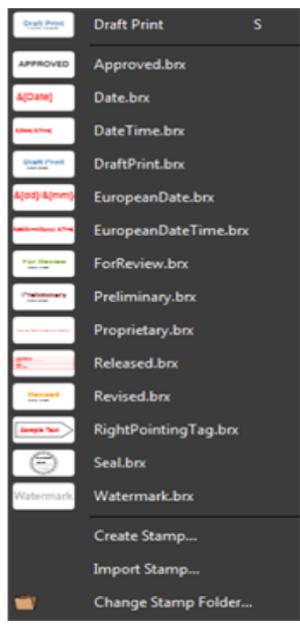
# **Stamp Tool**

Use the Stamp Tool to add "rubber stamp" comments on the drawing. A text stamp can be used to indicate that a generated PDF is "DRAFT," "FOR REVIEW," and so on. Stamps are placed on a PDF as a markup and, as such, have editable appearance properties and show up on the Markups list.

There is also a batch stamp tool for applying a stamp to multiple PDFs or pages.

## Placing a Stamp

1. Go to Markup >  $\stackrel{\blacktriangle}{=}$  Stamp and select the desired stamp.



2. Click the PDF to place the stamp.

#### The Default Stamp

The topmost stamp in the Stamp menu is the current default stamp. The most recently used stamp is usually the current default.

To place the default stamp:

- 1. Go to Markup > A Stamp and select it from the top of the menu or press S on the keyboard.
- 2. Click the PDF.

To make an different stamp the default:

- 1. Place the desired stamp on a PDF (create a blank one for this purpose if necessary).
- 2. Right-click it and select Set as Default.
  - Alternatively, select any the stamp that has been placed on a PDF, then go to the Properties tab, select the desired stamp from the Stamp Selection list and click Set as Default.

This will be the default until another stamp is used.

## Creating and Editing Stamps

See Editing Stamps for more information.

#### Stamp Folders

Stamps are saved to local or network drives as individual files. This can be used to organize large collections of stamps, making it easier to find a needed stamp.

The Stamp folder can also be changed from the **Properties** tab (see Appearance Properties below).

Since stamps tend to be uniform across an organization, it is often desirable to store them in a centrally located network folder (or even a set of folders). When doing this, give all users at your work location access to the network folder(s) and have them set their Stamps folders accordingly. As new stamps are added, they will become available on all users' computers.

#### Attaching a Note to a Stamp Markup

You can attach a note to nearly any markup that does not have a text box of its own. Simply double-click the markup to open the Note pop-up window. Notes attached to markups are functionally similar to the Note Tool.

## Adding an Action to a Stamp Markup

You can add an action to nearly any markup. Simply right-click the markup and select **Edit Action** to open the Action dialog box.

#### Resizing or Adjusting a Stamp Markup

Select a markup to reveal its control handles. Each handle controls a different aspect of the markup's size and orientation.

To **rotate the markup**, click and drag the orange handle outside the markup (when the markup is first placed, it will be at the top). By default, the markup is rotated in increments of 15°; to rotate in increments of 1°, hold down SHIFT while dragging.

The rotation can also be entered in the Rotation field found in the Layout section of the Properties tab.

To resize the markup, click and drag the appropriate yellow handle.

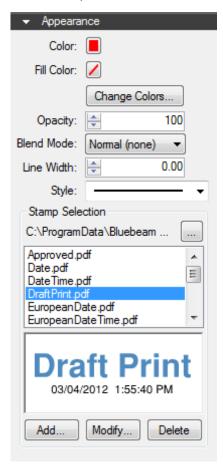
See Editing Markups for more information.

## Changing a Stamp Markup's Appearance

The appearance of a Stamp markup is configurable, including its border and fill color, opacity, line width and style, and its blend mode.

To change the appearance of a Stamp markup, select it and click the Properties tab.Go to View > Tabs > Properties or press ALT+P to show the Properties tab if it is hidden.

### **Appearance Properties**



Color: Sets the color of the stamp's border.

Fill Color: Sets the background color of the stamp.

Change Colors: Launches the Color Processing dialog box to change the stamp colors.

**Opacity**: Sets the opacity of the stamp as a percent, where 100% is completely opaque and 0% is completely transparent.

**Blend Mode**: Defines the method by which the color in the stamp blends with the underlying PDF content.

Click here for a description of each blend mode.

Revu supports the standard PDF blend modes. Each is described below, as per the "PDF Blend Modes: Addendum" to the <u>PDF Reference</u>, fifth edition, version 1.6.

Normal: Selects the source color, ignoring the backdrop.

Multiply: Multiplies the backdrop and source color values. The result color is always at least as dark as either of the two constituent colors.

Screen: Multiplies the complements of the backdrop and the source color values, then complements the result. The result color is always at least as light as either of the two constituent colors.

Overlay: Multiplies or screens the colors, depending on the backdrop color. The colors overlay the backdrop while preserving its highlights and shadows. The backdrop color is not replaced but is mixed with the source color to reflect the lightness or darkness of the backdrop.

Darken (default): Selects the darker of the backdrop and source colors. The backdrop is replaced with the source where the source is darker; otherwise, it is left unchanged.

**Lighten**: Selects the lighter of the backdrop and source colors. The backdrop is replaced with the source where the source is lighter; otherwise, it is left unchanged.

Color Dodge: Brightens the backdrop color to reflect the source color. Painting with black produces no changes.

**Color Burn**: Darkens the backdrop color to reflect the source color. Painting with white produces no change.

Hard Light: Multiplies or screens the colors, depending on the source color. The effect is similar to shining a harsh spotlight on the backdrop.

**Soft Light**: Darkens or lightens the colors, depending on the source color value. The effect is similar to shining a diffused spotlight on the backdrop.

**Difference**: Subtracts the darker of the two constituent color. Painting with white inverts the backdrop color; painting with black produces no change.

Exclusion: Produces an effect similar to that of the Difference mode but lower in contrast. Painting with white inverts the backdrop color; painting with black produces no change.

Luminosity: Creates a color with the luminosity of the source color and the hue and saturation of the backdrop color. This produces an inverse effect to that of the Color mode.

**Hue**: Creates a color with the hue of the source color and the saturation and luminosity of the backdrop color.

**Saturation**: Creates a color with the saturation of the source color and the hue and luminosity of the backdrop color. Painting with this mode in an area of the backdrop that is a pure gray (no saturation) produces no change.

**Color**: Creates a color with the hue and saturation of the source color and the luminosity of the backdrop color. This preserves the gray levels of the backdrop and is useful for coloring monochrome images or tinting color images.

Line Width: Sets the thickness (in points) of the stamp's border.

Style: Determines the pattern of the stamp's border.

**Stamp Selection**: Shows the path to the current Stamps folder in the first field followed by a list of the stamps found within it in the list box below. To change to a different folder, click and set the new folder.

Add: Opens the Create Stamp dialog box to start the stamp creation process. See Creating a New PDF Stamp for more information about creating PDF stamps.

Modify: Opens the stamp so it can be edited.

Delete: Permanently deletes the stamp from the Stamps folder.

## **Related topics**

**Editing Stamps** 

Creating a Custom Stamp