

Visual Documents v1.8

Advanced Printing Source Code Generator

Professional Edition

User's Guide

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What's new on Visual Documents v1.8

Visual Documents has been improved to speed up your work, now it's easy and faster to work with it, here is a list of the new features:

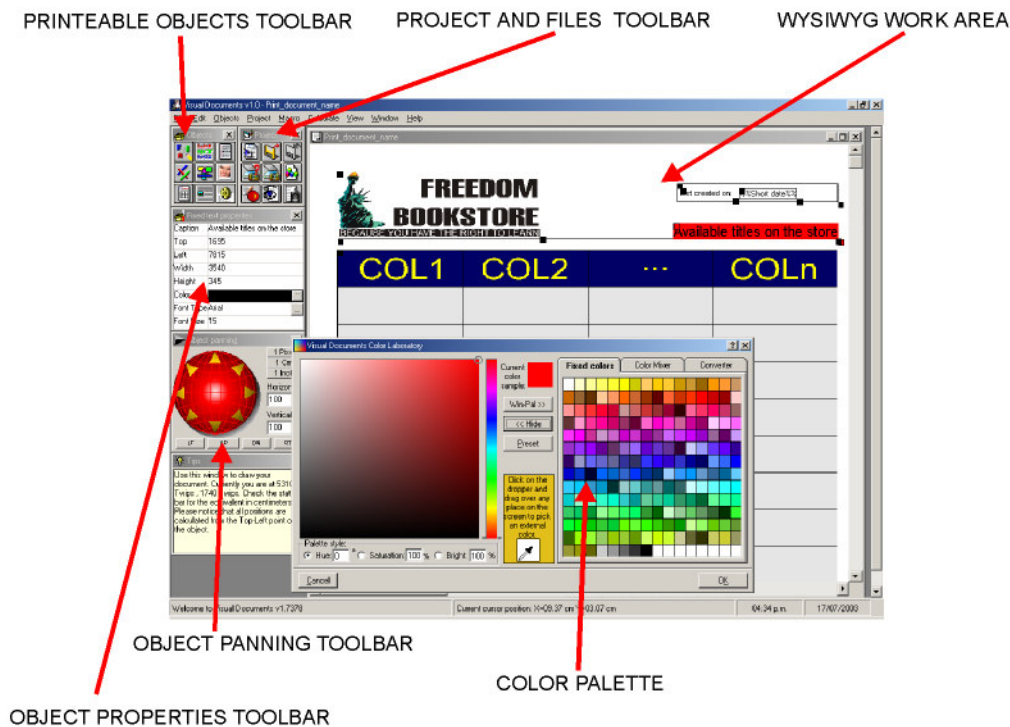
- GUI was improved, now you can manage objects faster than ever
- Multiple objects selection
- Multiple objects moving
- Multiple objects resizing
- Autoscroll of form when moving and rescaling objects
- Objects autoalignment at the top, center, bottom, right and left
- Objects autoresizing
- Recent documents menu was also added
- Undo option on Edit menu

Introduction

The Visual Documents Software (VdocS) is designed to efficiently create Visual Basic source code that can easily be included on your projects to create nice and professional looking printed documents.

The interface developer environment (IDE) is very similar to visual basic's IDE, for this reason you won't have to waste your time learning how to work with VdocS' IDE.

VdocS is the best tool that you can acquire on the market when you have to develop software that creates printed documents and you don't have enough time. VdocS is a R.A.D. system with a nice object oriented environment where you drop the objects and drag them to their final positions and magically create the source code to print them and, due its WYSIWYG (What you see is what you get) feature you don't have to waste your time trying to imagine how your document will look like, testing your project or wasting paper and ink on each test.



VDocS is the most advanced editor of its kind. You can easily create the source code to fill out a printed forms, since you can scan the printed form and use it as a template, you will simply have to move your controls where they must be printed and that's it.

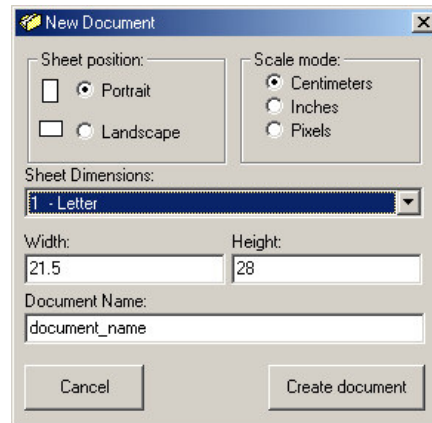
With VdocS you can define your own macros to save time, this macros can be either new vb functions or predefined documents, and access them with one click of your mouse, the results are amazing!

Also VdocS comes with an advanced color palette editor that allows you create any color or steal it from any place of the screen and give your printed documents the exact color match.

With VdocS now you can develop software as fast as the light!

Creating a Project

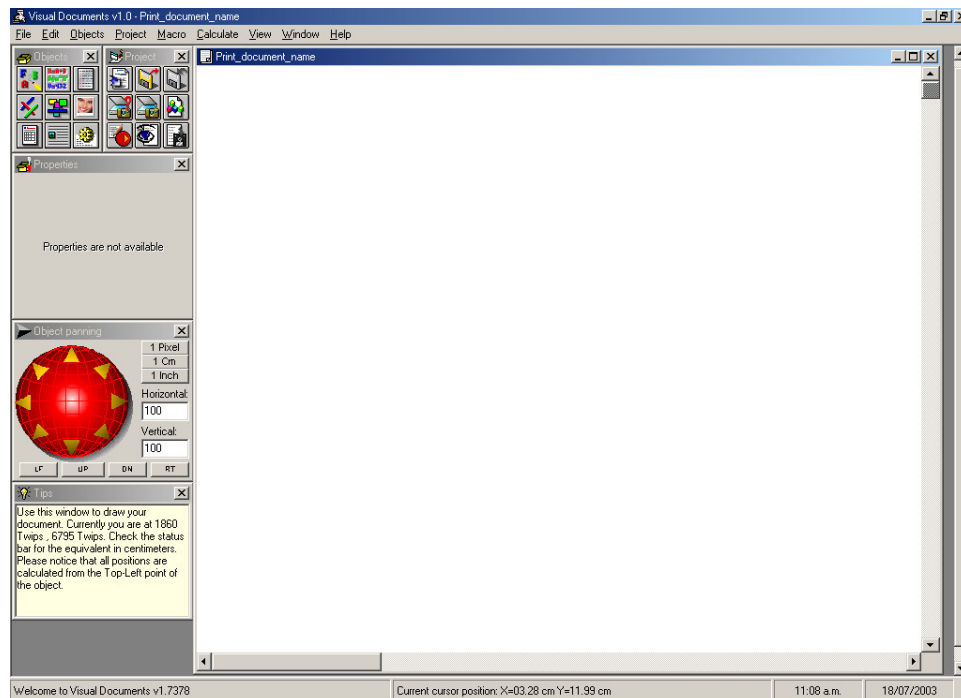
To begin working with VdocS you will need to create a new project, this can be done by selecting the 'File' menu and then 'New Document' option or press Control-N simultaneously on your keyboard, the following window will appear:



Select the sheet position and then the document' scale and the size of the paper, and finally, on the 'Document Name' field write the name that will be given to your printing sub, for example:

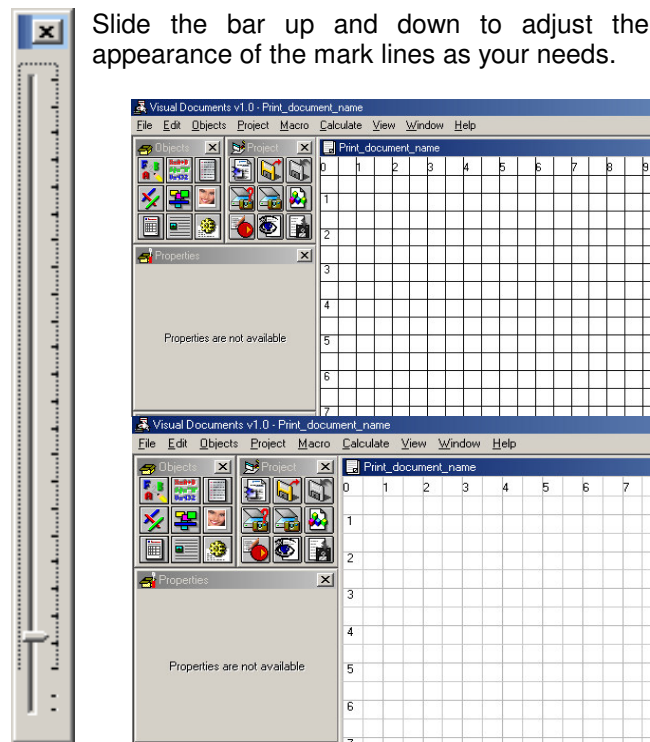
```
Sub PrintTicket ()
End Sub
```

At this point a new blank document will be created and all the controls will be enabled.



