



# PHOTOGRAPHICS™

**User Guide**

**Version 1.0 for Macintosh® and Windows®**

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# Introducing PhotoGraphics

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Welcome to Extensis™ PhotoGraphics™! PhotoGraphics puts your favorite illustration tools directly inside Adobe® Photoshop® by providing a full featured set of drawing tools and advanced text capabilities. With PhotoGraphics you can easily create basic vector shapes that can be filled and stroked, as well as text on a path. Text and graphics created in PhotoGraphics can be edited at any time—even after they have been rasterized in the Photoshop image.

## **System and Software Requirements**

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To install and use Extensis PhotoGraphics, you will need the following:

### **Macintosh:**

- Power Macintosh® or PowerPC compatible
- 3MB free hard drive space
- Mac OS® System 7.5 through 8.5
- Adobe Photoshop 4.0 through 5.0

### **Windows:**

- Pentium or faster PC
- 3MB free hard drive space
- Microsoft® Windows 95®, Windows 98®, or Windows NT® 4.0
- Adobe Photoshop 4.0 through 5.0

## **Installation**

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You can find instructions for quick and easy installation on the CD-ROM that is included with your product or, if you downloaded an Extensis product installer from our web site, running the installer will place an informational Read Me on your hard drive.

## Registration

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It is important to register your copy of PhotoGraphics so we can provide you with the best possible service. Registered users of PhotoGraphics are eligible for technical support, information regarding new versions and products, discounts and special offers on new products.

Your registration number is located on the back cover of this manual or was sent to you via email if you purchased through our website. You will need to enter that number to personalize your copy of PhotoGraphics. If you choose not to personalize your copy, PhotoGraphics will run in a demonstration mode that allows you to use the product for 30 days. You can purchase additional registration numbers in the US at 1-800-796-9798 or 1-503-274-2020. In Europe call 31 (0) 30 247 50 50.

## Technical Support

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For questions regarding Extensis PhotoGraphics, please first refer to this manual, which describes the features and basic operations. We invite you to visit our PhotoGraphics page on the Extensis website ([www.extensis.com](http://www.extensis.com)) for frequently asked questions and troubleshooting tips.

If you have a question which is not addressed in this manual or on the Extensis website, Technical Support is available by phone at (503) 274-7030 Monday through Friday 8:00 a.m. to 5:00 p.m. Pacific time. When calling for technical support, please be at your computer and have the following information available: your Extensis PhotoGraphics registration number, your computer configuration and your question or a description of the difficulty you're experiencing—what specifically occurs and when. Take note of any displayed error numbers or messages and any other information you think may be relevant.

## Using this Manual

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This User Guide covers PhotoGraphics for both Macintosh and Windows. Where necessary, keyboard commands that differ between the two systems are indicated as: **Macintosh Command [Windows Command]**. References to menu selections are shown as Menu > Command.

For a complete list of keyboard shortcuts, refer to the printed *Quick Reference Card* included in the PhotoGraphics product box and in PDF format on the Extensis CD.

### Tip

We can also be reached by:

**Fax:** (503) 274-0530

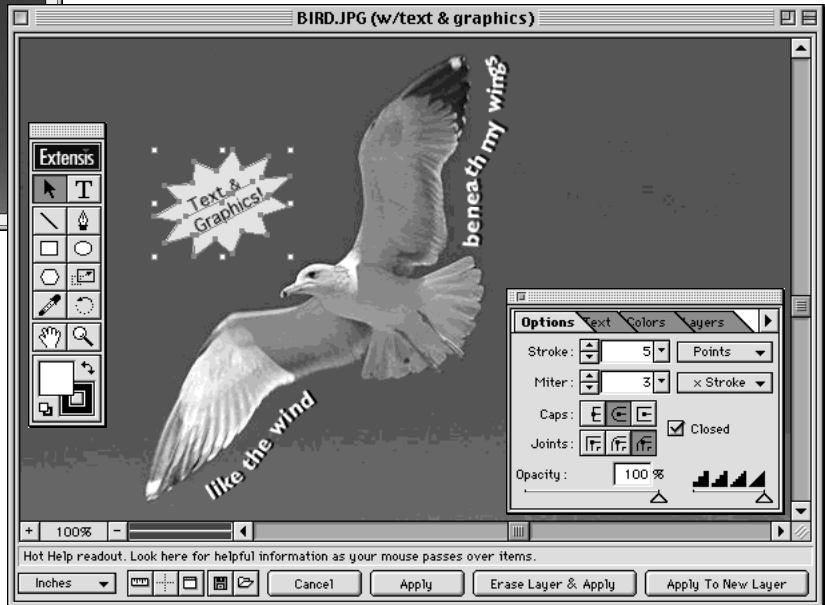
**E-mail:** [support@extensis.com](mailto:support@extensis.com)

**Internet:**

<http://www.extensis.com/support>

## What is PhotoGraphics?

PhotoGraphics 1.0 provides you with drawing tools and unparalleled text editing functionality for creating re-editable basic vector shapes and text on a path directly within Adobe® Photoshop®. It's like having a mini-illustration program running right inside Photoshop!



### Feature Summary:

- **Drawing Tools**—Create a full range of editable vector shapes that can be filled and stroked with a full featured set of drawing tools including line, pen, rectangle, ellipse, polygon and starburst.
- **Advanced Text Formatting and Layout**—Create multiple text blocks on any path with complete independent control of placement and formatting of each block on the path.  
Advanced text formatting options not available in Photoshop include: text on a path, multiple independent text blocks, character style sheets, individual character color, superscript and subscript, all caps, small caps, full justification, horizontal scaling, and vertical scaling.  
All formatting options—including baseline shift, kerning, tracking and leading—can be set using standard keyboard shortcuts.

- **Object Level Opacity**—Allows you to set the opacity of each object independently.
- **Object Level Anti-Aliasing**—Allows you to set the level of anti-aliasing for each object from a sliding quality scale that offers more text and edge smoothing than Photoshop can offer.
- **Advanced Editability**—Multiple illustrations can be saved with the Photoshop document, allowing them to be exchanged among users, reopened and re-edited at any time, even after they have been rasterized! See *page 72* for file types that support this feature.
- **Layers**—Availability of text and graphic layers right inside the PhotoGraphics plug-in.



# Getting Started

## Tip

PhotoGraphics provides common text and drawing tools similar to those found in popular vector editing programs.

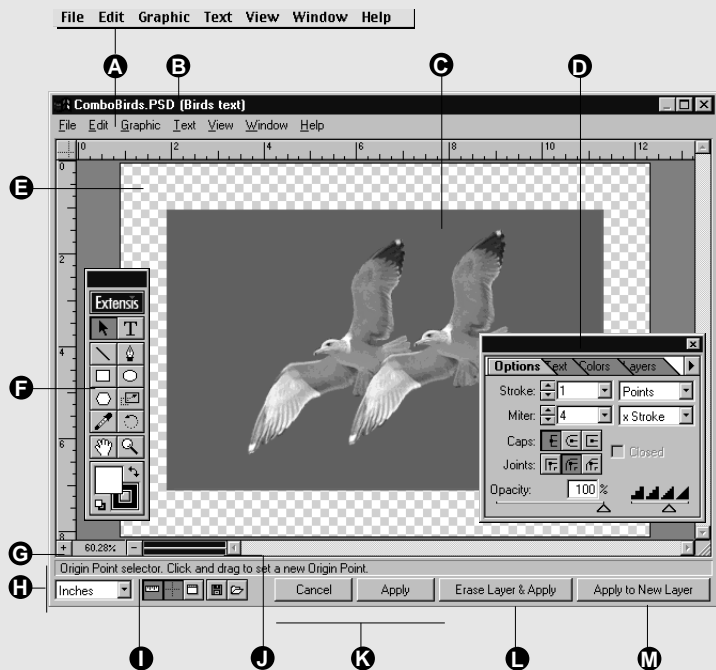
Text and vector graphics created in PhotoGraphics are collectively referred to as a “drawing.” You can apply PhotoGraphics drawings to a Photoshop image, layer, or selection.

