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Overview

32Bit Integrated Publishing

Calamus for Windows NT was designed to fulfill the need for a true 32bit highend desktop publishing application for the Windows NT market. Calamus offers a new concept in design and function, providing greater creative and production control than other publishing systems.

For additional information in any area of interest, click on the appropriate text below:

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File Menu

Create, Open or Merge multiple documents even if they contain different page formats.

Abandon Changes allows you to abandon all changes made to a document since it was last saved and then automatically reloads that saved version.

Other options include; Save, Save As, Save All, Close Document and Print Document. For more information on printing using Calamus, see Output.

Modules can be loaded or deleted at will, allowing Calamus to be configured to specific requirements. Modules allow Calamus to perform certain functions normally associated with external programs. Dozens of modules are available.

Calamus is supplied with a large number of import/export drivers for both graphics and text. These too can be loaded or deleted as needed.

Options Menu

Help messages are optional; they can be toggled on and off.

Calamus offers both Physical and Virtual copying of frames. Physical copies are independant copies of the original frame. There is a relationship between Virtual copies. A change in the contents of one, and Calamus will ask if you would like to make the same change to the other(s). The number of copies, as well as the horizontal and vertical offset of each copy, can be specified.

Calamus supports Drag and Drop.

Statistics reports elapsed time of current session, number of pages, page number of last page used, number of current users, free memory (physical and virtual) and percentage of memory in use.

Reformat Document offers powerful reformat facilities for footnotes, indexes, chapter and page references, even time and date references.

The Document Parameters function can be used to save, lock or delete items such as: unused colors, fonts, text styles, master pages, planes and pages.

The Macro Recorder can be used to assign a series of mouse movements and keyboard clicks to a Key Binding.

The various folders and subdirectories used by Calamus are established using the Set System Paths function.

Miscellaneous Settings, controls whether a document is saved with or without backup, as well as the time between automatic saves: 1 hr, 30 min, 15 min, 5 min or 1 min. Whether dialog boxes appear at the topleft corner of the screen, in the center, or at the cursor position can also be specified.

Edit Menu

The Edit menu is used to access the Windows NT Clipboard functions.

Window Menu

Elements of the Calamus userinterface can be turned on or off using functions available in the Window menu.

The Help Menu

This menu allows access to the online help built into Calamus.

Output

Calamus is compatible with all output devices that are supported by Windows NT including PostScript devices. This includes highperformance typesetters and RIPs such as those from Linotype and Agfa. Calamus, through its unique SoftRipping technology, can also output to PostScript and nonPostScript devices at high resolutions. Remote network printing and background printing are also supported. Calamus has optimized drivers for a wide range of highend output devices.

Print parameters include:

Number of copies including collation
Document scaling including fit to size
Sort in ascending or descending order
Print range
Printing of left, right pages or both in a Facingpage document
Tiling
Landscape or portrait orientation
Inverted or mirrored options
Support for different paper trays

Fast draft copies can be printed by using Windows printers drivers with no Calamus SoftRipping.

When outputting to Postscript devices using SoftRipping, Truetype fonts may be either rendered on output, downloaded or substituted.

The Color Separation module allows for the printing of various color layers as well as spot colors. Overprinting and knockouts are also supported by the Color Separation module.

Page Module

The Page module allows you to set page format for your document, select from 8 predefined standard sizes or enter your own custom size. Pages can be oriented to either portrait or landscape and can be set up as either single or facingpages. When working with facing-pages, both pages can be edited when displayed on screen.

Page numbering in any of 5 different numbering styles can be used.

The Page Layout Setting Dialog Box allows for the accurate placement of crop and registration marks, color balancing fields and document labels. The Overlap option compensates for gutters.

Set Units of Measure allows choice from metric, imperial, cicero, pica and points as your basic unit of measurement within Calamus.

Pages can be saved to disk, loaded from disk, inserted, moved, copied and deleted. Master pages are pages that can be used as templates for document pages. Infinite master pages can be used in a document. Master Pages can be saved, loaded from disk, assigned, copied, and deleted.

Frame Module

The most basic elements within Calamus are frames. All data is contained within frames.

Frame Types

Frames can be created, modified, grouped, ungrouped, protected, sized proportionally, copied, placed in the foreground or background and deleted.

The Frame module also is the gateway to special functions that are associated with the different frame types.

Text Frame Special Functions
Raster Graphic Frame Special Function
Vector Graphic Frame Special Function

In the Miscellaneous Functions command group, the Write mode for any individual frame can be specified. The choices are transparent, opaque, and inverse. Frames can also be mirrored horizontally or vertically, and rotated to any angle. Frames can even be named.

To aid in the design and development of documents, Calamus offers extensive design tools such as userdefinable guidelines, grids, magnetic frames, column and row settings. Calamus also has the ability to snap to these guidelines and grids horizontally and vertically. Guidelines can be placed manually or by using the coordinate display for exact positioning.

