

CARDPRESSO
more than an application

cardPresso **MANUAL**



AVAILABLE FOR:  **Windows** 

cardPresso

MORE THAN AN APPLICATION

by cardPresso

Ver 1.2

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Maio 2013

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Chapter 1. About cardPresso

Chapter 1. About cardPresso

cardPresso is always developing cutting edge ID Card solutions. Our team has R&D technologies and ID software development skills for many years and the result of our efforts is the Next Generation Plastic Card Software - **cardPresso**, created in 2012.

Our programmers have used the most recent innovations from different fields of information and ID security technologies. Our goal is to create the perfect balance of functionality and usability, while ensuring end users ease in using our software. We're constantly exceeding our goals through the team efforts of our developers, analysts, resellers and our most important contributors our clients.

1.1 Overview

Welcome to **cardPresso**.

cardPresso is more than an application...

Why? Well **cardPresso** is not only a very simple software, but also powerful and user friendly software. Is also a dedicated and experienced team of professionals, support experts, software development innovators and sales specialists, including our distributors that provides you the best software solution on the market.

cardPresso is committed to a continuous software improvement by being responsive to clients requests, keeping in touch with new technologies and anticipating the needs of an ever-changing plastic card industry. Our worldwide staff is available to assist you as needed through training, technical support, sales information or through a wide range of services including full software customization, stand alone projects or embedded projects, headed or followed by **cardPresso**.

cardPresso allows you to create a card from scratch to production, without any outsource program to deal with any aspect of the card creation process, like image treatment or card encoding and even the database connection issue, because **cardPresso** can connect to any database.

cardPresso's capability of working on Mac and Windows Operating Systems have been the market revolution, satisfying both end-users. This have been not only a challenge but also a commitment that allows **cardPresso** to work with a world wide range of clients.

Whether it's automating routine tasks or solving your toughest IT challenges, **cardPresso** delivers rapid value and simplifies the plastic card creation process management, across physical, virtual and cloud environments. And that means less chaos and stress for you, plus big cost-savings for your organization.

1.2 Features

▪ Software Box and Installation

cardPresso comes with a full setup on an USB key that allows you to work in any PC or Mac and carry your work with you. It also brings a Digital Manual in PDF, card templates, clipart and shapes and allows a group and user log-in management.

▪ Tools & Image

cardPresso have on it's tools a strong hold to its users, like 1D and 2D barcodes, variable objects, templates, text setup, full image acquisition, face detection and a complete built-in image editor. You also have access to a multi-layout design option.

▪ User Interface

cardPresso have essentially five different views:

- the Welcome View where you define how yo start or resume a previous card creation process,
- the Users View where you can define groups and user log-in management,
- the Document View that gives you a complete overview of the document and at the same time allows you to work directly on the card design,
- the Database View that is a full manipulation tool,
- and finally the encode view where you can setup your card encoding.

▪ Print

cardPresso offers a front and back print option, SDK driver printing, ethernet printer support, overlay panel management and in some editions batch printing, print status and conditional printing over database.

▪ Database

cardPresso allows you to connect to any kind of database, CSV, Excel, SQL, txt, Oracle, among others. Also brings an internal database with photo connection and a powerful database tool set where you can create and edit a database, link an image to a field, browse and find records and concatenation options.

▪ Encoding

This feature allows magnetic encoding, contact smartcard plugin, contact smartcard encoding, contactless RFID encoding and internal / external RFID encoding. Also has a internal / external RFID encoder support.

▪ Miscellaneous

cardPresso gives you free updates and automatic edition upgrades.

A user log that permits a step-by-step follow up of your work.

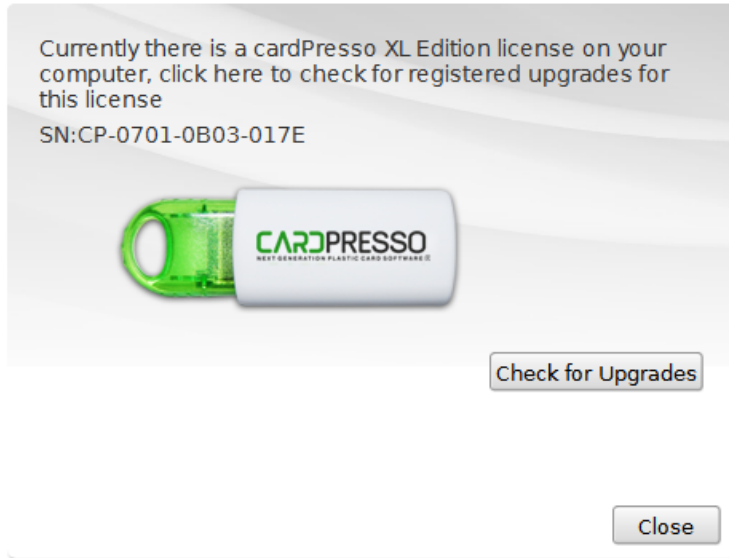
And a programming script (JavaScript, based on ECMEAScript Language Specification).

1.3 Security

cardPresso team has opted for an USB pen solution that comes with a full setup.

Why? Because through this pen you can work in any PC or Mac with the advantage to carry your work with you and also because it makes easier to recover your license online through **cardPresso**.

This is a 4GB pen, that means that a lot of work can be carried on it. With the benefit of no one touch your card files, images, databases, or whatever you need to carry with you.



Advice: Always make a copy of your work. All data on your pen is recoverable except your work. A pen is a piece of hardware as reliable as any other.

Chapter 2. Installation and Support

Chapter 2. Installation and Support

cardPresso is easy to install and customize.

2.1 Installing cardPresso

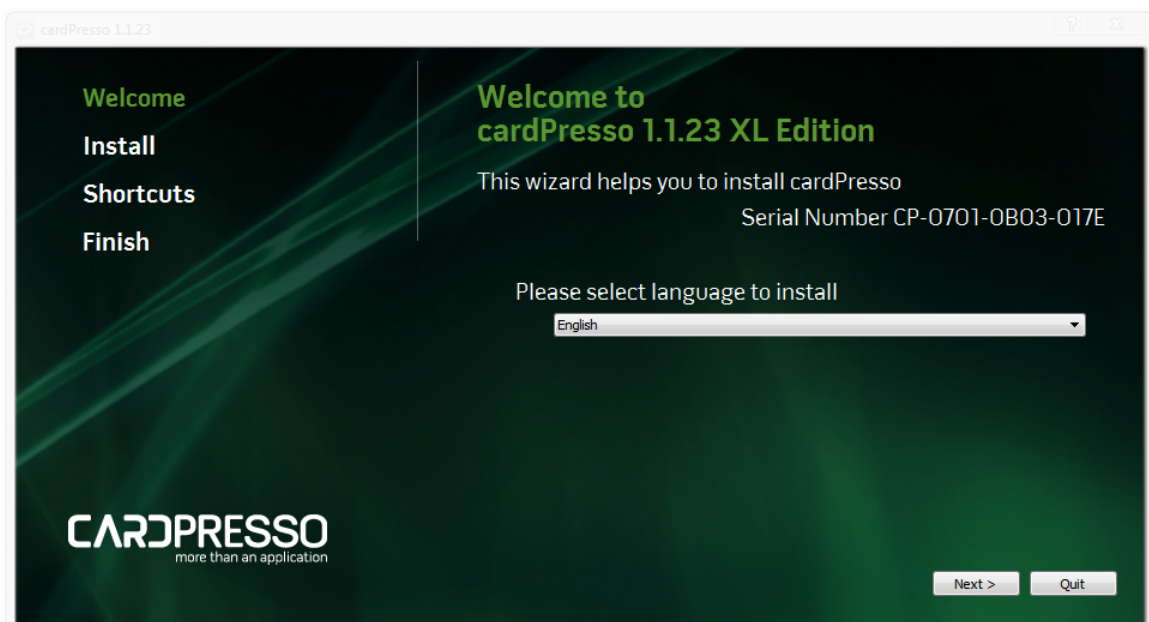
For Windows and Mac installation, please follow the steps covered on the the topics [Windows Installation](#) and [Mac OS X Installation](#).

2.1.1 Windows Installation

Welcome

Plug the provided USB key on one of your available USB ports. The AutoPlay will run automatically and choose the 'Open older to view files' option.

Double-click on the **cardPresso** executable file and the Installation Wizard will run. The Installation Wizard is displayed where you can verify the Serial Number of your product and also select the language to install. To proceed with the installation click the 'Next' button.

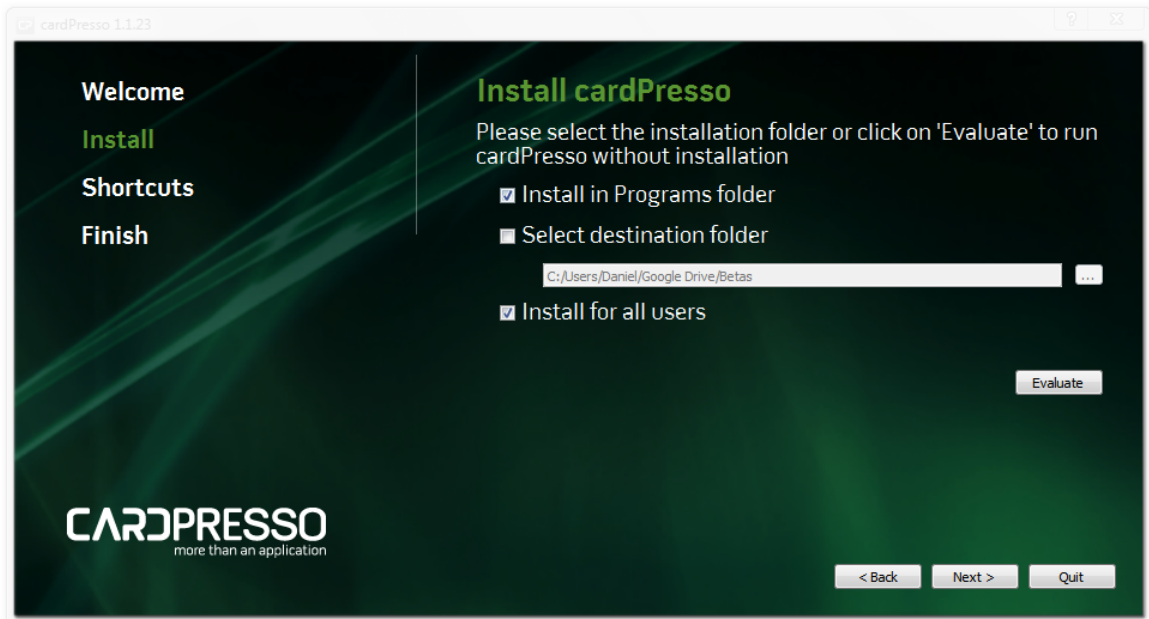


Install or Evaluate

Select the installation folder. By default **cardPresso** software is installed on the Programs Folder but you can select another destination folder by selecting the 'Select Destination folder' option.

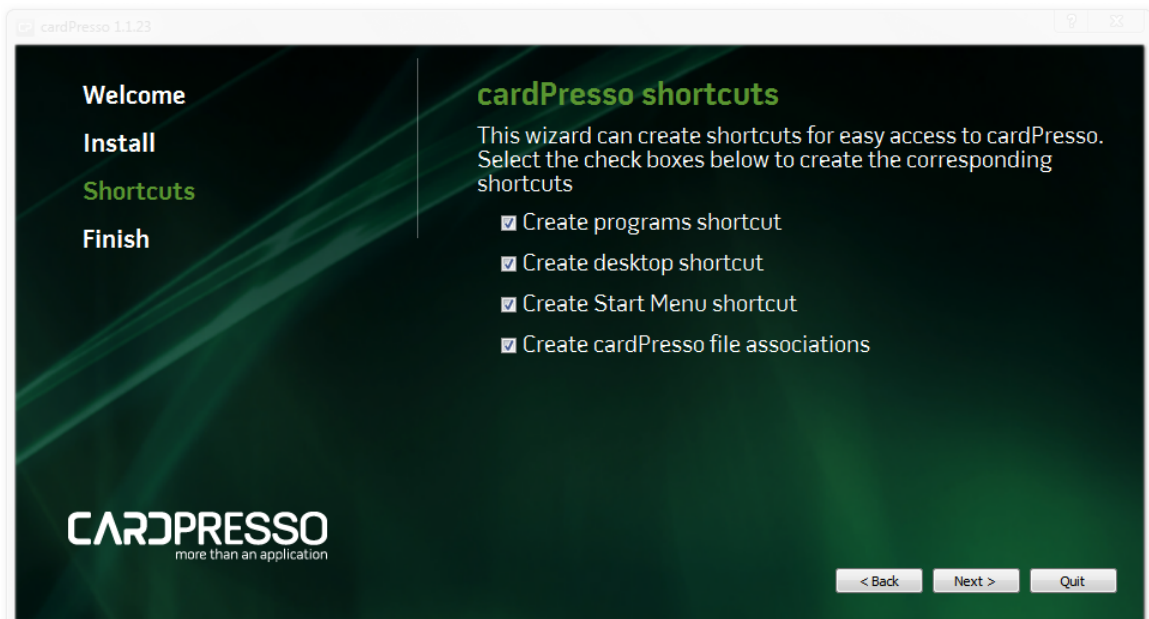
Check the option 'Install for all users' if you want other Windows users to also run **cardPresso** software. Click 'Next' to continue.

If you want to run the application without installing it please click 'Evaluate'.



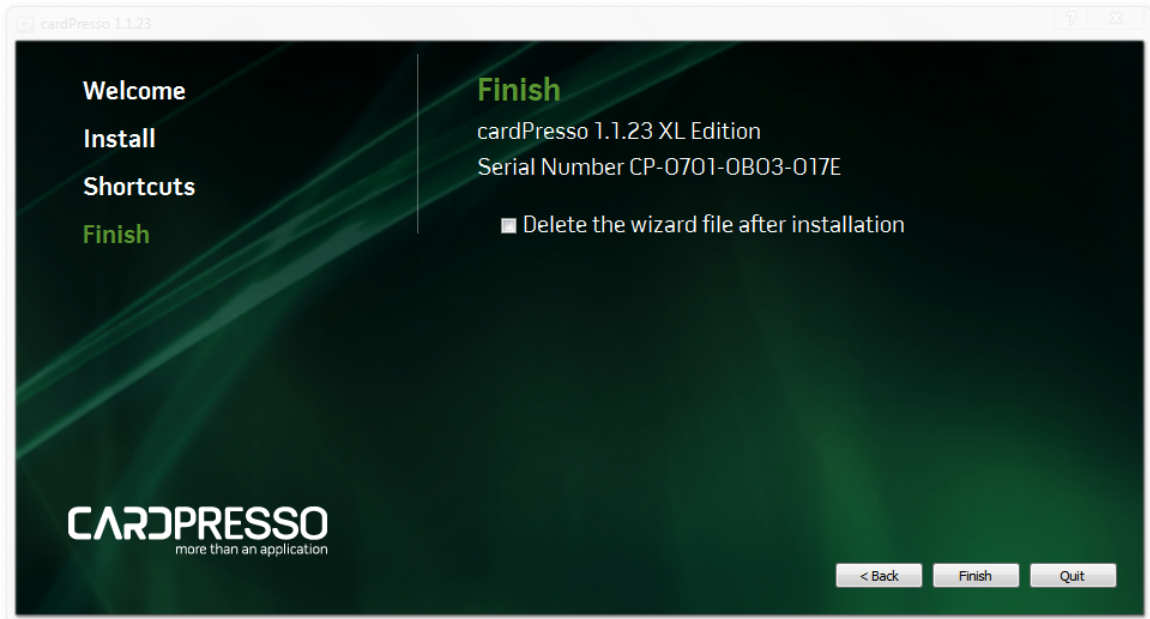
Shortcuts

Check the shortcuts that you want to create for easy access to the application, and if you wish to open card files immediately with **cardPresso** select the file associations checkbox. Click 'Next' to continue.



Finish

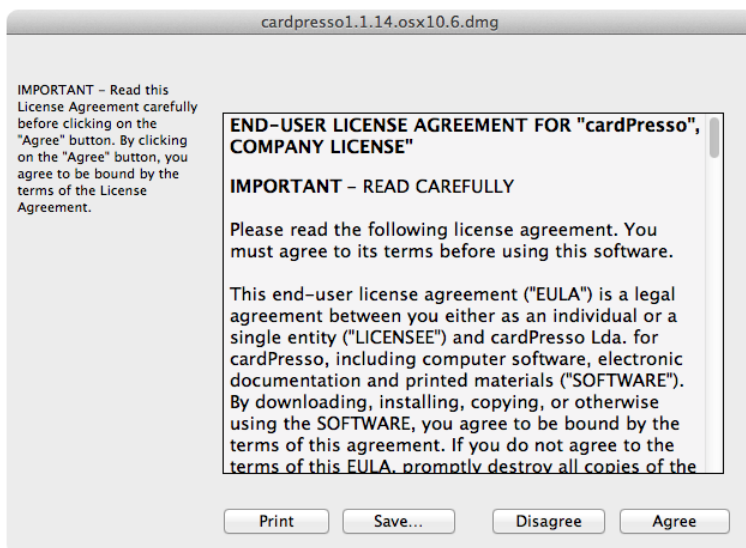
Click 'Finish' to install **cardPresso** software.



2.1.2 Mac OS X Installation

▪ Install

Plug the USB key and double click on USB drive icon, then double-click on the **cardPresso.dmg** file and the end user license agreement appears, click 'Agree' in order to proceed.



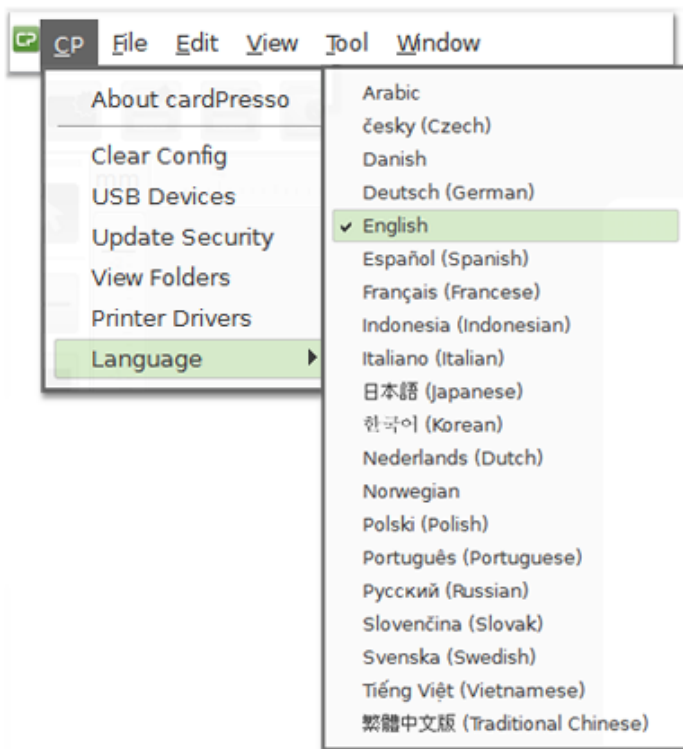
Now drag and Drop the **cardPresso** icon into the Applications folder alias to install.



2.2 Changing Language

You can change the language of the user interface at any time.

To change the language of the **cardPresso** software, click "CP" -> Language. Choose the desired language from the list and restart the application to apply the new language settings.



2.3 Updating cardPresso

We advise to keep always your **cardPresso** software updated. In order to do so please go to <https://www.cardpresso.com> website and download the setup required for your operating system.



2.4 cardPresso Support

For **cardPresso's** team the most important is the relationship with our costumers, keeping it as closest and personal as possible. For these reasons, we are committed to offer you the best support.

We can offer support by phone, email, Skype or remote sessions (TeamViewer):



00351 261 867 873



support@cardpresso.com



cardpresso.support

2.5 Installing Complete Manual

If you want to use the embedded manual on **cardPresso** software, with a dynamic index and search capabilities, please download the "**cardPresso.cph**" file, and save it to your **cardPresso** USB pen folder "**cardPresso\Documentation\HelpFiles**".

If you don't have this directory on your USB pen, please create it.

Chapter 3.

Starting

Chapter 3. Starting

i This chapter explains how to handle a document, model or template, how to create or open an existing file and also how to recover a backup file.

Document - Contains all data related to your work, including chosen model or template, all objects, database connections, properties, encoding properties. In sum, all the properties involved in your card document creation.

Model - Contains all the features and shape of your physical card. These features are size and card type, if is a basic card, a contactless, magnetic or smartcard. Please notice that the card settings depends on your chosen or created model type. For instance, you can't access the chip encoding settings if you've chosen or created a card without SmartCard capabilities.

Template - Is no more then a pre-made document layout used to create a new document with a similar design, pattern, or style. This means that you can use an existing template as it is or you can use an existing template and change it as you wish, creating a new document or template from the opened template.

Backup - **cardPresso** automatically generates a backup file of your document every time it's saved. This backup is created on a pre-defined folder ('\\My **cardPresso**Docs\\Backups') with the document name and date/time creation.

i This document can be recovered any time you need.
Example: documentname(yyyymmddThmmss).cardBackup

3.1 - Using Models

i **cardPresso** allows you to create a document in two different ways, by using an existing model or by creating your own card model.

The first one only requires you to choose one of the many different type of models that **cardPresso** have at your disposal. Like mentioned before, you have four major kinds of card models: basic, contactless, contact smart card and magnetic, and each type can have different settings like sizes, different kinds of magnetic strips and so on, all listed on **cardPresso** model type.

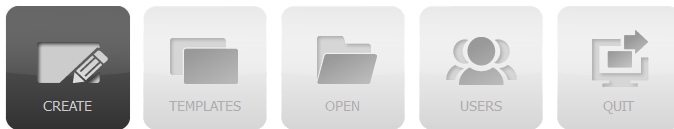
But if you have one specific type of card model that is not listed, **cardPresso** allows you to create it and that's the other way to create a document, using a new card model.

i Note that whatever model you choose, it will restrict access to further settings and properties, like referred before. If you open a "**Contact Smart Card**", the result will be a model of your "**Contact Smart Card**", where you can only edit Smart Card Settings, and it will no allow you to access, for instance, RFID settings.

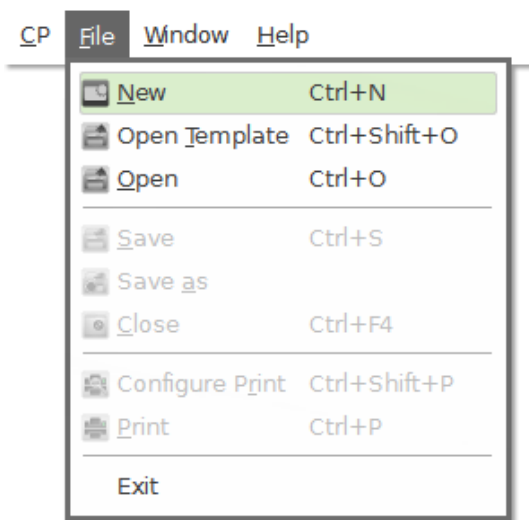
3.1.1 - Create from Existing Model

i This topic guides you on how to create a new document using an existing model. You can start a creation procedure by clicking on the create button on the "**Welcome View**".

🖱️ 'Welcome View' ▶ 'Click Create'



Or 'Click File' menu ► 'New' (CTRL+N)



Then choose the type of model you want. The model types are organized in 8 groups:

Unusual, set of models used by a small number of users. Model types developed for specific projects are now included on this group.

Magnetic this model type allows you to encode the magnetic stripe through **cardPresso**. This means that you can print and encode your card at the same time or use an external encoder. This cards may contain secondary technology, like RFID technology.

Contactless card is any pocket-sized card with embedded integrated circuits that can process and store data, and communicate with a terminal via radio waves. This type of card model allows you to encode through **cardPresso**. By using Javascript language, you can program your card and perform read and write operation on the card. This also means that you can print and encode your card at the same time or use an external encoder.

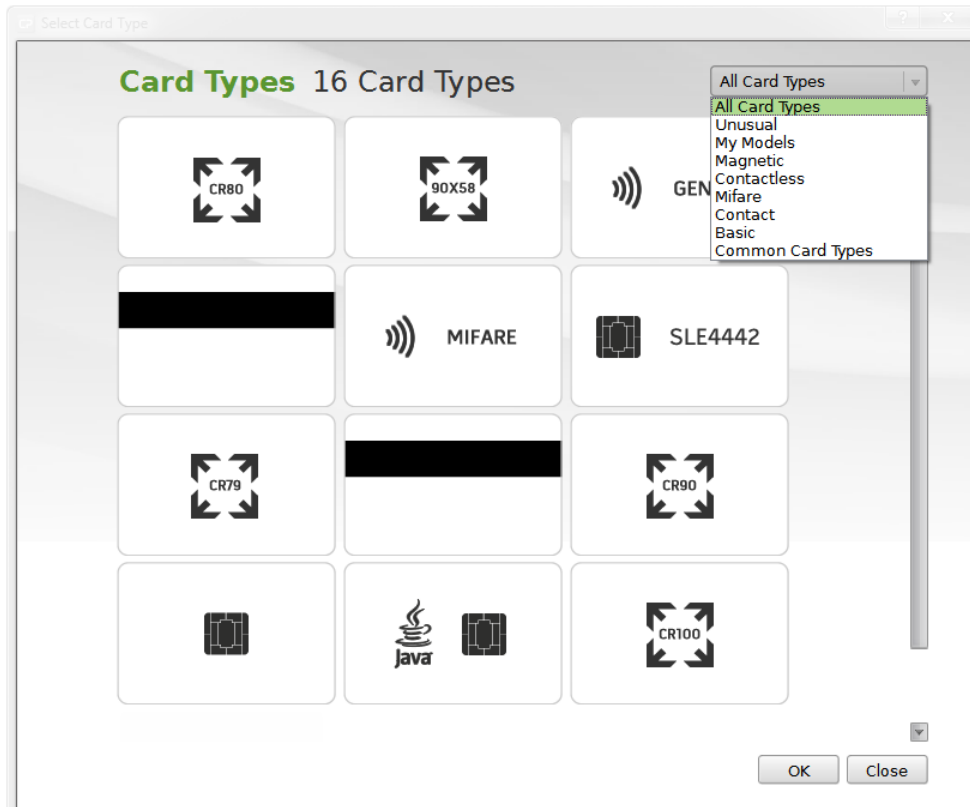
Mifare, this card model, when chosen, allows you to read or write the several sectors of your card. By using Javascript language you can connect the sectors to database fields and update them automatically or simply enter data through keyboard input, therefore you can print and encode at the same time. This cards may contain secondary technology, like Magnetic stripes.



Contact, a smart card, chip card, or integrated circuit card (ICC) is any pocket-sized card with embedded integrated circuits. In **cardPresso** you have three types of card models, JCOP (Java Card), SLE4442 and generic. This type of card model allows you to encode through **cardPresso**. By using Javascript language, you can program your card and perform read and write operation on the card. This also means that you can print and encode your card at the same time or use an external encoder.

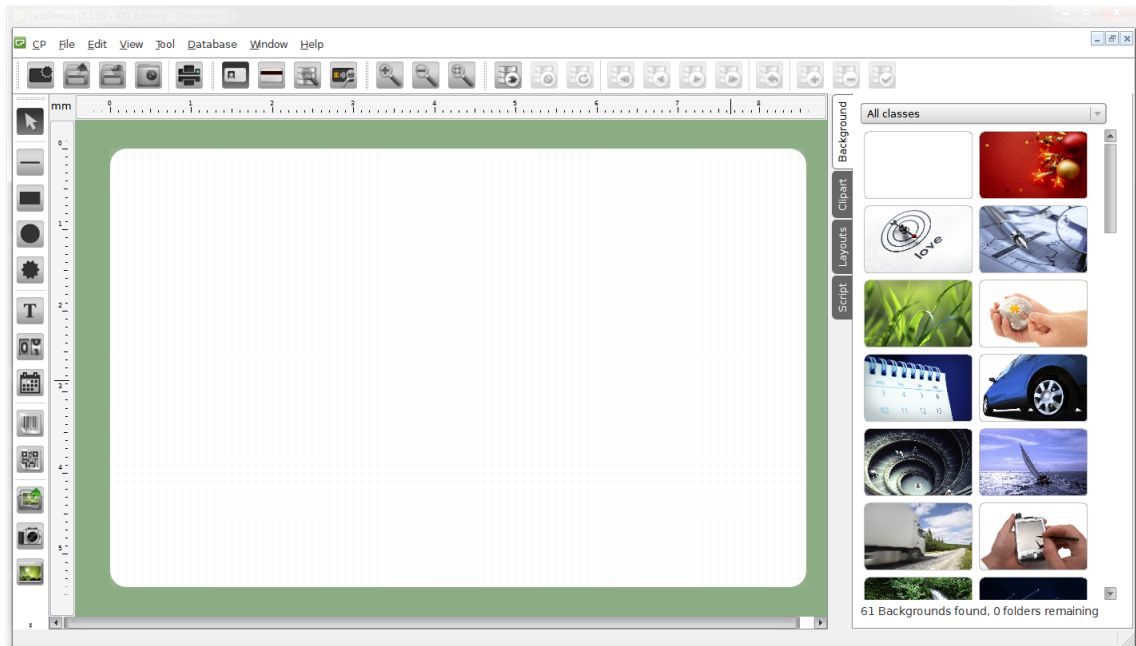
Basic card models, have no contacts, no micro processors or internal memory. Simple piece of plastic that you can print in front and back side.

