

AVS4YOU Programs Help



AVS Cover Editor

www.avs4you.com

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Contact Us

If you have any comments, suggestions or questions regarding **AVS4YOU** programs or if you have a new feature that you feel can be added to improve our product, please feel free to contact us.

When you register your product, you may be entitled to technical support.

General information:	info@avs4you.com
Technical support:	support@avs4you.com
Sales:	sales@avs4you.com
Help and other documentation:	help@avs4you.com

Technical Support

AVS4YOU programs do not require any professional knowledge. If you experience any problem or have a question, please refer to the **AVS4YOU Programs Help**. If you cannot find the solution, please contact our support staff.



Note: only registered users receive technical support.

AVS4YOU staff provides several forms of automated customer support:

- **AVS4YOU Support System**

You can use the **Support Form** on our site to ask your questions.

- **E-mail Support**

You can also submit your technical questions and problems via e-mail to support@avs4you.com.



Note: for more effective and quick resolving of the difficulties we will need the following information:

- Name and e-mail address used for registration
- System parameters (CPU, hard drive space available, etc.)
- Operating System
- The information about the capture, video or audio devices, disc drives connected to your computer (manufacturer and model)
- Detailed step by step describing of your action

Please do **NOT** attach any other files to your e-mail message unless specifically requested by AVS4YOU.com support staff.

Resources

Documentation for your AVS4YOU software is available in a variety of formats:

In-product (.chm-file) and Online Help

To reduce the size of the downloaded software installation files the in-product help was excluded from the installation although you can always download it from our web-site for your convenience. Please, visit AVS4YOU web-site at <http://www.avs4you.com/OnlineHelp/index.aspx> to download the latest available version of the help executable, run it and install into the AVS4YOU programs folder. After that you will be able to use it through the **Help** menu of the installed AVS4YOU software.

Online Help include all the content from the In-product help file and updates and links to additional instructional content available on the web. You can find the **Online Help** at our web-site - <http://www.avs4you.com/OnlineHelp/index.aspx>. Please note, that the most complete and up-to-date version of AVS4YOU programs help is always on the web.

PDF Documentation

The offline help is also available as a pdf-file that is optimized for printing. All PDF help files are available for download at the programs pages at AVS4YOU web-site (both <http://www.avs4you.com/index.aspx> and <http://www.avs4you.com/OnlineHelp/index.aspx>). To be able to read and print AVS4YOU PDF help files you will need to have a PDF reading program installed.

User Guides

You have access to a wide variety of resources that help you make the most of your AVS4YOU software. The step-by-step user guides will be of help not only to the novice users but also to the users that face a certain task to be performed and look for a way to do it. Please, visit our **User Guides** section of AVS4YOU web-site at <http://www.avs4you.com/Guides/index.aspx> to read the detailed instructions for various software and tasks

Technical Support

Visit the **AVS4YOU Support** web-site at <http://support.avs4you.com> to ask your questions concerning AVS4YOU software installation, registration and use. Feel free to also use our e-mail address support@avs4you.com.

Downloads

Visit the **Downloads** section - <http://www.avs4you.com/downloads.aspx> - of our web-site to find free updates, tryouts, and other useful software. We constantly update the software, new versions of the most popular programs and new software are also frequently released.

Overview

AVS Cover Editor is a compact and fully functional application that lets the user create different labels for optical discs and box covers, edit them and print or save into graphical files. You can use **AVS Cover Editor** together with all the other AVS4YOU products or as a separate application.

Using AVS Cover Editor you can quickly and easily perform the following tasks:

- create labels for your recorded CDs, DVDs and Blu-ray discs;
- create front and back covers for different types of disc boxes;
- various presets and templates are available if you do not want to spend your time drawing;
- print your created labels and covers using a dozen of disc layouts;
- save your created labels and covers into an image file if you do not have a possibility to print them right now.

The program does not require any specific knowledge but at the same time has extended editing capabilities that will let you create labels and covers to your taste and needs. Using **AVS Cover Editor** you can add a touch of individuality to your optical discs collection and label them so that you could find the necessary discs faster.

To start **AVS Cover Editor** go to **Start** menu and choose **All Programs -> AVS4YOU -> Burning -> AVS Cover Editor**.

Introduction into Disc Labels and Covers

Recording a CD, DVD or BD is only half the job. The other half is creating a disc label and cover for the disc case you will use.

Disc Labels



It's important to label the disc you have just burnt, as next time you reach for it, you'll have to waste time searching for the needed one in the unlabeled masses. To label your disc you can use one of the following methods:

- **Pens**

Of course, you can do it using a pen or a permanent marker, but it's quite boring. Moreover pens based on alcohol or a solvent can eat into the disc surface.

- **Label-creation software and adhesive labels**

So, it's more convenient to use a program for creating labels that you can print and stick to discs. But there are some concerns with the adhesive labels. Even though many third-party packages include a gadget to apply labels, you still have to take care to apply the label evenly and smoothly, with no air pockets. Otherwise, the label could cause an unequal distribution of forces on the disc as it spins in the drive, which in turn could cause the disc to shatter while spinning at high speeds such as 52X for CDs and 16X for DVDs.

- **Printers that support printing on optical media**

You can also use ink jet printers, which include a dedicated CD/DVD/BD tray for printing directly on the disc surface. But to use these printers for labeling media, you'll need to buy printable discs. Furthermore you will have to wait at least 24 hours before using your disc in a CD/DVD/BD player.

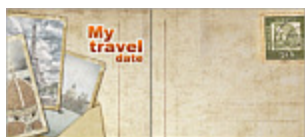
- **LightScribe technology**

This technology lets you use the burner's laser to etch labels with text or graphics onto the top of specially coated recordable CD and DVD media. So, special discs and a compatible disc writer are required. Before or after burning data to the read-side of the disc, you need to turn the disc over and insert it with the label side down. The drive's laser then etches into the label side in such a way



that an image is produced. But this method also has drawbacks - special storage precautions are necessary to prevent LightScribe discs from fading. But they are however purely superficial; they do not affect the data stored upon the disc.

Disc Covers



Disc covers are created to insert them into a disc case that are designed to protect the media from scratches and other types of exposure damage. There are a lot of disc case types and each case type requires its own cover. That's why before creating a disc cover, determine what case type you will use for storing the CD/DVD/Blu-ray disc you recorded. Here are some of them:

- **Jewel case**

A jewel case is the original compact disc case that has been used since the compact disc was first released in 1982. There are also **slimline jewel cases** that first gained popularity as cases for CD singles sold in Japan and Europe, and have become a common space-saving packaging for burned CD-ROMs. There are a number of issues with the format of the jewel case. The structure has a weakness in that the case is hinged on two brittle plastic arms which often break if the case receives shock or stress.



- **Keep case**

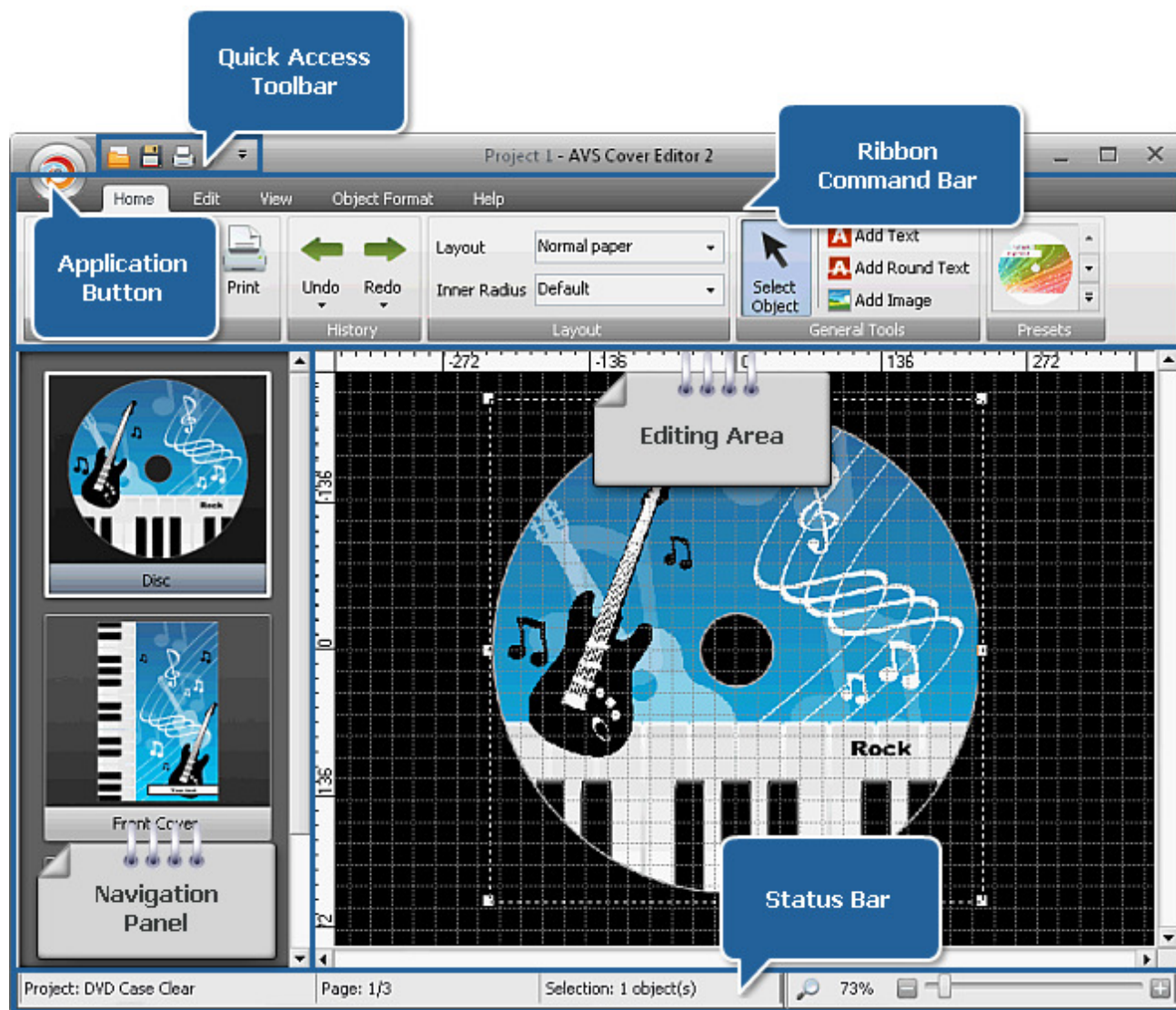
A keep case is the most common type of DVD packaging. It is taller and thicker than a jewel case, and is made of much softer, less brittle plastic, so it does not break as easily. They usually hold one or two discs, but are capable of holding up to six discs.



