

Stork Prints Austria

*best***IMAGE**
64 Bit Edition

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Loading Plugins...

spgprints®

Release 5.00.00

CAD Highlights

CAD Highlights Page 1

General:

- Import (convert) PDF files in background
- Export PDF improvements
- PDF-X3 or PDF-X4 check function optional adjustable
- Save selected separation(s) into a separate file (Save as)
- Quality slider for JPG files (Save as)
- Shading and Density value is shown within a separation
- Measure dialog with depth information
- Save Display mode into the file
- Save grid lines into file
- Un-visibility of inactive icon (Toolbar)

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Production / Engraving:

- File rotation for 90 degrees within the Print and Print preview function
- Layout print preview improvements
Text-Macros available / Automatic Template loading during opening the Layout print preview / Set Logo properties for file objects / Lock & Unlock of Objects
- Preview during changing of CMYK Profile
- Extract CMYK icm-profile
- Raster size extended to 200 L/cm (508lpi) extended from 100L/cm to 200 L/cm
- Production calibration password protection

Colouring/Simulation:

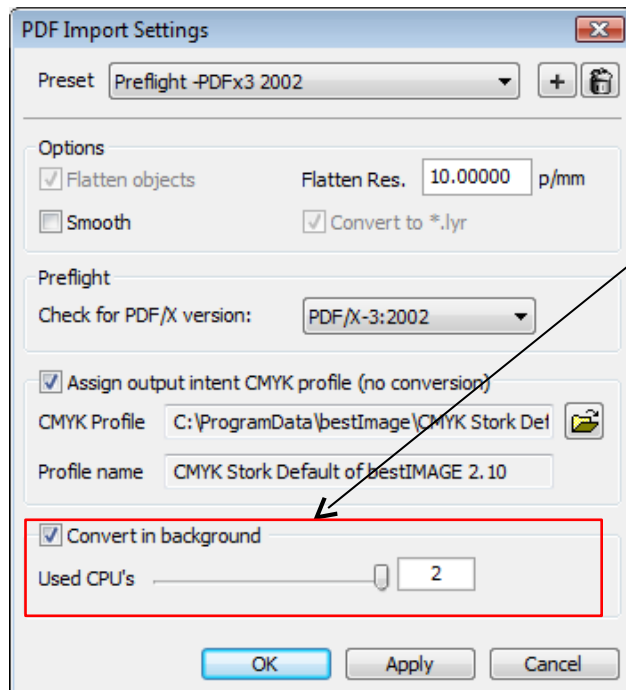
- New PANTONE color book is available
- New design of the Color book/clipboard user interface
- New sort modes of color blocks (User-defined change order with Drag&Drop , ID, Name)
- New Colors within an imported Lab gamut can be signed with (G)
- Only colors within the specified monitor, printer or an imported Lab gamut are shown
- Show/Hide Color ID or Color name
- Assign a user-defined name to a color
- Improved color-way handling: Visible Color blocks per color-way
- Export multiple colorways to different file formats (jpg,tiff)
- Texture mapping viewer: Map all objects

Design Manipulation and Editing:

- Photoshop 64 bit support
- Add transparency (alpha) mask into the Basic Layer
- Modify and save several Quick masks
- Tone correction: Defining a shading value for BG in a separate Input field
- Modify the selection via bounding box afterwards
- Define drawing color via keyboard
- Import /Export of Cursor forms
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- Edit Vector Transformer: Repeat rotated
- Edit Bow/Spline improvements: User-defined Bending options
- Bow/ Spline/ Lines Additional Taper modes (Linear, Hard, Soft, Bellied)
- Formatted Vector-Text (rich text properties)
- Contour filter

CAD Highlights General

- Import (convert) PDF in background



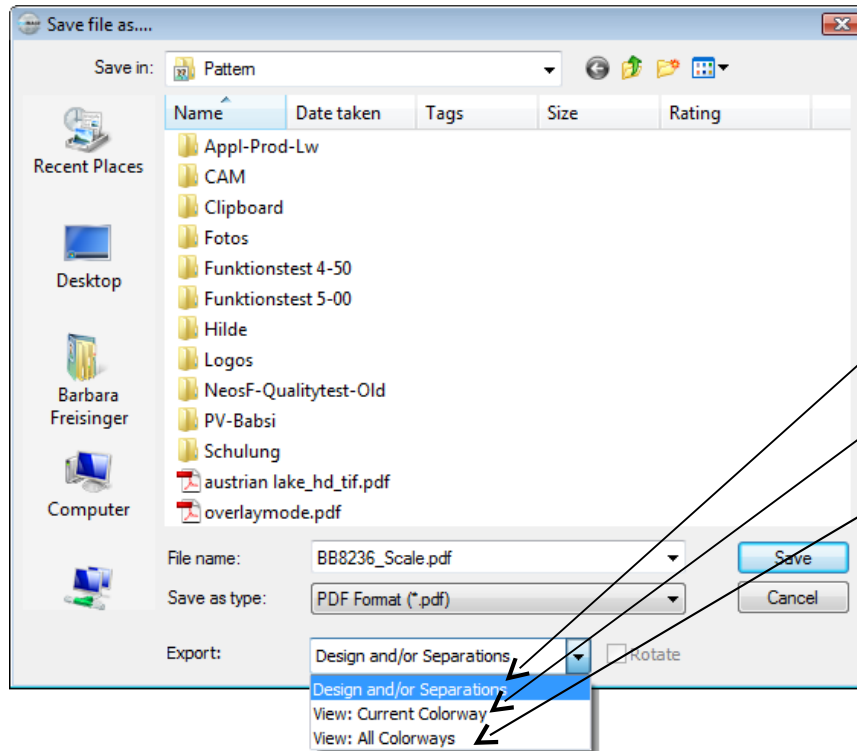
Convert in background:

active: Depending on the used CPU cores there is a possibility to distribute the CPU performance so, that during the conversion of a PDF file in the background other processes can be started to edit other files in the foreground.

If the full CPU-performance is used for the PDF conversion, the performance of foreground processes is decreased

inactive: PDF Import is processed in foreground. No other processes can be started in the foreground.

Export PDF improvements



During saving large files, the old bestIMAGE version encounters its limits and canceled the process with an error. For each Separation/Design a separate file was created up to now. The new version offers to export the *.LYR Separations into one PDF file.

Note:

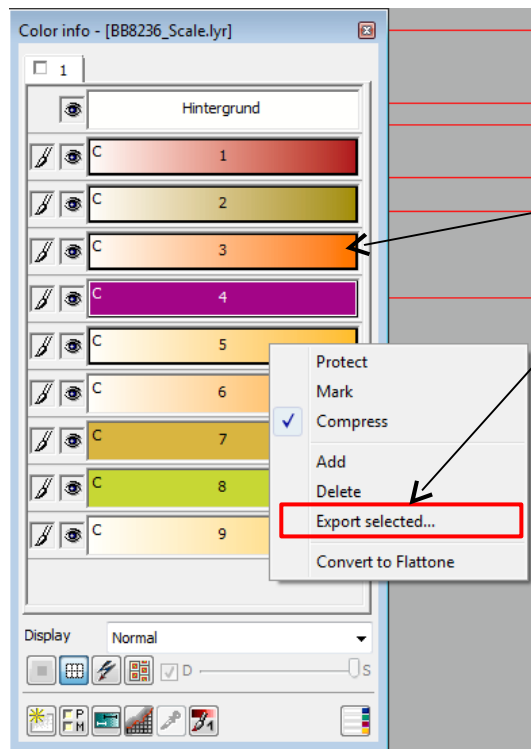
- Only one PDF-File is created (not as before for each Separation or colorway a separate file).

- With Save as 'Design and/or Separations' all Separations are stored as PDF-Separations into one Page. The Design is always stored in a separat PDF Page

- With Save as 'View: Current Colorway' the current Colorway is stored as RGB (True color) in the PDF file.

- With Save as 'View: All Colorways' each colorway is stored as separate page into a PDF file.

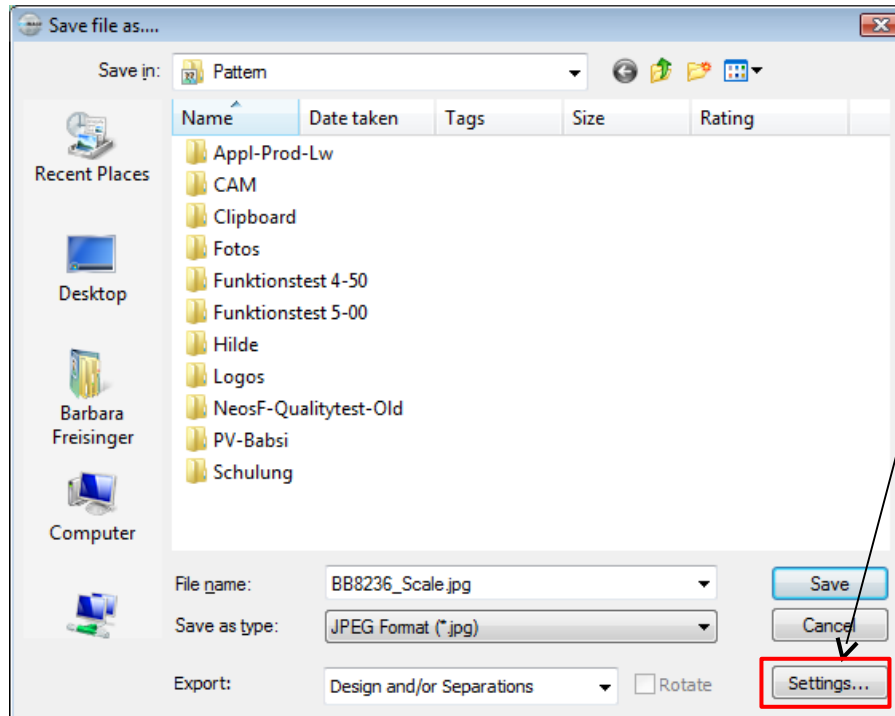
Save as selected separation(s) into a separate file



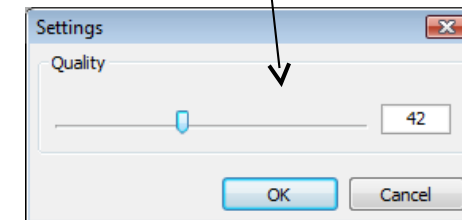
With **context menu selected separations (black frame)** can be stored in a separate file.