Under the Frame Display command group, any type of frame can be turned on or off to speed up refresh times. Frame borders can be made invisible to give a more accurate representation of what the document will look like. Guidelines and grid can also be turned on or off. Other design tools include a long cross hair and layout ruler.

Text Module

The Text module is used to enter text into a text frame and also provides tools to format text.

The following tools are provided in the Text module:

Text Module Tools

Ruler Settings Dialog Box

Calamus supports Drag & Drop when working with text. Style information can also be preserved when using this feature. Although text can be entered directly into the layout window, the Text Editor is better suited for entering a large amount of text. The Text Editor is accessed through the Text module.

Text Editor

Calamus has a builtin text editor which is very useful for entering large tracts of text. The Text Editor also contains a wide range of the most popular texthandling functions.

Text Editor Dialog Box

These functions include:

Text Handling Functions

Block operations include:

Block Operation Functions

You are also able to specify how these above control codes will appear in the Text Editor. These control codes are also accessible via the right mouse button. Text from the Text Editor can replace, be added or merge with text existing in the text frame.

Text Style Module

This module offers control over the various styles that can be applied to text within Calamus. Calamus is compatible with over 2000 typefaces from type foundries such as ITC, URW, Berthold, Compugraphic and Linotronic, as well, Calamus is also compatible with TrueType Fonts. All font handling including replacing a font is done through this module.

Text can be manipulated in the following ways:

Text Manipulation Options

Text effects include:

Text Effect Options

Calamus organizes any text style used in a document into text style lists. These lists can be modified, deleted, loaded from, or saved to disk.

Text Import and Export Drivers

Calamus currently supports the following file format drivers:

ASCII
Write for Windows 3.1/NT format
WordPerfect 5.0, 5.1
Word for Windows 2.0
Rich Text Format 1.0
Lotus AMI Pro 3.0
Calamus Text Format
Calamus Text Document

Some drivers allow the selection of text font and point size on import.

Line Module

Lines are an important design element in desktop publishing and Calamus has a specific module for creating lines.

These options include:

Lines can use any color or fill pattern from the color table
Line types (18 predefined line types)
Line ends (3 predefined line ends)
Line styles (8 predefined line styles)
Line thicknesses (8 predefined line thicknesses plus input field)
A shadow can be added to lines with full control of the shadow's color, direction and offset

Raster Area Module

Raster areas are another important design element in desktop publishing. The Raster Area module is used to create and modify raster areas.

Raster areas can be manipulated in the following ways:

Raster areas can be any color or fill pattern from the color table
Raster shapes (15 predefined shapes)
If shape contains corner attributes, the size of the corner can be set
Border color and fill pattern can be established
Border weight (8 predefined thicknesses plus input field)
Border style (8 predefined styles)
A shadow can be added to raster areas with full control of the shadow's color, direction and offset

Raster Shape Illustration

Vector Editor Module

Calamus contains a powerful vector editor that allows vector graphics to be created or modified within Calamus. This eliminates the need to leave the program to manipulate vector graphics.

Functions in the Vector Editor Module include:

Vector Editor Module Functions

The Vector Editor Module offers two views, full page or a userdefined zoom, to aid in the development of vector objects.

The paths that make up vector objects can be modified using the following tools:

Vector Editor Tools

The Vector Editor Module also contains functions found in the Raster Area Module. The 15 predefined shapes can be used as vector objects and the thickness, color and style of the border can be established.

The contents of Line, Raster Area and Text frames can be converted into vector objects for manipulation in the Vector Editor Module. Raster Graphics frames can also be loaded into the Vector Editor Module to be used as a background image for tracing purposes.

Blend Module

With the Blend Module, both linear and circular blends can be created.

The definable settings include:

Blend colors (start, transition and end)
Size and resolution
Unidirectional, bidirectional and Tricolor blends
Reverse direction
Angle of blend

The Blend Module also has a preview mode.

Rotation Module

The Rotation Module allows the rotation of Raster Graphics in 0.01 degree increments and has masking and antialiasing capabilities for smoother handling of rotated bitmaps.

Brush Module

The Brush Module is a handy module for creating and editing bitmap (raster) graphics.

It includes:

20 styles including a variable size
Undo Function

The Brush Module will use any color or fill pattern available in the color table or sampled from an image.

Graphic Import Drivers

For a complete list of import drivers, click on the appropriate item of interest,

Bitmap:
Vector

Bitmap

TIFF 6.0
GIF 89a
Targa 2.0
BMP
PCX
GEM Image
MacPaint
CRD Calamus Raster Document
PCD Photo CD
JPEG
Scitex CT

Vector

CVG 1.1 (Calamus Vector Graphic)
WMF (Windows Metafile)
CVD (Calamus Vector Document)
HPGL

EPS Handler Module

The EPS Handling module will import EPS files and contains an option to resize a graphic to its ideal size.

