



Easy Collage

User Manual

v2.0

www.arwer.com

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2 Software Introduction

This world is colorful, beautiful and wonderful. How can we let it pass away? "Easy Collage" can help you retain the beautiful moments and gather the beauty of this world.

"Easy Collage" software is a professional collage software that is easy to use, powerful, rich in templates, and excellent in effect.

The main functions are:

1. Rich and easy-to-use templates:

- (1) The template category and quantity are extremely rich, and it is suitable for any size, any horizontal and vertical screen pictures.
- (2) Automatically match templates that match the number of photos.
- (3) The official continues to produce a large number of exquisite templates, and the new version will continue to bring surprises to you.

2. Powerful editing functions:

- (1) You can edit and modify the collage based on the existing template, or you can build the collage from the blank. Can be saved as a custom template at any time.
- (2) One-click generation of grid collages of specified rows and columns, and automatic layout to adapt to any picture size.
- (3) You can add various drawing objects such as pictures, text, and shapes. You can set various attributes such as the content, style, shape, and layout of the drawing object.
- (4) Powerful flexible layout function: You can use simple visual operations to complete the complex constraint relationship between any objects and achieve flexible layout effects.

3. Visually design collages easily, real-time preview of collage effects between different templates, what you see is what you get.

4. Rich picture export functions:

(1) You can export pictures of any size, a variety of picture formats, custom picture DPI resolution, you can add metadata information such as copyright information to the picture (EXIF/TIFF/JFIF/GPS/...).

(2) Different export parameters can be saved as custom presets, which can be used quickly when exporting pictures next time.

(3) You can share the exported pictures to: emails, photos, airdrops, memos, messages, reminders, and various social software that have been installed.

5. Project file function, you can save the current working environment as a project file, so that you can continue to work after opening the project next time.

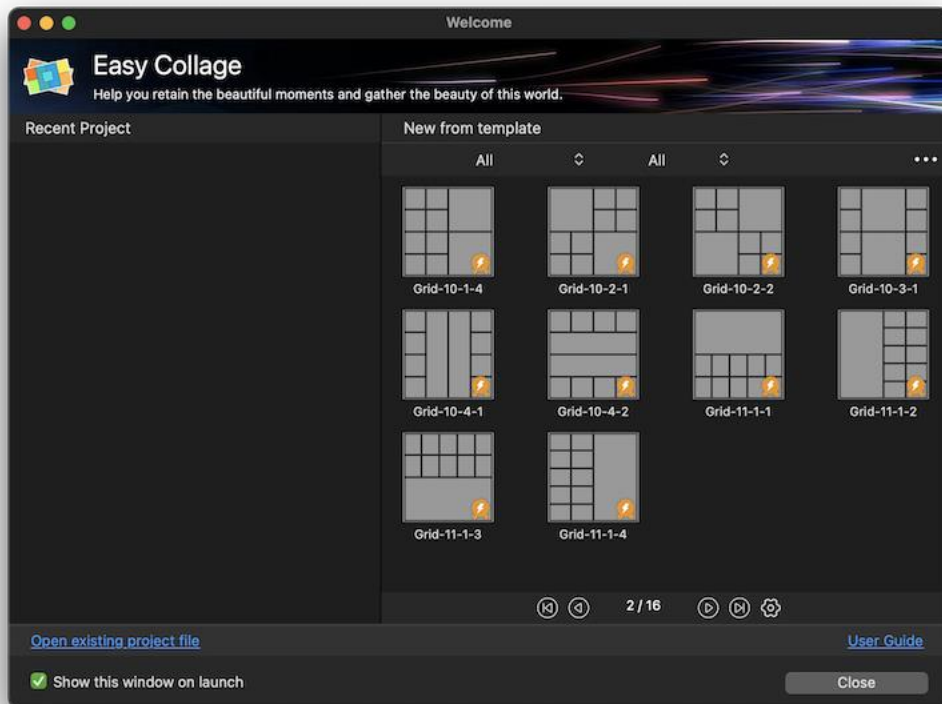
6. The software supports macOS light and dark appearance modes.

7. The software supports multiple languages, including: English, Simplified Chinese, and Traditional Chinese. The new version will support more languages.

3 Get Started Quickly

3.1 Welcome Screen

After starting the software, the "Welcome" window appears first, as follows:



Recent projects:

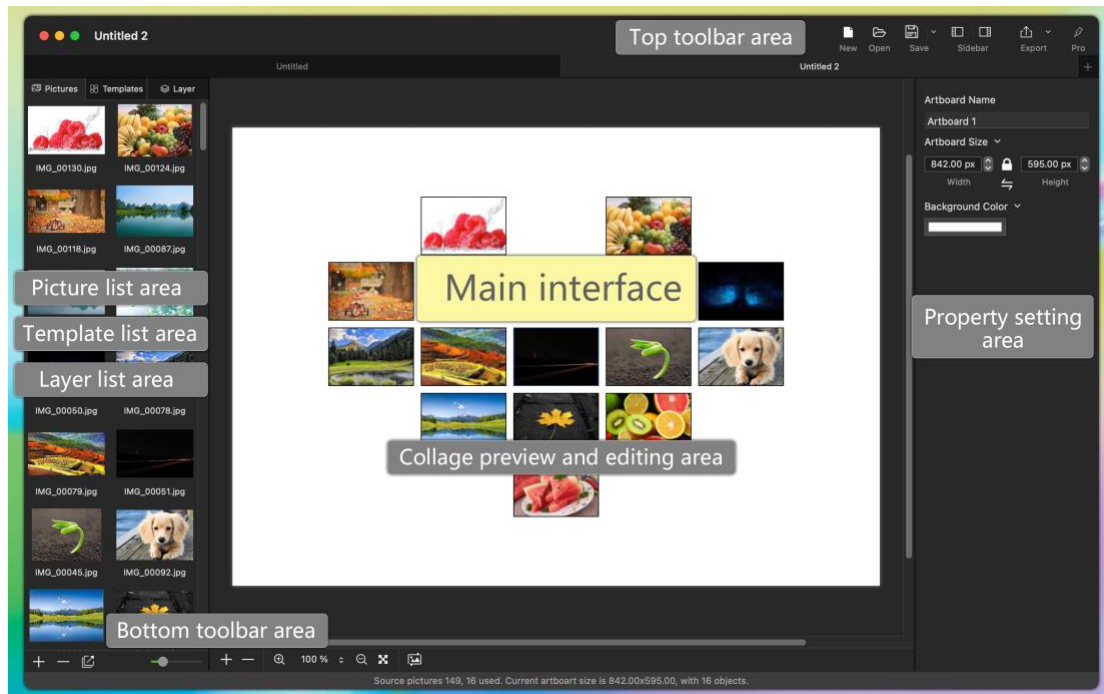
Engineering is also called project, which is the environment and content of your last work. Open the project, you can restore to your last working environment and content. It's as if the game progress is restored.

New from template:

The template is to permanently save the designed collage layout, set object property parameters and other information as a template, which can be reused in different collage projects in the future. The picture above shows the collage template that comes with this software, you can use it directly. The custom collage templates you save in the future can also be seen here.

Note: If you don't want to use the template and start from a blank project, you can close the welcome window and enter the main interface of the software directly.

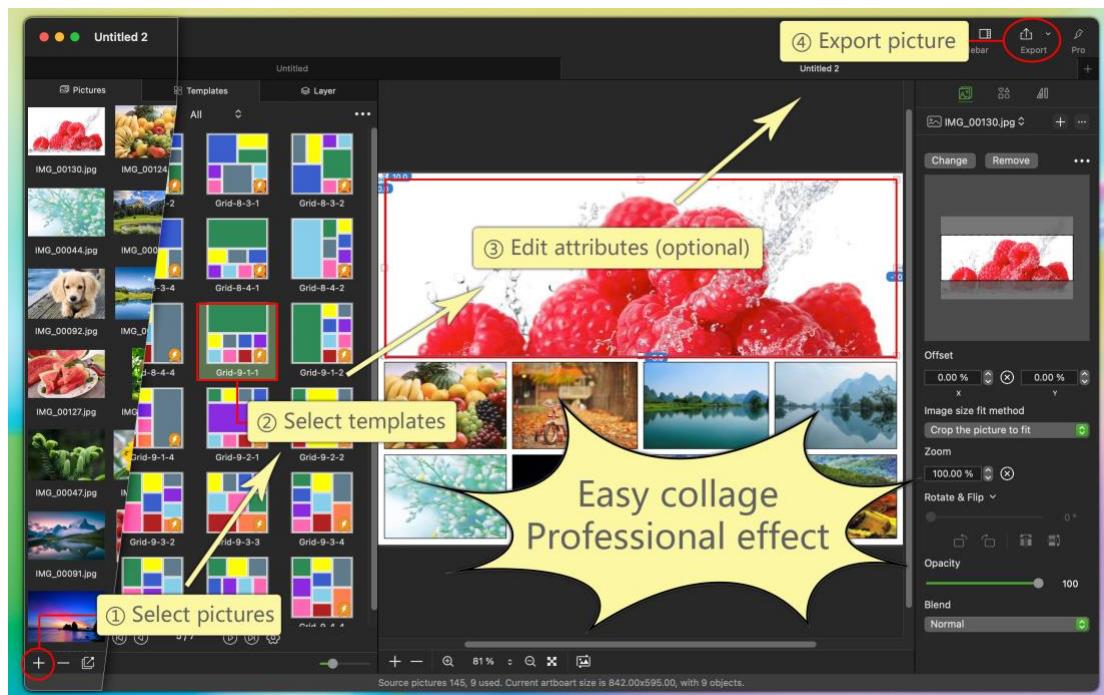
3.2 Main Interface



3.3 Quickly collage a picture

It is very simple and fast to collage multiple pictures together. How to do it? The simplest only requires three steps:

1. Add the source picture file, which is the original picture to be puzzled.
2. Select a template. (At the same time, you can also modify the attribute parameters)
3. Click the "Export" button on the toolbar at the top of the main interface to export the picture. OK, the work is complete.



4 Multiple collage types

4.1 General collage

Default collage type with the most scenarios used.

4.2 Collage long picture

Mainly used for collage of vertical or horizontal direction of long pictures.

This program provides some convenient functions for this application scenario.

See the section "[Collage Long Pictures](#)" for details.

5 Multiple collage methods

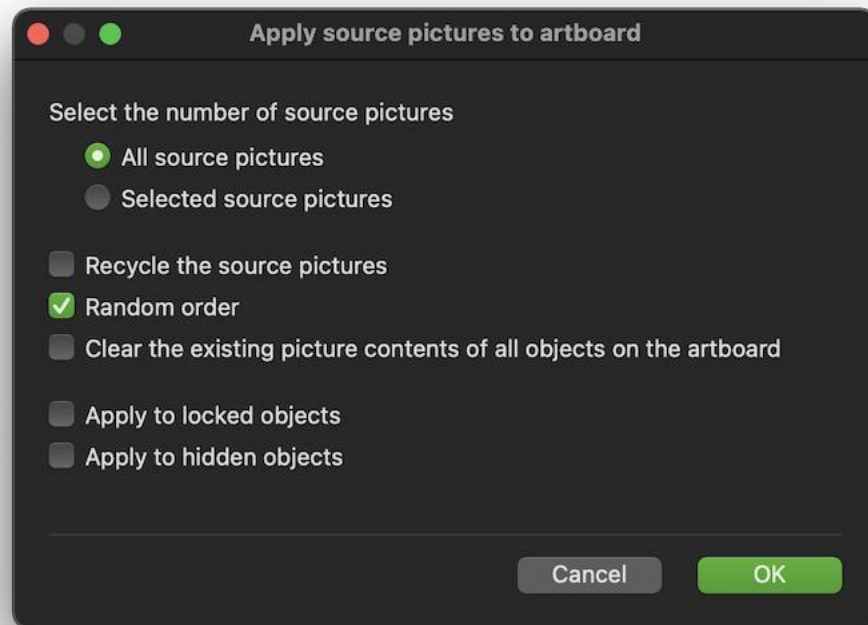
There are many ways to collage multiple pictures together. Each method is very simple and fast.