PhotoGraphics drawings can include all elements created in PhotoGraphics, including layers. Drawings can be saved as separate PhotoGraphics files, or saved right inside the image file. Saving inside the image file allows you to continue your work even if you aren’t yet ready to apply the drawing to the image, or to make additional edits even after the drawing has been applied to the image.

## PhotoGraphics Workspace Overview

The PhotoGraphics workspace gives you access to all the tools and features in PhotoGraphics.

- A** PhotoGraphics Menu
- B** Image Title (Drawing Title): Displays the Photoshop document name followed by the PhotoGraphics drawing name (if any).
- C** Preview: Displays the image and drawing created in PhotoGraphics.
- D** Dockable Palettes: Options, Text, Colors, and Layers palettes.
- E** Extra Workspace (optional): *Page 56*.
- F** Toolbox: Provides access to PhotoGraphics text and draw tools.
- G** Zoom Controls and Indicator: For more zoom/pan controls, see *page 31*.
- H** Control Bar: Provides access to rulers, guides, palettes, and save drawing dialogs.
- I** Help Box: Displays a description here as you drag the mouse over each tool and button.
- J** Progress Bars: Top bar indicates redraw progress. Bottom bar indicates background processing progress.
- K** Cancel/Apply: Apply closes PhotoGraphics and applies the drawing to the image in Photoshop. Cancel closes the dialog leaving the image unchanged.
- L** Erase Layer & Apply: Erase target layer, then apply the drawing to it.
- M** Apply to New Layer: Apply drawing to a new Photoshop layer.



## Overview

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To add text and/or graphics to a Photoshop image using PhotoGraphics:

- Open the image in Photoshop.
- Open the PhotoGraphics workspace (Extensis > PhotoGraphics).
- Use the common drawing tools in PhotoGraphics to create text and/or draw elements. Create lines, boxes, ellipses, polygons, stars, and Bézier paths and objects. Add text to any element or path by clicking on it with the Text tool, then begin typing.
- Use options on the Options, Text, and Colors palettes to change the attributes of the text and elements that you create. Use the Layers palette to create layers for the different elements or effects.
- Enable features like Extra Workspace, Rulers, Guides, and Composite Preview to make drawing even easier.
- If you need to stop work before your drawing is finished, simply save the drawing from PhotoGraphics (“Save with Image” command), then save the image file in Photoshop. When you reopen the image in PhotoGraphics, the drawing will be just as you left it.
- When you are happy with your creation, click one of three buttons (Apply, Erase Layer & Apply, or Apply to New Layer) to apply the changes to your Photoshop image and close the PhotoGraphics workspace.

*Note: If you “undo” an applied drawing in Photoshop (or delete this step from the History palette in Photoshop 5.0) before saving the Photoshop file, any drawings that have recently been “saved with image” from PhotoGraphics will be lost. You can recover the last drawing you were working on by selecting the command “Last Applied” from the PhotoGraphics File menu. If you have a number of drawings that you want to save with the image, we recommend that you immediately save the image in Photoshop to assure that these drawings are safe from accidental deletion. For more information on Applying and Saving, see pages 67 through 72.*

## Adding Text and Graphics with PhotoGraphics

To create text and/or draw elements in PhotoGraphics:

### 1. Open the image in Photoshop.

Make visible all layers that you will want to see in the PhotoGraphics preview window.

### 2. Open PhotoGraphics.



Choose PhotoGraphics from the Extensis menu in the menubar (Extensis > PhotoGraphics) or from the Extensis menu in the Filter menu (Filter > Extensis > PhotoGraphics).

The PhotoGraphics workspace will open with the image in the Preview window. When you re-open an image in PhotoGraphics, the last applied drawing is displayed, ready for re-editing. (Using PhotoGraphics “save” options you can save and edit drawings whether they have been applied or not—see *page 70*.)

### 3. Create and modify text and graphics.

Use the tools available in the PhotoGraphics Toolbox to create text and draw elements like lines, rectangles, ellipses, polygons, stars, and Bézier paths. To create text on a path, draw the desired object or path, then click anywhere on the path with the Text tool and begin typing. You can move the text along the path by dragging the text positioning arrow (▲) with the Text tool.

Change the attributes of text and objects using the options available on the Options, Text, and Colors palettes. (All the tools and options are described in detail later in this User Guide). Create layers for objects from the Layers palette.

Activate Rulers () and Guides () by clicking the appropriate button on the Control Bar.

You can Undo (**Command-Z [Ctrl+Z]**) and Redo (**Command-Y [Ctrl+Y]**) actions multiple times until you achieve just the right effect.

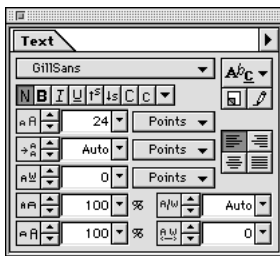
*Note: While you are working in the PhotoGraphics workspace, the changes you make do not affect the image in Photoshop. When you like the drawing that you have created in PhotoGraphics and are ready to make those changes to your image, choose one of the “Apply” options. Until you apply the drawing you can change it as much as you like until you get just the effect you want.*



PhotoGraphics Toolbox



Dockable Palettes



Control Bar



#### 4. When you're satisfied with the drawing you've created in PhotoGraphics, apply it to your image.

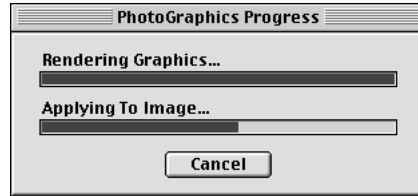
Click any of the “Apply” buttons (Apply, Erase Layer & Apply, or Apply to New Layer) to add the drawing to your image. One or more progress bars will be displayed as the drawing is rendered and applied.

##### Tip

You can automatically apply your drawing to a new Photoshop layer by clicking the “Apply to New Layer” button.

##### Tip

When a drawing has been applied to its own layer and re-opened for editing in PhotoGraphics, choosing “Erase Layer & Apply” allows you to replace the old drawing with the new one. Choosing “Apply” would apply the edited drawing “on top of” the original one.




If you don't want to apply the new drawing to the image, click “Cancel.” The PhotoGraphics workspace will close without making any changes to your image. At this time you can elect to save or not save your work in progress. If you elect to save your work, you will also need to save the image in Photoshop (see *below*).

### Saving Work in Progress

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You can save your work in PhotoGraphics without “applying” the drawing to the image using the “Save with Image” command (File > Save with Image). This allows you to continue working with the drawing at a later time—as if the PhotoGraphics tools are an integral part of Photoshop! The drawing (with all layers and attributes in place) is added to the Photoshop document, and kept hidden there until opened again with PhotoGraphics. Since data is added to the image file, you will need to save the file in Photoshop as well. If you have saved your PhotoGraphics work with the image, when you reopen the image in PhotoGraphics all of your work will be there, just as you left it. This means that you will be able to edit it whether or not it has been applied to the image (rasterized) or the layers flattened.

Alternately, you can save your PhotoGraphics drawings to disk as external files using the “Save to Disk” command. This makes it possible to exchange drawings with other PhotoGraphics users—even cross platform. This command is available from the File menu or by clicking the Save to Disk button () on the Control Bar.

For detailed information on these powerful saving options, see *pages 70 through 72*.

##### Tip

The last drawing applied from PhotoGraphics is opened automatically when you open PhotoGraphics.

##### Tip

If you save your drawing with the image (whether or not you also apply it to the image), be sure to also save the image in Photoshop. If you do not, your PhotoGraphics drawing will be lost.

