Enfocus PitStop

Getting Started
User Guide
Reference Manual

Version 1.5 – January 1998.

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Part A: Getting Started

1. Introduction

Welcome to Enfocus PitStop 1.5, the visual PDF editor. Enfocus PitStop is a plug–in for Adobe Acrobat Exchange on Mac OS and Windows 95/NT. It provides tools with which you can visually edit the contents of a PDF page.

1.1. Structure of this manual

This manual is organized in three parts.

Getting Started

"Getting Started" contains installation instructions, and explains how PitStop can be used in your work. Seasoned users will benefit from reading the chapter "Quick Start for Experienced Users".

User Guide

The "User Guide" contains information on how to perform specific tasks with Pit-Stop. A number of more advanced topics are covered in some depth as well.

Reference Manual

The "Reference manual" contains a description of all PitStop functions, including tool buttons, menu commands, and inspector panels.

1.2. How to contact us

We welcome and value all problem reports, ideas and suggestions. If you have the choice, we prefer electronic mail above other media. Feel free to send us (preferably small) sample files as email attachments.

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2. Installation

2.1. Installing PitStop on Mac OS

System Requirements

Enfocus PitStop requires Adobe Acrobat Exchange version 3.0 or higher and is compatible with Mac OS 7.5 or higher on PowerPC or 68K.

Installer

The installer for PitStop 1.5 for Mac OS is called "PitStop 1.5 Installer". It is distributed as a single file via the Internet or on CD-ROM, or it is contained on a set of two floppy disks.

To install PitStop on your Mac OS computer

- ♦ Locate the PitStop installer file or insert the first floppy disk of the installer set.
- ♦ Double click the installer file.
- ♦ Read the notes displayed in the dialog box, and press the Continue button.

The installer dialog box now displays two panes with icons. The leftmost pane contains a single icon called "PitStop", representing the files to be installed on your computer. The rightmost pane contains an icon for each hard drive attached to your computer.

- ♦ Drag the "PitStop" icon from the left-hand pane and drop it over the appropriate hard drive icon in the right-hand pane.
- ♦ Wait until the installation completes, and then press the Quit button.

Installed files

The PitStop installer copies a number of files to your hard disk. They are placed in subfolders inside the folder where Adobe Acrobat Exchange is installed.

- ♦ "PitStopReadMe" and "PitStopManual", respectively the release notes and the on line documentation for the current version, are placed inside the "Enfocus Software Docs" subfolder.
- ♦ "PitStop", the plug-in binary, is placed inside the Plug-Ins subfolder.

2.2. Installing PitStop on Windows

System Requirements

Enfocus PitStop requires Adobe Acrobat Exchange version 3.0 or higher and is compatible with Windows 95 and Windows NT 4.0 on x86.

Setup program

The Setup program for PitStop 1.5 for Windows is called "PitStop 1.5 Setup.exe". It is distributed as a single file via the Internet or on CD-ROM, or it is contained on a set of two floppy disks.

To install PitStop on your Windows computer

- Locate the PitStop Setup program or insert the first floppy disk of the installer set.
- Double click the Setup program.
- On the Welcome panel, click the Next button.
- On the Information panel, read the notes and press the Next button.
- On the Choose Destination Location panel, verify the destination folder. The destination folder must be the folder in which the Adobe Acrobat Exchange executable is installed.
- Correct the destination folder if necessary, and press the Next button.
- Wait until the installation completes, and then press the OK button.

Installed files

The PitStop Setup program copies a number of files to your hard disk. They are placed in subfolders inside the folder where Adobe Acrobat Exchange is installed.

- "PitStopReadMe.doc" and "PitStopManual.pdf", respectively the release notes and the on line documentation for the current version, are placed inside the "Enfocus Software Docs" subfolder.
- "PitStop.api", the plug-in binary, is placed inside the plug_ins subfolder.

2.3. Licensing PitStop (all platforms)

To verify that Enfocus PitStop was correctly installed on your computer, launch Adobe Acrobat Exchange, and verify that the PitStop tool is available in the toolbar. It will typically appear somewhere to the right of the Link tool.

The Acrobat Exchange toolbar when PitStop is installed

Initially, Enfocus PitStop runs in demo mode. In other words, it is fully functional except that you can't save any of the changes you make.

If you have purchased PitStop, you will have received a serial number and a license string. To register your license string and enable PitStop's save function, perform the following steps:

♦ Launch Adobe Acrobat Exchange, if it is not already active.

♦ Locate the Acrobat Exchange "About plug-ins" submenu. On Windows this submenu is in the Help menu. On Mac OS it is in the Apple menu.

♦ In the About plug-ins submenu, choose the "Enfocus PitStop…" command to bring up the about panel, which displays the current licensing information for Pit-Stop on your system.

♦ Type your name and (optionally) the name of your organization in the appropriate fields.

♦ Enter the serial number and license string for your copy of PitStop. The serial number is a 5-digit number. The license string consists of two sets of 7 characters, in the form LLLLLLL-LLLLLLL, where L stands for a letter. Entering the license string is not case sensitive but you do have to enter the hyphen in the middle of the license string.

♦ Press the Accept & Register button. By registering your license string, you accept the terms of the License Agreement listed in the Reference Manual.

If you have entered the license string correctly, the licensing information on the about panel is updated with your name, organization, the type of license you have purchased and the serial number of your software copy.

Current Licensing Information:

PitStop runs in demo mode.

Thank you for evaluating Enfocus PitStop. Be sure to contact us if you require more information!

The Enfocus PitStop team

- -

New Licensing Information:

Your name (required): Peter Camps

Organization (optional): Enfocus Software

Serial Number: 12345

License string: ABCDEFG-HIJKLMN

Demo | Accept & Register

A portion of the about panel just before registering a license string

Current Licensing Information:

User: Peter Camps

Organization: Enfocus Software

Serial nr.: 12345
Evaluation

- -

New Licensing Information:

Your name (required): Peter Camps

Organization (optional): Enfocus Software

Serial Number:

License string:

Close | Accept & Register

The same portion of the about panel after registering the license string

Updating licensing information

You can update PitStop's licensing information at any time using the procedure described above. This can be useful to upgrade from an evaluation license to a commercial license, or to correct your personal information.

3. What is PitStop

3.1. Product Overview

Enfocus PitStop is a plug-in for Adobe Acrobat Exchange. With PitStop's tools, you can visually edit the contents of a PDF page from within Acrobat Exchange.

The Acrobat Exchange toolbar when PitStop is installed

To start editing the currently displayed page, click the PitStop tool in the Acrobat Exchange toolbar. A PitStop edit window opens, showing the page's contents.
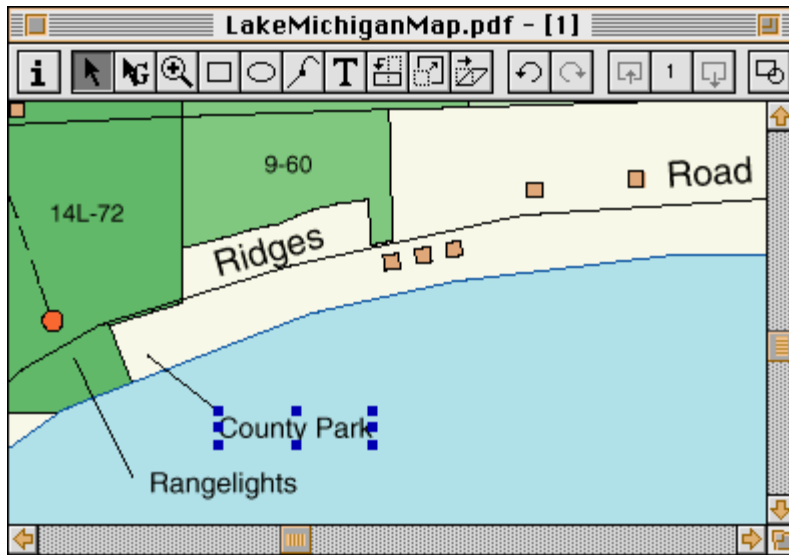
The PitStop edit window provides tools for editing objects

In the PitStop edit window, you can click–and–drag to move or resize an object, open a text line to correct a misspelling, or use the color mixer to apply a new color. Then you can save your changes into the original PDF document.

A tool focused on production

As opposed to design or layout applications, PitStop is a production tool. Training is kept at a minimum: the user works in the familiar Acrobat Exchange environment;

the editing tools are simple and intuitive. Furthermore, PitStop uses computer resources sparingly.

3.2. Features and benefits

Fully preserve page contents

PitStop fully preserves the contents of the PDF page, including all production-oriented attributes. Thus you can make changes in all safety, without the risk of damaging elements you didn't touch.

Make last minute changes

Until just before you output a PDF job, you can use PitStop's power to make corrections. You can edit individual text lines preserving their alignment (left, right, centered or justified). You can modify line art, including clipping masks, by dragging the path nodes or the Bezier control points. And you can adjust object attributes, for example to bring the width of a hairline stroke within the acceptable range for your production process.

Powerful editing features

Needless to say, PitStop offers all standard editing features, such as copy and paste and multi-level undo.

You can edit in preview mode or in wireframe mode. This combines the benefits of full WYSIWYG with the fine selection capabilities of a wireframe display.

A powerful floating inspector displays all attributes of the selected object. The inspector automatically adapts to the object type.

Any changes you make in the graphic inspector are immediately reflected in the edit window.
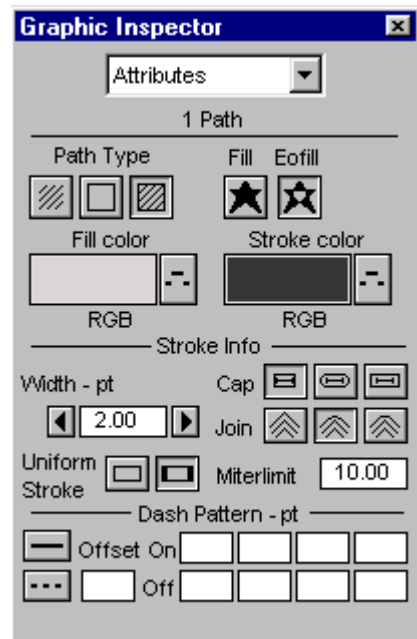
The Graphic Inspector showing the attributes for a path

Copy and paste between pages

You can copy and paste elements between pages or documents. For example, you could place a new image in a document.

Apply system fonts

You can apply any font installed on your system to a text line. If appropriate, PitStop embeds the system font in the PDF document you are working on.
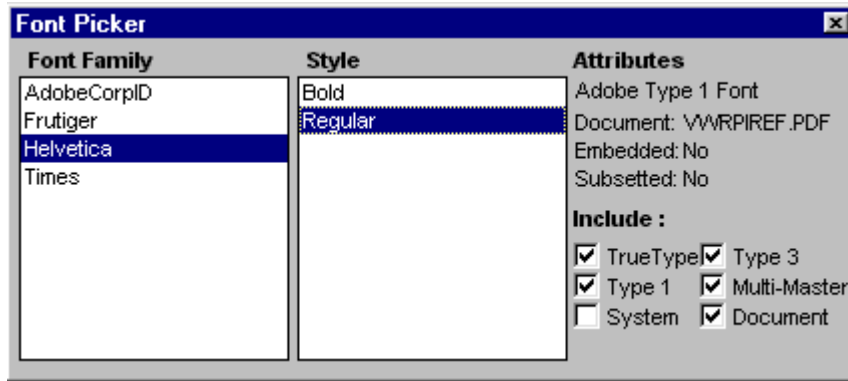
The Font Picker showing the fonts used in an Acrobat document

Powerful group navigation tools

In most applications that support grouping, you must break a group before you can change its contents. After editing, you must recreate the group again. This is laborious and error prone.