Common card types, are the most common types of card models, used by the vast majority of users.

My Models, if you have any models in folder "My Models", they will become available in this group.



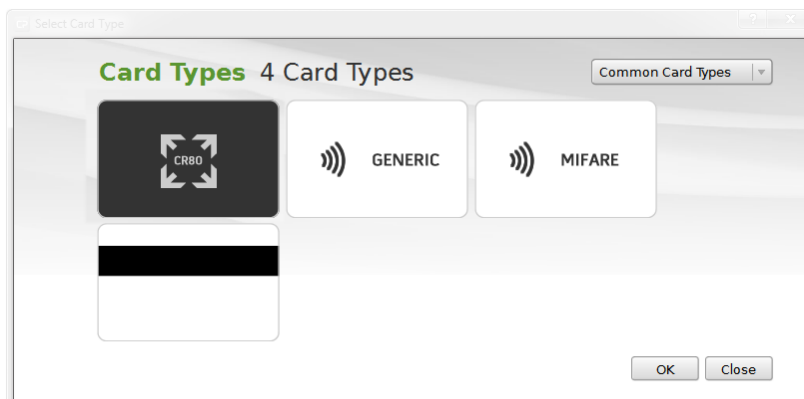
After you have choose the model type,  **'Click OK'** and you will be able to start working on your new card. Or  **'Click Close'** if you want to revert to the previous window.



For your first card design, please watch the video tutorial [Create a Business Card](#), see also the [Objects](#) and [Properties](#) topic.

3.1.2 - Create Your Own Model

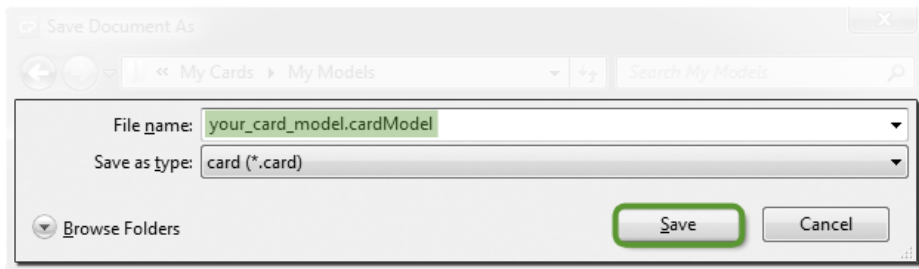
To create a document using a new model, you have to start by creating the model. This will be your starting point to customize your own document.





Your next step is to rename that same model with a new file extension, '.cardModel' and save it on **cardPresso** folder called **"My Documents/My Models"** in order to be identified as a model.

It is important that you save your file in the folder "My Models", to be displayed in the category "My Models" in "Select model type".

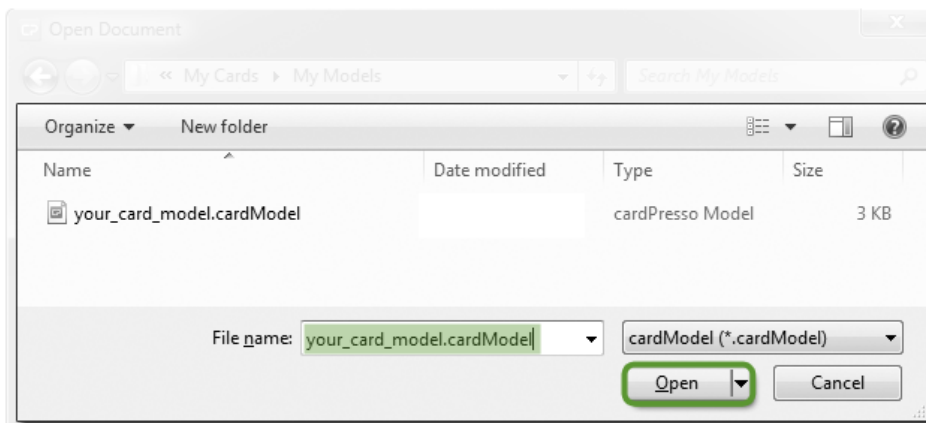
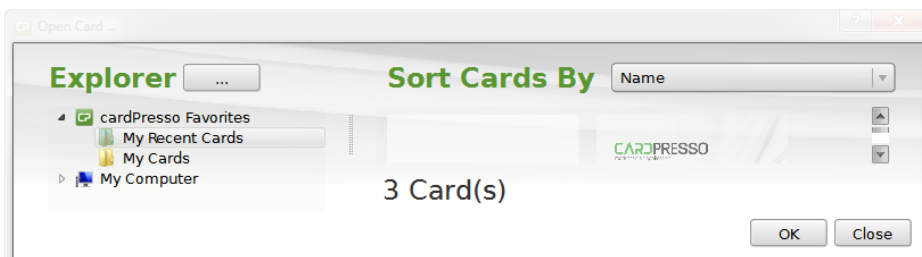
Click **File** ► **Save** or **Save as** and create your file as the example below, in your folder "My Documents" (To see this folder locations, please click on menu **CP** ► **View Folders**)





 Your file must be saved with the extension **.cardModel**

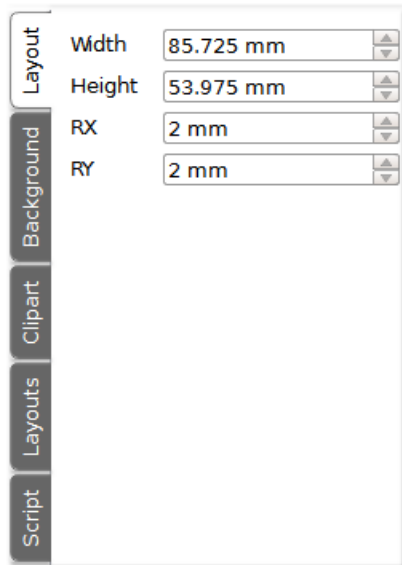
 At this point, you've created your new model "yourdoc.cardModel." The next step will be to locate your file and open it.



 Click **File** ► **Open** ► **Explorer** ► **cardPresso Favorites** ► **My Cards** ► 

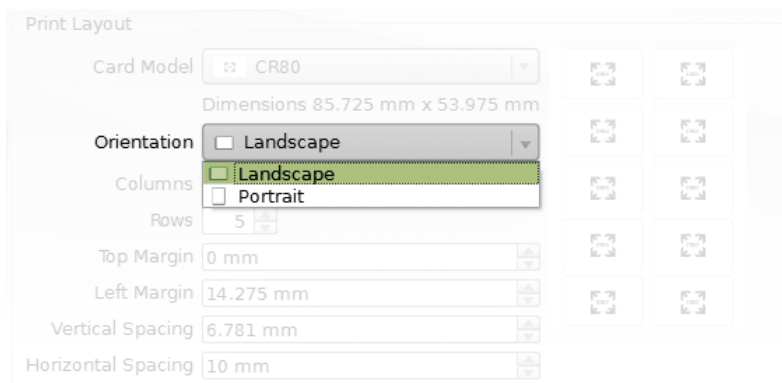



 Select the file extension in the corresponding combo box, otherwise your file will not be listed.

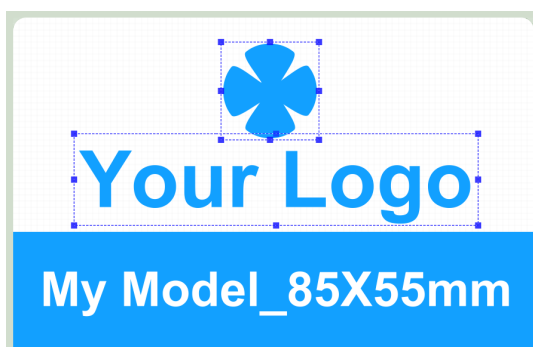
 After opening the model, you can **customize the dimensions and corners radius**. On your right on the properties tabs you will find a tab named "Layout" where you can change the card dimensions and corners radius,




You can also change the orientation of your card by  clicking on **File menu ▶ Configure Print** and In "Print Layout"  **Click Orientation** and select your card orientation. The card orientation can be changed at any time, but this will be your card default orientation.

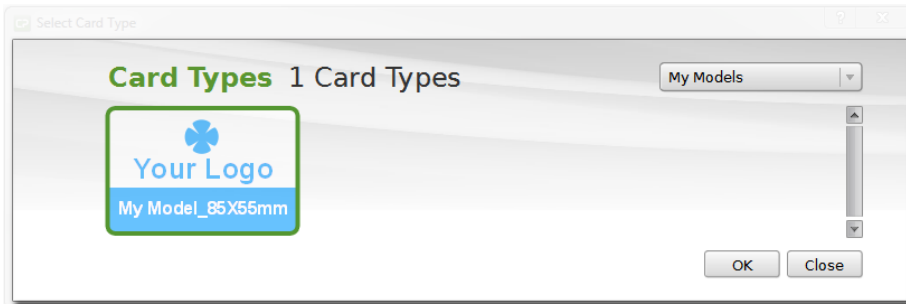


 You can add images, text or other elements to customize the thumbnail that you will see in the preview area.



 The last step is to save the model that you've just created. From now on the new model will be displayed in the Create Document Dialog Box, under the category "My Models".

 **Click File ▶ Save (CTRL+S).**



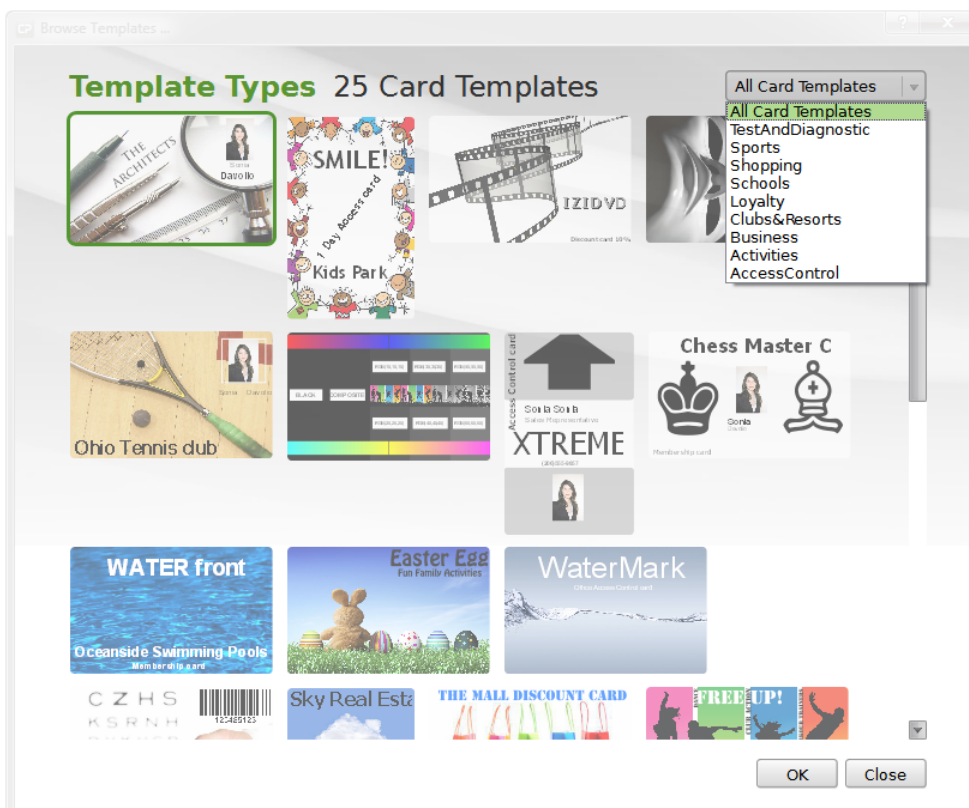
3.2 - Using Templates

i A template is a collection of styles that control the layout and appearance of a card document. You can quickly create your card document using one of our many templates.

cardPresso provides these templates organized in categories, such as Test and diagnostic; Sports; Shopping; Schools; Loyalty; Clubs & Resorts; Business; Activities and Access Control.

But if for some reason this categories don't fit your needs, you can always create new ones, just go to My Templates directory and once there create a new folder and **cardPresso** will assume that folder to be a template category.

The Templates covers a wide range of graphics and variable field types, all of them fully editable. These professional templates are part of your **cardPresso** software. You **cardPresso** USB pen also contains additional templates.

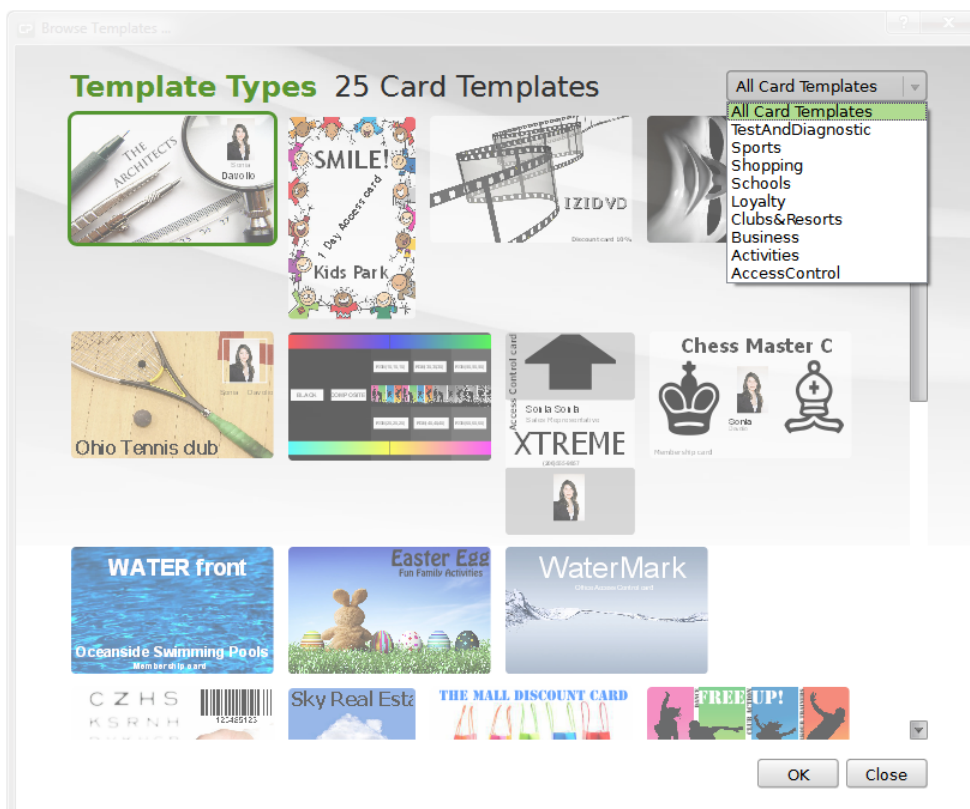
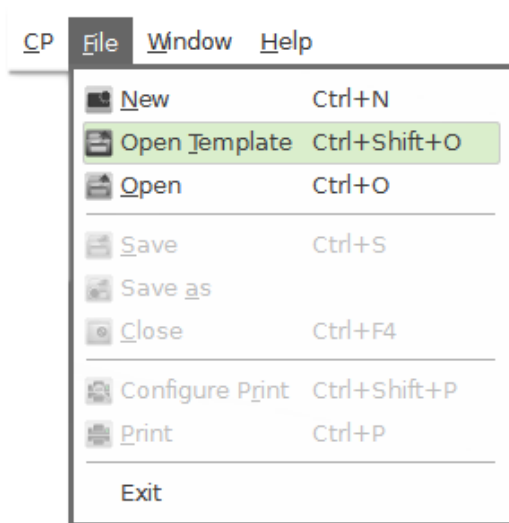


3.2.1 - Create from Existing Template

i To create a document from a template, in [Welcome View](#) **Click Template**

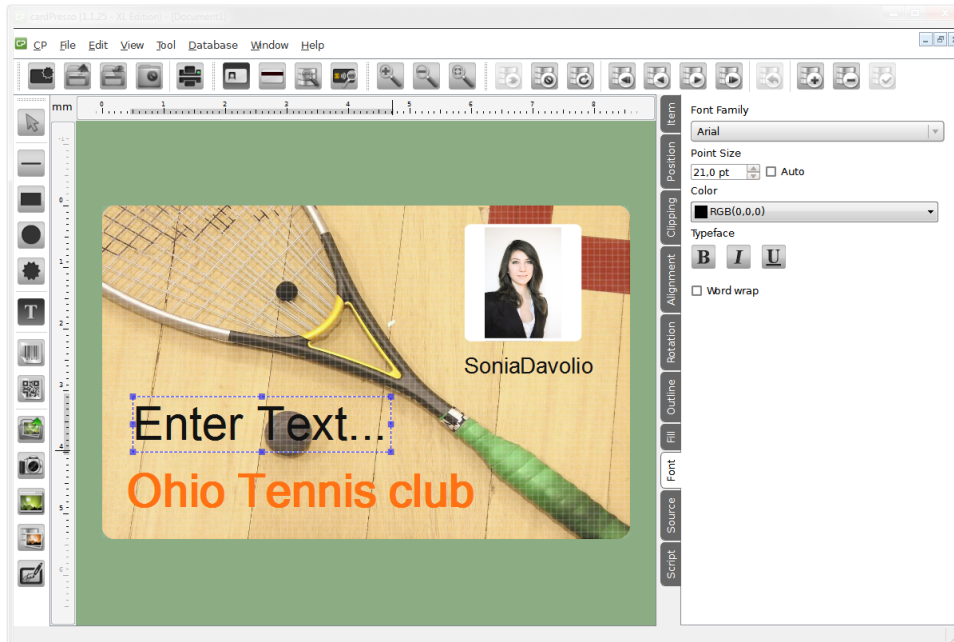


Click File menu ▶ Open Template (CTRL+SHIFT + O)



🗨 In the dialog box, search thru the available templates.

📘 You can create a card based on a template and then modify the document without affecting the original template



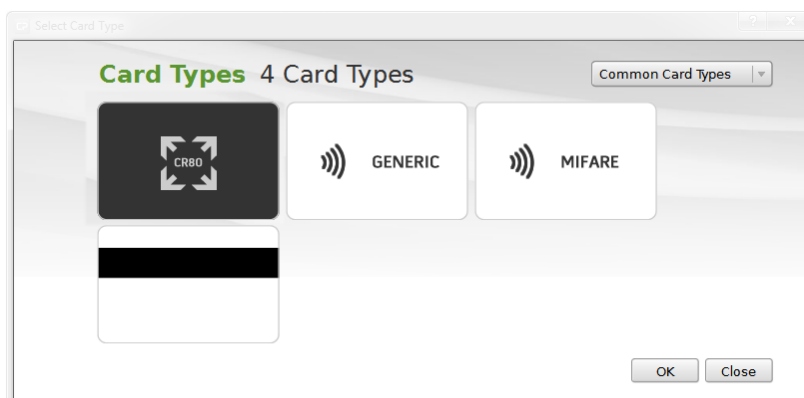
🗨 By making changes to the background, images, text, and orientation card. You can create a new design to suit your needs. You can also modify any card object in your document.

📘 All you have to do now is to save your new card document.

3.2.2 - Create Your Own Templates

📘 If the preset templates do not meet your requirements, you can create a template based on your own styles.

To create your own template, start by creating a new card and chose a model type that fits your need. For instance, if you chose for example a contactless model, the result will be a template based on your contactless, but with your own design.

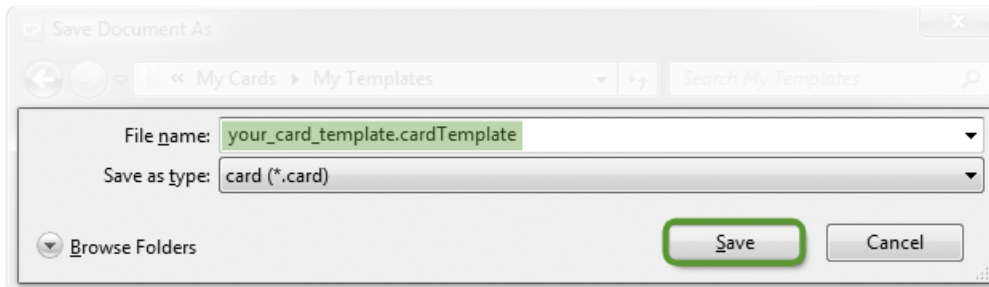


🖱 Click 'OK'. If you want to continue. Otherwise click 'Close' to revert to the previous window.

i A template may include any object type, variable field or text that can be edited and **modified at any time**. Make all the changes you want on your template and then save it with 'cardTemplate' file extension, on the appropriate folder in **cardPresso (.../My Cards/My Templates/...)**.

After you've completed the design for your new template, save it using **'cardTemplate'** as the file extension.

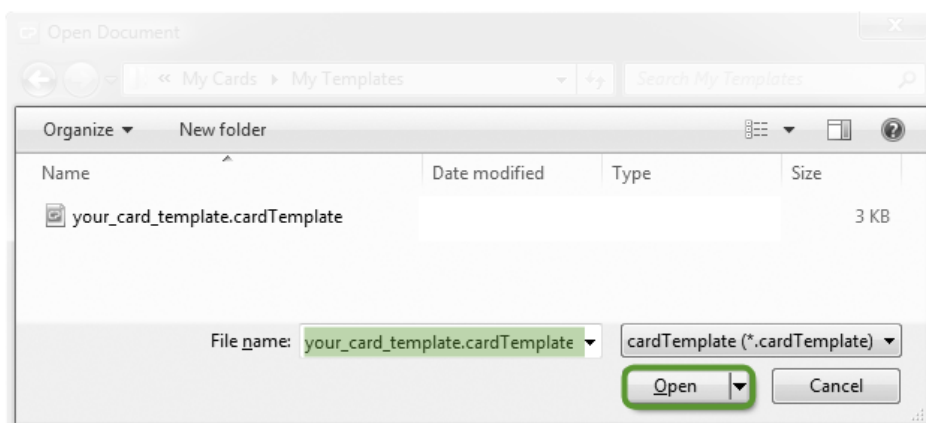
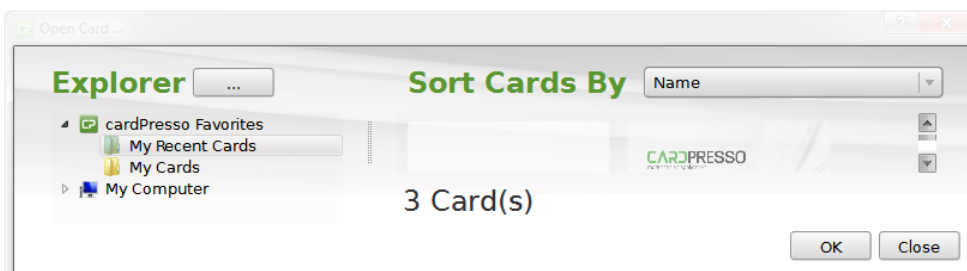
➤ Click **File ▶ Save** or **Save as** and create your file.



✎ Your file should have the extension **.cardTemplate**

i You can edit your template at any time.

➤ Click **File ▶ Open ▶ Explorer** **⋮**



i Select the file extension ".cardTemplate" in the corresponding Combo Box, otherwise the template files will not be listed.

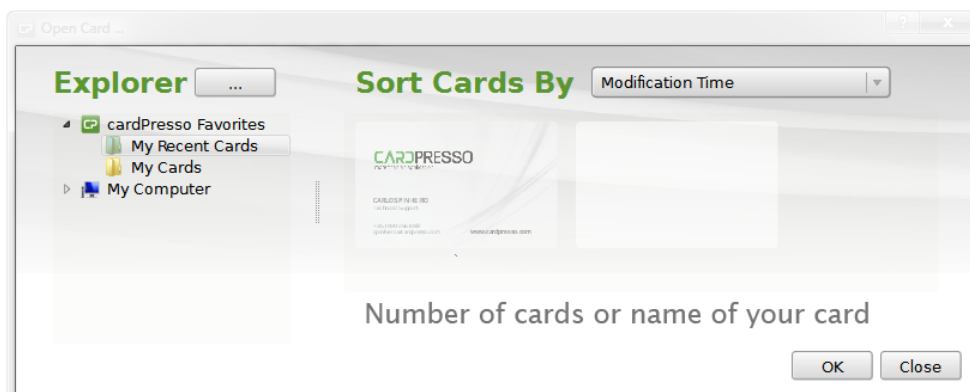
i After you have completed your template edition **➤** click **Save** and your old template will be replaced with the new modifications.

3.3 - Open Your Own Card Documents

i In **cardPresso** there are two kinds of files, the ones you create, called card documents and the ones created by **cardPresso** designated by backup files.

To better organize your documents, in the "**Open Card**" window, you find "**cardPresso Favorites**" with two folders - "**My Recent Cards**" and "**My Cards**". Or alternatively you may locate your file in another folder in "**My Computer**".

You can sort the way how the cards are displayed. You may sort them by Name, Name Descending, Modification Time, Modification Time Descending and File Size Descending.



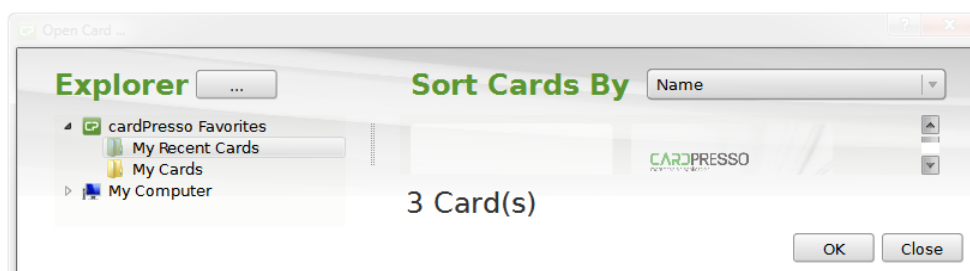
i In the lower right corner you can find the information about how many readable documents are currently present in the selected folder, or the name for the current selected card document.

3.3.1 - Open a Existing Card Documents

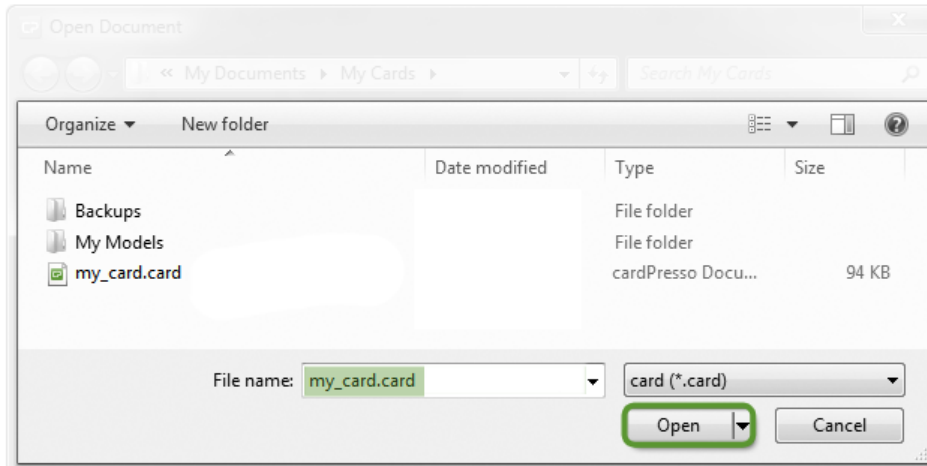
i You can open an existing card document to edit, change or even print again. The existing card always keeps the last saved properties.

The first step will be to locate the document card that you wish to open. In order to do so please click the 'Open' button on the "**Welcome View**" or use the 'Open' option from the 'File' menu.

➤ Click **File** ► **Open (CTRL + O)** ► **Explorer** and locate your card with extension **.card**



➤ Click **OK**.



Your file should have the extension **.card**

Also remember that you can open the file directly from Windows by double clicking on it inside Windows Explorer.

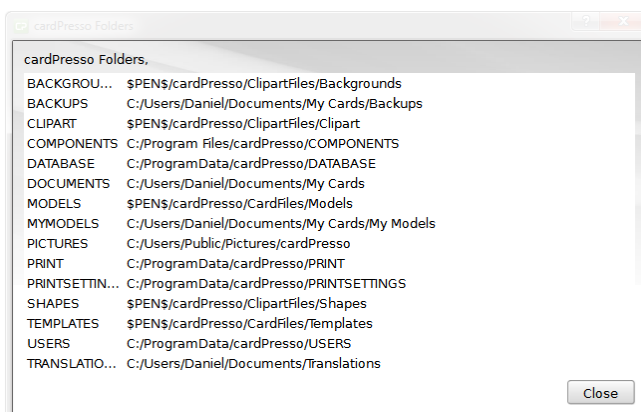
Select the file extension in the corresponding Combo Box, otherwise your file will not be listed. To proceed **"Open"**.

3.3.2 - Recover Your Card Documents From Backups

A backup is a file that **cardPresso** automatically creates every time you save a document in a internal or external drive. The file will be saved with a date and time reference to make easier to detect the last backup made. Like this you have the assurance that you have a copy of your document in a specific date/time, in the backups folder.

