

Aims

Layout Designer

User Guide



© 2024 SOLUM. All rights reserved

The names of actual companies and products mentioned herein may be the trademarks of their respective owners.

No part of this document may be reproduced, stored in a retrieval system, or transmitted in any form or by any means without the express written consent of SOLUM.

This document is subject to change without notice.

The specifications and information regarding the products in this manual are subject to change without notice. All statements, information, and recommendations in this manual are believed to be accurate but are presented without warranty, express or implied. Users must take full responsibility for the application of any products.

The software license and limited warranty for the accompanying product are outlined in the information packet shipped with the product and incorporated herein by this reference. If you are unable to locate the software license or limited warranty, contact your solum representative for a copy.

Notwithstanding any other warranty herein, all document files and software of these suppliers are provided "as is" with all faults. Solum and the above-named suppliers disclaim all warranties, expressed or implied, including, without limitation, those of merchantability, fitness for a particular purpose, and noninfringement or arising from a course of dealing usage, or trade practice.

©2024 SOLUM, All rights reserved

In no event shall Solum or its suppliers be liable for any indirect, special, consequential, or incidental damages, including, without limitation, lost profits or loss or damage to data arising out of the use or inability to use this manual, even if solum or its suppliers have been advised of the possibility of such damages

Any internet protocol (IP) addresses and phone numbers used in this document are not intended to be actual addresses and phone numbers. Any examples, command display output, network topology diagrams, and other figures included in the document are shown for illustrative purposes only. Any use of actual IP addresses or phone numbers in illustrative content is unintentional and coincidental.

SOLUM and the SOLUM logo are trademarks or registered trademarks of SOLUM and/or its affiliates in Korea and other countries third-party trademarks mentioned are the property of their respective owners. The use of the word partner does not imply a partnership relationship between Solum and any other company.

DOCUMENT HISTORY

Rev.	Date	Revision History
V1.0	05-02-25	Draft
V1.1	06-05-25	Updated with April Q12025 release

Table of Contents

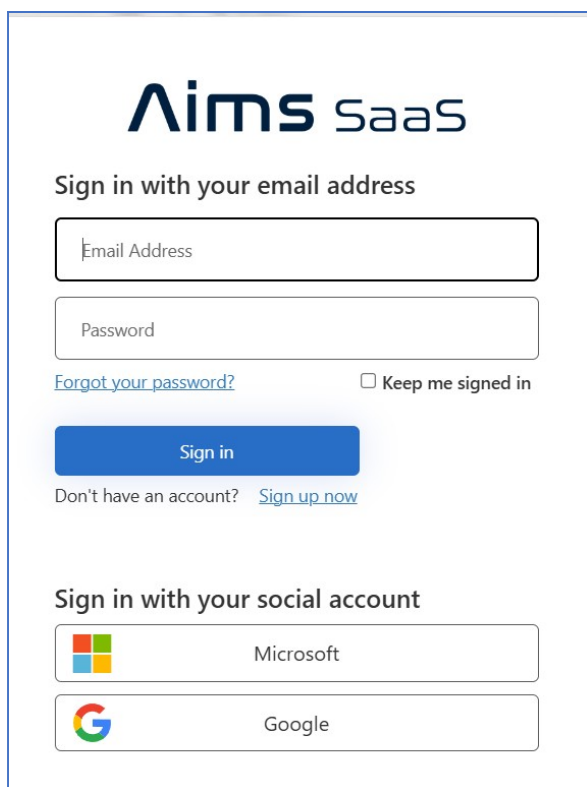
- 1. Layout Designer2
 - 1.1 Accessing layout designer via URL2
 - 1.2 Accessing layout design via the SaaS Dashboard.....3
- 2. Understanding Layout Designer4
 - 2.1. Menu Bar5
 - 2.2 Shortcut Bar5
 - 2.3 Tool Bar6
 - 2.4. Preview Section **Error! Bookmark not defined.**
 - 2.5 Data List Window17
 - 2.6 Quick Access Bar22
 - 2.7 Release Info22
 - 2.8. Canvas23
- 3. Creating a New Layout.....24
 - 3.1 Adding Text Box to the Design27
 - 3.2 Adding Currency Values.....29
 - 3.3 Adding Shapes to the Template32
 - 3.4 Adding Barcodes to the Templates.....33
 - 3.5 Uploading Images to the Templates.....35
 - 3.6 Save Your Layout37
- 4. Open an Existing Template42
- 5. UNDO42
- 6. REDO43
- 7. HOT KEYS.....43
- 8. Appendix43

1 Layout Designer

With AIMS, we assist you in creating the layout for your ESL. This document provides a step-by-step guide to using the AIMS Layout Designer.

1.1 Accessing layout designer via URL

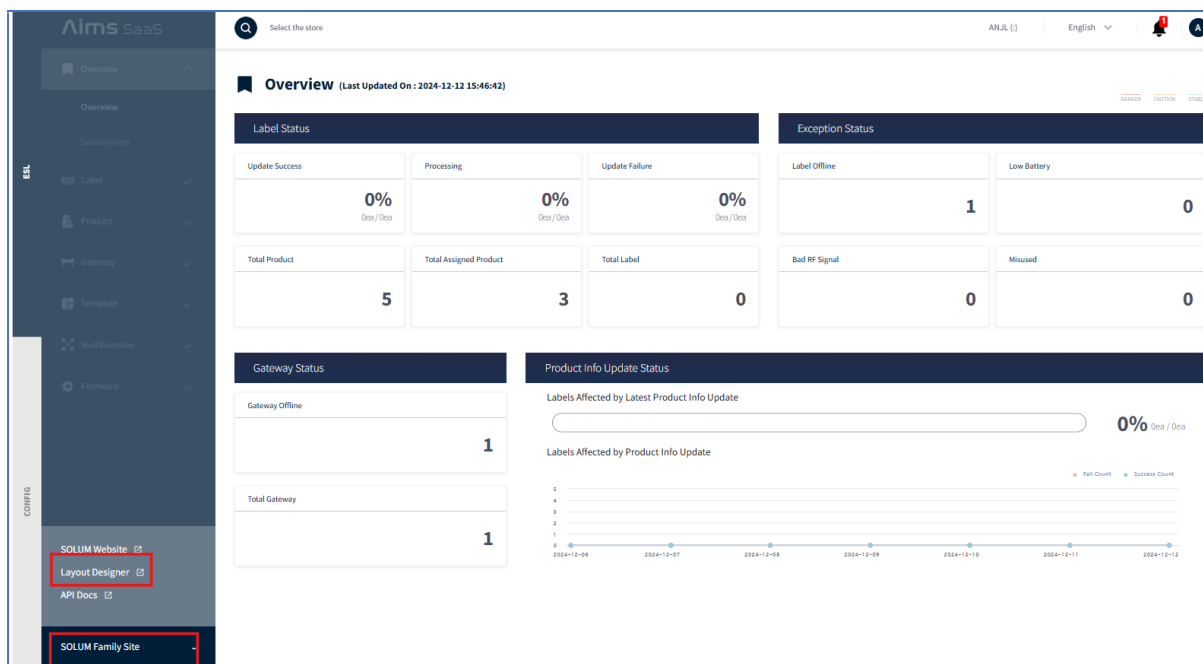
You can access the tool by entering the URL <https://sqa.sti.solumesl.com/LD> in any web browser. The first time you access the Layout Designer through the URL, you will be prompted to log in using your SaaS dashboard credentials.



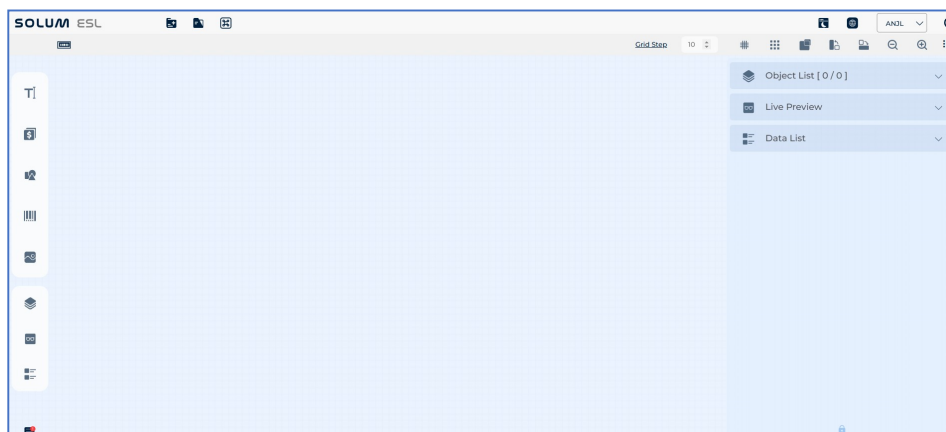
The image shows the login page for AIMS SaaS. At the top is the 'AIMS SaaS' logo. Below it is the heading 'Sign in with your email address'. There are two input fields: 'Email Address' and 'Password'. Below the 'Email Address' field is a link 'Forgot your password?'. To the right of the 'Password' field is a checkbox labeled 'Keep me signed in'. Below these fields is a blue 'Sign in' button. Under the button is the text 'Don't have an account?' followed by a link 'Sign up now'. Below this section is the heading 'Sign in with your social account'. There are two buttons: one for Microsoft (with the Microsoft logo) and one for Google (with the Google logo).

1.2 Accessing layout design via the SaaS Dashboard

1. Navigate to the bottom left side of the dashboard and click **SOLUM Family Site**



2. Select **Layout Designer** to open the Interface.
3. An empty canvas will open without a loaded layout.

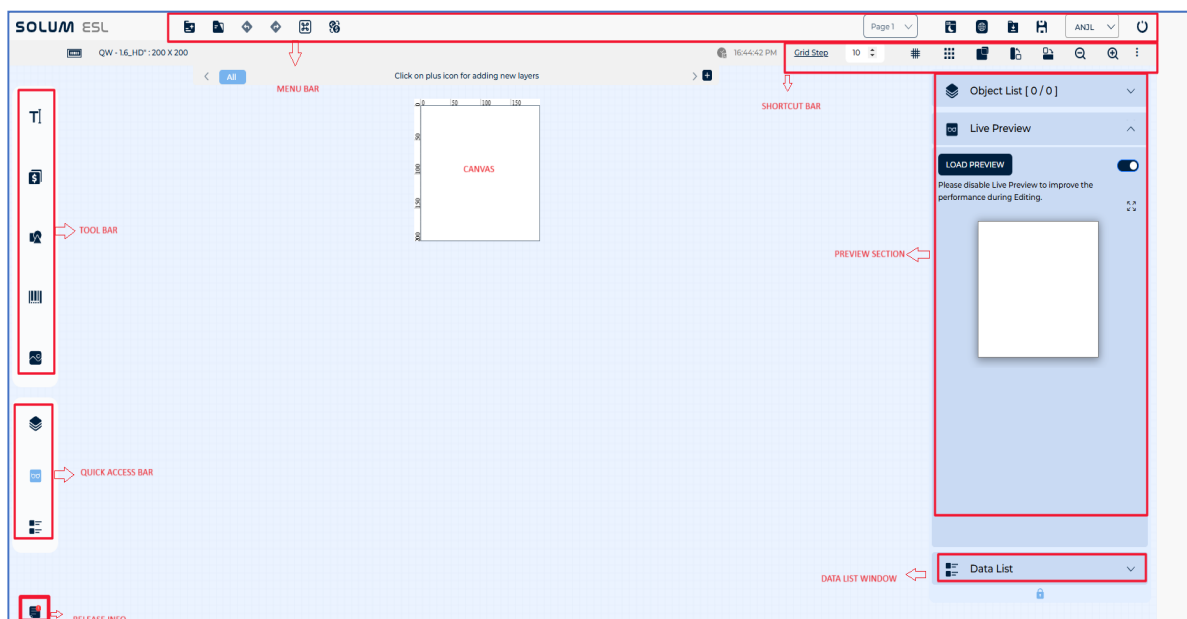


Note: The canvas is a digital workspace where users can visually design their templates. It's usually a blank area where users can create, modify, and arrange elements according to their needs. Before creating a layout for an ESL, you need to know the details like the resolution/color of that particular ESL. To

2 Understanding Layout Designer

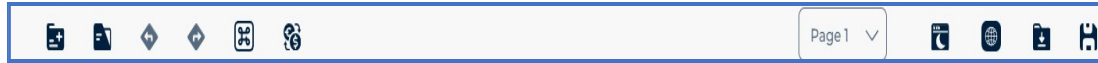
The Layout Designer Homepage has been divided into **“Eight”** main sections:

1. Menu Bar
2. Shortcut Bar
3. Tool Bar
4. Preview section
5. Data List window
6. Quick Access Bar
7. Release Info
8. Canvas



2.1 Menu Bar

The **Menu Bar** is at the top and provides access to essential commands.