Now from the 'Edit' menu select the 'Show rulers' option or press Control-W, the rulers will be shown representing the scale that you previously selected for your document.

Once you select to show the rulers, you can adjust the brightness and contrast of the mark lines, if you right-click on the document this bar will appear:

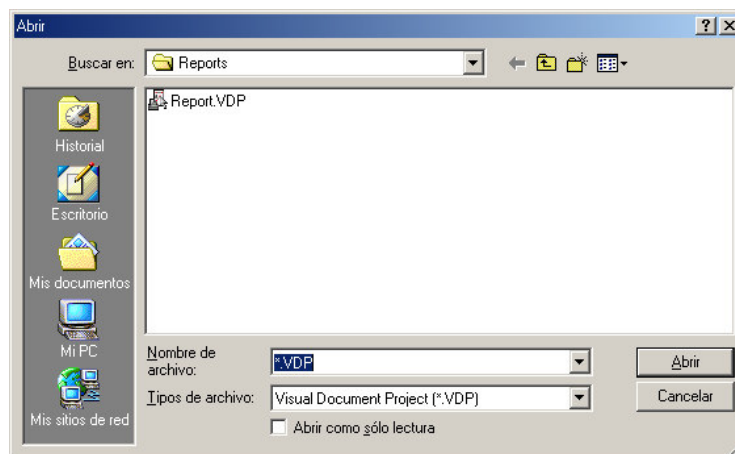


Saving your project:

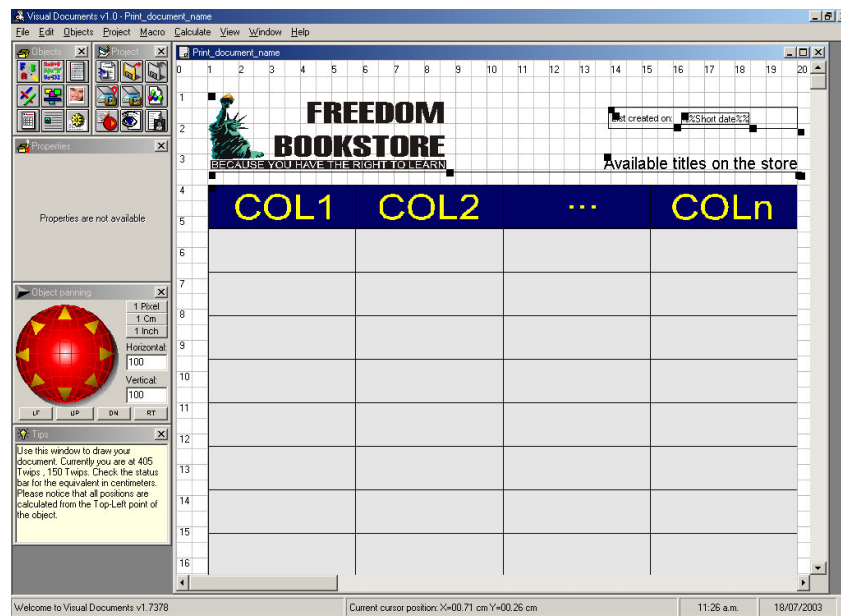
To save your project, select from the 'File' menu the 'Save project' option, or press F2, a dialog box will appear requesting you the name for the new project, type the name and press the 'Ok' button, you will be prompted that your document has been saved.

Opening a project:

To open a previously created project, select on the 'File' menu the option 'Load Document' or press F3 on your keyboard, the following dialog window will appear:



Visual documents' files usually have the .VDP extension. Select the file that you wish to open and click 'Ok' button. At this point, the document will be opened as you can see on this window:



Please note that each time a document is opened, the objects position on all the opened projects get locked, so you won't be able to drag objects to a different position. To release the objects press F11 or select from the 'Edit' menu the 'Lock objects position' option and uncheck it.

Inserting a document:

This option is very useful when you have a lot of documents that share common objects, for example the same header and footer, so you will have to design first the template and the insert it on each document you need. To insert a document on the current project, select from the 'File' menu the 'Insert Document' option or press F4, the open dialog box will appear, select the file and you will see how the new objects are inserted in the current project.

All these operations can be automated with the 'Macro' feature, so you won't have to repeat the steps each time. We will learn more on macros later on this guide.

Recent files:

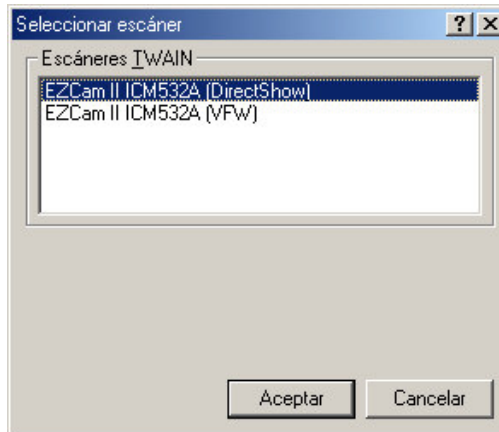
This option will track the last 3 documents that you opened most recently, click on the file to open it at once.

Using scanned documents as templates

One of the best features of VdocS is that you can use any scanned form or document as a template, this means that you can drop the controls over the scanned document and create, with a click of a button, the source code to fill it out in a matter of seconds.

The first step is to select the scanner, to do this, go to the 'File' menu and select the 'Select scanner' option, it will appear this window showing you the available scanners connected to your system, it can be any hand held scanner, flat bed scanner or even a web cam.

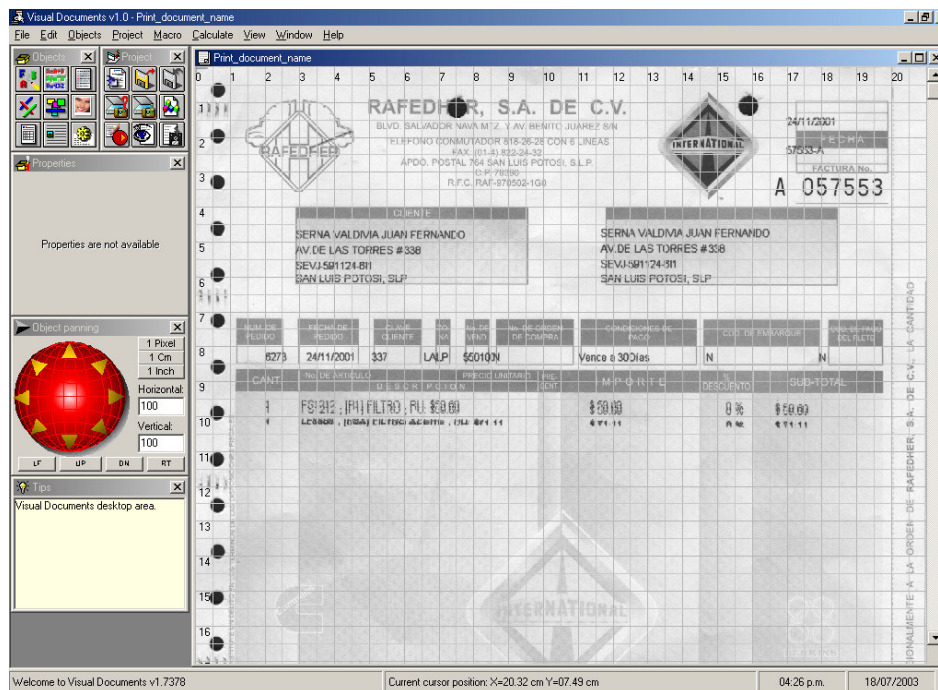
Select the scanner to use and click the 'Ok' button.



