Ledger sheets maker for .NET Framework

Reports.NET

Designers Manual

7th edition

July.27 2011

Pao@Office

Table of Contents

Operating Conditions

In order to use this software, a computer which meets the following requirements is needed.

OS	Systems that Microsoft,NET Framework operate sufficiently
Computer Memory	Equivalent to the memory allocation which allows Microsoft .NET Framework to operate sufficiently.
Recommended Screen Resolution	Engine : no special limit Designer: resolution should be over 1024×768 and font size is standard small font.
Developing Environment	In using only Designer, no developing environment is needed.

Pao@Office

How to install

You should copy "Pao.Reports.Design.exe" to an arbitrary Folder.

If you need to uninstall, please delete the file because of not using registry

How to Use

Designer name and function

These are features and names of the Designer .

(1) Menu　　　　　　(2) Tool Bar　　　　　　(3) Scale　　(4)Object Name

(5)Draw Tool　(6) Drawing　(7) Pop-up　　　　　　　(8)Property Grid
　　　　　　　　　　Region　　　Menu
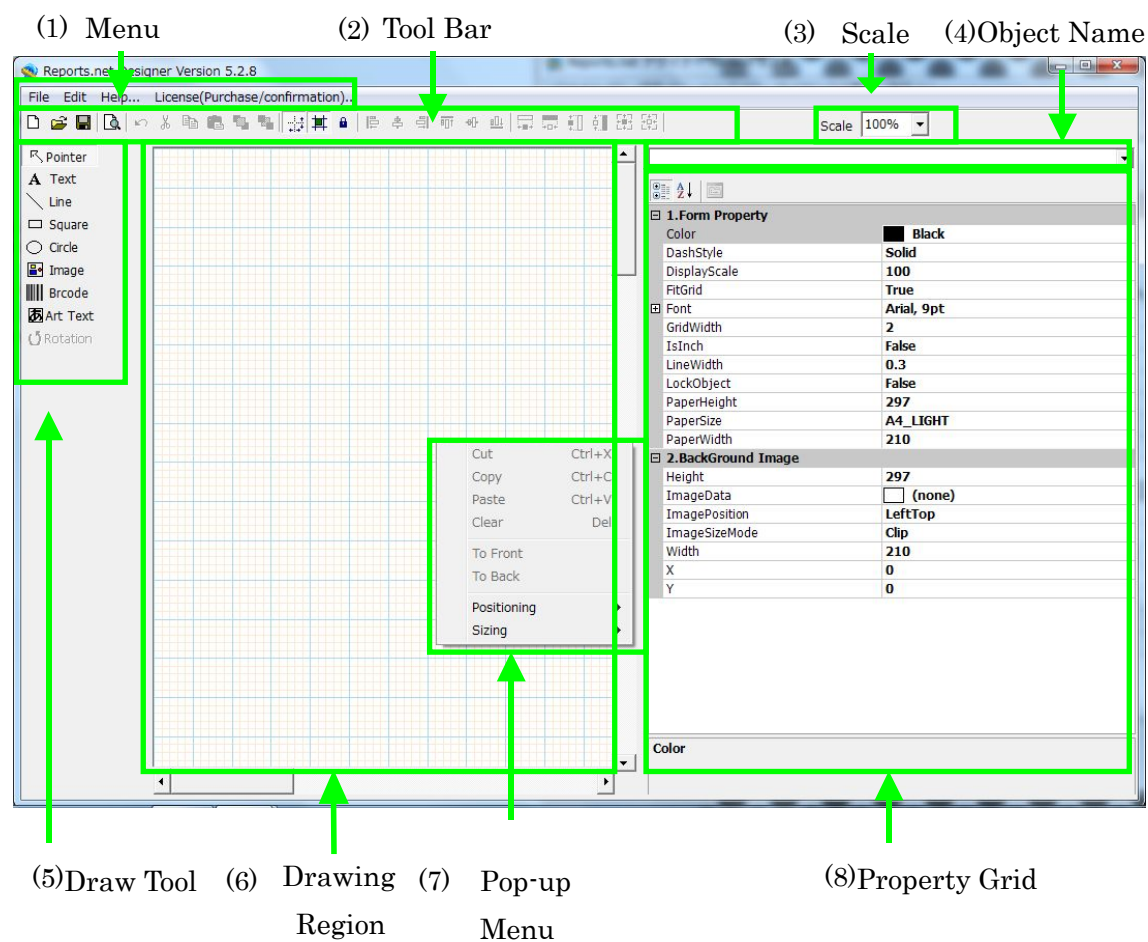
① Menu

    1.   File

    ①   New

It creates new report definition file. When you have the report, this dialog box appears to confirm to save editing report or not.
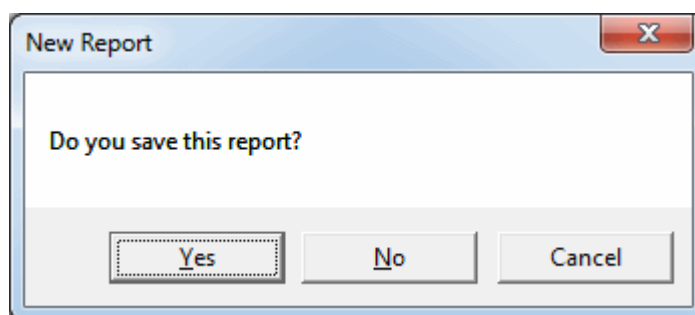
    ②   Open

Open an existing a report definition file, and file selection dialog box appears.

You direct the report definition file to open report. if you don't save editing file, Dialog box ask you if you save or not.
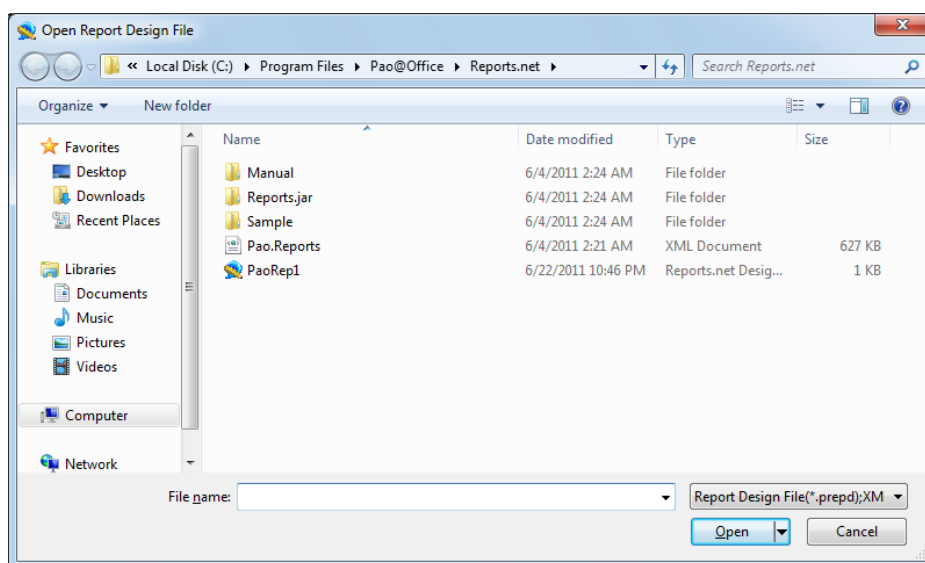
③ Save

Overwrite a report definition file. But if   you never have saved file, new dialog is displayed and you enter the file name and save it.
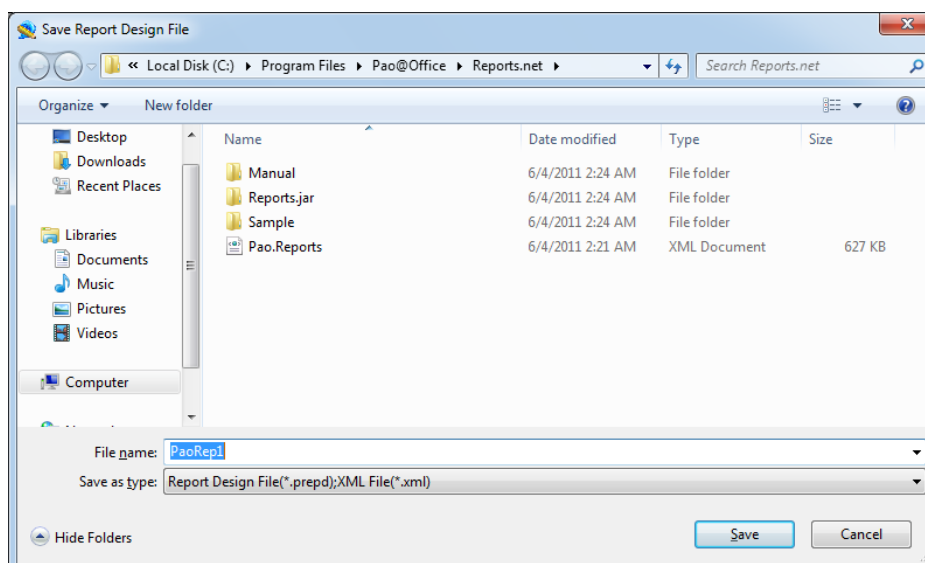
④ Save as

Newly save an editing file now.

⑤ Save And Exist

Overwrite an editing file now, close Reoports.NET Designer.

⑥ Quit

Close Reoports.NET Designer. But if you have not saved the editing report, new dialog is displayed and ask you to save or not.

2. Edit
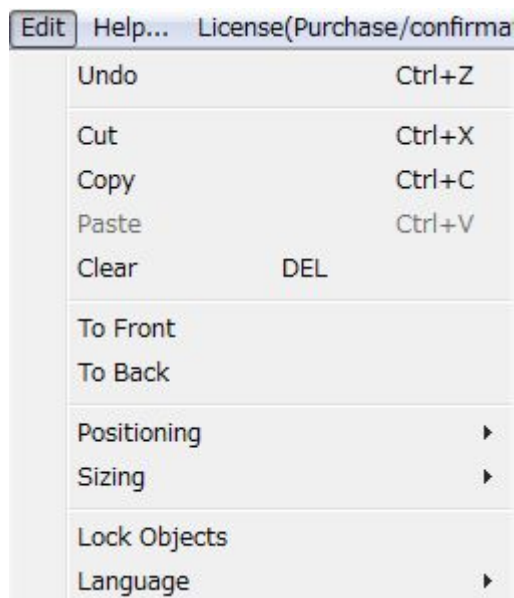
① Undo

If this toolbar is active, you can return once time from current action to previous action drawing region. If this tool bar is grayed out, you can't do it. Setting change on Property Grid is not compliant

② Cut

This section moves drawing region's object to clipboard and can cut simultaneously multiple objects. Setting change on Property Grid is not compliant and is not able to paste the others applications soft.

③ Copy

This section moves drawing region's copied object to clipboard and can copy simultaneously multiple objects. Setting change on Property Grid is not compliant and is not able to paste the others applications soft.

④ Paste

This section pastes object on clipboard to drawing region, setting change on Property Grid is not compliant and is not able to paste the others applications soft.

⑤ Clear

Delete a selected Object.

⑥　To Front

Move a selected object to foreground

⑦　To Back

Move a selected object to background

⑧　Positioning
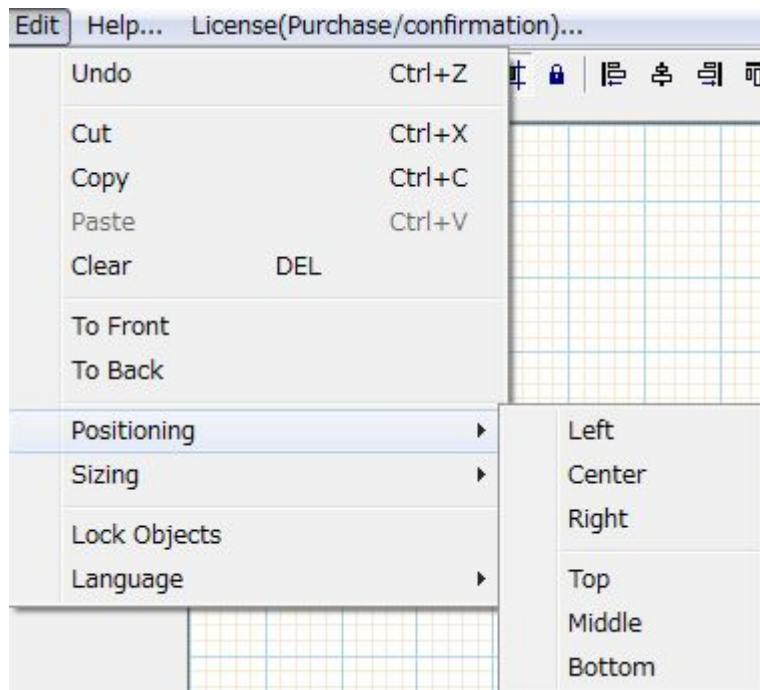
①　Left

An upper-left axis in before each rotate object aligns the object based on X axis in the most left object against multiple selected objects.

②　Center

The uppermost left in before each rotate object aligns the object based on before rotate center in the uppermost object against multiple selected objects.

③　Right

An upper-right axis in before each rotate object aligns the object based on X axis in the most right object against multiple selected objects.

④　Top

An upper-left axis in before each rotate object aligns the object based on X axis in the uppermost object against multiple selected objects.

⑤ Middle

An upper-left axis in before each rotate object aligns the object based on vertical center Y axis in the left object against multiple selected objects.

⑥ Bottom

A lower-left axis in before each rotate object aligns the object based on Y axis in the bottom of object against multiple selected objects.

⑨ Sizing
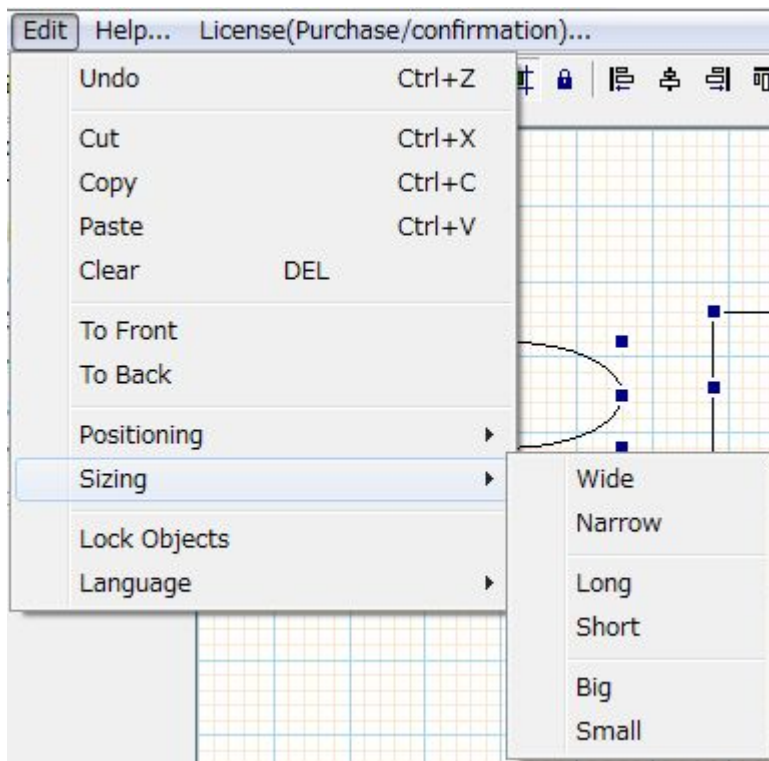
① Wide

A width in before each rotate object adjusts the object based on width of the widest object against multiple selected objects.

