



Equalizer 3.0

Batch Positioning & Resizing
in InDesign CS4 / CS5 / CS6 / CC

USER MANUAL



1. Description

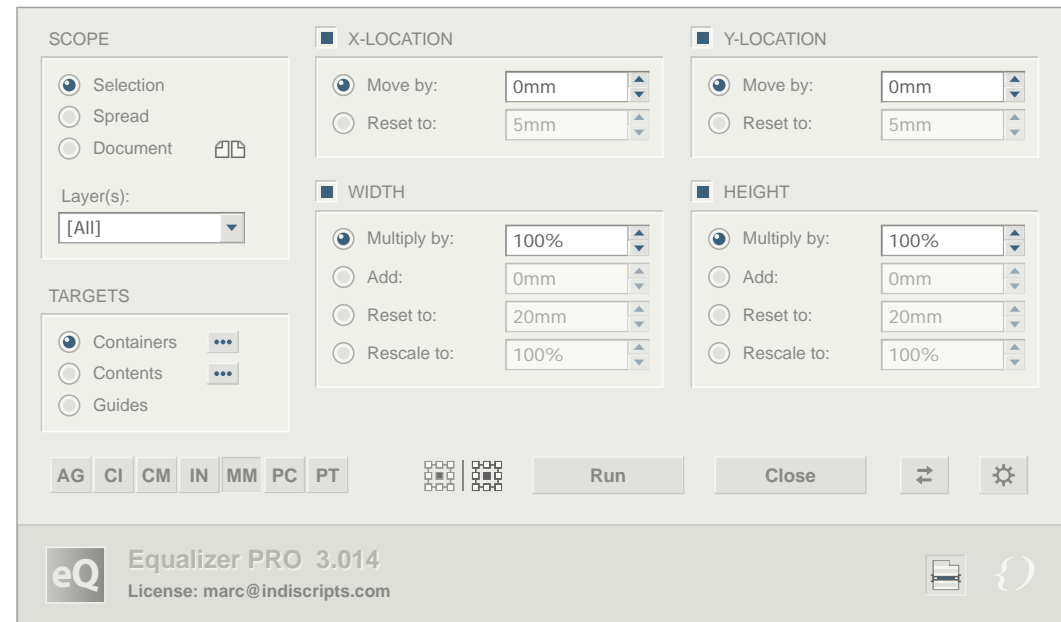
Equalizer is a multi-task tool that lets you consistently reposition and/or resize a set of target objects in your InDesign layout. With Equalizer you can solve almost every issue that involves adjusting, shifting, or swapping locations, making dimensions uniform, changing them based on a same factor, increasing or reducing them by a fixed length, resetting the inner scale of frames or images... Equalizer can run over the current selection, the active spread or even the whole document.

NOTE Equalizer supports usual InDesign measurement units: agates, ciccors, centimeters, inches, millimeters, picas, points.

Equalizer has been designed as a daily weapon: quick access from a dedicated menu, contextual menu through right-click, clean and intuitive dialog interface to help you easily specify your targets (scope, layer, containers/contents/guides) and fine-tune the commands you want to apply.

2. System requirements

- Mac OS X 10.6 or later,
or Windows XP / Vista / 7 / 8 / 10 (x86 or x64 editions).
- 800×600 pixel screen-resolution or greater.
- Adobe InDesign CS4, CS5, CS5.5, CS6 or CC.



3. TRY vs. PRO version

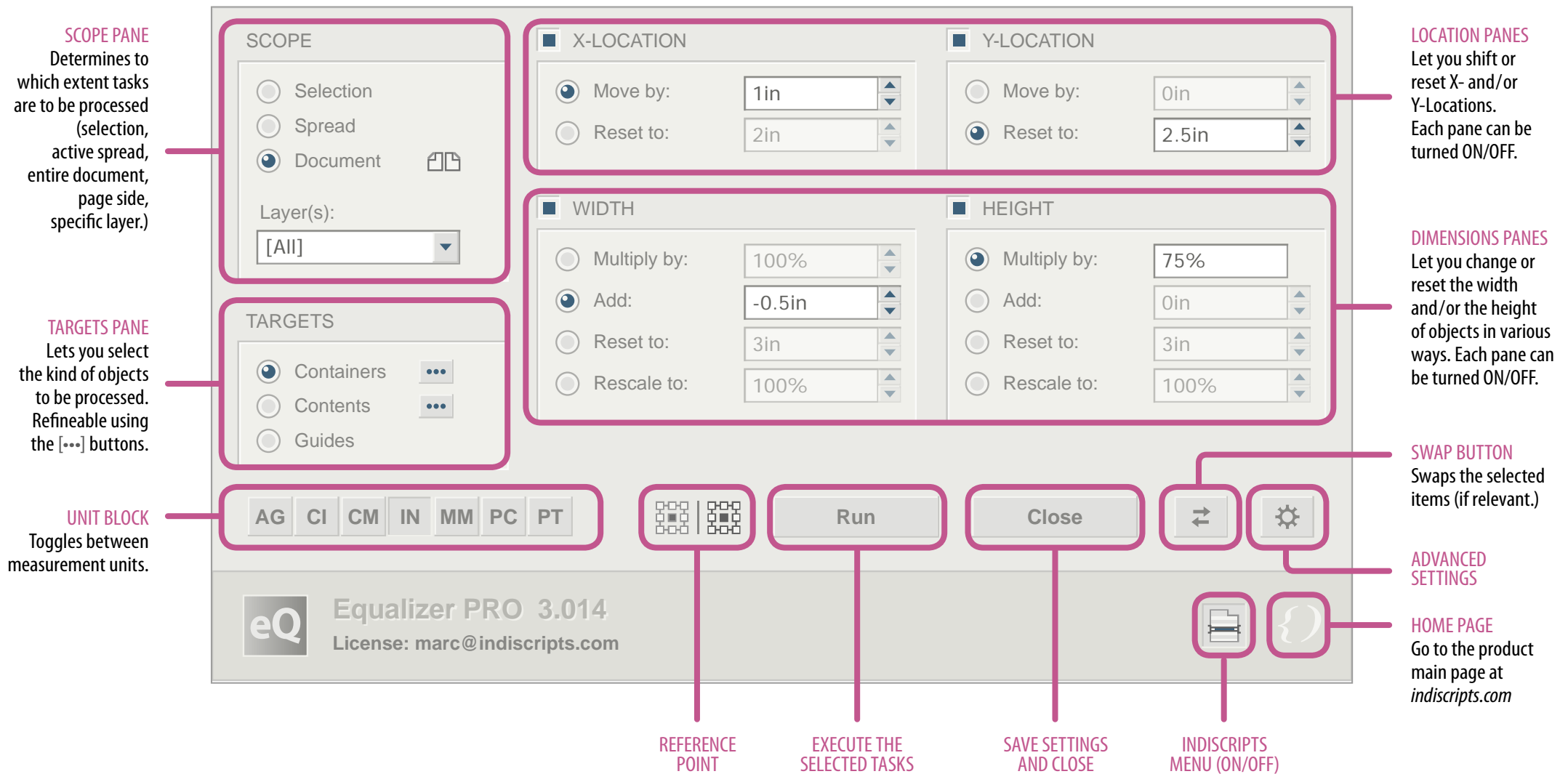
You can download a free tryout version of Equalizer at: <http://www.indiscripts.com/blog/public/scripts/EqualizerTry.zip>. It offers all features of the PRO release, but it makes impossible to perform tasks over a whole document.