OLE Module

Calamus supports the Object Linking Embedding feature of Windows NT. Frames within a Calamus document can be linked to other applications in a client/server relationship. This module also has the ability to convert data from a server application into a bitmap or to delete links to the server application.

System Parameters Module

The System Parameters module is used to modify a number of internal features in Calamus including:

Save font directory on/off
Enable/disable Tool Tips
System paths can be defined as relative or absolute
Set monitor resolution
Choose between Calamus or Windows file selectors
Set vector output buffer size
Set date and time format

Linearity Module

The Linearity module is used to optimize color output to printers. A control line is established for each color plane. Control lines can be defined using Bézier, freehand or Gamma curves. The Linearity Module includes a clipboard. Control lines can be be saved to or loaded from disk.

Color Correction Dialog Box

Color List Converter Module

This module automatically converts all free colors in a document to list colors upon execution.

Color Support

Calamus color tables support over 16 million colors. Colors can be defined using the RGB, CYM, CYMK, K or IHS color systems. Color can also be defined using standardized color models such as; Focoltone, HKS, Europalette, Truematch and Pantone. A total of 32 pre-defined fill patterns are included. Color tables can be saved and reloaded for future use.

Color List Converter Module
Color Separation Module

Color Separation Module

The Color Separation module is essential for color printing. It uses control lines to define both Under Color Removal (UCR) and Gray Color removal (GCR) for process colors as well as spot colors. Control lines can be modified using Bézier, freehand or Gamma curves. The Color Separation Module contains a clipboard and control lines can be saved and loaded for future use. Black overprint allows you to keep color planes under black elements (will not create knockout).

Raster Generator Module

The Raster Generator module controls raster settings, an important element in the image-processing stage of desktop publishing.

The various settings for rasters include:

Frame, page or document level
Settings for process and spot colors
Raster angle
Raster width
Raster shape (triangle, circle or square)
Elliptical bias
Output resolution

The Raster Generator module includes load/save functions.

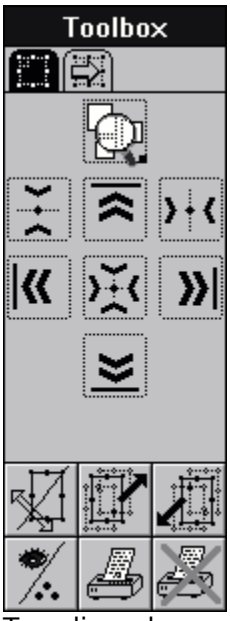
Raster Settings Dialog Box

StarScreening Module

Frequency Modulated screening can be used for output using the StarScreening Module. This module handles output up to 750 dpi. StarScreening can be applied to all 4 color planes or each color individually.

Toolbox Module

The Toolbox module is a layout utility which allows the alignment of frames and the conversion of frames from one type to another. With the first command area, frames can be:



Top aligned
Bottom aligned
Left aligned
Right aligned
Aligned at the horizontal center
Aligned at the vertical center
Concentric aligned
Moved to master page
Moved forward
Moved backwards
Make Invisible
Turned off for printing purposes

With the second command area frames can be:

Converted to another frame type
Converted to a bitmapped graphic

Scanner Module

This module allows the loading of scanner drivers for scanning of images directly into Calamus. Monochrome, grayscale and color scanning is supported, with preview scanning mode. Multiple formats and resolutions are supported as is reflective and transparency scanning (hardware dependent). Drivers currently available include: AGFA Arcus, Epson GT8000 and Canon CLC10.

Mount Module

This module allows the collation of a document into a booklet and will work with multiples of pages that fit exactly an output device's capabilities. For example you can print two half pages on a lettersized page.

Many optional modules and drivers are already available with more being added on a regular basis. Please contact DMC directly for up to date information.

Preview Module

The Preview module allows you to view a complete page, WYSIWYG, using all correct writing modes.

Page Tool Module

Page Tool allows you to view and manipulate all pages in a document in thumbnail format. Move, insert or delete pages. Display selected frame types only. The size of the thumbnail is userdefinable. Pick the horizontal and vertical pixels as well as the number of columns you wish to view.

Page Tool Illustration

Mask Module

The Mask Module is a powerful graphics tool that allows the creation of dynamic masking effects within Calamus.

Cropping selected areas of a graphic can be achieved with any element in Calamus. Use the Vector Module to trace objects in bitmaps, fill type with blends or images. Masking with vector based objects creates an edge that is resolution independant. The edge of the mask will cut through single pixels allowing for a clean look to the composite image.

The example below demonstrates some of the effects that can be achieved using this module.

