



## **LaserVault Overlay Generator**

<http://www.laservault.com>

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## Overview

The LaserVault Overlay Generator is a software tool that allows you to create a graphical overlay on a report.

Lines, boxes, circles, images, bar codes, and text can be added to a report and drawn on top of the report similar to using a paint program.

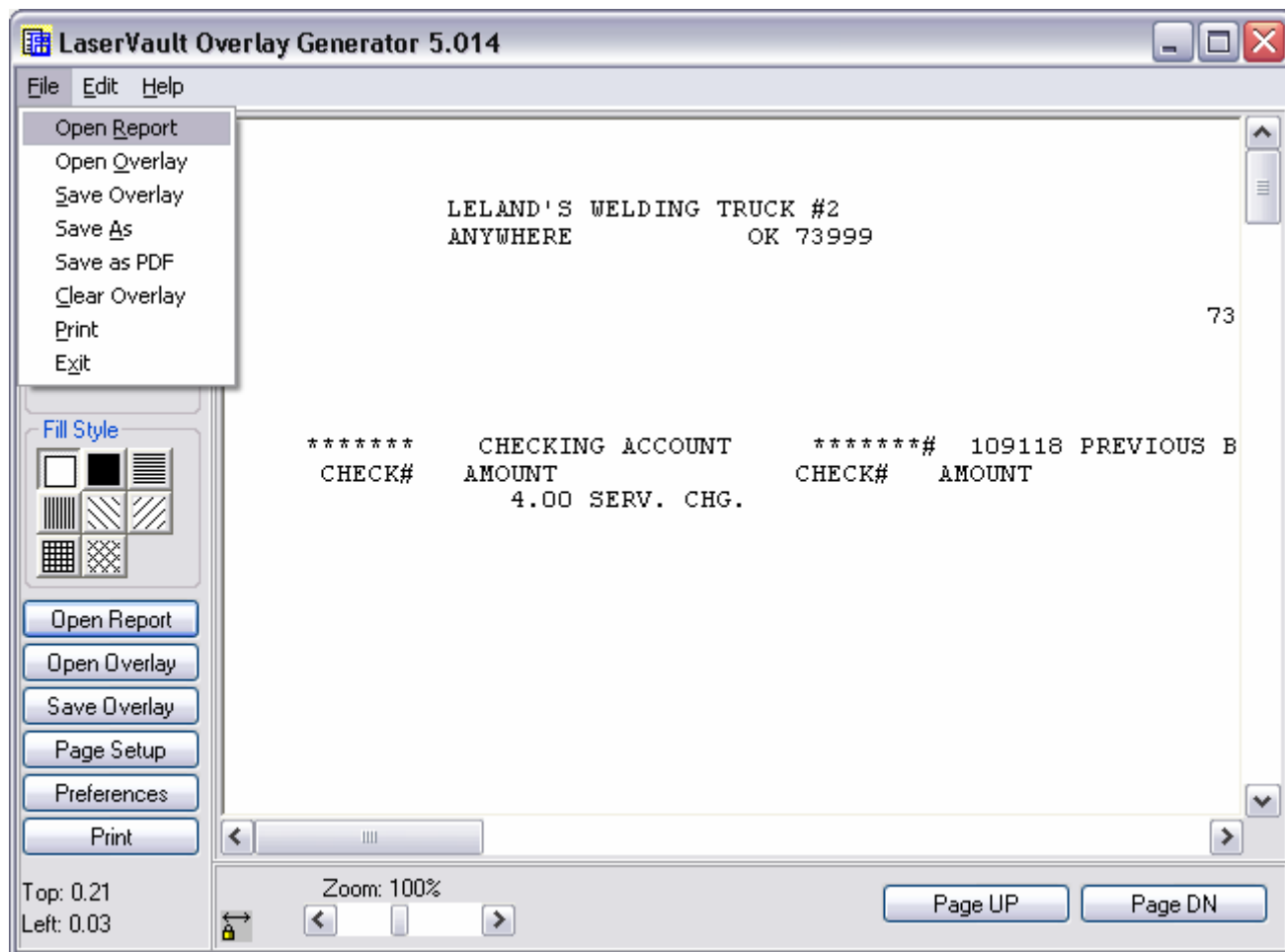
The program outputs an OVL file which contains all the shapes, objects, formatting, and image information within it. The report fonts, orientation, and other settings are also stored in the file.

When the file is loaded into LaserVault, or Content Express, these settings are used to draw the overlay and set the report properties.

LaserVault or Content Express can then be configured to use these overlays for report print back, or PDF generation.

# Opening a Report

To open a report, simply click **File** then **Open Report**, or click the **Open Report** button.

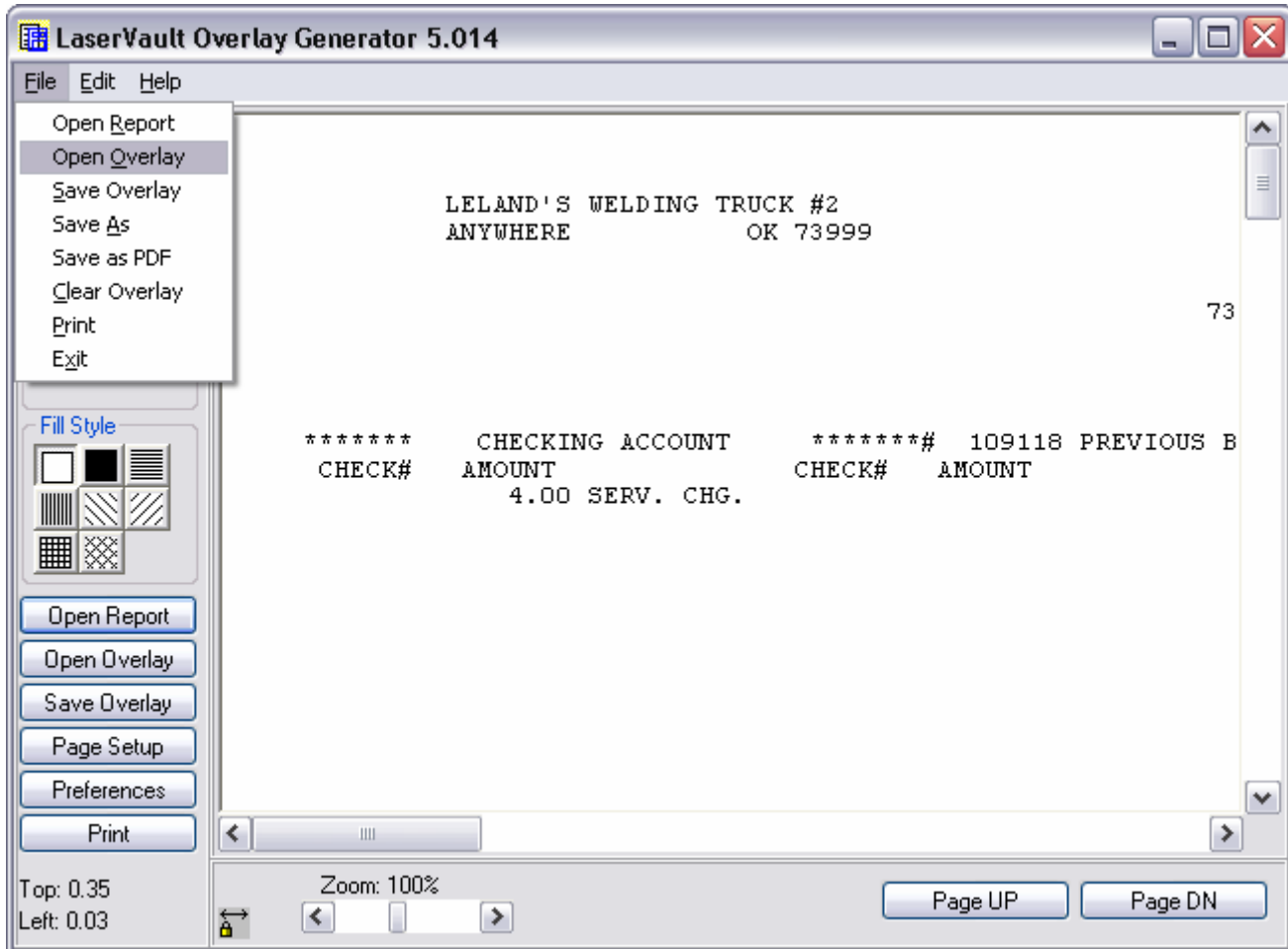


Select the report you wish to open, then click on **open**.  
The report will be displayed in the overlay generator preview screen.