NOTE We strongly encourage you to install and test the TRY version before you purchase the PRO license of the product. Always make sure that your system meets the requirements.

The main dialog of Equalizer has a very similar look-and-feel in both Mac OS and Windows environments. The following languages are available (depending on your InDesign locale):

- English (*default*)
- French

4. Main dialog overview



Getting started



1. Before you install

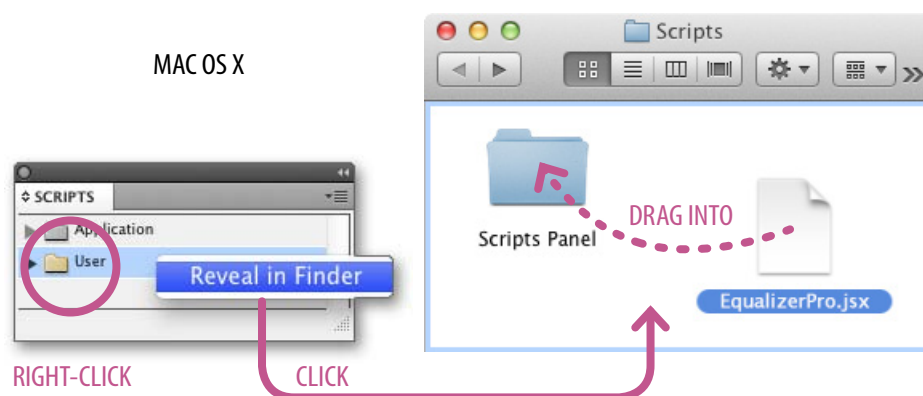
Equalizer entirely resides in a single file: **EqualizerPro.jsx**. When you download the file from your private link, however, it is originally zipped.

The first step is to unzip the .zip file so you can place **EqualizerPro.jsx** at the desired location (see below).

As a precaution before you go on, save your working files and restart InDesign in a clean session.

2. Installing in Mac OS X

- 1) In InDesign, open the Scripts panel as follows:
 - CS4: Window ► Automation ► Scripts.
 - CS5, CS5.5, CS6 or CC: Window ► Utilities ► Scripts.



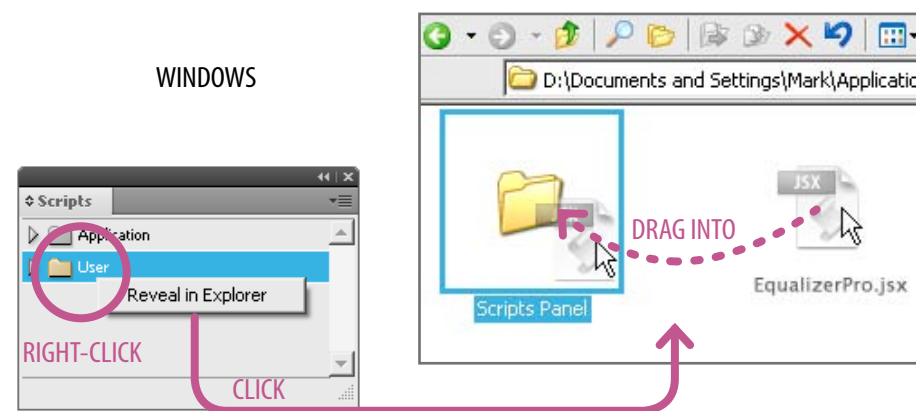
- 2) You see there two main folders: Application and User. Right-click the User folder and pick “Reveal in Finder.”
- 3) You should now see a Scripts Panel folder. Drag **EqualizerPro.jsx** into there. Congratulations, Equalizer is now installed!

DO NOT INSTALL Equalizer in a “startup scripts” folder. Just follow the instructions below.

3. Installing in Windows

- 1) In InDesign, open the Scripts panel as follows:
 - CS4: Window ► Automation ► Scripts.
 - CS5, CS5.5, CS6 or CC: Window ► Utilities ► Scripts.
- 2) You see there two main folders: Application and User. Right-click the User folder and pick “Reveal in Explorer.”
- 3) You should now see a Scripts Panel folder. Drag **EqualizerPro.jsx** into there. Congratulations, Equalizer is now installed!

DO NOT KEEP older versions of Equalizer on your hard disk. See next page on *Installing an update*.



Getting started



4. Installing an update

If you are notified that an update of the product is available, simply download the new package from your private link, then unzip and install the file **EqualizerPro.jsx** over the previous one, i.e. at the same location.

NOTE In case you had installed **EqualizerTry.jsx** (trial version) or **EqualizerBeta.jsx** (beta version), remove the jsx files from your hard disk before switching to the PRO version.

The new version is instantly functional, and your global settings are all preserved.

5. Running Equalizer from the Scripts panel

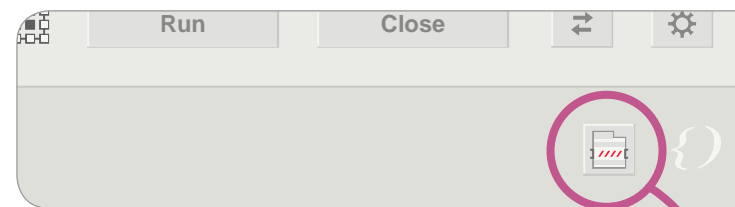
Once the installation is done, switch back to InDesign. You can run Equalizer from the Scripts panel as follows:

- 1) In InDesign, display the Scripts panel via:
 - Window ► Automation ► Scripts (CS4), or
 - Window ► Utilities ► Scripts (CS5, CS5.5, CS6 or CC).
- 2) Look for **EqualizerPro.jsx** in the User folder, then double-click on it.

