

ProVector

COLLABORATORS

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Chapter 1

ProVector

1.1 ProVector® Help Table of Contents

The
Toolbox & Summary of Operations

Freehand
Drawing

Rectangle
Ellipse

Text
Selection

----- DEMO VERSION HELP TEXT IS LIMITED.

Grid Display
Grid Snap
However, see...

Magnet
Magnify

Clone
Move

Rotate
Scale

Front
Change

Back
Rx

The
Project
Menu

New

Hotkey Summary

Open...

Summary of New Features

Close

Save...

TECHNICAL SUPPORT: If you need further

Save As...

assistance, you can reach us below.

Import »

Please mention your registration number.

Output »

We reserve the right to refuse technical

Quit

support to non-registered users.

The

Edit

Menu

Stylus, Inc.

Undo

P.O. Box 1671

Redo

Ft. Collins, CO 80522

Cut

(303) 484-7321

Copy

Monday through Friday

Paste

9:00 am to 5:00 pm MST

Select All

Path »

Effect »

Object »

Layers...

The

Style

Menu

Fill+Line...

```

TypeFace...
Obj to Fill
Fill to Obj
Text to Obj
The
Misc
Menu

Help...

Full View

Display Prefs...

Page Prefs...

Edit Prefs
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The

User
Menu and ARexx®

Rexxecute...

```

1.2 toolbox

The Toolbox & Summary of Operations

Function Key: F1

The tools of the ProVector toolbox are organized into three groups, generally according to their purpose and the mode in which they are effective. The top group, comprising the six tools in the first three rows, is for creating new objects. The middle four tools are global in their effect, and may be used in conjunction with any of the other tools in the toolbox. The bottom group consists of the tools used to manipulate existing objects.

The Toolbox Tools

```

Freehand
Drawing

Rectangle
Ellipse

Text
Selection
-----

```

Grid Display
Grid Snap

Magnet
Magnify

Clone
Move

Rotate
Scale

Front
Change

Back
Rx

There are two exceptions to this generalization. One is the Rx tool, which can be assigned by the user to execute an

ARexx
macro which

could both create and manipulate objects. The other is the Selection tool, which is the last tool in the object creation group, but is perhaps more closely associated with the object manipulation.

Several of the tools have Shift-Select options that bring up requesters for configuring the actions of the tools.

The Drawing tool is active by default. Double-clicking the Left-Mouse Button or pressing the Return (or Enter) key will complete an object created with the Drawing tool. If the last point placed with the Drawing tool is near the first point of a new object, the object will be closed; otherwise, it will be open (and unfilled).

Pressing the Backspace key while entering points with the Drawing tool will undo (or delete) the most recently placed point. You may use the Backspace key to successively undo all currently entered points to the beginning of the object (Pressing the Esc (Escape) key will cancel the object altogether).

You may move an object or a point of an object with a click-and-drag operation. Multiple objects or points may be selected by shift-clicking or lasso selection (drag selection), then shift-click-and-dragging the objects or points. More complicated editing of the points of objects is possible by double-clicking the Right-Mouse button on a selected point to bring up the

Edit Object

Popup Menu. This allows you to add or delete points, add curves or straighten them, etc.

Pressing the Esc (Escape) key will cancel any toolbox operation in progress. For speed and convenience, ProVector allows you to interrupt screen rendering (refreshing) when your next action is not dependent upon viewing the results of your last action. To cause a refresh interrupt, simply proceed with your next operation; any action, such as selecting a new tool, clicking new points, choosing a menu item, etc. will cancel the

refresh in progress, and you can carry on with your desired operation.

Occasionally, canceling a tool or interrupting a refresh may leave the project window partially or even incorrectly rendered. You can correct this by pressing the SPACEBAR. The SPACEBAR can force a refresh of the project window any time you suspect your drawing is incorrectly rendered.

Use the "F1" Function Key to open and close the Toolbox.