Mask Module Illustration

Hardware Recommendations

For DEC Alpha AXP
DEC Alpha PC
16 Mb RAM or more
300 Mb hard drive or more
CDROM

For Intel Based platforms
I486/Pentium CPU at 50Mhz or faster
16 Mb of RAM or more
300 Mb hard drive or more
CDROM

For ARC R4000 based platforms
R4000 RISC CPU
16 Mb of RAM or more
300 Mb hard drive or more
CDROM

For IBM PowerPC
PowerPC RISC CPU
16 Mb of RAM or more
300 Mb hard drive or more
CDROM

Please consult the most recent Microsoft Windows NT hardware compatibility list for a list of tested hardware, available on the Windows NT CD.

Specifications subject to change without notice.

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Modular Architecture

The open architecture of Calamus enables you to add and remove features as required. It also allows for new capabilities to be seamlessly incorporated as they are developed.

Calamus employs a unique modular architecture. The package is built around modules, each addressing a specific function. This allows the user to customize the working environment by loading only those modules that are required for the work session. These modules are controlled through Calamus' Graphical User Interface.

User Interface

The user interface is made up of the following elements:

The Module Row provides both visual representation and easy access to the various modules that make up the Calamus Integrated Publishing solution. Calamus can handle up to 42 modules at one time.

The Iconbar provides access to modules that do not have standard module command groups.

The Toolbar offers view modes including full page, 1:1 view (Actual Size), and custom zoom from 0.001% to 999,999.99%. This mode also includes a 1:1 printer (based on the dpi of the installed printer). The magnifying glass can be used to zoom into any area of the document.

The Toolbar also handles page control. Arrow keys can be used to step through a document or the required page number can be entered directly. Left and right pages can be assigned and Calamus has the ability to edit facing pages while both pages are displayed on screen.

The Module Row, the Toolbar and the module command group area can be placed anywhere on the screen to customize the user interface.

An integral part of the user interface is its ability to use either the standard Windows file selector or the Calamus File Selector. The Calamus File Selector allows you to view files using a file mask, sort files by name, date, size, type, unsort or delete files, create folders, rename, copy or move files, and select the appropriate drive letter button for the active drive.

Support is also provided for NTFS volumes (long filenames, etc.), full network support and direct connection to remote network drives.

Key Binding

All functions within Calamus can be assigned a Key Binding. When the cursor passes over a function these userdefinable keyboard equivalents are displayed in the Toolbar.

Command Groups

Functions for the various modules are accessed through the Command group area. Functions within these command groups are arranged in a logical hierarchical fashion.

Coordinate Display

The coordinate display indicates the cursor position. When a frame is activated in Layout mode, the coordinates of the frame, X and Y are displayed. Direct editing of these coordinates is allowed. The coordinate display has an accuracy of 5 decimal places, allowing for the accurate sizing and placement of frames. Expression parsing can also be used in the coordinate display.

Context-sensitive Help

To minimize the learning curve, Calamus has builtin context sensitive Help. When passing the cursor over any icon or function a help message will appear in the bottomleft corner of your screen. Calamus also uses Tool Tips.

Short Cuts

In addition to the key bindings, Calamus makes use of other shortcut keys to aid in the creation of documents. For example, the Delete key deletes the currently selected frame; the ControlShiftAlternate key combination halts screen refresh.

Character Set Table

The full character set table is available in all input fields and when inputting text using the ASCII input method.

Resident Clipboard

Our resident clipboard is independent of documents, allowing for the cutting, copying, deleting and pasting of elements between multiple documents. The clipboard will accept any Calamus element (frames, text, text rulers) and is limited only by memory.

Full support for the Windows NT Clipboard functions, OLE and DDE (Dynamic Data Exchange) is built into the program.

Screenshot Illustration

File Options Edit Window Help

Frames

D:\CALNT\DOCU

INTEGRATED PUBLISHING

Calamus®

Calamus is a 32-bit integrated desktop publishing application combining productivity, creativity, efficiency and precision.

Calamus offers precise and substantial typographical capabilities plus a built-in Text Editor containing standard wordprocessing functions.

