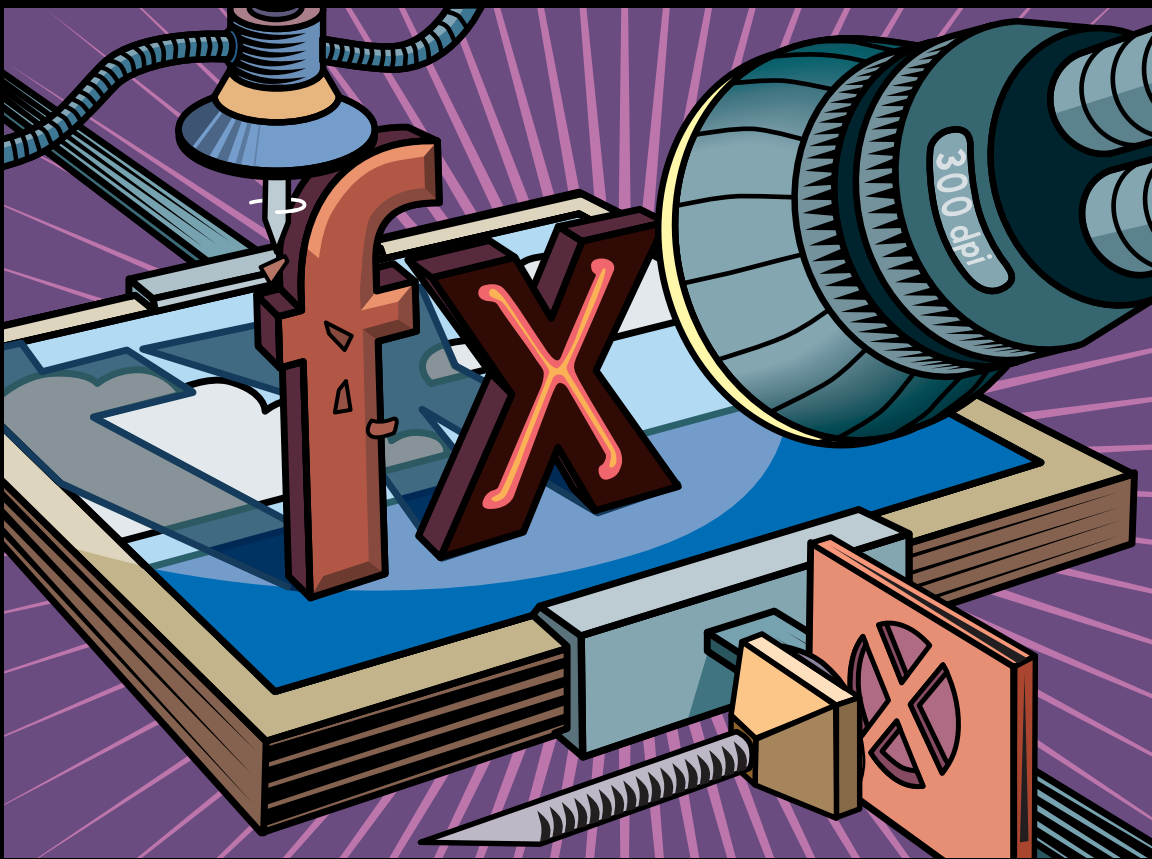


Extensis™ QX-Effects™



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Extensis Europe

Zonnebaan 34
3606 CB Maarssen
The Netherlands

Telephone: #31 (0)30 247 50 50
Fax: #31 (0)30 241 20 39
E-mail: extensis@euronet.nl

Extensis Corporation

1800 SW First Avenue, Suite 500
Portland, OR 97201

Telephone: (503) 274-2020
Fax: (503) 274-0530
Technical Support: (503) 274-7030
E-mail: support@extensis.com
<http://www.extensis.com>

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Introducing QX-Effects

Welcome to Extensis™ QX-Effects® for QuarkXPress®. You've purchased the easiest and most powerful way to add all sorts of special effects to QuarkXPress.

QX-Effects creates professional-quality shadows, glows, bevels and embosses to QuarkXPress text, pictures, and objects. The effects can be blended into the background, creating smooth edges and natural blends. Many of the pictures that used to require a image-editing application can now be done inside of QuarkXPress.

System and Software Requirements

Macintosh:

- System 7.5.3 or later
- QuarkXPress version 3.31 or later
- FPU required
- Thousands of colors recommended
- 10 Mbyte of RAM allocated to QuarkXPress.

Installation for Macintosh

Instructions for installation can be found on the CD-ROM that came with your product.

Removing QX-Effects

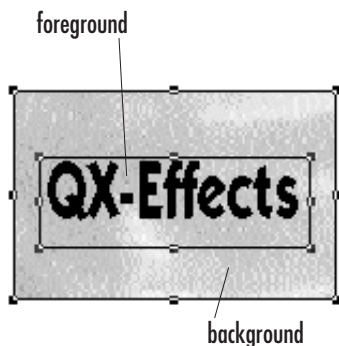
To remove QX-Effects, drag both the QX-Effects 3.0 XTension and the QX-Effects Engines folder out of the XTensions folder and the QuarkXPress folder. The next time QuarkXPress is launched, QX-Effects will not load.

QX-Effects Quickstart

QX-Effects is accessed from the QX-Effects menu in QuarkXPress, to the right of the Utilities menu. To use QX-Effects, select a text box, picture box or line, then select "Create Effect..." from the QX-Effects menu. Be sure to have the QuarkXPress item you want affected by QX-Effects selected *before* you choose Guide from the QX-Effects menu.

A PDF version of this QX-Effects manual can be found on the CD-ROM, along with Acrobat Reader software (needed to view the electronic documentation).

How QX-Effects Works



Prior to using QX-Effects, check your Application Preferences to see if the Color TIFFs setting is set to 32-bit. Having it set to 32-bit (instead of the 16-bit default) will result in better looking pictures on screen.

Each of the QX-Effects modules work by looking at the objects below the selected object, and then creating a new picture box and picture automatically. This picture contains the “effects” that were created, and is saved automatically to your hard disk and linked to your QuarkXPress document. By default, the picture that is created is saved in the folder with your document. The original picture file is *not* modified in any way. When creating the effect, you can choose to have the foreground and background as part of the effect.

When outputting your files from a different machine, be sure to include *all* the placed pictures in your QuarkXPress document. You can obtain a list of the pictures used in your document by Choosing Utilities→Picture Usage. Another Extensis product, Extensis Preflight Designer, will automatically place all pictures and fonts used in a document onto removable media (or into a compressed file for modem transfer). A demo version of Extensis Preflight Designer can be found on the CD-ROM that came with your QX-Effects package.

When using a service bureau or other output provider, they do *not* need a copy of QX-Effects to output your QuarkXPress document.

Registration & Personalization

It is important to register your copy of QX-Effects so we can provide you with service. Registered users of QX-Effects are eligible for free technical support, information regarding new versions, products, discounts and special offers on new products.