Before opening your backup, you should know where **cardPresso** created the backup folder during installation. To check the path:

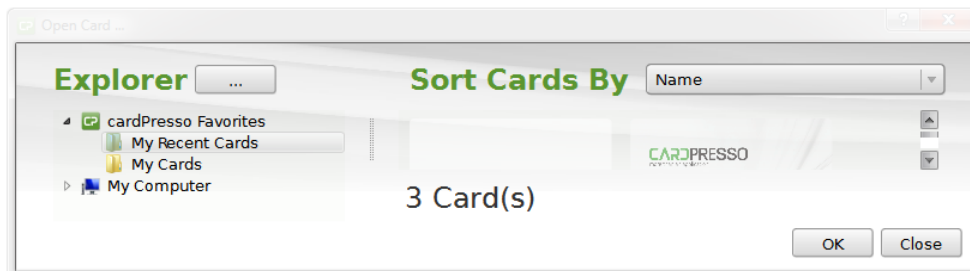
Click **CP ▶ View Folders**



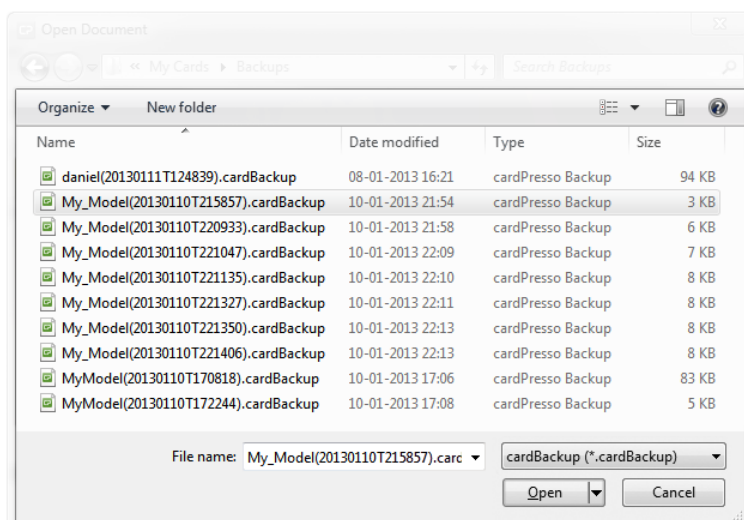
Now that you know where your backups are stored (**.../users.../Documents/My Cards/ Backups**), you can easily locate the backup document that you need to recover.

Click **File ▶ Open ▶ Explorer ▶ cardPresso Favorites ▶ My Cards ▶ ... ▶ Backups** and select your backup document in the folder "Backups"

! Remember that your backup has a *'filename(savedateTsavetime).cardBackup'* filename convention.



➤ Click **OK**.



✎ Your file should have the extension **.cardBackup**

! Now all you have to do is to save your document with another name and with **.card** extension.

! Select the correct file extension in the corresponding Combo Box, otherwise your file will no be listed.

Chapter 4.

Design

Chapter 4. Design

i The definition of **design** is the creation of a plan or convention for the construction of an object (as in architectural blueprints, engineering drawing, business process, circuit diagrams and sewing patterns). Design has different connotations in different fields. In some cases the direct construction of an object (as in pottery, engineering, management, cowboy coding and graphic design) is also considered to be design.

Well, in **cardPresso** you can also design and when you design you build a layout. To accomplish this, **cardPresso** provides the user with specific tools and objects, allowing you to build your layout according to your imagination, capabilities and needs.

i As you know, when you design you create a file, called document, this document keeps inside all settings you will use on your creation.

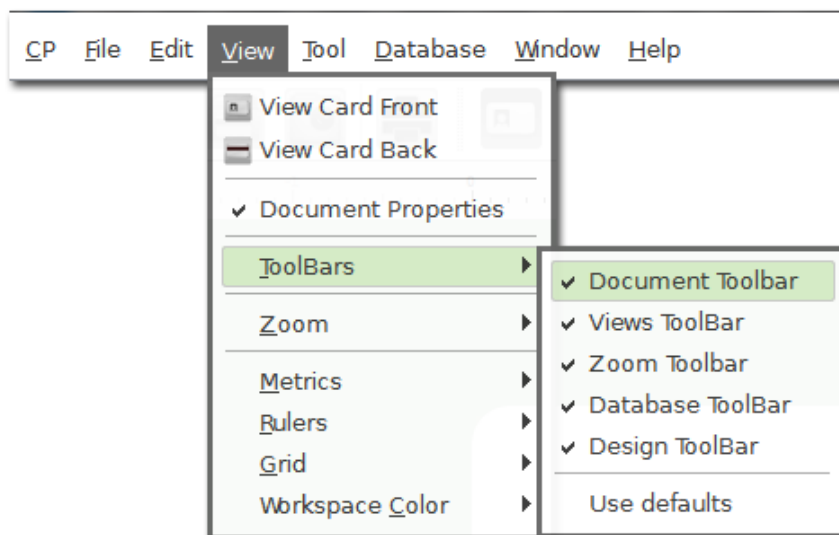
4.1 - Workspace

i In **cardPresso** you can customize your working area as you wish. You can reposition the menu bars or you can view or hide properties areas.

i On the View menu you have a set of options that allows you to change your working scenario.

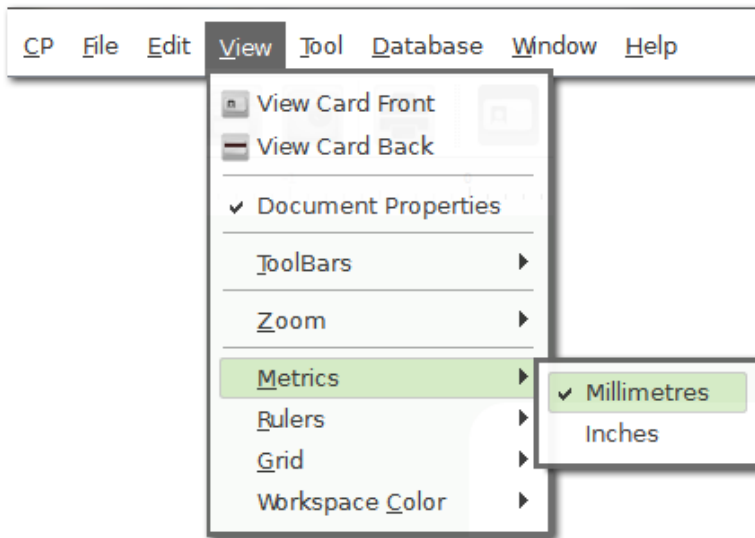
ToolBars

Here you can select all the dockbars that should be available in the working space.



Metrics

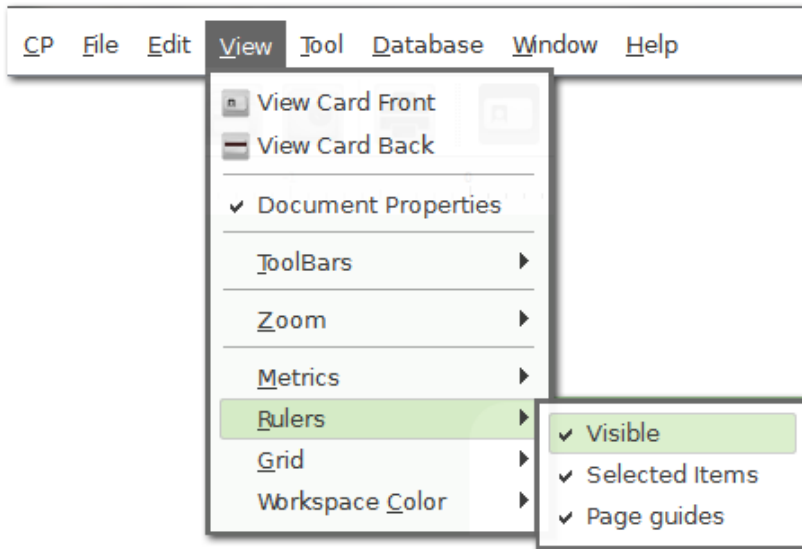
Allows you to define the measurement unit that you wish to work with.



Rulers

Visible - Show or hide the rules in the card design area.

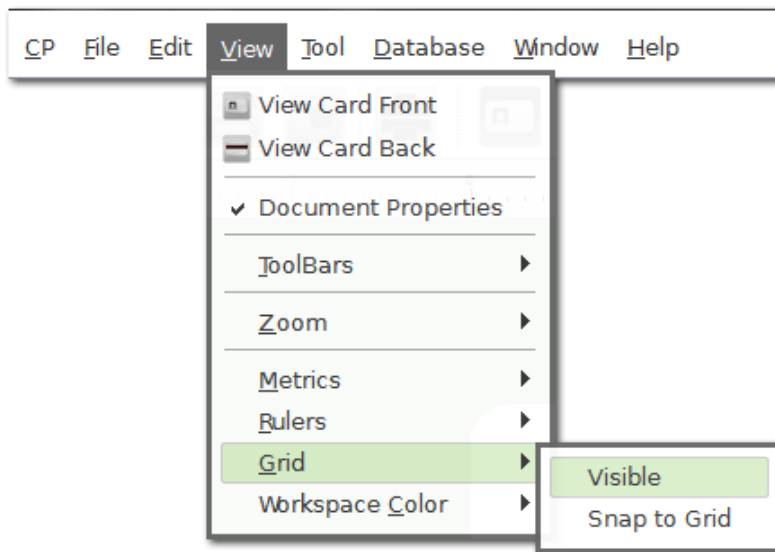
Selected Items - Shows or hide the area occupied by selected items on top of the card design rulers Set



Grid

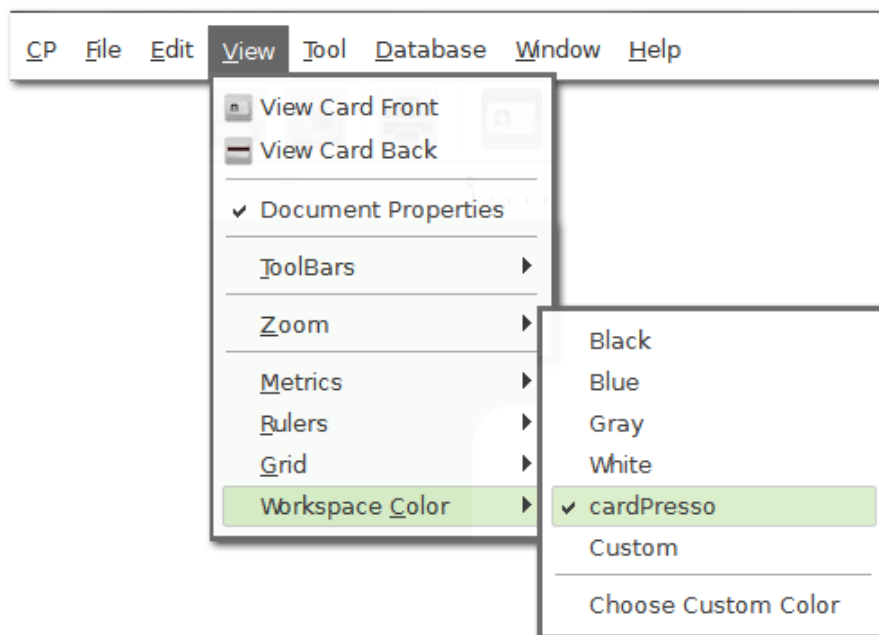
Visible - Set the card visible or hidden

Snap to Grid - Allows you to move and/or position the objects on a grid unit step or free move



Workspace Color

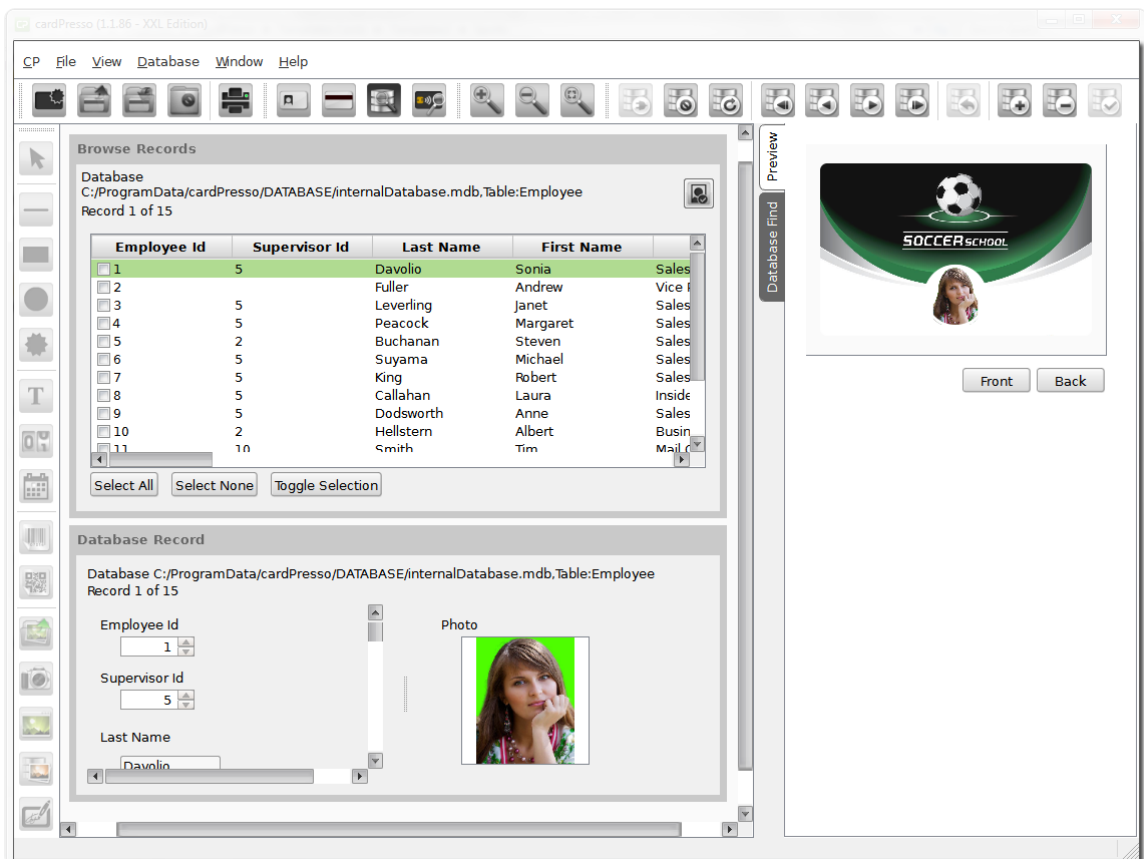
- Allow you to choose the workspace background color



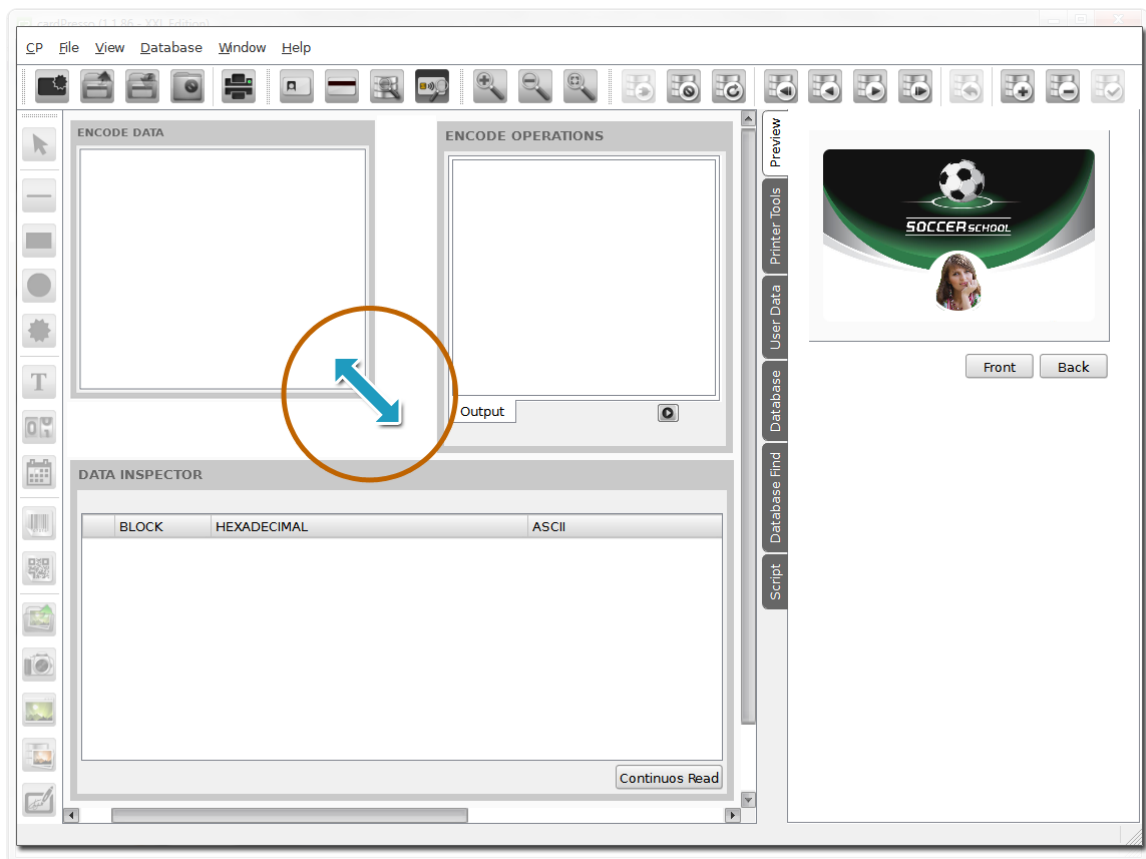
- ❗ Switch between front or back card side.



❗ **Switch to Database View.**



❗ Switch to Encoding View.



4.2 - Document Properties

i When you open the document view, the first thing you will see is the work space and on the right right side the basic properties of your card document.

Layouts - Like we said before on this manual, when you design a card, you are building a layout and on **cardPresso**, a document can have as many layouts as you want. The Layouts Tab is our way to offer you a quick way to manage all the possible layouts on your card document.

Backgrounds - Each layout can have an unique background. You can access **cardPresso** backgrounds library using the Backgrounds Tab. To apply a background just select it from the list and the background will be applied immediately to your card layout. You can also set the background using an image object.

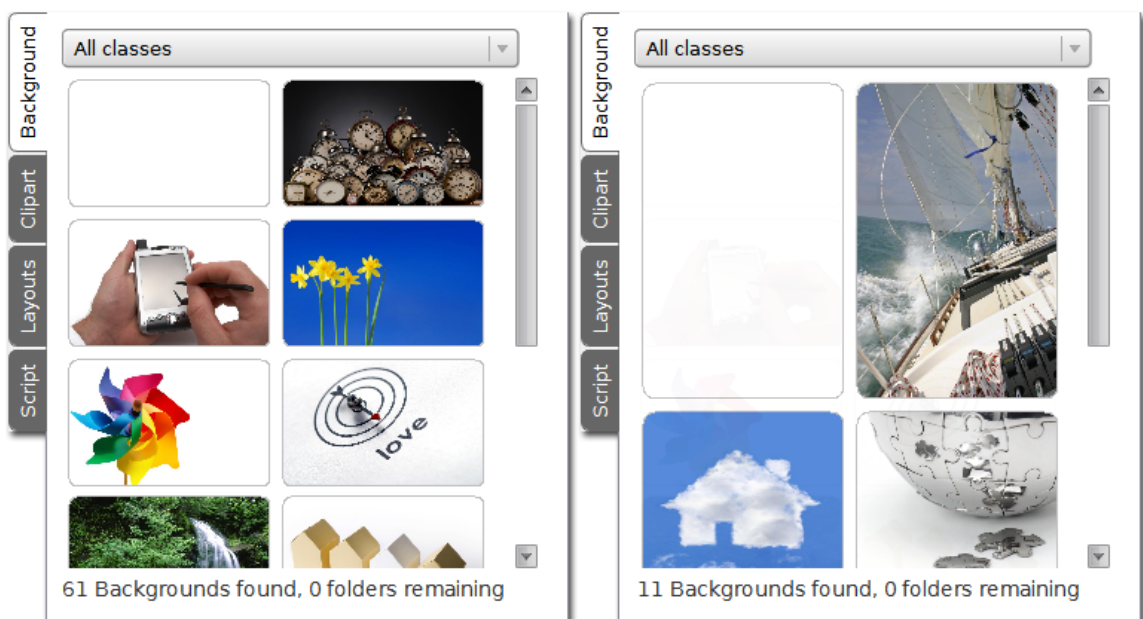
Clipart - You can access it using the Clipart Tab. They can be used as an image object, part of your card layout creation, or as a background. Please note that you can only change the background color of the object.

Script - The Script Tab allows you to write your own script commands, based on the ECMAScript language specifications. This is a way to extend the already large number of features

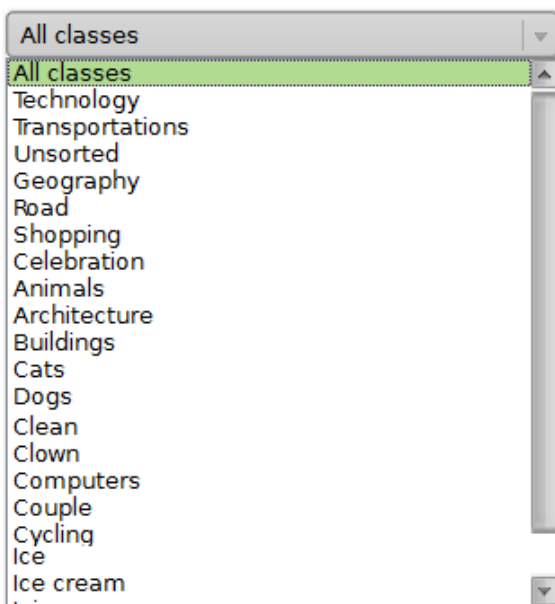
that **cardPresso** offers you. It also allows you to interact with external software, using the results to apply on your document. You have three different kind of script boards, one for each object, one for the card document and one for encoding, three different ways to expand **cardPresso** capabilities.

4.2.1 - Background

i An image to be applied as the background of your card. **cardPresso** offers you many background images that can be used from landscape cards to portrait cards.

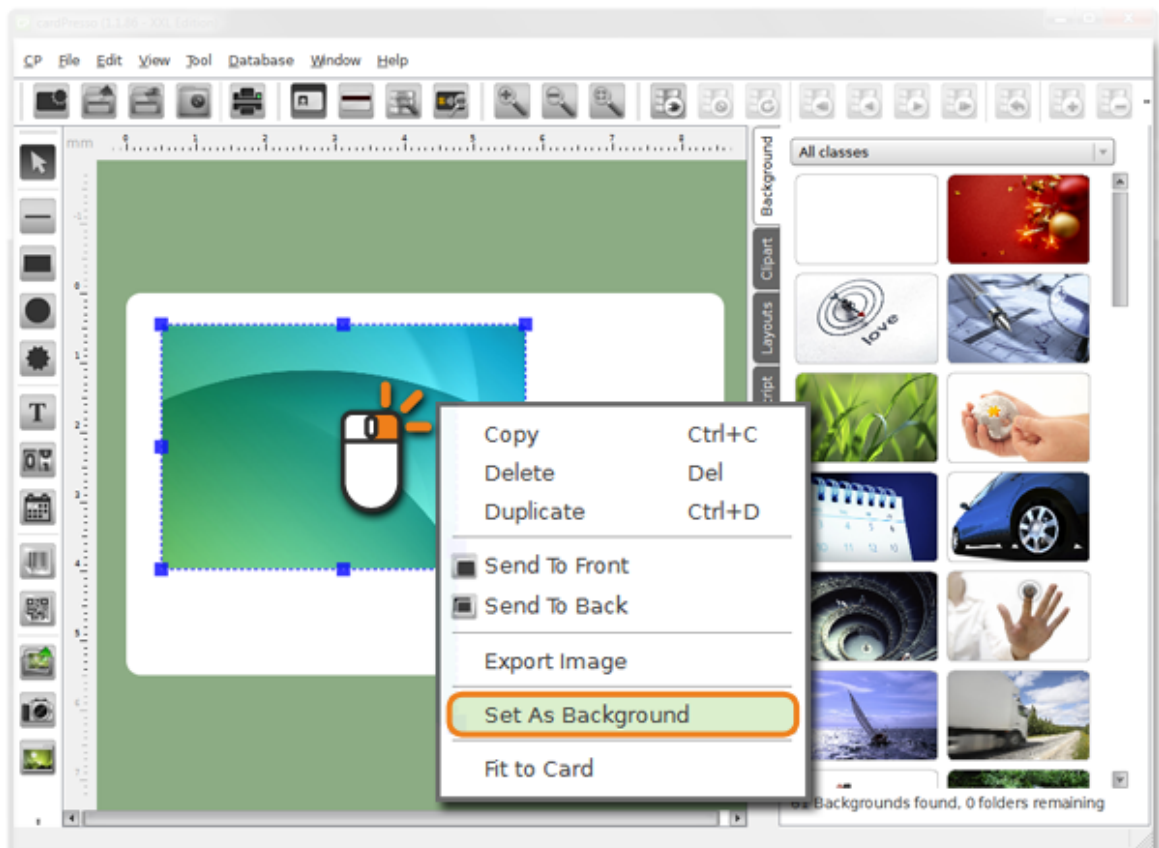


i Background are divided in classes that are accessible through the background combobox.

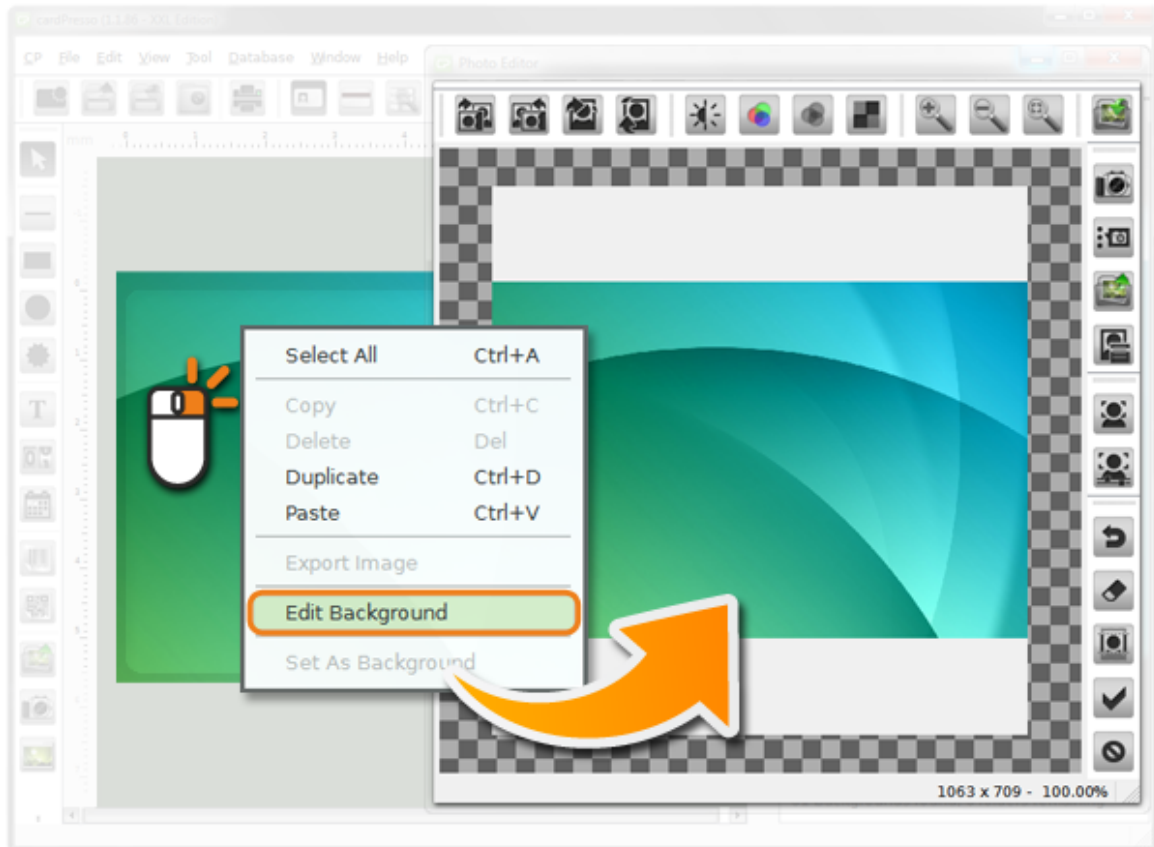



i It's also possible to use your own image as the card background. Next, we will explain you how.

Add an image object to your layout, then right click on the object and chose **'Set as a Background'** option, like shown on the picture below.




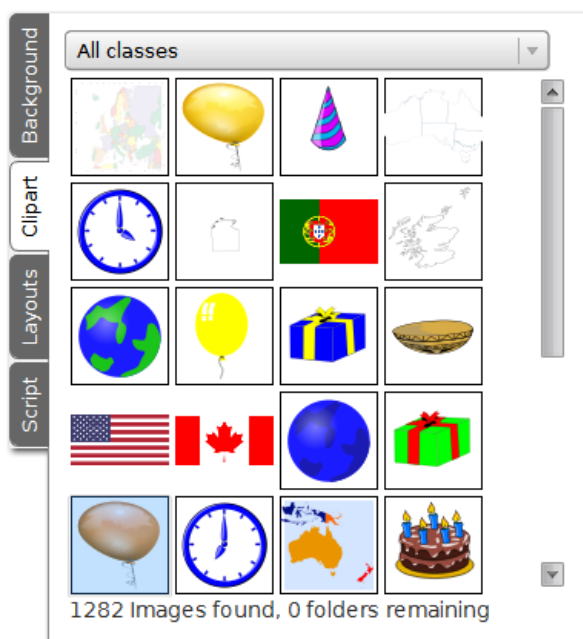
If you want to change or edit the background, **right click** on the card and choose **'Edit background'**.