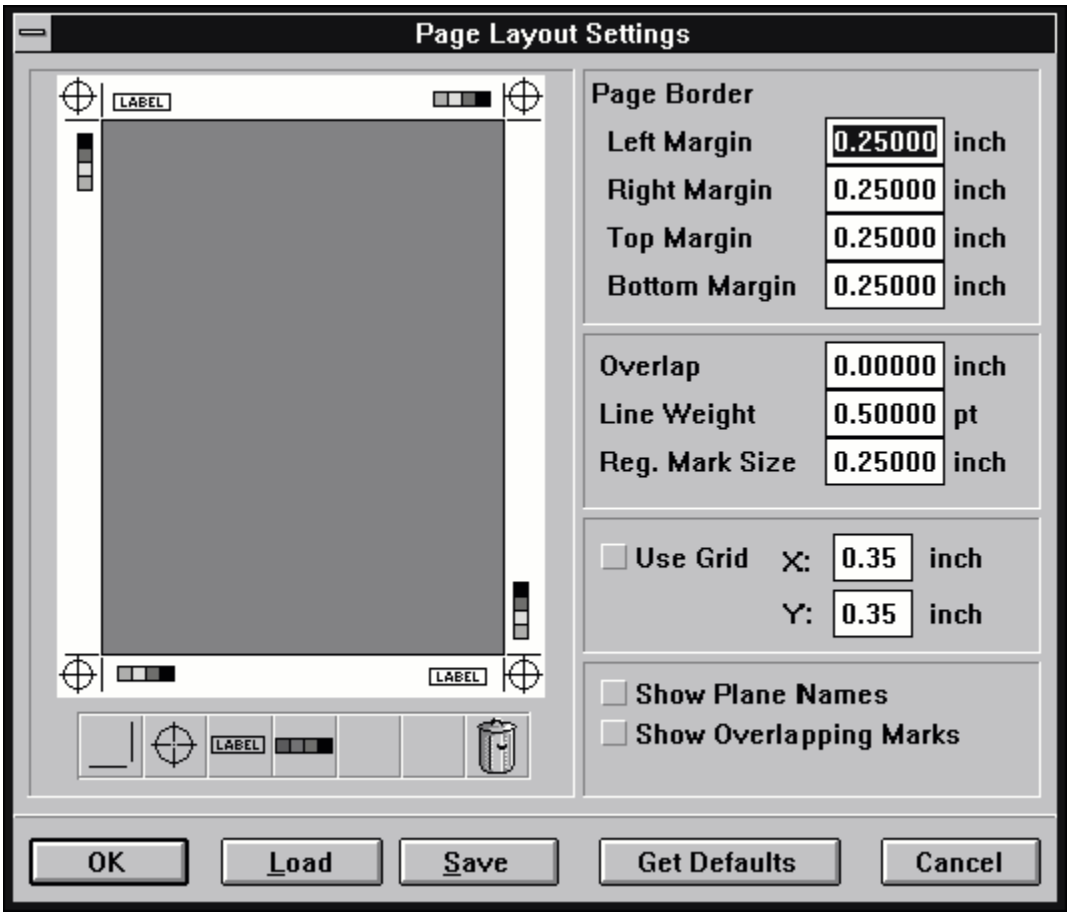
Calamus provides element level definition of screening values, including: StarScreening (FM or stochastic rastering), image enhancement, vector editing, dynamic masking, color blends and more.

Calamus provides freely definable page layout, multiple master pages or style sheets and offers superb control over all page elements via the use of grids, guidelines, coordinate and freeform placement.

Expanding
the limits...
Modular connectivity
for true production
integrity.

Calamus drives all output devices supported by Windows NT, including typesetters and RIP's

Page Layout Settings Dialog Box



Frame Types

Calamus supports the following type of frames:

Text frames; regular, index and footnote
Line frames
Raster Graphic frames for bitmap oriented graphics
Raster Area frames
Vector Graphic frames for object oriented graphics
Uniframes for OLE, EPS and special object data.
Tiling frames; portrait, landscape and userdefined

Text Frame Special Functions

The special functions for Text frames include:

Frame type (regular, index or footnote)
Index numbering (5 styles)
Chapter numbering (7 levels 5 styles)
Text piping controls
Text flow around object parameters including irregular objects

Raster Graphic Frame Special Function

The special functions for Raster Graphic frames include:

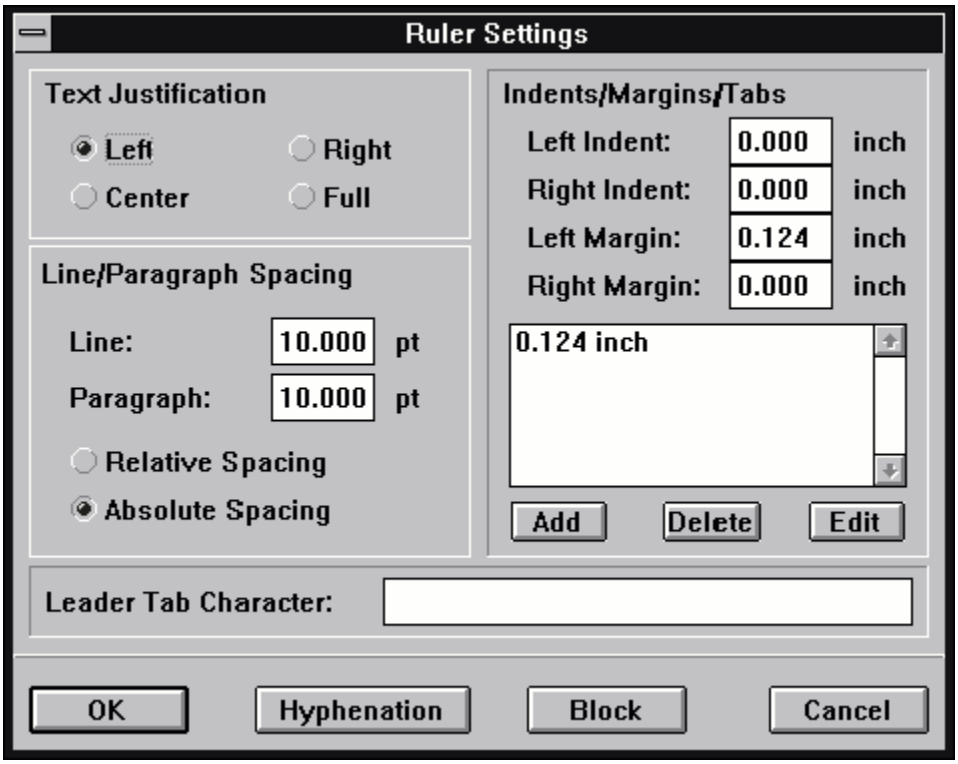
Image type (monochrome, grayscale, or color)
Set control line using Bézier, Freehand or gamma
Optimization for screen or printer
Optimize to the nearest geometric multiple
Center image in frame
Make the size of the image independent of frame size
Crop image

