Welcome to Click'N Design 3D

Welcome to Click'N Design 3D, the state of the art CD Labeler!   Click'N Design 3D easily allows you to create high quality CD and Jewel Case labels to meet personal or business needs.

You should continue to explore the help files to learn all about the many powerful and easy to use features of Click'N Design 3D.

Click'N Design 3D provides three easy ways of creating a CD label.   To learn about the three ways of creating a label click here.

Label Tutorial

Creating a Label Tutorial will guide you through creating a simple label. If your printer has not already been calibrated for Click'N Design 3D, we suggest that you calibrate your printer now.

Selecting a Label Template

Designing a Label

Saving and Printing the Label

Menus and Toolbars

Choose from the list below to get an explanation of Click'N Design 3D's standard and complex features.

Remember: The most frequently used menu items will appear in the menus.   To view all menu options, click the down arrow at the bottom of the menu or switch off the personalized menu feature under the Options menu.

Standard Menus and Toolbars:

File menu

Edit menu

View menu

Windows Menu

Help Menu

Customized Menus and Toolbars:

Tools Menu and Toolbar

Effects Menu

Options Menu

Color Toolbar

Text Menu and Toolbar

Background Toolbar

Positioning Toolbar

Quick Designer Wizard

Printer Configuration Menu

Image Toolbar

Add a Background Image

You can add background images from the huge library of images provided with Click'N Design 3D.   You may also import graphics from other sources.   Click'N Design 3D supports over a dozen industry standard graphic formats such as Bitmap (.bmp), Run Length Encoded Bitmap (.rle), Windows Metafile (.wmf), JPEG (.jpg), TIFF (.tif), Zsoft Paintbrush (.pcx), Word Perfect graphic (.wpg),   Enhanced Metafile (.emf), Kodak PhotoCD (.pcd), Portable Network Graphic (.png), and Truevision Targa (.tga). Click'N Design 3D also allows you to create unlimited stunning variations of existing clipart, using the many effects that are supported through Click'N Design 3D Effects dialog.

- **Highlight the label**.

- Click the **Background Icon** on the Background toolbar.   The Thumbnail Browser or Image File Lister will appear based on your options configuration. You may change to different directories or drives.

- **Double-click** on the graphic thumbnail or image file you wish to select.

To replace an existing background, repeat the steps above.

To remove, tile, center, or stretch a background, make your selection from the Background Image dropdown.

Add Clipart

You can add images from several sources such as the Graphics directory provided by Click'N Design 3D.

- **Highlight the label**.

- Click the **Clipart Icon** on the Tools toolbar, and a Thumbnail Browser or Image File Lister appears.

- **Double click** the image file or graphic thumbnail you wish to select.

- Move and resize the image as needed.

If you wish to delete the image, select it and press the delete key.

Add Barcodes

- **Highlight** the label.

- **Click the Barcode button** [barcode] on the Tools toolbar. The Barcode dialog appears.

- Choose your **Barcode type**. For more on Barcode types click <u>here</u>.

- **Add** your alphanumeric **text**.

- You can **resize** the **barcode** by using the size controls located below and to the left of the barcode image. All sizing of the barcode should be done in the dialog not on the label.

- Use the *Border* control to determine the **border size** around your barcode.

- Click **OK** to transfer the image and now **position the barcode** on the label.

Add a Gradient Background
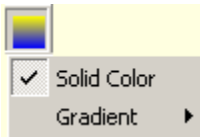
- **Highlight the label.**
- Click the **Gradient/Color button** located on the <u>background toolbar</u>. A popup menu will appear from which to make your selection.
- Use the popup menu to add or remove a background or gradient. <u>(How do I choose my colors?)</u>

File Menu and Toolbar Buttons
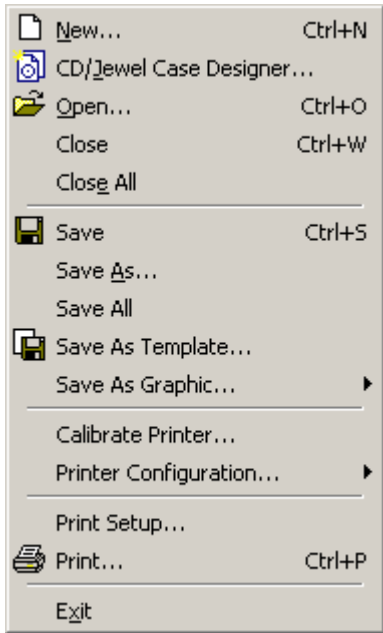
	New…	Creates a new label. Choosing a Label or template.
	CD/Jewel Case Designer…	Allows you to choose quick designs and paper style for a CD Label, Jewel Case front, and Jewel Case back.
	Open…	Opens an existing label or template.
	Close	Exits a label.
	Close All	Exits all labels.
	Save	Saves the current label.
	Save As…	Save As allows you to save a copy of the current label with a different filename.
	Save As Graphic	Allows you to save the selected label as a JPG, TIF, or BMP format. The saved Graphic can be stored in two resolutions: Very high Quality Printer Resolution, and Screen Resolution. Printer resolution will produce very large file sizes, so it is important to recognize whether your PC can handle these large size graphics. The produced Graphics can be used with other programs that support the BMP, TIF, of JPG file format.
	Save All	Saves all open labels.
	Save as Template...	Save the selected label as a template. The template is saved in the My Templates directory.
	Calibrate Printer…	Calibrates the printer to print on the label paper.

Printer Configuration   Selects an alternative printer configuration.

Print Setup…   Allows you to choose the printer and paper used for printing.

Print…   Prints your label.

Exit   Exits Click'N Design 3D.

A list of the most recently opened labels is displayed in this menu.

Calibrate My Printer

The Print Calibration Wizard is designed to calibrate your printer to optimize printer performance with Click'N Design 3D.   By performing this simple calibration step, which makes allowances for variations in printers, you may be able to obtain more accurate label printouts.

- To calibrate your printer, choose from the File menu **Calibrate Printer**.
- Follow the instructions in the Calibrate Printer Wizard.

The best way to use the Print Calibration Wizard is to print a test label, preferably with circular text, and determine in which direction the label needs to be moved to better fit the paper.

- To calibrate your printer using a test label, design a label that uses circular text and print it.
- Choose from the File menu **Calibrate Printer**.
- Follow the instructions in the Calibrate Printer wizard.   Make sure the Don't Print a Calibration Sheet checkbox in the Calibrate Printer dialog is **checked**.
- Continue through the Calibrate Printer Wizard using your test label as a guide to determine the horizontal and vertical offset of the label in millimeters.

Remember: 1 inch = 25.4 millimeters

If you are having problems printing follow the link below to manually configure your printer.

Printer Configuration Overview

Selecting Your Template

- Click **New** button ▯ on the standard toolbar or from the menu: File > **New**.   Choose Template Style dialog appears.

- Select your template by choosing either **CD Stomper® Pro 2-up (US letter) Labels** for US letter paper stock or **CD Stomper® 2-up (A4) Labels** for International paper stock.   Templates with personalized templates below them will have a plus sign beside them.

- The image of the label you choose will be reflected in the view on the left side of the dialog.   The red square around the CD label indicates that the label has designs in the Quick Designer wizard. To learn how to use the Quick Designer wizard click here.
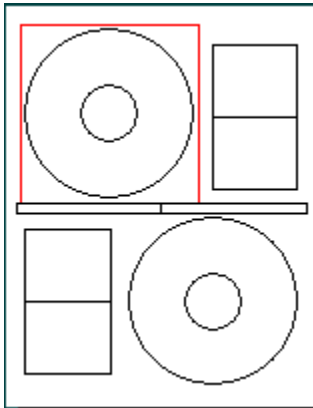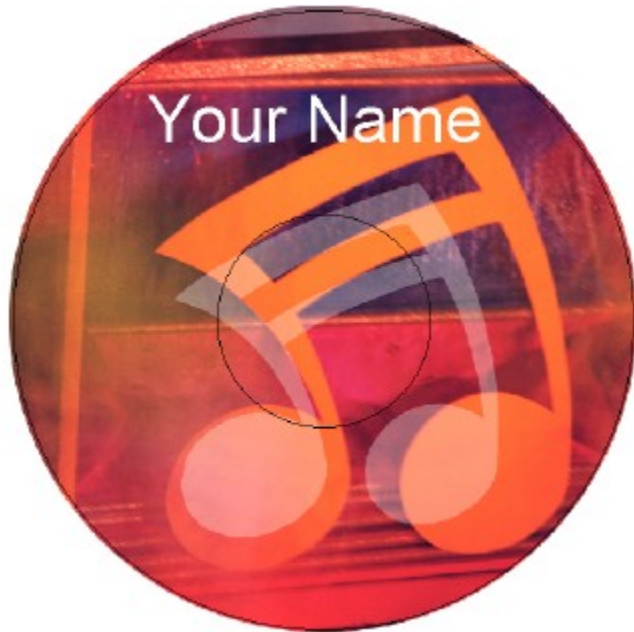

- If the checkbox is highlighted, **uncheck** the Quick Designer checkbox.

- Click **OK**

Designing a Label
Saving and Printing the Label

Designing a Simple Label

- If not already highlighted by a red focus frame, **select the CD Label** in the upper left by clicking on it with the left mouse button.

- Click the **Background Icon** on the Background toolbar, a Thumbnail Browser will appear showing a list of graphics that may be selected as a background. (this is only a small list of the thousands of backgrounds, textures, and clipart that is available with Click'N Design 3D.)

- **Double-click** on one of the graphic thumbnails you wish to use. The image will be transferred to the background of the label.

- To add text.   **Click the text icon** on the Tools toolbar.

- **Move the mouse** to the place on the label you want to add text.

- **Hold down** the left mouse button **and drag** the mouse until you obtain the desired size.

- **Choose your font, size, and color** from the Font Dialog.

- Type some text.

- When finished **right click** on the text box, and **choose Select**.

- Select the appropriate icon to change between opaque and transparent background.

Saving and Printing the Label

Saving and Printing the Label

- **Click on the Save button** [image: Save button icon] or from the menu: File > Save. The Save dialog appears.
- **Choose** where you want the label saved.
- **Enter the name** to save the label in the dialog box.
- Click **OK**.

If you want to save a copy of your label with a different name, choose **save as** from: File > Save As menu and repeat the steps above.

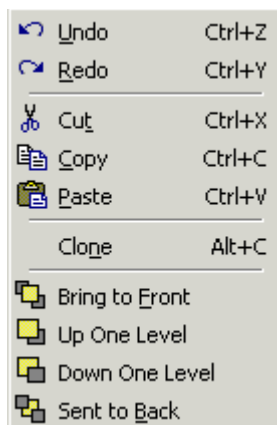If your printer has not already been calibrated for Click'N Design 3D, you may wish to calibrate your printer.

- Begin by placing the label **paper in the Printer Tray**.

- **Click the Print button** [image: Print button icon] or from the menu: File > Print. The Standard Print Dialog will appear.   From this dialog you can select the number of copies and the print quality.
- Click **OK** to print your label.

Glossary

Ambient

Bevel

Clipart
Clipboard
Clone

Diffuse
Dolly

Emboss
Emission
Extrusion

Gradient
Grab handles
Grayscale

Hue

Mosaic

Noise

Oilify
Opacity

Posterize

Rendering

Saturation
Specular
Solarize
Splines

Texture
TWAIN

Edit Menu and Toolbar Buttons

↶ Undo	Ctrl+Z	
↷ Redo	Ctrl+Y	
✂ Cut	Ctrl+X	
📋 Copy	Ctrl+C	
📋 Paste	Ctrl+V	
Clone	Alt+C	
Bring to Front		
Up One Level		
Down One Level		
Sent to Back		

Undo allows you to undo last action.

Redo corrects an undo action.

Removes object from the label and places onto the clipboard.

Places highlighted items on the clipboard.

Pastes the items from the clipboard to the label.

Clone - Makes an exact copy of label selected, including all textboxes, circular text, background images or colors, etc. to the clipboard.   The copy can then be pasted from the clipboard onto another label.

Bring to front - refers to the placement of the selected object before all other objects or images.

Up one level - moves an object up one level of images or objects.

Down one level - moves the object down one layer of images or objects.

Send to the Back - Places the object on the level above the background.

View Menu and Toolbar Buttons
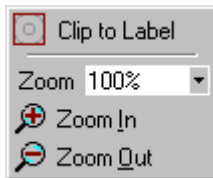
	Clip to Label	Toggles label clipping on or off. When on, it clips your design to show only the areas that will print on your label.
	Zoom In	Increases magnification.
	Zoom Out	Decreases magnification.
	Zoom	Allows you to specify magnification.