- **New, Open, Undo, Redo, Add Font family:** For managing layouts.
- **Hot Keys:** Keyboard shortcuts for common actions.
- **Custom Currency:** Adjust currency settings.
- **Theme:** Switch themes for the interface.
- **Language:** Change the language.
- **Save:** To save layouts.
- **Save As** Save layouts with a different name.

Note: *Save, Undo, Redo, and Save As options are only visible when a layout canvas is open.*

2.2 Shortcut Bar



The **Shortcut Bar** provides quick access to layout design tools.

- **Grid Step:** Adjust the grid size.
- **Show/Hide Grid:** Toggle grid visibility.
- **Enable/Disable Snap to Grid:** Align objects automatically.
- **Show All Hidden Backgrounds:** Reveal hidden elements.
- **Rotate +90° / -90°:** Rotate selected elements.
- **Zoom In/Out:** Adjust the canvas view.
- **Full Screen:** Maximize the canvas workspace.

2.3 Tool Bar

The **Tool Bar** contains elements for designing layouts.



Features:

- **Text Box:** Insert text fields.
- **Currency:** Add or modify currency details.
- **Shapes:** Add geometric shapes.
- **Barcodes:** Include barcode elements.
- **Images:** Insert image files.

Note: *Toolbar features are only enabled when a layout canvas is open.*

2.3.1 General Properties of the ToolBar

Certain properties are commonly applied across the multiple objects.

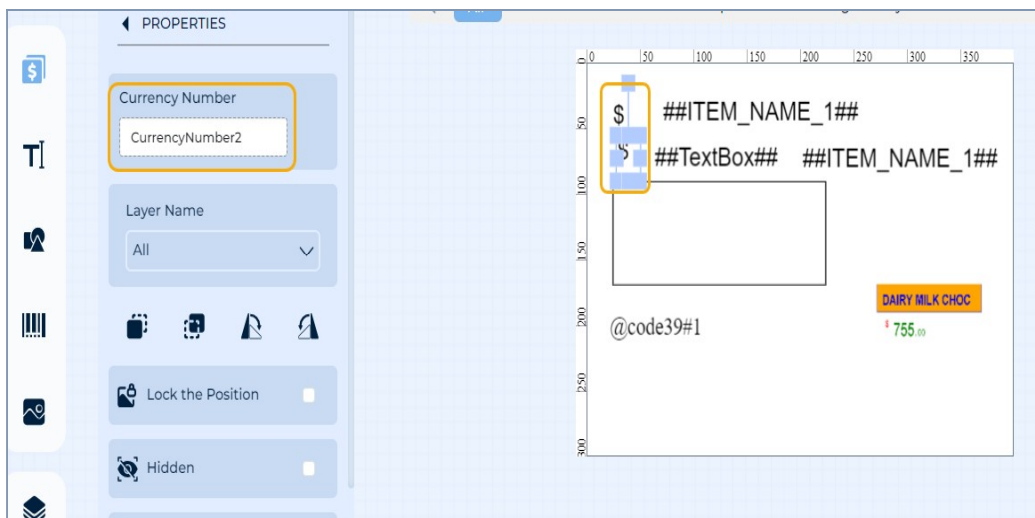
Following are the commonly used properties in general.

1. Object Number (Currency Number, Product Number, Image Number)
2. Datalink (Product Datalink, Barcode Datalink)
3. Layer Name
4. Sent Front & Send Back
5. Rotate clockwise & anticlockwise
6. Lock the position
7. Hidden
8. Select SVG Filter
9. Rotate accurately
10. Font Family (In currency & Textbox)
11. Font Size
12. Width
13. Height
14. X axis
15. Y axis
16. Fill Color
17. Background Color

2.3.1.1 Object Number (Currency Number, Product Number, Image Number)

When an object is added on to the canvas, "**Object Number**" typically refers an index assigned to each individual object within a design or layout. This number serves as a reference point for identifying and managing objects, especially in complex projects with multiple elements.

When multiple objects are added to a design, the object numbers typically continue in sequential order. For example, if you add the first object, it may be assigned the number 1. Then, if you add another object, it would be assigned the number 2, and so on, continuing with consecutive numbers for each additional object.



2.3.1.2 Datalink (Product Datalink, Barcode Datalink)

Product/Barcode Datalink refers to the association of a specific article field linked to the object within a layout.

For ex: Product Datalink - **ITEM_NAME**

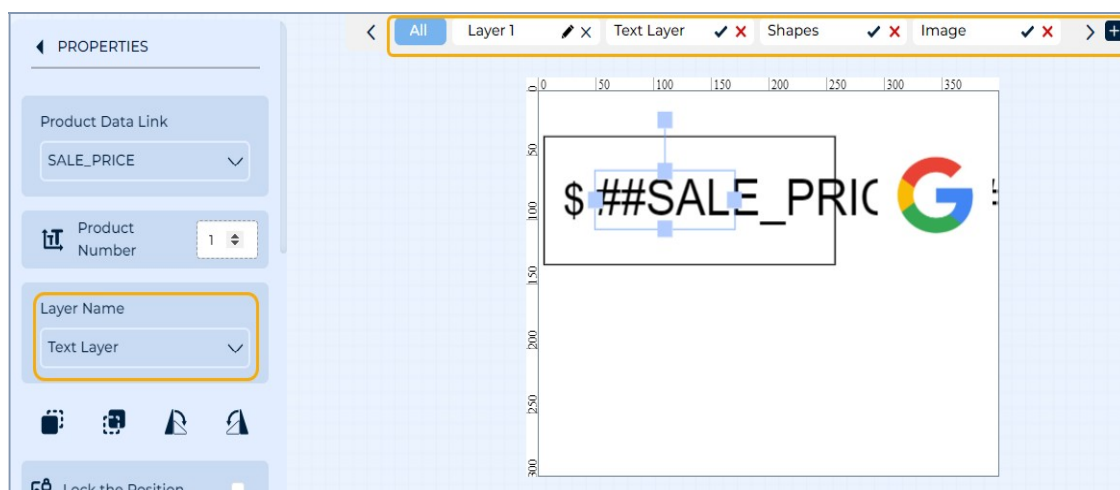
Barcode Datalink - **SALES_PRICE**



2.3.1.3 Layer Name

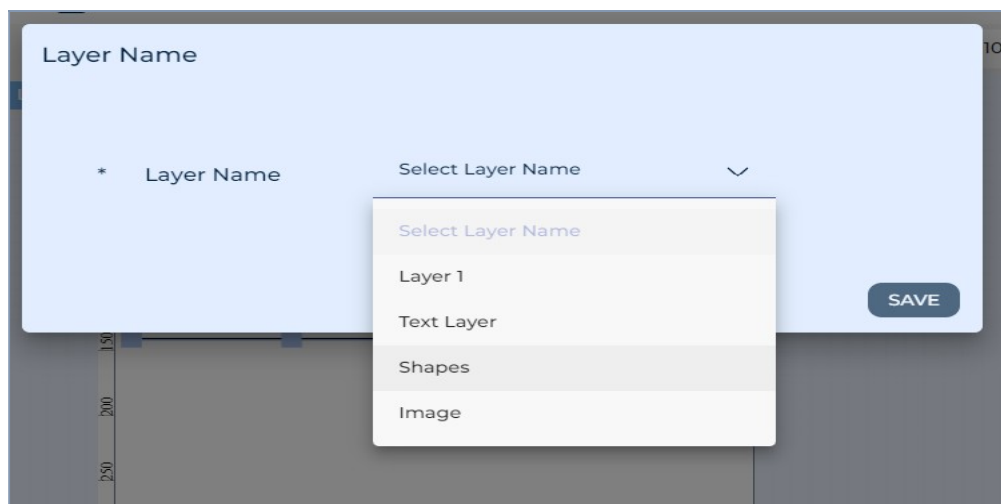
Layer Name indicates in which layer the object is placed. Layer names serve as descriptive labels to help users quickly identify and locate specific layers within a project. These names are typically user-defined and can reflect the elements contained within the layer.

For an instance, in LD a user may create separate layers for text, images, background elements, and shapes. Each layer can be given a distinct name such as "Text Layer," "Image Layer," "Background Layer," etc., making it easier to navigate and work with the various components of the design. **"ALL"** encompasses all the layers.



Steps to add layers in the canvas

1. Initially by default, the **"ALL"** layer will be displayed when the canvas is added.
2. Before creating any new layer, if objects are added to the canvas, by default, all objects are placed under the "ALL" layer.
3. Click on the '+' icon to add new layers.
4. Users can edit the layer name or keep it as is, such as Layer 1, Layer 2, etc.
5. When adding objects to the canvas, select the desired layer to place them in.



6. Users can view the layer in which an object is placed under the "Layer Name" property.
7. Also user can the object from one layer to another by selecting from "Layer name" property.

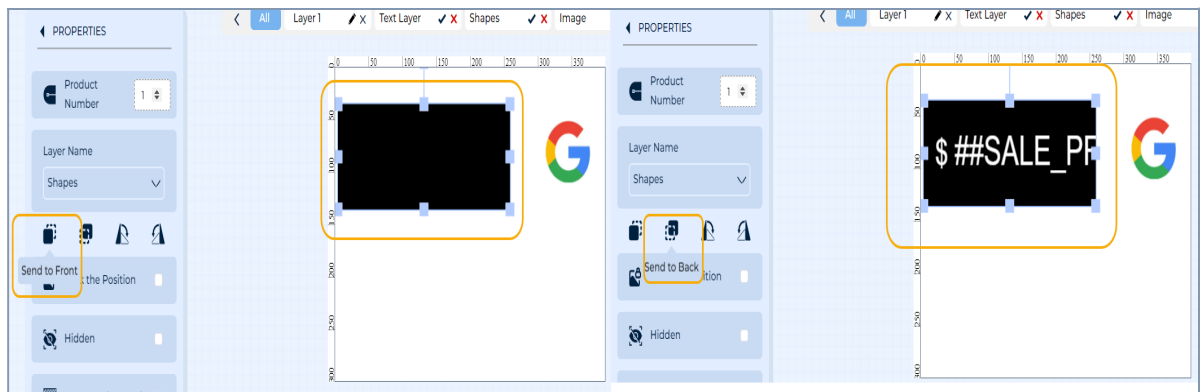
For Ex: If object is placed under Layer 1, it can be changed to Layer 2 so the object gets placed under "Layer 2".

2.3.1.4 Send front and back

"Send to Front": This action brings the selected object or layer to the front of all other objects or layers on the canvas. It ensures that the selected object appears on top, making it visible above all other elements.