Then, from the 'File' menu select the 'Scan Document' option, the appearance of the window that will be opened, will depend on your scanner's driver, so you will have to take a look to your scanner's manual to check how to scan the document (Of course we all know how to do it but the steps have to be included on this guide).

After you scanned the document, the steps that follow will depend again of your scanner's driver, some drivers transfer the scanned image directly to the application, and some save the images to disk, if everything it's ok, you will see the scanned image behind the objects of your document and behind the mark lines of the ruler, if you don't, go to the 'File' menu and select the 'Use image as template' option, the open file dialog will appear, choose your recent scanned document and it will be shown as we just said.

The following screenshot shows how it looks VdocS when using a scanned form as template:



Now you can drop your controls wherever you need to fill out the form. You can remove the template image by selecting 'Remove image template' from the 'File' menu.

Selecting a printer

You will need a printer to print the previews of your document, normally, VdocS uses the default printer, but, just in case that you don't want to use that one, you may change it by clicking 'Printer setup' from the 'File' menu, this window will appear showing you the available printers:



If you don't want to waste paper and toner, it will be a very good idea to download a PDF printer called PDF995 from this site: <http://www.pdf995.com/> (it's free and an excellent tool) and configure it as the default printer.

Closing VdocS

You can quit the program at any time by pressing Control-x, or by selecting from the 'File' menu the 'Exit Visual Docs' option.

The Edit Menu

There are several basic options in the Editor, those options are grouped on the edit menu, we will describe one by one:

Undo (CTRL-Z): This option will cancel the last change you made to an object.

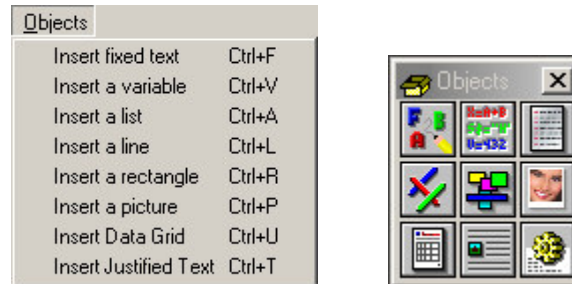
Copy object (CTRL-INS): This option is used when you want to create a clone of an object. To copy an object to the clipboard, you must first select which object is going to be copied, click over the control boxes of the object or click over the object, the control boxes should become red and then press control-insert.

Paste object (SHIFT-INS): This option is used to paste a copy of the object that is currently in the clipboard, a clone of the object is created, same color, same size, same position, this means that it will be placed in front of the original object.

Delete an object (CTRL-D): The object that will be deleted is the current selected object, if you haven't selected any object do a click over the object that must be deleted or do a click over the control boxes and press control-d.

Creating Objects

The objects or controls are the hart of VdocS because the properties of the objects are used to make the translation between your design and the source code. Each object has it's own properties that are affected when you change them manually or when you alter the appearance or state of the object. You can create a new object simply by selecting the proper menu or by clicking on the icons of the objects toolbar.



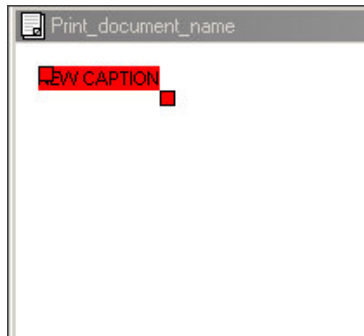
We will describe all the objects one by one.



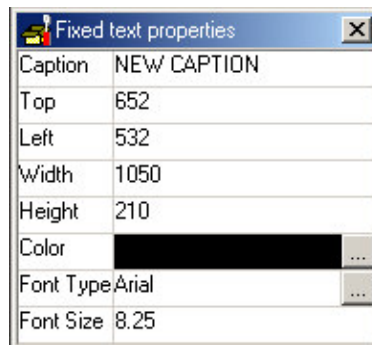
The Fixed Text Object (CTRL-F)

This object must be used to create fixed text, this means the text that never changes on the document, for example, the name of the company or phone number,

After you created a new text object, as you can see in the following picture:



You will have to select it by left-clicking over the object or in the object's control boxes, and then the properties for this object will be shown in the properties toolbar:



At the moment that the object is created, the properties will be set to the default values, all the new objects will be created at the top-left corner of the working area except when you clone them.

To change the text that will be printed, do a click over the caption field and change it contents from 'NEW CAPTION' to wherever you want, for instance, 'My Company Inc.' and press ENTER on your keyboard to accept the new value, You will see how the text box on the working area is also changed, if the text that you wrote doesn't fit on the box, press CTRL-S to resize the object.

All the properties work the same way except the font and color properties. If you take a closer look, at the right of the color box and the font box, there are two buttons marked with 3 dots, click the buttons and new dialogs will appear, when you click the color button, the VdocS' Palette will be shown and when you click the font button, the font palette will be shown. Try to change the font type and the text color to see the results.

Note that the text box in the working area has two red boxes, the upper-left box is used to move the object to a different position while the down-right box is used to resize the object, all the objects in VdocS work the same way. You will have to click and drag your mouse to change the position and size of the object. Also note that when you change the object position and size, the proper values on the properties boxes are also affected.



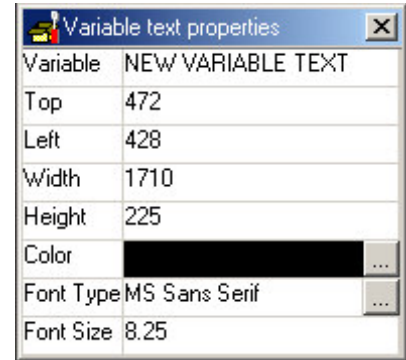
The variable text object (CTRL-V)

This object is used to create text that will change each time is printed, for instance, the date, the time, the amount of the ticket, the customer name, etc. To create a new variable object press CTRL-V or select from the 'Objects' menu the 'Insert a variable' option, the new variable box will be created.

Select the object and then take a look to the properties toolbar, note that are the same than the fixed text object, except in one field, instead of caption field you have the variable field, on this field you will have to type a valid variable name that will be associated with this object, for example:

```
Customer$
Form1.Textbox1.text
Trim$(Form1.list1.list (Form1.list1.listindex))
Format (date, "MM-DD-YYYY")
```

These are valid values for your object.