② Narrow

A width in before each rotate object adjusts the object based on width of the narrowest object against multiple selected objects.

③ Long

A width in before each rotate object adjusts the object based on width of the longest object against multiple selected objects.

④   Short

A width in before each rotate object adjusts the object based on width
of the shortest object against multiple selected objects.

⑤   Big

A width in before each rotate object adjusts the object based on width of
the biggest object against multiple selected objects.

⑥   Small

A width in before each rotate object adjusts the object based on width of
the smallest object against multiple selected objects.

⑩   Lock object

This section makes moving object and changing size unavailable in
drawing region. When you select object on the active object, mark displays
white in black background. But you can change property grid and delete
drawing region on locking. object lock on form property   in conjunction
with Tool object lock

3.   Help
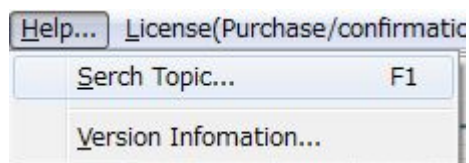
①   Search Topic

This section displays Online Help

②   Version Information

This section displays Reports.Net Designer Version Information.

③   License (Purchase/confirmation)

This window displays License (Purchase/confirmation).

You enter a license key in this window, and then you can use Official usage

of Designer
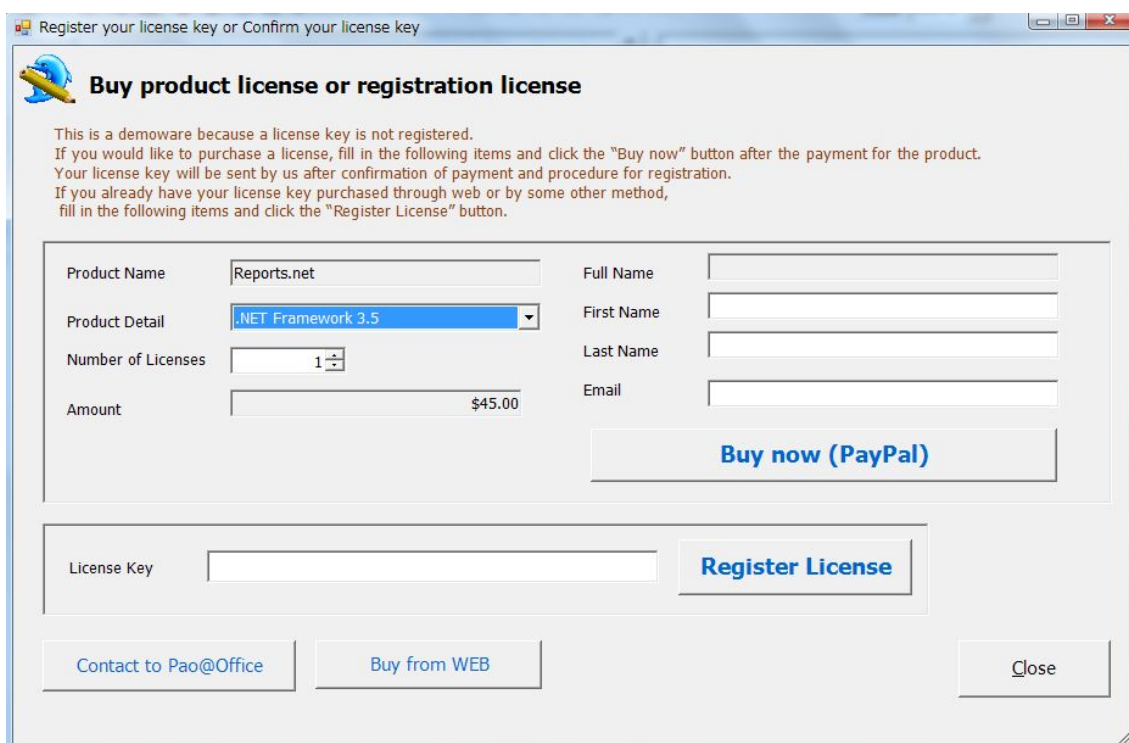
Tool bar

1.   New

    It creates new report definition file. When you have the report, this dialog box
    appears to confirm editing report to save the editing report or not.
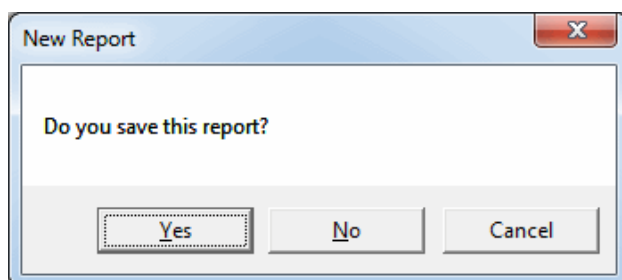
2.   Open

    Open existing a report definition file, and appear file selection dialog box. You
    direct the report definition file to open report. If you don't save editing file,
    Dialog box ask you if you save or not.
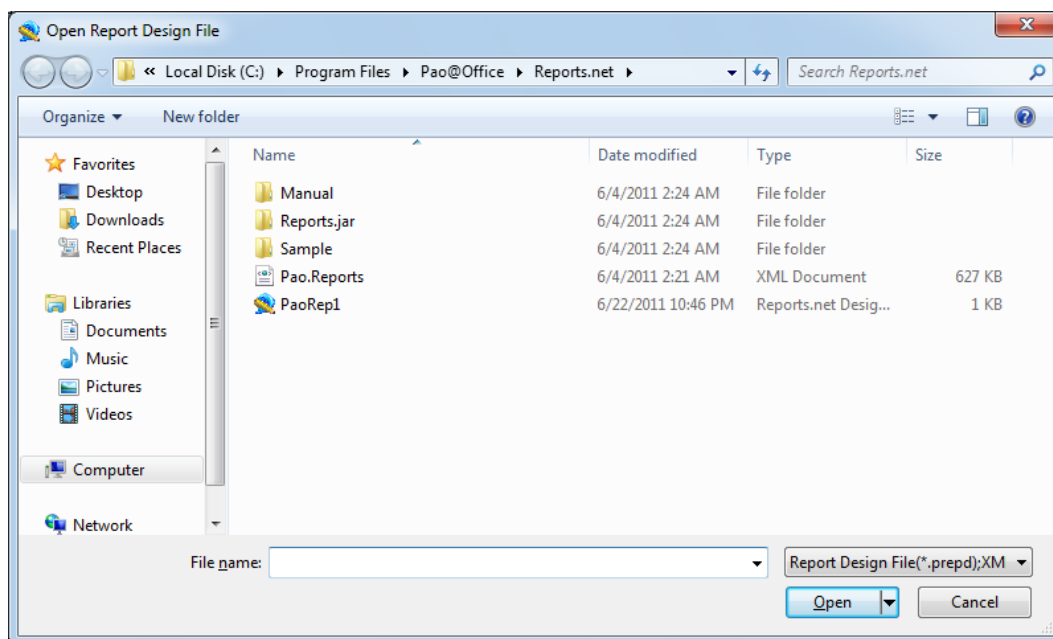
3.   Save

Overwrite a report definition file. But if you have never saved file, new dialog box is displayed and you enter the file name and save it.
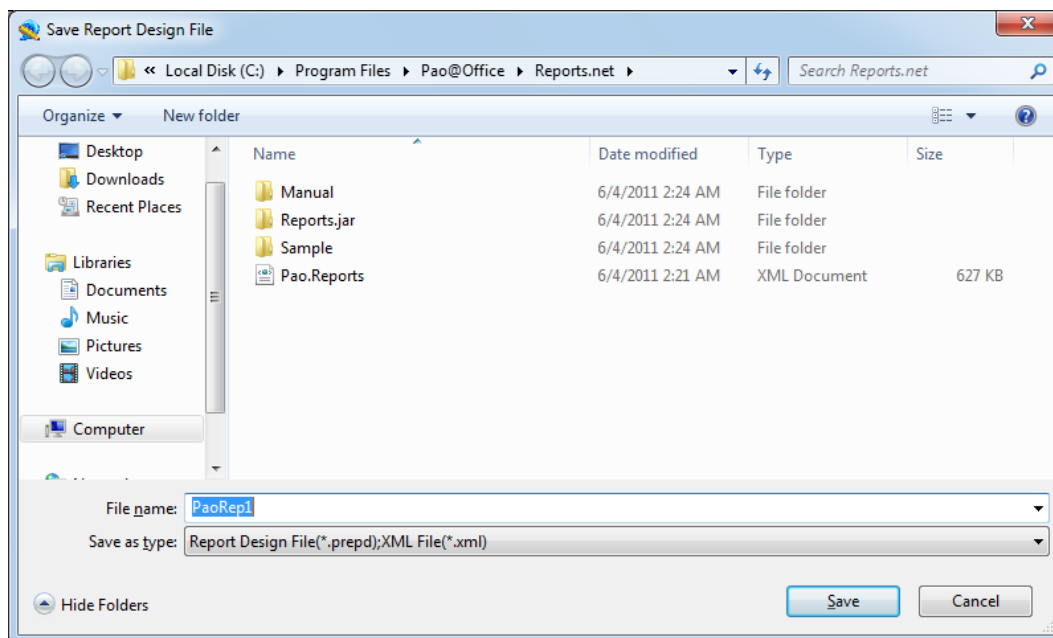
4.   Preview

This is preview button。 For details, refer to how to operate engine

5.   Undo

If this toolbar is active, you can return one time from current action to previous action drawing region. If this tool bar is grayed out, you can't do it. Setting change on Property Grid is not compliant.

Not available

6.   Cut

This section moves drawing region's objects to clipboard and can cut simultaneously multiple objects. Setting change on Property Grid is not compliant and is not able to paste the other applications soft.

Not available

7.   Copy

This section moves drawing region's copied objects to clipboard and can copy simultaneously multiple objects. Setting change on Property Grid is not compliant and is not able to paste the other applications soft.

Not available

8.   Paste

This section pastes object on clipboard to drawing region. Setting change on Property Grid is not compliant and is not able to paste the other applications soft. But you can cut/copy the object in Reports.NET Designers.

Not available

9.   To Front

Move a selected object to foreground

Not available

10.   To Back

Move a selected object to background

Not available

11. Display Grid

Not available

12. Fit Grid

Not available

13. Lock object

This section makes moving object and changing size unavailable in drawing region. When you select the active object, mark display white in black background. But you can change property grid and delete drawing region on locking from property object lock in conjunction with object lock on form property

This is mark shows which object is locked
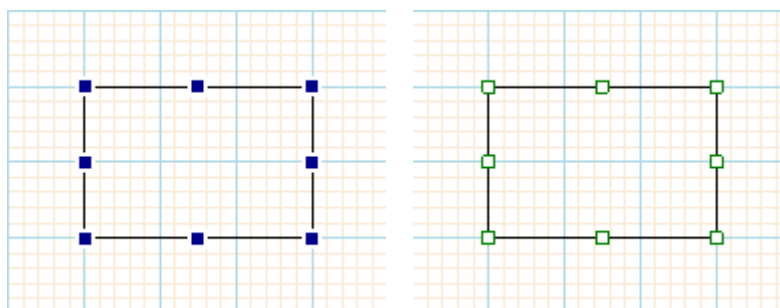
Example of locking object or not locking object
(Right picture is locked)

14. Positioning Left

An upper-left axis in before each rotate object aligns the object based on X axis in the most left object against multiple selected objects.

Not available

15. ⊕ Positioning Center

The uppermost left in before each rotate object aligns the object based on before rotate center in the uppermost object against multiple selected objects.

Not available

16. ⊟ Positioning Right

An upper-right axis in before each rotate object aligns the object based on X axis in the most right object against multiple selected objects.

Not available

17. ⊓ Positioning Top

An upper-left axis in before each rotate object aligns the object based on X axis in the uppermost object against multiple selected objects.

Not available

18. ⊪ Positioning Middle

An upper-left axis in before each rotate object aligns the object based on vertical center Y axis in the left object against multiple selected objects.

Not available

19. ⊔ Positioning Bottom

A lower-left axis in before each rotate object aligns the object based on Y axis in the bottom of object against multiple selected objects.

Not available

20. ⊟ Wide

A width in before each rotate object adjusts the object based on width of the widest object against multiple selected objects.

Not available

21.   Narrow

A width in before each rotate object adjusts the object based on width of the narrowest object against multiple selected objects.

Not available

22.   Long

A width in before each rotate object adjusts the object based on width of the longest object against multiple selected objects.

Not available

23.   Short

A width in before each rotate object adjusts the object based on width of the shortest object against multiple selected objects.

Not available

24.   Big

A width in before each rotate object adjusts the object based on width of the biggest object against multiple selected objects.

Not available

25.   Small

A width in before each rotate object adjusts the object based on width of the smallest object against multiple selected objects.

Not available

① Scale

You select a drawing region for scale. Selected zoom sets ”11 Scale” on property.
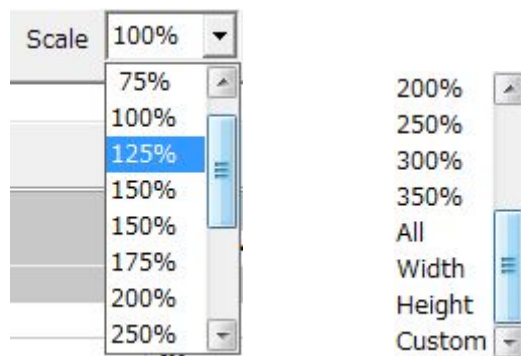
50%,75%,100%,300%   Form Scale was directed scale

Full Size‑‑Fit the full size in drawing region.