Program Interface

The **AVS Cover Editor** program has a simple and user-friendly interface. Its **Main Window** consists of the following areas:

- **Quick Access Toolbar** - is used to get quick access to the basic functions of the program: open, save and print projects.
- **Ribbon Command Bar** - is used to get access to all the features the program offers, such as work with projects, copy-paste functions, zoom, etc.
- **Application Button** - is used to quickly perform all the operations with projects.
- **Navigation Panel** - is used to let the user select a page for editing: disc, front or back covers. The content of this panel depends on the project type you selected while creating it.
- **Editing Area** - is used to apply different tools and effects and preview the result.
- **Status Bar** - is used to zoom in or out the elements displayed in the **Editing Area** as well as to view information relating to the opened project type, the page you are editing and the objects currently selected.

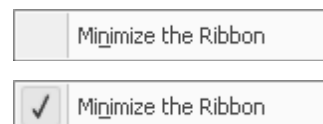


Quick Access Toolbar



The **Quick Access Toolbar** is used to get quick access to the basic functions of the **AVS Cover Editor** program and includes the following items:

- **Open Project** - press it to open another project. More information you can find in the Opening Projects chapter.
- **Save Project** - press this button to save the current project. To learn more read the Saving Projects chapter.
- **Print Project** - press this button to print the current project. For further information read the Printing and Saving as Images chapter.
- **Minimize the Ribbon** - use this arrow to open the express menu, which comprises the only option, that is: **Minimize the Ribbon**. After pressing it the Ribbon Command Bar will be hidden. Only tabs will be shown for you to continue the editing process. By clicking one of the tabs the Ribbon Command Bar will be displayed on top of the Main Window. If you want the Ribbon Command Bar to be integrated into the Main Window structure, click this option once again unticking it.



Ribbon Command Bar

The **Ribbon Command Bar** is situated at the top of the Main Window and is used to get access to all the features the program offers, such as work with projects, copy-paste functions, zoom, etc. The **Ribbon Command Bar** comprises the following tabs:

- **Home Tab**

This tab includes buttons to manage your projects, redo/ undo actions, select page layout depending on the needed disc label, choose the desired preset.

- **Edit Tab**

On this tab you can find buttons that enable you to perform various editing operations: move objects, add text, images or simple graphics.

- **View Tab**

Here you can adjust zoom, grid and rulers options.

- **Format Tab**

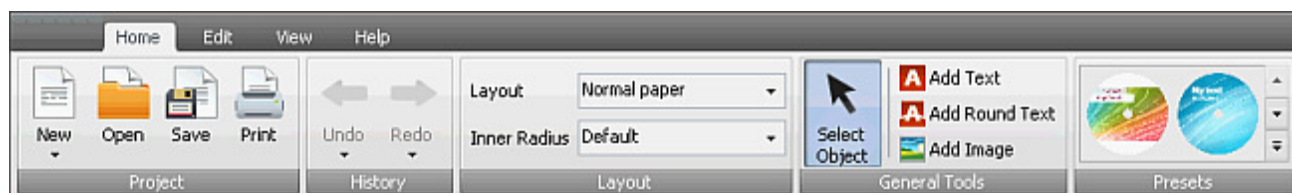
This tab changes its appearance depending on the element currently selected within the **Editing Area** and allows you to alter its properties.






- **Help Tab**






Using this tab you can visit AVS4YOU home page, contact our support staff, open **AVS Cover Editor** help file, read information about the program as well as register and activate it.

Home Tab

The **Home Tab** of the Ribbon Command Bar includes buttons to manage your projects, redo/ undo actions, select page layout depending on the needed disc label, choose the desired preset. In the table below you can find the description of each button or field situated on the **Home Tab**.



Group	Button	Description
Project	 New	Use it to start a new AVS Cover Editor project. Here you can select a project type depending on the disc and case type you need.
	 Open	Use it to open an existing or previously saved AVS Cover Editor project.
	 Save	Use it to save the currently edited AVS Cover Editor project.
	 Print	Use it to print the created disc and box artwork using a printer connected to the personal computer.
History	 Undo	Use it to undo the last editing action. The depth of the undo action can be selected pressing the down-arrow symbol under the button.












	 Redo	Use it to redo the last editing action that has been undone. The depth of the redo action can be selected pressing the down-arrow symbol under the button.
Layout	Layout	Use it to select one of the available layouts for your disc label depending on your printer.
	Inner Radius	Use it to select inner radius of the disc label you will create: default, small and large.
General Tools	 Select Object	Use it to select objects in the Editing Area so that you could edit them.
	 Add Text	Use it to add common text to your created image.
	 Add Round Text	Use it to add rounded text to your image.
	 Add Image	Use it to add different images to your project. You can select any previously saved image on your computer hard disk drive.
Presets		Use it to select one of the available page presets.











Edit Tab

On the **Edit Tab** of the Ribbon Command Bar you can find buttons that enable you to perform various editing operations: move objects, add text, images or simple graphics.



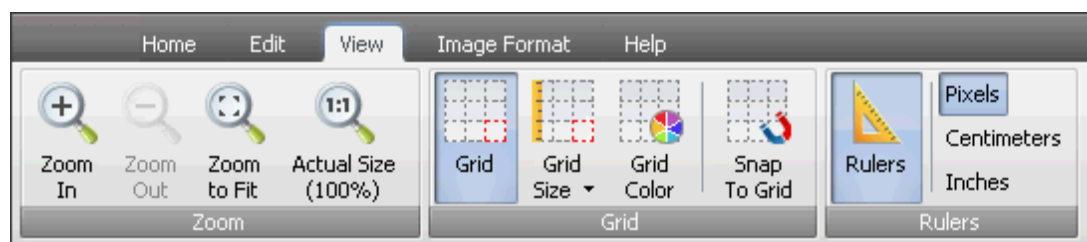
In the table below you can find the description of each button or field situated on the **Edit Tab**:

Group	Button	Description
Edit	 Cut	Use it to cut the selected object from the Editing Area to the clipboard. It will be removed from the Editing Area but added to the clipboard. You will be able to paste it later to the Editing Area .
	 Copy	Use it to copy the selected object to the clipboard, so that you could paste it later.
	 Paste	Use it to paste the previously copied object from the clipboard to the Editing Area .
Objects	 Objects	Use the arrow under the button to select one of the objects displayed within the Editing Area from the list or select/ deselect all of them.
	 Delete	Use it to delete the object selected within the Editing Area .
	 Bring to Foreground	Use it to bring to foreground the object selected within the Editing Area .
	 Move to Background	Use it to move to background the object selected within the Editing Area .
	 Send Forward	Use it to send forward the object selected within the Editing Area .
	 Send Backward	Use it to send backward the object selected within the Editing Area .
General Tools	 Select Object	Use it to select objects in the Editing Area so that you could edit them.
	 Add Text	Use it to add common text to your created image.





	 Add Round Text	Use it to add rounded text to your image.
	 Add Image	Use it to add different images to your project. You can select any previously saved image on your computer hard disk drive.
Simple Graphics	 Line	Use it to draw straight lines with no angles or bends.
	 Polyline	Use it to draw lines with angles and bends. As many turns and bends as needed can be added to the line after it is drawn.
	 Rectangle	Use it to draw rectangles of various sizes.
	 Polygon	Use it to draw different types of polygons. As many angles as needed can be added to the polygon after it is drawn.
	 Circle	Use it to draw circles of different sizes.
	 Ellipse	Use it to draw ellipses of different sizes elongated in the vertical or horizontal planes.
	 Pie	Use it to draw pie-like shapes of different sizes and completeness.
	 Sector	Use it to draw parts of circumference of different sizes and completeness.

View Tab

On the **Edit Tab** of the Ribbon Command Bar you can adjust zoom, grid and rulers options.



In the table below you can find the description of each button or field situated on the **View Tab**:

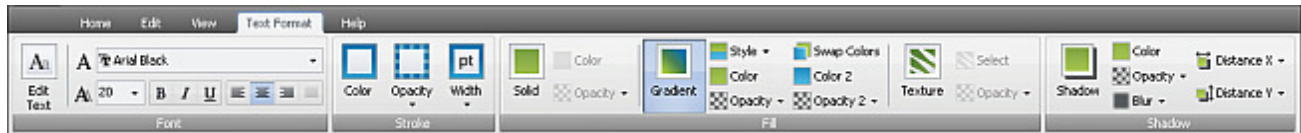
Group	Button	Description
Zoom	 Zoom In	Use it to zoom in the image in the Editing Area .
	 Zoom Out	Use it to zoom out the image in the Editing Area .
	 Zoom to Fit	Use it to make the edited image fit to the Editing Area .
	 Actual Size	Use it to see the full size image within the Editing Area .
Grid	 Grid	Use it to hide or show the grid within the Editing Area .
	 Grid Size	Use it to select the grid size from the list: 0.1, 0.25, 0.5.
	 Grid Color	Use it to select a color for the grid from the color palette.
	 Snap to Grid	Use it to attach the image to the grid.
Rulers	 Rulers	Use it to show or hide the rulers at the Editing Area edges.
	Pixels	Use it to select pixels as measurement unit for the rulers.
	Centimeters	Use it to select centimeters as measurement unit for the rulers.
	Inches	Use it to select inches as measurement unit for the rulers.