6. Running Equalizer from the Indiscripts menu

To have Equalizer available in the InDesign's menu bar, simply click the Indiscripts-menu button as shown in the below screenshot, then close the dialog box.

You can now run Equalizer going into:
Indiscripts ► Equalizer PRO



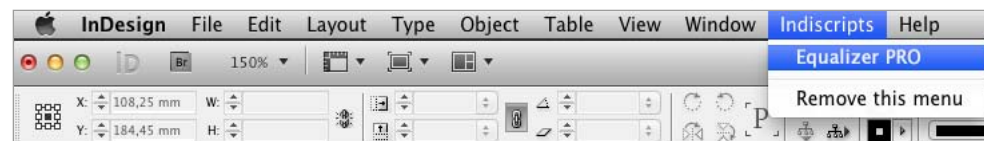
INDISCRIPTS MENU
TURNED OFF

CLICK

Tired of continually
digging into the
Scripts panel?
Make Equalizer
available in a
dedicated menu!



INDISCRIPTS MENU
TURNED ON



Getting started



7. Running Equalizer from the right-click menu

The first time Equalizer is running it automatically installs *contextual menu* items so that you can quickly access its main features from right-clicking the selected object(s) or any empty area of the layout.

NOTE In case Equalizer's right-click menu is not instantly available, restart InDesign to complete the installation process. If this still does not work, Equalizer is probably unauthorized to write the menu launcher in the application folder. This usually indicates restrictive rights of the current user at the OS level. Contact your administrator.



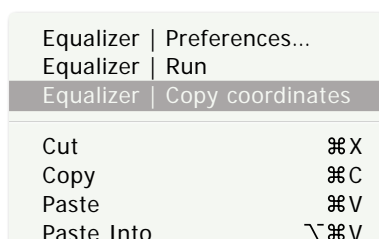
A

Equalizer's main features can be quickly executed from the right-click menu. Available options depend on the current state of the selection.

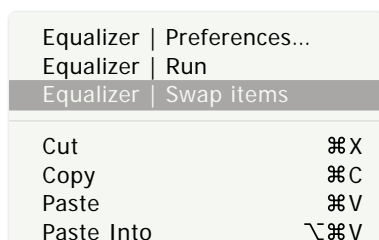
A Empty or multiple selection.

B A single object is selected.

C Two objects are selected.



B

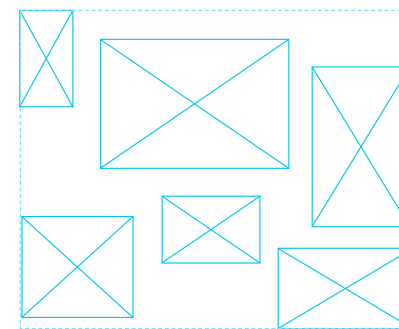


C

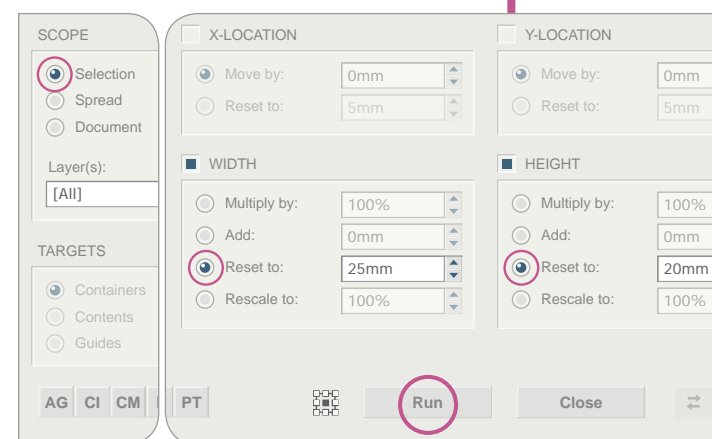
8. Exercise: resizing all selected objects

As a simple test let's resize a set of frames to the same width and height.

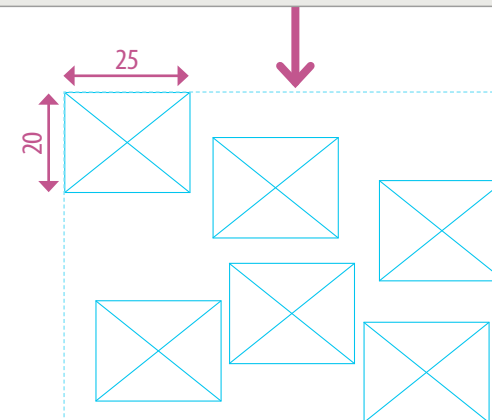
- 1) Start InDesign and create a new empty document. Using the Rectangle tool draw a few rectangles at different locations as randomly as you like, then select all the objects (Cmd/Ctrl A.)



- 2) Run Equalizer using either the Scripts panel, the Indiscripts menu, or RIGHT-CLICK ► Equalizer | Preferences... (The main dialog shows up.)





- 3) In the SCOPE pane, make sure the Selection radio button is checked.
- 4) Click the X-LOCATION and Y-LOCATION checkboxes to turn them off. (We won't reposition the items.)
- 5) In the WIDTH pane, click the "Reset to:" field and enter e.g. 25mm. In the HEIGHT pane, click the "Reset to:" field and enter e.g. 20mm.
- 6) Finally, click the Run button. Congratulations! Your rectangles have now the desired dimensions.