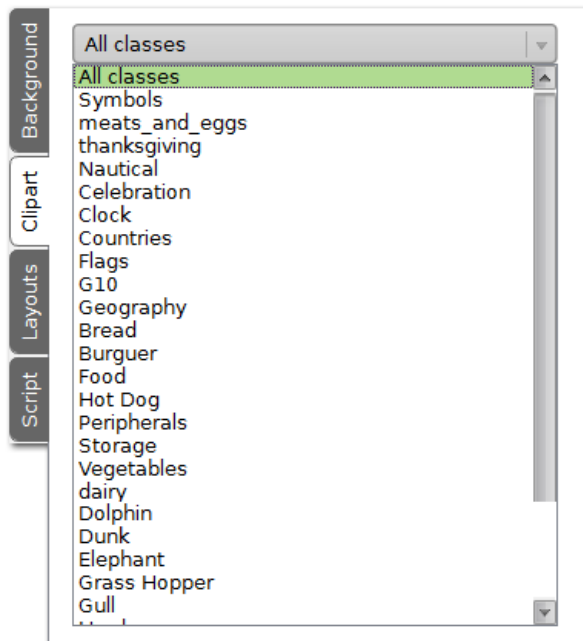
The Image Editor will open and from there you can edit the background image. To commit changes,  click on the 'Save Changes' button, otherwise press 'Cancel' to continue.

4.2.2 - Clipart

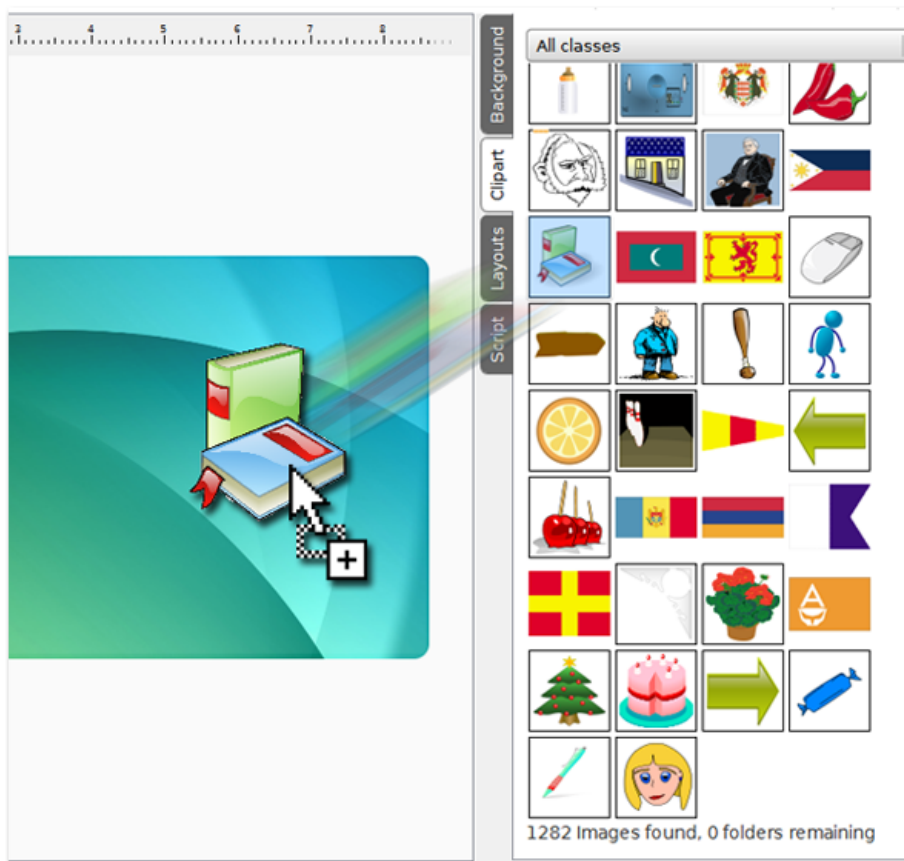
 Clipart are pre-made images that can be used to help on the layout creation. **cardPresso** offers you



! They are divided in classes. All you have to do is select one class from the dropdown combobox.

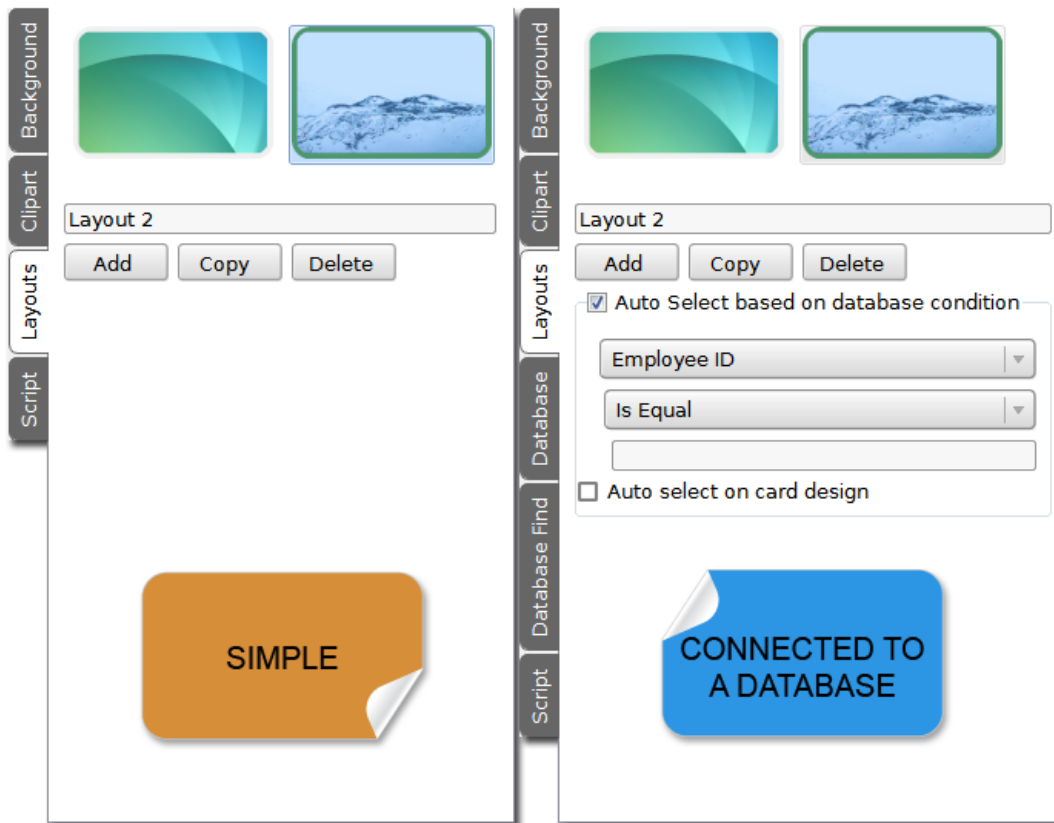


i Select the image from the clipart list, and drag it to the card design area. The selected image will be used as an image object that you can modify.



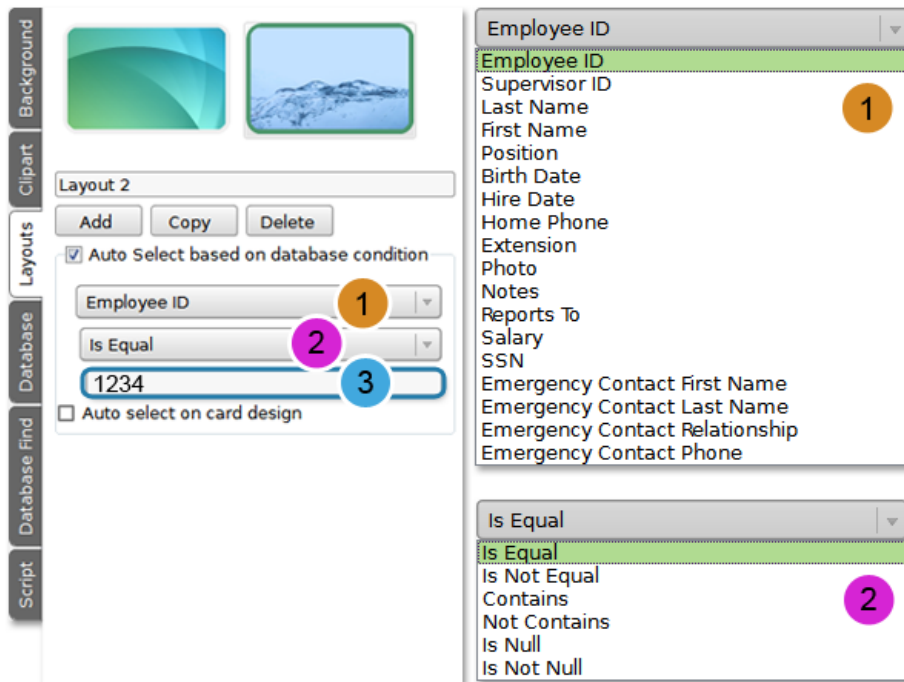
4.2.3 - Layouts

i The Layout Tab allows to define properties, settings and conditions for the use of the layouts. This feature allows you to use on the same card document as many layouts as you need and conditionally print the ones you want.



- Name** - You can give a name to your layout.
- Add** - You can add a new empty layout.
- Copy** - Creates a new layout based on the current selected layout..
- Delete** - Delete the selected layout.
- Auto Select Based on Database Condition** - When checked it allows access to a condition box, where you can define fields and conditions for every layout. Remember that these conditions are restricted to the selected layout.

i After you enable the checkbox, the first drop list shows all the available fields from the connected database. You can apply conditions based on the available fields as you can see below.



Is Equal - Link the chosen layout to all records with the selected field equal to the input value.

Is Not Equal - Link the chosen layout to all records with the selected field different from the input value.

Contains - Link the chosen layout, based on the field value, to all the records that contains the input value.

Not Contains -Link the chosen layout, based on the field value, to all the records that do not contains the input value.

Is Null - Link the chosen layout to all records where the selected field is a null value.

Is Not Null - Link the chosen layout to all records where the selected field is not a null value.

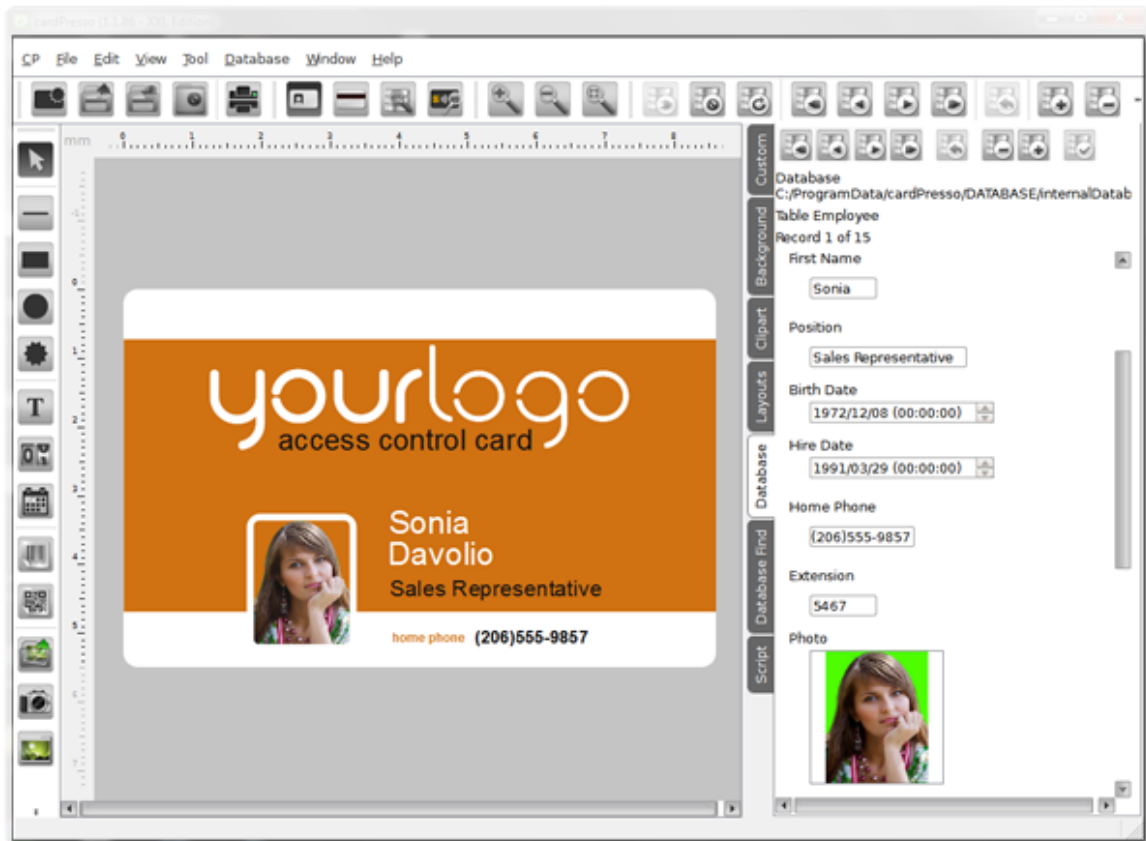
i After you have chosen one condition, you can set it to match any string, like shown on previous picture **3**, however please notice that the condition is not case sensitive.

! If the record doesn't comply to any condition it will assume the layout of the previous record.

i What benefits may be obtained from using multiple layouts? To explain it, we will show you a sample case using one of the predefined templates available with **cardPresso**.

💡 Now let's imagine that you have three different departments in your company, Sales, Marketing and another one that for this example purpose we will call it General, but only one database and you need distinguish them visually for faster identification. The process is simple:

! After opening one of our predefined templates, a connection to an internal database will be made



It's time to start working on the card layouts. Now click on the Layout Tab.

As you can see you already have one layout, from **cardPresso** business card.

Now we will add two new layouts in order to have three different layouts for sales, marketing and general departments.

To start, change one of the layout's name to Marketing and then click on the auto select checkbox to set the conditions.

On the database field, choose the field that will define the layout selection, in this case will be the Position field.

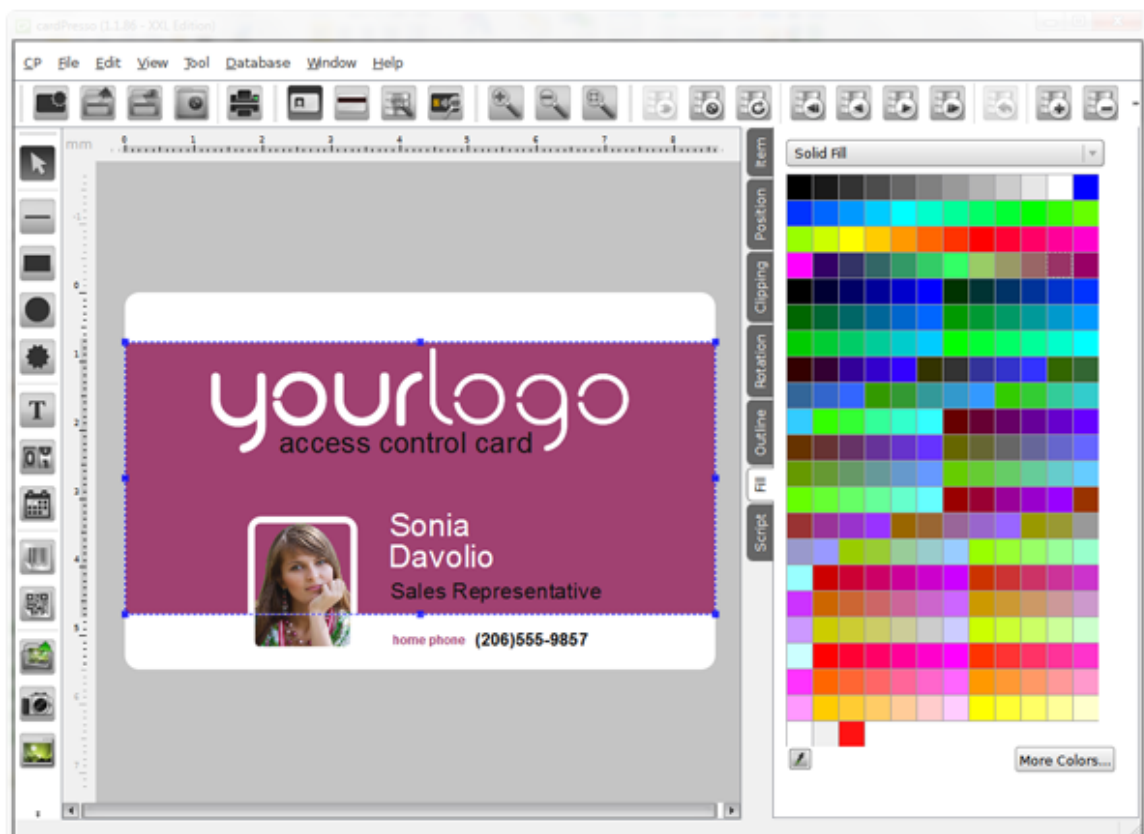
Then in the next drop list set the condition for the chosen field, on our example we set it to 'Contains'.

And on the text box below add a value for the condition. In this case is the department's name, remember that this is not case sensitive.

Finally, enable the 'Auto select' checkbox. This option allows you to see the card layout that depends on the condition field type when scrolling through the database records.



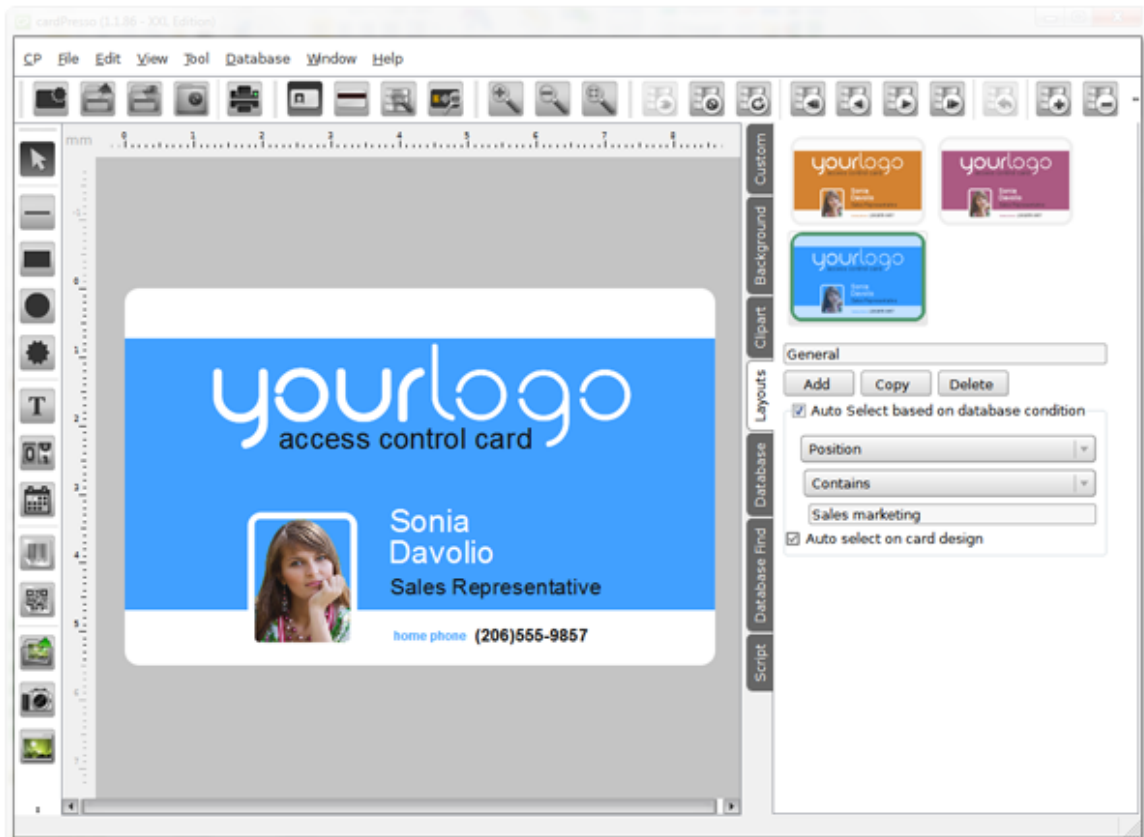
Now choose our distinguish color for the card that in our example is what will define visually the different departments.



Now add a new layout for Sales and General departments. Click on the copy button twice.

As you see it copies our previous card to the new layout. All we need to do now is the same procedure we made for the Marketing layout.

Define database settings for each new layout.



Now use the navigation buttons and start scrolling through the database records.

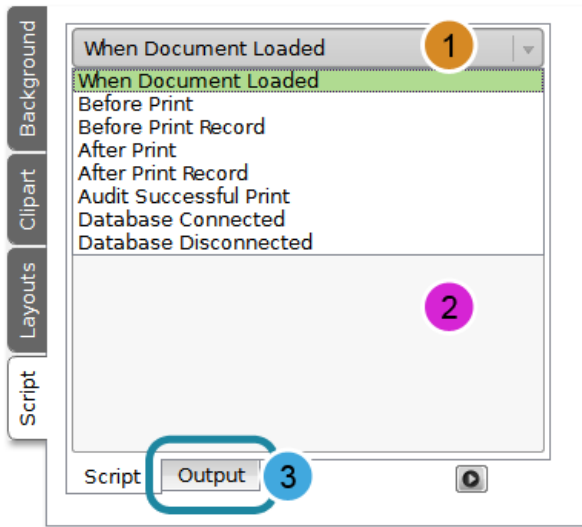
As you can see, now the setup of the card is finish, connected to an excel database and with three different layouts to define the different departments.

! But this is an example, you can choose as many layouts as you want and set your own conditions.

4.2.4 - Script

i There are two different scripts on **cardPresso**, one for each object and one for the document. In this chapter we focus on the card document script

This is an advanced user area, where you can program actions and procedures in ECMEAScript language in order to define settings or update your object.



- 1 This first drop-menu allow you to define when this actions or procedures must take place.
- 2 And on the space bellow you can write your lines of code.
- 3 To see the log of your program output, change tab bellow.

4.3 - Document Objects

i This objects are the most important features of your card document creation process. There are two major types of objects, static and dynamic.

The first class refers to objects that will never change along the creation or data input process, like backgrounds and shapes, for instance.

The second ones can be static or variables. Static as a simple keyboard input text line can be but when we connect the same text line to a database and make it change while browsing through several records it makes it a variable object according to its data source.

The objects can be placed throughout the card space, in the front and back side. And can be arranged as you wish in order to overcome your creation needs.

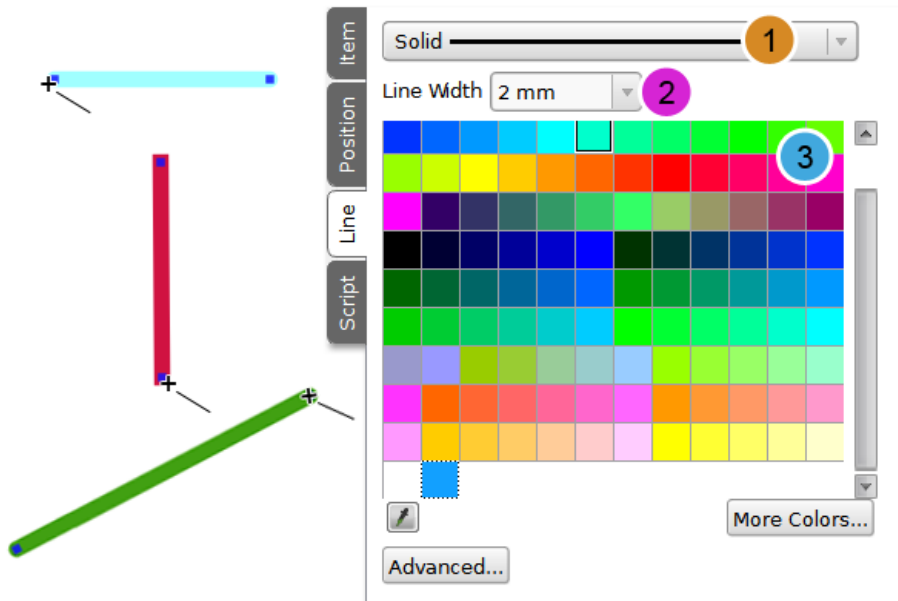
There are also a set of specific settings to each object that you can use according to your own specifications, like color, size, source, among many others.



New 2D Barcode Browse Image Acquire Image New Image

4.3.1 - Line

i This object is a simple straight line, but still have some features that you can setup. You can choose between five different kinds of lines and a custom one



1

- Solid Line:** Is a plain line.
- Dash Line:** Dashes separated by a few pixels.
- Dot Line:** Dots separated by a few pixels.
- DashDot Line:** Alternate dots and dashes.
- DashDotDot Line:** One dash, two dots, one dash, two dots.
- The **Custom Line** is a line that you can define as you wish. By clicking on the 'advance' button you can set additional parameters like offset and pattern.

2

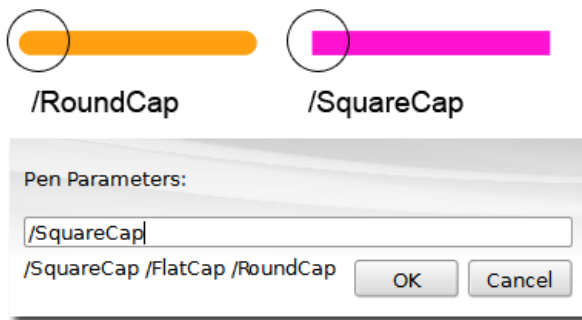
Line width: varies between 0.1 to 10 mm.

3

You can, also, change the **color** by clicking in one of the colored squares, acquire any color you have on your screen using the dropper or use the advance color settings by clicking on the '**More Colors**' button.

⚙


By clicking on the **advance** button you have access to settings that allows you to change the shape of your line. All you have to do is to write the command on the line like shown below.

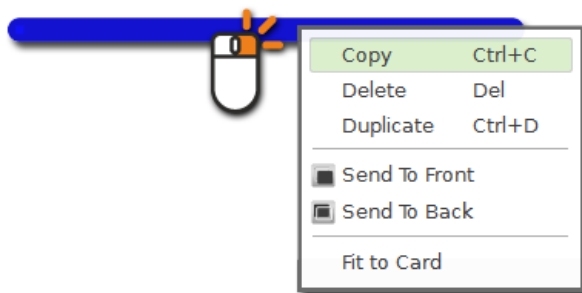


SquareCap: A square line end that covers the end point and extends beyond it by half the line width.

FlatCap: A square line end that does not cover the end point of the line.

RoundCap: A rounded line end.

 If you right click on the object a pop-up menu is shown allowing you to:



Copy - Click on the copy option or use the shortcut 'CTRL-C' to copy the object to the clipboard. The object will no be available to external programs.


Delete - Deletes the selected object.

Duplicate - Creates an exact copy of the object on the work space.

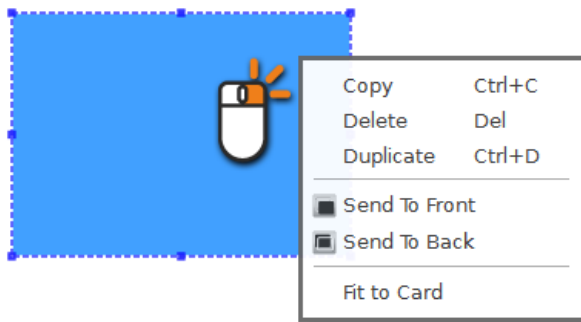
Send to Front - Send the object to the front of all objects on the work space.

Send to Back - Send the object to the back of all objects on the work space.

4.3.2 - Rectangle

 This object can be either a rectangle or a square, depending only of the side measures.

 If you right click on the object a pop-up menu is shown allowing you to:



Copy - Click on the copy option or use the shortcut 'CTRL-C' to copy the object to the clipboard.

Delete - Deletes the selected object.

Duplicate - Creates an exact copy of the object on the work space.

Send to Front - Send the object to the front of all objects on the work space.

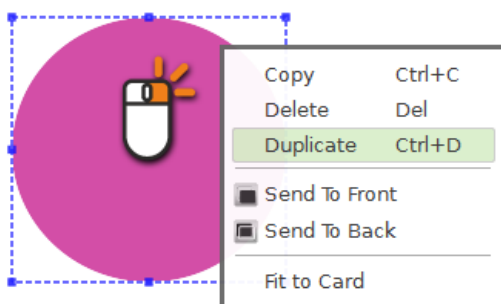
Send to Back - Send the object to the back of all objects on the work space.

! You can also setup a number of properties and settings on the properties tab, on the right of your screen. **All properties and settings will be addressed further on this manual.**

4.3.3 - Circle

i This object can be either a circle or an ellipse. By moving the delimitation lines you can change the appearance of the object.

🖱 If you right click on the object a pop-up menu is shown allowing you to:



Copy - Click on the copy option or use the shortcut 'CTRL-C' to copy the object to the clipboard.

Delete - Deletes the selected object.

Duplicate - Creates an exact copy of the object on the work space.