Barcode Dialog

Barcode

Barcode: Code 39 ▾

Text:

Text

□ Margin

4

3

☑ Show Text

Font

Help

Size:

Cancel   OK

Code 39 - Also known as Code 3 of 9
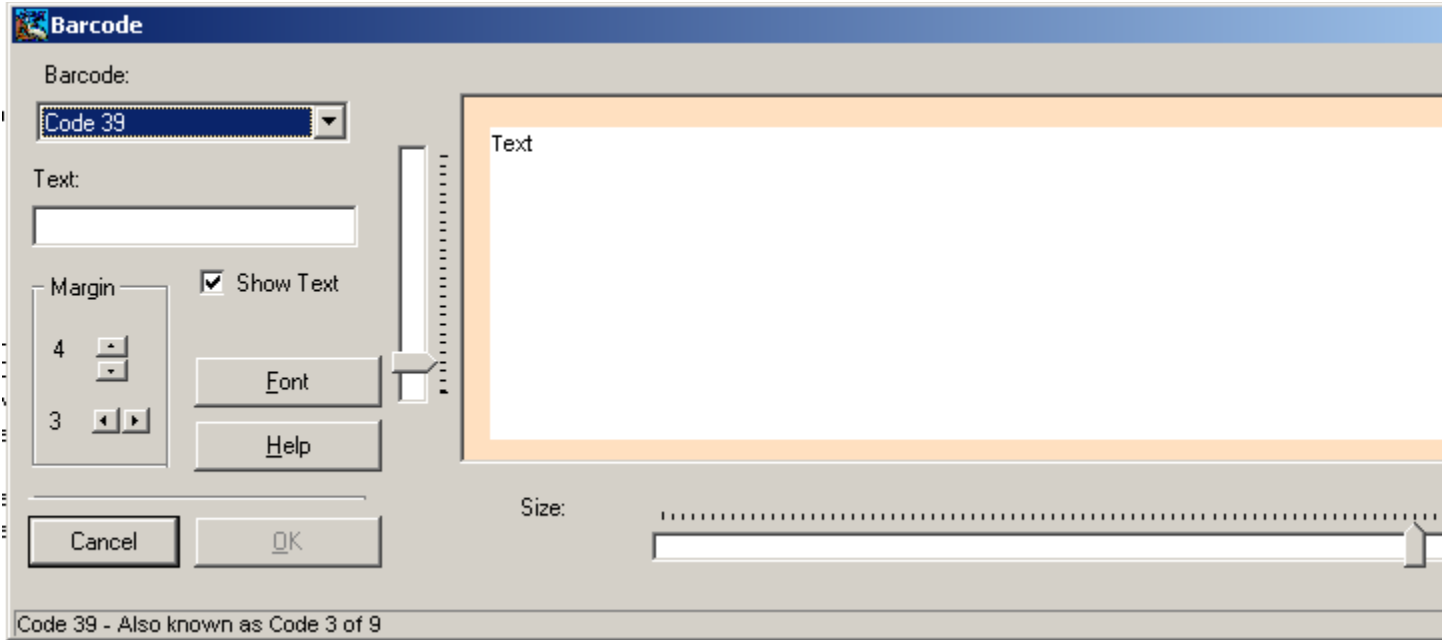
Barcode   Choose the type of barcode that fits your needs.

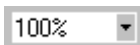**Text**   Allows you to add letters or numbers depending on the type of barcode.
                     The word Text will be displayed until the correct information is entered for
                     that Barcode type.

Margin   Adds space around the barcode.

Show Text   Toggles whether the text is displayed with your barcode.

Font button   Displays a standard Windows font dialog box.

Size control   Controls the size of the barcode.   If the Barcode displays the word Size,
                     increase the size of the Barcode.

- To Edit a Barcode, double click on the Barcode and the Barcode dialog will appear.   Only when
  there are changes made to the barcode will the OK button appear. Once changes are made hit
  okay.

For more information on Barcode types click here.

Effects Overview

The Effects provided with Click`N Design 3D can be used to enhance and modify your clipart, backgrounds, and textures.   The Effects dialog gives you an option to save your changes as new clipart.   To learn more about the Effects available through the Effects dialog, click on the links below.

* Enhanced Metafile (.EMF) or Windows Metafile (.WMF) will not show the image toolbar as well as not allow for effect manipulations with the effects menu.

Effects Dialog explained

A List of Effects

Options Overview

The options menu allows you to customize the program to your preferences.

Ruler

Status Bar

Tip of the Day

Texture

Tooltip Help

Sound

Image Selector

Color Selector

Grid Properties

Save Location

Load New Document on Startup

Remember Toolbar Positions on Startup

Use Personalized Menus

✓	Ruler
✓	Status Bar
	Tip of the Day
	Texture ...
✓	Tooltip Help
	Sound
	Image Selector
	Color Selector
	Grid Properties...
	Save Location
✓	Load New Document On Startup
✓	Remember Toolbar Positions on S
✓	Use Personalized Menus

Windows Menu

Cascade
Tile Horizontal
Tile Vertical
Arrange Icons
✓ 1 Document 1
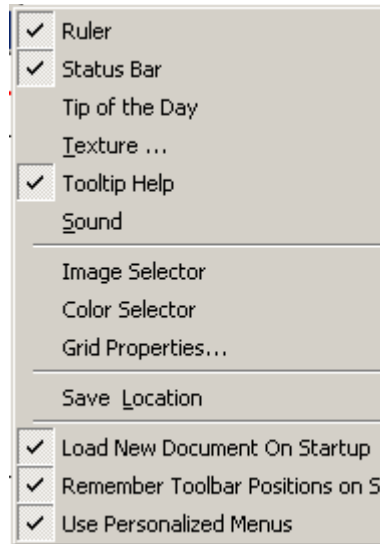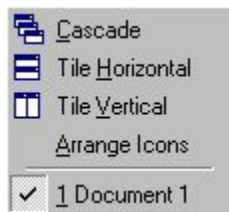
	Cascade	Cascades windows.
	Tile Horizontal	Tiles windows horizontally.
	Tile Vertical	Tiles windows vertically.
	Arrange Icons	Arranges the icons of minimized labels.

A list of currently opened label is displayed in this menu.   The active label is checked.

Help Menu
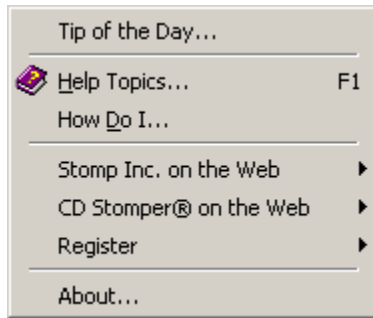
Tip of the Day…   Contains helpful hints at startup.   You can toggle the loading of this dialog at startup from the options menu.

Help Topics…   Quick access to the help files.

How Do I…   Access the tutorial section of the help files.

Stomp Inc. on the Web   Allows you to automatically connect to Stomp Inc.'s website.

CD Stomper on the Web   Allow you to connect to the CD Stomper® website for technical support and to check out the latest product news.

Register   Allows you to register your copy of Click'N Design 3D.

About…   Loads Click'N Design's About dialog box for information about us.

Status Bar

Tools > Options > Status Bar

Toggles the display of Click'N Design 3D's status bar.

The Status bar displays program information.

Tip of the Day

Tools > Options > Tip of the Day

Toggles whether the Tip of the Day dialog box will come up at startup.

Sound

Tools > Options > Sound

Toggles the sound effects built into the program.

Image Selector

Thumbnail Browser

Displays thumbnails of all graphics contained in a selected directory. You can change the size of the graphic thumbnails by right clicking on the browser.

Image File Lister

The Image File Lister allows you to individually view graphic files from a file listing.

Start in Graphics Directory

When this option is selected, the thumbnail browser or image file lister will always start in the Graphics directory provided by Click'N Design 3D.   If not selected, the thumbnail browser or image file lister will start from the directory that was last loaded.

Background Toolbar

Tools Toolbar

Add Text

- **Highlight the label**.

- **Click the text icon**   on the <u>Tools toolbar</u>.

- **Position the mouse** where you want to begin your text box.

- **Hold down** the left mouse button **and drag** until you obtain the desired size.   The textbox will appear with a dotted frame to indicate the size of your textbox, and will not be printed.

- **Type** your text.   The textbox is already in edit mode.

- To **move the text box,** double click on the textbox or use the Edit/Select option on the Text toolbar/Menu and the grab handles will appear.

- **To change your font size and color**, choose Font Dialog from the menu or Text toolbar provided.

Now, Resize your text box by using the grab handles, and position where you want.

For more detailed information on Text click <u>here</u>.

Add a Line

- **Highlight the label**.

- Click the **Line Icon** on the Tools toolbar.
- **Hold the left mouse button down** on the label where you want the beginning of the line.
- **Drag** the mouse to set the length and direction of the line.
- **Release** the left mouse button.
- **While selected** you can move or resize the line by dragging the mouse.
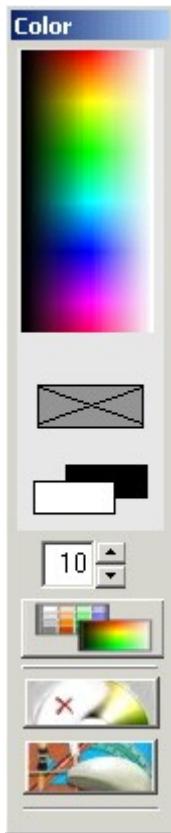
- To **increase or decrease the thickness** of the line, use the thickness control below the color panel.
- To **change the color of the line** left click on the color panel.

To learn more about the color toolbar click here.

Add a Shape

- **Highlight the label**.

- Click the **Shape Icon** on the Tools toolbar.
- **Hold the left mouse button down** on the label where you want the beginning of the shape.
- **Drag** the shape to the length you desire and **release** the mouse button.
- **While selected** you can move the shape.

Select your shape from the dropdown.   Selectable shapes include: **Circle, Ellipse, Square, Rounded Square, Rectangle,** and **Rounded Rectangle**.   You can also set the outline and/or fill colors on your

shapes using the **filled/outlined** dropdown.

To change the thickness of the outline, use the thickness control on the Color toolbar.

- Use the up or down arrow to **increase or decrease the outline thickness.**
- Use the Color Selector to **change the outline color**.

Selected shapes can be resized or moved using the grab handles.