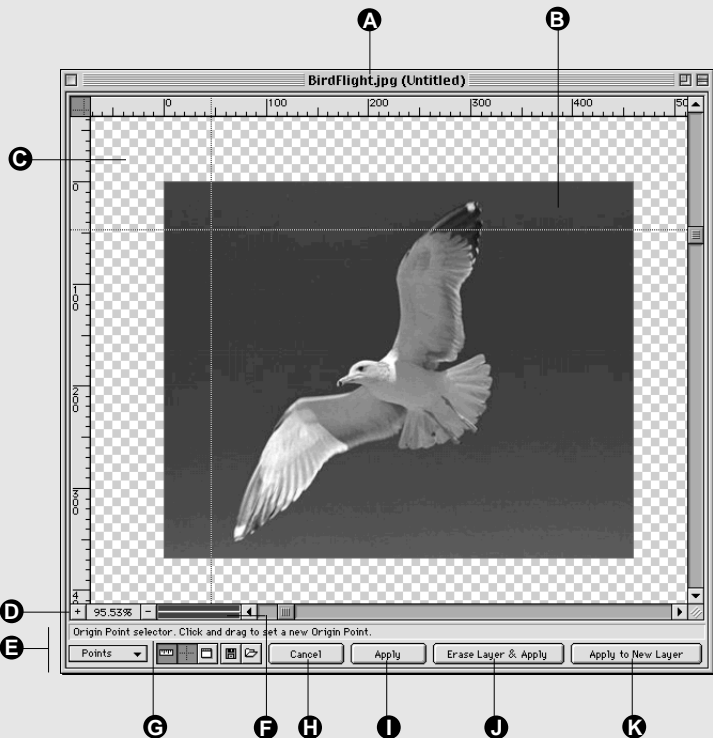
# Tools

All of the PhotoGraphics tools and options are available from the PhotoGraphics workspace when you open PhotoGraphics.

The Toolbox and Palettes can be accessed from the View menu and with keyboard commands, and are described in detail on the following pages.

## PhotoGraphics Workspace

- A** Image Title (Drawing Title): Displays the Photoshop document name followed by the PhotoGraphics drawing name (if any).
- B** Preview: Displays the Photoshop image and the drawing created in PhotoGraphics. Choose "Composite Preview" from the View menu to display all active Photoshop layers.
- C** Extra Workspace (optional): Provides additional resizable workspace area. To resize or remove this extra workspace area, see *page 56*.
- D** Zoom Controls and Indicator: Allows you to adjust zoom amount.
- E** Control Bar: Provides access to rulers, guides, palettes, and save drawing dialogs. See *page 46*.
- F** Progress Indicators: Top bar shows Preview Redraw progress. Bottom bar shows Background Processing progress.
- G** Help Box: Displays a description here as you drag the mouse over each tool and button.
- H** Cancel: Closes the dialog leaving the image unchanged.
- I** Apply: Closes PhotoGraphics and applies the drawing to the target layer in Photoshop.
- J** Erase Layer & Apply: Erases the Photoshop target layer, then applies the drawing to the empty layer.
- K** Apply to New Layer: Creates a new layer, then applies the drawing to that layer.



## The Toolbox

### Tip

To show or hide the Toolbox, press **F9**.

To show or hide all the palettes at once, press **Tab**. To show or hide all palettes except the Toolbox, press **Shift-Tab**.

The tools available on the PhotoGraphics Toolbox are shown below.

### To select a tool:

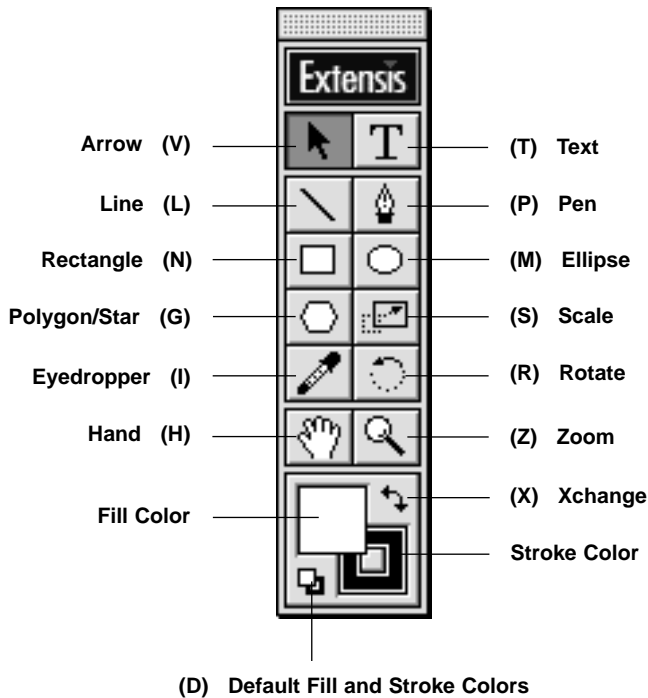
**Click on its icon in the Toolbox.**

— or —

**Press the indicated key.**

*Note: If the Toolbox is not visible in the PhotoGraphics window, you can access it by choosing Window > Show Tools, or by pressing the F9 key.*

## PhotoGraphics Toolbox



### Tip

To temporarily select the Arrow tool when another tool is active, press and hold the **Command [Ctrl]** key.

### Tip

To drag-duplicate an object, press **Command-Option [Ctrl+Alt]** while dragging with any object tool (Line, Rectangle, Ellipse, or Polygon), or with the Scale or Rotate tool selected.

The text and drawing tools in PhotoGraphics are simple and straight-forward tools that behave much like the basic text and draw tools in popular vector drawing programs.

To create objects using the draw tools (Line, Rectangle, Ellipse, Polygon) simply select the desired tool and drag to create the object. All the tools are described briefly below. To select an object, click on it with the Arrow tool.

Five of the tools—the Text tool, Pen tool, Polygon/Star tool, and the Scale and Rotate tools have some special qualities in PhotoGraphics and are discussed in more detail in the following sections.

To change object attributes such as fill, stroke, line weight, end-points, and others, select the appropriate attributes from the Options, Text, and Colors palettes (see *pages 32 through 38*).

Key	Tool	Use it to:
V	Arrow	Select an item or text path for action by another tool, or select and move the item.
T	Text	Enter text, or select and work with text.
L	Line	Create straight lines.
P	Pen	Draw Bézier segments, including lines, curves, and text paths.
N	Rectangle	Create rectangles and squares.
M	Ellipse	Create ovals and circles.
G	Polygon/Star	Create polygons and stars.
S	Scale	Resize selected object or objects.
I	Eyedropper	Sample a color from the image to designate a new Fill or Stroke color.
R	Rotate	Rotate object or text around a selected point.
H	Hand	Pan around an image in the PhotoGraphics window.
Z	Zoom	Click to zoom in. Press Option-click [Alt+click] to zoom out.
	Fill Color	Paint selected text or selected area enclosed by a path with the indicated color.
	Stroke Color	Paint line(s) of selected object or path with the indicated color.
X	Xchange	Exchange (swap) Fill and Stroke.
D	Default	Replace Fill and Stroke colors with the default colors (Fill=white; Stroke=black)

**Note:** The single key commands shown here will not work when the Text tool is active.

## Undo/Redo

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PhotoGraphics offers you multiple Undos and Redos. The number of allowed Undo/Redo actions can be specified in Edit > Preferences (see *page 57*).

**To Undo actions:** Press **Command-Z [Ctrl+Z]** as many times as necessary to return to the desired state.

**To Redo actions:** Press **Command-Y [Ctrl+Y]** as many times as necessary to return to the desired state.

## Revert

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The Revert command allows you to return a saved drawing to the state it was in when you first opened it. To Revert, any changes to the drawing will be discarded (see “How it works,” below).

*Note: This command is available only when you have saved a PhotoGraphics drawing with the image and then changed that drawing in some way, such as by adding, moving, or deleting one or more elements.*

**To use the Revert command:** Select it from the File menu (File > Revert) or press the **F12** key.

The Revert command cannot be undone.

**How it works:** If the image contains a PhotoGraphics drawing that has been saved with the image, invoking the Revert command will present a dialog asking if you want to discard the changes and revert, or cancel and return to the image. If you click “Revert,” any changes will be discarded and the objects from the saved drawing will be opened just they were when the drawing was last saved. If you choose to save the changes, click “Cancel.” This returns you to the drawing so that you can save it to a different name.

*Note: If you use the “Save As...” command to save the drawing with the image to a different name, Revert is reset to that new drawing and the Revert command becomes unavailable until you modify this new drawing. In this case, you can open the original drawing using the “Open from Image” command (File > Open from Image...).*







## Common Tool Functions

The table below shows common actions affecting all five drawing tools (Line, Pen, Rectangle, Ellipse, and Polygon) and the Scale and Rotate tools, when the indicated modifier keys are pressed.

**To change object line weights (stroke), end caps, opacity or other options:** Open or activate the Options Palette, then select the desired options (see page 33.)