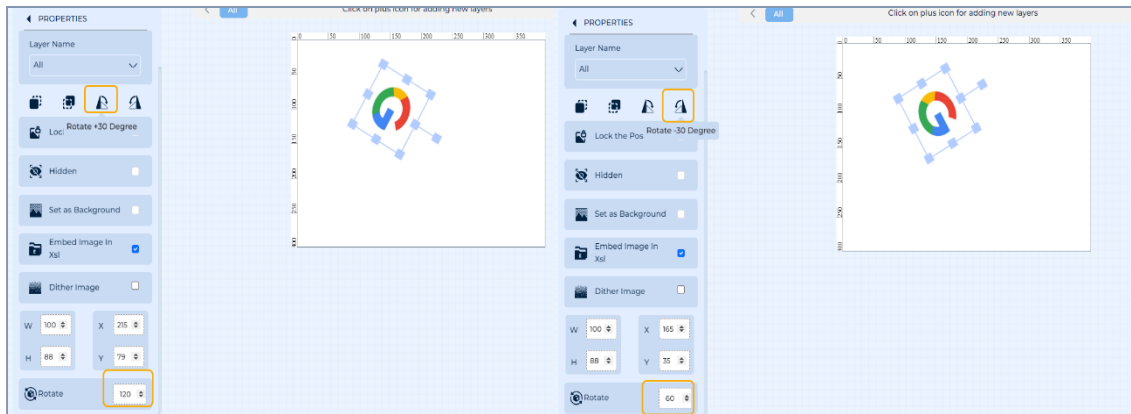
"Send to Back": Conversely, this action sends the selected object or layer to the back of all other objects or layers on the canvas.

These commands are useful for arranging elements in a design, ensuring that they are properly layered to achieve the desired visual hierarchy and layout.



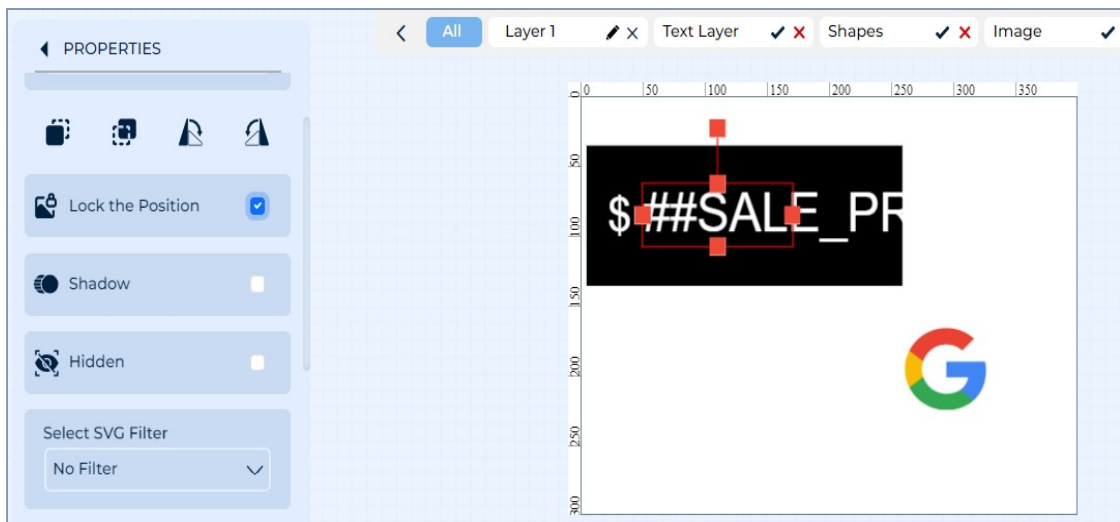
2.3.1.5 Rotate Clockwise and anticlockwise

Rotate clockwise and anticlockwise icon rotates the selected object or layer in a clockwise/ anticlockwise direction, typically by 30 degrees or another specified angle.



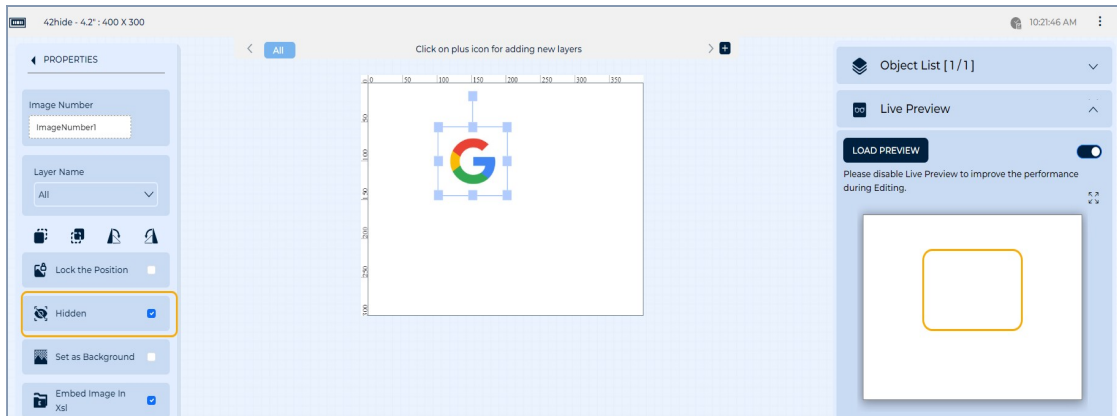
2.3.1.6 Lock the position

When an object's position is locked, it remains fixed in place on the canvas, and users cannot move or reposition it until the lock is removed. When objects are locked, they typically won't be included in grouping operations.



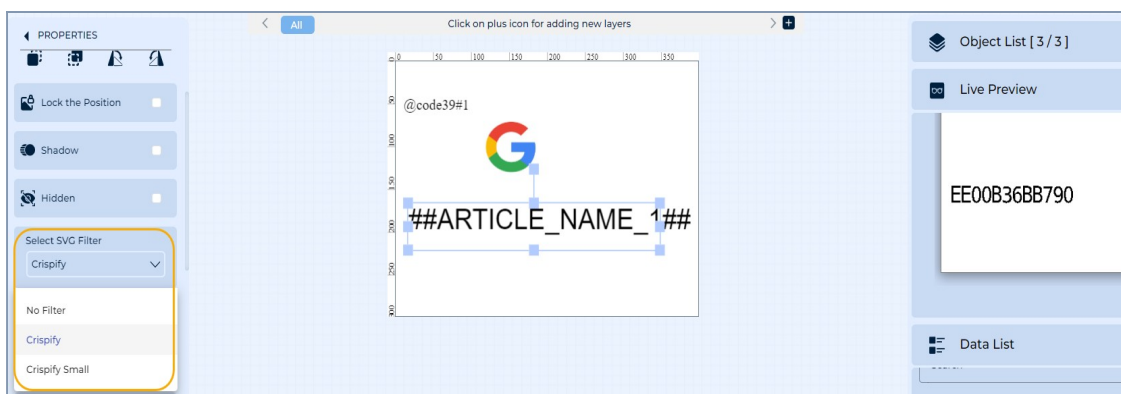
2.3.1.7 Hidden

Hidden is used to hide the objects in the preview. When an object is hidden, it is still present within the design, but it is not visible during editing or viewing. The hidden objects can usually be revealed again by toggling the "Hide" option off.



2.3.1.8 Select SVG Filter

SVG filters are applied to modify the appearance of various elements, including text and currency symbols, within Scalable Vector Graphics (SVG). These filters offer fine-tuning options to adjust the visual presentation, with choices like "crispify" and "crispify small."



2.3.1.9 Rotate

Rotate is provided to rotate the object accurately to required angle. By using the Rotate option, users can input or specify the exact angle of rotation, ensuring that the object is positioned exactly as intended.

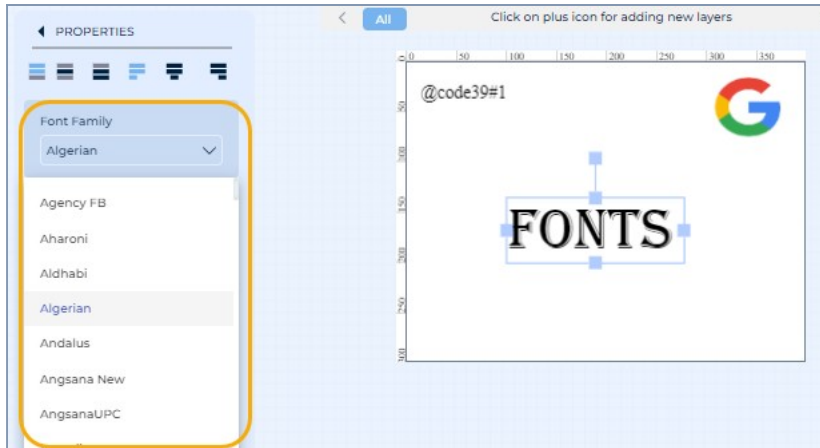


2.3.1.10 Font Family (In currency & Textbox)

Font families offer a variety of styles, weights, and variations. Designers can choose from different fonts within the family to convey different moods and emphasize certain text, Font families are essential tools for designers to achieve visual appeal, readability, and brand consistency in their designs.

- Select the Fonts from the dropdown, User can observe font style changes in both canvas and preview.

NOTE 4: If new fonts are required, users should send the font family to the software team for integration into the system.

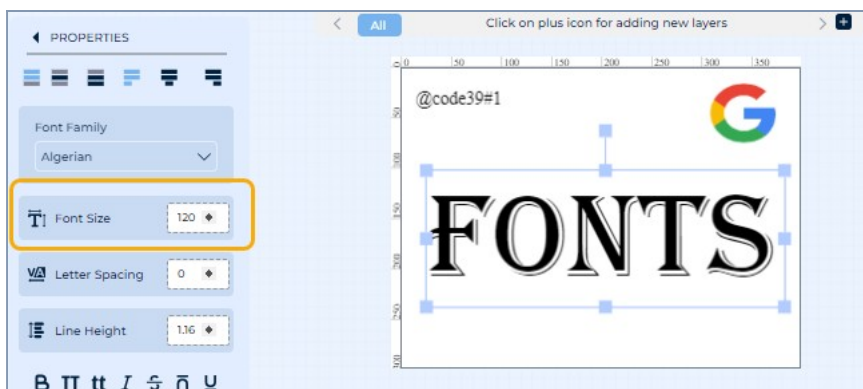


2.3.1.11 Font Size

Font size determines how large or small text appears on a preview and labels.

Select the Font style and increase or decrease the font size by using increment or decrement icon or directly can input the required font size.

NOTE : Font size can be incremented or input till 500



2.3.1.12 Width, Height, x & y axis

Width, Height, x & y axis is used to adjust the resolution and dimension of the object field.

Width refers to the horizontal dimension or extent of an object or space.



2.3.1.13 Fill Color & Background Color

Fill Color: This refers to the color used to fill the interior of a shape or object.

Background Color: It serves as the backdrop against which other elements are displayed.

The colors will rely on the corresponding template colors.