PitStop allows you to enter a group without destroying it. When you enter a group, all objects outside the group are grayed so that you see exactly what's in the group. Grayed objects are "locked", so you cannot accidentally select or modify an object outside the group. Navigation up and down the grouping hierarchy is very easy using the grouping level buttons in the Window Toolbar.

A special selection tool in the Window Toolbar allows you to select any object regardless of its grouping. This is called group-transparent selection. It's a great time saver if all you want to do is change a particular object regardless of whether it is part of a group or not.

3.3. Supported and unsupported attributes

PitStop can modify all basic object attributes, including:

- ♦ Position, size, rotation angle.
- ♦ Fill/stroke mode, stroke width, line cap, line join, miter limit, dash pattern.
- ♦ Point size, character and word spacing.
- ♦ Font family and style (restricted to fonts that already occur on the page).
- ♦ Color and overprint (new colors restricted to color spaces DeviceRGB and DeviceCMYK).

Other attributes, such as screening attributes and transfer curves, cannot be modified. However, all attributes are fully preserved (i.e. untouched) across a PitStop edit session.

4. Quick start for experienced users

This chapter provides a quick tour of PitStop. It assumes that you are familiar with Adobe Acrobat Exchange and that you can work with a graphic arts application such as a desktop publishing program or a drawing program.

4.1. Open

PitStop operates within Adobe Acrobat Exchange. To open a page for editing with PitStop, first open the document in Exchange, and go to the appropriate page. Then click the PitStop tool [icon] in the Exchange toolbar. A PitStop edit window opens, showing the page's contents. In addition, the PitStop menu is added to the Exchange menu bar.

You can have multiple edit windows open at the same time, each containing a different page. The number of edit windows is only limited by the amount of memory available to Exchange. See User Guide, Allocating more memory to PitStop on page 38.

4.2. Save

To save the changes in an edit window:

♦ Choose the Save Page command in the PitStop menu.

Or

♦ Close the edit window and click the Save button in the dialog that appears.

The changes are saved into the open Acrobat document. To save the modified document, use the regular mechanisms provided by Exchange.

4.3. Window Toolbar

Each edit window provides a row of buttons to access the most frequently used functions. The buttons are grouped in six blocks, discussed from left to right.

[i]

Show the floating Graphic Inspector panel.

Select the current tool. From left to right, there are selection, drawing and transformation tools. The second tool, called the Group-transparent selection tool, is explained in the section on grouping below; the other tools behave as expected.

Perform undo and redo.

Enter and exit a group. The number between the two group navigation buttons indicates the current group level. See the section on grouping below.

Toggle between preview and wireframe viewing mode.

Select a viewing scale.

4.4. Grouping

PitStop allows you to edit the contents of a group without ungrouping it. Select the group and double click it, or use the Enter Group button in the window toolbar. All objects outside the group are grayed. You can now select and edit objects inside the group. To leave the group, use the Exit Group button in the Window Toolbar.

A group can have a mask or clip path. You can view and edit this mask by selecting wireframe mode. Masks display in a special color.

If you choose the Group-transparent selection tool in the Window Toolbar, you can select any object regardless of its group level. If the object is in a group (even in a nested group), PitStop will automatically enter the group. You can exit from the group by using the Exit Group button or you can simply select another object.

4.5. Editing

The Window Toolbar provides access to the familiar editing tools to move, scale, rotate, shear or delete an object using the mouse. The PitStop menu provides additional editing commands.

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The Graphic Inspector is a floating panel with multiple panes. The information shown depends on the selected object(s). Most of the displayed attributes can be modified in the inspector.

You can also use the Graphic Inspector, Position pane, to move or transform objects numerically.

5. Frequently Asked Questions

1. Rectangle selection selects too many objects

The default action of drag selection is to select all objects partially or completely inside the selection rectangle. To limit the selection to the objects falling completely within the rectangle, press the Option key as you drag.

2. Rectangle selection of objects on a large background object doesn't work

Clicking the mouse once already selects the background object, preventing you to drag select. There are two solutions:

♦ Hold down the Command key and the Option key while selecting. The Command key will force rectangle selection. Pressing the Option key will ensure that the background object itself is not selected.

♦ Go into wireframe mode, then perform your selection.

3. I can't select the object I want to select

There are a number of possible reasons why the selection tool doesn't work as you expected it to:

♦ The object is inside a group and you select the whole group when you try to select the object.
Solution: double click the object to enter the group. The objects outside the group become dimmed. Now select the object you want. As an alternative you can select the object directly using the Group-transparent selection tool.

♦ You have entered a group and the object you want to select is outside that group. All objects outside the current group are shown dimmed (grayed) but this could be hard to see in some documents.
Solution: exit the group you are in by pressing the Exit Group button in the Window Toolbar until the object you want to select isn't dimmed anymore. As an alternative, use the Group-transparent selection tool to select the object.

4. The object I just created does not display

Probably you have created the object while being inside a group with mask and you placed the object completely outside the mask. Move the object into the mask. If you have accidentally created the object within the group then cut the object, exit from the group and paste the object in the desired group.

Tip: to help find "lost" objects, switch to wireframe viewing mode (click the wireframe button in the Window Toolbar).

Part B: User Guide

6. Working with documents and pages

6.1. Working with PDF documents

PDF (Portable Document Format) is the "native" format of the Adobe Acrobat product suite.

Adobe's Acrobat Distiller converts PostScript files to PDF files. Adobe's PDF Writer, a "printer" driver available on several platforms, allows applications to generate PDF directly. Some applications, such as Tailor from Enfocus Software, are capable of saving documents directly in PDF format.

Adobe's Acrobat Reader displays and prints PDF files (on both PostScript and non-PostScript devices). Adobe's Acrobat Exchange provides some basic editing capabilities on PDF files. More importantly, Exchange supports the use of plug-in modules to extend its functionality.

Enfocus PitStop is a plug-in for Acrobat Exchange. To work with PitStop, you employ the familiar Exchange user interface to open and close documents, to navigate from page to page, and to save modified documents.

Because PitStop is fully integrated in Exchange, all functions provided by Exchange or by other plug-ins remain fully available while you are working with PitStop. Furthermore, user training is kept to a minimum.

6.2. Opening and saving a page for editing

Opening a page for editing

To open a page for editing with PitStop:

♦ Open the document in Exchange, and go to the appropriate page.

♦ Click the PitStop tool in the Exchange toolbar.

A PitStop edit window opens, showing the page's contents. In addition, the PitStop menu is added to the Exchange menu bar (if it was not already there).

Page contents and meta-information

Two different types of information can be associated with a PDF page:

♦ The page contents, i.e. the marks that are painted on the page when it is displayed or printed.

♦ Meta-information, i.e. additional information about the page, such as hyperlinks, bookmarks and annotations.

PitStop works only with the page contents; any meta-information associated with the page is left untouched. Therefore, the meta-information is not shown in the PitStop edit window.

Mixing editing operations

When PitStop opens a PDF page for editing, it creates an internal copy of the page's contents. All operations in the edit window apply to the internal copy. When you save the page (see next section), PitStop updates the original PDF page contents and discards its internal copy.

Consequently, while you are editing one or more pages with PitStop, you should not perform any other editing operations on the page or on the document in which the page is contained. Instead, first close all PitStop edit windows.

It is safe however to have multiple PitStop edit windows open (see next section).

Multiple edit windows

You can have multiple edit windows open at the same time, each containing a different page. The number of edit windows is only limited by the amount of memory available to Exchange. See User Guide, Allocating more memory to PitStop on page 38.

Saving a modified page

To save the changes in a PitStop edit window:

♦ Choose the Save Page command in the PitStop menu.

Or

♦ Close the edit window and click the Save button in the dialog that appears.

The changes are saved into the open Acrobat document. To save the modified document, use the regular mechanisms provided by Exchange.

7. Editing the contents of a page

7.1. Viewing the contents of a page

Zooming in and out

To zoom in by a factor of 2

Select the 🔍 tool in the Window Toolbar and click in the edit window, or choose Zoom In from the PitStop View menu.
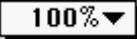
To zoom out by a factor of 2

Select the 🔍 tool in the Window Toolbar and OPTION-click in the edit window, or choose Zoom Out from the PitStop View menu.

To zoom in a rectangular area to the full window size

Select the 🔍 tool in the Window Toolbar and drag a rectangle in the edit window to define the area you want to enlarge.

To select a particular viewing scale

Click the 100%▼ popup in the Window Toolbar or choose Other... from the PitStop View menu. Enter the viewing scale in the dialog box.

To bring a window on top if you opened multiple windows

Click on the window or choose the desired window from the Windows menu.

Wireframe mode

In the normal viewing mode, called preview mode, you see the page as it will print. In wireframe mode you only see the unfilled outlines of the objects. (Text is always displayed "filled", even in wireframe mode.)

Wireframe mode is useful for the following purposes:

- ♦ To view and select objects hidden behind other objects.
- ♦ To view and edit masks.
- ♦ To allow PitStop to redisplay the screen more quickly if the page contains many or large pixel images.

To select wireframe mode

Click the button in the Window Toolbar or choose Wireframe from the PitStop View menu

7.2. Selecting objects

Selecting a single object

To select an object

- ♦ Select the tool in the Window Toolbar.
- ♦ Click on the object. The selection handles appear.

To select an object that is hidden behind other objects

- ♦ Switch to wireframe mode by pressing the button on the Window Toolbar.
- ♦ Click on the outline of the object. If necessary, zoom in to facilitate selection.

To select a mask

See User Guide, Working with groups on page 32.

Selecting more than one object

To select additional objects one by one

Press the Shift key while selecting. Selection handles appear for all selected objects.

To select a set of objects

Drag a selection rectangle around the objects you want to select. All objects that fall partially or completely inside the rectangle get selected.

If you press the Option key before you drag, only the objects completely inside the selection rectangle are selected.

To select all objects

Choose Select All from the PitStop Select menu.

Selecting consecutive objects

Objects in PitStop are arranged from the back to the front. The first object is the "back–most" object and the last object is the "front–most" object.

To select the previous or next object

Choose Select Backward respectively Select Forward from the PitStop Select menu.

To select the previous or next adjacent object

Choose Select Bw Local respectively Select Fw Local from the PitStop Select menu.

This function allows you to select the previous or next object that is close to the se-lected object (the bounding boxes overlap). This is very handy to select an object that is difficult to select directly but located very close to an object you can select.

