



trodax[®]

Manual for
creating
colour stamps

with Free Hand
(English)

Contents

Creating stamp masters with Free Hand

Creating a new master	3
Checking existing stamp masters.....	4
Checking imported elements.....	5
Creating and adjusting colours.....	6
Saving the file	7

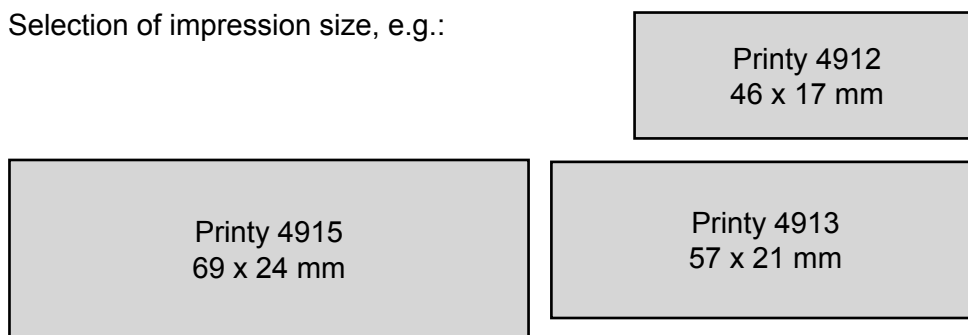
Creating stamp masters with Free Hand

A few guidelines are needed in order to ensure further production when creating or adapting a stamp master with Free Hand.

It is essential that you first decide whether you are creating a new stamp or adapting an existing stamp master. If you are creating a new stamp, the correct set-up is important. If you are adapting an existing stamp master, attention must be paid to checking the correct set-up.

Creating a new master:

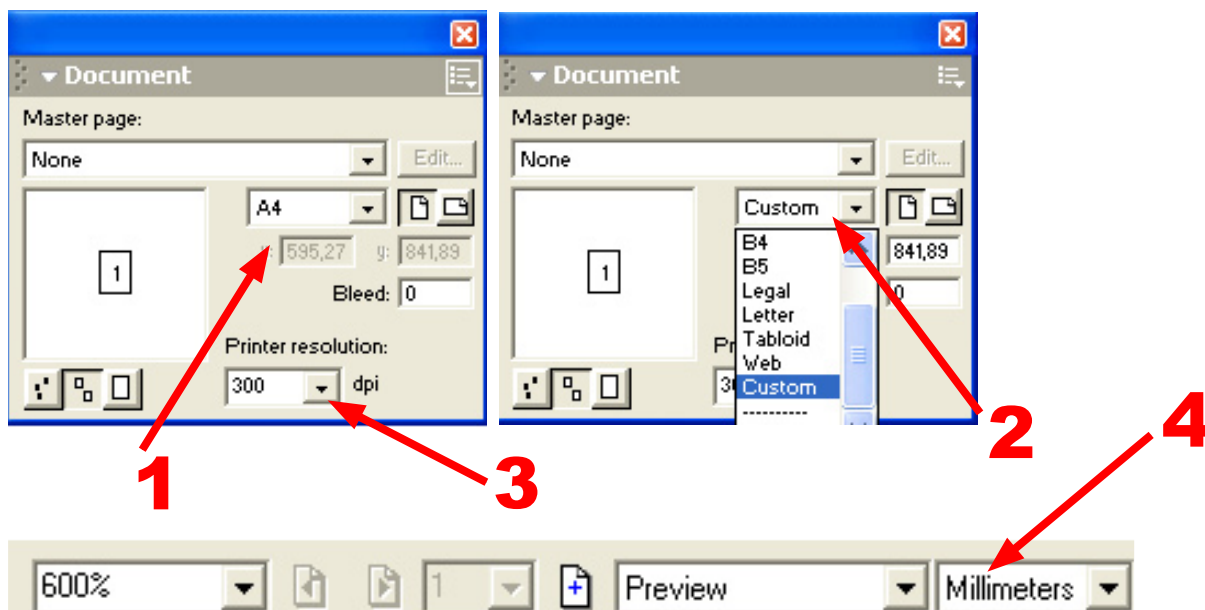
Selection of impression size, e.g.:



You will find a full list attached.

