



What's New when you upgrade from M-Color 6 to M-Color 9

- # Hand-drawing effect
- # One-click drop shadows
- # Calibrated colors for display and printing
- # Translucent raster images, bitmap textures, and gradient fills
- # Adaptive gradient fills and possibility to edit bitmap texture fills
- # Control plot appearance settings by object colors
- # 50-90% smaller PDF files and support for PDF 1.5, including layer data
- # Improved PostScript Output
- # Smooth blending of raster images into the background (8-bit alpha channels)
- # Improved rendering quality and more powerful handling of translucency effects
- # Faster, higher-quality bitmap exporting
- # Printing style palettes and CFG Files
- # Scheduled printing and plot time report
- # Password-protected MCL Files
- # Support for ECW & MrSID images, improved support for ADT and MDT
- # Improved user interface
- # Other improvements

Hand-drawing effect

A hand-drawn look adds a touch of personality to your drawings. You can use different effects (curve, deviate, move ends, break and vary width, multiple line segments) to make the drawing look like it was hand-drawn. This is an excellent feature for use in casting initial sketches from your designs, for example.

One-click drop shadows

Adding drop shadows to text or graphics gives depth and flair to your layout. You can create drop shadows simply with the click of a button, then easily adjust the angle, distance, and feathering of the shadow.

Calibrated Colors for Display and Printing

M-Color helps you solve the traditional problems with color deviations between different monitors and printers. M-Color saves colors in a device-independent color space and uses standard ICC color profiles to compensate for device-specific differences.

Translucent raster images, bitmap textures, and gradient fills

You can make raster images partially transparent so that the background still shows through. You can use the same effect also for bitmap texture fillings and gradient fills. For example, imagine the possibilities of a gradient fill transitioning gradually towards transparency.

Adaptive Gradient Fills and Possibility to Edit Bitmap Texture Fills

The adaptive gradient fill follows the shape of the area being filled. You can also fill the area outside an object. You can rotate texture bitmaps and adjust the color tone, contrast, brightness, intensity and saturation of texture fills.

Control Plot Appearance Settings by Object Colors

In addition to the layer-based approach, M-Color lets you control plotting properties by the objects' color in AutoCAD. You can define line widths in your drawing based on object colors in AutoCAD. This lets you bring existing AutoCAD drawings to M-Color quickly.

50-90% smaller PDF files and support for PDF 1.5, including layer data

With M-Color 9, you can generate small, high-quality PDF files. M-Color 9 also supports PDF 1.5, including inclusion of your CFG layer information in the resulting PDF file.

Improved PostScript Output

You can save plots to PostScript format directly from M-Color Preview. PostScript plot file sizes are reduced, because M-Color bypasses the Windows GDI in PostScript output.

Smooth blending of raster images into the background (8-bit alpha channels)

All transparent raster images are now smoothly blended into the background. With the new 8-bit alpha channel support you can add photos of trees, people, etc. that blend into your drawing perfectly.

Improved rendering quality and more powerful handling of translucency effects

The rendering mechanism of M-Color has been completely renewed; as a result, the on-screen graphics are smooth and exact. Also, the previewing responds much more rapidly than before, especially when you have used transparent effects.

Faster, higher-quality bitmap exporting

The new technology of M-Color 9 enables you to export your drawing as a raster image in just a fraction of the time used by previous versions of M-Color. In addition, the quality of the resulting image is enhanced.

Printing Style Palettes and CFG Files

In M-Color you can print your style palettes and CFG files with the press of a button! The printed color sheets offer an invaluable aid in choosing the right colors for your plots.

Password-protected MCL Files

You can define a password to prevent other users from opening or printing your MCL file or accessing its plot appearance configuration (CFG).

Scheduled Printing and Plot Time Report

In M-Color you can define scheduled print batches. For example, you can set the processing of complex, large-format plots to occur during off-hours. There is also a plot time report available after printing for optimizing a complex drawing.

Improved User Interface

You can filter AutoCAD layers when adding layers to a CFG, select CFG layers by flexible criteria and turn layers on and off. You can copy and paste CFG layers and styles. Copying and pasting styles or CFG layers via Windows clipboard and moving multiple layers is also possible. There is also a multi-level undo/redo option in modifying the CFG.

Support for ECW and MrSID Images and improved support for Architectural Desktop and Mechanical Desktop

M-Color supports popular ECW and MrSID raster image formats. M-Color supports filling for the AEC_AREA and AEC_SPACE objects of Architectural Desktop, and properly handles all Mechanical Desktop objects.

Other improvements

- Hyperlinks in PDF files.
- Saving CFG and PAL files into old formats.
- Instant online M-Color license activation.
- Integration with the AutoCAD paper frame in Paper Space.
- APIs for bitmap exporting and CFG and PAL manipulation.
- True EPS output.
- PDF/PS/EPS compatibility with most common desktop publishing programs including Adobe InDesign, Adobe PageMaker, QuarkXPress and Corel Ventura.
- Importing Legacy CTB/PC2 Settings.