**To change object Fill or Stroke color:**

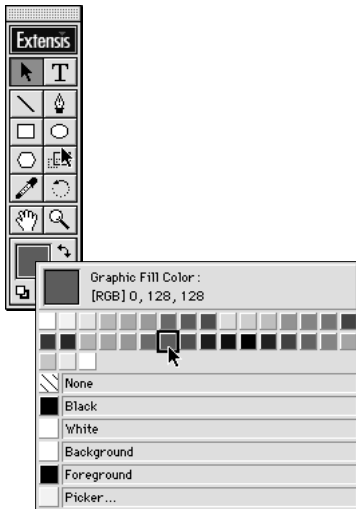
1. Use the Arrow tool to select the object(s). If text, use the Text tool to select the desired text.

*Note: Text has fill only, no stroke.*

2. Select the appropriate color from the interactive Fill or Stroke Color pop-up palette on the Toolbox.

— or —

2. Open or activate the Colors palette, then create or select the desired colors (see page 39).



Action	Macintosh	Windows
When creating a line or object with the indicated tool active: Constrain horizontal, vertical, or diagonal (Line or Pen tool) Constrain to square (Rectangle tool) Constrain to circle (Ellipse tool) Constrain to equal sides (Polygon tool)	Shift-drag	Shift+drag
Move selected object(s) (Arrow tool active), and constrain movement horizontally, vertically, diagonally	Shift-drag	Shift+drag
Temporarily activate Arrow tool	Command	Ctrl
Move object (with any of the listed tools active)	Command-drag	Ctrl+drag
Move object (with any of the listed tools active) and constrain movement horizontally, vertically, diagonally	Command-Shift-drag	Ctrl+Shift+drag
Duplicate object (with any of the listed tools active)	Command-Option-drag	Ctrl+Alt+drag
Duplicate selected object(s) (Arrow tool active)	Option-drag	Alt+drag
Duplicate selected object(s) (Arrow tool active) and constrain movement horizontally, vertically, or diagonally	Option-Shift-drag	Alt+Shift+drag



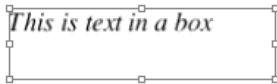
## Text Tool

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The Text tool is used to create and edit text, and to relocate text along a path. You can create text in one of two ways: In a text box, or on a text path. You can change the Fill and Stroke of the text box or path (see *page 34*), and you can change text attributes such as Font, Style, Leading, Baseline Shift, and Color.

### Tip

See also “Working with Text,” on *page 59*.



### Note

Single key commands will not work when the Text tool is active.

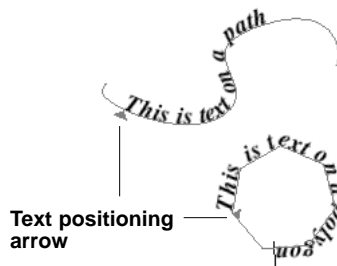
**To activate the Text tool:** Click its icon on the Toolbox, or press the “T” key.

**To create text in a text box:** Select the Text tool, click anywhere in the Preview window, then begin typing—a text box is created based on the last-used type characteristics (from the Text palette). Or drag the Text tool to draw a text box of a particular size, then begin typing. Change font type, size, spacing, fill and stroke, and other parameters of selected text using the options on the Text Palette (see *pages 34 through 37*).

**To enlarge or reduce a text box:** With the Text tool or Arrow tool, select the box (⌘), then drag any handle to resize the box. You can resize using absolute values with the Scale tool (see *page 28*).

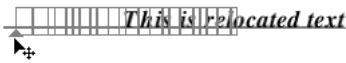
*Note: Scaling a text box scales only the box, not the text in the box.*


**To create text on a path:** Select any draw tool (Line, Pen, Rectangle, Ellipse, or Polygon) tool. Draw an object with a draw tool, or create a Bézier path using the Pen tool (see *pages 20 through 25*). With the Text tool, click anywhere on the object or path and begin typing. An I-beam (⌘) will be displayed when the cursor is positioned over the path.





**To edit text on a path:** Select the desired text with the Text tool—an I-beam (⌘) will be displayed when the cursor is positioned over text.

*This is a selected text object*



**To move text:** Use the Arrow tool () to select the text box, path, or object, then drag it to the new location.

**To relocate text along a path:** Select the Text tool, then click on the text positioning arrow () and drag the text to the desired location on the path. A directional icon () will be displayed when the cursor is positioned over the text positioning arrow.

**To change text attributes:** Using the Text tool, highlight the text that you want to change. Activate the Text palette (View > Show Text Palette, or click on the Text palette tab), then select the desired options. You can change font type, size, spacing, and other parameters of selected text from this palette (see *page 34*). You can change font color (Fill) from the Colors palette, from the interactive Fill color box on the Toolbox, or from the Character Styles dialog. You can change the stroke of the text path or line, and the fill and stroke of the text box frame or other element containing text, see *page 38*.

### Tip

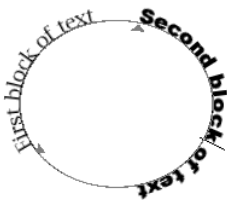
To quickly change the currently active color attribute (Fill or Stroke) of a text box or path to “None,” select the object with the Arrow tool then press the “/” (slash) key.

To change the remaining (non-active) attribute (Stroke or Fill) to None, press **Command-/ [Ctrl+]/**.

**To create colored text in an invisible box or on an invisible path (allowing the background to show through):** Use the Text tool to select the text, then select a Fill color (*page 34*). Use the Arrow tool to select the text box or path object. Color both the Fill and Stroke of the box or path object with the color “None.”

### Multiple Text-on-Path Text Blocks

You can create multiple text blocks on a single path. This allows you to change text parameters (font, size, tracking, etc.) without creating multiple paths.



**To create multiple text blocks on a single path:**

1. Create some text on a path as shown on *page 18*.
2. Press **Command [Ctrl]** while dragging the text positioning arrow to another location on the path.

This will create another text positioning arrow, indicating the start of a second text block. Repeat as many times as necessary to create text positioning arrows for additional text blocks.

3. If you have not already done so, enter your text in the first block. When you finish with the first block, press **Return [Enter]** to jump to the start of the second block.

Repeat as many times as necessary to enter text in all the blocks created in step 2.



## Pen Tool

---

The Pen tool is used to create paths and objects using Bézier points and segments. You can add text to any path or object created with the Pen tool by clicking on it with the Text tool and then typing.

### Tip

With PhotoGraphics you only need one tool—the Pen tool—to create and modify any Bézier path or object.

### Tip

You can use the Arrow tool to edit (but not create) Bézier paths. Doing so can keep you from accidentally creating additional, unwanted paths.

### Tip

You can use either the Pen tool or the Arrow tool to convert (↵) any regular object into a Bézier object. See “Select a path/object for edit” in the table on *page 21*.

If you already know how to create Bézier paths and objects, the Pen tool in PhotoGraphics will be very familiar to you. The information in the Overview section (below), along with the table on the following page, may be all you need to get started.

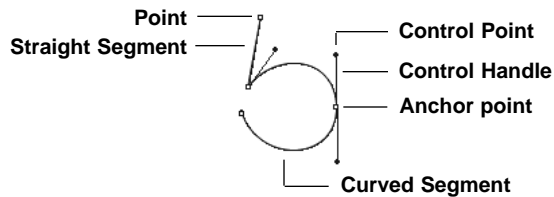
If you are not familiar with using a Pen tool to create Bézier objects, refer to the more detailed instructions starting on *page 22*.

**To draw Bézier paths and objects:** Select the Pen tool from the Toolbox, or press (“P”), then create and modify paths using the commands in the table on *page 21*.

## Overview

### Terms

The following terms will help you understand the table on the following page:



## Creating Paths

While you are working on a path, clicking or clicking and dragging with the Pen tool will append a point or anchor point to the end point of the current path. When the path is either closed or deselected, clicking or clicking and dragging with the Pen tool will create the start point of a new path. (See *page 62*.)

## Editing Paths

Points and segments can be moved, added, deleted, and adjusted (using the control handles), when the path is in “edit” mode. The path is in edit mode when the points are hollow. (See *page 25*.)

