This screencam provides a short demonstration of the design capabilities on Infoprint Designer for iSeries. We will simulate a typical output design application. First, we will open a new project. The project structure not only facilitates the design process but also makes it simple to put the completed design into proeiction. In this example, the actual design process will start with an overlay (electronic form). We will bring in a partially completed overlay and step you through the process of completing it. Once the overlay is complete, we will then download output data from a spool file located in an output queue on an iSeries server. This will put us in the standard design mode for Infoprint Designer with the application data in one window and the page design in the other. Application data is simply dragged and dropped onto the design page. Any element on the design page, including the application data, can be modified. This includes modifiving position, orientation, font, barcoding, an so on. You can toggle back and forth between data mapping mode and overlay mode. You can also page through the application data, viewing how it will be formatted, to verify that each page is the way you want it. Once the application design is complete, we will upload the project to your iSeries server. All of the individual resources required on the iSeries server (overlays, images, page definitions, and form definitions) are uploaded and compiled. The application is ready for production.

The following sections take you step-by-step by the screencam demo.

# **Create New Project**

We will start with creating a new project called DEMO1 in Infoprint Designer, by selecting the **File** menu, then **New Project**. The **New Project** window now displayed, gives a choice to start the project by creating an overlay definition or an layout definition. We will select overlay definition because we will be modifying an overlay, which is basically a static electronic form. We will enter "Demo1" for the project name, then click on the **Change** button to select the overlay file we would like to modify and click on **OK** to load the project.

We will use the ALT + 5 keys to demonstrate the ability to display the full  $8 \frac{1}{2} \times 11$  inch overlay on the screen.

# **Draw Box**

We will draw a box to frame the Invoice, by selecting the **Box** icon and then anchoring the upper left hand corner of the box as close as we can to .53" x .40" inches and dragging it down to 7.52"x 10.25". Now that the box is drawn, we can right click on the box to bring up the **Box Properties** window. We will select the **Rounding** tab to change the **Rounded corners** option to **All** and then click on **OK** to view the change. To demonstrate the ease in navigation we will place the cursor on the form, then click on the **Alt+3** keys to zoom into this area.

### Add Image

We will now go to the **File** menu, **Get image** to bring up the **Get image** window which allows us to browse for an image. We will select SS2TOP.300 and then place it on the form. (as close as we can to .50"x.70").

### **Add Text and Align**

We will now show you how to enter text and align it with a click of a button. *Type in: Ship Via:* (around but not exact on .65"x3.30") eyeball the rest...Shipped Date, Terms, Salesman. No we will place the text and other objects using the **Align** button. We will first select the multiple text strings by using the **Shift+Left mouse** button. Once all the objects are selected, we can click on the **Align** button and then select the option that aligns the objects vertically to the characters baseline. We will then select text objects to horizontally align them.

# **Element Repeat**

Now we will show you the function that allows you to repeat multiple lines. We start out by selecting the line we would like to repeat and then select the **Repeat** button, which brings up the **Line Properties** window. Here we select the **Repeat Automatically** option and enter for a **Count of** "3." Next we select the option to draw the repeating lines **down** from the selected line and click on **OK.** In order to position the we will select the second line and then move this line to 741 pels. This will automatically space out the remaining lines so that there is equal space between the lines.

The previous function we showed you will not work for creating the vertical lines used to separate the columns of this invoice because the space between the lines are not equal, therefore we will show how to copy lines efficiently. We start by selecting your **CTRL** key and using your **left mouse** button to select and drag you new line to a new location. Again, once you've drawn several lines you can use the align function to assure proper alignment.

### **Format Text within Area**

Another productivity feature of Infoprint Designer is the ability to create box text, then define shading and justification to the text box. We start by selecting the **Text** icon, then we draw a box to define the text box area, we then simply type in the text, *DESCRIPTION*, then apply shading and right click twice to get the **Measured text properties** window. We will select the **Alignment** tab, and specify how you would like the text to appear, in this case we want it centered, then click on **OK** to view the changes.

### **Add Watermark**

We will now use the **Get image** command again to load and place a watermark in the center of the form.

#### Add Arrows

Now we will show you a really great way to draw arrows. We start by selecting the **Box** icon. We then draw a small box. Right click on the box to display the **Box properties** window. Click on the **Line** tab and change the pels to zero, then click on the **Shading** tab and from the **Diagonals** pull down select the option for **Both**, then deselect the **Whole** option and select the **Left** option to display **Xdark**. Note that a preview of the box displays in the **Box Properties** window. Click on and we're ready to re-size the arrow on the fly.