Deselecting

To deselect all objects

♦ Select the ⬚ tool in the Window Toolbar.
♦ In preview viewing mode: click on a point where there are no objects. Note that this is not always possible. For instance, a large white background rectangle may cover the complete page.
♦ In wireframe mode, click on a point a few millimeters away from any outline.

Or

Choose Deselect All from the PitStop Select menu.

To deselect a single object

Press the Shift key while clicking to deselect a single object from a set of selected ob-jects.

7.3. Moving, scaling, rotating and shearing visually

To move a selection

Click on an object in the selection and without releasing the mouse button drag the selection.

Or

Use the arrow keys to nudge the selection pixel by pixel.

Press and hold the Option key to constrain the move to a horizontal or vertical direc-tion.

To scale a selection using the selection handles

Drag one of the selection handles.

If you use the corner handles, PitStop preserves the aspect ratio. If you use the middle handles, the object is distorted.

To scale a selection from the center

♦ Select the [image] tool in the Window Toolbar.

♦ Click on a point inside or outside the selection, and drag without releasing the mouse button. The selection will scale in such a way that the mouse pointer keeps the same position relative to the selection. Tip: start dragging at a sufficient distance from the center of the selection. This will allow you to work with greater precision.

♦ To constrain the scale factor to an integer number, press and hold the Option key while dragging.

To rotate a selection around its center

♦ Select the [image] tool in the Window Toolbar.

♦ Click on a point inside or outside the selection, and drag without releasing the mouse button. The selection will rotate in such a way that the mouse pointer keeps the same position relative to the selection. Tip: start dragging at a sufficient distance from the center of the selection. This will allow you to work with greater precision.

♦ To rotate in 15-degree steps, press and hold the Option key while dragging.

To shear a selection around its center

♦ Select the [image] tool in the Window Toolbar.

♦ Click on a point inside or outside the selection, and drag without releasing the mouse button. The selection will skew in such a way that the mouse pointer keeps the same position relative to the selection. Tip: start dragging at a sufficient distance from the center of the selection. This will allow you to work with greater precision.

♦ To shear in 15-degree steps, press and hold the Option key while dragging.

7.4. Viewing and editing object attributes

Using the Graphic Inspector

The Graphic Inspector is a floating window that shows the attributes of the current selection. It permanently stays open. This is very handy if you want to check and/or modify attributes of multiple objects.

The Graphic Inspector has several panes. You can choose a pane from the selection list at the top of the inspector. Each pane continuously reflects the attributes of the selected object(s):

♦ The Attributes pane shows the basic graphic attributes.

♦ The Extended pane shows the attributes in the extended graphic state.

♦ The Position pane shows the position, scale and rotation angle.

♦ The Statistics pane shows counts such as number of paths, number of characters, etc.

For a complete description of the Graphic Inspector, see Reference Manual, Graphic Inspector on page 55.

All relevant fields in the Attributes and Position panes are editable. In that way you can very easily modify attributes such as font, text size, color, line thickness, position, etc. All changes are immediately reflected in the document.

To view attributes of an object

♦ If the Graphic Inspector is not on the screen, click the button in the Window Toolbar, or choose Graphic Inspector from the PitStop Inspectors menu.

♦ Select the object you want to inspect.

♦ Select the proper pane in the Graphic Inspector.

To modify attributes of an object

Perform the steps listed above, then change the desired attribute(s). Note that changes in a text field are reflected in the document only after pressing Enter or clicking in another field of the Graphic Inspector.

Changing color

To change color you need the Color Mixer. See Reference Manual, Color Mixer on page 62.

To bring up the color mixer

Choose Color Mixer from the PitStop Inspectors menu.

Or

Double click a color field in the Graphic Inspector, Attributes pane.

To set up a color in the Color Mixer

♦ Select a color space by pressing one of the color space buttons in the Color Mixer.

♦ Use the sliders in the Color Mixer to obtain the desired color.

For more information about the Color Mixer or about the different color spaces, see Reference Manual, Color Mixer on page 62.

To apply a color from the Color Mixer to the selected object(s)

Click one of the apply buttons in the Color Mixer:

- ♦ ▨ Fill – to apply the color to the fill color of the current selection.
- ♦ ▢ Stroke – to apply the color to the stroke color of the current selection.

Changing a font

To change a font you need the Font Picker. See Reference Manual, Font Picker on page 63.

To bring up the Font Picker

Choose Font Picker from the PitStop Inspectors menu.

Or

Click on the Picker… button in the Graphic Inspector, Attributes pane.

To change a font

Click on the desired font family and style in the Font Picker, and then press Apply.

Or

Double click on the desired font style in the Font Picker.

7.5. Editing objects

PitStop allows you to edit text objects and paths. Paths are outlines that can be filled or stroked. Pixel images cannot be edited in PitStop.

To open an object for editing

Double click the object.

Or

For a text line, choose Begin Edit Text from the PitStop Edit Text Lines menu; for a path choose Begin Edit Nodes from the PitStop Edit Paths menu.

To edit text

Use the mouse or the left and right arrow keys to move the text cursor. You can type text, select text using the mouse, delete text etc. in the usual manner.

To stop editing, click on an area outside the text line, or press the Enter key.

For more information, see User Guide, Working with text on page 27.

The PitStop Edit Text Lines offers additional text editing features. See Reference Manual, Edit Text Lines menu on page 46.

To edit a path

PitStop provides functions to work on individual path nodes, and on the curved or straight-line segments that connect them. This process of adjusting a path's shape is called node editing.

For more information, see User Guide, Working with paths on page 28, and Reference Manual, Edit Paths menu on page 46.

7.6. Working with text

Text segments

Text is represented in PDF as a sequence of individual segments. Each segment is restricted to a single line and to a uniform style. In other words, there can be no line breaks or font style changes within a text segment. Consequently, even a single line of text may be represented by multiple segments.

In PitStop, each text segment is represented as a Text Line object.

Editing a single text segment

To begin editing a text segment, simply double it. Use the mouse or the left and right arrow keys to move the text cursor. You can type text, select text using the mouse, delete text etc. in the usual manner. To stop editing, press the Enter key.

Editing consecutive text segments on the same line

In some cases, depending on the way the PDF file was created, text lines are broken apart in more segments than strictly necessary. A typical example is optical kerning between character pairs. While optical kerning can be represented within a single text segment, applications generating PDF file do not always use this feature. Instead, they break the text segment apart in multiple segments.

To begin editing consecutive text segments on the same line with the same font style and point size, select all segments and double click one of them. PitStop automatically combines the consecutive segments into one object, and then enters text-editing mode as usual.

Note: PitStop detects consecutive segments only if they are perfectly horizontal.

Preserving text alignment

When you edit a horizontal text segment that is fully visible in the edit window, Pit-Stop activates a powerful alignment feature: it displays two triangular alignment controls, one at each end of the text segment.
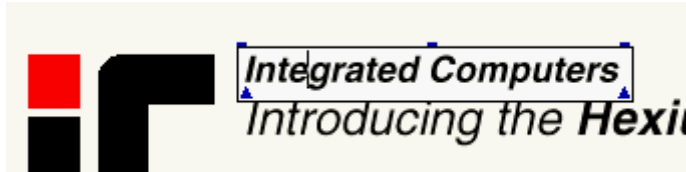
If an alignment control appears as a solid triangle (as in the example above), it anchors that end of the text in place. If it appears as a hollow triangle, it leaves that end of the text free to expand or contract. To toggle an alignment control between "anchored" (solid) and "free" (hollow), simply click it.

By clicking the alignment controls into the appropriate state, you can easily configure the four alignment modes:

In addition, you can drag the control triangles left and right to manually move the begin and end points of the text segment.

Font subsets

PDF allows embedding complete fonts and/or font subsets. A font subset only contains information for the character glyphs that are actually used in the document.

Text lines that use a font subset can be edited in PitStop, but only the character glyphs available in the subset can be used.

7.7. Working with fonts

To apply a new font to a text line, you need the Font Picker. See Reference Manual, Font Picker on page 63.

To bring up the Font Picker

Choose Font Picker from the PitStop Inspectors menu.

Or

Click on the Picker… button in the Graphic Inspector, Attributes pane.

To apply a font

- ♦ Select one or more text lines.
- ♦ Click on the desired font family and style in the Font Picker.
- ♦ Press Apply in the Font Picker.

System fonts

The Font Picker automatically lists all fonts installed on your system. When you apply a system font to a text line, PitStop can embed the font in the corresponding PDF document.

The first time you use a specific system font in a particular document, an alert panel inquires whether you want the font to be embedded or not. To avoid this alert panel, specify your default choice in the Preferences Panel, Fonts pane. See Reference Manual, Preferences Panel, Fonts pane on page 67.

Document fonts

The Font Picker can also list fonts that are used (and possibly embedded) in Acrobat documents. These fonts are called document fonts. When you select a document font in the Font Picker, it indicates whether the font is embedded in the document or not.

Whenever you open a page in PitStop, all document fonts used on that page are automatically listed in the Font Picker. To list all fonts in the current document without opening all of its pages, choose the List Document Fonts command in the PitStop menu.

Document fonts stay listed in the Font Picker after you close the PitStop window for the document's pages. However, when you close the document itself, all its document fonts are removed from the list in the Font Picker.

When you apply a document font to a text line in a different document, PitStop automatically copies the font definition into the new document. If the font was embedded in the original document, it will be embedded in the new document as well.

7.8. Working with paths

PitStop provides functions to work on individual path nodes, and on the curved or straight-line segments that connect them. This process of adjusting a path's shape is called node editing.

For example, you can:

- ♦ move nodes around
- ♦ control the shape of curved segments

- ♦ change a straight segment into a curved one, and vice versa
- ♦ cut paths into sub paths and vice versa

For a description of the menu items in the PitStop Edit Paths menu, see Reference Manual, Edit Paths menu on page 46.

To begin node editing

To begin node editing of a path, choose the tool, and double click the path. In node editing mode, the path's nodes are shown as hollow rectangles the size of a selection handle.

To begin editing the nodes of several paths at the same time, first select all the relevant paths, and then double click one of the paths. With multiple path node editing you can easily move common edges of coinciding or adjacent paths, such as in bar charts.

As an alternative to double clicking, you can choose Begin Edit Nodes from the PitStop Edit Paths menu. This starts node editing the (set of) selected path(s). The menu command may be useful to start editing an object that is obscured by another object. Use Select Backward Local to select the targeted object, and then choose Begin Edit Nodes to start editing, since double clicking would reselect the front-most object.

When working on a complex drawing with many overlapping paths, it may be more practical to switch to wireframe mode. You can then "grab through" filled paths, so that you can more easily locate the paths or nodes you want to modify.

To end node editing

- ♦ Click in the document window at some point well outside the bounding box of the paths being edited (if possible at all).
- ♦ Choose any tool in the Window Toolbar.

Several commands, including copy and paste, are disabled while you are in node editing mode. It is therefore good practice to end editing mode before you scroll to another part of your document.

To select and move nodes

In node editing mode, you can select a node or a set of nodes in the usual manner: click, shift click, or drag a rectangle. In most cases, it is wise to use rectangle select; this automatically includes all overlapping nodes in your selection.