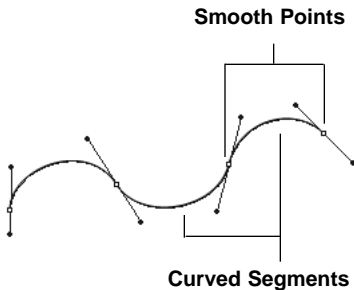
## Moving Paths

Paths can be moved (relocated) when all the points are solid.

To...	With the Pen tool active...	With the Arrow tool active...
Place Straight Corner points	Click (☒) to start path, then click (☒) to add additional points	na
Place Smooth anchor points	Click (☒) and drag control handle to start path, then click and drag (☒) to add anchor points	na
Create a different path	Command [Ctrl] click (⌘) to de-select current path, then click (☒) to create new start point <i>or</i> Move cursor off path, then press Command-Option [Ctrl+Alt] (⌘_o) to place a new start point <i>or</i> Close path, then click (☒) to start a new path	na
Close a path	Click over start point (☒)	na
Select a path/object	Command [Ctrl] click (⌘) de-selected path	Click (⌘) path or object
Select a path/object for edit	Option [Alt] click (⌥) selected path	Command [Ctrl] click (⌘) path/object
Convert or Revert a point	Command [Ctrl] click (⌘) anchor point <i>or</i> Command [Ctrl] click (⌘) a point	Command [Ctrl] click (⌘) anchor point <i>or</i> Command [Ctrl] click (⌘) a point
Make a Curved Corner point	Command [Ctrl] click (⌘) to unlink the control handles on a Smooth point. Drag a handle to change curve direction.	Command [Ctrl] click (⌘) to unlink the control handles on a Smooth point. Drag a handle to change curve direction.
Make a Combination Corner point	Command [Ctrl] click (⌘) to unlink the control handles on a Smooth point, then press Option [Alt] while clicking one control handle (☒) to delete it.	Command [Ctrl] click (⌘) to unlink the control handles on a Smooth point, then press Option [Alt] while clicking one control handle (☒) to delete it.
De-select current path	Command [Ctrl] click (⌘_x)	Click (⌘) off of path
Add a point	Option [Alt] click on an existing path (☒_o)	Option [Alt] click (☒_o) on existing path
Move path/object	Command [Ctrl] click (⌘), then drag	Drag (⌘)
Delete a point	Option [Alt] click (☒_) over a point	Option [Alt] click (☒_) over a point
Unlink a control handle	Command [Ctrl] click (⌘) control point	Command [Ctrl] click (⌘) control point
Delete a control handle	Option [Alt] click (☒_) control point	Option [Alt] click (☒_) control point
Move a point or anchor point	Command-Option [Ctrl+Alt] drag (⌘_o) point	Drag (⌘) point
Adjust curve	Drag control handle (⌘)	Drag control handle (⌘)
Undo last action	Command-Z [Ctrl+Z]	Command-Z [Ctrl+Z]
Redo last undo	Command-Y [Ctrl+Y]	Command-Y [Ctrl+Z]

## Points and Anchor Points

You generate paths in PhotoGraphics by creating points—the connecting segments are drawn automatically. Technically, all points are anchor points because they “anchor” the path. However for clarity, in this User Guide we use the term “point” to describe a point with no control handles, and “anchor point” to describe a point with one or more control handles. Control handles are for adjusting curved segments only; there are no handles on the start point for a straight segment. There are two types of points: Smooth points and Corner points.

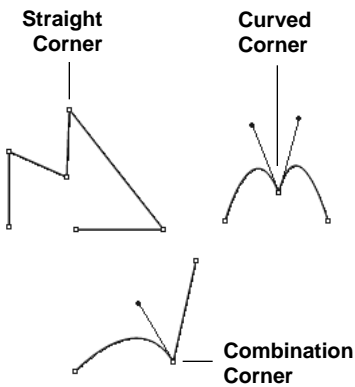


Smooth Points

**Smooth Points:** Smooth anchor points have curved segments between them, and the path between the curves changes smoothly rather than abruptly. Smooth points always have two “linked” control handles (see *page 24*). Adjusting one of the linked handles adjusts the curve on both sides of a Smooth point.

**Corner Points:** Corner points allow the path to change abruptly, displaying a distinct edge on at least one side of the point. There are three different kinds of Corner points: *Straight*, *Curved*, and *Combination*.

Corner points will have either no control handles, a single control handle, or two “unlinked” control handles (see *page 24*). The segment between any two corner points can be straight or curved.



Corner Points

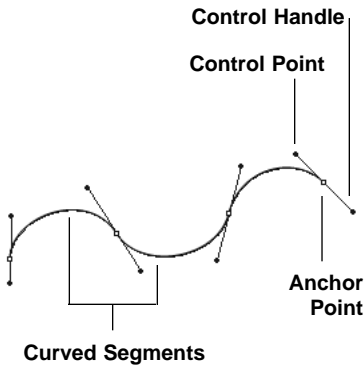
## Segments

A segment is the straight or curved line drawn between any two points. You move a segment by moving the point or anchor point that controls the segment.

The easiest segments to understand and draw are Straight Corner points (click, then click again in another location—a straight line will be drawn between the two points) and Smooth points (click, drag the control handle to adjust the curve, then click and drag again in another location).

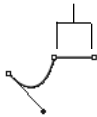
## Bézier Curves

The Bézier method of creating curves is very common in computer drawing. Because the actual curves are created by the drawing program using a mathematical model, all you need to do is specify the type of point (Smooth or Corner), and the length, direction, and angle of the segment. You do this using one or more “control handles.” Since Bézier objects are created using paths, they can be used to create text that follows any shape that the path takes, allowing for great freedom and creativity in design.

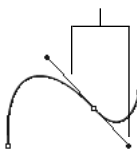


**Anchor Point:** The anchor point is the point around which the curved segment is created. This point “anchors” the curve so that it can be shaped, lengthened, or moved. Anchor points appear as solid dots when the path or object is selected but not editable. Anchor points appear as a hollow dots when the path or object is in edit mode. You can move the end of a curve by moving the associated anchor point.

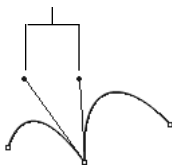
**No Handles  
(Straight Corner point)**



**Linked Handles  
(Smooth point)**



**Unlinked Handles  
(Curved Corner  
and Combination  
Corner points)**



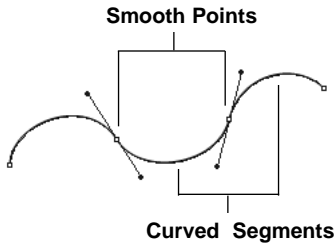
**Control Handles:** Control handles are an integral part of the anchor point of a curved segment. Control handles only control curved segments; the point from which a straight line segment is created does not have control handles.

**Control Point:** The control point is a solid dot that appears on the end of a control handle. You drag the control point to shape the curve.

### Linked and Unlinked Control Handles

**Linked Control Handles:** Linked control handles allow you to affect the curve using either of two handles associated with the anchor point. The curves on both sides of the anchor point are affected when you move a linked control handle. Linked handles create smooth curves.

**Unlinked Control Handles:** Unlinked control handles allow you to control curves individually. When you move an unlinked control handle, the curve on only one side of the point will be affected. Once control handles have been unlinked, either control handle can be adjusted and/or deleted. This allows you to change a smooth point into a curved point or a combination point.



## Smooth Points

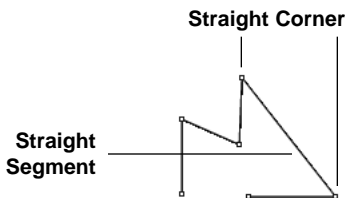
Smooth points have two linked control handles. These control the curves on both sides of the anchor point.

**To create a Smooth point:** With the Pen tool, click and drag to create the start point. Move to another location, then click and drag again. A curve will be drawn relative to the length and angle of the control handle as you drag it.

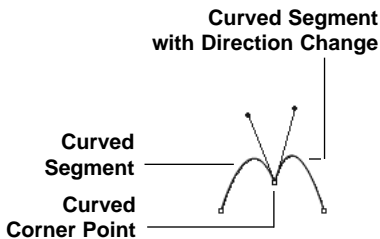
## Corner Points

Straight corner points cause straight line segments to be drawn between them. There are no control handles on a Straight Corner point.