1.3 dm_text

Tool: Text

Hotkey: T

***** DEMO VERSION *****

1.4 dm_freehand

Tool: Freehand

Hotkey: F

***** DEMO VERSION *****

1.5 dm_bezier

Tool: Drawing

Hotkey: B (for "Bezier")

***** DEMO VERSION *****

1.6 dm_rectangle

Tool: Rectangle

Hotkey: R

***** DEMO VERSION *****

1.7 dm_regular

Tool: Regular Polygon Control Requester

Hotkey: Not available

***** DEMO VERSION *****

1.8 dm_ellipse

Tool: Ellipse

Hotkey: E

***** DEMO VERSION *****

1.9 dm_arc

Tool: Arc Control Requester

Hotkey: Not available

***** DEMO VERSION *****

1.10 gm_disp

Tool: Grid Display

Hotkey: g

***** DEMO VERSION *****

1.11 gm_snap

Tool: Grid Snap

Hotkey: G

***** DEMO VERSION *****

1.12 mm_grid

Tool: Grid Size Requester

Hotkey: Not available

***** DEMO VERSION *****

1.13 gm_magnet

Tool: Magnet

Hotkey: M

***** DEMO VERSION *****

1.14 vm_inzoom

Tool: Magnify

Hotkey: z

***** DEMO VERSION *****

1.15 vm_outzoom

Tool: Zoom Out

Hotkey: Z

***** DEMO VERSION *****

1.16 om_select

Tool: Selection

Hotkey: S

***** DEMO VERSION *****

1.17 om_shftsel

Tool: Shift Selection

Hotkey: Not Available

***** DEMO VERSION *****

1.18 om_clone

Tool: Clone

Hotkey: c

***** DEMO VERSION *****

1.19 om_move

Tool: Move

Hotkey: m

***** DEMO VERSION *****

1.20 om_move_control

Tool: Move Control Requester

Hotkey: Not available

***** DEMO VERSION *****

1.21 om_rotate

Tool: Rotate

Hotkey: r

***** DEMO VERSION *****

1.22 om_rot_control

Tool: Rotate Control Requester

Hotkey: Not available

***** DEMO VERSION *****

1.23 om_scale

Tool: Scale

Hotkey: s

***** DEMO VERSION *****

1.24 om_size_control

Tool: Scale Control Requester

Hotkey: Not available

***** DEMO VERSION *****

1.25 om_change

Tool: Change

Hotkey: C

***** DEMO VERSION *****

1.26 om_getstyle

Tool: GetStyle

Hotkey: Not available

***** DEMO VERSION *****

1.27 om_raise

Tool: Front

Hotkey: Not Available

***** DEMO VERSION *****

1.28 om_front

Tool: Front

Hotkey: t

***** DEMO VERSION *****

1.29 om_lower

Tool: Back

Hotkey: Not Available

***** DEMO VERSION *****

1.30 om_back

Tool: Back

Hotkey: b

***** DEMO VERSION *****

1.31 om_rexx

Tool: Rx

Hotkey: User assignable to a control key

***** DEMO VERSION *****

1.32 edobj

***** DEMO VERSION *****

1.33 project

***** DEMO VERSION *****

1.34 fm_new

Menu Item: Project/New

Command Key: Right_Amiga-N

***** DEMO VERSION *****

1.35 fm_open

Menu Item: Project/Open...

Command Key: Right_Amiga-O

***** DEMO VERSION *****

1.36 fm_close

Menu Item: Project/Close

Command Key: Not available

***** DEMO VERSION *****

1.37 fm_save

Menu Item: Project/Save

Command Key: Right_Amiga-S

***** DEMO VERSION *****

1.38 fm_save_as

Menu Item: Project/Save As...

Command Key: Not available

***** DEMO VERSION *****

1.39 importsub

The Project/Import » sub-menu lists the different file formats ←
that
ProVector can load. There will always be at least three items in the
sub-menu:

External..

DR2D...

- import another ProVector drawing into the current project.

ILBM...