Width ‑‑‑‑‑Fit the width of drawing region on display region

Height ‑‑‑‑Fit the height   of drawing region on display region

Custom‑‑‑ Scale is defined by user setting

② Object Name
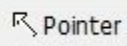
This section has editable combo box. If you select one object, it displays one object, you can change freely object name, and if you select object name from combo box, the object becomes for   selecting in drawing region.

③   Draw Tool

This section is mainly used for creating drawing region objects.
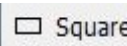
Refer to how to operate ⅰ about Creating Guide
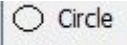
26.   Pointer

Drawing region is used for selecting, moving, resizing. First time setting is pointer when you edit. Please click this icon in case you need pointer. Refer to how to operate ⅱ～ⅳ about this tool.

27.   Text

Create Text object

28.   Line

Create Line object

29.   Square

Create Square object

30.   Circle

Create Circle object

31.   Image

Create Image object

32.   Barcode

Create Barcode object

33.   Art Text

Create Art Text object

34.   Rotation

You can rotate comfortably object by mouse. When you just select one object and click the "Rotation", the mouse cursor chafe "+" in drawing region, and Rotation is available. Selected object rotate on a lower-left axis depends on

dragged interval in drawing region. But you can't use for selecting multiple objects.

Example on Rotating

Mouse cursor of Rotating

Rotation by dragging

Not available

Available Rotation
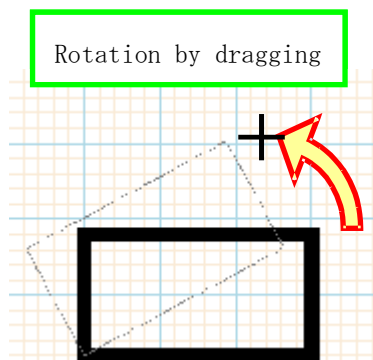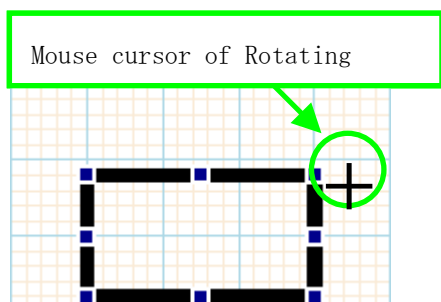
④   Pop-up menu (Right-click)

You can use pop-up menu in drawing region to edit object when you select a object or multiple objects.
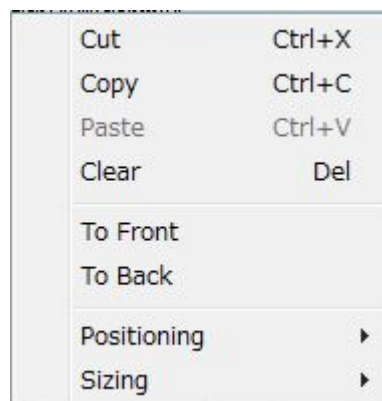
35. Cut

This section moves drawing region's objects to clipboard and can cut simultaneously multiple objects. Setting change on Property Grid is not compliant and is not able to paste the other applications soft.

「Ctrl+X」 is also available as Shortcut Key.

36. Copy

「Ctrl+C」 is also available as Shortcut Key.

37. Paste

「Ctrl+V」 is also available as Shortcut Key.

38. Delete

「Del」 is also available as Shortcut Key.

39. To Front

Move a selected object to foreground

40. To Back

Move a selected object to background

41. Positioning
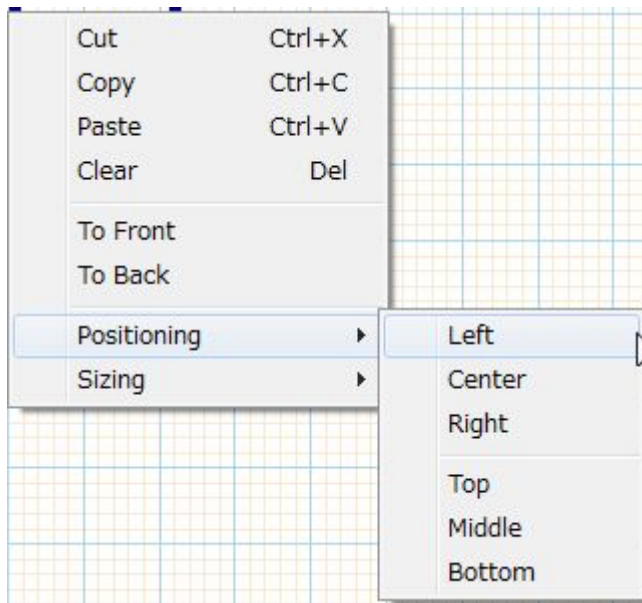
④   Left

An upper-left axis in before each rotate object aligns the object based on X axis in the most left object against multiple selected objects.

⑤   Center

The uppermost left in before each rotate object aligns the object based on before rotate center in the uppermost object against multiple selected objects.

⑥   Right

An upper-right axis in before each rotate object aligns the object based on X axis in the most right object against multiple selected objects.

⑦   Top

An upper-left axis in before each rotate object aligns the object based on X axis in the uppermost object against multiple selected objects.

⑧   Middle

An upper-left axis in before each rotate object aligns the object based on vertical center Y axis in the left object against multiple selected objects.

⑨   Bottom

A lower-left axis in before each rotate object aligns the object based on Y axis in the bottom of object against multiple selected objects.

42. Sizing
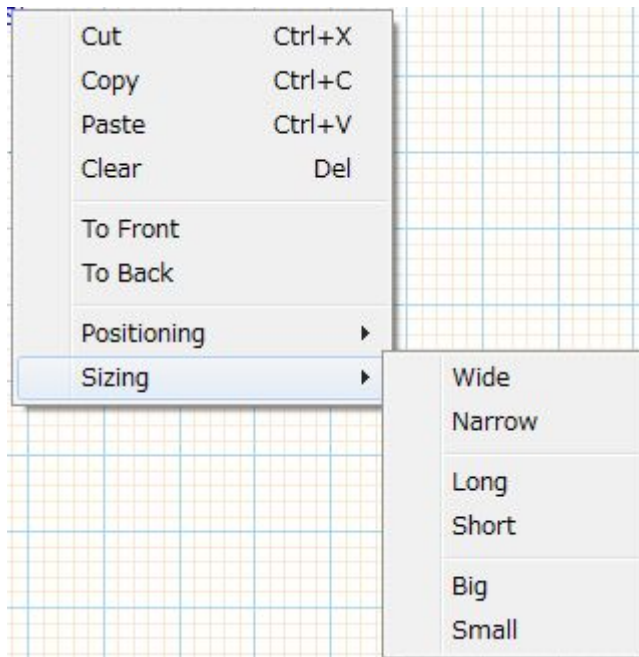
⑩   Wide

A width in before each rotate object adjusts the object based on width of the widest object against multiple selected objects.

⑪   Narrow

A width in before each rotate object adjusts the object based on width of the narrowest object against multiple selected objects.

⑫   Long

A width in before each rotate object adjusts the object based on width of the longest object against multiple selected objects.

⑬   Short

A width in before each rotate object adjusts the object based on width of the shortest object against multiple selected objects.

⑭   Big

A width in before each rotate object adjusts the object based on width of the biggest object against multiple selected objects.

⑮   Small

A width in before each rotate object adjusts the object based on width of the smallest object against multiple selected objects.

① Drawing region

This is region to design report. A Paper is defined as "Form" object and the Form is displayed depending on Scale. You can move displayed region with Vertical Scroll bar and horizontal scroll bar.

These are Example of different displaying positions with scroll bar in drawing region.

② Property Grid

This is property for selecting object in drawing region. Each property section is able to be edited, but when you don't select any property, it displays property of Form which is in drawing region

1.Form Property	
Color	■ Black
DashStyle	Solid
DisplayScale	100
FitGrid	True
⊞ Font	Arial, 9pt
GridWidth	2
IsInch	False
LineWidth	0.3
LockObject	False
PaperHeight	297
PaperSize	A4_LIGHT
PaperWidth	210

How to Operate

i.   Creating Object

①   Select the Object (except "Pointer" and "Rotation") on Drawing Tool
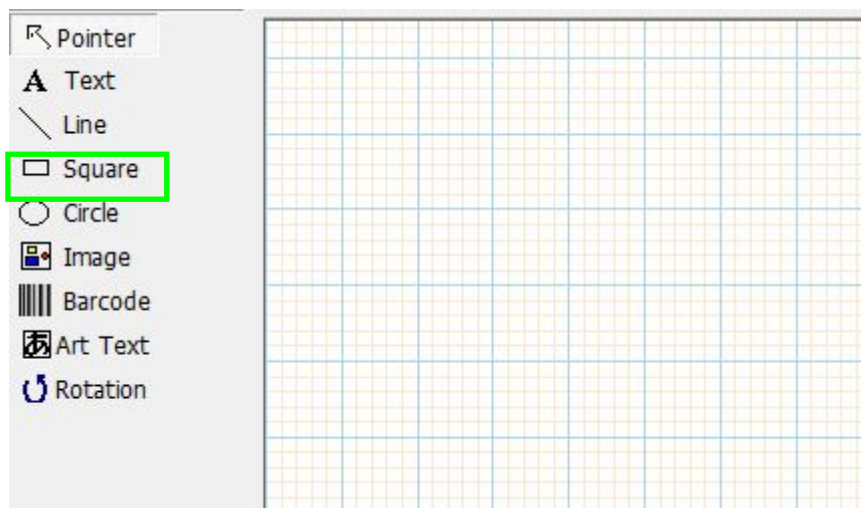
②   Drag and drop on form in drawing tool
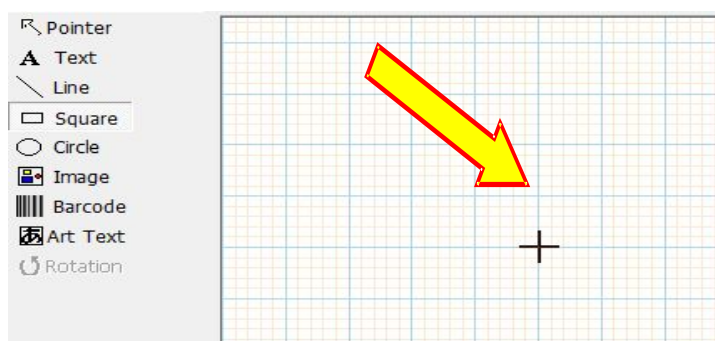
③   When you release mouse button, object is drawn depending on dragging range. Once you create the object, pointer object is automatically selected as the object.
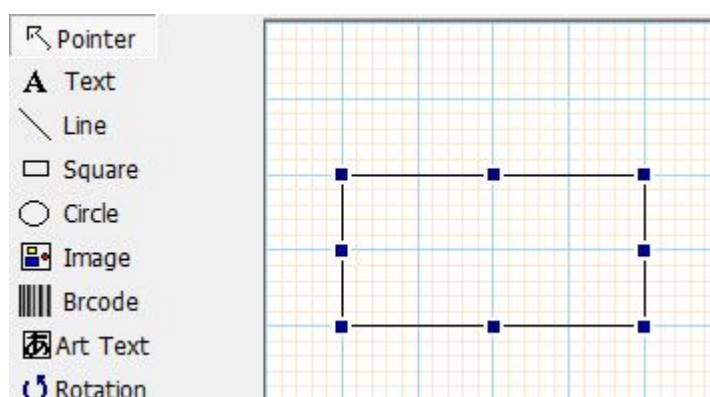
ii.   Selecting Object

A)   Select one object

There are two ways to select one object.

①   Select the Pointer and Click an object
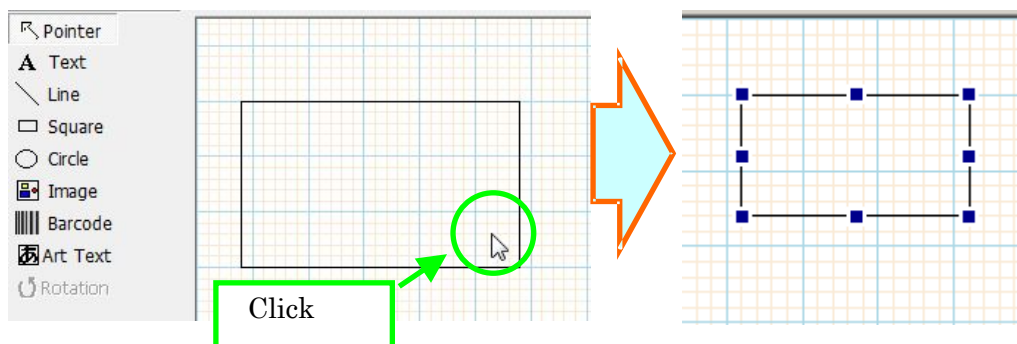
Click

Choose the Object name from "Object Name" box
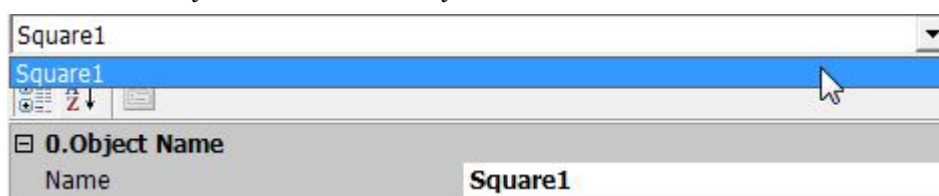
B)   Select multiple objects

You can choose two ways to select multiple objects

①   Touch Objects with Rubber Band

Click and hold the space, drag rubber band across objects and Release on Space.
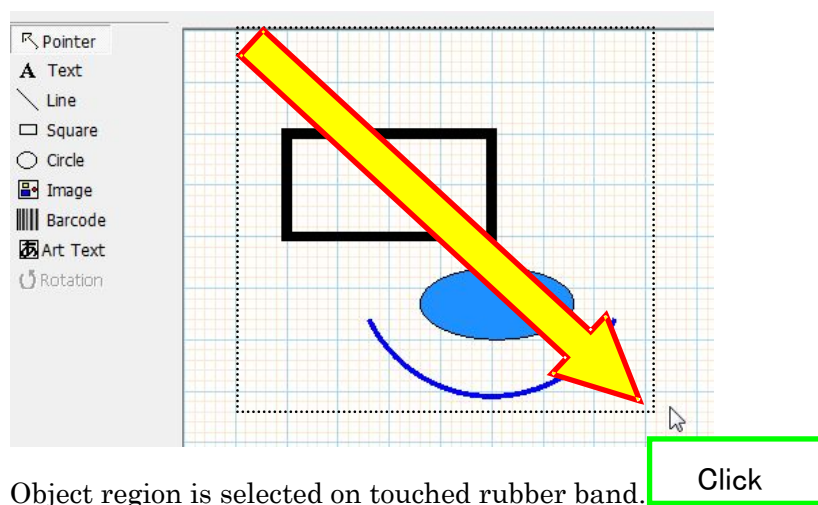
Object region is selected on touched rubber band.   Click

② Hold the Ctrl or Shift and Click objects.

