

## Insert Object Dialog Box

The **Insert Object Dialog Box** allows you to create a new object or select an object from an existing file. You can choose to display the object in its native form or as an icon. You can also create a link to an existing file. The available types depend on the OLE2 compliant application your computer.

### **Creating a new object**

To create a new object to insert into the document perform the following steps:

1. Check the **Create New** radio button.
2. Select the object type from the **Object Type** listbox.
3. Click Ok.

To Create an object from an existing file perform the following steps:

1. Check the **Create from File** radio button.
2. Enter the name of the file that contains the object or choose **Browse**.
3. Optionally check the **Link** checkbox to create a link to the object.
4. Click Ok.

In either case, you can optionally display the object or link as an icon by performing the following steps:

1. Select an object as explained above.
2. Check the **Display As Icon** checkbox. (The default icon is displayed.)
3. Choose **Change Icon** to select a new icon..

## Paste Special Dialog Box

The **Paste Special Dialog Box** allows you to choose the format on an object to be inserted from the clipboard. The available types depend on the type of object currently on the clipboard.

### Pasting an Object

To paste an object into your document perform the following steps:

1. Check the **Paste** radio button to paste an actual object or check the **Paste Link** radio button to paste a link to the object.
2. Select the object type you would like the object pasted as from the **As** listbox.
3. Click Ok.

Whether you paste an object or a link, you can optionally display the object or link as an icon by performing the following steps:

1. Select an object as explained above.
2. Check the **Display As Icon** checkbox. (The default icon is displayed.)
3. Choose **Change Icon** to select a new icon..

## Convert Dialog Box

The **Convert Dialog Box** allows you to convert an object to another type or activate an object as another type. The available types depend on the type of object.

### Converting an Object

To convert an object to another type perform the following steps:

1. Check the **Convert To** radio button.
2. Choose the object type from the **Object Type** listbox.
3. Click Ok.

To activate a object as another type of object perform the following steps:

1. Check the **Activate As** radio button.
2. Choose the object type from the **Object Type** listbox.
3. Click Ok.

You can optionally display the object or link as an icon by performing the following steps:

1. Select an object as explained above.
2. Check the **Display As Icon** checkbox. (The default icon is displayed.)
3. Choose **Change Icon** to select a new icon..

## Links Dialog Box

The **Links Dialog Box** display the links in your document and allows you to do such things as update, change and break links. It also allows you to specify whether or no the link is automatically updated.

To update a link click **Update Now**.

- The link is updated to reflect the actual content of the source object.

To Break a Link click **Break Link**.

- The link is removed from your document.

To change the source of a link click **Change Source** and select the new source file.

- The link now points to a new object.

To open the source click **Open Source**.

- The object is opened by the application that created it.

With any link you can specify whether is will be automatically updated or manually updated.

- Check the **Automatic** radiobutton to have the link automatically updated.
- Check the **Manual** radio button to make the link update only when you explicitly update it.

## Change Icon Dialog Box

The **Change Icon Dialog Box** allows you to specify the icon and label that will represent an object or a link to an object. The default icon is the icon provided by the application that created the object.

To use the current icon check the **Current** radio button.  
- The icon remains unchanged.

To use the default icon check the **Default** radio button.  
- The icon changes to the default icon.

To select an icon from another file perform the following steps:

1. Check the **From File** radio button.
2. Enter the file that contains the desired icon or choose **Browse**.
3. Select the icon from the available list.
4. Click Ok.

Regardless of the icon chosen for an object or link, you can specify a label for the icon in the **Label** edit control. The label is displayed under the icon in your document.

## File Open Dialog Box

The *File Open Dialog Box* allows you to choose a file that contains an object.

## Change Source Dialog Box

The *Change Source Dialog Box* allows you to select a new source for a link.

## Choose Icon File Dialog Box

The ***Change Icon File Dialog Box*** allows you to choose a file from which to extract an icon to be displayed in place of an object.

# **Warranty and License Agreement**

In the following agreement "software" refers to ALL FILES included and listed in the PACKING.LST file with this product.

## **The Shareware Concept**

The software is distributed through a means known as Shareware. Shareware is not a type of software, but a means of distribution. SHAREWARE IS NOT FREE SOFTWARE. You are granted a right to use the software for an evaluation period of no more than 30 days. If you continue to use the software after the evaluation period you are required to either register the software or remove the software from your computer. While the software is not registered you may freely distribute it to anyone you want to, provided you distribute the entire software package (all files). The software is considered "registered" once the author has received the appropriate payment for the software and the "registration ID" has been entered in to the program along with your name. Once registered the software does not display the message explaining the Shareware concept and therefore can not be distributed through the Shareware channels. Once the software is registered you are responsible for adhering to the license agreement below.

