CalibratorPDF

v3.0.0

Coordinate Spec

1. *x, y, width* and *height* use “pixel” (px) as unit value.
2. *x, y, width* and *height* are non-negative float numbers.
3. *x, y, width* and *height* are calculated at zoom factor: **1** (**100%**). Zoom In or Zoom Out does not impact the value.
4. The *x* value is horizontal distance from left side of the paper to left side of the object (in pixels).
   The *y* value is vertical distance from top side of the paper to top side of the object (in pixels).
5. The *width* and *height* values cannot be zero, but *x* and *y* can.

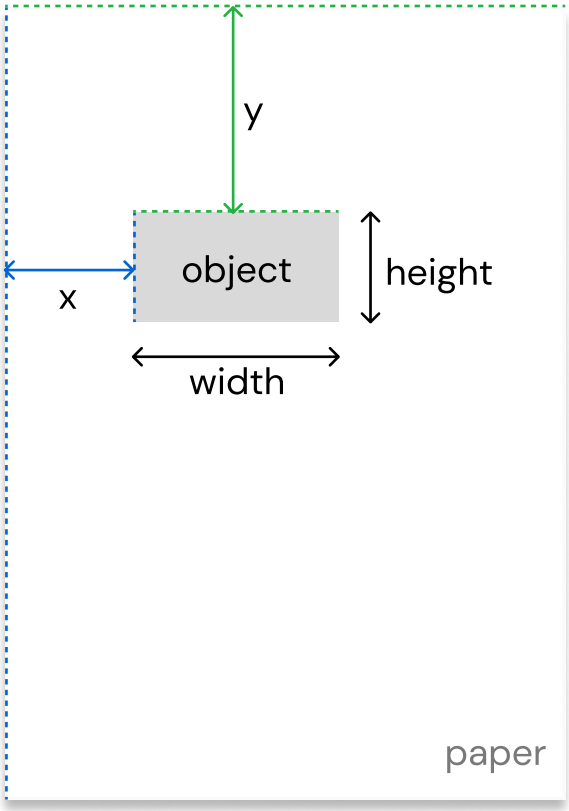


Image Size

Signature

Any size can be used as long as it has a ratio of **43:23 (1.86)**.
Recommended size is: **430px x 230px (322.5pt x 172.5pt)**.

Initial and Seal

Any size can be used as long as it has a ratio of **1:1 (1)**.
Recommended size is: **230px x 230px (172.5pt x 172.5pt)**.

Object Size

Paper Size

All objects in this test page are calculated based on papersize: **A4 Portrait**, with resolution **96ppi (793px x 1122px)**.

Object Size

1. The recommended object size is **0.460465116** times the original image size.
   ex:
   - **198px x 106px (148.5pt x 79.5pt)** for Signature
   - **106px x 106px (79.5pt** x **79.5pt)** for Initial and Seal
2. Minimum object size when resized is **half** the original object size.
   ex:
   - **99px x 53px (74.25pt x 39.75pt)** for Signature
   - **53px x 53px (39.75pt x 39.75pt)** for Initial and Seal
3. Maximum object size when resized is **twice** the original object size.
   ex:
   - **396px x 212px (297pt x 159pt)** for Signature
   - **212px x 212px (159pt x 159pt)** for Initial and Seal

Other Size

1. E-materai size is: **118.79px x 118.79px (89.09pt x 89.09pt)** not resizeable
2. QRCode size is: **100px x 100px (75pt x 75pt)** not resizeable, not moveable and has margin: **48px (36pt)** from all paper sides.

How to calibrate

1. Upload this file to your system (your PDF Viewer).
2. Drop the object into one of placeholders provided in test page (page 6-10).
3. Check current coordinate in your system, save it as *x0, y0*.
4. Compare your *x0* and *y0* with *x* and *y* values written on test page.
5. If not same, find right formula to convert your *x0* and *y0*. In most case, it can be solve with this formula:

```
xR = x1 * x/x0
```

   Where:
   x 👉 x value written on test page
   x0 👉 x value in your system
   x1 👉 other x value in your system
   xR 👉 x value result

   If your system does not use the top-left edge as the base. You will need to flip the *x0* and y0 values first.
   For example, bottom-left to top-left formula:

```
x0' = x0 (Doesn't need change anything)
y0' = paperHeight - (objectHeight + y0)
```

   Where:
   paperHeight 👉 Paper height in your system
   objectHeight 👉 Object height in your system

6. Check your formula with other place, repeat until all coordinates in all test pages correct.

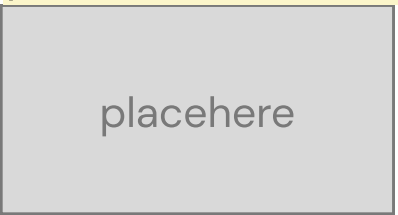
x:0 w:198
y:0 h:106

x:596 w:198
y:0 h:106

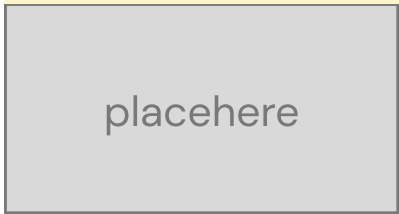
Test 1.1: Corner

Page: 6

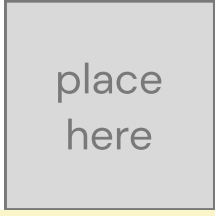
x:0 w:198
y:1017.333 h:106



x:596 w:198
y:1017.333 h:106



x:0 w:106
y:0 h:106



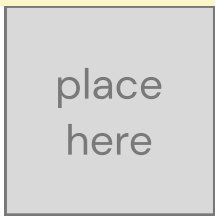
x:688 w:106
y:0 h:106

Test 1.2: Corner

Page: 7

x:0 w:106
y:1017.333 h:106

x:688 w:106
y:1017.333 h:106

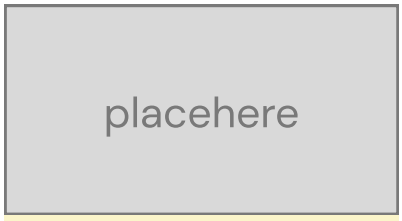


x:100 w:198
y:100 h:106

x:400 w:198
y:300 h:106

Test 2.1: Random

x:200 w:198
y:600 h:106



x:400 w:198
y:900 h:106

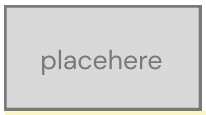
x:100 w:106
y:100 h:106

x:400 w:106
y:300 h:106

Test 2.2: Random

x:200 w:106
y:600 h:106

x:400 w:106
y:900 h:106



x:50 w:99
y:100 h:53

x:50 w:53
y:250 h:53

Test 3: Resize

Page: 10

x:400 w:118.79
y:400 h:118.79

x:50 w:396
y:700 h:212

x:500 w:212
y:700 h:212

x:48 w:100
y:48 h:100

x:645 w:100
y:48 h:100

Test 4: QRCode

Page: 11

x:48 w:100
y:974 h:100

x:645 w:100
y:974 h:100