## CalibratorPDF

## Coordinate Spec

1. $x, y$, width and height use "pixel" ( $p x$ ) as unit value.
2. $x, y$, width and height are non-negative finite numbers (unsigned integer).
3. $x, y$, width and height can be decimal numbers (floating integer).
4. $x, y$, width and height are calculated at zoom factor: 1 ( $100 \%$ ). Zoom In or Zoom Out does not impact the value.
5. 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).
6. 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
$-106 p x \times 106 p x$ ( 79.5 pt $\times 79.5 p t$ ) 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: $118.79 \mathrm{px} \times 118.79 \mathrm{px}$ (89.09pt x 89.09 pt ) not resizeable
2. QRCode size is: $100 \mathrm{px} \times 100 \mathrm{px}$ ( $75 \mathrm{pt} \times \mathbf{7 5 p t}$ ) not resizeable, not moveable and has margin: 48px (36pt) from all paper sides.

## Guide

## How to test

1. Upload and open this file with your viewer.
2. Insert the object with coordinate and size written on test-page (page 6-11).
3. Make sure the object at right position, and has correct size ( $\pm 4 \mathrm{px}$ is tolerated).
4. Repeat with others coordinate and size.

## FAQ

1. How to convert pixels ( px ) to points ( pt ) or vice-versa? Original formula is:
```
points = pixels*(72/ppi)
pixels = points*(ppi/72)
```

Because this document uses a resolution 96ppi. It can be simplified like this:

```
points = pixels*0.75
pixels = points/0.75
```

2. How to convert to bottom-left origin? You can use following formula:
```
x'= x (nothing change)
y'= paperHeight - (y+objectHeight)
```

placehere
$y: 0$
h:106

## Test 1.1: Corner

Page: 6
$\begin{array}{lr}x: 0 & w: 198\end{array}$
$y: 1017.333 \mathrm{~h}: 106$
x:596
$y: 1017.333 \mathrm{~h}: 106$

| place <br> here |  |  | place <br> here |
| :---: | :---: | :--- | :--- |
|  | $\mathrm{w}: 106$ | $\mathrm{x}: 688$ | $\mathrm{w}: 106$ |
| $1: 0$ | $\mathrm{~h}: 106$ | $\mathrm{y}: 0$ | $\mathrm{~h}: 106$ |

## Test 1.2: Corner

 Page: 7$x: 0$
$\mathrm{y}: 1017$.
place

| placehere |
| :---: |
| $x: 100$ |
| $y: 100$ |


| placehere |
| :---: |
| $x: 400$ |
| $y: 300$ |
|  |

## Test 2.1: Random

| placehere |
| :---: |
| $x: 200$ |
| $y: 600$ |
|  |

Page: 8

| placehere |  |
| :--- | :---: |
| $x: 400$ |  |
| $y: 900 \quad \mathrm{w}: 198$ |  |


| place <br> here <br> $x: 100$ <br> $y: 100$ | $\mathrm{w}: 106$ |
| :--- | :--- |
|  |  |


| place here |  |
| :---: | :---: |
| $x: 400$ | w:106 |
| $y: 300$ | h:106 |

## Test 2.2: Random <br> Page: 9

| place <br> here |
| :--- |
| $x: 200$ $w: 106$ <br> $y: 600$ $h: 106$ |


| place <br> here <br> $x: 400$ <br> $y: 900$ | $w: 106$ <br> $h: 106$ |
| :--- | :--- |
|  |  |


| $x: 50$ | $w: 99$ |
| :--- | :--- |
| $y: 100$ | $h: 53$ |

place
here

| $x: 50$ | $w: 53$ |
| :--- | :--- |
| $y: 250$ | $h: 53$ |

## Test 3: Resize

 Page: 10| E-materai |
| :--- |
| $x: 400$ |
| $y: 118.79$ |
| $y: 400$ |
| $h: 118.79$ |




