

Title: Using Small Text for Autonumber and AutoText Creates More Repeats, Sharper Text

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Summary: This document presents some of the benefits of using Small Text for AutoText (text merges) and Autonumbering repeats. The Small Text feature increases repeat capabilities, reduces the resource requirements of text entry and providing cleaner EDGE print of smaller typefaces.

GRAPHIX ADVANTAGE has auto-text (text merge) and auto-number capabilities that allow for the integration of sequential numbering and variable text with repeats of jobs, such as decals.

Composer also includes small text capabilities that use TrueType text to create clean, sharp text at point sizes as small as 8 point text.

GRAPHIX ADVANTAGE small text can be used for AutoText or Autonumber! Using AutoText instead of regular is beneficial in two ways:

- For small labels and decals, the small text looks sharper and more consistent than regular vector-based text
- In many cases, more repeats can be generated using small text than using vector-based text. With vector-based text, any object is counted as a shape. With small text, the entire block of text is counted as one shape. This can substantially increase the number of repeats that can be created without the dreaded "Out of Memory" error.

<p>1 2 3 4 5 6 7 8 9 10</p> <p>Small Text</p>	<p>Any Block of Small Text is Counted as 1 Shape</p>
<p>These two vector-based words are counted as 10 shapes.</p>	<p>All of these small text words count as 1 shape because it was entered as one block of text.</p>

Plus, if you know how to use regular AutoText or Autonumber, it is simple to learn how to use small text instead.

1. Design the non-variable part of the job as usual, including fills and cuts.

2. Switch to the text tool. Click the *right* mouse button at the location of the AutoText or Autonumber. Clicking the right mouse button accesses the small text dialog box.
3. Just as with regular auto text, enter #1 for the Autonumber delimiter, or &1 for the AutoText delimiter.



4. Select the small text and assign a fill color. Small text can only be filled with solid spot color, or 100% combinations of process color.
5. Select the entire decal, and use Autotext or Autonumber, from the Shape Menu, as usual.
6. Output as usual.