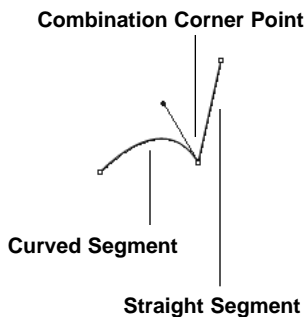
**To create a Straight Corner point:** With the Pen tool, click to create a start point. Move to another location, then click the Pen tool again. A straight segment will be drawn between the two points. To keep the number of points in your path to a minimum, use only two points to create a straight line of any length. Create a new Straight Corner point only when you want to create a straight segment at a different angle.



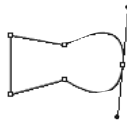
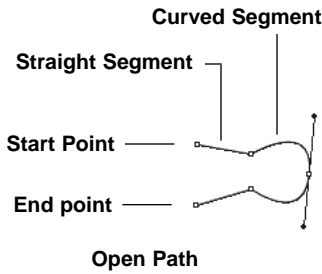
**To create a Curved Corner point:** With the Pen tool, first create a start point (we used a Straight Corner point). Next, make a Smooth point. Lastly, create an end point (we again used a Straight Corner point). Unlink the Smooth point control handles by pressing Command [Ctrl] while clicking either handle. Drag either of the unlinked handles to change the direction of the curve.



**To create a Combination Corner point:** With the Pen tool, first create a start point (we used a Straight Corner point). Next, make a Smooth point. Lastly, create an end point (we again used a Straight Corner point). Unlink the Smooth point control handles by pressing Command [Ctrl] while clicking either control point. Delete one of the control handles by pressing Option [Alt] while clicking the control point. One of the curved segments will be redrawn as a straight segment.








## Paths

Paths are made up of a series of points and the line segments between them. Segments always pass through at least two points. Points display only when the path is selected (*below*).



**Open Paths:** Open Paths have a start point and an end point, with any number of anchor points and segments in between. While you are working on a path, clicking or clicking and dragging with the Pen tool will append a point or anchor point to the end point of the current path.




**Closed Paths:** Closed paths have no end points, but consist of a continuous path of segments between points. When a path is closed, clicking or clicking and dragging with the Pen tool will start a new path. A closed path is sometimes referred to as an “object.”

**To close a path:** Click on the end point with the Pen tool () , or click the “Close Path” checkbox on the Options palette.

## Selecting Paths

A selected path can be moved to another location on the drawing, or cut or copied and pasted, for example, onto a different layer of the PhotoGraphics drawing. The points on a selected path appear as solid dots. Control handles and control points are not visible on a selected path or object. A de-selected path (either open or closed) appears as it will display or print after it is applied to the Photoshop image.

**To select a path:** With the Arrow tool () , click anywhere on a de-selected the path. With the Pen tool, press Command [Ctrl] while clicking the de-selected path () .

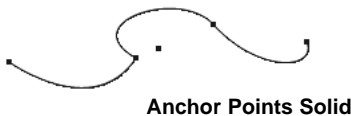
**To select a path for editing:** With the Arrow tool, press Command [Ctrl] while clicking the path () . With the Pen tool, first select the path by pressing Command [Ctrl] while clicking the path () . When the path is selected, press Option while clicking the path () .

**To de-select all paths or objects at once:** Choose “Select None” from the Edit menu (Edit > Select None) or press **Command-Shift-A** [Ctrl+Shift+A].

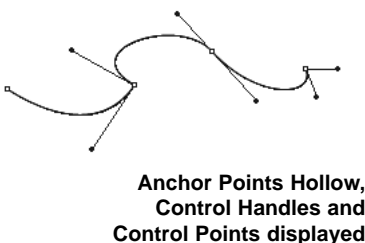
Path not selected



Path selected



Path selected for editing



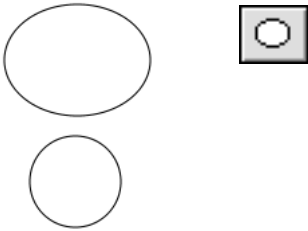


## Line Tool

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The Line tool allows you to draw straight lines of any size.

**To draw a line:** Select the Line tool from the Toolbox (or press “L”), click where you want the line to begin, then drag the line to the desired length. Press Shift while dragging the Line tool to constrain the line horizontally, vertically, or diagonally.

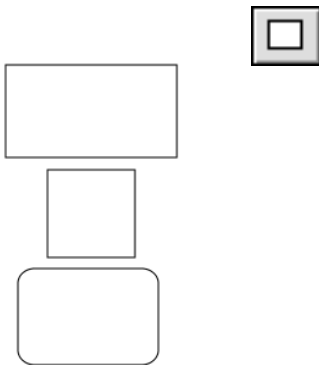


## Ellipse Tool

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The Ellipse tool allows you to draw ovals of any size or shape.

**To draw an elliptical object:** Select the Ellipse tool from the Toolbox (or press “M”), then drag the object to the desired size and shape. To constrain the object to a circle, press Shift while dragging with the Ellipse tool.



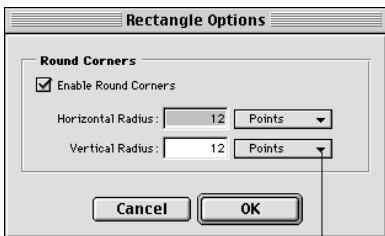
## Rectangle Tool

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The Rectangle tool allows you to draw rectangles of any size or shape.

**To draw a rectangular object:** Select the Rectangle tool from the Toolbox (or press “N”), then drag the object to the desired size and shape. To constrain the object to a square, press Shift while dragging with the Rectangle tool.

**To draw a rectangle with rounded corners:** Double-click the Rectangle tool icon on the Toolbox. Click the “Enable Round Corners” checkbox. Enter values for the Horizontal and Vertical Radius. Click “OK.” This sets the default corner type so that each time you draw with the Rectangle tool the same corner parameters are used. Drag to create a rectangle of the desired size and shape.



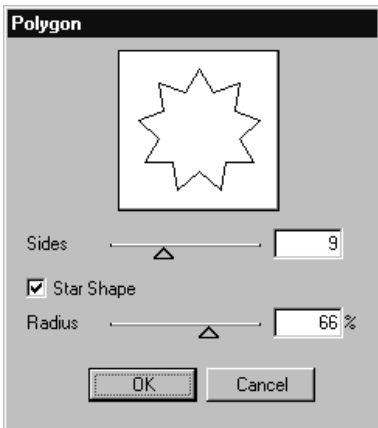
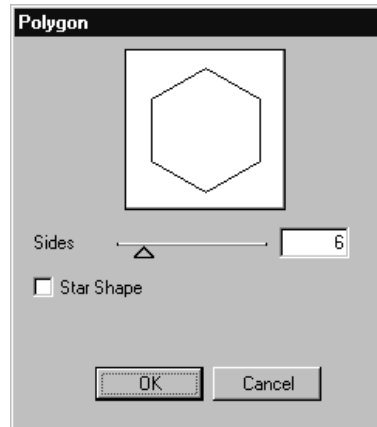


## Polygon Tool



Similar to the other object drawing tools (Rectangle, Ellipse, and Line tools), you can use the Polygon tool to create objects by selecting the tool and dragging. However, the Polygon tool allows you to specify how many sides the polygon will have, and whether the polygon should take on the shape of a star. Once the basic polygon or star is created you can use the Scale and Rotate tools to reshape the object in limitless ways.

**To specify number polygon sides:** Double-click the Polygon tool on the Toolbox. Use the slider to select the number of sides, or enter a number in the number field. Click “OK.” This sets the default polygon type so that each time you draw with the Polygon tool the same object is created. To change to a different polygon, double-click the Polygon tool and select new parameters.



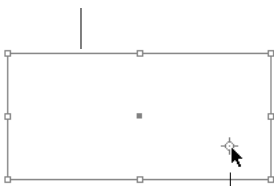
**To create a star-shaped polygon:** Double-click the Polygon tool on the Toolbox. Click the “Star Shape” checkbox. Use the “Sides” slider to select the number of points on the star, or enter a value in the number field. Use the “Radius” slider to set the size of the rays as a percentage of polygon size. Click “OK.” This sets the default polygon type so that each time you draw with the Polygon tool the same object is created. To change to a different polygon, double-click the Polygon tool and select new parameters.



