option in the View tab of the Options dialog overrides this check box.

It also provides information about the Animation properties of the bitmap. This is only really applicable to animated GIF images

- **GIF Animation: Delay** (the time this frame is left on screen)
  Restore: The Animated GIF Restore setting sets what happens between each frame in an animated GIF. **Nothing** means no action is taken. Many browsers take this as meaning the same as the Leave As Is option. **Leave As Is** displays the frames one on top of another - this leaves many frames visible in a stack if some are transparent. Some browsers clear the animation before it loops again, some do not. **Background** restores the area covered by the graphic to the background color of the GIF (usually white). **Restore Previous** restores the area covered by the frame to what it was before the frame was displayed. This is interpreted by some browsers to mean that the frame should be cleared to the background before each frame is displayed and by others to mean that the frame should be shown on top of the previous frame. As browsers interpret these values in different ways, you may need to experiment to achieve the desired result.

Embedded JPEG files

JPEG files are hugely compressed from their original state, being up to 10 times smaller than the original uncompressed image. In the above example the original uncompressed image requires more than 7 Mbytes of memory, but as the Bitmap Gallery shows this JPEG file is only 1Mbyte. A very significant saving. This is why JPEG images are the standard file type for digital photography and use on the web.

When you drag and drop a JPEG file (or use the Open or Import menu options) the original JPEG is stored in the document, and this is what is saved in the .xar file when you save your document.

It's important to understand how this differs from other graphics tools, both vector drawing software and photo editing programs. Other products will typically un-compress the image and store the un-compressed 'raw' image in memory and the native file when you save to disc. What's more each copy you make is typically a complete copy of the original raw image, as mentioned above. Make four copies of your photo and save your file - it will be four times larger. In Xara Xtreme the file is no larger, no matter how many copies you make.

So by embedding the original JPEG file instead of saving the un-compressed image, that's a file size saving of more than 7:1 compared to other graphics editors. The fact that there are four complete copies of the image means that in this particular case the memory used is more like 30 times less. So this represents a huge file size (and time) saving over other graphics tools.

This is easy to test. Import a JPEG into your favorite graphics editor, make four copies, perhaps change each one slightly, to be colored or blurred or rotated. Then save the native file and compare it against the original JPEG size, and the equivalent .xar file. A .xar native file is about the size of the original JPEG, no matter how many copies of the image are made.

Extracting The Original JPEG

Right click on any image in the Bitmap Gallery and select the Save menu option to save the original JPEG back to your file system.

Lossless vs. Lossy

Because everything Xara Xtreme does with your photos is based on the original image, which remains untouched embedded in your file, everything it does is lossless. There is no lossy re-compression of images when saving the native .xar file.

Of course you can save or export your image as a compressed JPEG file, at any required size, and in this case the image quality and detail will be reduced in a 'destructive' manner. Destructive here means that the original data or detail cannot be recovered from a lower-resolution saved JPEG. Xara Xtreme is a non-destructive editor because the original photo data and detail is never lost, reduced or compressed in a lossy manner in the native .xar file.

Blending & Merging Photos

By making copies of photos on top of each other, and applying different effects to the copies, combined with Xara Xtreme's advanced transparency controls, you can easily create blended photo compositions. For example, to selectively blur parts of a photo takes a few seconds.
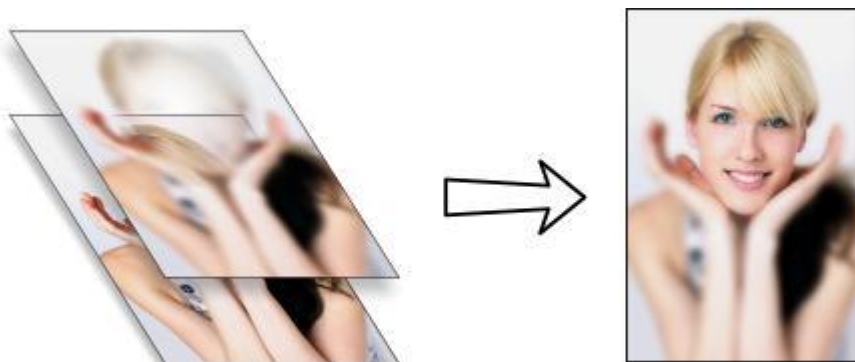

Original photo   Blurred copy   Apply an elliptical graduated   Blended result
                                              transparency to the face

By placing the blurred copy with the 'hole' created by the transparency effect over the sharp original, the blended result shows the sharp face area through the 'hole'.

Creating copies of any object requires a single key press or click (drag with right mouse button). Blurring a photo takes a single drag on a blur slider of the Photo tool, applying a gradated transparency is just another click-drag in the transparency tool, and finally positioning the photos on top of each other takes a second. So the whole process takes a few clicks, drags and just a few seconds in Xara Xtreme.

Of course you're not limited to blurring effects, you can adjust colors, brightness and contrast levels, or apply any of the wide range of Live Effects to create an infinite range of interesting or creative results.

Photo Display Quality

Xara Xtreme can display photos in one of three quality levels. The normal anti-aliased setting will smooth the screen pixels so avoiding visible pixels or 'jaggies' along the edges.

There is a lower quality setting that performs no anti-aliasing, thus showing the individual pixels. This can be useful when you're zoomed in and you need to clearly see the separate image pixels. The downside is that images generally look poor when reduced or enlarged resulting in clearly visible pixelation and jaggy 'staircase' edges, especially if you rotate the image.

Finally there is a very high quality mode, that displays images using bicubic sampling. This displays images at the best quality, particularly for large hi-res images that are scaled down or zoomed out a lot.

The View Quality slider on the top bar controls the display quality, and offers

five steps. The first two settings are only useful for vector graphics.
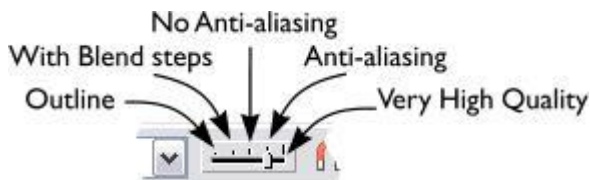
There is an additional control that allows you to stop all image smoothing or anti-aliasing on images that are scaled up or zoomed in. In other words, instead of a smoothed image, you see all the pixels when zoomed in. Open the Bitmap Gallery and right click on the image and select Properties. In the dialog un-check the 'Smooth when scaled up' option. Now, no matter what View Quality you select the image (and all copies) will always show the un-smoothed pixels when enlarged or zoomed in.

Note: If you use the Photo tool sharpen / blur control then images have to be displayed at maximum quality. So if you think the View Quality has stopped working, it's almost certainly because you have sharpened or blurred the image with the Photo tool.

Saving & Exporting Photos

Selecting the Save option will always save a native .xar file. To save a photo as a JPEG, PNG or other image file type it's necessary to use the **Export** option, or the shortcut Ctrl+Shift+E. You may select from a very wide range of file types, such as JPEG, PNG, GIF, TIFF, PDF, PSD, Flash (.swf), BMP, as well as other less well known types.

For photos we recommend saving as JPEG (sometimes called JPG) as this offers the greatest compatibility and the best size / quality compromise.

When you export a JPEG, an Export Preview Dialog is shown where you can adjust many export options, as well as compare side-by-side alternative settings or even alternative file types such as PNG.

The Export Preview Dialog allows you to adjust the size, resolution, JPEG quality and even select from 3 alternative export file types if you so wish. The default values should be fine for all normal purposes and you can just click the Export button to save your photo.

Things to remember when exporting:
- First select the object or objects you want to export

- The default exported size of the image will be the size you see on screen at 100% zoom.

Tip: You can control the JPEG quality in the Options tab. The default and recommended value is 75%.
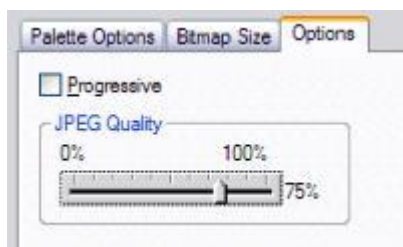
The JPEG system is designed so that a setting of 75 is the optimum value. We recommend you do not save JPEGs at 100% quality, as the results are visually identical to the 75% quality, only the file size and memory use is dramatically increased with no benefit. When saving for use on the web it's quite possible to reduce the quality below 75 to increase page view speed. The Preview window shows the quality of any value you select.

Tip: If you expect you may want to perform any further edits on your exported image, for example to create the image again at another size, we strongly recommend saving the .xar file as well. This will preserve the lossless master image along with all its edits and changes.

Example: To resize a photo and save as a new JPEG
This process is very quick and simple:
- Drop your photo onto Xara Xtreme (either onto a blank page or onto the title bar to create a new document)

In the Selector tool either drag a corner handle to resize the image, or enter the required width or height into the W or H field on the InfoBar. Check the image size is correct at 100%
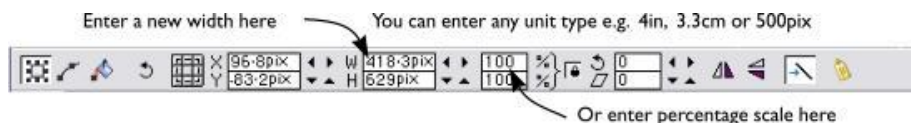
- Type Ctrl+Shift+E to start the export process
- Enter a filename, and ensure JPEG is selected from the file type drop-down
- In the Preview Dialog simply click the Export button.

To save any image as a PNG go through the same process except choose the PNG file type.