## **License Agreement**

You the original purchaser, are granted a non-exclusive license to use this Software under the terms stated in this Agreement. You may use this software on any computer you own or use. You may physically transfer the software from one computer to another provided that there is NO POSSIBILITY that the software is being used on one computer while it is being used on another. YOU MAY NOT use the software with multiple terminals or on multiple computers simultaneously in a network nor on more than one computer at a time. YOU MAY NOT distribute to others copies of the software, any file copied from the distribution diskette, or the documentation. For information about using this software on a network, please contact the author regarding a site license.

The software and documentation are copyrighted. United States Copyright law provides civil and criminal penalties for the unauthorized use, reproduction, distribution, and/or sale of copyrighted material.

## **Disclaimer**

THE AUTHOR DISCLAIMS ALL WARRANTIES RELATING TO THIS SOFTWARE WHETHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, AND ALL SUCH WARRANTIES ARE EXPRESSLY AND SPECIFICALLY DISCLAIMED. NEITHER THE AUHOR NOR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION, PRODUCTION, OR DELIVERY OF THIS SOFTWARE SHALL BE LIABLE FOR ANY INDIRECT, CONSEQUENTIAL, OR INCIDENTAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE SUCH SOFTWARE EVEN IF THE AUTHOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR CLAIMS. IN NO EVENT SHALL THE AUTHOR'S LIABILITY FOR ANY DAMAGES EVER EXCEED THE PRICE PAID FOR THE LICENSE TO USE THE SOFTWARE, REGARDLESS OF THE FORM OF CLAIM, THE PERSON USING THE SOFTWARE BEARS ALL RISKS AS TO THE QUALITY AND PERFORMANCE OF THE SOFTWARE. SOME STATES DO NOT ALLOW THE EXCLUSION OF THE LIMIT OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

THIS AGREEMENT SHALL BE GOVERNED BY THE LAWS OF THE STATE OF NEW YORK AND SHALL INURE TO THE BENEFIT OF THE AUTHOR AND ANY SUCCESORS, ADMINISTRATORS,

HEIRS AND ASSIGNS. ANY ACTION OR PROCEEDING BROUGHT BY EITHER PARTY AGAINST THE OTHER ARISING OUT OF OR RELATED TO THIS AGREEMENT SHALL BE BROUGHT ONLY IN A STATE OR FEDERAL COURT OF COMPETENT JURISDICTION LOCATED IN SUFFOLK COUNTY, NEW YORK. THE PARTIES HEREBY CONSENT TO IN PERSONAM JURISDICTION OF SAID COURTS.

## Registration and Upgrade Information

If you have ANY problems with this program, please contact me, registered or not, no questions asked!

Contacting the author:

E-mail: CMaresco@aol.com

Phone: (516) 654-2908

Mail: Chris Maresco  
105 Bayview Ave  
E. Patchogue, NY 11772

### Registration

If you continue to use this software after the evaluation period, you are required to register, otherwise you must remove this software from your computer. Registration entitles you to free support, the latest version and free minor version upgrades. (See Upgrade Policy below) Once registered the registration screen will no longer appear. In addition, by registering you'll be doing your part to assure that I'll continue to work hard at providing you with quality software at a very low price. You'll also be helping to prove that Shareware really does work and you'll get the satisfaction of knowing that you did the right thing.

For information on registering please click the **Order Info** button in the Shareware dialog when you start the program.

### Version Upgrade Policy

The following applies to users who have already registered.

**Initial registration automatically upgrades you to the latest version.**

All registered users are entitled to free upgrades to all minor versions of the major version for which they have registered. For example, registered users of a product version 3.0 are entitled to all 3.X versions for free. For the free upgrade you can obtain a copy of newer version, install it over your old version and the new version will be automatically registered and personalized. This will NOT work when upgrading to a new major version. Please contact the author for information on upgrading discounts.

## General Description

**Labels, Cards & More** is a full featured, easy to use program that allows you to create labels, business cards, index cards, rolodex cards, envelopes, full page displays and anything else you can think of on your laser or inkjet printer.

Features include:

- Many pre-defined layouts for various labels, cards, envelopes and full page displays.
- Create custom layouts very easily to print on any format label, card, etc.
- Import Business Card Designer Plus business cards.
- True WYSIWYG editor supports drag and drop editing and sizing.
- Floating tool bars for tools, alignment and linesize selections.
- Object sensitive right mouse button menus for quick object manipulation.
- The ability to link data files to any label for printing mailing labels.
- Print any number of labels starting from any position on a page.
- Full color support for color printers.
- Print preview.
- Zoom commands and grid feature makes alignment and detail work easy.
- Alignment command to align object with margins or a grid.
  