If last changes were not stored into the file, a window will be opened after activating the Export function asking the user whether to store last changes or to continue with the export process without last changes or to cancel. If not cancelled, a file with all selected separations is stored after entering a file name.

Save as quality slider for JPG files

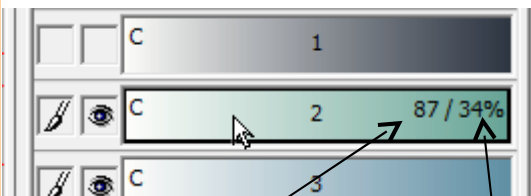


An additional Button '**Settings...**' is shown during saving a JPG file in the '**Save as**' dialog. Click onto '**Settings...**' opens a separate dialog to adjust the quality of the JPG file via **slider**



The relation between file size (MB) and quality is defined by a quality slider. Higher quality leads to a larger JPG file.

Shading and Density value is shown within a separation

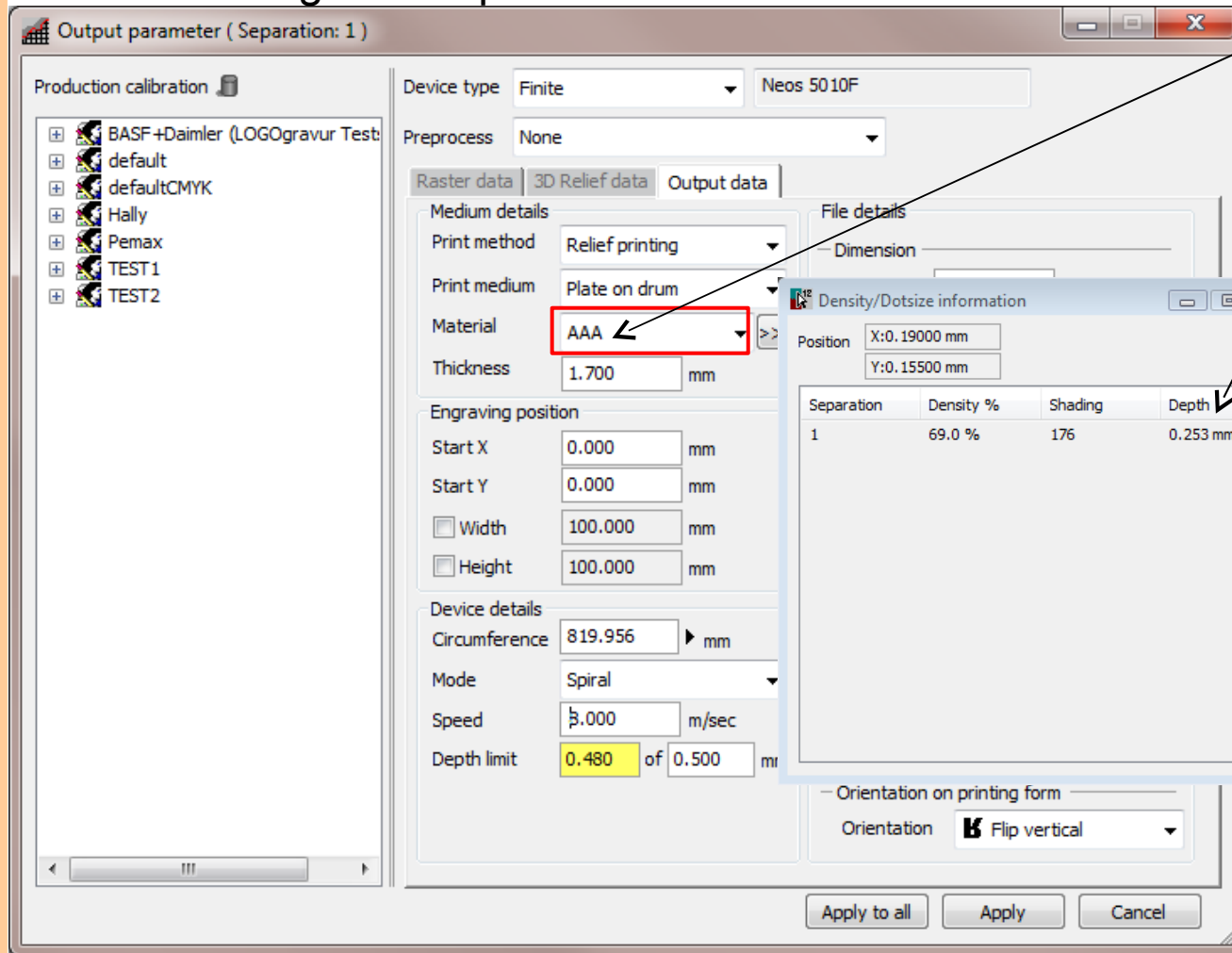


Shading number

Density value

The shading number and **density value** is shown by moving the cursor within a separation.

Measure dialog with depth information

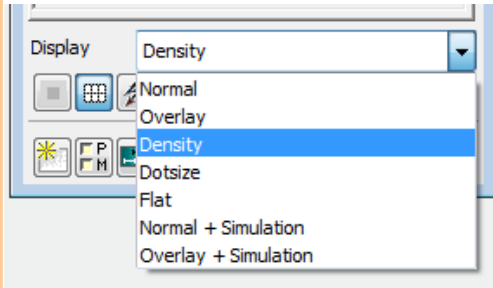


In case of prerastered and 3D precalculated files (Preprocessing mode = 'None'), depending on the selected material calibration which is set in the output parameter, the depth can be measured within the drawing area.

Shift the cursor over the drawing area. The measured depth value is shown in the measuring window.

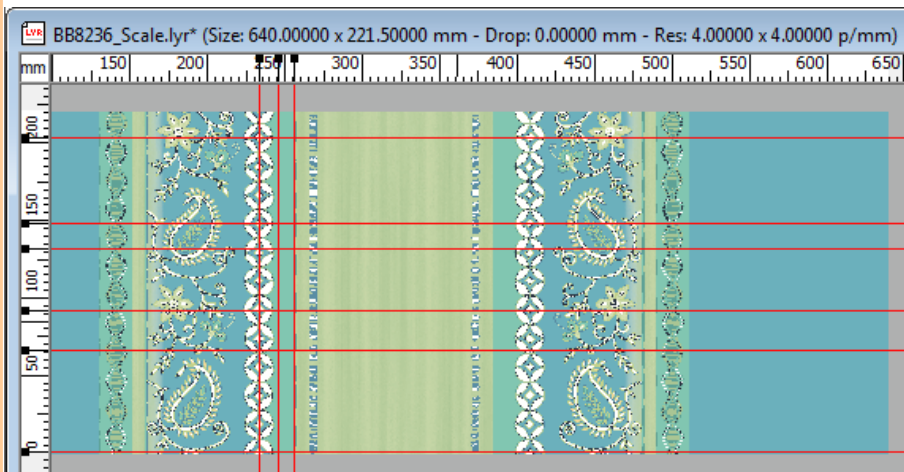
Save Display mode into the file:

The chosen display mode (Normal, Overlay, Flat, Density, Dotsize, Normal+Simulation, Overlay+Simulation) in the color info is stored into the file after save. After reopening the file is displayed with the last stored display mode. This makes bestIMAGE workstations more user-friendly if several operators are sharing 1 bestIMAGE because displaymode of colorists and design editors are typically different.