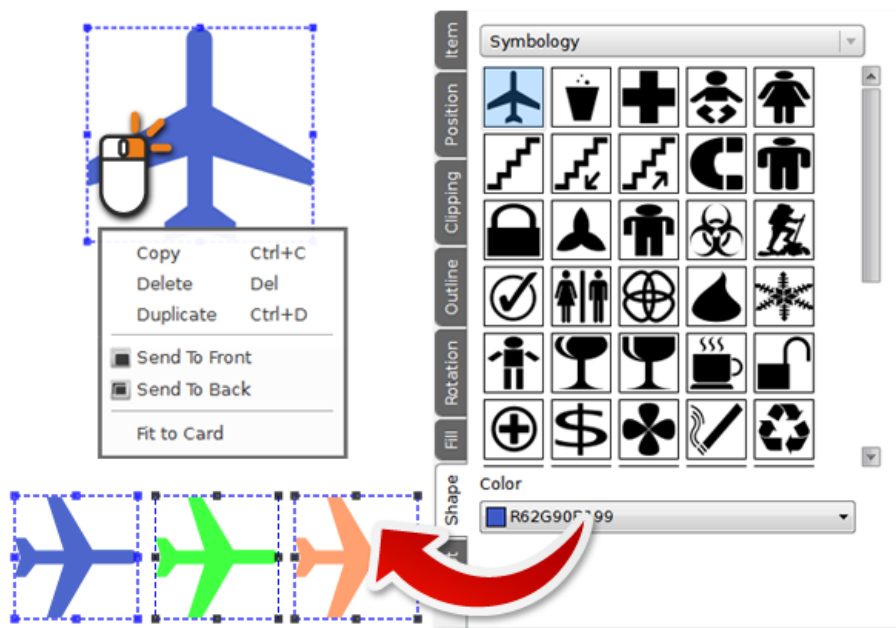
Send to Front - Send the object to the front of all objects on the work space.

Send to Back - Send the object to the back of all objects on the work space.

! You can also setup a number of properties and settings on the properties tab, on the right of your screen. **All properties and settings will be addressed further on this manual.**

4.3.4 - Shape

i This object can assume many different shapes. On the Shape Tab you have a dropdown menu with several categories of shapes. Inside each there are several shapes that you can add to your card.



! You can change the color by clicking in one of the colored squares, acquire any color you have on your screen using the dropper or use the advance color settings by click on the **'More Colors'** button.

You can also setup a number of properties and settings on the properties tab, on the right of your screen.

! If you right click on the object a pop-up menu is shown allowing you to:

Copy - Click on the copy option or use the shortcut 'CTRL-C' to copy the object to the clipboard.

Delete - Deletes the selected object.

Duplicate - Creates an exact copy of the object on the work space.

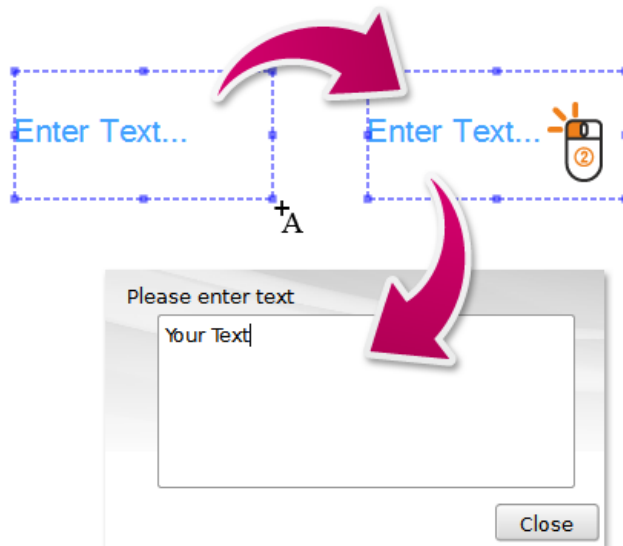
Send to Front - Send the object to the front of all objects on the work space.

Send to Back - Send the object to the back of all objects on the work space.

❗ All properties and settings will be addressed further on this manual.

4.3.5 - Text

❗ The text object allows you add text to your card document. After positioning the text on the card design area double-click on it to start typing your text. The default text format is a text box.



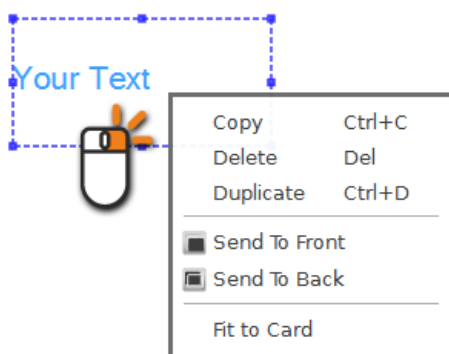
❗ There are three kinds of text objects: numeric, alphanumeric and Lists.

With the alphanumeric text objects, you can use a single line text or a text box, that allows you to write more than one line of text.

The numeric type is divided in numeric, integer and date/time.

There is also Lists and Database Lists, that are no more than a small list with two fields, one works as an index and the other as the data that the object should display.

🖱️ If you right click on the object a pop-up menu is shown allowing you to:



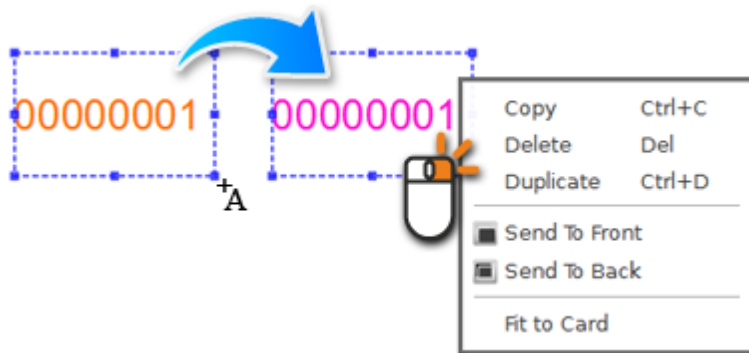
☑️ **Copy** - Click on the copy option or use the shortcut 'CTRL-C' to copy the object to the clipboard.

☑️ **Delete** - Deletes the selected object.

- Duplicate** - Creates an exact copy of the object on the work space.
- Send to Front** - Send the object to the front of all objects on the work space.
- Send to Back** - Send the object to the back of all objects on the work space.
- !** All properties and settings will be addressed further on this manual.

4.3.6 - Print Date

- i** The Print Date object allows you to print on the card the current printing date and/or time. You can set the update of the object to manual or automatic and interact with a database field.
- !** It also allows you to define the date and time format.



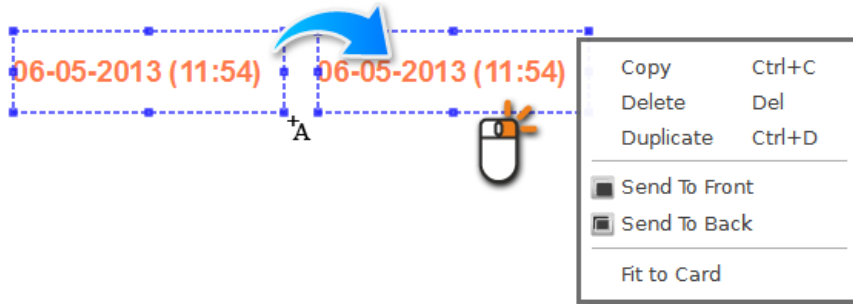
- !** If you right click on the object a pop-up menu is shown allowing you to:
 - Copy** - Click on the copy option or use the shortcut 'CTRL-C' to copy the object to the clipboard.
 - Delete** - Deletes the selected object.
 - Duplicate** - Creates an exact copy of the object on the work space.
 - Send to Front** - Send the object to the front of all objects on the work space.
 - Send to Back** - Send the object to the back of all objects on the work space.
 - !** All properties and settings will be addressed further on this manual.

4.3.7 - Print Counter

- i** The Print Counter object allows you to set a counter and print it on the card.

You can set the update of the object to manual or automatic and interact with a database field.

! It also allows you to define the counter numeric format and values.



☞ If you right click on the object a pop-up menu is shown allowing you to:

Copy - Click on the copy option or use the shortcut 'CTRL-C' to copy the object to the clipboard.

Delete - Deletes the selected object.

Duplicate - Creates an exact copy of the object on the work space.

Send to Front - Send the object to the front of all objects on the work space.

Send to Back - Send the object to the back of all objects on the work space.

! **All properties and settings will be addressed further on this manual.**

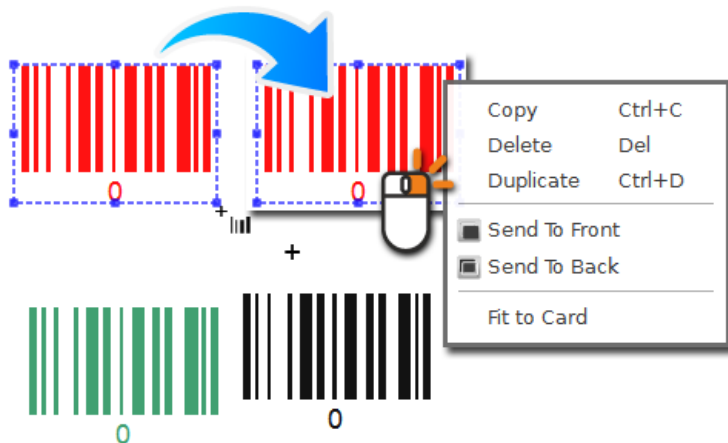
4.3.8 - 1D Barcode

i This object allows you to create a barcode. A barcode is an optical machine-readable representation of data relating to the object to which it is attached.

There are many different barcode types, Code 128, EAN-8, UPC among many others. Each one with different features and settings..

You can setup to see only the bars or complement it with readable data.

! It also allows you to connect the object to a database field and become a dynamic readable source.



☛ If you **right click** on the object a pop-up menu is shown allowing you to:

Copy - Click on the copy option or use the shortcut '**CTRL+C**' to copy the object to the clipboard.

Delete - Deletes the selected object.

Duplicate - Creates an exact copy of the object on the work space.

Send to Front - Send the object to the front of all objects on the work space.

Send to Back - Send the object to the back of all objects on the work space.

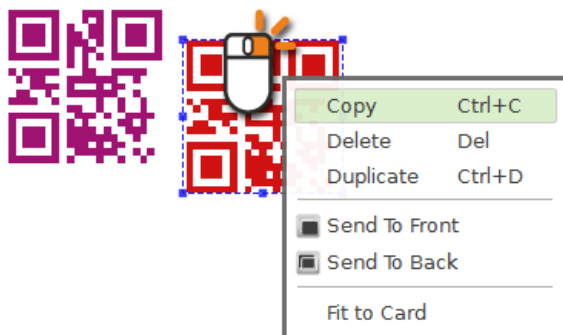
❗ **All properties and settings will be addressed further on this manual.**

4.3.9 - 2D Barcode

❗ This object allows you to create a 2D barcode. A 2D barcode is also an optical machine-readable representation of data relating to the object to which it is attached, evolved from the 1D barcode into rectangles, dots, hexagons and other geometric patterns in two dimensions (2D). Although 2D systems use a variety of symbols, they are generally referred to as barcodes as well.

There are many different 2D barcodes types, PDF417, Datamatrix, QR-Code between others. Each one with different characteristics.

❗ You can also connect the object to a database field and become a dynamic readable source.



- ❗ Please be aware that this object is only supported on XM and XL **cardPresso** editions.
- 🖱️ If you **right click** on the object a pop-up menu is shown allowing you to:
 - ☑ **Copy** - Click on the copy option or use the shortcut '**CTRL+C**' to copy the object to the clipboard.
 - ☑ **Delete** - Deletes the selected object.
 - ☑ **Duplicate** - Creates an exact copy of the object on the work space.
 - ☑ **Send to Front** - Send the object to the front of all objects on the work space.
 - ☑ **Send to Back** - Send the object to the back of all objects on the work space.
- ❗ **All properties and settings will be addressed further on this manual.**

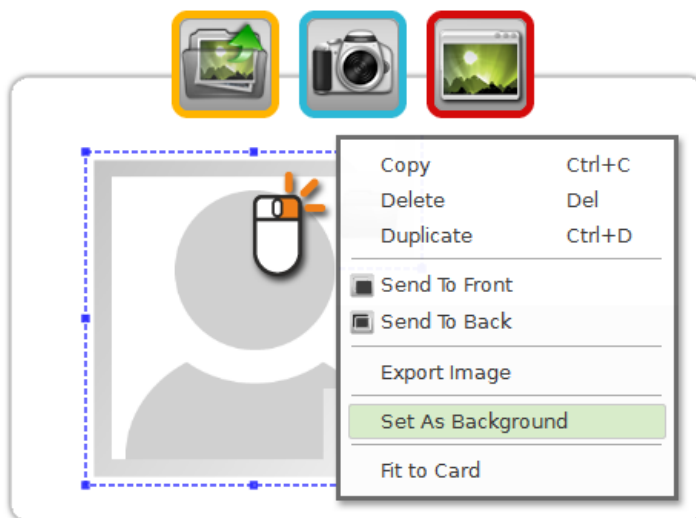
4.3.10 - Image

❗ This object is a very important one, not only because it allows you to add and work an image on your card, but also allows you to transform that image in your card background.

An image can be add to your card from any source available like a scan device, camera, disc or cloud and allows any kind of image, jpg, png and others.

With **cardPresso** you can transform that image as you want, changing **color, light, size and many other settings**.

❗ Make it your card background is easy, **right click** on the image and chose '**Set as Background**' and your picture is adapted to your card size.



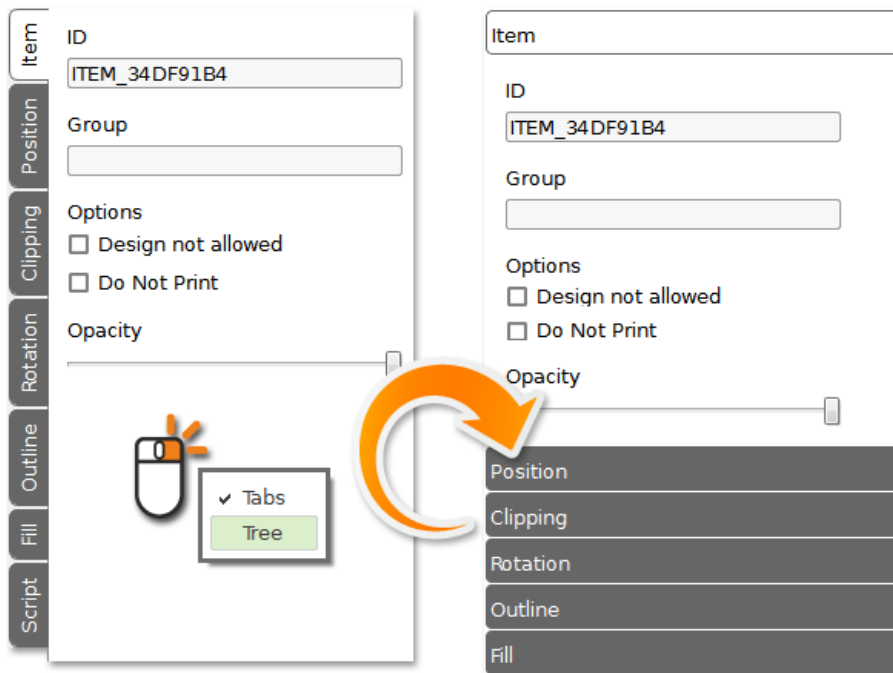
- 🖱️ If you **right click** on the object a pop-up menu is shown allowing you to:

- Copy** - Click on the copy option or use the shortcut '**CTRL+C**' to copy the object to the clipboard.
- Delete** - Deletes the selected object.
- Duplicate** - Creates an exact copy of the object on the work space.
- Send to Front** - Send the object to the front of all objects on the work space.
- Send to Back** - Send the object to the back of all objects on the work space.
- Export Image** - Allows you to export the image as a file to anywhere on your computer.
- Set As Background** - Set the image as the background of your layout.

! All properties and settings will be addressed further on this manual.

4.4 - Objects Properties

i **cardPresso** has a properties space, shown on the right side of your screen and you can display it as a set of tabs or a tree set as pictures below. To change just **right click** on an empty space on the tab and check one of the options.



These tabs change depending on the object we are dealing on the working area and as you will see further on this manual.

i **Script, Layouts, Clipart and Background** are the four basic tabs already referred on the '**Card Document Settings**' chapter. These tabs are shown after you chose your card model and are previously referred to in this manual.

4.4.1 - Item

i The Item tab allows you to define the ID, Group and visibility of an object.



Object ID - Defining object ID not only helps you organizing data on your document, but also gives you an easier object identification and helps you on encoding operations.

When manipulating a database you can use an ID to identify objects that will help you while programming a script.

The options settings allows you to:

Design Not Allowed - Check the 'Design not allowed' box protecting the object from been change, but only the graphical appearance and drag&drop position, not the content.

Do Not Print - Check this option when your object is not supposed to be printed on the card.

Opacity - You can also define the opacity level of the object by scrolling the opacity button, from 0, default position to 100%. This option is applied to all object including background.

4.4.2 - Position

i In this tab you can set the position manually or check the real-time position when moving and/or resizing the object directly in the card design area.

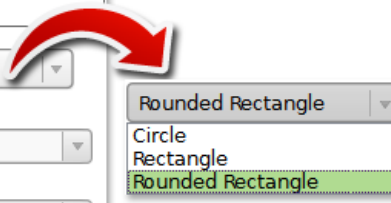
The same property applies to the object dimensions, allowing you to manually change the width and height of the object with a higher precision level.

Item	
Position	
X	9.019 mm
Y	9.283 mm
Width	31.015 mm
Height	29.112 mm
Clipping	

4.4.3 - Clipping

i This option allow you to change the visual shape properties of an object, setting it up the visible area of that object with three different formats, circle, rectangle or round rectangle.

Item	
Position	
Clipping	
	Rounded Rectangle
X Radius:	4 mm
Y Radius:	4 mm
Outline	
Rotation	



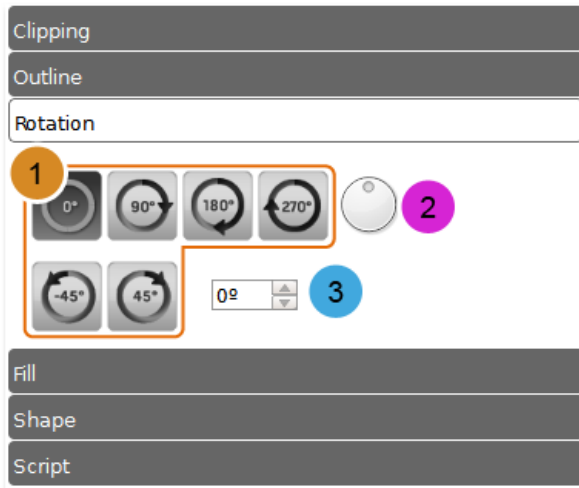
It's like hidden the image behind a layer with a hole in the middle, and the shape of that hole define the visible part of our image like shown bellow. For instance if you chose a circle shape the area of the photo that's sitting directly above the circle content area now remains completely visible.



i To define the clipping area and format all you have to do is dragging the image boundaries.

4.4.4 - Rotation

i In this tab you can rotate or define a rotation angle to your object... Or you can select more than one object and apply a rotation to all the selected objects at the same time.



1 The software has quick rotation buttons for the most common rotations, 0, 90, 180 and 270 degrees rotation. You may also rotate the object in increments and /or decrements of 45 degrees (also available using the shortcut '**Backspace**').

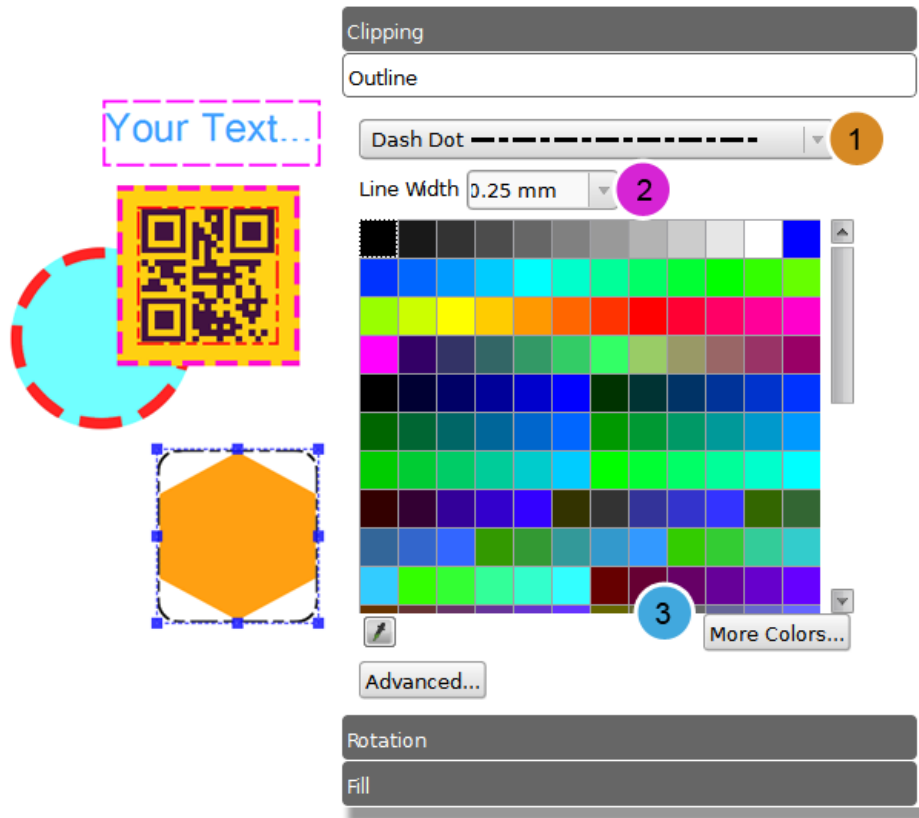
2 If you wish to apply a more specific rotation use the edit box available for those situations

3 Or turn the round button to the desired angle, updating at the same time the angle box value.

i **All these changes are seen in real-time on the object.**

4.4.5 - Outline

i Outline allows you to choose between five different types of predefined types of lines and a custom one.



1

Solid Line: Is a plain line.

Dash Line: Dashes separated by a few pixels.

Dot Line: Dots separated by a few pixels.

DashDot Line: Alternate dots and dashes.

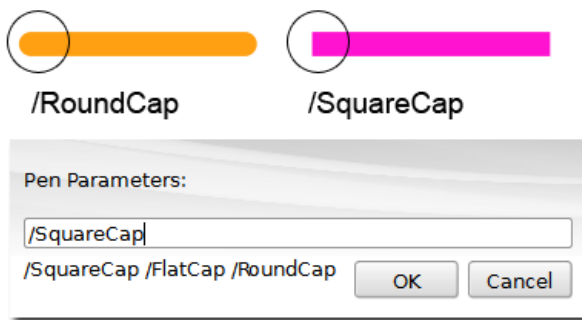
DashDotDot Line: One dash, two dots, one dash, two dots.

The **Custom Line** is a line that you can define as you wish and if click on the advance button besides the normal advanced parameters you are allowed to set offset and pattern parameters.

2 **Line width** is one of the settings that you can change from 0.1mm to 10mm

3 You can, also, change **color** by clicking in one of the colored squares, acquire any color you have on your screen using the dropper or use the advance color settings by click on the 'More Colors' button.

Clicking on the **advance** button you have access to a serial of settings that allows you to change the shape of your line. All you have to do is to write the command on the line like shown bellow.



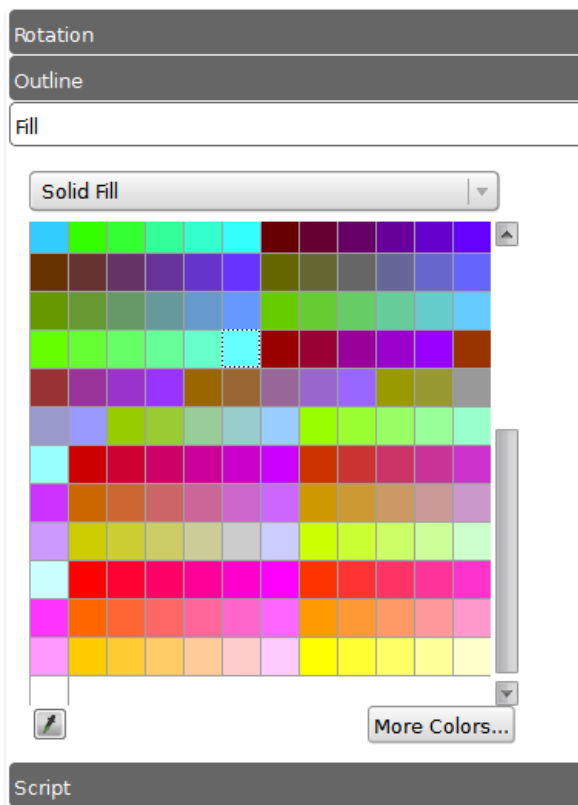
SquareCap: A square line end that covers the end point and extends beyond it by half the line width.

FlatCap: A square line end that does not cover the end point of the line.

RoundCap: A rounded line end.

4.4.6 - Fill

i Define the fill color you want to see applied on your object, in case of lines, rectangles or circles it will change the color of the object, on all other cases it will change the background color.

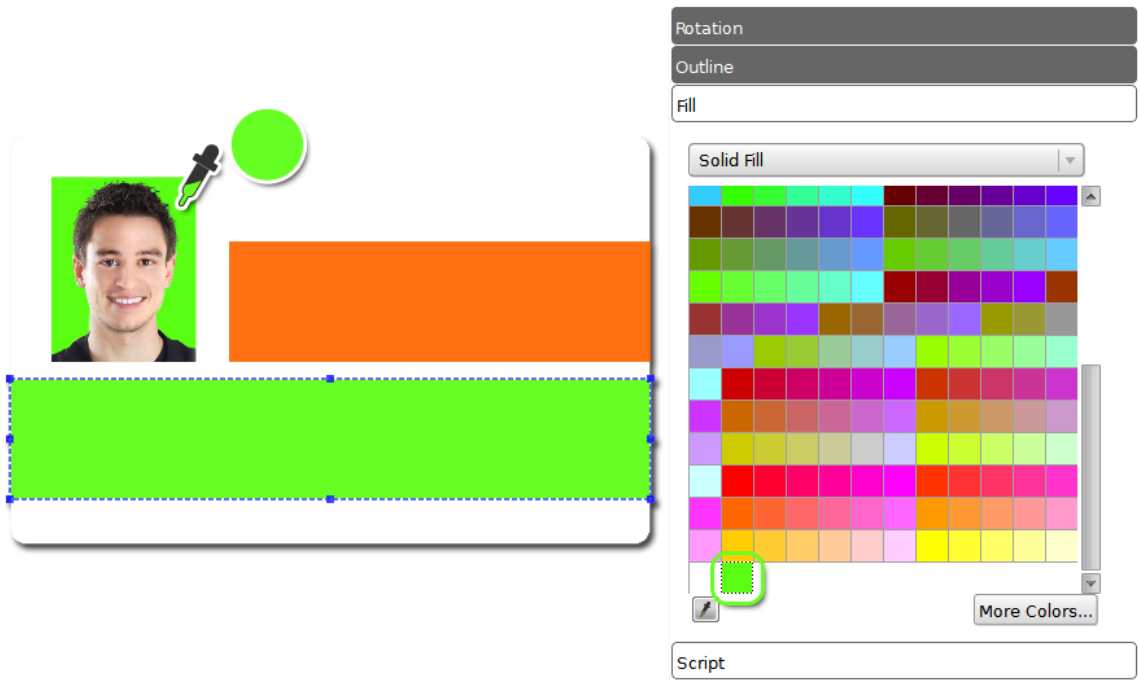


No fill: No color is applied to the object.

Solid Fill: Fill the area with only one color and you can define the color using the standard pallet, the dropper or clicking in "More Colors" button using the advanced pallet.

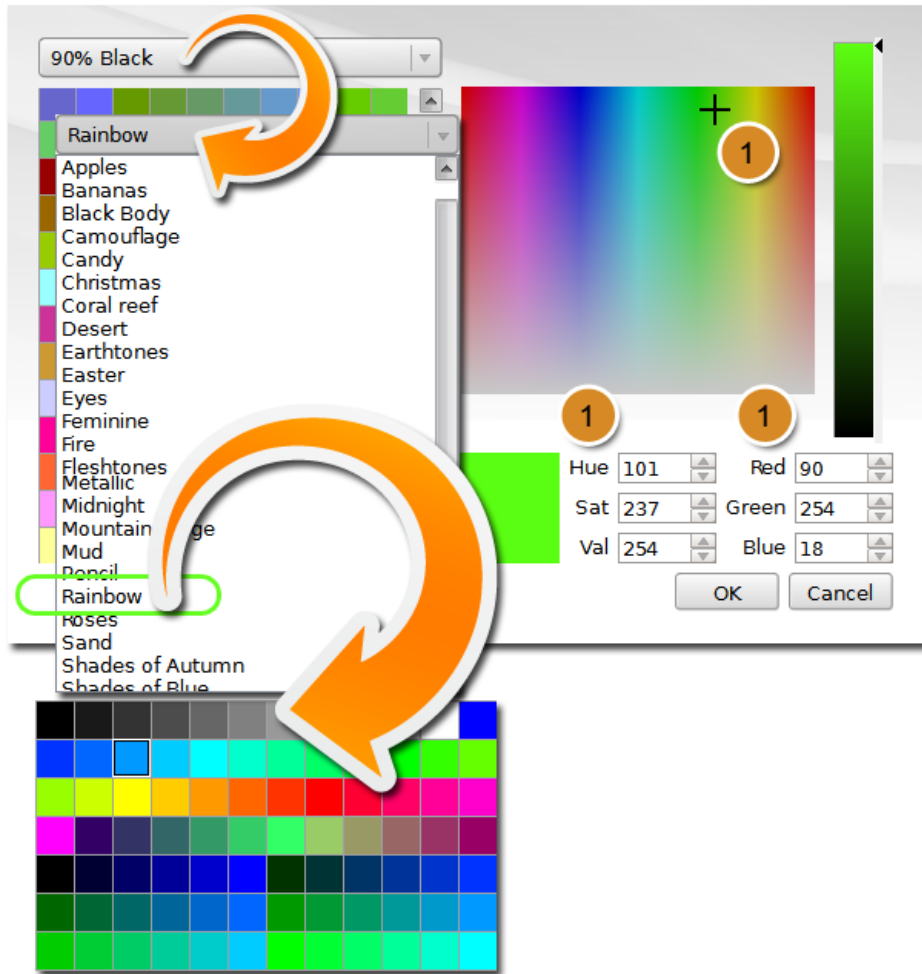
Gradient Fill: Allows you to pick a second color and make a gradient effect with both colors and define both colors using standard pallet, the dropper or clicking in "More Colors" button using the advanced pallet.

