

Activity 13: Editing Marks in Pandora

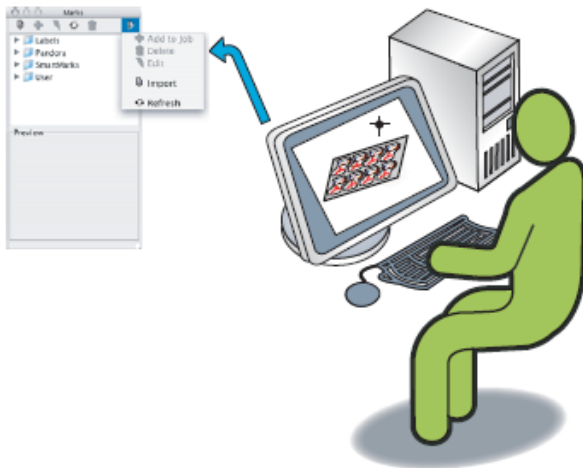
Who should complete this activity

This activity should be completed by anyone who plans to use Pandora regularly.

Why you should complete this activity

This activity demonstrates how to edit marks in Pandora.

In this activity you place and edit an editable text mark, convert a simple mark to a SmartMark, and import a custom mark to a layout.



Recommended reading

- Marks section in the [Pandora User Guide](#) for your version of Pandora software
- [Pandora Release Notes](#) for your version of Pandora software

Time required to complete this activity

30 minutes

What you'll need

For this activity [locate](#) these files:

- Pandora Activity Files\Hungry Cat Carton\Hungry Cat Carton 2.pdf
- Pandora Activity Files\Hungry Cat Carton\Hungry Cat Carton.CF2
- Pandora Activity Files\Neck Label\Neck Label.pdf
- Pandora Activity Files\Marks\ColorBars_CyBk.pdf

What you'll learn

- [Objective 1—Create a new job](#)
- [Objective 2—Add job resources from the ShopMap palette](#)
- [Objective 3—Import and position a die and add artwork](#)
- [Objective 4—Place and edit an editable text mark](#)
- [Objective 5—Convert a simple mark to a SmartMark](#)

- Objective 6—Add and position independent PDF artwork
- Objective 7—Step and repeat independent PDF artwork
- Objective 8—Import custom user marks
- Objective 9—Save the job, and then output as a PDF file
- Review what you've learned