- Object types include boxes, lines, circles, bitmap clipart, OLE and text in any size, font, style, color or rotation.
- "Special" objects allow you to insert:
  - Data file fields for mailing labels etc.
  - Counter objects for serialization and numbering
  - Personal information such as name, address and phone number in a single click.
  - "Quick Address" to create a single label or envelope quickly and easily.

## Quick Start

To start a new label choose File|New. Choose an existing layout or create your own and click Ok. (See [The Layout Maintenance Dialog Box](#)) A label to your exact specifications is created and all you need to do is add objects and print.

The process of adding object to a label is very simple:

- Choose a tool (from the tool toolbar or from the Mode menu)
- Click in the label at the position of the object you want to insert the object at.
  - For Lines, Boxes and Circles click at one corner and drag to the other corner.
  - For Graphics, click at the insertion point and choose the bitmap file.
  - For Text objects, click at the insertion point and enter the text.
- Adjust the position of any object by choosing the Selection tool and clicking on the object.
  - This will select the object.
  - Now you can click on it again and drag it anywhere in the label.
  - While an object's selected you can change the object's settings using various commands.  
(See the rest of this Help file for more details.)
  - You can size Box, Circle and Graphic objects by clicking on a grapple and drag.
- Save the label by choosing File|Save.
- Print a draft by choosing File|Print (Use plain paper for this).
- Make any necessary adjustments to the label and layout page spacing.
- Print the final labels on the appropriate sheet.

This is only the beginning... You can do much, much more with **Labels, Cards & More** so please read the rest of this file and experiment with all the other exciting features in the program. I think you'll find **Labels, Cards & More** can handle all you label, card and envelope needs.

# Inserting an OLE Object

## What is OLE

OLE (Object Linking and Embedding) is a standard for sharing data between OLE compliant applications. The original OLE (OLE1) specification did not allow for drag and drop or in place editing. **Labels, Cards & More** supports both OLE and OLE2. OLE2 allows you to insert an object by simply dragging it into the label. It also lets you double click on any embedded OLE2 object to edit it in place. For example you can drag a picture from your favorite OLE2 compliant drawing program and drop it right in your label. If you decide to make a change to the picture, just double click on it and **Labels, Cards & More** will transform itself into the drawing program to let you edit it. When you're done click anywhere else in the label and **Labels, Cards & More** return to normal and the picture is updated.

You can also insert a link to an object in another application or file. When the object is updated in one place, the changes appear in all place than have a link to it.

Most word processors support OLE and provide servers for graphs, charts and word art. All of these features can easily be added to your label. My favorite is word art. You can make some really fancy art work out of any text in your label using some of the word art programs available.

## Inserting an OLE Object

### Select Edit|Insert Object

OLE2 objects can be inserted two ways. You can use the Edit|Insert Object command or you can drag the object directly from a server application and drop it in the label. The directions outlined below are brief, but the process of inserting an OLE object is the same for all applications that support OLE.

To insert an OLE object using the Edit|Insert Object command perform the following steps:

1. Select Edit|Insert Object.
2. Choose the object type to insert.  
(You can also choose to insert a link or display the object as an icon.)
3. Click Ok and the server application will start.

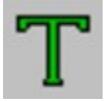
To insert an OLE2 Object using the drag method perform the following steps:

1. Start the server application.
2. Click the object to insert and drag it into the label.
3. Release the mouse button and the object will be inserted into the label.

### Notes:

**Only OLE2 supports drag and drop. For older OLE server application you must use the Edit|Insert Object method.**

## Inserting a Text Object



### Select Mode|Text

To insert a Text object perform the following steps:

1. Select the Text tool.
2. Click in the label where you want to insert the text.
3. Enter the text and click Ok.

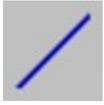
### Also See:

[Changing the Font](#)

[Rotating Text](#)

[Editing a Text Object](#)

## Inserting a Line Object



### Select Mode|Line

To insert a Line object perform the following steps:

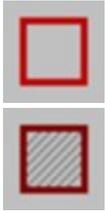
1. Select the Line tool.
2. Click on the beginning of the line.
3. Drag to the end of the line and release.

### Also See:

[Changing the Foreground Color](#)

[Changing the Line Size](#)

## Inserting a Box Object



**Select Mode|Box or Mode|Filled Box**

To insert a Box object perform the following steps:

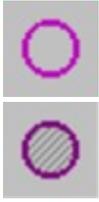
1. Select the Box tool.
2. Click on the upper left corner of the box.
3. Drag to the lower right corner and release.