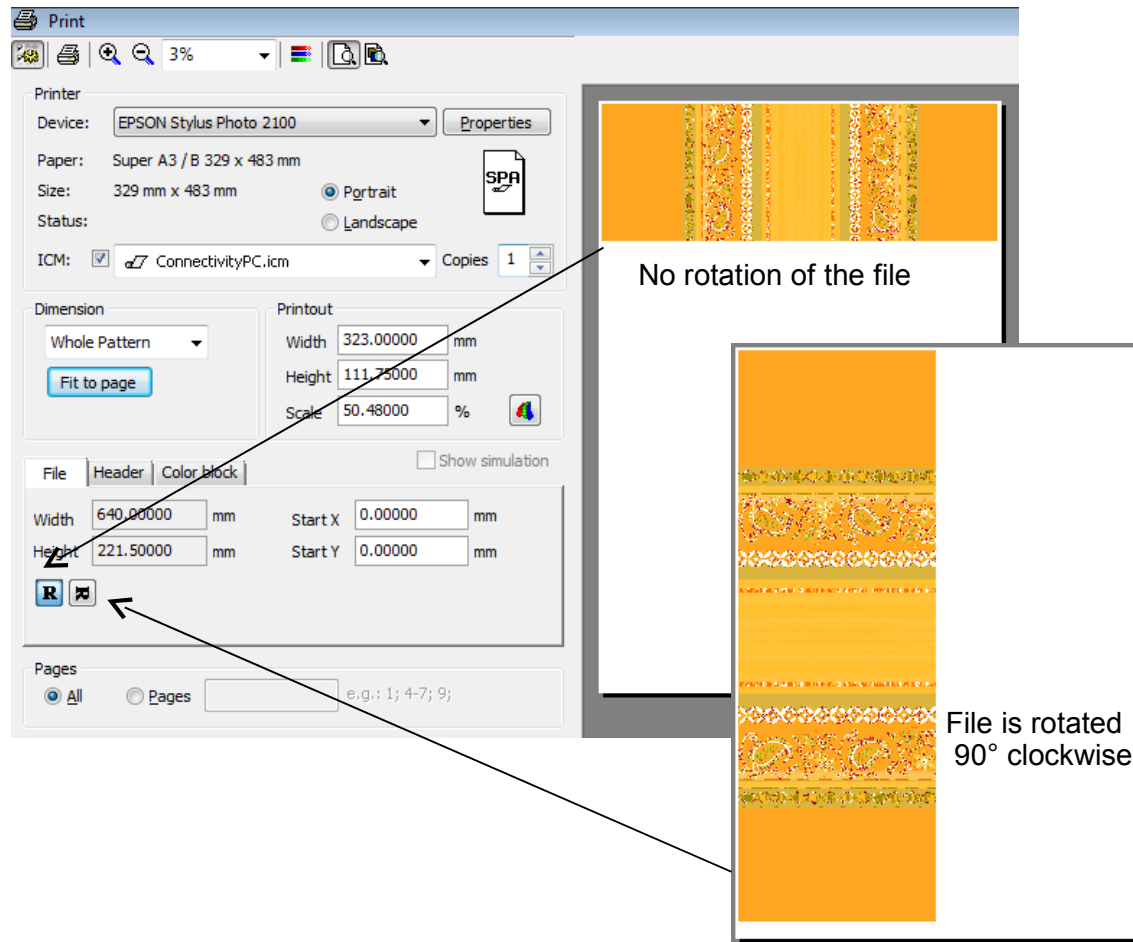
Save grid lines into file:

Set grid lines are stored into the file after save the file. After reopening the file gridlines are still useable

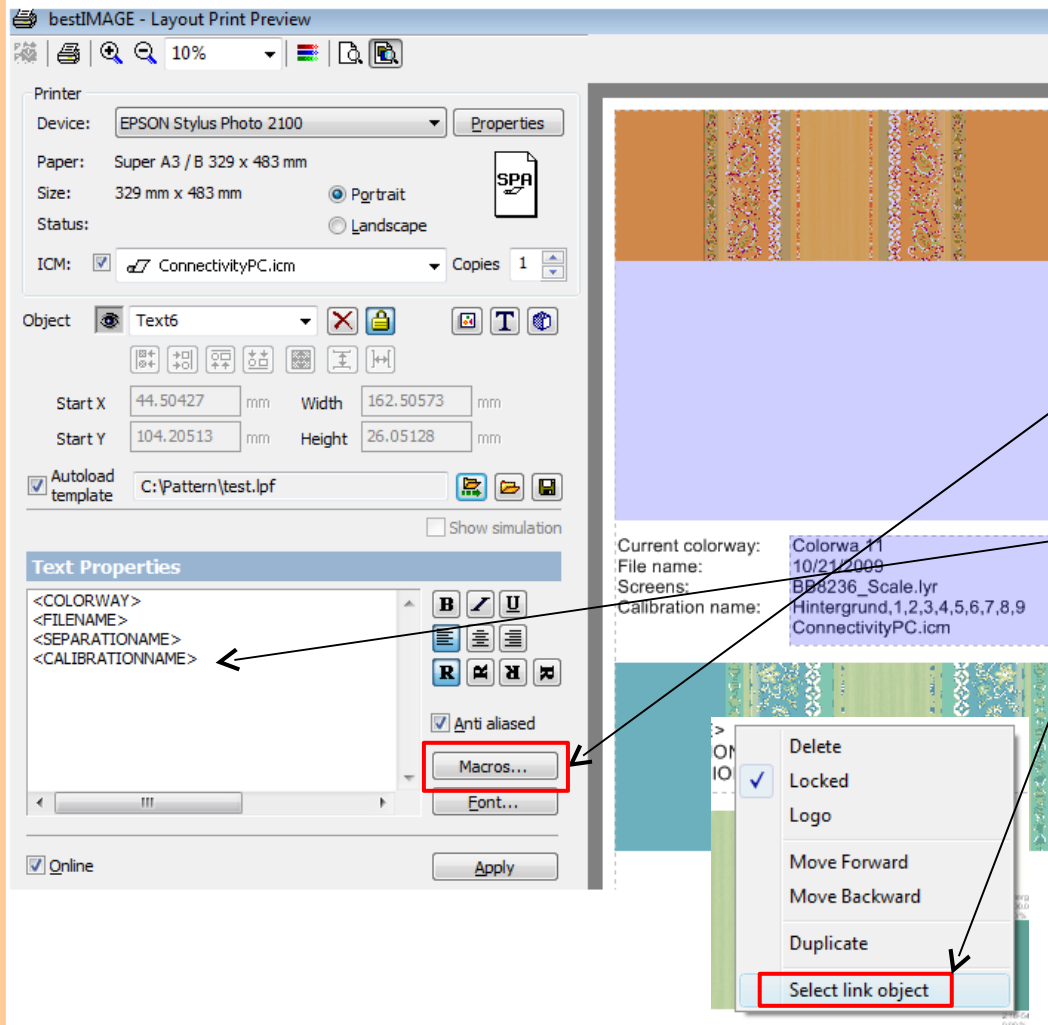


CAD Highlights Production and Engraving

- File rotation for 90 degrees within the Print and Print preview function

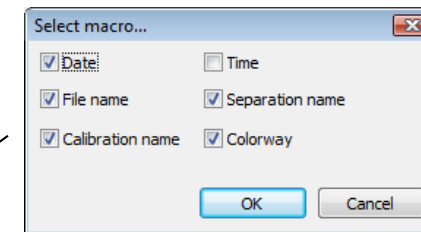


Layout print preview improvements (Text macros)



Text macros is a short pre-defined text which will be replaced with the current data of the PC (Date, Time) or with parameter of the linked file (e.g. Name of the file , the separations, the calibration or of the current colorway).

Click on **Macros** opens a separate dialog to defined them.

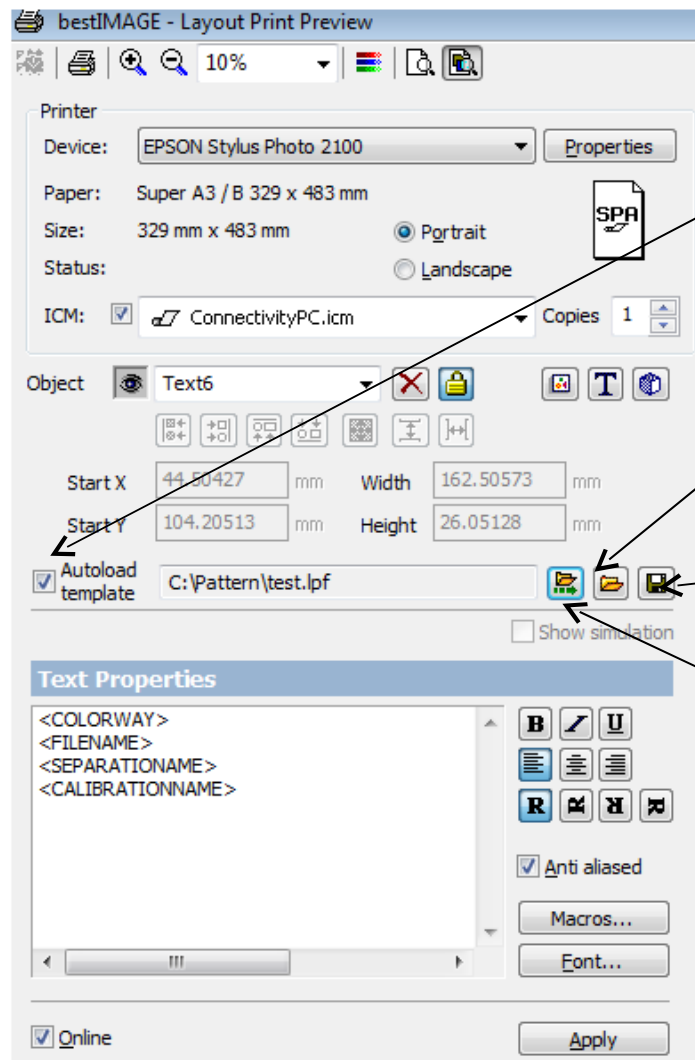


After confirmation with 'OK' Macros are taken over into the Text field of the Layout preview.

Via context menu 'Select link object' (right mouse button over the placed text object), link the text object with the placed pattern object.