5.1 Start a collage from the source picture

For this method, please refer to "[3.3 Quickly Collage a Picture](#)".

5.2 Start a collage from a template

1. Select a template in the "Welcome" interface; or after entering the main interface, select a template in the template list.
2. Click the "+" button on the toolbar at the bottom of the picture list, and after a dialog box pops up, select the source picture to be collaged.
3. Click the "" button on the toolbar at the bottom of the picture list, and a dialog box of "Apply Source Picture to Artboard" will pop up, as follows:



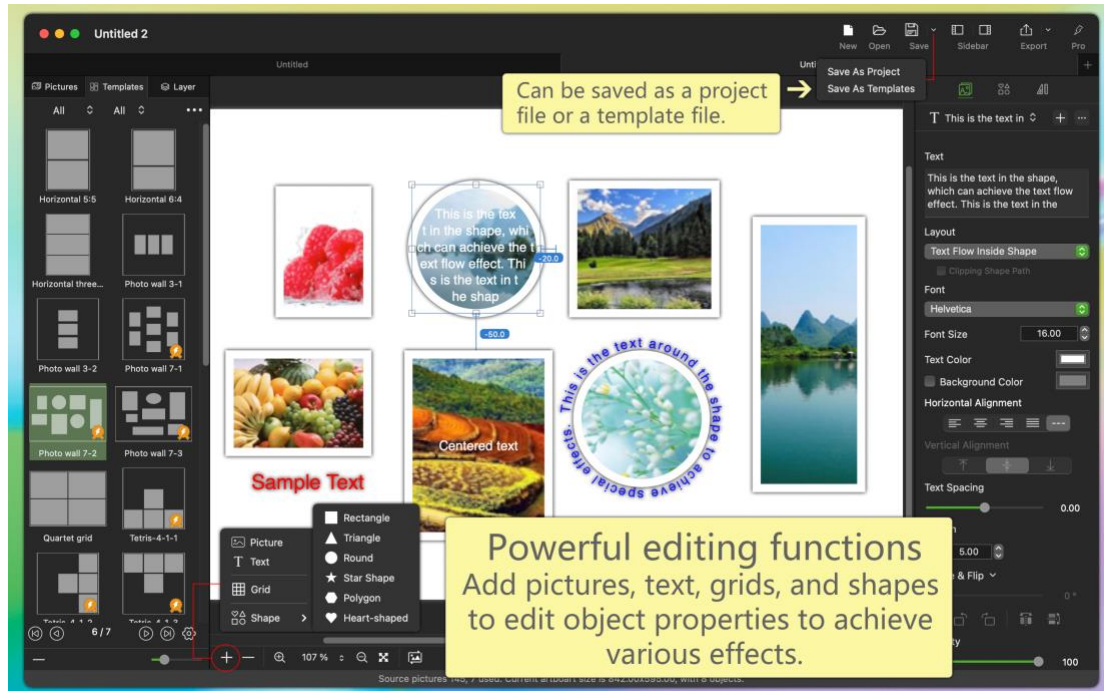
Click the "OK" button, and the program will automatically fill the source image into the previously selected template.

4. Click the "Export" button on the toolbar at the top of the main interface to export the picture.
OK, the work is complete.

5.3 Collage from blank

1. Start the program, do not select a template on the "Welcome" interface or the main interface, and enter the blank drawing board interface. Or click the "New" button on the top toolbar of the main interface to open a blank project interface.
2. Click the "+" button on the bottom toolbar in the middle of the main interface to add "picture", "text", "grid" or various shapes. These are collectively referred

to as "objects", and drag and drop with the mouse to size and position these objects.



3. How to add pictures to these objects? There are multiple ways:
 - (1) Drag and drop the picture from the "Finder" to the object you just added.
 - (2) Drag and drop the picture in the picture list to the object you just added.
 Note: Drag and drop an image directly from the Finder to an empty space on the artboard to automatically add an image object. Or copy a picture file in Finder, then right-click on the blank space of the drawing board, and click "Paste" in the pop-up menu to automatically add a picture object.
 4. Click the "Export" button on the toolbar at the top of the main interface to export the image.
- OK, job done.

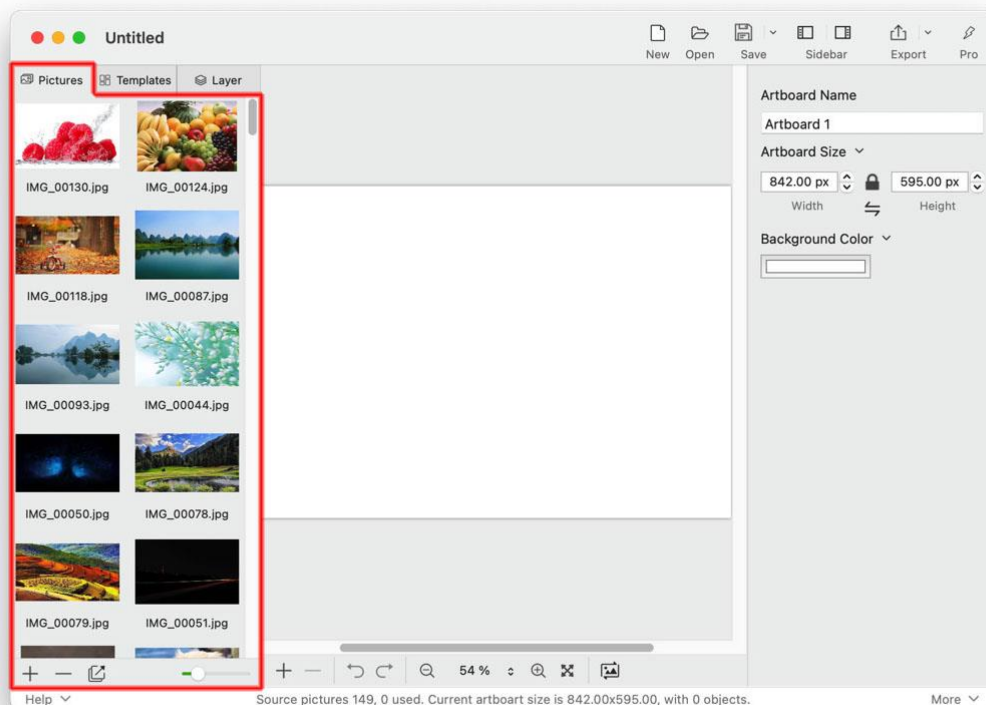
5.4 Mixed in various ways

The above several collage methods can be mixed arbitrarily, for example, after selecting a template, you can also add a circle shape, and then drag and drop a picture from the "Picture List" or "Finder" into this circular shape, and combine it to complete the collage.

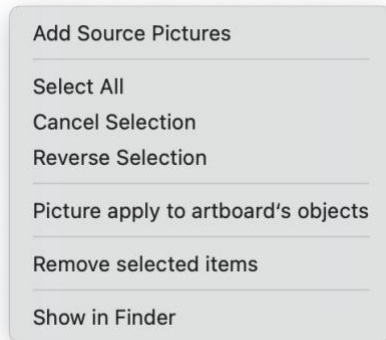
6 Base Function Use

6.1 Source picture list

The red box below is the source picture list.



- Click the right mouse button on the source picture list, a context menu will pop up, and you can perform related operations.



- Toolbar at the bottom of the source picture list

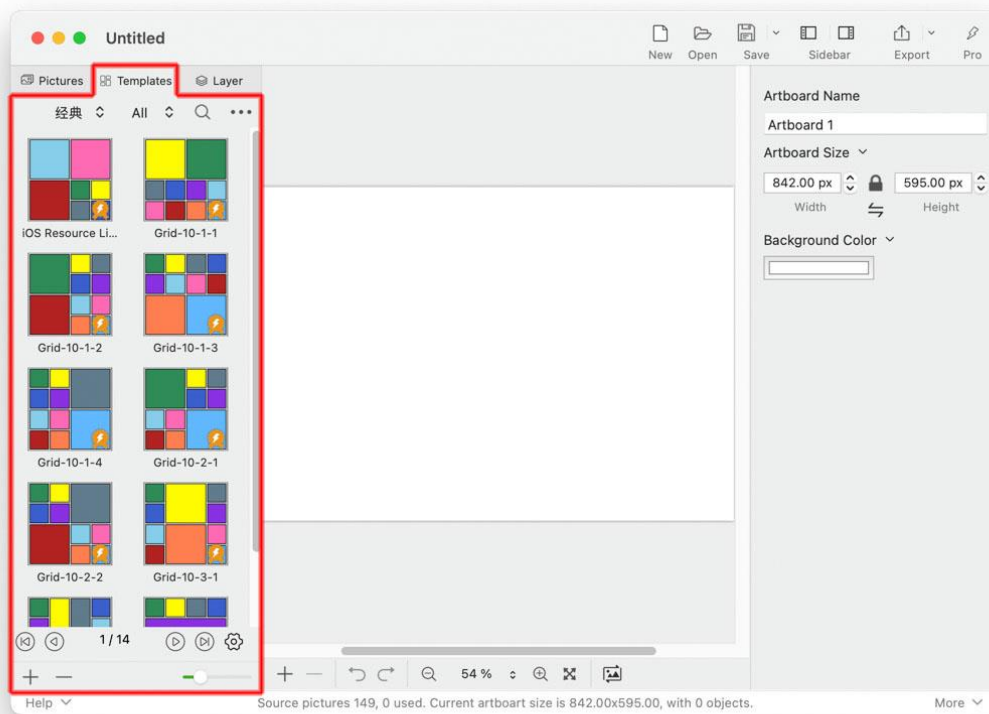
The main buttons are: Add Source Pictures, Remove Source Pictures, Apply Source Pictures to Artboard Objects, Resize Thumbnails.

Hover the mouse pointer over a toolbar button for a few seconds and a tooltip will appear explaining what the button does.

6.2 Template list

The following red box is the template list.

the text that you want to appear here. Error! Use the Home tab to apply 标题 1 to the text that you want to appear here.



Note: When the mouse pointer hovers over any template for a few seconds, the prompt text of template information will appear.

- **Toolbar above the template list**

The upper toolbar is mainly for related operations such as searching and sorting templates.

The main buttons are: template category, number of template images, more search criteria and result sorting, and more operations.

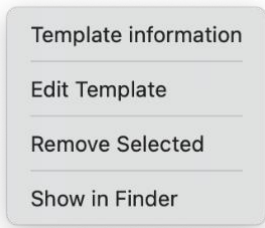
Hover the mouse pointer over a toolbar button for a few seconds and a tooltip will appear explaining what the button does.

- **Right-click on the template list, a context menu will pop up, and you can perform related operations.**

Batch Image Watermark

[Table Of Contents](#) Error! Use the Home tab to apply 标题 1 to

the text that you want to appear here. Error! Use the Home tab to apply 标题 1 to the text that you want to appear here.



Note:

Professional version templates cannot be edited and deleted;

Custom templates can be edited and deleted.

