

XMP Magic

Description

This App allows the creation and update of XMP metadata inside compliant file formats.

Compatibility

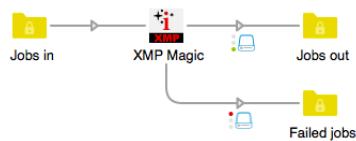
Switch 13 update 1 and higher.

Connections

XMP Magic uses TrafficLight outgoing connections. The processed job is routed according to its status (success or error).

XMP Magic accepts any XMP compliant file format like PDF files, TIFF, JPEG or PNG images or native file formats like Adobe InDesign and Adobe Illustrator.

The following screen shot demonstrates how XMP Magic App can be integrated in a Switch flow.



Properties detailed info

Properties	
Property	Value
Name	XMP Magic
Description	
Custom namespaces	imp http://www.impressed.de/nam...
XMP definitions	Multi-line text with variables defined

Define multi-line text with variables: XMP definitions

Enter a multi-line text with variables...

```

+ SimpleType imp:processStart [Switch.Date.Format="yyy-MM-dd hh:mm:ss", TimeZone="System"]
+ SimpleType imp:operator Robert
+ UnOrderedArray imp:params
+ SimpleType imp:params/[1] param1
+ SimpleType imp:params/[2] param2
+ SimpleType imp:params/[3] param3
  
```

Define variables

OK **Cancel**

Flow elements properties

- Custom namespaces
 - This property allows the definition of additional non-standard XMP namespaces which are not already part of the existing namespace definitions within the modified job.

- XMP definitions
 - This property allows to add and remove XMP simple types, structures and arrays.

Examples:

imp http://www.impressed.de/namespace_v1/
xyz http://ns.example.com/xyz/

Examples:

Add simple type:

+ SimpleType ST	imp:Test	any value
(+) SimpleType ST	imp:Test	any value

Add simple type with localization:

+ SimpleType ST	imp:Test	any value	en	en-En
+ SimpleType ST	imp:Test	any value		en-En
+ SimpleType ST	imp:Test	any value	en	

Add structure:

+ Struct SC	imp:MyNewStruct	
+ SimpleType ST	imp:MyNewStruct/imp:Test	any value

Add unordered array:

+ UnorderedArray UA	imp:MyNewUnorderedArray	
+ SimpleType ST	imp:MyNewUnorderedArray/*[1]	any value
+ SimpleType ST	imp:MyNewUnorderedArray/*[2]	any value

Add ordered array:

+ OrderedArray OA	imp:MyNewOrderedArray	
+ SimpleType ST	imp:MyNewOrderedArray/*[1]	any value
+ SimpleType ST	imp:MyNewOrderedArray/*[2]	any value

Add alternate array:

+ AlternateArray AA	imp:MyNewAlternateArray	
+ SimpleType ST	imp:MyNewAlternateArray/*[1]	any value
+ SimpleType ST	imp:MyNewAlternateArray/*[2]	any value

Remove element:

- SimpleType ST	imp:ExistingSimpleType	
- Struct SC	imp:ExistingStruct	
- UnorderedArray UA	imp:ExistingUnorderedArray	
- OrderedArray OA	imp:ExistingOrderedArray	
- AlternateArray AA	imp:ExistingAlternateArray	