Scope and Targets

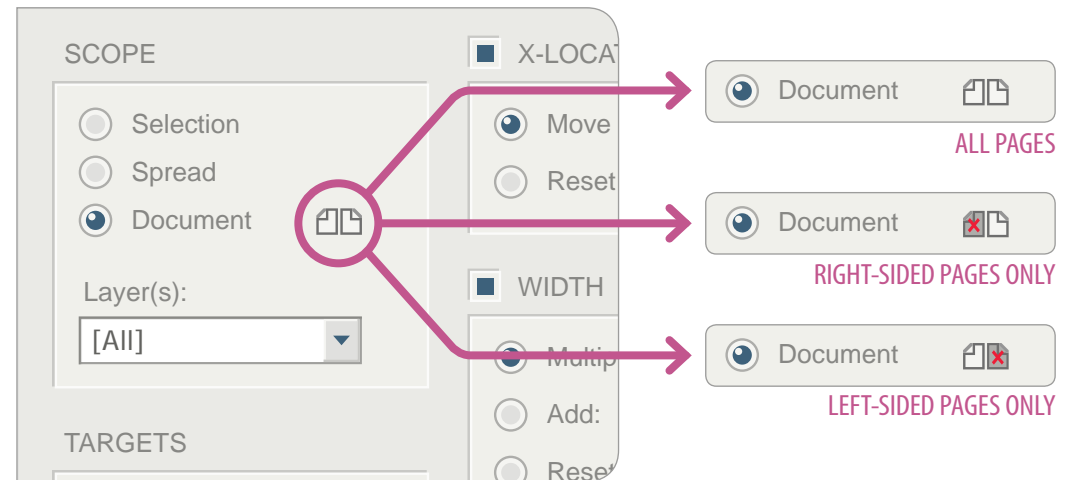



Basically, using Equalizer is as simple as selecting the desired option(s) among a set of alternate functionalities. Most controls rely on “radio buttons”  that allow to select one option over another, while “checkboxes”  allow to globally activate or deactivate a specific task. Equalizer remembers your current set of choices—that is, your *preferences*—so you can easily repeat the same process in different parts of your document(s) during your InDesign session.

1. Choosing the right scope

Scope refers to the extent to which Equalizer’s process will apply. Think of it as a workspace. Sometimes you only need to adjust the selected objects and nothing more (this is the narrowest scope.) But you may also have to address the active spread globally, or even the entire document. Those larger scopes (Spread and Document) can access any top-level object, that is, any frame, polygon, button, group, guide, etc., *that belongs to a page or a spread*. In order to prevent unexpected treatments, Equalizer ignores deeper objects in the document hierarchy: children of a group, anchored items, etc.

NOTE When the scope is set to Spread or Document, the TARGETS pane automatically activates (*see next page*), which allows you to specify the kind and categories of objects to be processed. Otherwise (Selection scope) every selected object is supposed to be a valid target.



In addition—assuming your document is configured in facing-pages mode—the Document scope provides the ability to restrict the process to either left-sided or right-sided pages using the Page Side Selector  (*see the figure above*.) This feature is useful when your layout relies on an asymmetrical design and requires distinct adjustments for left- and right-sided pages.

Finally, the scope can be restricted to a specific layer (by default, all layers are visited.) Click the “Layer(s)” list to select among

- [All] All available layers, including hidden ones,
- [Visible] All visible layers,
- Layer1 etc. Any named layer of the active document.

NOTE Filtering by layer(s) only regards Spread and Document scopes. When the Selection scope is in use, your current selection always takes precedence over layer restrictions. Also, when a layer name has been saved as a preference but does not exist

Click the “Page Side Selector” to enable or disable a specific side of the document for further processing.

Scope and Targets



anymore in the document under consideration, Equalizer goes back to the default option, that is, all layers.

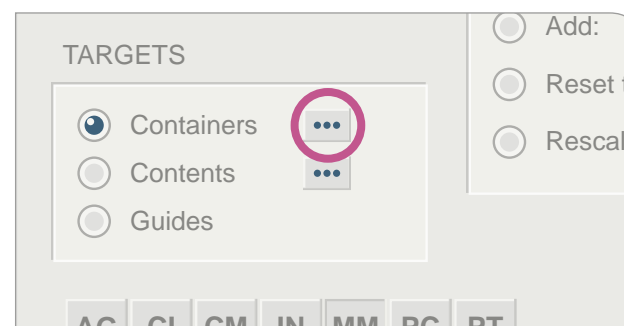
The great advantage of the [Visible] (layers) option is that you can selectively hide the layer(s) that must be prevented from any modification before executing Equalizer.

2. Specifying targets

Equalizer manages what InDesign developers call *page items*, that is, every object that has a determined location in the layout (and usually geometric attributes like shape, size, bounds and so on.) With the exception of text entities, almost everything you can see and select in your document is considered a page item, and Equalizer can target any set of page items which are direct children of a spread.

For example, you may want to adjust the location of every text frame on the main layer, or the scaling factor of every image, or maybe to change the width of any container, excluding groups... To obtain the best flexibility in selecting your targets, Equalizer provides three main kinds of targets:

- **CONTAINERS.** — This option refers to what we usually call frames or blocks, that is, those page items one can select using the Selection tool (V) and which may contain inner entities. Best examples are text frames, rectangles, ovals,



Select the kind of objects to be targeted (Containers vs. Contents vs. Guides). Then, if necessary, refine your choice clicking the associated [...] button. (See next page for details.)

groups, but also straight lines, buttons, or even multistate objects and EPS texts (InDesign CS5 and later.)

- **CONTENTS.** — Mostly you will find here *graphics* (bitmap images, imported pages, PDFs, etc.), that is, those objects that *belong* to a container and which we usually select using the Direct Selection tool (A). This set also contains movies, sounds, or HTML items (InDesign CS6 and later.)
- **GUIDES.** — Finally, the Guides option just refers to a single kind of entities, the InDesign guides (!), which are neither containers nor contents. This special target type has been added in Equalizer to provide the ability of *repositioning* guides—the WIDTH and HEIGHT panes have no effect in that specific case.

In case you choose either “Containers” or “Contents” in the TARGETS pane, click the [...] button to refine the categories of objects that Equalizer is expected to address (see next page.)