**Also See:**

[Changing the Foreground Color](#)

[Changing the Line Size](#)

## Inserting a Circle Object



### Select Mode|Circle or Mode|Filled Circle

To insert a Circle object perform the following steps:

1. Select the Circle tool.
2. Click on the upper left corner of the bounding rectangle.
3. Drag to the lower right corner and release.

### Also See:

[Changing the Foreground Color](#)

[Changing the Line Size](#)

# Inserting a Graphic Object



## Select Mode|Graphic

To insert a Graphic object perform the following steps:

1. Select the Graphic tool.
2. Click in the label at the position where you want to insert the graphic.
3. Select the filename of the graphic file and click Ok.
  - The supported graphic formats are BMP, PCX and WMF.

If a graphic object is too large to fit in the label it will be automatically scaled. The scaling is done in such a way to preserve the aspect ratio of the graphic object so that the object is not distorted.

**Try right clicking on a selected graphic object and choose the Graphic Info... command to view the actual and displayed properties of the object. This can be very helpful when trying to improve the quality of the printed page as explained below.**

When inserting a graphic object you should pay close attention to the following:  
(Please note that these suggestions can greatly improve the quality of SOME graphics, but there are many situations where they may be unnecessary. Don't think that the following (somewhat technical) suggestions need to be fully understood to successfully use **Labels, Cards & More**.

### 1. Choose graphic objects with the resolution of the printer in mind.

When displayed on the screen, intricate graphics may appear distorted because the screen's resolution is far less than the printer's resolution. In general, a graphic that is displayed and printed, pixel for pixel, will appear much smaller on the printer. This means that the graphic must be "stretched" to print with the same dimensions as displayed on the screen. What really matters is how the graphic looks on paper! For the best print quality, it's best to use graphics that are much larger than the desired size and scale them to the size you desire. This way the graphic will contain enough information to print at the higher printer resolution without having to be stretched.

For example, if the printer has a resolution of 300 by 300 dpi (as most laser printers do) then a 300 by 300 pixel graphic will print 1 inch by 1 inch at 100% scale. On the screen the same graphic may be larger than the entire label at 100% scale. **Labels, Cards & More** uses a virtual resolution of 100 by 100 dpi screen resolution to provide WYSIWYG formatting, which means that the graphic will require 3 inches by 3 inches. With this in mind, scaling the graphic to occupy 100 by 100 pixels on the screen (1 inch by 1 inch virtual, 33 1/3 % scale) will cause the graphic to be printed at exactly 300 by 300 dpi, utilizing 100% of the printer's resolution capabilities and provide the ultimate print quality! Now this may seem complicated but really it is not. Just try to use graphics that are about the same size when printed 100% scale as the size on the screen you desire.

### 2. Try to keep the aspect ratio (height / width) of the scaled object the same as the aspect ratio of the unscaled object.

If the graphic contains lines on angles, changing the aspect ratio could cause the lines to appear jagged. It's always best to maintain the aspect ratio of any graphic object when sizing the object. (Size the

graphic by dragging a corner to change the height and width of a graphic together and maintain the aspect ratio.)

**Also See:**  
[Sizing a Graphic](#)

## Inserting a Special Object



### Select Mode|Special

To insert a Special object perform the following steps:

1. Select the Special tool.
2. Click in the label at the point where you want to insert the object.  
The special objects selection dialog will appear.
3. Select the object type you want to insert.  
(See [Choosing a Special Object Type](#))
4. Click Ok.

# Choosing a Special Object Type

Special Object Types are as follows:

## **DB Fields Type**

This type allows you to insert fields from a mail merge data file in to your label. To use a DB Fields you must first link your label to a data file (See [Data Files](#))

Once you have a data file linked to your label, inserting a DB Field is simple.

1. With the Special tool selected, click in the label at the position to insert.
2. Select the **DB Field** special object type from the special object dialog box.
3. Select the field to insert from the field selection dialog box and it's justification.  
(See [Choosing a DB Field](#))

### **Notes:**

The available fields are defined in the data file linked to the label and will vary depending on the data file linked to the label.

Only the field name will be displayed on the screen for each DB field. When the labels are printed, each DB Field's text will be take on the value of the corresponding field in the data file.

## **Auto Counter Type**

The Auto Counter type allows you to insert a field into your label that will take on an incrementing value when the labels are printed.

1. With the Special tool selected, click in the label at the position to insert.
2. Select the **Auto Counter** special object type from the special object dialog box.
3. Enter the minimum number of digits to print. and it's justification.  
(See [Inserting a Counter Object](#))

### **Notes:**

The counter field will only display zeros on screen.

When the labels are printed, the counter field will be incremented for each label printed and display the corresponding number. You can start the count at any value by specify a starting count in the print dialog box.