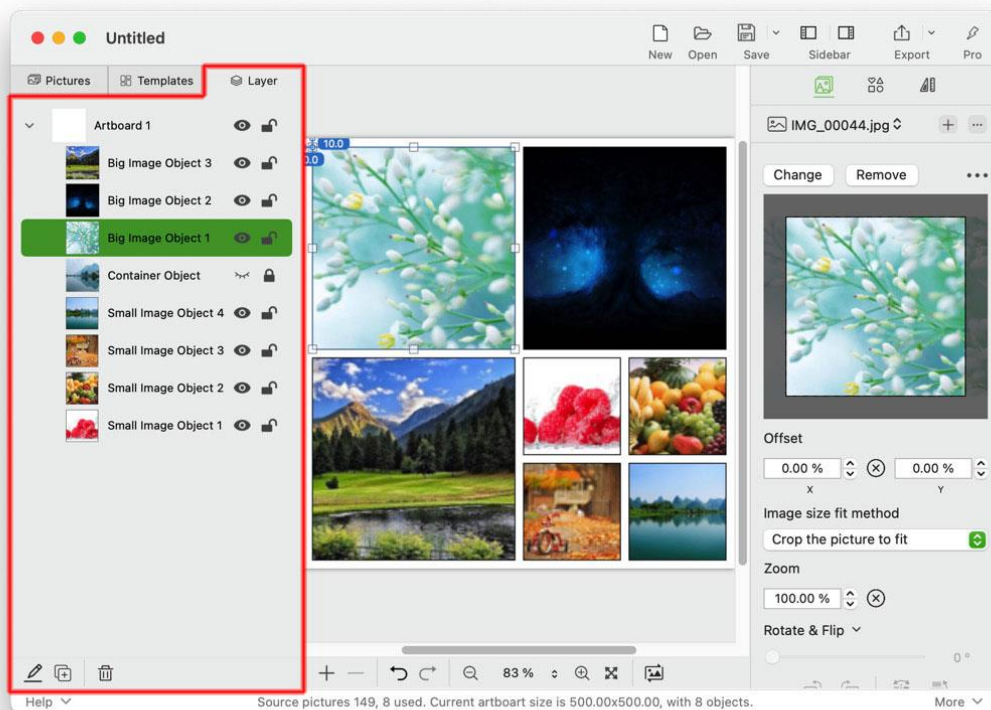
- **Toolbar below the template list**

The main buttons are: Import Template, Remove Template, Resize Thumbnails.





Hover the mouse pointer over a toolbar button for a few seconds and a tooltip will appear explaining what the button does.

6.3 Layer list

The following red box is the layer list.



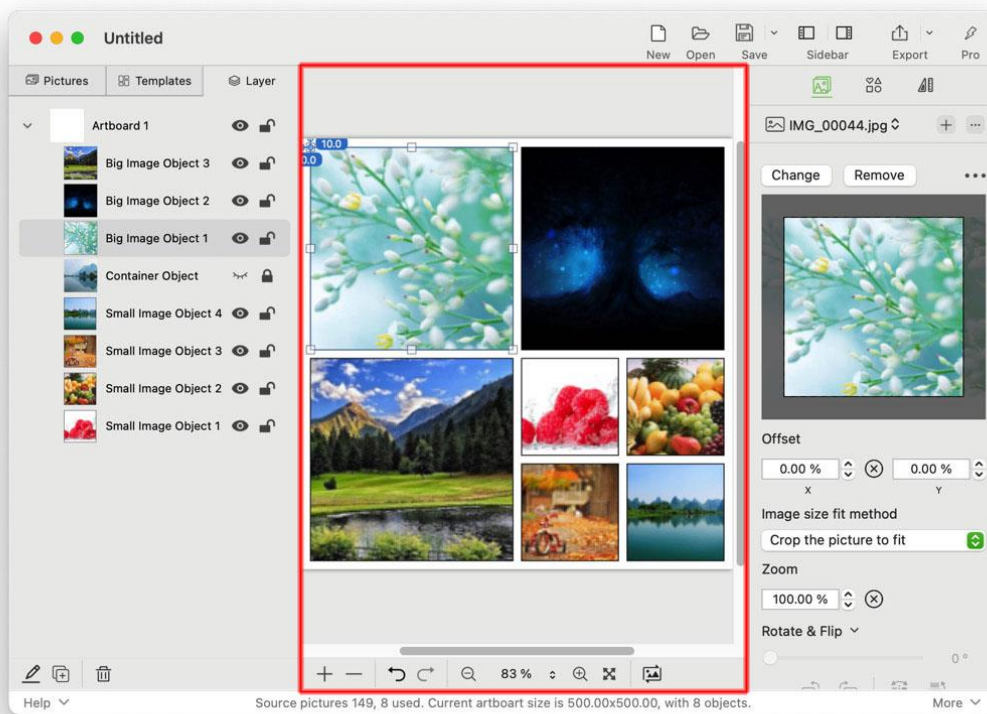
- The layer list displays the object structure in a tree structure. The root node is the artboard. Various objects (pictures, text, shapes, etc.) can be added to the artboard.
- Click on an artboard or object in the layer list, and the object in the editing area will change the selected state, and the properties interface will also change.
- The two icons on the right side of the layer list will switch the state of the object when clicked.

	Indicates that the object is visible. Objects display normally on the artboard.
	Indicates that the object is hidden. Objects are not visible on the artboard.
	Indicates that the object is locked. Locked objects cannot be edited.
	Indicates that the object is unlocked. Objects can be edited (drag to move, set properties, etc.).

- Toolbar below the template list
 - The main buttons are: Rename, Copy Object, Delete Object.
 - Hover the mouse pointer over a toolbar button for a few seconds and a tooltip will appear explaining what the button does.

6.4 Edit area

The red box below is the editing area.



The editing area is where you design the puzzle, edit objects, and preview effects. In the editing area, you can directly edit the related properties of objects (pictures, texts, shapes, etc.) with the mouse.

6.4.1 Select the object:

Click an object with the mouse to select the object. A selection box will appear for the selected object.

Note: You can also select objects by clicking on the [Layer List](#).

6.4.2 Move the object:

Drag and drop the object with the mouse to move the object.

Note: You can also move objects by modifying the object position value through the Properties interface.

6.4.3 Change object size:

The size of the object can be changed by dragging the small handle (small square) on the object selection box with the mouse.

Note: You can also change the object size by modifying the object size value through the Properties interface.

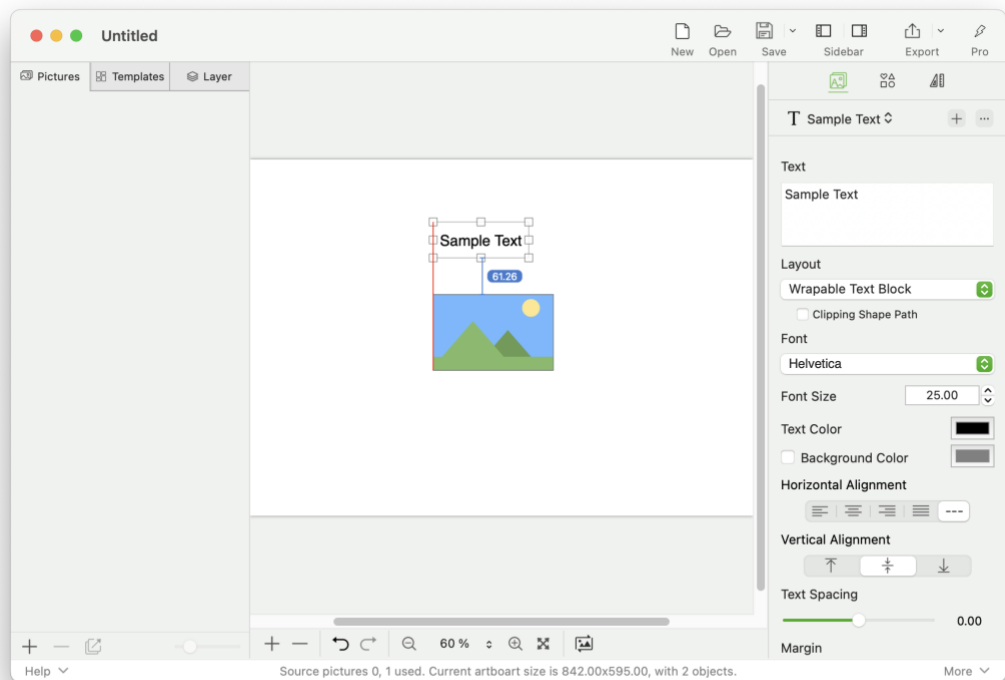
6.4.4 Rotate the object:

Hold down the Command key on the keyboard and drag the small handle (small square) on the object selection box with the mouse to change the rotation angle of the object.

6.4.5 Align the objects:

Method 1: When dragging an object with the mouse and moving on the artboard, if it is close to the special position of the artboard or the special position of other objects, it will be automatically magnetically attracted and an alignment guide line will be displayed.

Special positions include: the upper, lower, left, and right sides of the object, and the horizontal and vertical centerlines of the object.



Method 2: You can align objects with artboard guides. See the "[Rulers and Guides](#)" section below.

Method 3: Align one or more objects through the alignment operation of the property interface. See the Alignment Related Content section of the "[Object Layout Related Properties](#)" section.

6.4.6 Multi-select objects:

Method 1: Press and hold the left mouse button on the blank space of the drawing board to drag and move, and a selection box can be generated, and multiple objects can be selected at one time.





Method 2: Press and hold the Shift key on the keyboard, and then use the left mouse button to click multiple objects in turn to select multiple objects.

6.4.7 Boolean operations:

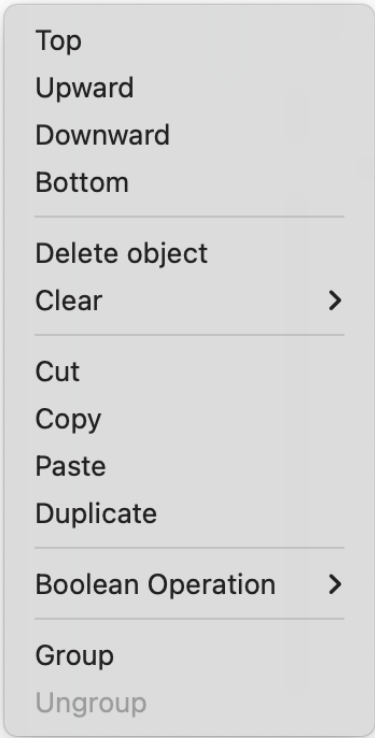
With more than two objects selected, right-click on the selected objects,

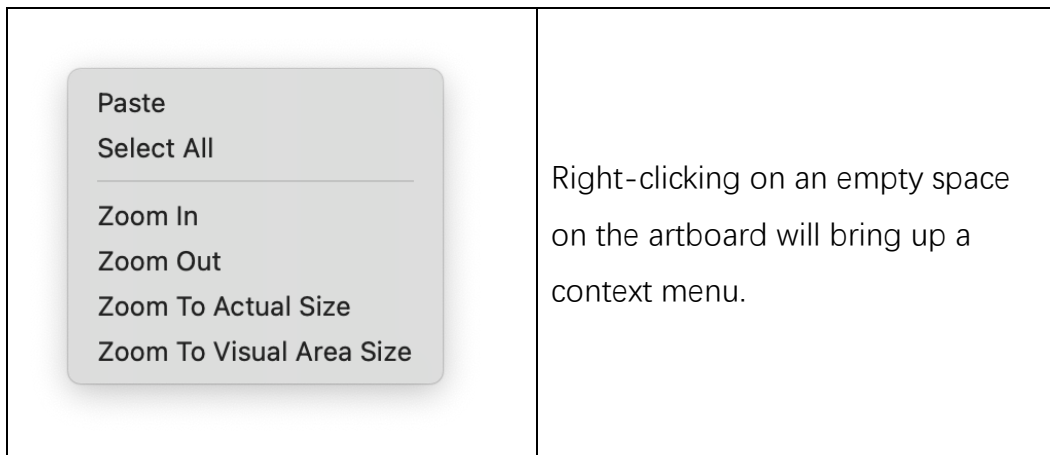
Error! Use the Home tab to apply 标题 1 to the text that you want to appear here. Error! Use the Home tab to apply 标题 1 to the text that you want to appear here.

and when the context menu appears, select Boolean Operations.

