Swift Publisher Quick Start Guide

Design and print flyers, letterheads, brochures, pamphlets and booklets.

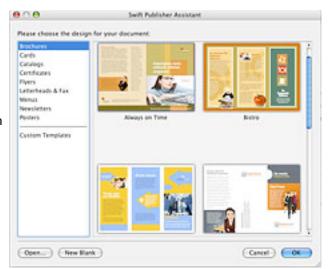
Starting a new Design with Assistant

Assistant comes up when you launch Swift Publisher, it will help you in selecting the design and paper size. It comes up when you launch Swift Publisher.

Assistant shows the list of categories and templates' preview of the selected template category. Along with ready-made designs there are blank templates in the template collection. Choose a category. Select a template in the preview and click OK. The selected template will be opened in Swift Publisher.

Editing a Document

The document has two layers: Background and Foreground, which allow editing and creating complicated designs. You can switch between them using tabs at the bottom of the program window. In the document window you can modify and move objects.

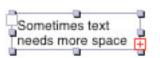


Selecting and Moving Objects

Click on an object to select it and drag the mouse to move it around. Hold down the Shift key to select more than one object. A selected object has borders with handles on its corners and sides, use them to resize it. To duplicate selected objects, press **Cmd+D**. To delete an object, select it and press Del. You can change the properties of the selected object in the Inspector window.

Editing Text

To add a text block click "T" button on the toolbar, click with the mouse on the page and move the mouse to stretch a rectangle. Type in text or paste it from the Clipboard. Click outside the text block to cancel text edit mode.



To enter edit mode, double click on the text block. In editing mode a text block behaves similar to ordinary text editor, but has several special features. Objects (images and vector shapes) can cause text wrap. You can turn the wrapping mode on by selecting an image and clicking on the Object causes wrap in the Inspector (Wrap tab).

Swift Publisher allows creating linked text blocks. This means you will have several blocks containing one text extract that can be moved separately and even placed on different pages. If space in the first block isn't enough for pasted text, text will flow to the next block and so on. To add a linked text block click on the small square with a plus on the right side of selection border and choose place for it.

Pictures

You can add images to your document from embedded Clipart, iPhoto collection or from file on your disk. Also, you can search and download a picture from the Internet — use Insert -> Image -> Search on the Internet from the program menu. A collection of images already comes with the program. In the Inspector you can change properties of the selected picture — apply a mask, change opacity, rotate or tint it. You can easily crop an image to remove the parts you don't like — choose Crop Image command from the

When you need to combine text with graphics on a page, Text Wrap feature will be very helpful. In the Wrap tab of Inspector you can set whether the selected object will cause text wrapping.
Check or uncheck "Object causes wrap" check-box. Use buttons to select a way of text wrapping. If you need more space between text and image, set Extra Space.

Format -> Image -> Crop menu and select the area you want to crop in the resulting dialog.

Smart Shapes

The Clipart has Smart Shapes tab, the embedded source of vector images with controllable behavior. Their properties can be changed in Inspector panel.

Printing

Your documents can be printed on a desktop printer. To start printing, select the File -> Print menu. In the program Preferences, you can adjust the quality of printing. This is the easiest way to find compromise between speed and quality when you have a lot of raster graphics in your document.

Sharing your Documents

Swift Publisher can export a document to PDF, TIFF and JPEG file formats. To export, select **File** -> **Export** menu. Then in the Format drop-down list choose file format, select file location and click Save.

Registering Program

Once you've received your License Code after the purchase, you need to register the program to remove the limitation of the trial version. Call the License dialog from the application menu or by clicking the License button in the message box that comes up after launching the program. In the dialog, enter your name and the License Code you received.

Additional Information

More information can be found in the Online Help and on the program's web site:

www.belightsoft.com/products/swiftpublisher/SPHelp www.belightsoft.com/swiftpublisher www.belightsoft.com/faq

If you don't find the answer to your question there, or something is still unclear, please write us to support@belightsoft.com or fill out the form at www.belightsoft.com/support