Format Tab




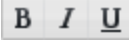












The **Format Tab** changes its appearance depending on the element currently selected within the **Editing Area** and allows you to alter its properties. So it has three views:

- Text Format
- Image Format
- Object Format

Text Format



In the table below you can find the description of each button or field situated on the **Text Format Tab**:

Group	Button	Description
Font	 Edit Text	Use it to open the Edit Text window, where you can enter your own text.
	 Font Name	Use it to select the desired font for the entered text from the list of available ones.
	 Font Size	Use it to select the desired font size for the entered text from the list of available ones.
	 Font Style	Use it to select the desired font style for the entered text: bold , italic or underline .
	 Align	Use it to select the alignment type for the entered text within the text rectangle in the Editing Area . The following options are available: align left , align by center , align right , align by width .
Stroke	 Color	Use it to select the text edge color from the color palette.
	 Opacity	Use it to select an opacity value for the text edge.
	 Width	Use it to select width of the text edge.
Fill	 Solid	Use it to fill the inner space of the text with a solid color. Here you can also select an opacity value for this color -  .
	 Gradient	Use it to fill the inner text space with a gradient of two selected colors. Here you can set the following parameters:  gradient style,  color 1,  color 2,  opacity for the both colors and you can also  swap colors.









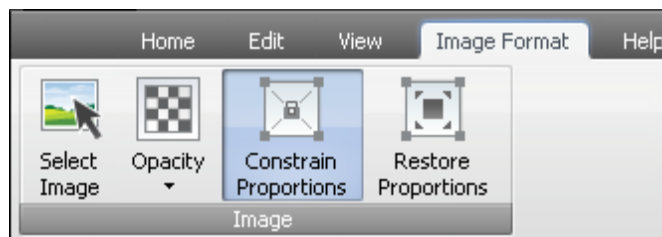




	 Texture	Use it to fill the inner text space with a texture taken from an image file. It can be selected from the preset list or loaded from any image file on your computer hard disk drive. Here you can also select an opacity value for this image -  .
Shadow	 Shadow	Use it to add shadow to the text. Here you can select the following parameters:  color,  opacity,  blur,  distance X,  distance Y.

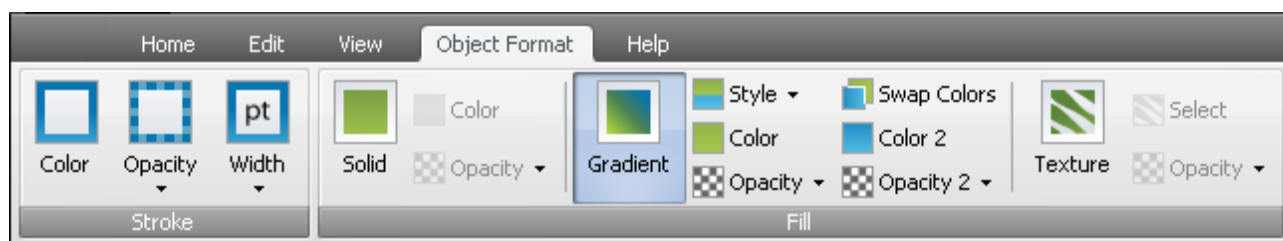
Image Format
















In the table below you can find the description of each button or field situated on the **Image Format Tab**:

Group	Button	Description
Image	 Select Image	Use it to add different images to your project. You can select any previously saved image on your computer hard disk drive.
	 Opacity	Use it to select an opacity value for the loaded image.
	 Constrain Proportions	Use it to lock image proportions after changing them.
	 Restore Proportions	Use it to restore original image proportions after changing them.

Object Format

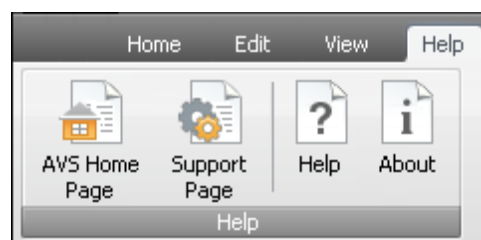
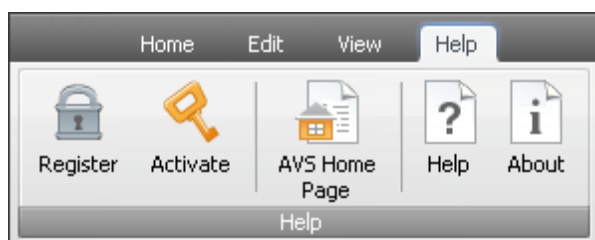


In the table below you can find the description of each button or field situated on the **Object Format Tab**:







Group	Button	Description
Stroke	 Color	Use it to select the object edge color from the color palette.
	 Opacity	Use it to select an opacity value for the object edge.
	 Width	Use it to select width of the object edge.
Fill	 Solid	Use it to fill the inner space of the object with a solid color. Here you can also select an opacity value for this color -  .
	 Gradient	Use it to fill the inner object space with a gradient of two selected colors. Here you can set the following parameters:  gradient style,  color 1,  color 2,  opacity for the both colors and  swap colors.
	 Texture	Use it to fill the inner object space with a texture taken from an image file. It can be selected from the preset list or loaded from any image file on your computer hard disk drive. Here you can also select an opacity value for this image -  .

Help Tab

Using the **Help Tab** of the Ribbon Command Bar you can visit AVS4YOU home page, contact our support staff, open **AVS Cover Editor** help file, read information about the program as well as register and activate it. The content of this tab changes depending on the status of your program version. If your version is non-activated, it will look like in the figure on the left. On the right you can see the **Help Tab** view, if you have an activated version of **AVS Cover Editor**.










In the table below you can find the description of each button or field situated on the **Help Tab**:

Group	Button	Description
Help	 Register	This option can be seen if AVS Cover Editor is not activated. To get a licence key and activate it go to our AVS4YOU registration page.
	 Activate	This option can be seen if AVS Cover Editor is not activated. To do it open the activation window in order to enter the licence key that will activate the program.
	 AVS Home Page	Use it to visit AVS4YOU home page.
	 AVS Support Page	Use it to open the AVS4YOU support page and send a message to our support staff by filling in a special form.
	 Help	Use it to open AVS Cover Editor help file.
	 About	Use it to open the About window, where you can read information on the program and our license agreement as well as open program help file and write an e-mail to our support staff.

Application Button

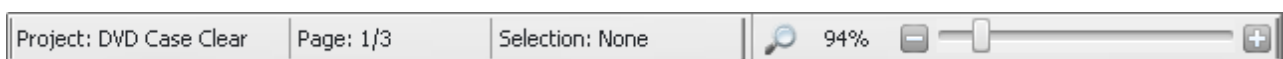


The **Application Button** is situated in the left upper corner of the program Main Window and is used to quickly perform all the operations with projects. By clicking it its menu will be opened. In the table below you can find the description of each button and field of the **Application Button** menu.




Button	Shortcut	Description
 New		Use it to start a new AVS Cover Editor project. Here you can select a project type depending on the disc and case type you need.
 Open	Ctrl+O	Use it to open an existing or previously saved AVS Cover Editor project.
 Save	Ctrl+S	Use it to save the currently edited AVS Cover Editor project.
 Save as	Shift+Ctrl+S	Use it to save the currently edited AVS Cover Editor project under another name or to another folder on your hard disk drive.
 Export Images	Shift+Ctrl+E	Use it to export images from the edited AVS Cover Editor project and save them as graphical files in order to print them later.
 Print	Ctrl+P	Use it to print the created disc and box artwork using a printer connected to the personal computer.
 Exit		Use it to finish work with AVS Cover Editor and close it.
Recent Projects		Use it to open one of the projects you have recently edited.

Status Bar










The **Status Bar** is situated at the bottom of the program Main Window and is used to zoom in or out the objects displayed in the **Editing Area** as well as to view information relating to the opened project type, the page you are editing and the objects currently selected.



The status bar comprises the following elements:

- **Project** - in this section the project type you selected is displayed.
- **Page** - the number of the page you are editing is shown here. The total amount of pages depends on your project type.
- **Selection** - the number of objects selected within the **Editing Area** is shown here.
- **Zoom** - the current zoom value in percent is given here. You can use the zoom slider to change it or press one of the following buttons:  - to make the image fit the **Editing Area**,  - to zoom out the image,  - to zoom it in.

Express Menu

Special		
	Edit Text	
Arrange		
	Bring to Foreground	Ctrl+Home
	Move to Background	Ctrl+End
	Send Forward	Ctrl+PgUp
	Send Backward	Ctrl+PgDn
Edit		
	Cut	Ctrl+X
	Copy	Ctrl+C
	Paste	Ctrl+V
	Delete	Del

The **Express Menu** is used to facilitate access to the main editing features of the program. It can be activated by right-clicking an element displayed within the **Editing Area**.

The **Express Menu** of the **AVS Cover Editor** program is divided into three sections: special, arrange and edit. Depending on the element you right-clicked some options can be displayed or hidden, enabled or disabled.

In the table below you can find the description of each option that can appear in the **Express Menu**.

Group	Button	Shortcut	Description
Special	 Edit Text		Use it to open the Edit Text window, where you can enter your own text. This option is displayed if you right-clicked a text rectangle in the Editing Area .
	 Select Image		Use it to select an image file for your disc label from the hard disk drive and add it to the Editing Area . This option is displayed if you right-clicked an image in the Editing Area .
Arrange	 Bring to Foreground	Ctrl+Home	Use it to bring to foreground the object selected within the Editing Area .
	 Move to Background	Ctrl+End	Use it to move to background the object selected within the Editing Area .
	 Send Forward	Ctrl+PgUp	Use it to send forward the object selected within the Editing Area .
	 Send Backward	Ctrl+PgDn	Use it to send backward the object selected within the Editing Area .
Edit	 Cut	Ctrl+X	Use it to cut the selected object from the Editing Area to the clipboard. It will be removed from the Editing Area but added to the clipboard. You will be able to paste it later to the Editing Area .
	 Copy	Ctrl+C	Use it to copy the selected object to the clipboard, so that you could paste it later.
	 Paste	Ctrl+V	Use it to paste the previously copied object from the clipboard to the Editing Area .
	 Delete	Del	Use it to delete the object selected within the Editing Area .