The blue transparent Color shows the connection between the linked text and the placed object

Layout print preview improvements (Automatic Template loading during opening the Layout print preview)



Active: That stored template, whose path is shown in the input field is started automatically during opening the Layout preview. Pattern object placeholders are filled with the current file or with that file which is defined as Logo (see also 'Set Logo properties next page')

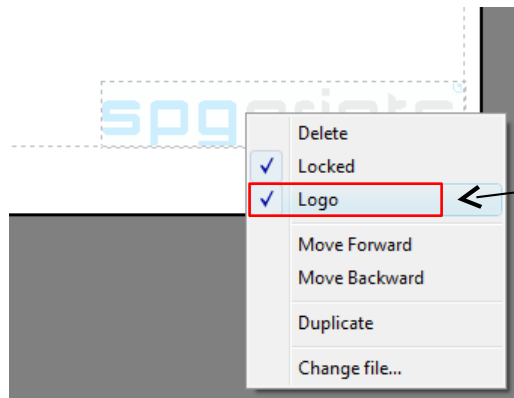
Inactive: No template is loaded automatically during opening the Layout preview. A manual loading of templates or placing of files is possible.

Load template

Save template

Set automatic load template

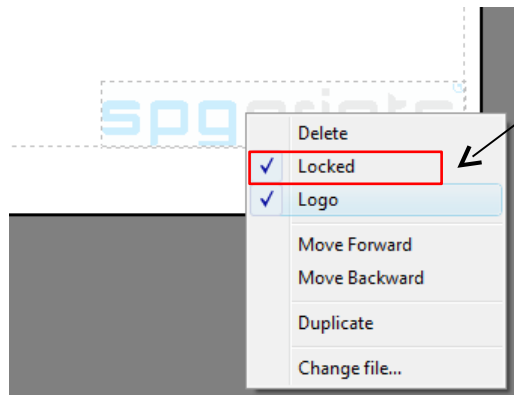
- Layout print preview improvements (Set Logo properties for file objects)



Pattern objects can be defined as logo and stored in templates. Placeholders which are signed with the Logo state in the template are filled with the predefined file after loading the template automatically or manually. Place holders which are not defined as logo are filled with the current file of bestIMAGE.

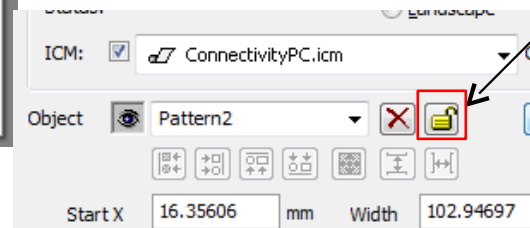
Select the placed pattern object on the page and activate the 'Logo' status via context menu (right mouse button).

- Layout print preview improvements (Lock & Unlock of Objects)

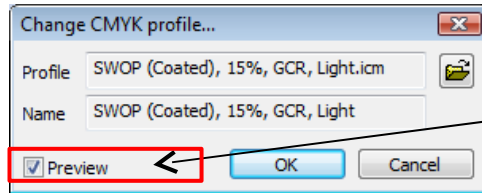


The size and position of the selected object can not be changed. Via context menu (right mouse click on the placed object) or with the Lock button in the dialog the current object can be locked.

A further click on the button or via context menu 'Unlock' releases the object. Size and position can be changed again.

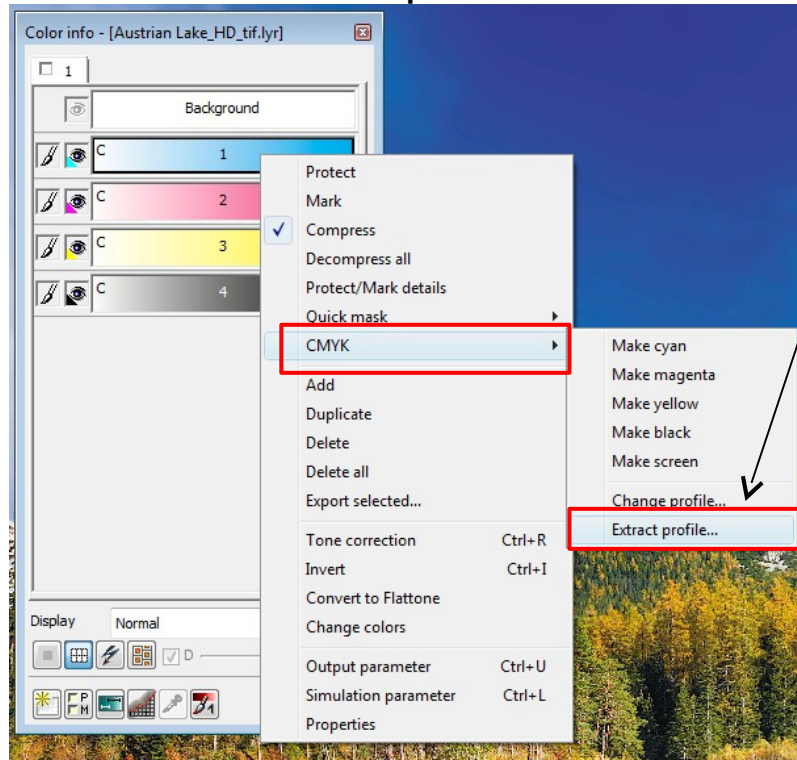


Preview during changing of CMYK Profile



If the current profile of a CMYK file is changed, the file is previewed using the new profile in the Drawing area but is not replaced. Only after confirmation with 'OK' the profile is replaced.

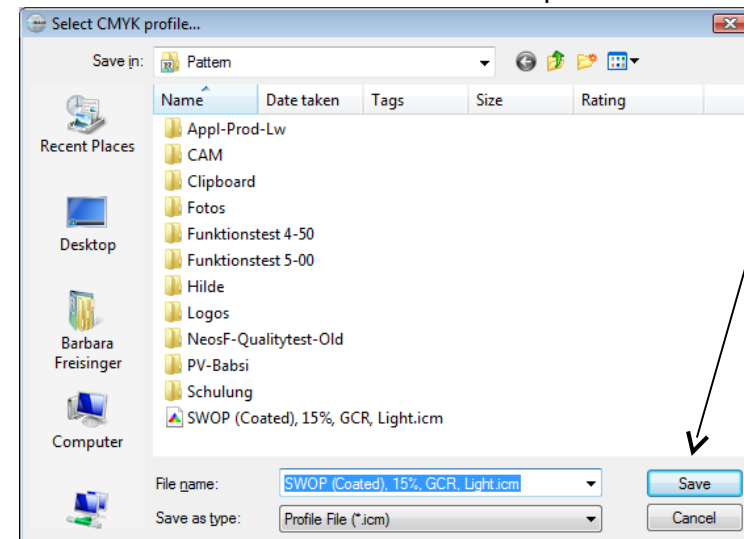
Extract CMYK icm-profile



It is possible to extract the ICM Profile from a CMYK file with the context menu 'Extract profile'.

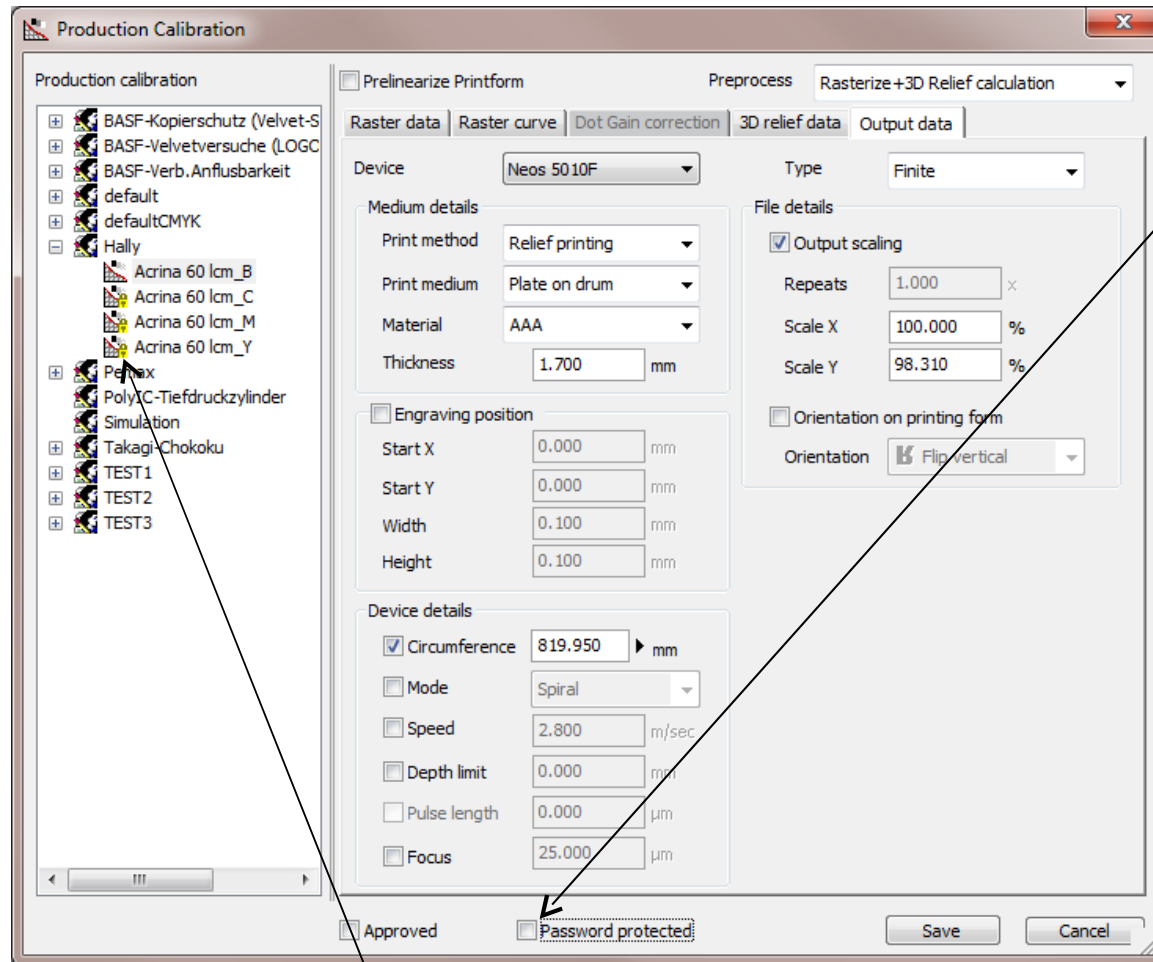
Embedded Profiles within Tiff files are taken over in the *.Lyr file. After extracting it is possible to use this profile for other *.lyr CMYK files or for Separate CMYK function.