- import a standard Amiga IFF-ILBM bitmap into the current project ←

Additional sub-menu items may be present, depending on whether you have any external import modules installed. Some import modules may have been included in your basic ProVector package. Other specialized modules are available as separate products from Stylus, Inc. Import modules currently available from Stylus, Inc. include PSImport, featuring full PostScript to IFF-DR2D interpretation; and HPGLImport, for importing HP-GL® files. Other import modules may be available. If you have need for particular import capabilities, please contact Stylus, Inc.

1.40 fm_external

```
##@NODE FM_IMPORT
```

Sub-Menu Item: Project/Import/External...

Command Key: Not available

Choose the Project/Import/External... sub-menu item to load various import modules for importing other file formats, from both Amiga and other computer platforms.

Some import modules may have been included in your basic ProVector package. Other specialized modules are available as separate products from Stylus, Inc. Import modules currently available from Stylus, Inc. include PSImport, featuring full PostScript to IFF-DR2D interpretation; and HPGLImport, for importing HP-GL® files. Other import modules may be available. If you have need for particular import capabilities, please contact Stylus, Inc.

See

```
Project/Open...
for more details on the file requester.
```

1.41 fm_bitmap

Menu Item: Project/Import/ILBM...

Command Key: Not available

```
***** DEMO VERSION *****
```

1.42 fm_dr2d

Menu Item: Project/Import/DR2D...

Command Key: Not available

***** DEMO VERSION *****

1.43 outputsub

The Project/Output » sub-menu lists the different output drivers available. This list will vary, depending upon your installation of ProVector. Select the appropriate driver for the device to which you wish to plot.

Each driver has its own requester interface. Consult the ProVector manual for details on the use of a particular driver.

The following output drivers are available from Stylus, Inc:

PostScript@
LightWave@
Adobe Illustrator@
Preferences
ILBM
HPGL
HPGL_Tile

Other specialized output/export drivers may become available from Stylus, Inc. If you have need for particular output/export capabilities, please contact Stylus, Inc.

1.44 fm_fplot

Menu Item: Project/Output/External...

Command Key: Not available

The Project/Output/External... sub-menu item opens a file requester to load an output driver not listed in the Project/Output sub-menu. This might be a driver stored in a directory other than PV_Drivers, or one installed after the current session of ProVector was started. Select the driver for the device to which you wish to plot in the same way in which you would select a file to load.

Each driver has its own requester interface. Consult the ProVector manual for details on the use of a particular driver.

1.45 fm_about

Menu Item: Project/About...

Command Key: Not available

***** DEMO VERSION *****

1.46 fm_quit

Menu Item: Project/Quit

Command Key: Right_Amiga-Q

***** DEMO VERSION *****

1.47 edit

Menu: Edit

***** DEMO VERSION *****

1.48 em_undo

Menu Item: Edit/Undo

Command Key: Right_Amiga-U

***** DEMO VERSION *****

1.49 em_redo

Menu Item: Edit/Redo

Command Key: Right_Amiga-R

***** DEMO VERSION *****

1.50 em_cut

Menu Item: Edit/Cut

Command Key: Right_Amiga-X

***** DEMO VERSION *****

1.51 em_copy

Menu Item: Edit/Copy

Command Key: Right_Amiga-C

***** DEMO VERSION *****

1.52 em_paste

Menu Item: Edit/Paste

Command Key: Right_Amiga-V

***** DEMO VERSION *****

1.53 em_select_all

Menu Item: Edit/Select All

Command Key: Right_Amiga-A

***** DEMO VERSION *****

1.54 pathsub

Menu Item: Edit/Path Sub-Menu

The Edit/Path Sub-Menu contains various menu items for operating on the set of points (path) that defines the shape of a selected object.