To move all nodes in the current selection, simply drag one of the nodes in the selected set. Press the Option key to constrain the move to horizontal or vertical direction.

To manipulate Bezier control points

A path can have a mix of straight-line and curved segments. A straight-line segment is said to end in a line node; a curved segment is said to end in a curve node. In other words, the type of a segment is determined by its end node.

The first node of a path is always a line node. That's why a closed, curved path such as a circle has overlapping start and end nodes.

The shape of a curved segment is determined by its Bezier control points. When you select a single path node, or two adjacent path nodes on a segment, the corresponding control points are shown. Drag one of the control points to modify the curve's shape.
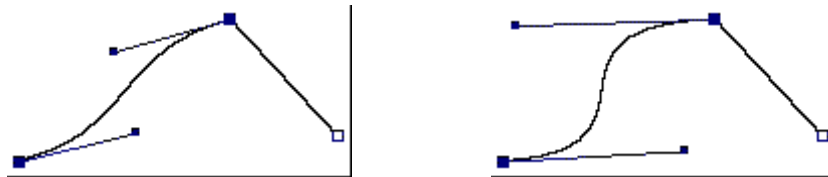
Moving the control handles of a curved segment changes the shape of the curve

Expert Note: PitStop's Bezier editing differs in some ways from what you will find in typical drawing applications. This is mainly because PitStop has to support unrestricted PDF paths, while a drawing application can impose arbitrary (and sometimes rather subtle) limitations to help streamline the editing process.

To modify nodes and segments

The Edit Paths submenu lists several commands to modify, add or delete nodes and segments. See Reference Manual, Edit Paths menu on page 46.

Composite paths

A composite path consists of two or more disjoint sub paths. Composite paths can be used to create "hollow" shapes, such as a doughnut. Composite paths can be (node-) edited and otherwise manipulated in PitStop just as regular paths.

The Edit Paths menu contains the commands Split in Subpaths and Combine in Subpaths to split or combine composite paths. Since these commands work on path objects as a whole, you cannot invoke them from within node editing mode.

Note that filling a composite path is different from filling the subpaths separately. Furthermore, if a composite is filled according to the non-zero winding number rule, the result may depend on the direction of the subpaths.

7.9. Working with groups

What is a group

A group is a "container object" that contains a set of objects. By grouping the set of objects, they behave as a single object. For instance, if you transform or copy/paste the group, all objects in the group are affected. If you select any object inside the group, the whole group is selected automatically.

One important use of groups is related to clipping masks. All objects associated with a particular mask are placed in a group (a "group with mask").

A group can contain other groups, forming a set of nested groups.

PitStop allows you to edit objects inside a group without ungrouping (breaking the group).

Navigating groups, editing an object inside a group

PitStop allows you to enter a group and to exit from a group. When you enter a group, you can edit the objects inside the group. All objects outside the group are grayed to indicate that they do not belong to the group. Grayed objects are protected against accidental selection or editing. To make grayed objects accessible again, exit from the group.

The group level

The group level is a number indicating the current level in the group nesting hierarchy. If you enter a group, the level increases by 1. If you exit the group, the level decreases by 1.

Just after you open a page for editing, the group level is 1. This is the lowest possible group level.

Group navigation buttons in the Window Toolbar

The Window Toolbar has three buttons for group navigation:

♦ ⬚ : the Enter Group button.

♦ ⬚ : the group level indicator.

♦ ⬚ : the Exit Group button.

To enter a group

♦ Select the group that you wish to enter.

♦ Press the Enter Group button in the Window Toolbar.
or
Double click the group.

The group level indicator increases by 1. Objects outside the group become grayed.

To exit a group

Press the exit group button on the Window Toolbar.

To select an object regardless of its grouping

You often want to select an object without caring whether it's inside a group or not. PitStop provides a very handy tool to do this: the Group-transparent selection tool in the Window Toolbar.

♦ Choose the tool from the Window Toolbar.
♦ Click the desired object to select it.

If the selected object is inside a group (even inside a deeply nested group) PitStop automatically enters the group(s). The group level indicator reflects the grouping level of the object.

To return to the top level group

Press the Exit Group button in the Window Toolbar until the group level indicator shows 1.

Or

♦ Choose the tool from the Window Toolbar.
♦ Click the edit window background in a location where there are no objects.

Creating a group, ungrouping

To create a group

♦ Select the objects you wish to group.
♦ Choose Group from the PitStop Arrange menu.

To ungroup (break a group apart)

♦ Select the group you wish to break apart.
♦ Choose Ungroup from the PitStop Arrange menu.

7.10. Editing and creating masks

A mask causes only the objects (or parts of objects) lying inside the mask to be visible.

What is a group with mask

In PitStop, you can apply a mask to a set of objects by grouping these objects into a group with mask. While opening a page for editing, PitStop automatically creates groups with a mask when necessary.

To view masks

♦ Switch to wireframe mode: press the ⬚ button in the Window Toolbar or choose Wireframe from the PitStop View menu.

♦ Masks are now visible as outlines drawn in a special color.

To edit a mask

♦ Switch to wireframe mode (see above).

♦ Select the mask using the Selection or Group-transparent selection tool.

♦ Use the regular path editing tools to edit the mask (including node editing).

To remove a mask

♦ Select the mask (see above).

♦ Press the Exit Group ⬚ button so that the group holding the mask becomes selected.

♦ Turn off the Mask Enabled option in the Attributes pane of the Graphic Inspector.

Note: You can not remove a mask using the Clear or Cut commands or the Delete key.

To create a mask

♦ Designate an existing object as mask, or create a new object. The object must be a path or a text line. Select the object.

♦ If you use an existing object as mask, choose Bring to Front from the PitStop Arrange menu.

♦ Select the object(s) you wish to mask; make sure you also select the mask.

♦ Choose Group with Mask from the PitStop Arrange menu.

7.11. Copying and pasting graphical objects

You can copy and paste any selection of objects within the same page or from one page to another page, even the source and destination page reside in a different document.

To copy a selection within the same page

- ♦ Select the objects or groups you want to copy.
- ♦ Choose the Copy command in the PitStop Edit menu.
- ♦ Choose the Paste command in the PitStop Edit menu.

To copy a selection between different pages

- ♦ Open the source page in PitStop (or bring the corresponding PitStop window to the front, if it is already open).
- ♦ Select the objects or groups you want to copy.
- ♦ Choose the Copy command in the PitStop Edit menu.
- ♦ Open the destination page in PitStop (or bring the corresponding PitStop window to the front, if it is already open).
- ♦ Choose the Paste command in the PitStop Edit menu.

Important note: do not close the source page window before you have pasted the selection in the destination page. PitStop's paste function requires that the PitStop window containing the source page is still open.

7.12. Dealing with the special PDF operators

PDF defines two classes of page description operators that have no direct effect on the markings on the page. These operators are used because of their side effects. Although PitStop cannot "display" these operator objects in the edit window, they are fully supported and preserved while editing a page. Still, some special care is in order.

PostScript operators

The PostScript operators provide a means to include literal PostScript code in a PDF page. When a page is displayed or printed on a non–PostScript device, the PostScript operators have no effect. When the page is output to a PostScript device however, the literal PostScript code is inserted in the PostScript page description at the location of the operator.

There are two PostScript operators, with identical function except for the location and the potential length of the literal PostScript code they represent:

- ♦ Inline PostScript Object (PS): the PostScript code is provided in–line with the page description.
- ♦ PostScript XObject: the PostScript code resides in a PDF object outside of the page description.

Adobe strongly discourages the use of these operators, especially since the latest version of PDF provides support for all PostScript level 2 features.

Marking operators

The marking operators provide a means for Acrobat Exchange plug-ins or other third party software to include markers in a PDF page description for customized use. There are two types of markers:

♦ Marked Point Object (MP/DP): marks a certain position in the PDF page description.

♦ Marked Content Object (BMC/DMC): marks a group of (graphic) objects in the page description.

A group of objects marked by the BMC/DMC operators is represented in PitStop as a Marked Content group object. This is in fact a regular PitStop group that contains the "marked" objects. You can enter a Marked Content group by double clicking it as usual.

Removing special operators

If you are sure that a certain category of special operators is not needed in your environment, you can request PitStop to remove all operators in that category when you open a page for editing. See Reference Manual, Preferences Panel on page 64.

Preserving special operators

If you choose to preserve special operators (the default), you must take care not to disturb their position relative to other objects in the page description. Since you cannot see or select the special operators in the edit window, it is best to keep your edits to a minimum. Specifically, you should avoid reordering objects (with commands such as Bring Forward) or creating new objects (with copy and paste, for example).

Special operator warning
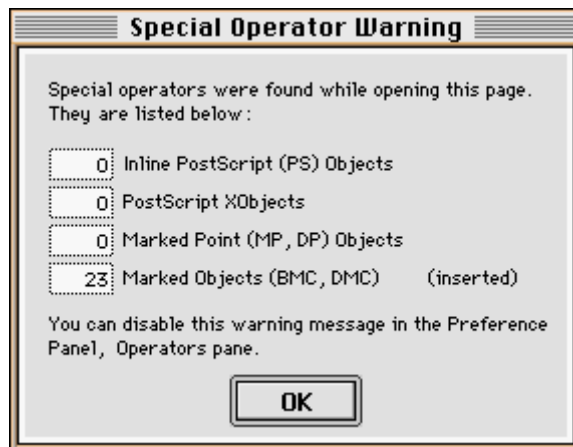
When PitStop detects special operators while opening a page for editing, a warning panel pops up. For each special operator type, the panel shows the following information:

♦ The number of operators encountered.

♦ Whether the operators were removed ("removed") or preserved ("inserted"), which depends on the preferences you specified (see Reference Manual, Preferences Panel on page 64).

Note: if you grow tired of seeing this alert panel, you can suppress it for one or more operator types (see Reference Manual, Preferences Panel on page 64).

8. Managing PitStop

8.1. Updating licensing information

You can update PitStop's licensing information at any time, using the regular licensing procedure on the about panel. This can be useful to upgrade from an evaluation license to a commercial license, or to correct your personal information.

See Getting Started, Licensing PitStop on page 6.

8.2. Setting preferences

You can customize PitStop to your own preferences using the Preferences Panel.

To change a preference

♦ Choose Preferences Panel from the PitStop Inspectors menu.
  or
  Choose PitStop… from the Preferences submenu in the File menu.
♦ Select a category using the selection list at the top of the panel.
♦ Change the desired item(s).

Changes take effect immediately. PitStop automatically saves your preferences.

Preference categories

The Preferences Panel provides the following categories of preferences:

♦ Window: default edit window location and size.
♦ Editing: measurement units and number of undoes.
♦ Colors: colors for edit window background, control handles etc.
♦ Inspectors: determines which inspectors are shown by default.
♦ Operators: preferences related to special PDF operators.
♦ Fonts: preferences related to using system fonts.

For details on each preference, see Reference Manual, Preferences Panel on page 64.

8.3. Allocating more memory to PitStop

Since PitStop is a plug-in, it makes use of the memory allocated to its host application, Adobe Acrobat Exchange.