If you hold the Ctrl or Shift and click objects, you can select multiple objects. But you can hold the Ctrl or Shift and click selected objects,and selected objects are released.
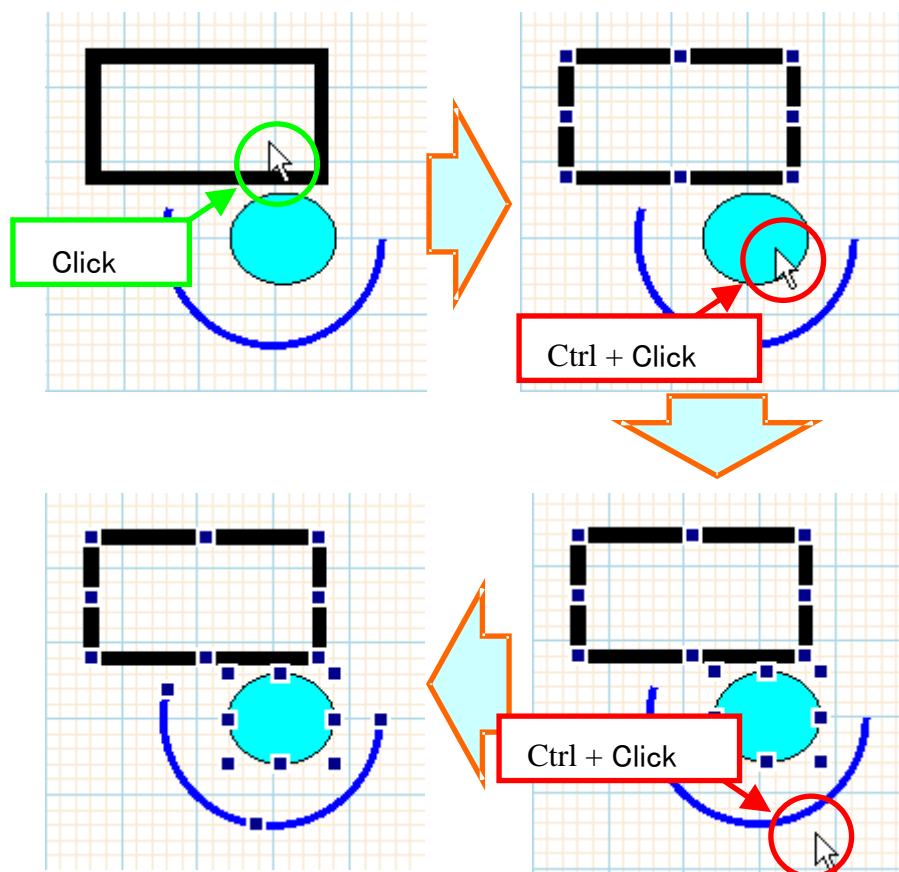
iii. Moving Object

There are 2 ways below to move an object and how to operate is same way if you select each object.

① Drag a selected object

In case mouse cursor is placed in operable range (object interior) to move the object, this cursor changes to cross arrow, and you can move the object.
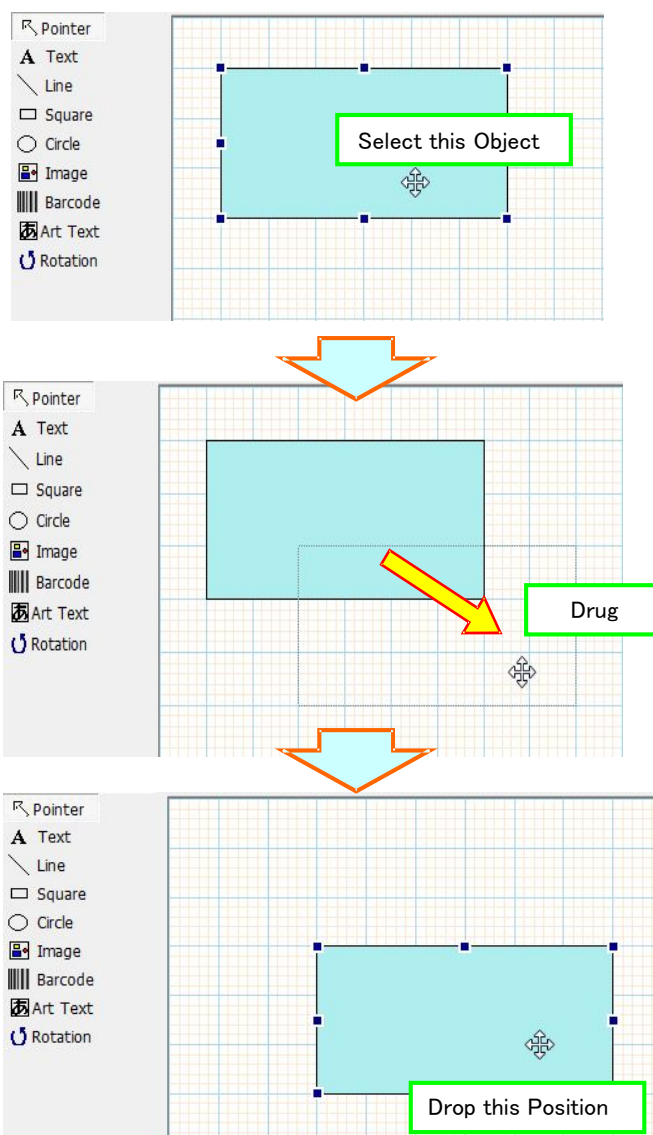
Press Ctrl + Arrow on Keyboard.

If you click the object and "Ctrl" + "arrow" from Keyboard, object moves to the direction of arrow. This moving range depends on Grid width setting, but default setting is 0.1mm.
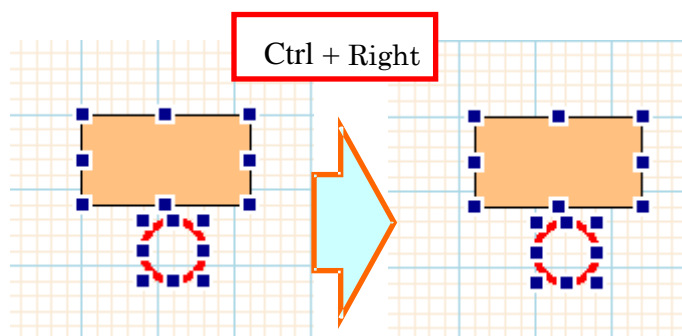
iv.   Resizing Object

There are two ways to resize object.

①   In case mouse cursor is placed in operable range (object interior) to resize the object, this cursor changes to left / right arrow, and you can resize object.

②   Press the "Shift" + "arrow" on Keyboard and Click
Once Select an object and Press the "Shift" + "arrow", Right side is enlarged and redacted about vertical operate, and Left side is enlarged and redacted about horizontal operate.

Resizing arrow

Drug and Drop

Resizing　Point
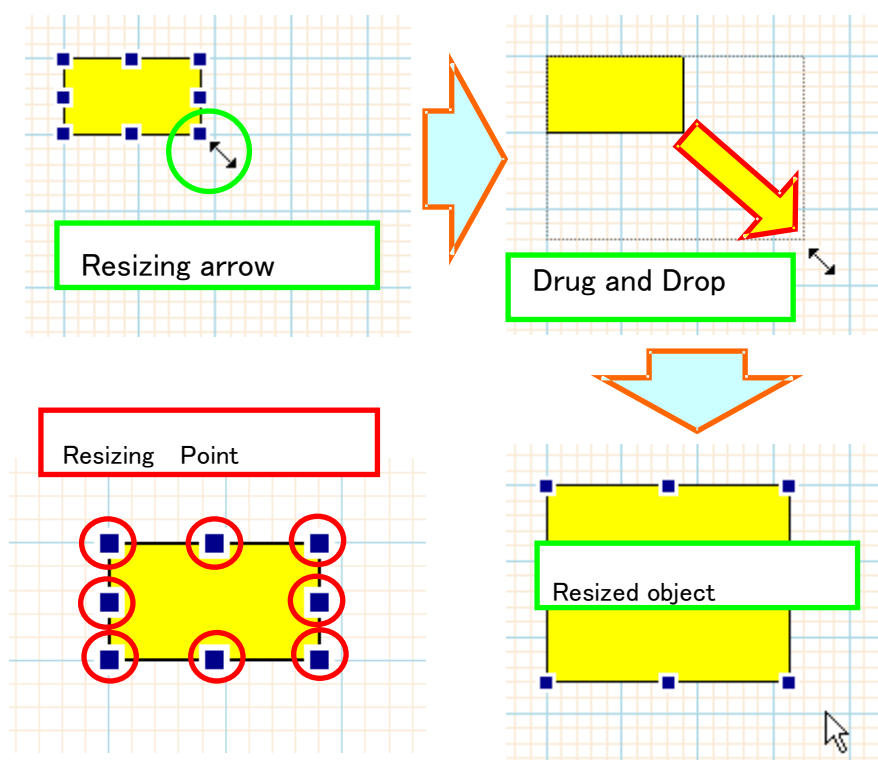
Resized object

③ These operate ranges depend on Grid width setting, but default setting is 0.1mm. End point is moved in case object is a line.

Shift + Left

Shift + Right
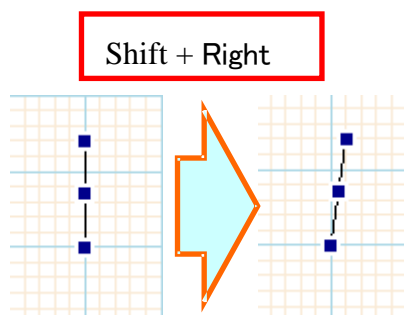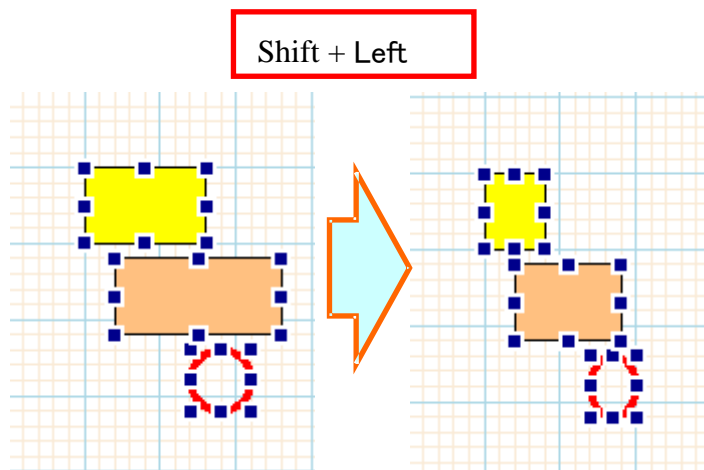
v. Deleting Object

In case mouse cursor is placed in operable range (object interior) to resize the object, this cursor changes to left / right arrow, and you can resize object.
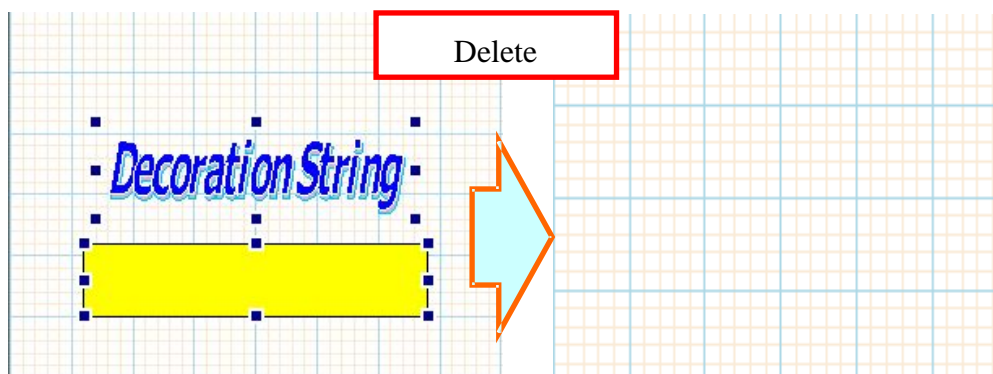
vi. Font setting

When you click on the left-side「+」mark on font column in property grid, property detail is expanded. Also, when you click the" ..." button, font selection window appears and you are able to set fonts in detail.