For example, if the template supports three colors (BWY), then the fill color and background will only include BWY. Meanwhile if template supports 7 colors (BWRYOBG) then the fill color and background will only include BWRYOBG



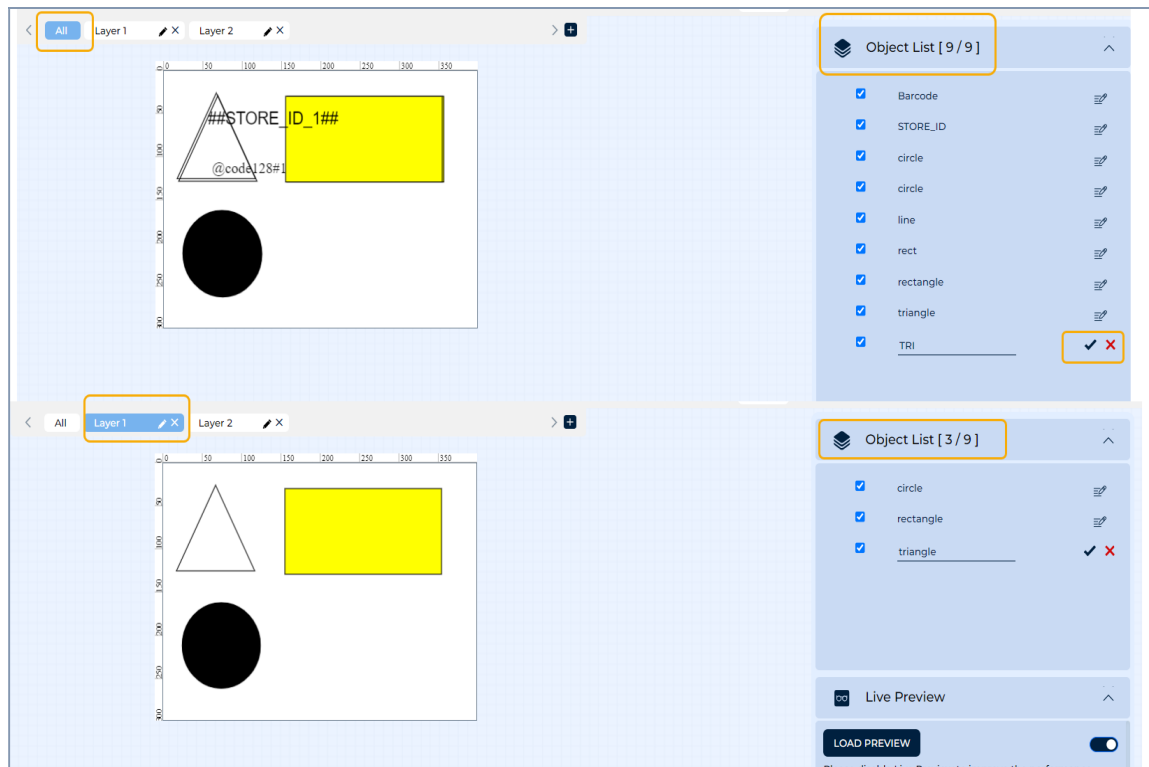
2.4 Preview window

2.4.1 Object List

Object lists are commonly used in user interface design tools to provide users with an overview of available items and facilitate navigation, selection, and interaction with the underlying data or content.

- The object list displays all items currently on the working canvas. This section offers the following functionalities:
 - Users can select objects by clicking on their names and hide them from the working canvas by enabling the object checkbox.
 - Users can edit object names as needed, providing alias names for the object fields.
 - The total number of objects on the canvas is indicated within parentheses on the Object List Header.

Object List provides total number of objects present in the templates also total number of objects present in each layer.

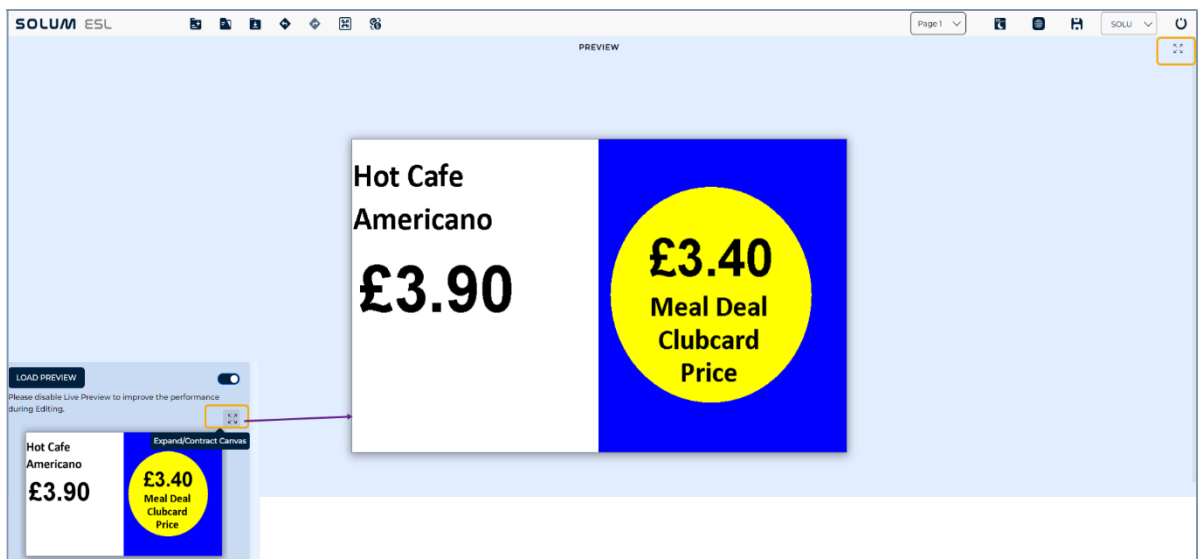


2.4.2 Live LD Preview

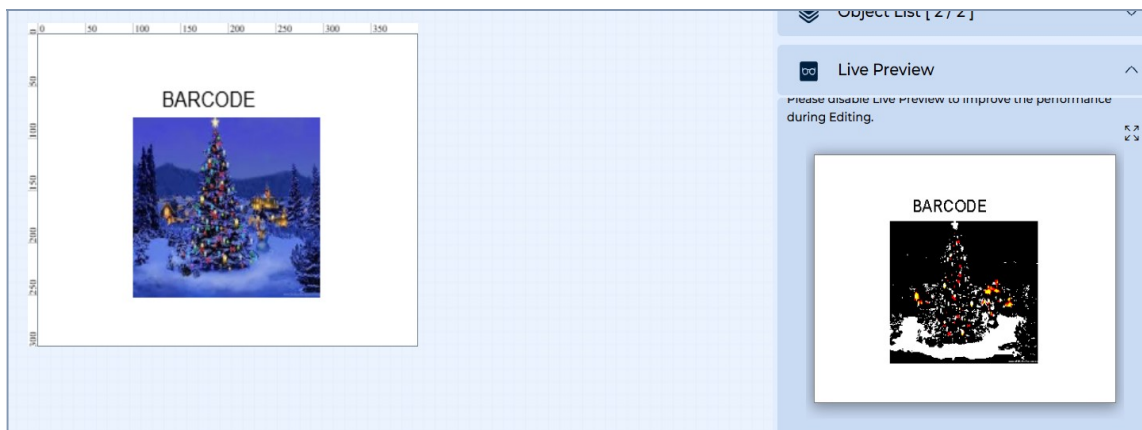
A live preview is a real-time display or representation of changes made to a design, or content as they are being made.



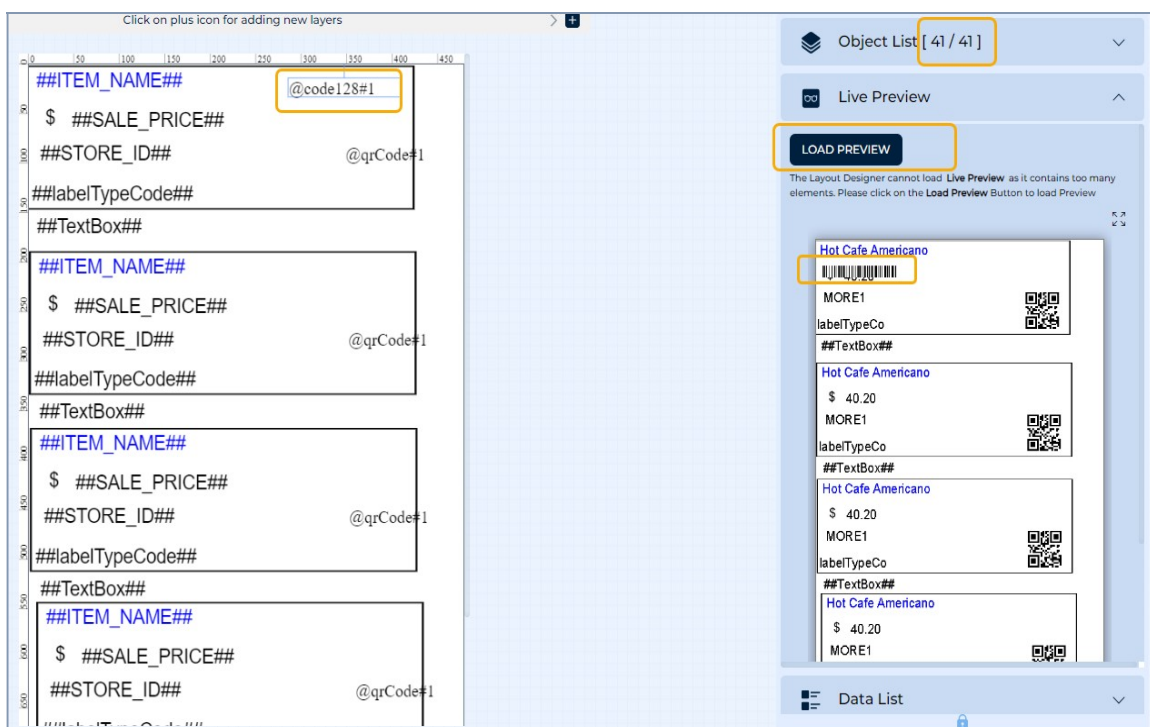
- Clicking the **Expand & Contract** icon in the live preview window will expand it to full screen.



NOTE: If the template contains colors that are not supported, those colors will not appear in the preview.

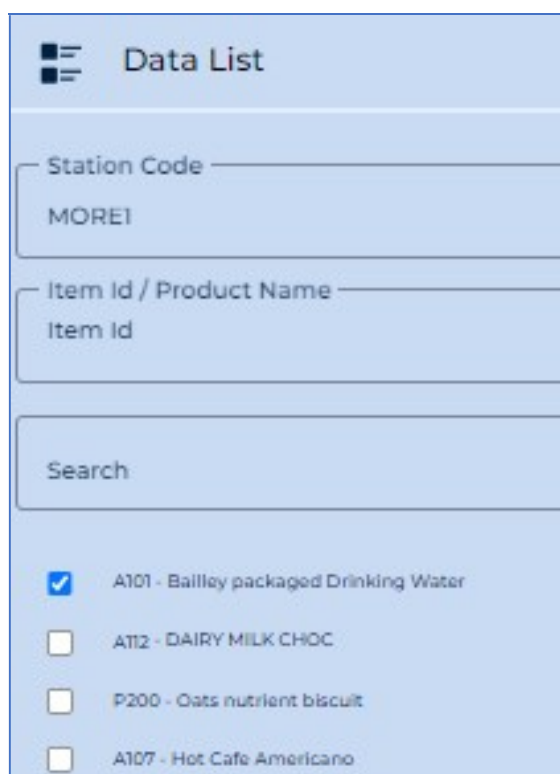


NOTE: When template contains more than or equal to 40 objects, layout designer cannot load the live preview as it contains too many elements. So, please click on 'Load preview' button to load the preview.



2.5 Data List Window

The **Data List Window**, located in the window's lower-right corner, determines the article from the SaaS that will provide data for display in the live preview window.



The screenshot shows the 'Data List' window with a light blue background. At the top, there is a header bar with a menu icon and the text 'Data List'. Below the header, there are three input fields: 'Station Code' with the value 'MORE1', 'Item Id / Product Name' with the value 'Item Id', and a 'Search' button. At the bottom, there is a list of items with checkboxes. The first item, 'A101 - Bailey packaged Drinking Water', is selected with a blue checkmark. The other three items, 'A112 - DAIRY MILK CHOC', 'P200 - Oats nutrient biscuit', and 'A107 - Hot Cafe Americano', are not selected and have white checkboxes.

