Additional Instructions for Vector Version 1·5

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This describes the significant areas of *Vector* which have changed from version 1·3 to 1·5 (there was no version 1·4). In addition to the changes described here, there have been some bug fixes and enhancements to make the application fully compatible with newer machines and operating systems.

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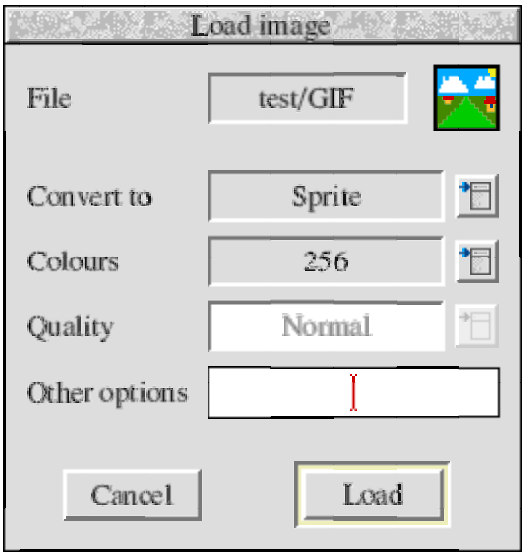
Image file loading and deep sprite support

JPEG files can be directly loaded as objects, if support is available in the operating system (RiscOS 3·7, or earlier with an appropriate version of the `SpriteExtend` module loaded), simply by dropping them onto the *Vector* icon or into a drawing window. These objects can be moved or scaled in the same way as any other; however, they cannot be rotated or flipped. The JPEG image may be saved or re-exported.

Other image files, including JPEG on earlier versions of RiscOS, can be automatically converted to a usable format (Acorn sprite, or JPEG if supported as above) simply by dropping them into a drawing window. The resulting dialogue box allows the format and colour depth to be selected before converting the image:



This uses *ChangeFSI* to perform the conversion, so the `!ChangeFSI` application must have been seen by the Filer before an image can be loaded. For best results you should ensure that you have an up-to-date version of *ChangeFSI*, which is available from the Acorn FTP site or via registered dealers.

See the *ChangeFSI* documentation for details of the supported image file formats and additional conversion options, which can be entered in the dialogue above. You should pay particular attention to the setting of `ChangeFSI$Cache`: if you have sufficient memory then this should be set large enough to allow in-memory processing of JPEG files, which will avoid annoying screen mode changes and pauses while loading them.

There is an "**Offer JPEG conversion**" option in the "**Choices**" dialogue box. If this option is turned on, loading a JPEG file (even if JPEG objects are supported directly) will offer the conversion dialogue as above: by choosing to convert the JPEG file to a sprite, the resulting drawing file will be usable even on machines which cannot handle JPEG objects. If the option is off, JPEG files will be loaded directly (becoming JPEG objects), while other image file formats may be converted to either a sprite or a JPEG object.

"Deep" sprites (greyscale, 32K- and 16M-colour) and those without palettes are now displayed correctly. The option to add a palette to a sprite when loading is unnecessary and is no longer present.

Dialogue changes

Some dialogues have been split up into two or more in order to reduce their size and complexity.

The "**Origin**" dialogue has been combined with the "**Rulers/Grid**" dialogue: there is an option "**Common origin for all rulers**" which will force all four rulers to use the same origin position.

There are two new options in the "**Print Setup**" dialogue box. If page margins are being displayed, there is an option "**Show on top of objects**", which may be clearer in the case where there are objects near to or overlapping the print border. There is also an option to print all "thin" lines with a specified width, which will improve the appearance and avoid the possibility of lines disappearing when printing to a high-resolution device.

The "**Page Size**" dialogue box has an "**Auto size**" button, which will automatically select the best paper size based on the current extent of the drawing.

Move to specified layer

When working with layers, selected objects can be moved to any layer, not just the current one. Choosing the "**Change layer**" option in the "**Arrange**" menu, or typing the key shortcut (**Control-L**) moves the selected objects to the current layer, in the same way as before. Alternatively, the objects can be moved to any other layer by choosing the destination from the submenu which shows all available layers.

Display while dragging

If the "**Display while dragging**" option in the "**Choices**" dialogue box is turned on, the status display will show the current position, scale, etc. while a drag is in progress. This is useful for accurate manipulation of objects.

File overwrite confirmation

If the "**Confirm file overwrite**" option in the "**Choices**" dialogue box is turned on, then confirmation will be requested when saving a file which would overwrite an existing file of a different file type.

Store all in library

Instead of stepping through each object in turn, a drawing file can be converted into objects in a library simply by dropping it onto the library window. Each object will be given a default name, which can be changed later with the "**Rename object**" option in the "**Library**" menu.

Library export

The contents of a library object (sprite, JPEG image or text area) can be directly exported from the library, using the "**Export contents**" option in the "**Library**" menu.

Font blending

If supported by the operating system (RiscOS 3·7 and later), background colour blending can be selected for any text object using the "**Text Layout**" dialogue box.

When text objects with this option set are displayed over a coloured background, the anti-aliasing will be take account of the background colour — so avoiding the lighter border which normally appears in this case:

When background blending is in use, this is significantly slower than normal text display, so this option should only be used for text objects which are actually placed over a non-white background.

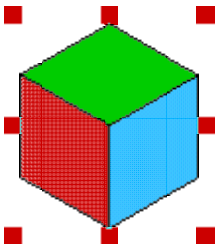
Background blending is not supported by some printer drivers. If using blended text objects causes printing to fail or give an error message, then the "**No font blending**" option in the "**Print Setup**" dialogue box should be turned on. Blending has no effect when printing to a monochrome printer (or a colour printer with a limited colour range), so the printed results will not normally be affected.

Simple page setup

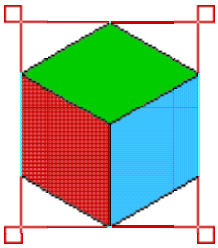
The "**Print Setup**" page selection and printing options, although powerful and versatile, is rather complicated to set up if only a single page, the same size as the printer, is required. Turning on the "**Simple setup**" option in the "**Drawing**" menu will limit printing to a single page as above, with margins as defined by the printer driver, and with no additional setup being required. Turning off this option will allow the print scale, offset and pages to be chosen in the same way as before.

New selection handles

By default in this version, selected objects are shown with eight “handles” around the boundary of the object. The corner handles work in the same way as before: dragging one of them with Select resizes the object, while dragging with Adjust rotates it. Dragging one of the side handles with Select resizes in that direction only; dragging a side handle with Adjust again rotates the object.



New selection box

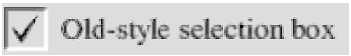


Old selection box

When in Edit mode (four handles displayed), the (single) selected object can be moved by dragging it or by using the arrow keys, and it can be rescaled by dragging a corner handle.

A locked object is displayed with open squares for the handles; they cannot be used, and the object cannot be selected in Edit mode.

The old selection box style can be used by turning on the “**Old-style selection box**” option in the “**Choices**” dialogue. When this option is selected, the side handles are not displayed and cannot be dragged.



Bounding box checks

When loading or merging a drawing file, the bounding boxes of all the objects in it are checked and reset if necessary. This avoids the problem of files imported from applications which don't set the boxes correctly (even some "professional" applications fail to do this sometimes) having objects which do not display properly or cannot be selected.

The "**Check boxes**" option in the "**Drawing**" menu is still present, but it should no longer be necessary to use it. However, it may sometimes be necessary to use this option after ungrouping or untagging objects in files generated by other applications.