Keyboard Shortcuts

The **AVS Cover Editor** interface allows you to use keyboard shortcuts to facilitate the access to the main program features. They are represented in the table below:

General Purpose Shortcuts		
Ctrl + O	Open	Use it to open an existing or previously saved AVS Cover Editor project.
Ctrl + S	Save	Use it to save the currently edited AVS Cover Editor project.
Shift + Ctrl + S	Save As	Use it to save the currently edited AVS Cover Editor project under another name or into another folder on your hard disk drive.
Shift + Ctrl + E	Export Images	Use it to export images from the edited AVS Cover Editor project and save them as graphical files in order to print them later.
Ctrl + P	Print	Use it to print the created disc and box artwork using a printer connected to the personal computer.
F1	Help	Use it to open the AVS Cover Editor help file.
Editing Function Shortcuts		
Ctrl + Z	Undo	Use it to undo the last editing action.
Ctrl + Y	Redo	Use it to redo the last editing action that has been undone.
Ctrl + X	Cut	Use it to cut the selected object from the Editing Area to the clipboard. It will be removed from the Editing Area but added to the clipboard. You will be able to paste it later to the Editing Area .
Ctrl + C	Copy	Use it to copy the selected object to the clipboard, so that you could paste it later.
Ctrl + V	Paste	Use it to paste the previously copied object from the clipboard to the Editing Area .
Del	Delete	Use it to delete the object selected within the Editing Area .
Ctrl + Home	Bring to Foreground	Use it to bring to foreground the object selected within the Editing Area .
Ctrl + End	Move to Background	Use it to move to background the object selected within the Editing Area .
Ctrl + PgUp	Send Forward	Use it to send forward the object selected within the Editing Area .
Ctrl + PgDn	Send Backward	Use it to send backward the object selected within the Editing Area .
Shift + Ctrl + A	Move to Center	Use it to move the added image, text or round text to the center of the disc label or cover you are editing.
Shift + Ctrl + C	Fill	Use it to make the added image, text or round text fill the disc label or cover you are editing.

Working with AVS Cover Editor

Working with **AVS Cover Editor** is quite simple and intuitive and consists of the following main parts:

- Before you can start editing the label or cover for your discs, you should **create new projects**. However, the program automatically creates a project named '*Project 1*' so that you could begin editing it right after the program start.



Note: you can load previously created or edited project if you saved it.

- After that you can begin **editing covers and labels**. It can be done using the presets included into the installation or creating your own labels and covers from scratch.
- When all the editing part is done, you can go to **printing the projects results** - print the created covers and labels using a printer or save them as an image file to print them later.

That is applicable to any cover or label for optical discs and their boxes. Consult this **AVS4YOU Programs Help** to find the answers to most of your questions concerning **AVS Cover Editor**.

Operations with Projects

AVS Cover Editor lets the user create different disc labels and box covers or edit existing presets. All the actions you perform in the program are stored in projects when you save them.

A project contains all the arrangements information of the images and objects included in your cover and all the modifications made. A saved project file in **AVS Cover Editor** has a ***.cov** file name extension. By saving your projects, you can open the project file later and begin editing it in **AVS Cover Editor** from where you stopped.

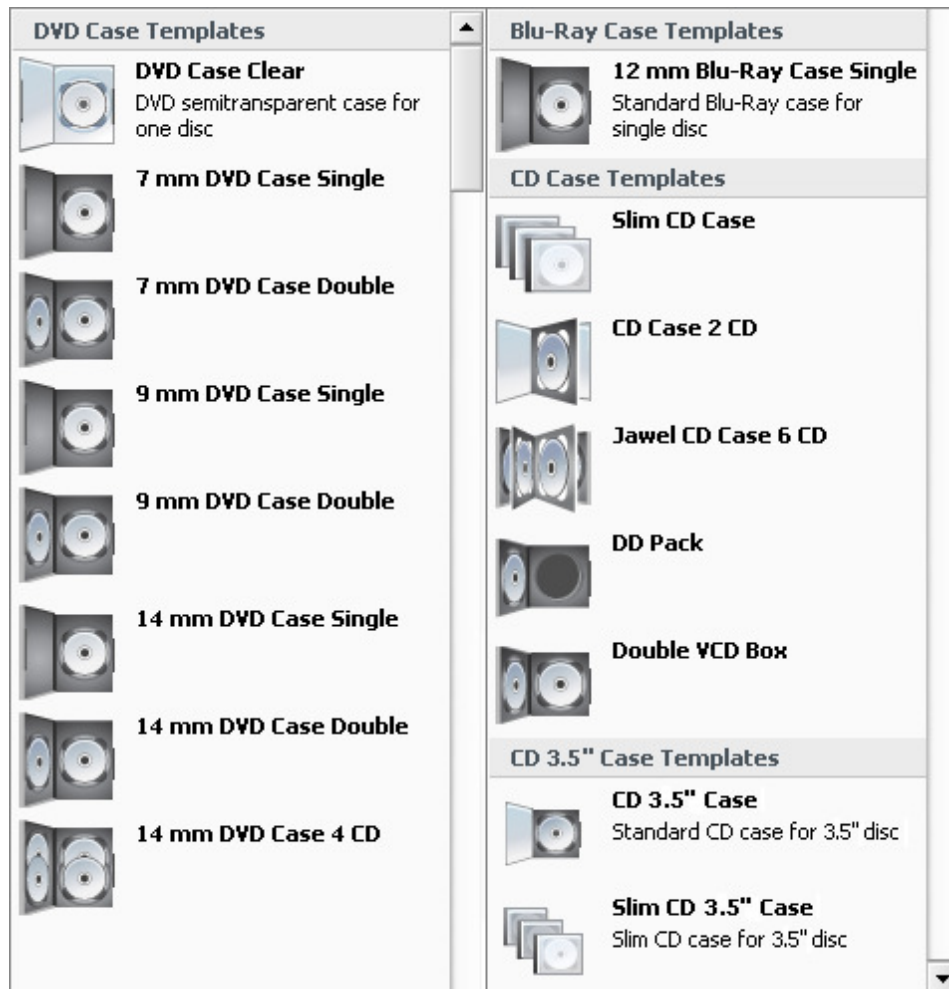
Working with projects includes the following:

- **Creating new projects** - you need to create a new project to start drawing a new disc label or box cover.
- **Saving the created projects** - you need to save the created project to be able to access it in the future and modify or print the resulting labels and covers.
- **Opening existing or saved projects** - you might need to open an already saved project to further modify it or print the project covers and labels.
- **Printing the projects results** - you can print the created covers and labels using a printer or save them as an image file to print them later.

Creating Projects



When you launch **AVS Cover Editor**, it begins with all the presets loaded and the *'Project 1'* started. However, you can create a project of your own from the very beginning. To do that click the **New** button on the **Home Tab** of the Ribbon Command Bar or select the **New** item of the **Application Button** menu. Then you will need to choose the type of project you would like to start:



There are several options to select from:

- **DVD Case Templates** - use this option to create labels for different DVD discs, covers for DVD boxes and cases (the presets include DVD Clear Case, 14 mm DVD 4 disc case, 14 mm double DVD case, 14 mm single DVD case, 7 mm double DVD case, 7 mm single DVD case, 9 mm double DVD case, 9 mm single DVD case).
- **Blu-ray Case Templates** - use this option to create labels for different DVD discs, covers for DVD boxes and cases (the preset includes 12 mm single Blu-ray case).
- **CD Case Templates** - use this option to create labels for different CD discs, covers for CD boxes and cases (the presets include Single CD case, Slim CD case, 2 CD case, Jewel CD case for 6CD, DDPack, Double VCD Box).
- **CD 3.5" Case Templates** - use this option to create labels for different 3.5 inch CD discs, covers for 3.5 inch CD boxes and cases (the presets include CD 3.5" and Slim CD 3.5").

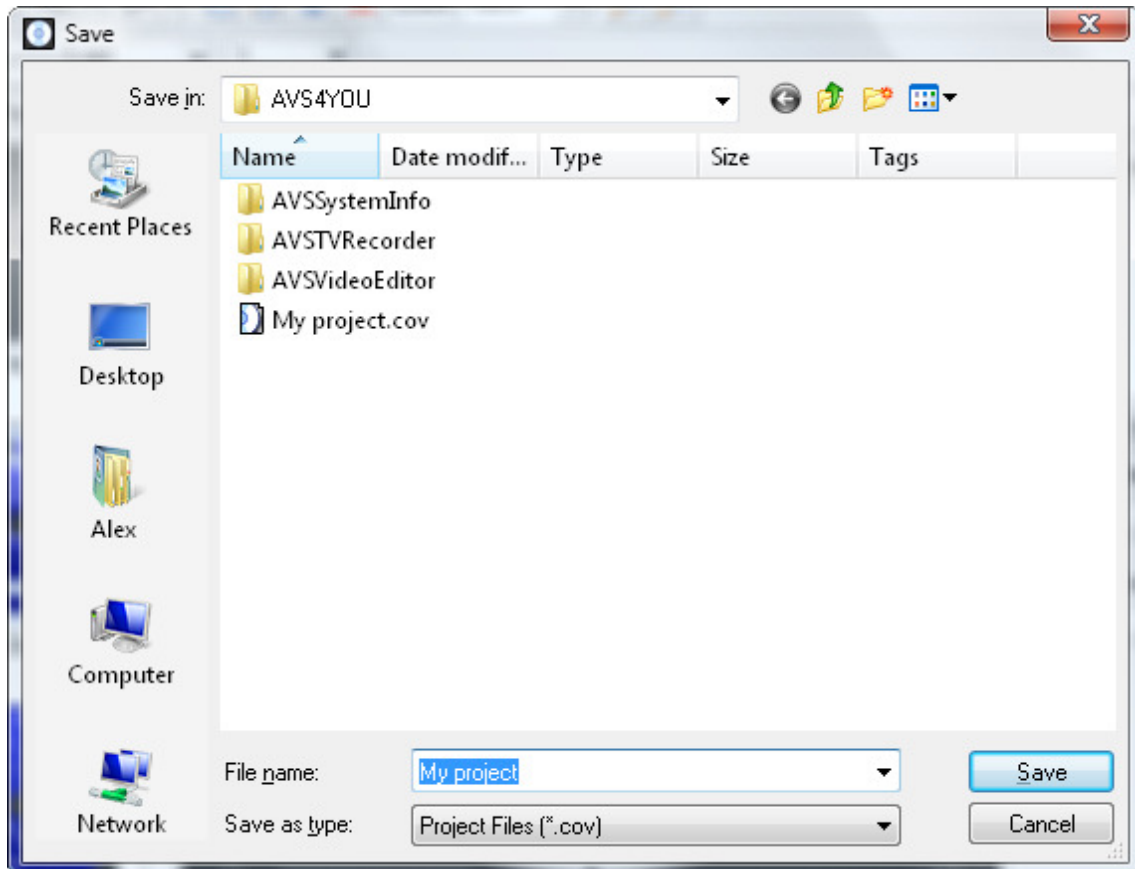
Saving Projects



When you modify your project in some way, you will need to save it to be able to use it later. Saving can be done in the following way:

- click the **Save** button on the **Home Tab** of the Ribbon Command Bar, select the **Save Project** item in the **Quick Access Toolbar** or the **Save** option of the Application Button menu;
- or select the **Save as** option of the Application Button menu if you plan to save the existing project under a different name.

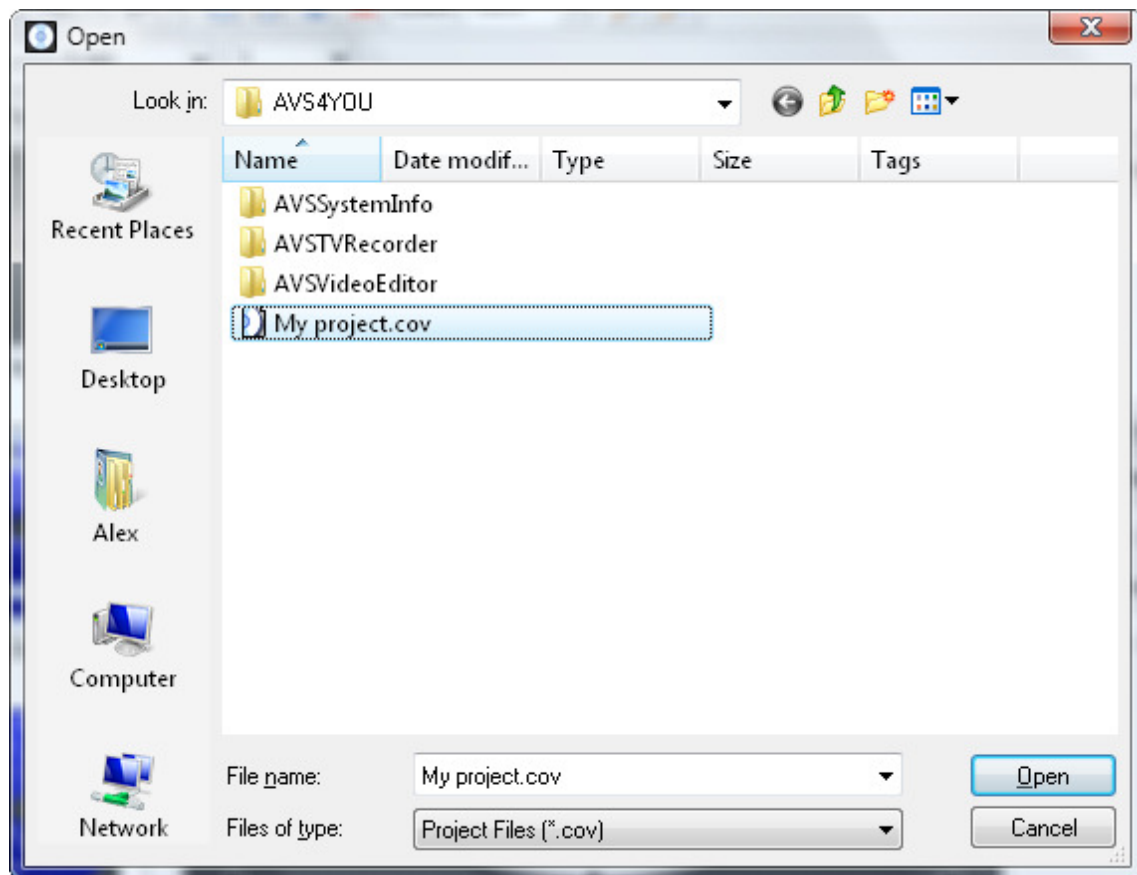
The following window will be opened and will let you save the project under the name you select:



Opening Projects



You can open previously saved projects pressing the **Open** button on the **Home Tab** of the Ribbon Command Bar, selecting the **Open Project** item in the **Quick Access Toolbar** or using the **Open** option of the Application Button menu. The following window will open:



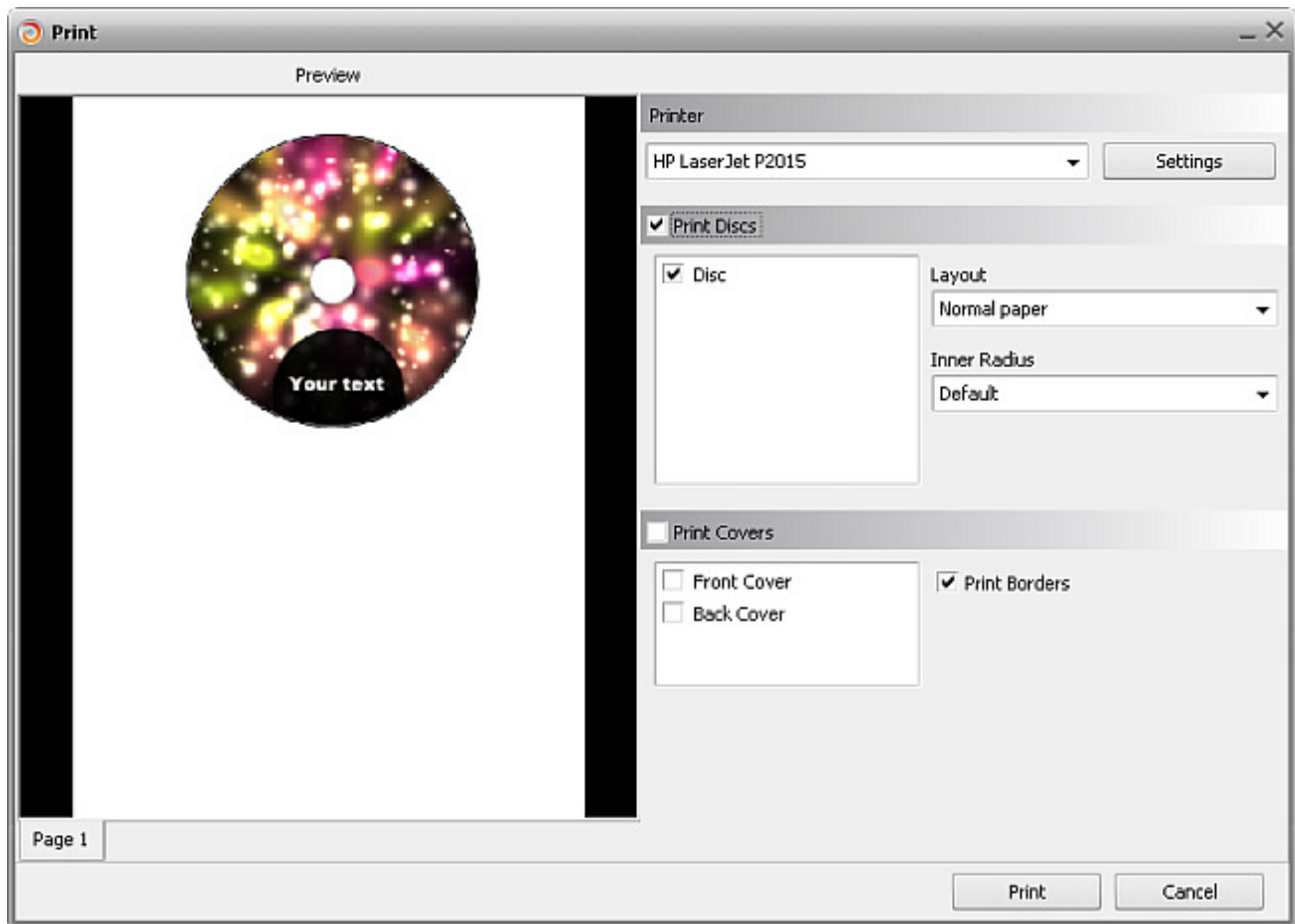
The **AVS Cover Editor** projects will be displayed in the opened window and will have the ***.cov** file name extension.

You can also open the projects, that you recently worked with, directly from the **Application Button** menu. To do that click the **Application Button** and choose the necessary project in the **Recent Projects** field. The selected project will load automatically and you will not need to look for it on your computer hard disk drive.

