



**tilia Griffin Pro**  
**Enfocus Switch App**

**User Guide**

**Version 1**

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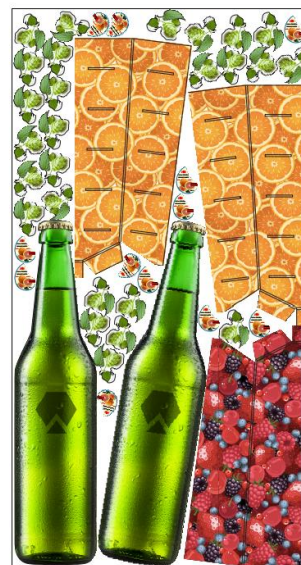
## 1. Getting started

### 1.1. About tilia Griffin Pro

tilia Griffin is a powerful automatic layout solution for wide format printers. Its primary goals are to increase efficiency and reduce errors by automating repetitive tasks and bring down material waste with sophisticated nesting algorithms. A key advantage of Griffin is its vendor neutrality. It is designed to work seamlessly with virtually all printing machines and cutting tables.

Highlights include:

- Reduce material costs using advanced **true shape nesting**
- Create **efficient guillotine** cut layouts
- **Tile** your artwork dynamically with options controlling tile order, overlaps, gaps, glue areas, and more
- Perform **mirroring** and **scaling** on your artwork
- Create **double sided** layouts automatically with either turn and tumble work style
- Automatically pull in the true artwork shapes and all **tool paths** from **spot colors** and **PDF layers**
- Reduce RIP time with **optimized imposed PDFs**
- Create **cutting output for virtually any cutting table**
- Work with both **rolls** and fixed size **boards**
- Generate Dynamic **barcodes, text marks**
- Add **Camera marks** with options supporting all major cutting table vendors
- Apply **grommet marks** to artwork



The tilia Griffin Go and tilia Griffin Pro desktop applications were first introduced in May 2017 for both Mac and Windows. The overarching design goal in Griffin is to provide a fast, modern application that can solve difficult, time consuming tasks while being easy to understand and use.

The tilia Griffin Pro app for Enfocus Switch shares the same goal and contains all of the features of the original desktop application. In fact, the same core engine that drives tilia Griffin is completely

embedded in the Switch app itself. This means there are no external dependencies with any third-party software.

The app is designed to be highly dynamic, with virtually all the 270+ properties controllable via variables and script expressions. This dynamism allows you to tackle a wide range of tasks while simplifying your flows and reducing processing time.

## 1.2. System requirements

### 1.2.1. Third party applications

No third-party applications are needed. All functionality is included in this app.

### 1.2.2. Switch version

Enfocus Switch 17 update 1 or newer.

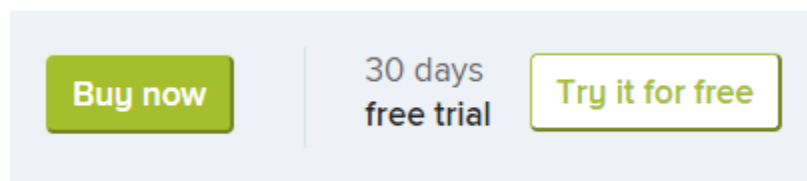
### 1.2.3. Operating System

**Mac OS X:** 10.9 - 10.13

**Windows:** Windows 7, Windows 8, Windows 10, Windows Server 2008 R2, Windows Server 2012, Windows Server 2012 R2 all 64-bit editions.

## 1.3. Installation

Since the tilia Griffin Pro app is fully self-contained, installation is a single step. In the Enfocus App Store, navigate to the [tilia Griffin Pro app page](#) and click on “Try it for free” to start a trial or “Buy Now” to purchase the app.



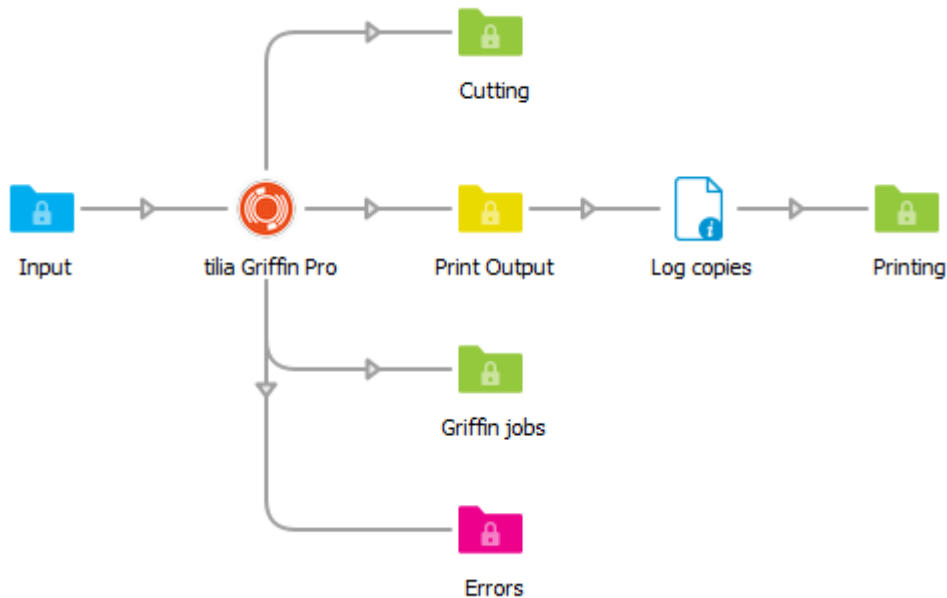
Once you have started your trial or purchased the app, the tilia Griffin Pro app will become accessible in the Apps section of the “Flow elements” panel in Switch.

## 2. Working with the app

The tilia Griffin Pro packs many features into a single app giving you a common toolbox for stepping up, tiling, nesting, and ganging your artwork onto sheets or rolls and generating production ready output for your printers and cutters.

The app contains over 270 properties. Detailed descriptions of all properties are found in [Section 3 – Flow element properties](#) and [Section 4 – Outgoing connections properties](#) of this document. Each property also has detailed tooltips in Switch. We recommend utilizing them as you work with the app.

Almost all properties can be set using variables and script expressions to utilize the rich set of data available in Switch like job properties, folder hierarchies, metadata fields, and database entries.



## 2.1. Inputs

The tilia Griffin Pro app collects artwork files from a single input connection until certain trigger event(s) occur at which point the files are processed. The app supports PDF and PDF-based AI formats as well as TIFF, PNG, BMP, JPG, and GIF image formats.

The input handling logic is similar to the built-in “Assemble job” flow element. You can wait for N or more files to enter the input folder or wait N minutes after the first file has arrived. In Advanced mode you can also write a custom trigger condition, and control which artwork files are to be included together during processing by using a trigger identifier. More details about triggers are found in [Section 2.4.1 - Trigger conditions](#).

## 2.2. Outgoing connections

In tilia Griffin Pro app you can create as many outgoing connections as you like. For each connection you can choose whether to generate output files or to send along input files using the **Data** property.

### 2.2.1. Output files

When selecting “Output files” for the **Data** property you are presented with options to output for printing, output for cutting, output job file. One or more of these options must be selected within a single connection to produce output.

**Output for printing** – Generates imposed PDF(s) of the layouts generated by Griffin. When enabled, there are properties to control whether to produce a single multi-page PDF or separate PDFs for each layout and whether to create a separate PDF page for each copy required. Other options include whether to remove tool paths from the original artwork and whether to use PDF 1.6 UserUnit for layouts above 200 inches in width or height.

**Output for cutting** – Generates a vector PDF containing all tool paths in the imposed layout(s). Like Output for printing, you can choose whether to generate a single cutting file containing all generated layouts, or individual PDF files for each layout. Other options include which marks to include in output and how to map tool types to colors and PDF layer names.

**Output job file** – When enabled, a Griffin job file, GFN, will be created. This allows you to open the job in the tilia Griffin desktop application to do further adjustments to layouts if needed. This option is also useful for archiving the generated layouts for future reprint or revision update.