Dropper - In case of using the dropper you can select any color, even outside the program window, like shown on the first picture below. After the color is apply to the object and added to the color pallet as you can see on the second picture.



More Colors - Gives you access to an advanced color pallet

Basic Pallet Color Theme - To chose a theme for your basic pallet color use the drop menu like shown on the picture bellow and then theme is automatically applied to the basic pallet color.



i In this example choosing Rainbow option will apply to the basic color pallet only colors related with Rainbow theme.

Unusual Color - In the case you want do add an unusual color, you have two ways to do it, you can drag the crossair through the panel or input directly the color values on the boxes.

After that the new color is added to the basic color pallet.

4.4.7 - Font

i When you select the 'Font' tab, a number of tools allows you to define the font of your object.



1 First you have the **'Font Family'** where you can choose the font type, all fonts that you have in Windows or on your OSx are displayed here.

2 **Point Size** - Allows you to define the font size, if you check on the checkbox the size is determined by the space available between boundaries, to change just drag and drop the selection handles.

3 **Color** - Choose the font color

4 **Typeface** allows you to define more font settings like:

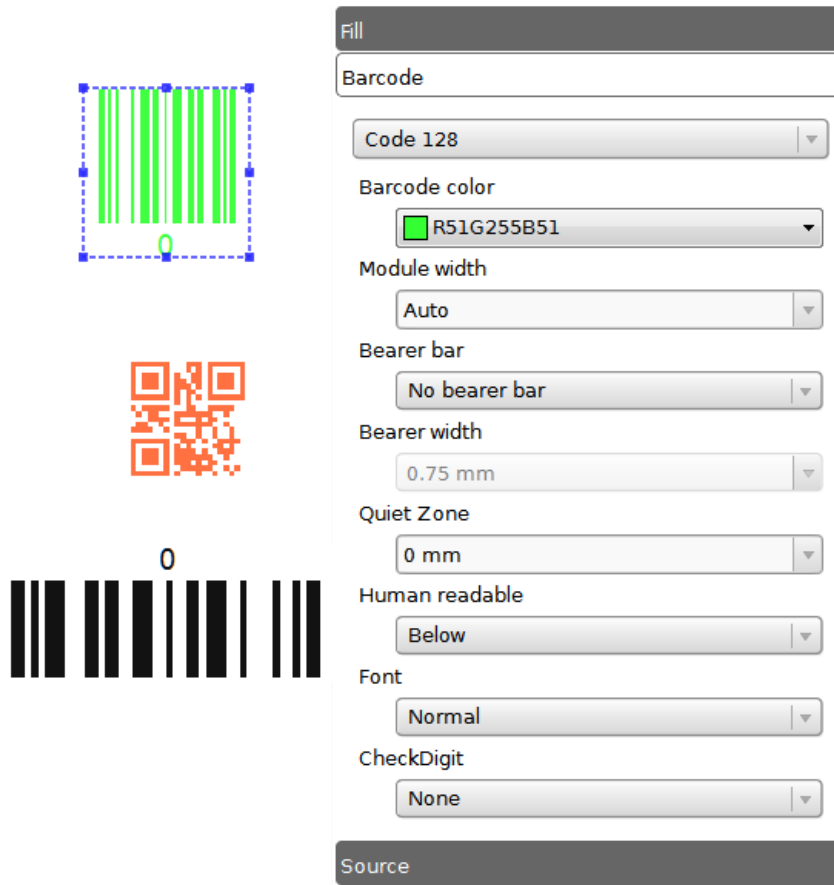


5 You can also wrap the sentence on your object by checking the **'Word Wrap'** checkbox.



4.4.8 - Barcode

i The bar code properties allows you to define some properties depending on the type of barcode you want to use. There are two major types of barcodes the 1D and 2D, illustrated bellow, like refereed previous on this manual.



Let's start by making a general introduction, to the most commune properties of barcodes, referenced on **cardPresso**:

Type: Chose the type of barcode you wish to use, keeping in mind that in some cases your choice may change other properties range of values.

Color: Define you barcode color.

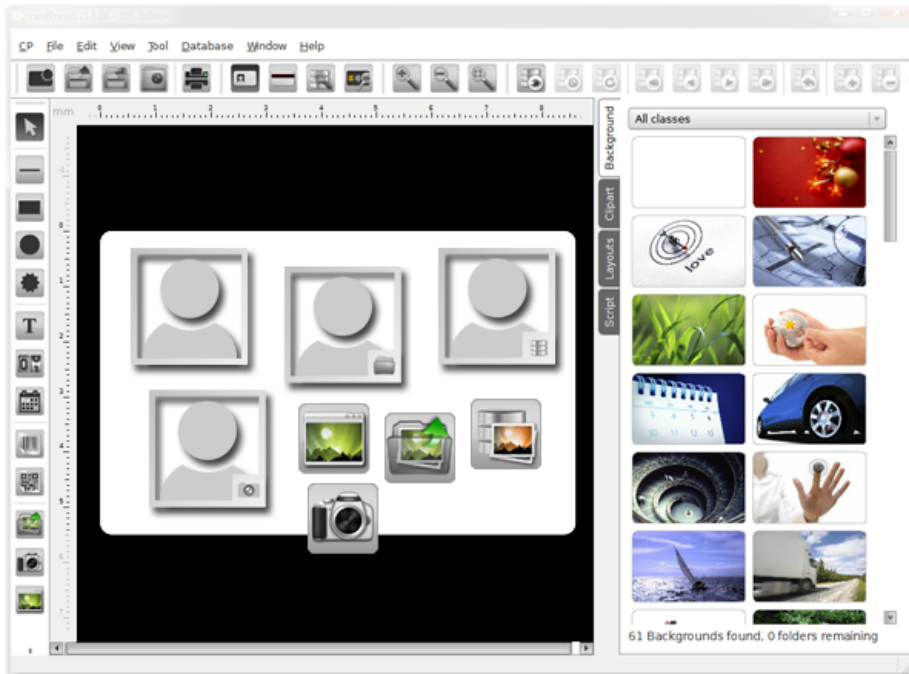
Human Readable: Defines if the readable data, alphanumeric characters, is imprinted or not (only 1D barcode).

Font: Defines the font of the readable data (only 1D barcode).

i Other properties and definitions are specific to each different type of barcode, therefore will be addressed further on this manual.

4.4.9 - Image


i You can acquire images from any source available, from disk, from database, from a camera or even from a scanner.




i After you select an image and apply it to your working area, you have access to a new tab, the image tab. On this tab you can change a set of properties like:

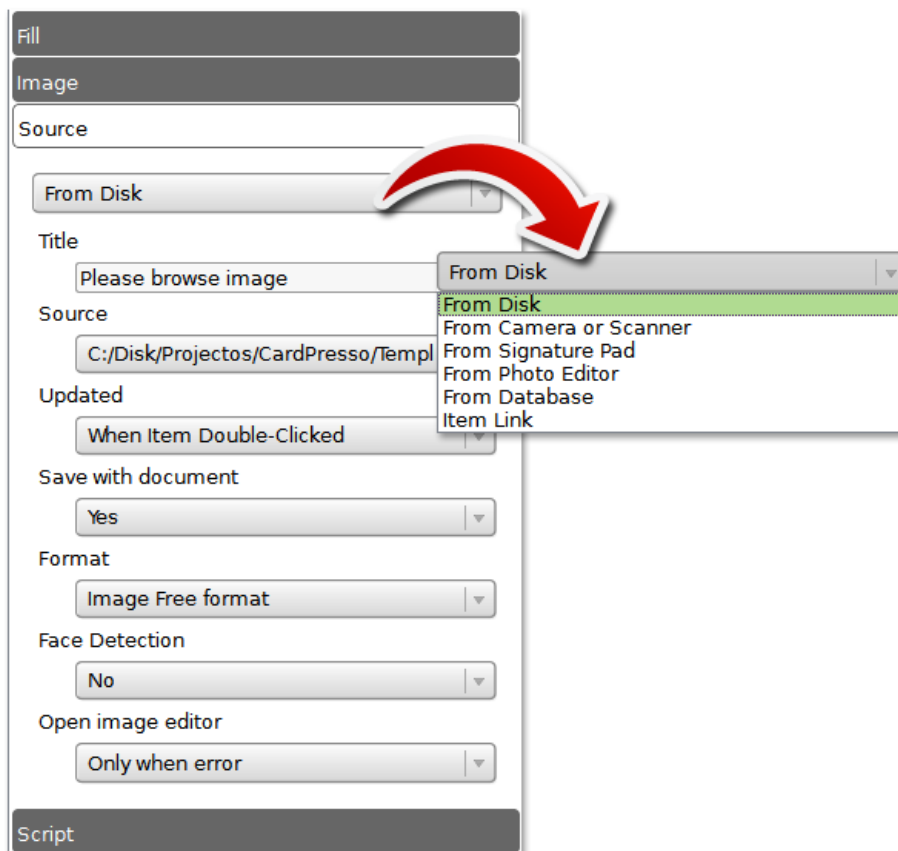
- Keep Ratio** - Allows you to adapt the image to your object boundaries or keep the image ratio.
- Reinforce Black**
- Flip Horizontal** - This option reverses the active object horizontally, that is, from left to right. It leaves the dimensions of the object and the pixel information unchanged. It looks as if the image has been reflected along the central vertical axis of the object.
- Flip Vertical** - This option reverses the active object vertically, that is, from top to bottom. It leaves the dimensions of the object and the pixel information unchanged. It looks as if the image has been reflected along the central horizontal axis of the object.
- Grayscale** - Applies grey scale on the image in which the value of each pixel is a single sample, that is, it carries only intensity information. Images of this sort, are composed exclusively of shades of gray, varying from black at the weakest intensity to white at the strongest.
- ChromaKey Effect** - Turn the chromakey effect on and off in which a color range in the top layer is made transparent, revealing another image behind.
- Color** - Allows you to choose the color range on which the effect will act. Use the dropper to choose any color on the image.
- Tolerance Level** - Allows you to change the tolerance level of the effect. The bigger the tolerance, the larger the range of colors affected by the effect.


Effect area - Select the area of the image affected by the effect, if all image or only on the frame.

 If you **double click** on the image the Image Editor opens with more edition tools.

4.4.10 - Source

 The Source Tab allows you to define the origin of the object and parametrize that same object. In **cardPresso** you have two major object classes, the images and all the text objects.





 On text object and barcodes the source can be a print counter, a print date, a keyboard input, database or item link.

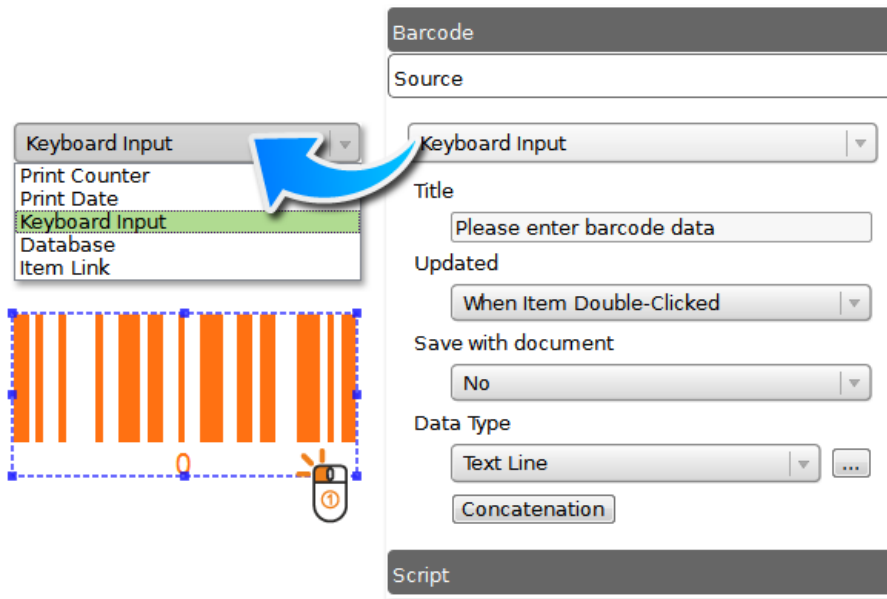
On image objects and signatures the source can be the disk, a camera or scanner, the image editor, a database field or an item link.

On the next chapters we will show you how to use them and how to define them, in sum how easy is to manipulate any of the sources or its properties.

4.4.10.1 - Text & Barcode

 When you have a text or barcode object selected you can use the Source Tab to set the input options for the object

 On this tab you will define what kind of object it is, how it is updated, under what condition will be updated, when it will be updated and the final result.

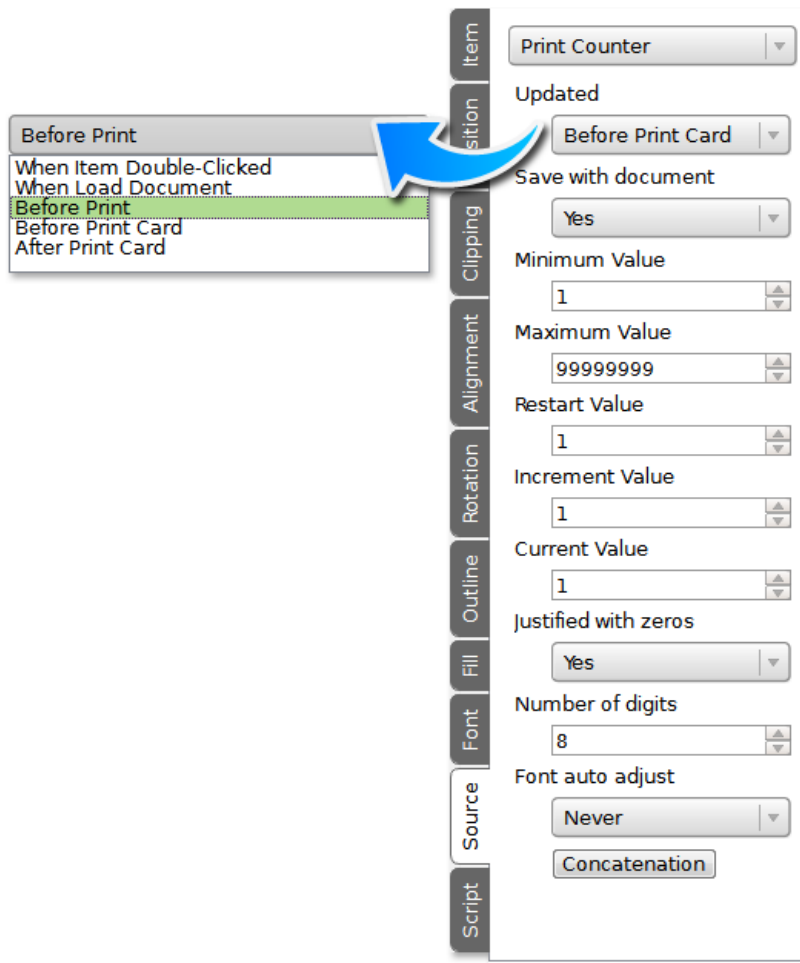


4.4.10.1.1 4.4.10.1.1 - Print Counter

i This feature allows you add a print counter to your card. Can be updated automatically, saved with your card file, keeping this way, the counter status. You can also define values, justify and number of digits like explained further on this manual.

When a text object is selected, you can go to the Source Tab and on the dropdown menu, on top, choose Print Counter option or click on the 'Print Counter' button on the design toolbar.

i You can **update** your counter in five different situations



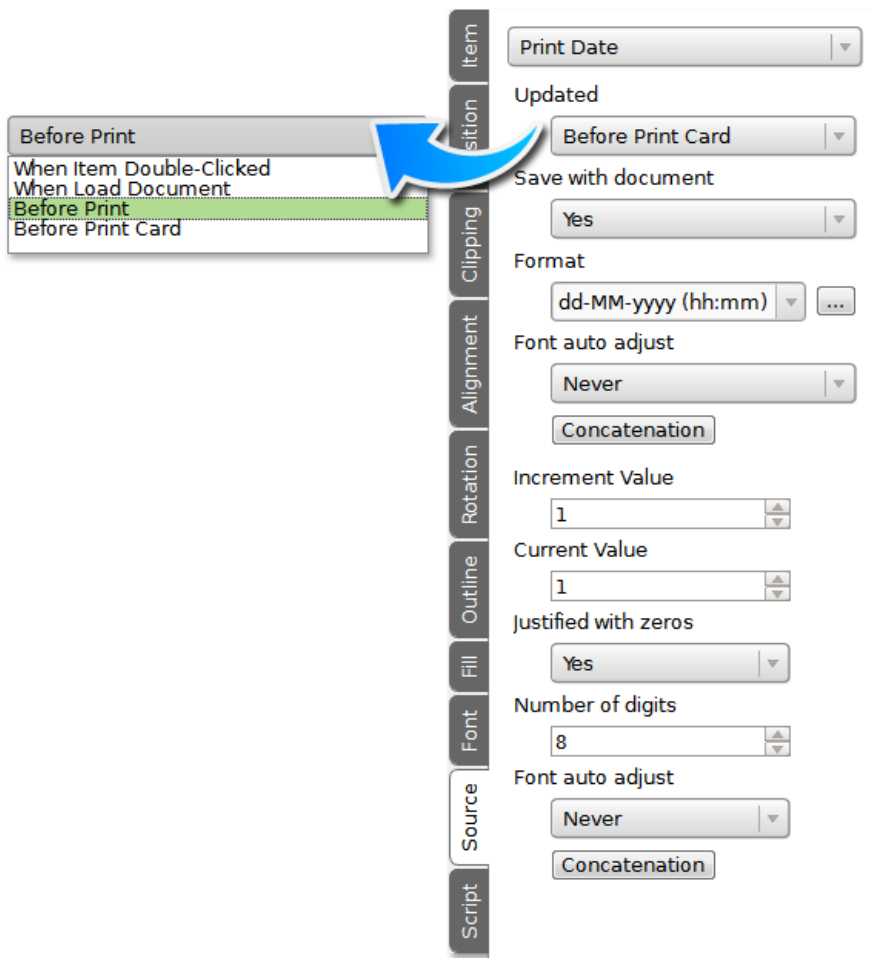
- When Item Clicked** - When you double-click on top of the object it will update the counter according to all the settings.
- When Load Document** - Every time the card document is opened.
- Before Print** - Count the number of times you send a print order and update the counter before the printing procedure.
- Before Print Card** - Count the number of cards you print and update the counter before each time a card is printed.
- After Print Card** - Count the number of cards you printed and update the counter after printing each card.
- Save with Document** - Save the settings and counters with the document so you don't lose any data.
- Minimum Value** - Defines the counter minimum value in case of negative incrementation.
- Maximum Value** - Defines the counter maximum value in case of positive incrementation.
- Restart Value** - Is the value assumed by the counter when reaches the maximum or minimum values. (Min Value < Restart Value < Max Value)

- Increment Value** - Defines the incrementation value, it can be positive or negative.
- Current Value** - Shows the current value.
- Justified with Zeros** - Justify with zeros until the number of digits.
- Number of Digits** - Defines the number of digits used in the counter, you can justify with zeros.
- Font Auto Adjust** - Automatically adjust the font size, but only if font point size is auto.
- Concatenation** - Allows you to add a prefix or a suffix to your counter value and it can be printable, to do that just check on the check-box.

4.4.10.1.2 4.4.10.1.2 - Print Date

i This feature allows you add a date object to your card. Can be updated automatically, saved with your card file, keeping this way, the date status. You can also format the date and time, like explained further on this manual.

When a text object is selected you can go to the Source Tab and on the dropdown menu, on top, choose Print Date option or click on the 'Print Date' button on the design toolbar.



i You can **update** your date/time in five different situations.

When Item Clicked - When you double-click on top of the object it will update the date and time.

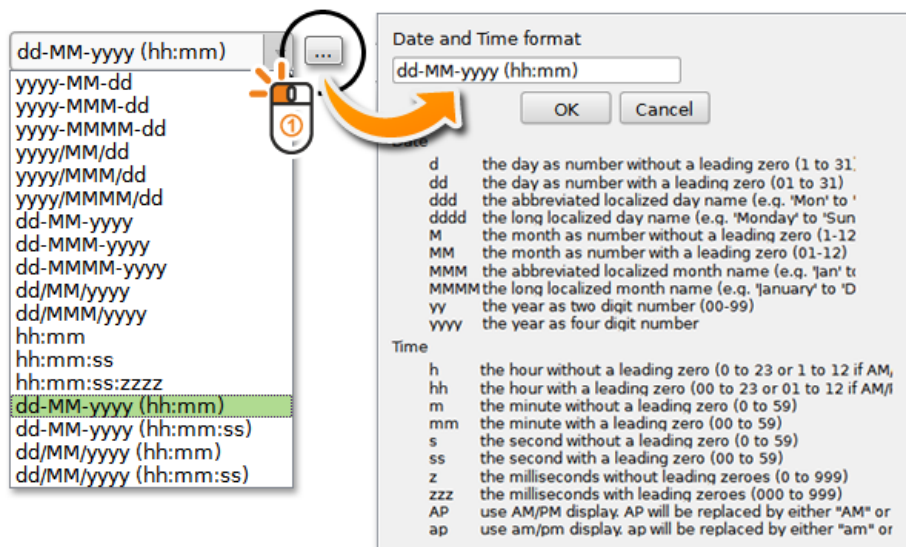
When Load Document - Every time you open the document it will automatically update the date object.

Before Print - Update the counter before the printing procedure starts and all the cards are printed with the same date and time.

Before Print Card - Update date and time before printing each card.

Save with Document - Save the settings and date/time of last printing procedure with the document so you don't lose any data.

Format - You can format date using a preset format by clicking on the arrow pointing button or creating your own format by clicking on the pointed button and then write it according with the legend below.



Font Auto Adjust - Automatically adjust the font size, but only if font point size is auto.

Concatenation - Allows you to add a prefix or a suffix to your date and it can be printable, to do that just check on the check-box.

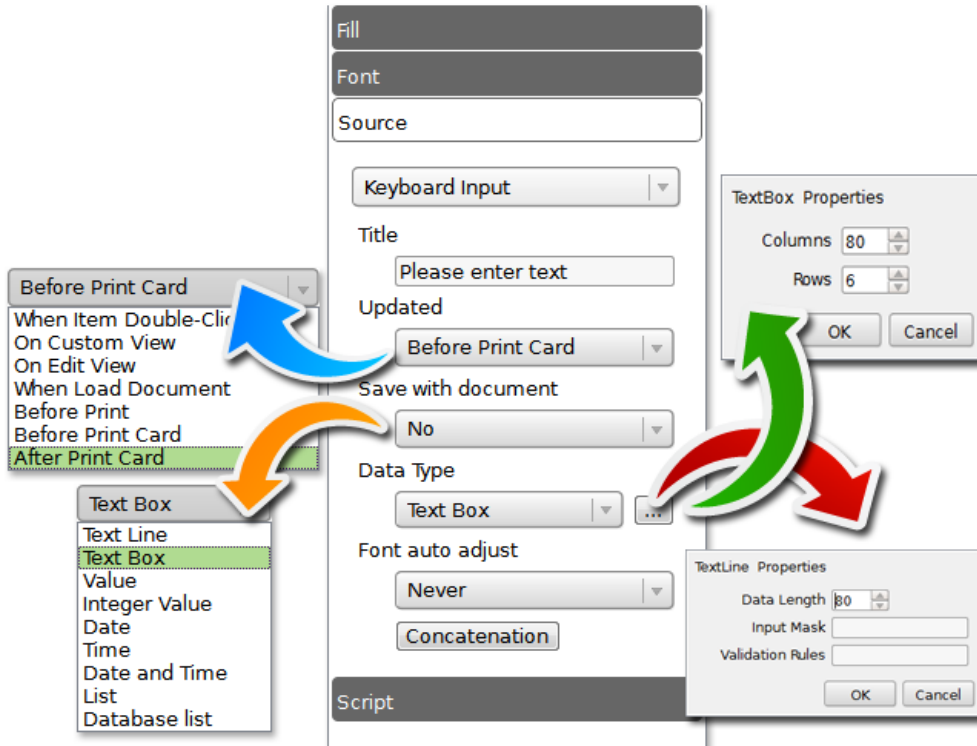
4.4.10.1.3 4.4.10.1.3 - Keyboard Input

i This setting allows you add an object to your card that is updated by keyboard input. It can be updated automatically, saved with your card file. You can also choose the data type like explained further on this manual.

When a text object is selected, you can go to the Source Tab and on the dropdown menu, on top, chose Keyboard Input option.

☑ **Title** - You can give a name to your object, it will make it easier for further identification.

❗ You can **update** the object in six different situations.



☑ **When Item Clicked** - When you double-click on top of the object it will open an input window to update.

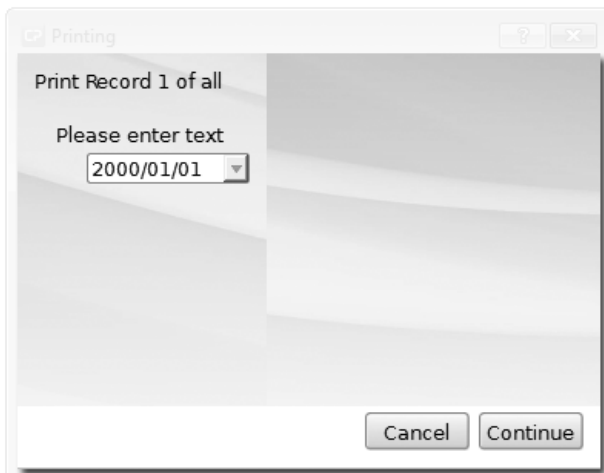
☑ **On EditView** - This setting, when chosen, allows you add a new field to a small internal database, as you'll see further on this manual.

☑ **When Load Document** - When the card document is loaded this object is updated.

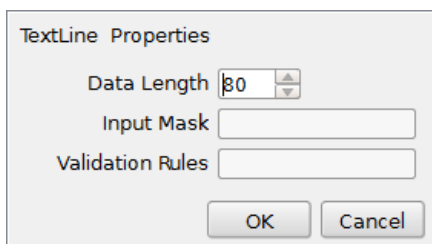
☑ **Before Print** - After the print order and before start printing, it will open an input data window in order to allow you to update the object, after that it will not be update again until next print order, on the example below was date field.

☑ **Before Print Card** - Before print each card, it will open an input data window in order to allow you to update the object, on the example below was date field.

☑ **After Print Card** - After print each card, it will open an input window in order to allow you to update the object for the next card, on the example below was date field.



- Save with Document** Save on your card document the last object update.
- Data Type** On this setting you can define what kind of data your object can hold.
- Text Line** - Allows you to input text information in one line.



- Data Length** - Defines the length of your text line (maximum of 128 characters).
- Input Mask** - The mask consists of a string of mask characters and separators. You can define your object input guide by choosing the mask or the Validation Rules, when both the mask prevails.

Character	Meaning
A	ASCII alphabetic character required. A-Z, a-z.
a	ASCII alphabetic character permitted but not required.
N	ASCII alphanumeric character required. A-Z, a-z, 0-9.
n	ASCII alphanumeric character permitted but not required.
X	Any character required.
x	Any character permitted but not required.
9	ASCII digit required. 0-9.
0	ASCII digit permitted but not required.
D	ASCII digit required. 1-9.
d	ASCII digit permitted but not required (1-9).
#	ASCII digit or plus/minus sign permitted but not required.
H	Hexadecimal character required. A-F, a-f, 0-9.
h	Hexadecimal character permitted but not required.
B	Binary character required. 0-1.
b	Binary character permitted but not required.
>	All following alphabetic characters are uppercased.
<	All following alphabetic characters are lowercased.
!	Switch off case conversion.
\	Use \ to escape the special characters listed above to use them as separators.

💡 Examples:

Mask

000.000.000.000;_
 HH:HH:HH:HH:HH:HH;_
 0000-00-00
 >AAAAA-A AAAA-A AAAA-
 AAAA-A AAAA;#

Notes

IP address; blanks are _.
 MAC address
 ISO Date; blanks are space
 License number; blanks are - and all (alphabetic) characters are converted to uppercase.