### Tip

Selected objects can be resized without selecting the Scale tool. To change the point of origin or to scale using absolute values, you must use the Scale tool.

#### Wireframe



Relocating the Point of Origin

### Tip

You must have an object selected before the Scale tool can be selected.

## Scale Tool

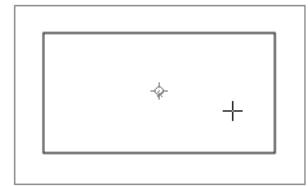
Scaling an object enlarges or reduces it horizontally (along the X axis), vertically (along the Y axis), or both, relative to a fixed point of origin that you designate. Uniform scaling enlarges or reduces objects equally along the X and Y axes. Non-uniform scaling lets you enlarge or reduce objects more along one axis than the other. You can scale objects by dragging or by entering a value in the Scale dialog box.

Selected objects are outlined with a wireframe, allowing you to resize them. With the Scale tool selected, the scaling point of origin (⊕) can be placed anywhere in the image area (even outside the object wireframe), and relocated at any time. The default point of origin is the wireframe center.

**To drag-scale objects uniformly:** Use the Arrow tool to select the object(s) to be scaled, then select the Scale tool from the Toolbox (or press “S”). Drag the appropriate handle (⊖) or side of the wireframe. You can scale an object in the negative axis (essentially flipping it horizontally or vertically) by dragging the wireframe through and beyond the point of origin.



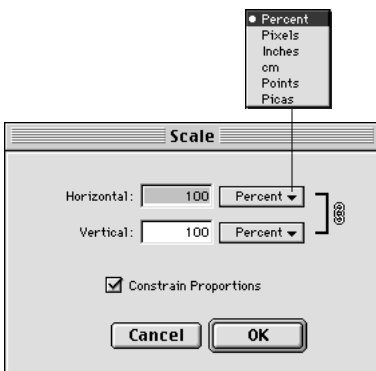
Drag-scaling Uniformly  
(Side point of origin shown)



Drag-scaling Non-uniformly  
(Center point of origin shown)

**To drag-scale objects non-uniformly:** Use the Arrow tool to select the object(s) to be scaled, then select the Scale tool. Drag from any location inside or outside the wireframe using the crosshair (⊕).

**To scale using percentages or actual numeric values:** With the object(s) selected, double-click the Scale tool icon on the Toolbox, or select “Scale...” from the Graphic menu. Enter the appropriate value(s). To constrain the proportions (scale uniformly in all directions), click the “Constrain Proportions” checkbox. Click “OK” or press Return or Enter to scale the object(s). You can specify the scaling factor as a percentage of total size, or as actual values in Pixels, inches, centimeters, Points, or Picas.

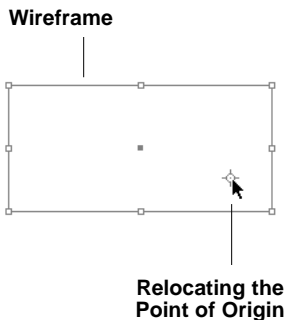




## Rotate Tool

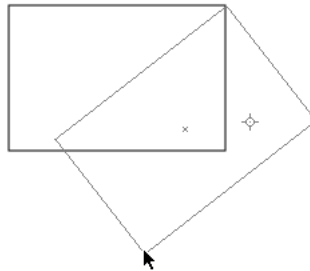
### Tip

You must have an object selected before the Rotate tool can be selected.

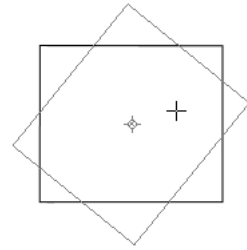


Rotating an object moves it around a fixed point that you designate. You can rotate objects up to 360 degrees either clockwise or counterclockwise. You can rotate objects by dragging, by selecting a fixed value from the Graphics menu, or by entering a value in the Rotate dialog box.

**To drag-rotate an object from a side or corner:** Use the Arrow tool to select the object(s) to be scaled, then select the Rotate tool from the Toolbox (or press “R”). Drag the appropriate handle (□) or side of the wireframe. The side or corner opposite will act as the pivot point.



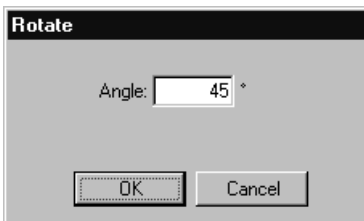
Drag-rotate from side or corner, regardless of point of origin



Drag-rotate from point of origin

**To drag-rotate an object using the point of origin as the pivot point:** Select the object(s) to be rotated, then select the Rotate tool. Move the point of origin (⊕) to the desired location. Drag from any location inside or outside the wireframe using the crosshair (+). The point of origin will act as the pivot point.

**To rotate by specifying rotation angle:** With the object(s) selected, double-click the Rotate tool icon on the Toolbox, or select “Rotate...” from the Graphic menu. Enter the desired angle of rotation. Click “OK” or press Return or Enter to rotate the object(s). The object will be rotated counter-clockwise the indicated amount. The point of origin will act as the pivot point.



Or select a value (Flip Horizontal, Flip Vertical, Rotate Clockwise 90°, Rotate CCW 90°, or Rotate 180°) from the Graphic menu.

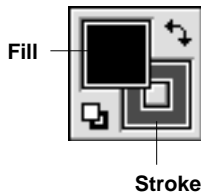


## Eyedropper

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The Eyedropper allows you to extract a color from the image to designate a new Fill or Stroke color, without leaving PhotoGraphics.

**To select a color using the Eyedropper:** Select the Eyedropper tool from the Toolbox (or press “I”). Click or drag the Eyedropper tool in the area that you want to sample. As you drag this tool, the color in the Fill or Stroke color box (whichever is in front) changes dynamically. When you see the desired color, release the mouse to select it. This color will also appear in the Fill or Stroke color selection box on the Colors palette.



## Fill and Stroke Colors

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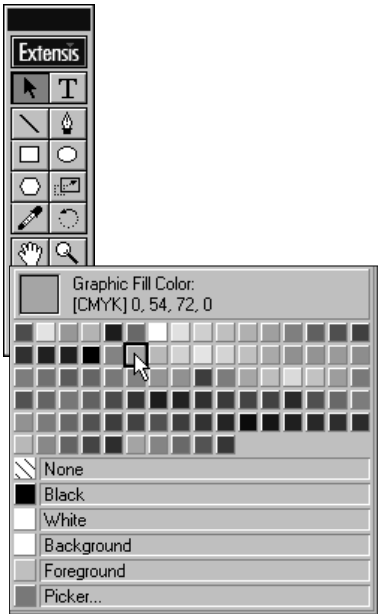
The Fill and Stroke color selection boxes on the Toolbox allow you to choose or change colors for the selected object fill and stroke. The colors selected here will also appear in the color selection boxes on the Colors palette ((D) and (E) on page 39).

**To color the inside of an object (Fill), including text:** Select the object(s) that you want to color. If the object is text, use the Text tool to highlight the text. Press and hold the Fill box to select from your current list of color swatches.

**To color a line or path, or the frame of an object (Stroke):** Select the object(s) that you want to color. Press and hold the Stroke box to select from your current list of color swatches.

*Note: In PhotoGraphics, text has no stroke. If the selected text is on a path, changing the stroke color (or other stroke attributes) will change the color (or other attributes) of the line or path on which the text is drawn. If the text is in a text box, stroke attributes are applied to the text box.*

To swap the Fill and Stroke colors, click the exchange icon (↔), or press “X.” To restore the default colors (Fill=white, Stroke=black), click the Default icon (□), or press “D.”





## Zooming and Panning

---

### Tip

The Zoom and Hand tools work like they do in Photoshop.

### Tip

To view the image at 100%, double-click the Zoom tool, or press **Command-0** [Ctrl+0].

### Tip

To fit the image to the window, double-click the Hand tool, or press **Command-Option-0** [Ctrl+Alt+0].

### Zoom Tool

The Zoom tool allows you to enlarge (zoom in) or reduce (zoom out) the image in the workspace.