	Merge shapes
	Subtract top shape
	Intersection shape
	Exclude overlapping shapes

6.4.8 The edit area context menu

	<p>Clicking on an object with the right mouse button brings up a context menu.</p>
--	--



6.4.9 Rulers and guides

The edit area can assist with layout with rulers and guides, and operate on the position and dimensions of objects.

The main menu, View, Ruler, allows you to show or hide the ruler.

Add a guide: A guide appears as you move over the horizontal or vertical ruler, and a left-click adds a guide to the editing area.

Note: Currently added guides from rulers are called artboard guides.

Move a guide: On a horizontal or vertical ruler, move the mouse pointer to one guide, and hold down the guide with the left mouse button to drag to another location.

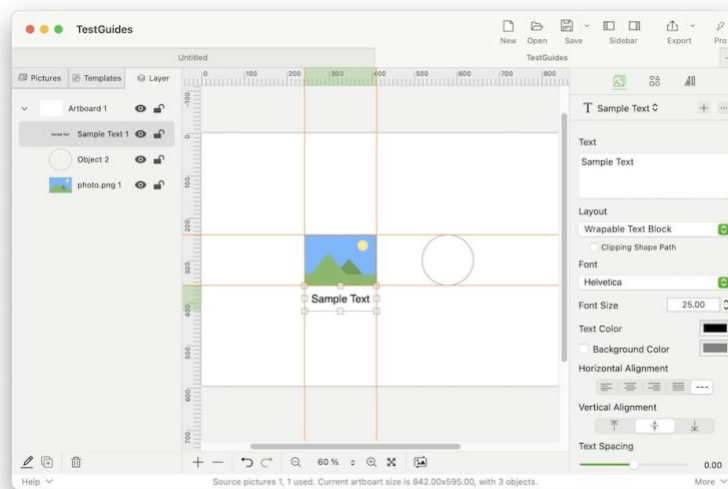
Delete a guide: Drag a guide on a horizontal or vertical ruler to the upper-left corner of the ruler, and when an "X" icon appears on the mouse pointer, release the left button to delete the guide.

Delete all guides: "View" --> "Clear" --> "Clear Artboard Guides" in the main menu to delete all guides.

Object alignment to guides: After establishing a guide, when you drag an object (such as an image, text, etc.) with the mouse to get close to the guide, it will automatically magnetize it. The same goes for resizing objects.

Guide alignment to object: When you drag a guide closer to an object (such

as picture, text, etc.) with the mouse, it will automatically magnetize it.



6.4.10 Keyboard shortcuts and touchpads

The editing area supports keyboard hotkeys and touchpad for related operations. For details, please refer to the "[Hot Keys](#)" and "[Touchpad](#)" chapters.

6.4.11 The toolbar on the lower side of the editing area

The main buttons are: add object, remove object, undo, redo, zoom out, selectable zoom ratio can be entered, zoom in, zoom to the size of the viewable area, and swap the image of the object.

Hover the mouse pointer over a toolbar button for a few seconds and a tooltip will appear explaining what the button does.

6.5 Property area

When you select an artboard, the properties of the artboard appear in the properties area.

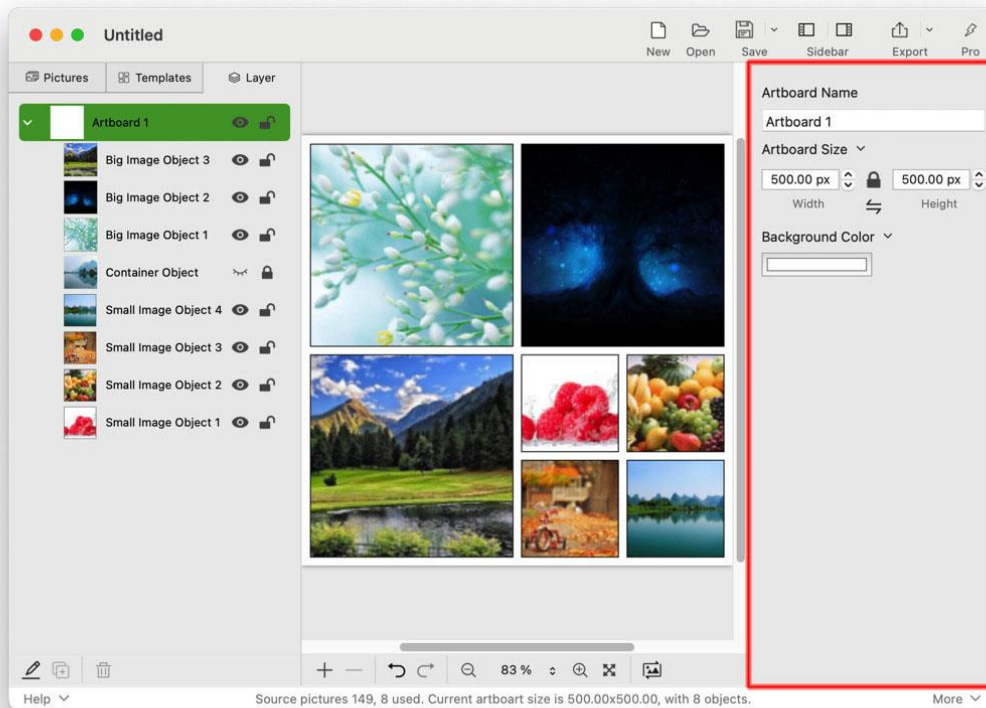
When you select an object (picture, text, shape, etc.), the properties of the object appear in the property area.

By modifying property values, you can change the appearance, position, size,

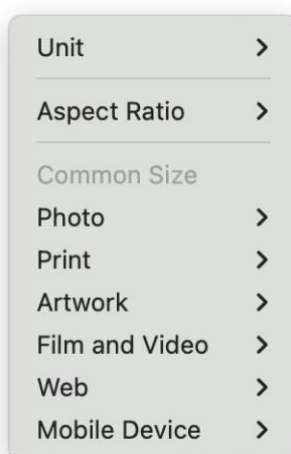
Error! Use the Home tab to apply 标题 1 to the text that you want to appear here. Error! Use the Home tab to apply 标题 1 to the text that you want to appear here.

and behavior of an artboard or object.

6.5.1 Artboard Properties

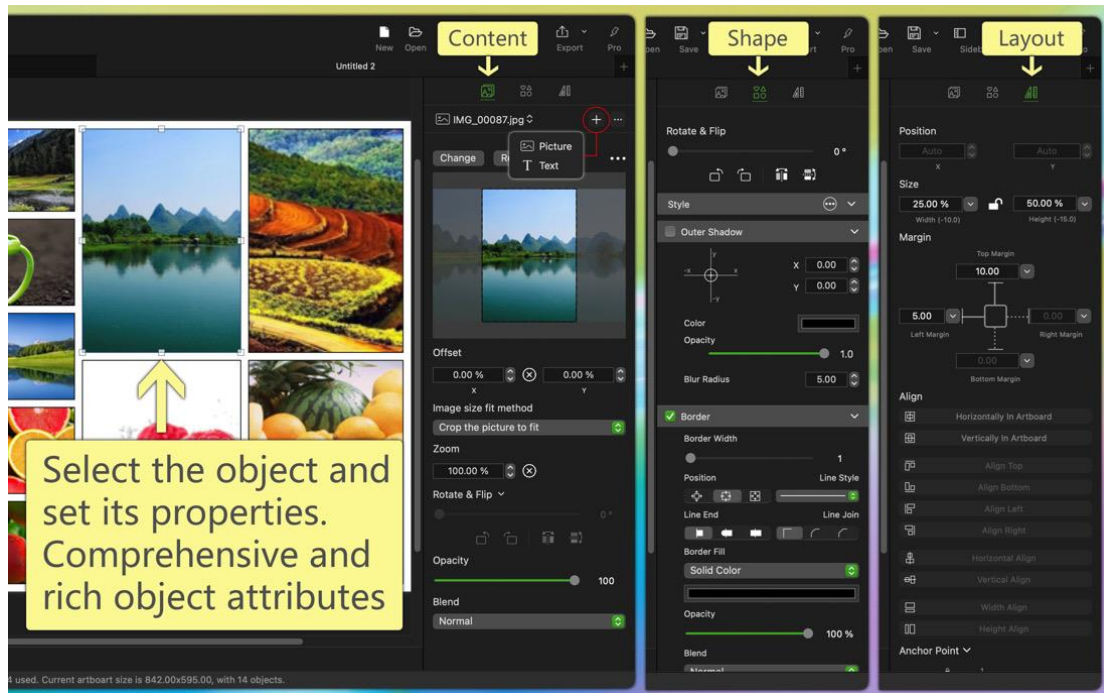


Click the "Artboard Size" tab with a small arrow to pop up a context menu for more operations.



6.5.2 Object Properties

Object properties include three aspects: content-related properties, shape-related properties, and layout-related properties.



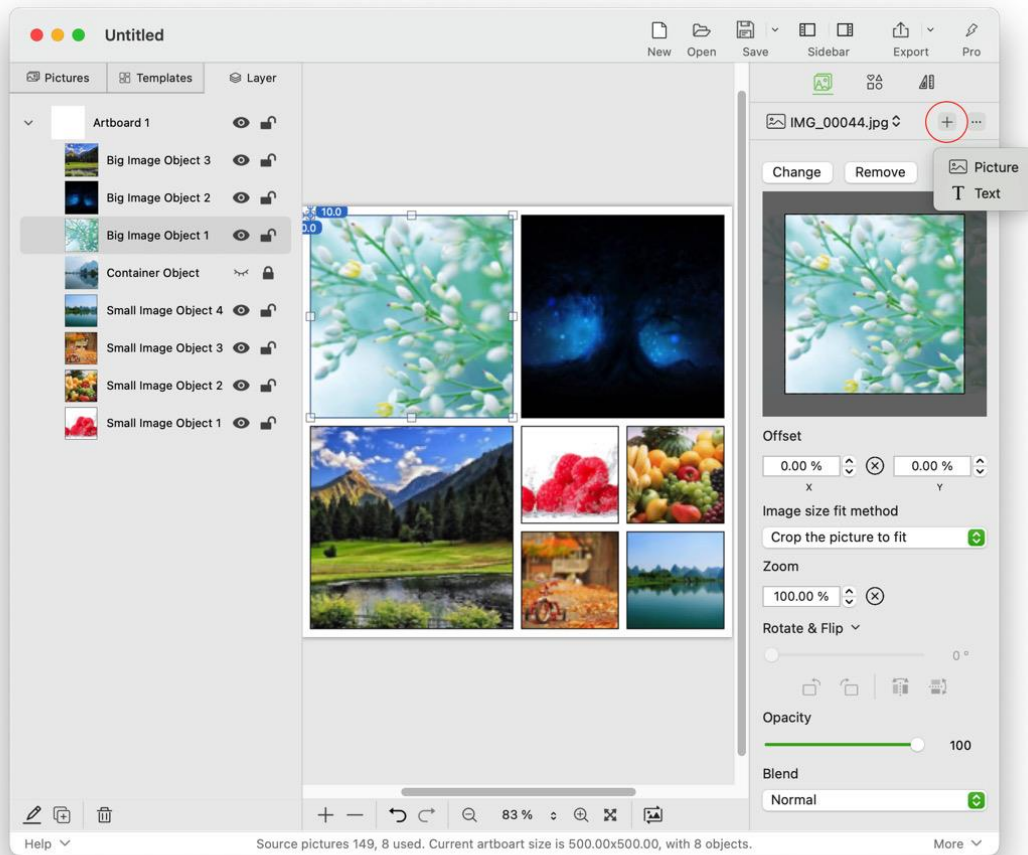
6.5.2.1 Object content related properties

The content of an object can be just a picture, a text, or a combination of multiple pictures and text.