QX-Effects includes electronic registration so registering has never been easier! The first time you run QuarkXPress after installing QX-Effects, the QX-Effects Personalize dialog box appears. To personalize QX-Effects, type your name, company and QX-Effects registration number. Your product registration number is located on the back of your QX-Effects manual. If you choose not to personalize your copy, QX-Effects will run in a 30 day demonstration mode, after which time it will stop working until a serial number is entered.

Once you have personalized QX-Effects, a dialog box appears,

asking if you would like to register. To register QX-Effects, click the register QX-Effects button and an electronic registration screen appears. After you've complete the registration screen, a market research screen and a System Configuration screen will follow. The market research screen asks basic questions that enable us to better understand your needs. The System Configuration screen provides a "snapshot" of your system configuration that enables Extensis to support you more effectively. Sending the Market research and System Configuration information is optional.

If you have a modem, you can register toll-free. If you do not have a modem, you can print the registration sheet and register either by faxing it to (503) 274-0530 or mail it in the postage-paid envelope provided. If you don't have access to a modem or printer, you can still register, by filling out the registration sheet located in the back of this manual.

Technical Support

For questions regarding QX-Effects, please refer to this manual first, which describes the features and basic operations. If you have a question or problem that is not addressed in the manual, technical support is available by calling (503) 274-7030, Monday through Friday, between the hours of 8:00 a.m. to 5:00 p.m. Pacific time.

When calling technical support, please be at your computer and have the following information available: your QX-Effects registration number, your computer configuration and your question or a description of the difficulty you're experiencing—what specifically occurs and when. Take note of any displayed error numbers or messages and any other information you think may be relevant.

You may also receive technical support and trouble shooting tips at our website at www.extensis.com, or by e-mailing support@extensis.com.

Suggestions

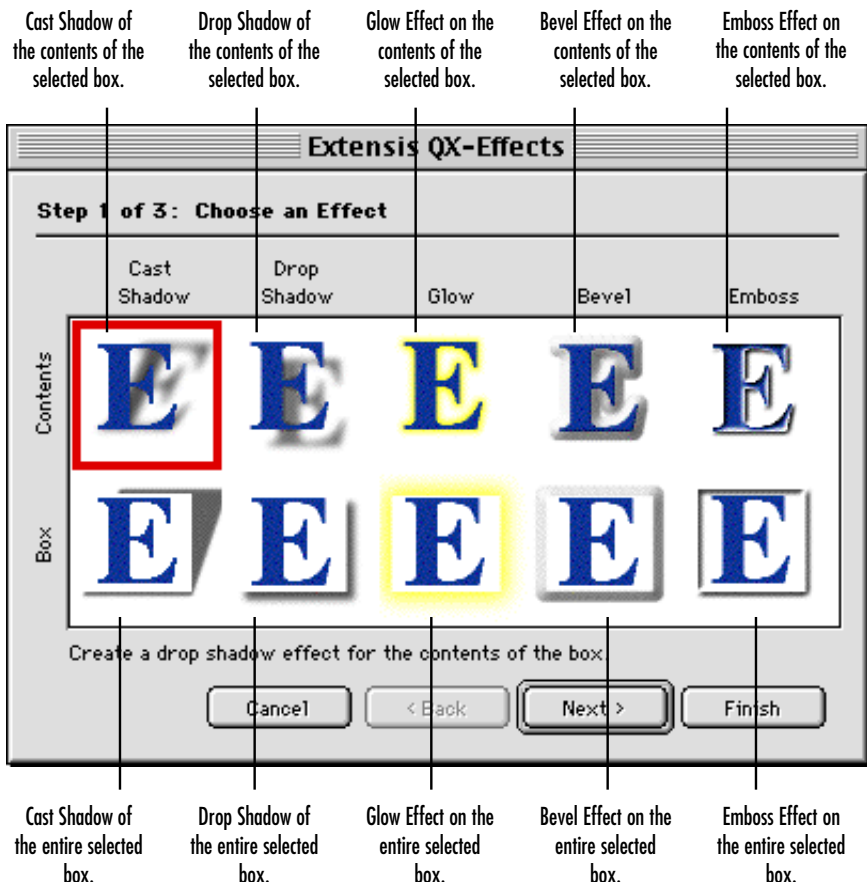
We'd love to hear your comments about QX-Effects, plus ideas for new XTensions or improvements on existing XTensions. A suggestion sheet is included at the end of this manual. Please send your comments and suggestions to Extensis via e-mail (info@extensis.com) FAX (503) 274-0530, or by phone (503) 274-7030.

Creating an Effect with QX-Effects

You can apply fantastic effects to your QuarkXPress document by using the QX-Effects Guide. This guide takes you step-by-step through each decision you'll need to make when creating an effect with QX-Effects. Each of the individual effects are discussed in their own sections following this one.

To Use the QX-Effects Guide:

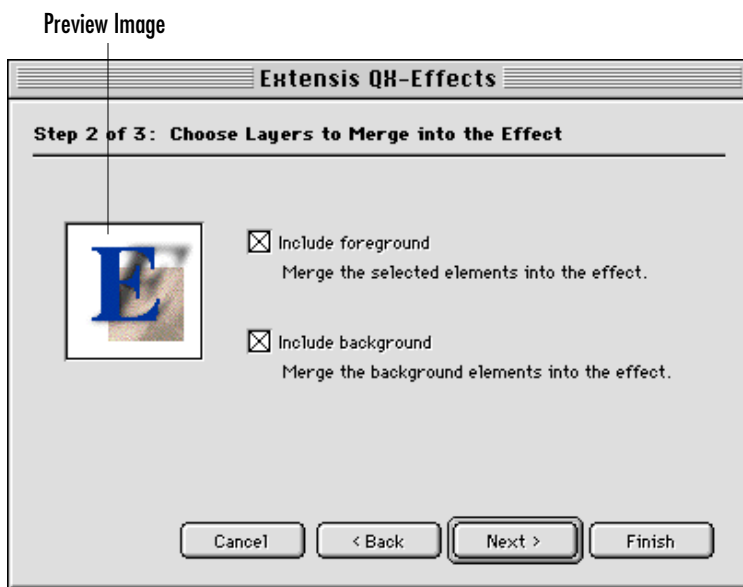
1. Select the objects you wish to create effects from.
2. Choose QX-Effects→Create Effect.
The QX-Effects Effect Type screen appears.
3. Choose an effect from the ten buttons.
4. Press the Next button.



Tip: The Foreground is always the selected picture box, text box or line. The background consists of any unselected TIFF files that are behind the selected box.

The “Choose Layers to Merge into the Effect” screen appears. This step allows you to pick which layers of the effect to merge when the Effect is processed.

There are three different parts to any effect: The foreground (selected object), the background (what’s behind the object, if anything), and the effect itself. You can pick from any combination of the effect layer with or without any other layer.



Tip: When using text in the foreground, you normally don’t want to check the Include Foreground checkbox. If the box is *not* checked, the text retains its font attributes, allowing it to print as crisply as possible (at the resolution of the output device). However, for some bevel and embossing effects that go *in* to the text, you’ll have to include the foreground in order to achieve the proper effect.

