

Geometry palette

The **Geometry** palette lets you position dies, art, and marks precisely, and size and scale single or multiple objects. You can type the coordinates of any reference point to position a selected object or group of objects. When you change the position, size, or scale of an object, the new coordinates or dimensions appear on the **Geometry** palette.

The points on the **Geometry** palette reference point diagram correspond to points on the selected object. For example, if you click the point at the lower-left corner of the reference point diagram, any settings you type on the **Geometry** palette reference the lower-left corner of the object.

Use the **Geometry** palette to rotate objects or to lock them so that they cannot be changed. The **Geometry** palette also indicates whether the selected mark is bound to a die station.

Apply any change on the **Geometry** palette by pressing the Enter or Tab key, or by clicking another box on the **Geometry** palette.

To display the lower part of the **Geometry** palette, click the arrow in the lower-right corner. The controls in the lower part adjust bleed margins and add crop marks. The bleed margin controls are active only when the artwork in the job is rectangular. If the artwork has an irregular shape, the controls are unavailable. In that case, adjust bleed margins manually.