Default
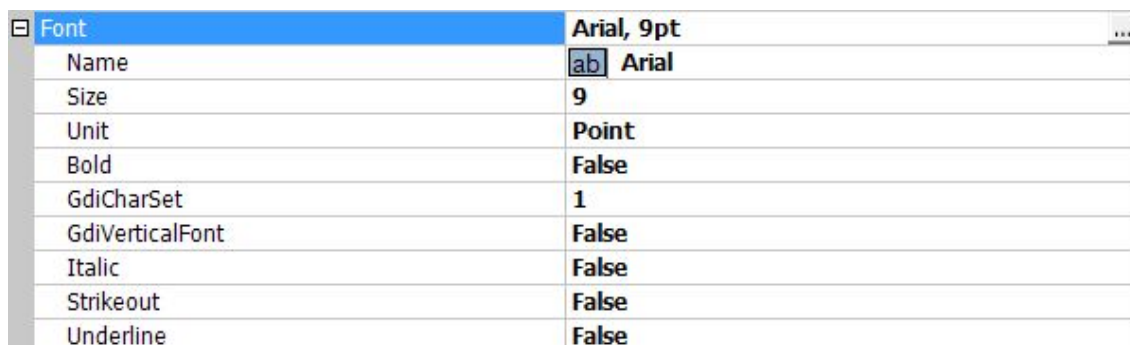
Expand
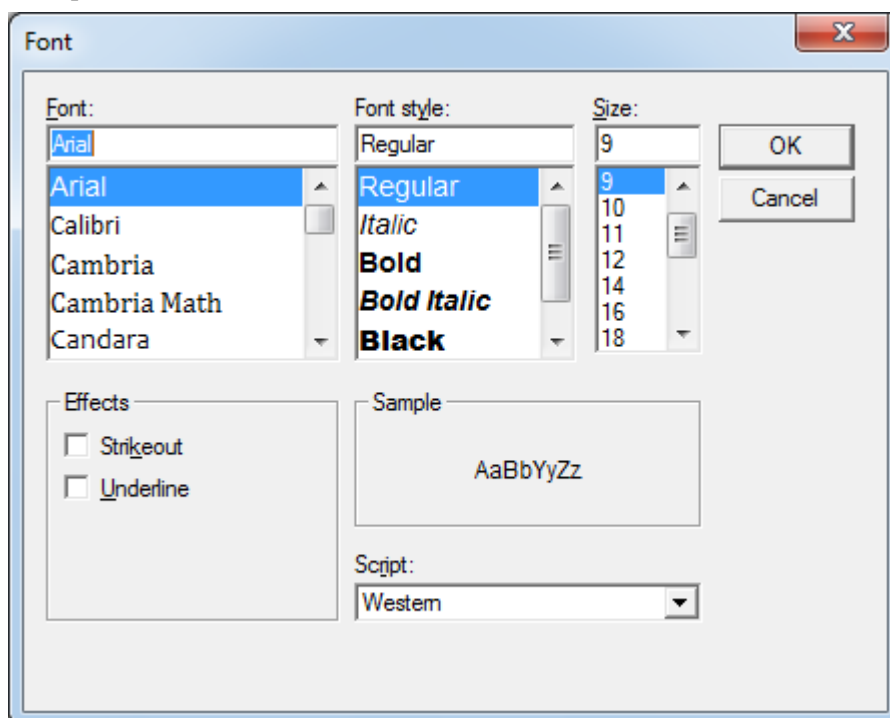
Select Font Window

vii. Color setting

Once click "▼" on the right side button in property grid setting "Color" (Line Color and Backgrounds), Color Selecting Dialog Box appears. Color Selecting Dialog Box has 3 settings "Custom" "Web" "System". When you right-click a grid, "Define Color" appears and you can choose the unique color.
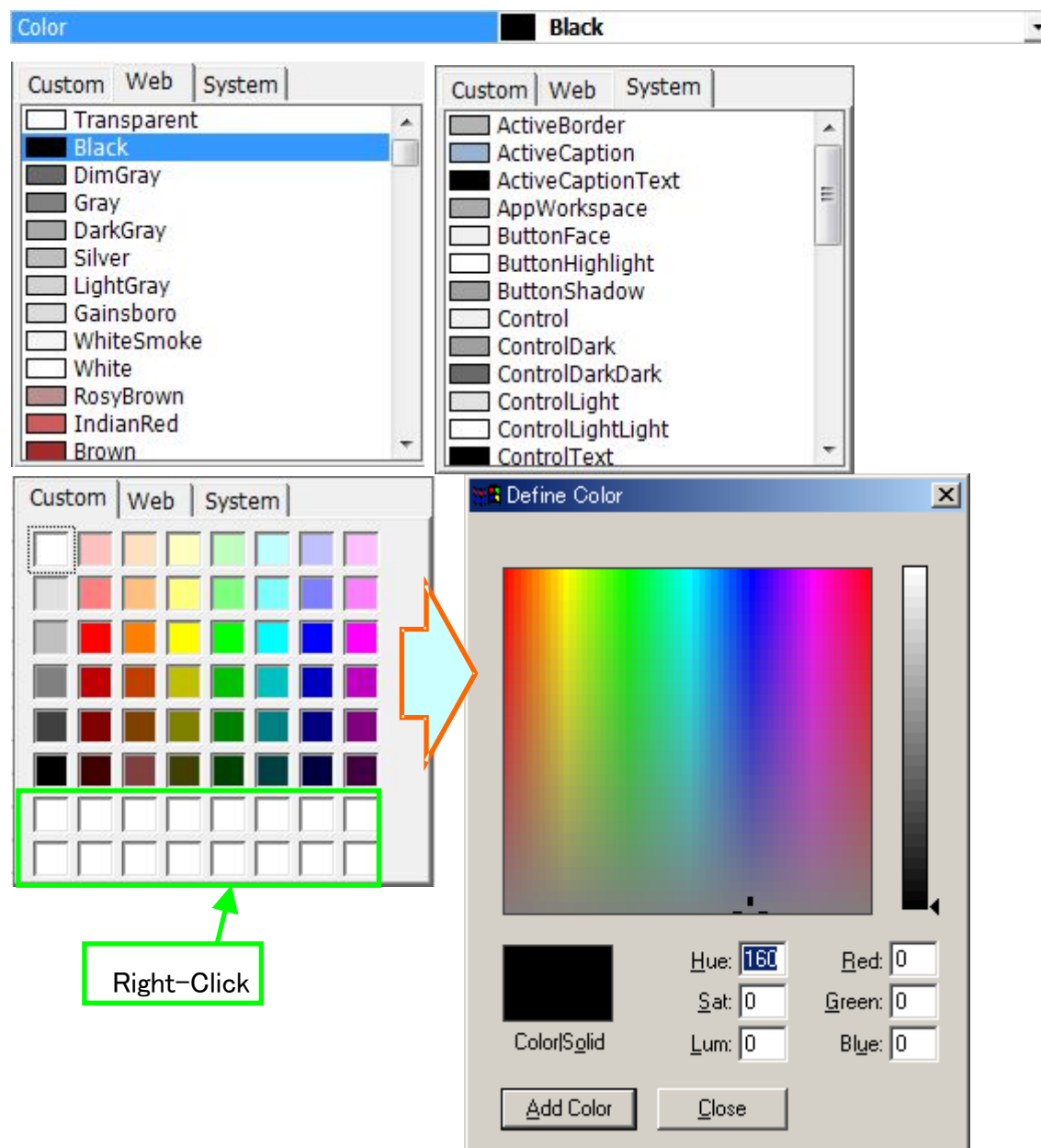
viii.   Set a Property Grid Dash Style

As soon as you click "▼" of the right side in property grid which you set dash style, color selection box is appears. Reports.net accepts 5 styles； "Solid", "Dot", "Dash", "Dash Dot", "Dash Dot Dot"
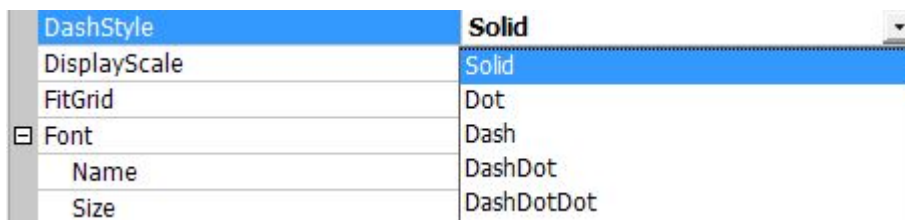
These are "Solid", "Dot", "Dash", "Dash Dot", "Dash Dot Dot" from top to bottom

ix. Fill Setting

Once you click "▼" of the right side in property grid which you set fill, color selection box appears. Reports.net accepts 3 fills ; "Transparent", "Fill", "Hatching"

5.Paint	
HatchDensity	**0**
PaintColor	☐ **Yellow**
PaintType	**Paint** ▼
6.Corner Roundness	Transparent
R	Paint
R Position-BottomLeft	Hatch
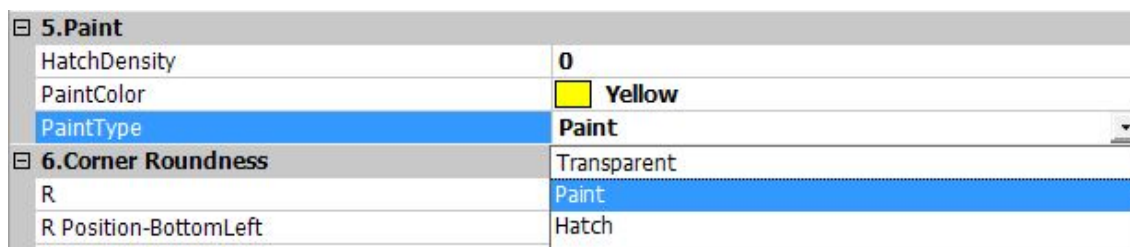
A) Transparency

Object changes transparency. (Background makes transparency)

B) Paint

Fill object by "▼". For detail, please refer to <u>how to operate ⅶ</u>

C) Hatch

This section has mesh setting value from 0(%) to 100(%) to hatch a object. You can hatch in different ways below depending on value.

Value	Sample	Percentage
5 or less		5%
10 or less		10%
20 or less		20%
25 or less		25%
30 or less		30%
40 or less		40%
50 or less		50%
60 or less		60%
70 or less		70%
75 or less		75%
80 or less		80%
100 or less		90%
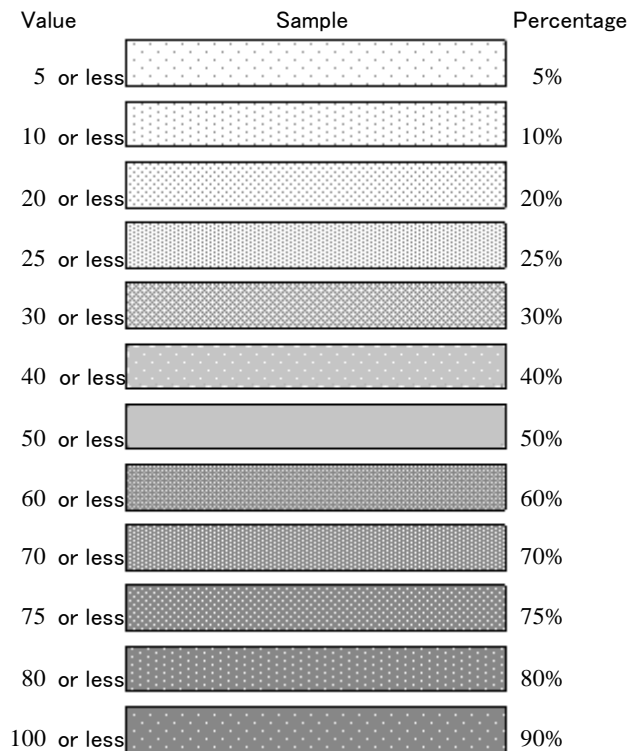
Each Object

Equipment of Reports.NET is called "Object" and an object has 8-types objects.

Each object has setting property, so set value by mouse or property grid.

Form

Form is paper for placing object. You can't delete a report due to only one report exists. The upper-left axis is origin (0,0), X- axis is defined 0 to horizontal right direct and

Y- axis is defined 0 to vertical downward direct. And angle is defined 0 to horizontal right, counter clockwise is positive.

1. Object Lock

    This section makes moving object and changing size unavailable in drawing region. When you select an active object, mark display white in black background, but you can change property grid and delete drawing region on locking. This section is in conjunction with object lock on toolbar.

2. Fit Grid (True/False)

    When you create and move an object , you set object if you fit object into grid

           "True"   "False"
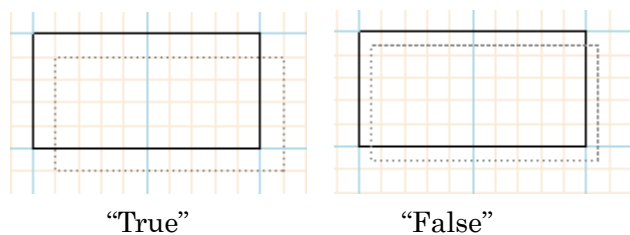
3. Grid width (mm)

    Grid width that you set changes orange lattice pattern, but you can't change blue lattice pattern, which is displayed 1cm interval.

        Select "2"   Select "3"
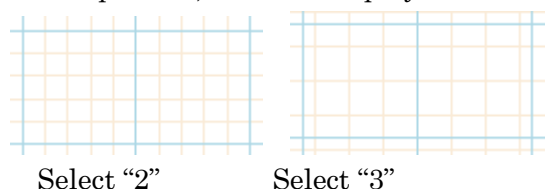
4. Font

    This section is default value for font to create "Text" object. For detail, please refer to how to operate ⅵ .

5. Paper Inch

    This section is able to make paper size inch or mm. Click the "False" to display mm.
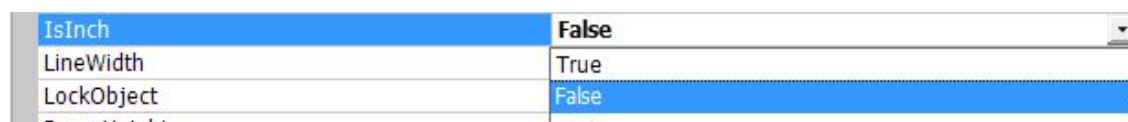
6. Paper Size

    You can select a paper size as pre-defined paper size in this section. Following the pre-defined paper size, you set "LIGHT" and "SIDE". This predefined setting is not printable region, so you design reports with considering blanks. For detail, refer to Q&A
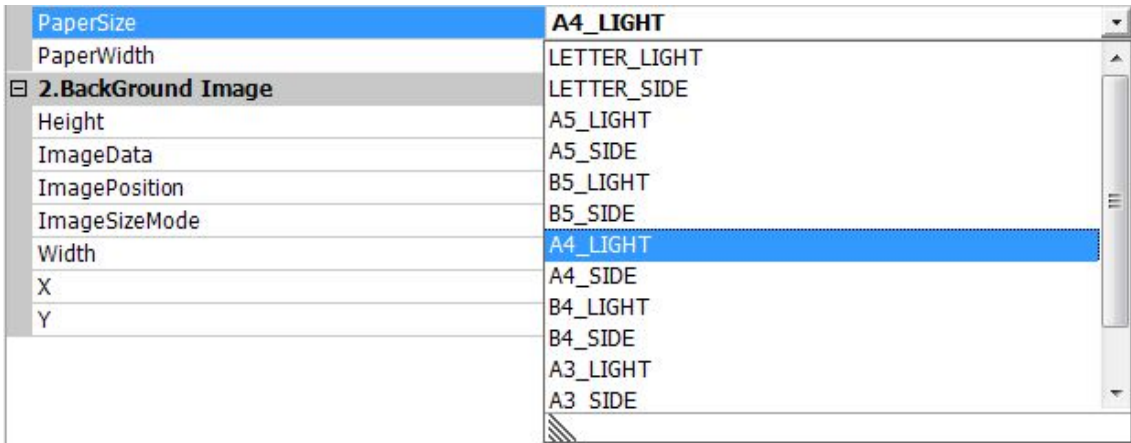
Paper Size	Landscape(mm)	Portrait(mm)
LETTER__LIGHT	100	148
LETTER__SIDE	148	100
A 5 __LIGHT	148	210
A 5 __SIDE	210	148
B 5 __LIGHT	182	257
B 5 __SIDE	257	182
A 4 __LIGHT	210	297
A 4 __SIDE	297	210
B 4 __LIGHT	250	354
B 4 __SIDE	354	250
A 3 __LIGHT	297	420
A 3 __SIDE	420	297
Custom	-----	-----

7. LIGHT (mm or inch)

    You can set width of paper in this section. When you change directly these values, paper size become arbitrary. And you can direct by 0.01inch or 1mm.