Effects Dialog
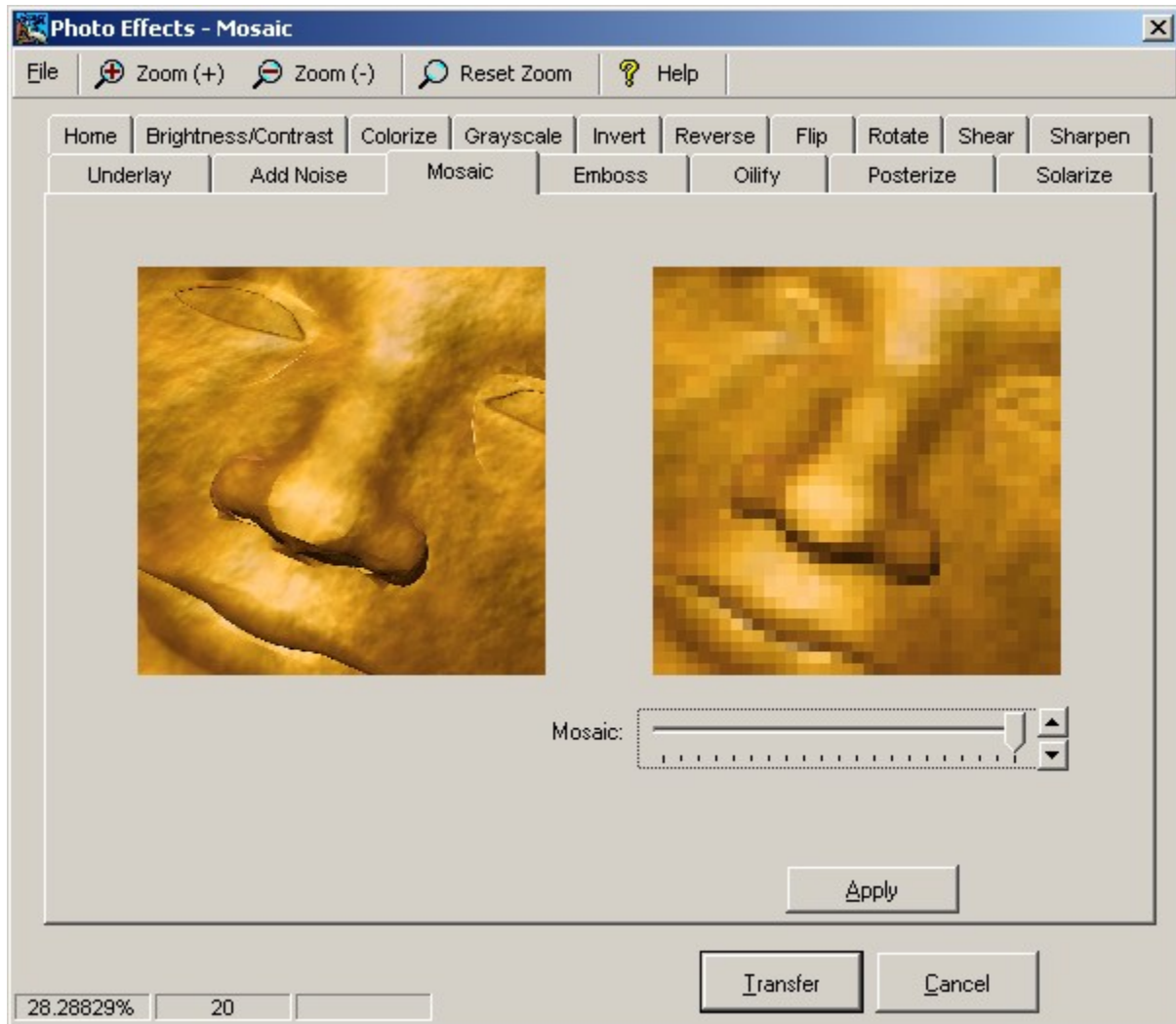
Left Image Panel	Contains the original clipart or texture.
Right Image Panel	Contains the clipart changed by the effect.
Apply	Allows you to apply the current effect to the image.
Transfer	Transfers the right image to the label.
Save	File > Save: Allows you to save the left or right image.
Copy to Clipboard	File > Copy to Clipboard: Allows you to copy the left or right image to the clipboard.

Replace Image   File > Replace Image: Replaces the left image from file or clipboard.

Note: If one of the effects is selected, the right image will also be replaced.

- You can increase, decrease, or reset the zoom on the toolbar above the image panels.
- When the horizontal and vertical scroll bars are visible, you can hold the left mouse button down on the image and move it.
- To apply different Effects, click on the tabs above the images.   Depending on the Effect, controls will appear below the right image.
- Remember Windows Metafile (.wmf) and Enhanced Metafile (.emf) cannot be manipulated in the Effects dialog.

To learn more about the Effects available with Click᾿N Design 3D click here.

List of Effects

Brightness/Contrast	Changes the amount of shading, or contrast.
Colorize	Adjusts the Saturation and Hue.
Grayscale	Converts the image to grayscale.
Invert	Creates a negative of the image.
Reverse	Creates a mirror image.
Flip	Reverses the image vertically.
Rotate	Rotates the image 360 degrees around its center. You can choose a background color from the control in the lower left of the dialog. You can also retain the original size of the image or size the image to fit.
Shear	Skews the image horizontally or vertically. You can also choose a background color for the image.
Sharpen	Increases the contrast between colors in the image.
Underlay	Shows patterns or colors of the upper layer while preserving the shadows and highlights of the lower layer. The upper layer is the current image. Choose whether to tile or stretch the lower layer image. The lower layer is a texture loaded using the *Load* button.
Add Noise	Noise refers to random patterns of pixels that give an image a grainy or textured appearance. You can choose what type of noise.
Mosaic	Divides the image into squares of a size you determine by sliding the control to the right(increasing the size).
Emboss	Converts the high contrast areas to grayscale and colors the low contrast areas. You can choose directional lighting of the effect from within the dialog.

Oilify	Creates an oil painting effect of the image.
	Note: On slower machines, it could take up to 45 seconds for the Oilify effect to be displayed. A progress bar in the lower left corner of the window is shown to indicate the progress of the Oilify effect.
Posterize	Decreases the number of colors to give a flatter effect.
Solarize	Inverts the image. The control allows you to determine the level of lightness to be inverted.

Color Selector Menu and Toolbar
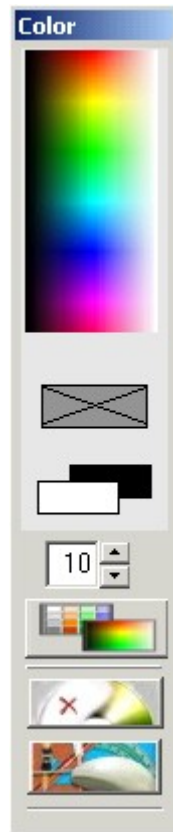
Toggles between the fixed color panel and the continuous color panel

Clears all text, lines, shapes, etc. from the label.

Loads the Quick Designer wizard. The button will be colorful only when the label selected has design in the Quick Designer wizard.

Color Panel - Can be Continuous (shown above) or Fixed. To toggle between Fixed and Continuous Panels, single click on the gray area around the Color Panel.

Color Selector Menu - Allows you to set Continuous or Fixed as default on startup.

Current Color	Displays the current color.
Active Color Panel	Contains two boxes foreground and background. Foreground on the left is selected by left clicking on the Color Panel. Background on the right is selected by right clicking on the Color Panel. The background or foreground color may also be selected by clicking on either box, and a color dialog box will appear.

Line Thickness

Line Thickness control determines the thickness of a line, outline of a shape, and outline of an image.

`10`

Grid Properties
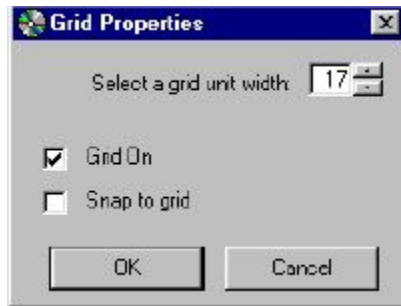
Grid Unit Width   Increases and Decreases the grid size by small increments.

Grid On Checkbox   Toggles whether the grid is on or off.   The Grid button located on the Positioning Toolbar also allows you to toggle the grid on and off.

Snap to Grid Checkbox   When selected objects are forced to align with the nearest grid points.

Tools Menu and Toolbar
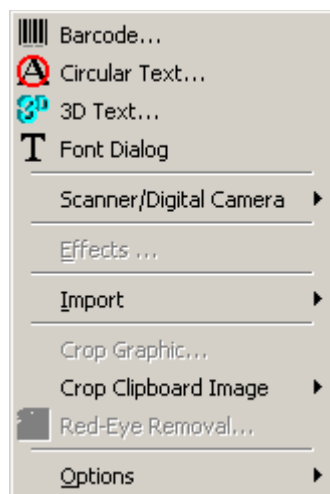
🌀	3D Text…	🖼 ▾	Barcode…
⊞	Resize Aspect Ratio	✛	Grab
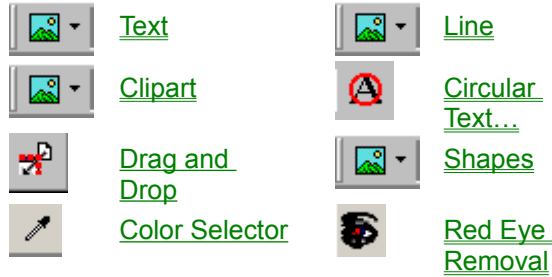
3D Text Overview

Click'N Design 3D provides a powerful tool to revolutionize the way you customize your CD and Jewel case labels.   Adding 3D text to your label can make a bold and impressive statement.   3D text is based on optics, camera positioning, and lighting effects.   We will not cover the technical aspects of 3D text in this help file.   The tutorial below will guide you through using Click'N Design's 3D Text.

While working with 3D text, it may be possible in some situations to accidentally move your text out of your field of view.   This is very easily corrected by simply zooming out until your text reappears.   After which, you can reposition, resize, and continue.

3D Text Tools

To optimize the creation of 3D text, it is recommended to follow the links below in order, which follows the tab order of the Tabs located to the right.   You can then go back and fine-tune the appearance of your text.

Entering Your Text

Adding an Effect

Adjusting the Surface of the Text

Texturing the Text

Text Lighting

Transferring Your 3D Text

Scanner/Digital Camera

| Select TWAIN Source... |
| Aquire Image to Background... |
| Aquire Image as Clipart... |
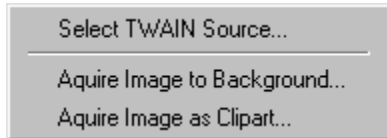
If you have a scanner, digital camera, or other TWAIN supported devices, you can easily transfer scans and images from these devices into Click'N Design 3D.

If you have more than one TWAIN supported device, Click'N Design has a menu option to choose the right device.   Under the *Tools* menu, select *Scanner/Digital Camera* and then choose *Select TWAIN Source*.

- To acquire an image, make sure that your device is connected and ready to transfer an image.
- Choose the menu option you desire: Acquire Image as Clipart or Acquire Image to Background.
- Follow the instructions of the wizard provided by your TWAIN device.

Pointer

Allows you to select objects on the label

Grab

Allows you to move and resize objects.

Resize Aspect Ratio

Turns on or off the ability to resize affected object's aspect ratio.   If turned off, all resizing is proportional (ratio from width to height is the same).

Text Menu and Toolbar

✕ Delete		
✂ Cut	Ctrl+X	
▤ Copy	Ctrl+C	
▣ Paste	Ctrl+V	
T Font Dialog		
≣ Left		
≣ Center		
≣ Right		
↕→ Orientation	▶	
Ⱶ Margins		
▦ Edit/Select		
▦ Opaque/Transparent		

Text

Arial   16   **B** *I* <u>U</u>

≣ ≣ ≣ | ↕→ Ⱶ I ▦ | ◈ | ▦ ▾

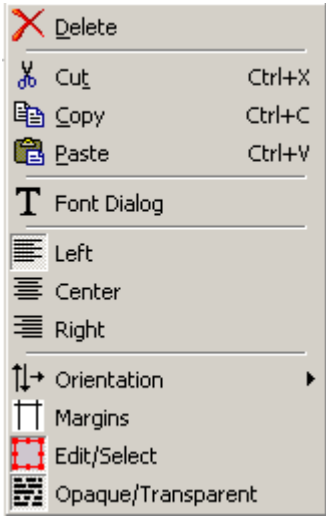| Icon	Name	Description
✕	Delete	Deletes the text box from the label.
T	Font Dialog	Accesses the Windows standard font dialog. Aids in font, size, style and color changes to your text. You can change the font color to selected text by left clicking on the color toolbar.
≣ ≣ ≣	Alignment	Left, Right, and Center aligns the text in the text box.
↕→	Orientation	Determines the direction of writing– up, down or normal.
Ⱶ	Margins	Adds top and side margins to the text box.
I ▣	Edit/Select	Toggles between Editing the text and Selecting the textbox.
▦	Opaque/ Transparent	Determines whether the textbox will have a colored background or reveal the background on the label.
◈	Character Map	Allows you to enter special characters.
B *I* <u>U</u>	Bold, Italics, and Underline	Allows you to Bold, Italicize, or Underline your text. Typical word processing features.
▦	Foreground Text Color	This will load a Dialog to choose colors more specifically.

The two dropdown menus on the Text Toolbar allow you to choose the Font type and the Font size.

When using vertically-oriented text (by right-clicking on a textbox and selecting the Orientation menu item or by clicking the Orientation icon on the Text toolbar), if you have a problem selecting the text

you've typed inside the textbox, drag one of the grab handles to make the textbox larger.

Remember: The Text Toolbar only appears when a textbox is selected or you are editing text in a textbox.

Overview

Click᾿N Design 3D provides some amazing features such as: 3D text rendering, Circular text capabilities, Barcode support, Image manipulation and processing, Scanner and Digital camera support and much more.

Listed below are some of those features in simple tutorials.