5. Click a button to determine which layers to merge, then click the Next button.

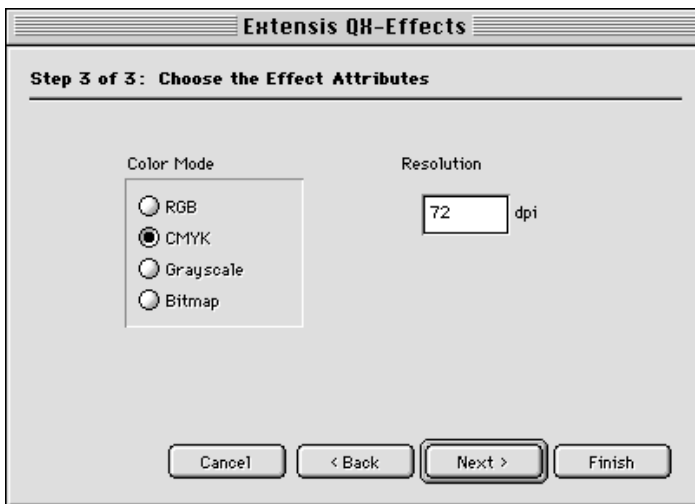
The Effect File Type screen appears. This step lets you select the resolution of the effect and the color mode.

6. Enter a resolution for the effect.

Tip: The higher the resolution setting, the longer the effect will take to generate.

A high resolution effect picture will also take longer to print than a lower resolution picture.

The default value is automatically chosen by QX-Effects. QX-Effects examines the background item to determine the dpi. In most cases, you should be able to zip right by this dialog box (punching the Enter or Return key to skip to the preview screen). You can set the dpi to anything you'd like, but there are a few good rules of thumb to follow. Typically, you should choose a dpi that is twice the line screen you'll be printing at. If you're unsure what linescreen



Tip: Some modes are not available depending on what merging options you chose in Step 2. For instance, you won't be able to use bitmap when you include the foreground or background in the effect.

Tip: *Don't* use RGB color mode when creating an effect within a four color document. The resulting colors will not separate as well as the same effect when created using CMYK mode.

you'll be printing at, setting the resolution to 300 dpi will ensure fairly good quality for most applications.

7. Choose a Color mode.

There are four modes to choose from. Pick the one that best represents the final destination of your document; QX-Effects preselects a mode based on the item you've selected.

RGB is perfect for on-screen applications, such as PDF files or HTML pages.

CMYK should be used when the document will be printed using the four color (CMYK) separation process.

Grayscale should be used if the document is black and white, or if you're using spot colors (you can always assign any grayscale picture a specific spot color in QuarkXPress).

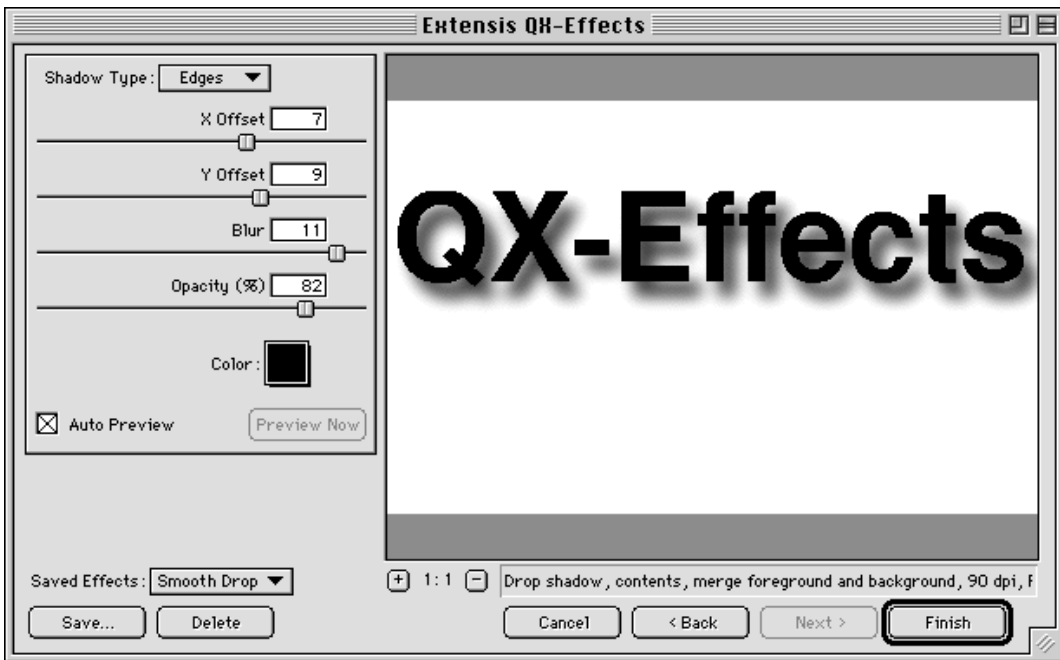
Bitmap should be used only if you want to simulate

transparency with your effect. The dithering process results in a pattern of black and white pixels, where the white pixels are transparent in QuarkXPress. The dithering process used is OPI-friendly as well.

8. Click the Next Button.

The Effect Preview screen will appear. This screen will change depending on the type of effect you chose in step one. The screen shown here shows the drop shadow effect.

The area to the right is a resizable, pannable pre-



view, while the controls on the left allow you to tweak the effect so that it appears just the way you like it.

9. After modifying the settings, click the Finish button.

After a few seconds, the effect will be generated in your document.

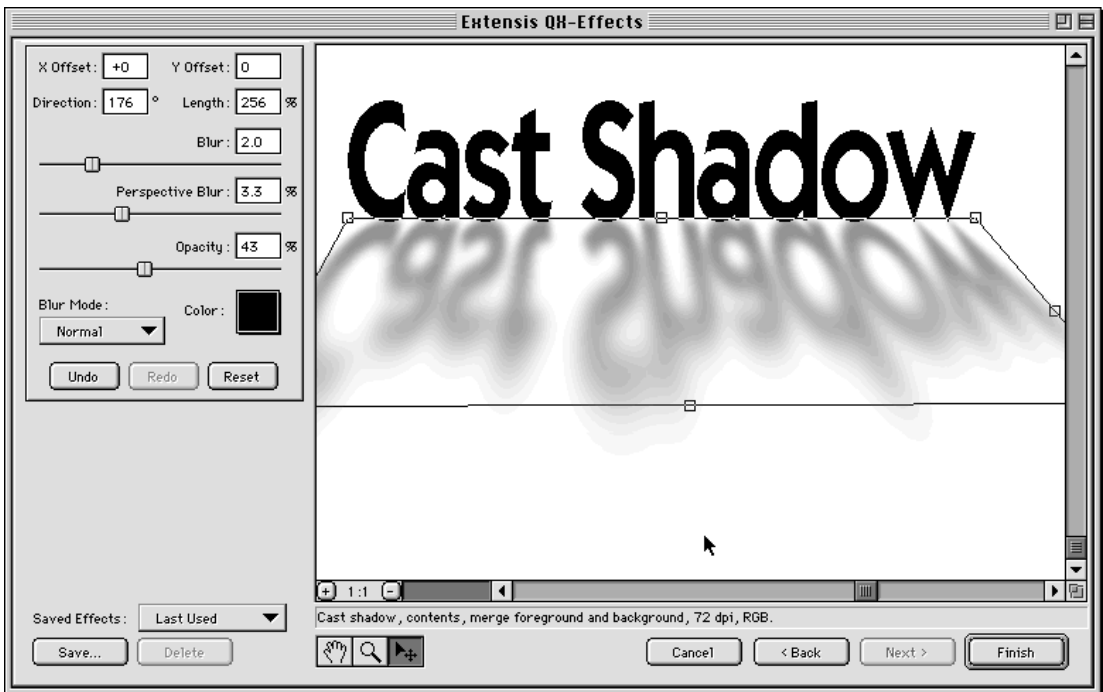
If you see a warning dialog...