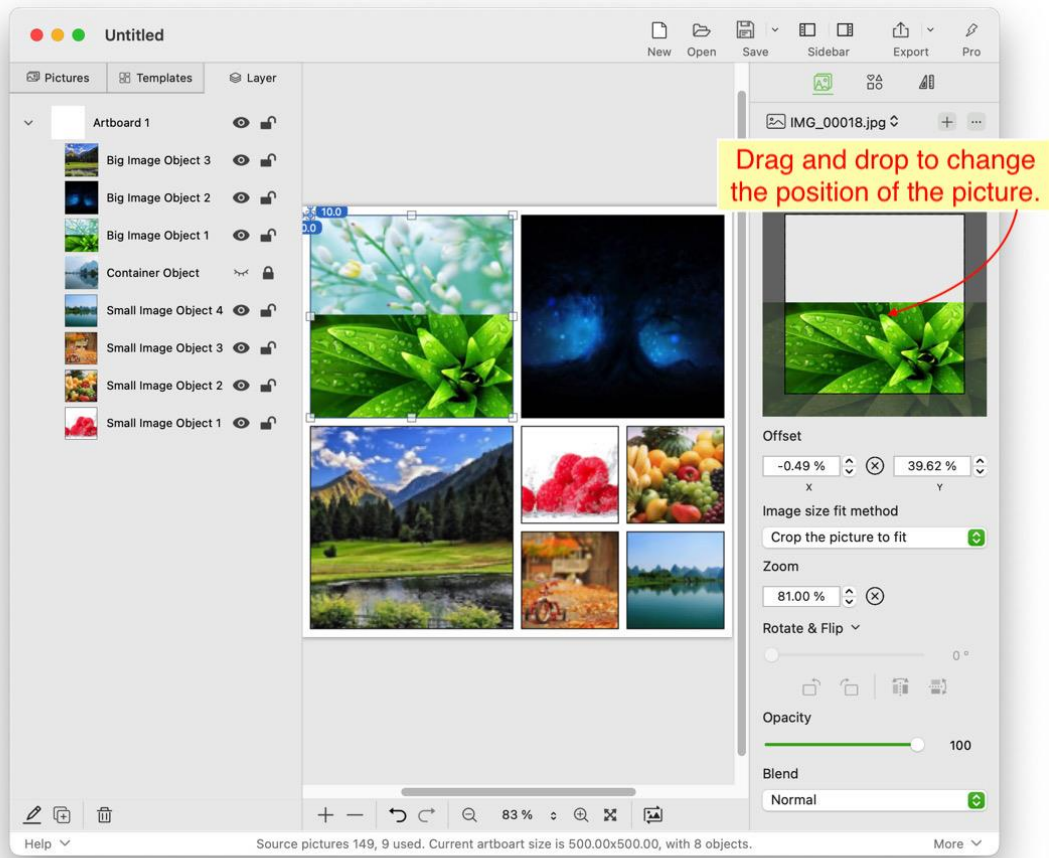
Various effects can be achieved through different combinations.

Example:

1. Select a picture object.

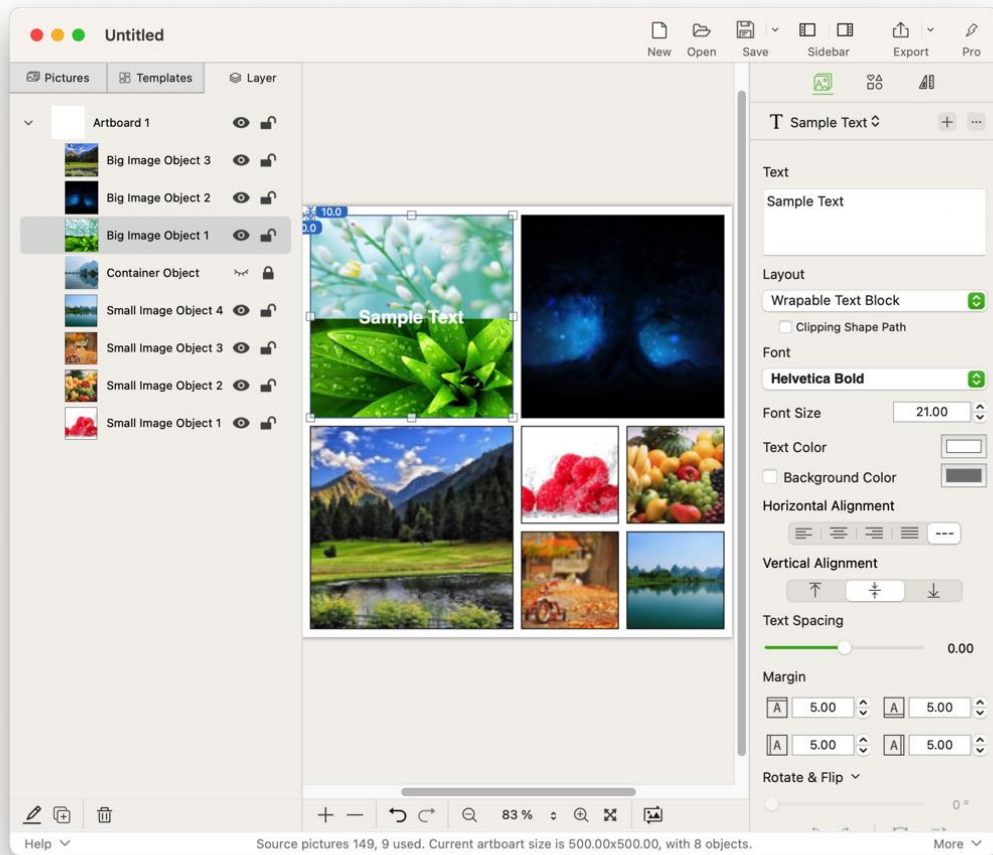


2. Add another image to the content of the object, drag and drop the image, and adjust the position.

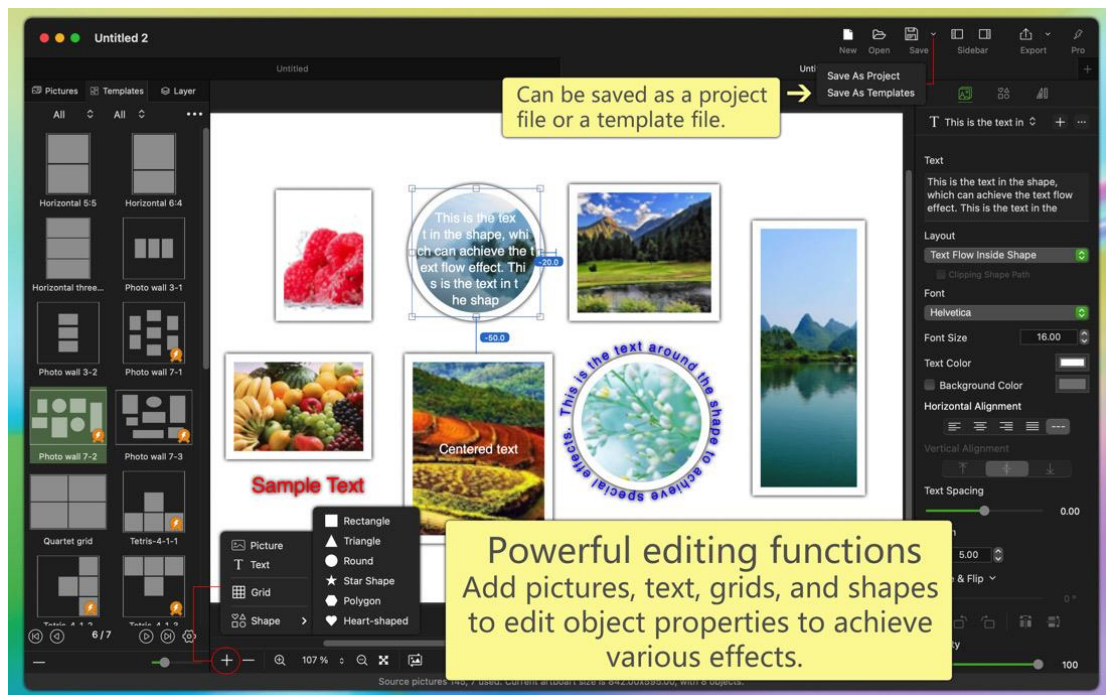


3. Add another text to the content of the object, the effect is as follows.

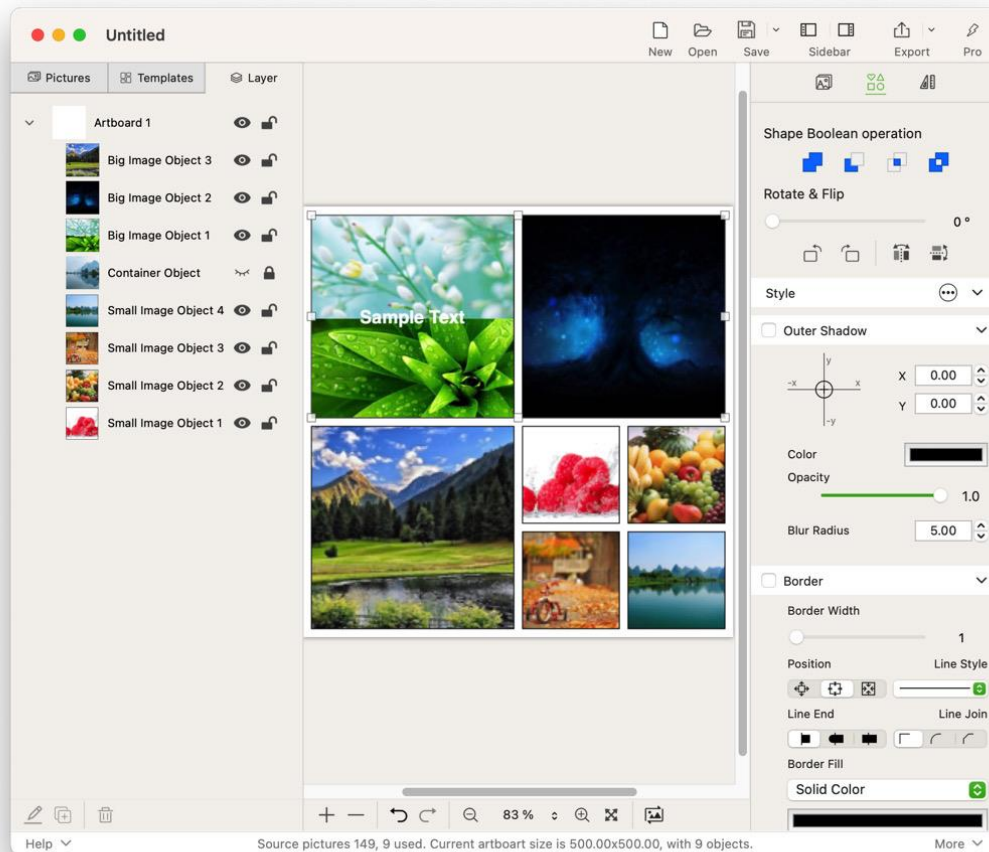
the text that you want to appear here. Error! Use the Home tab to apply 标题 1 to the text that you want to appear here.



You can also add different shapes, set different properties, and achieve various effects, as shown below:



6.5.2.2 Object shape related properties



1. Shape related

When more than two objects are selected, the "Shape Boolean Operation" setting item will automatically appear in the shape property interface; if only one object is selected, the Boolean operation setting item will not appear here.

2. Shape style related

Shape styles currently include: border, fill, outer shadow, inner shadow (more styles will be added in future versions).