Create a new document under the menu: „File“ > „New“

1. The size of your document is not relevant in Free Hand; the correct stamp format is only helpful for the shape of a stamp.
2. The size of the document can be freely defined in the “Document” palette under Customise.
3. It is important to adjust the DPI setting to 300 dpi for the quality of the display.
4. The measuring unit can be adjusted in the Info Bar at the lower edge of the programme.



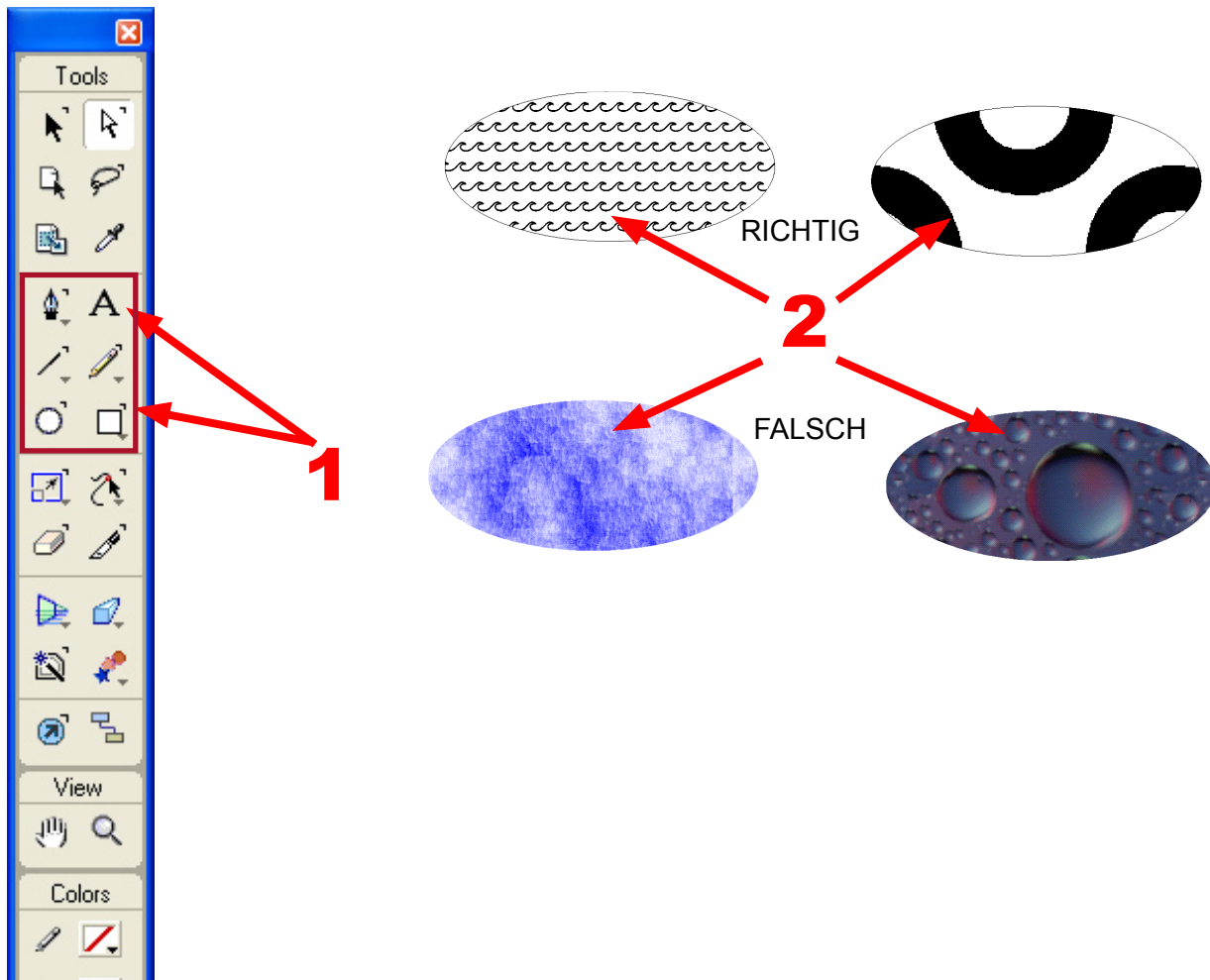
Checking existing stamp masters:

Open an existing Free Hand file under “File” > “Open” and check the configuration:

- 1 As Free Hand is vector-based, text and shapes can be created in any type and/or with any tool.
- 2 It is important that objects with a special fill are not filled with colour gradients or special effects which require a soft colour transition. The four colours red, green, blue and black are available for the colouring process.

Note:
Only .fh (Free Hand) files can be opened in Free Hand. Other file formats must be imported. You do not have the option of editing this for imported files.

Checking the colouring process is described in detail on page 6.



Otherwise only the stamp master guidelines need to be taken into account:

- Size of the stamp
- Distance of the different colours from one another

Checking imported elements:

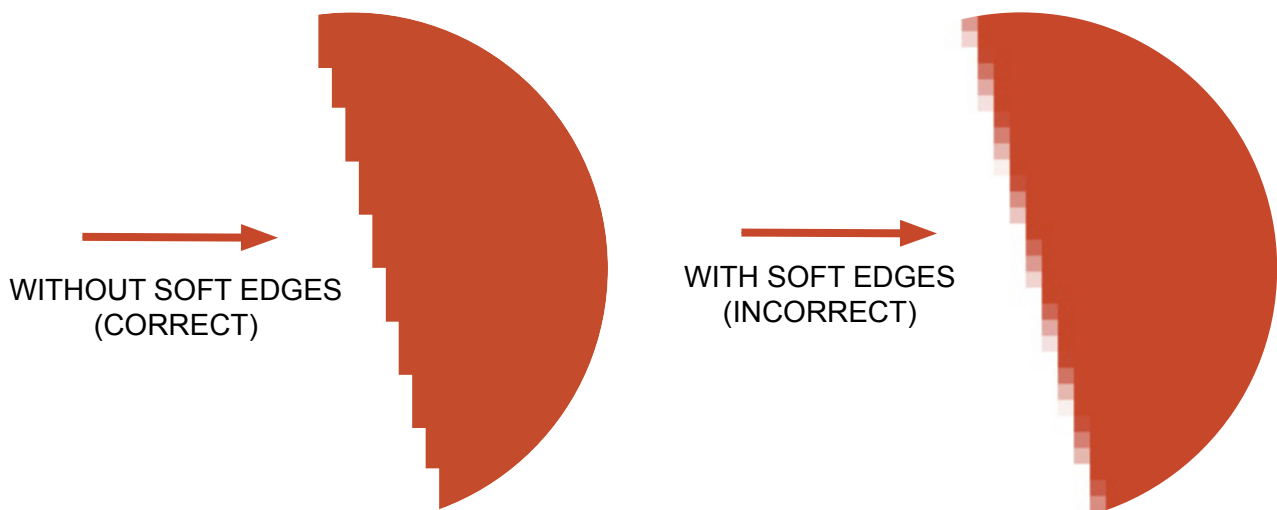
It is difficult to conduct a check for imported files.

It is advisable to always revert to an original file (Free Hand file), as the majority of errors develop when a vector file is saved in another format.

