



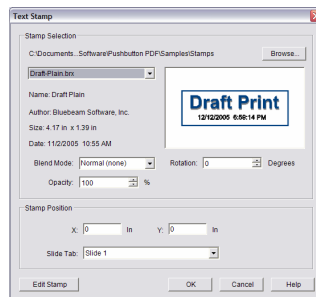
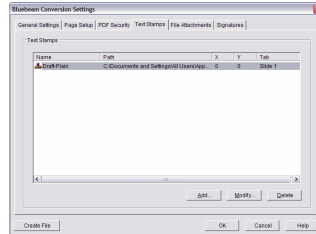
Text Stamps

Text Stamps allow you to “rubber stamp” comments on the drawing. A text stamp can be used to indicate that a generated drawing is “DRAFT,” “FOR REVIEW,” etc.

Add a stamp by pressing the **Add** button which will open the dialog to the lower right.

Select a stamp by pressing **Browse** and choosing the directory location that contains the text stamps.

Note: Bluebeam Text Stamps have a *.brx* file extension. By default the location points to a directory containing a selection of pre-created sample text stamps. You can reset this location to default to a centralized network storage server that contains all of your company's text stamps.



Choose a stamp. A preview of the stamp will be displayed in the window to the right of the stamp selection drop down list. There are 4 options for controlling the appearance of the Stamp on the drawing.

Blend Mode acts as a filter for determining which pixels to display. See Line Merge for more on Blend Modes.

Rotation will rotate the angle (in degrees) of the stamp. Enter the specific value or press the up/down arrows in the Rotation box.

Opacity changes the transparency. A value of 100% defines the text stamp as being opaque, 0% makes it completely transparent.

Scale resizes the stamp by the specified percentage.

Position the text stamp on the drawing by using one of the following methods:

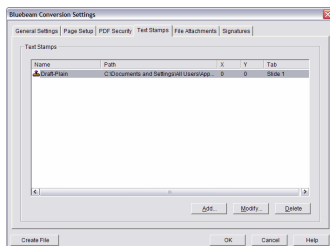
Stamp Position - X, Y: Type the X,Y coordinates (referenced from the bottom left corner of the page) in the corresponding text box.



Get Point (AutoCAD and SolidWorks only). Click the location on the sheet where you want the text stamp to appear and the coordinates will be entered in the **X** and **Y** text boxes.

Stamp Position - Sheet Tab: Select the layout sheets on which you want to display the text stamp. Selecting **All Sheets** will display the stamp on each layout page that is printed.

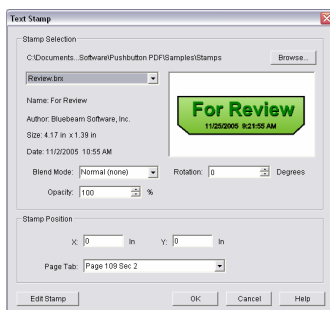
You can **Delete** a Stamp by highlighting a text Stamp in the Text Stamp List and pressing the **Delete** button.



Custom Stamps

Custom stamps can also be created using information such as the file name, date, or time the file is created. To create a text stamp:

1. Click **Add** in the Text Stamps dialog.
2. Select from one of the sample stamps provided and click **Edit Stamp** to modify it or click **Edit Stamp** to create a new one.

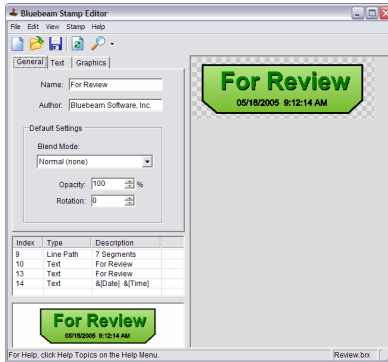


The Bluebeam Stamp Editor will appear. The stand-alone application will allow you to modify an existing stamp or generate a new stamp that can include both text and graphics elements.



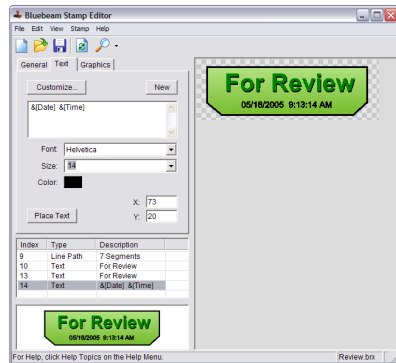
Bluebeam Stamp Editor

The **Bluebeam Stamp Editor** is a standalone application that is started by going to *Windows Start/All Programs/Bluebeam Software/Bluebeam Stamp Editor* command. This tool can be used to modify a pre-existing stamp or to create a new stamp.



1. Enter the name and author of the stamp as well as set the blend level, opacity and rotation.

2. Click the *Text* tab to enter text on the stamp. Click *Customize* for date, time, or file name fields. Click *Place Text* to locate text on the stamp canvas to the right.



3. Click the *Graphics* tab to add any images to the stamp.

4. Use the table of stamp elements to manage the order of elements as they appear on the stamp. Right click on the table to move up/down or delete.