Images can also be converted from one type to another within this command area.

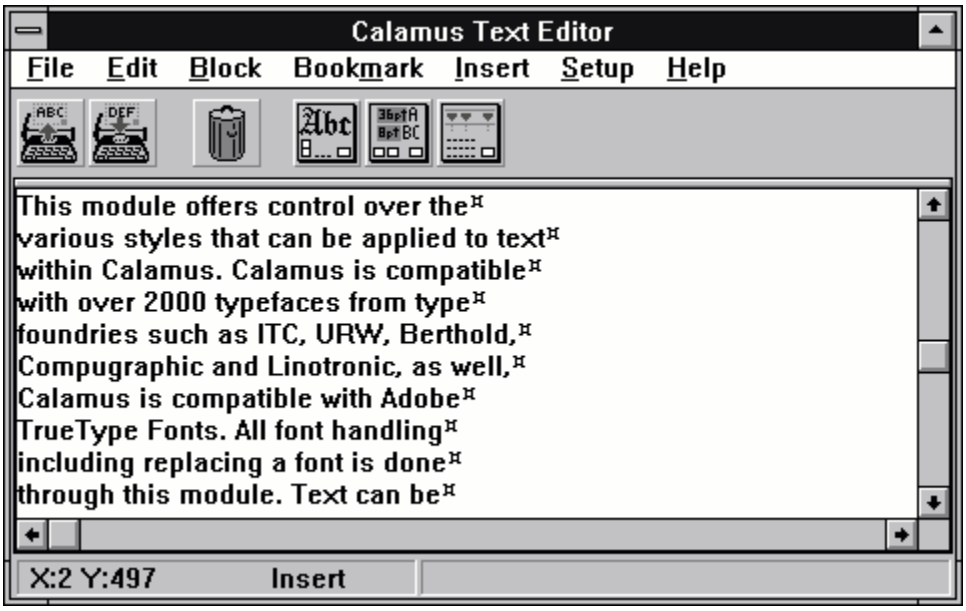
Vector Graphic Frame Special Function

There is only one special function for Vector Graphic frames and that is the ability to optimize the size of the object.