The Edit/Path Sub-Menu:

Open Path

Close Path

Smooth

UnSmooth

Merge

Split

FitCurve

Paste Inside

1.55 em_openpath

Menu Item: Edit/Path/Open Path

Command Key: o

***** DEMO VERSION *****

1.56 em_closepath

Menu Item: Edit/Path/Close Path

Command Key: x

***** DEMO VERSION *****

1.57 em_smooth

Menu Item: Edit/Path/Smooth

Command Key: Not available

***** DEMO VERSION *****

1.58 em_unsmooth

Menu Item: Edit/Path/Unsmooth

Command Key: Not available

***** DEMO VERSION *****

1.59 em_merge

Menu Item: Edit/Path/Merge

Command Key: Not available

***** DEMO VERSION *****

1.60 em_split

Menu Item: Edit/Path/Split

Command Key: Not available

***** DEMO VERSION *****

1.61 em_fitcurve

Menu Item: Edit/Path/Fit Curve

Command Key: f

***** DEMO VERSION *****

1.62 em_pastein

Menu Item: Edit/Path/Paste Inside

Command Key: Right_Amiga-I

***** DEMO VERSION *****

1.63 effectsub

The Edit/Effect Sub-Menu:

Skew

Mirror

Warp

Perspective...

Blend...

1.64 em_shear

Menu Item: Edit/Effect/Skew

Hot Key: /

***** DEMO VERSION *****

1.65 em_mirror

Menu Item: Edit/Effect/Mirror

Hot Key: | (Shift-\)

***** DEMO VERSION *****

1.66 em_warp

Menu Item: Edit/Effect/Warp

Hot Key: W

***** DEMO VERSION *****

1.67 em_perspective

Menu Item: Edit/Effect/Perspective...

Hotkey: p

***** DEMO VERSION *****

1.68 em_blend

Menu Item: Edit/Effect/Blend...

Hotkey: #

***** DEMO VERSION *****

1.69 objectsub

The Edit/Object Sub-Menu:

Align

Group

UnGroup

Relayer

Delete

1.70 em_align

Menu Item: Edit/Object/Align...

Hotkey: a

***** DEMO VERSION *****

1.71 om_group

Menu Item: Edit/Object/Group

Hotkey: j

***** DEMO VERSION *****

1.72 om_ungroup

Menu Item: Edit/Object/Ungroup

Hotkey: u

***** DEMO VERSION *****

1.73 em_relayer

Menu Item: Edit/Object/Relayer

Hotkey: l

***** DEMO VERSION *****

1.74 om_delete

Menu Item: Edit/Object/Delete

Hotkey: Del

***** DEMO VERSION *****

1.75 em_layers

Menu Item: Edit/Layers...

Command Key: Right_Amiga-L

***** DEMO VERSION *****

1.76 style

Menu: Style

***** DEMO VERSION *****

1.77 sm_fill

Menu Item: Style/Fill+Line...

Command Key: Right_Amiga-F

***** DEMO VERSION *****

1.78 sm_typeface

Menu Item: Style/Typeface...

Command Key: Right_Amiga-T

***** DEMO VERSION *****

1.79 sm_objtfill

Menu Item: Style/Obj to Fill...

Command Key: Not Available

***** DEMO VERSION *****

1.80 sm_filltoobj

Menu Item: Style/Fill to Obj

Command Key: Not available

***** DEMO VERSION *****

1.81 sm_fonttoobj

Menu Item: Style/Text to Obj

Command Key: Not Available

***** DEMO VERSION *****

1.82 misc

Menu: Help

***** DEMO VERSION *****

1.83 mm_help

Menu Item: Misc/Help...

Command Key: Right_Amiga-H (or the Help key for context sensitive help)

Choosing the Misc/Help... menu item loads the ProVector on-line help database, using the AmigaGuide hyper-text system. Choosing the menu item or Right_Amiga-H opens the help database to its table of contents.

Pressing the Help key will display context sensitive help relative to the gadget, menu item, or window that the Mouse Pointer is over.

1.84 mm_fullview

Menu Item: Misc/Full View

Command Key: Right_Amiga-Z

***** DEMO VERSION *****

1.85 mm_disp

Menu Item: Misc/Display Prefs...

Command Key: Right_Amiga-D

***** DEMO VERSION *****

1.86 mm_page

Menu Item: Misc/Page Prefs...

Command Key: Right_Amiga-P

***** DEMO VERSION *****

1.87 mm_edit

Menu Item: Misc/Edit Prefs...