**XML dataset name** - The app will attach an external XML dataset to each file created on the given output files connection. This XML data contains information about how many layout copies are required to produce, which artwork files were placed on each layout, and other statistics about each layout like sheet usage. The **XML dataset name** property allows you to customize the name of this dataset.

For a full list of all Output files properties and their descriptions, please refer to [Section 4.2](#).

### 2.2.2. Input files

When selecting “Input files” for the **Data** property you can select which scenario you want to send input files through this connection via the **Move** property.

The most common usage is “On error”. When this option is selected, only input files that could not be placed in layouts are sent to this connection. The most common scenario is artwork files that are too big to fit on the board or roll. If no “On error” connection has been setup, these input files are sent to the Problem jobs folder. In either scenario, the error is logged in Messages.

“On success” connections will only send input files that were successfully placed in layouts.

“Always” connections will send along all input files regardless of success or failure. Note that error situations are still logged as errors in Messages.

If there are no matching input files connections for a given input file, it will be deleted, i.e. sent to null.

For a full list of all Input files properties and their descriptions, please refer to [Section 4.3](#).

## 2.3. Basic mode

With so much functionally packed into the app, there are over 220 flow element properties total. To make it easy to get started with the app, there are two modes to choose from: Basic and Advanced.



Basic mode provides a minimal set of 12 high-level properties. Even with this limited subset, you can create print-ready layouts on rolls or boards while controlling rotation, sheet margins, and the cutting tool paths. You can also include and customize dynamic barcodes, camera marks, and text marks. For a full list of all Basic mode properties and their descriptions, please refer to [Section 3.2](#).

Basic mode always performs free nesting appropriate for cutting tables. Barcodes are always placed in the upper-left corner of the layout while text marks are placed in the center of the top edge. There is some control over mark content while Advanced mode provides many more properties.

Mode	Basic
<i>Trigger every N files</i>	
<i>Trigger after N minutes</i>	1
<i>Substrate</i>	50" roll
<i>Margin</i>	15 mm
<i>Quantity</i>	Single-line text with variables defined
<i>Rotation</i>	Any
<i>Cutting tool</i>	Die,Cut
<i>Barcode</i>	Code 39
<i>Data</i>	Layout random ID
<i>Camera marks</i>	Corners and auto distribute
<i>Quantity</i>	5
<i>Text mark</i>	Layout dimensions

## 2.4. Advanced mode

Due to the number of limitations in Basic mode, most users will opt to use Advanced mode instead which gives you full control of all features in the tillia Griffin Pro app. Below is a list of Advanced mode capabilities beyond what is possible in Basic mode:

- Artwork tiling
- Artwork scaling
- Artwork and board flutes directions
- Multi-page handling options
- Artwork front repeat or mirror to back
- Artwork barcode, text, fill, and grommet marks

- Nest for guillotine cutters or cutting tables
- Custom roll and board sizes
- Turn vs. tumble for double-sided layouts
- Custom trigger conditions
- Trigger identifiers to control which artwork files are processed together
- Up to four different tool types can be imported at a time
- Content margins defined independently for each sheet edge
- Options to control artwork bleed clipping path offsets and spacing
- Mark position and other mark customization options

Advanced mode properties are classified into three categories: Trigger conditions, Layout properties, and Artwork properties. Each category is represented by a read-only property with all related properties defined as child nodes of the property.

#### 2.4.1. Trigger conditions

Trigger conditions define when artwork files being collected in the input folder are processed by Griffin. You can trigger processing when N or more files arrive, N minutes after the first file has arrived, or on a custom trigger condition. You can also control which artwork files are to be included together during processing by using a Trigger identifier.

When multiple trigger condition properties are configured, the first trigger event that occurs will cause all input jobs with the same trigger identifier value to be processed. For a full list of all Advanced mode trigger properties and their descriptions, please refer to [Section 3.3.1](#).

##### ***Trigger conditions***

<b><i>Trigger every N files</i></b>	10
<b><i>Trigger after N minutes</i></b>	1
<b><i>Trigger on condition</i></b>	None
<b><i>Trigger identifier</i></b>	None

#### 2.4.2. Layout properties

Layout properties control how artwork pieces are placed on layouts, substrate type and sizes, double sided handling, margins, and layout placement.

**Strategy** dictates the kind of layouts that are created. “Free nesting” is the most aggressive nesting strategy and is ideal for cutting tables. “Grid nesting” also nests irregular shapes while keeping same shaped items together on the sheet in step and repeat groups. “Guillotine” will place pieces in strips that can be cut out with a guillotine cutter.

**Rotation** along with **Flutes** for board substrates and the **Flutes** property in Artwork properties control the allowed rotations for artwork pieces in the layout. “Any” rotation lets artwork pieces be placed at any angle unless the artwork and board both have flutes directions in which case only rotations that align flutes directions are allowed. “Orthogonal” rotation allows 0, 90, 180, and 270 degree rotations unless flutes need to be honored. “None” rotation will ensure that artwork pieces are not rotated on the layout.

Layout properties also include the option to add **Camera marks**, **Barcode**, and **Text mark**, each with several child properties controlling mark content, placement, and color. Barcode and text mark have options for using dynamic keywords. For a full list of all Advanced mode layout properties and their descriptions, please refer to [Section 3.3.2](#).

***Layout properties***

<b><i>Strategy</i></b>	Free nesting
<b><i>Rotation</i></b>	Any
<b><i>Allow multiple layout copies</i></b>	Yes
<b><i>Substrate type</i></b>	Roll
<b><i>Width</i></b>	1520 mm
<b><i>Min roll cut-off</i></b>	100 mm
<b><i>Max roll cut-off</i></b>	5 m
<b><i>Double sided</i></b>	Turn
<b><i>Horizontal placement</i></b>	Center
<b><i>Vertical placement</i></b>	Bottom
<b><i>Top margin</i></b>	10 mm
<b><i>Bottom margin</i></b>	10 mm
<b><i>Left margin</i></b>	10 mm
<b><i>Right margin</i></b>	10 mm
<b><i>Camera marks</i></b>	Yes

**2.4.3. Artwork properties**

Artwork properties control how each individual artwork file is handled in Griffin. Here you can define the order quantity, flutes direction, cutting tools mappings from PDF paths, bleed mask offsets, and placement spacing.

You can also optionally scale the artwork using the **Scaling** property. Scaling can be defined as a percentage of the original size or a fixed size.

Artwork properties also include the **Multi-page file handling** property that allows you to control how to interpret multi-page artwork files. “One item per two pages” will interpret even numbered pages as the back side content of the previous page. “One item per page” will treat each page as a different single-sided artwork piece and gives you the option of duplicating the artwork to the back or mirroring the front to the back with the **Back side content** child property.

Layout properties also include the option to add a **Barcode**, **Text mark**, Grommet marks, and fill marks to the artwork. Like layout marks, each mark type has several child properties controlling content, placement, and color. For a full list of all Advanced mode artwork properties and their descriptions, please refer to [Section 3.3.3](#).

***Artwork properties***

<b><i>Quantity</i></b>	Single-line text with variables defined
<b><i>Flutes</i></b>	None
<b><i>Multi-page file handling</i></b>	One item per page
<b><i>Back side content</i></b>	None
<b><i>Default cut tool</i></b>	Thru-cut
<b><i>Spot color names</i></b>	Cut,Die
<b><i>Layer names</i></b>	Cut,Die
<b><i>Text match</i></b>	Contains
<b><i>Cutting width</i></b>	0
<b><i>Offset</i></b>	0
<b><i>Join style</i></b>	Round
<b><i>Additional tool 1</i></b>	None
<b><i>Additional tool 2</i></b>	None
<b><i>Additional tool 3</i></b>	None
<b><i>Scaling</i></b>	None
<b><i>Bleed</i></b>	Offset
<b><i>Offset</i></b>	3 mm
<b><i>Spacing</i></b>	Bleed
<b><i>Tiling</i></b>	None
<b><i>Barcode</i></b>	No
<b><i>Text mark</i></b>	No
<b><i>Grommet marks</i></b>	No
<b><i>Fill mark</i></b>	No

#### 2.4.4. Tiling

Artwork properties also include tiling options. To enable tiling, set the **Tiling** property to “Direct”. You will see child properties controlling which corner of the artwork to start tiling and the order of the tiles flowing through the artwork.