Use 'Extract profile' function in the context menu of CMYK separations in the colorinfo (right mouse button on CMYK separation). Select the location of the extracted CMYK profile and click on 'Save'.



Production calibration password protection

Production calibrations and CMYK calibration bundles can be protected via password. Changes can be stored only by entering of the password.



Select in the tree control the corresponding element and activate the check box *"Password protected"*.

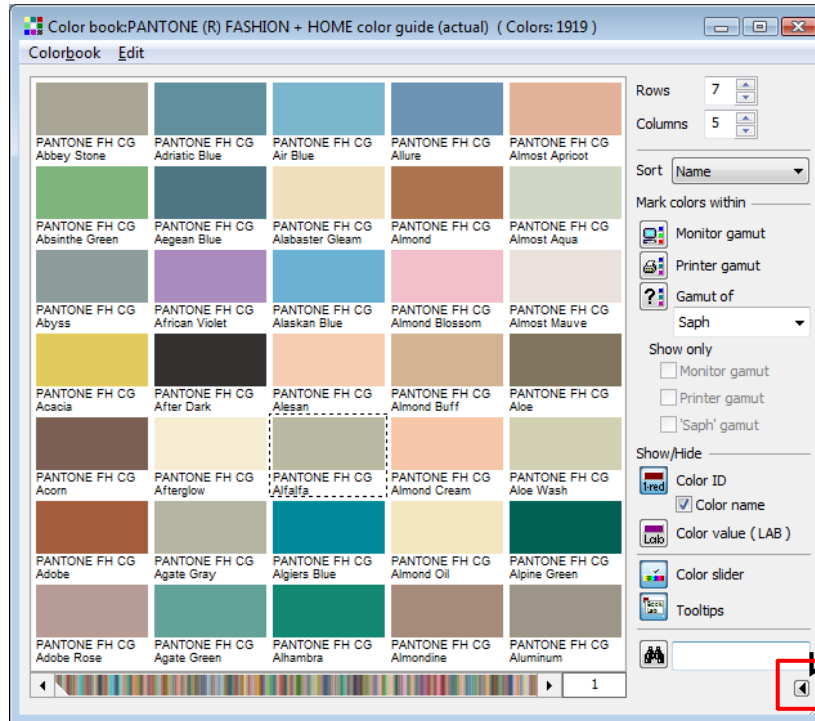
A dialog opens where you can tip in your desired password under *"New password"* and once again under *"confirm password"*.



Password protected Production calibrations and CMYK calibration bundles are singed with a lock.

CAD Highlights colouring

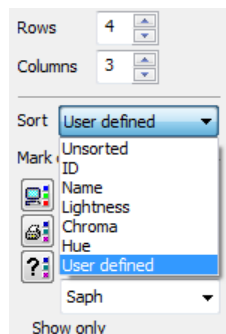
- New design of the Color book/clipboard user interface



The whole colour book / clipboard handling is arranged now at the right side of the colour block view.

With a click on the arrow button at the right/lower corner, the handling options can be hidden and show again.

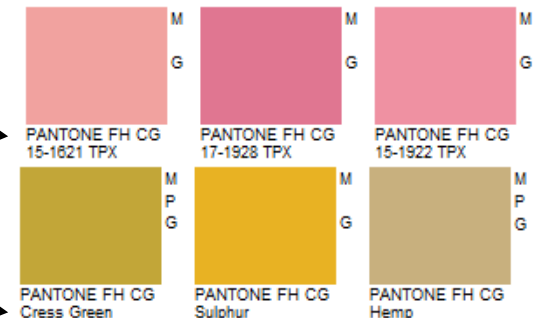
- New sort modes of colour blocks



ID: Colours are sorted in the view by their ID Number

Name: An additional Color name can be defined with Version 5.00. A sorting by name sorts all colour names (colour blocks) in an alphabetic order.

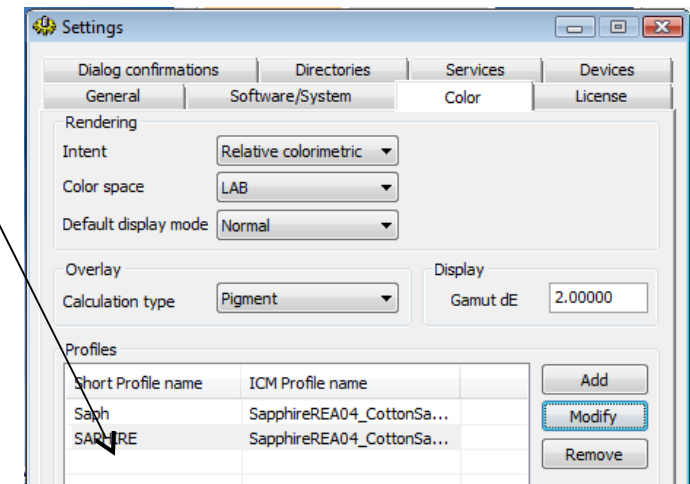
User defined: Change order of colour blocks with Drag&Drop



Colors within an imported Lab gamut can be signed with (G)

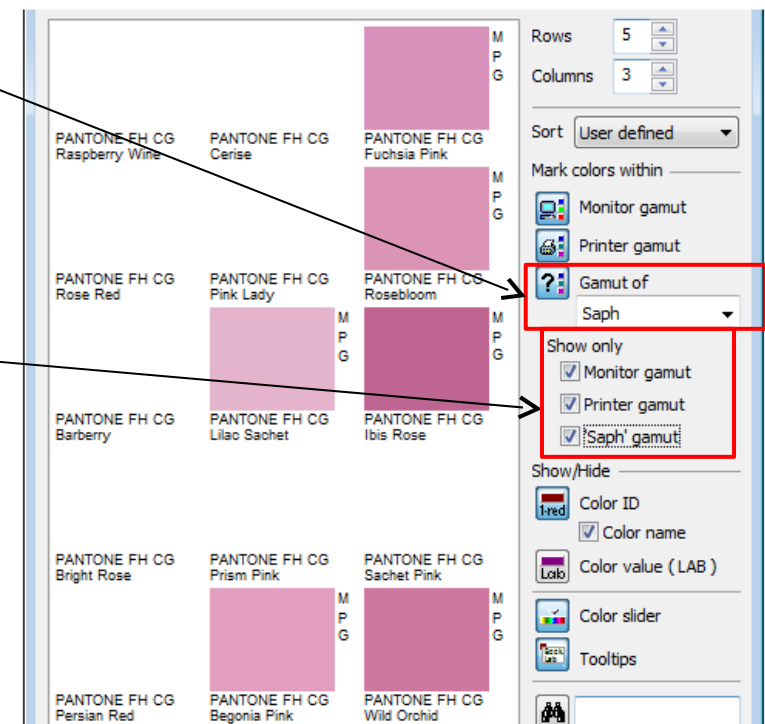
Under Extra/Settings/Color – Profiles different Lab Gamut's can be added. The gamut of loaded profiles can be chosen within a colour book.

With an active 'Gamut of ...' button colors within the chosen gamut are signed in the view with (G)



Only colors within the specified monitor, printer and/or an imported Lab gamut are shown

Colors which doesn't correspond with one of the activated option will be hidden. If e.g. 'Show only: Monitor gamut' is activated all colors which are signed with (M) are visible. All other colors will be hidden. Color ID or Color name of hidden colors stay visible.

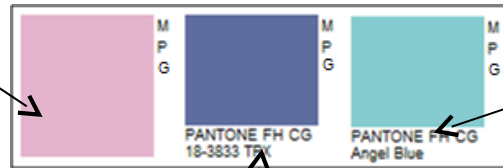


Show/Hide Color ID or Color name

With Version 5.00 a Color name can be defined per colour block
An active Color ID button displays the ID-Number under each colour block.
Instead of the Color ID the Color name is displayed if colour name is activated.