Command Key: Right_Amiga-E

***** DEMO VERSION *****

1.88 mm_rulers

Menu Item: Misc/Rulers...

Command Key: Not Available

***** DEMO VERSION *****

1.89 user

Menu: User

The User menu has only one standard menu item,
Rexxecute
; but
additional menu items may be added to run ProVector ARexx macros of the
user's choice.

1.90 um_rexxecute

Menu item: User/Rexxecute...

Command Key: Not available

Choosing the User/Rexxecute... menu item opens a file requester
listing the available ARexx macros. You may run a macro by selecting one
from the list, then selecting the "OK" gadget or pressing the <RETURN> key.

ProVector users can configure the User menu with additional menu
items to call the ARexx macros of their choice. See the
User
menu for
more information.

1.91 status

The Status Window

Function Key: F2

The status window displays the Current Attributes. The Current
Attributes are the attributes (fill and line styles, colors, etc.) inherited
by newly created objects.

The rectangle in the upper-left represents the current fill color,
and style (ie. Solid, Gradient, Pattern, or No Fill).

The rectangle in the upper-right represents the current line color.

The line beneath the color swatches is the current line pattern (ie. Solid, Dot, Dash, Dot-Dash, and No Line).

The "w" line value is the current line weight in points.

The "=" line value displays numeric values entered from the keyboard. These values can be passed to appropriate functions with their respective hotkeys. For instance, entering "2" then the letter "w" will set the line weight to two points. Entering "6" then the "[" key will set the fill color to Blue (presuming the default ProVector palette). This shortcut is available with all of the other attribute keys, as well as "r" (Rotate) and "s" (Scale).

Pressing the Esc (Escape) key will clear an incorrect value entered on the "=" line.

See

Hotkeys

for more information on the various hotkeys for changing object attributes.

Use the "F2" Function Key to open and close the Status window.

1.92 coords

The Coordinates Window

Function Key: F3

The Coordinates Window will give the position of the mouse pointer relative to the origin of the project. The origin is normally the upper-left corner; however, the origin may be shifted by using the SetPageSize command from ARexx. See the section on the ARexx Interface in your manual for more information.

The coordinates are given in the current units of the project. When Rotating objects in the Free mode (see the Rotate tool), the first value represents the degree of rotation. When Scaling an object non-proportionally (see the Scale tool), the coordinates are relative to the opposite corner of the object's bounding box. When Cloning & Moving, the coordinates remain relative to the project's origin.

Use the "F3" Function Key to open and close the Coordinates window.

1.93 hotkeys

Keyboard Short-Cuts

The Command-Key shortcuts for menu items are displayed in the menus. There are other Hotkeys available for the tools of the Toolbox, opening the utility windows, setting object style attributes, canceling operations, forcing screen refreshes, etc. Note that the hotkeys listed below are case-sensitive.

The Utility Window Keys

F1
F2
F3

The Toolbox Hotkeys

F
B

R
E

T
S

G
g

M
z

c
m

r
s

t
C

b
Rx

(The Rx tool can be configured to the Control-Key and macro of a user's choice)

The

Return
Key The
Backspace
Key

The

Esc
(Escape) Key The

Help
 Key
 The
 Spacebar
 The
 Cursor
 Keys
 The Mouse Modifier Keys
 The
 Shift
 Key The
 Ctrl
 Key
 The
 Alt
 Key

The Style Attribute Keys

[and]
 Fill Value
 (and)
 Fill Type
 { and }
 Line Value
 < and >
 Line Type
 - and =
 Line Join
 w
 Line Weight

1.94 vm_toolbox

Key: F1

Action: Toolbox Toggle

Use the "F1" key to open and close the Toolbox window. Note that when no projects are open, closing the Toolbox window will quit ProVector.

1.95 vm_status

Key: F2

Action: Status Window Toggle

Use the "F2" key to open and close the Status window. The status

window shows the current fill style, border color, border pattern, and line weight, as well as the current number entered from the keyboard (for use with the "w", "[", "]", "(", ")", "-", "=", "<", ">", "{", and "}" keys).