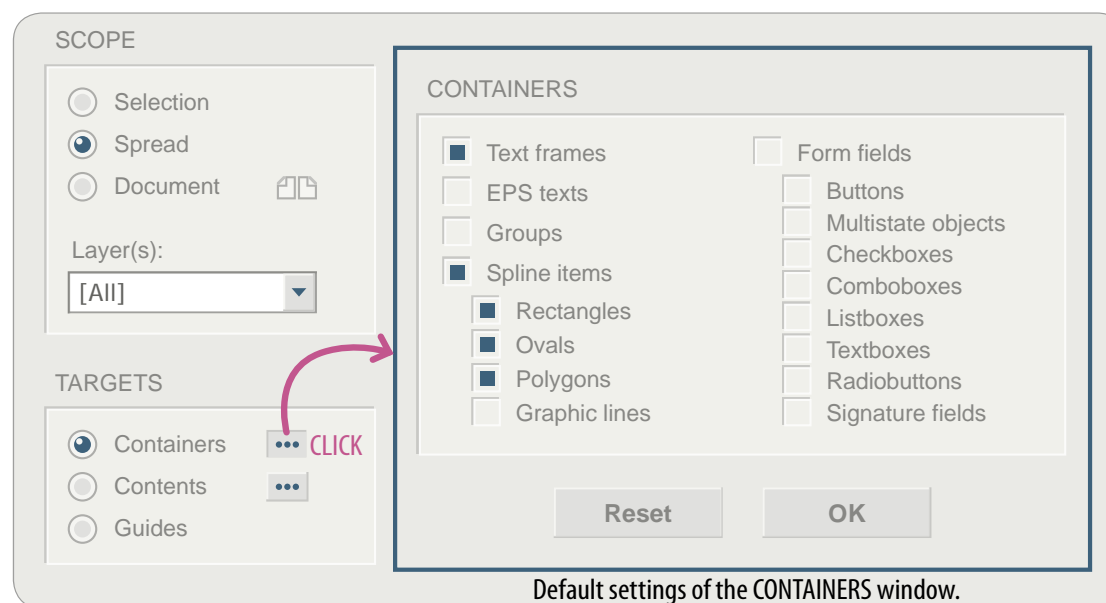
Scope and Targets



3. Fine-tuning Containers

By default, Containers include text frames, rectangles, ovals, and polygons. To refine these settings, do the following:

- 1) In Equalizer's main dialog, make sure the SCOPE is set to either Spread or Document.
- 2) In the TARGETS pane, select "Containers" and click the associated button. (The CONTAINERS window shows up.)
- 3) Check or uncheck the items according to your needs. The categories "Spline items" and "Form fields" contain subcategories, so you can either select/deselect those whole sets, or selectively check/uncheck their inner items.
- 4) Click OK to validate your choices. (The Reset button restores the default settings.)

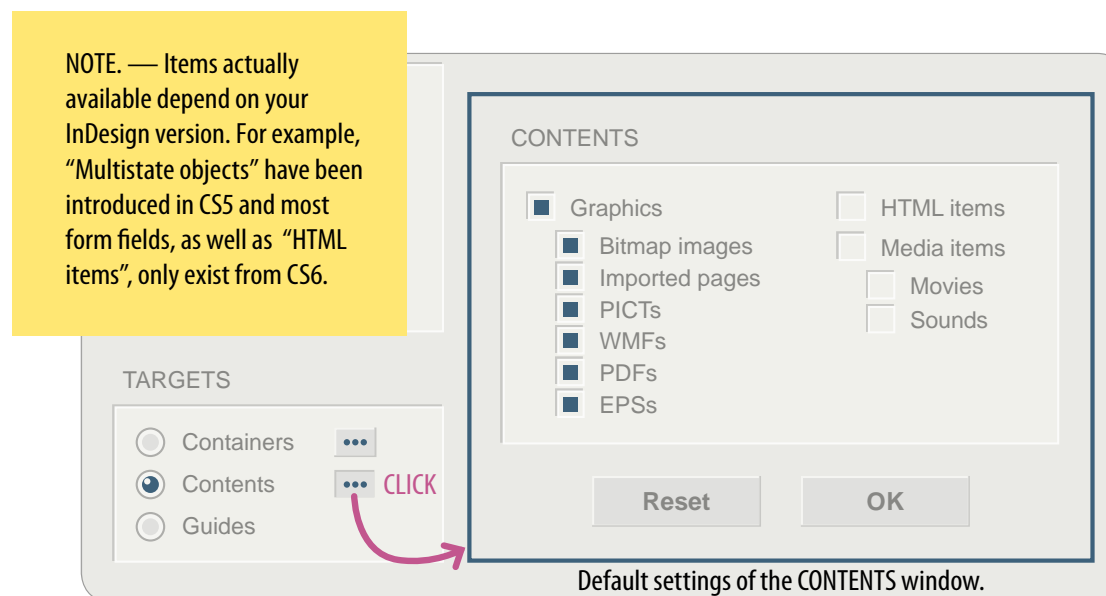


Default settings of the CONTAINERS window.

4. Fine-tuning Contents

By default, Contents only include graphics. To refine these settings, do as detailed in the previous section using the "Contents" field instead.

The CONTENTS window has three main categories, "Graphics", "HTML items", and "Media items." Subcategories are present in "Graphics" and "Media items" as shown in the figure.



NOTE. — Items actually available depend on your InDesign version. For example, "Multistate objects" have been introduced in CS5 and most form fields, as well as "HTML items", only exist from CS6.

Default settings of the CONTENTS window.

Locations and Dimensions



Once SCOPE and TARGETS are determined (*see previous chapter*), Equalizer is ready to operate as specified in the main panes: X-LOCATION, Y-LOCATION, WIDTH, and HEIGHT. Tasks involving *location* (X- and Y-) allow to reposition every target, tasks involving *dimensions* (WIDTH and HEIGHT) allow to change the size (or the scaling factor) of every target. Each task can be defined, activated or deactivated, independently. This gives you a very precise control over the adjustments to be performed.

1. Common features

In the main dialog all panes work the same way, and the same logic applies to all tasks.

- Each pane provides a checkbox to the left of its label so that you can activate ☒ or deactivate ☐ a specific task. (If *all* tasks are deactivated the Run button is grayed out.)
- Each pane provides a set of alternate options (radio buttons.) When a task is active, you can select the desired operation (e.g. “Reset to:”) so the corresponding edit box becomes active and you can enter the value to be applied.
- Most edit boxes involves measurement units (mm, in, pt...) that fit the current state of the UNIT BLOCK. You can switch to another choice whenever you want, and you can explicitly enter values in a different unit, e.g. “0p3”, “1ag” etc.
- Percentage edit boxes—“Multiply by” and “Rescale to”—expect factors in %. For example, the ratio 1/2 must be expressed 50%, the multiplier 2 must be expressed 200%, and so on.

The image shows two task panes for location adjustments. The X-LOCATION pane has a checkbox labeled 'X-LOCATION' which is checked. Below it are two radio button options: 'Move by:' (selected) with a text field containing '1in', and 'Reset to:' with a text field containing '2in'. The Y-LOCATION pane has a checkbox labeled 'Y-LOCATION' which is checked. Below it are two radio button options: 'Move by:' (not selected) with a text field containing '0in', and 'Reset to:' (selected) with a text field containing '2.5in'. Above the panes are two sets of arrows: horizontal arrows for X and vertical arrows for Y.