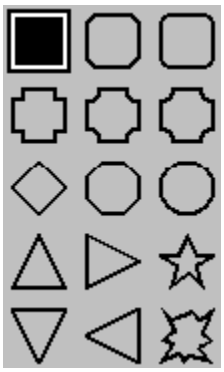
Ruler Settings Dialog Box



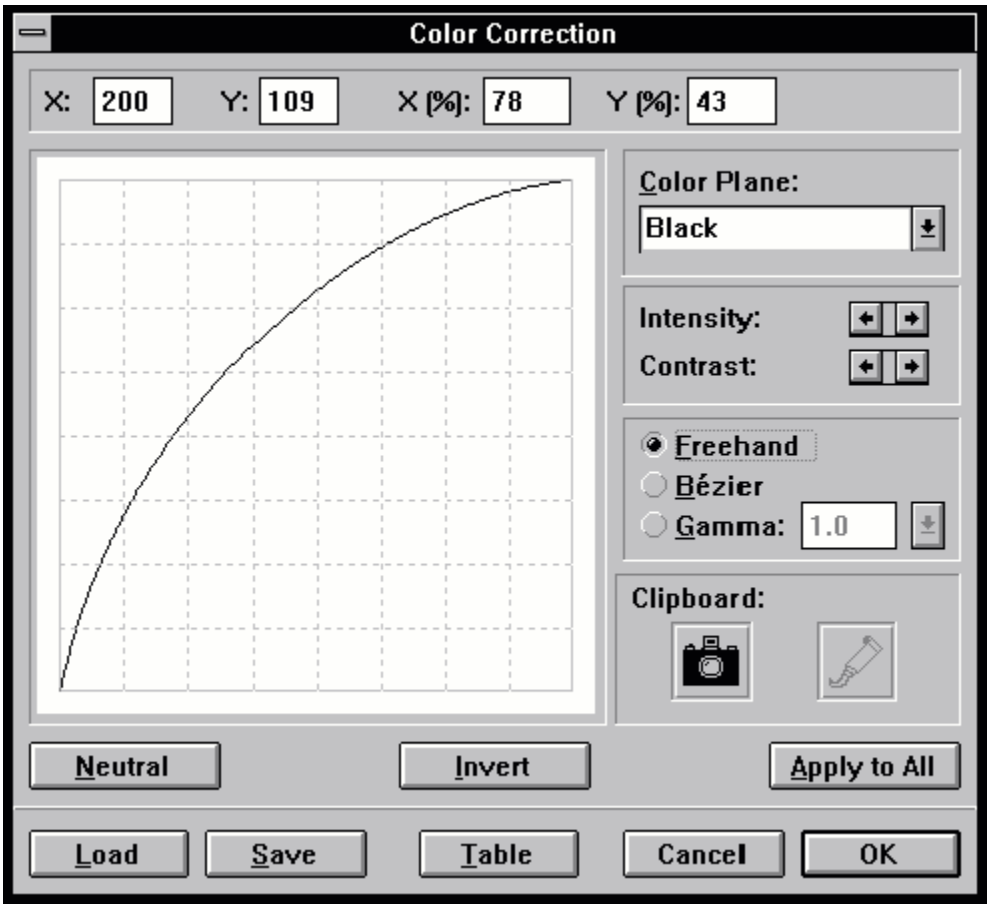
Text Editor Dialog Box



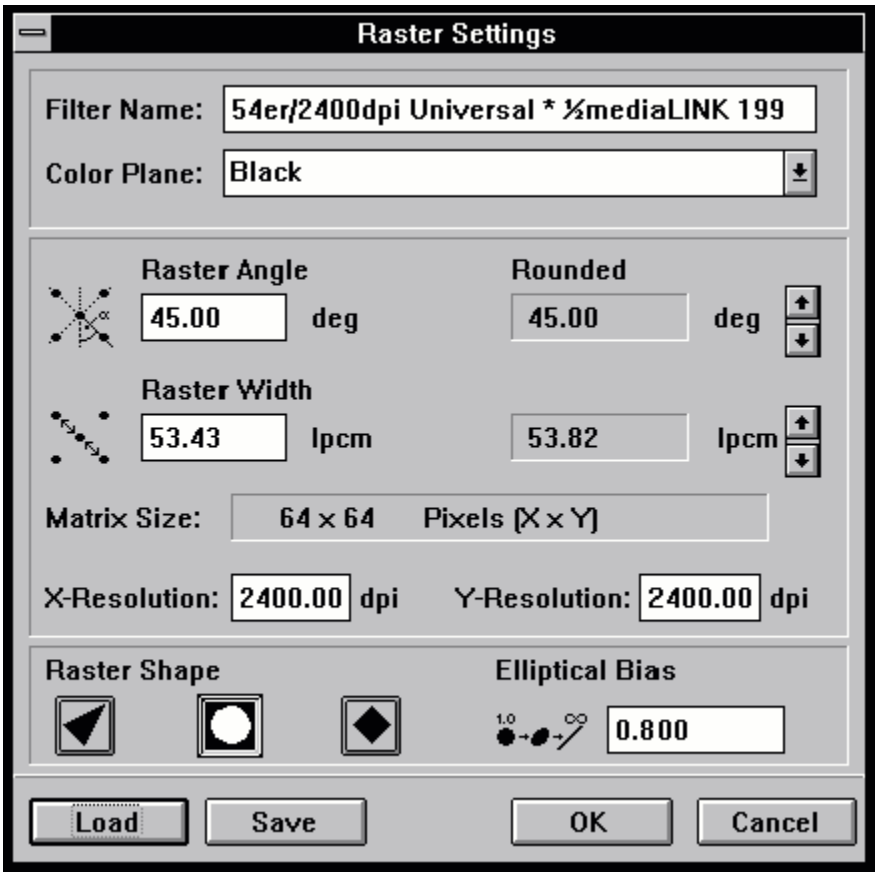
Raster Shape Illustration



Color Correction Dialog Box



Raster Settings Dialog Box



Vector Editor Module Functions

Group or ungroup objects
Shrink frame to object size
Join objects
Distort objects
Resize proportionally
Copy objects
Place object in background or foreground
Delete objects

Vector Editor Tools

Select/move point
Delete point
Add point
Reverse path direction
Close and round path
Join paths
Convert line to Bézier curve and vice versa
Separate paths
Show tangents
Cut path from object
Copy path
Delete path