In Griffin, you can control tiling separately in the horizontal and vertical directions. For example, you can specify a fixed number of tiles in the horizontal direction and a fixed tile size (or no tiling at all) in the vertical directions.

In both directions you can also optionally define gaps or overlaps between tiles. When tiling with gaps you can specify an extension distance from the gap. In overlap tiling you can control which tiles overlap each other and define a no image distance, e.g. glue areas. For a full list of all Advanced mode artwork tiling properties and their descriptions, please refer to [Section 3.3.3](#).

<b><i>Tiling</i></b>	Direct
<b><i>Start corner</i></b>	Top left
<b><i>Tile order</i></b>	Zigzag horizontal
<b><i>Horizontal tiling</i></b>	Fixed number
<b><i>Number of tiles</i></b>	4
<b><i>Tiling method</i></b>	Gap
<b><i>Gap</i></b>	20 mm
<b><i>Extension</i></b>	5 mm
<b><i>Extension direction</i></b>	Opposite start
<b><i>Vertical tiling</i></b>	Fixed number
<b><i>Number of tiles</i></b>	2
<b><i>Tiling method</i></b>	Overlap
<b><i>Overlap</i></b>	10 mm
<b><i>Overlap rule</i></b>	Bottom
<b><i>No-image</i></b>	5 mm

## 3. Flow element properties

This section contains detailed descriptions of all flow element properties in the tilia Griffin Pro app.

### 3.1. Common flow element properties

#### **Job ID**

Optional ID of Griffin job that is used in logging, outgoing file names, XML dataset, and in dynamic marks via the "Job ID" keyword.

If not defined a unique ID will be generated automatically based on Prefix of incoming Switch job.

#### **Units**

Default units to use when units are not specified in scalar property values.

#### **Mode**

Mode to run this app in: Basic or Advanced.

Basic mode presents a small subset of properties and lets you choose from presets to quickly start creating jobs. Advanced mode has several more features and options, enabling the full power of tilia Griffin.

### 3.2. Basic mode properties

#### **Trigger every N files**

The total number of artwork files needed before starting processing in Basic mode.

An empty or 0 value disables this option.

In Advanced mode you can group artwork files by an identifier and define custom trigger conditions.

## **Trigger after N minutes**

Start processing current set of artwork pieces N minutes after first artwork arrived in Basic mode regardless of whether required number of artwork pieces has been reached.

An empty or 0 value disables this option.

In Advanced mode you can group artwork files by an identifier and define custom trigger conditions.

## **Substrate**

Pre-defined board or roll size to use for imposition in Basic mode.

In Advanced mode you can define custom board and roll sizes as well as roll min and max cut-off lengths.

## **Margin**

Distance from top, bottom, left, and right edges where no content is to be placed in Basic mode.

In Advanced mode you can set margin distances on each edge individually.

## **Quantity**

Order quantity for this artwork in Basic mode.

## **Rotation**

Type of rotation allowed for this artwork piece during nesting in Basic mode.

In Advanced mode there are more options available to control how pieces are laid out on the sheet, such as layout strategy and artwork spacing.

## **Cutting tool**

Name(s) of spot color or PDF layer that your thru-cut tool is defined as in the artwork content in Basic mode.

tilia Griffin will extract paths with these name(s) to use as the cut tool to get the true shape of the artwork item.

In Advanced mode you have greater control of the default cutting tool and the ability to add additional tools, e.g. Crease or Score.

## **Barcode**

Layout barcode to include or 'None' to not include barcodes in output in Basic mode. Barcodes are placed within the margin in the upper-left corner of the layout.

In Advanced mode you have more options for controlling barcode placement, scale, content, and color.

### **Barcode > Data**

Pre-defined list of dynamic content for this barcode in Basic mode.

In Advanced mode you can define custom content and use variables or script expressions.

## **Camera marks**

Type of camera marks to include in output or "None" to not output camera marks in Basic mode. Camera marks are circles using the CMYK color black.

In Advanced mode you have several more options including mark shape, colors, double corners, and distance.

### **Camera marks > Quantity**

The desired number of auto-distributed marks to place in layouts in Basic mode. This quantity is not guaranteed since there are situations where space is too limited.

## **Text mark**

Dynamic text mark to include in the layout or "None" to not include text mark in output in Basic mode. The text is black using Arimo text at 36 points and placed in within the margin at the top-center of the layout.

In Advanced mode, you have several more options to control font family, size, style, placement, and color.



### 3.3. Advanced mode properties

#### 3.3.1. Trigger conditions category

Properties controlling when Griffin starts processing and what files are processed.

##### **Trigger conditions > Trigger every N files**

The total number of artwork files needed before starting processing in Advanced mode.

An empty or 0 value disables this option.

##### **Trigger conditions > Trigger after N minutes**

Start processing current set of artwork pieces N minutes after first artwork arrived in Advanced mode regardless of whether required number of artwork pieces has been reached.

An empty or 0 value disables this option.

##### **Trigger conditions > Trigger on condition**

Processing is started whenever this condition is true regardless of whether N files or N minutes rules have been met.

This condition is re-evaluated for each new job in the context of that job.

A value of None means this option is disabled.

##### **Trigger conditions > Trigger identifier**

A string value evaluated in the context of each incoming job that determines which artwork files should be processed together.

If set, Griffin will include only jobs with the same Trigger Identifier and the "Trigger every N files" and "Trigger after N minutes" properties will only consider other jobs with the same Trigger identifier value when determining whether processing should start.

A value of None means this option is disabled.

### 3.3.2. Layout properties category

Properties defining layout substrates, dimensions, and content margins.

#### **Layout properties > Strategy**

Type of nested layouts to generate.

#### **Layout properties > Strategy > First cut**

Direction of first cut for guillotine cutting.

#### **Layout properties > Rotation**

Type of rotation allowed for this artwork piece during nesting in Advanced mode. If artwork has flutes direction, then rotation will be further restricted to match flutes with substrate grain direction.

#### **Layout properties > Allow multiple layout copies**

Whether to allow multiple copies of layouts generated by the nesting tool.

#### **Layout properties > Substrate type**

Type of substrate to nest onto: Board or Roll.

#### **Layout properties > Substrate type > Width**

Width of board or roll to nest artwork onto.

#### **Layout properties > Substrate type > Height**

Height of board to nest artwork onto.

#### **Layout properties > Substrate type > Flutes**

Flutes direction of board if any. Long means flutes run in the direction of the long edge of the board, while Short means flutes run along the short edge of the board.

### **Layout properties > Substrate type > Min roll cut-off**

Min roll cutoff height.

### **Layout properties > Substrate type > Max roll cut-off**

Max roll cutoff height.

### **Layout properties > Double sided**

Workstyle when handling double-sided work.

### **Layout properties > Horizontal placement**

Horizontal position on the layout to align nested artwork pieces.

### **Layout properties > Vertical placement**

Vertical position on the layout to align nested artwork pieces.

### **Layout properties > Top margin**

Amount of space on top edge of layout to ensure that no artwork pieces are placed into in Advanced mode.

### **Layout properties > Bottom margin**

Amount of space on bottom edge of layout to ensure that no artwork pieces are placed into in Advanced mode.

### **Layout properties > Left margin**

Amount of space on left edge of layout to ensure that no artwork pieces are placed into in Advanced mode.

### **Layout properties > Right margin**

Amount of space on right edge of layout to ensure that no artwork pieces are placed into in Advanced mode.

## **Layout properties > Camera marks**

Whether or not to add camera marks to each generated layout in Advanced mode

## **Layout properties > Camera marks > Shape**

Shape of the camera marks: circle or cross.

## **Layout properties > Camera marks > Shape > Fill color**

Camera mark fill color.

## **Layout properties > Camera marks > Shape > Fill color > Cyan**

Cyan component of custom color from 0 to 100 for camera mark fill color.