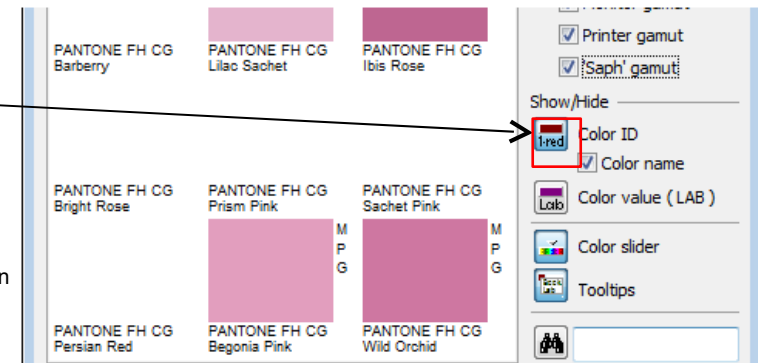
'ColorID' Button is deactivated.

Neither color ID nor color name is shown.



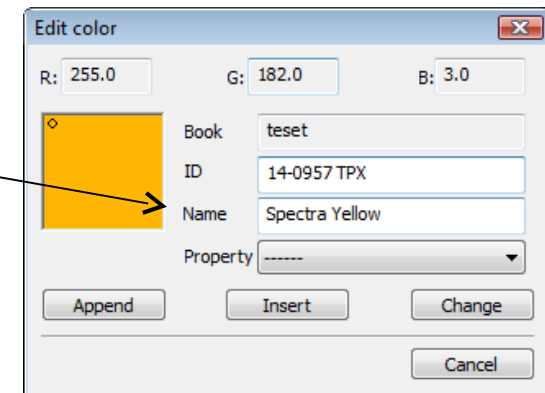
'ColorID' Button is activated.
The Color ID is shown

'ColorID' Button and the additional Color name button is activated.
The Color name is shown



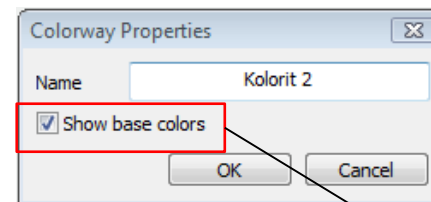
Assign a user-defined name to a colour

With 'Edit color' an additional **Color name** can be defined beneath the Color ID

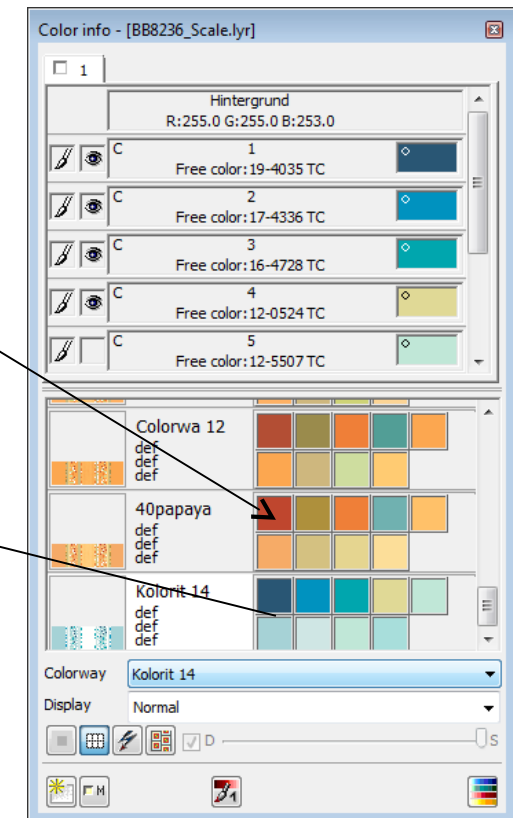


Improved color-way handling: Visible Color blocks per color-way

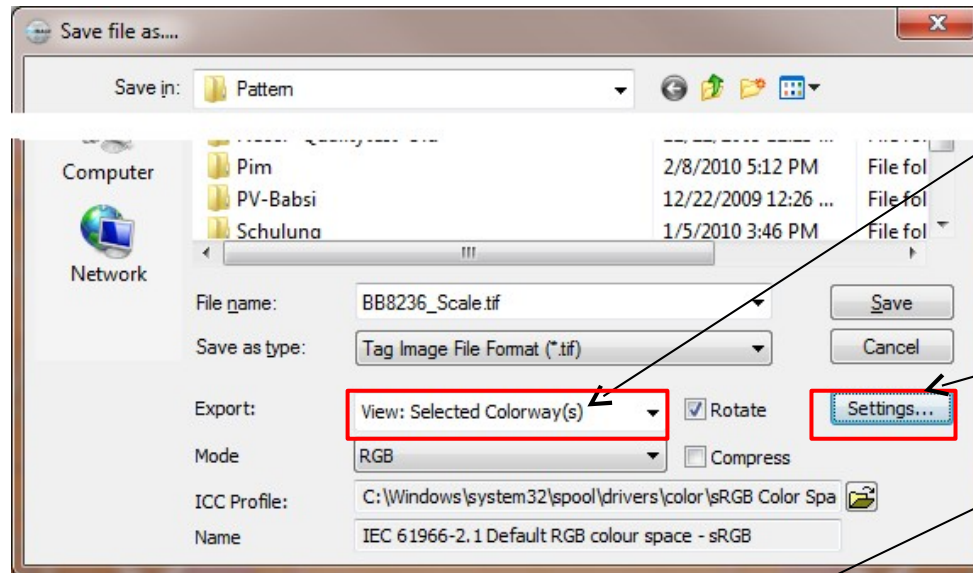
Color blocks of all color-ways (=base color of all existing separations) can be activated/deactivated optional in the color-way properties 'Show base colors'.



Displayed base colors can be shifted with Drag&Drop.
Therefore colors of the invisible color-ways are changeable.



Export multiple colorways to different file formats (jpg,tiff)

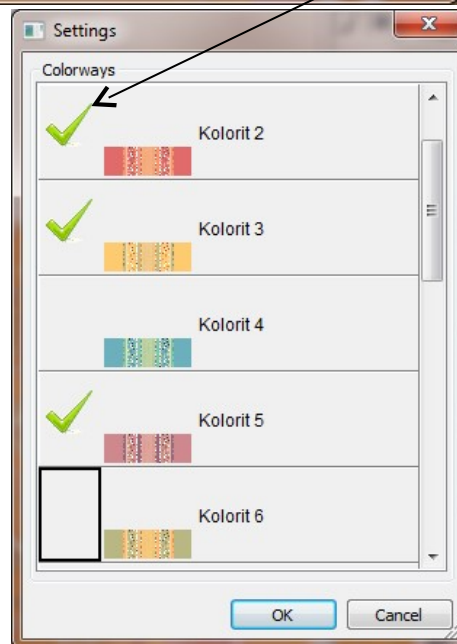


Till with the Export mode "View:Colorways" **all** existing colorways could be stored as external file formats (Tiff, JPG, BMP, PDF, T32, PNG, PCX)

With 5.00 the Export mode "**View:Colorways**" was renamed to "**View: Selected Colorways**".

Click onto "**Settings**" opens a separate dialog where **individual** colorways can be selected/deselected

Only selected colorways (signed with the green hook) are stored as a separate external file format after confirmation the settings dialog with '**OK**' and the "**Save as**" dialog with '**Save**'.

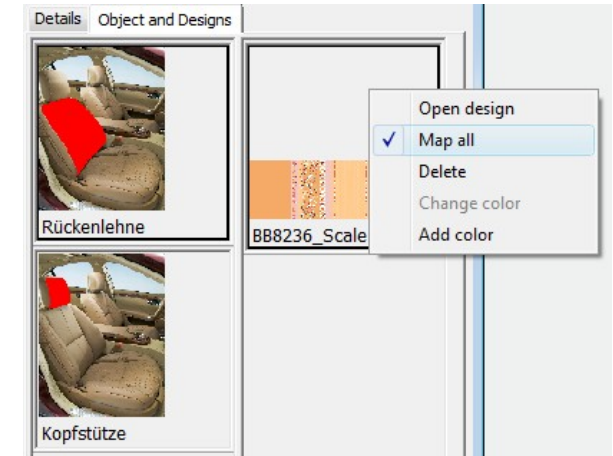


CAD Highlights Simulation

- Texture mapping viewer: Map all objects

With an active 'Map all' function all existing Map objects in a scene are mapped with the same Design.

Use the context menu of a loaded file to activate '*Map all*' and drag the file of on Object to map all objects with the same design.

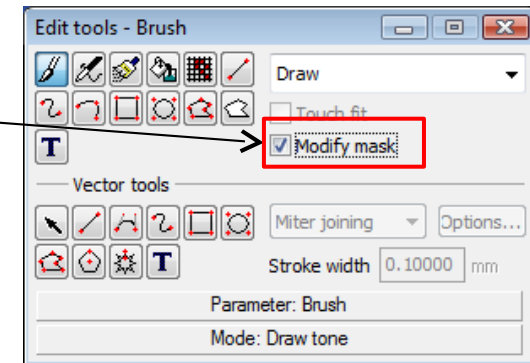


CAD Highlights

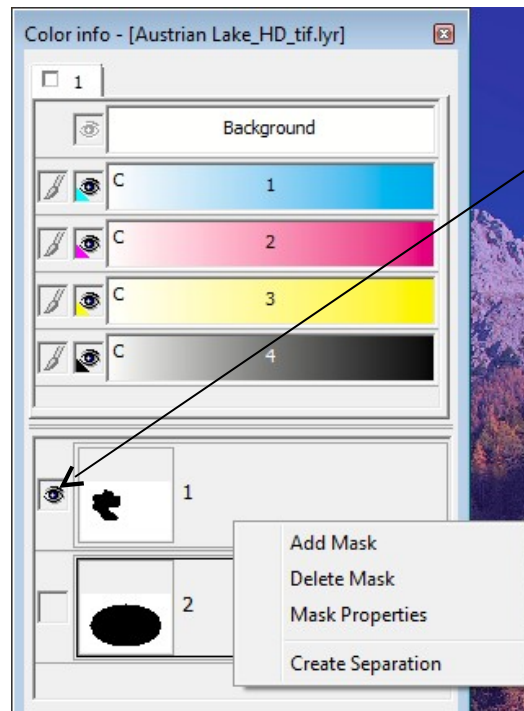
Design Manipulation and Editing

- Add transparency (alpha) mask into the Basic Layer

Now it is possible to modify the mask of the basic layer with Edit functions.
Up to now modifying a mask was only possible in additional layers



- Modify and save several Quick masks



The first generated quick mask is stored automatically into the color info. To save additionally quick masks, they have to be added before with the context menu 'Add mask' in the color

Every changing of the quick mask which is done with the Selection tools or via separations (Create quick mask) is transferred in the current mask (active eye).