8. SIDE

    You can set length of paper in this section. When you change directly these values, paper size become arbitrary. And you can direct by 0.01inch or 1mm.

9. Line Width (mm)

    "Line Width" is default in case you create each object of "Line" "Square" "Circle"

10. Line color

    "Line color" is default in case you create each object of "Line", "Square", "Circle"

For details, refer to how to operate ⅷ

11. Scale

    You set scale in drawing region in this section. When you enter value except an
    option, "3. Scale" becomes arbitrary.

Text

This is object to put characters in frame. Outer circumference around object is displayed as green, but this is not displayed on previewing or printing. Once you double-click "Text" object, new small window appears to enter characters.
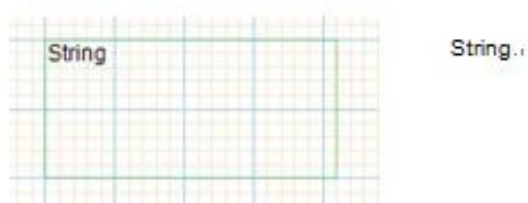
1.Top Left Position	
X	30
Y	10
2.Size	
Height	20
Width	42
3.Rotation	
Angle	0
4.Text	
Align	Left
Font	Arial, 9pt
FontColor	■ Black
Text	String
5.Background	
BackColor	□
PaintBackground	False
6.Elastic Text	
IsElastic	False
OutLineColor	□ White
OutLineWidth	0
7.Output PDF	
PdfAutoCrInsertText	False
PdfCutTextByHeight	False
Repeat	
IntervalX	0
IntervalY	0
RepeatCount	0

Top Left Position

    A) X (mm)

        Set a upper-left X axis

    B) Y (mm)

        Set a upper-left Y axis。

2. Size

    A) Height (mm)

        Set a height

    B) Width(mm)

        Set a width

3. Rotation

    A) Angle (degree)

        Set a rotate angle around a lower-left point from -179 to 180 degrees.

1.Top Left Position	
X	30
Y	20
2.Size	
Height	20
Width	42
3.Rotation	
Angle	30
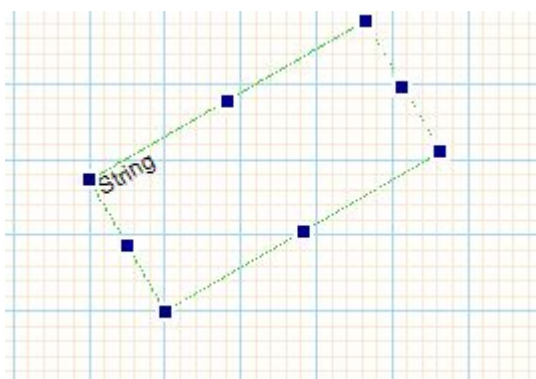
Example of angle [30]

4. Text

    A) Font

        Set a Font of character. For detail, refer to how to operate ⅵ.

    B) Align

        Set a character alignment. Click "▼" in the right side and select the character position from bar.

4.Text	
Align	Left
Font	Left
FontColor	Center
Text	Right
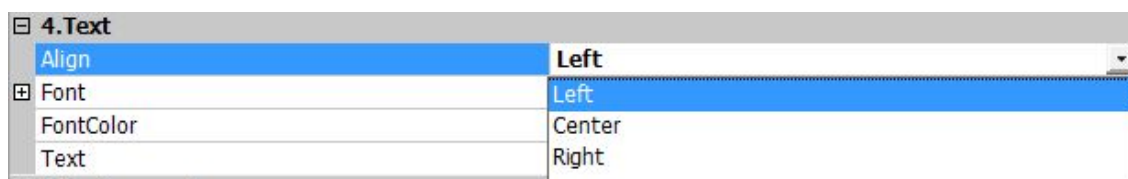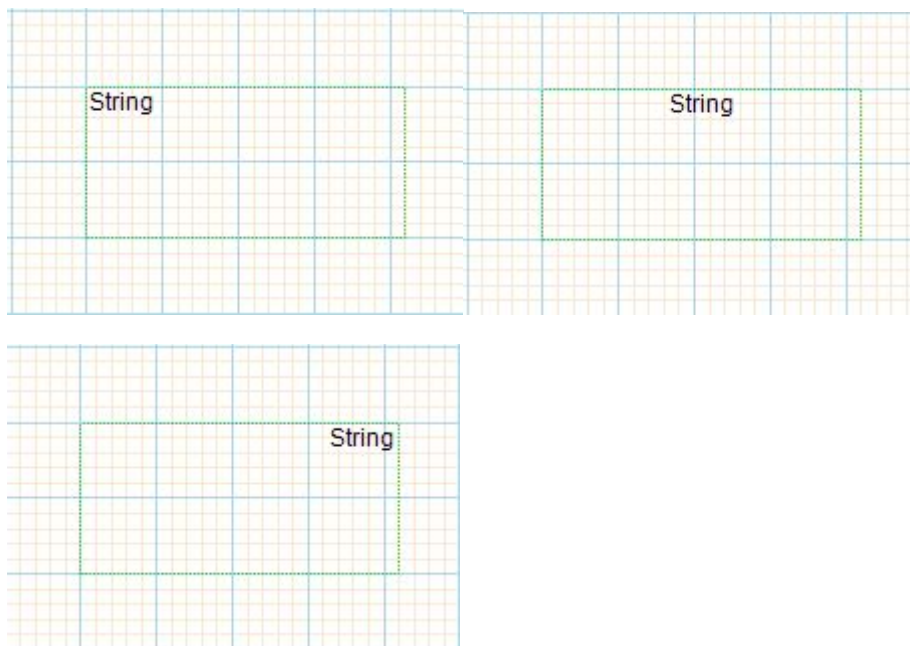
Example of Alignment.　　”Left”, ”Center”, ”Right” (From left to right)

C)　Text

You set strings to display and print. Once you double-click the object in drawing region, small window is displayed to enter strings. And you can enter in it..

D)　Font Color

Set a font color. For detail, refer to <u>how to operate ⅶ</u>.

5.　Background

A)　Back Color

Set a background color fill. For detail, refer to <u>how to operate ⅶ.</u>

B)　Paint Back Color (True/False)

When you select "True", Object background is filled by choosing color.

Example of Paint Back Color

6.   Elastic Text

A)   Outline Width (mm)

Set a thickness of outline characters, but it is applied before elongating.

B)   Outline Color

Set outline color of characters. For detail, refer to <u>how to operate ⅶ</u>

C)   Is Elastic (True/False)

When you choose "True", object setting is available to elongate characters.

The left picture is original strings. The following picture is elongated strings.

7.   Repeat

A)   Interval X (mm)

Set a horizontal interval between repeatable creating objects. Start position is the upper-left object.

B)   Interval Y (mm)

Set a vertical interval between repeatable creating objects. Start position is the

upper-left object.

C) Repeat Count

Set a repeat count to preview (※Note)

Repeat	
IntervalX	5
IntervalY	3
RepeatCount	7

※Note

Repeat Count is available value on previewing to confirm when you design a object. If you restrict ledger sheet with program, this setting is unavailable. You can carry out repeatable draw from program.

Line

This is an object to draw line or arc. If thickness value is "0", you can draw a line, but you can draw the arc in case that value is another. Start point is positive (left side) and end point is negative (right side)
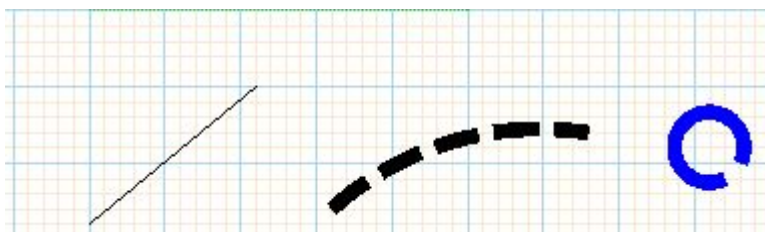
1.Start Position	
X	52
Y	56
2.End Position	
EndX	86
EndY	46
3.Line	
DashStyle	Dash
LineColor	■ Black
LineWidth	2
4.Arc	
Thick	4
Repeat	
IntervalX	0
IntervalY	0
RepeatCount	0

1. Top Start Position
    A) X (mm)

    Set a start X axis

    B) Y (mm)

    Set a end Y axis.

2. End Position
    A) End X (mm)

    Set a end X axis

    B) End Y (mm)

    Set a end Y axis.

3. Line
    A) Dash Style

    Set a dash style. For detail, refer to how to operate ⅷ

B) Line Width (mm)

Set a line width.

C) Line Color

Set a line color. For detail, refer to <u>how to operate ⅶ</u>

4. Arc

A) Thick (mm)

When you set thickness value except "0", you can use arc line. Thickness is defined as left-side start point is positive (plus) and, right-side end point is negative. And thickness is defined by interval at right angles to line from star point to end point.
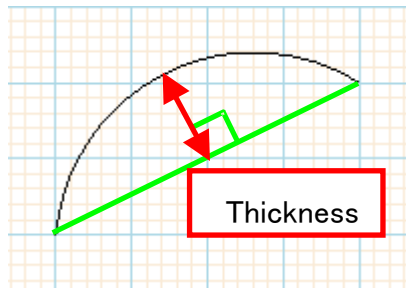
5. Repeat

A) Interval X (mm)

Set a horizontal interval between repeatable creating objects. Start position is the upper-left object.

B) Interval Y (mm)

Set a vertical interval between repeatable creating objects. Start position is the upper-left object

C) Repeat Count

Set a repeat count to preview (※Note)

Example of Repeat (Lower-right picture is preview)

Repeat	
IntervalX	5
IntervalY	3
RepeatCount	7

※Note

Repeat Count is available value on previewing to confirm when you design a object. If you restrict ledger sheet with program, this setting is unavailable. You can carry out repeatable draw from program.

Square

Set an object for drawing square and choose hatching or rounding.

0.Object Name	
Name	Square2
1.Top Left Position	
X	140
Y	38
2.Size	
Height	6
Width	14
3.Rotation	
Angle	0
4.Line	
DashStyle	Solid
LineColor	■ Black
LineWidth	0.3
5.Paint	
HatchDensity	0
PaintColor	□
PaintType	Transparent
6.Corner Roundness	
R	0
R Position-BottomLeft	True
R Position-RightBottom	True
R Position-TopLeft	True
R Position-TopRight	True
Repeat	
IntervalX	0
IntervalY	0
RepeatCount	0

1. Top Left Position

    A) X (mm)

Set a upper-left X axis

B) Y (mm)

Set a upper-left Y axis.

2. Size

A) Height (mm)

Set a height

B) Width(mm)

Set a width

3. Rotation

A) Angle

Set a rotate angle around a lower-left point from -179 to 180 degrees.

4. Line

A) Dash Style (mm)

Set a dash style. For detail, refer to <u>how to operate ⅷ.</u>

B) Line Width (mm)

Set a line color. For detail, refer to <u>how to operate ⅶ</u>.

C) Line Color

Set a line color. For detail, refer to <u>how to operate ⅶ</u>.

5. Paint

A) Paint Type

Set a Paint Type. For detail, refer to <u>how to operate ⅸ</u>

B) Paint Color

Set a Paint Color. For detail, refer to <u>how to operate ⅶ</u>

C) Hatch Density

Set a Hatch Density. For detail, refer to <u>how to operate ⅸ</u>

6. Corner Roundness

A) R (mm)

Direct a round radius.

B) R Position-Bottom Left (True or False)

Direct the uppermost right point in square to round.

C) R Position-Right Bottom

Direct the lowest right point in square to round.

D) R Position-Top Left

Direct the uppermost left point in square to round.

E) R Position-Top Right (True or False)

Direct the lowest left point in square to round.

7.   Repeat
   A)   Interval X (mm)

   Set a horizontal interval between repeatable creating objects. Start position
   is the upper-left object.

   B)   Interval Y (mm)

   Set a vertical interval between repeatable creating objects. Start position is
   the upper-left object.

   C)   Repeat Count

   Set a repeat count to preview (※Note)

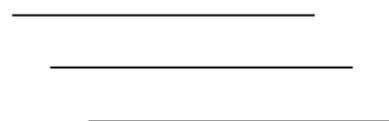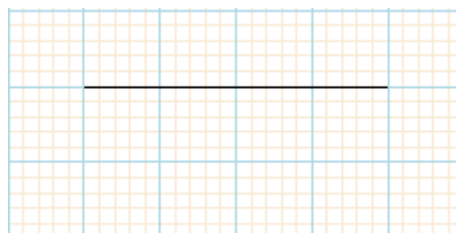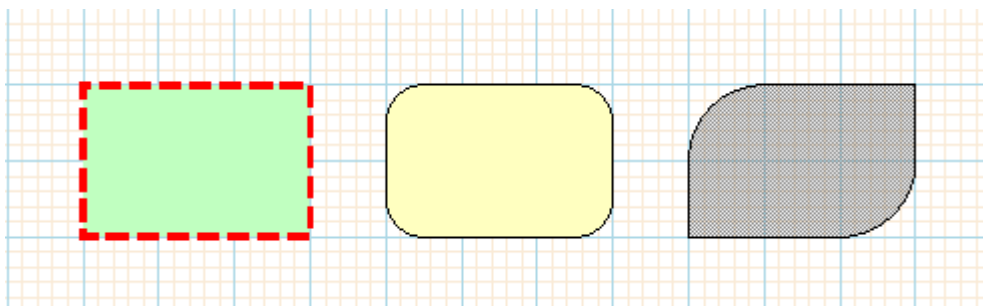| ⊟ Repeat	
IntervalX	5
IntervalY	3
RepeatCount	7

Example of Repeat (Lower-right picture is preview)

※Note

Repeat Count is available value on previewing to confirm when you design a
object. If you restrict ledger sheet with program, this setting is unavailable.
You can carry out repeatable draw from program.

Circle

This is object for drawing a circle or an oval.

0.Object Name	
Name	Circle1
1.Top Left Position	
X	58
Y	20
2.Size	
Height	10
Width	44
3.Rotation	
Angle	0
4.Line	
DashStyle	Solid
LineColor	■ Black
LineWidth	0.3
5.Paint	
HatchDensity	0
PaintColor	□
PaintType	Transparent
Repeat	
IntervalX	0
IntervalY	0
RepeatCount	0

1. Top Left Position
    A) X (mm)

        Set a upper-left X axis

    B) Y (mm)

        Set a upper-left Y axis

2. Size
    C) Width (mm)

Set a width

D) Height (mm)

Set a height

3. Rotation

E) Angle (degree)

Set a rotate angle around a lower-left point from -179 to 180 degrees.

