

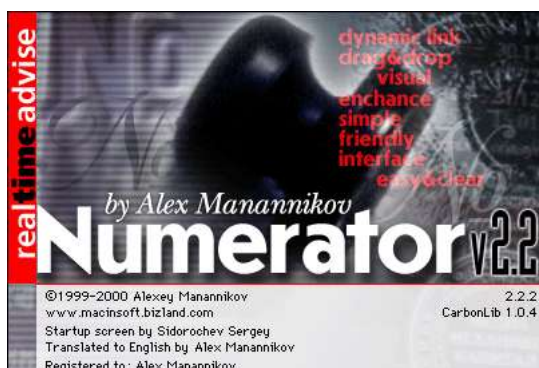
Numerator 2.2 version 2.2.2

Documentation

Alex Manannikov, www.macinsoft.bizland.com

Contents

What is it?	p. 1
What's new in this version	p. 1
Tech metrix	p. 1
Working with Numerator	p. 2
Objects	p. 2
Create, Move & Delete the object	p. 3
Changing properties	p. 3
Some Words About ASCII Database File Support	p. 4
Create & Delete link	p. 5
Alignment of objects	p. 5
Printed pages	p. 5
Review pages	p. 5
Create matrix	p. 5
Export to Database	p. 5
Distribution	p. 6
Version history	p. 6



What is it?

Numerator - application, which concerns to the class " the printing variable data ", i.e. Numerator will allow you to enumerate (or personalize) documents, which should have unique numbers or data (guarantee coupons and other). You can print numbers with auto increment, data from database and text.

What's new in this version

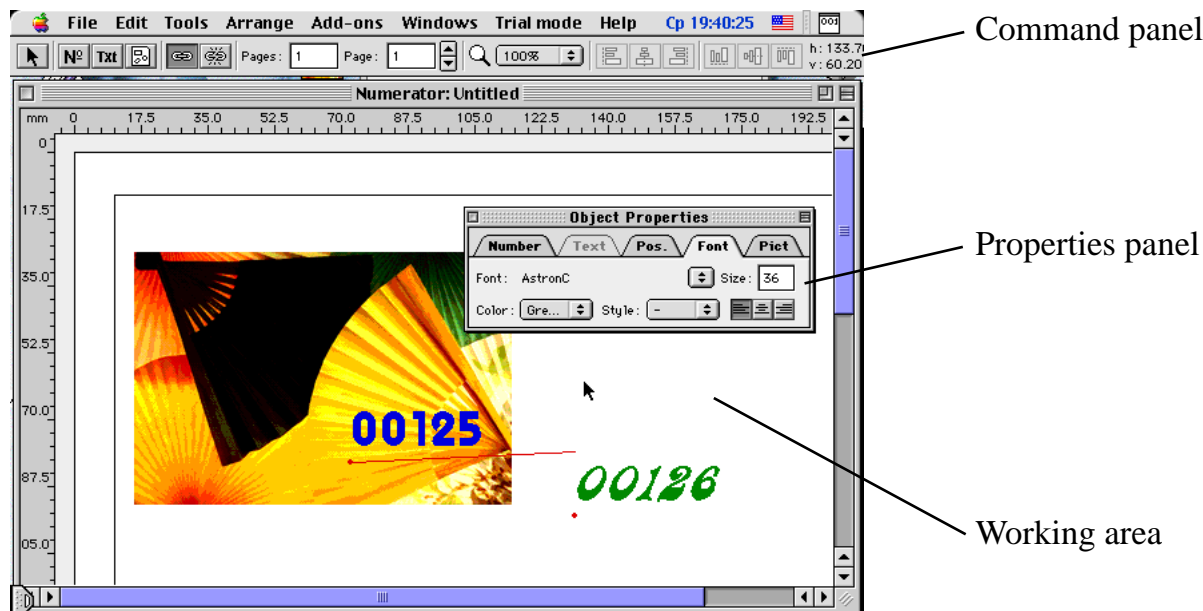
Fixed:

- objects selection by arrangement
- selection rect bug
- zero's then using mm or inches
- vertical alignment

Tech metrix

OS required	- Mac OS 8.1 and up with CarbonLib 1.0.4 or Mac OS X
RAM required	- from 4 Mb
Max count of objects	- set by user (more objects - more RAM)
Units of measuring	- pt (points), mm (millimeters), in (inches)
Min step of moving	- 1 pt (0.35 mm)
Max file size	
for database importing	- not limited
Properties changeable	- font, size, color (+ gradients), position, name, increment, justify ...
Startup screen by	- Sergey Sidorochev

Working with Numerator



The working window of Numerator consists of the following units:

- + Command panel, there are (from left to right):
 - the Arrow button - the main mode
 - the Number button - to place the object of the type Number.
 - the Text button - to place the object of the type Text.
 - the Picture button - to place the object of the type Picture (PICT File)
 - the Link button - to create a link. Creates sequential link between objects.
 - the Unlink button - to delete a link.
 - field for input of amounty of pages of printing Pages
 - arrows of choice and field of display of number of current page
 - menu of choice of a scale Zoom
 - buttons of alignment of objects Align
 - current coordinates drawings
- + Working area, in which enter:
 - working field with printed page on it
 - scrollbar horizontal and vertical
- + Properties panel with
 - Number setup tab
 - Text setup tab
 - Position setup tab
 - Font setup tab


Objects

Object - any data form Numerator can work with.