LOCATION TASKS allow to move or reposition the targets.

When activated, location tasks are always performed BEFORE dimensions tasks.

The image shows two task panes for dimension adjustments. The WIDTH pane has a checkbox labeled 'WIDTH' which is checked. Below it are four radio button options: 'Multiply by:' (not selected) with a text field containing '100%', 'Add:' (selected) with a text field containing '-0.5in', 'Reset to:' with a text field containing '3in', and 'Rescale to:' with a text field containing '100%'. The HEIGHT pane has a checkbox labeled 'HEIGHT' which is checked. Below it are four radio button options: 'Multiply by:' (selected) with a text field containing '75%', 'Add:' with a text field containing '0in', 'Reset to:' with a text field containing '3in', and 'Rescale to:' with a text field containing '100%'. Above the panes are two sets of arrows: horizontal arrows for WIDTH and vertical arrows for HEIGHT.

DIMENSIONS TASKS allow to resize or rescale the targets.

The reference point grid may display mirrored or non-mirrored depending on the option “Mirror horizontal parameters” of the ADVANCED SETTINGS panel.

The image shows a control bar with a reference point grid icon on the left, which is highlighted with a red circle. To the right of the icon are two buttons: 'Run' and 'Close'.

Equalizer's REFERENCE POINT dictates from which control point adjustments are to be processed. (By contrast with InDesign's reference point, it support symmetrical settings for facing-pages documents.)

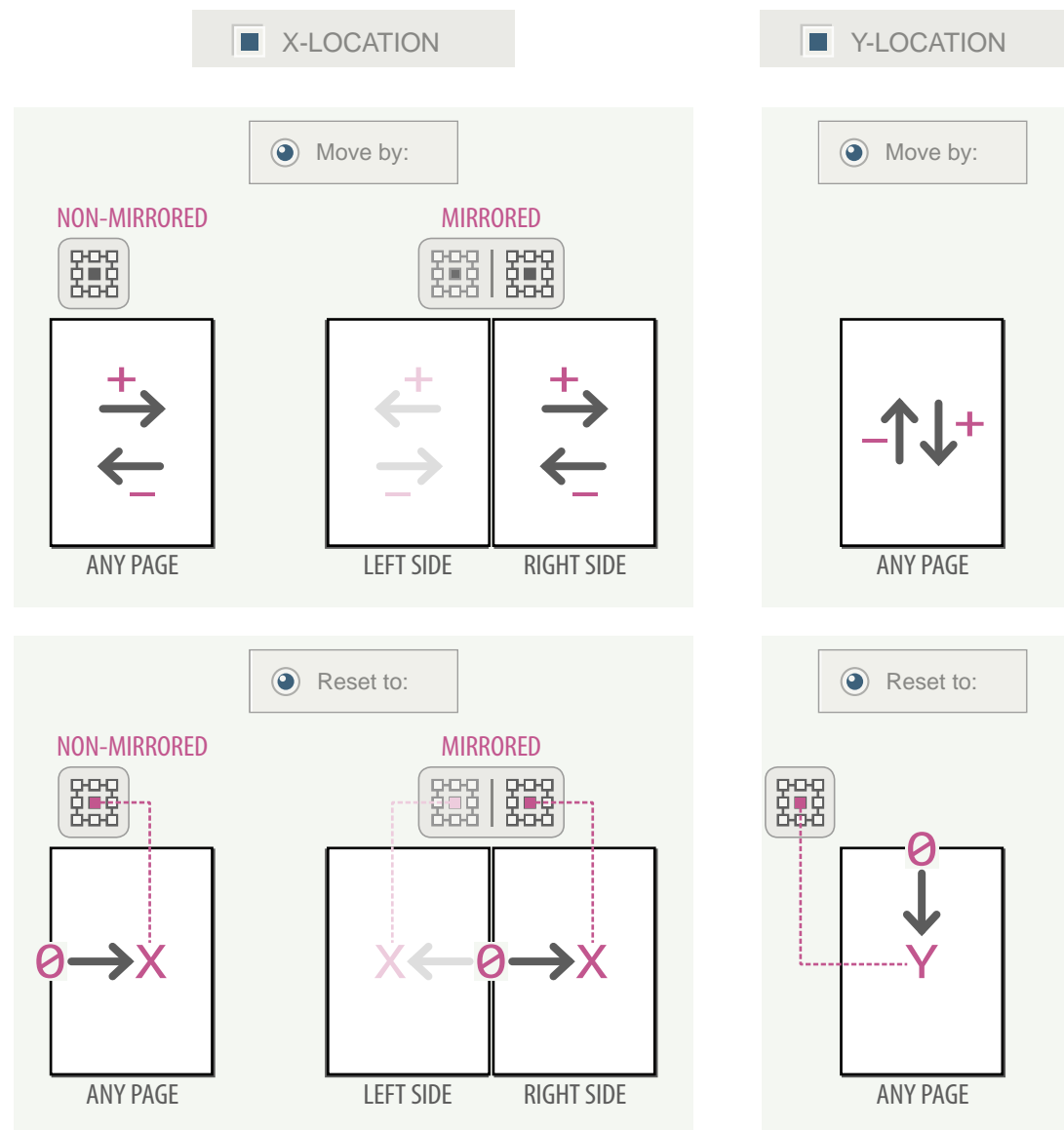
Locations and Dimensions



2. Changing locations (X or Y)

There are two ways of changing location attributes:

- “Move by” shifts the objects by a given distance, along either the X-axis (X-LOCATION) or the Y-axis (Y-LOCATION). “Move by” supports positive as well as negative inputs.
 - As the Y-axis is oriented from top to bottom, positive values will move the objects down, while negative values will move them up.
 - The X-axis is oriented from left to right, so positive values will *by default* move the objects to the right, while negative values will move them to the left.
 - However, if the option “Mirror horizontal parameters” is turned on (ADVANCED SETTINGS) and your document has facing pages, then a move along the X-axis will be oriented as detailed above *only on right-sided pages*, and mirrored on left-sided pages.
- “Reset to” repositions objects at a determined location (relative to the page.) The entered value (X or Y) specifies the position of the REFERENCE POINT in page coordinates. “Reset to” supports positive as well as negative inputs.
 - Y values are interpreted relative to the top edge of the page (i.e. $Y=0$ fits the top edge.)
 - X values are interpreted relative to the left edge of the page if “Mirror horizontal parameters” is turned off. Otherwise, X is relative to the left (resp. right) edge of right- (resp. left-) sided pages.