Photo Edit Attributes

All edits performed using the Photo tool, such as any altering of the brightness, contrast, color, blur or sharpen values, or even the more advanced Levels adjustment, are all just stored on the photo as Xara Xtreme attributes. (See the Xara Terminology section). Just as you can alter the color of a shape or line without altering the underlying shape, so Photo tool attributes alter the visible appearance of the photo without affecting the original image (this is called non-destructive editing). Another way of looking at this is that Xara Xtreme just stores a list of edits applied to your photo, and you can change, remove or add new edits. You can always recover the original untouched photo, even after changing the brightness, resizing, or even clipping or cropping.

Attributes can be copied and pasted between objects. Not only does this apply to traditional attributes such as line color and thickness, it also works with all the Photo tool attributes including the Levels settings. So this means you can easily copy all the enhancements made on one photo to any other using the copy / paste attribute feature. For example to apply the same white balance adjustment (made using the Levels control) to another photo, just copy the edited photo to the clipboard and then select the Edit -> Paste Attributes menu on any image to which you want to apply the same corrections.

This also applies to all other attributes of the photo, such as line width and color, photo coloring (contoning), shadows etc - all these can be copied from one photo to another using the same technique.

Editing The Outline of Photos

You can use any of the shape / line editing tools to directly adjust the outline shape of a photo. Similarly you can apply outlines the same way as for any shape, and shadow, etc.

Using the Shape Editor tool you can push or pull on the sides. The Freehand tool allows you to re-draw the outline. This example also has a black outline and soft shadow added. To restore the image back to its original rectangular shape, select the 'Un-clip' in the clip mode of the Photo tool InfoBar.

When photos are edited this way, they are treated like any normal vector shape, containing a bitmap fill. This is why you can use the normal line and shape editing features, and indeed you can use the Fill tool to adjust the size, angle and position of the photo 'fill' inside the shape.

Cutting Objects Out of Photos
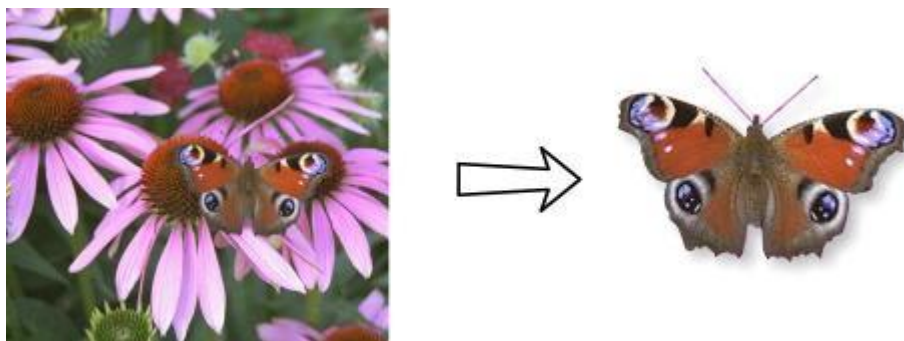
Using the drawing tools it's easy to draw around shapes and cut them out of the background. You can use any of the line drawing tools to do this. Perhaps the easiest way is using the Shape Editor tool and draw a line around the edge of the shape you want to extract. Zoom into your photo and then:

- In the Shape Editor tool use a type of 'connect the dots' technique of sequential clicks around the shape, using more closely spaced clicks for detailed areas and fewer clicks for straight line or gentle curved areas.
- When you've gone around the object completely, close the line to be a solid shape by joining the last segment to the first. This will create a filled shape, typically solid black.
- You can now cut this shape out of the photo by selecting both the new mask shape, and the photo (shift click on the photo in the Selector tool) and select the menu Edit -> Arrange Shape -> Intersect Shapes.
- Feather the results to blend the edge slightly, by dragging the Feather slider on the top bar to one or two pixels.
- You can make further edits to the shape, using the line editing tools, as the whole photo remains inside the shape - which is acting just as a clipping mask.
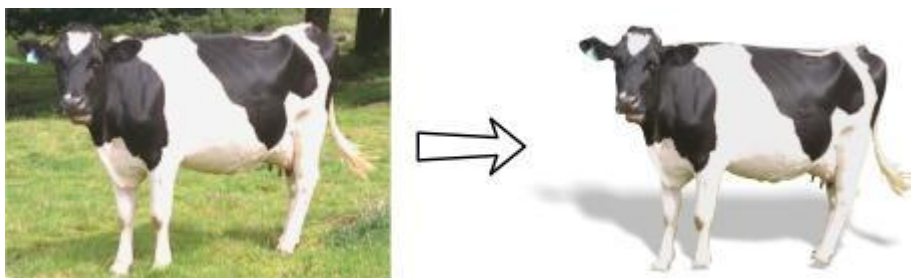
In this example the cow has been given a floor shadow using the Shadow tool.

Screenshots

In combination with a Windows built-in screen capture feature you can easily capture and create screenshots.

- Press the Print Screen button on your keyboard. This places a screen capture of the whole screen on the clipboard. Or alternatively select Alt+Print Screen which will capture just the current window.
- In Xtreme select Ctrl+V to paste, and select 'Bitmap' to have the results pasted onto the page.

You can now crop, add text annotation, resize as required and save the results. It's best to save this type of image as a PNG file. All the annotated screens of this Help and Manual were created this way.

Coloring Photos

With any photo selected, just click on the Color Line to apply a color to the photo. Clicking the white color patch will turn the image black and white. Technically this is called a contone (it's a continuous tone from black to white) or sometimes a duotone.

Simply click a pale yellow color on the Color Line to create a yellow contone picture.

Or right click on the Color Line which shows a context menu like this, where you apply the selected color as either the Light or Dark color.

You can also use the Color Editor to select any color as either the Light or Dark contone color. Simply select the photo, display the color editor (Ctrl+E) and select the Light or Dark contone from the drop-down menu at the top of the Color Editor.

You can restore the original color of a photo by clicking the cross-hatched 'no color' patch on the left of the color line, or right clicking on it and selecting the

'Restore color' option.

Integration With External Photo Editors

While Xara Xtreme provides a great many photo editing and compositing features, it is not a 'pixel editor', and for these purposes you may want to use a separate program. Xara Xtreme makes integration with these easy. You can configure any external program to be launched when you double-click a photo, and after editing, for the photo to be automatically transferred back into your Xtreme document.

In the Options dialog, select the Effects & Plugins tab. There is a section where you can select which external photo editor is launched when you double-click a photo.
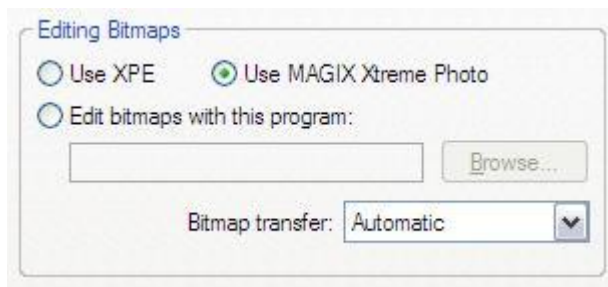
XPE is the basic Xara Picture Editor. Most of its functionality is now provided by the Photo tool directly and so this tool provides little benefit. It's here mostly for back compatibility reasons.

The MAGIX Xtreme Photo Editor provides a wider range of pixel editing features and is bundled as part of Xara Xtreme.

Alternatively if you select the 'Edit bitmap with this program' option and browse to select an external program, then this can be launched by double clicking on any image. (You will probably need to Browse to your Program Files folder in your C drive and select the program executable .exe file).

It should be understood that images transferred to and from external editors are transferred as uncompressed images (to avoid lossy compression / decompression cycles) and so this will increase the file size of your .xar file.

When editing a photo in a separate program in this manner, you can carry on using Xara Xtreme as normal. Each time you save the image from the photo

editor (or just close the program and click the Save option) Xara Xtreme will automatically pick up the changed version and replace the original image. So this means you can just continue editing the photo in the external program, and to see how this looks in context in your Xtreme document, just click Ctrl+S (or whatever is the normal Save shortcut of your photo editing software).

Note: Xara Xtreme always sends the original un-clipped whole photo to the external editor. Any images that are enhanced (e.g. brightness altered) or clipped with the Photo Clip, or have any Live Effects applied, will have these changes missing when you edit them this way. But when the edited image is returned the clip and photo attributes are re-applied to the edited image. For this reason it's not recommended that you alter the size or crop images in an external editor.

You can, of course, Undo any external edits you've applied by using the usual Xara Xtreme's Undo feature (it always stores a copy of the 'before' image). However when you save and re-open the .xar file all Undo information is lost.

Editing images this way is a destructive edit. i.e. the image is permanently altered by the external photo editing tool, and the original cannot be recovered once the file has been saved and closed.

Disabling External Photo Editors
If you select the 'Edit bitmaps with this program' option and leave the field empty, then double-clicking on a photo will have no action.

Resize, Rotate and Position a Photo Within Its Frame
Photos in Xara Xtreme are treated like a 'bitmap filled' rectangle. The shape of your photo is really a fully editable outline around the image contained inside. So when you crop, or edit the outline shape, you're not affecting the fill, which is clipped inside the shape.

Photos and bitmaps on the page are always contained within an outline shape. Not only can you change the shape of the outline, you can also adjust the size, angle and position of the photo within its frame using the Fill tool. Just select the photo, go into the Fill tool and you will see Fill Arrows at right angles from the center. (Or you can go into Fill tool, and click on the photo to select).
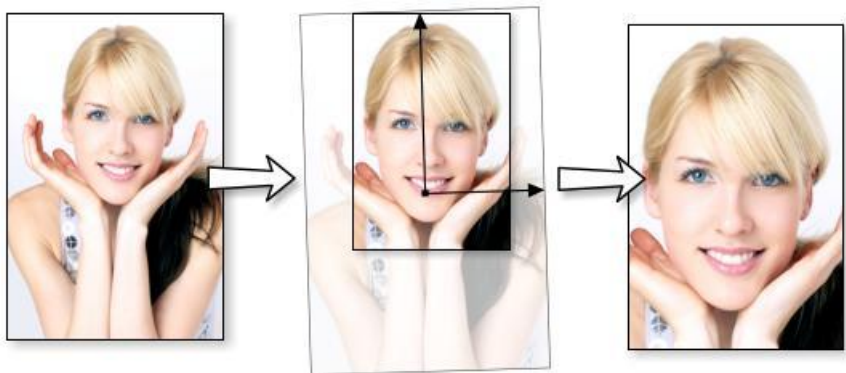
For example, to enlarge and rotate the image on the left inside its frame, select the Fill tool and drag on one of the arrowheads.