QX-Effects warns you about situations that may happen when creating an effect. The Preferences and troubleshooting section of this manual lists many of these warnings and their meanings.

The Cast Shadow Effect

Cast Shadow creates a “real life” shadow that extends from the base of your selected object into the distance, as if the shadow had perspective. QX-Effects’ Cast Shadow allows you complete control over the appearance of this shadow.

When you get to the final screen in the process of creating a cast shadow (shown below), you’ll be able to customize the cast shadow’s position, shape, blur, opacity, and color. All of these controls are available to the left of the preview, by either entering values or by dragging sliders. However, the easiest way to control the shape and position of the cast shadow is to use the handles on the edge of the cast shadow preview (see the steps on the next page). You can create some stunning effects using Cast Shadow, giving pictures or text the illusion of a silhouette, or spotlighting them from a lightsource positioned near the viewer.





Tip: The undo button in the final screen undoes the last change you've made to the final screen controls. Redo reapplies the change. The Reset button restores all settings to their default values.

Tip: You can select any color for your cast shadow by clicking and holding on the color icon. A list of all the colors that are currently in your document appear. To add colors to the list, cancel out of QX-Effects and choose Edit→Colors from QuarkXPress.

To Adjust the position/shape of a cast shadow using handles:

1. Choose the Arrow tool below the preview window.
Only when the Arrow tool is chosen can the shadow be adjusted using its handles.
2. Click and drag on any handle to move just that corner or side of the shadow.
You can drag the edges of a shadow across itself to flip it, and to create an “impossible” twist effect.
3. Click and drag in the center of the shadow to move it.
The shadow can be positioned anywhere in the pre-view window.

Other Controls

Hand tool allows you to move the picture within the preview. Holding the Control key down will toggle to the Hand tool.

Zoom tool allows you to zoom in and out on the preview.

Pointer tool allows you to scale and position the shadow. If the Hand tool is chosen, holding the Control key will toggle to the Pointer tool.

X Offset controls the horizontal distance of the shadow from the source object.

Y Offset controls the vertical distance of the shadow from the source object.

Direction is the angle of the shadow, where 0° is “flat.”

Length is how long the shadow is.

Blur controls how soft the shadow edges are.

Perspective Blur determines how the shadow “fades” as it stretches away from the source object.

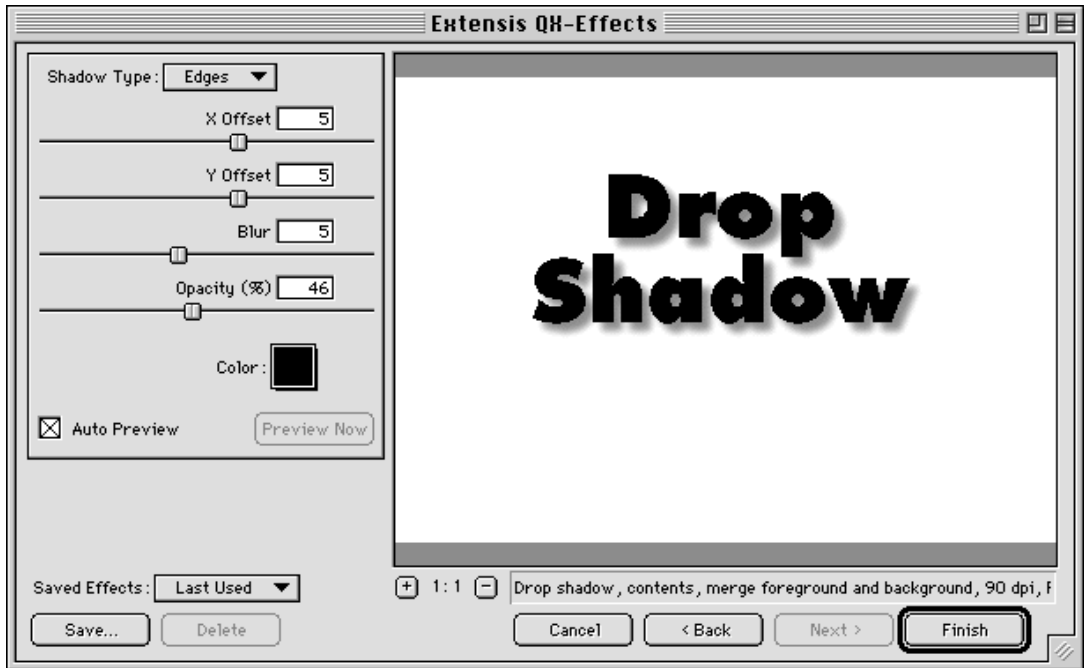
Opacity controls how much of the background shows through the cast shadow.

Color is the color of the shadow.

Blur Mode is how the shadow interacts with the background. There are five options: Normal, which places the shadow on top of the background; Multiply, which combines the shadow with the background; Screen, which subtracts the background from the shadow when combined; Darken, which only darkens the background; and Lighten, which only lightens the background.

The Drop Shadow Effect

Drop Shadow creates a shadow effect that gives the illusion that the object is actually floating above the page. The effect can be moved anywhere beneath the original picture, and the both the edge blurriness and the opacity of the shadow can be controlled. You can also specify a different color for your drop shadow.



To move the shadow manually:

1. Press the Control key.

Pressing the Control key allows you to move *only* the shadow. If you drag on the screen without pressing the Control key, the object will move along with its shadow.

2. Drag on the screen.

Only the shadow will move.

EDGES

SOLID

Shadow Type: Edges ▼

X Offset: 5

Y Offset: 5

Blur: 5

Opacity (%): 46

Color: [Black Swatch]

☒ Auto Preview Preview Now

Tip: The blur setting's softness moves from 100% opaque (middle of the shadow) to 0% opaque (at the edges of the shadow). If the opacity is less than 100% opaque, the shadow starts at that value at the middle and goes down to 0%. So, if your opacity is set to 65%, the blur starts at 65% and fades to 0%.

Tip: You can make a text box stand out (like this one) by selecting it, and creating a drop shadow behind the entire box. Make sure your box is set to a white background (or other color if you choose); a background of none can look pretty weird.

Other Controls

Shadow Type allows you to choose from Edges (where the shadow edges accurately reflect the selected object, including any “holes” that might be in that object) and Solid (where the shadow consists of a solid object formed by the outermost edge of the object).

X Offset controls the horizontal distance of the shadow from the source object.

Y Offset controls the vertical distance of the shadow from the source object.

Blur controls how soft the shadow edges are.