4. Line

F) Dash Style

Set a Dash Style

G) Line Width.

Set a line width.

H) Line Color

Set a line color. For detail, refer to <u>how to operate ⅶ</u>.

5. Paint

I) Paint Type

Set a Paint Type. For detail, refer to <u>how to operate ⅸ</u>

J) Paint Color

Set a Paint Color. For detail, refer to <u>how to operate ⅶ</u>

K) Hatch Density

Set a Hatch Density. For detail, refer to <u>how to operate ⅸ</u>

6. Repeat

L) Interval X (mm)

Set a horizontal interval between repeatable creating objects.

Start position is the upper-left object.

M) Interval Y

Set a vertical interval between repeatable creating objects. Start position is the upper-left object.

N) Repeat Count

Set a repeat count to preview (※Note)

Repeat	
IntervalX	5
IntervalY	3
RepeatCount	7
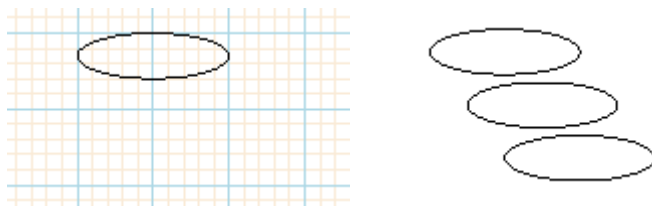
Example of Repeat (Lower-right picture is preview)

※Note

Repeat Count is available value on previewing to confirm when you design a object. If you restrict ledger sheet with program, this setting is unavailable. You can carry out repeatable draw from program.

Image

  This is an object for fitting image in frame. Tinted green frame is displayed in designer as border, whose images are in outer circumference of object, but this is not displayed when you use preview or printing.   Save the image file by designer, report definition file is saved as encoded image file format (BASE64). In case you want to direct the image file by report definition file, edit directly the definition file. You can use shadows with transparent GIF because background become transparent.
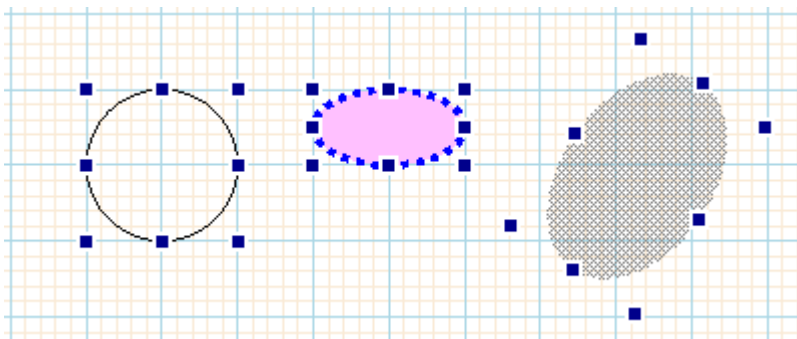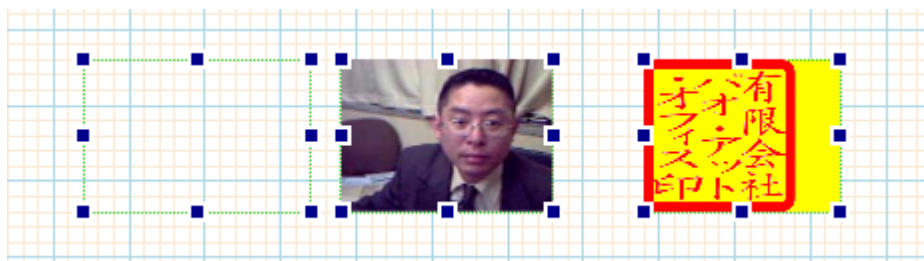

1.Top Left Position	
X	20
Y	10
2.Size	
Height	60
Width	50
3.Rotation	
Angle	0
4.Line	
DashStyle	Solid
LineColor	
LineWidth	0
5.Background	
BackColor	
PaintBackground	False
6.Image	
ImageData	(none)
ImagePosition	LeftTop
ImageReverse	Normal
ImageSizeMode	Zoom
Repeat	
IntervalX	0
IntervalY	0
RepeatCount	0

1.   Top Left Position
    A)   X (mm)
   Set a upper-left X axis

B) Y (mm)

Set a upper-left Y axis

2. Size

A) Width (mm)

Set a width

B) Height (mm)

Set a height

3. Rotation

A) Angle

Set a rotate angle around a lower-left point from -179 to 180 degrees.

4. Line

A) Dash Style

Set a dash style. For detail, refer to how to operate ⅷ.

B) Line width.

Set a line width.

C) Line Color

Set a line color. For detail, refer to how to operate ⅶ

5. Background

A) Back Color

Set a background color fill. for detail, refer to how to operate ⅶ

B) Paint Back Color (True/False)

When you select "True", Object background is filled by choosing color.

6. Image

A) Image Size Mode

Set an image size of an object. Click "▼" button in the right side and choose the size from bar.

⊟ 6.Image	
ImageData	☐ (none)
ImagePosition	**LeftTop**
ImageReverse	**Normal**
ImageSizeMode	**Zoom**
⊟ **Repeat**	Zoom
IntervalX	Stretch
IntervalY	Clip

① Zoom

Fit the object in all frames without vertical and horizontal ratio of image
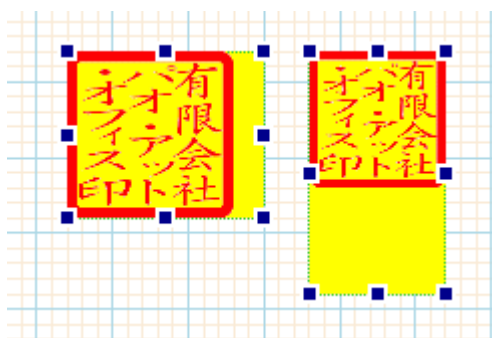
② Stretch

Enlarge an image depending on object size
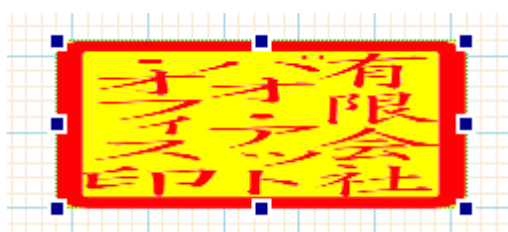
③ Clip

Draw an original size. And draw size is not the same because resolution is different between designer and printer.

Left: Designer   Right: Preview

Horizontal Line is the same size for comparing.

B) Image Data

Direct the image file. Once you click the right side button "...", selections box is displayed, and select the arbitrary image.

C) Image Position

Direct the image file position to object. Once you click the right side button "…",

selections box is displayed, and select the arbitrary image.
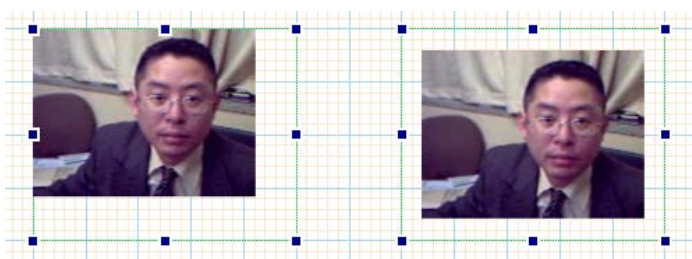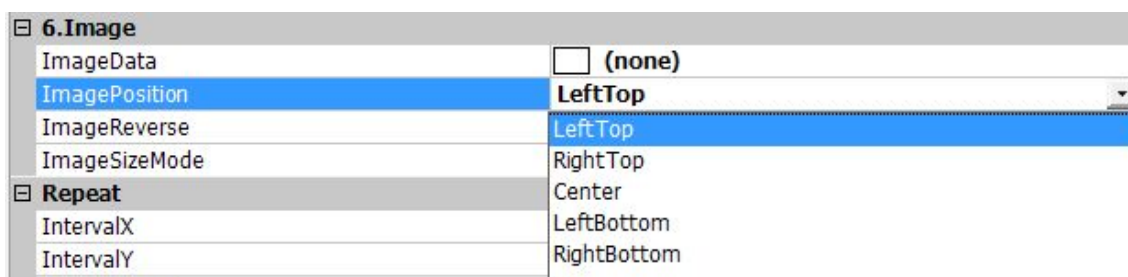
Left: select the   Right: Select the Center

D) Image Reverse

Set a flip for image. Click a right side button "▼", and flip the image.
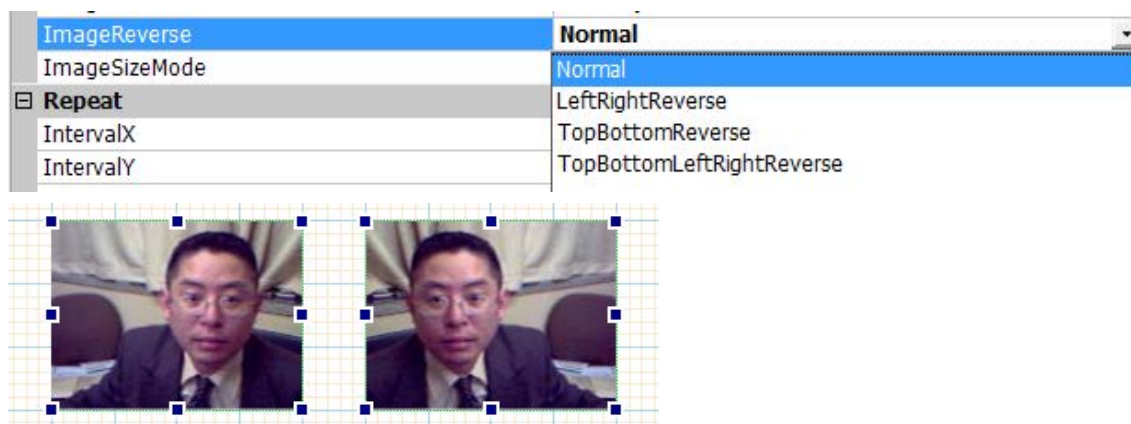
Left: Select the "Normal"　Right: Select the "Top bottom left Right Reverse"

7.　Repeat

O)　Interval X (mm)

Set a horizontal interval between repeatable creating objects.

Start position is the upper-left object.

P)　Interval Y

Set a vertical interval between repeatable creating objects. Start position is the upper-left object.

Q)　Repeat Count

Set a repeat count to preview (※Note)
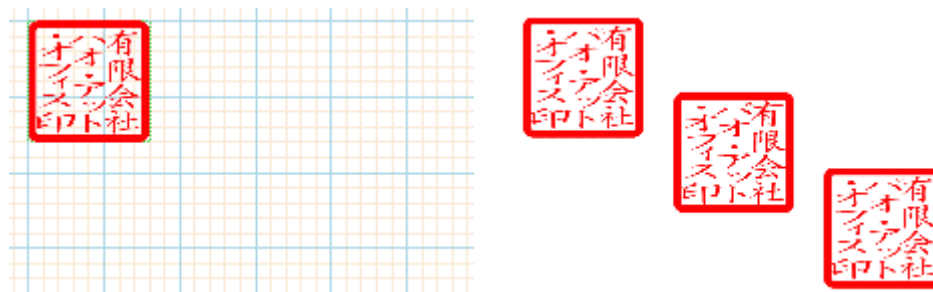
Example of Repeat (Lower-right picture is preview)

※Note

Repeat Count is available value on previewing to confirm when you design a

object. If you restrict ledger sheet with program, this setting is unavailable.
You can carry out repeatable draw from program.

Barcode

This is an object to draw barcode. 12 common types are compliant in draw engine of Reports.NET.
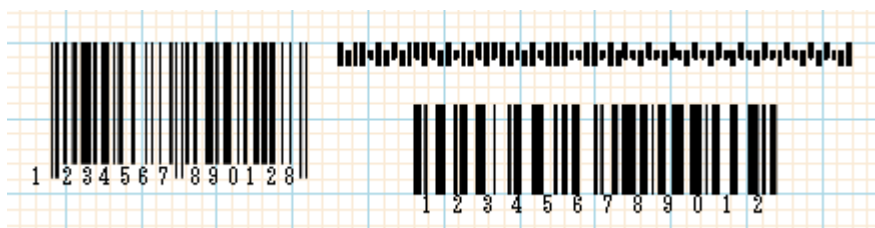
0.Object Name	
Name	**Barcode1**
1.Top Left Position	
X	**30**
Y	**20**
2.Size	
Height	**29.9**
Width	**70**
3.Rotation	
Angle	**0**
4.Barcode	
BlackBar Adjustment	**0**
Code	**123456789012**
Disp StartStopCode	**False**
Font	**Arial, 9pt**
Kind	**JAN13**
Text	**True**
TextJustification	**False**
WhiteBar Adjustment	**0**
WriteKind	**Direct**
5.Barcode - Zip	
Point	**8.5**
6.Barcode - QR	
QrErrLevel	**M**
QrVersion	**10**
Repeat	
IntervalX	**0**
IntervalY	**0**
RepeatCount	**0**

1. Top Left Position

    A) X (mm)

    Set a upper-left X axis

    B) Y (mm)

    Set a upper-left Y axis

2.   Size

   A)   Height (mm)

       Set a height. If you use QR code, width and height are same

   B)   Width (mm)

       Set a width. If you use QR code, width and height are same

3.   Rotation

   A)   Angle

       Set a rotate angle around a lower-left point from -179 to 180 degrees.

4.   Barcode

   A)   A Black Bar Adjustment

       Direct the dot number to adjust neatly black bar

       ・   For example, when you direct -1, entire black bar becames fine by dot.

       ※This property is not available except for "dot direct draw within entire width"

   B)   Code

       Direct a code of barcode. Selectable characters type are different from barcode common types.

   C)   Disp Start Stop Code (true/false)

       Direct the draw of "Start Stop code" when you use barcode of Code39/NW7.

   D)   Font

       Direct the superscript. For detail, refer to how to <u>operate ⅵ.</u>

   E)   Kind (true/false)

       Choose barcode common types. Click the right side of   "▼"   and select a barcode type.