[Add a Background Image](#)

[Add a Clipart](#)

[Add a Line](#)

[Add a Shape](#)

[Add Text](#)

[Add Circular Text](#)

[Add 3D Text](#)

[Add Barcodes](#)

[Add a Gradient Background](#)

[Calibrate My Printer](#)

Gray Scale

Brightness/Contrast

Colorize

Invert

Reverse

Flip

Rotate

Shear

Sharpen

Add Noise

Mosaic

Emboss
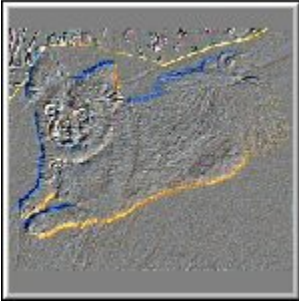
Oilify
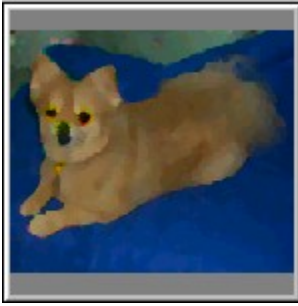
Posterize
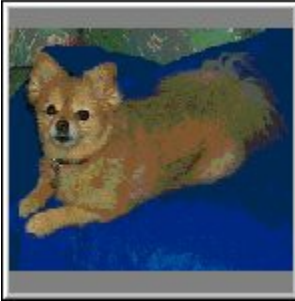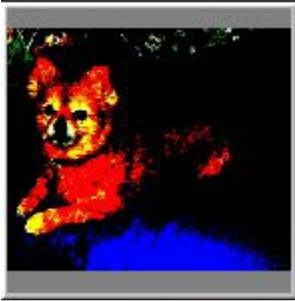
Solarize
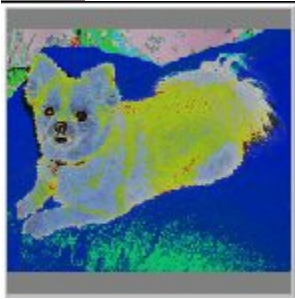
Fixed Color Panel

Color

Ruler

Tools > Options > Ruler

Toggles whether the ruler is displayed.   Allows you to choose the units of measurements. Centimeters or Inches

Tooltip Help

Menu Navigation Tools > Options > Tooltip Help

Toggles popups that explain the buttons on the toolbars.

Texture Dialog
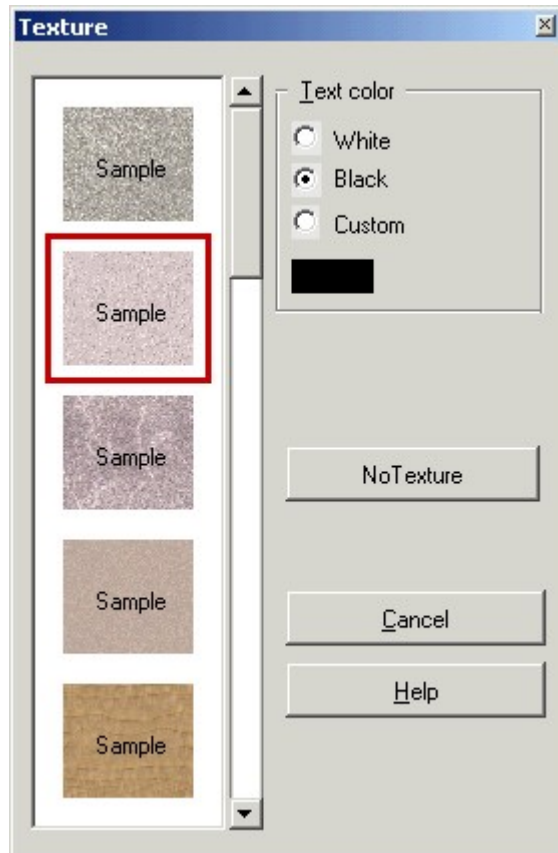
Text Color - Choose your text color before choosing a sample texture.

Sample Texture Panel - Choose the texture you want to apply to the program's face by clicking on the texture.   After choosing a texture the texture dialog unloads and the texture is applied.

No Texture Button - Clears texturing from Click'N Design 3D when clicked.

Barcode Types

Click'N Design 3D supports the following barcodes:

Code 128	Full ASCII-Character set with Code128 ABC auto selection
Code 128A	Char Set A: Capital letters and special characters
Code 128B	Char Set B: Letters in upper and lower case
Code 128C	Char Set C: Optimized for numbers
EAN 128	Special form of the Code 128 also known as UCC/EAN 128
EAN 13	European-Article-Number with 13 digits
EAN 99	Like EAN 13 just starting with 99
EAN 8	European-Article-Number with only 8 digits
EAN 5	Add on price code for ISBN
EAN 2	Add on found on newspapers
ISBN	International Standard Book Number
UPC A	Universal Product Code with 12 digits
UPC E	Short form of the UPC

Code 39	Also known as Code 3 of 9
Code 39 Extended	Extended Also known as Code 3 of 9 Extended
Code 25	Also known as Code 2 of 5
Code 25 Interleaved	Interleaved Also known as Code 2 of 5 Interleaved
Codabar	Often used for medical purposes
Code 93	Numbers, uppercase letter and - . * $ / + %
Code 93 Extended	Extended Full ASCII-Character set
MSI	Numbers only
PostNet	Numbers only - check digit is added automatically
Royal Mail	RM4SCC is used in Great Britain by the Royal Mail
Identcode	Identcode is used by the Deutsche Post AG
Leitcode	Leitcode is used by the Deutsche Post AG
PZN	The "Pharmazentralnummer" is a special form of Code 39

Ambient

Light encompassing on all sides of a surface.

Bevel

An angled surface formed by two sides.

Circular Text
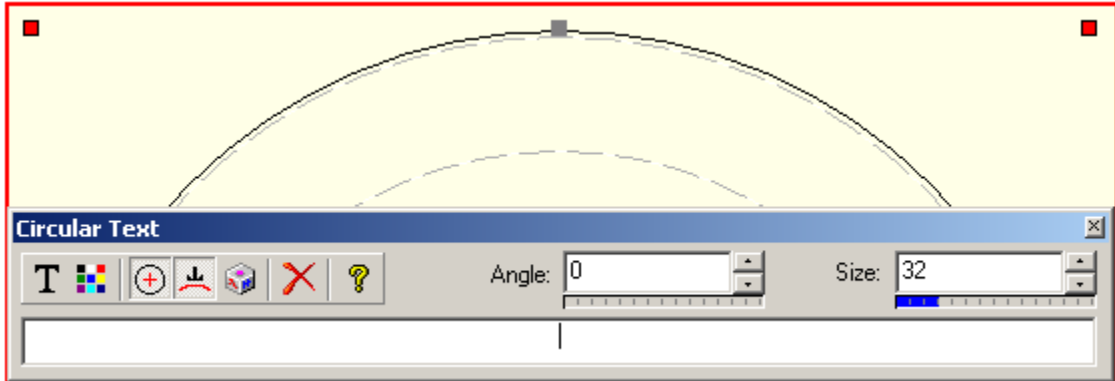
	Font Dialog	Loads the standard Font dialog allowing you to select font type and size. You can change the size of the font using the **Size Slider** control as well.
	Font Color Selector	Allows you to choose the color of your circular text.
	Text Centering button	Toggles between automatic centering or allowing the text to move off center from the label.
	Concave/ Convex Text	Positions the baseline of the text to display either inward or outward.
	Character Map	Loads a dialog that allows you to choose special characters.
	Delete button	Deletes the circular text from the label.
	Help button	Brings you to this page in the helpfiles.
	Angle Position Slider	Determines the starting angle for your circular text. To change the angle you can use the slider or type in an angle and hit enter.
	Size Slider	Determines the size of the area and font for your circular text. To change the size you can use the slider or type in a size and hit enter.
	Text Input area	Area to enter your circular text.

Use the grab handles to position your circular text within the label.

Note: If text overlaps, reduce the size of the font or type in less text.

Remember: This dialog only shows up when you select circular text to edit.

Background Toolbar

Background Image button allows you to insert an image as a background to the label.   The Background is always the bottom layer of the label and cannot be moved.   The dropdown loads a popup which allows you to tile, center, or stretch your background.

Clear Background button allows you to clear a background color or gradient.

Gradient or Solid Color Background button allows you to set a Solid color or Gradient color background.   There are several different selectable gradient effects.

 Remember: The Background toolbar is only visible when no other object is selected.

Color Toolbar

Development Team

Click'N Design 3D software was produced by the team of:

Manuel Silva - Kingsport, Tennessee USA - Project Manager, Senior Developer

Ed Benson - Hong Kong, China - Senior Developer, Consultant, 3D
Text/Graphics design

Chris Ellis - Kingsport, Tennessee USA - Lead Senior Developer

Jonathan Leonard - Johnson City, Tennessee USA - Senior Developer

Brian Ellis - Kingsport, Tennessee USA - Senior Developer

Angie Moses - Johnson City, Tennessee USA - Documentation Manager

Jeff Fulford - Johnson City, Tennessee USA - Developer

Jenny Goulder - Kingsport, Tennessee USA - Documentation

Dean Elliott - Costa Mesa, California USA - Lead Testing and QA, Stomp, Inc.

Diego Cardenas - Costa Mesa, California USA - Project facilitator, Chief Technology Officer, Stomp, Inc.

Mike Hummell - Costa Mesa, California USA - Project Visionary, President & CEO Stomp, Inc.

3D Text Tools

Edit Splines This button toggles the splines on and off.   There are four splines connected to the top and bottom curves.   The gray and blue dots are the 'control points' of the splines.   The gray dots are the endpoints, and the blue dots are the interior control points.

Note: Splines can only be edited with the **Move** ✛ tool.   To use the **Move** tool to reposition the text, you will need to click on the Edit Splines button to toggle the splines off.

Grid The Grid option allows you to toggle the grid on and off.

Reset Camera Restores the camera or zoom to its default setting.

Reset Text Restores text to its default position.

Reset All Restores your 3D text to all its default settings.

Field of View The Field of View box increases and decreases the zoom or the camera's field of view.

Distance The Distance box moves the camera forward and backward.

Image Quality Determines the print quality of the 3D text.

Window Background Sets the background color of the window space surrounding the 3D text.

Zoom Allows you to increase or decrease magnification. Changes the field of view.   To zoom in hold down the left mouse button down and move the mouse forward.   To zoom out hold down the left mouse button and move the mouse backward.

Dolly Moves the camera forward and backward.   Forward - hold the left mouse button down and move the mouse forward.   Backward - hold the left mouse button down and move the mouse backward.

Scale Allows you to manipulate the font's width and height.   Hold the left mouse button down and move left and right to increase or decrease the font's width. Move the mouse forward or backward to increase or decrease the font's height.

Move Repositions the text on the x and y plane.   Hold down the left mouse button and drag the mouse to move the text.

Rotate Rotates the text around its center axis.

- You can drag and drop a graphic on to your 3D text to texture it.

- When you drag and drop a graphic while working on the Background tab , the graphic becomes the background.
- To transfer the 3D text to the selected label, hit the 3D Transfer Text button.

[Entering Your Text](#)
[Add Geometry to the Text](#)
[Adjusting the Surface of the Text](#)
[Texturing the Text](#)
[Text Lighting](#)

Entering Your Text

- Enter your text into the text area panel.   Your text should immediately show in the 3D Text window. To enter any special characters, click on the Character Map button.
- Choose a font by using the font dropdown menu.
- Choose a font style from the next dropdown menu.   Font styles are dependent upon the type of font chosen.
- Next is the Justification dropdown menu.   Justification only applies when you have more than one line of text.
- To determine the size of the font, use the zoom button or resize the window.
- You can change the color of the font on the Materials tab.

Note: It is best to enter your text before you use any of the other 3D effects.   If you need to change your text after editing the splines or applying a geometry effect, any 3D effect changes you have made will be lost.

Add Geometry to the Text

Adjusting the Surface of the Text

Texturing the Text

Text Lighting

Transferring Your 3D Text

Add Geometry to the Text

- Choose an Effect from the Effects dropdown or by scrolling through the effects.
- Choose the degree of extrusion you desire.   Extrusion controls the depth of the text.
- Bevel controls the angle of the edges of the text.

Adjusting the Surface of the Text

Texturing the Text

Text Lighting

Transferring Your 3D Text

Adjusting the Text Surface

Choose a material or color pattern from the 28 listed in the menu.   The options in the menu set the Ambient, Diffuse, Specular, and Emission controls.   You can change the default settings by clicking on the control's color box.

- The Ambient control is very powerful so keep it very low.   It describes the general background level of light.
- The most important component of an object's color is Diffuse.   It describes the way light is scattered by a surface.
- Specular is the highlight color.   Set it to a slightly different color from diffuse to add variation and richness.
- Emission adds a color to the color calculated by all other settings.   It represents a light source.
- Shininess increases or decreases the shininess or dullness of the colors.