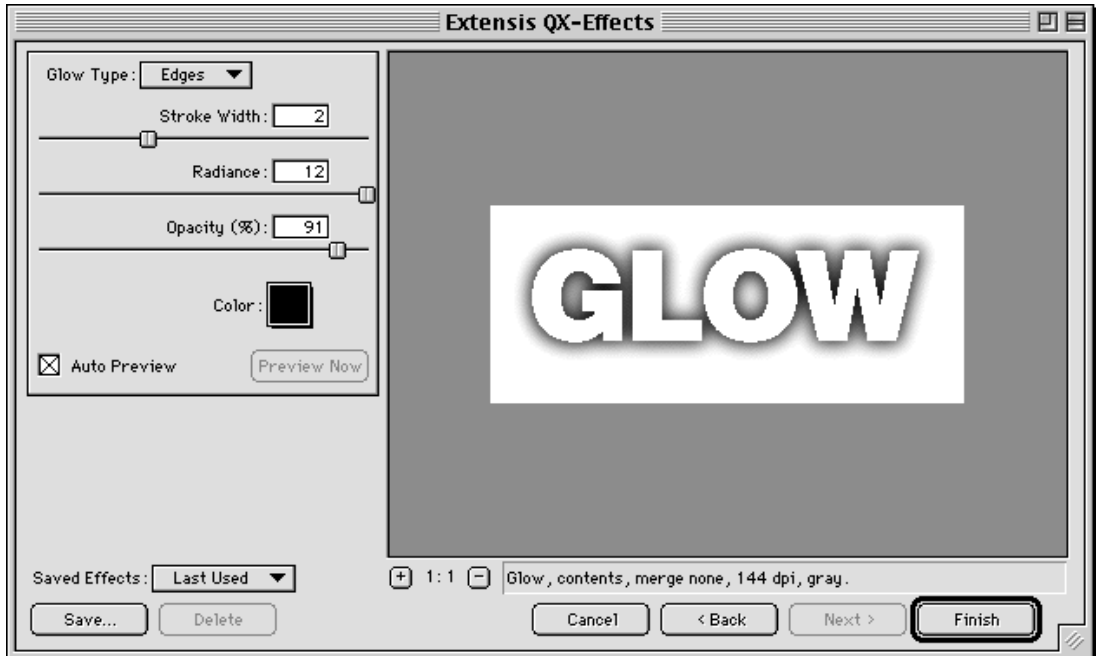
Opacity controls how much of the background shows through the drop shadow.

Color is the color of the shadow.

Holding the Control key down will toggle to the Pointer tool.

The Glow Effect

Glow creates a glowing halo effect around the selected object. The effect can range from quite subtle to overpowering, by using controls to determine the size of the glow, how far the glow radiates from the source, and the opacity of the glow.



EDGES SOLID

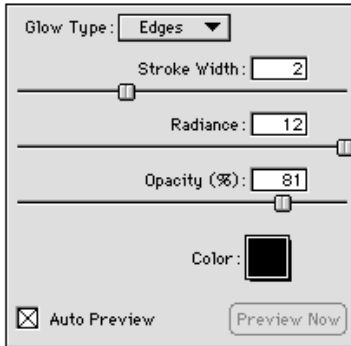
When creating a glow with text, you'll typically want to leave the foreground merge (in step 2) unchecked, so that the edges of the text remain perfectly smooth.

You aren't limited to text and picture boxes for your effects. Try using an effect on a line with a special dash pattern for some truly unique effects.



Other Controls

Glow Type allows you to choose from Edges (where the glow edges accurately reflect the selected object, including any “holes” that might be in that object) and Solid (where the glow consists of a solid object formed by the outermost edge of the object).



Stroke Width controls the size of the glow around the source. The higher the number, the larger the initial glow effect.

Radiance controls how blurry the glow edges are. The larger the number, the more the edges will seem to slowly dissipate into the background.

Opacity controls how much of the background shows through the glow effect.

Color is the color of the glow.

Holding the Control key down will toggle to the Pointer tool.

Radiance 0

Radiance 6

Radiance 12

The Bevel Effect

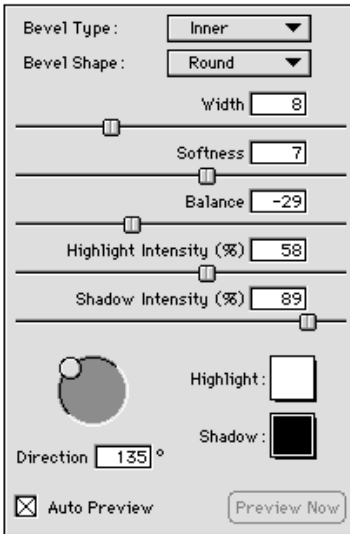
Bevel creates a raised look by adding a bevel (angled or curved edge) to the selected object. Bevel has many different controls, allowing you to change the width of the bevel, if the bevel is inside or outside the original object, the shape of the bevel, its smoothness, and the amount of highlight and shadow used on the effect.



The light source usually comes from the upper left.

To change the direction of the light source:

1. **Locate the dial on the left edge of the dialog box.**
By default, the handle of the dial is positioned at the upper left of the dial.
2. **Drag the handle of the dial around.**
When you release the mouse button, the direction of the light source will change to match the position of the handle relative to the dial.
You can also change the direction by entering an angle in the direction box below the dial.



Other Controls

Bevel Type allows you to choose from Inner (where the bevel effect appears only within the object) and Outer (where the bevel effect takes place around the outside edges of the object).

Bevel Shape allows you to choose from the following four options:

Flat: The edges of the bevels are flat. Corners appear mitered.

Round: The edges of the bevels are rounded. Corners appear smooth and curved.

Slope: The edges of the bevels appear sloped.

Double: Two flat bevels are used, with a distance between them equal to the width of the bevels.

Width (pixels) controls the size of the bevel around the source. The higher the number, the larger the bevel effect.

Softness controls how smooth the bevel effect appears. A low number results in definite changes between angles of the bevel, while a high number makes the bevels flow together nicely.

Balance shifts the highlight and shadow back and forth. By moving this slider you can increase or decrease the amount of light that is hitting the bevel.

Highlight Intensity increases or decreases the amount of high-light color in the bevel.

Shadow Intensity increases or decreases the amount of shadow color in the bevel.

Highlight is the highlight color of the bevel (where the light source is coming from).

Shadow is the shadow color of the bevel (the opposite side of where the light source is coming from).

Direction is the angle from which the light is coming.

Holding the Control key down will toggle to the Pointer tool.