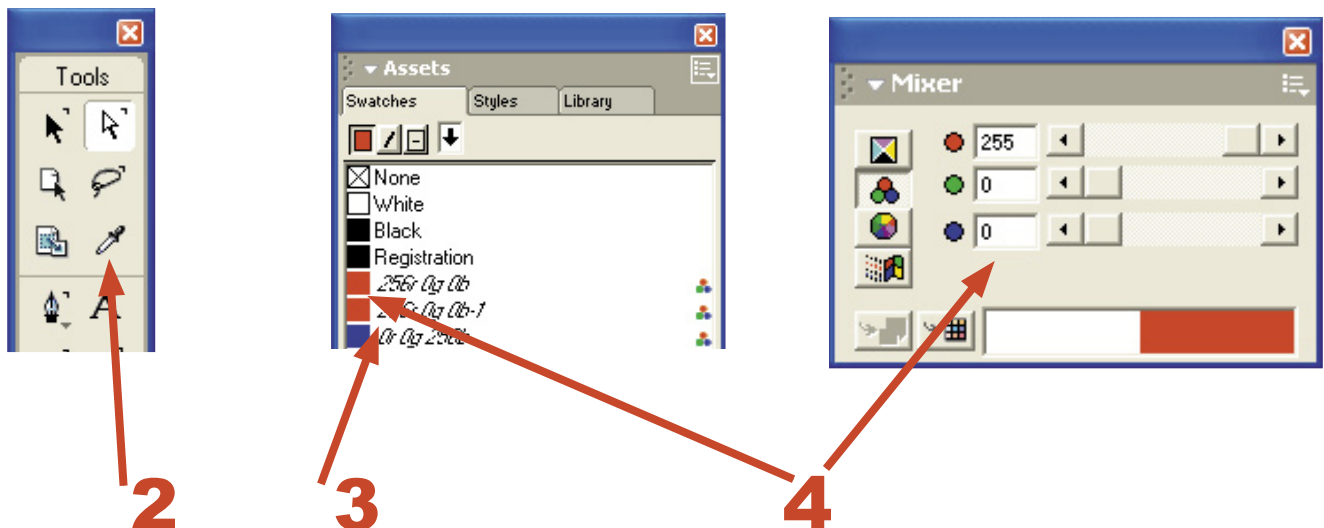
If this procedure is saved to begin with, it cannot be reversed in the file later.

The file must be saved as a NEW file from the original file or it has to be exported!

- 1 The elements are created and/or saved WITHOUT soft edges. To check the soft edges, use the magnifying glass tool and zoom into the various elements to at least 900%. If elements in your master have soft edges, they must be re-created in Free Hand!



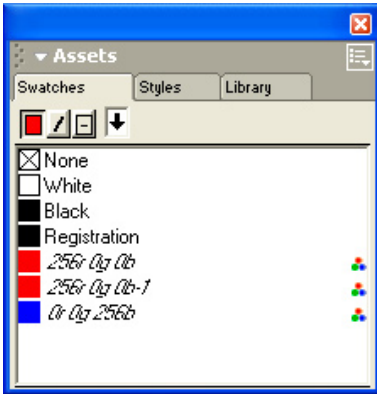
- 2 The colours can be controlled with the pipette for imported files!
- 3 Simply click on the colour that you want to control with the pipette, press and hold the mouse button, and drag it into the “Colour Fields” palette.
- 4 The composition of the colour can be displayed in the “Mixer” palette by double-clicking on the colour!



Creating and adjusting colours:

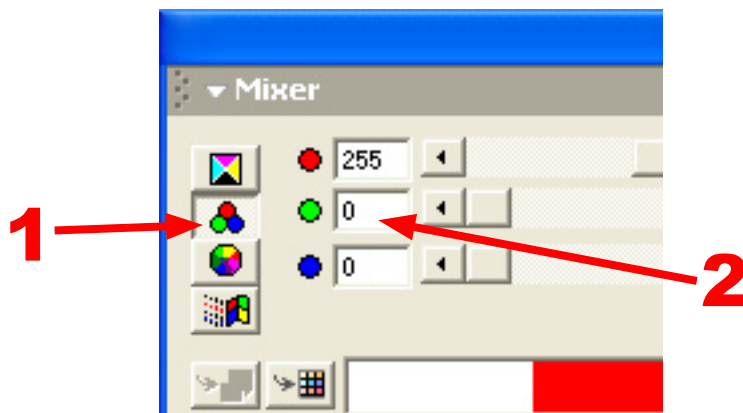
There are a total of 4 colours available for creating a stamp:
Red, green, blue and black.

These must be precisely defined in order to be able to change the graphic.
Free Hand provides you with the following options of defining the colours
and/or colouring an object.