1.96 vm_coords

Key: F3

Action: Coordinate Window Toggle

Use the "F3" key to open and close the Coordinate window. The coordinate window shows the current position of the mouse cursor, etc.

See the

Coordinate
window, and the
Misc/Page Prefs..
for more

information about the Coordinate Window.

1.97 om_accept

Key: Return

Action: Accept Entered Points/Complete Object

Pressing the Return key accepts the currently entered points, and completes an object created with the Drawing tool. It performs a similar function for the Edit/Effect/Warp menu item, and other operations.

Double-clicking the Left-Mouse Button is an optional method of completing an object.

1.98 om_backspace

Key: Backspace

Action: Cancel Last Point Entered

Pressing the Backspace key while entering points with the Drawing tool will cancel (or undo) the most recently placed point. You may use the Backspace key to successively cancel all currently entered points to the beginning of the object.

Pressing the

Esc
(Escape) key will cancel the object altogether.

1.99 cc_cancel

Key: Esc

Action: Cancel Current Operation

Pressing the "Esc" (Escape) key will cancel any toolbox operation in progress. For speed and convenience, ProVector allows you to interrupt screen rendering (refreshing) when your next action is not dependent upon viewing the results of your last action. To cause a refresh interrupt, simply proceed with your next operation; any action, such as selecting a new tool, clicking new points, choosing a menu item, etc. will cancel the refresh in progress, and you can carry on with your desired operation.

See also the

Spacebar

.

1.100 helpkey

Key: Help

Action: Displays context-sensitive help

Context sensitive Help...

1.101 spacebar

Key: Spacebar

Action: Screen Redraw

Occasionally, canceling a tool or interrupting a redraw may leave the project window partially or even incorrectly rendered. You can correct this by pressing the Spacebar. The Spacebar can force a redraw of the project window any time you suspect your drawing is incorrectly rendered.

See also the

Esc

(Escape) key.

1.102 sm_left

Key: Cursor Keys

Action: Scroll View

Use the arrow keys or arrow gadgets to move the current magnified view around in the current project window. The view is moved in the direction of the arrow key or gadget.

1.103 sm_right

Key: Cursor Keys

Action: Scroll View

Use the arrow keys or arrow gadgets to move the current magnified view around in the current project window. The view is moved in the direction of the arrow key or gadget.

1.104 sm_up

Key: Cursor Keys

Action: Scroll View

Use the arrow keys or arrow gadgets to move the current magnified view around in the current project window. The view is moved in the direction of the arrow key or gadget.

1.105 sm_down

Key: Cursor Keys

Action: Scroll View

Use the arrow keys or arrow gadgets to move the current magnified view around in the current project window. The view is moved in the direction of the arrow key or gadget.

1.106 sm_horiz

Gadget: Proportional Scroll Bars

Action: Scroll View

The scroll bars reflect the current size and position of the current magnified view in which the objects of the current project are displayed. You may move the scroll bars around to view a different part of the project.

1.107 sm_vert

Gadget: Proportional Scroll Bars

Action: Scroll View

The scroll bars reflect the current size and position of the current magnified view in which the objects of the current project are displayed. You may move the scroll bars around to view a different part of the project.

1.108 shift

The Shift key may be used with the Left-Mouse Button in either simple click (referred to as shift-clicking) or click-and-drag operations. Many of the tools in the Toolbox have control requesters that may be opened by shift-clicking on the tools. The Shift key may also be used to constrain the behavior of some of the tools:

When the Selection tool is active, shift-clicking may be used to select multiple objects.

When the Drawing tool is active, the Shift key will constrain the entered point to either a horizontal, vertical, or 45 degree line with the previously entered point.

When the Rectangle or Ellipse tools are active, the new object will be constrained to a square or circle respectively.

When the Rotate tool is active, the Shift key will constrain rotation to the increment specified in the Rotate Control requester (the default is 15 degrees).

When the Scale tool is active, the Shift key will constrain scaling to proportional scaling.