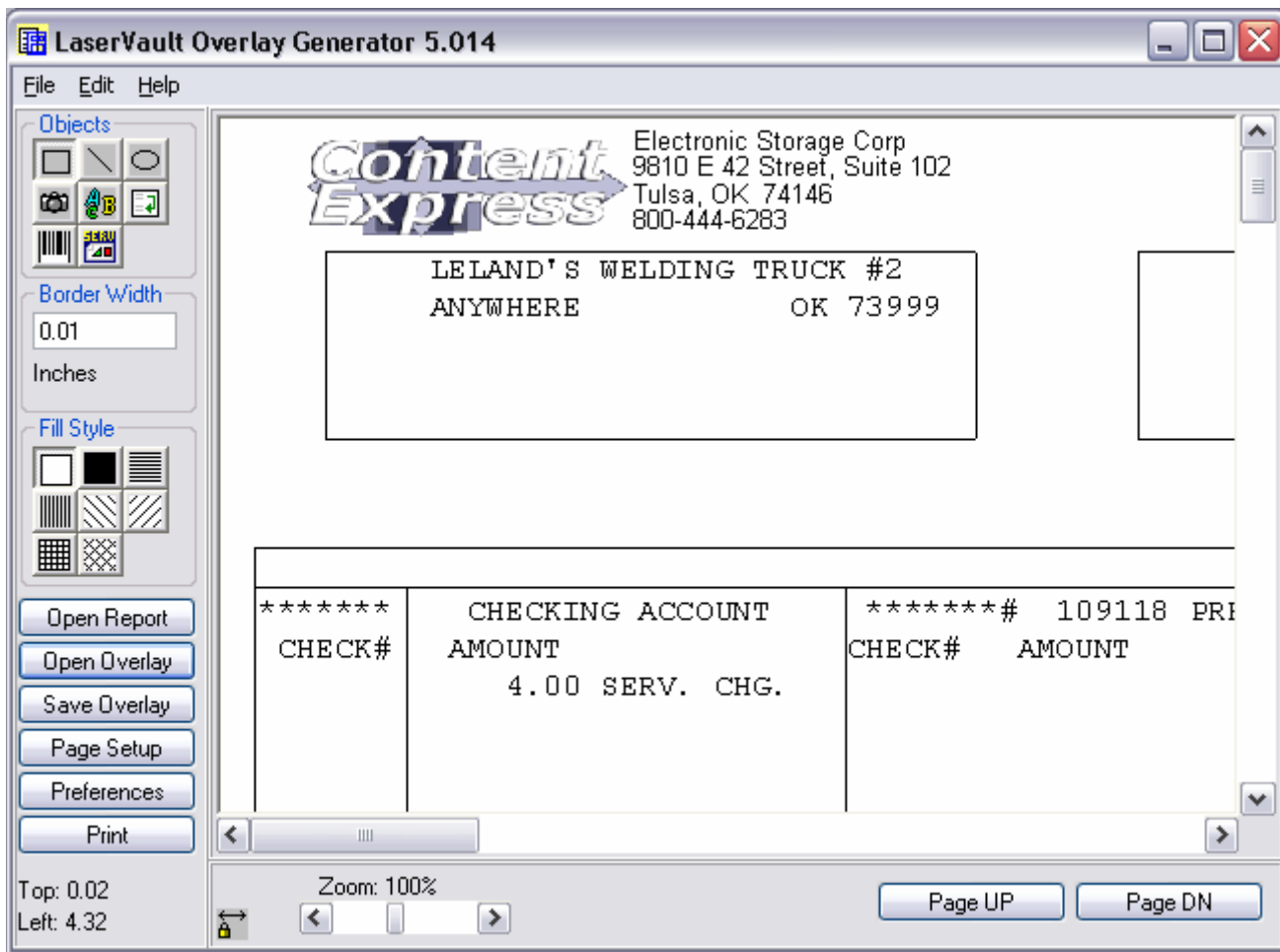
# Opening an Overlay

You must first [open a report](#) before you can open an overlay file.

If you have a pre-existing overlay, you can open the overlay to modify it by clicking on **File** then **Open Overlay**, or you can click the **Open Overlay** button.



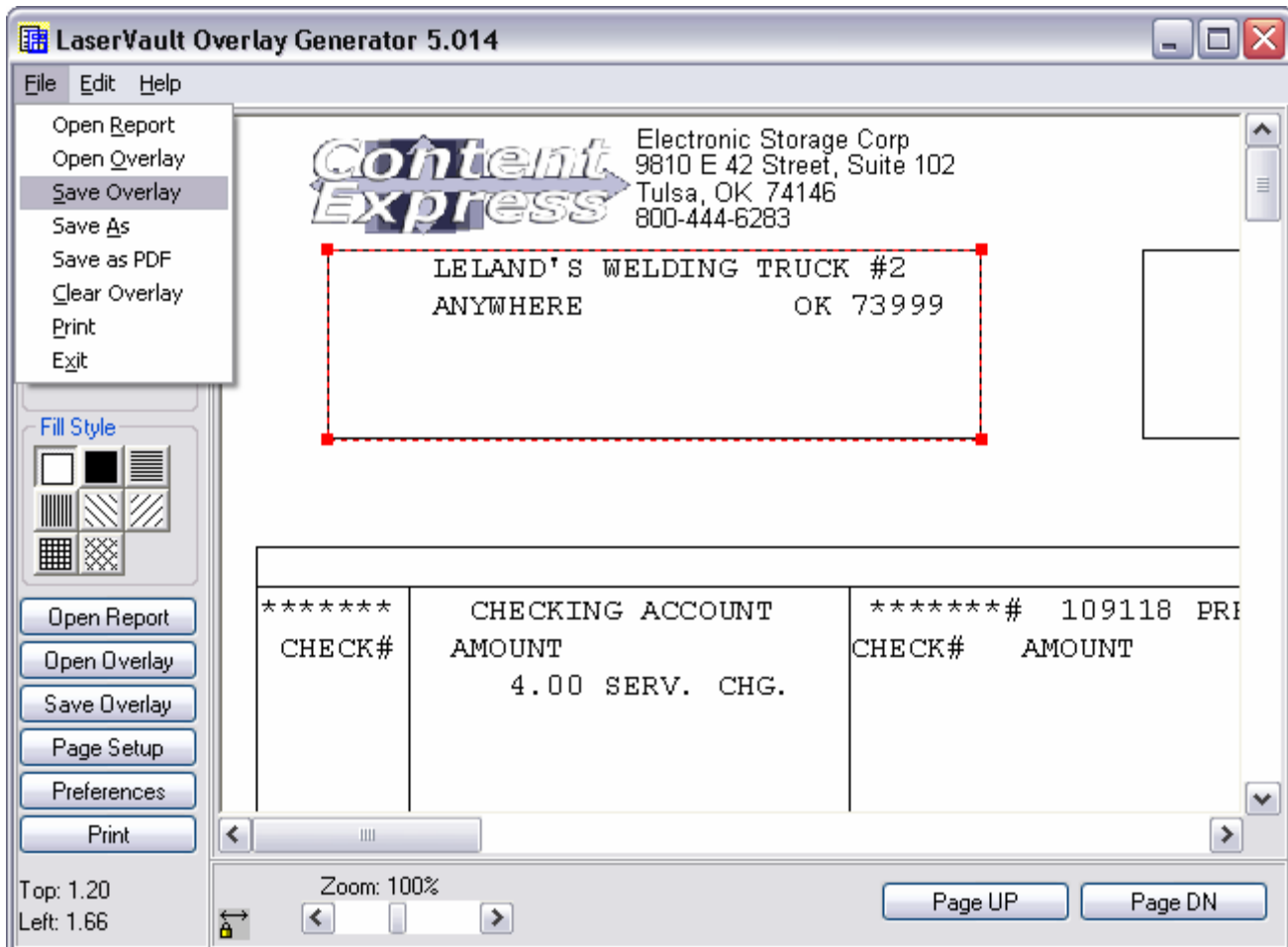
After selecting an overlay, the overlay will be displayed in the preview screen.