Locations and Dimensions



3. Changing dimensions (Width or Height)

In the following, WIDTH and HEIGHT always refer to the dimensions of the *bounding box* that encloses a specific object (as rendered when this object is selected in InDesign).

Whatever the way a dimension is changed, the task is performed with respect to Equalizer's active reference point, which can be mirrored (e.g.) or non-mirrored (e.g.) depending on advanced settings. How mirrored attributes are managed in facing-pages context is detailed in the previous section. The reference point does not move when the dimension is changing.

NOTE For obvious reasons, resizing never applies to guides. Hence, activating either the WIDTH or the HEIGHT pane when TARGETS is set to Guides will have no effect.

There are four ways of changing a dimension:

- “Multiply by” resizes the objects (WIDTH or HEIGHT) by a given factor. For example, you can make all objects two times larger (width \times 200%), or divide their height by four (height \times 25%). Those multipliers range from 1% to 10000% (that is, from one hundredth to one hundred.) The value 100% leaves the dimension unchanged.
- “Add” increases (positive value) or reduces (negative value) the dimension by a given length. For example, you can extend every width by 1mm.

- “Reset to” assigns an explicit length to the dimension. Input values must be strictly positive and range from 0.1 to 15000 points. This way you can make all targets having the same width and/or height.

NOTE “Multiply”, “add” and “reset” all rely on *resizing* the object, that is, actually changing its intrinsic dimension(s) rather than altering its scaling percentage. Use the feature below to apply a new scale.

- Finally, “Rescale to” provides the ability to change the scaling factor of the targets into a determined percentage. A typical use of this feature is resetting all bitmap images to a scaling of 100% when undesired distortions have been done in the document.

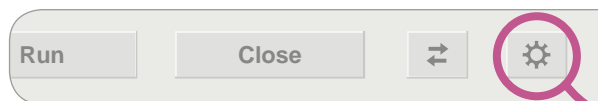
NOTE Equalizer always perform WIDTH and HEIGHT tasks independently, even if “Constrain Proportions” is activated in InDesign (solid chain in the Control panel).





1. Advanced settings



Equalizer features a number of additional options, referred to as “advanced settings,” which are responsible for the overall functioning of the program.

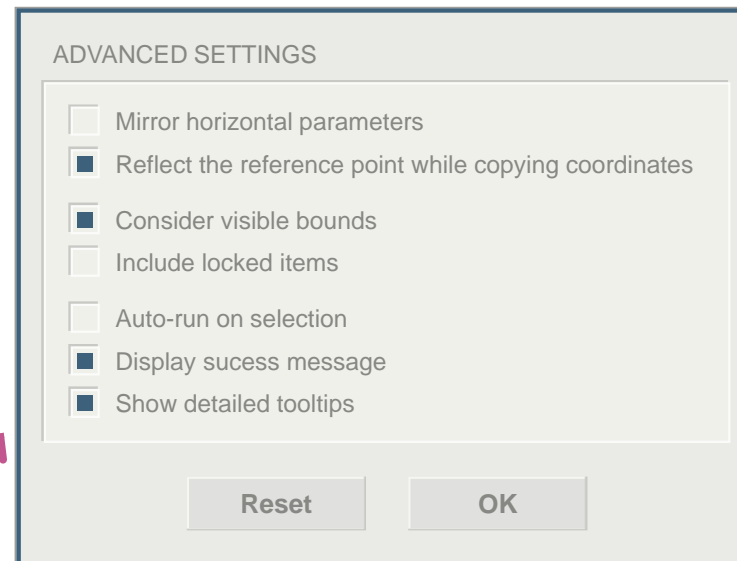
To access advanced settings from the main dialog click the gear icon at the right side of the Swap button:



The ADVANCED SETTINGS panel offers the following options:

- *Mirror horizontal parameters.* — Activates the mirrored reference point in the main dialog (the single grid  turns into the double grid , and then symmetrical changes can be applied in facing-page documents.
- *Reflect the reference point while copying coordinates.* — When “Equalizer | Copy coordinates” is invoked from the right-click menu, the active reference point in the Control panel is taken into account and remembered in Equalizer.

NOTE If “Mirror horizontal parameters” is enabled, the reference point is managed with respect to page sides. For example, if the active page is left-sided and InDesign’s reference point is , then Equalizer’s reference point will change into .



Default options of the ADVANCED SETTINGS panel.

- *Consider visible bounds.* — This option makes all parameters (dimensions, control point, etc.) relative to the visible bounds of the objects, that is, including stroke weights. This is the default behavior.
- *Include locked items.* — By default, Equalizer skip locked objects, it only performs tasks on targets that are allowed to move. Activate this option to bypass this limitation (in that case the script temporarily unlocks the objects during the process, then it restores their initial state.)
- *Auto-run on selection.* — Activate this option to skip Equalizer’s dialog when a selection is active in InDesign and the SCOPE is set to “Selection.” The purpose of the auto-run feature is of course to speed up your work when

the same operations shall be repeated again and again on various objects. Once your settings have been adjusted in the main dialog, you can run the tool on any selection using either Indiscripts ► Equalizer, or RIGHT CLICK ► Equalizer | Run.

- *Display success message.* — If turned on, Equalizer prompts a short report at the end of the process when all tasks have been successfully achieved. If turned off, no message is displayed unless an error occurred.
- *Show detailed tooltips.* — By default detailed tooltips pop up in the main dialog while the mouse moves over the controls. Deactivate this option if you don't need help anymore!