On Windows, application memory needs are automatically managed by the operating system.

On Mac OS, if you open complex page for editing with PitStop, or if you open multiple pages at a time, it may be necessary to increase the amount of memory allocated to Adobe Acrobat Exchange. To do this:

♦ Quit Acrobat Exchange.

♦ In the Finder, locate the Acrobat Exchange application, and select it.

♦ Choose the Get Info command in the Finder's File menu.

♦ In the window that pops up, enter a new value in the "Minimum size" field and/or in the "Preferred size" field.

♦ Close the info window.

♦ Restart Acrobat Exchange.

Part C: Reference Manual

9. Menu Commands

9.1. PitStop menu

The PitStop menu appears in the Acrobat Exchange menu bar when you first open a page in PitStop.

Open Page

Opens the current page in the current Acrobat Exchange document for editing in Pit-Stop. Choosing this menu command is equivalent to pressing the PitStop tool in the Exchange toolbar.

See also: User Guide, Opening and saving a page for editing on page 19.

Save Page

Saves the changes made in the current edit window into the original Acrobat document, without closing the edit window.

See also: User Guide, Opening and saving a page for editing on page 19.

List Document Fonts

Adds all fonts used in the current Acrobat Exchange document to PitStop's Font Picker. Once included in the Font Picker, a font can be applied to a text line in any PitStop window.

Note: the "List Document Fonts" command searches all pages in the document, so for long documents it can take a while to complete.

See also: User Guide, Working with fonts on page 28, and Reference Manual, Font Picker on page 63.

Select

This submenu provides commands to select objects. See Reference Manual, Select menu on page 44.

Edit

This submenu provides some basic editing commands. See Reference Manual, Edit menu on page 45.

Edit Text Lines

This submenu provides a number of commands for editing text lines. See Reference Manual, Edit Text Lines menu on page 46, and User Guide, Working with text on page 27.

Edit Paths

This submenu provides a number of commands for editing paths. See Reference Manual, Edit Paths menu on page 46, and User Guide, Working with paths on page 28.

Arrange

This submenu provides commands for grouping objects, and to move objects forward or backward. See Reference Manual, Arrange menu on page 48.

View

This submenu provides commands to set the viewing scale and the viewing mode in the current edit window. See Reference Manual, View menu on page 49.

Inspectors

This submenu provides commands to bring up each of the floating panels available in PitStop. See Reference Manual, Inspectors menu on page 50.

9.2. Select menu

See also: User Guide, Selecting objects on page 22.

Select All

Selects all objects in the current group.

Deselect All

Deselects all selected objects. Does not change the group level.

Select Forward

Selects the next object in the current group, in forward direction.

Select Backward

Selects the next object in the current group, in backward direction.

Select Fw Local

Selects the next object in the current group and in forward direction whose bounding box overlaps the bounding box of the currently selected object.

Select Bw Local

Selects the next object in the current group and in backward direction whose bounding box overlaps the bounding box of the currently selected object.

9.3. Edit menu

See also: User Guide, Copying and pasting graphical objects on page 34.

Undo

Undoes the effect of the last action.

PitStop provides multiple undoes. This means that you can go back multiple steps. The maximum number of undoes per open edit window is adjustable in the Preference Panel, Editing pane. See Reference Manual, Preferences Panel on page 64.

Redo

Redoes the action that was most recently undone.

Cut

Copies the current selection onto the Clipboard and then deletes the selection from the document. See also Copy.

Copy

Copies the current selection onto the Clipboard.

See also: User Guide, Copying and pasting graphical objects on page 34.

Paste

Pastes information from the clipboard into the current page.

See also: User Guide, Copying and pasting graphical objects on page 34.

Delete

Deletes the current selection without copying onto the clipboard.

9.4. Edit Text Lines menu

See also: User Guide, Working with Text on page 27.

Begin Edit Text

Enters text–editing mode for the currently selected text object. In text–editing mode you can edit the text object using familiar text editing tools:

♦ Move the text cursor by clicking with the mouse or by using the left and right arrow keys.

♦ Select a portion of text by dragging.

♦ Insert new text by typing.

To exit from text-editing mode, click outside the selected text or press Enter.

Shortcut to begin text editing: double click the selected text object.

Split in Words

Splits the selected text object into multiple text objects, each containing a single word. This allows you to move or change a single word without affecting the position of the other words.

Split in Characters

Splits the selected text object into multiple text objects, each containing a single character. This allows you to move or change single character without affecting the position of the other characters.

Combine Text Lines

Combines the selected text line objects into a single text line. The new text line gets the attributes of the first text line object in the list. Any changes in font, size and other text attributes are lost.

Note: combining text on multiple lines results in a single line of text.

9.5. Edit Paths menu

See also: User Guide, Working with paths on page 28.

Begin Edit Nodes

Enters node-editing mode for the currently selected path or paths. In node-editing mode you can perform the following actions:

◆ Select one or more nodes; you can use drag-select to select multiple nodes and you can use the Shift key to select additional nodes.

◆ Move node(s) by dragging.

◆ Change the shape of a curve by dragging the curve's control points.

To exit from node editing mode, click outside the selected path(s).

Shortcut to begin node editing: double click the selected path(s).

Insert Node

Adds a new node to the path. The new node is inserted into the path after the currently selected node.

Remove Node

Removes the currently selected node from the path.

Set Line Node

Changes the currently selected node to a line node. This makes the segment ending in this node a straight-line segment.

Set Curve Node

Changes the currently selected node to a curve node. This makes the segment ending in this node a curved segment. Since the first node of a path is always a line node, you cannot apply this command to the first node of a path.

Smoothen Node

Aligns the Bezier control handles of a curved node. This makes the transition between the two segments connecting to this node a smooth one.

Close Path

Connects the last node of an open path with the first node. The connection is always made using a straight line.

Open Path

Disconnects the first and last node of a closed path.

Reverse Path

Changes the order of the nodes in a path. This will have no visual effect for simple paths but it can change the way composite paths are filled.

Insert Segment

Inserts a segment between the end nodes of two disjoint subpaths.

To join two separate path objects:

♦ Select both path objects and choose the Combine Subpaths command; the paths are combined into one path but they are still disjoint subpaths.

♦ Double click the new combined path to enter node-editing mode.

♦ Select one end node of each subpath and choose the Insert Segment command. The subpaths are now combined in a single path, connected by a new segment.

Remove Segment

Removes the segment connecting the currently selected nodes, which must be adjacent nodes in the same subpath.

Split in Subpaths

Splits a path object containing multiple subpaths into separate path objects. The objects keep their original attributes, but the splitting may affect the appearance of filled paths.

Combine Subpaths

Combines two path objects into a single path object. The first path (i.e. the one in the back) determines the attributes of the combined path. Even when the paths have identical attributes, combining them may affect their appearance. For instance, you can create a doughnut by combining two concentric circles and setting the fill mode to eofill.

9.6. Arrange menu

Group

Combines the selected objects into a group.

Do not confuse this command with the Combine Subpaths command in the Edit Paths menu. The Group command combines objects into a group object, whereas the Combine Subpaths command combines path objects into a single path object.

See also: User Guide, Working with groups on page 32.

Group with Mask

Combines the selected objects into a group, using the front-most object as a mask. All parts of objects outside the mask become invisible (except in wireframe mode).

See also: User Guide, Editing and creating masks on page 33.

Ungroup

Ungroups the objects in the selected group.

Bring Forward

Brings the selected object(s) one step more to the front.

Send Backward

Brings the selected object(s) one step more to the back.

Bring to Front

Make the selected object the front-most object.

Send to Back

Make the selected object the back-most object.

9.7. View menu

See also: User Guide, Viewing the contents of a page on page 21.

50% ... Other...

Sets the viewing scale of the current window. The viewing scale is shown on the Window Toolbar.

Shortcut: Use the viewing scale indicator 100%▼ in the Window Toolbar.

Zoom In

Magnifies the viewing scale by 2 from the center of the current window. The maximum viewing scale depends on the size of the page. For a letter or A4 sized page, the maximum scale is about 2000%. For larger pages, the maximum scale becomes proportionally smaller.

Shortcut: Select the tool in the Window Toolbar and click in the edit window.

Zoom Out

Reduces the viewing scale by 2 from the center of the current window. The minimum viewing scale is 5%.

Shortcut: Select the 🔍 tool in the Window Toolbar and Option-click in the edit window.

Fit In

Sets the viewing scale to fit the page in the window.

Wireframe

Toggles wireframe mode on and off.

Shortcut: Click the 🗗 button in the Window Toolbar.

Center Selection

Changes the view to center the selection on the screen.

9.8. Inspectors menu

Graphic Inspector

Shows the Graphic Inspector, a floating panel. See Reference Manual, Graphic Inspector on page 55.

Color Mixer

Shows the Color Mixer, a floating panel. See Reference Manual, Color Mixer on page 62.

Font Picker

Shows the Font Picker, a floating panel. See Reference Manual, Font Picker on page 63.

Preferences Panel

Shows the Preferences Panel, a floating panel. See Reference Manual, Preferences Panel on page 64.

License Information

Shows the About Panel, a dialog box that contains the current licensing information.

Also see User Guide, Licensing PitStop on page 6.

Show All

Shows all PitStop inspectors: the Graphic Inspector, the Color Mixer, the Font Panel, and the Preferences Panel.

Hide All

Hides all PitStop inspectors.

9.9. Modifier keys

Modifier keys can be pressed while clicking or dragging to obtain an optional effect.

Shift key

Press the shift key while clicking to add or remove objects to the current selection without deselecting the current selection.

See also: User Guide, Selecting objects on page 22.

Option key

Press the option key while dragging with many of the tools (move, rotate, etc.) to constrain the transformation in a certain way.

See also: User Guide, Moving, scaling, rotating and shearing visually on page 23 and Reference Manual, Window Toolbar on page 52.

10. Windows & Panels

10.1. Window Toolbar

Each edit window provides a row of buttons to access the most frequently used functions. The buttons are grouped in six blocks. The buttons in these blocks (from left to right) are used to:

- ♦ Bring up the Graphic Inspector.
- ♦ Select the current tool.
- ♦ Undo/redo.
- ♦ Enter/exit a group.
- ♦ Switch to wireframe viewing mode.
- ♦ Set the viewing scale.

The highlighted tool button in the second block from the left determines the action PitStop takes when you click or drag the mouse in an edit window. Only one tool can be active at any time.

The sections below describe the function of each button in the Window Toolbar.

Inspector button

Shows the floating Graphic Inspector panel.

Selection tool

The default tool. Its main purpose is to select the object(s) you want to edit. It also allows moving objects and opening objects for editing.

- ♦ Click on any visible part of an object to select it.
- ♦ Shift-click an object to add it to or remove it from the selection.
- ♦ Drag a rectangle to select all objects that overlap with the dragged area.
- ♦ Press the Option key and drag a rectangle to select only those objects that lie fully inside the dragged area.
- ♦ Drag any object to move the selected set.
- ♦ Drag any selection handle to resize the selected set. Press the Option key before dragging to constrain the new size to multiples of the original size.