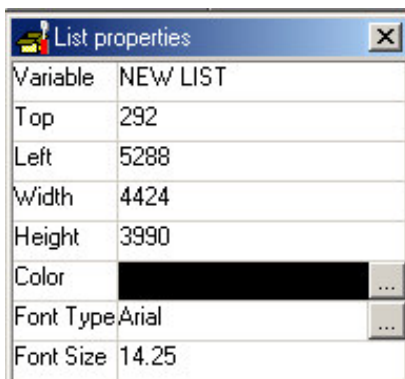
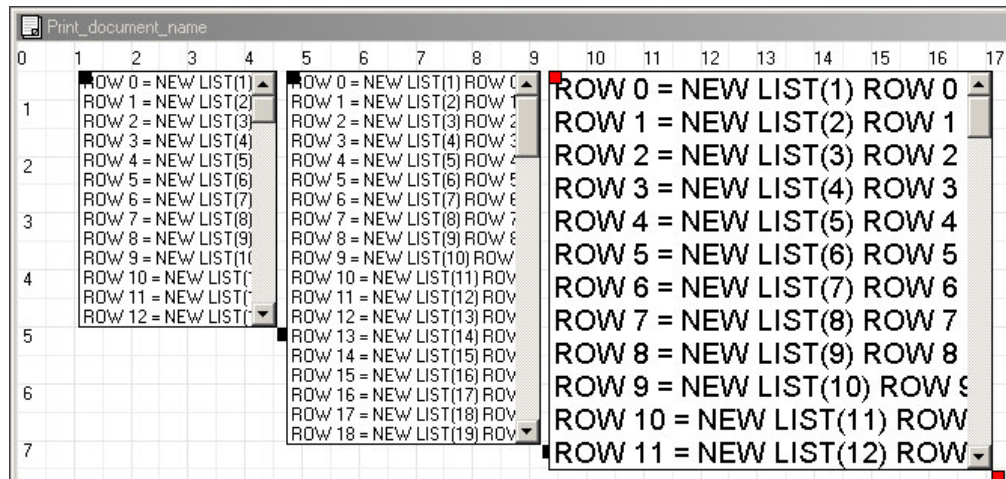


When you send this object to the printer, the variable name will be changed to the variable content. To learn more about this object, please read the Fixed text object section, except for the difference described above, they work the same way.



The List and Array Object (CTRL-A)

This object is used to print arrays or lists boxes. Watch the created code because you will have to comment or uncomment a few lines depending on what you are trying to print. Press Control-A to create a new list, the list will be filled with sample data to show you how many lines will fit on the list' space, see the example on the right.



Note that these controls also have their own control boxes, so you can move them and resize them the same way you do with text and variable controls. If you are going to print more than one list box, it is convenient that you associate each control to the correspondent list or array in your project, it will be easier to understand the final generated source code; to do this, select the list to change by clicking on it, go to the properties toolbar and change the 'Variable' field to the name of the array or list box that you want to print, for example MyArrayName or Form1.List1.

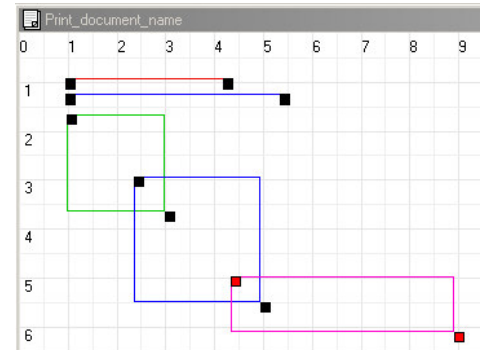
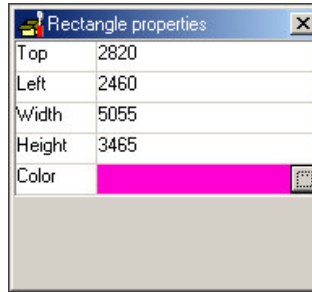
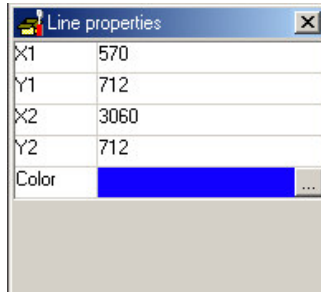
Remember once again: You will have to comment and uncomment a few lines of code depending on what you are going to print, a list box or an array, so please check the created source code for detailed information.

All the properties work the same way except the font and color properties. If you take a closer look, you will find out that you can also adjust the color and font properties the same way you did with the objects described earlier. Try to change the font type and the text color to see the results.



The line (CTRL-L) and rectangle (CTRL-R) objects

These objects are used to create frames on your documents, they basically work the same way than the other objects described before.

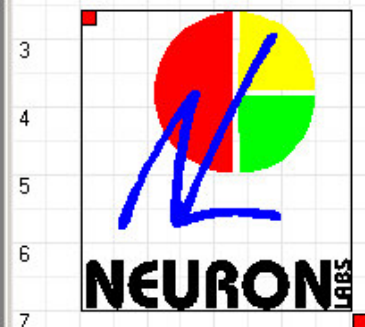
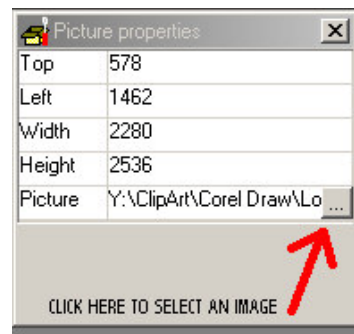
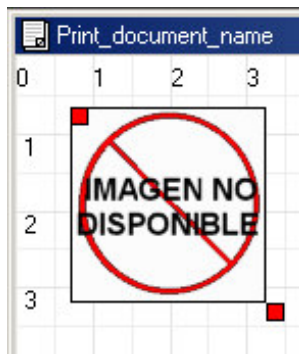


The picture control (CTRL-P)

This control is very useful when you want to insert images in your documents, you can insert images in BMP, JPG, GIF or WMF formats, it is advisable to use always images in WMF format if you have them available, because the information on this type of images is stored in a vectorial way, this means that the image can be resized without any quality loss, this will give your documents a most professional look. You can use different applications on the market like Corel Draw to create WMF files, but as we just mention, you can use any of the formats mentioned above.

To insert a new image in your document, press Control-P, or select the appropriate icon or menu. Once the image is created you will see this logo:

This means that you created the image object but you haven't select the image. Go to the properties toolbar, and left-click over the 3 dots button located at the right of the picture field to show the 'Open image' dialog and select the image to include in your document.



You can use Control-S to automatically resize the image after loaded.

After VDocS creates the code to print this image, you can easily change it to print directly any image box of your project, you probably will have to do it because the created code, by default, will load from disk the image that you selected at design time; check the following example:

Original code created by VdocS:

```
PicturesFRM.DocIMG(1).Picture = LoadPicture("C:\MyPicture.WMF")
```

Altered code by the programmer:

```
PicturesFRM.DocIMG(1).Picture = Form1.PictureBox1.Picture
```

No big deal with this change...

NOTE: You will have to include this component to print the images:

```
C:\PATH_TO_YOUR_VDOCS\SOURCE\PICTURESFRM.FRM
```

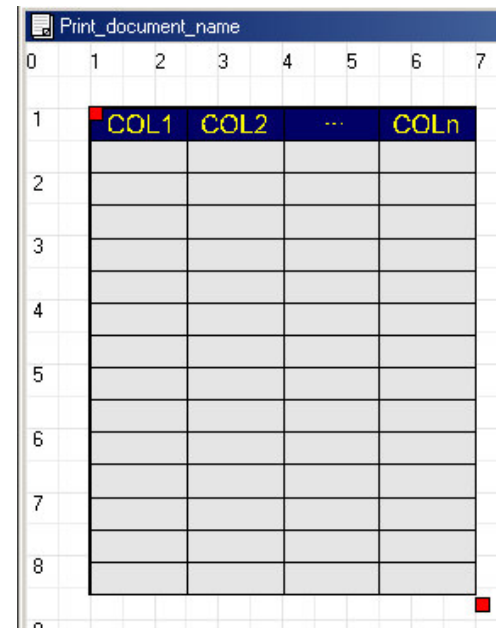
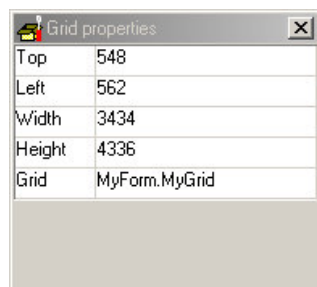


Data Grid Control (CTRL-U)

This powerful object is specially designed to print any Microsoft FlexGrid control of your project, this is very useful, because this control will print all the contents of the grid in one or more pages, enabling your project to print reports of any size. Check the reports demo located at C:\VDocs_demos\Reports.

To create a new Data Grid Object, press CONTROL-U or click over the icon or select from the 'Objects' menu the 'Insert Data Grid' option. It can only exist one grid per document.