Changes afterwards of already existing masks are always possible. Stored masks are useable in all layers, the design and in separations.

Add mask: An empty mask will be added.

Delete mask: Selected mask will be deleted.

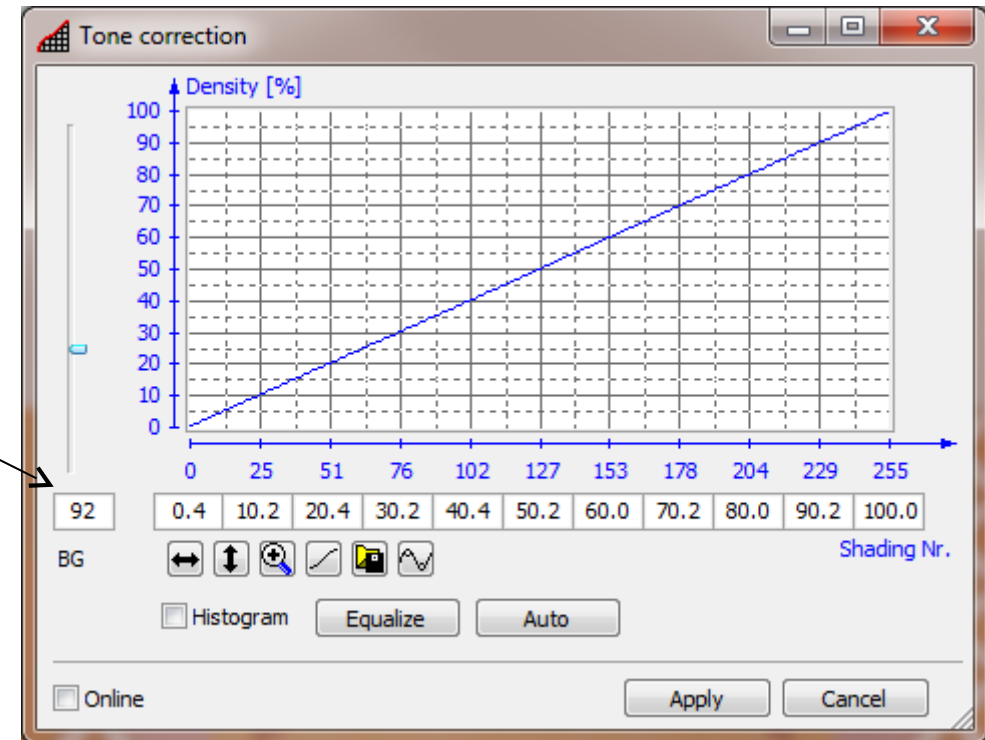
Mask properties: Properties of the mask are opened to rename the mask.

Create separation: A separation of the selected mask is created and placed into the separation list.

- Tone correction: Defining a shading value for BG in a separate Input field

Till 4.50 it was only possible to define the background density value from 0-100% via slider. Some shadings values couldn't be reached with this percent slider.

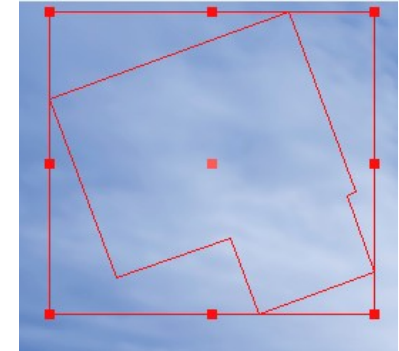
Now it is possible to replace all background areas of a separation with a specified shading value (0-255) via input field or slider



- ## Modify the selection via bounding box afterwards

Till 4.50 only the outline of a mask could be changed. Now it's possible to modify the bounding box of the selection afterwards.

With the bounding box it is possible to rotate, resize or move the selection. Press key 'b' to show the bounding box



- ## Define drawing colour via keyboard

If the Edit function and the Single selection mode in the color info is activated, a separation color (shading) in the drawing area can be chosen with key "c".

- ## Export /Import of Cursor forms

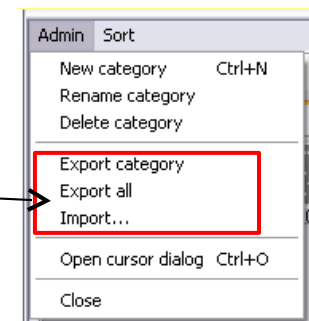
You can transfeere user-defined cursor of a bestIMAGE system onto other systems, using export/import function..

Following Export/Import options are available within the Cursor form dialog::

Export category: The current categorie is exported.

Export all: All available categories are exported.

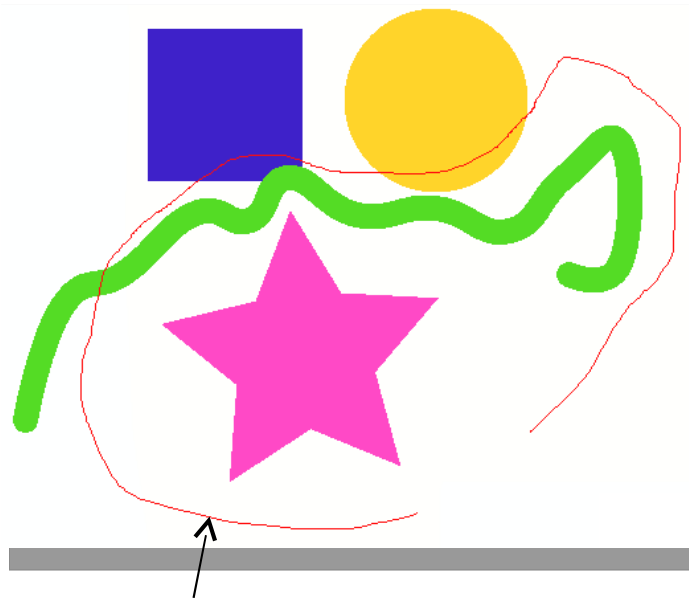
Import: All exported Cursor files (*.xml) can be imported into other bestIMAGE systems.



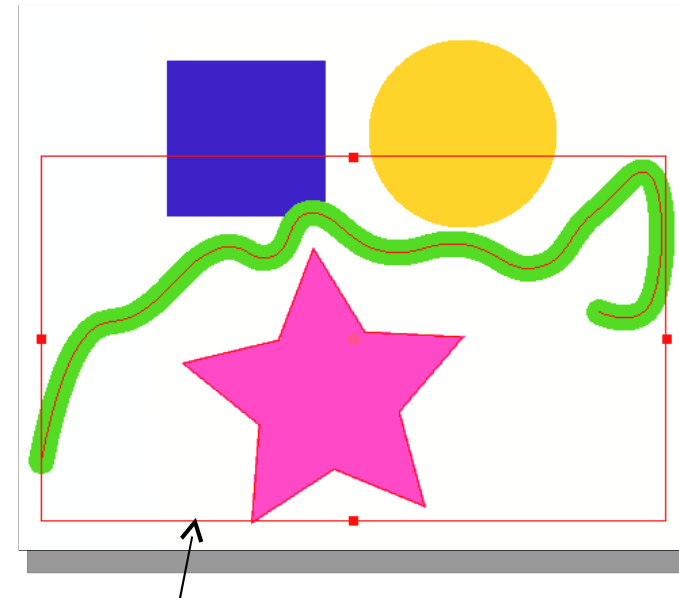
Select Vector objects with polygon

Up to now a selection of several vector objects could be done with a Box. Now a selection with polygon additionally possible. With pressed '*ALT*' key + *right mouse button* a polygon is created, which selects all vector objects whose center point is within the selection.

The Box selection is created only with right mouse button.



Vector will be selected with a polygon



Only vector objects, whose center point is within the polygon are selected.