## **Layout properties > Camera marks > Shape > Fill color > Magenta**

Magenta component of custom color from 0 to 100 for camera mark fill color.

## **Layout properties > Camera marks > Shape > Fill color > Yellow**

Yellow component of custom color from 0 to 100 for camera mark fill color.

## **Layout properties > Camera marks > Shape > Fill color > Black**

Black component of custom color from 0 to 100 for camera mark fill color.

## **Layout properties > Camera marks > Shape > Fill color > Spot name**

Optional spot name for camera mark fill color. When specified, this custom color is treated as a spot color instead of a process color.

## **Layout properties > Camera marks > Shape > Stroke color**

Camera mark stroke color.

## **Layout properties > Camera marks > Shape > Stroke color > Cyan**

Cyan component of custom color from 0 to 100 for camera mark stroke color.

**Layout properties > Camera marks > Shape > Stroke color > Magenta**

Magenta component of custom color from 0 to 100 for camera mark stroke color.

**Layout properties > Camera marks > Shape > Stroke color > Yellow**

Yellow component of custom color from 0 to 100 for camera mark stroke color.

**Layout properties > Camera marks > Shape > Stroke color > Black**

Black component of custom color from 0 to 100 for camera mark stroke color.

**Layout properties > Camera marks > Shape > Stroke color > Spot name**

Optional spot name for camera mark stroke color. When specified, this custom color is treated as a spot color instead of a process color.

**Layout properties > Camera marks > Shape > Stroke thickness**

Camera mark stroke thickness.

**Layout properties > Camera marks > Size**

The size of each camera mark instance.

**Layout properties > Camera marks > Layer**

Optional layer name for this camera mark. When specified, the mark's content will be placed in a PDF layer with the given name during export.

**Layout properties > Camera marks > Min distance**

The minimum distance to place camera marks from the shape of items in the layout.

**Layout properties > Camera marks > Add corners**

Whether to place camera marks in the four corners of the layout.

### **Layout properties > Camera marks > Add corners > Double corner**

Whether to include a second corner mark in the lower-right corner of the layout.

If enabled, the second corner mark is placed to the left of the right corner mark by the double corner offset.

### **Layout properties > Camera marks > Add corners > Double corner > Double corner offset**

Distance to place the second corner mark from the lower-right corner mark.

### **Layout properties > Camera marks > Margins**

Use 'Layout margins' to ensure camera marks are not placed outside the allowed content region of the layout.

Use 'Custom margins' to define custom distances from each sheet edge where camera marks can be placed.

### **Layout properties > Camera marks > Margins > Top margin**

Custom distance from top sheet edge where camera marks can be placed.

### **Layout properties > Camera marks > Margins > Bottom margin**

Custom distance from bottom sheet edge where camera marks can be placed.

### **Layout properties > Camera marks > Margins > Left margin**

Custom distance from left sheet edge where camera marks can be placed.

### **Layout properties > Camera marks > Margins > Right margin**

Custom distance from right sheet edge where camera marks can be placed.

### **Layout properties > Camera marks > Auto distribute**

Mode to use to automatically place camera marks throughout the layout. When set to 'None', only corner camera marks are placed.

'Spacing' mode uses a minimum spacing distance while 'Quantity' mode adds a specific number of marks.

### **Layout properties > Camera marks > Auto distribute > Quantity**

The desired number of auto-distributed camera marks to place in layouts in Advanced mode. This quantity is not guaranteed since there are situations where space is too limited.

### **Layout properties > Camera marks > Auto distribute > Min spacing**

The minimum distance allowed between auto-distributed camera marks when auto distribute mode is set to 'Spacing'.

### **Layout properties > Barcode**

Whether or not to add a barcode mark to each generated layout in Advanced mode.

### **Layout properties > Barcode > Fill color**

Layout barcode color.

### **Layout properties > Barcode > Fill color > Cyan**

Cyan component of custom color from 0 to 100 for layout barcode fill color.

### **Layout properties > Barcode > Fill color > Magenta**

Magenta component of custom color from 0 to 100 for layout barcode fill color.

### **Layout properties > Barcode > Fill color > Yellow**

Yellow component of custom color from 0 to 100 for layout barcode fill color.

### **Layout properties > Barcode > Fill color > Black**

Black component of custom color from 0 to 100 for layout barcode fill color.

### **Layout properties > Barcode > Fill color > Spot name**

Optional spot name for layout barcode color. When specified, this custom color is treated as a spot color instead of a process color.

## **Layout properties > Barcode > Layer**

Optional layer name for this layout barcode. When specified, the mark's content will be placed in a PDF layer with the given name during export.

## **Layout properties > Barcode > Format**

Layout barcode format type.

## **Layout properties > Barcode > Format > Show human-readable**

If enabled, plain text of the barcode content is included below the barcode for 1D barcode formats such as Code 39 and Code 128.

## **Layout properties > Barcode > Data**

Dynamic keyword for barcode content or any custom text when using the 'Custom' option in Advanced mode.

Each keyword option has a corresponding text value that can be used and combined in the custom text value:

Layout name: <layout.name>

Layout index: <layout.index>

Layout dimensions: <layout.dimensions>

Layout width: <layout.width>

Layout height: <layout.height>

Layout copies: <layout.copies>

Layout current copy: <layout.copy>

Layout side: <layout.side>

Layout random ID: <layout.random>

Layout placed: <layout.placed>

Layout waste: <layout.waste>



Job ID: <job.id>

Date ISO format: <date.iso>

Date long format: <date.long>

Date medium format: <date.medium>

Date short format: <date.short>

Time ISO format: <time.iso>

Time long format: <time.long>

Time medium format: <time.medium>

Time short format: <time.short>

### **Layout properties > Barcode > Data > Custom value**

Text content of this layout barcode mark which can include multiple keywords like <job.id> and <layout.index>.

### **Layout properties > Barcode > Scale**

Scale factor to apply to the layout barcode to increase or decrease its size. The default value of 1.0 signifies 100% meaning no scaling is performed on the barcode.

### **Layout properties > Barcode > Mark reference point**

Reference point in this layout barcode to align layout placement point to.

### **Layout properties > Barcode > Layout reference point**

Point within layout to place barcode mark alignment point to.

### **Layout properties > Barcode > Horizontal offset**

Additional horizontal offset to move the layout barcode from the placement point.

Positive scalar values move the barcode to the right while negative values move the barcode to the left within the layout.

### **Layout properties > Barcode > Vertical offset**

Additional vertical offset to move the layout barcode from the placement point.

Positive scalar values move the barcode up while negative values move the barcode down within the layout.

### **Layout properties > Barcode > Rotation**

Rotation of barcode in the layout.

### **Layout properties > Text mark**

Whether or not to add a text mark to each generated layout.

### **Layout properties > Text mark > Color**

Layout text mark color.

### **Layout properties > Text mark > Color > Cyan**

Cyan component of custom color from 0 to 100 for layout text mark.

### **Layout properties > Text mark > Color > Magenta**

Magenta component of custom color from 0 to 100 for layout text mark.

### **Layout properties > Text mark > Color > Yellow**

Yellow component of custom color from 0 to 100 for layout text mark.

### **Layout properties > Text mark > Color > Black**

Black component of custom color from 0 to 100 for layout text mark.

### **Layout properties > Text mark > Color > Spot name**

Optional spot name. When specified, this custom layout text mark color is treated as a spot color instead of a process color.

## Layout properties > Text mark > Layer

Optional layer name for this layout text mark. When specified, the mark's content will be placed in a PDF layer with the given name during export.

## Layout properties > Text mark > Text

Dynamic keyword for layout text content or any custom text when using the 'Custom' option in Advanced mode.