- To resize drag on one of the arrow heads away from the center. You can hold Ctrl to constrain the angle.
- To rotate the image, drag one of the arrowheads around the center.
- To re-position the image, drag on the center handle, or hold Shift and drag anywhere on the image.

On the InfoBar of the Fill tool, you can select the 'Repeating tile' option which makes the image a tiling bitmap fill. By dragging anywhere inside the shape you can now resize and rotate the image tile dimension. There is no better demonstration of the speed of Xara Xtreme than to do this with a huge multi-megapixel image.

Horizon Straighten

Using the Fill tool, as previously described, means it's easy to straighten the horizon of a wonky picture.

- Select the Fill tool and click on any photo. This will show the Fill handles, which are arrows showing the extent of the fill inside the shape.
- Drag on the end of one of the fill arrows to resize, and rotate as required.

The following shows a landscape (created using the Panorama Stitching feature) that has a sloping horizon.
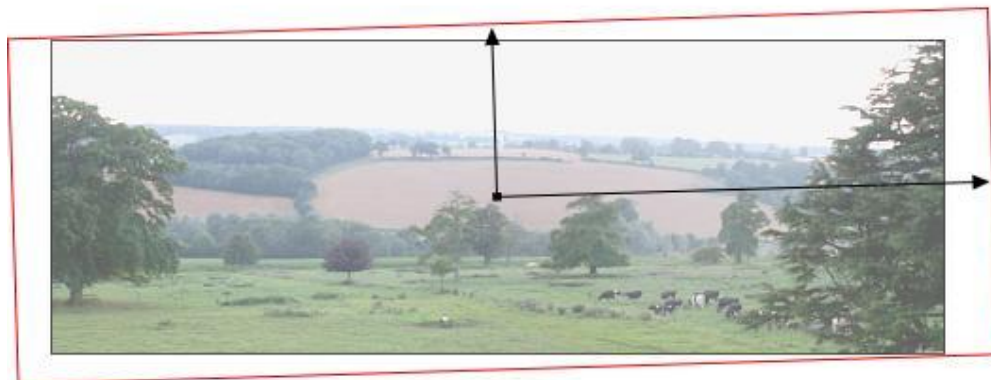
In the Fill tool, drag on one of the arrowheads to rotate and resize as required. You can re-position the photo by dragging on the center handle of the fill arrows, or holding Shift and pushing anywhere on the image.

Optimizing Photos And Bitmaps

With the ever increasing resolution and file size of digital camera JPEGs, if you have a document containing many images, the file size can quickly become very large. For example, a multi-page document containing 20 full resolution JPEGs,

each of 5Mbytes, would produce a .xar file of over 100Mbytes.

(As mentioned previously, with other graphics software this could easily be 5 or 10 times this size)

What's more these photos are often unnecessarily high resolution. Reducing a photo from a 8 Megapixel digital camera to be 2 inches (5cm) wide on the page will result in this image being around 1500 dpi. Whilst a very high resolution image gives greater flexibility for printing (and you can zoom in, or enlarge small parts of the photo), this is far higher than required for even the best quality commercial printing, and even more so for web graphics or HTML production.

If you clip to a small part of the image, or cut-out only a small part of your photo, there could be large parts of hidden image outside the visible area. For editing purposes this 'live crop' is a great feature, as you can un-crop, alter the size, position and scale and everything remains as sharp as possible. But for finished documents you may want to remove the invisible parts.

The cut-out butterfly image still has the rest of the photo attached. If you go into the Fill Tool you can easily see this by resizing the fill inside the outline. So the parts of the image outside the butterfly will probably be superfluous in your final document.

So there is a useful menu option, **Utilities** -> **Optimize Photo..** that performs three important functions:
  • Removing invisible parts of photos

- Reducing resolution of photos
- Converting PNG or bitmaps to embedded JPEGs to optimize file size.

Selecting this menu option for any bitmap will display a dialog much like the Export dialog. This is what is shown if I have the clipped butterfly image selected.


By default it will create a JPEG, omitting the parts of the picture outside the clipped area, and embed this into your document, replacing the old image. The resolution is also decreased to 96dpi - the same as you see on screen at 100% zoom, but this can be altered in the Bitmap Size tab of this dialog;

You can select any required dpi from the drop down, to enter a specific width and height of the bitmap. For screen use (e.g. web and HTML) it's not necessary to have a resolution greater than 96dpi. For printing, a photo resolution of 150dpi gives very good results, whilst 300 dpi will provide the highest quality commercial printing. (Most people cannot tell the difference between 150dpi and 300dpi, but the 300dpi requires four times as much memory or file space).

You can adjust the JPEG quality, just as you can when exporting a JPEG, using the Options tab.
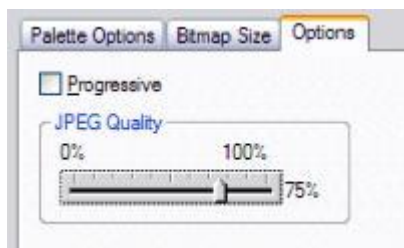
Note: The optimum JPEG quality is 75%.
WE DO NOT recommend saving JPEGs with a quality at 100% - they are virtually indistinguishable from JPEGs saved at 75%, but use considerably more memory and file space. The final size of the resulting JPEG is displayed under the preview window.

Important: The Optimize Photo is a 'destructive' operation. When you save the file the removed parts of the image are lost, and the resolution changed permanently (you can of course undo the changes while the file is open for editing).

You can optimize multiple photos at once if you want them to all have the same DPI. Select the photos you want to optimize and then choose the Optimize operation as described above. The Optimize dialog shows the settings and preview for just one of the selected photos, but when you click the Optimize button the same settings are used to optimize each of the selected photos.

Converting Objects or Drawings to Bitmaps

You can easily create a bitmap from any object, or part of your drawing, including from other bitmaps. The bitmaps can be any size or resolution and can contain transparency. You can also create bitmaps with reduced numbers of colors which can be useful for web use.

To create a bitmap from objects:

1. Select the object/s on the page
2. Choose Arrange > Create Bitmap Copy (or type Ctrl+Shift+C)
3. In the dialog box, select the Color Depth, the size and other options.

For maximum quality select a Color Depth of True Color, or if you want transparency to be included select True Color + Alpha (Alpha transparency is the technical term). You can create bitmaps with fewer colors by selecting a Color Depth of 256 colors or less. This also provides control over the Dithering and Palette options. These options are described in the section on exporting bitmaps.

Note this always creates PNG images, which are the highest quality lossless image type. However for full color photo purposes, these require a lot of memory and file space. Use the Optimize Photo option to convert PNG images into embedded JPEG images to reduce the file size.

Photo Documents

Sometimes it's useful to work on one photo alone, rather than treat them as 'objects on a page'. This is called a Photo Document or 'photo mode' in Xara Xtreme, and it behaves more like a traditional photo editor. You can create a photo document in a number of ways:

- Drag a photo file from your File Explorer onto the title bar or other bar of Xara Xtreme
- Select File -> Open and select a photo file
- Create a blank Photo Document by selecting File -> New -> Blank Photo.

Photo Documents are characterised by the following behavior differences compared to traditional Xtreme documents:-

- There is no visible white page. In fact the page dimensions are set automatically to match the photo plus any other objects you've added. So initially when you load a JPEG, the page dimensions are set to match that of your photo exactly. If, for example, you add some text underneath your photo, or you add a shadow, the page immediately expands to fit in your additions. Or if you scale down your photo in the **Select tool** to reduce its size, the page dimensions reduce to match. So you don't need to continually manually adjust the page dimensions to match your design and, unlike with most photo editors, you don't need to plan in advance the dimensions of your finished photo.
- Photo documents have a 1 pixel grid by default and snap to grid is turned on. This makes it easier to get pixel-accurate crop or clip

regions.
- The pasteboard (the area around the photo) is a darker color. This makes it easy to distinguish at a glance between photo documents and drawing documents.
- The document zoom is set so that the photo fills the view and the photo tool is automatically selected as the current tool.
- Dropping additional photo files on top of an existing photo just adds a new photo to the document instead of replacing the photo in its frame.
- The pixel smoothing options are altered. By default it selects the Very High Quality display mode, which is best for images scaled down or zoomed out. It also has pixel smoothing turned off when zooming in, so you can see the pixels at very large zoom factors.

In all other respects Photo Documents behave like normal Xara Xtreme documents. You can use all the normal drawing and text tools as usual. If you want to create a Photo Document of a given size, you can alter the 'canvas' or page size by selecting **Utilities -> Options** and selecting the **Page** tab and entering the required dimensions.

The Photo Tool

The Photo tool provides a direct and very fast way of cropping, adjusting the brightness levels and sharpening photos, even for ultra-high-resolution images. This tool provides:

- One-click auto-enhance of photos. This is particularly good with dull, underexposed images.
- Manually adjust the brightness, contrast, color saturation and blur or sharpness of photos.
- Crop images. This is 'live crop' so you can un-crop and adjust the crop at any time.
- Display a brightness levels histogram of your photo.
- Adjust the brightness levels curve for more advanced levels control.
- Correct color casts or white balance.
- A single-click Compare function to quickly compare changes against the original.
- Easy Copy / Paste all photo enhance edits between different images.