After creating the grid, you will see the image on the right in the working area, this image represents the space and size occupied by the grid. After creating the grid, go to the Properties toolbox and set the Grid Field to the name of the grid that you want to print, for example: form1.grid1 or MyForm.MyGrid as shown below.



Combining the different printing objects of VdocS, you will have reports with a professional look that can easily compete with those generated with other tools like crystal reports.

NOTE: You will have to include this component in your project to print grids:

```
C:\PATH_TO_YOUR_VDOCS\SOURCE\GRIDFRM.FRM
```

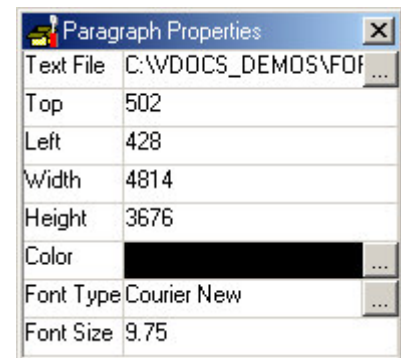


The Justified Text Control (CTRL-T)

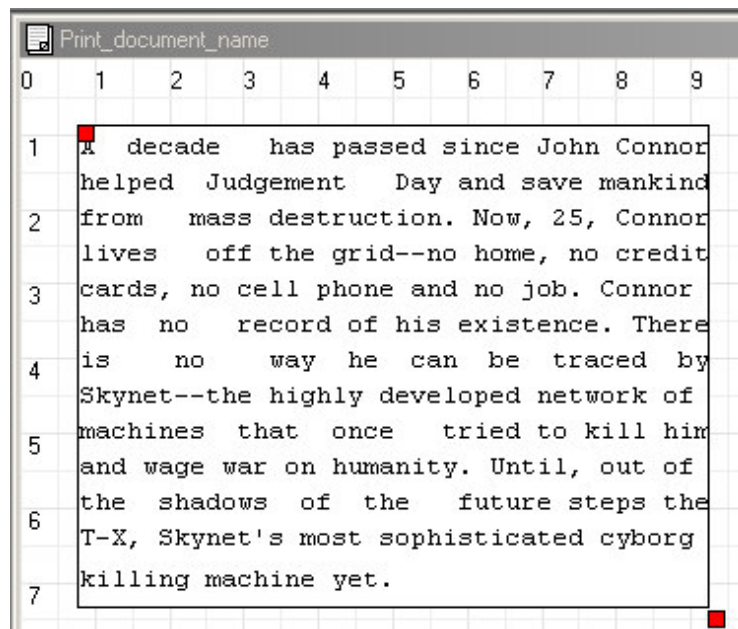
This tool is used to insert justified text into your document, the text can be taken from a file or directly from a text box, by default, the code generated by this control takes the text from the file that you specify in the 'Text File' field.

To create a new text control, press control-t or select from the 'Objects' menu the 'Insert justified text' option, once the new text box is created, it will be empty, so you will have to select the text file to include by pressing the 3 dots button located at the right of the 'Text file' field.

Try to change color and font to see the results.



The following picture shows you the text box filled with some data; run the formatted text example 'movie.exe' located at "C:\VDocs_demos\Formatted text" and try to change the images and data to see the results.



This is the code created by VdocS that will load the text into the textbox:

```
TextArray(1) = LoadText("C:\VDOCS_DEMOS\FORMATTED TEXT\MOVIE1.TXT")
```

You can change it easily to print any text box of your project:

```
TextArray(1) = Form1.TextBox1.text
```

NOTE: You will have to include in your project the following components needed to print justified text:

```
C:\YOUR_PATH_TO_VDOCS\SOURCE\TEXTFORM.FRM
C:\YOUR_PATH_TO_VDOCS\SOURCE\TEXTPRINTINGMODULE.BAS
```

Manipulating Objects

Working with multiple objects at a time:

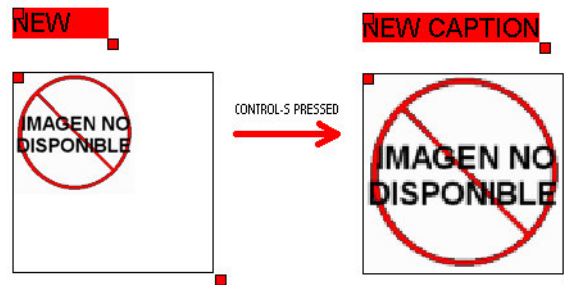
Selecting Multiple objects: To select multiple objects create a bounding area as you normally do on any program, try to enclose the upper-left control-box of each object to select it, once the objects are enclosed release the mouse button and the objects will be selected.

Moving Multiple Objects: Select the upper-left control-box of one of the selected objects, can be any of them, and drag your mouse while pressing the left button, once the objects are at the desired position release the mouse button.

Resizing Multiple Objects: Select the bottom-right control-box of one of the selected objects, can be any of them, and drag your mouse while pressing the left button, once the objects reach the desired size release the mouse button.

Autoscrolling: When you are moving or resizing one or more objects, move the mouse out of the form on the desired direction to enable autoscroll on that direction.

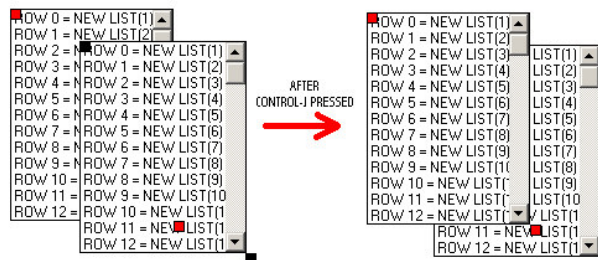
Set object auto size ON/OFF (CTRL-S): This is used to automatically adjust the size of an object and/or it's content.



Lock Objects position (F11): This option is used when want to do some changes to the document without affecting the sizes and positions of the objects. This option will toggle between lock and unlock each time the F11 key is pressed or the menu is selected.

Zorder Menu:

Bring object to front (CTRL-J): This option is used when you want an object in front of another object, it only works at design time and it has no effect on the way source code is generated, the source code always is created using the order that where followed when the objects where created. This will bring to front the selected object as you can see in the following picture:



Send object to back (CTRL_K): This option is used when you want to send an object to back of another object, it has the opposite effect of the previous function.

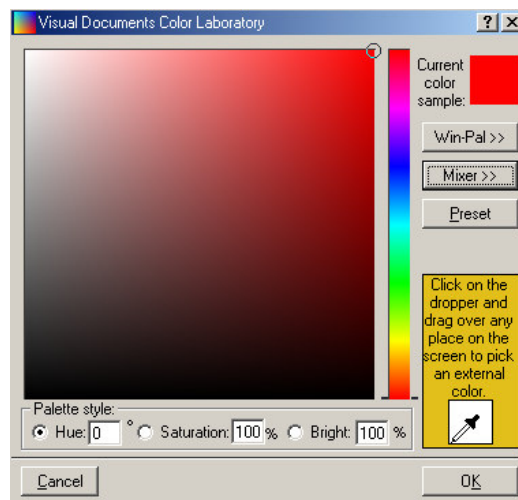
Align Objects Horizontally: This option will give you the ability to align the selected objects to the left, right or Center; Visual Documents will select the object located at the left or righter positions to align the other objects.

Align Objects Vertically: This option will give you the ability to align the selected objects at the top, center or bottom; Vdocs will select the object located at the upper position to align the objects at the top.