# Saving an Overlay

After creating or making changes to an overlay, you can save the overlay to an OVL file for LaserVault or Content Express to use.

Click on **File** then **Save Overlay**, or click the **Save Overlay** button.



Overlays will be automatically saved to the location from which it was open from. Overlays should be saved in the overlay directory where LaserVault or Content Express has been configured to find them. For more information on Overlay Paths, see the help file for Content Express or LaserVault Universal Server.

You may also use the "Save as PDF" menu option to see how the overlay will look in Adobe Acrobat Reader. Note: You will need a copy of Adobe Acrobat Reader to view the PDF.

# Adding a Simple Shape

There are 3 simple shape types that can be drawn on a report:

Rectangles

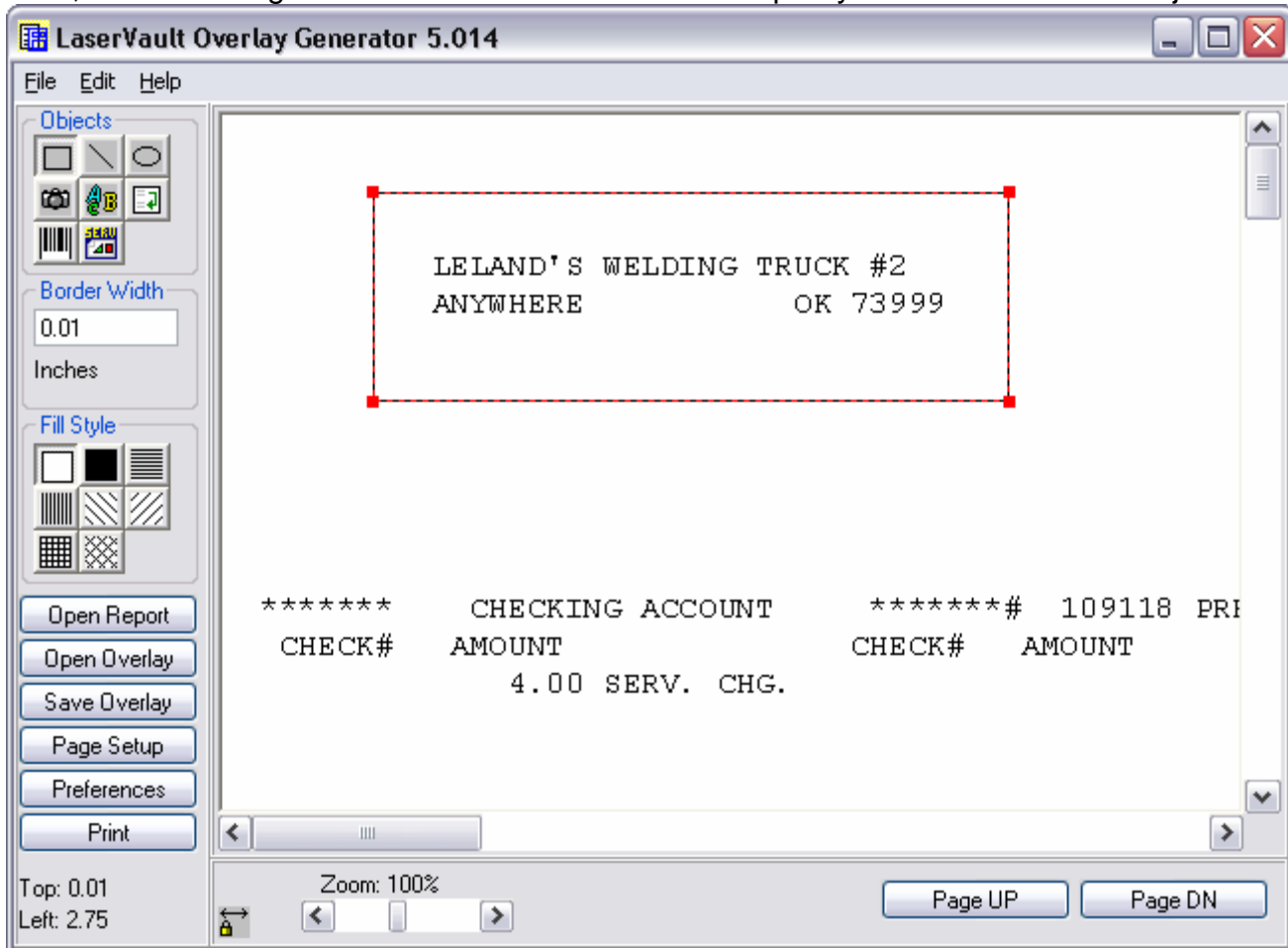
Lines

Ellipses

To draw a shape, click on the shape object you want to draw with.



Next, click and drag the mouse on the section of the report you want to draw the object on.



Before drawing an object, you can select the object's border thickness and fill style. To work with an existing object's properties see: [Object Properties](#).

Drawing a straight line can be made easier by holding down the control (CTRL) key while you draw the line. You can change this for horizontal and vertical lines by double clicking on this icon located in the lower left of the window.



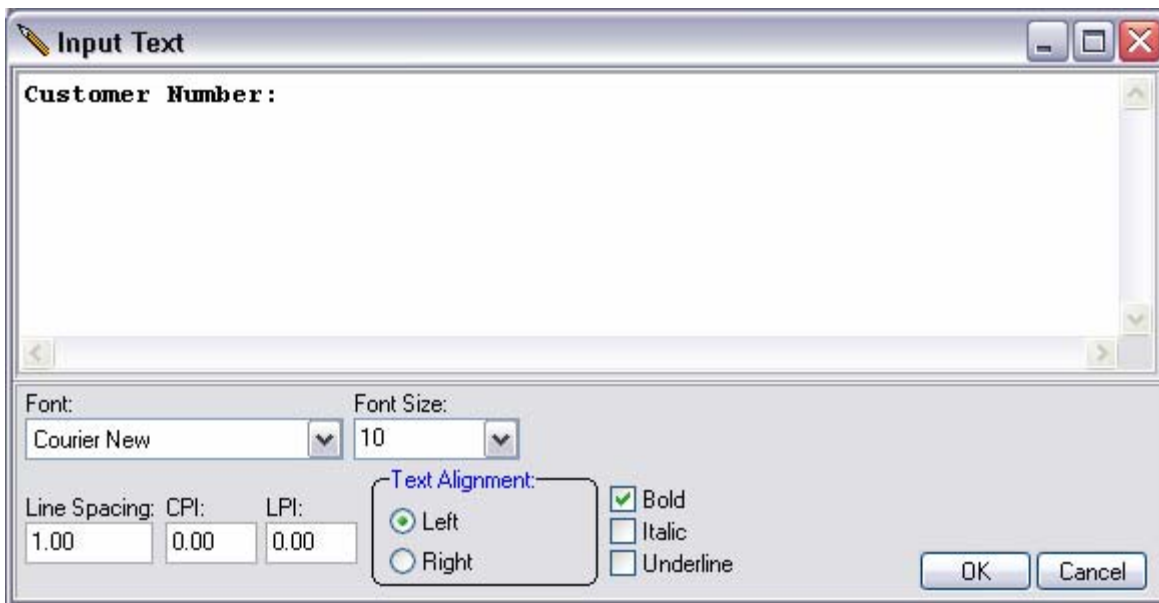
## Adding a Text Object

Text can be added to an overlay. To do this, click on the text object button, then draw the object where you want the text to appear.