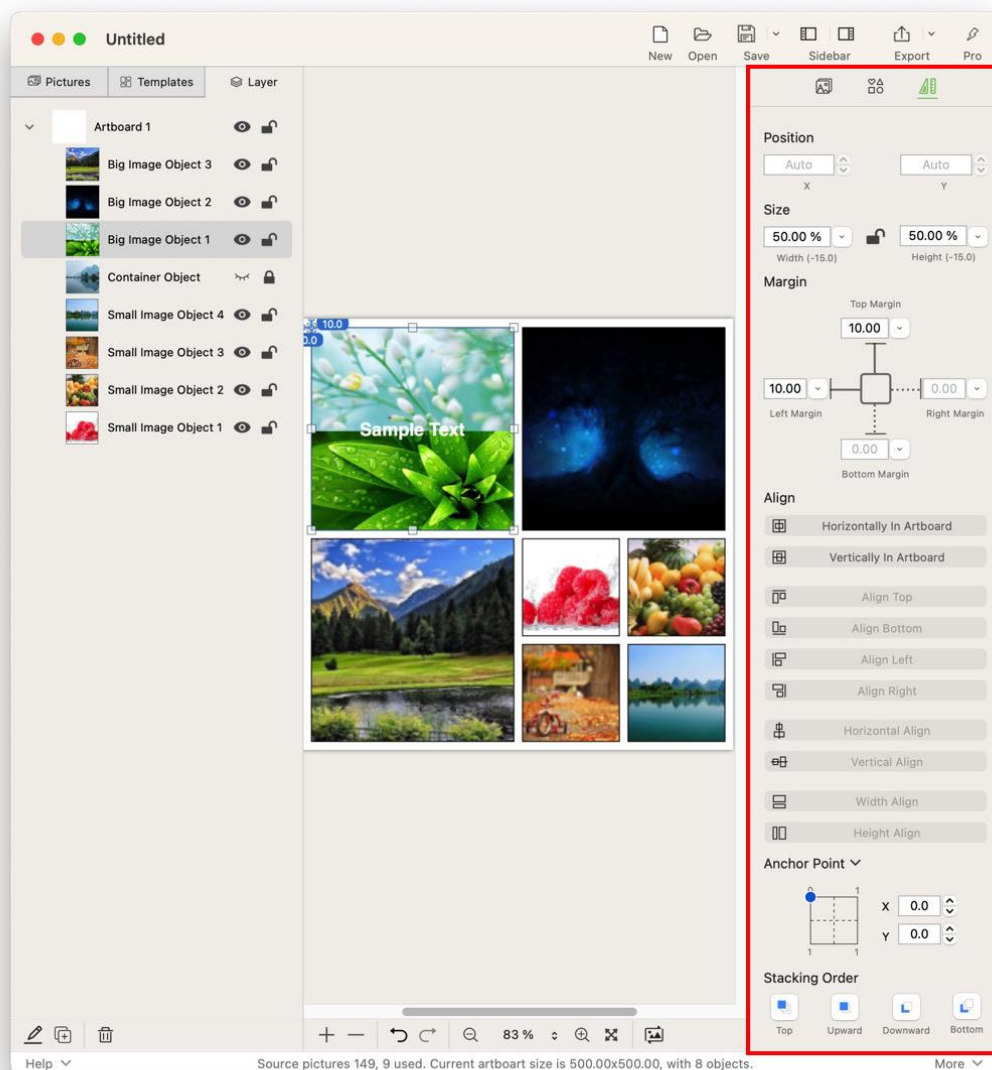
An object can have one or more styles, and the combination of different styles can give the object different effects.

Click the  icon, and in the pop-up menu, you can add, delete and

manage styles.

6.5.2.3 Object layout related properties

The layout properties interface is shown on the right side of the figure below:



Layout settings include the following aspects:

1. Position, size, margins.

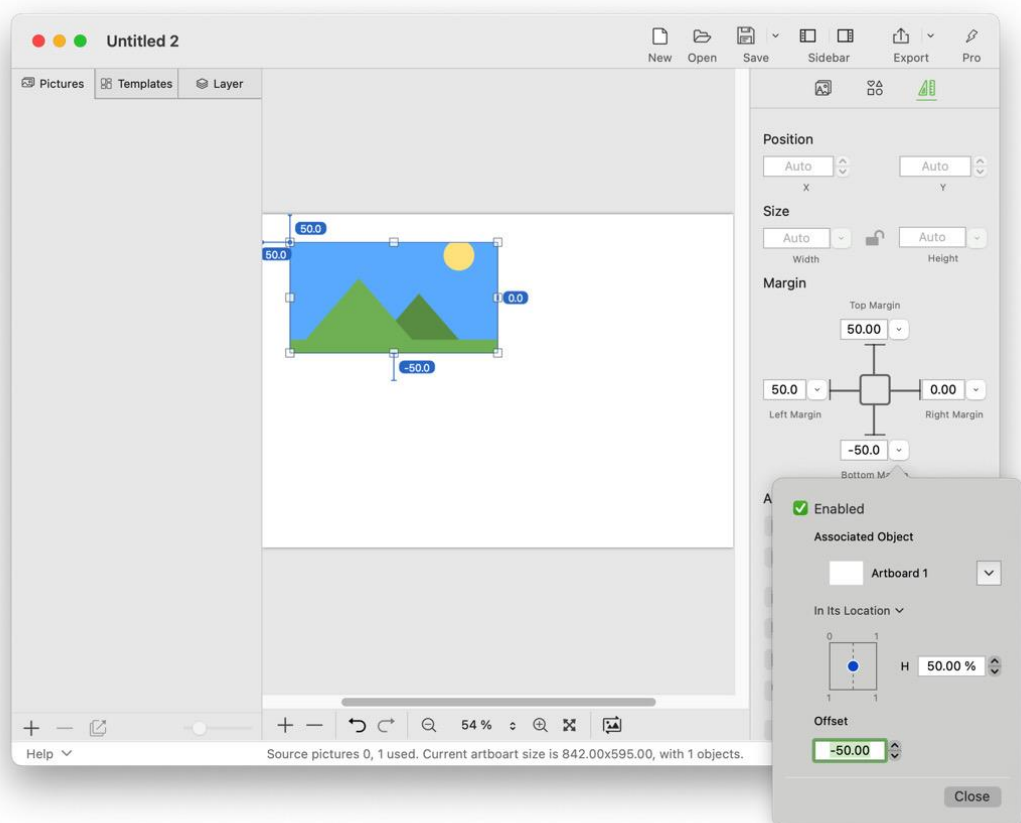
As shown in the figure above, the width and height of the selected object is not an absolute value, but a percentage value of 50%, indicating that the

selected object is related to other objects or artboards, and its width and height will change dynamically. For example, if we export a 1024x768 pixel image and a 2880x1800 pixel image, the width and height of the selected object will dynamically change to 50% of the image size.

The top and left margins of the selected object are also associated with other objects, and the position of the object is also affected by other objects and changes dynamically.

An object's layout has an association with other objects, and we call that object has layout constraints.

When an object has layout constraints, layout guides appear on the interface. As shown below.



2. Align.

When an object is selected, you can set the object to be centered horizontally or vertically in the artboard.

When more than two objects are selected, they can be aligned to the top, bottom, left, right, horizontal, vertical, width, and height.

3. Anchor point.

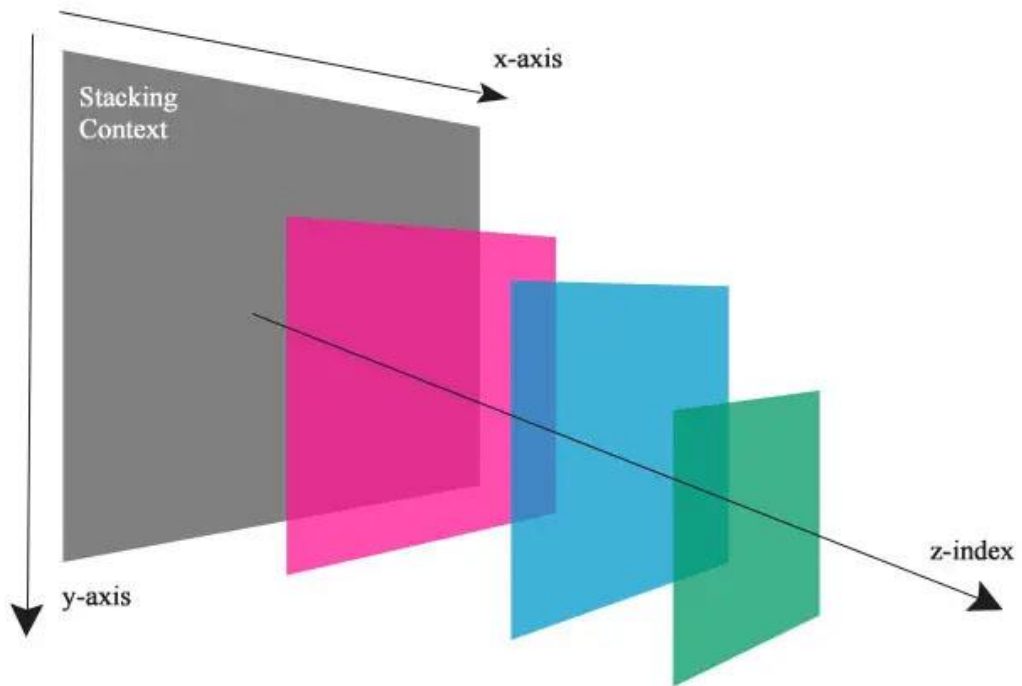
The position of an object consists of the X-axis and Y-axis coordinate points, written as (x, y). The default object's anchor point is (0, 0), which in this program is the top-left corner of the rectangle.

The object's position movement, size change and other operations are based on this anchor point.

Note: By changing the position of the anchor point, some special positioning effects can be achieved. For example, if the anchor point of the object is changed to (0.5, 0.5), which is its own center point, then it can be positioned with its center point.

4. Stacking order.

Stacking order refers to the order in which objects are arranged in three dimensions. The z-index order in the following figure is the stacking order of objects.



6.6 Hot keys

Source picture list, template list, layer list	
Hot keys	Function
Shift + Arrow keys or mouse click	Multiple choice

Selected objects (such as pictures, text, shapes, etc.) on the artboard in the design area	
Hot keys	Function
Command key + left mouse button and drag the object handle	Rotate object
Command key + X	cut object
Command key + C	copy object

the text that you want to appear here. Error! Use the Home tab to apply 标题 1 to the text that you want to appear here.

Command key + V	pasted object
Command key + D	duplicate object
ESC key	deselected object
⌫ key (Delete key)	delete object
← key (left arrow key)	Object position moves to the left.
→ key (right arrow key)	Object position moves to the right.
↑ key (up arrow key)	Object position moves up.
↓ key (down arrow key)	Object position moves down.

Note: After copying a picture with "Command + C" in Finder, you can paste a picture object directly on the artboard with "Command + V".

Design area artboards (after clicking an artboard or object to gain focus)	
Hot keys	Function
Command key + Z	Undo
Command key + Shift + Z	Redo
Command key + A	Select all objects

Note: Note: For performance reasons, the current version can be undone up to 50 times, that is, 50 steps can be rolled back.

Main Interface	
Hot keys	Function
Command + "+"	Zoom in canvas
Command + "-"	Zoom out canvas
Command + "1"	Scale the canvas to 100% size
Command + "0"	Zoom the current artboard to the size of the viewable area

6.7 Touchpad

Design Area Canvas	
Gesture	Function

Pinch with two fingers	Zoom in or out on the canvas
Two-finger drag	Move the canvas
Two-finger double tap	Canvas scale between 100% and 200%

7 Collage Long Pictures

7.1 Introduction to "Collage Long Pictures"

Collage multiple pictures end to end vertically or horizontally, a scenario called "collage long picture".

This program provides some convenient functions for this application scenario.