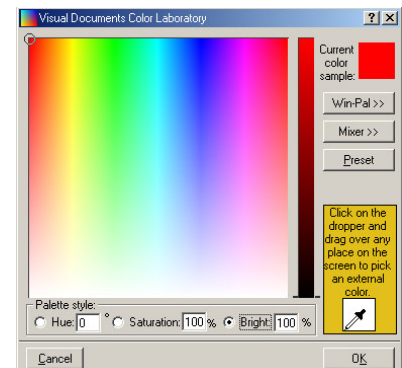
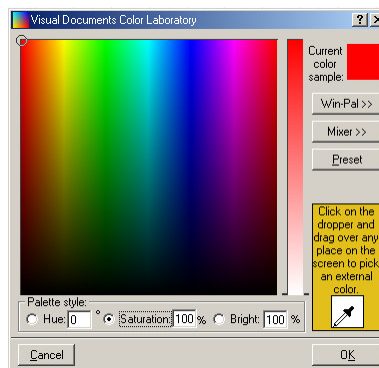
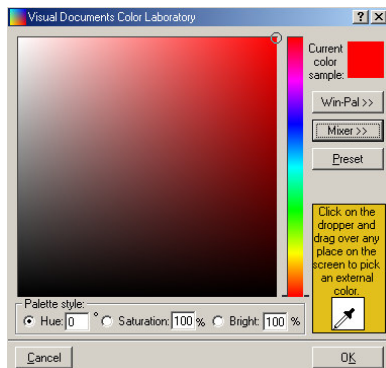
Set Objects Size: This option will set the size of the selected objects to the same width, height or both.

Working with the color palette

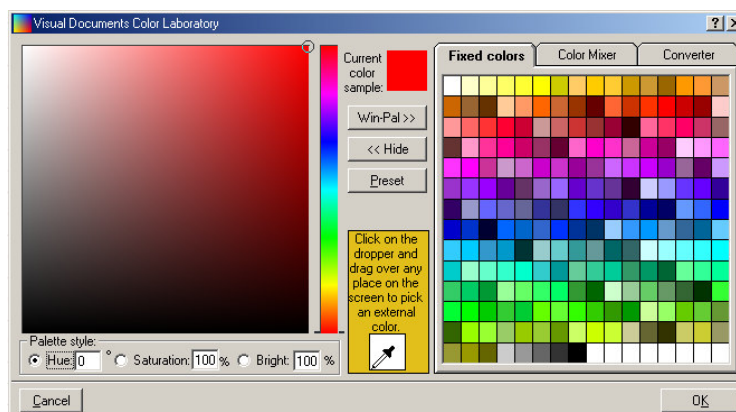
The VdocS' color palette is one of the most advanced palettes on the market, it will allow you to create virtually any color you want. To reach the color palette, first you have to create an object, then try to change it's color, you will see the basic color palette:



At the bottom of the color palette, you have 3 check boxes that will allow you to switch between different palette styles, those styles are: Hue palette, the Saturation palette and the bright palette as you can see in the following picture:

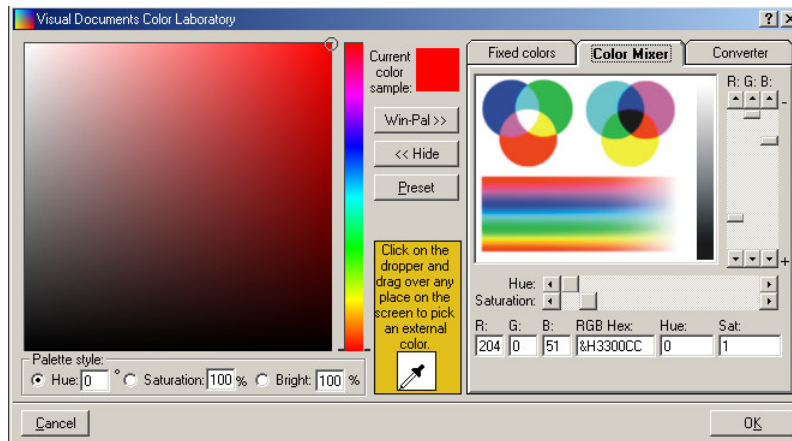


Click on the mixer button located at the right-middle of the palette to display the color mixer:

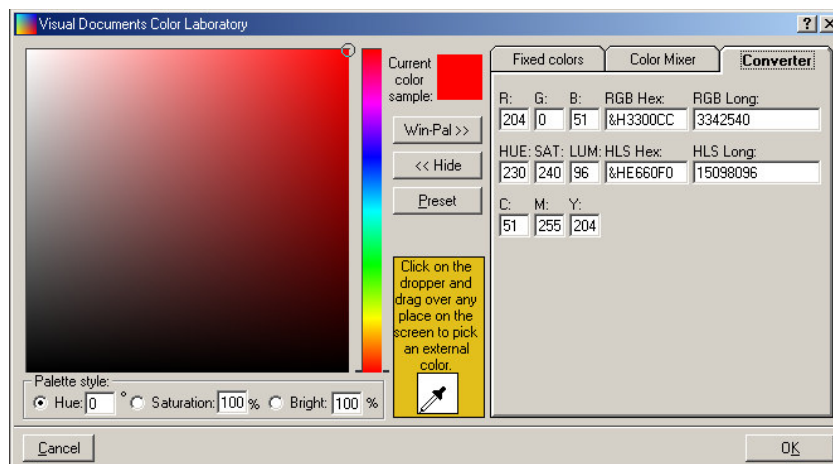


The first option you have at the top of the mixer is the default color palette or fixed colors palette, these colors will be the same always.

The second option you have, is the color mixer, use this tool to create and test new colors:



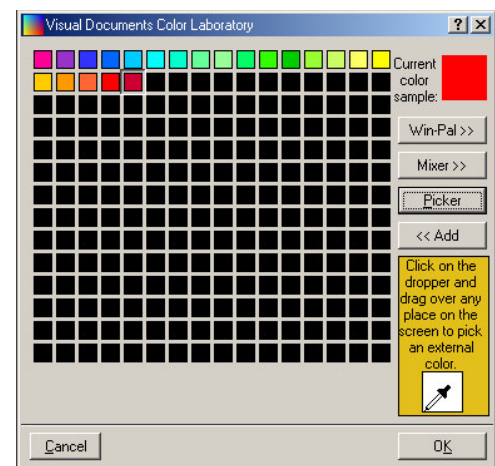
And the third option is the color converter, use this tool to find equivalents between color systems:



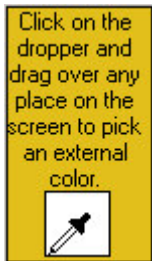
The RGB Long and the RGB Hex fields in this option can be used directly in Visual Basic.

You can define your own color palette by pressing the 'Preset' button located at the right of the basic color palette.

To define a new color, you will have to select one of the black boxes, then use the mixer to choose the appropriate color, after you selected the color click the '<<Add' button to include it in your presets.



The color picker:



Use this tool to steal any color of the screen, first you have to click over the dropper and drag the mouse over the color of the screen that you want to import, as you drag the mouse all over the screen, you will see how the 'Current color box' changes to the picked color release the mouse button to select the color.



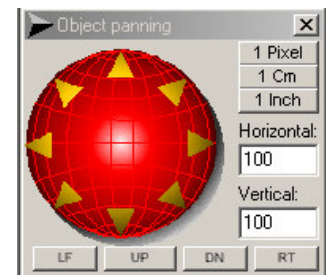
Current color sample located at the right-top of the basic color palette

The object panning trackball

This control is used to adjust the positions of all objects in the working area simultaneously, drag over the trackball and you will see how the objects go from one place to another.

You can adjust the size of the step, it can be one pixel, one centimeter or one inch, or you can customize the values.

Be careful, because if you select a large step, your objects can go out of the working area.



