

*XPS File Content & Structure* is a three-day, hands-on, technical introduction to the XPS file format. It discusses in detail the structure and contents of an XPS file. The class emphasizes those parts of the XPS specification most important to printer engineers and support personnel. It will also be an important introduction for software engineers who will be directly generating XPS

## Objective

Students will leave class knowing how to examine, interpret, and modify the contents of a XPS file. Printer engineers will know what their printing devices must pay attention to when printing XPS files. Printer support engineers will be able to diagnose and fix incorrectly printing XPS documents. Software engineers will be able to generate XPS files from within their own software.

## Audience

Engineers and advanced support personnel who need to understand the XPS file format. The course assumes you are either working with a printing device that consumes XPS or that you are a software engineer faced with generating XPS.

## Prerequisites

A good technical background, including basic knowledge of XML. Experience with another graphics format, such as PostScript or GDI, will be very helpful, since XPS shares many concepts with other graphic formats.

## Sign up now!

Acumen Training teaches regularly-scheduled classes in Orange County, California, near the Santa Ana/Orange County airport.

If your organization has several people who need to take *XPS File Content and Structure*, it may be to your advantage to arrange a class on your site.

For class schedules and pricing, on-site class information, or to register for a class, please contact John Deubert at Acumen Training any of the following ways:

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## Course Outline

### Day 1

- Open Packaging Convention
- Parts, Relationships, & Resources
- Package Structure Overview
- Required Parts
- File Organization
- Fixed Documents
- Fixed Page Contents
- Simple Line Art
- Abbreviated Syntax
- Relative Positioning
- Simple Text
- Coordinate Transformations
- Canvas Elements

### Day 2

- Core Properties
- Arc segments
- Bezier Curves
- Opacity
- Clipping
- Sideways Text
- Resources & Resource Dictionaries
- Remote Resources

### Day 3

- Line drawing details: line caps, joins, etc.
- Brushes
- Images
- Pattern fills
- Gradients
- Color Spaces
- Job Tickets