Validation Rules - Validation Rules are built up from expressions, quantifiers, and assertions. The simplest expression is a character, e.g. x or 5. An expression can also be a set of characters enclosed in square brackets. [ABCD] will match an A or a B or a C or a D. We can write this same expression as [A-D], and an expression to match any capital letter in the English alphabet is written as [A-Z].

A quantifier specifies the number of occurrences of an expression that must be matched. $x\{1,1\}$ means match one and only one x. $x\{1,5\}$ means match a sequence of x characters that contains at least one x but no more than five.

Note that in general Validation Rules cannot be used to check for balanced brackets or tags. For example, a Validation Rule can be written to match an opening HTML `` and its closing ``, if the `` tags are not nested, but if the `` tags are nested, that same Validation Rule will match an opening `` tag with the wrong closing ``. For the fragment `bold bolder`, the first `` would be matched with the first ``, which is not correct. However, it is possible to write a Validation Rule that will match nested brackets or tags correctly, but only if the number of nesting levels is fixed and known. If the number of nesting levels is not fixed and known, it is impossible to write a Validation Rule that will not fail.

Suppose we want a Validation Rule to match integers in the range 0 to 99. At least one digit is required, so we start with the expression $[0-9]\{1,1\}$, which matches a single digit exactly once. This Validation Rule matches integers in the range 0 to 9. To match integers up to 99, increase the maximum number of occurrences to 2, so the Validation Rule becomes $[0-9]\{1,2\}$. This Validation Rule satisfies the original requirement to match integers from 0 to 99, but it will also match integers that occur in the middle of strings. If we want the matched integer to be the whole string, we must use the anchor assertions, \wedge (caret) and $\$$ (dollar). When \wedge is the first character in a Validation Rule, it means the Validation Rule must match from the beginning of the string. When $\$$ is the last character of the Validation Rule, it means the Validation Rule must match to the end of the string. The Validation Rule becomes $\wedge[0-9]\{1,2\}\$$. Note that assertions, e.g. \wedge and $\$$, do not match characters but locations in the string.

If you have seen Validation Rules described elsewhere, they may have looked different from the ones shown here. This is because some sets of characters and some quantifiers are so common that they have been given special symbols to represent them. $[0-9]$ can be replaced with the symbol $\backslash d$. The quantifier to match exactly one occurrence, $\{1,1\}$, can be replaced with the expression itself, i.e. $x\{1,1\}$ is the same as x . So our 0 to 99 matcher could be written as $\wedge\backslash d\{1,2\}\$$. It can also be written $\wedge\backslash d\{0,1\}\$$, i.e. From the start of the string, match a digit, followed immediately by 0 or 1 digits. In practice, it would be written as $\wedge\backslash d?\$$. The $?$ is shorthand for the quantifier $\{0,1\}$, i.e. 0 or 1 occurrences. $?$ makes an expression optional. The Validation Rule $\wedge\backslash d?\$$ means From the beginning of the string, match one digit, followed immediately by 0 or 1 more digit, followed immediately by end of string.

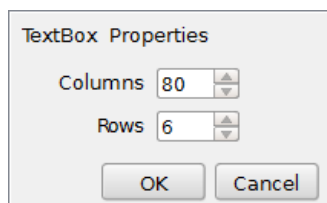
To write a Validation Rule that matches one of the words 'mail' or 'letter' or 'correspondence' but does not match words that contain these words, e.g., 'email', 'mailman', 'mailer', and 'letterbox', start with a Validation Rule that matches 'mail'. Expressed fully, the Validation Rule is $m\{1,1\}a\{1,1\}i\{1,1\}$, but because a character expression is automatically quantified by $\{1,1\}$, we can simplify the

Validation Rule to mail, i.e., an 'm' followed by an 'a' followed by an 'i' followed by an 'l'. Now we can use the vertical bar |, which means or, to include the other two words, so our Validation Rule for matching any of the three words becomes mail|letter|correspondence. Match 'mail' or 'letter' or 'correspondence'. While this Validation Rule will match one of the three words we want to match, it will also match words we don't want to match, e.g., 'email'. To prevent the Validation Rule from matching unwanted words, we must tell it to begin and end the match at word boundaries. First we enclose our Validation Rule in parentheses, (mail|letter|correspondence). Parentheses group expressions together, and they identify a part of the Validation Rule that we wish to capture. Enclosing the expression in parentheses allows us to use it as a component in more complex Validation Rules. It also allows us to examine which of the three words was actually matched. To force the match to begin and end on word boundaries, we enclose the Validation Rule in \b word boundary assertions: \b(mail|letter|correspondence)\b. Now the Validation Rule means: Match a word boundary, followed by the Validation Rule in parentheses, followed by a word boundary. The \b assertion matches a position in the Validation Rule, not a character. A word boundary is any non-word character, e.g., a space, newline, or the beginning or ending of a string.

Characters and Abbreviations for Sets of Characters

Element	Meaning
c	A character represents itself unless it has a special regexp meaning. e.g. c matches the character c.
\c	A character that follows a backslash matches the character itself, except as specified below. e.g., To match a literal caret at the beginning of a string, write \^.
\a	Matches the ASCII bell (BEL, 0x07).
\f	Matches the ASCII form feed (FF, 0x0C).
\n	Matches the ASCII line feed (LF, 0x0A, Unix newline).
\r	Matches the ASCII carriage return (CR, 0x0D).
\t	Matches the ASCII horizontal tab (HT, 0x09).
\v	Matches the ASCII vertical tab (VT, 0x0B).
\xhhhh	Matches the Unicode character corresponding to the hexadecimal number hhhh (between 0x0000 and 0xFFFF).
\0ooo (i.e., \zero ooo)	matches the ASCII/Latin1 character for the octal number ooo (between 0 and 0377).
.(dot)	Matches any character (including newline).
\d	Matches a digit (QChar::isDigit()).
\D	Matches a non-digit.
\s	Matches a whitespace character (QChar::isSpace()).
\S	Matches a non-whitespace character.
\w	Matches a word character (QChar::isLetterOrNumber(), QChar::isMark(), or '_').
\W	Matches a non-word character.
\n	The n-th backreference, e.g. \1, \2, etc.

Text Box - The multiline text box is used only if more than one line of input is required and allows you to input text information. To input a new line the user must press CTRL+Enter. By pressing only the Enter key will close the text box.



Columns - Define the number of columns of you text box (max: 128)

- Rows** - Define the number of rows of you text box (max: 128)
- Value** - Defines the object as a numeric value.
- Minimum Value** - Defines the minimum value reachable, normally used to countdown.
- Maximum Value** - Defines the maximum value.
- Step Value** - Define step value when updated, use negative value for countdown.
- Decimals** - Defines the number of decimal places.
- Alignment** - Set horizontal alignment
- Prefix** - Defines character set that precedes the number.
- Suffix** - Defines character set shown after the number.
- Special Value** - Is the value the object will assume after reaching the maximum or minimum values.
- Integer Value** - Allows you to write any integer value in one line box.

Integer Value Properties

Minimum Value

Maximum Value

Step Value

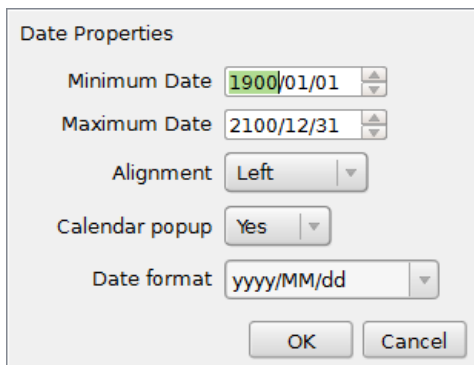
Alignment

Prefix

Suffix

Special Value

- Maximum Value** - Defines the maximum value.
- Step Value** - Define step value when updated, use negative value for countdown.
- Alignment** - Set horizontal alignment
- Prefix** - Defines character set that precedes the number.
- Suffix** - Defines character set shown after the number.
- Special Value** - Is the value the object will assume after reaching the maximum or minimum values.
- Date** - Allows you to write any date value in single line box.



Date Properties

Minimum Date 1900/01/01

Maximum Date 2100/12/31

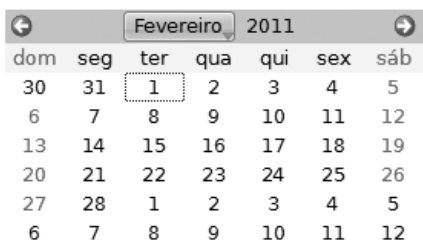
Alignment Left

Calendar popup Yes

Date format yyyy/MM/dd

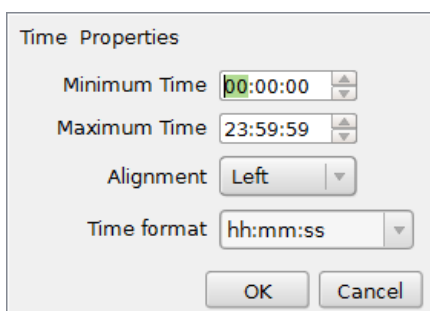
OK Cancel

- Minimum Date** - Set the minimum value to date to avoids backdating.
- Maximum Date** - Set the maximum value to date to avoids introducing later dates.
- Alignment** - Allows you to align text date inside object.
- Calendar Pop-up** - Every time you change settings on date field it pops up a calendar to easy date manipulation.



Fevereiro, 2011						
dom	seg	ter	qua	qui	sex	sáb
30	31	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	1	2	3	4	5
6	7	8	9	10	11	12

- Date Format** - Helps you set a date value format, you have some predefined.
- Time** - Allows you to write any time value in one line box.



Time Properties

Minimum Time 00:00:00

Maximum Time 23:59:59

Alignment Left

Time format hh:mm:ss

OK Cancel

- Minimum Time** - Set the minimum value to time to avoids backtiming
- Maximum Time** - Set the maximum value to date to avoids introducing later time.
- Alignment** - Allows you to align time text inside object.
- Time Format** - Helps you set a time value format, you have some predefined.

- Date and Time** - Allows you to write any date and time value in one line box.

Date and Time Properties

Minimum Date 1900/01/01

Maximum Date 2100/12/31

Minimum Time 00:00:00

Maximum Time 23:59:59

Alignment Left

Calendar popup No

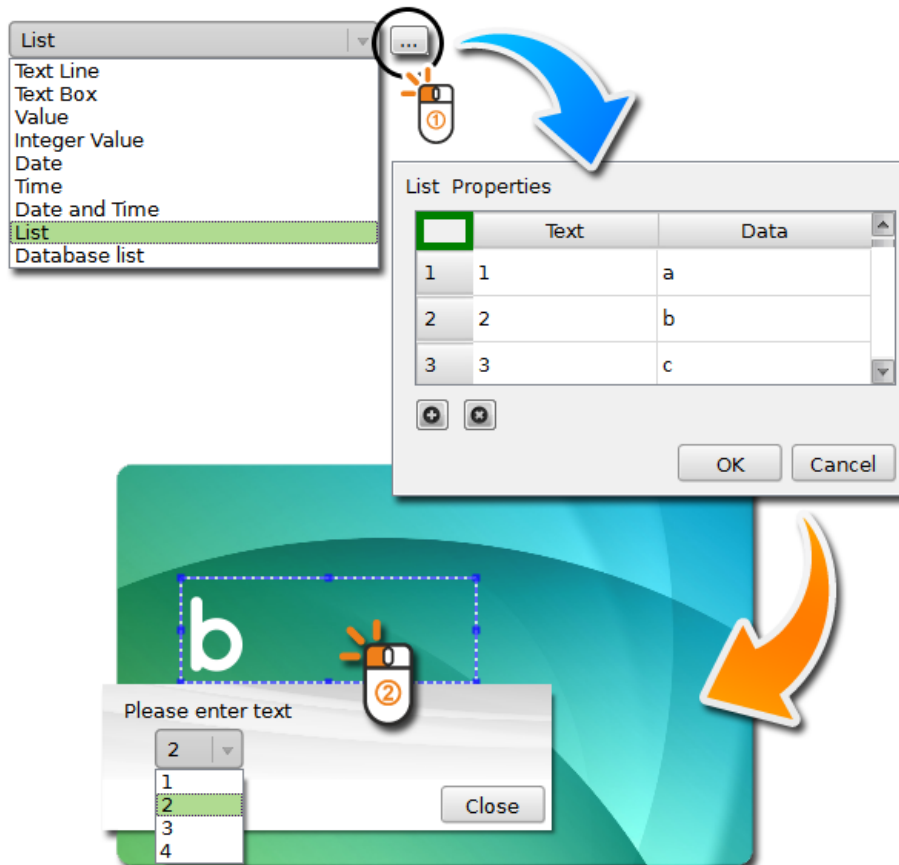
Date & Time format yyyy/MM/dd (hh:mm:ss)

OK Cancel

- Minimum Date** - Set the minimum value to date to avoids backdating.
- Maximum Date** - Set the maximum value to date to avoids introducing later dates.
- Minimum Time** - Set the minimum value to time to avoids backtiming
- Maximum Time** - Set the maximum value to date to avoids introducing later time.
- Alignment** - Allows you to align text date inside object.
- Calendar Pop-up** - Every time you change settings on date field it pops up a calendar to easy date manipulation.

Fevereiro 2011						
dom	seg	ter	qua	qui	sex	sáb
30	31	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	1	2	3	4	5
6	7	8	9	10	11	12

- Date and Time Format** - Helps you set a date and time value format, you have some predefined.
- List** - Allows you to create a list, composed by two columns, the first is an index column and the second is the data column.



Database List - Allows you to create a combobox to select the update data to your object. This only works if connected to a SQL database.

List From database Properties

SQL Select

User column 0

Data Column 1

Limit Rows 40

OK Cancel

❗ The SQL Select statement is part of the SQL code and below we describe some examples in how to use that code, specially how to use the select statement.



SELECT column_name(s)
FROM table_name

❗ Lets consider the example below, from our internal database, where we select the position, extension and salary fields, from the employee database. This is the first step, the second is to set a condition, only consider the records with the field salary with a value lower than 35000. Now the selection is made and the condition is set.

List From database Properties

SQL Select

```
SELECT position, extension, salary
FROM employee
WHERE salary<35000
```

User column 0

Data Column 1

Limit Rows 40

OK Cancel

User Column - Here you define what column will be listed on the combo box, as a reference to the Data Column.

Data Column - Define to wish column belong the data that will be shown on the database list object.

Limit Rows - Setup the maximum rows to be listed on the combo box, to a maximum of 99.

i After we define the User Column as 0 and the Data Column as 1, we define the column to be listed as the first (the count starts from zero) and the Data Column as the second and the result will be as shown bellow.

The diagram illustrates the configuration of a database list widget. It shows a 'Database list' widget in a form, a 'List From database Properties' dialog box, and a resulting 'Please enter text' widget with a dropdown menu. The dialog box shows the SQL query 'SELECT position, extension, salary FROM employee WHERE salary<35000' and the configuration 'User column 0', 'Data Column 1', and 'Limit Rows 40'. The resulting widget shows a dropdown menu with 'Sales Representative' selected, and a list of options: 'Sales Representative', 'Sales Representative', 'Mail Clerk', and 'Receptionist'.

On your combo box is only listed the position field records (User Column 0) that matches the condition (salary<35000). And when the position Mail Clerk is selected the object assume the extension field record of the selected position 6261.

Font Auto Adjust - Automatically adjust the font size, but only if font point size is auto.

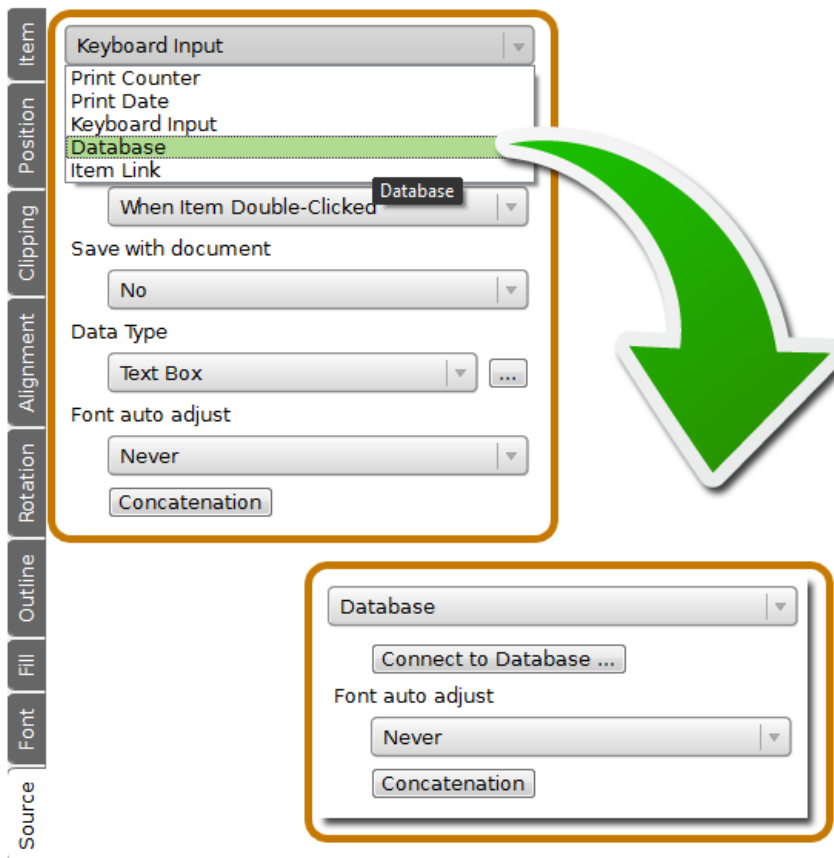
Concatenation - Allows you to add a prefix or a suffix to your date and it can be printable, to do that just check on the check-box.

4.4.10.1.4 4.4.10.1.4 - Database

i There are two ways to add an object linked to a database to the card document. Open a database and drag and drop the fields like explained further on this manual or create the object and then connect it to a database. We will address the last option now.

After creating an object go to the Source Tab and select the Database option.

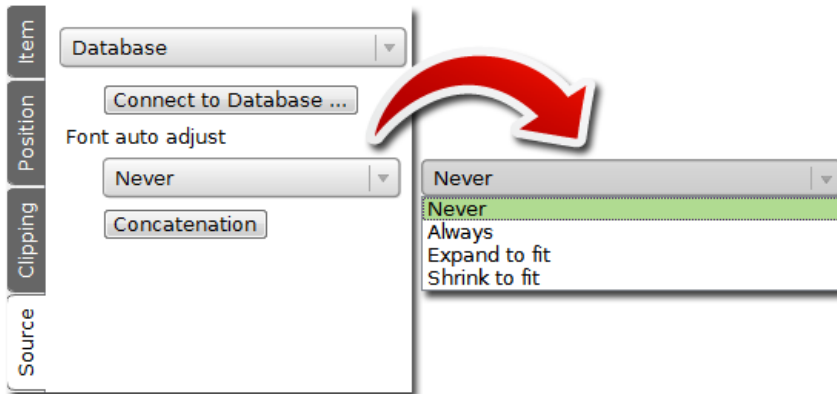
i After you have chosen this option your tab changes.



i And the next step is to **click** on the button '**Connect to a Database**'. The Database Connection Wizard will start allowing you to connect to any database you want.

After the database is opened, by default the object will be connected to the first table and first column of your database, like shown on picture bellow. All you have to do now is define the table and column that you want your object to be linked to.

Font Auto Adjust - When you have defined a size for your object it allows you to choose if you want that **cardPresso** automatically adjust the font size.



Concatenation - Allows you to add a prefix or a suffix to your data and print it. While in database mode you can concatenate up to four columns on the same object and define a prefix separator if needed.

Data Prefix

Ignore on print

Data Suffix

Ignore on print

Concatenate database columns

Column Prefix

Column

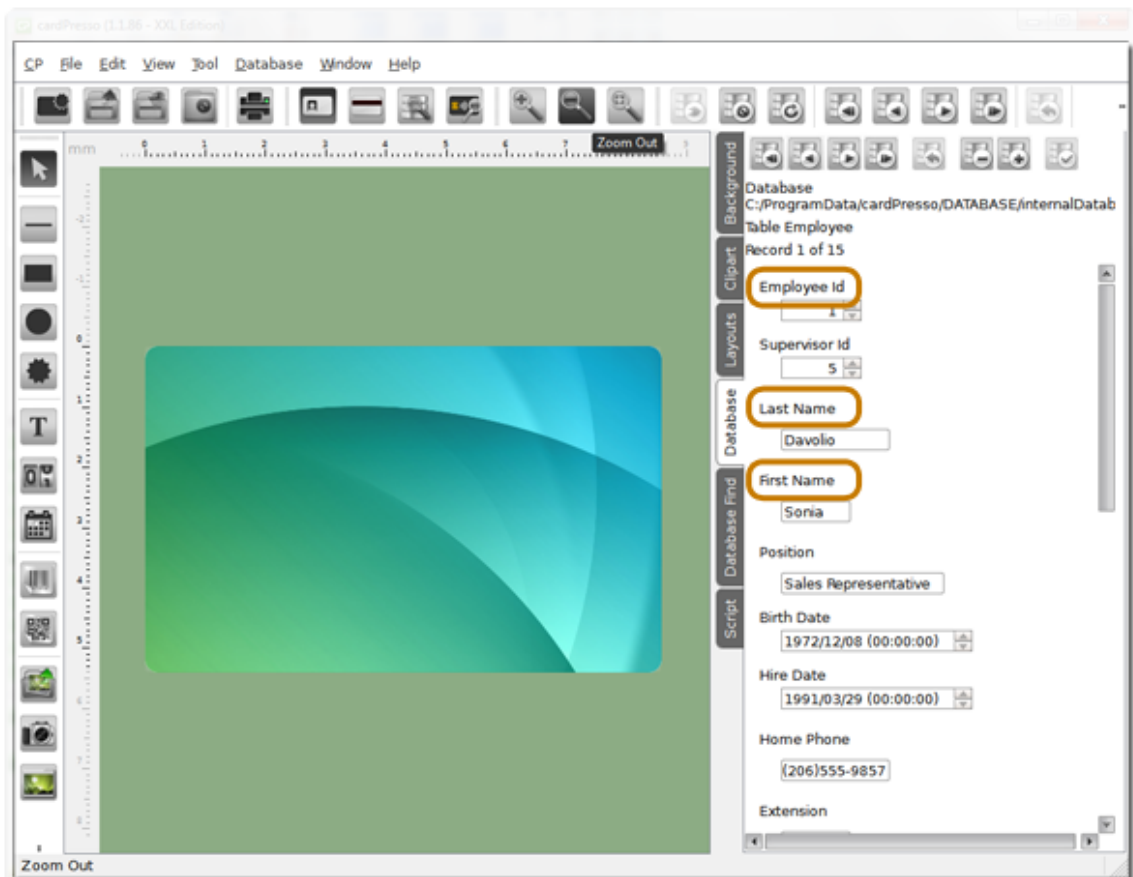
Column Prefix

Column

Column Prefix

Column

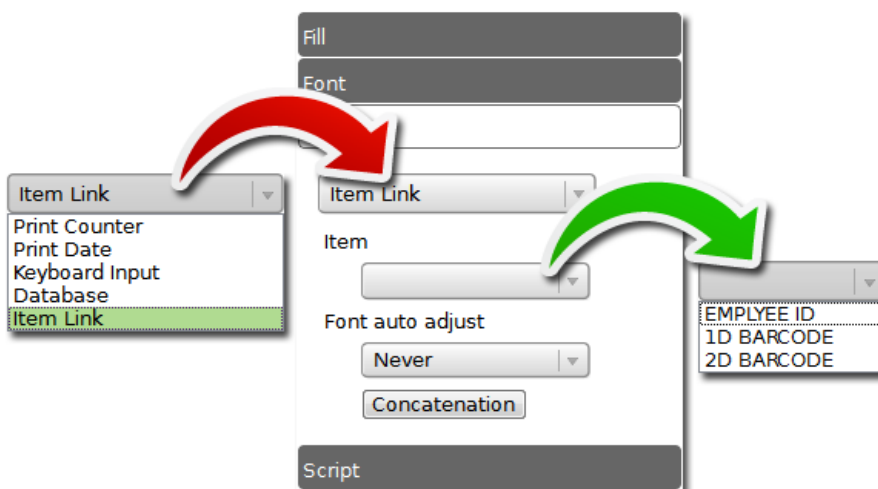
OK Cancel



As you can see the first element on our object is '**Employee ID**' the one connected by default and the two others we choose to merge in our object, the first and last names.

4.4.10.1.5 4.4.10.1.5 - Item Link

i This option allows you to connect an object to another, assuming the same values with automatic update.

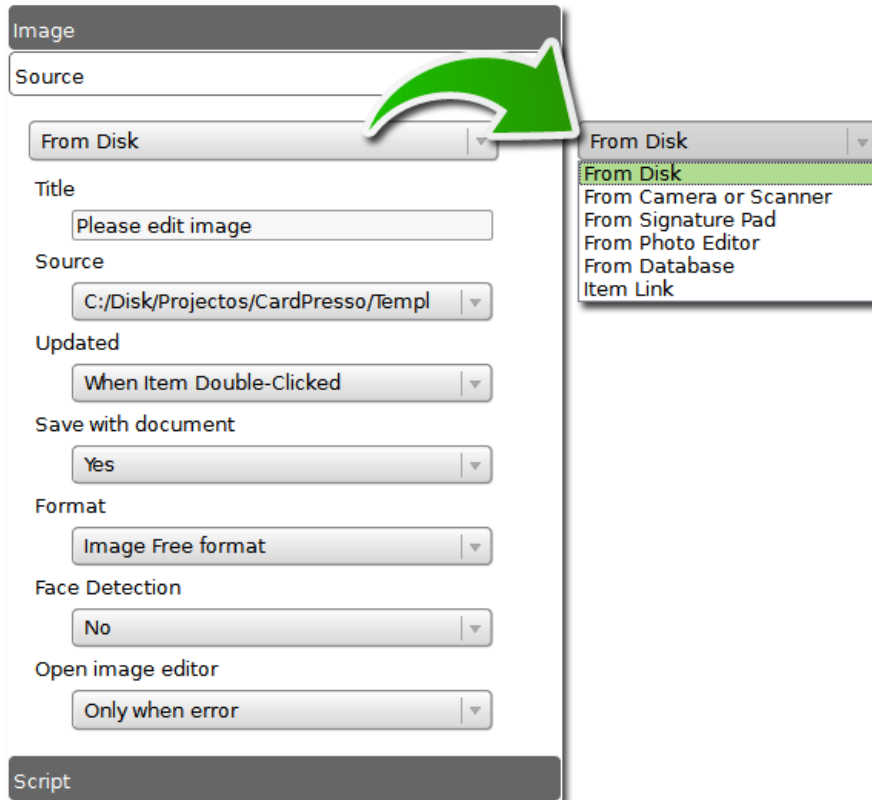


When you chose this option your tab changes, allowing you to chose an object to link, showing on the list all objects that are on the card space and which is possible to connect, in this particular case we have a card with three other objects.

! When connected the object will assume the linked object value and every time it is updated so is our object.

4.4.10.2 - Image & Signature

i When you select an image object a new tab is added to properties tabs, the Image Tab, where you will be able to define your image settings. But the source tab also changes, allowing you to define the source settings of your image file.



4.4.10.2.1 4.4.10.2.1 - From Disk

i This option sets the image source as the disk. When the object is updated the browser opens allowing you to pick an image from disk.

To open an object from disk the procedure is simple, just click on the **'Browse Image'** button, add a picture object to your card and a window will open allowing you to browse for your file.

Like shown on the picture below:



Title - Here you can give a name/title to your image, it will be easier for you to identify your object later in further operations.

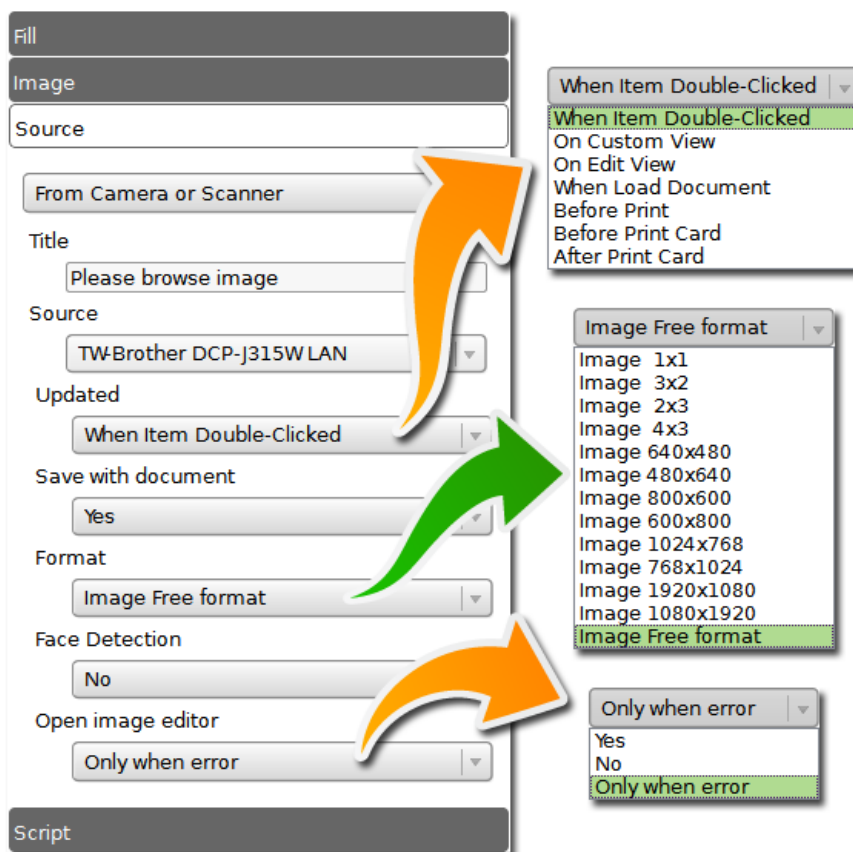
Source - Opens a dropdown list with all cameras or scanners that are installed on your pc or mac.