♦ Double-click on a group to enter the group. See also: User Guide, Working with groups on page 32.

♦ Double-click on a text or path object to start editing it. See also: User Guide, Editing objects on page 26.

You can only select objects in the current group. See User Guide, Working with groups on page 32.

See also: User Guide, Selecting objects on page 22.

Group-transparent selection tool

A special variant of the Selection tool described above. It allows you to directly select any object, regardless of the group in which it is contained and regardless of the group in which you are currently working.

The Group-transparent selection tool supports all functions of the normal selection tool, except for rectangle selection.

See also: User Guide, Working with groups on page 32.

Viewport tool

Allows zooming in on or zooming out of a specific area.

To zoom in, drag a rectangle in the edit window. The dragged area magnifies to fill the entire window. The new viewing scale is reflected in the Window Toolbar.

To zoom in with a factor of 2, click anywhere in the edit window.

To zoom out with a factor of 2, click anywhere in the edit window while pressing the Option key.

Rectangle drawing tool

Allows drawing rectangles and squares. Drag to draw a rectangle; press the Option key while dragging to constrain to a square.

Use the Graphic Inspector to change graphic attributes.

Ellipse drawing tool

Allows drawing ellipses and circles. Drag to draw an ellipse; press the Option key while dragging to constrain to a circle.

Use the Graphic Inspector to change graphic attributes.

Path drawing tool

Allows creating new paths: each mouse click in the document window adds a new node to the path. To finish the path, select another tool in the Window Toolbar.

Use the Graphic Inspector to change graphic attributes.

See also: User Guide, Working with paths on page 28.

Text creation tool

Allows creating a text line. Click in the document window to indicate the position of the text line, then enter the text.

Use the Graphic Inspector to change font, size and other graphic attributes.

See also: User Guide, Working with Text on page 27.

Scaling tool

Scales the selected object or selection of multiple objects around the center of the selection. Drag the mouse to scale.

Press the Option key while dragging to constrain to multiples of the original size.

Tip: Drag sufficiently far from the center for better accuracy and control.

Rotation tool

Rotates the selected object or selection of multiple objects around the center of the selection. Drag the mouse to rotate.

Press the Option key while dragging to constrain to multiples of 15 degrees (you can change the constrain angle in the Preferences Panel, Editing pane).

Tip: Drag sufficiently far from the center of rotation for better accuracy and control.

Shearing tool

Shears (skews) the selected object or selection of multiple objects around the center of the selection. Drag the mouse to scale.

Press the Option key while dragging to constrain to multiples of 15 degrees (you can change the constrain angle in the Preferences Panel, Editing pane).

Tip: Drag sufficiently far from the center for better accuracy and control.

⟳ Undo button

Undoes the effect of the last action.

PitStop provides multiple undoes. This means that you can go back multiple steps. The maximum number of undoes per open edit window is adjustable in the Preference Panel, Editing pane. See Reference Manual, Preferences Panel on page 64.

⟲ Redo button

Redoes the most recently undone action.

⊡ Enter Group button

Enters the currently selected group. All objects outside of the entered group become dimmed (grayed). You can edit the objects inside the group without affecting the rest of the page. See User Manual, Working with groups on page 32.

② Group Level indicator

Displays the current group level. See User Manual, Working with groups on page 32.

⊡ Exit Group button

Exits the current group. See User Manual, Working with groups on page 32.

⊡ Wireframe button

Toggles between preview and wireframe viewing mode. See User Manual, Viewing the contents of a page on page 21.

100%▼ Viewing Scale selector

Displays the current viewing scale, and allows selecting a new viewing scale. See User Manual, Viewing the contents of a page on page 21.

10.2. Graphic Inspector

Attributes pane

The Attributes pane displays all basic graphic state attributes for the currently selected objects, depending on their type. Nearly all attributes can be modified.

If an attribute does not have the same value for all selected objects, a wildcard indicator appears. When you enter a new value over a wildcard attribute, all selected objects are affected.
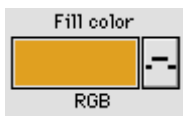
Object Type

Lists the number of selected objects and their type, if they all have the same type.

Fill/Stroke Mode

Indicates whether a path or a text line is filled, stroked or both. Click the appropriate button to modify the fill/stroke mode.
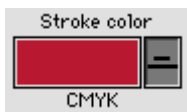
Fill Color

Shows the fill color, its color space such as RGB or CMYK, and its overprint setting.

To apply a new fill color, click the leftmost apply button in the Color Mixer. See Reference Manual, Color Mixer on page 62.

Tip: double click the fill color field to place the fill color in the Color Mixer.

The button to the right of the color field indicates overprint "off" or "on" . Simply click the button to toggle the overprint setting from off to on or vice versa.

Stroke Color

Shows the stroke color, its color space such as RGB or CMYK, and its overprint setting.

To apply a new stroke color, click the rightmost apply button in the Color Mixer. See Reference Manual, Color Mixer on page 62.

Tip: double click the stroke color field to place the stroke color in the Color Mixer.

The button to the right of the color field indicates overprint "off" [image] or "on" [image]. Simply click the button to toggle the overprint setting from off to on or vice versa.

Fill Type

Indicates the fill rule used to fill the path.

- ♦ Fill uses the Non–Zero–Winding fill rule.
- ♦ Eofill uses the Even–Odd fill rule.

The fill rule becomes relevant if a path is self–intersecting or if it consists of more than one subpath.

Width
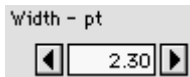
Indicates the width of a stroke using the units selected in the Preferences Panel, Editing pane. Use the arrows to change the width incrementally, or enter a new value.

Uniform stroke

Indicates whether a path has a uniform stroke.

Cap

Indicates the line cap, i.e. the way in which the ends of an open path are drawn. From left to right, the choices are butt, round and square.

Join

Indicates the line join, i.e. the way in which the connections between line segments in a path are drawn. From left to right, the choices are miter, round and bevel.

Miter limit

Indicates the miter limit, i.e. the maximum length of mitered line joins.

Dash pattern

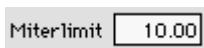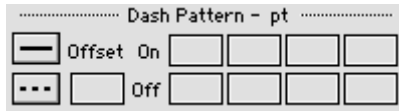Specifies a dashed stroke as a series of "on" and "off" lengths using the units selected in the Preferences Panel, Editing pane. The dash offset specifies where in the dash sequence the dashing of a path starts.

Font
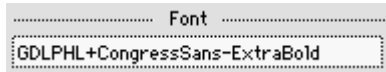
Shows the font of a text line.

Use the Font Picker to change the font. Press the Picker button to bring it up. See Reference Manual, Color Mixer on page 62, and User Guide, Working with text on page 27.

Picker...

Brings up the Font Picker. To change the font, click on the desired font in the Font Picker panel, and then press Apply.

Size
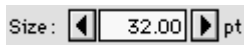
Shows the font size of a text line in points. Use the arrows to change the size in 1-point increments, or enter a new value.

Character spacing
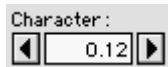
Shows the amount of additional horizontal spacing in points applied to all characters in the selected text. Use the arrows to change the character spacing in 0.01-point increments, or enter a new value.

Word spacing
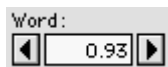
Shows the amount of additional horizontal spacing in points applied to all space characters in the selected text. Use the arrows to change the word spacing in 0.1-point increments, or enter a new value.

Pixel image information

432	Pixels Wide
75	Pixels High
3	Samples Per Pixel
8	Bits Per Sample
Cal. RGB	Color Space

Displays attributes for a pixel image, including size in pixels, pixel depth, and color space. These attributes cannot be modified.

Mask enabled

Mask Enabled

Yes No

Indicates whether the mask of a group with mask is enabled or not. If a mask is disabled, it is no longer used to hide parts of the objects in the group.

Mask type

Mask Type

fill eofill

As is the case with the fill attribute for a path, the inside-ness of a mask is governed by its fill type. The fill type can be Fill (non-zero winding) or Eofill (even-odd).

Marked Content information

Tag:
/Touch-Up_Line

Properties:
<< /B 721.190002 /J 1 >>

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Shows the tag (i.e. identification) and properties associated with a Marked Content group object. See User Guide, Dealing with the special PDF operators on page 35.

Extended pane

Object Type

3 Paths

Extended graphic state attributes

Stroke Adjustment:	Off
Overprint:	Off
Black Generation:	None
Undercolor Removal:	None
Transfer:	None
Halftone:	Custom

Shows summary information on the attributes in the extended graphic state. You cannot modify these attributes.

Position pane

Object Type

3 Paths

Lists the number of selected objects and their type, if they all have the same type.

Lower left, Size, Upper Right

	Lower Left	Size	Upper Right	
X:	27.52	101.95	129.48	pt
Y:	231.57	100.85	332.43	pt

Indicates position and size of the selection. These fields are editable for numeric adjustment of position and size.

You can select the units used for these values in the Preferences Panel, Editing pane.

Aspect Ratio

Aspect Ratio:	1.000

Indicates the amount of non-uniform scaling. A value of 1 indicates uniform scaling. The aspect ratio is equal to the horizontal scale divided by the vertical scale.

Angle

Angle : 30.00 deg

Indicates the rotation angle in degrees, counterclockwise (0 = no rotation).

Numeric Scale & Rotate

Numeric Scale & Rotate

75 %   × 2   ÷ 2

45 deg   +90   -90
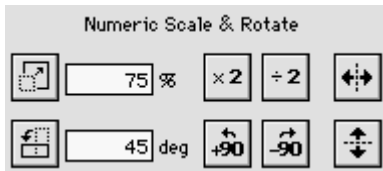
These are convenience controls for easier scaling and rotation:

- ♦ Numeric field for uniform scaling.
- ♦ Numeric field for rotation (positive counterclockwise).
- ♦ Buttons for scaling x2 and /2.
- ♦ Buttons for mirroring (horizontal, vertical).
- ♦ Button for rotation over 90 degrees clockwise and counterclockwise.

Statistics pane

The Statistics pane provides statistics on the objects in the current selection.

Include objects inside groups

☒ Include objects inside groups

This option determines whether PitStop includes objects inside groups (down to the lowest nesting level) in the statistics.

Statistics for Graphics

Graphics	Total Number	Maximum Length	
Path	25	33	nodes
Text Line	406	37	chars
XObject	3	85779	bytes
Inline Image	0		bytes

For paths: the total number of paths in the selection and the number of nodes in the longest selected path.

For text lines: the total number of text lines in the selection and the number of characters in the longest selected text line.

For XObjects (such as pixel images and forms): the total number of XObjects in the selection and the number of bytes occupied by the largest XObject.

For inline pixel images: the total number of inline pixel images in the selection and the number of bytes occupied by the largest selected inline pixel image.

Statistics for Groups

Groups	Total Number	Maximum Count	
With Mask	10	401	objects
No Mask	0		objects

For groups: the number of masked and unmasked groups and the number of objects in the largest group.

10.3. Color Mixer

Color Models

The Color Mixer allows you to create color according to four different color models. The device-independent (calibrated or CIE based) color models are not supported.