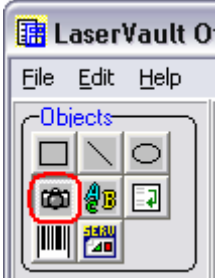
A font dialog box will be displayed that allows you to modify the font properties such as style, size, bold, and italic. The line spacing, CPI (Characters Per Inch) and LPI (Lines Per Inch) properties can be set to more accurately place the characters and lines of the text.

Use the Text alignment to align the text to the left or right side of the text area.

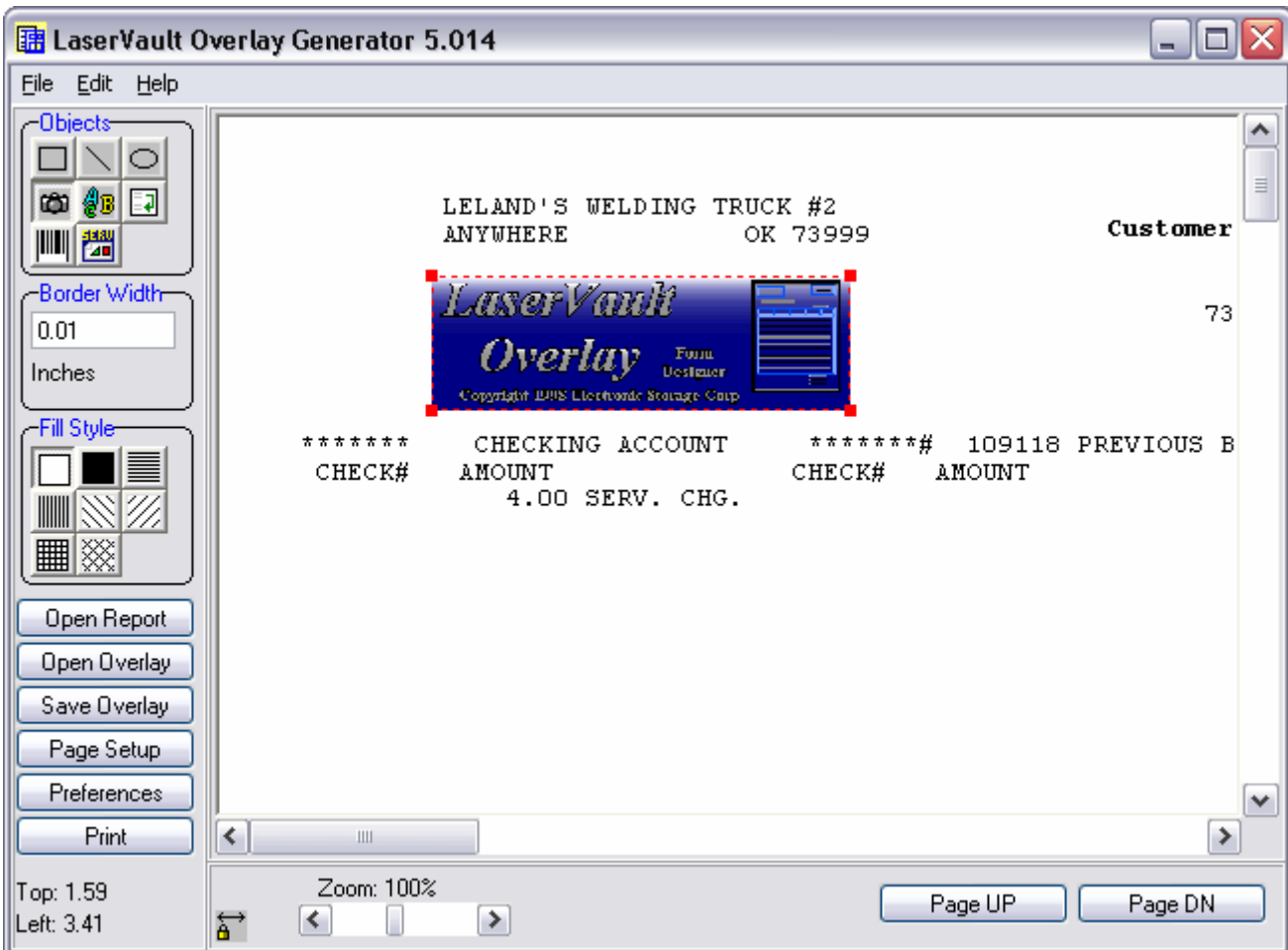


# Adding a Picture Object

To add a picture, click on the picture object button, then click and drag the mouse over the section of the report that you want the picture to appear on.



The picture selection dialog box will be displayed. After selecting the file the picture will be stretched to the size of the box that you drew.