Texturing the Text

Text Lighting

Transferring Your 3D Text

 Texturing the Text

- Choose a Texture from the dropdown menu.   This menu allows you to remove a texture, select an image, or apply a gradient texture, which simulates a chrome effect.

Image

- If you choose "Image" from the Texture Combo Box and select a graphic, four slider controls appear. They allow you to make adjustments to the brightness, contrast, saturation and hue of the image you've chosen to apply to your 3D text.

- Determine what type of mapping you want from the Mapping drop-down menu. Character Mapping applies the whole texture to each character. String mapping stretches the texture across the whole string.   To further optimize your gradient textures use Gradient mapping.
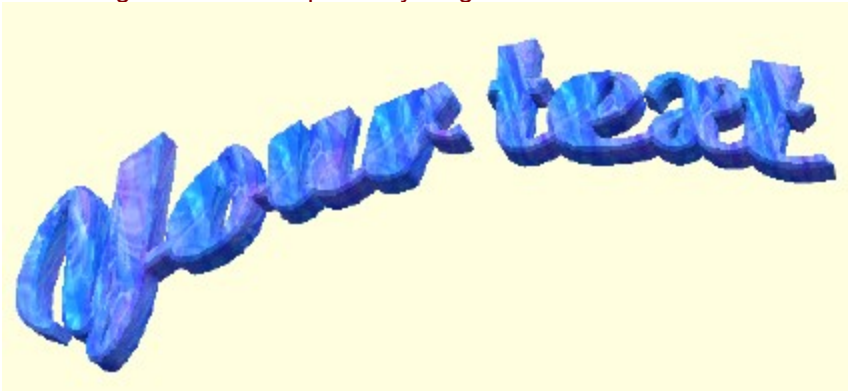
Gradient

- Choose Simple Gradient in the dropdown menu.
- Choose the Gradient colors by clicking on the color boxes provided.

Chrome Effect

- Choose the 1 Highlight texture.
- Choose your two colors.

- Choose the 2 Highlights texture.
- Choose your two colors.
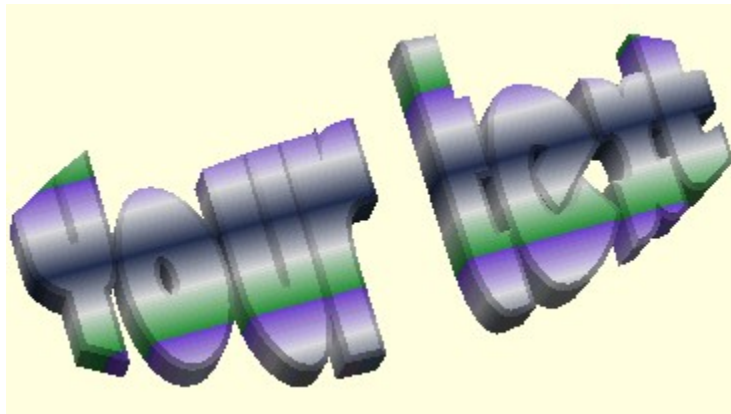
- The offset can be used in string and gradient mappings to adjust the point where the texture starts on the object.   The bottom left is (0,0).
- Repeat determines how many times the texture appears on a character or string.   Use this feature to fit the texture to the object.

Text Lighting

Transferring Your 3D Text

Text Lighting

- The 3 dots on the image above are light sources.

- You can move them along the x and y axis using the move icon.

To move the light source on the z axis.

- Select the light source.
- Hold down the shift button and move the light up and down to move the lights on the z axis.

Lighting Controls

- Lighting dropdown menu provides several combinations of light sources and types of lighting. The number indicates the number of lights.   Directional or point are the type of lighting.   Point is a focused light and Directional is a broad light that spans the text.
- Light Settings dropdown menu displays which light is selected.
- Type dropdown menu indicates whether the selected light is point or directional.
- The color box allows you to change the color of the lights.
- X, Y, and Z Positions are represented in the spin textboxes.   You can drag the lights and the coordinates will be reflected in these boxes.

Transferring Your 3D Text

Transferring Your 3D Text

Once you have completed your 3D text design, it can be easily transferred to your label by clicking the Transfer 3D Text button.

After the 3D text transfers, you can position and resize the text as needed.

To edit your 3D text double click on the text and the 3D text environment will open.   Once you have finished with editing, click the Transfer 3D text button.

3D Text Overview

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Text Margin

Menu Navigation Tools > Options > Text Margin

Allows you to set the margins for the textbox.

Save Location

Tools > Options > Save Location

Controls where the label documents are stored or loaded from as a default.

If Start in *MyDesign* directory is selected new saves and loads will always first default to this directory. Alternatively, you may select the option to start from the Last Directory you saved.

Choose Template Style
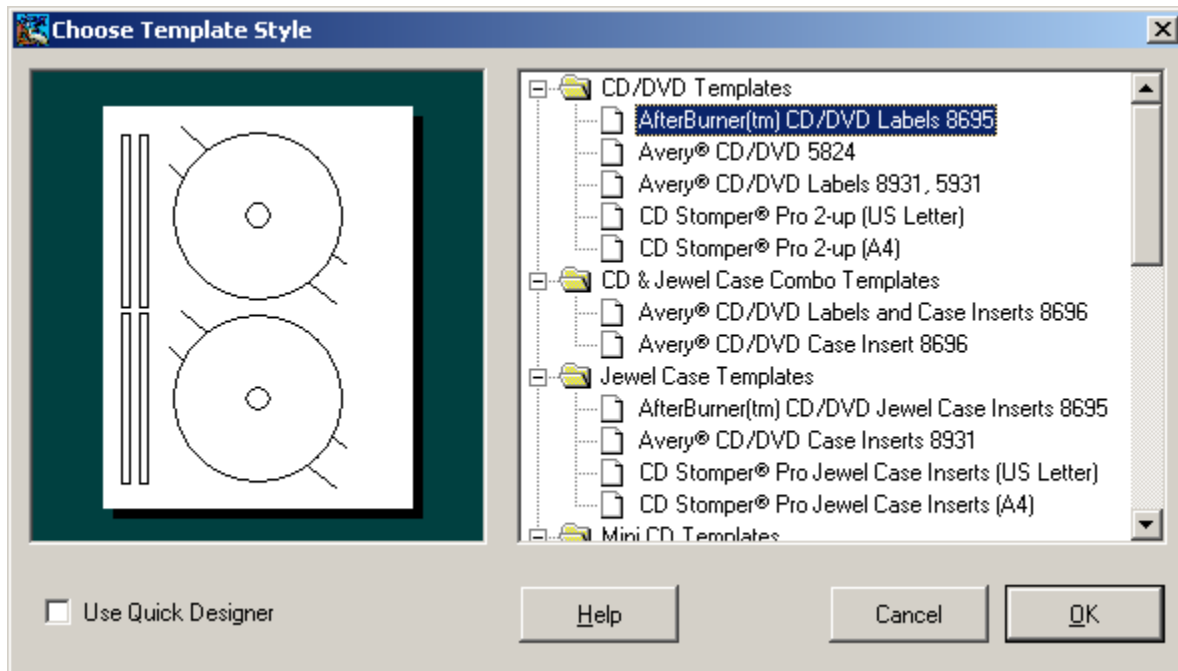
- From this dialog you choose the style of the CD label and/or jewel case insert/spine you want to create.
- The type of label you choose will be displayed in the view area on the left of the dialog.

- Quick Designer is a design wizard that can help you design your labels quickly, or provide a good starting point.   If you don't want to use the Quick Designer wizard simply uncheck the checkbox in the lower left corner of the dialog.   Some labels will not have the option to use the Quick Designer wizard, so the checkbox will be grayed out.

- Click the Plus button ⊕ next to the file folder for a list of templates available in that folder.

- It is important that you select the correct label stock template for the paper labels you will be using. As a simple reminder, US paper is usually a letter size. European paper is commonly A4 size.

Font Orientation

YOUR TEXT

YOUR TEXT

YOUR TEXT

Margins

Text Margins

0	Top Margin
0	Left Margin
0	Right Margin
0	Bottom Margin

○ Millimeters   ● Inches

OK   Cancel

Drag and Drop

Toggle between dragging graphics onto the label as clipart or as a background.   You can drag graphics from any application, such as Windows Explorer, that supports dragging and dropping.   You can also drag and drop a template, you created, from Windows Explorer onto the app, and the template will open.

Diffuse

Diffuse is light that is scattered by a surface.

Dolly

Dolly means roll forward or back, as a camera would roll forward and backward.

Emission

Emission is light emitted by the object - such as a light bulb.

Extrusion

Extrusion is the depth of an object.

Gradient

A 'color ramp' - a domain over which one color transitions to another color.

Specular

Specular is how a surface responds to light coming in perpendicular or near perpendicular.

Rendering

Converts geometry into the image displayed on the screen.

TWAIN

TWAIN is typically used as an interface between image processing software and a scanner or digital camera.

Texture

To give texture to, especially to impart desirable surface characteristics.

Clipboard

A file or an area in memory where cut or copied text and graphics can be temporarily stored before being moved to another location.

Standard Menus and Toolbars

The buttons located on the Standard toolbar can be found in the applications menus.   Below are the links to find the definitions to each of the buttons on the Standard Toolbar.

The down arrow button at the end of the toolbars gives you access to additional buttons on the toolbar that aren't visible.   These down arrow buttons are only enabled when there is not enough room available to show all the buttons for use on the toolbar; otherwise, these buttons appear disabled.   If you click on the enabled arrow, the additional menu items will be displayed.

Note: All toolbars can be floating or docked toolbars.   To dock or undock a toolbar, click on the double gray lines on the left or top of the toolbar and move the toolbar.

File Menu

Edit Menu

View Menu

Windows Menu

Help Menu

Image Toolbar

	Opacity	The slider control determines the degree of transparency of the object.
	Transparent Color	Choose a transparent color for an image by clicking the eyedropper on the image position for the color you wish to make transparent. Selecting a transparent color works best for non-compressed images such as bit map (.bmp) files.
	Transparency	Toggle transparency on or off based on a selected transparent color.

Remember: The Image Toolbar only appears when an image is selected.   Enhanced Metafile (.EMF) or Windows Metafile (.WMF) will not show the image toolbar as well as not allow for effect manipulations with the effects menu.

Opacity
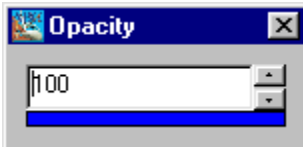
Add 3D Text

To Add 3D text:

- **Click on the 3D text button** [icon] on the <u>Tools Toolbar</u>.   The 3D text environment will load.

- On the right of the dialog are the tabs where you **enter and format the text**.   Here you can change the shape, color, texture, and the 3D nature of your text.   (If at anytime you make a mistake and would like to start over, click the Reset All to start all over.)

- When you complete entering your text, **Click the Transfer 3D Text button**.