Color wheel

Drag to a hue/saturation location on the color wheel, and adjust the slider to specify brightness. Note that the color wheel model actually generates RGB color.

Gray

Adjust the slider or enter a value in the numeric field to specify a gray level.

RGB

Adjust the sliders or enter values in the numeric fields to specify a color.

CMYK

Adjust the sliders or enter values in the numeric fields to specify a color.

Operation

Color field

Space: CMYK

Shows the color that you are currently mixing.

Apply Fill button

Applies the color from the Color Mixer to the Fill color of the selected object(s). See Reference Manual, Graphic Inspector on page 55.

Apply Stroke button

Applies the color from the Color Mixer to the Stroke color of the selected object(s). See Reference Manual, Graphic Inspector on page 55.

Color conversion

When you switch to a different color model, PitStop converts the color in the color field to the new color model. However, this conversion is not always exact. In particular, conversion from RGB to CMYK and vice versa is only an approximate.

10.4. Font Picker

The Font Picker shows a list of all fonts currently available to PitStop. Available fonts include fonts installed on your system and fonts used in the Acrobat documents you are working with. See User Guide, Working with fonts on page 28.

See also User Guide, Working with text on page 27.

Font Family and Style
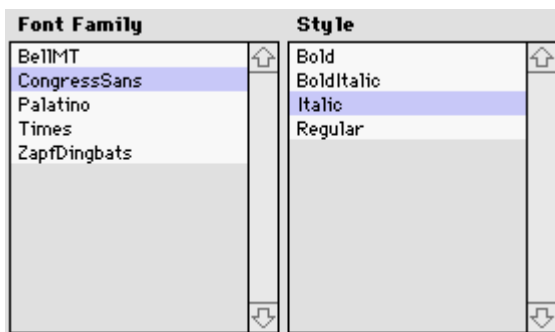
The leftmost column lists the available font families, in alphabetical order. When you select a particular family, the rightmost column lists the styles available for that family.

Include

Include :
☑ TrueType ☑ Type 3
☑ Type 1   ☑ Multi-Master
☑ System   ☑ Document
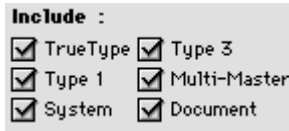
Turn off any of these check boxes to exclude fonts of the corresponding type from the list.

Attributes

Attributes
Adobe Type 1 Font
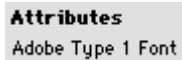
When you select a particular font (i.e. family and style), the Attributes section displays the font's type.

Document: Acrobat Viewer
Embedded: No
Subsetted: No
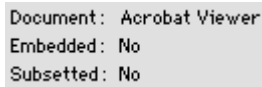
If the selected font is a document font, the Attributes section displays the name of the document in which the font is used, and indicates whether the font is embedded.

Applying

Apply

To apply a font to a text object, select the font family and style in the font picker and press the Apply button. Alternatively, you can double click the font name or style.

10.5. Preferences Panel

You can customize PitStop to your own preferences using the Preferences Panel. Your changes take effect immediately, and PitStop automatically saves your preferences.

Note: the screen grabs show the factory default preference settings.

Window pane

Edit window location and size

Edit Window Location and Size:

Grab | Grab location and size from current edit window
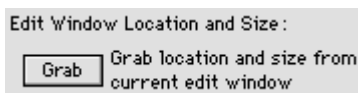
Defines the initial size and position of the first edit window PitStop opens.

Move and resize a document window as desired, and click the Grab button to copy that size and position.

Edit window displacement

Edit Window displacement:

`10` X displacement:
(in pixels – default 10)

`20` Y displacement:
(in pixels – default: 20)

Specifies the displacement between the first document window PitStop opens, and subsequent document windows. The displacement is specified in pixels.

Editing pane

Measurement units

`Points ▼` Measurement Units

Defines the measurement units used in the inspector panels. You can choose between points, picas, inches, centimeters and millimeters.

Maximum number of undoes

`20` Max. number of Undo's

Defines the maximum number of operations PitStop can undo. A larger value consumes more memory.

Copy/Paste displacement

`5` Copy/Paste displacement
(in pixels – default: 5)

Defines the position of a pasted object relative to the original (copied) object when pasting into the same page. The displacement is specified in pixels.

Rotate constrain angle

`15` Rotate constrain angle
(in degrees – default: 15)

Defines the step of the rotation or shearing angle when rotating or shearing using the mouse while you press the Option key.

Colors pane

Grab	☐	Background color
Grab	■	Control Handles color
Grab	■	Wireframe color
Grab	■	Mask color (wireframe)
Grab	■	Page Border color (preview)
Grab	■	Page Border color (wireframe)
Grab	■	Crop Box color

Specifies the color of the background, the selection control handles etc.

Use the Color Mixer to define a color. Then press the appropriate Grab button in the Preference Panel to copy the color. Do not press one of the apply buttons in the Color Mixer since this would cause the selected object(s) to change color.

Inspectors pane

☐	Graphic Inspector
☐	Color Mixer
☐	Font Picker
☐	Preferences Panel

Turn on a check box if you want the corresponding inspector to appear when you open the first page in PitStop. Note that PitStop remembers the previous position of each inspector.

☑	Inherit Exchange zoom factor when opening a page
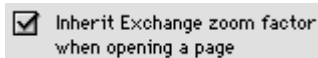
When this check box is turned on, new PitStop windows use the same zoom factor as the Acrobat Exchange window that displays the page being opened. When the check box is turned off, new PitStop windows use a default zoom factor of 100%.

Operators pane

Remove this operator if it is
encountered in a page :

Warn if this operator is
encountered in a page :

☐ ☒ Inline PostScript (PS)
☐ ☒ PostScript XObjects
☐ ☒ Marked Point (MP, DP)
☐ ☒ Marked Objects (BMC, DMC)
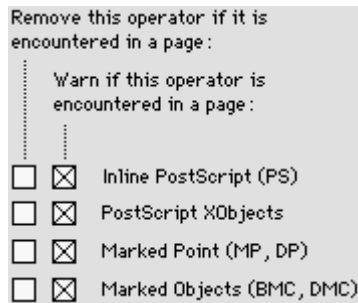
These preferences help you deal with some special PDF operators that have no direct effect on the markings on the page. For details on these operators, see User Guide, Dealing with the special PDF operators on page 35.

Removing special operators

To remove all special operators in a specific category when you open a page for edit-ing, turn on the corresponding check box in the leftmost column.

Suppressing the special operator warning

When PitStop detects special operators while opening a page for editing, a warning panel pops up. To suppress this alert panel for a specific operator category, turn off the corresponding check box in the rightmost column.

Fonts pane

When using a System font in a PDF
document :

○ Always embed
○ Embed except for Base14 fonts
○ Never embed
◉ Ask me each time
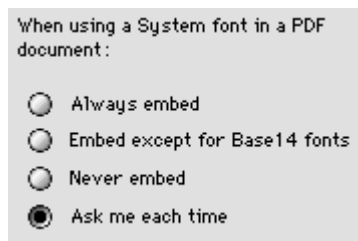
This setting determines what happens when you apply a system font to a text line in a PitStop window:

♦ Always embed: the font is automatically embedded in the document (unless it was embedded already).

♦ Embed except for Base14 fonts: the font is embedded unless it concerns one of the 14 fonts that are included in the Acrobat products (4 x Courier, 4 x Helvetica, 4 x Times, Symbol, Dingbats).

♦ Never embed: the font is not embedded in the document; only the font name and some general information are included.

♦ Ask me each time: PitStop displays a dialog box when you apply a system font that is not already embedded in the document).

11. License Agreement

By registering your license string in PitStop's License Panel, you accept the terms of the License Agreement listed below.

11.1. License agreement

Enfocus PitStop for Mac OS and all related documentation (together called "the software") is copyrighted according to the copyright notices on the About Panel.

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This agreement shall constitute the entire agreement between the parties with respect to the subject matter hereof, and supersedes any prior agreements or understandings between the parties, whether written or oral, with respect hereto.

11.2. User registration Card

Please complete a user registration card, and return it to your reseller or to Enfocus Software. You will be informed about new PitStop related developments, and it ensures that you are eligible for special upgrade prices offered to registered users.

You can:

♦ Use the printed card provided with your software package.
♦ Use the form provided below and e-mail, mail or fax it.

11.3. PitStop User Registration Form

```
Product:        Enfocus PitStop 1.5
Platform:       Mac OS / Windows 95 / Windows NT
Serial Number (5 digits): _____
First Name:     _____
Last name:      _____
Company:        _____
Street Address: _____
City:           _____
State/Country:  _____
Postal Code:    _____
Telephone:      _____
Fax:            _____
E-mail:         _____
Purchased From: _____ Date: _____
```

12. Glossary

Acrobat

The family name for a suite of PDF-related products from Adobe. For example, Acrobat Exchange provides some basic editing capabilities on PDF files. PitStop is a plug-in for Acrobat Exchange.

See: User Guide, Working with PDF documents on page 19.

Adobe Type 1 font

See Type 1 font.

Bezier curve

A Bezier curve is used in PDF to connect nodes in a path with a curved line. Such a curve is described by the two endpoints and by two control points. The position of those two control points determines how the curve actually looks.

See: User Guide, Working with paths on page 28.
See: Reference Manual, Edit Paths menu on page 46.

Black generation

An object attribute in the extended graphic state. The black-generation function computes the value of the black component during conversion from DeviceRGB color space to DeviceCMYK.

See: Reference Manual, Graphic Inspector on page 55.

Bounding box

The bounding box of an object is the smallest rectangle that can be drawn around an object.

Cap

An attribute of a stroked path that indicates how the endpoints are drawn. There are three kinds of caps: butt, round and square caps. The attribute is shown in the Graphic Inspector.

See: User Guide, Working with paths on page 28.
See: User Guide, Viewing and editing object attributes on page 24.
See: Reference Manual, Graphic Inspector on page 55.

Character spacing

The amount of additional horizontal spacing applied to all characters in a text line.

See: Reference Manual, Graphic Inspector on page 55.

Clip path

Alternative name for a mask.

CMYK

A color space consisting of the components Cyan, Magenta, Yellow and black (K), the so-called process colors used in four-color printing.

Color Mixer

A floating panel that allows you to define a color, using one of several color spaces such as RGB or CMYK.

Color space

A way to define a color using a particular set of color components such as RGB (Red, Green, Blue).

Constrain

You can use the Option key to restrict rotation, scaling and shearing to particular increments. Press and hold the key before you start to drag.

Document font

A font used and possibly embedded in an Acrobat (PDF) document.

Embedded font

A font included in a PDF file.

Enter a group

PitStop allows you to enter a group by double clicking one of its members or by clicking the Enter Group button in the Window Toolbar. You can then edit the group without disturbing the rest of your document.

Eofill attribute

A fill attribute of a graphic path that specifies filling of the path using the even-odd fill rule.

See: User Guide, Working with paths on page 28.
See: User Guide, Viewing and editing object attributes on page 24.
See: Reference Manual, Graphic Inspector on page 55.