Flat

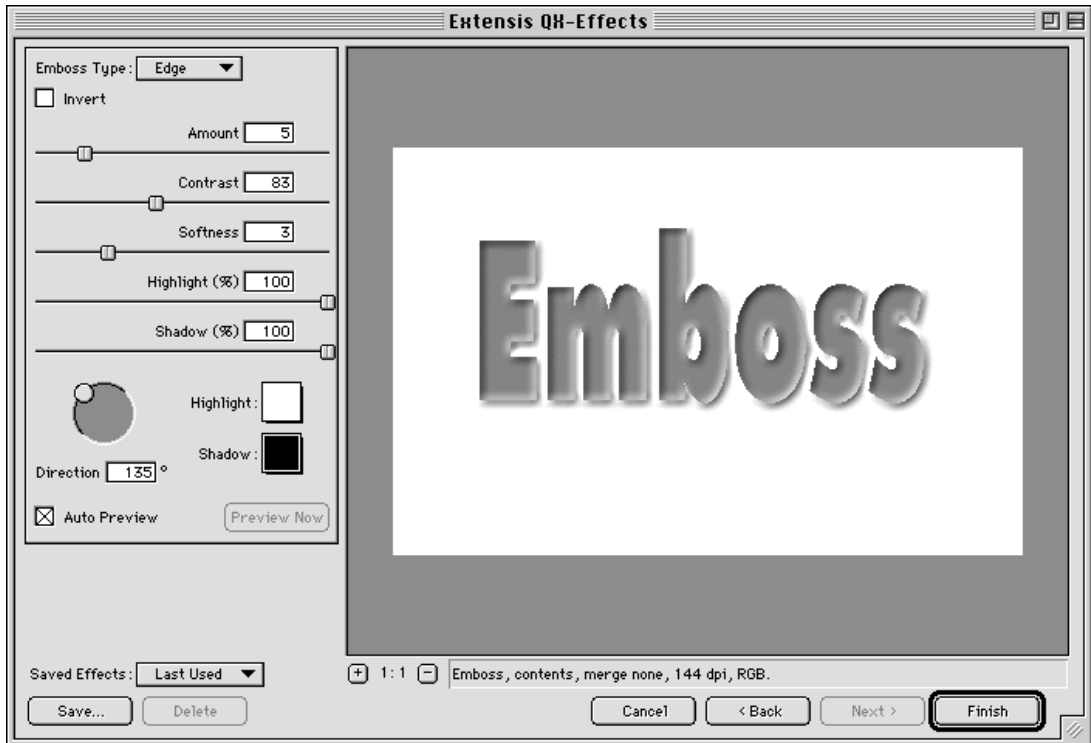
Round

Slope

Double

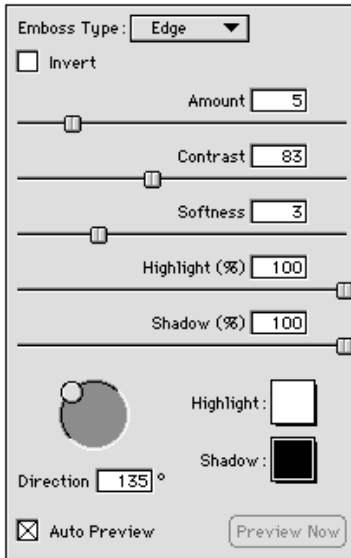
The Emboss Effect

Emboss creates multiple embossed looks by creating the illusion that the object is pressed into (or out from) the background object.



Tip: When creating an “empty” effects box like the one under the text to the right, be sure to use a text box, not a picture box. A picture box will create the effect with the empty “X” inside of it, while a text box will just contain the effect.

An embossed text box (like this one) provides a unique method for making text stand out. Instead of selecting the contents of the text box for the effect (in step one), apply the effect to the that outside of the box. If you don't include the foreground (in step 2) then you'll be able to edit the text box and it's contents, including being able to change the inset of the text.



Other Controls

Emboss Type allows you to choose from the following four options:

Cutout: The object appears to have been cut out of the background, with the edges hanging downward.

Raised: The object appears to be pulled upwards out of the background.

Edge: The object appears to exist as a dent in the background.

Blur: The object is smoothly embossed from the background.

Amount (pixels) controls the size of the embossing edge. The higher the number, the greater the embossing effect.

Contrast determines how gradual the difference between highlight and shadow appears. A higher number increases the contrast.

Softness (pixels) controls how smooth the embossing effect appears. A low number results in definite changes between angles of the emboss, while a high number makes the embossing flow nicely.

Highlight (%) increases or decreases the amount of highlight color in the emboss effect.

Shadow (%) increases or decreases the amount of shadow color in the emboss effect.

Highlight is the highlight color of the emboss effect (where the light source is coming from).

Shadow is the shadow color of the emboss effect (the opposite side of where the light source is coming from).

Direction is the angle from which the light is coming.

Holding the Control key down will toggle to the Pointer tool.

Cutout

Raise

Edge

Blur

The QX-Effects Menu and Saved Effects



Tip: Effect settings can also be saved in each Preview dialog by clicking the Save... button. These saved effects are added to the corresponding QX-Effects submenu. When choosing a saved effect from the pop-up in the Preview dialog, only the effect preview settings will change -not other settings, such as color mode or resolution.

The QX-Effects menu provides several additional options for customizing the way QX-Effects works. Many of the menu options will be dimmed if there are no selected items in QuarkXPress.

Create Effect takes you through the effect creation process.

Repeat Last Effect takes you straight into the Effect Preview dialog of the last effect you created. The settings in the first three dialog boxes that you chose the last time you used QX-Effects will be used. Holding the Option key down before choosing this menu item will recreate the effect in-full, skipping the Effect Preview dialog.

Preferences displays the Preferences dialog box. Information for each individual preference can be found on Page 23 of this manual.

About QX-Effects displays registration information and product information.

Save Last Effect allows you to save the last effect with a name, so that you can apply it by either selecting it from the Effects submenus or from the pop-up menu within the Effect Preview dialog.

Edit Effects Menu allows you to rename and/or delete saved effects.

The five submenus along the bottom of the QX-Effect menu provide quick access to any saved effect. When you choose an item from these submenus, the Effect Preview dialog for that effect will appear. You can bypass the Effect Preview dialog (and just create the effect) by holding the Option key down while choosing a saved effect.



Preferences

QX-Effects has many different preferences to customize QX-Effects. This section describes each of the preferences and what they do.

Always prompt me to name the effect file. If this is checked, you'll be presented with a Save As dialog box each time you use QX-Effects, so that you can name and save the pictures created

by QX-Effects. If left unchecked, the pictures that are created are named based on the type of effect and stored in the same folder as the XPress document. For instance, the first Bevel effect you create is automatically named "Bevel 1" while the next one is named "Bevel 2." Note: Documents must be saved so QX-Effects can automatically save effects with the document.

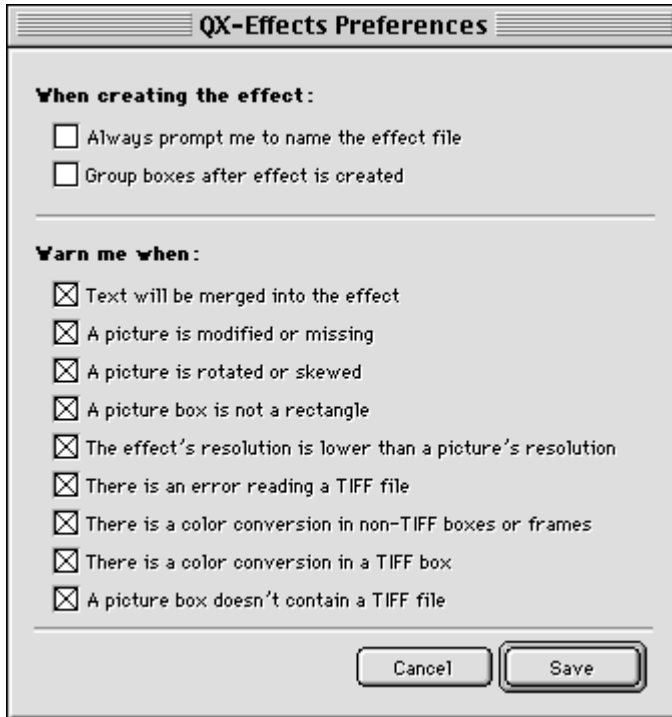
Group boxes after effect is created. Checking this option automatically groups the new effect picture with all other boxes included in the effect.