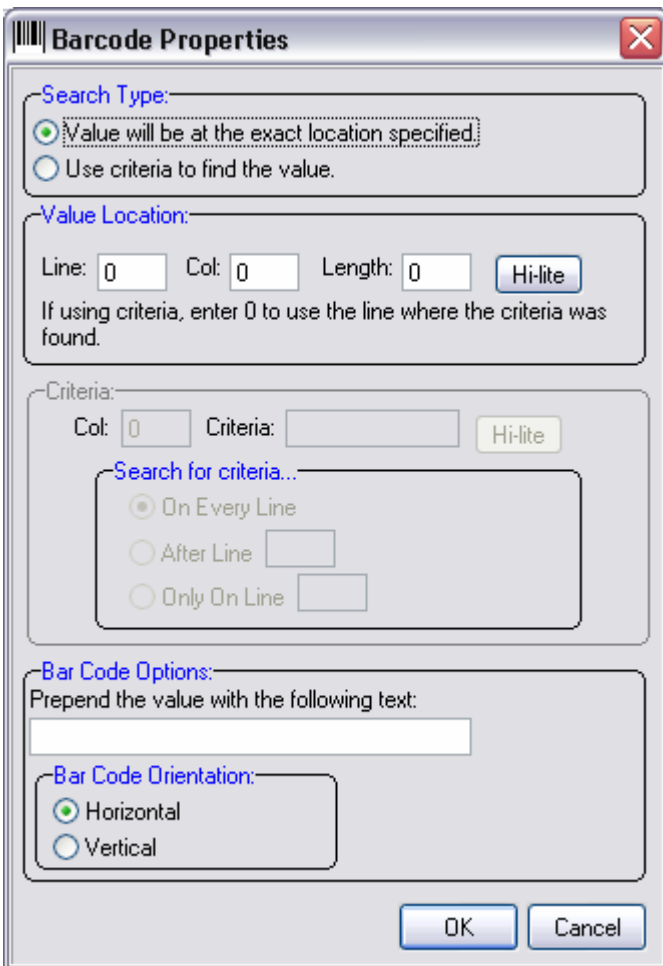


## Adding a Bar Code Object

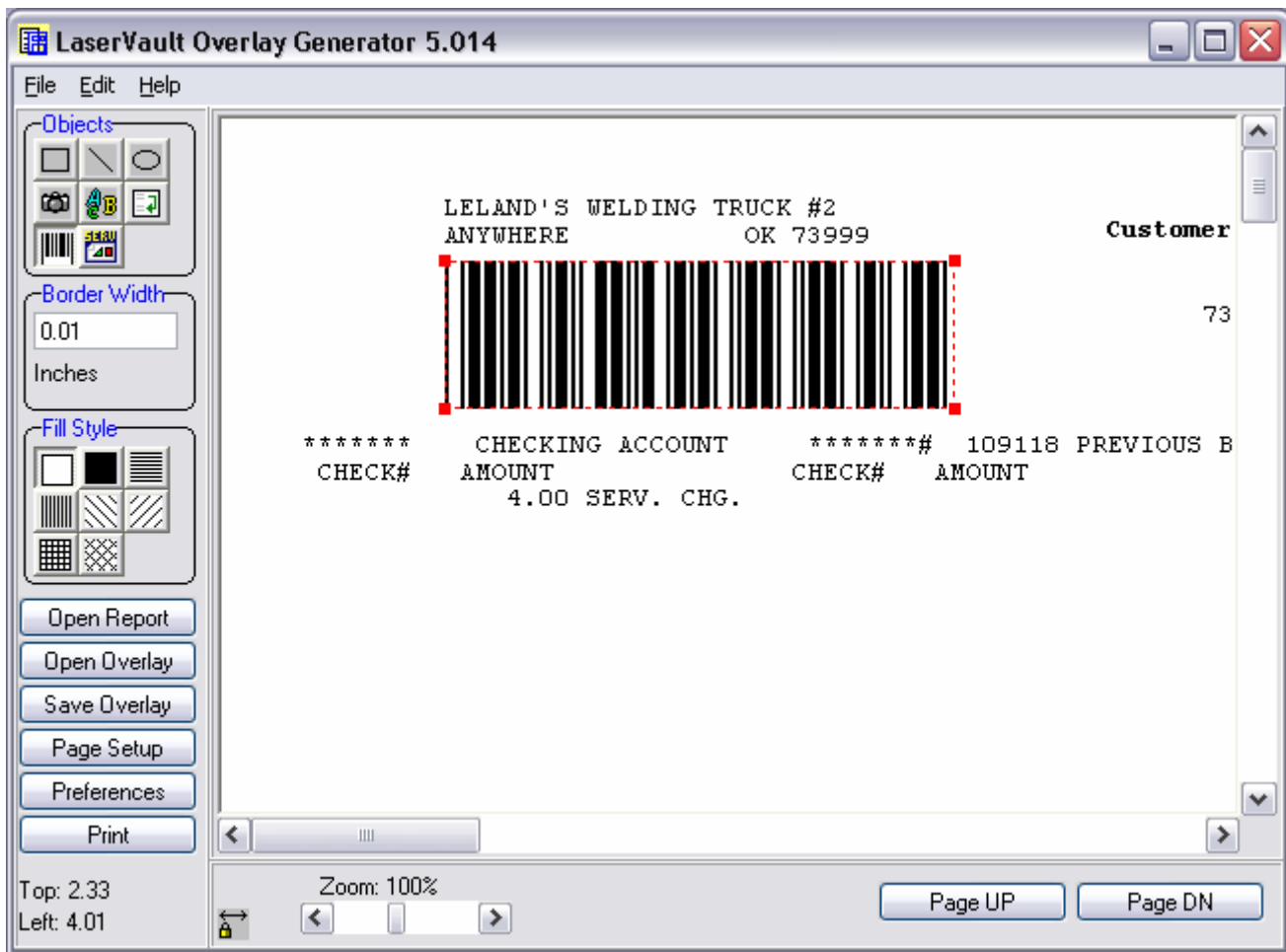
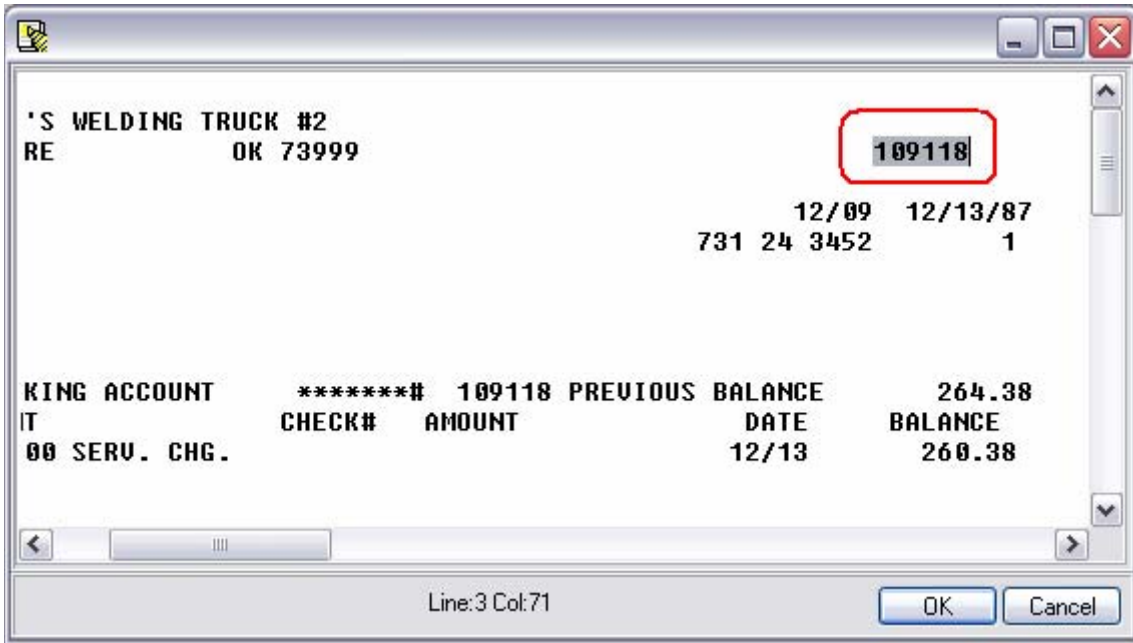
To insert a bar code, click on the bar code control button and draw a box where the bar code will be placed.



The Bar Code Properties dialog will appear where you can specify an exact text location or use criteria based on values within the report.



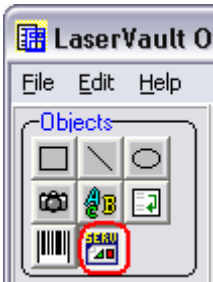
Next click the Hi-light button to select the text to use for the bar code value.



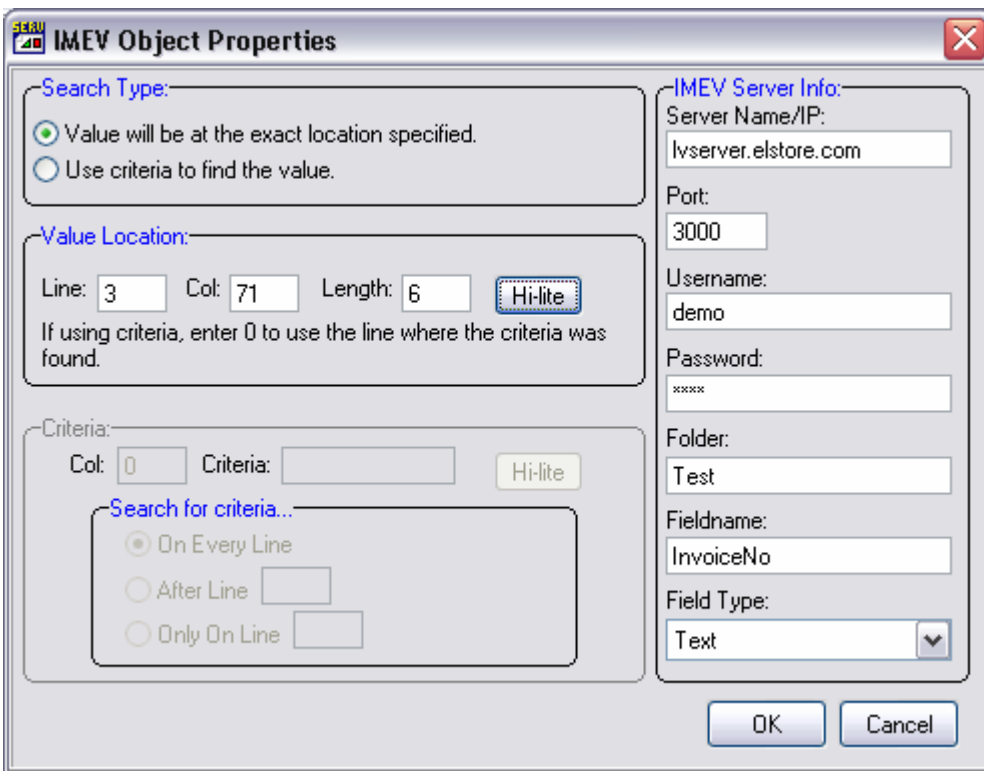
The width of the barcode will automatically adjust to maintain the proper ratio between thick and thin bars. You can increase or decrease the width of the drawn rectangle to get the next larger or smaller bar code increment.