Each keyword option has a corresponding text value that can be used and combined in the custom text value:

Layout name: <layout.name>

Layout index: <layout.index>

Layout dimensions: <layout.dimensions>

Layout width: <layout.width>

Layout height: <layout.height>

Layout copies: <layout.copies>

Layout current copy: <layout.copy>

Layout side: <layout.side>

Layout random ID: <layout.random>

Layout placed: <layout.placed>

Layout waste: <layout.waste>

Job ID: <job.id>

Date ISO format: <date.iso>

Date long format: <date.long>

Date medium format: <date.medium>

Date short format: <date.short>

Time ISO format: <time.iso>

Time long format: <time.long>

Time medium format: <time.medium>

Time short format: <time.short>

### **Layout properties > Text mark > Text > Custom value**

Content of layout text mark which can include multiple keywords like <job.id> and <layout.index>.

### **Layout properties > Text mark > Font**

Name of font to use in this layout text mark. Use 'Select from library' to view a list of available fonts.

### **Layout properties > Text mark > Font size**

Size of text in points (pt) for this layout text mark.

### **Layout properties > Text mark > Font style**

Font style of layout text mark. Note that some fonts do not support all styles. When a style is chosen that is not available for the given font, the style will default to Normal and a warning message will be logged in Switch.

### **Layout properties > Text mark > Mark reference point**

Reference point in this layout text mark to align layout placement point to.

### **Layout properties > Text mark > Layout reference point**

Point within layout to place layout text mark alignment point to.

### **Layout properties > Text mark > Horizontal offset**

Additional horizontal offset to move the layout text mark from the placement point. Positive scalar values move the mark to the right while negative values move the mark to the left within the layout.

### **Layout properties > Text mark > Vertical offset**

Additional vertical offset to move the mark from the placement point.

Positive scalar values move the layout text mark up while negative values move the mark down within the layout.

### **Layout properties > Text mark > Rotation**

Rotation of layout text mark within layout.

### **3.3.3. Artwork properties category**

Properties controlling how artwork is imported including the tool types, bleed mask, double-sided handling, tiling, and spacing used during nesting.

### **Artwork properties > Quantity**

Order quantity for this artwork.

### **Artwork properties > Flutes**

Flutes direction of this artwork if any.

### **Artwork properties > Multi-page file handling**

This option affects how multi-page artwork files are interpreted.

If "One product per file" is selected, a single artwork piece is always created for each artwork file regardless of the number of pages.

If "One product per page" is selected, one single-sided artwork piece is created for each page in the artwork file.

If "One double-sided product every two pages" is selected, an artwork piece will be created for every two pages with the first page used as the front artwork and the second page used as the back artwork of the artwork piece. If the artwork file has an odd number of pages, the last page will create a single-sided piece.

For example, if a 5 page PDF file comes in, this option will create 2 double-sided artwork pieces and 1 single-sided piece. Pages 1 and 2 will be used as the front and back of the first artwork piece respectively and pages 3 and 4 used as the front and back of the second piece. Page 5 will be used as the front of the final single-sided piece.

### **Artwork properties > Multi-page file handling > Back side content**

Content to use for back side if any. Front artwork can be duplicated on back or mirrored to back.

### **Artwork properties > Default cut tool**

Main tool being used to cut artwork item.

### **Artwork properties > Default cut tool > Spot color names**

List of names to match with spot color names in the artwork that define paths for default cut tool type. Matching is case insensitive.

### **Artwork properties > Default cut tool > Layer names**

List of names to match with layer names in the artwork that identify paths for default cut tool type. Matching is case insensitive.

### **Artwork properties > Default cut tool > Text match**

Type of text matching to use for default cut tool. 'Equals' matches the text exactly with the spot or layer name, 'StartsWith' matches the text with the beginning of the name, and 'Contains' matches the text with any portion of the name.

### **Artwork properties > Default cut tool > Cutting width**

Width of the main cutting tool. This property can be used to define the spacing distance between items the Nesting Tool uses when the artwork item spacing type is set to 'Tool' to ensure the cutting tool does not affect other items in the layout.

### **Artwork properties > Default cut tool > Offset**

Optional scalar offset to apply to the shape for the default cut tool. Negative offset values will cause the shape to be reduced while positive values will increase the shape size.

### **Artwork properties > Default cut tool > Join style**

The style used to join path segments in the shape when a cutting offset is applied for the default cut tool.

### **Artwork properties > Default cut tool > Join style > Miter limit**

For Cut category tools with a cutting offset and 'Miter' join style, this limit defines the distance beyond the end of the joined path segments where mitering is clipped to avoid long spikes on sharp corners.

### **Artwork properties > Additional tool 1**

Optional tool to define in addition to the default cut tool when more than one tool is used with the artwork.

The following tools are available to choose from. Cutting tools have additional properties for defining cutting width, path offsets, and path offset join styles.

Cutting tools: Cut, Thru-cut, Kiss-cut, V-cut, Bevel-cut, Route, Laser, Drill, Punch

Creasing tools: Crease

General tools: Score, Engrave, Burn

### **Artwork properties > Additional tool 1 > Spot color names**

List of names to match with spot color names in the artwork that define paths for additional tool 1 type. Matching is case insensitive.

### **Artwork properties > Additional tool 1 > Layer names**

List of names to match with layer names in the artwork that identify paths for additional tool 1 type. Matching is case insensitive.

### **Artwork properties > Additional tool 1 > Text match**

Type of text matching to use for additional tool 1. 'Equals' matches the text exactly with the spot or layer name, 'StartsWith' matches the text with the beginning of the name, and 'Contains' matches the text with any portion of the name.

### **Artwork properties > Additional tool 1 > Cutting width**

For 'Cut' category tools, the width of the cutting tool for additional tool 1. This property can be used to define the spacing distance between items the Nesting Tool uses when the artwork item spacing type is set to 'Tool' to ensure the cutting tool does not affect other items in the layout.

### **Artwork properties > Additional tool 1 > Offset**

Optional scalar offset to apply to the shape for additional tool 1. Negative offset values will cause the shape to be reduced while positive values will increase the shape size.

### **Artwork properties > Additional tool 1 > Join style**

For Cut category tools, the style used to join path segments in the shape when a cutting offset is applied for additional tool 1.

### **Artwork properties > Additional tool 1 > Join style > Miter limit**

For Cut category tools with a cutting offset and 'Miter' join style, this limit defines the distance beyond the end of the joined path segments where mitering is clipped to avoid long spikes on sharp corners.

### **Artwork properties > Additional tool 2**

Optional second tool to define in addition to the default cut tool when more than one tool is used with the artwork.

The following tools are available to choose from. Cutting tools have additional properties for defining cutting width, path offsets, and path offset join styles.

Cutting tools: Cut, Thru-cut, Kiss-cut, V-cut, Bevel-cut, Route, Laser, Drill, Punch

Creasing tools: Crease

General tools: Score, Engrave, Burn



### **Artwork properties > Additional tool 2 > Spot color names**

List of names to match with spot color names in the artwork that define paths for additional tool 2 type. Matching is case insensitive.

### **Artwork properties > Additional tool 2 > Layer names**

List of names to match with layer names in the artwork that identify paths for additional tool 2 type. Matching is case insensitive.

### **Artwork properties > Additional tool 2 > Text match**

Type of text matching to use for additional tool 2. 'Equals' matches the text exactly with the spot or layer name, 'StartsWith' matches the text with the beginning of the name, and 'Contains' matches the text with any portion of the name.

### **Artwork properties > Additional tool 2 > Cutting width**

For 'Cut' category tools, the width of the cutting tool for additional tool 2. This property can be used to define the spacing distance between items the Nesting Tool uses when the artwork item spacing type is set to 'Tool' to ensure the cutting tool does not affect other items in the layout.

### **Artwork properties > Additional tool 2 > Offset**

Optional scalar offset to apply to the shape for additional tool 2. Negative offset values will cause the shape to be reduced while positive values will increase the shape size.

### **Artwork properties > Additional tool 2 > Join style**

For Cut category tools, the style used to join path segments in the shape when a cutting offset is applied for additional tool 2.

### **Artwork properties > Additional tool 2 > Join style > Miter limit**

For Cut category tools with a cutting offset and 'Miter' join style, this limit defines the distance beyond the end of the joined path segments where mitering is clipped to avoid long spikes on sharp corners.

## **Artwork properties > Additional tool 3**

Optional third tool to define in addition to the default cut tool when more than one tool is used with the artwork.