Warn me when: These checkboxes enable or disable each type of warning from appearing during the effect creation process. Warnings are intended to let the user know

when an effect may not be created as they expected.

Text will be merged into the effect. If text is included in the foreground of the effect, QX-Effects will warn you that it will be rasterized into the effect picture.

A picture is modified or missing. If a TIFF file, included in the foreground of the effect, is listed as "Modified" or "Missing" in the document, its low-resolution (72dpi) screen preview will be used to create the effect. If it is in the background of the effect, it will not be included in the effect.



A picture is rotated or skewed. QX-Effects will use the low-resolution (72dpi) screen preview for pictures included in the foreground, which are rotated or skewed. QX-Effects will not include any pictures located in the background, that are rotated or skewed.

A picture box is not a rectangle. QX-Effects will use the low-resolution (72dpi) screen preview for pictures included in the foreground, which are not in a rectangular picture box. QX-Effects will not include any pictures located in the background, that are not in a rectangular picture box.

The effect's resolution is lower than a picture's resolution. QX-Effects will warn the user when the effect will be created at a lower resolution than one of the pictures included in the effect.

There is an error reading a TIFF file. QX-Effects will warn the user when it has encountered a non-standard TIFF file used in the effect.

There is a color conversion in non-TIFF boxes or frames. QX-Effects will warn the user when a RGB element, such as a text box, rule, or frame will be converted to CMYK in the effect picture.

There is a color conversion in a TIFF box. QX-Effects will warn when a RGB TIFF will be converted to CMYK, or a CMYK TIFF will be converted to RGB, in the effect.

A picture box doesn't contain a TIFF file. QX-Effects will use the low-resolution (72dpi) screen preview for pictures included in the foreground that are not saved in the TIFF format. QX-Effects will not include any pictures in the background of the effect that are not TIFFs.

Troubleshooting

QX-Effects produces several messages warning you of problems that may result from the limitations of PostScript or other technologies. This troubleshooting guide lists each of these warnings, describes what you can do to avoid it in the future, and tells you how to prevent the warning from ever appearing again.

“This Item” appears in several warning messages. It will be replaced with the name of a file that QX-Effects is identifying as a source of a problem.

The preferences dialog is found by selecting the “Preferences” item from the QX-Effects menu. Each of these warning messages can be enabled or disabled by checking the corresponding checkbox in the Preferences dialog.

For a more exhaustive discussion of these warnings, please turn your web browser to <http://www.extensis.com/products/QX-Effects/Mac/tips.html>.

“This item” is not a TIFF file. It will be rendered using the XPress preview.

This occurs when you have selected a PICT or EPS as part of the foreground, and are merging the foreground with the effect. The best results are produced from TIFF files. If your effect includes other types of files, QX-Effects will use the 72 dpi screen preview supplied by QuarkXPress.

If the results of this effect are objectionable, you may want to look for a TIFF version of the picture, or use a image editing application to convert the file to a TIFF format.

This warning is displayed only when “A picture box doesn’t contain a TIFF file” is enabled in the Preferences dialog.

The file “This item” is not available. It may be missing or in use, or the box that contains it may not be synchronized with the file. It will be rendered using the XPress preview.

QX-Effects will use high-resolution image data from a TIFF file, but if QX-Effects can’t find the TIFF, it can’t use the image data. You can re-link pictures to the QuarkXPress document by using the “Picture Usage” dialog in the QuarkXPress Utilities menu. QX-Effects will use the low-resolution (72 dpi) screen-preview for these pictures included in the foreground, and will not include these pictures at all if they are in the background.

This warning is displayed only when “A picture is modified or missing” is enabled in the Preferences dialog.

“This item” is rotated or skewed. It will be rendered using the XPress preview.

If a picture or picture box is rotated or skewed, its high-resolution data will not be used in the effect. If this picture is included in the foreground of the effect, its low-resolution (72 dpi) screen preview will be used to create the effect. If this picture is in the background, it will not be included in the effect. If you wish to use high-resolution picture data, you can use an image editing application to rotate or skew the picture before bringing it into QuarkXPress.

This warning is displayed only when “A picture is rotated or skewed” is enabled in the Preferences dialog.

“This item” is not in a rectangular box. It will be rendered using the XPress preview.

If a picture is not in a rectangular picture box, its high resolution data will not be used in the effect. If this picture box is included in the foreground of the effect, its low-resolution (72 dpi) screen preview will be used to create the effect. If this picture is in the background, it will not be included in the effect.

To overcome this problem, you can temporarily convert the picture box to a rectangle, use the picture in the effect, then convert the picture box back to the original shape.

This warning is displayed only when “A picture box is not a rectangle” is enabled in the Preferences dialog.

The resolution of the effect (dpi) is lower than the resolution of “This item” (dpi). This could cause undesirable results during printing.

During the effect creation process, QX-Effects inspects each picture included in the effect to find its resolution. In the step three dialog, it will automatically enter the highest resolution found. If a lower resolution is entered in this field, QX-Effects will warn you about possible undesirable results.

This warning is displayed only when “The effect’s resolution is lower than a picture’s resolution” is enabled in the Preferences dialog.

“This item” could not be rendered at its full resolution. It will be rendered using the XPress preview.

The TIFF file used in one of the pictures is in a format that is unreadable to QX-Effects. You can most likely solve this problem by using an image editing application to resave the picture in a standard TIFF format.

This warning is displayed only when “There is an error reading a TIFF file” is enabled in the Preferences dialog.

This CMYK effect includes some RGB elements (text boxes, lines, frames). You may notice a color shift in those elements.

QuarkXPress only provides RGB color information for text boxes, lines and frames. When producing a CMYK effect, QX-Effects is forced to calculate these values itself. The CMYK values it calculates may differ from the values produced by QuarkXPress.

This warning is displayed only when “There is a color conversion in non-TIFF boxes or frames” is enabled in the Preferences dialog.

The file “This item” encodes color differently than the effect. You may notice a color shift.

If you have selected an RGB effect, but are using a CMYK TIFF, QX-Effects is being forced to convert from one color space to another. To avoid this, use one consistent color mode (RGB, CMYK or Grayscale).

This warning is displayed only when “There is a color conversion in a TIFF box” is enabled in the Preferences dialog.

“This item” could not be rendered at its full resolution, because there’s not enough memory. It will be rendered at 72 dpi.

QX-Effects has run out of available memory. You can solve this problem by increasing the amount of memory allocated to QuarkXPress, by using smaller pictures, by quitting other applications, or by closing other QuarkXPress documents. Extensis recommends that you allocate at least 10 megabytes of RAM to QuarkXPress when using QX-Effects.