All these operations are interactive with live update. As you adjust the values, the image is updated instantly. They are also all non-destructive, meaning that your original image is not altered and you can always adjust or remove any adjustment.

In addition there is a shortcut to the anti red-eye feature, and an automatic panorama stitching feature.

Photo Tool Benefits

There are three major benefits from this tool:

- It's non destructive
- It's very, very fast, even for huge images
- It requires no memory

Benefits explained in more detail

The non-destructive point means that all edits do not affect the original image. You can adjust or remove the edits and the original image remains unaffected. This differs from most photo editors where an alteration makes a permanent change to the pixels of the photo. In Xara Xtreme you can adjust the settings as many times as you like in the sound knowledge that you are not altering the real actual original photo data.

Even the crop feature is non-destructive (which is why it's called Clip). You can restore the cropped areas and adjust or enlarge the crop region at any time, even after you've saved a file.

The speed point is self-evident, but a good demonstration of the speed is to rotate a very high resolution photo. In other tools you usually have to enter a number of degrees, and then wait for this to be processed. In Xara Xtreme you can drag rotate a full resolution image in real time (or enter any rotation value). And Xara uses high-quality bi-cubic image sampling to ensure the highest quality results.

The no-memory point refers to the fact most photo editors need to make a copy of a bitmap in memory in order to provide an Undo capability, and usually one copy each time you adjust or edit it. For large hi-res digital photos this can mean very large amounts of memory being required for your photo editing (consider that a typical 8Mpixel digital photo requires 32Mbytes of memory - make ten edits and that's 320Mbytes of memory). Xara Xtreme requires zero memory. You can make as many edits as you like, make as many copies of your photo in your document, and the additional RAM and file space required by Xtreme for this is zero.

Finally JPEG images are embedded into the native .xar file, and not expanded into raw images as they are in other graphics tools. This means a native file size typically 10 times smaller. Combine this with the zero memory copies, the real-time enhance features described above and it's quite possible to have file sizes 30 times or more smaller than with other graphics tools. And that means they are much, much quicker to handle, save, process and transfer.

Using The Photo Tool

When you select the Photo tool the InfoBar is shown which provides access to all the features.
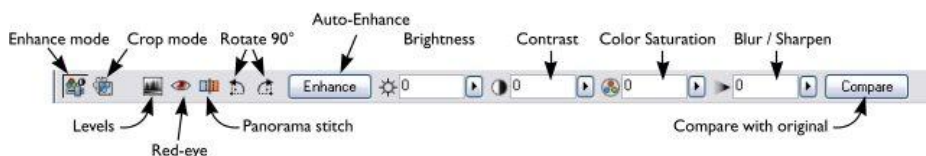
The Photo tool has two modes - Enhance mode where a set of controls allow you to adjust the brightness, contrast, saturation and blur / sharpness

values (shown above).

A second Crop mode, selected by the second icon on the left side of the InfoBar, operates the interactive crop tool. In Crop mode the InfoBar changes to look like this:


Five icons remain common to both modes, and these provide access to the Levels dialog, the anti red-eye, Panorama features and the Rotate 90° functions. These are described below.

Enhance: Altering the brightness, contrast, color saturation, blur or sharpness

When you select the Photo tool for the first time it is in Enhance mode, meaning that controls are provided for adjustment of brightness, contrast, saturation and blur/sharpen. You can either enter values directly into the text fields or use a small pop-up slider for adjusting the values interactively.

Pop-up Slider Controls
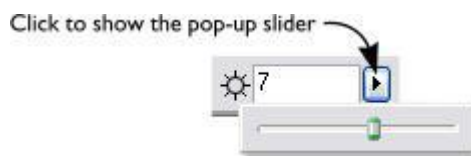
The pop-up sliders can be used in one of two ways:

- Click and release on the pop-up arrow. The slider control now remains on screen and you can adjust the values as many times as you like by dragging the slider control. Alternatively if the mouse is held over the control, the mouse-wheel can be used to make small adjustments up or down. The slider will hide when you click anywhere else in the document.
- Or you can click-and-hold the mouse button down, and drag over the slider bar to adjust the value. When you release the mouse the pop-up vanishes. This is a quicker, more direct way as it requires only one click-drag-release to alter the values.

Auto Enhance
Clicking the Enhance button will analyze the overall brightness and contrast of

the picture and automatically adjust the enhance values to obtain the best image. It is particularly effective with under-exposed (dark) images. After applying automatic enhancement to a photo you can adjust the values that were chosen, using the controls to the right of the Enhance button. Clicking the Compare button will restore the original, clicking it again restores the last enhance values.

Brightness ☼ **Contrast** ◐ **Saturation** 🎨

The image is altered as you adjust these values. The saturation alters the color intensity. At the minimum setting of -100 this will make a picture black and white.

Blur / Sharpen ▶

This control blurs images if it's taken below zero, and sharpens images above 0. For sharpen it's recommended that only small values be used, and typically only on images that have been reduced in size a lot.

Compare & Restoring the Original
The **Compare** button can be used to reset all the **Enhance** and **Levels Tool** values back to their defaults, returning your photo to its original state. Press the Compare button a second time, your previous values are reinstated. Therefore you can use the Compare button to quickly toggle between your edited photo and the original photo so you can see the effects of the changes you've made.

Because all the Enhance and Levels alterations are non-destructive, pressing Compare simply removes the enhance attributes, so restoring the original image. The Compare button can be used at any time after an image has been altered.

Rotate by 90° controls

↺ ↻

The two rotate icon will rotate the selected photo or photos by 90 degrees anti-clockwise or clockwise.

Cropping or Clipping Images
The Clip (or crop) tool allows you to rapidly clip your photo directly on the

page. This is a non-destructive operation meaning that you can both adjust the clip region after you've copped the image, and also un-crop to restore the whole image. A way to look at the process is that it just adjusts the picture outlines, but the whole picture remains clipped inside the rectangular outline. This is why it's called a Clip, and not Crop, although it serves the same goal as a traditional Crop tool.

You can either click the Crop mode button [icon], or as a shortcut, just start dragging on or across the photo with the Photo tool selected. This alters the InfoBar to look like this:

As you drag over the photo, the clip rectangle is highlighted.

- You can adjust the region by dragging on the corner or side handles
- You can push the region around by just dragging inside the clip region
- Select the **Clip** button or just double click inside the clip region to perform the clip operation.

You can tell whether a photo has been clipped or not from the Status bar which will describe it as a 'Clipped photo'.

Rule of Thirds
There's a photography guideline that helps the composition of many photographs called the 'Rule of Thirds'. Put simply this involves placing key

objects in your photos at thirds across your picture. For example it's often better to position the horizon one third of the way down a picture rather than being across the center. When you drag a clip region across your photos lines are displayed at thirds across and down the image to help position objects to follow these composition guidelines. **Tip**: Search for 'Rule of Thirds' on Google for more information.

Clear
Press the Clear button, or just click outside the marked clip region, to clear the current clip rectangle.

Un-clip
Press the **Un-clip** button with any clipped photo selected, to restore the original photo. This restores the clip rectangle, which you can adjust or clear by clicking outside it.

Adjusting the clip region
Because the Un-clip button restores the clip rectangle (showing the area outside faded), you can easily make fine adjustments to a clipped photo. Just select the photo, press the Un-clip button and adjust the sides of the clip rectangle as required. Double click inside the photo to clip it again.

Width / Height
After drawing a clip rectangle, you can enter values directly into the Width and Height fields on the InfoBar to set the clip rectangle dimensions to exact values.

Lock Aspect
Select the Lock Aspect checkbox to constrain the clip rectangle to a specific aspect ratio as you drag. The radio buttons to the right of the checkbox determine the aspect ratio used. Select Current to maintain the aspect ratio to that of the photo before the clip. Note that the clip rectangle automatically changes between landscape and portrait orientation as you drag a corner of the rectangle. So if you drag sideways it tends to create a clip in landscape orientation. If you drag downwards more, then it will create a clip region in portrait orientation.

The common preset crop aspect ratios are available of 4:3 (most consumer digital cameras and old-style TVs and monitors), 3:2 (that of traditional film cameras and higher end SLR digital cameras), and 16:9 (aspect ratio of widescreen TVs).

You can override the lock-aspect option by using the Ctrl key while dragging. So if you're dragging out a clip rectangle (or adjusting one) without aspect ratio

lock, then holding Ctrl will lock the aspect to the last selected aspect ratio. Similarly if you have lock aspect option on then Ctrl will temporarily un-lock the aspect ratio.

Clipping in Photo Documents
In Photo Documents, there is a one-pixel grid applied to the photo (when at 96dpi, the default resolution) and the clip rectangle snaps to this grid. This makes it very easy to get pixel exact clipping. For highly accurate or exact pixel snapping it's recommended to operate in Photo Document mode and to zoom in so you can see the pixels clearly (see the Help section on Photo Documents for more information.)

The Brightness Levels Dialog

In the Photo tool click the **Levels tool** icon.