When the the Edit/Effect/Skew menu item is active, the Shift key will constrain skewing to 45 degree increments.

When the Edit/Effect/Mirror menu item is active, the Shift key will constrain mirroring to 45 degree increments.

See the
Toolbox
for more information.

1.109 alternate

The Alt key may be used with the Selection tool to alternate the selection state of an object. Thus, if the object is selected, it will be de-selected; if the object is not selected it will be selected. This will not effect any other object.

See the
Selection
tool for more information.

1.110 control

The Control key may be used with the Drawing tool to create sub-polygons (transparent holes within objects).

See the
Drawing
tool for more information.

1.111 sm_prevfval

Key: [or]

Action: Set Next or Previous Fill Value

***** DEMO VERSION *****

1.112 sm_prevfill

Key: (or)

Action: Set Next or Previous Fill Type

***** DEMO VERSION *****

1.113 sm_preveval

Key: { or }

Action: Set Next or Previous Line Value

***** DEMO VERSION *****

1.114 sm_prevedge

Key: < or >

Action: Set Next or Previous Line Type

***** DEMO VERSION *****

1.115 sm_prevjoin

Key: - or =

Action: Set Next or Previous Line Join

***** DEMO VERSION *****

1.116 sm_setweight

Key: w

Action: Set Line Weight

***** DEMO VERSION *****

1.117 changes

SUMMARY OF NEW FEATURES SINCE PROVECTOR 2.1

PROVECTOR

- * AGA support
- * A complete "interface-lift" (2.X look & feel being only a minor part)
- * True gradient fills
- * Many new object effects, including perspective, blending, skewing, mirroring, warping, etc.
- * Object masks (clipping paths)
- * Additional File formats supported include LightWave® Adobe Illustrator(TM), HP-GL
- * Improved text support.
- * Expanded palette (each drawing supports a 65,000 color palette plus 16.7 million intermediate gradient colors (dithered display)
- * Support for Amiga OS 2.1 & 3.0 features, including ARexx, context-sensitive, on-line help via AmigaGuide; public screen support; standard Amiga file and screen mode requesters
- * MUCH MORE...

FEATURES THE COMPETITION STILL DOESN'T HAVE

- * Multiple Undos
- * True Layers
- * Structured and bitmapped pattern fills
- * Magnetism
- * Multiple Projects
- * Page sizes up to 15x15 miles
- * RELIABILITY

PROVECTOR 3 SUPPORT UTILITIES FROM STYLUS, INC.

PSIMPORT

PSImport(TM), the acclaimed utility that gave ProVector the unprecedented ability to load and edit PostScript files, has been updated to compliment the new features of ProVector. Support has been added for the following PostScript(R) features:

- * Text objects
- * Gradient fills
- * Clipping paths (masks)

STYLUSTRACER

* StylusTracer is a powerful, new auto-tracing program from Stylus, currently bundled with ProVector and PSImport in the Stylus Pro-Pak. StylusTracer includes a full suite of image-processing and touch-up tools to prepare bitmaps for tracing. IFF-ILBM, TIFF, and GIF bitmaps may be traced. Traced drawings may be saved in either IFF-DR2D, or Adobe Illustrator file formats. The drawings may then be imported into ProVector® and most other Amiga drawing and desktop publishing programs.

REXXREQUEST

* REXXRequest(TM), is an ARExx command host utility which gives ARExx users access to the Amiga gadtools.library, so they may easily add 2.X style requesters to their ARExx macros.

