

subtitle style

## **Heading One**

This is normal text and again can be styled very easily. This has a left alignment added to it. Also, remember the *gofpdf.Pdf* is always accesible through *SimPDF.PDF*.

This has no alignment noted and will appear as the default "left" alignment. This also has no models. Style. Name provided and will utilize the "Normal" style located in the styles provided earlier.

## **Heading Level Two**

## **Heading Level Three**



Here is formatted text. **Bolded text here** then we have <u>underlined text</u> but you also need to have *italic text as well*. This makes it very easy to use text vairants within in texts.

This is a simple table with *No fixed width*.

Character	Premiered	Salary
Mickey Mouse	1928	\$ 3,000,000,000
Popeye	1919	\$ 500,000
Donald Duck	1934	\$ 5,000,000

This is a simple table with *Fixed width* <u>140pts</u>.

Character	Premiered	Salary
Mickey Mouse	1928	\$ 3,000,000,000
Popeye	1919	\$ 500,000
Donald Duck	1934	\$ 5,000,000

This is a simple table with *Ditstribute Evenly column width*.

Character	Premiered	Salary
Mickey Mouse	1928	\$ 3,000,000,000
Popeye	1919	\$ 500,000
Donald Duck	1934	\$ 5,000,000

Also, tables do not have to have header rows if they are not needed. Just add empty strings to the Tables. Headers string list to ensure the column count is the same.

\* Note the first column header **CAN** be blank if required by your table.

Mickey Mouse	1928	\$ 3,000,000,000
Popeye	1919	\$ 500,000
Donald Duck	1934	\$ 5,000,000

You can add images and also have the size of image modified while constraining the proprotions correctly if required. This image has been placed at the current X, Y position.



Adding an image to a "Standard Position" is easy as well. Top Left, <u>tl</u>, or Top Center, <u>tc</u>, or Top Right, <u>tr</u>, and is also available in Center or Bottom variations.

ensure it continues with a line break which is why this is so long.

These two images of the GOpher are the same image. Reuse is easy and Images.ChangeHeight() or Images.ChangeWidth() can easily change the image as needed.