Printing and Saving as Images



After the images for your disc label and box cover are ready, you can print them using a printer. To do that click the **Print** button on the **Home Tab** of the Ribbon Command Bar, select the **Print Project** item in the **Quick Access Toolbar** or use the **Print** option of the Application Button menu. The following window will open:



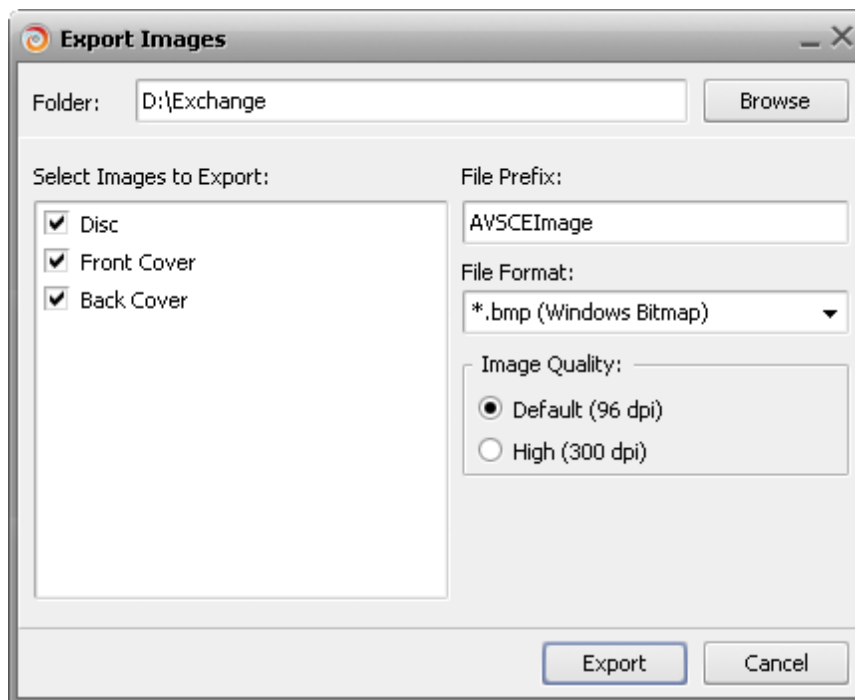
You can select here:

- **Printer** - select the printer from the list of available ones. If you have only one printer connected to your personal computer, it will be selected by default. Otherwise, the printer marked as default by your system will be selected until you choose some other one.
 - **Settings** - click this button to open the printer setup window and to adjust the printer parameters, specific to each printer. The parameters of the printer will differ depending on the printer type and model and the printer drivers installed.
- **Print Discs** - you can select to print the created disc label or not.
 - **Layout** - the paper layout depending on the printer you use.
 - **Inner Radius** - the inner radius of the disc label.
- **Print Covers** - you can select to print all the created covers or only one of them - the box **Front** or **Back Cover**. The amount of covers displayed depends on the project type you selected while creating the project.
 - **Print Borders** - use this option to print the box cover borders on paper. It might be especially useful, if your cover background is white and you will not know where the boundaries are unless you print them on the paper.

After you select the necessary settings, you can click the **Print** button to start printing the images or **Cancel** to close this window.



However, if you do not plan to print the result right now or have not got an available printer at the moment, you can save your resulting covers and labels as images. Select the **Export Images** item in the **Application Button** menu to open the following dialog window:



Here you can choose:

- **Folder** to save the resulting images. The **My Documents** folder on your computer will be chosen by default. Click the **Browse** button to find a specific folder on your computer hard disk drive.
- **Select Images to Export** - you can select to export all the created labels and covers or only some of them - a **Disc** label, a box **Front** or **Back Cover**. The amount of covers displayed depends on the project type you selected while creating the project.
- **File Prefix** - the title that the images will be saved with.
- **File Format** - the image file format selected from the list. You can use most of the currently known formats - *.bmp, *.jpg, *.tga and *.png.
- **Image Quality** - the output resolution of the images that will be exported. The following options are available: **default** (96 dots per inch) and **high** (300 dots per inch).

After you select the necessary settings, you can click the **Export** button to save the images or **Cancel** to close this window.

Editing Covers and Labels

Editing the covers and labels is quite easy and does not require any specific skills. You can select one of the available presets on the Home Tab or create your own image from scratch. You only need to select an element you want to add on the **Edit Tab**, set its properties on the **Format Tab** and change its shape and position within the **Editing Area** using the mouse. The main elements you can add to your image are:








- **Line and Polyline;**
- **Rectangle and Polygon;**
- **Circle and circle-like shapes;**
- **Text and Round Text;**
- **Image.**

Please see the respective chapters for more detail on each of the elements.

When the elements are added to edit the covers and labels, you can manage them changing their position in relation to each other, adding or deleting, copying, cutting and pasting them. The following editing operations are available:

- **Adding, deleting, cutting, copying, pasting**

To do that click an element in the **Editing Area** or press the **Objects** button on the Edit Tab and select the necessary element from the list, after that it will be selected. Then use the following buttons situated on the Edit Tab:

-  - Copy
-  - Cut
-  - Paste
-  - Delete
-  - Add Image,  - Add Text,  - Add Round Text
- the appropriate buttons to add a line, polyline, rectangle, polygon, circle, ellipse, pie, sector





- **Changing position in the editing area**

To do that click an element in the **Editing Area** or press the **Objects** button on the Edit Tab and select the necessary element from the list, after that it will be selected. Hover the mouse cursor over it - it will change into a double-arrow - and move it in the direction you want.



- **Changing position in relation to each other**

To do that click an element in the **Editing Area** or press the **Objects** button on the Edit Tab and select the necessary element from the list, after that it will be selected. Then use the following buttons situated on the Edit Tab:

-  - Bring to Foreground
-  - Move to Background
-  - Send Forward
-  - Send Backward

- **Changing size**

To do that click an element in the **Editing Area** or press the **Objects** button on the Edit Tab and select the necessary element from the list, after that it will be selected. Direct the mouse cursor to one of the white rectangles on the element edges - it will change into a hand - and move it in the direction you want in order to increase or decrease its size.



- **Filling Objects**

To learn more on this editing operation read the Filling Objects chapter.

Drawing Lines

To draw different types of lines on your disc or box cover you should open the Edit Tab of the Ribbon Command Bar and press the **Line** or **Polyline** button within the **Simple Graphics** group:



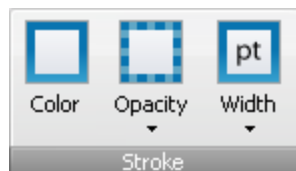
Line

- Use this option to draw straight lines with no angles or bends.



Polyline

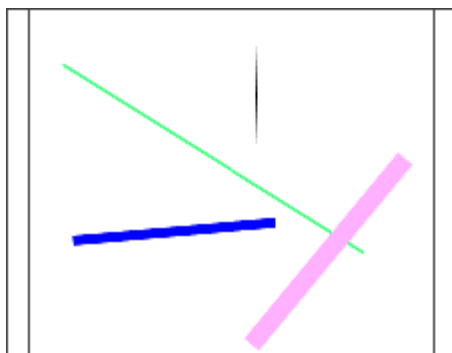
- Use this option to draw lines with angles and bends. As many turns and bends as needed can be added to the line after it is drawn.



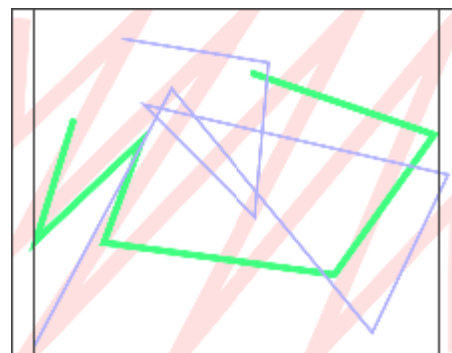
When you select either of the objects, the Object Format Tab will appear on the Ribbon Command Bar letting you adjust line/polyline properties.

It allows you to select the **Color**, its **Opacity** and **Width** used to draw the **Lines** and **Polylines** from the drop-down boxes.

Here are the examples of **Lines** and **Polylines**:



Line example



Polyline example

Drawing Rectangles and Polygons

To draw rectangles and polygon shapes on your disc or box cover you should open the Edit Tab of the Ribbon Command Bar and press the **Rectangle** or **Polygon** button within the **Simple Graphics** group:



Rectangle

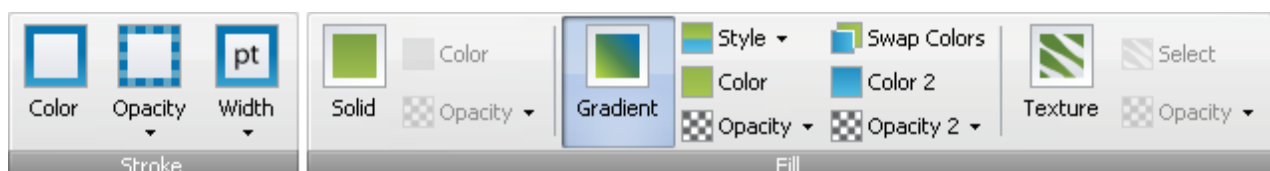
- Use this option to draw rectangles of various sizes.



Polygon

- Use this option to draw different types of polygons. As many angles as needed can be added to the polygon after it is drawn.

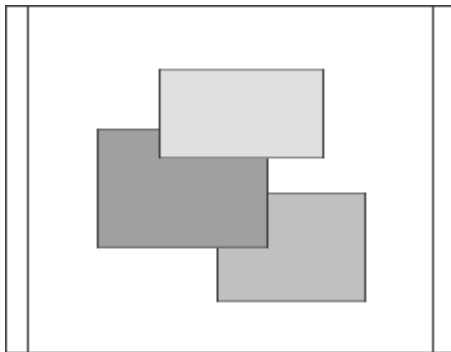
When you select either of the objects, the Object Format Tab will appear on the Ribbon Command Bar letting you adjust rectangle/polygon properties.



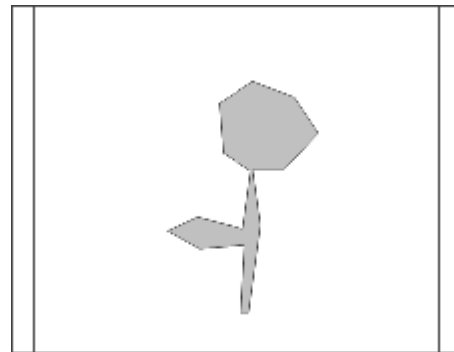
It allows you to select the **Color**, its **Opacity** and **Width** used to draw the **Rectangles** and **Polygons** from the drop-down boxes or

to fill them. To learn more on this operation please read the Filling Objects chapter.