DETAILED PROVECTOR 3 FEATURE LIST

Object Creation

- * Intuitive Drawing tool for splines and straight lines
- * Fast, accurate Freehand tool
- * Rectangle tool
- * Ellipse tool
- * Regular Polygons of specific number of sides
- * Arcs and Pie shapes
- * Text tool
- * Text-to-Path

Object Manipulation

- * Move
 - * Controlled Move
 - * Clone
 - * Rotate
-

- * Clone & Rotate
 - * Scale
 - * Scale & Rotate
 - * Front
 - * Incremental Front
 - * Back
 - * Incremental Back
 - * Magnetism
- Object Effects
- * Perspective
 - * Blending (morphing)
 - * Warping
 - * Skewing
 - * Mirroring
 - * Masking
 - * Smoothing/UnSmoothing
 - * Curve Fitting (for point reduction)
 - * Merging/Splitting (sub-polygon or compound objects)
 - * Text-to-Object
- Object Attributes
- * Solid color fills (specify by RGB or CMYK)
 - * Named colors
 - * Gradient fills (four basic types, w/ four transitions and unlimited reference colors)
 - * Pattern fills (structured or bitmapped)
 - * Line colors
 - * Line patterns
 - * Line weights
 - * Line joins
 - * Line caps
- Text attributes
- * Typeface (native PostScript Type 1)
 - * Type point size
 - * All object attributes, including gradient and pattern fills
- Attribute manipulation
- * Change individual attributes
 - * Change all object attributes in a single operation
 - * Get object attributes to current attributes
- Input
- * IFF-DR2D (Amiga standard structured graphic files)
 - * IFF-ILBM
 - * LightWave
 - * Adobe Illustrator
 - * PostScript (with the PSImport module)
 - * HP-GL
- Output
- * IFF-DR2D
 - * PostScript, EPS
 - * LightWave (Video Toaster®)
 - * Preferences
 - * IFF-ILBM (up to 24-bit, anti-aliased)
 - * Adobe Illustrator
 - * HP-GL
- Miscellaneous
- * Multiple Undos (up to 255)
 - * True Layers (256)
-

- * Complete ARexx interface
- * Object alignment
- * Grid Display/Snap
- * Configurable rulers
- * AmigaGuide context-sensitive on-line help
- * Multiple Projects (limited by memory)
- * Clipboard support
- * Magnify to 1200X
- * Page sizes up to 15x15 miles
- * Each drawing supports a 65,000 color palette plus 16.7 million intermediate gradient colors (dithered display)
- * CMYK and RGB color models
- * Advanced Graphics Architecture chip-set support
- * Public Screen support
- * 2.X look & feel
- * Standard Amiga file and screen mode requesters
- * RELIABILITY

DETAILED STYLUSTRACER FEATURE LIST

AutoTracing Options

- * Objects
- * Objects with Holes (sub-polygons or compound objects)
- * Center-Lines
- * Thin Lines
- * Trace to 256 colors
- * Preview
- * Numerous tracing-accuracy options

Touch-Up Tools

- * Paint tool (w/ 1,3,5, and 7 pixel-square brushes)
- * Line tool
- * Rectangle tool
- * Polygon tool
- * Variable Flood fill
- * Crop tool
- * Eye-Dropper (Color-Picker) tool
- * Palette editor
- * Zoom In/Zoom Out

Image Processing

- * Average Smoothing
 - * Median Smoothing
 - * Blur (Gaussian) Smoothing
 - * Gradient Smoothing
 - * Region Smoothing
 - * Minimum Smoothing
 - * Maximum Smoothing
 - * Posterize
 - * Remove Isolated pixels
 - * Sharpen
 - * Edge Detect
 - * Thin
 - * Scale
 - * Invert
 - * Strip Bits
 - * Brightness
 - * Contrast
-

- * Gamma (Gamma Brightness)
- Input
- * IFF-ILBM (including 24-bit, HAM & HAM-8)
 - * TIFF
 - * GIF
- Output
- * IFF-DR2D
 - * Adobe Illustrator
- Miscellaneous
- * Undo
 - * ARexx(TM) interface
 - * Batch tracing via ARexx
 - * 2.X Look & Feel
 - * Standard Amiga file and screen mode requesters

NOTE:

ProVector 2.2 and StylusTracer 2.2 require Amiga O/S version 2.04 or later and 2 megabytes of RAM. A hard disc and processor accelerator are recommended. ProVector is a registered trademark of Stylus, Inc. StylusTracer, PSImport, and REXXRequest are trademarks of Stylus, Inc. All other trademarks are the property of their respective owners.