Edit Vector Transformer: Repeat rotated

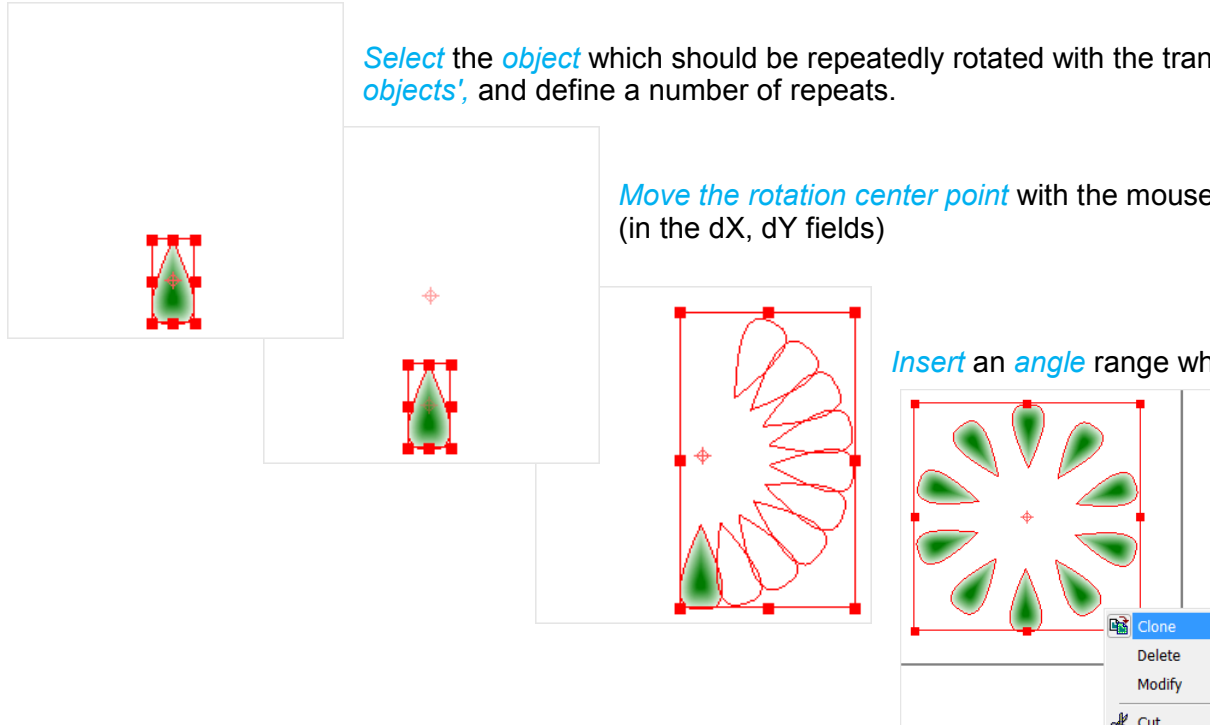
A defined number of objects can be rotated in a user defined angle range around the center point.

Select the *object* which should be repeatedly rotated with the transformer tool in the drawing area, *activate 'Rotate objects'*, and define a number of repeats.

Move the rotation center point with the mouse (pressed left mouse key) or by with manual entry (in the dX, dY fields)

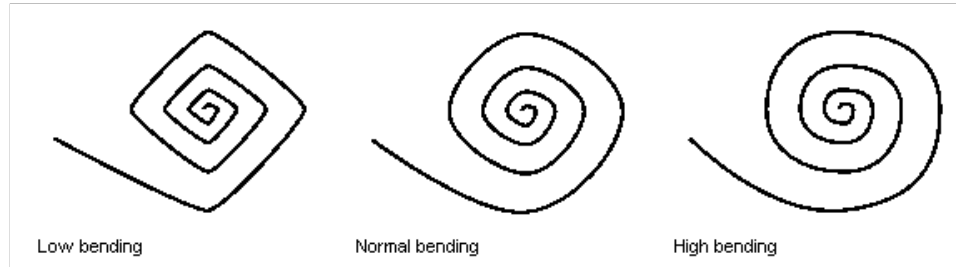
Insert an *angle* range where the repeats should be placed.

Choose '*Clone*' in the context menu. All parameters of the active object will be taken over to all rotated clone-objects.



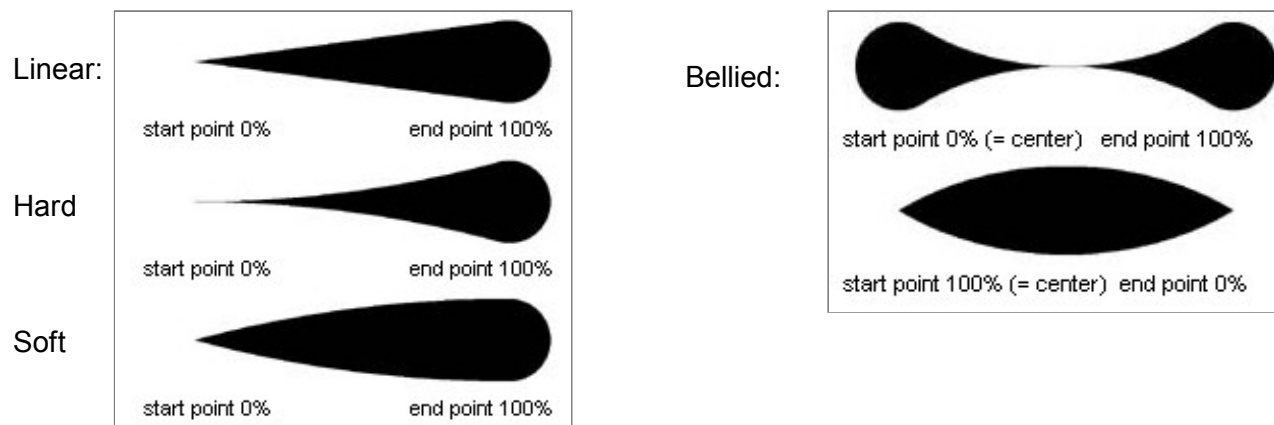
Edit Bow/Spline improvements: User-defined Bending options

The bending of a bow or spline can be increased or decreased with the slider after defining the spline or bow points.



Bow/ Spline/ Lines Additional Taper modes (Linear, Hard, Soft, Bellied)

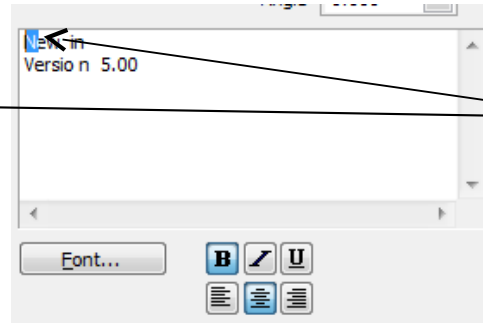
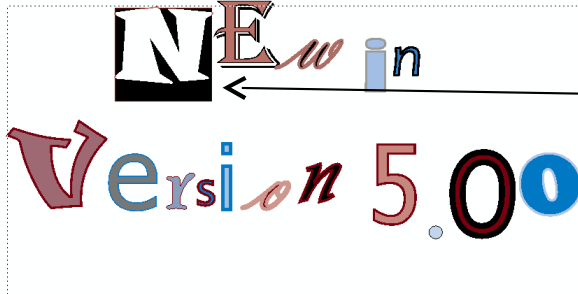
With an active taper button additional taper modes are adjustable which defines the convergence from the start to the end point. Following modes are available:



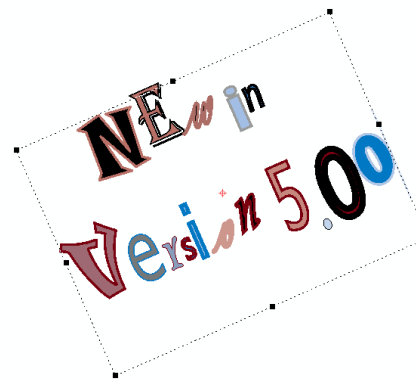
Formatted Vector-Text

Before 5.00 the formatting was guilty for the whole text block

Up to now each character of the text block can be selected and differently formatted differently (Font, Font size, Color, Stroke width).



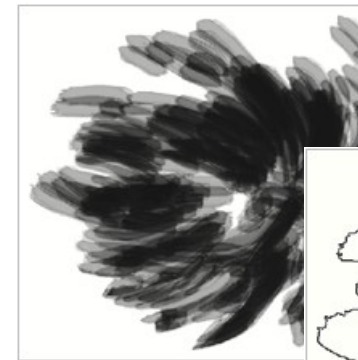
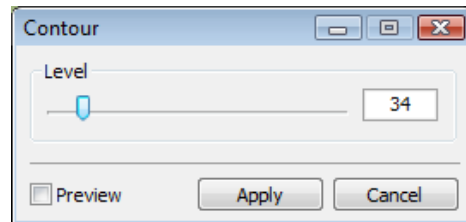
The selection of one or several characters is taken place within the drawing area or within the text input field of the edit dialog with pressed left mouse button



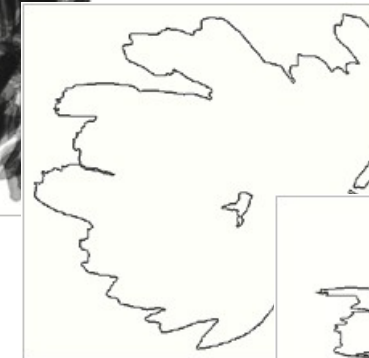
To move rotate or scale the whole text block press key "F4" to show the handles of the bounding box.

Contour filter

Image areas are defined via '*Level*' slider, where the contour should be located. The contour is drawn with Shading 255. All other shadings are assigned to background.



Original file



Level 1



Level 120

The contour (consisting of 1-pixel line) is drawn along image areas where:
a.) the graduations are between the chosen level and the low shadings or
b.) on that graduations where shadings are equal or higher to the defined level



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