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PageDraw is a vector-based drawing program. It has powerful tools for drawing, editing and transforming graphical objects. After you have drawn a few objects, you can select an object, or a group of objects, and transform them. Objects remain editable even after transformation. To edit an object, select the object, and drag any of the objects handles.

The following two sections describe the tools available on the tool bar. To select a tool, click on the button representing the tool on the tool bar. Operations started using any tool can be canceled at any time by selecting another tool from the tool bar. Note that the shift key can be used to modify the operation of most tools.

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After you have drawn an object, you can transform the object in a number of ways. You can transform an object independently or you can select a group of objects to be transformed together. PageDraw treats text and graphics uniformly during transformation.

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[PageDraw is FREE software](#)

[NO WARRANTY](#)

How to draw a line

Select the line tool from the tool bar. Click the left mouse button where you want the line to start. Without releasing the button, drag the mouse to the point where you want the line to end.

To constrain the line to a vertical or horizontal line, hold down the shift key while dragging the mouse.

How to draw a polygon

Select the polygon tool from the tool bar. Click the left mouse button where you want the first vertex of the polygon. Without releasing the button, drag the mouse to the point where you want the second vertex, then release the button. Click the left mouse button where you want the next vertex and release the button. Click and release the left mouse button where you want the next vertex, and the next, and so on. When you come to the last vertex, double click the left mouse button.

To draw a closed polygon, double click on the first vertex, as the last vertex.

How to draw a rectangle

Select the rectangle tool from the tool bar. Click the left mouse button where you want the first corner of the rectangle. Without releasing the button, drag the mouse to the point where you want the opposite corner of the rectangle.

To constrain the rectangle to a square, hold down the shift key while dragging the mouse.

How to draw an ellipse

Select the ellipse tool from the tool bar. Click the left mouse button where you want the center of the ellipse. Without releasing the button, drag the mouse till the ellipse has the desired size and shape.

To constrain the ellipse to a circle, hold down the shift key while dragging the mouse.

How to draw an arc

Select the arc tool from the tool bar. Click the left mouse button where you want the center of the arc. Click the left mouse button where you want the arcs starting angle. Without releasing the button, drag the mouse anticlockwise to the ending angle, while also moving away from the center till the arc has the desired radius.

How to draw a pie slice

Select the pie tool from the tool bar. Click the left mouse button where you want the center of the pie. Click the left mouse button where you want the pie slices starting angle. Without releasing the button, drag the mouse anticlockwise to the ending angle, while also moving away from the center till the pie slice has the desired radius.

How to draw a curve

Select the curve tool from the tool bar. Click the left mouse button where you want the first vertex of the curve. Without releasing the button, drag the mouse to the point where you want the second vertex, then release the button. Click the left mouse button where you want the next vertex and release the button. Click and release the left mouse button where you want the next vertex, and the next, and so on. When you come to the last vertex, double click the left mouse button.

To draw a closed curve, double click on the first vertex, as the last vertex.

To create a corner vertex as opposed to a smooth vertex, hold down the shift key while creating the vertex.

How to draw text

Select the text tool from the tool bar. Click the left mouse button where you want to enter the text. Key in the text. To start another line, click the left mouse button where you want to enter the next line.

To edit existing text, select the text tool from the tool bar and click the left mouse button on the baseline of the text you would like to edit. Use left and right arrow keys to position cursor. Use backspace key to delete characters.

To use a different font, select *Font* from the *Special* menu. The font dialog only lists PostScript fonts. Fonts are listed by their PostScript names.

The text tool will only work if you have installed Adobe Type Manager (ATM) software. PageDraw requires ATM Version 2.01 or later. Only ATM fonts, i.e., PostScript Type 1 fonts are supported. TrueType and other font formats are not supported in this version of PageDraw.

What is Adobe Type Manager?

Adobe Type Manager software enables other application software such as word processors and graphics programs to display high quality scaleable PostScript Type 1 fonts on the screen, as well as print them on laser and dot-matrix printers. ATM is more powerful than the TrueType functionality built in to MS-Windows because ATM is capable of applying arbitrary transforms (such as skewing) to fonts.

Where to get Adobe Type Manager?

If you have installed a word processor such as Word Perfect for Windows or Ami Pro on your machine, you may already have ATM. Visit your local software store, or contact Adobe Systems Inc. at (800)833-6687 to obtain the latest version of Adobe Type Manager.

How to move objects

First, select the objects you would like to move. Click the left mouse button on any one of the selected objects. Without releasing the button, drag the mouse until the objects have been moved to the desired position; then release the button.