This warning is displayed only when “There is an error reading a TIFF file” is enabled in the Preferences dialog.

“This item” could not be rendered at its full resolution, because it’s stored in an unsupported format. It will be rendered at 72 dpi.

TIFF files support many different ways of storing image data. QX-Effects is able to read standard formats, but may be unable to decode some methods that are rarely used. You can solve this problem by opening the TIFF file in an image editing application and saving it as a standard TIFF file.

This warning is displayed only when “There is an error reading a TIFF file” is enabled in the Preferences dialog.

“This item” could not be rendered at its full resolution, because there was an error accessing the file. It will be rendered at 72 dpi.

This error message indicates that for some reason, the TIFF file was unreadable. It may be damaged, or on a network system that will not allow proper exchange of file data.

This warning is displayed only when “There is an error reading a TIFF file” is enabled in the Preferences dialog.

“This item” could not be rendered at its full resolution, because there was an error reading the TIFF directory of the file. It will be rendered at 72 dpi.

QX-Effects is unable to read the data contained in a TIFF file. Most likely, the file is damaged in some way.

This warning is displayed only when “There is an error reading a TIFF file” is enabled in the Preferences dialog.

“This item” could not be rendered at its full resolution, because an important piece of the file is missing. It will be rendered at 72 dpi.

QX-Effects is unable to read a TIFF file. It may be damaged.

This warning is displayed only when “There is an error reading a TIFF file” is enabled in the Preferences dialog.

“This item” could not be rendered at its full resolution, because there was an error reading the file. It will be rendered at 72 dpi.

QX-Effects was able to find this file, and began reading it, but encountered an error. There may have been an unexpected end-of-file, or the TIFF file may have been damaged in some other way.

This warning is displayed only when “There is an error reading a TIFF file” is enabled in the Preferences dialog.

The effect includes text. If the printed resolution is not (some) dpi, the text in the effect will look different than the text in the rest of the document. (It may look different anyway.)

In step two, you are asked to choose which layers you want to merge into the effect. If you include the foreground, and it includes a text box, QX-Effects will produce this warning. You have asked QX-Effects to produce a raster version of the type. If the resolution of your effect matches the resolution of your printer, then you will probably not notice the difference. But if your output device uses a higher resolution, you may notice that type produced in the effect is jagged in comparison to other PostScript type.

This problem can be solved by either selecting a higher resolution in the step three dialog, or by not including type in the effect by unchecking “Include Foreground” in the step two dialog. Note that as long as you have type included in the effect, QX-Effects will continue to produce this warning.

This warning is displayed only when “Text will be merged into the effect” is enabled in the Preferences dialog.

Frequently Asked Questions

Question: How does EFIColor work with QX-Effects?

Answer: EFIColor changes how Quark outputs colors, but doesn't change how Quark stores colors. As a result, you may notice some color shifts when using EFIColor with QX-Effects.

Question: Occasionally QX-Effects shows white pixels as transparent. If I create an effect, how will this print?

Answer: Because PostScript and QuarkXPress do not support true transparency, QX-Effects has to make some assumptions. The transparent pixels in the preview are an unfortunate side-effect of this. Fortunately, the white pixels will print as white.

Question: If I step backwards through the dialogs, I occasionally notice that resolution and color mode have changed.

Answer: Resolution and Color Mode in step three are recalculated each time the dialog is entered.

Question: I'm placing a shadow behind some white type. Why is it impossible to see it in the effect preview?

Answer: If you don't include the background when creating an effect, QX-Effects will use white. Like a polar bear in a snowstorm, the white type disappears against the white background.

Question: I saved an effect that uses a custom color. When I apply that saved effect in a new document, the custom color is applied as Black. How come?

Answer: When you create custom colors, they are saved with the document. QX-Effects will not add these colors to documents that do not have this color defined. Recreate the color in the new document, or create it with no documents open to add it to all new documents.

Question: I occasionally notice white lines around type when creating bevels and embosses. How do I get rid of these?

Answer: If you include the foreground when creating the effect, these offsets will disappear. Be sure that the resolution you select is sufficiently high to prevent jagged edges when printing. Another source of white lines is the smoothing option in Adobe Type Manager. This can be controlled in the ATM control panel.

Question: Why do effects that include Quark blends print off-color?

Answer: QuarkXPress calculates the screen preview of a blend differently than the final printed version. The only version of the blend available to QX-Effects is the screen preview, which results in a different coloring at print time. Note that this can only happen if you are using a box that contains a blend, the box is in the foreground, and you are including the foreground in the effect.

Tips and Techniques

Keep the source box as small as possible. The larger the source text box or picture box, the longer it will take to process the effect, and the larger the resulting picture will be.

Share custom QX-Effects preferences with others. You can copy your saved effects between systems by dragging the effects files (located in the QX-Effects Preferences folder in the System Folder Preferences folder) to the preferences folder on another system.

Use TIFF pictures. For the best end results, always use TIFF pictures with QX-Effects. High-resolution data is used for pictures saved in the TIFF format. Low-resolution (72 dpi) screen previews are used for other picture formats.

Improving QX-Effects performance:

- Allocate more memory to QuarkXPress.
- Keep source boxes small (shrink text boxes to fit the text).
- Higher resolution effects take longer. Doubling the resolution of an effect will roughly quadruple the amount of time required to create the effect.
- Increase the amount of free RAM.
- Increase the amount of available disk space.

Use the “Registration” color when creating black shadows for a better CMYK effect.

Suggestion

We'd like to know what you think we could do to make QX-Effects better. If you have an idea—we'd like to hear from you! You can contact us three ways:

- Go to our suggestion page on the Extensis web site at:
<http://www.extensis.com/about/suggest.html>
- Send your suggestion via e-mail to info@extensis.com
- Mail or fax this page to us (Our fax number is 503-274-0530)

To help make QX-Effects better, please...

1. Print your name, address, and phone number below and sign your name.

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Name

Street Address

City

State

Country

Zip/Postal Code

Daytime Phone

Daytime Fax

Please rank QX-Effects based on usefulness to you (1=useful; 3=not useful).

___ Create Cast Shadows	___ Create Embosses	___ CMYK Effects
___ Create Drop Shadows	___ QX-Effects "Guide"	___ RGB Effects
___ Create Glows	___ Merging Foreground	___ Grayscale Effects
___ Create Bevels	___ Merging Background	___ Bitmap Effects

Thanks for your suggestions! Hopefully you'll see your ideas in future versions of QX-Effects or other Extensis products.

Registration

If you haven't already registered, please complete the following registration information, tear along the perforation and fax to (503) 274-0530 or drop it in the mail in the postage-paid envelope provided. Your product registration number is located on the back of your manual.

Name

Organization

Street Address

City

State

Country

Zip/Postal Code

Daytime Phone

Daytime Fax

e-mail (optional)

Platform (check all that apply)

☐ Macintosh ☐ Windows ☐ Other _____

Applications Used (check all that apply)

☐ QuarkXPress ☐ PageMaker ☐ Photoshop ☐ Illustrator ☐ FreeHand