## Adding a LaserVault Imaging Object

To insert an image from LaserVault Imaging first click on the LaserVault Imaging button then draw a box on the report where the image will be inserted.



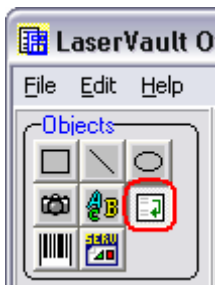
Then the Laser Vault Imaging Properties box will appear. You must fill out the Server Info options.



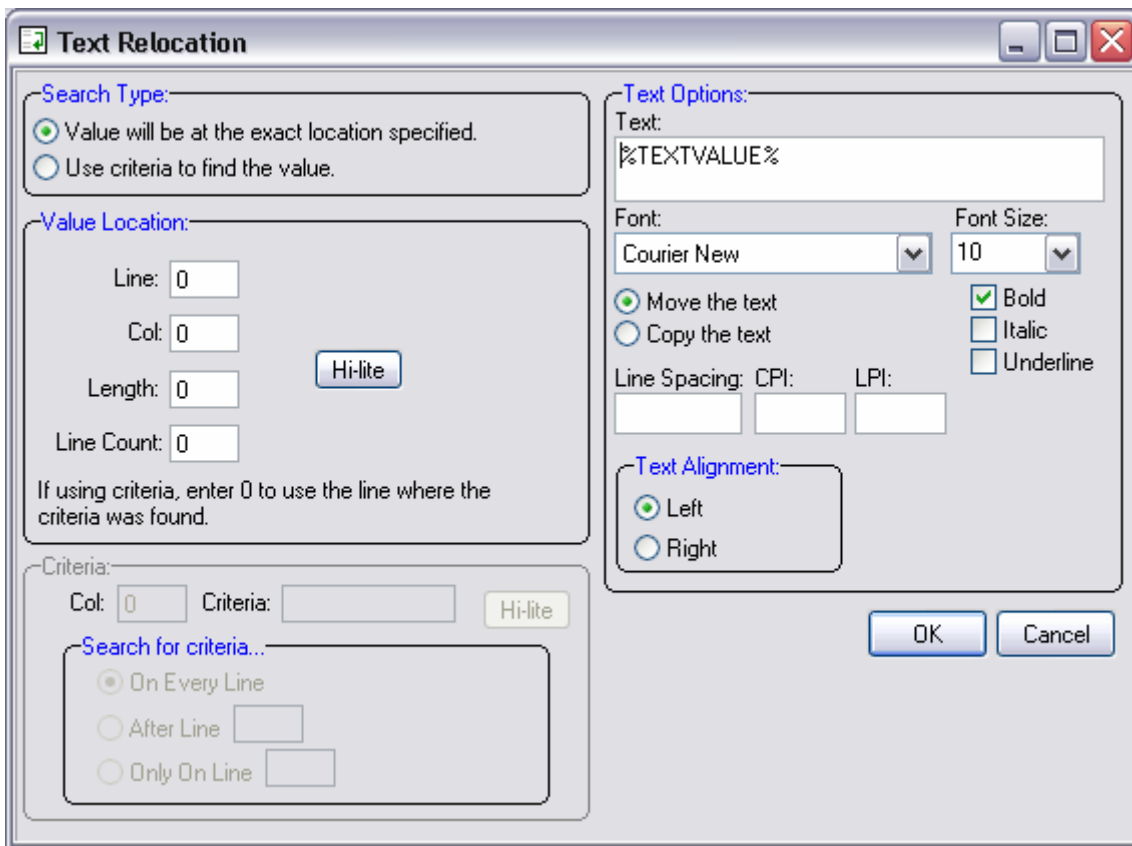
Specify where the value will be picked up from the report. This value will be used to query the imaging folder to find the associated image. This feature is normally used to pull signature images from imaging to re-merge them with a document for re-printing purposes.

## Adding a Text Relocation Object

The text relocation object is used to move or copy text values from one part of the page to another. Select the text location object and draw a box where you want the text to end up.



The "Text Relocation Properties" box will appear. If you would like additional text added before or after the text value simply type the text, but do not remove **%TEXTVALUE%** from the input field.

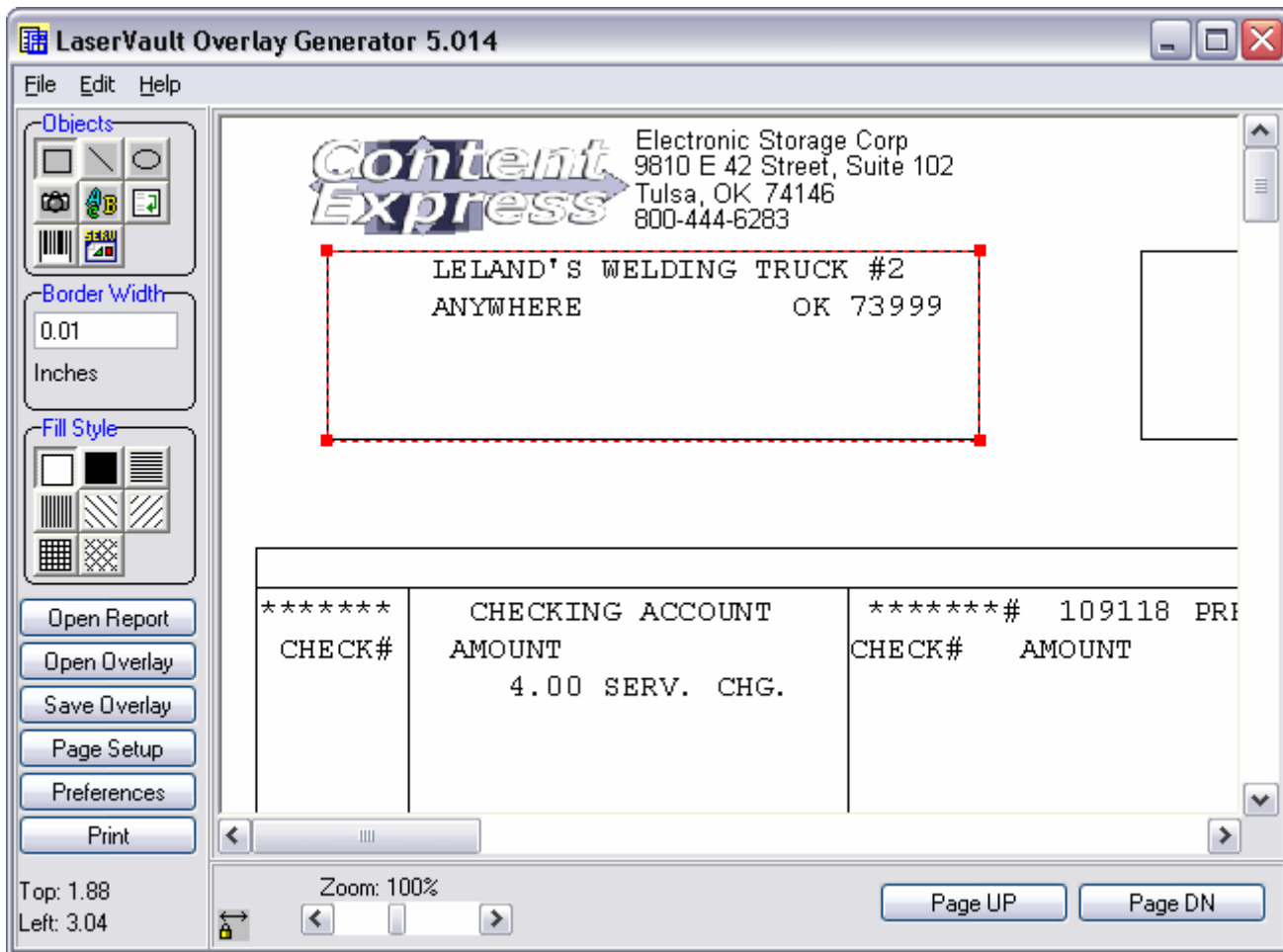


Use the text selection properties to specify what part of the text from the report to grab. You can tell it to grab more than one line by specifying the Line Count field.