Text Manipulation Options

Fonts can be sized from 0.001 to 9999.0 points
14 userdefinable settings
Font size can be based on Em, Versal or Designer height
Graphic representation of font
Check text style
Proportional spacing
Automatic kerning
Numeric table
Text right to left
Character spacing
Word spacing
Underline in front of text

Text Effect Options

Normal
Underlined including weight, offset, overhang and color
Outlined including fill color, outline color and weight and transparency
Shadowed including color and horizontal/vertical offset
Superscript and subscript
Compressed via percentage
Skewed including skew angle

Text Handling Functions

Undo function
Reformat text
Search/Replace text and text style
Goto line
Bookmark functions
Insert text styles and text rulers
Insert Control Codes
Page number
Following page number
Date and time
Chapter number
Comment
Footnote entry
Reference from previous/to next page
Index entry
Paragraph end
Manual kerning
Forced piping
Variable hard space
Drop caps

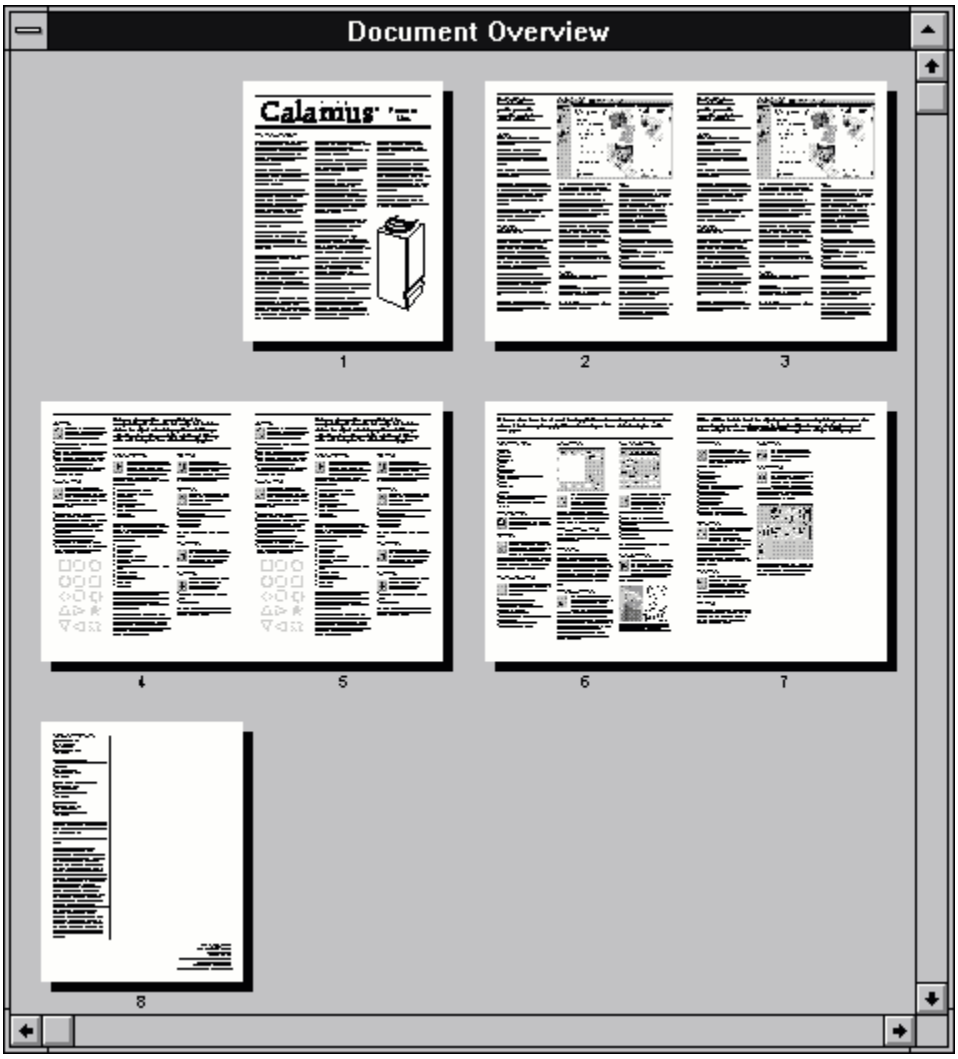
Block Operation Functions

Copy
Paste
Delete
Cut
Convert to upper or lower case

Text Module Tools

Insert page number, both current and next - Insert chapter number
Insert time and date - Insert reference to following/previous page
Footnote/index entry - Manual kerning - Insert text style
Forced piping - Delete text block - Drop caps
Key bindings for special characters - anchor frame to text
Spellchecker and hyphenation table - Character set overview
Tabs and leader tabs - Left and right margins and indents
Left/right/full justification and centered text -Line and paragraph spacing
Absolute and relative spacing - Word spacing
Vertical text alignment - Insert text ruler
Text macros

Page Tool Illustration



Mask Module Illustration