The following tools are available to choose from. Cutting tools have additional properties for defining cutting width, path offsets, and path offset join styles.

Cutting tools: Cut, Thru-cut, Kiss-cut, V-cut, Bevel-cut, Route, Laser, Drill, Punch

Creasing tools: Crease

General tools: Score, Engrave, Burn

## **Artwork properties > Additional tool 3 > Spot color names**

List of names to match with spot color names in the artwork that define paths for additional tool 3 type. Matching is case insensitive.

## **Artwork properties > Additional tool 3 > Layer names**

List of names to match with layer names in the artwork that identify paths for additional tool 3 type. Matching is case insensitive.

## **Artwork properties > Additional tool 3 > Text match**

Type of text matching to use for additional tool 3. 'Equals' matches the text exactly with the spot or layer name, 'StartsWith' matches the text with the beginning of the name, and 'Contains' matches the text with any portion of the name.

## **Artwork properties > Additional tool 3 > Cutting width**

For 'Cut' category tools, the width of the cutting tool for additional tool 3. This property can be used to define the spacing distance between items the Nesting Tool uses when the artwork item spacing type is set to 'Tool' to ensure the cutting tool does not affect other items in the layout.

## **Artwork properties > Additional tool 3 > Offset**

Optional scalar offset to apply to the shape for additional tool 3. Negative offset values will cause the shape to be reduced while positive values will increase the shape size.

### **Artwork properties > Additional tool 3 > Join style**

For Cut category tools, the style used to join path segments in the shape when a cutting offset is applied for additional tool 3.

### **Artwork properties > Additional tool 3 > Join style > Miter limit**

For Cut category tools with a cutting offset and 'Miter' join style, this limit defines the distance beyond the end of the joined path segments where mitering is clipped to avoid long spikes on sharp corners.

### **Artwork properties > Scaling**

Whether to scale the artwork to make the content and shape bigger or smaller.

Scaling can be defined by percentage of original artwork shape size or by specific dimensions.

### **Artwork properties > Scaling > Width**

Horizontal scaling defined as percent of original artwork width.

For example, 50% is half of the original artwork shape width while 100% results in no scaling.

Percent sign '%' is not required.

### **Artwork properties > Scaling > Height**

Vertical scaling defined as percent of original artwork height.

For example, 50% is half of the original artwork shape height while 100% results in no scaling.

Percent sign '%' is not required.

### **Artwork properties > Scaling > Width**

The desired width of the artwork content. When width differs from the original content width of the front-side artwork, the artwork piece is scaled automatically in the horizontal direction to match this width.

### **Artwork properties > Scaling > Height**

The desired height of the artwork content. When height differs from the original content height of the front-side artwork, the artwork piece is scaled automatically in the vertical direction to match this height.

### **Artwork properties > Scaling > Scale proportionally**

When either width or height are not specified, this property controls whether the unspecified dimension is scaled proportionally to the other dimension.

When turned off, only the dimension that is specified is scaled.

### **Artwork properties > Bleed**

Type of bleed mask to apply to this artwork piece's content.

"Offset" creates a uniform offset path from the artwork piece shape.

"None" will not apply a bleed mask.

### **Artwork properties > Bleed > Offset**

Offset from artwork piece shape to generate bleed clipping mask with.

As with all other scalar value properties, units may be specified (e.g. 3mm) and if omitted, the default units are assumed.

### **Artwork properties > Spacing**

Artwork piece spacing type used when placing piece in layouts during nesting.

### **Artwork properties > Spacing > Offset**

Spacing offset to apply to artwork piece shape when "Offset" spacing type is used.

As with all other scalar value properties, units may be specified (e.g. 3mm) and if omitted, the default units are assumed.

## **Artwork properties > Tiling**

Tilia mode for artwork: None or Direct.

None disables tiling while Direct mode allows you to define properties to control tiling behavior in the horizontal and vertical directions.

### **Artwork properties > Tiling > Start corner**

The corner of the artwork where the first tile is to be placed.

This property plus tile order define the exact order tiles are to be placed.

### **Artwork properties > Tiling > Tile order**

Tile placement order.

This property plus start corner define the exact order tiles are to be placed.

### **Artwork properties > Tiling > Horizontal tiling**

Rule for splitting up artwork into tiles in the horizontal direction.

Used to divide the artwork into multiple items to be produced separately.

### **Artwork properties > Tiling > Horizontal tiling > Number of tiles**

Number of tiles to create in the horizontal direction.

Tiles are evenly spaced across the width of the artwork.

### **Artwork properties > Tiling > Horizontal tiling > Tile width**

Fixed width of tiles in horizontal direction.

### **Artwork properties > Tiling > Horizontal tiling > Tile widths**

List of all tile widths in the horizontal direction.

### **Artwork properties > Tiling > Horizontal tiling > Tiling method**

Tiling method to use in horizontal direction in any: Gap or Overlap.

### **Artwork properties > Tiling > Horizontal tiling > Tiling method > Gap**

Gap distance between tiles in the horizontal direction.

### **Artwork properties > Tiling > Horizontal tiling > Tiling method > Extension**

Amount of extra artwork content beyond the tile gap edge to extend in the horizontal direction.

### **Artwork properties > Tiling > Horizontal tiling > Tiling method > Extension direction**

Rule defining which horizontal direction(s) the gap is extended for each tile.

### **Artwork properties > Tiling > Horizontal tiling > Tiling method > Overlap**

Distance beyond tile edge to extend the tile horizontally to create overlap.

### **Artwork properties > Tiling > Horizontal tiling > Tiling method > Overlap rule**

Rule defining what horizontal edge(s) of tiles will overlap with neighboring tiles.

### **Artwork properties > Tiling > Horizontal tiling > Tiling method > No-image**

Width of the section at the end of the overlap where no artwork content is allowed.

This no image section can be used for example to create a glue strip area on the tile piece.

### **Artwork properties > Tiling > Vertical tiling**

Rule for splitting up artwork into tiles in the vertical direction.

Used to divide the artwork into multiple items to be produced separately.

### **Artwork properties > Tiling > Vertical tiling > Number of tiles**

Number of tiles to create in the vertical direction.

Tiles are evenly spaced across the height of the artwork.

**Artwork properties > Tiling > Vertical tiling > Tile height**

Fixed height of tiles in vertical direction.

**Artwork properties > Tiling > Vertical tiling > Tile heights**

List of all tile heights in the vertical direction.

**Artwork properties > Tiling > Vertical tiling > Tiling method**

Tiling method to use in vertical direction if any: Gap or Overlap.

**Artwork properties > Tiling > Vertical tiling > Tiling method > Gap**

Gap distance between tiles in the vertical direction.

**Artwork properties > Tiling > Vertical tiling > Tiling method > Extension**

Amount of extra artwork content beyond the tile gap edge to extend in the vertical direction.

**Artwork properties > Tiling > Vertical tiling > Tiling method > Extension direction**

Rule defining which vertical direction(s) the gap is extended for each tile.

**Artwork properties > Tiling > Vertical tiling > Tiling method > Overlap**

Distance beyond tile edge to extend the tile vertically to create overlap.

**Artwork properties > Tiling > Vertical tiling > Tiling method > Overlap rule**

Rule defining what vertical edge(s) of tiles will overlap with neighboring tiles.

**Artwork properties > Tiling > Vertical tiling > Tiling method > No-image**

Height of the section at the end of the overlap where no artwork content is allowed.

This no image section can be used for example to create a glue strip area on the tile piece.

### **Artwork properties > Barcode**

Whether or not to add a barcode to this artwork piece.

### **Artwork properties > Barcode > Fill color**

Artwork barcode color.

### **Artwork properties > Barcode > Fill color > Cyan**

Cyan component of custom color from 0 to 100 for artwork barcode fill color.

### **Artwork properties > Barcode > Fill color > Magenta**

Magenta component of custom color from 0 to 100 for artwork barcode fill color.

### **Artwork properties > Barcode > Fill color > Yellow**

Yellow component of custom color from 0 to 100 for artwork barcode fill color.