- Objects can be:
- number,
 - text (simple - entered by user or from database)
 - picture (only for viewing).

Create, Move & Delete objects

To create new object:

Click on the appropriate button on the command panel: 

Cursor on the working area will remain changed. Click on the working area to place object of the selected type (in this version no more then 1 picture can be placed and it is not printed - only viewed).

To move an object(s):

Select one or more objects by clicking on it (with Shift key pressed for more than one object) and drag selected objects to the new place on working area. You also can move object by setting its position property in the Object Properties panel.

To delete an object(s):

Select one or more objects by clicking on it (with Shift key pressed for more than one object) and press the Delete key. Objects will be deleted.

Changing properties

To change application-wide settings use Preferences command from menu File.

Here you can set following properties:

Max count of objects - maximal count of created objects.

Command characters for database import & export - you specify characters which will be used to separate fields and records (lines) then import from or export to database ASCII file happens.

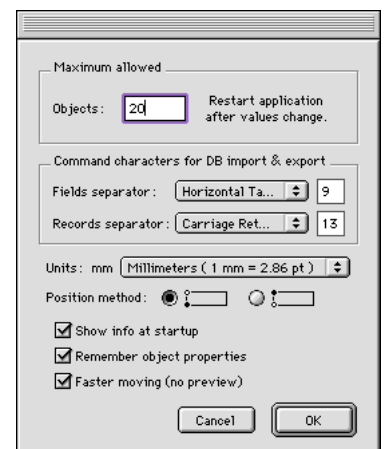
Units - here you specify units of measurement on working area

Position method - can be one of the two: left top or left bottom.

You can also set left, center, right top and left, center, right bottom using Justify buttons on Object Properties panel.

Show info at startup - manipulates with startup splash screen (can be set cleared only by registered user).

Faster moving - objects moving without real-time preview (show only bounding box).



Preferences dialog

To change properties of objects use Object Properties panel.

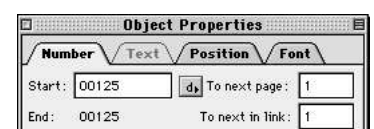
This panel consist of four tabs:

- number setup tab
- text setup tab (including database import)
- position tab
- visual representation (font) tab.

Number setup tab.

Here you can set starting number for this object (not more than 10 digits with optional leading zeros), increment for it to next page or and to next object in link.

To change format of number, use button with menu (decimal, hexadecimal). This setting applies to number and increments.



Number setup Tab

Text tab.

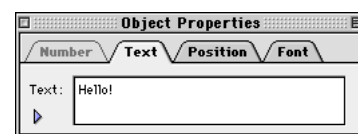
In this tab you can enter simple text or specify database ASCII file to import files from.

Use triangle item to expand text tab to see additional settings.

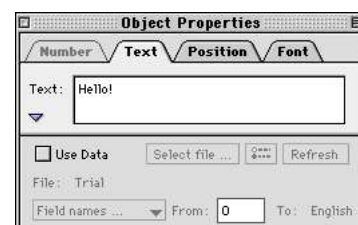
To specify ASCII database file for importing follow these steps:

- click on Use Data check box
- click on Select file ... button
- select database file (don't forget to specify command characters in the Preferences dialog which can be called from this tab by clicking on Prefs button)
- Fields pop-up menu will contain fields names from datafile
- select appropriate field and record starting position in file (record number 0 always contains field names)

Use Refresh button if names or count of fields have changed.



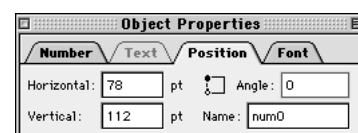
Text Tab (normal)



Text Tab (expanded)

Position tab.

This tab is for changing coordinates and name (used for export) of object. Angle property is not available yet.



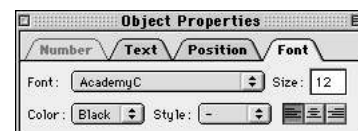
Position tab

Visual representation (font) tab.