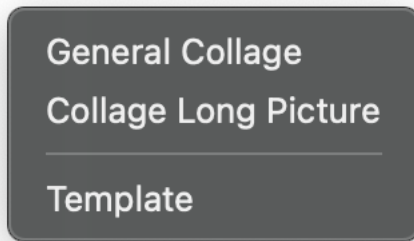
Like what:

1. You can create a new collage project or template.
2. You can realize horizontal or vertical long picture collage. Horizontal long pictures and vertical long pictures can be switched at any time.
3. Pictures can be laid out automatically into long pictures or manually.
4. New pictures can be inserted anywhere in long pictures.
5. You can add various objects (pictures, text, shapes, grids, etc.) to long pictures to enrich the scene.
6. You can mix existing "general" templates or "long pictures" templates.

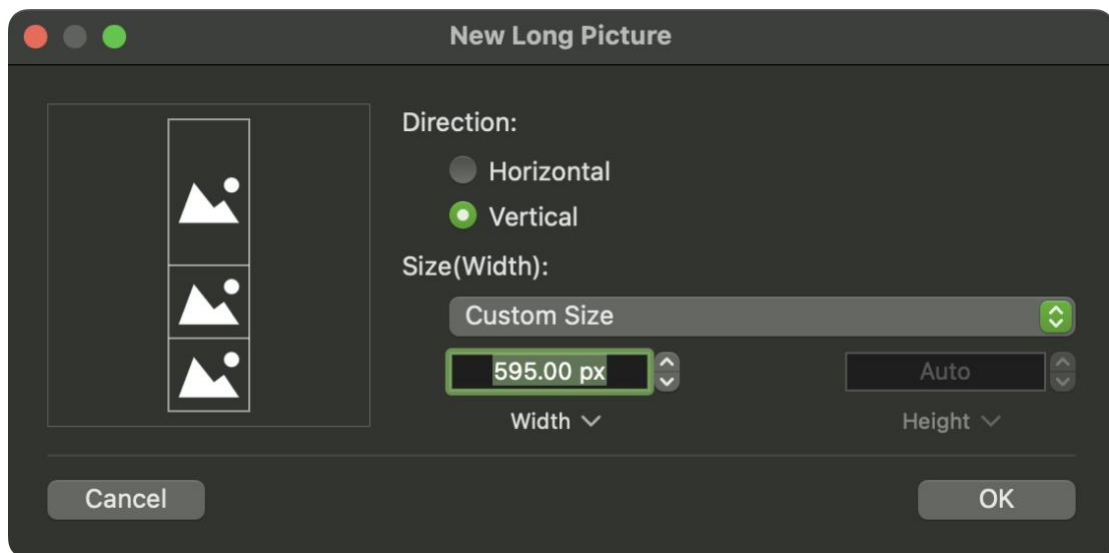
7.2 Quickly complete a long collage picture

1. Create a new "Collage Long Picture" project.

After opening the main interface window, click the "New" button in the toolbar above, and select "Collage Long Picture" in the pop-up menu. Or click on the main menu "File" --> "New" --> "Collage Long Picture".



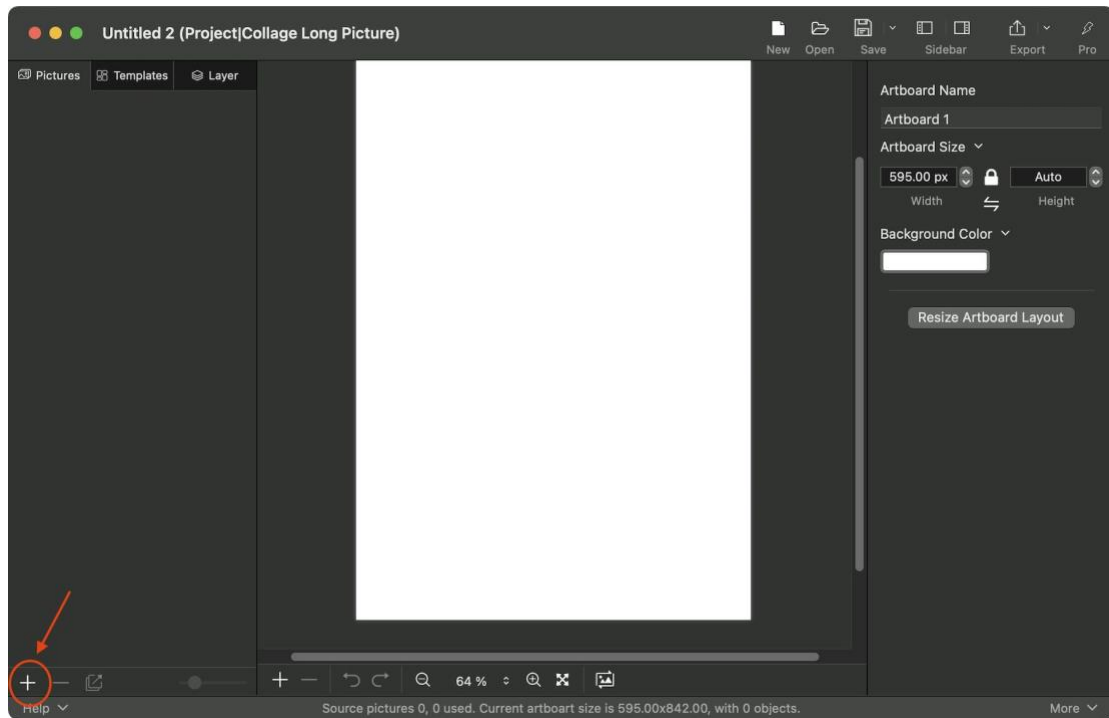
2. In the pop-up "New Long Picture" dialog box, select the direction and initialize the width or height. Then click the "OK" button.



Note: You can modify the size at any time in the artboard properties interface, or swap the width and height.

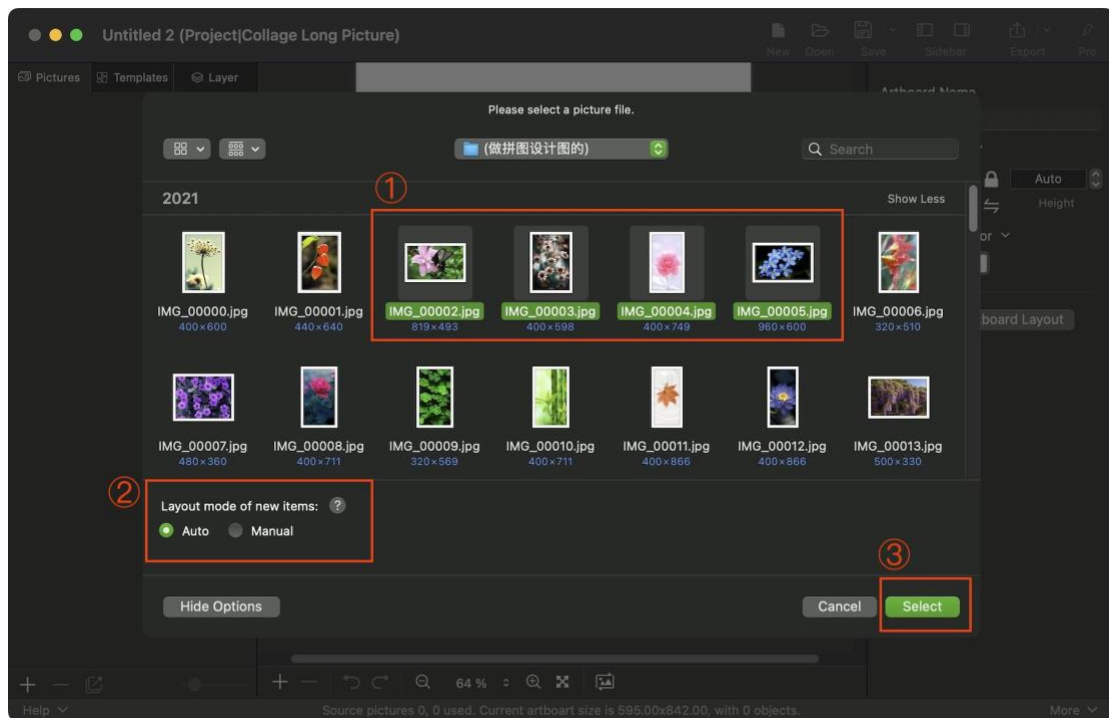
3. In the newly created "Collage Long Picture" project window, click the "+" button at the bottom of the source picture list to add a source picture.

the text that you want to appear here. Error! Use the Home tab to apply 标题 1 to the text that you want to appear here.

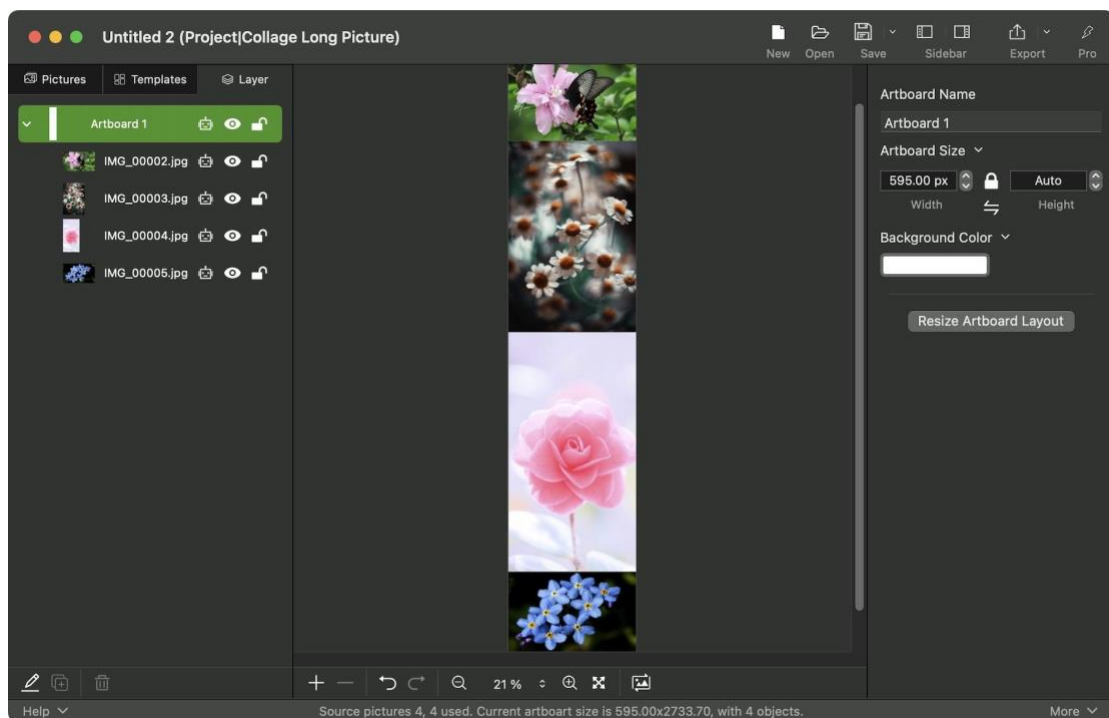


4. In the dialog window of Select source pictures, select the source pictures you want to collage the long picture.

Notice the bottom option "Layout mode of new items", select "Automatic". After selecting the source image, click the "Select" button in the lower right corner.



5. At this time, the editing area of the main window can see the long picture automatically collaged.



6. Click the "Export" button in the toolbar to export long picture as PNG/JPG/etc.

In addition, you can also start collaging long pictures from long picture templates, and the specific steps are basically the same as the general "[Start a collage from a template](#)".