Click the Hi-light button to select the text location. When the text is re-located you have the option to move or copy the text, change it's font style, and the text alignment.

# Changing Object Properties

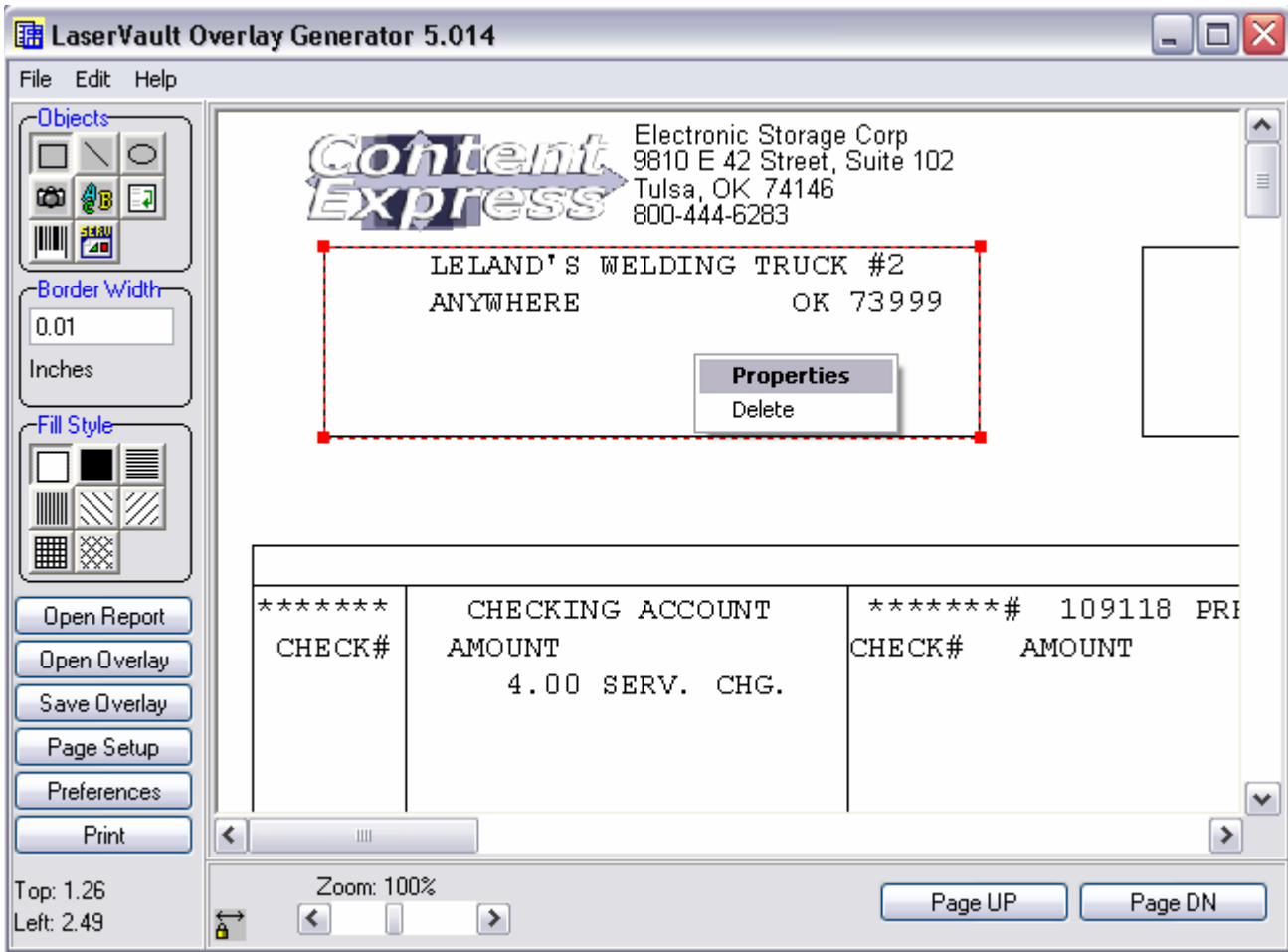
To change an objects properties first click on the object. The object will then be hi-lighted and the “sizer” boxes will be displayed around the object.



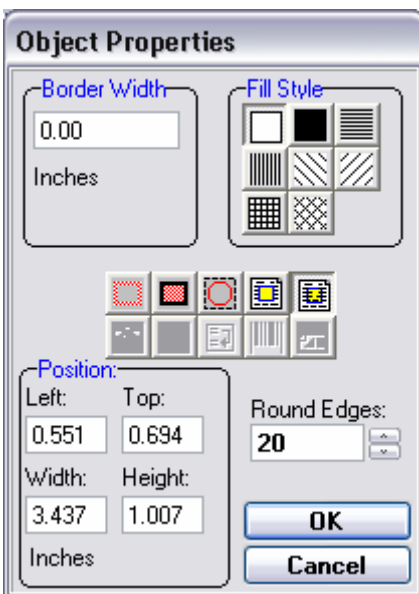
To move the object around click and drag the middle of the object. To change one of the objects corners click and drage one of the “sizer” boxes. (The small red boxes at the corners of the rectangle are the sizer boxes)

To delete the object, press the delete key, or right click on the object after it's hi-lighted and select “Delete” from the pop up menu.

To edit the object's properties right-click the object after it's been hi-lighted and select "Properties" from the pop up menu.