Station Code	Item Id / Product Name
MORE1	Item Id

Search

- ☒ A101 - Bailey packaged Drinking Water
- ☐ A112 - DAIRY MILK CHOC
- ☐ P200 - Oats nutrient biscuit
- ☐ A107 - Hot Cafe Americano

2.6 Quick Access Bar

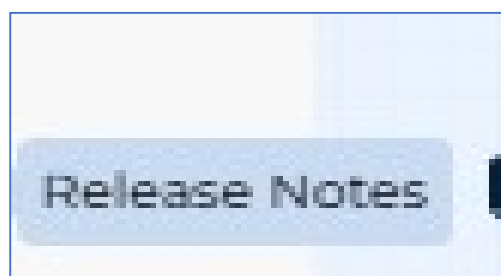
A customizable bar with shortcuts for frequently used functions.

Features:

- Shortcuts to **Object List**, **Live Preview**, and **Data List** for quick navigation.



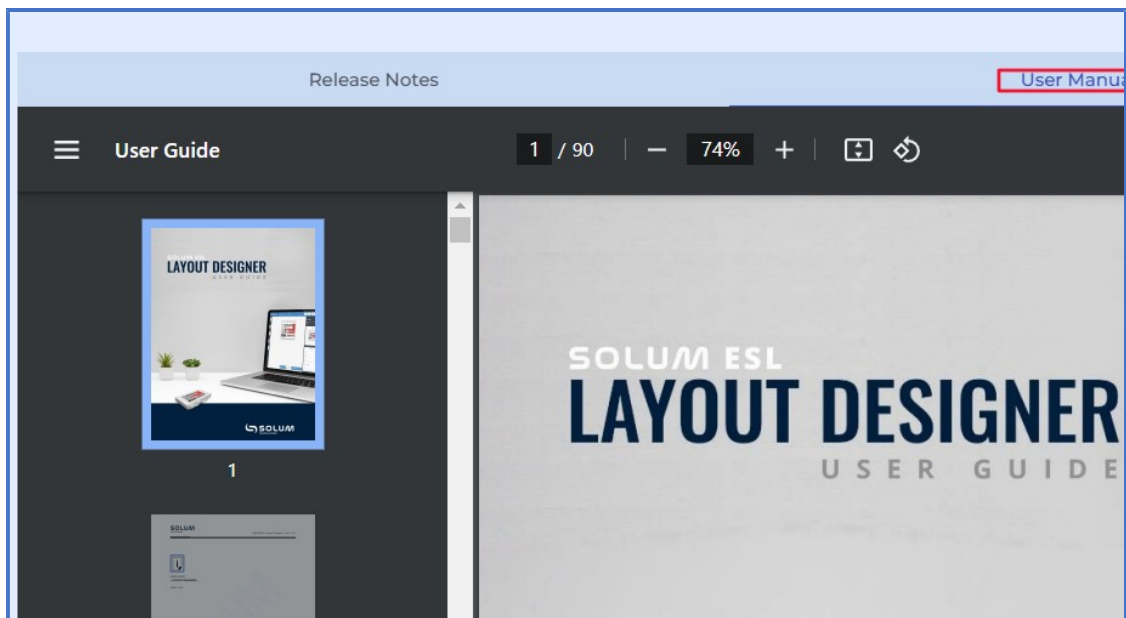
2.7 Release Info



Displays updates about the Layout Designer, including:

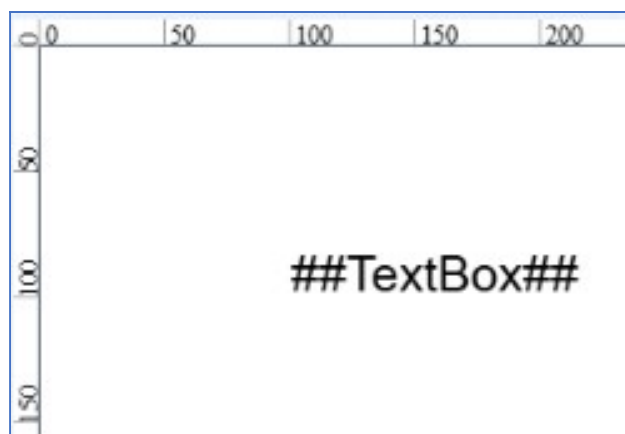
- New Features
- Improvements
- Bug Fixes
- Enhancements

The release Info page also displays the Layout Designer user manual, which users can access from this window.



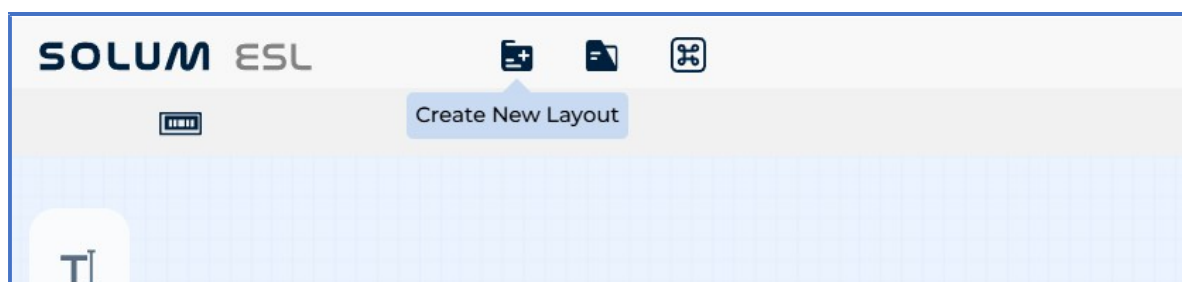
2.8 Canvas

The **Canvas** is the primary design workspace where you create and customize layouts.



3 Creating a New Layout

1. Go to the header section of the Layout Designer.
2. Click the Create New Layout button.



3. Enter a Layout Name (Special characters are limited to underscores ('_'), and the template name must not exceed 30 characters.)
4. Select the desired Layout Resolution from the options provided. (Use the Label Search option in the SaaS Dashboard to find the resolution and label color by entering your label code. See [Appendix D](#) for details.)

CREATE NEW LAYOUT

* Layout Name

Layout Name

Layout name is required

* Layout Color

Select Color

Layout color is required

* Multi Product

Yes

No

* Multi Page

Yes

No

Select layout resolution and layout color to proceed

CREATE

CANCEL

* Layout Resolution

2.7_HD* : 300 X 200

2.13

250 X 122

2.15

296 X 160

2.2

212 X 104

2.2

250 X 122

2.2_HD

296 X 160

2.4

296 X 168

2.6

296 X 152

2.6_Vertical

152 X 296

2.6_HD

360 X 184

2.66

360 X 184

2.7

264 X 176

2.7_HD

300 X 200

5. Upon selecting the resolution, the supported layout color list will be displayed in the layout color dropdown, mapped to the chosen resolution. Users should select the appropriate layout color to create the template.

CREATE NEW LAYOUT

* Layout Name

75

* Layout Color

5_COLOR

BINARY

RED

YELLOW

4_COLOR

* Layout Resolution

7.5_HR

7.3_6C

480 X 800

7.5_HR

480 X 800

12.2

768 X 960

6. The Multi Product option allows users to select one or more products in a template.

- **Yes:** Users can include **multiple** products or articles in a template.

- **No:** Users can include **only one** product or article in a template.

The screenshot shows the 'CREATE NEW LAYOUT' form. The 'Layout Name' is '73'. The 'Layout Color' is 'RED'. The 'Multi Product' option is selected with a radio button. The 'Multi Page' option is also selected with a radio button. The form displays a grid of layout options with their respective resolutions and dimensions.

* Layout Name	* Layout Resolution	7.3" : 480 X 800	512 X 368
73	522 X 152	152 X 522	512 X 368
* Layout Color	5.7 600 X 200	5.79 792 X 272	5.85 792 X 272
* Multi Product	6.0_NEW 648 X 480	6.0_HD 1024 X 758	6.1 648 X 480
* Multi Page			

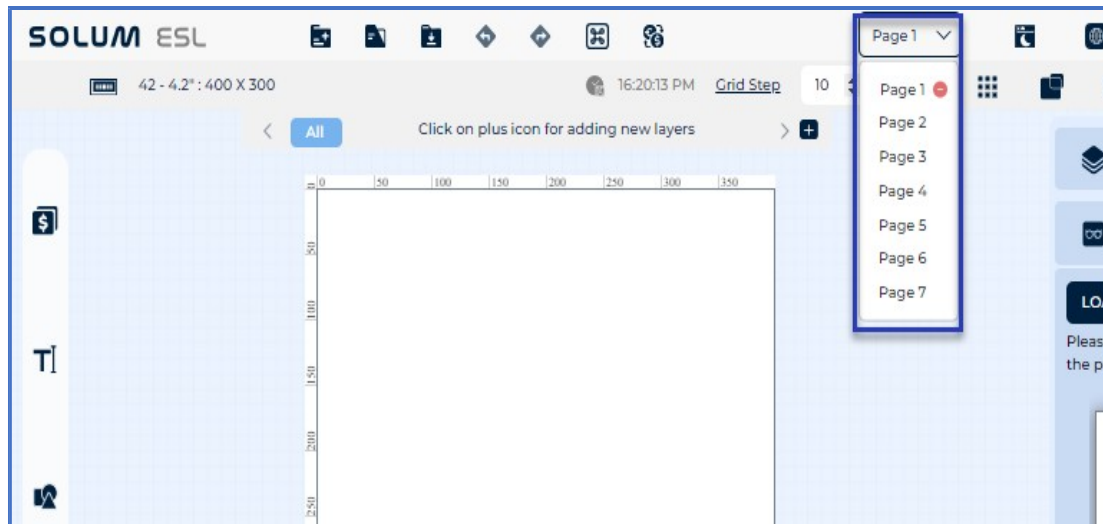
The Multi Page option allows users to select one or more pages in a template.

- **Yes:** This option creates a multiple-page template. (Some ESLs support 3 pages, while others support 7 pages.)
- **No:** Only a single-page template is created.

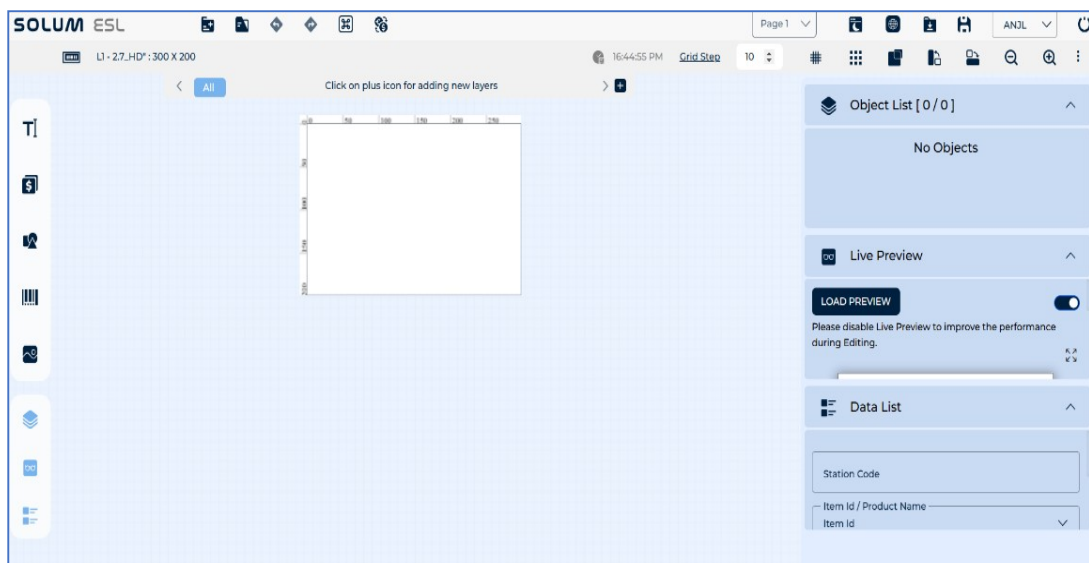
The screenshot shows the 'CREATE NEW LAYOUT' form. The 'Layout Name' is '42'. The 'Layout Color' is 'RED'. The 'Multi Product' option is selected with a radio button. The 'Multi Page' option is also selected with a radio button. The form displays a grid of layout options with their respective resolutions and dimensions.