To learn more about 3D text and the environment click <u>here</u>.
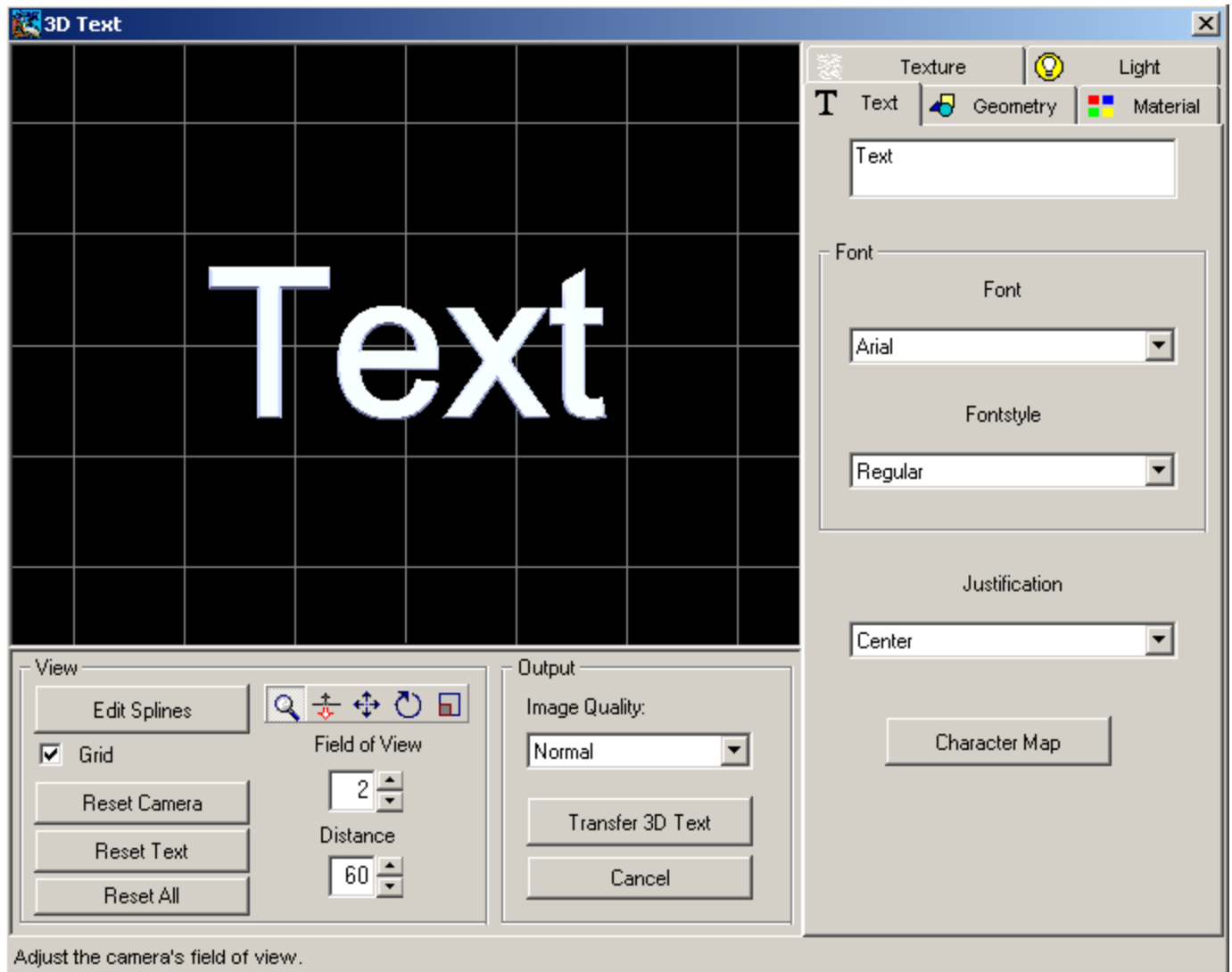
Add Circular Text

To Add Circular Text:

- Click on the Circular text button on the Tools Toolbar.   The Circular Text dialog will load.

- Type your text into the textbox on the Circular Text dialog.

To learn the functionality of the Circular text dialog and to finish adding your Circular text click here.

Splines
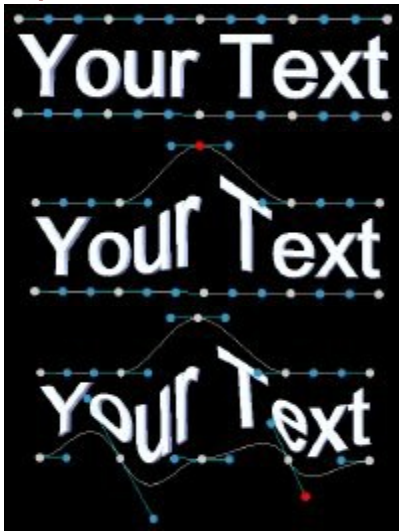
Quick Designer Wizard
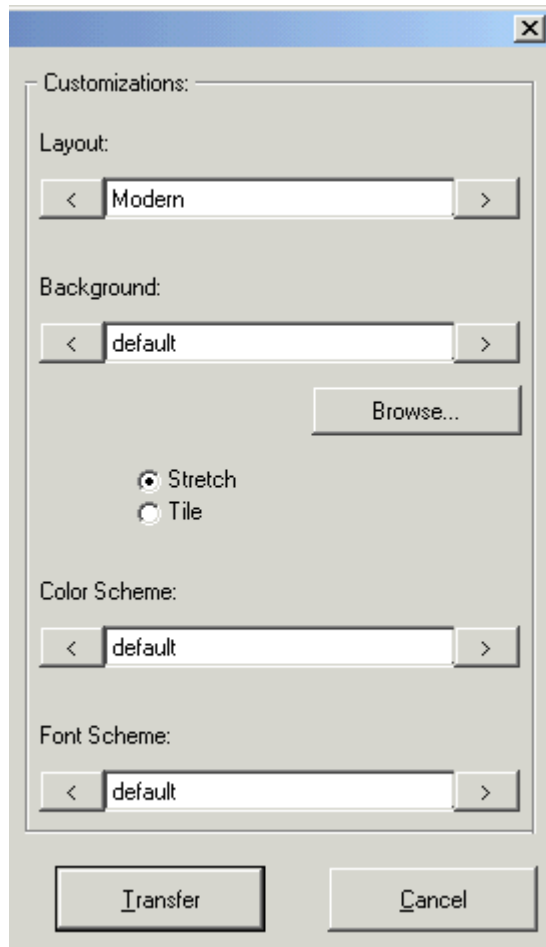
Customizations:

Layout:
`<` Modern `>`

Background:
`<` default `>`

Browse...

◉ Stretch
○ Tile

Color Scheme:
`<` default `>`

Font Scheme:
`<` default `>`

[Transfer]   [Cancel]

The **Quick Designer** Wizard consists of label designs for quick and easy labeling. The left side of the wizard reflects the actual view of the layout, background, color scheme, and font scheme you choose.   Once you have chosen the style of your label you can transfer the design to the template. Then you will have the option to edit all the text boxes, lines, 3D text, shapes, etc. to better fit your needs.

Layout - Is a collection of designs provided by Click'N Design 3D.   They contain all the necessary components such as text, lines, and graphics that you need in a design.

Background - Applies a background to the design you choose.   These backgrounds are in the Graphics directory under Click'N Design 3D, which is under Program Files. You can add your favorite background image to this directory and use it in the Quick Design Wizard.

Color Scheme - Color changes that have been predesigned for a particular layout. Color changes include shape and line colors.

Font Scheme - Contains predefined font styles that you can choose from for the layout you have chosen.

Remember: You can gain access to this wizard by right clicking on any label that has a design in the wizard or by clicking on the

 Quick Designer button   on the Color toolbar.

Positioning Toolbar

Position

⊢▢⊣	Centers the object horizontally on the label.
▯	Centers the object vertically on the label.
⊦▢⊣	Centers the object vertically and horizontally on the label.
🔒	Allows you to lock any object on the label where placed.
🖼▾	Toggles label clipping on or off. When on, it clips your design to show only the areas that will print on your label.
🖼▾	Toggles the grid option. To learn more about the grid properties click here.
▦	Snaps an object to the nearest grid points.
🖼▾	Bring to front - refers to the placement of the selected object before all other objects or images.
🖼▾	Up one level - moves an object up one level of images or objects.
🖼▾	Down one level - moves the object down one layer of images or objects.
🖼▾	Send to the Back - Places the object on the level above the background.

Remember: The majority of the toolbar options highlight only when an object is highlighted.

Font Dialog

Accesses the Windows standard font dialog.

Aids in font, size, style and color changes to your text.

Printer Configuration Menu

The Printer Configuration Menu offers two options for configuring your printer.   You may manually configure your printer, or allow Click'N Design 3D to automatically configure your printer.

- To **manually configure your printer** choose from File menu Manually Configure Printer.
- Choose different printer configuration options from the dialog and try printing until your label is printed successfully.

  To see an explanation of each printer configuration option click here.

- To **automatically configure your printer** choose from File menu Automatically Configure Printer.
- Follow the instructions in the Printer Configurator Wizard pictured below.

Note: Once an acceptable printer configuration option has been selected, no additional pages will be printed.
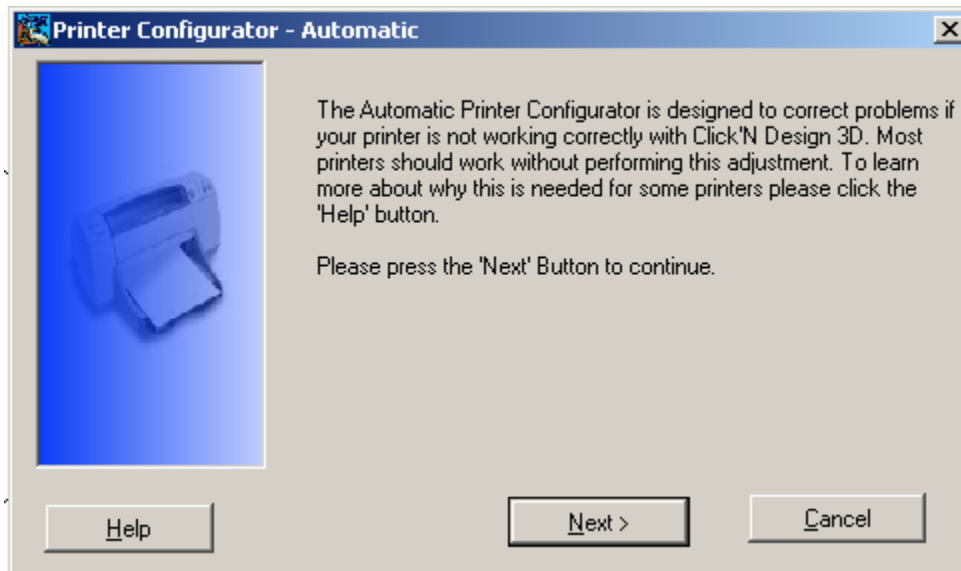
Remember: You do not need to use label paper for printer configuration.   Simply use regular printer paper until the correct configuration option is found.

Load New Document on Startup

Tools > Options > Load New Document on Startup

Toggles the option of having a new document automatically open when Click'N Design 3D opens.

Remember Toolbar Positions on Startup

Tools > Options > Remember Toolbar Positions on Startup

Controls whether the positions of the Toolbars are remembered the next time Click'N Design 3D is opened.

Positioning Toolbar

Printer Configuration Overview

Click῾N Design 3D is a state of the art Graphics Labeling program that supports printing capabilities significantly superior to other labeling and graphics programs you may have used.   Because printer capabilities and software printer drivers vary, a small percentage of printers and computer hardware may not be capable of taking advantage of the highest print quality that Click῾N Design 3D offers.   Rather than using a lower quality printing capability, Click῾N Design 3D defaults to the highest quality printing method it supports.   This method is capable of printing at an approximately 16 times higher resolution than other graphics programs.   Most systems and printers should not encounter any issues with the highest quality, default method.   If your system or printer does not appear to properly handle this highest quality printing option or you do not need such high quality, several other printer configuration options are available which will likely resolve any printing issues you may encounter.

For instructions on selecting an alternative printer configuration option, click here.

Solarize

Solarize is the level of lightness to be inverted.

Splines

Smooth curve connection two or more points that can be moved to change the curve of the line.

Clipart

Images that can be inserted onto a label.

Clone

Makes an exact copy of label selected, including all textboxes, circular text, background images or colors, etc.

Emboss

Converts the high contrast areas to grayscale and colors the low contrast areas.

Grab handles

The tracking rectangles by which an object is manipulated.
Objects are typically resized by pressing a button when the mouse is over
the rectangle to 'grab' it.

Grayscale

Continuous shades of gray are used to represent an image.

Hue

The dominant wavelength in a color. Hue distinguishes among colors such as red, green, purple, or yellow.

Mosaic

A surface decoration made by inlaying in patterns small pieces of the image.

Noise

Random patterns of pixels that give an image a grainy or textured appearance.

Oilify

Creates an oil painting effect of an image.

Opacity

The degree of transparency of an image.

Posterize

Decreases the number of colors in an image to give a flatter effect.

Saturation

The degree to which a pure color is [not] diluted by white
[i.e. 100% saturation = no dilution]

CD/Jewel Case Designer Wizard

Customizations:

Layout:
< Sunny >

Background:
< default >

Browse...

○ Stretch
○ Tile

Color Scheme:
< default >

Font Scheme:
< default >

Set Paper

Transfer   Cancel

The **CD/Jewel Case Designer** Wizard consists of label designs for quick and easy labeling.   The left side of the wizard reflects the actual view of the layout, background, color scheme, and font scheme you choose.   To see an enlarged view of the CD Label, Jewel Case front, or Jewel Case back, click on one of the designs at the top.   Once you have chosen the style of your label and set your paper you can transfer the design to the template. Then you will have the option to edit all the text boxes, lines, 3D text, shapes, etc. to better fit your needs.