Creating the Source Code

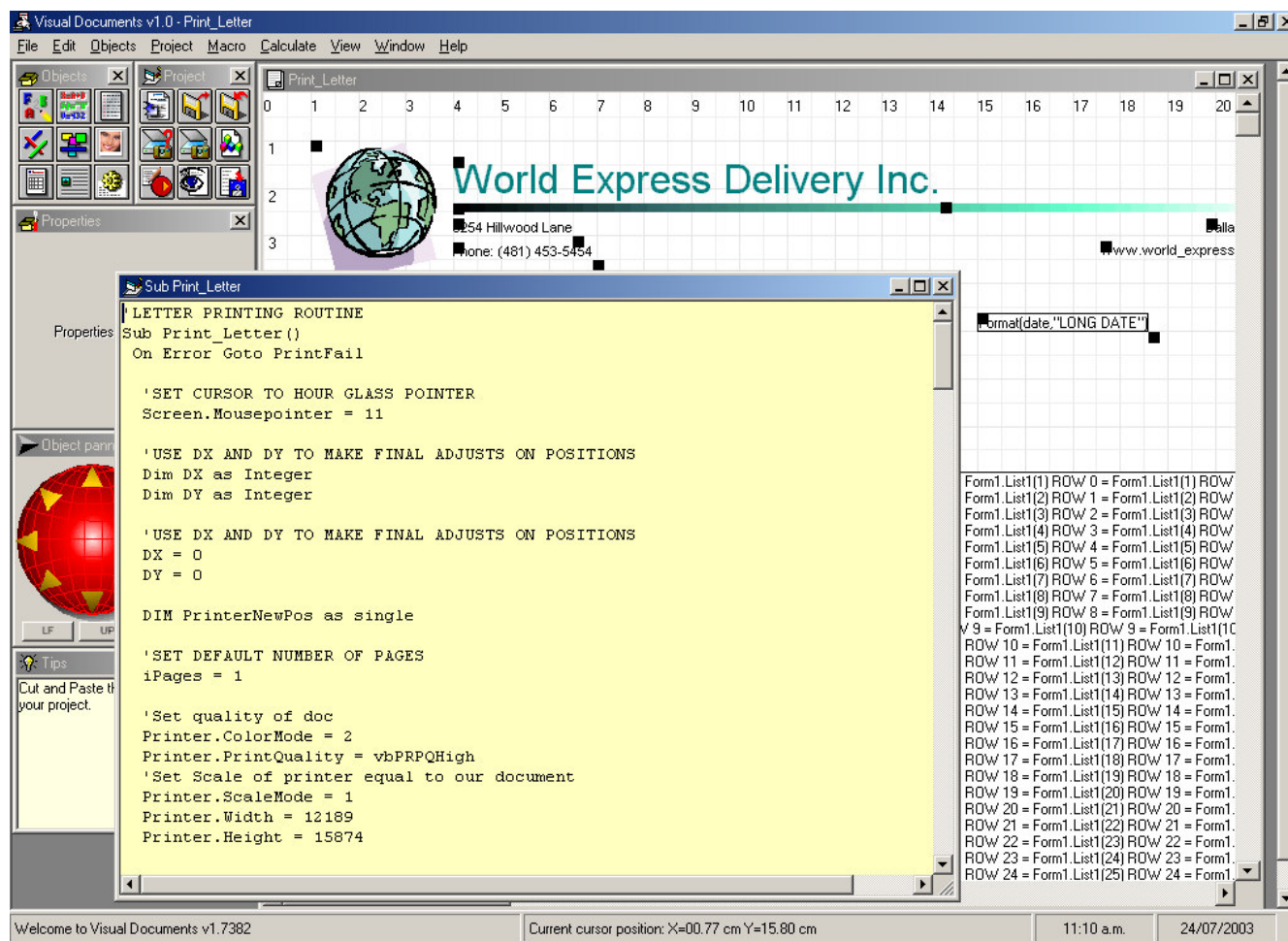
Once you have finished your project, press F2 to save it, now is time to create the source code that will be included in your VB project, observe that there is a menu called 'Project', on this menu you will find a set of options to create the source code, copy it, save it and test it; press F5 to create the code, you will see a new yellow window that holds the created source code, as it is shown in the image below, if you are not working with the Demo version of VDocS, you will be able to copy it directly into your VB Project or save it to disk.

Project	
<u>B</u> uild source code	F5
<u>C</u> opy source code to clipboard	F6
<u>T</u> est Document printing	F7
<u>S</u> ave source code	F8

NOTE: Remember to read carefully the comment lines in the source code, because they will tell you which components must be included in your VB project and which lines must be commented and/or uncommented. If you fail to do it, your project may not work. All the components are located at:

C:\PATH_TO_YOUR_VDOCS\SOURCE\

After you create the code, press F6 to copy it to the clipboard, or press F8 to save it to disk. If you want to see a preview of how your document will be when printed, press F7.

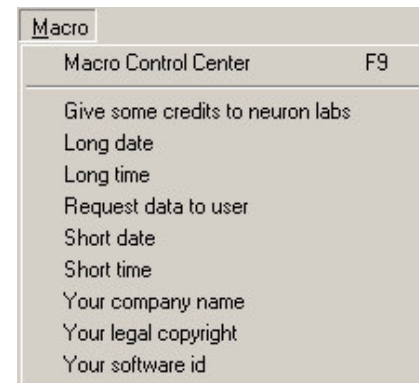
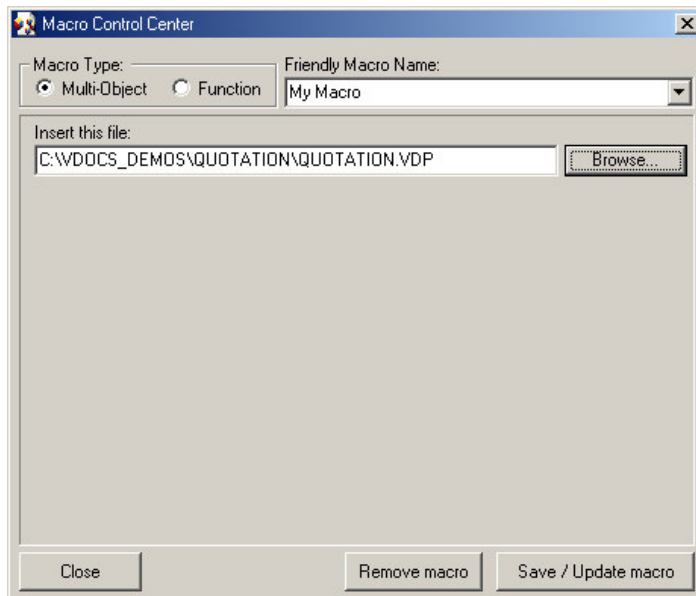




Working with Macros

Use this function to instruct VDocS to do repetitive tasks with a click of the mouse, there are two type of macros, the Object Macros and the Code Macros.

Object Macros: This type is used when you want to include partial documents that include objects that are used very often, like the logo and address of the company. To create an object macro, select from the 'Macro' menu, the 'Macro control center' option or press F9 on your keyboard, you will see this window appear:



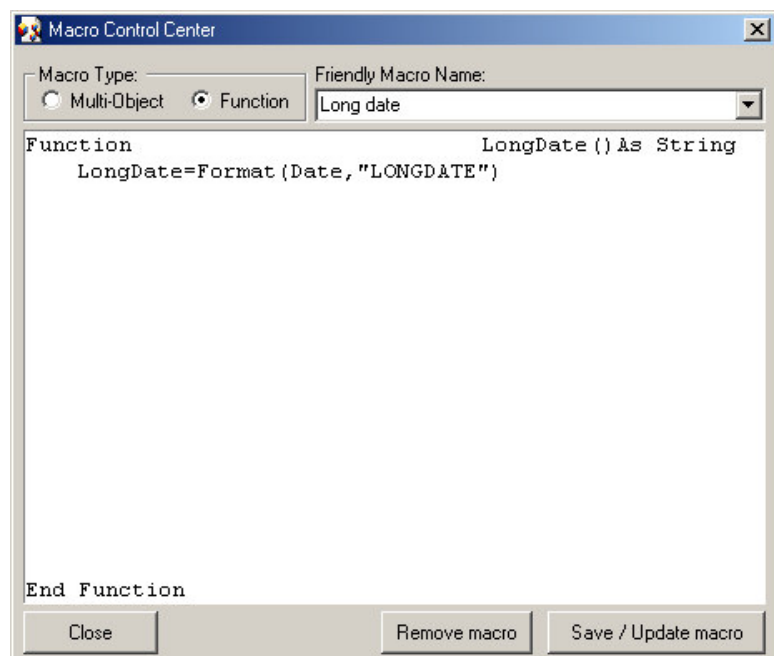
Note that this menu has already some predefined macros, but you can add as many macros you want.