Here are the examples of **Rectangles** and **Polygons**:



Rectangle example



Polygon example

Drawing Circle-like Shapes

To draw circles and circle-like shapes on your disc or box cover you should open the Edit Tab of the Ribbon Command Bar and press the **Circle**, **Ellipse**, **Pie** or **Sector** button within the **Simple Graphics** group:



Circle - Use this option to draw circles of different sizes.



Ellipse - Use this option to draw ellipses of different sizes elongated in the vertical or horizontal planes.

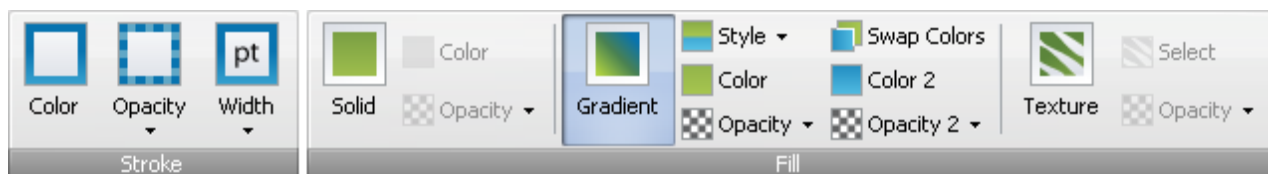


Pie - Use this option to draw pie-like shapes of different sizes and completeness.



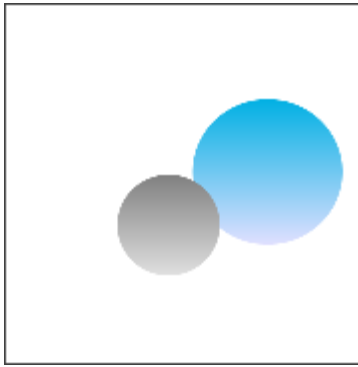
Sector - Use this option to draw parts of circumference of different sizes and completeness.

When you select either of the objects, the Object Format Tab will appear on the Ribbon Command Bar letting you adjust its properties.

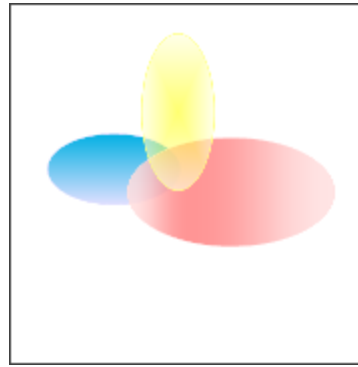


It allows you to select the **Color**, its **Opacity** and **Width** used to draw the **Circles**, **Ellipses**, **Pies** and **Sectors** from the drop-down boxes or to fill them. To learn more on this operation please read the Filling Objects chapter.

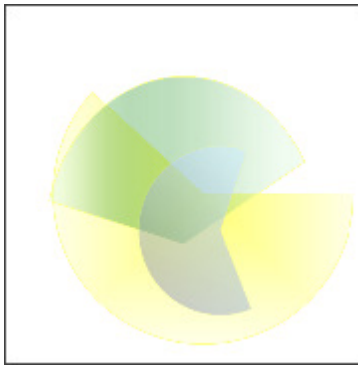
Here are the examples of **Circles**, **Ellipses**, **Sectors** and **Pies**:



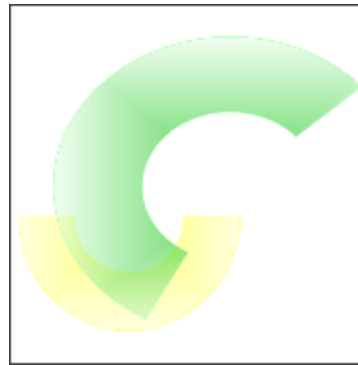
Circle example



Ellipse example





Pie example



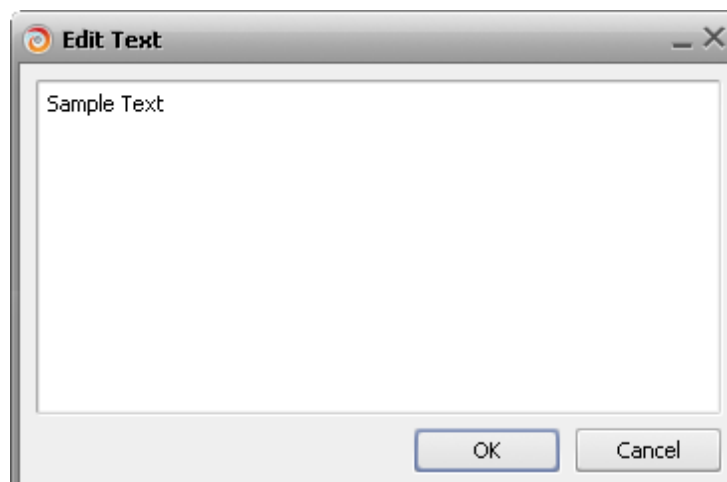
Sector example

Adding Text

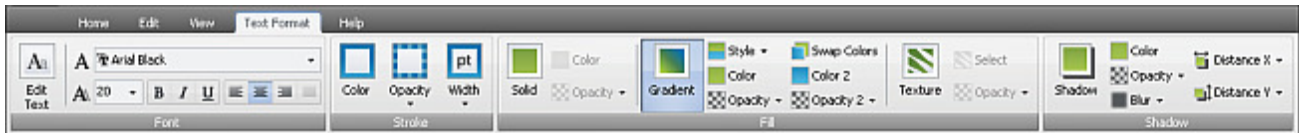
To add some captions and inscriptions on your disc or box cover you should open the Edit Tab of the Ribbon Command Bar and press the **Add Text** or **Add Round Text** button within the **General Tools** group:

-  **Add Text** - Use this option to add common text to your created image.
-  **Add Round Text** - Use this option to add rounded text to your image.

When you press either of the buttons the **Edit Text** window will appear letting you enter your own text:



As soon as you press the **OK** button the entered text will be shown within the **Editing Area** and Text Format Tab will appear on the Ribbon Command Bar allowing you to adjust its properties.

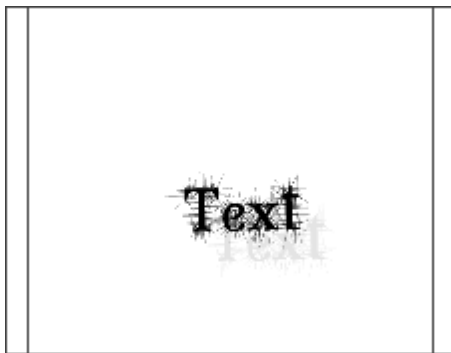


The **Font** buttons group lets you select the **Font** type, **Font Size**, font style (**bold**, **italic**, **underline**) and **Text Alignment**: align left, align by center, align right, align by width.

The **Stroke** and **Fill** buttons groups allow you to select the **Color**, its **Opacity** and **Width** used to draw the text edge from the drop-down boxes or to fill the text. To learn more on this operation please read the Filling Objects chapter.

The **Shadow** buttons group will let you change the text **Shadow** settings (**Color**, **Opacity**, **Blur**, **Distance X (horizontal)** and **Distance Y (vertical)**). You will also be able to select to either show or hide the text **Shadow**.

Here are the examples of **Text** and **Round Text** use:



Text example



Round Text example

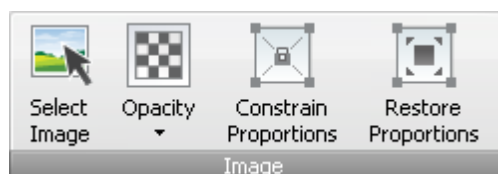
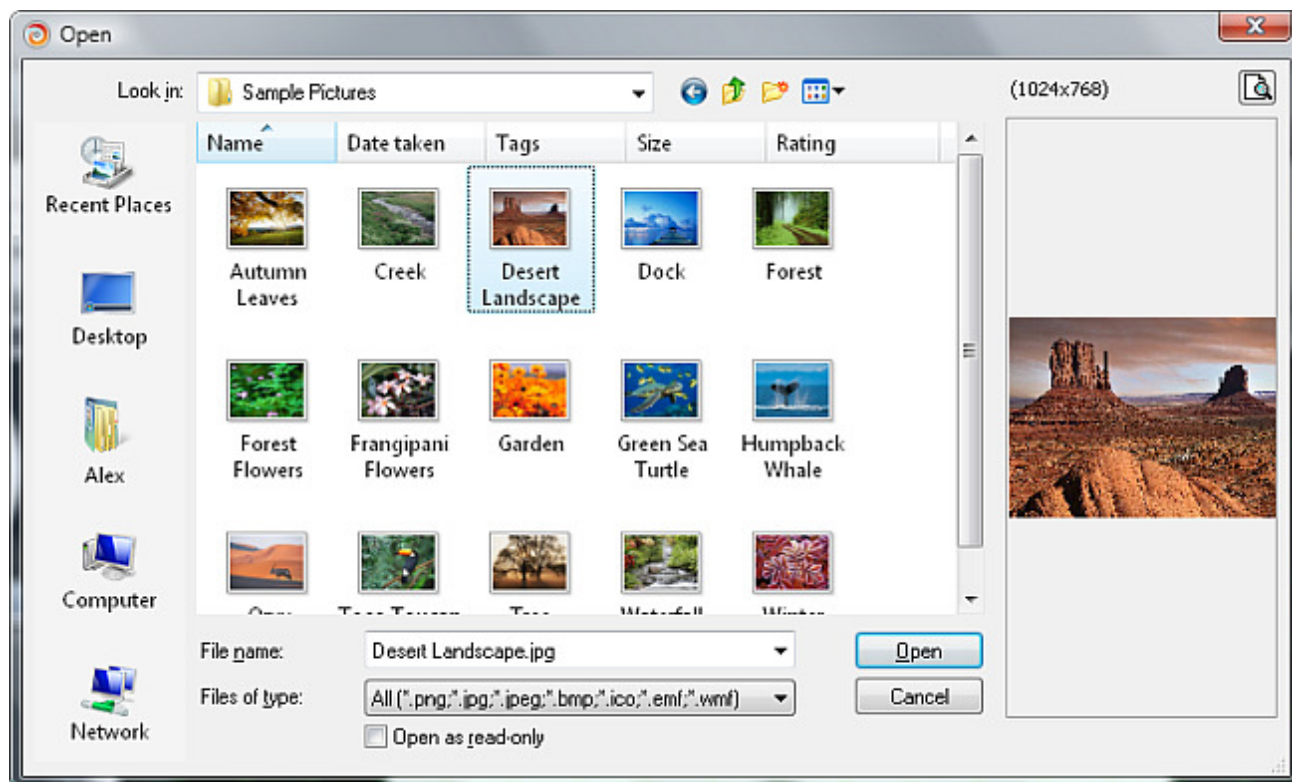
Adding Images

You can add an image to your created disc label or box cover. It will serve as a background or as a part of the disc label or box cover. To do it you should open the Edit Tab of the Ribbon Command Bar and press the **Add Image** button within the **General Tools** group:



Add Image - Use this button to add an image to your created project. After that a rectangle containing the added image will be seen within the created label or cover.