Layout - Is a collection of designs provided by Click'N Design 3D.   They contain all the necessary components such as text, lines, and graphics that you need in a design.

Background - Applies a background to the design you choose.   These backgrounds are in the Graphics directory under Click'N Design 3D, which is under Program Files. You can add your favorite background image to this directory and use it in the CD/Jewel Case Designer Wizard.

Color Scheme - Color changes that have been predesigned for a particular layout.   Color changes include shape and line colors.

Remember: You can gain access to this wizard under the File Menu or by clicking on the

CD/Jewel Case Designer button   on the Standard toolbar.

Font Scheme - Contains predefined font styles that you can choose from for the layout you have chosen.

The **Set Paper** button allows you to select the paper for your CD Label, Jewel Case front, and Jewel Case back that you will be printing to.   For more help on choosing the correct paper, click here.

Paper Selection Overview

The Paper Selector allows you to choose the paper stock that you will be printing your CD Label, Jewel Case front, and Jewel Case back on separately.

- For each screen, simply choose the paper type that you will be printing to from the menu on the right.
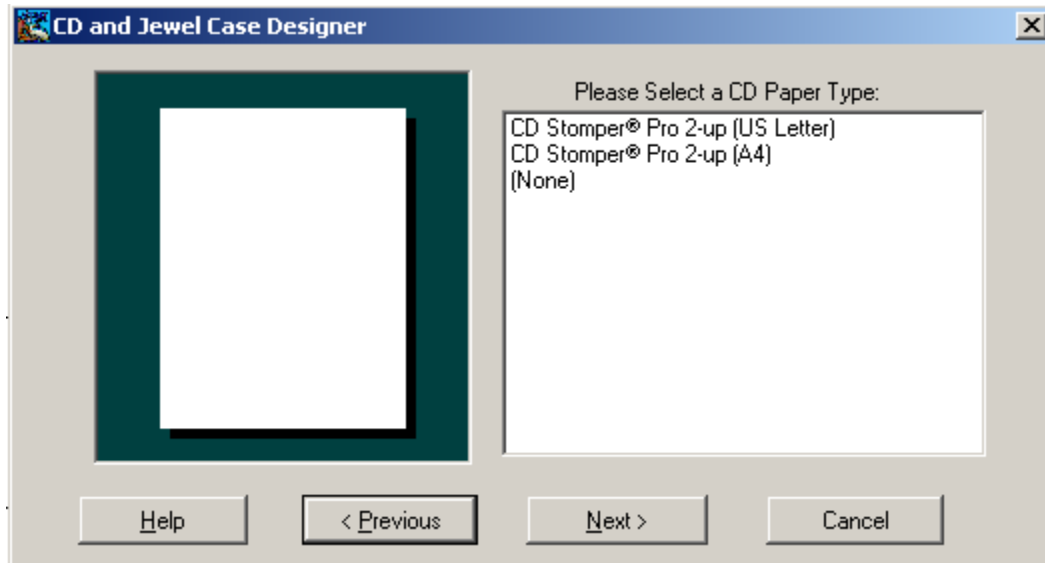
- If you do not want to print all three designs, choose **(None)** from the paper type of the design you do not wish to print.
- After you have made the three paper selections, click the **Accept** button to return to the **CD/Jewel Case Designer**.   You may change any of your selections by clicking the **Previous** button.

Remember: Multiple documents may be created from the **CD/Jewel Case Designer** if you have chosen multiple paper types.

Color Selector

Allows you to select the current color.   To exit out of the color selector hit the **Escape** key.

Creating a Label

Click'N Design 3D offers three easy ways of creating a label.

The Quick Designer Wizard offers a collection of label designs that can be used for quick and easy labeling.   Click here to create a label using the Quick Designer Wizard.

The CD/Jewel Case Designer also offers the collection of designs found in the Quick Designer Wizard and allows you to choose the paper style you will be using for your CD Label, Jewel Case front, and Jewel Case back.   Click here to create a label using the CD/Jewel Case Designer.

Click'N Design 3D allows you to create your own unique label manually by adding text, images, backgrounds, and other features as you wish.   A Label Tutorial is provided to guide you through creating your own label manually.

Using Quick Designer Overview

The Quick Designer Wizard allows you to choose a label design that has already been created for you. All you need to do is change the text on the label.

- If you are not at the <u>Choose Template Style</u> dialog, click the **New** button on the standard toolbar.
- Select your template by choosing either **CD Stomper Pro 2-up (US letter) Labels** for US letter paper stock or **CD Stomper 2-up (A4) Labels** for International paper stock.
- Make sure the Quick Designer checkbox in the lower left corner of the window is **checked**.

Remember: Only templates that have a red square around the CD label have designs in the Quick Designer Wizard.

- Click **OK**.   The Quick Designer dialog appears.

Now to design your label click <u>here</u>.

Overview

The CD/Jewel Case Designer offers the same label designs as the Quick Designer Wizard, but lets you choose the paper stock you will be using for your CD Label, Jewel Case front and Jewel case back. The design will be applied to each paper you select.

- Click the **CD/Jewel Case Designer** button on the standard toolbar or from the menu: File > **CD/Jewel Case Designer**.
- If the CD/Jewel Case Paper Selection dialog does not appear, click the **Set Paper** button on the CD/Jewel Case Designer dialog.
- Click the **Next >** button after reading through the dialog.
- For the CD Paper Type, select **CD Stomper Pro 2-up (US Letter)** or **CD Stomper Pro 2-up (A4)** and click the **Next >** button.
- For the Jewel Case Front and Jewel Case back, also select **CD Stomper Pro 2-up (US Letter)** or **CD Stomper Pro 2-up (A4)**.
- After all the selections have been made, click the **Accept** button.
- If the CD/Jewel Case Designer dialog is not displayed, click on the **CD/Jewel Case Designer** button once more.

Now to design your label click here.

CD/Jewel Case Paper Selection Dialog

CD and Jewel Case Designer

The CD & Jewel Case Designer is a feature designed to save you time by letting you choose from a list of preselected themes which are automatically transferred to CD, Jewel Case front and Jewel Case back label formats on your monitor. Then you can customize the theme by adding your own information and "tweaking" the look to your own preferences. The Designer feature also lets you choose which paper stocks you wish to use, so you can quickly print them.

For a wider variety of choices and more control over your labels, also try Quick Designer. For power users, close this Designer and start with a blank label format.

| Help | < Previous | Next > | Cancel |

Calibrate Printer Dialog

Calibrate Printer

Printer Bins, Special Processing

Please select the paper feed option for your printer. (Note: Most printers do not have an upper/middle/lower bin option). If you select an options that is not supported by your printer, it will be ignored. We recommend selecting the default options for most printers.

Default: Auto Selected ▾

Please make certain the printer is on and ready to print. Select the Next Button to Print a Calibration page. (Note: You do NOT need to use a Label sheet for the calibration. Use regular paper.)

☑ Don't Print a Calibration Sheet

| Help | | < Back | Next> | | Finish | Cancel |

Use Personalized Menus

Tools > Options > Use Personalized Menus

Controls whether all menu options or just the most frequently used menu options are shown in the menus.

A Step Through the Wizard

- In the **Layout** dropdown menu choose the **Light and Dark** design.   Notice that the Sunset label design will be displayed on the left side of the window.
- In the **Color Scheme** dropdown menu choose **Emerald** for your color scheme.   The design contains varying degrees of the color green.
- In the **Font Scheme** dropdown menu choose **Wide** for your font scheme.
- Click **Transfer**.
- Simply **double-click** on the Title text box to type your own text.
- When finished **right click** on the text box, and choose **Select**.
- Repeat for the other text boxes.   You can simply delete any of the objects you don't need by   **left clicking** on the object and pressing the **Delete** key on your keyboard.

To learn more about the **Quick Designer Wizard** click here.

Stepping Through the Designer

- In the **Layout** dropdown menu choose the **Light and Dark** design.   Notice that the Light and Dark CD label design will be displayed on the left side of the window.
- To view an enlarged view of the Jewel Case front or Jewel Case back, **click** on the miniature view at the top of the left side so that a red box surrounds the design.
- In the **Color Scheme** dropdown menu choose the **Emerald** color scheme.   The design contains varying degrees of the color green.
- In the **Font Scheme** dropdown menu choose **Wide** for your font scheme.
- Click **Transfer**.   Two documents will be created for the different paper stocks.   Simply minimize one of the documents to see the other behind it.
- On the CD Label design document, **double-click** on the Title text box to type your own text.
- When finished **right click** on the text box, and choose **Select**.
- Repeat for the other text boxes on this document and the others.   You can simply delete any of the objects you don't need by **left clicking** on the object and pressing the **Delete** key on your keyboard.

To learn more about the **CD/Jewel Case Designer** click here.

Optimizing Print Quality and Resolving Printing Issues

Click'N Design 3D is a state of the art Graphics Labeling program that supports printing capabilities significantly superior to other labeling and graphics programs you may have used.   Because printer capabilities and software printer drivers vary, a small percentage of printers and computer hardware may not be capable of taking advantage of the highest print quality that Click'N Design 3D offers.   Rather than using a lower quality printing capability, Click'N Design 3D defaults to the highest quality printing method it supports.   This method is capable of printing at an approximately 16 times higher resolution than other graphics programs.   Most systems and printers should not encounter any issues with the highest quality, default method.   If your system or printer does not appear to properly handle this highest quality printing option or you do not need such high quality, several other printer configuration options are available which will likely resolve any printing issues you may encounter.

For instructions on selecting an alternative printer configuration option, click here.

Manual Printer Configuration Overview

```
Printer Configurator - Manual                                    [X]

  [Toshiba e-STUDIO16 Series PCL 6            ▼]

  If you are experiencing problems with printing, please try selecting one of the
  other print options to try to resolve.

  ┌ Printer Configuration ─────────────────────────────────────┐
  │  ○   Highest Quality Printing using Aggressive Memory method (16X)│
  │  ◉   Highest Quality Printing using Default method (16X)     │
  │  ○   Highest Quality Printing using Width Limiting method (16X)│
  │  ○   Highest Quality Printing using Conserve Memory method (16X)│
  │  ○   Highest Quality Printing  using Height Limiting method (16X)│
  │  ○   Highest Quality Printing using significantly Conserve  Memory│
  │      method (16X)                                           │
  │  ─────────────────────────────────────────     ┌─────────┐ │
  │                                                 │   Ok    │ │
  │  ○   Higher Quality Printing (4X)               └─────────┘ │
  │                                                 ┌─────────┐ │
  │  ─────────────────────────────────────────     │ Cancel  │ │
  │                                                 └─────────┘ │
  │  ○   High Quality Printing (1X)                 ┌─────────┐ │
  │                                                 │  Help   │ │
  │                                                 └─────────┘ │
  └─────────────────────────────────────────────────────────────┘
```

Highest Quality Printing using Aggressive Memory method (16x)	Produces the fastest printing of the highest quality printing group. To work well, this option requires a high end computer with large amounts of memory. (A significant amount of systems/printers may not be able to meet this requirement.)
Highest Quality Printing using Default method (16x)	Checks the user's available memory resources and optimizes the amount of available memory for printing. This method may be identical to the Aggressive Memory method (16x) on a system with large amounts of memory.
Highest Quality Printing using Width Limiting method (16x)	A small number of printers cannot handle the large bitmaps that are required to be sent for ultra high 16x printing. In order to work around these printer limitations, Click'N Design 3D breaks up the graphics into smaller bitmaps limiting the width of each piece.
Highest Quality Printing using Conserve Memory method (16x)	Maintains the 16x quality while using less system memory. Printing will be slower than the Aggressive Memory method or the Default method.
Highest Quality Printing using Height Limiting method (16x)	A small number of printers cannot handle the large bitmaps that are required to be sent for ultra high 16x printing. In order to work around these printer limitations, Click'N Design 3D breaks up the graphics into smaller bitmaps limiting the height of each piece.
Highest Quality Printing using significantly Conserve Memory method (16x)	Maintains the 16x quality while using less system memory (uses less memory than the Conserve Memory method). Printing will be the slowest of all the 16x highest quality printing methods.
Higher Quality Printing (4x)	Very fast print option using significantly less resources than any

of the 16x print methods while still providing extremely good quality.   (Users may have trouble distinguishing the quality of the 4x printing from the 16x.)