The Levels tool provides detailed control over the brightness levels of photos. It's a very powerful, multi-purpose tool that not only shows a histogram of the brightness levels of the photo, but provides a greater degree of control than the simple Brightness or Contrast controls. It can lighten shadows without affecting other parts of the picture. It can adjust the white balance of a picture and also the black and white points.
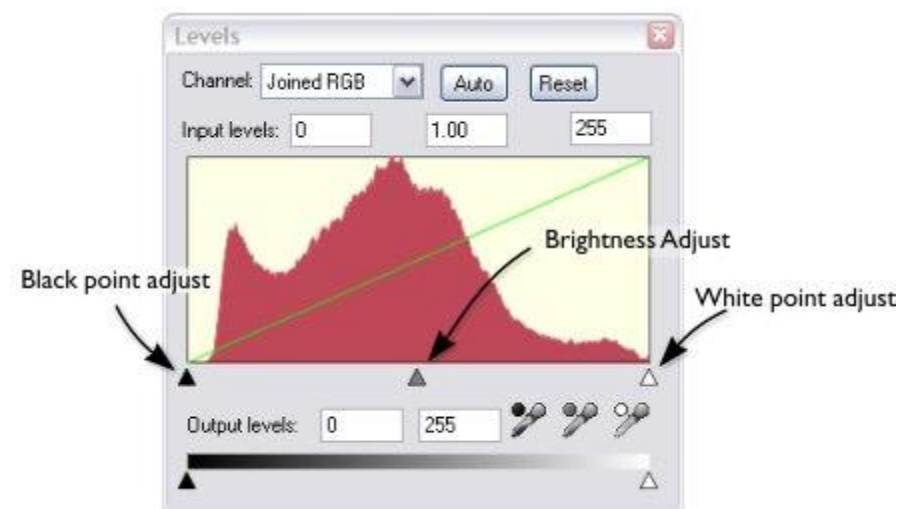
The red histogram graph shows the distribution of brightness levels in the selected picture, ranging from the blackest shades on the left to lightest (white)

shades on the right. The height of the red graph indicates the amount (i.e. the number of pixels) of each shade used in the picture. Typically a correctly exposed photograph would show a spread of brightness levels across the range, dark to light, as in the above example. Here are some pictures and example histograms.


1. The first image shows a good spread, from the darkest to lightest shades, with a predominance of mid-brightness shades.
2. The second image is obviously very dark, and the histogram reflects this with peaks at the dark (left) end.
3. The third image has peaks at the bright (right) end which are typical for images that have a bright sky. There is nothing wrong with this and the overall exposure is about right and you can see a good distribution of shades across the histogram.

Note: The histogram is scaled vertically to fit within the display area. So when you have large peaks such as the second and third examples, the whole graph is compressed downwards.

There are five main controls used to adjust the brightness levels. These are the three small triangles under the histogram, and the two further triangles at the bottom. Each of these has a corresponding field and numeric value.

By adjusting these controls you can alter the brightness level, to obtain a better distribution and thus a better exposed image. Here's an example of an image with very poor contrast (common for photos taken of distant objects with a

large zoom).
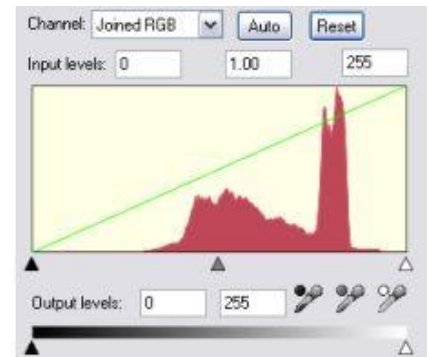
The histogram shows a narrow range of shades, hence the low contrast of the image. The goal is to spread the narrow range of shades over the full black to white range. By dragging the black point control so it's under the left edge of the histogram, and the white triangle so it's under the right end, this will re-map the brightness levels. Doing this now shows two histograms overlaid;
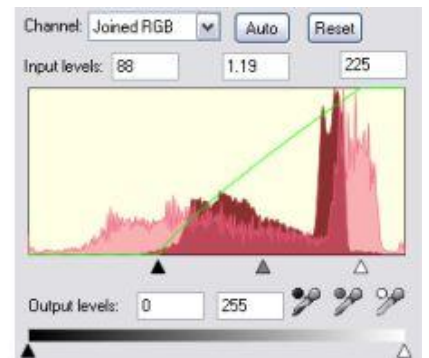
The pale red overlaid histogram is the new histogram, and you can see this alter as you drag the control around. The black and white points have been dragged inwards. This has the effect of re-distributing the shades (the pale red overlay) which you can see now cover a wider range of shades. And sure enough the photo itself is considerably enhanced.

Adjusting brightness
Dragging on the center gray triangle adjusts the brightness (technically this is altering the gamma). It does the exact same thing as the brightness slider on the InfoBar.

The brightness slider alters the darker shades in a picture more than it does the lighter shades, so it is particularly good for revealing details in shadows.

Selecting the black, gray and white points

The three eye-dropper icons can be used to pick the black, gray or white points on the photo, and adjust the three controls for you automatically. These tools have the advantage that they also adjust the white balance or color cast that your photo might have.

Click and drag one of the icons from the Levels Dialog over your photo. As you do this you will see the photo change. Release the mouse buttons when you're happy with the change.

So to set the black point automatically you'd drag the black eye-dropper over the blackest part of your photo. Similarly you'd drag the white eye-dropper over the whitest part of your image.

Note: These are dragable buttons - they do not work by selecting the button and then clicking again on the photo. Instead you must drag them over the photo. These are interactive, so as you drag the picture is changed.

Color cast - fixing the white balance
The middle of the three eye-droppers sets the gray point and this is mostly useful for altering the white balance of your photos. You drag it from the Levels Dialog, like the others, but drag it over any point in the picture that is meant to be gray. In doing this the balance of colors is altered to try and make the item under the mouse pointer a pure shade of gray, and thus alters the color balance of the whole picture.

If you have a photo taken with the wrong light setting, they will come out orange or blue. This control can help fix this, although in bad cases it will never be possible to make them perfect.

Tip: If there are no gray objects in the picture, find anything that is meant to be white and look for an area that's in shade or less than bright white.
Tip: If you have multiple pictures taken with the same color cast, you can copy the correction from one to another using the Copy / Paste Attributes feature.

Here is an example, a snow scene, that is badly under-exposed, and with a

strong blue cast. Its histogram on the right shows the white levels are poor.
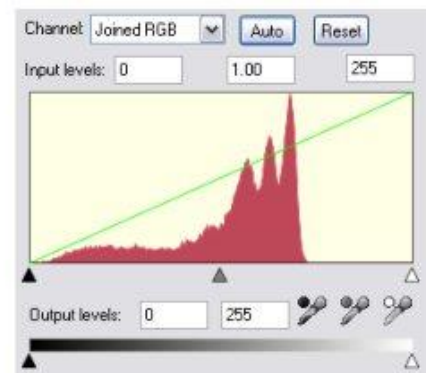
By dragging the white eye-dropper from the Levels dialog over the whitest part of the image, it not only restores a better overall histogram, but also corrects the blue cast so that the white snow really is white.
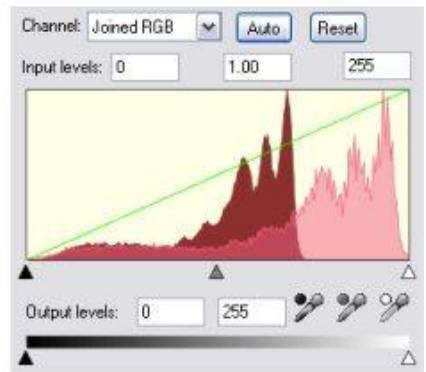
The corrected histogram now shows a much better balance (it's largely at the white end, but that's to be expected in a snow scene).

Auto Levels

The Auto button will automatically adjust the white and black points to correspond to the lightest and darkest shades in the selected picture. This works better for some images than others (the above snow scene works perfectly, so in fact this can be corrected with a single click).

Reset

The Reset button will reset all Levels parameters back to their starting values. The **Compare** button on the Photo tool InfoBar also does the same thing, but has the advantage that pressing it again restores the altered settings.

Advanced Levels - The Green Line

For the more advanced user, the Levels control is really mapping the range of input brightness levels to an alternative set of output levels. Overlaid on the red histogram is a green line that represents the mapping function.
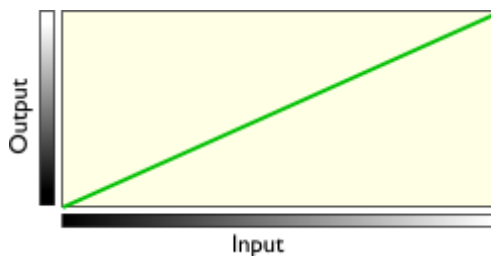
The default straight line means no change, so dark shades are mapped to dark, and light to the same light shades. But as you alter the controls the green line is altered to reflect the new mapping. So, for example, increasing the brightness or gamma control will change the line like this;
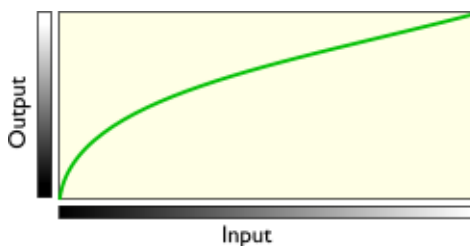
You can see now that it's no longer a straight line mapping, and that the darker input shades will be mapped to corresponding lighter output shades.

Using one of the low contrast examples above, this is the altered histogram, showing the before, after and altered green mapping function line.
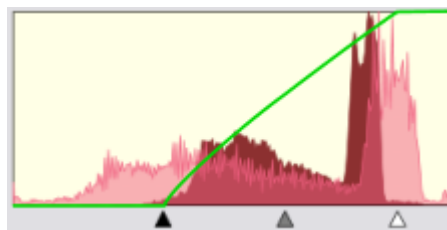
You can see the black and white points are moved inwards. This is reflected in the green line which shows that mid-shades are now mapped to dark, and the lightest white points (about 80% along the horizontal) are now mapped to white. Thus the narrow range of input shades is mapped to the full dark-to-light range of output shades.