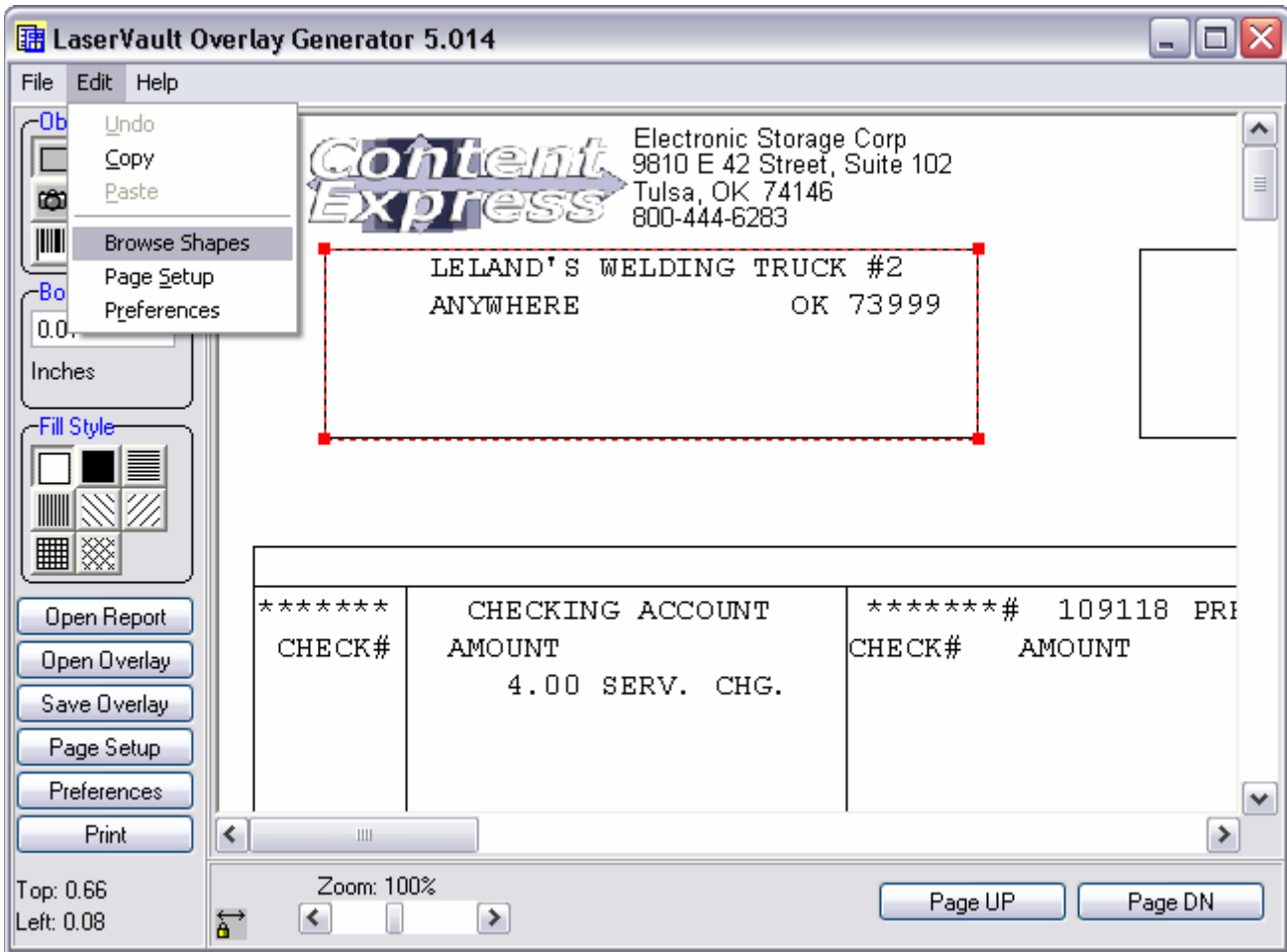
The object properties dialog box will be displayed.



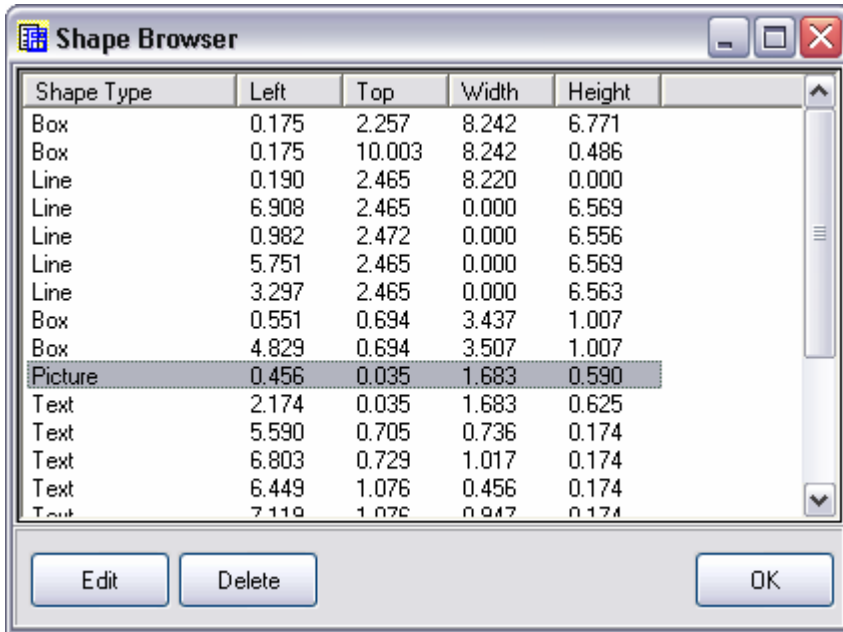
From this dialog you can adjust the objects location, border and fill color, edge rounding, and layer (above or below the report text). Certain buttons specific to different object types will be enabled

based on the object being edited.

An alternate way to select an object is to use the "Shape Browser" from the edit menu.



A dialog will be displayed showing all the shapes in the overlay.

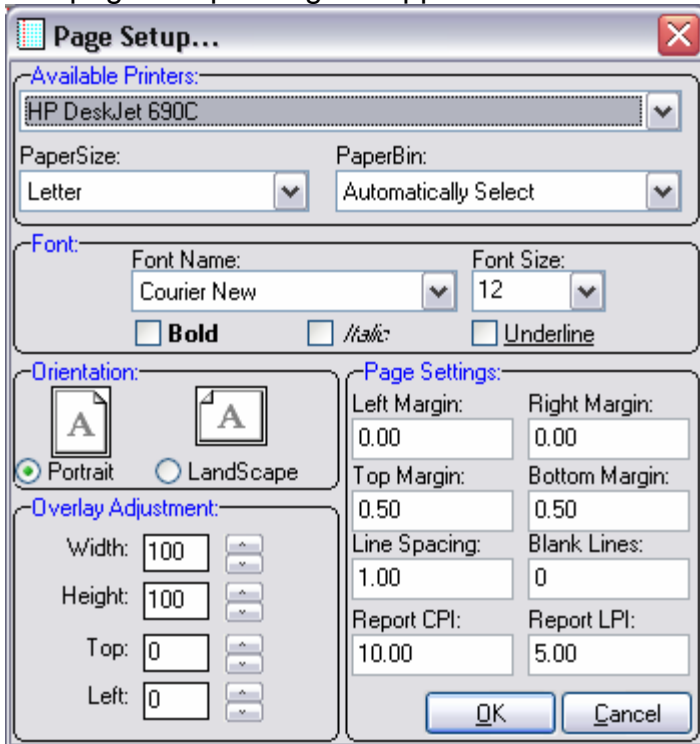


From this dialog you can edit an object or delete it. When you click on the object it will be hi-lighted on the overlay in the preview screen so you can see which object it is.

# Page Setup

To set the general page properties (IE: orientation, report font size, margins etc) click **Edit**, then **Page Setup**, or click the **Page Setup** button.

The page setup dialog will appear.



You can set the margins, select a printer, select paper size, paper bin, line spacing, and page border.

Blank lines tells the overlay generator how many blank lines to insert at the top of the page incase you need to shift the report down.

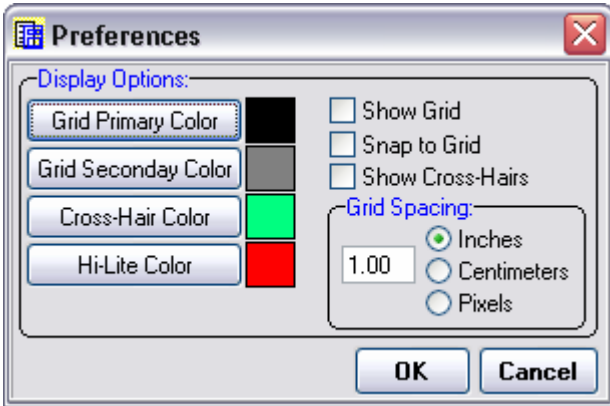
The overlay adjustment is for adjusting the offset and stretch factor of the overlay. Since the overlay is rendered against the printer driver, if you change printers, the overlay can be slightly off. Each printer driver is a little different in the way it renders fonts.

Setting the CPI and LPI properties gives you more precise control over the character output of the report. This causes the overlay generator to draw each character individually thereby making sure the output is the same regardless of the device.

## Preferences

To set various program preferences, click on **Edit** then **Preferences**, or click the **Preferences** button.

The preferences dialog will be displayed.



This dialog allows you to set different preferences for the overlay generator.

You can select the measurement units displayed, a grid, and option to have newly drawn shapes snap to a grid, and the various colors for cross hairs, grid lines, and objects.