2. Swapping items

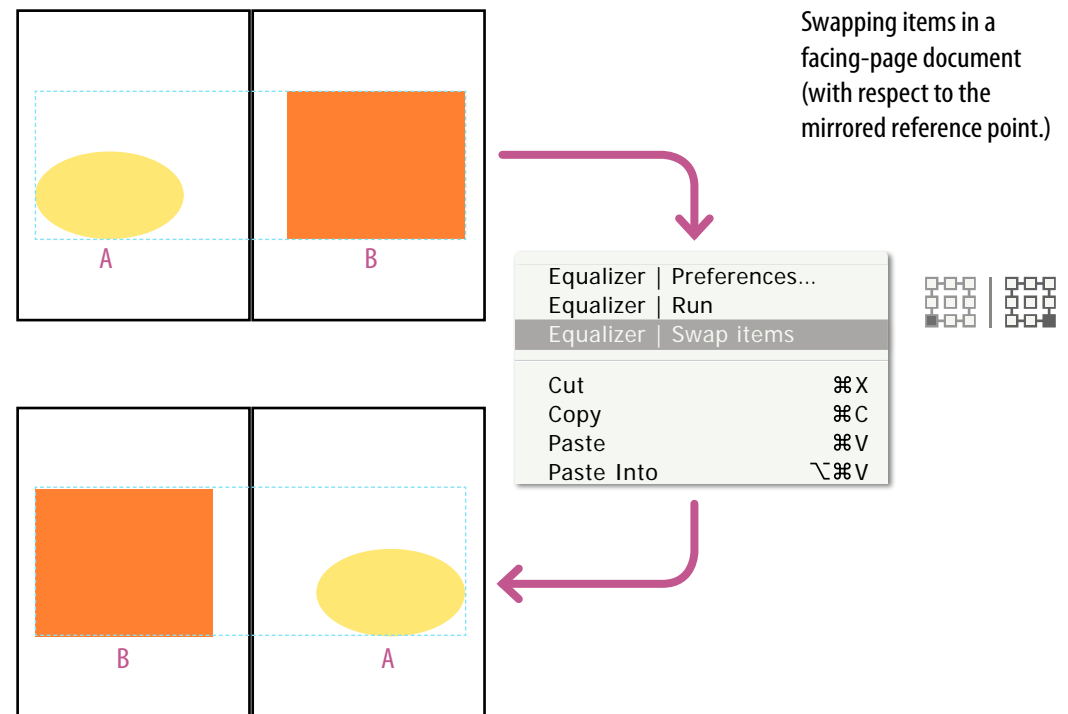
“Swap items” is a special feature available from Equalizer’s earliest version (2006) and it proved to be invaluable to many users. It just allows to exchange the location of two selected objects.

How does it work? Easy: Select two items in your layout and call RIGHT CLICK ► Equalizer | Swap items from the context menu. That’s it. Locations are swapped with respect to Equalizer’s reference point. For example, if the center control point is active, then objects A and B will exchange their center point while keeping their respective dimensions.

NOTE Swap items only affects locations and disregards any other task that might be defined in Equalizer.

Alternately you can swap items from the main dialog using the “swap button” , which is enabled *if and only if* two objects are selected.

NOTE Swap items works in accordance with the option “Mirror horizontal parameters” of the ADVANCED SETTINGS panel. Hence, if A and B belong to *opposite sides* of the layout, then their facing anchors (say for A and for B) will be accordingly considered.

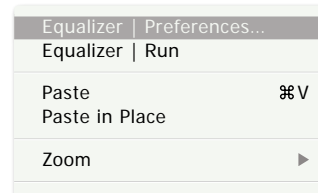


3. Using the right-click menu

Equalizer's right-click menu is the quickest way to run tasks:

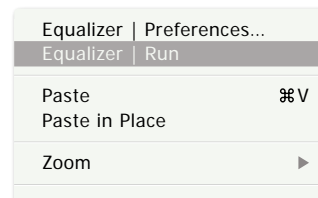
- *Equalizer | Preferences...*

This item is always available and will simply invoke the main dialog.



- *Equalizer | Run*

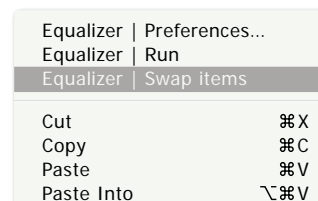
Shortcut of Equalizer's Run button when "Auto-run on selection" is active (provided that some objects are selected.)



NOTE In case "Auto-run on selection" is disabled, *Equalizer | Run* is equivalent to *Equalizer | Preferences...*

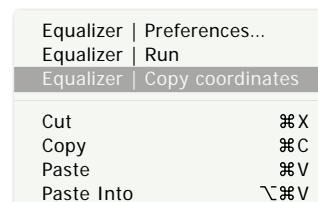
- *Equalizer | Swap items*

Only available when two objects are selected. Invokes the "Swap items" feature (see previous page.)



- *Equalizer | Copy coordinates*

Only available when a single object is selected. "Copy coordinates" allows to send the location and/or the



dimensions of the selection to Equalizer. Say for example that some rectangle in your layout has the desired size and the correct X-location for the changes you want to apply to your targets. You could of course manually enter those values in Equalizer, but quicker is to select the rectangle in InDesign, then right-click and copy coordinates. Doing so allows to copy the relevant values into Equalizer.

NOTE During Copy coordinates, only the "Reset to" fields which are currently enabled in Equalizer are updated.

4. Dealing with measurement units

Most of the fields in Equalizer require a unit of measure. You can change the default one whenever you want through the UNIT BLOCK:



Each button switches to a different unit:

- AG to specify Agates
- CI to specify Ciceros
- CM to specify Centimeters
- IN to specify Inches
- MM to specify Millimeters
- PC to specify Picas
- PT to specify Points

When you click a button, Equalizer instantly converts and displays all measures into the selected unit.

You can also temporarily override the current unit as you enter a value. For example, even if the unit block is set to PT (points), you can type a new value like “4mm” to specify millimeters. In such case, the field is changed into “11.34pt” as soon as you validate.

NOTE Equalizer supports most of the notations available in InDesign,

e.g.:

- “1.23i”, “1.23in”, “1.23inches”,
- “123mm”, “12.3cm”, “123m”,
- “1p6”, “1.5pc”, “1.5pica”, “18pt”, “18points”
- “c6”, “.5ci”, “0.5cicero”
- “12ag”, “12agates”

When a notation cannot be properly parsed, or would result in a wrong value, a short alert message pops up while you are typing.



Equalizer 3.0

www.indiscripts.com

A plug-in for Adobe® InDesign® based on Adobe® ExtendScript and ScriptUI. Created and developed by Marc Autret. Designed by Dominique Chiron and Marc Autret. User Interface available in English and French.

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Main Product Page: <http://www.indiscripts.com/category/projects/Equalizer>

Tryout version: <http://www.indiscripts.com/blog/public/scripts/EqualizerTry.zip>

Technical Support: support@indiscripts.com

Purchasing Equalizer: <http://www.indiscripts.com/store/EQLZ>

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