Joined RGB - or separate Red, Green and Blue
When altering the overall brightness or contrast, this operation is performed equally across the RGB component colors that make up the full color image. In other words the color balance is not altered - all colors are affected equally - it just alters the overall brightness levels. The drop-down menu at the top of the dialog shows Joined RGB to reflect this. However you can adjust the levels of each red, green or blue component (channel) separately, by selecting from the drop-down list. And each of these color components has its own set of controls that work independently of the 'Joined RGB' controls. By adjusting the curves of one color component only, say blue, you will affect the overall color balance. So this is a way in which you can manually add or remove more red, green or blue to any picture.

Note that when you use the Auto button or drag the black, gray, or white eye-dropper pickers, these functions alter the separate RGB components, rather than the 'joined RGB' controls. This is how they correct the color balance. The side-effect of this mean the joined RGB controls appear not to have changed.

Output Levels
The two lower controls adjust the minimum (black) and maximum (white) final output levels. Adjusting these has the effect of reducing the contrast.

Tip: It is usually recommended that for printing purposes the photos do not contain pure white, but instead have a maximum 'whiteness' of around 90%, especially if being printed in black and white. The histogram makes it easy to see if there is a lot of pure white (peaks at the far right end), and by adjusting the white output level slider you can easily control this.

Dragging the White Output Level slider inwards slightly alters the green line thus:
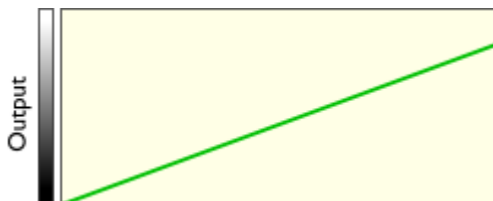
Meaning the maximum white value is brought down slightly.

Applying the same Levels correction to multiple images
It's common that photographs taken together under the same conditions suffer from the same exposure or color cast problems. It's easy in Xara Xtreme to copy any Levels adjustment from one image to any other. Just Copy the source image to the clipboard in the usual way (Ctrl+C), and then select Edit -> Paste Attributes (shortcut of Ctrl+Shift+A).

Photo Tool Notes

1. The Levels dialog works in conjunction with the Brightness and Contrast sliders. You can use both sets of controls together or separately. All will alter the overall brightness levels, and all changes are reflected in the histogram and green mapping line.
2. The Levels dialog is non-modal, which means that while it's on screen you can continue to use Xara Xtreme as usual. It will update to show the histogram levels of any photo selected, and will show blank if none or multiple photos are selected.
3. You can select different photos while using the Photo tool by just clicking on them. This also works for photos inside groups.
4. If you click and drag, while in the Photo tool, it will start a crop on the photo that you started dragging on. Or if you start dragging on the background the crop will be applied to the first photo you touch during the drag.
5. The Un-clip button will restore the outline of any clipped shape, including bitmap filled shapes, to that of the complete photo or bitmap used as the fill. So for example if you use the Fill Tool to adjust the size or angle of the photo, then un-clip will restore the outline of the whole image. You may have to select the Clear button to clear the crop rectangle (or click outside the rectangle).

6. All Photo operations are fully undoable. Unlike traditional photo or pixel editors, the original photo is never altered. So this means you can make as many changes as you like, as often as you like, and save and load .xar files as often as you like, and there is no degradation of the image (all edit operations are non-destructive and loss-less).

7. To save a photo, use the Export option, not the Save option (which only saves a native .xar file).

8. All the Photo tool options, including the Levels control, operate on bitmap filled objects, as well as stand-alone photos.

Red-eye Correction

The Photo tool InfoBar has a shortcut to launch a separate red-eye removal tool. This will either launch the Xara Picture Editor (XPE) tool or the Magix Xtreme Photo editor tool, depending on which external editor is configured in the Options Dialog. The default case is to use the XPE.

The process is very similar for either editor:

Red-eye correction in XPE (Xara Picture Editor)

- Select the photo and click the red-eye button on the Photo tool InfoBar.

   This will launch the external XPE photo editor

- Zoom in to the face, so the eyes are clearly visible. The easiest way is to select the Magnifier icon and drag over the face to zoom in

- Select the red-eye tool icon, and click in the center of the eye and drag outwards
- Select the large 'check' icon to save the changes back to Xtreme.

Red-eye correction using Magix Xtreme Photo

- Select the photo and click the red-eye button on the Photo tool

    InfoBar. This will launch the external photo editor in the red-eye tool

- Zoom in to the face so the eyes are clearly visible. The easiest way to do this is hold Ctrl and use the mouse-wheel (same as in Xtreme)
- Follow the instructions down the left, which basically say to draw over the red-eye to make it black
- Click Apply and close the program.

The updated image will be exported back to Xara Xtreme and will replace the old version.

Notes about red-eye correction:

- If you have configured a separate external photo editor in the Options dialog, this will be launched when you click the red-eye button.
- Fixing red-eye using the XPE is a non-destructive process that requires no additional file space. If you open the photo in XPE afterwards (double click the photo) you can remove or edit the red-eye fixes.
- Red-eye, or any photo edits, done by external editors such as Magix Xtreme Photo, do require additional file space since a full sized copy of the image is made in the process.
-

Panorama Stitching

Xara Xtreme includes a tool that can automatically stitch together up to 6 photographs into a single wide, high-resolution panorama. Creating high-quality

panoramas can be a very complex and technical process, often requiring special equipment or lenses and accurately exposed and aligned photographs. The panoramic stitching feature built into Xara Xtreme requires none of these, and can use photos from an every day digital camera, so that anyone can create outstanding quality panoramic images in a few minutes.

This tool features:

- No high end camera required, and no tripod required
- Automatic estimation of the focal length to warp the images to reduce fish-eye effect
- Automatic barrel, pincushion and vignette adjustments
- Automatic exposure correction
- Automatic detection of shared overlap points and seamless blending of joins
- Automatic cropping of the final result.

To create a panorama you need to take a series of separate photos from a central position. Ideally each photo would overlap the next by approximately 30%, although it will work with more or less overlap.

The process of creating a panorama is very straightforward:

1. Import each of the photos and arrange them on the page in the correct left to right order. There is no need to try and position the overlaps correctly
2. Select all the photos you want to stitch together
3. Click the Panorama button on the Photo tool InfoBar.

It will start the process of stitching - which will continue as a background process. A pop-up status window shows the progress through the various stages, although you can continue using Xara Xtreme as normal while this happens. When the process is complete the resultant panorama image is imported onto the page. Note it does not replace the original images, which you can delete if you no longer require them.

Three example photos of a landscape. Each overlaps the other (in this case a bit more than necessary).

The resultant single panorama image, with seamless joins.

Optimizing images

Xara Xtreme will always stitch photos at the full resolution, even if you reduce the size of the image on the page. This is often a desirable thing since it produces the maximum quality, highest resolution results. But it does mean that the stitching process can take a few minutes. So sometimes you may prefer to reduce the resolution of the images before you stitch them together, especially if you only require a medium resolution final result, perhaps for the web.

To reduce the resolution of any image, reduce its size on the page to the required size and then use the Utilities -> Optimize option. Select the Bitmap size tab and the required resolution from the drop down. 96dpi represents the same resolution as the screen although it is sometimes beneficial to have a higher a resolution, such as 150dpi. This will replace the photo with a lower-resolution JPEG.

Note that the panorama stitcher works better with higher resolution images (it's easier for it to find matching points on the photos).

When you get the stitched image back, this is stored as a PNG image in Xara Xtreme. This is the highest quality, but takes a lot of memory and file space - especially if it's a high-resolution panorama. (The Bitmap Gallery will show you how much.) Therefore you can usually benefit from reducing the resolution of the final image and converting it to a JPEG instead. Again use the Utilities -> Optimize option for this.

Notes:

- The panorama stitcher expects the images to be the same resolution and size.
- Try to avoid taking pictures with moving objects in. These can confuse the system since the same object might appear in different places, or not at all.
- Try to keep the horizon at the same approximate position on each photo. Hint: By taking photos in a portrait orientation, you can get maximum vertical coverage.

Upgrades to Panorama Studio
There is an optional upgrade to a more flexible and powerful Panorama Studio program. This provides more features and controls over the stitching process. Xara Xtreme Pro users get this separate program for free, bundled on the product CD.

When Panorama Studio is installed you will be given the option to use it instead of the standard version when you select the Panorama button.

Rotate by 90° controls

The two rotate icon will rotate the selected photo or photos by 90 degrees anti-clockwise or clockwise. It performs the same action as rotating the object 90 degrees using the Selector tool, but is simply a more convenient way or re-orienting photos.

Live Effects

The following new Live Effects have been added. If you select the Live Effects tool you will find them listed in the 'New' drop down menu.

Art Filters

Painting: This effect creates paintings which feel realistic by trying to "redraw" the content of the image using a pre-defined brush shape. With the many parameters on the Brush, Size, Direction, Color, Transparency and Paper tabs you can specify how this brush shape is used, based on the original image. It's best to try the settings and experiment with the parameters and the effects they have.

Color Filters

Channels: Exchange the color channels of the RGB color model.

Chromatic Aberration: Sometimes described as 'purple fringing' is a type of image distortion caused by a camera lens. Chromatic aberrations are caused by the cameras lens not focusing different wavelengths of light onto the exact same focal plane (the focal length for different wavelengths of light is different). The index of refraction for blue light (short wavelengths) is larger than that of red light (long wavelengths). The amount of chromatic aberration depends on the dispersion of the glass. Chromatic aberration makes images appear fuzzy. Selecting this option simulates it and creates an interesting artistic effect. It can also be used for correcting images taken using cameras with a poor (very small) lens, which contain the described shift of red and blue shares.

Color Balance: Targeted color balance for bright, middle and dark areas of specified colors. Poor coloring in an image can be corrected by changing the balance between red and cyan, green and magenta, and blue and yellow.