When colouring via the Colour Fields it is important to check the colours in the "Mixer" palette.

1. It is important to set RGB for the Model option.
2. It is important to enter the correct values for the components.



The values for each must be entered with 0 and 255. Values in between will not work!

Colour settings:

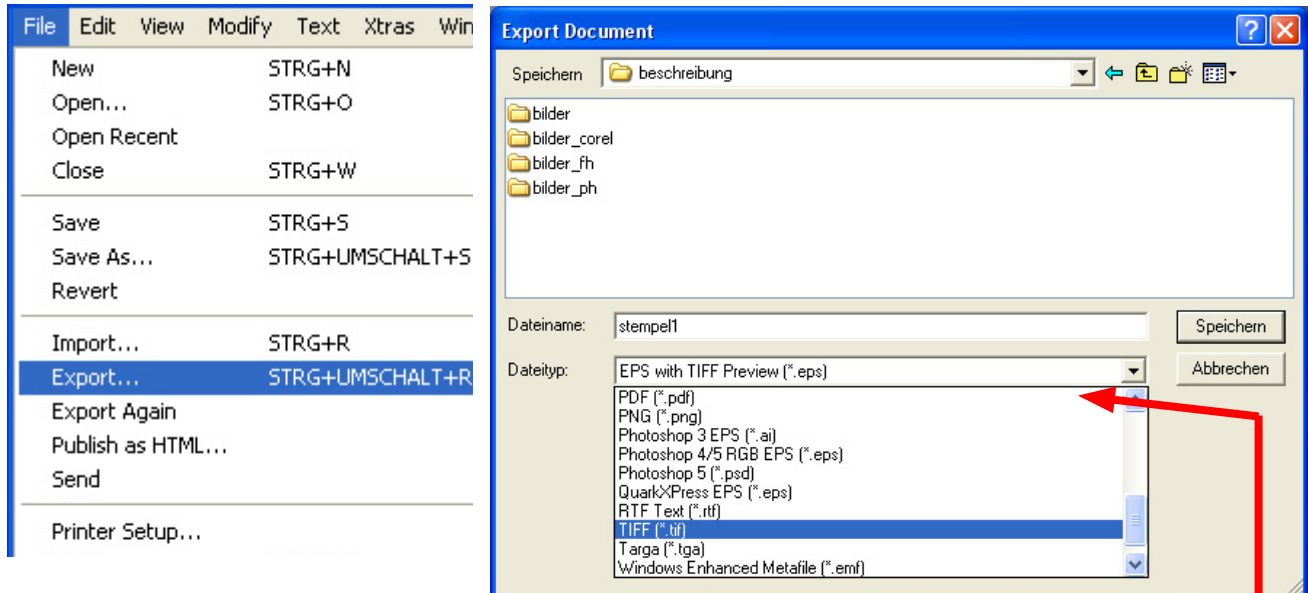
- Red: R=255 / G=0 / B=0
- Green: R=0 / G=255 / B=0
- Blue: R=0 / G=0 / B=255
- Black: R=0 / G=0 / B=0

If the colours have been adjusted correctly, you can drag them (press and hold the mouse button) from the Colour Fields palette or from the Mixer palette to the desired object!

Saving the file:

Select “Save As” from the “File” menu and save your stamp master as a .FH file. (Free Hand file). Select a name; it is recommended that you choose a name that does not contain any umlauts or special symbols.

You have to export the file to upload it to the Trodat Shop. You can find this option under “File” > “Export”.



Select your desired file format in the subsequent „Export“ window. You can choose from a variety of formats. Various formats are also accepted and processed in the Trodat Shop. Free Hand does not save all file formats in such a way that is required in the Shop. A condition for the file formats that you can use is the “Anti-aliasing” setting in the file format setting window. It is imperative that this setting is set to NONE! This file format cannot be used if this option is unavailable. Also make sure that you set a resolution of 300 dpi.

Your file is now ready to upload for stamp creation!

Safe file formats:

- TIF
- GIF
- PNG
- PSD
- BMP