* Layout Name	* Layout Resolution	4.2" : 400 X 300	400 X 170
42	300 X 100	300 X 100	400 X 170
* Layout Color	2.9 296 X 128	2.9_HD 384 X 168	3.0 400 X 168
* Multi Product	3.52 384 X 180	3.5_HD 480 X 232	3.7 240 X 416
* Multi Page			

If **multipage mode** is enabled, the menu transforms into a **dropdown** showing the total number of pages in the template. Users can quickly switch between pages by selecting from the dropdown.

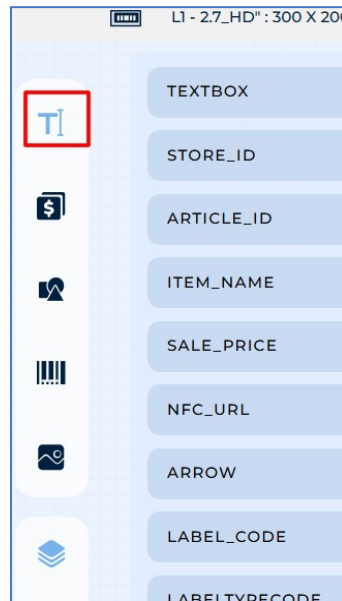


Click **Create** after providing all the required fields. It will open a new canvas.



3.1 Adding Text Box to the Design

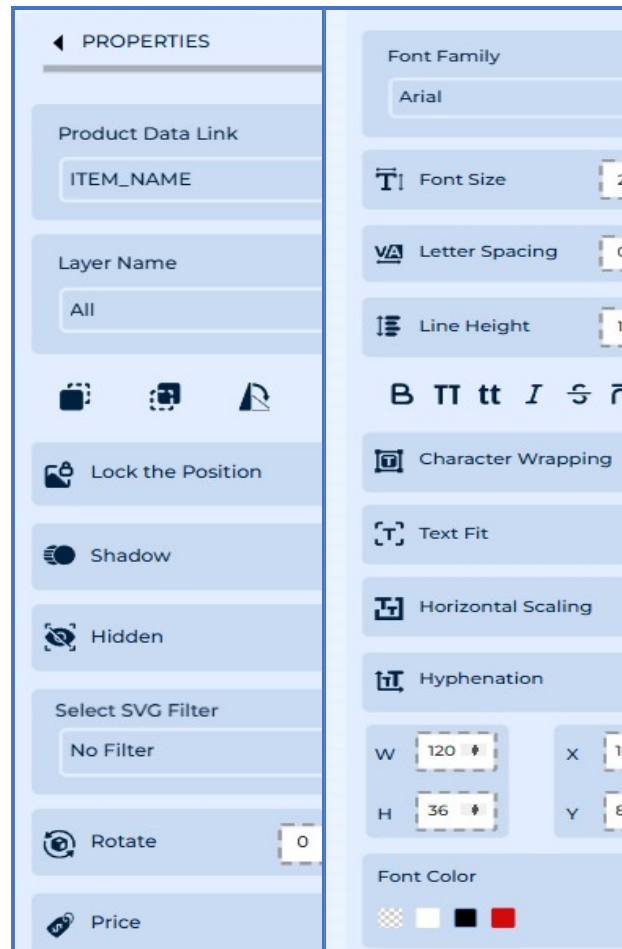
- Click the **Text Box** button on the toolbar.
- Choose a Text Box for customizable text. An Article Field for specific field values.



- Drag and position the Text Box field on the canvas.

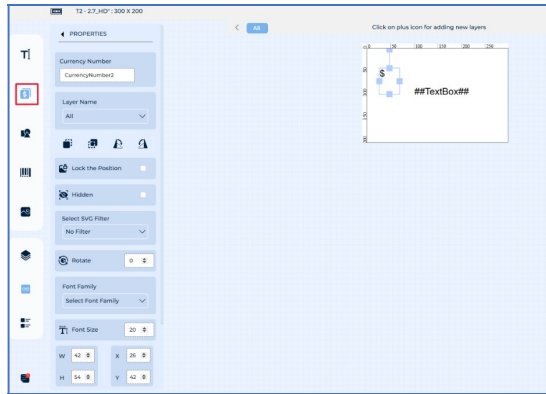


- The property panel appears on the right side.

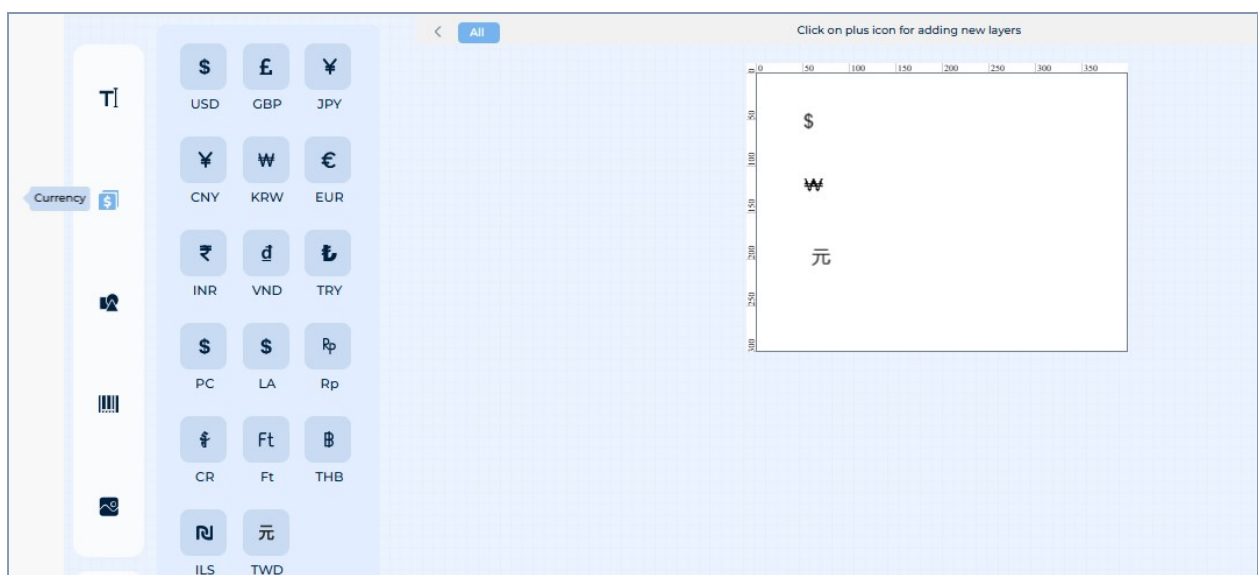


3.2 Adding Currency Values

- Click the **Currency** button on the toolbar to add currency values.
- Configure currency properties such as fill and background color, based on the selected layout color.

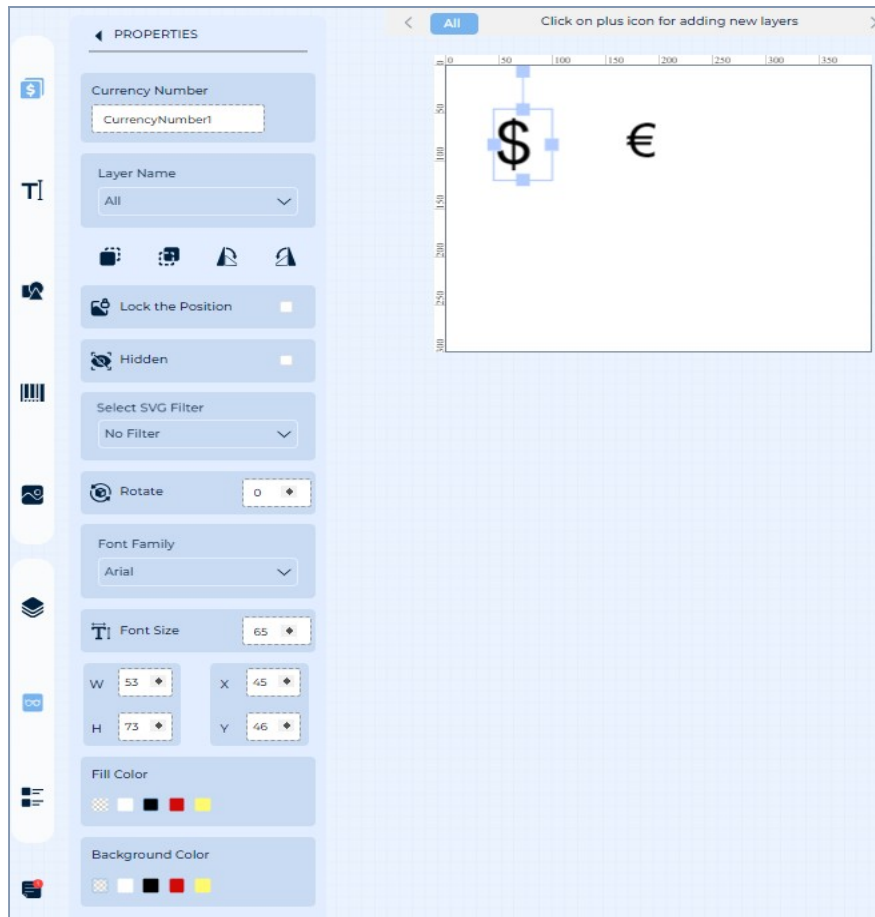


- On clicking the Currency toolbar button, it typically displays a **variety of currency symbols or formats available for selection.**
- Users can choose a specific currency from the panel, and then a corresponding currency field will be added to the layout canvas at the designated location.
- This feature is useful for **creating layouts that includes pricing information,** financial data, or any other content where currency representation is necessary.



LD Supported Currencies			
Currency Symbol	Abbreviation	Currency Name	Region
\$	USD	United State Dollar	United States
£	GBP	Pound Sterling	United Kingdom
¥	JPY	Japanese Yen	Japan
¥	CNY	Chinese Yuan/ Renminbi	China
₩	KRW	South Korean Won	South Korea
€	EUR	Euro	European Union
₹	INR	Indian Rupee	India
₫	VND	Vietnamese Dong	Vietnam
₺	TRY	Turkish Lira	Turkey
\$	LA	Peso	Latin America
\$	PC	Peso Chileno	Chile
Rp	RP	Indonesia Rupiah	Indonesia
៛	KHR / CR	Cambodian Riel	Cambodia
Ft	HUF	Hungarian Forint	Hungary
฿	THB	Thai Baht	Thailand
元	TWD or NT	New Taiwan dollar	Taiwan
₪	ILS	Israeli Shekel	Israel
円	JPY	Japanese yen	Japan
zł	PLN	Polish zloty	Poland
₴	UAH	Ukrainian hryvnia	Ukraine
R\$	BRL	The Brazilian real	Brazil

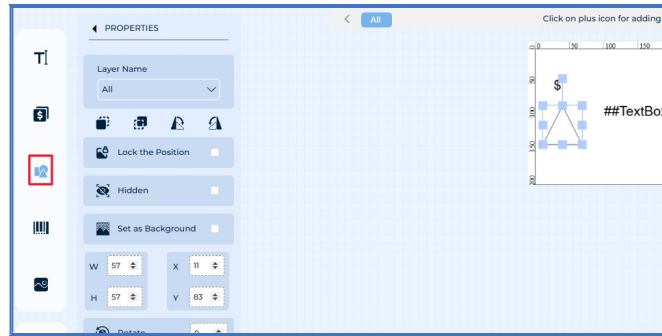
Currency properties enable users to tailor currency elements to their specific needs and preferences within their designs or layouts.