The following window will open to let you select an image in one of the graphic formats in the **Presets** folder. You can also select an image from any folder present on your computer hard disk drive:



After the image is selected, you can change the picture size in the **Editing Area**, **Constrain and Restore Proportions** of it, select its **Opacity** or choose some other image to replace the current one, clicking the **Select Image** button. You can also rotate the loaded image, if you direct the mouse cursor to the green circle - it will turn into a round arrow - and move the cursor in the direction you want.



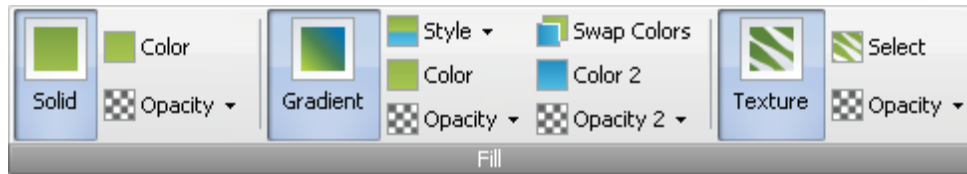
Here is how an image will look like on your disc box back cover:



The same way an image can be placed on a disc label or disc box front cover.

Filling Objects

By adding some objects (rectangle, polygon, circle, ellipse, pie, sector and text) to the **Editing Area** the **Fill** button group will appear on the Format Tab of the Ribbon Command Bar. It looks like this:



The program will let you select one of the following **Fill** options that will be used to fill inner space of the selected object:

- **Solid Color** - use this option to fill the inner part of the shape with a single solid color that you select.
- **Gradient** - use this option to fill the inner part of the shape with the smooth transition of two different colors into each other.
- **Texture** - use this option to fill the inner part of the shape with some texture taken from the presets or from any supported image from your computer hard disk drive.

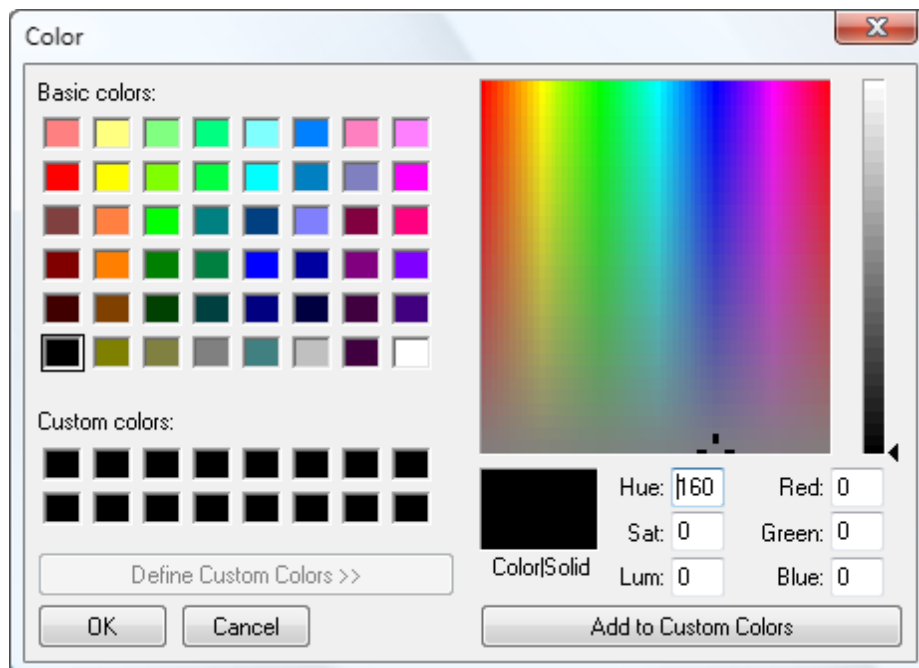


Note: you can change the fill type for the added object any time, clicking the **Objects** button on the Edit Tab to select the necessary object and adjust its settings in the **Fill** group of the Format Tab.

Solid color



When you select the **Solid** color fill type the program will let you choose the color that will be used to fill an object or text. The following window will open to let you select the color:



You can choose the color from the color list on the left side, adjust the components of the color manually entering the colors values (**Red**, **Green** and **Blue**) in the appropriate boxes. Or use the **Palette** on the right side, where you can click within the area of a certain color to select it and drag the indicator of the **Vertical Slider** to change some of its parameters. Then press the **Add to Custom Colors** button to be able to use it again.

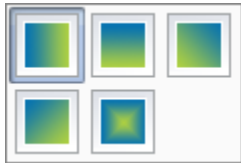
To accept the color and continue editing, click the **OK** button. To return to the editing without color change, click **Cancel**.




Gradient



When you select the **Gradient** fill type the program will let you choose the colors that will go into each other and will be used to fill the selected object.

When you click the  **Color** and  **Color 2** icons the **Select Color** window will be opened to let you choose the necessary colors.

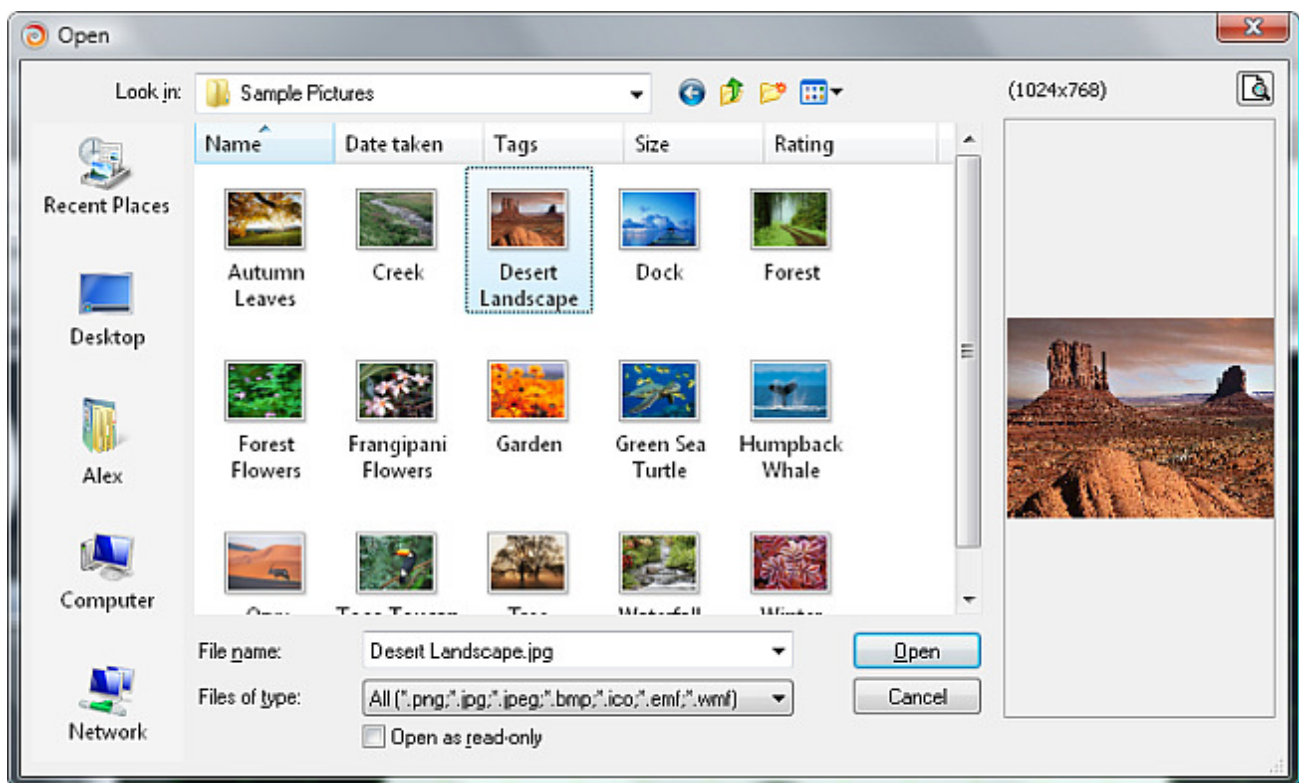


You can also set the colors  **Opacity** and  gradient **Style** that will be used for the transition of the colors into each other. Currently there are five **Gradient Styles** shown in the figure on the left. You can select one of them that will suit your cover best. It's also possible to **swap** the selected colors in the gradient by clicking the  button.

Texture



When you select the **Texture** fill type the program will let you choose the image from the **Presets** folder that will be used to fill the object inner space. You can also browse for any folder on your computer hard disk drive and choose the image you need. The following window will open:



After the image is loaded, you can change its  **Opacity** or click the **Select** button to select some other image.