### **Artwork properties > Barcode > Fill color > Black**

Black component of custom color from 0 to 100 for artwork barcode fill color.

### **Artwork properties > Barcode > Fill color > Spot name**

Optional spot name for artwork barcode color. When specified, this custom color is treated as a spot color instead of a process color.

### **Artwork properties > Barcode > Layer**

Optional layer name for this artwork barcode. When specified, the mark's content will be placed in a PDF layer with the given name during export.

### **Artwork properties > Barcode > Format**

Artwork barcode format type.



## **Artwork properties > Barcode > Format > Show human-readable**

If enabled, plain text of the artwork barcode content is included below the barcode for 1D barcode formats such as Code 39 and Code 128.

## **Artwork properties > Barcode > Data**

Dynamic keyword for artwork barcode content or any text when using the 'Custom' option.

Each keyword option has a corresponding text value that can be used and combined in the custom text value:

Artwork name: <artwork.name>

Artwork quantity: <artwork.quantity>

Artwork width: <artwork.width>

Artwork height: <artwork.height>

Artwork path: <artwork.path>

Artwork page number: <artwork.page-number>

Artwork page count: <artwork.page-count>

Job ID: <job.id>

Date ISO format: <date.iso>

Date long format: <date.long>

Date medium format: <date.medium>

Date short format: <date.short>

Time ISO format: <time.iso>

Time long format: <time.long>

Time medium format: <time.medium>

Time short format: <time.short>

### **Artwork properties > Barcode > Data > Custom value**

Content of artwork barcode which can include keywords like <job.id> and <artwork.name>.

### **Artwork properties > Barcode > Scale**

Scale factor to apply to the artwork barcode to increase or decrease its size. The default value of 1.0 signifies 100% meaning no scaling is performed on the barcode.

### **Artwork properties > Barcode > Mark reference point**

Reference point in this artwork barcode to align artwork placement point to.

### **Artwork properties > Barcode > Artwork reference point**

Point within artwork to place barcode mark alignment point to

### **Artwork properties > Barcode > Horizontal offset**

Additional horizontal offset to move the artwork barcode from the placement point.

Positive scalar values move the mark to the right while negative values move the mark to the left within the artwork.

### **Artwork properties > Barcode > Vertical offset**

Additional vertical offset to move the artwork barcode from the placement point.

Positive scalar values move the barcode up while negative values move the barcode down within the artwork.

### **Artwork properties > Barcode > Rotation**

Rotation of barcode in the artwork.

### **Artwork properties > Text mark**

Whether or not to add a text mark to this artwork piece.

### **Artwork properties > Text mark > Color**

Artwork text mark color.

### **Artwork properties > Text mark > Color > Cyan**

Cyan component of custom color from 0 to 100 for artwork text mark color.

### **Artwork properties > Text mark > Color > Magenta**

Magenta component of custom color from 0 to 100 for artwork text mark color.

### **Artwork properties > Text mark > Color > Yellow**

Yellow component of custom color from 0 to 100 for artwork text mark color.

### **Artwork properties > Text mark > Color > Black**

Black component of custom color from 0 to 100 for artwork text mark color.

### **Artwork properties > Text mark > Color > Spot name**

Optional spot name for artwork text mark color. When specified, this custom color is treated as a spot color instead of a process color.

### **Artwork properties > Text mark > Layer**

Optional layer name for this artwork text mark. When specified, the mark's content will be placed in a PDF layer with the given name during export.

### **Artwork properties > Text mark > Text**

Dynamic keyword for artwork text mark content or any custom text when using the 'Custom' option.

Each keyword option has a corresponding text value that can be used and combined in the custom text value:

Artwork name: <artwork.name>

Artwork quantity: <artwork.quantity>

Artwork width: <artwork.width>

Artwork height: <artwork.height>

Artwork path: <artwork.path>

Artwork page number: <artwork.page-number>

Artwork page count: <artwork.page-count>

Job ID: <job.id>

Date ISO format: <date.iso>

Date long format: <date.long>

Date medium format: <date.medium>

Date short format: <date.short>

Time ISO format: <time.iso>

Time long format: <time.long>

Time medium format: <time.medium>

Time short format: <time.short>

### **Artwork properties > Text mark > Text > Custom value**

Content of artwork text mark which can include multiple keywords like <job.id> and <artwork.name>.

### **Artwork properties > Text mark > Font**

Name of font to use in this artwork text mark. Use 'Select from library' to view a list of available fonts.

### **Artwork properties > Text mark > Font size**

Size of text in points (pt) for this artwork text mark.

### **Artwork properties > Text mark > Font style**

Font style of artwork text mark. Note that some fonts do not support all styles. When a style is chosen that is not available for the given font, the style will default to Normal and a warning message will be logged in Switch.

### **Artwork properties > Text mark > Mark reference point**

Reference point in this artwork text mark to align artwork placement point to.

### **Artwork properties > Text mark > Artwork reference point**

Point within artwork to place artwork text mark alignment point to.

### **Artwork properties > Text mark > Horizontal offset**

Additional horizontal offset to move the artwork text mark from the placement point.

Positive scalar values move the mark to the right while negative values move the mark to the left within the artwork.

### **Artwork properties > Text mark > Vertical offset**

Additional vertical offset to move the artwork text mark from the placement point.

Positive scalar values move the mark up while negative values move the mark down within the artwork.

### **Artwork properties > Text mark > Rotation**

Rotation of artwork text mark within artwork.

### **Artwork properties > Grommet marks**

Whether or not to add grommet marks to this artwork piece.

### **Artwork properties > Grommet marks > Stroke color**

Artwork grommet mark color.

**Artwork properties > Grommet marks > Stroke color > Cyan**

Cyan component of custom color from 0 to 100 for artwork grommet mark color.

**Artwork properties > Grommet marks > Stroke color > Magenta**

Magenta component of custom color from 0 to 100 for artwork grommet mark color.

**Artwork properties > Grommet marks > Stroke color > Yellow**

Yellow component of custom color from 0 to 100 for artwork grommet mark color.

**Artwork properties > Grommet marks > Stroke color > Black**

Black component of custom color from 0 to 100 for artwork grommet mark color.

**Artwork properties > Grommet marks > Stroke color > Spot name**

Optional spot name for artwork grommet mark color. When specified, this custom color is treated as a spot color instead of a process color.

**Artwork properties > Grommet marks > Stroke thickness**

Stroke thickness of artwork grommet mark lines.

**Artwork properties > Grommet marks > Layer**

Optional layer name for this mark. When specified, the mark's content will be placed in a PDF layer with the given name during export.

**Artwork properties > Grommet marks > Shape**

Shape of each grommet mark.

**Artwork properties > Grommet marks > Shape > Size**

Width and height of each grommet mark instance.

### **Artwork properties > Grommet marks > Shape > Circle diameter**

The diameter of the inner circle in Target shape grommet marks.

### **Artwork properties > Grommet marks > Margin**

The margin offset to place grommet marks from the bounds of the artwork.

### **Artwork properties > Grommet marks > Hem**

The width of the hem for artwork grommet marks.

### **Artwork properties > Grommet marks > Marks on hem**

If enabled, grommet marks are mirrored onto the hem so they line up when the edges are folded.

### **Artwork properties > Grommet marks > Spacing type**

This property controls how artwork grommet marks are distributed across the edges.

'Max spacing' will evenly place marks as far apart as possible up to the max spacing distance.

'Quantity' will place the exact number of marks defined in the horizontal and vertical quantity properties.

### **Artwork properties > Grommet marks > Spacing type > Max spacing**

Maximum distance to allow between artwork grommet mark instances within an edge.

### **Artwork properties > Grommet marks > Spacing type > Horizontal quantity**

The exact number of artwork grommet marks to place evenly on top and bottom edges.

### **Artwork properties > Grommet marks > Spacing type > Vertical quantity**

The exact number of artwork grommet marks to place evenly on left and right edges.

### **Artwork properties > Grommet marks > Top edge**

Whether to add grommet marks to the top edge of the artwork.

### **Artwork properties > Grommet marks > Bottom edge**

Whether to add grommet marks to the bottom edge of the artwork.