## **My Name, My Company, My Phone Number, My Address Types**

These types allow you to insert common information directly into your label without re-entering it each time. The actual text used to fill these fields is obtain from the personal information you specify in the [Personal Info Page](#) of the configuration dialog box.

1. With the Special tool selected, click in the label at the position to insert.
2. Select the appropriate special object type from the special object dialog box.  
The appropriate information is inserted into the label.

## **Quick Address Type**

See [Entering a Quick Address](#)

**All the Special Objects described above can have their font, color, rotation and size changed just like any normal text object.**

**Also See:**

[Inserting a Special Object](#)

## Choosing a DB Field

To choose a DB field perform the following steps:

1. Select the desired field to insert from the list.
2. Select the desired justification.
  - Use left for normal alignment.
  - Use center for DB fields that will be centered.
  - Use right for DB fields that will be right aligned.
3. Click Ok.

### **Notes:**

Justification settings are used to keep an object aligned correctly on the printer when the text in the justified object is a variable length (i.e. DB fields and counter objects are replaced with the corresponding text when printed). For example a DB field may be {NAME\_} when displayed on the screen. When you print labels the text in the DB field will become, for example, John Doe. If you have the object centered on the screen and use left justification the object will not be centered on the printout. If you use center justification the object will remain centered when printed because Labels, Cards & More will know to adjust the position of the object so that it remains centered around the point it's centered on on the screen. The same is true for right justification. Print a few trials to get a feel as to how this works. You'll find that it works quite nicely.

### **Also See:**

[Inserting a Special Object](#)

## Inserting a Counter Object

To insert a Counter Object perform the following steps:

1. Enter the MINIMUM number of digits to be printed.
2. Select the desired justification.
  - Use left for normal alignment.
  - Use center for counter object that will be centered.
  - Use right for counter objects that will be right aligned.
3. Click Ok.

### **Notes:**

Justification settings are used to keep an object aligned correctly on the printer when the text in the justified object is a variable length (i.e. DB fields and counter objects are replaced with the corresponding text when printed). For example a DB field may be {NAME\_} when displayed on the screen. When you print labels the text in the DB field will become, for example, John Doe. If you have the object centered on the screen and use left justification the object will not be centered on the printout. If you use center justification the object will remain centered when printed because Labels, Cards & More will know to adjust the position of the object so that it remains centered around the point it's centered on on the screen. The same is true for right justification. Print a few trials to get a feel as to how this works. You'll find that it works quite nicely.

### **Also See:**

[Inserting a Special Object](#)

## Entering a Quick Address

The Quick Address object allows you to insert a complete address into your label in one quick and easy step. It's very useful for printing a single envelope (See Quick Tip below)

To enter a Quick Address perform the following steps;

1. Enter the address you want to insert into the label.
2. Click Ok.

**Note:** You can leave any part of the address blank to leave it out of the label.

### **Quick Tip - Create a Custom Envelope Template**

To Create a Custom Envelope Template

1. Create a new label using the envelope template  
Create a new label template if necessary for you envelope size.
2. Add you return address using the *My Address* special object.
3. Added any other objects to customize you envelope.  
Leave the address section of the envelope empty.
4. Save the new label as ENVELOPE.LCM

In the future use ENVELOPE.TPL to create an envelope quickly and easily as follows:

1. Open the ENVELOPE.LCM file.
2. Use the **Quick Address** special object to add the address in the middle of the envelope.
3. Print the envelope. (Be sure to set the printer orientation and page size correctly)

### **Also See:**

[Inserting a Special Object](#)

## Data Files

To use DB Fields and the mail merge features of **Labels, Cards & More** you must create a data file that contains the information you want to link to your labels. DB Fields allow you to create mass mailing labels, envelopes, etc.

Use the **File|Link to DB File** command to link your label to a data file or change the link in an existing label.

### Creating a Data File

The data file is a simple delimited text file with the first line defining the fields used in the file. The format of the data file is as follows:

**Example: Comma delimited with Name, Company and 3 Address fields per record**

```
.,,"Name","Company","Address1","Address2","Address3"  
"John Doe","Joe's Auto, Inc.,""Suite 5A","111 Willy Lane","East Allentown PA 12345"  
"Jane Doe","Jane's Collectibles","222 Lamb Lane","Billsburg NY 11756",""  
.  
.  
.
```

#### Notes:

Note the two commas at the beginning of the first line. The first specifies the character to be used as the delimiter, the second is the delimiter between the delimiter and the first field description. (You can use any character here , | and TAB. are the most common).

