

Extended Attributes & Marked Objects

Open Illustrator 9.0

Figures with old labels

Open figure file (eps,jpg,...) created by illustrator, Matlab, Mathematica, etc. into layer #1, called "myfigure.eps"

Move all labels to a separate "ghost layer" (#2) to be used as a guide for marking points.

Figures not labeled

Draw new figure or open existing figure file (unlabeled) called "myfigure.eps" in layer #1

Create a new (no print) "ghost layer" (#2) and insert as "ghost labels" for later identification of "marked objects".

Go to layer #1
Show "EXTENDED ATTRIBUTES" palette window

LOOP (through all points /objects to be marked)

Either

A: select an existing object in layer#1,
set the "object type" to corresponding shape,
type a "Unique Identifier" and optional "Note" text

or,

B: select the "crosshair pen tool" and click to position a "marked point" (using "ghost labels" in layer #2 as a guide). A crosshair "marked point" and corresponding integer sequential number, N , will be drawn in the active layer. This sequence number, N , will also appear in the "Unique Identifier" field and the "object type" will automatically be set to "point" type, with $(W,H)=(0,0)$. Add the optional "Note" text info (e.g., labels in TeX code).

In either case A or B the (X,Y) (W,H) coords will appear in the "Show Info" window
REPEAT

see Figure 1

Open the "DOCUMENT INFO" window and select "Marked Objects" in the display menu. All the marked points (or a subset of the marked points with "Selection Only" checked) should be visible in the display window in the format described in Fig. 2.
A preamble (including the Bounding Box) and a postamble will be automatically generated.

see Figure 2

"SAVE" the "Document Info Marked Points" page in a separate file, default name "myfigure.bb"