Additional Instructions for Vector Version 1·10

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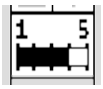
Contents

Graphics level control … 2
Additions to auto-save … 2
Additional mask facilities … 3
Ctrl-Shift keys … 4
Rotate/Skew/Scale/Transform about origin … 4
Overlay lines … 5
Text-to-path on multiple objects … 6
Auto layers … 6
Current segment control points … 7

Graphics level control

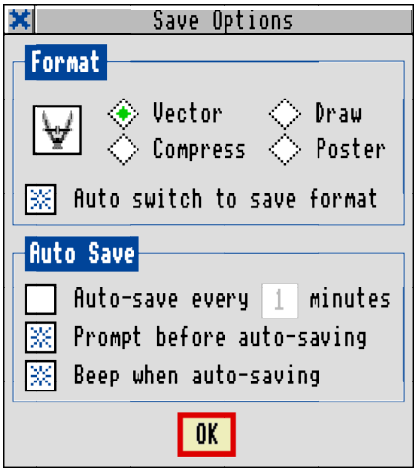
Displaying complex drawings on the screen can take an appreciable time. The graphics level slider control, at the bottom of the toolbox, allows redrawing time to be balanced against the amount of detail shown. To set the graphics level, click on the slider or drag it to the required position. At the highest level (5), all objects are shown in as much detail as possible. At lower levels, detail is removed and complex objects are displayed as plain boxes. At the lowest level (1), all objects are displayed as boxes.



All objects can be moved, edited etc. at all graphics levels, although some operations may not change the appearance. Printing is always done at maximum detail no matter what the setting of the graphics level control.

Additions to auto-save

The auto-save facility now has options to prompt before saving. Two new buttons in the "**Save options**" dialogue box control this: when "**Prompt**" is turned on, a query box will pop up whenever a drawing is ready for an auto-save. If "**Beep**" is turned on, a beep will sound when this box pops up.

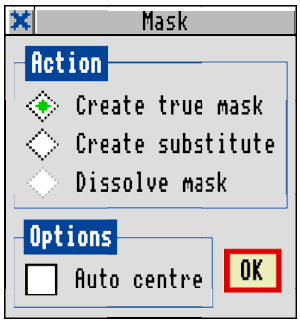


The query box contains three buttons. Selecting "**Yes**" will save the drawing and restart the auto-save timer. Selecting "**Skip**" will not save the drawing this time, but restarts the auto-save timer and prompt again for the next save. Selecting "**Cancel**" will not save the drawing, and also turns off auto-saving.

Additional mask facilities

The "**Mask**" dialogue box has two new options. In the "**Action**" section, selecting "**Create true mask**" will create a mask object in the same way as before. Selecting "**Create substitute**" instead will create a mask-substitute object, as described in Appendix 2 of the *Vector* manual. A mask-substitute, once created, is a normal group object and can be operated on in the usual way.

In the "**Options**" section of the dialogue box, selecting "**Auto centre**" will align the centres of the mask path and background object before the mask or substitute is created. The effect is exactly the same as if the appropriate alignment operation had been used beforehand.



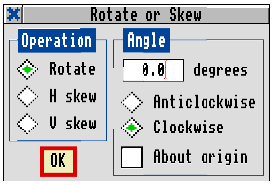
Ctrl-Shift keys

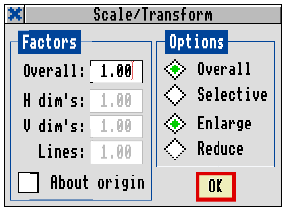
Some new keyboard shortcuts have been added, using the **Ctrl** and **Shift** keys together with a keyboard letter. These are shown on the appropriate menus; the additional keystrokes which have been added are:

Ctrl-Shift-A	Create — Arc
Ctrl-Shift-B	Create — 4-point
Ctrl-Shift-C	Text/Area — Text colour
Ctrl-Shift-F	Path/Mask — Fill/Overlay
Ctrl-Shift-G	Arrange — Snap to grid
Ctrl-Shift-J	Path/Mask — Caps/Joins
Ctrl-Shift-L	Path/Mask — Line/Outline
Ctrl-Shift-O	Select — Order
Ctrl-Shift-P	Arrange — Size/Position
Ctrl-Shift-S	Text/Area — Size/Height
Ctrl-Shift-T	Text/Area — Font/Style
Ctrl-Shift-V	Path/Mask — Overlay width
Ctrl-Shift-W	Path/Mask — Line width

Rotate/Skew/Scale/Transform about origin

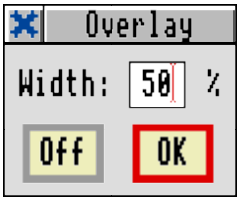
The "**Rotate/Skew**" and "**Scale/Transform**" dialogues now contain an additional "**About origin**" button. When this button is selected, the operation will be performed about the drawing origin, in exactly the same way as for mouse operations when the appropriate option is selected.





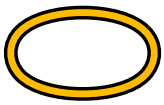
Overlay lines

As an alternative to filling a path, it can instead be overlaid with a thinner line in a different colour to give the impression of two parallel lines. This facility is controlled from the "**Overlay width**" dialogue box which can be found in the "**Path/Mask**" menu.



The default overlay width is zero, which means that paths are filled in the same way as before. If the width is set to anything else (up to 99%), the path will not be filled but will be overlaid with a line following the original path and that fraction of the width. For the results of this to be visible, the path must have a defined width (i.e. not "Thin") and the fill colour must be set to something other than transparent. When a path overlay is in effect, the colour of the outline is set by the "**Line/Outline**" dialogue; the colour of the overlay line is set by the "**Fill/Overlay**" dialogue.

Filled path



50% overlay

Clicking "**OK**" in the dialogue will set the entered percentage as the overlay width. Clicking "**Off**" or entering a percentage of zero will turn off the overlay and the path will revert to being a normal filled path.

An overlaid path can be edited or used as a mask in the same way as a normal path. It is not possible to export these objects in a Draw file, although the file can be converted to a Draw-compatible file using the *Flatten* application.

Caution: Using this facility with triangular line caps may not give the intended result.

Text-to-path on multiple objects

The text-to-path facility can be used on any number of selected text objects at once by selecting them all and then choosing the operation from the menu. Any non-text objects selected will be ignored.

Auto layers

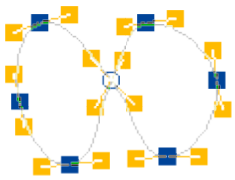
The "**Layers**" dialogue box now contains an "**Auto layers**" button. When this is selected, the layer options (visibility and selectability) are automatically changed when stepping through the layers with the ▲ and ▼ toolbox icons.

The dialogue box is used in the same way as before, and layer options set up via the dialogue box are not affected by this option. If the auto-layer option is enabled, then when changing to a higher-numbered layer with the ▲ toolbox icon the layer settings for the old current layer (the lower-numbered one) and the new current layer (the higher-numbered one) are swapped, so the new current layer has the same settings as did the old current layer. When using the ▼ icon, the same applies in the other direction.

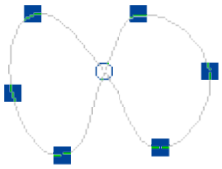
The effect of this is that the selectability and visibility settings for the current layer stay the same as the current layer is changed. This is convenient when working on a number of layers, as the icons can be used to quickly switch between layers without having to use the dialogue box every time the current layer is changed.

Current segment control points

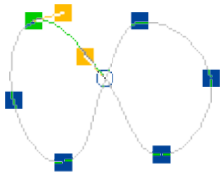
There is a new option "**All control points**" in the "**Preferences**" dialogue box. This is set on by default, in which case everything works as before. If it is set off, when editing paths containing curve segments the curve control points will only be shown when a curve segment is selected; a control point can only be dragged if it is visible. This makes the display less cluttered while editing a path containing many curve segments.



Option on



Option off, no segment selected



Option off, a segment selected