3.3 Adding Shapes to the Template

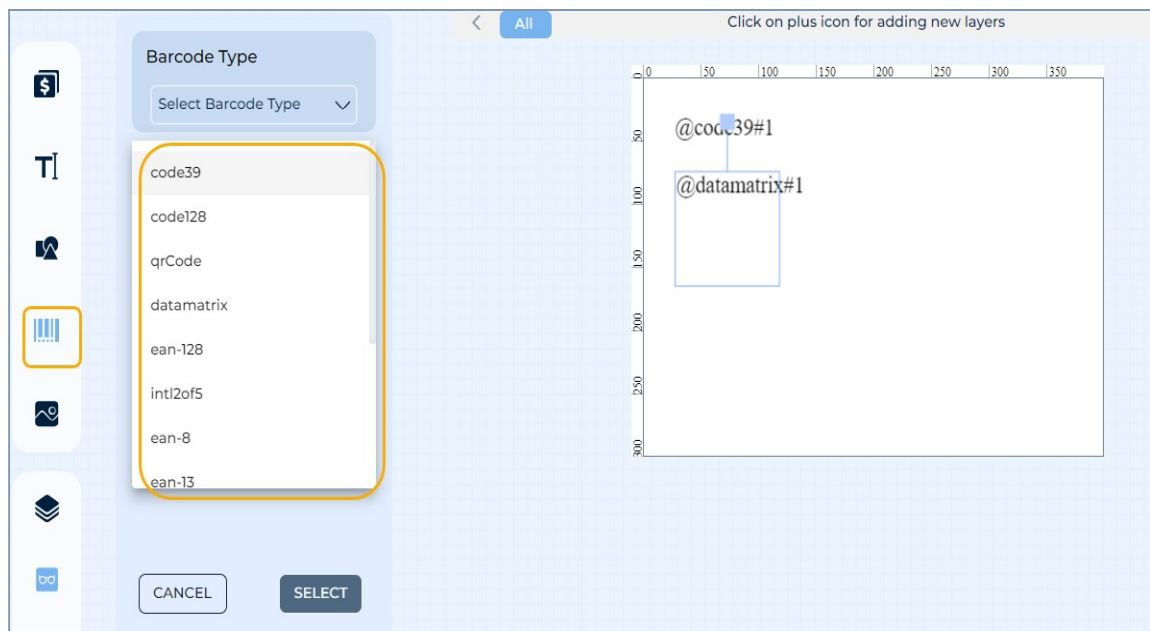
Click the **Shapes** button on the toolbar to open the Shapes panel.

- Select a shape and place it on the canvas.
- The **Properties Window** will open, where you can customize the shape.



3.4 Adding Barcodes to the Templates

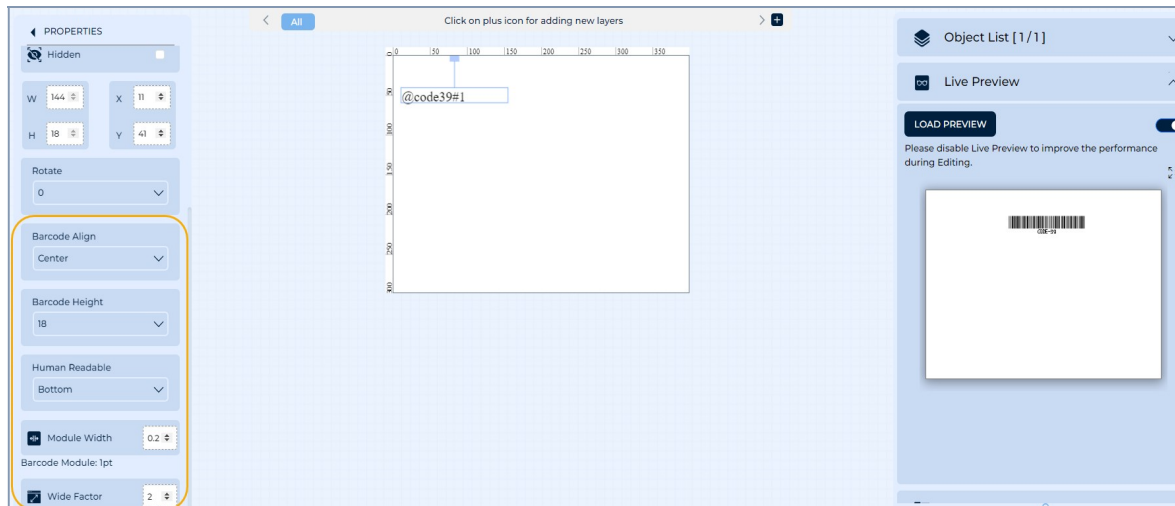
- Click the **Barcodes** button on the toolbar to open the Barcode Type window.
- Choose a **Barcode Type** and link it to a **Barcode Datalink** article field.
- Click **Select** to create the barcode



- Customize the barcode in its **Properties Window**, which includes:
 - **Barcode Type:** Select the desired type.

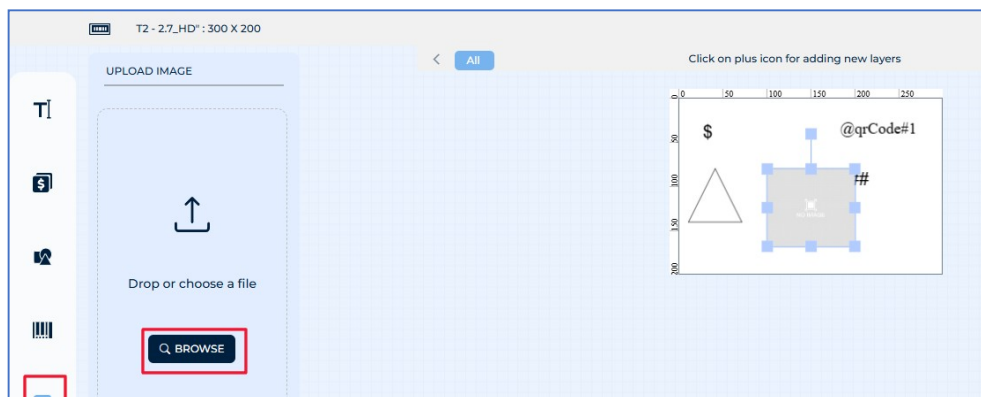
- **Barcode Height:** Choose the height.
- **Barcode Link:** Select the linked data.
- **Human Readable:** Set value display (Top/Bottom).
- **Module Width:** Adjust the smallest bar/space width.
- **Barcode Module Value:** Auto-calculated based on module width and DPI.
- **Width Factor:** Define space width between bars.
- **Barcode Alignment:** Users can choose to align the barcode to the center, right, or leave it as default, which aligns to the left.
- **Background Color:** User can now set the background color for the barcodes.



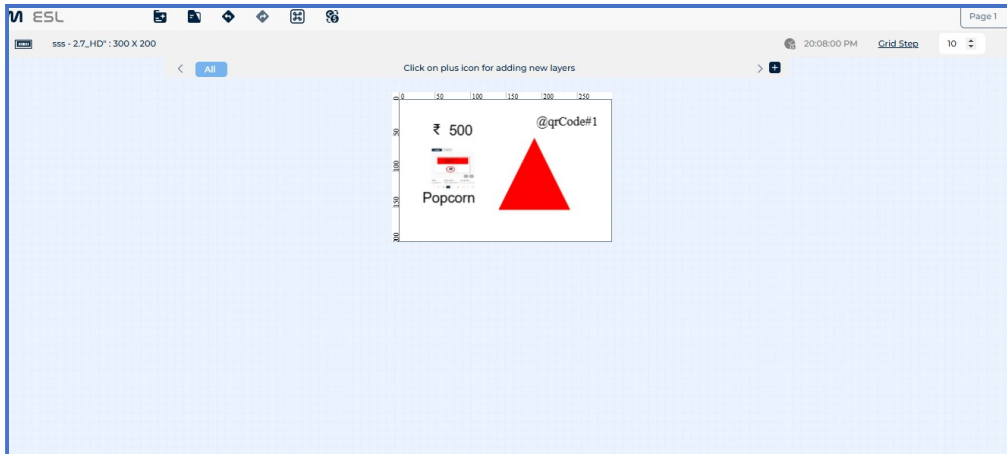


3.5 Uploading Images to the Templates

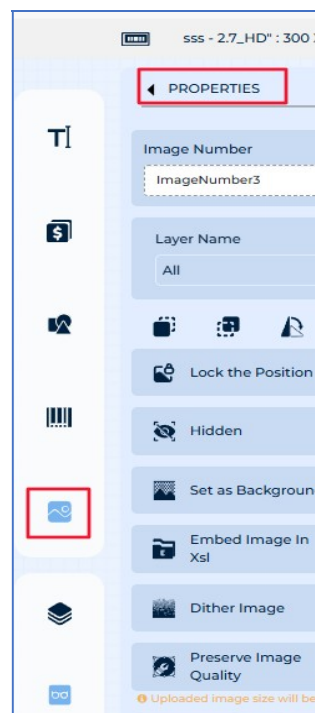
- Click the **Images** button on the toolbar to add an Image object.



- Browse and upload the required image file.
- The image will display on both the **canvas** and **preview**.



- Selecting an image object will show its **properties** in the **pane**. Image Property Panel Offers common tools for locking the image in a desired location, adjusting its size, and other image features.



- **Embed Image in XSL:** This option is enabled by default when an image is added. When enabled, the image data is stored directly within the layout template file in .xsl format. This is typically recommended for images shared across multiple articles.

- **Set as Background:** Configures the image to serve as the backdrop or underlying visual element within a design layout.
- **Hide Background:** Makes background objects invisible or temporarily removes them from the canvas while foreground elements remain visible.
- **Dither Image Property:** Applies an image processing technique to simulate color depth in images with restricted color palettes. It approximates unavailable colors by diffusing available palette colors. The image is dithered to align with the layout colors mapped to the label type, ensuring consistency with the color scheme.

3.6 XML Scripting

This menu allows users to modify the XSL script according to customer requirements.

Steps to apply a condition:

1. Select "XSL script" from the menu bar.
2. The XSL script object will be displayed on the canvas.
3. Right-click and choose the "Add XSL script" option from the menu.
4. The XML Editor window will open with three distinct sections, as outlined below:

1. **Code Snippet:** An editor will open where the user can add custom code along with the necessary variables and templates within the `<fo:block-container>` tag.

Example:

```
<fo:block background-color="red">  
<xsl:call-template name="sp_bold">
```

```

    <xsl:with-param name="text" select='$sale_price_1_1'/>
  </xsl:call-template>
</fo:block>

```

2. **Variables:** Use this editor to define variables.

Example:

```

<xsl:variable name="sale_price_1_1"
select="articles/article[@index=1]/data/SALE_PRICE"/>

```

3. **Template:** Create the template logic code in this section.