Choose a friendly name for the macro, this name will be shown in the 'Macro' menu as a new option, then click the 'Browse' button to select the file that will be included when you select the proper menu option. Click the 'Save/Update Macro' Button to store your macro on disk, now the new macro should appear on the menu.

Code Macros: This type is used when you want to include special functions in the created source code, for example, the date or time formatted in a special way, i.e. `Format(date,"DD-MM-YYYY")`.

To create a Code Macro, select from the 'Macros' menu the 'Macro control center' option, the Macro center will be shown, click over the 'Function' checkbox to switch to the window at the right. Type the friendly name of the macro, then write the function name, and there after type the code of the function. Click the 'Save' button to store it on disk.

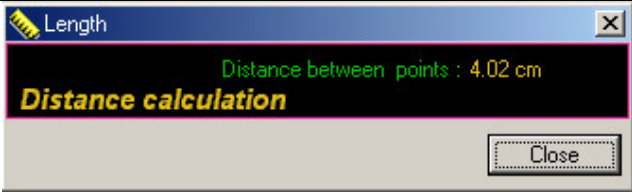
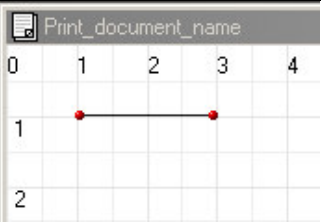
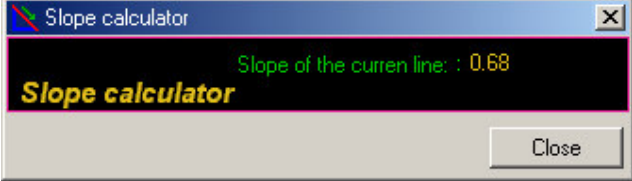
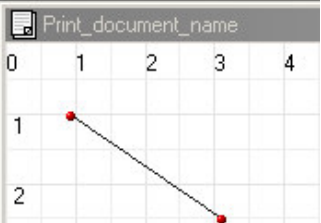
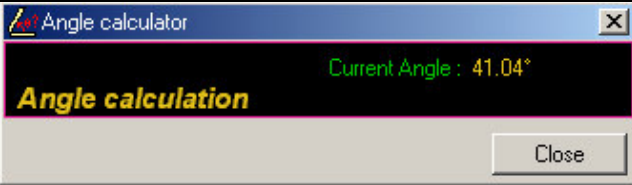
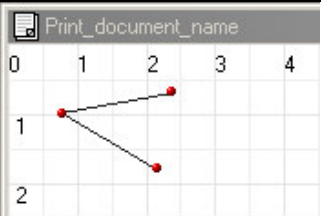
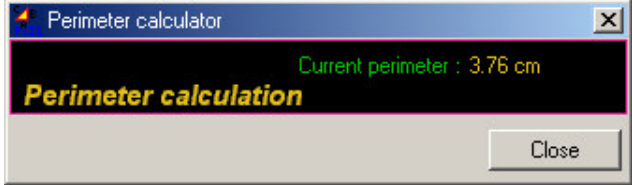
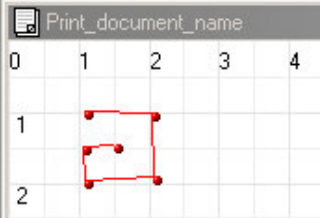
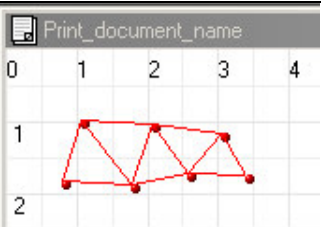
Each time you insert a macro into your document, a new 'Variable Object' will be created, the Variable field in this object will be set to the name of the function that you already created, you can add as many functions as you want.



Measuring Tools

Calculate	
Distance	Ctrl+F1
Slope	Ctrl+F2
Angle	Ctrl+F3
Perimeter	Ctrl+F4
Area	Ctrl+F5

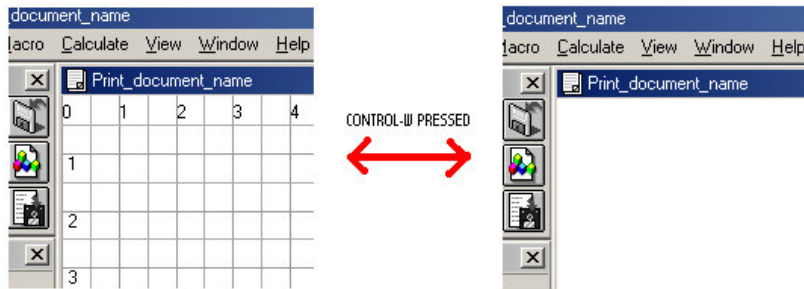
VDocS comes equipped with the following advanced measuring tools: Length, Slope, Angle, Perimeter and Area, these tools are useful when you are trying to create complex documents with lots of controls that have to fit in a predefined spaces.

Description	Check the results of the measuring in this window	The tool
Length: Press Control-F1 to make the ruler appear, drag over the red dots to move and resize the ruler.		
Slope: Press Control-F2 to make the slope tool appear, move the red dots to change the slope.		
Angle: Press Control-F3 to show the angle tool, move the red dots to change the aperture.		
Perimeter: Press Control-F4 to show the perimeter tool. Click around the area you want to measure, a red dot will appear after each click, you can move the dots later to correct the measure.		
Area: Press Control-F5 to activate the area tool, click around the area that you want to measure and check the window for the results, you can move the red dots later to make corrections to the measurement.		

View Menu

Use this menu to customize Vdocs environment.

Show Rulers (CTRL-W): This option will switch the ruler ON and OFF as it's shown in the following picture:



Registering VDocS

You have to register your copy of VDocS in order to activate all the features. The cost of VDocS is \$ 160.00 a very low cost to get rid of all the annoying work of designing the printing source code by yourself.

To register your copy, go to the 'Help' menu and select the 'Buy VDocS on line now' option, you can pay VDocS with credit card or digital check all the payment process is handled by 2Checkout' secure server with the appropriate security licenses. After you click the menu, the window below will appear explaining the process, follow the steps to pay VDocS.

Click over the BBB Icon if you want to check the 2Checkout's BBB certificate, and click over 2Checkout logo to visit this site. There is nothing to fear all the process is very secure. If you don't want to pay with credit card, please write us to: sales@neuronlabs.com to give you specific instructions on how to send us a wire transfer to our bank account.

Write down your serial number and registration number on a safety place, they are needed to register your copy and to get a future number in case that you have to reinstall the software.

Welcome to the Online Registration System

Thank you
To register your copy of Visual documents you will have to pay the license first, then you will receive your registration number. With your payment, you will be able to download the latest version of VDocs and will have all the features available.

Serial Number:
EAEA5173C5DB8964

neuron labs
Software development engineering

Online payment service

Visual Documents v1.7: How to buy

You can register your copy of Visual Documents v1.7 (VDocS) for \$160.00 USD Select one of the following ways:

1. Through the World Wide Web. This is the fastest and easiest way. The ordering page is on a secure Server, ensuring that your confidential information remains confidential. The only way to reach the web page is through out the Help menu on VDocS to increase security even more.
2. If you don't have convenient Web access, the next best way to order VDocS is by fax +52 (444) 812-9300 (also using the credit

2CHECKOUT.COM
Online secure card processing services

SSL Certificate is provided by Equifax. SSL Server is provided by

BBB OnLine RELIABILITY PROGRAM

Registration Number:

Goods and services provided by Neuron Labs (SLP, Mexico). Sold by 2CheckOut.com Inc. (Ohio, USA).

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