7.3 Some notes on collage long pictures

7.3.1 Layout mode

Layout mode include automatic layout and manual layout. (This option is available when collaging long picture)

1. **Automatic:** In some scenes, the program will automatically layout all the objects whose layout mode is "Auto" on the artboard, so that they are connected end to end, or conform to the scene at that time.
Scenarios such as: adding and deleting objects (pictures, text, shapes, etc.), exchanging the width and height of the artboard, resetting the layout of the artboard, etc.
2. **Manual:** For objects whose layout mode is "manual", the program will not operate the layout, and you will perform the layout operation manually.

7.3.2 Drag and drop the pictures

You can drag and drop pictures directly from the source picture list or the Finder to the editing area.

If you drag and drop the source pictures onto an object (picture, text, shape, etc.): it will replace the existing picture content or add the picture content.

If you drag and drop the source picture into the empty space of the artboard: a dialog will pop up asking you how to lay out and where to insert it.

If you hold down the "shift" key of the keyboard while dragging and dropping the source picture to any object or artboard, the effect is equivalent to dragging and dropping the source picture to the empty space of the artboard.

7.3.3 Resets the artboard layout

What is resetting artboard layout? (This option is available when collaging long pictures)

1. For all the objects whose layout mode is "auto" on the artboard, the program will automatically re-layout them so that they are connected end to end, or conform to the current scene.
(For objects whose layout mode is "manual", the program will not automatically layout, and you will do the layout manually)
2. The program automatically adjusts the width and height of the artboard, removes blank space or increases the size, so that all objects of automatic layout can be displayed normally.

Where to do it?

There is a "Reset Artboard Layout" button in the artboard properties screen. When you swap the artboard width and height, the program automatically resets the artboard layout.

8 Professional Version

8.1 How to get the professional version

You can download this software for free from the [Mac App Store](#), and the download is the free version. Many basic functions are free, which can satisfy daily basic use. However, considering the higher requirements of many professional users, it also ensures that the software can be maintained and updated continuously, and some professional functions have been added.

The free version and the professional version are one piece of software. If you purchase professional features in the free version, you can unlock the professional version features.

You click the "Pro" icon button at the far right of the toolbar on the main interface to open the window for purchasing the professional version, and you can purchase and unlock the professional features.

Note: You can purchase and unlock one, multiple or all professional functions according to your actual needs.

8.2 Professional function description

	Function	Description
1	Unlimited use of templates	<p>There are a large number of templates of various categories and styles in the software (and new templates will be added continuously), which can be directly applied to complete the collage. Various collages can be easily designed in the software, what you see is what you get, and saved as a custom template, which can be reused in the future.</p> <ul style="list-style-type: none"> ● Free version: 1. All types of templates can be used when designing. When exporting a picture, if you use a professional template (or use more than 50% of the professional template object), the exported picture will have the developer's information watermark. 2. All types of templates can be edited at design time, but professional templates cannot be saved as custom templates. 3. Only one template file can be imported at a time. ● After subscribing to the professional version

		or purchasing this professional function: You can use any template (including new templates in the future) and template-related functions without limitation.
2	Unlimited use of object content	<p>The content of an object has various types, such as: pictures, texts, etc. (the new version will add: QR code, tiled pictures, tiled text, artistic text, etc.).</p> <p>The number of contents of an object can be one or more, and can be used in any combination to achieve a more professional effect. For example: a picture + text flow inside the shape + text around the outside.</p> <ul style="list-style-type: none"> ● Free version: Unlimited type and quantity during design. When exporting pictures, the available content types are pictures and text, and the quantity is one content per object. For example: a rectangular object, its content can be a picture or a text. If the limit is exceeded, the exported image will have the developer's information watermark. ● After subscribing to the professional version or purchasing this professional feature: there are no restrictions on the type and quantity of object content.
3	Unlimited export of HD pictures	<ul style="list-style-type: none"> ● Free version: There are restrictions on the size, color depth, and resolution of exported pictures. Size: The pixel size of width*height is up to 500x500. If the limit is exceeded, the exported images will be watermarked with the developer's information.

		<p>Color depth: up to 32 bits, that is, 8 bits per channel.</p> <p>DPI: up to 72 pixels/inch.</p> <ul style="list-style-type: none"> ● After subscribing to the professional version or purchasing this professional feature: you can export high-definition pictures of any size and quality without limitation.
4	Add and edit picture metadata	<p>Image metadata (EXIF/IPTC/TIFF/GPS/...), you can record the original information of the image, shooting information, copyright information, and so on. Usually the image creator can add copyright information, such as: author, copyright statement, description, keywords, creation date and time, contact information, and so on.</p> <ul style="list-style-type: none"> ● Free version: You cannot edit or add any information. The metadata of the exported image will add the copyright information of the developer. ● After subscribing to the professional version or purchasing this professional feature: you can edit and add any image metadata information. The exported pictures do not have the copyright information of the developer.

8.3 The way to purchase professional functions

There are two types of professional function purchases: subscription and separate purchase.

- **Subscription method:** refers to having all the professional functions within a certain period of time, and subscribing to the professional version for one year, six months or a month, so that as long as you subscribe, you can have all the existing professional functions and the new professional functions added in the new version And advanced features. After the subscription expires, it will be automatically renewed. You can cancel the subscription in the App Store. Professional functions will become invalid after cancellation.
- **Separate purchase method:** refers to the separate purchase of one or several professional functions, such as the separate purchase of "unlimited number of pictures" and "editing picture metadata", then a one-time purchase will be owned for life and never expire.


You can choose a one-time purchase, a subscription method, or a combination of use according to your actual needs. In fact, many users choose to purchase the most needed functions at once, and then subscribe for a period of time at the same time, so as to achieve full-featured use in a short period of time, but also to meet the needs of permanent possession of the most necessary professional Features.

9 FAQ

9.1 Download/Install/Restore related

9.1.1 Where to download the software?

Answer: This software will be put on the App Store after being reviewed by Apple's machines and manuals. Open the Mac App Store in your Apple computer system and search for "easy collage" to find the software (the

software icon is ). You can also directly open the App Store download address:

<https://apps.apple.com/app/id1552589734>

9.1.2 Can it be installed on my other computer? Can the purchased professional functions work on other computers?

Answer: It can be installed and used on any other macOS computer of yours.

The purchased professional functions can be used on any other computer equipped with this software. Use "Restore Purchase" to restore professional functions. The operation steps can refer to the following [similar problems](#).

9.1.3 After uninstalling the software and reinstalling the software, can the purchase record be restored? How to resume purchase?

Answer: It can be restored. The recovery steps can refer to the following [similar problems](#).

9.2 Use related

9.2.1 Why do I only see the "xxx.ecproject" file in the Finder after I click the save button, instead of the PNG or JPG image file I want?

Answer: In addition to the "Save" button, there is also an "Export" button on the toolbar on the upper side of the main window. After you click the "Export" button, you can choose to export PNG/JPG/TIFF/BMP/GIF/HEIC/WEBP, etc. image format.

This "Save" button is to save the current working environment parameters and data as a project file, so that you can continue to work when you open the project file next time.

After clicking the small arrow next to the "Save" button, there will be a menu where you can select "Save as Template" to save the current design as a template so that you can reuse your design in any project.

9.3 Purchase Related

9.3.1 Is it safe to buy in this software? Will I get my payment information?

Answer: Safe. After clicking any purchase button in this software, the purchase interface and process that appear are taken over by Apple's macOS system, and the payment method of Apple's App Store is taken.

For any software you download from Apple's Mac App Store, the interface and payment process are the same at the time of purchase, which is Apple's payment process.

You download the App in the App Store on your iPhone/iPad, purchase it on your mobile phone/tablet, and download the software in the Mac App Store on Apple Computers. The purchase and payment process is the same, both are Apple's payment process.

Apple's efforts to protect user privacy are obvious to all. This software will not obtain any of your payment information, and developers cannot obtain any of your payment information, such as credit card number, email address, AppleID, password, etc. Any information related to user identity is completely unavailable to developers. After the purchase, Apple returns to the software

only the result information of the purchase success and failure, without any other redundant information.

9.3.2 What is the difference between buying the professional version and not buying it?

Answer: This software can be downloaded from the App Store for free and used for free. Many basic functions are free and can meet the basic daily use. However, considering the higher requirements of many professional users, it also ensures that the software can be maintained and updated continuously, and some professional functions have been added.

You click the "Professional Features" button at the far right of the toolbar on the main interface to open the window for purchasing the Professional Edition, and you will see in detail what the Professional Edition contains.

You can also skip to the chapter "[6.2 Professional function description](#)".

9.3.3 The professional version of this software is also charged monthly, can't it be purchased at a time?

Answer: It can be purchased at one time.

There are two ways to purchase the professional version: subscription and separate purchase.

On the "All Professional Functions" page in the "Professional Functions" interface, there is a list of professional functions and descriptions. You can purchase which professional function you need separately, and you can purchase it for life. Even if you reinstall and change your computer, as long as your AppleID remains the same, you can restore the purchased functions at any time. Because our professional functions will continue to increase and strengthen with the iteration of the version, some professional users hope that even if the version is updated, they will directly have all the professional functions, so we later launched the professional version subscription method. You can subscribe to the professional version for one year or six months or one month. In this way, as long as you subscribe, you can have all the existing

professional functions, as well as the new professional functions and advanced functions of the new version. Therefore, you can choose a one-time purchase, a subscription method, or a combination according to your actual needs. In fact, many users choose to purchase the most needed feature at once, and then subscribe for a period of time at the same time, so as to achieve both full-featured use in a short period of time, and permanent possession of the most necessary professional features.

9.3.4 What is the difference between subscribing to the professional version and purchasing professional features separately?

Answer: Please refer to the chapter "[6.3 The way to purchase professional functions](#)" for a detailed description.

9.3.5 After uninstalling the software and reinstalling the software, or other computers have installed the software, can the functions of the professional version I purchased still work?

Answer: It can be used. Proceed as follows:

1. Confirm that the AppleID (Apple account) currently logged in to the Mac App Store on the Apple computer is the AppleID you used when you purchased the software, and then download the software.
2. Open the software and click the "Professional Function" button on the toolbar of the main interface. Click the "Restore Purchase" button in the lower left corner of the opened "Professional Features" window to restore the professional version you purchased.

Note: Even if you click the buy button again, the system will prompt you that you have already purchased and can be restored (the same is true if the subscription has not expired). Apple's system is so user-friendly. In addition, you must ensure that it is the same Apple account to restore the purchased function.

9.4 Questions And Suggestions

9.4.1 What should I do if a software problem/Bug is found?

Answer: Because the program will inevitably have minor problems and bugs occasionally, we welcome everyone to promptly feedback to us after they find the problem. We will reply to you as soon as possible, help you solve the problem, fix the bug as soon as possible, and release a new version. The improvement and perfection of the software cannot be separated from your help, thank you.

Feedback to us can be through the contact information in the software, such as the "Suggestion and Feedback" in the main menu of the software, or the mail in the "About" interface, or the homepage of the software (<http://www.arwer.com>), or direct mail to contact.arwer@gmail.com and contact us, we will reply you by email or phone as soon as we receive it.

9.4.2 How do I feed back some ideas and suggestions to the developer?

Answer: We welcome your feedback of ideas, suggestions, questions, etc., and we will actively respond to your feedback. If we find a major problem and report it to us, or if a good suggestion is adopted by us, we will also give a certain reward. For example, for some users who provided good suggestions for improvement, we gave a redemption code to subscribe to the professional version. There are also users who have major feature suggestions. After we realized the feature that this similar software does not have, we gave him a redemption code for this professional feature. After the exchange, this professional feature is permanently valid.

Feedback to us can be through the contact information in the software, such

as "Help" → "Problem Report" and "Software Suggestion" in the main menu of the software, or the mail on the "About" interface, or the software homepage (<http://www.arwer.com>), or directly email contact.arwer@gmail.com to contact us, we will reply to you by email or phone as soon as we receive it.

10 Contact Information

E-Mail: contact.arwer@gmail.com

Official website: <http://www.arwer.com>