Example:

```

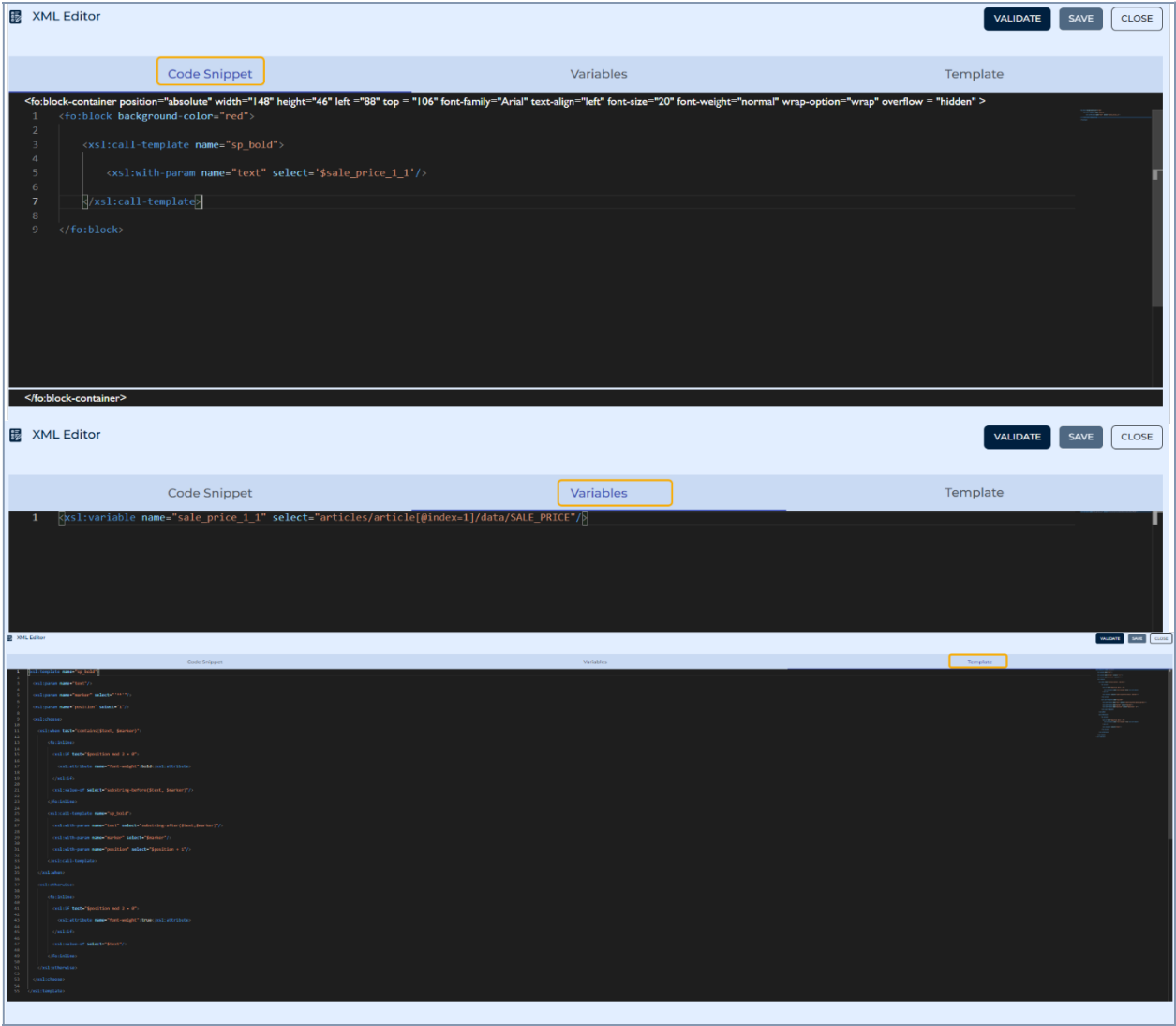
<xsl:template name="sp_bold">
  <xsl:param name="text"/>
  <xsl:param name="marker" select="***"/>
  <xsl:param name="position" select="1"/>
  <xsl:choose>

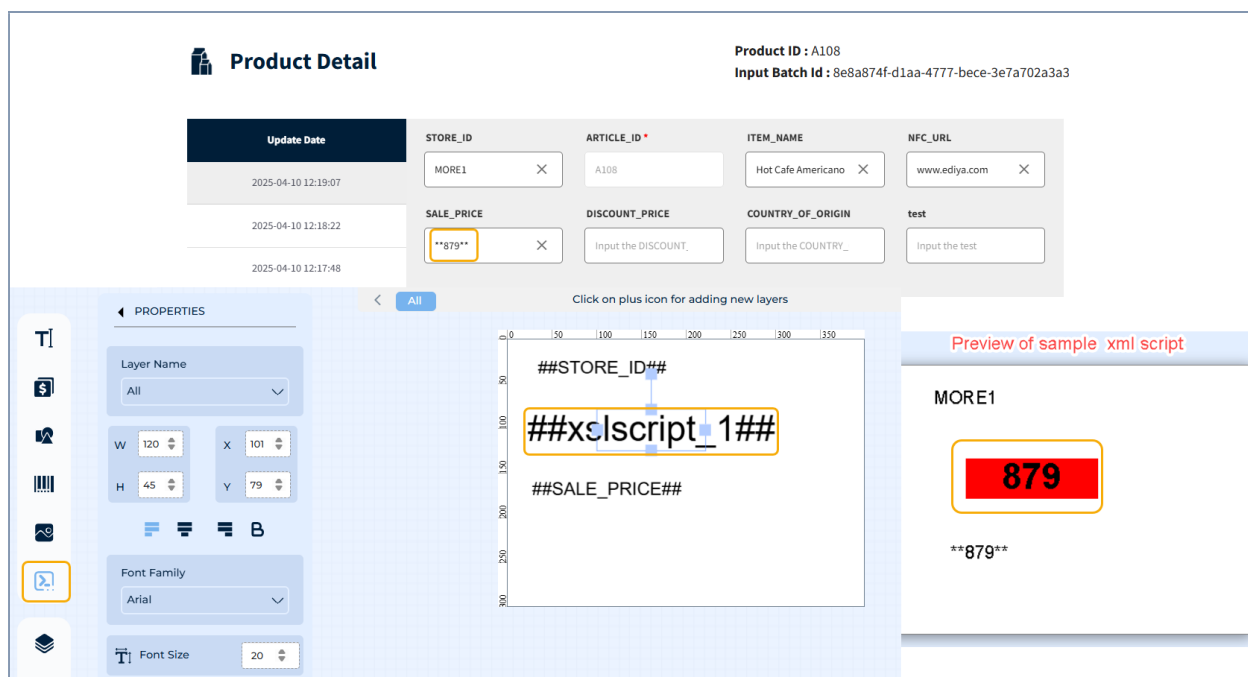
    <xsl:when test="contains($text, $marker)">
      <fo:inline>
        <xsl:if test="$position mod 2 = 0">
          <xsl:attribute name="font-weight">bold</xsl:attribute>
        </xsl:if>
        <xsl:value-of select="substring-before($text, $marker)"/>
      </fo:inline>
      <xsl:call-template name="sp_bold">
        <xsl:with-param name="text" select="substring-after($text,
$marker)"/>
        <xsl:with-param name="marker" select="$marker"/>

```

```
<xsl:with-param name="position" select="$position + 1"/>
</xsl:call-template>
</xsl:when>
<xsl:otherwise>
  <fo:inline>
    <xsl:if test="$position mod 2 = 0">
      <xsl:attribute name="font-weight">normal</xsl:attribute>
    </xsl:if>
    <xsl:value-of select="$text"/>
  </fo:inline>
</xsl:otherwise>
</xsl:choose>
</xsl:template>
```

5. Validate the code before saving
6. Save the script
7. Ensure the preview reflects the variable as per the modified code snippet.





XML Properties

To resize the XML script box, users can adjust the W, H, X, and Y values.

Properties can be used to modify the font style and alignment.

Any changes to the properties will be reflected in the `<fo:block-container>`

3.7 Save Your Layout

Click Save in the top-right corner of the layout designer once the design is ready.



The template will be saved in two formats:

- **.XSL** – For uploading the template.
- **.JSON** – This is for editing the template later.

4 Open an Existing Template

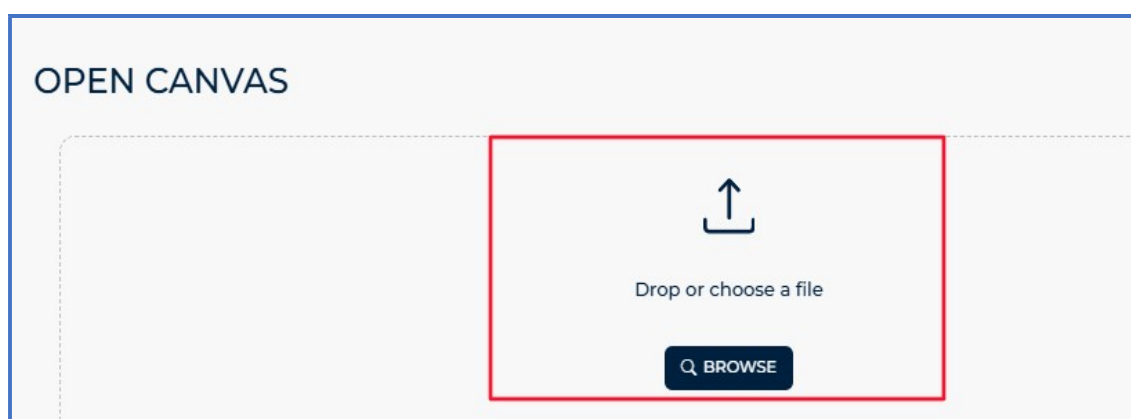
Follow these steps to open an existing or previously created template

- Locate and select the **Open** icon on Layout Designer.



- Drag and drop the file into the designated area, or Browse and select the desired template file.

(Only JSON files are supported.)



- The **Allow Text Fit Feature to Upsize Font** checkbox is enabled by default.
- If you disable this option, the font size will not increase when using the text fit feature.

5 UNDO

The **Undo** option lets users reverse the last action or a series of actions they have performed.



6 REDO

The **Redo** option allows users to reapply actions that were previously undone.



7 HOT KEYS

Hot keys, also called shortcut keys, offer quick and convenient access to commonly used features or commands, saving time and effort.



Examples of Hot Keys:

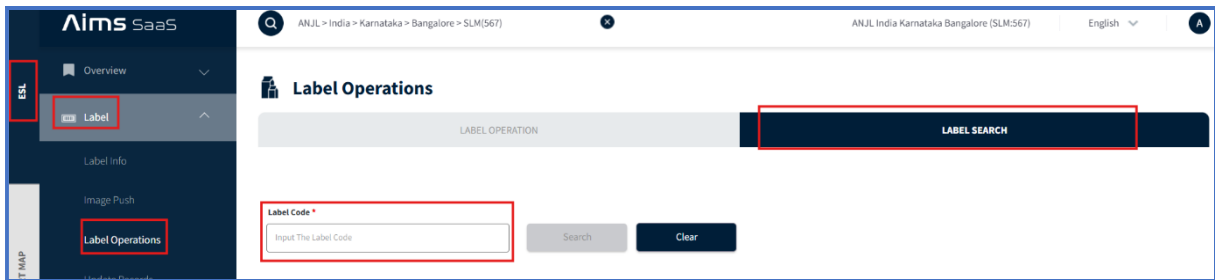
- **Press "R"**: Add a rectangle object to the canvas.
- **Press "Shift + O"** to open an existing template.
- **Press "Ctrl + →"**: Rotate the object to the right.

HOT-KEYS SHORTCUTS				
N New	shift + S Save	shift + O Open	ctrl + Z Undo	ctrl + Y Redo
ctrl + V Paste	ctrl + I Italic	R Rectangle	T Triangle	L Line
B Text Box	shift + C Circle	shift + Zoom In	shift - Zoom Out	shift + G Grid

8 Appendix

Label Search:

1. Navigate to the **ESL** tab in the SaaS dashboard, Click **Labels**, and select **Label Operations**.
2. Click the second tab **Label Search**



3. Input the valid label code and click the search button.
4. It will display Label information as shown below along with Unassign and delete options if the label is assigned to any store.

Aims

Layout Designer