Color with Gradient: Colors an image with a color gradient available from the list. The criterion for coloring may be brightness, saturation, hue of the red, green or blue channel.

Hue/Saturation/Brightness: Correct hue, saturation, brightness of the image in the effects dialog and check the result in the preview.

Negative: Creates a negative of the area to which the effect is applied.

Poster: A normal RGB image consists of 256 brightness values for red, green and blue. With poster you can reduce these brightness values to a new value in the range of 2-256. So, the image will lose colors due to this effect: The less grades of brightness, the higher the color loss.

Shade Curve: Manually correct all color values in an image. By changing the gradient of the shade curve you assign new brightness values to the red, green, and blue channels (i.e. all channels simultaneously). The starting value in each case is a straight line from bottom left to top right. Areas which are corrected

upwards will be brighter, otherwise darker.

Threshold: Creates an image of only two hues. Colors with a brightness under the limiting value are assigned to the minimum color, colors above it are assigned to the maximum color.

Deformation Filters:

Barrel/Pincushion Correction: Barrel distortion is an effect often associated with wide angle lenses that causes an image to be spherized at the center. Pincushion distortion is an effect caused by zoom lenses or telephoto adapters that causes an image to appear 'pinched' at the center. Selecting the Barrel/Pincushion correction option allows you to correct barrel or pincushion image distortion, or add them to an image as an artistic effect. The background color of the resulting image borders can be set under "Background". Select the "Avoid Borders" option to zoom further into the image and hide the background.

Concentric Waves: Creates circular waves around the center of the image/object, similar to a stone dropping into water. Wavelength and amplitude can be set in the filter's dialog window.

Dent/Bump: Creates a dent or bump around the center of the image/object. Use the slide control in the dialog window to regulate the intensity and the type of the effect.

Even Waves: Superimposes the image with horizontal and vertical waves of adjustable length, amplitude and phase.

Fisheye-perspective: Distort images to look as seen by a fish so that the center of the image bulges forward. Adjust the intensity of the bulge by moving the slider from right to left. In the above dropdown menu you can add an additional effect to the bulge. The "Normal" setting here means that the "clean" fisheye effect will be applied. By using the slider next to the flip menu you can adjust the transparency of the entire effect when using an additional effect. Moving it to the leftmost position gives the maximum effect, while only the original image is displayed when set to the right.

Liquid Color: This tool is ideally suited to create caricatures and deform your images. A click on the icon opens a preview in which the active image area can be edited with the editing modes listed to the right. Use the "Brush size" and "Thickness" sliders to regulate radius and the effect of the current mode. Deactivate the respective direction arrows to protect the image from modifications in a horizontal or vertical direction. "Reset" returns you to the original state.

Warp: Creates a warp rotating around the center of the image/object. Intensity and direction can be regulated with the slide control.

Distortion Filters:

Add Noise: Generates "random" noise and superimposes it on the image.. Use "Density" and "Intensity" to limit the intensity and deviation from the original color value. If "colored" is not ticked, the color of the pixels is preserved, they will only become brighter or darker.

Diffuse: The pixels in the image are dispersed like grains of sand. Select the intensity by defining the maximal horizontal and vertical dislocation.

Maximum: Searches for the brightest pixel in the defined area and replaces the current pixel with that value (see Median).

Median: This effect calculates the median of the pixels within the area defined by "Horizontal radius" and "Vertical radius" and replaces the current pixel with that value.

Minimum: Searches the darkest pixel in the defined area and replaces the current pixel with it (see Median).

Noise Reduction: Noise reduction is a soft-focus effect that does not make the image fuzzy.

Noise reduction (selective): The selective effect version changes only those pixels whose color value exceeds that of neighboring pixels by a specific threshold value. The "Very Strong Correction" setting includes the next neighboring pixels (a radius of 2 pixels) in the computation.

Remove Stains: This effect calculates a mean color value within the defined "Radius" which only becomes active if the new color value deviates from the original by more than the "Limit". By trying out parameters, preferably with a soft brush, you can make stains, dust and scratches invisible on the image.

Other Filters:

User Filter: Use this effect to create your own filter by combining a pixel value with neighboring pixels. In the 5x5 matrix, enter values in accordance with the weighting of the pixels (e.g. 2 means twice the value). The center field of the matrix is the point to which the effect is applied. All pixels of the matrix are then added in accordance with their weighting, divided by the dividend and the compensation value is added to the result. The result then replaces the pixel in the center of the matrix. The best way to understand the effect is to experiment with it.

Sharpen Filters:

Unsharp mask : This filter is a high-quality focusing tool (although the name might be confusing). The name is derived from the fact that during the focusing process the image is compared to a soft-focus copy, and the differences are used to enhance contrasts. With 'Radius' you set the radius within which the filter searches.

Soften Filters

Camera Zoom: Creates an effect similar to a fast camera zoom. In addition to the effect intensity, you can select between zoom in and zoom out, and choose the zoom depth.

Gaussian Blur: Creates a blurred image, but in contrast to "Blur", pixels are weighted. Pixels further away from the point of focus are less important than pixels closer to it. The name is derived from the method of data weighting with the help of a Gaussian bell curve, a function that takes place around the pixel to be processed. Here you can also define the "Radius" within which pixels are used for calculation.

Gaussian Blur (Smart): This function is similar to the Gaussian blur, but with the significant difference that for pixel blurring only those neighboring pixels are used, where their color doesn't deviate more than the given "Threshold" parameter. This leads to blurred areas with similar colors, while contrasting edges are preserved.

Motion Blur: This function creates a directional blur, similar to that on a photo taken with a slow shutter. Use "Distance" and "Direction" to define the intensity and direction of the effect.

Rotation: The effect is similar to that achieved by quickly rotating a camera while taking a picture. Available parameters are intensity and mode (rotation left, rotation right, and rotation amount).

Blur: Creates a blurred image by averaging an area of points. "Horizontal radius" and "Vertical radius" specify the number of pixels used for blurring in a horizontal and vertical direction.

Stylising Filters

Bumpmap: This effect creates a relief view with the difference that you have a light source that you can position. The resulting lighting effect makes the image look very metallic. Experiment with the position of the light source, intensity, unevenness and, above all, the height and width of the light cone to find the optimal lighting.

Emboss: Makes the image look as if it is embossed in metal.

Find Edges: Finds edges in the image. The thickness of horizontal and vertical edges can be set with the associated slide controls, and also the intensity of the effect.

Relief: Creates a relief view of the image. Use 'Depth' to specify the intensity and 'Direction' to define the direction of the light. Additionally, you can select whether the edges of the relief are gray or in the color of the image, or whether the relief is added to the image.

Video Filters

Deinterlace: This effect is mainly intended for snapshots of video images.. Use

"Even" or "Odd lines" to select which field to remove and "Interpolation" to define whether the lines of an image are simply doubled, or whether the missing lines are to be interpolated.

Other Enhancements in V4

Color Handling

The Color Sampler
The color line now includes the Color sampler tool (which used to be in the color editor) and the tool has been improved.

The Color sampler no longer simply samples the screen (RGB) color. Instead if you point to a shape with a solid fill color, the Color sampler will pick up the actual color of that shape, including the color model, so the color is copied exactly to the selected object(s). If the target color is a Named color, instead of simply copying the color, the Color sampler will apply the same Named color to the selected object(s). If the object under the mouse pointer is complex (eg. has transparency applied) and the Color sampler cannot determine the actual vector color, it drops back to the old behavior of simply sampling the screen RGB color.

Another addition is that the Color sampler shows a small pop-up at the mouse pointer which indicates the color that is being sampled at that point. This will either be the palette color name, the name of a Named color, or the color model and color value.

The Color Line.
Current fill color and current line color blips are now shown on palette colors too.
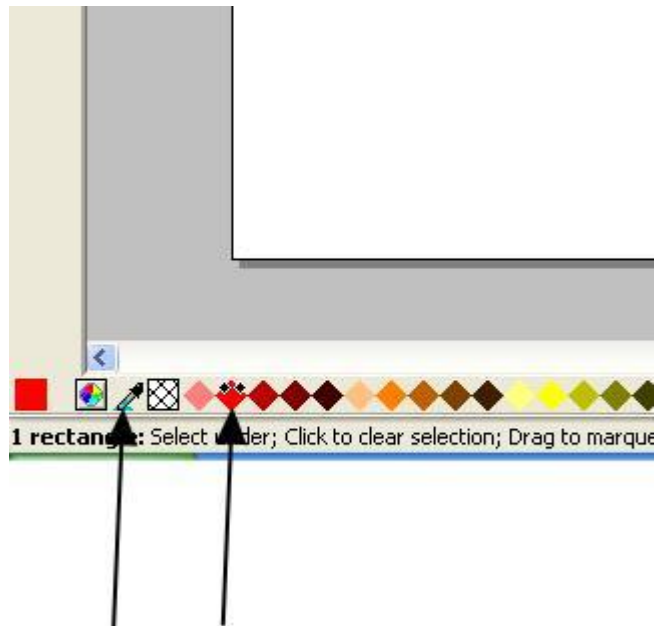
Importing Named Colors

When a design is imported into the current document (eg. import from the clipart gallery or import a XAR file) any Named colors in the imported design which have the same names as colors in the current design are given the color values from the current design. This means that you can choose a template, change its theme colors and then import more templates of the same theme and the imported designs will immediately pick up your modified theme colors. For example, import a red graphical button from the Clipart Gallery, change its main theme color from red to green, then import a red logo graphic of the same theme. When the logo appears in your design, instead of being red it will have picked up your chosen green theme color automatically.

Colors in The Name Gallery

The Used colors section of the Name Gallery lists the colors used by the current document (or by the current page of the current document in the case of multi-page documents).