High Quality Printing (1x)   Fastest printing option while still maintaining high quality printing. This option may be appropriate for systems with very low memory and slow processors.

Down Arrow Button

Down Arrow Button clicked

Down Arrow Button disabled

Screen Resolution

Save As Graphic... ▶	Screen Resolution
Print Setup...	Printer Resolution

Printer Resolution

Save As Graphic... ▶	Screen Resolution
Print Setup...	Printer Resolution

Cropping a Graphic

This feature allows you to crop clipart or background images. To access it, first select an image, then right-click on it or go to the Tools menu and choose Crop Graphic.

Save   Allows you to save the newly cropped image as clipart.

Undo   Restores the original image.

Crop   Cuts the portion of the original image inside the area you selected and deletes the area outside of the selection rectangle. The selected area becomes the new image.

Select   After pressing this button, position the mouse where you want to begin, press and hold the left mouse button down while dragging to create the rectangular cropping region.

Copy To   Copies the newly cropped image to the label.
Label

Note: Doesn't work for Windows metafile .wmf or .emf images.

Cropping a Clipboard Image

Crop Clipboard Image	▶	As Background...
Options	▶	As ClipArt...

Allows you to crop an image that has been placed on the clipboard. Choose   Tools > Crop Clipboard Image > As Background or As Clipart. The Dialog will appear with the image from the clipboard. Doesn't work for windows metafile .wmf or .emf images.

As Background   Copies the image to the Label as the background.

As Clipart   Copies the image to the label as clipart.

Red-Eye Removal Dialog

Help	Provides context-sensitive help.
Save	Saves the image to a file.
Zoom In	Enlarge the image and use the window scrollbars to center the portion of the image you want to see. The image enlarges by 10% each time you press this button.
Zoom Out	Shrinks the image by 10% each time you press this button.
Reset Zoom	Resets image to the default size.
Undo	Allows you to undo your last action.
Selection Tool	A Crosshair appears that allows you to choose the red-eye area. A dialog appears after selection. In this dialog, 36 thumbnails of the selected area appears in various shades of color. By adjusting the hue, saturation, brightness and contrast, you can continue to adjust the thumbnails until you get the exact changes you want.
Copy to Label	When satisfied, either double-click on the particular thumbnail you want to use or press the Copy to Label toolbar item. The image is pasted into

the dialog above.

**Cancel** Returns you to main window and abandons any changes you made.

Red-Eye Removal Overview

The Red-Eye Removal feature allows you to eliminate the red-eye effect caused by the flash of a camera.

- Once an image has been added to a label, click on the Tools Menu and choose Red-Eye Removal.
- In the Red-Eye Removal window, zoom and position the image to a comfortable size to allow for easy red-eye selection.
- Click the Selection Tool on the toolbar. The cursor will change to a crosshair. Next, drag an elliptical selection around the red-eye region you wish to modify.
- When the mouse is released on completion of your selected region, a new window will appear containing 36 thumbnail image variations. You may fine-tune these thumbnails using the hue, brightness, contrast and saturation slider controls. Once you have a selected thumbnail adjusted to your liking, either double-click the preferred thumbnail or press the OK button. The adjusted eye region is transferred back to the red-eye window.
- Repeat the steps above, if needed, for the second eye.
- To transfer the completed image back to the label, press the Copy to Label button.
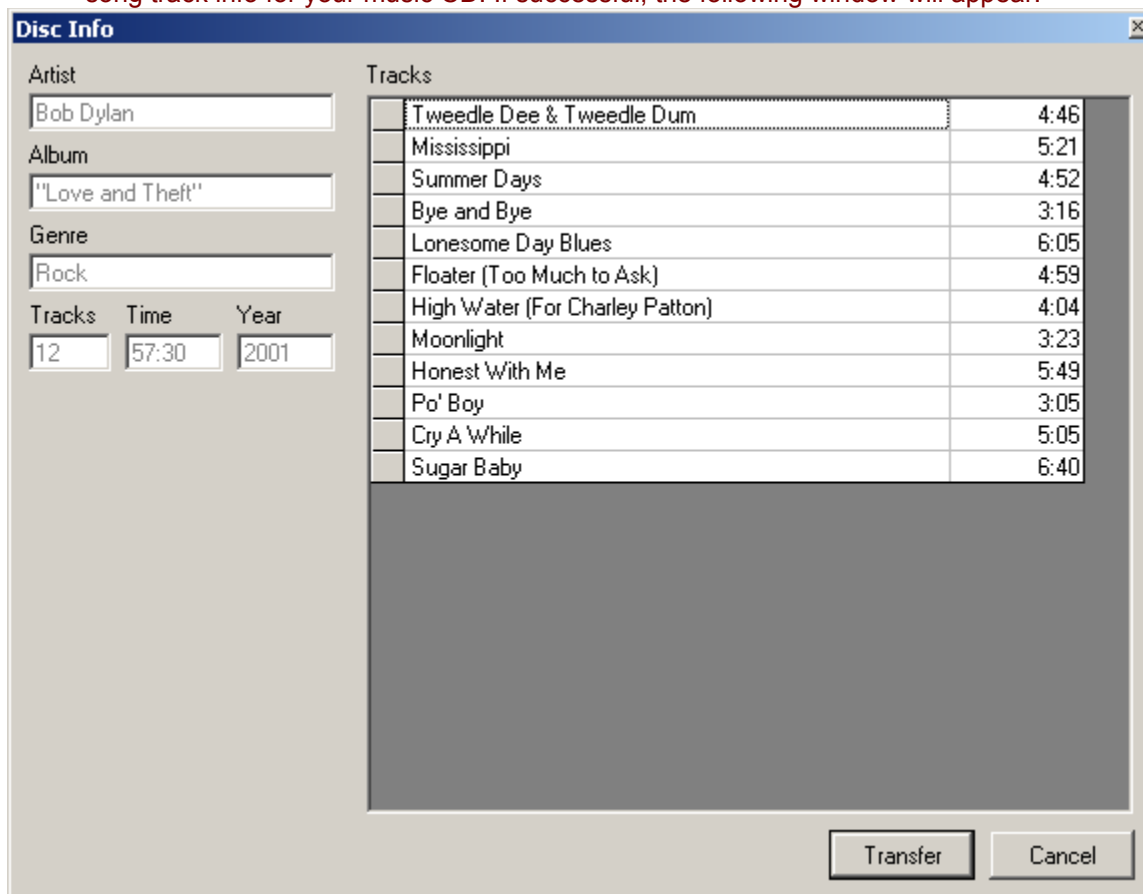
Red-Eye Removal Dialog

Red-Eye Removal
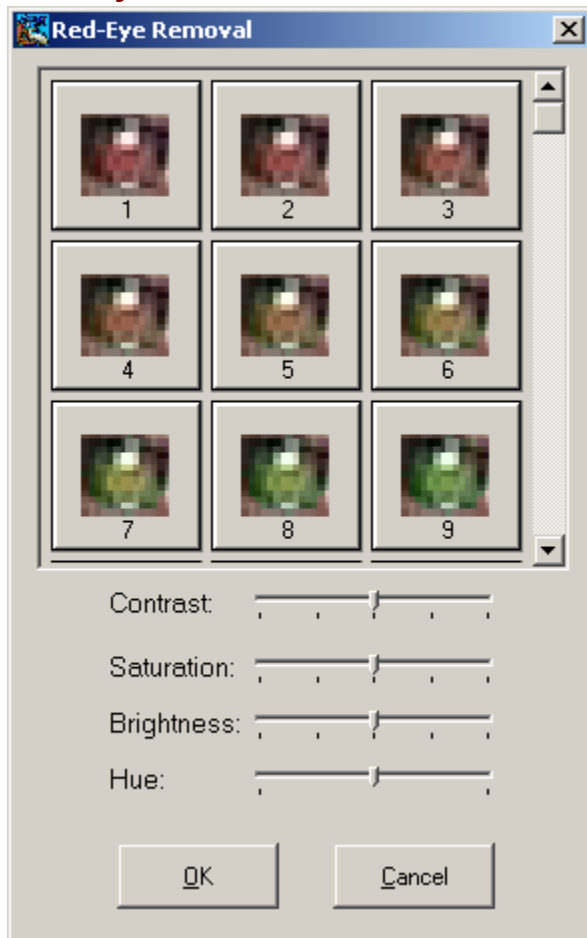
Import Audio CD Tracks

Incorporating cutting-edge technology, Click'N Design can read the CD Text track off of your newest music CDs (if your CD-R or CD-RW player have the necessary built-in features to permit it) and import a list containing the artist, CD title and song tracks from your CD, placing them in a text frame on a CD label or jewel case insert label.

- Insert a music CD into your CD-R or CD-RW player and give it a few moments to read the CD.
- Go to the Tools menu on the menu bar and choose Import > Audio CD Tracks, then select the drive letter representing the CD drive that holds your audio CD.
- If your CD drive has CD Text capabilities and the music CD you're using is encoded with a CD Text track, the information will automatically be transferred to the label.
- If either your CD drive or the music CD you're using don't have CD text capabilities, then Click'N Design 3d will attempt to connect to the Internet and automatically obtain the author, title and song track info for your music CD. If successful, the following window will appear:

Disc Info

Artist	Tracks	
Bob Dylan	Tweedle Dee & Tweedle Dum	4:46
	Mississippi	5:21
Album	Summer Days	4:52
"Love and Theft"	Bye and Bye	3:16
	Lonesome Day Blues	6:05
Genre	Floater (Too Much to Ask)	4:59
Rock	High Water (For Charley Patton)	4:04
	Moonlight	3:23
Tracks Time Year	Honest With Me	5:49
12 57:30 2001	Po' Boy	3:05
	Cry A While	5:05
	Sugar Baby	6:40

[Transfer] [Cancel]

Just press the Transfer button and the information will be placed in a text frame and transferred to your label.

Import Playlist

Click'N Design 3D will read and import playlists with .m3u, .asx, .avx, .wax, .rmp. You can also import playlists you've created from Winamp®, Windows Media Player®, RealOne®, MUSICMATCH®, etc. and transfer them to a jewel case label.

For example, to create a playlist in Winamp®:

1) Click on the List Opts button in the lower right corner of the Playlist Editor window. Then click "New List." If the playlist window is not present, you can display it by pressing Alt+E from the main window (or by selecting it from the main menu).

2) Add files by dragging and dropping them from Windows Explorer or by clicking the Add button, then choosing "Add Directory" from the Playlist Editor window.

3) Click on the List Opts button in the Playlist Editor window. Then click on "Save List." Give your new playlist a name and path and you're done. Your new playlist will be saved with a .m3u file format and can then be imported into Click'N Design 3D.

Import File List

  Now you can organize all those disks of backup files you've been creating. You can import a list of files from a folder (directory) on any of your computer's drives— even on a shared network drive, if you're connected to a LAN! Of course, you may need to shrink the size of the typeface you're using or reduce the number of file names you choose to include, in order to fit them on a label. Or you can create several columns of file names by choosing Import > File List several times and break a large folder that has many files into 2 or 3 separate file lists which you can resize and position to form what will appear to be a multiple column list.

- To import a list of files, go to the Tools menu and select Import > File List.
- Browse to the folder/directory you want to import and select the files you want to include in your list.
- Select a file in the left window and press the > button to add the file to your list. Or press the >> button to add all the files in the selected folder/directory to your list.
- If you change your mind, you can also select a file in the right window and press the < button to remove it or press the << button to remove all files from your list and start over.
- When you're satisfied with your choices, simply press the "Done" button to transfer the list to your label.

Import Overview

Import Text	▶	🌐 Audio Tracks from CD
Crop Graphic...		📋 Play List
Crop Clipboard Image	▶	📄 File List
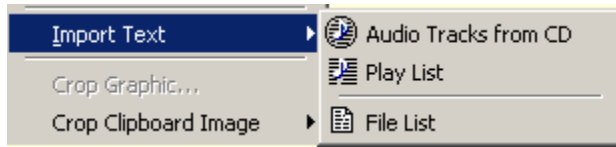
  With Click'N Design 3d, you can import and print a list containing the artist, CD title and song tracks from your favorite music CDs. Go to Import Audio CD Tracks for more details.

  You can also import and print playlists you've created from Winamp®, Windows Media Player®, RealOne®, etc. on a jewel case label. The page Import Playlist gives more details on this really cool feature.

  You can even print an entire list of files in a folder (directory) from one of the drives on your computer system or a shared network drive on a LAN. Go to Import File List for more details.

{ewl RoboEx32.dll, WinHelp2000, }