Even-odd fill rule

A fill rule for paths (outlines). The rule determines whether a given point is at the inside or the outside of the path. The point is inside the path if you cross the path an odd number of times when moving to the point via a straight line.

See: User Guide, Working with paths on page 28.
See: User Guide, Viewing and editing object attributes on page 24.
See: Reference Manual, Graphic Inspector on page 55.

Exchange

A member of Adobe's Acrobat product suite. Acrobat Exchange provides some basic editing capabilities on PDF files. PitStop is a plug-in for Acrobat Exchange.

See: User Guide, Working with PDF documents on page 19.

Extended graphic state

The PDF name for a set of advanced graphic attributes such as overprint, screening parameters, transfer curves, etc. PitStop presents the elements of the extended graphic state in the Graphic Inspector, Extended pane.

See: Reference Manual, Graphic Inspector on page 55.
See: User Guide, Viewing and editing object attributes on page 24.

Fill attribute

A fill attribute of a graphic path that specifies filling of the path using the non-zero-winding fill rule.

Flatness

An attribute of paths that sets the maximum permitted distance in device pixels between the mathematically correct path and an approximation constructed from straight line segments. Flatness is inherently device-dependent, because it is measured in device pixels.

Font Picker

A floating panel that allows you to select a font.

See: User Guide, Working with text on page 27.
See: Reference Manual, Font Picker on page 63.

Graphic Inspector

A floating panel that allows you to inspect and modify object attributes such as color or font.

See: Reference Manual, Graphic Inspector on page 55.
See: User Guide, Viewing and editing object attributes on page 24.

Graphic state

The PDF name for the set of basic graphic attributes such as color, font etc. PitStop presents the elements of the graphic state in the Graphic Inspector, Attributes pane.

See: Reference Manual, Graphic Inspector on page 55.
See: User Guide, Viewing and editing object attributes on page 24.

Gray color space

A color space that represents only pure grays from black to white. Gray colors are easily converted (without loss of precision) to both the RGB and CMYK color spaces.

Group

A container object for a set of objects.

See: User Guide, Working with groups on page 32.

Group-transparent selection tool

A special selection tool that allows you to select an object regardless of its grouping.

See: User Guide, Working with groups on page 32.
See: User Guide, Selecting objects on page 22.
See: Reference Manual, Window Toolbar on page 52.

Group with mask

A group that contains a mask.

See: User Guide, Working with groups on page 32.
See: User Guide, Editing and creating masks on page 33.

Halftone

An object attribute in the extended graphic state that specifies how halftones should be produced.

See: Reference Manual, Graphic Inspector on page 55.

Join

An attribute of a stroked path that indicates how line connections are drawn. There are three kinds of joins: round, beveled and mitered. The join attribute is shown in the Graphic Inspector.

See: User Guide, Working with paths on page 28.
See: User Guide, Viewing and editing object attributes on page 24.
See: Reference Manual, Graphic Inspector on page 55.

Marking operator

Special PDF operator that provides a means for Acrobat Exchange plug-ins or other third party software to include markers in a PDF page description for customized use. There are two types of marking operators: Marked Point and Marked Content.

See User Guide, Dealing with the special PDF operators on page 35.

Mask

A path or outline used to limit the visible parts of other objects: only the parts inside the mask are visible.

See: User Guide, Working with groups on page 32.
See: User Guide, Editing and creating masks on page 33.

Memory allocation

An amount of computer memory set aside for a particular application. To handle complex pages, you may need to enlarge PitStop's memory allocation.

See: User Guide, Allocating more memory to PitStop on page 38.

Miter limit

An attribute of a stroked path that indicates the maximum length of mitered line joins. It limits the size of "spikes" when lines join at sharp angles. 1.415 cuts off miters at angles less than 90 degrees, 2.0 cuts off miters at angles less than 60 degrees and 10.0 cuts off miters at angles less then 11 degrees.

See: User Guide, Editing and creating masks on page 33.
See: Reference Manual, Graphic Inspector on page 55.

Multi-Master font

An information structure that describes a family of fonts derived from one master design, in a format specified by Adobe. By varying the design parameters, individual instances of the same Multi–Master font can be used to emulate other fonts for screen display, for example.

See: User Guide, Working with text on page 27.
See: Reference Manual, Font Picker on page 63.

Node

A path consists of a number of points or nodes that are connected with either straight lines or Bezier curves.

Non-zero-winding fill rule

A fill rule for paths (outlines). The rule determines whether a given point is inside or outside of the path. The crossings with the path are counted when moving to the point along a straight line: add 1 for a left to right crossing, subtract 1 for a right to left crossing. The point is inside the path if the resulting number is non–zero.

See: User Guide, Working with paths on page 28.
See: User Guide, Viewing and editing object attributes on page 24.
See: Reference Manual, Graphic Inspector on page 55.

Nudge

Nudging is moving an object one pixel at a time using the arrow keys. The object is always moved by one pixel, regardless of the current magnification factor. The closer you zoom in on an object, the more accurate you can nudge it.

See: User Guide, Viewing a document on page 21.

Overprint

An object attribute in the extended graphic state that is used only when producing separations. It specifies whether painting on one separation causes the corresponding areas of other separations to be erased (off) or left unchanged (on).

See: Reference Manual, Graphic Inspector on page 55.

Page

A PDF page can be opened for editing in PitStop.

See User Guide, Opening and saving a page for editing on page 19.

Path

The PDF name for an outline consisting of any mix of straight lines and Bezier curves. A path can be filled or stroked.

See: User Guide, Working with paths on page 28.
See: Reference Manual, Edit Paths menu on page 46.

PDF

An object oriented portable document format specified by Adobe, based on the PostScript imaging model. A PDF page can be opened for editing in PitStop.

See: User Guide, Working with PDF documents on page 19.

PitStop

The visual PDF editor.

See: Getting Started, What is PitStop on page 7.

Point (measurement unit)

A unit of measurement used in the publishing world, mainly in relation to type. A point is approx. 1/72 of an inch (1/72.27 of an inch to be exact).

See: Reference Manual, Preferences Panel on page 64.

Portable Document Format

See PDF.

PostScript

A page description language specified by Adobe. PostScript files can be converted to PDF format.

See: User Guide, Working with PDF documents on page 19.

PostScript operator

Special PDF operator that provides a means to include literal PostScript code in a PDF page description. Adobe strongly discourages the use of these operators.

See User Guide, Dealing with the special PDF operators on page 35.

Preferences Panel

A floating panel that allows you to specify your preferences for PitStop's user interface and related options.

See: User Guide, Setting preferences on page 38.
See: Reference Manual, Preferences Panel on page 64.

Preview mode

A display mode in which PitStop shows the document as it will print. See also wireframe mode.

See: User Guide, Viewing a document on page 21.

Redo

The reverse action of Undo.

RGB

A color space consisting of the components Red, Green and Blue.

See: User Guide, Viewing and editing object attributes on page 24.
See: Reference Manual, Color Mixer on page 62.

Selection handles

A selected object is drawn with eight small rectangles positioned on the object's bounding box. You can click and drag these boxes to resize the selected object(s). If you use the corner handles, PitStop preserves the aspect ratio. If you use the middle handles, the object is distorted.

See: User Guide, Moving, scaling, rotating and shearing visually on page 23.

Selection rectangle

A rectangle that you drag to select all objects overlapping the rectangle.

See: User Guide, Selecting objects on page 22.
See: Getting Started, Frequently Asked Questions on page 15.

Special operator

PDF page description operator that has no direct effect on the markings on the page. Special operators are used because of their side effects.

See User Guide, Dealing with the special PDF operators on page 35.

Stroke adjustment

An object attribute in the extended graphic state that controls whether the line width and the coordinates of a stroked path are automatically adjusted as necessary to produce lines of uniform thickness.

See: Reference Manual, Graphic Inspector on page 55.

Stroke attribute

An attribute of a graphic path that specifies stroking of the path, i.e. the path is drawn using a "pen" with a thickness specified by the stroke width attribute.

See: User Guide, Viewing and editing object attributes on page 24.
See: Reference Manual, Graphic Inspector on page 55.

System font

A font installed on your computer.

See: User Guide, Working with fonts on page 28.
See: Reference Manual, Font Picker on page 63.

Tailor

The visual PostScript editor, another cool Enfocus Software product.

See: Getting Started, How to contact us.

Transfer function

An object attribute in the extended graphic state. The transfer function adjusts the values of color components. It is also a part of some halftone screens.

See: Reference Manual, Graphic Inspector on page 55.

TrueType font

An information structure that describes a typeface (font) in a format specified by Apple, and licensed by Microsoft. TrueType fonts can be installed on your computer, or they can be embedded in a PDF file.

See: User Guide, Working with text on page 27.
See: Reference Manual, Font Picker on page 63.

Type 1 font

An information structure that describes a typeface (font) in a format specified by Adobe. Type 1 fonts can be installed on your computer, or they can be embedded in a PDF file. Many high quality fonts are supplied in this format.

See: User Guide, Working with text on page 27.
See: Reference Manual, Font Picker on page 63.

Type 3 font

An information structure that describes a typeface (font) in a PDF-specific format. Type 3 fonts can not be installed on your computer; they are always embedded in a PDF file.

See: User Guide, Understanding font handling on page 38.

Undercolor removal

An object attribute in the extended graphic state. The undercolor removal function computes the amount to subtract from the cyan, magenta, and yellow components during conversion of color values from DeviceRGB color space to DeviceCMYK.

See: Reference Manual, Graphic Inspector on page 55.

Undo

A command to reverse the last action. PitStop provides multiple undo levels, settable in the Preferences Panel.

See: Reference Manual, Preferences Panel on page 64.

Uniform stroke

An attribute of a stroked path that indicates whether the stroke has a uniform width or not. For a uniformly stroked path, the stroke width remains uniform even when the path is scaled differently in horizontal and vertical directions.

See: User Guide, Viewing and editing object attributes on page 24.
See: Reference Manual, Graphic Inspector on page 55.

Viewing scale

The magnification factor of the edit window. The viewing scale is shown in the Window Toolbar.

See: User Guide, Viewing a document on page 21.
See: Reference Manual, Window Toolbar on page 52.

Wildcard

A wildcard attribute means that the attribute is not the same for all selected objects. Wildcard attributes are shown in the Graphic Inspector as a special value (such as an asterisk) or by deselecting all of the corresponding attribute buttons.

See: User Guide, Viewing and editing object attributes on page 24.
See: Reference Manual, Graphic Inspector on page 55.

Window Toolbar

A row of buttons that appears at the top of every edit window. It contains controls for the most frequently used PitStop functions.

See: Reference Manual, Window Toolbar on page 52.

Wireframe mode

A display mode in which PitStop shows paths as thin lines instead of stroked or filled shapes. See also preview mode.

See: User Guide, Viewing a document on page 21.

Word spacing

The amount of additional horizontal spacing applied to all space characters in a text line.

See: Reference Manual, Graphic Inspector on page 55.

XObject

A PDF object that is referred to from within a page description, but actually resides outside of the page description. Typical XObject examples are pixel images and forms.

Zooming

The magnification or reduction of the viewing scale.

See: User Guide, Viewing a document on page 21.