### **Artwork properties > Grommet marks > Left edge**

Whether to add grommet marks to the left edge of the artwork.

### **Artwork properties > Grommet marks > Right edge**

Whether to add grommet marks to the right edge of the artwork.

### **Artwork properties > Fill mark**

Whether or not to add a fill mark to this artwork piece.

### **Artwork properties > Fill mark > Color**

Fill mark color.

### **Artwork properties > Fill mark > Color > Cyan**

Cyan component of custom color from 0 to 100 for artwork fill mark color.

### **Artwork properties > Fill mark > Color > Magenta**

Magenta component of custom color from 0 to 100 for artwork fill mark color.

### **Artwork properties > Fill mark > Color > Yellow**

Yellow component of custom color from 0 to 100 for artwork fill mark color.

### **Artwork properties > Fill mark > Color > Black**

Black component of custom color from 0 to 100 for artwork fill mark color.

### **Artwork properties > Fill mark > Color > Spot name**

Optional spot name. When specified, this custom color is treated as a spot color instead of a process color.



### **Artwork properties > Fill mark > Layer**

Optional layer name for this artwork fill mark. When specified, the mark's content will be placed in a PDF layer with the given name during export.

### **Artwork properties > Fill mark > Margin**

Margin offset from the artwork piece shape to create the fill mark.

## 4. Outgoing connections properties

This section contains detailed descriptions of all outgoing connections properties in the tilia Griffin Pro app.

### 4.1. Common outgoing connections properties

#### **Data**

Whether to send original input files or newly output files generated by tilia Griffin of finished layouts.

### 4.2. Output files properties

The following properties are available when Data mode is set to “Output files”. Outgoing connections in this mode will contain output file(s) produced by Griffin.

#### **Output for printing**

Whether to generate imposed printing PDF(s) of the nested layouts.

#### **Output for printing > Layout grouping**

Controls whether this export action produces a single file with all the layouts (Single file), one file for each single- or double-sided layout (File per layout), or one file for each layout side (File per side).

#### **Output for printing > Page per copy**

Whether to output duplicate pages for each copy of a layout when multiple copies option is enabled in nesting and layout contains multiple copies.

### **Output for printing > Remove artwork tool paths**

If enabled, original tool paths in the artwork content are removed in the printing PDF.

Currently only tool paths defined as spot colors can be removed.

### **Output for printing > Use PDF 1.6 'UserUnit'**

Enable this option if you are working with layouts with dimensions over 200 inches (roughly 5 meters) and your RIP supports the PDF 1.6 'UserUnit' field to address size limitations in the PDF specification.

### **Output for cutting**

Whether to generate cutting PDF(s) of the nested layouts for cutting tables.

#### **Output for cutting > Layout grouping**

Controls whether Output for cutting action produces a single file with all the layouts (Single file) or one file for each single- or double-sided layout (File per layout).

#### **Output for cutting > Include barcodes**

Whether or not to include barcode marks in cutting output.

#### **Output for cutting > Include camera marks**

Whether or not to include camera marks in cutting output.

#### **Output for cutting > Include grommet marks**

Whether or not to include grommet marks in cutting output.

#### **Output for cutting > Include text marks**

Whether or not to include text marks in cutting output.

#### **Output for cutting > Include fill marks**

Whether or not to include fill marks in cutting output.

### **Output for cutting > Use PDF 1.6 'UserUnit'**

Enable this option if you are working with layouts with dimensions over 200 inches (roughly 5 meters) and your cutting device supports the PDF 1.6 'UserUnit' field to address size limitations in the PDF specification.

### **Output for cutting > Tool mapping 1**

First tool to include in cutting output. If tool is 'None' then no tool is exported.

### **Output for cutting > Tool mapping 1 > Color**

Color to use when exporting paths from tool mapping 1.

### **Output for cutting > Tool mapping 1 > Color > Cyan**

Cyan component of custom color from 0 to 100 for tool mapping 1.

### **Output for cutting > Tool mapping 1 > Color > Magenta**

Magenta component of custom color from 0 to 100 for tool mapping 1.

### **Output for cutting > Tool mapping 1 > Color > Yellow**

Yellow component of custom color from 0 to 100 for tool mapping 1.

### **Output for cutting > Tool mapping 1 > Color > Black**

Black component of custom color from 0 to 100 for tool mapping 1.

### **Output for cutting > Tool mapping 1 > Color > Spot name**

Optional spot name. When specified, this custom color is treated as a spot color instead of a process color.

### **Output for cutting > Tool mapping 1 > Layer**

Optional layer name to place tool mapping 1 paths into.

## **Output for cutting > Tool mapping 2**

Second tool to include in cutting output. If tool is 'None' then no tool is exported.

### **Output for cutting > Tool mapping 2 > Color**

Color to use when exporting paths from tool mapping 2.

#### **Output for cutting > Tool mapping 2 > Color > Cyan**

Cyan component of custom color from 0 to 100 for tool mapping 2.

#### **Output for cutting > Tool mapping 2 > Color > Magenta**

Magenta component of custom color from 0 to 100 for tool mapping 2.

#### **Output for cutting > Tool mapping 2 > Color > Yellow**

Yellow component of custom color from 0 to 100 for tool mapping 2.

#### **Output for cutting > Tool mapping 2 > Color > Black**

Black component of custom color from 0 to 100 for tool mapping 2.

#### **Output for cutting > Tool mapping 2 > Color > Spot name**

Optional spot name. When specified, this custom color is treated as a spot color instead of a process color.

### **Output for cutting > Tool mapping 2 > Layer**

Optional layer name to place tool mapping 2 paths into.

## **Output for cutting > Tool mapping 3**

Third tool to include in cutting output. If tool is 'None' then no tool is exported.

### **Output for cutting > Tool mapping 3 > Color**

Color to use when exporting paths from tool mapping 3.

**Output for cutting > Tool mapping 3 > Color > Cyan**

Cyan component of custom color from 0 to 100 for tool mapping 3.

**Output for cutting > Tool mapping 3 > Color > Magenta**

Magenta component of custom color from 0 to 100 for tool mapping 3.

**Output for cutting > Tool mapping 3 > Color > Yellow**

Yellow component of custom color from 0 to 100 for tool mapping 3.

**Output for cutting > Tool mapping 3 > Color > Black**

Black component of custom color from 0 to 100 for tool mapping 3.

**Output for cutting > Tool mapping 3 > Color > Spot name**

Optional spot name. When specified, this custom color is treated as a spot color instead of a process color.

**Output for cutting > Tool mapping 3 > Layer**

Optional layer name to place tool mapping 3 paths into.

**Output for cutting > Tool mapping 4**

Fourth tool to include in cutting output. If tool is 'None' then no tool is exported.

**Output for cutting > Tool mapping 4 > Color**

Color to use when exporting paths from tool mapping 4.

**Output for cutting > Tool mapping 4 > Color > Cyan**

Cyan component of custom color from 0 to 100 for tool mapping 4.

**Output for cutting > Tool mapping 4 > Color > Magenta**

Magenta component of custom color from 0 to 100 for tool mapping 4.

### **Output for cutting > Tool mapping 4 > Color > Yellow**

Yellow component of custom color from 0 to 100 for tool mapping 4.

### **Output for cutting > Tool mapping 4 > Color > Black**

Black component of custom color from 0 to 100 for tool mapping 4.

### **Output for cutting > Tool mapping 4 > Color > Spot name**

Optional spot name. When specified, this custom color is treated as a spot color instead of a process color.

### **Output for cutting > Tool mapping 4 > Layer**

Optional layer name to place tool mapping 4 paths into.

### **Output job file**

Whether to include a saved Griffin job file (.gfn) allowing you to open the nested job in the Griffin desktop application later for further editing.

### **XML dataset name**

Name of XML report dataset that gets attached to each output file or job folder.

## **4.3. Input files properties**

The following properties are available when Data mode is set to “Input files”. Outgoing connections in this mode will contain some or all of the input files that were processed by Griffin.

### **Move**

When to move input files along this outgoing connection: Always, on plan success only, or on errors only.