The first line contains the delimiter followed by delimited fields that contain the field names. (This line **MUST** be the first line in the file, **NO BLANK LINES BEFORE IT.**)

The remaining lines contain the records.

**DO NO LEAVE BLANK LINES BETWEEN RECORDS OR AT THE END OF THE FILE.**

Each record must conform to the fields defined on the first line, but excess fields may be left out. (as in the second record in the example above)

You are **NOT** limited to names and address, fields can be anything up to 50 characters each.

You can either create data files manually using any text editor or use a database program to export selected fields from an existing database to a delimited text file, then manually insert the first line to describe the fields.

When you save your label, the link to the data file is saved with the label. If you modify the field description in the data file and open the label at a later date you will be given a warning that the fields in the data file have changed. If any of the fields present in the label have been removed since the label was saved, those fields will not print correctly.

There can be a maximum of 20 fields per data file.

The "" grouping characters are optional. Most programs that export to a delimited text file will

**group the fields with "" characters.**

# Selecting an Object



## Select Mode|Select

To select an object perform the following steps:

1. Select the Selection tool. (Not necessary to select OLE objects)
2. Click on the object you want to select.

When an object is selected a thin border is displayed around the object. If the object can be sized, a set of eight "grapples" are displayed on each edge and on each corner. You can click on any of these "grapples" to size the selected object.

### **Also See:**

[Sizing an Object](#)

### **Notes:**

**An object must be selected before it can be edited or its settings changed.**

**For objects that overlap, the smallest object that contains the point of selection is selected.**

**When an object is selected, all applicable settings for that object become the current settings. (For example, when a text object is selected, the object's Font, Rotation, Foreground and Background colors become the current settings. When a line, box or circle object is selected, the object's Foreground color and line size become the current settings.)**

**To select an embedded OLE object you need not select the Selection tool. If you click the left mouse button within an OLE object it will be selected. Double click to edit the OLE object.**

## Moving an Object

To move an object perform the following steps:

1. Select the object (**See Selecting an Object**)
2. Click anywhere within the object's border and drag the object to where you want it.
3. Release the mouse button to update the label.

## Cut, Copy and Paste Commands



The Cut, Copy and Paste Commands allow you to move objects to and from the clipboard.

Cut and Copy allow you to move objects to the clip board.

Cut removes the object from the label after copying it to the clipboard.

Paste allows you to copy an object from the clipboard in to a label.

Paste Special allows you to choose the format of the object on the clipboard to be inserted.

To Copy or Cut an object perform the following steps:

1. Select the object (**See Selecting an Object**)
2. Select Edit|Cut or Edit|Copy.

To Paste an object in to the label perform the following steps:

1. Select Edit|Paste. (See note below)
2. The pasted object will appear in the top left corner of the label.  
It can now be treated like any other object in the label.

To Paste Special perform the following steps:

1. Select Edit|Paste Special.
2. Choose the object type to paste into the label.
3. Click Ok and the object will be pasted into the label.

### **Notes:**

**The Cut and Copy options are only available when an object is selected.**

**The Paste option is only available when an object is available on the clipboard.**

**Graphic objects are treated as DIBS (Device Independent Bitmaps) when being move between a label and the clipboard. Be aware of this when trying to transfer bitmaps from other applications through the clipboard.**

## Printing Your Label



### Select File|Print

Before printing your label you can specify several parameters to customize how the labels are printed as follows:

To print one or many labels perform the following steps:

1. Select File|Print.
2. In the Print dialog box click *Printer Setup* and verify the printer settings.
3. Choose the starting label.  
By allowing you to choose a starting label, **Labels, Cards & More** lets you to print on partially used sheets of labels. There's no need to waste an entire sheet of labels to print a single label!
3. Enter the number of labels to print.  
You can click the *All in Data File* button to select all labels in a linked data file (if you have one).
4. Enter the number to start any counters with if you've included any *Auto Counter* objects.
5. Click Ok to print you labels.

### Notes:

**Because all printers are not created equal, I recommend printing a single page draft of your labels the first time you use a layout. Do this on regular paper and verify that the alignments are correct before wasting more expensive labels.**

**Once you've verified that a layout prints correctly you don't need to verify it each time you print labels using the same layout.**

**If a layout produces unacceptable results use the Edit Layout and Edit Current Label' Layout commands on the File menu to adjust the layout and retry. Again, this will only need to be done the first time you use a given layout. After that you'll get perfect results every time.**

# The Layout Maintenance Dialog Box

## Select File|New or File|Edit Layouts

The Layout Maintenance dialog box is displayed when you choose to create a new label. It allows you to select an existing layout, create new layouts, edit existing layouts and set the default layout. You can also display the Layout Maintenance dialog box without creating a new label by selecting the File|Edit Layouts command.