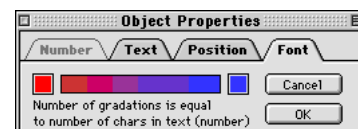
Use this tab for changing visual properties of objects

You can change:

- font
- color (simple, custom from system palette or gradient)
- style (one or more at one time)
- justify.



Font tab



Font tab (gradient property)

Some Words About ASCII Database File Support

Numerator support importing from and exporting to ASCII database files of following format:


example of file with N fields and M records:



```
<Field #1 name> <fsc*> <Field #2 name> <fsc> ... <fsc> <Field #N name> <rsc*>
<Field #1 data1> <fsc*> <Field #2 data2> <fsc> ... <fsc> <Field #N data3> <rsc*>
.....
<Field #1 dataM> <fsc*> <Field #2 dataM> <fsc> ... <fsc> <Field #N dataM> <rsc*>
```

*) fsc = field separator char

*) rsc = record separator char


Create & Delete Link

Links can be created between two Number objects using button  from the command panel. This is very useful if you want to print tickets which is more than 1 item on page. In this case you must enter manually only first (start) number and the others will be generated using To Next in Link increment property.

To create link just click button  and select the first object, hold down Shift and select others. If you select objects without Shift pressed down, you will always get new Link. To delete a link, click on  button and then click on the object included in link. Link will be deleted.


Also link will be deleted on the duplicated and copied objects.

Alignment of Objects


Objects can be aligned using these buttons: 

You must select two or more objects at one time to enable this feature.

Printed Pages

Amount of pages that will be printed is shown and can be set via edittext box: 

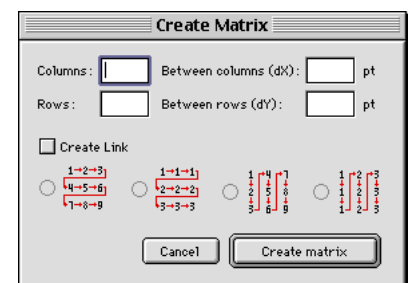
Review Pages

Number of page that is shown on the screen can be set directly by entering it  or using arrows control.

Create Matrix

Create matrix add-on used then you need to create matrix of numbers that must (or not) be linked.

To create matrix first select one not linked object and select Create Matrix from the Add-ons menu.



Create Matrix Add-on

Export to Database

Format of written database is discussed in the chapter “Some Words about ASCII Database File Support”.

Then you select command Export to Database, first record filled up with objects names in the order of its creation.

Distribution

This program is distributed "as is" (i. e. you use it on the fear and risk, the author does not carries any responsibility for probable damage of your property, program and the hardware, and also your nerves).

If the program has liked you and you use it, pay the author \$25 USA using on-line services www.kagi.com or Register application (included).

Version history

- 2.2.1.- new: - "Arrange" menu
 - fixed: - picture import bug
 - gradient drawing in floating panel
 - floating panel items hiding bug
 - "Style" menu
- 2.2 - new: - Compiled with CarbonLib 1.0.4 (or later), compatible from Mac OS 8.1 to X (not tested).
 - hexadecimal format of numbers (upto FFFFFFFF)
 - any number of pictures can be imported using QuickTime (TIFF, JPEG ...)
 - imported pictures now printed (72 dpi)
 - fixed - some little bugs
- 2.1.3 - new: - database import
 - Font tab remaked (added Justify buttons)
 - fixed: - some little bugs
- 2.1.2 - new: - justify (text & number)
 - fixed: - no "StdCLib not found" message on pre-9 MacOS
- 2.1.1 - new: - grouping of objects
 - fixed: - undo after aligning
 - color settings for more than one object
- 2.1 - new: - inches
 - New, Close, Save As commands
 - position methods (set in Preferences dialog)
- 2.0.5 - new "trial" mode - for the period of 15 days you can use Numerator with it's full functionality
- 2.0.4 - "Export to database" added
- 2.0.3r1 - minor bug in registration process fixed
- 2.0.3 - bugs fixed:
 - prints after the saving or opening
 - opens files from any folder
 - imports pictures from any folder
 - localization-ready
- 2.0.2 - new features:
 - changeble units of measurement (mm and points - Preferences)
 - Fast object moving mode (Preferences)
 - AppleEvents supported (open & quit)
 - bugs fixed:

- file type is now checked before opening
- Object Properties panel now hided and showed the right way

2.0.1 - bugs fixed: deleting of linked object

placing of objects in not 100% zoom mode is now OK
increased speed of previewing with picture
coordinates of picture is now changeable

2.0.0 - many bugfixes and corrections

(Because of it, It's recommended to use version 2.0.0 than 2.0b4)
changed format of the saved file (!!!)
Create Matrix add-on for registered users

2.0b4 - corrections, first public release
more user-friendly interface