JAN13
JAN8
ITF
Matrix2of5
NEC2of5
NW7
Code39
Code128
UCCEAN128
ZIP
QRCode
GS1_128
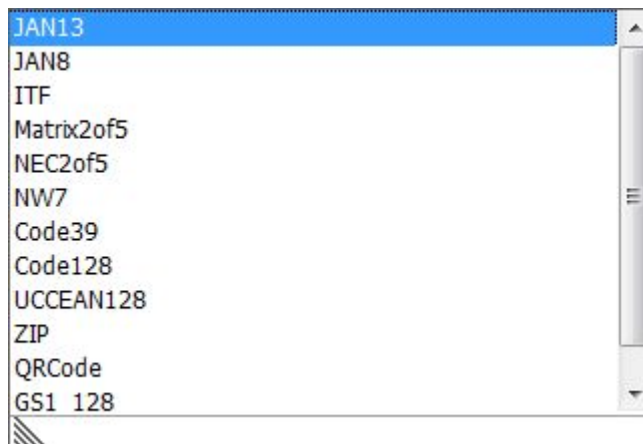
   F)   Write Kind

You choose the drawing ways for barcode below.

- Dot direct draw within entire width
- Contract draw entire width

"Direct draw" draws directly maximum width within directed width.

"Contract draw" draws by contracting on fitting within directed width

Direct draw draws quicker and more accurate than contract draw. but width is not tend to fit and Dot per inch (dpi) is different size depends on barcode

G) Barcode –Zip

Direct the value of Customer Barcode Point from 8 to 11.5

H) QR Error Level

Direct the correction of Error Level. You choose a L/M/Q/H

I) QR Version

Direct the QR code version and select value from 1 to 40. If you create barcode for cell phone or barcode reader, you choose less than 15 value.

8. Repeat

R) Interval X (mm)

Set a horizontal interval between repeatable creating objects.

Start position is the upper-left object.

S) Interval Y

Set a vertical interval between repeatable creating objects. Start position is the upper-left object.

T) Repeat Count

Set a repeat count to preview (※Note)

⊟ Repeat	
IntervalX	5
IntervalY	3
RepeatCount	7
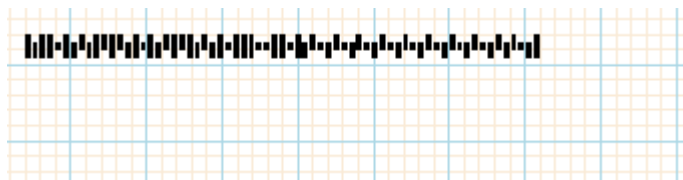
Example of Repeat (Lower-right picture is preview)

※Note

Repeat Count is available value on previewing to confirm when you design a object. If you restrict ledger sheet with program, this setting is unavailable. You can carry out repeatable draw from program.

ArtText

This is an Object for drawing decorated characters. Once you double-click the decorated characters object in drawing region, open the small window to enter the characters. But decorated characters can't be aligned.
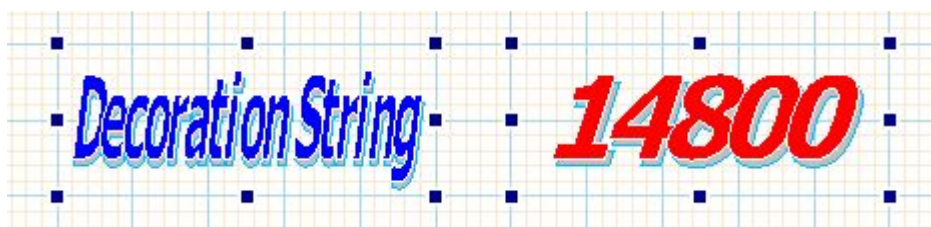
1.Top Left Position	
X	10
Y	10
2.Size	
Height	40
Width	50
3.Rotation	
Angle	0
4.Text	
CharAngle	0
FontBold	True
FontColor	Blue
FontName	Tahoma
RevText	False
Text	Decoration String
WriteVertically	False
5.Background	
BackColor	
PaintBackground	False
6.Text OutLine	
OutLineColor	White
OutLineWidth	0.3
7.Pile	
PileOrderLeftFront	False
PileRate	40

8.Delimiter	
DelimiterPileRatef	0
DelimiterPileRater	40
DelimiterProcess	True
DelimiterString	,.
9.Projection	
ProjectionX	False
ProjectionY	False
A.Shear	
ShearStretch	True
ShearX	-0.35
ShearY	0
B.Shadow	
ShadowColor	Silver
ShadowLineColor	DeepSkyBlue
ShadowLineWidth	0.3
ShadowStretch	False
ShadowX	1.5
ShadowY	1.5
Repeat	
IntervalX	0
IntervalY	0
RepeatCount	0

1. Top Left Position
    A) X (mm)

        Set a upper-left X axis
    B) Y (mm)

        Set a upper-left Y axis
2. Size
    A) Height (mm)

        Set a height
    B) Width (mm)

        Set a width
3. Rotation
    A) Chart Angle

        Set a rotate angle of each character.
4. Text
    A) Chart Angle

        Set a rotate angle of each character.

B) Font Bold

Set a font bold

C) Font Color

Direct a font color. For detail, refer to <u>how to operate ⅶ</u>

D) Font Name

Set font name of characters.　Once click a button　"▼"　in the right side, font list appears.

E) Rev Text　(True or False)

Set the flip of strings
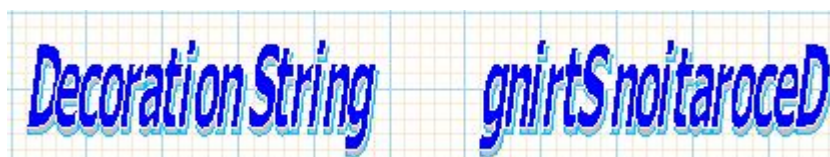
F) Text

Set a string to preview or print in this section. Once double-click an object in drawing, a small window appears and you can enter a string there.

G) Write Vertically (True or False)

Direct a string to write vertically.
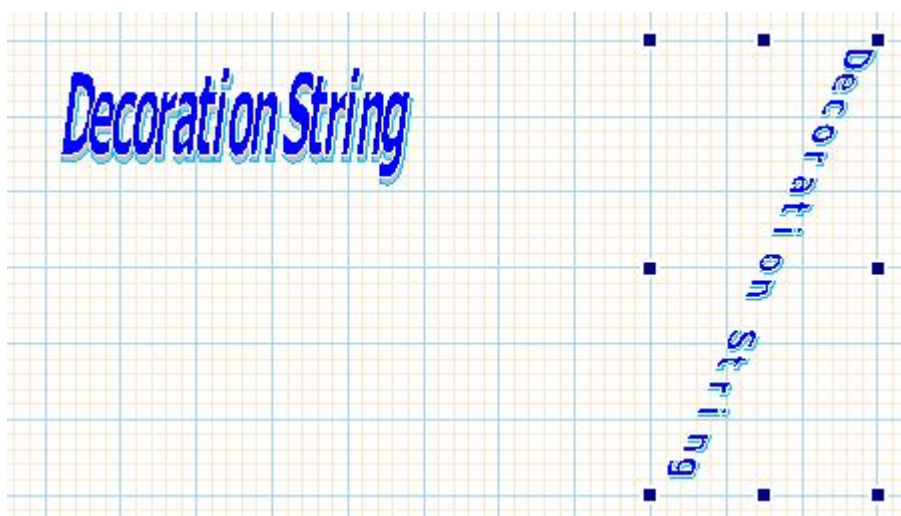
5. Background

   A) Back Color

      Set a background color fill.   For detail, refer to <u>how to operate vii</u>

   B) Paint Back Color (True/False)

      When you select "True", Object background is filled by choosing color.

6. Text Outline

   A) Out Line Color

      Set an outline color. For detail, refer to <u>how to operate vii</u>.

   B) Out Line Width (mm)

      Set a thickness of character outline. But previous elongation is not implemented width because width is expanded or contracted after elongating。

7. Pile

   A) Pile Order Left Front

      Direct a pile order from the initial or the last

      Left Pile   Right Pile

   B) Pile Rate

      Direct a pile rate
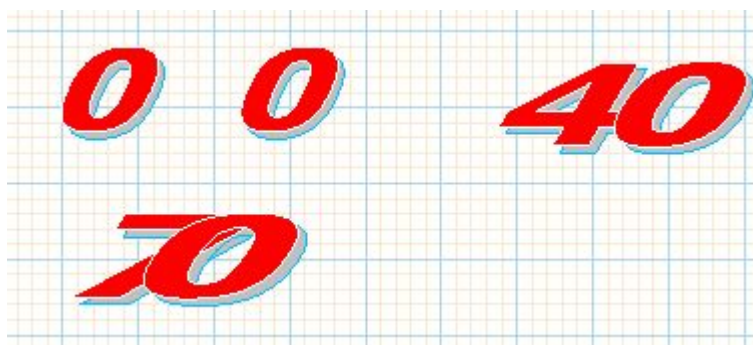
8. Delimiter

   A) Delimiter Pile Rate f

      Direct a character (you want to direct character as the different pile rate after you set pile rate.) to delimiter

   B) Delimiter Pile Rate r (True or False)

      Direct whether or not a Delimiter Pile Rate Back

C) Delimiter Process (True or False)

Direct whether or not a Delimiter Process

D) Delimiter String

Direct a string of delimiter in case you set different Pile Rate.
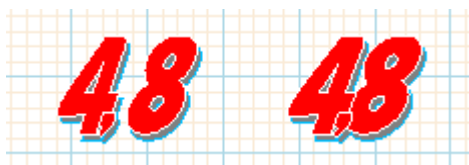
9. Projection

A) Projection X (True or False)

Direct whether or not flip horizontal

B) Projection Y

Direct whether or not flip vertical
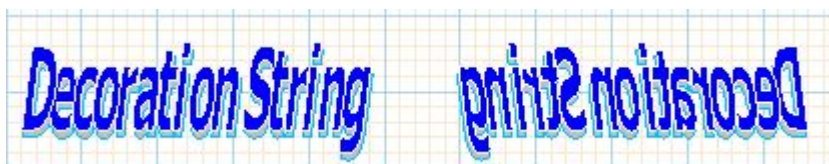
10. Shear

A) Shear Stretch (True or False)

Recognize whether or not shear stretch ratio, when you select "False", a string
is bigger than object

B) Shear X

Direct a horizontal shear ratio

C) Shear Y

Direct a vertical shear ratio.

11. Shadow

A) Shadow Color

Set a shadow color. For detail, refer to <u>how to operate ⅶ</u>

B) Shadow Line Color

Set a shadow line color. For detail, refer to <u>how to operate ⅶ</u>

C) Shadow Line Width

Set thickness of shadow outline. But previous elongation is not implemented width because width is expanded or contracted after elongating

D) Shadow Stretch

Recognize whether or not shear stretch ratio, when you select "False", a string is bigger than object.

E) Shadow X (mm)

Set an interval between shadow and X axis. But after you have drawn a shadow, it could not be directed shadow because it'll expand or contract to fit the frame.

F) Shadow Y (mm)

Set an interval between shadow and Y axis. But after you have drawn a shadow, it could not be directed shadow because it'll expand or contract to fit the frame.

8. Repeat

A) Interval X (mm)

Set a horizontal interval between repeatable creating objects. Start position is the upper-left object.

B) Interval Y (mm)

Set a vertical interval between repeatable creating objects. Start position is the upper-left object.

C) Repeat Count

Set a repeat count to preview (※Note)

Repeat	
IntervalX	5
IntervalY	3
RepeatCount	7

Example of Repeat (Lower-right picture is preview)

※Note

Repeat Count is available value on previewing to confirm when you design a object. If you restrict ledger sheet with program, this setting is unavailable.

You can carry out repeatable draw from program.

Q&A

- Why property grid is not displayed?
  - ➢ If you select font size except for default (small font size), layout disruption can be displayed. Select the small font in screen property in case you use Reports.NET. Designer.

- Can you comfortably move object and resize?
  - ➢ We recommend you to move object and resize by mouse. In addition, you can carry out "Ctrl + Arrow Key" for moving object and "Shift + Arrow Key" for resizing. And multiple selecting is also available.
    We almost use Keyboard to fit position.

- It is possible to select paper size on printer. But it is impossible to choose paper size on designer. Could you tell me about this problem?
  - ➢ After comparing paper size that you set in printer on printing with report, definition file, then Reports.NET directs the printing as fitting perfectly paper size. Thus, you have to preliminarily set the paper size (by 1/100 inch), which you take from printer in .NET environment as report definition file when you would like to restrict the printer as specific paper size format. You should select "True" on "Paper Inch" in property and select "LIGHT" or "SIDE"

Versions

The latest demoware of Reports.NET is always available at http://www.pao.ac/en/reports.net/ .

☐ Restrictions for the demoware 　(The restrictions are the same as legitimate software except below.)

   ➢ Designer

      ✧ Saving frequency will be limited to 100 times.

        The following dialog box will pop up before saving.

   ➢ Engine

      ✧ The character string, SAMPLE, will be inserted in previewing or printing. (It will not in previewing or printing of Report Definition File.)

☐ How to lift restrictions on demoware and register legitimate software

   ➢ Designer

      ✧ A license code will be sent to you from us after registration of license

   ➢ Engine

      ✧ Through entering the code to the Reports.NET designer or license program on your computer, the Restrictions of engine for developing are removed. The others not need license.

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- Required numbers
  - ➢ The numbers of computers installed with Reports,net
- Price per license
  - ➢ $498.00 USD
  - ✧ The price doesn't include consumption tax.
  - ✧ Version upgrade such as bug fixing will be given for free.
  - ✧ Please Note that another license will be needed if the software would be upgraded with substantial additional functions.

    The price is for the use rights of Reports,net   It doesn't include any costs for other purpose such as maintenance or customizing.

- Payment method
  - ➢ Pay payment amount(=License price($498.00 USD)×units) by credit card or PayPal. Please visit the following Web Site to order and pay
    http://www.pao.ac/en/reports.net/index.html#buy

- Note of payment and product delivery
  - ➢ After the notification mentioned above and confirmation of the payment, the license key will be sent to you by email.
    - ✧ As a general rule, license key is not sent to you by any other way than email.
    - ✧ License key is not resent as a general rule.   Please retain the license key you receive by making a backup copy.
  - ➢ We don't know who transfer money to our account if you do so, could you absolutely contact us about payment confirmation?

- Estimate, billing statement and receipt
  - ➢ Estimate, billing statement and receipt are not issued.

Modification History

Version	Release Date	Modification
1	May 30, 2003	First release
3	May 10, 2005	Addition of barcode property for QR code compliant
4	Feb. 10, 2007	Modification of the manual due to the additional function of PDF output with Reports.jar.
5	Feb. 19, 2009	Addition of adjustment property for barcode black bar width by dot.
6	Jun.17 2011.	Change the license supports.
7	July.15 2011.	English version new release