## Selecting an Existing Layout

To select an existing layout to use as a template for you label perform the following steps:

1. Select File|New.
2. Select the layout from the list provided.
3. Click Ok.  
A new (blank) label is created in the layout you selected.

## Editing an Existing Layout

You may want to make minor adjustments to a layout if the alignment on your printer is incorrect.

To edit an existing layout perform the following steps:

1. Select File|Edit Layouts or File|New (to create a new label at the same time).
2. Select the label you want to edit.
3. Click Edit.
4. Edit the label's properties to suite your needs. (See [Entering a Layout](#))
5. Click Ok.

## Creating a New Layout

To create a new layout perform the following steps:

1. Select File|Edit Layouts or File|New (to create a new label at the same time).
2. Click Add.
3. Enter the label's properties to suite your needs. (See [Entering a Layout](#))
4. Click Ok.

## Setting the Default Layout

The default layout is the layout that is initially selected when you enter the Layout Maintenance dialog box.

To set the default layout perform the following steps:

1. Select File|Edit Layouts or File|New (to create a new label at the same time).
2. Select the layout you want to be the default layout.
3. Click Set As Default.

4. Click Ok.

## Entering a Layout

The Layout Definition dialog box allows you to enter the properties for a new layout or edit the properties of an existing layout.

To enter the properties for a layout perform the following steps:

1. Enter the name of the layout.  
The name can be up to 20 characters and should describe the layout.
2. Enter the width and height of a single layout.  
The width and height but be at least 0.5 inch.
3. Enter the number of rows and column on a page of labels.
4. Enter the top margin.
5. Enter the side margin.
6. Enter the vertical gap (the space between columns)
7. Enter the horizontal gap (the space between rows)
8. Click Ok.

### **Notes:**

**When entering layout properties note the following:**

**All measurements must be entered in inches as a decimal (example 2.75)**

**Most printers will not include about a 0.25 inch margin around the page in the size of the print area. You should subtract 0.25 inches from the actual margins when entering the top and side margins. For example, if your labels have a 0.25 inch side margin on paper, you should probably enter 0 for the side margin. If the actual margin is 0.5 inches, enter 0.25 inches. etc.**

**The sum of the widths and vertical gaps should equal the width of the printing area on a page (usually 8.0 inches, NOT 8.5 inches)**

**The sum of the heights and horizontal gaps should equal the height of the printing area on a page (usually 10.5 inches, NOT 11 inches)**

**After entering a layout's properties, look at the preview window in the Layout Maintenance dialog box to get an idea of how the labels sit on the page and make any necessary adjustments.**

## Changing the Font



### Select Text|Font

To change the font of a single text object perform the following steps:

1. Selected the Text object (**See Selecting an Object**)
2. Select Text|Font.
3. Choose the font, size and style and click Ok.

To change the current font perform the following steps:

1. Make sure no object is selected
2. Select Text|Font.
3. Choose the font, size and style and click Ok.

# Rotating Text



## Select Text|Rotate

To rotate the text in a single Text object perform the following steps:

1. Select the Text object (**See Selecting an Object**)
2. Choose Text|Rotate.
3. Click in the rotation circle to obtain the desired rotation and click Ok.

To change the current text rotation perform the following steps:

1. Make sure no object is selected.
2. Choose Text|Rotate.
3. Click in the rotation circle to obtain the desired rotation and click Ok.

## Editing a Text Object



### Select Text|Edit

To edit a Text object perform the following steps:

1. Select the text. (**See** [Selecting an Object](#))
2. Choose Text|Edit.
3. Type in the desired text and click Ok.

# Adjusting the Margins

## Select Alignment|Margins

The Margins are used as an aid to align objects on the label. **Objects CAN be placed outside of the margins.**

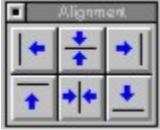
To set the margins perform the following steps:

1. Choose Alignment|Margins.
2. Enter the left, right, top and bottom margins (in inches).

### Notes:

**Margin settings are saved with the label. Each label can have its own margin settings. The margins are set automatically when the label is loaded.**

# Aligning Objects



Select **Alignment|Left** or **Alignment|Center Horizontal** or **Alignment|Right**  
or **Alignment|Top** or **Alignment|Center Vertical** or **Alignment|Bottom**  
or **Alignment|Align Selected to Grid** or **Alignment|Align All to Grid**

## Alignment with the Margins

Alignment options allow you to left align, center or right align an object with the margins.