The Name Gallery now shows used palette colors and used edited colors as well as Named colors (earlier versions showed only Named colors).
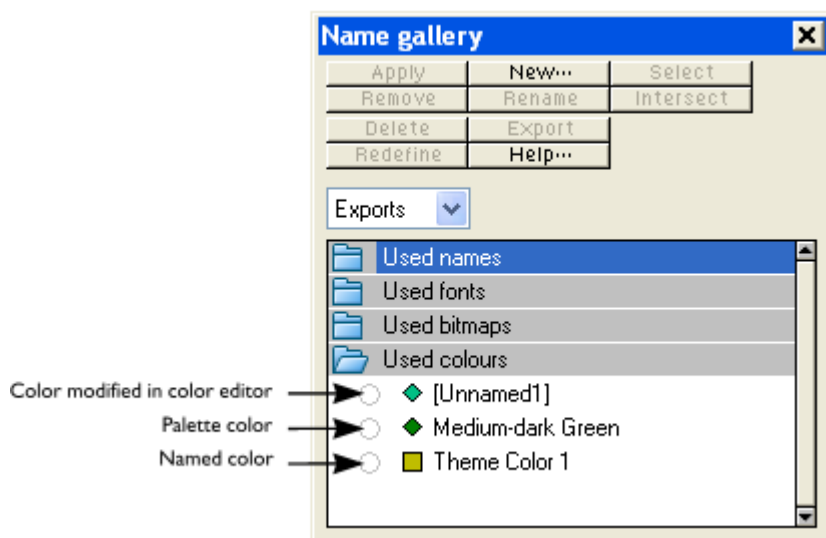
Clipart Gallery - Import to New Page

You can now right-click on a design in the Clipart Gallery and choose the new option "Import to new page".

This imports the chosen design onto a new page of the current design. The new page is added following the currently selected page.

New Pop-up Sliders

The pop-up slider (for example as used for the feather control) has been improved so that it now works in two different ways. As in earlier versions you can still click, drag and release all in one mouse operation and the slider then disappears immediately. However now alternatively you can click and release the button to make the slider appear, then click and drag on the slider as many times as required, and then click away from the slider to make it disappear. This updated slider is also used extensively in the new photo tool. You can also use the mouse wheel over the slider to adjust the values by +/- one unit.

Quality Slider (new "very high" quality setting)

The quality slider, which allows the user to choose how their design should be displayed, has been simplified. There are now fewer quality steps, making it easier to use. However there is also now a new "Very High Quality" setting, which makes photos that have been scaled down appear at much higher quality than before.

There are 5 different quality settings, which are as follows:
- Outline only. This is now fully anti-aliased for higher quality screen display
- Outline with blend steps
- Full color (no anti-aliasing)
- High Quality (full anti-aliasing. Image smoothing)
- Very high quality (industry best anti-aliasing. New bi-cubic photo display considerably improves the quality of scaled down photos).

The default quality level is "High" to give the most useful balance between quality and performance.

Import/Export Format Changes

RAW Photo Import
You can now import (either using the Import menu option or just drag n drop the file onto the Xtreme window) RAW digital camera files.

The following other new formats have been added:-

Import:-
.JP2, .JPX, .J2C, .J2K, .JPF
.DCM Digital Imaging and Communications in Medicine (DICOM) image format
.FAX Fax image from a fax received or created with fax software
.SGI Silicon Graphics Image

.WBMP Wireless Bitmap Image. Black and white (1-bit) bitmap image format used by mobile devices.

Export:-
.JP2, .JPX, .J2C, .J2K, .JPF
.WBMP Wireless Bitmap Image. Black and white (1-bit) bitmap image format used by mobile devices.

PDF Export

When exporting PDF/X with font embedding turned on, all fonts are embedded. However when exporting PDF the 14 base fonts are not embedded, as these fonts are generally available to all PDF readers.

Note: If fonts referenced by the document are missing, PDF export no longer issues a warning. Instead the substitute font chosen by Xtreme is used, with no warnings. The font warning dialog has been modified accordingly since it now reports only copyright restricted fonts which don't permit embedding.
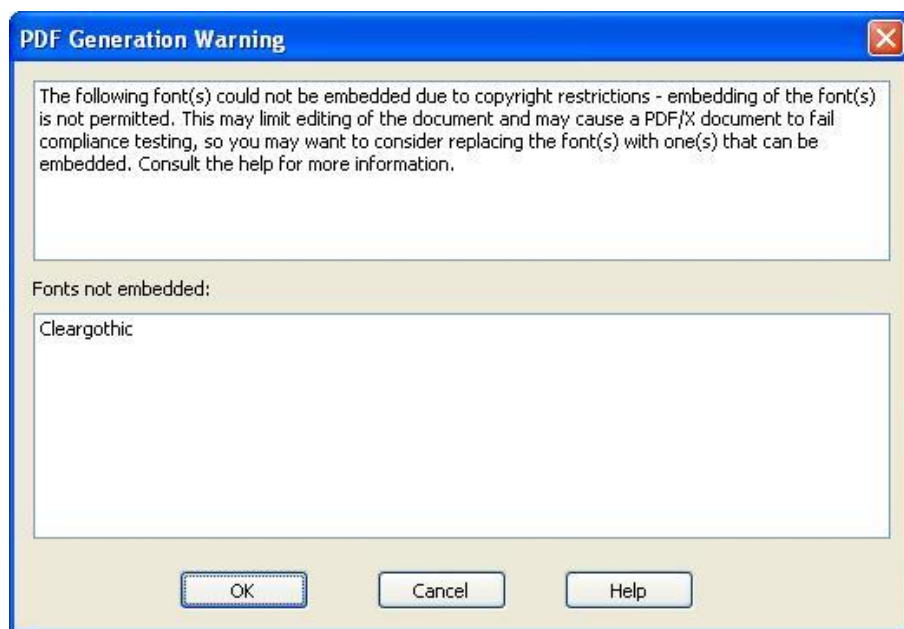
Templates

A large collection of new top quality editable templates have been added, including more brochures / flyers, newsletters and new categories such as web pages and scrapbooking. You can find them in the Clipart Gallery.


Selector Tool

In the Selector tool, when dragging to select objects, the objects are now shown as selected during the drag and not only when the drag is complete.

Marquee selection options
By default, dragging a selection rectangle selects only those objects which are wholly inside the rectangle. This behavior can be changed so it's compatible with the way selection works in Adobe applications, whereby the objects touching the rectangle outline also become selected. Hold down the Ctrl key while dragging, to include in the selection those objects touching the selection rectangle. The Utilities > Options dialog enables you to change this default setting for marquee selection. So you can choose to have objects touching the selection rectangle selected, without having to hold down the Ctrl key during the drag. In this case, holding the Ctrl key down while dragging selects only the objects wholly inside the rectangle.
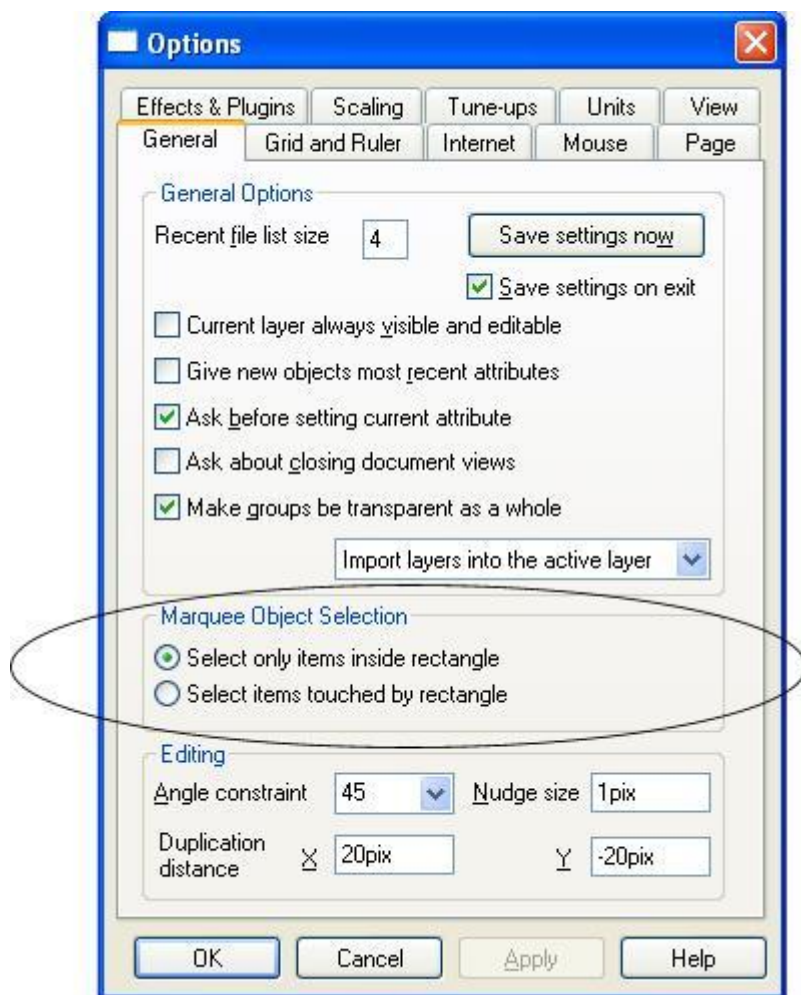
Other Miscellaneous Changes

- Improved, more accurate shape intersection (path clipping)
- Zoom out now retains the image in the center of the screen even down to small zoom
- Single tile bitmap fills now show transparent around the outside, in order to avoid edge aliasing effects (and it's also more compatible with Adobe clip regions).
- Outline mode is now anti-aliased, for a much higher quality display
- Right click copy / paste text when in the Text tool
  Flash export is now automatically clipped to page size.