# **Grouping**

The next function we will be demonstrating will show you how easy it is to group and ungroup objects so you can control them as a one object. We will start by selecting the arrow we just drew, then the text and the shaded box. Next, we will select the **Group** icon. Note when these different objects are a group, they move as one. If you need to adjust a unit of the group, simply ungroup the objects and adjust as needed. Now that we finished our overlay we will save the design.

### **Get iSeries Data**

Now we will be downloading sample data from the iSeries Server, Since we started this project in overlay mode, we now simple click on the **Layout** tab, which them brings up the Data window which prompts us to whether we will using data from the PC or AS/400. We will choose the **AS**/400 option. With the **Get sample data - Select an output queue** window displayed, we will enter the name of the output queue where the spool file we prepared for this demonstration is, and click **OK**. The **Select a spooled file** window will now display and we will select the spooled file named INVNEW. Since there are only six pages to this job, we will download the complete file. If your spool files are very large, you may enter the number of pages you would like to download to use as your sample data file on this window. Click **OK**. The **Select line data file** window will now appear to give us the opportunity to save the file to our PC. We will save the sample data file on our PC and call it demo.dat, then click on the **Save** button to start the download process. Once the download process is complete, note the **Data Window** with the sample data file displays on the right side of the **View/Edit** window with the template displayed ready for mapping of the data.

# **Drag and Drop Data**

We will use the **Zoom in** button to zoom into the top of template in the **View/Edit** window. Now we will start by selecting the Sold To address block in the **Data Window** by using the left mouse button to select the data, then the right mouse button to drag and drop the selected data and position it onto the template in the **View/Edit** window. Select the Zip code field again, then drag and drop it on to the template. We will now edit the Zip code field by using the right mouse button to open the **Field Properties** window. Next we will click on the **Bar Code** button to open the **Bar Code Options** window, where we can enter a name for the bar code and select which bar code we would like to use. For this example we will select the **Postnet** bar code and then click on **OK** twice. We will now quickly map the rest of fields to fill out the top of the template. Note how we can use the cross hairs to guide us in the placement of data to the template. We also have the ability for snapping to a user defined grid. We will now use the **Next** button to scroll through the data in order to preview our job.

### **Changing Data Attributes**

Now it's time to show the ability to map individuals fields of a repeating printline. We will start off by selecting the Quantity column of the sample data, then drag and drop it to place it on to the template. Note that the data in the quantity is center justified. We will change the font used here to a fixed pitch font so the numbers are right justified. We right click on the field to bring up the **Field Properties** window. We will select the **Font 1** tab, which allows us to select Courier Latin 1, which is a fixed pitch font, and then the proper Code Page, then click on **OK.** We will now map the rest of columns, repeating the font change for the Price and Extension

columns. Note that you have the ability to reposition items after you dropped them on to the template in the View/Edit window by using the left mouse button and drag and drop it to it's new position. You can also select the field and change it's coordinates on the top right side of the Infoprint Designer. Now that we have placed all the columns, we will use the scroll buttons in the **Data Window** to view the rest of the data. Note that the Description column of the data contains a message that should appear in this box. To change the number of the repeating printlines, we will simply use the right mouse button to select a field in the description column. This will bring up the **Field Properties** window. We will select the **Printline properties** button, which allows us to enter the number of times we want a printline to repeat. We will randomly enter "20" in the **Repeat** field and click on **OK** twice. Note that this change is immediately reflected in the View/Edit window. We will repeat this step in order to map the full message. Now that full message is mapped we can show how easy it is in Infoprint Designer to adjust the line spacing between printlines even after they we mapped each column as individual fields. We will simply use the CTRL + the left mouse button on a field then drag that line vertically until we satisfied with the spacing. In this demonstration I exaggerate the movement in order to make this great feature more visible.

We will map the total field and then use the **Next** button on the top left side of the Infoprint Designer to scroll through the data. As we scroll through the data, we notice that we are dropping part of the total field, therefore we need to modify the the start byte and length of a field. We can do so by simply using a right click on the field to open the **Field Properties** window. We will change the **Start** byte field to 70 and the **Length** field to 10. Now as we scroll through the data to proof the document on the screen.

# **Upload to iSeries**

Now that we have completed the project, we are ready for uploading the project to the iSeries server. Select the **File** menu, **Upload to AS/400**. In **Upload to AS/400** window, we will select **Whole project**, then click on **OK** to start the upload process. This will automatically upload all the components needed to print this job. In Infoprint Designer you can change your setting to only upload specific items of the job if you desire. You also have the ability to specify whether prefixes are used or discarded on individual resources.

Now you're ready to print!