To align an object perform the following steps:

1. Select the object. (**See Selecting an Object**)
2. Choose the desired alignment.

## Alignment with the Grid

Objects can also be aligned with the grid. If the *Snap to Grid* option is on, all objects are automatically aligned to the grid when inserted or moved. If the *Snap to Grid* option is not on, objects can still be aligned to the grid using the **Align Selected to Grid** or **Align All to Grid** menu commands.

To align the selected object with the grid perform the following steps:

1. Select the object. (**See Selecting an Object**)
2. Choose **Alignment|All Selected to Grid**

To align ALL objects to the grid perform the following steps:

1. Choose **Alignment|Align All to Grid**

### **Also See:**

[Adjusting the Margins](#)

# Changing the Foreground Color



## Select Colors|Foreground Color

To change the foreground color of a single object perform the following steps:

1. Select the object (**See Selecting an Object**)
2. Choose Colors|Foreground Color.
3. Choose the desired color and click Ok.

To change the current foreground color perform the following steps:

1. Make sure no object is selected.
2. Choose Settings|Foreground Color.
3. Choose the desired color and click Ok.

## Changing the Background Color



### Select Colors|Background Color

To change the background color of a single object perform the following steps:

1. Select the object (**See Selecting an Object**)
2. Choose Colors|Background Color.
3. Choose the desired color and click Ok.

To change the current background color perform the following steps:

1. Make sure no object is selected.
2. Choose Colors|Background Color.
3. Choose the desired color and click Ok.

## Sizing an Object

To change the size of a Box, Circle, Graphic or OLE object perform the following steps:

1. Select the object. (**See Selecting an Object**)
2. Move the cursor over a grapple on one of the edges (left, right, top or bottom).  
The cursor will change to a double arrow.
3. Press the left mouse button.
4. Drag the mouse to size the object.
5. Release the mouse button to register the changes.

To change the height and width of the selected object at the same time perform the following steps:

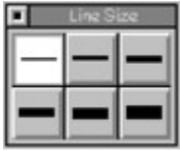
1. Select the object. (**See Selecting an Object**)
2. Move the cursor a grapple on one of the corners of the object.  
The cursor will change to a diagonal double arrow.
3. Press the left mouse button.
4. Drag the mouse to size the object.
5. Release the mouse button to register the changes.

### **Notes:**

**It's best to use the latter sizing method with graphic objects that require the aspect ratio to be preserved.**

**Text objects and DB Field objects can not be sized, they assume the size of the text they contain.**

## Changing the Line Size



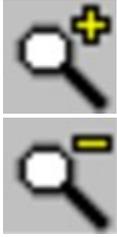
To change the line size of a single object perform the following steps:

1. Select the object (**See [Selecting an Object](#)**)
2. Click a button in the *Line Box* for the desired line size.

To change the current line size perform the following steps:

1. Make sure no object is selected.
2. Click a button in the *Line Box* for the desired line size.

## Zooming In and Out



Select **View|Zoom In** or **View|Zoom Out**

Use the Zoom commands to zoom in or out on your label.

## **Viewing and Hiding the Floating Toolbars**

You may view or hide the floating toolbars by checking or unchecking the appropriate item on the View menu.

# Configuration

## Select Options|Configuration

The configuration option opens a dialog box that contains three tabs.

### The General Tab

The general options include the following:

**1. Show graphic place holders.**

Check this option if you use LARGE graphic objects that take time to display. You won't see the graphic on the screen, but display time will be MUCH faster.

**2. Prompt when deleting an object**

Check this option to prompt before deleting an object from the label.

**3. Print crop marks on label boundaries**

Check this option to print crop marks on the corners of each label. (Excellent for use as a guide if you're cutting your own labels or cards out.)

**4. Remind to print a test page**

Uncheck this option to stop the reminder to print a test page each time you print your labels.

### The Grid Tab

The grid options include the following:

**1. Grid Size**

Enter the number of logical pixels between grid lines.

**2. Show Grid**

Check this option to display the grid on the screen.

**3. Snap to Grid**

Check this option to automatically align objects to the grid when they are inserted or moved.

Note: The Show Grid option does not have to be checked to use the grid.

### The Personal Info Tab

The edit controls on this page allow you to specify name, address, and phone number information to be used when inserting *Special Objects* into your labels.

Check this option if you use LARGE graphic objects that take a long time to display. You won't see the graphic on the screen, but display time will be MUCH faster.

Check this option to prompt before deleting an object from the label.

Check this option to print crop marks on the corners of each labels. (Excellent for use as a guide if you're cutting the labels out yourself.)

Uncheck this option to stop the reminders to print a test page every time you print your labels.

This specifies the size of the grid.

Check this option to display the grid in your label.

Check this option to automatically align all objects to the grid when they are inserted.

Your name..

Your company name.

Your address.

Your address.

Your address.

Your phone number.