Updated - Your object is **updated** in five different situations:

- When Item Double-Clicked** - When you double-click on top of the object it will open the interface related to the source you have chosen.
- When Load Document** - Every time you open the card document.
- Before Print** - Before the printing procedure it will open the interface related to the source you have chosen.
- Before Print Card** - Before each time a card is printed it will open the interface related to the source you have chosen.
- After Print Card** - After printing each card it will open the interface related to the source you have chosen.
- Save with Document** - Save the image with the document so you don't lose any data, but in the other hand if you don't want to keep the image for a smaller card document just chose 'No'.
- Format** - The image can have a pre-established format, like shown on the image above, adapting the image to it or a free format, allowing you to keep the image source format.
- Face Detection** - When you chose yes, after the image as been acquired the image editor opens, allowing you to chose the face detection option.
- Open Image Editor** - You can open the editor every time the image is updated (yes), never open the editor (no) or open the editor only when an error is detected (Only when error).

4.4.10.2.2 4.4.10.2.2 - From Camera or Scanner

- i** After you add an image to your card, the first thing that opens is the image editor, but you can change your image source any time you want and a camera or scanner is one of your options.



After chose this option your source pad changes allowing setup the camera or scanner options.

- Title** - Here you can give a name/title to your image, it will be easier for you to identify your object later in further operations.
- Source** - Opens a dropdown list with all cameras or scanners that are installed on your pc or mac.
- Updated** - Your object is **updated** in five different situations:
 - When Item Double-Clicked** - When you double-click on the object it will open the interface related to the source you have chosen.
 - When Load Document** - Every time you open the card document.
 - Before Print** - Before the printing procedure it will open the interface related to the source you have chosen.
 - Before Print Card** - Before each time a card is printed it will open the interface related to the source you have chosen.
 - After Print Card** - After printing each card it will open the interface related to the source you have chosen.
- Save with Document** - Save the image with the document so you don't loose any data, but in the other hand if you don't want to keep the image for a smaller card document just chose 'No'.

Format - The image can have a pre-established format, like shown on the image above, adapting the image to it or a free format, allowing you to keep the image source format.

Face Detection - When you chose yes, after the image as been acquired the image editor opens, allowing you to chose the face detection option.

Open Image Editor - You can open the editor every time the image is updated (yes), never open the editor (no) or open the editor only when an error is detected (Only when error).

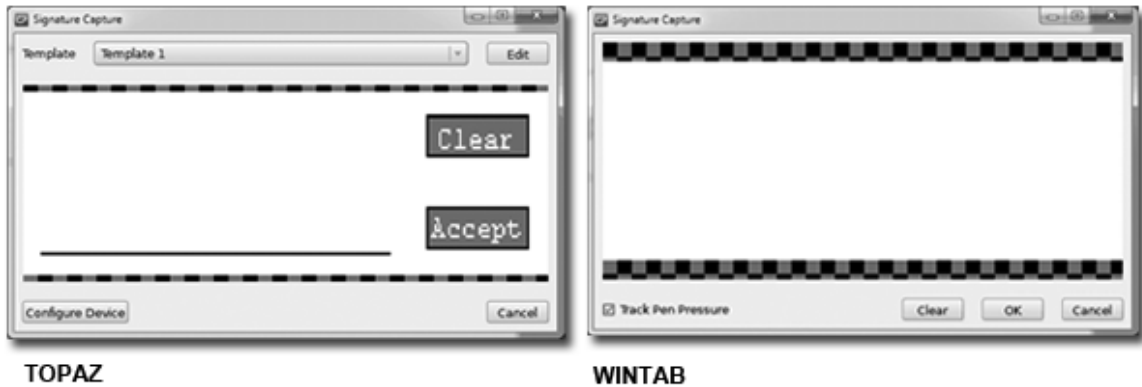
4.4.10.2.3 4.4.10.2.3 - From Signature Pad

i Signature pad is a signature acquisition device, **cardPresso** work essencial with two kinds, the Topaz or any device that work with the WinTab drivers.

The acquisition procedure is simple, after click on the '**Signature**' button and add the signature object to the card a list will pop-up to allow you to chose the device in case of the Topaz, like shown bellow.



After choosing the device the interface window will show and wait for you to add the signature to the device like in the pictures bellow:

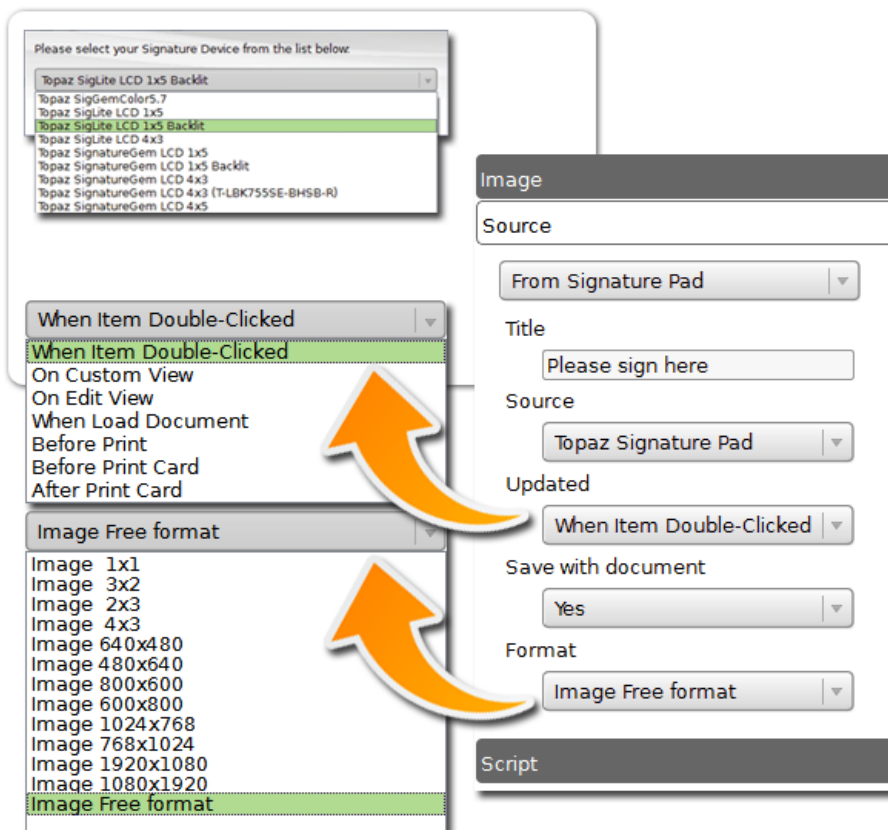


The Topaz device also allows you to have templates for the signature frame. The Wintab drive have a track pressure setting that according with the pressure made by the pen makes the line thinner or thicker

Like any other image object, **cardPresso** allows you to use an existing object, all you have to do is to click on the object and change the source to 'From Signature Pad' and starts the procedure of signature acquisition.

Source - Opens a dropdown list with all signature devices that are installed on your computer.

Updated - Your object is **updated** in five different situations:

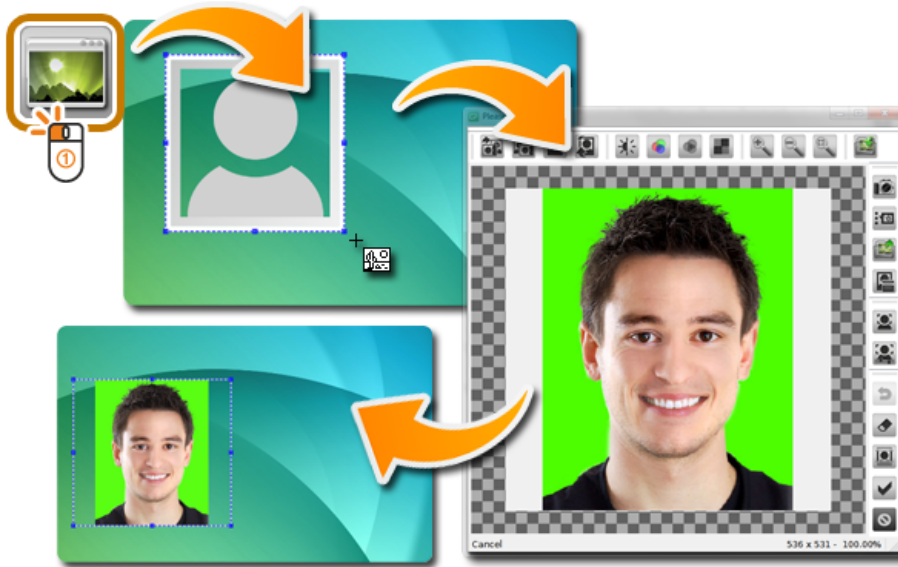


When Item Double-Clicked - When you double-click on the object it will open the interface related to the source you have chosen.

- When Load Document** - Every time you open the card document.
- Before Print** - Before the printing procedure it will open the interface related to the source you have chosen.
- Before Print Card** - Before each time a card is printed it will open the interface related to the source you have chosen.
- After Print Card** - After printing each card it will open the interface related to the source you have chosen.
- Save with Document** - Save the signature image with document so you don't lose any data, but in the other hand if you don't want to keep the image for a smaller card document just chose 'No'.
- Format** - The image can have a pre-established format, like shown on the image above, adapting the image to it or a free format, allowing you to keep the image source format.

4.4.10.2.4 4.4.10.2.4 - From Image Editor

i The Image Editor brings you new tools for image edition, there are many ways to open the image editor, but to acquisition only one, open an image object and then change the source to 'From



On the tool bar you can set this settings on your image:

- Rotate clockwise** - Is the circular motion is one that proceeds in the same direction as a clock's hands: from the top to the right, then down and then to the left, and back up to the top.
- Rotate anti-clockwise** - Is the circular motion is one that proceeds in the opposite direction as a clock's hands: from the top to the left, then down and then to the right, and back up to the top.
- Flip Horizontal** - This option reverses the active object horizontally, that is, from left to right. It leaves the dimensions of the object and the pixel information unchanged. It looks as if the image has been reflected along the central vertical axis of the object.

- Flip Vertical** - This option reverses the active object vertically, that is, from top to bottom. It leaves the dimensions of the object and the pixel information unchanged. It looks as if the image has been reflected along the central horizontal axis of the object.

- Brightness and Contrast** - The Brightness/Contrast adjustment lets you make simple adjustments to the tonal range of an image. Moving the brightness slider to the right increases tonal values and expands image highlights, to the left decreases values and expands shadows. The contrast slider expands or shrinks the overall range of tonal values in the image. To change values you can drag the slider to the left or to the right or setup manually typing the values on the boxes. The values can go from -128 to 128.

- Color Balance** - Is the global adjustment of the intensities of the colors (typically red, green, and blue primary colors or RGB system). Changing the overall mixture of colors in an image and is used for color correction and when you drag any of the sliders, you can see those corrections taking place, adjustments are made to the color values RGB (on screen) or CMY (on printers). The values can go from -128 to 128.

- Color to Grey** - Apply gray scale on the image in which the value of each pixel is a single sample, that is, it carries only intensity information. Images of this sort, are composed exclusively of shades of gray, varying from black at the weakest intensity to white at the strongest.

- Color to Monochrome** - Not a combine black and white in a continuum producing a range of shades of gray but really starkly contrasted black and white.

- Zoom In** - This tool allows you to obtain a larger image, or a closer view.

- Zoom Out** - This tool allows you to obtain a smaller image, or a farther view.

- Zoom Auto** - Reset image to its initial size.

- Export Image** - You can save the image as... in many different formats like png, jpg, bmp, tiff and others.

- Select Image Acquisition Source** - Allows you to select the image acquisition source from any device that is connected or installed on your pc. It may appear some devices that are not connected but are installed.

- Image Acquisition** - This tools opens the interface related with the image acquisition source you had chosen.

- Open Image File** - Opens an image file from your system, including disk, pen, memory card or any other source.

- Select Image File Path** - Allows you to chose your default image file path from all that you had already used before on your document.

- Face Detection**

- Face Detection Setup**

- Undo** - It erases the last change done to the document reverting it to an older state.

Clear Image - Erases the image from Image Editor.

Cut / Crop - On **cardPresso** crop tool you don't use the traditional handlers, the visual area is automatically resized to the image object boundaries, to cut/crop the image all you have to do is to drag or zoom in on the image and every thing that is on the blur area (gray and black squares) when you click the cut/crop button, goes away. And the image is automatically adjusted to the object area.

Save Changes - Click on this button to accept the changes.

Cancel - Click on this button to quit on the changes.

4.4.10.2.5 4.4.10.2.5 - From Database

i **cardPresso** allows you to connect an image object to a database image, this way you can setup the object as you want and then connect to the database image adapting it to your object.

The procedure is simple, first add a image object to your card change the source to '**From Database**'.

! If not connected to a database yet **!** click on the '**Connect to Database**' button.



1 **The connection wizard will start**

i After connection is made, if there is none image field, the link is not made and the list stays like the image below, empty.

If there is only one image field, the **cardPresso** recognize it and the link is automatic.

! If more then one then a list will show you the options for you to chose, like shown bellow.

J	K	L	M	N	O	P	Q	R	S
Photo	cardID	Image							
Rui Faria	F2D09435	C:\Users\Public\Pictures\Sample Pictures\Penguins.jpg							
João Lucas	32A48035	C:\Users\Public\Pictures\Sample Pictures\Koala.jpg							
Daniel Gomes	82ED7F35	C:\Users\Public\Pictures\Sample Pictures\Jellyfish.jpg							
Nuno Martins	F2D09435								
Carlos Pinheiro	32A48035								

DATABASE

Image

Source

From Database ▾

Table

Employee ▾

Column

Photo ▾

Save with document

No ▾

Face Detection

No ▾

Open image editor

Only when error ▾

Script

@Photo ▾

@Photo

@Image

cardPresso

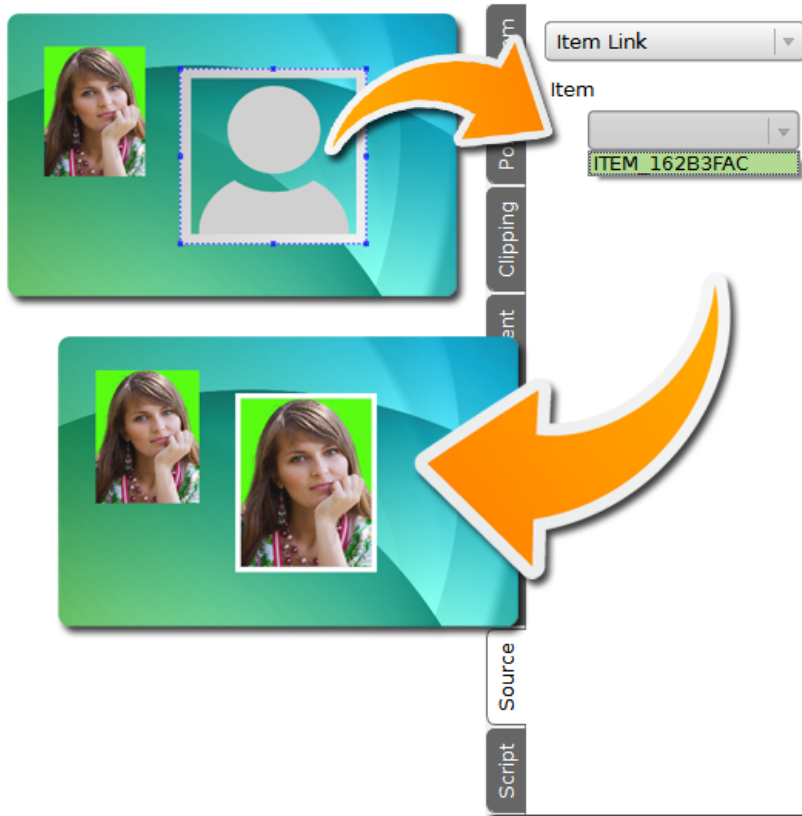
! If, in the meanwhile, you add a field image, please don't forget to refresh the database.

4.4.10.2.6 4.4.10.2.6 - Item Link

i This option allows you to connect (link) one object to another object, assuming the same data values with automatic update.

When you choose this option your tab changes allowing you to choose an object to link, showing on the list all objects that are on the card document that you can connect to,

💡 For the next sample we will use an image object.

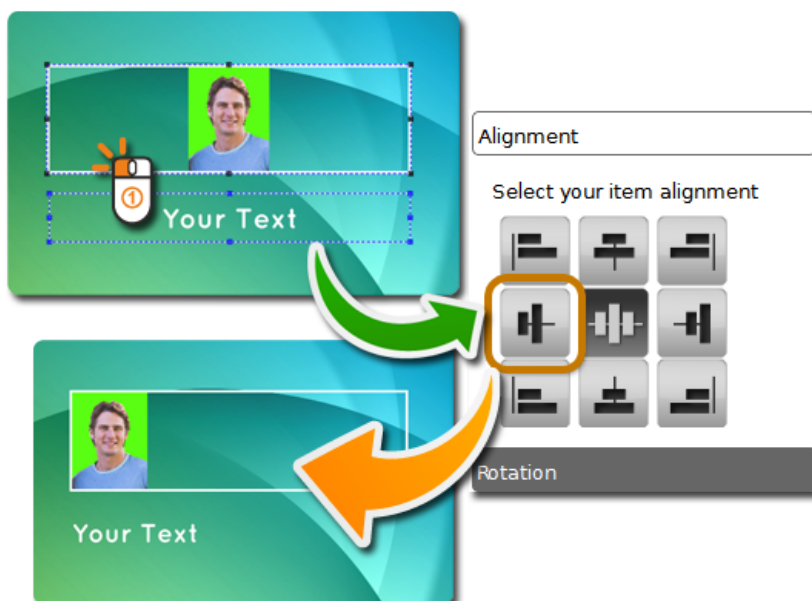


i When connected, the object will assume the linked object value and every time it is updated also the first object will also reflect the data from the linked object.

This option allows you to have two image objects, one at the front of the card and another at the back of the card, sharing the same data.

4.4.11 - Alignment

i The alignment tab allows you to define the object alignment inside the boundaries



As you can see you can define vertically from top, middle or bottom and horizontally from left, middle or right.

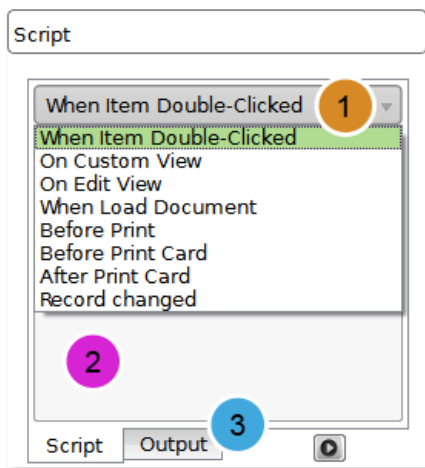
When the point size is in auto, on the font tab, it means that the font size justify the text to the boundaries what makes the horizontal adjustment very small

❗ **The default position is left and middle.**

4.4.12 - Script

❗ There are two different scripts on **cardPresso**, one for each object and one for the document. In this chapter we focus on the object script

This is an advanced user area, where you can program actions and procedures in javascript language in order to define settings or update your object.



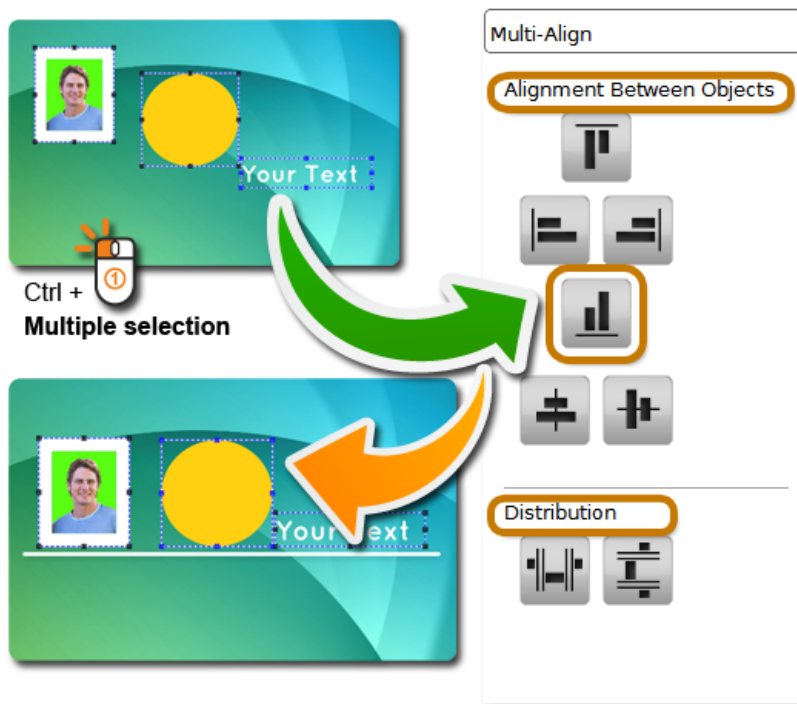
❶ This first drop-menu allow you to define when this actions or procedures must take place, if when you click on the object, when open Edit View, when load a document, before or after printing.

❷ And on the space bellow you can write your lines of code.

❸ To see the log of your program output, change tab bellow.

4.4.13 - Multi Align

❗ The multi align tab is only displayed when three or more objects are selected and is divided in two classes, the alignment between objects and the distribution.



Alignment Between Objects - This one aligns vertically and horizontally the objects to top, middle or bottom and to left, middle or right using as boundaries the card limits.

Distribution - Is a bit more complex, allows you to distribute the objects on the card area equitably, but instead of using the card limits as a reference uses the object boundaries referring to the last object selected that is marked with blue selection handles.

All other objects will be allocated according to the selection and having as a reference the last one selected, notice that the reference object is also the anchor and will not move, all the others will be placed according with the distribution settings.

In short, the space occupied by the three or more objects will always be the same, the space between them is the one that will be arrange.

4.5 - Edit View

i This chapter will explain you what the Edit View is about, its basic concept, features, availability and objective.

Imagine that you have a small business, with eight or ten employees and you want to keep a record for each and even print a card for time attendance or access allowance
And then you think... but I don't now how to work with a database.

! **Basically Edit View is a very simple, small but powerful alternative to a database, where you can keep until ten records, and manipulate them as you wish.**

i The Edit View is available from our basic edition, the XXS, allowing you to have a first contact with **cardPresso** capability of database manipulation and if you don't need more than ten records or don't know how to work with a database, then the Edit View may become your ideal solution.

All the records are saved into you card document file, so there are no attached files or any other files to look after and you can use an existing card template or create a new one.

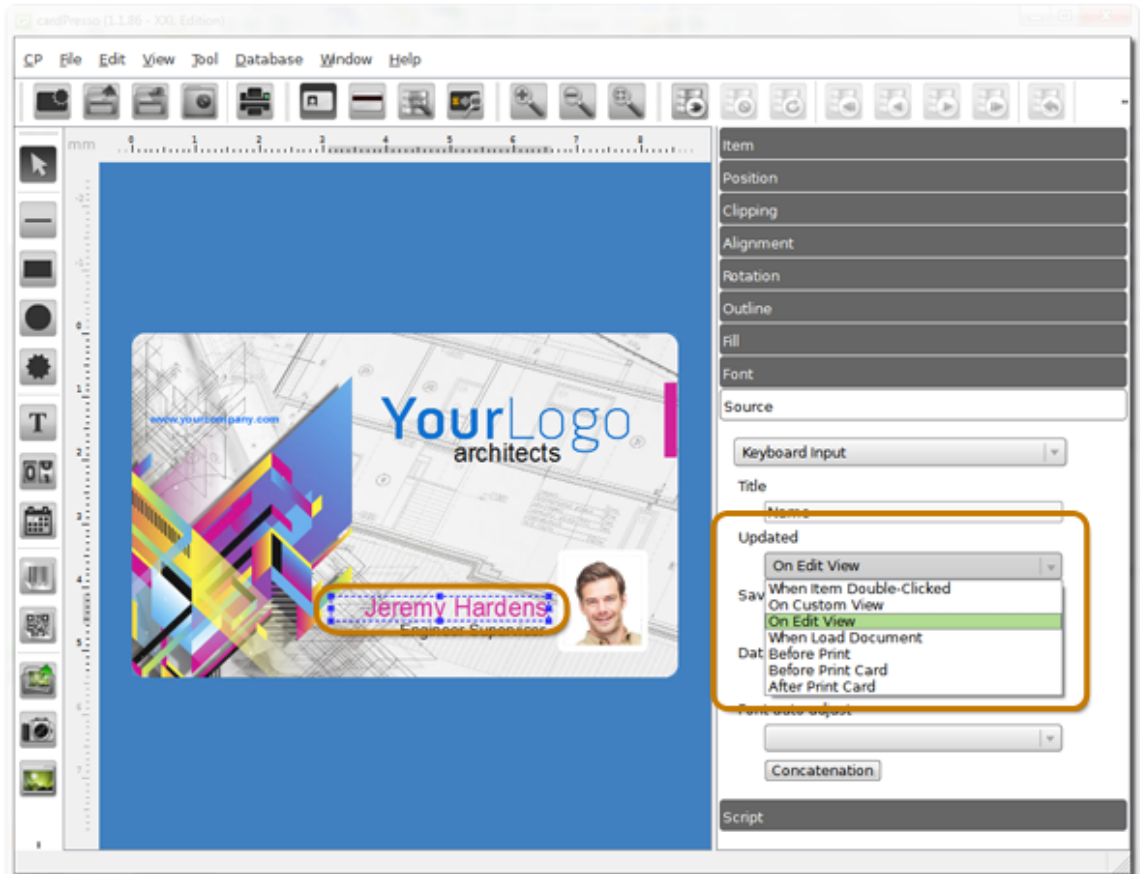
Edit View also allows editing any kind of field type that you can find on any other database, text, date, numbers and also allows you to add and edit images of any kind.

Ok after the presentation we took a cardTemplate like the one on the picture below:

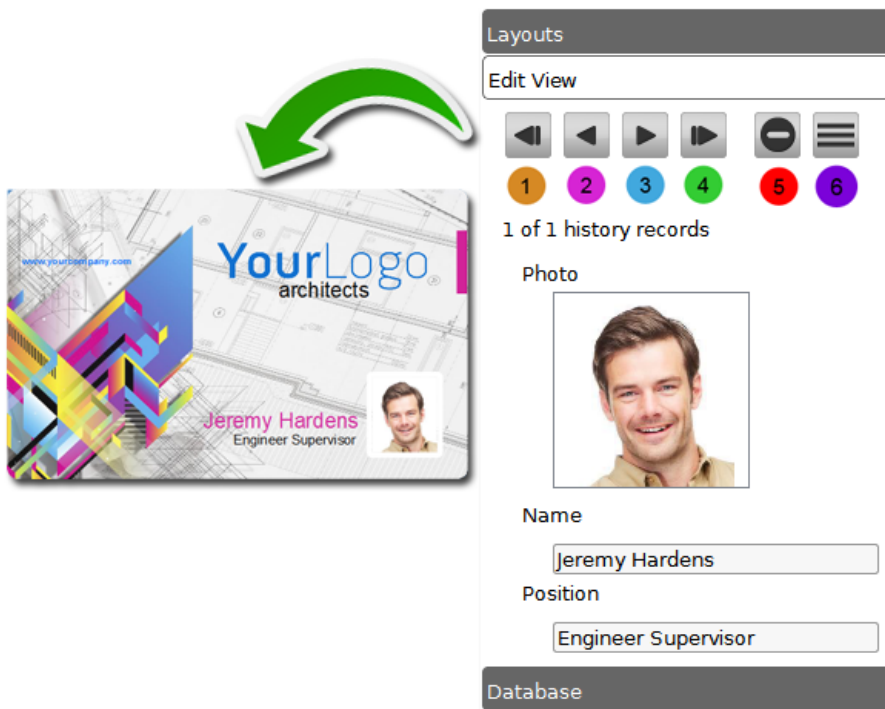


As you can see we have three workable objects, the name, the position and the photo.

🖱️ **Click** on the name, for example and then on the source tab on the Update option chose 'On **Edit View**'



! Then a new tab is available, the Edit View tab.



Very similar to the database tab, with the command buttons on the top and already with our name field.

- 1 Go to the first record
- 2 Go to the last record
- 3 Go to the next record
- 4 Go to the previous record
- 5 Delete displayed record
- 6 Add a new record

❗ To star lets give names to our objects, like Name, Position and Photo, it will be easier in the future to identify them.

To add the other objects to the Edit View the process is the same, select the object, go to the source tab and on the Update option chose **'On Edit View'**.

Now we have all three objects on the Edit View, to order them as you like just drag and drop on the tab.



❗ All you have to do now is add more records, filling the fields on the **'Edit View'** tab, until a maximum of 64 records (on XXS Edition only 10).

CARDPRESSO

more than an application

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