To undo move, select *Undo* from the *Edit* menu before unselecting the objects.

How to scale objects

First, select the objects you would like to scale. Select the scale tool from the tool bar. Click the left mouse button on the origin, i.e., the point about which you would like to scale the objects. Move the mouse away from the origin. Click anywhere and without releasing the mouse button, drag the mouse until the objects have been scaled to the desired size.

To scale objects uniformly in horizontal and vertical directions, hold down the shift key while dragging the mouse.

To undo scale, select *Undo* from the *Edit* menu before unselecting the objects.

How to rotate objects

First, select the objects you would like to rotate. Select the rotate tool from the tool bar. Click the left mouse button on the origin, i.e., the point about which you would like to rotate the objects. Move the mouse away from the origin. Click anywhere and without releasing the button, drag the mouse until the objects have been rotated through the desired angle.

To rotate the objects in steps of 15 degrees, hold down the shift key while dragging the mouse.

To undo rotate, select *Undo* from the *Edit* menu before unselecting the objects.

How to skew objects

First, select the objects you would like to skew. Select the skew tool from the tool bar. Click the left mouse button on the origin, i.e., the point about which you would like to skew the objects. Move the mouse away from the origin. Click anywhere and without releasing the button, drag the mouse until the objects have been skewed to the desired shape.

To constrain the skewing to either horizontal or vertical direction, hold down the shift key while dragging the mouse.

To undo skew, select *Undo* from the *Edit* menu before unselecting the objects.

How to reflect objects

First, select the objects you would like to reflect. Select the reflect tool from the tool bar. Click the left mouse button on the origin, i.e., the point about which you would like to reflect the objects. Move the mouse away from the origin. Click anywhere and without releasing the button, drag the mouse until the objects have been reflected about the desired line.

To undo reflect, select *Undo* from the *Edit* menu before unselecting the objects.

How to select objects

Select the selection tool from the tool bar. Click the left mouse button in an empty area near the objects you would like to select. Without releasing the button, drag the mouse until the selection marquee encloses the objects you would like to select. An object need not be enclosed entirely within the selection marquee in order to get selected. If a small portion of the object falls within the selection marquee, it will be included in the selection.

You can also toggle the selection status of an object, i.e., remove an object from the selection if it is already included in the selection, or add it to the selection if it is not already included. To toggle the selection status of an object, hold down the shift key while following the same steps as when you select an object.

To unselect all objects, click in an empty area on the page.

How to import your drawing into a word processor

Drawings created using PageDraw can be included in documents created using LaTeX, Microsoft Word, Ami Pro, or other word processors. To import your drawing into a word processor, save your drawing in EPS format. Use the EPS inclusion capability of your word processor to include the drawing in a document. Since EPS files created by this version of PageDraw do not contain a preview, the drawing will only appear as a rectangle in the word processor. However, when the document is printed on a PostScript printer, the drawing will appear correctly in its place.

To save your drawing in EPS format, choose *Save As* from the *File* menu. Then change the *Save File as Type* to EPS.

How to change orientation to portrait or landscape mode

You can change the orientation of the page at any time to portrait or landscape mode and continue drawing. Select *Orientation* from *View* menu and choose the orientation you want to change to. Since orientation is only a view mode, you can switch from one orientation to another and back as many times as you want.

How to change fill style

To change the fill style of objects, first select the objects which you want to change. Then choose the shade (black, white or gray), or pattern you want from the *Fill* menu. The fill style you choose will remain in effect for the objects you draw later, until you change the fill style again.

How to change line style

To change the line style of objects, first select the objects which you want to change. Then choose the dash style or line width you want from *Line* menu. Note that dashed lines can only be 1 point wide. The line style you choose will remain in effect for the objects you draw later, until you change the line style again.

How to draw arrow heads at ends of lines

To draw arrow heads at ends of lines, first select the lines you are interested in. Then choose any of the last four items in the *Line* menu, depending on whether you want no arrow heads, arrow head on the first end, arrow head on the second end, or arrow heads on both ends. Three different arrow styles are available--*Small*, *Big* and *Fancy*. To change the arrow style, select the lines you are interested in. Then choose the style you want from the *Arrows* menu. To access the *Arrows* menu, click on *Style* menu and then click on *Arrows*.

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How to send in your comments

You are invited to send me your questions, comments, any bugs you have found, or suggestions for the next version of PageDraw. New features I choose to implement depends on the number of requests for a particular feature that I receive from users.

Future development of PageDraw will depend on the response I get. If no one tells me PageDraw has been useful to them I will probably drop further development of PageDraw.

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