

Editing placed marks

You can edit all selected instances of a mark in the job using **job properties** or the Mark Properties dialog box. The properties you can edit depend on the type of mark.

- For Pandora marks, you can edit the color, overprint status, and output color attributes of the mark.
- For label marks, you can edit the color, overprint status, output color attributes, font name, style, and size. If the mark is an editable text mark, you can also edit the text.
- For SmartMarks, you can edit all the attributes if the mark is a simple mark converted to a SmartMark, or only the placements if the mark is a standard SmartMark.

If you select multiple instances of a mark, you can only edit common properties.

1. Ctrl-click (Macintosh) or right-click (Windows), then select **Edit**.
 - If the mark is an editable text mark, in the **Text** box, type the text you want the mark to display.
 - If the mark is a label mark that contains job information, you can edit the information on the **Job Information** tab of **job properties**. You can also change the font type, weight, and size the mark uses.
In **Attributes > Font**, perform the following actions:
 - From the **Name** combo box, select a font type.
 - From the **Style** combo box, select a font weight.
 - From the **Size** combo box, select a font size.
2. Select a color from the **Color** combo box. This option is not available if the mark contains multiple colors.
3. Select or clear the **Overprint** check box.
4. For each color in the **Output Color Attributes** area, select **Print** if you want the mark to print on that separation, or select **Reverse** if you want the mark to reverse out other colors on that separation.
5. (Optional) If you want the mark to appear at a different tint percentage, type a different value in the **Tint %** box.
6. If you want the mark to dynamically update as you change its properties, select **Apply changes immediately**.
7. Click **OK**.
8. (Optional) If needed, you can revert the properties of a mark to the **Marks** palette settings. On the **job properties > Job Information** tab, click **Reset**.