**To select the Zoom tool:** Click its button on the Toolbox, or press the “**Z**” key. To temporarily select the Zoom tool, press **Command-Spacebar** [Ctrl+Spacebar].

#### To Zoom In:

- **Activate the Zoom tool, then click the area of the image that you want to magnify.**

— *or* —

- **Press Command-“+”** [Ctrl+“+”].

— *or* —

- **Click the “+” button.**



#### To Zoom Out:

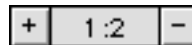
- **Activate the Zoom tool, press and hold Option [Alt], then click the area of the image that you want to reduce.**

— *or* —

- **Press Command-“-”** [Ctrl+“-”].

— *or* —

- **Click the “-” button.**



### Hand Tool

The Hand tool allows you to reposition (pan) the image in the Preview area.

**To select the Hand tool:** Click its button on the Toolbox, or press the “**H**” key. To temporarily select the Hand tool, press **Spacebar**.

#### To Pan (Scroll) using the Hand tool:

- **Activate the Hand tool, then drag the image until you locate the area you wish to view.**

### Tip

To show or hide all the palettes at once, press **Tab**.

### Tip

Palettes dock and undock just as they do in Photoshop.

### Tip

When palettes are docked together, showing or hiding one palette will show or hide all the palettes docked with it.

## Palettes

PhotoGraphics provides four dockable palettes that can be separated or combined in any way: Options, Text, Colors, and Layers. The palettes are described briefly here, and in detail in the following sections.

**Options palette:** Change the attributes of objects (line weight, end caps, corner joint, opacity, anti-aliasing, etc.) that you create.

**Text palette:** Change the attributes of text (font, style, baseline shift, etc.). You can also create character style sheets from the Text palette.

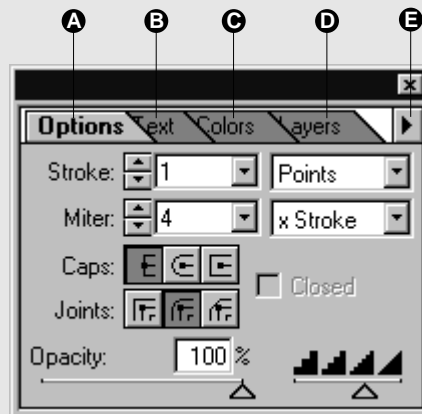
**Colors palette:** Create, select, and assign colors to text and objects.

**Layers palette:** Create layers for different objects and effects.

You can show or hide individual palettes using commands from the Window menu.

## Dockable Palettes

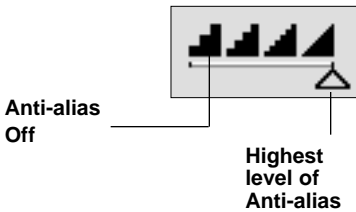
- A** Options palette: Adjust object Stroke, Miter, End Cap, Joint, Opacity, and Anti-aliasing.
- B** Text: Adjust Font, Style, Size, Leading, Baseline Shift, Horizontal and Vertical Scale, Alignment, and Kerning/Tracking. You can also create and select character styles.
- C** Colors: Allows you to select and apply color to selected text and objects. You can create and name colors, and select colors from a grid, using dynamic selection boxes, or from a list.
- D** Layers: Allows you to create layers and assign objects to layers. Layers can be hidden, reordered, and deleted.
- E** Pop-up menu: Menu choices vary for each palette.





## Tip

To show or hide the Options palette, press **F5**.



## Options Palette

The Options palette allows you to change the attributes of selected objects, including the path on which text is drawn.

**To select (activate) the Options palette:** Choose “Show Options” from the Window menu, or click the Options tab on the palette.

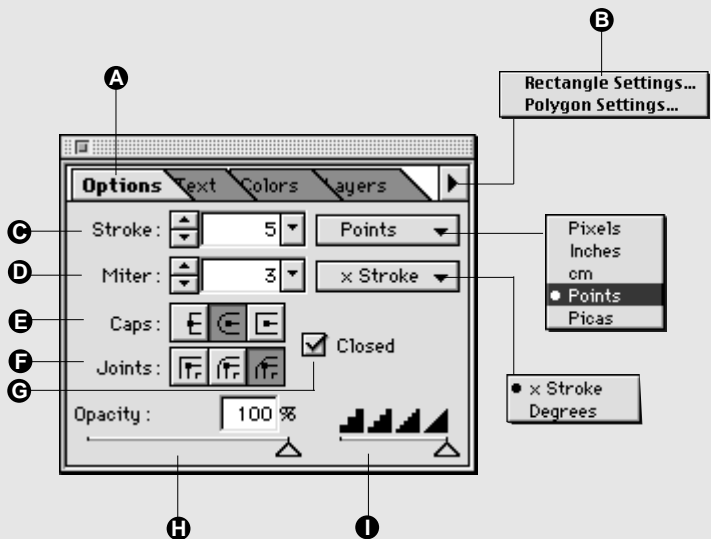
**To change object attributes:** With the Arrow tool, select the object(s) that you want to change. (To select text, use the Text tool.) Enter or select the desired settings on the Options palette. As you change settings, the change is reflected in the Preview window.

### Anti-aliasing

Anti-aliasing smooths the jagged edges of selected objects by softening the color transition between edge pixels and background pixels. PhotoGraphics offers four levels of anti-aliasing (the lowest, at the far left, indicates no anti-aliasing).

## Options Palette

- A** Options palette tab
- B** Options palette pop-up menu: Choosing Rectangle Settings opens additional Rectangle options; Polygon Settings opens additional Polygon options. See pages 26 and 27.
- C** Stroke: Affects the object line width, or stroke (text has no stroke—see page 34).
- D** Miter Limit: The maximum ratio of the spike length to the line weight of a mitered joint, specified in degrees or as a function of the Stroke.
- E** Caps: Affects the appearance of the endpoints of lines and open paths. Options are: Butt cap (squared-off ends), Round cap (semi-circular end), and Square cap (square ends that extend beyond the end of the line).
- F** Joints: Determines the appearance of corners of stroked lines and paths. Options are: Mitre (pointed), Round (circular), and Bevel (squared).
- G** Close/Open: Closes or opens a path by connecting or disconnecting the first and last (start and end) points.
- H** Opacity: Adjust the opacity (transparency) of selected objects or text.
- I** Anti-alias: Allows you to select the degree of anti-aliasing of selected objects or text.



## Text Palette

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The Text palette allows you to change the attributes of selected text, including: Font, Style, Size, Leading, Baseline Shift, Horizontal and Vertical Scale, Alignment, and Kerning/Tracking. You can also create and select character styles from this palette.

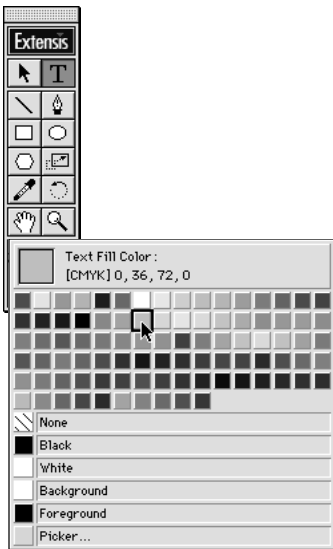
*Note: Opacity and Anti-aliasing are object oriented attributes (affecting all the text in a box or on a path) and are changed from the Options palette.*

### Tip

To show or hide the Text palette, press **F8**.

### Tip

To change the attributes of the text path (if the text is drawn on a path), or the frame of a text box (if the text is in a box), use the Options palette.



**To select (activate) the Text palette:** Choose “Show Text” from the Window menu, or click the Text tab on the palette.

**To change text attributes:**


1. **With the Text tool, highlight the text that you want to change.**
2. **Enter or select the desired attribute settings on the Text palette.**

As you change settings, the change is reflected in the Preview window.


*Note: You can also change text attributes by selecting the desired settings from the Text menu.*

**To change text color:**

*Note: Text color is changed from the Toolbox or Colors palette.*

1. **With the Text tool, highlight the text that you want to change.**
2. **From the Toolbox, click the Fill color selector box (  ) to open the Fill color palette, then select a color from the palette.**

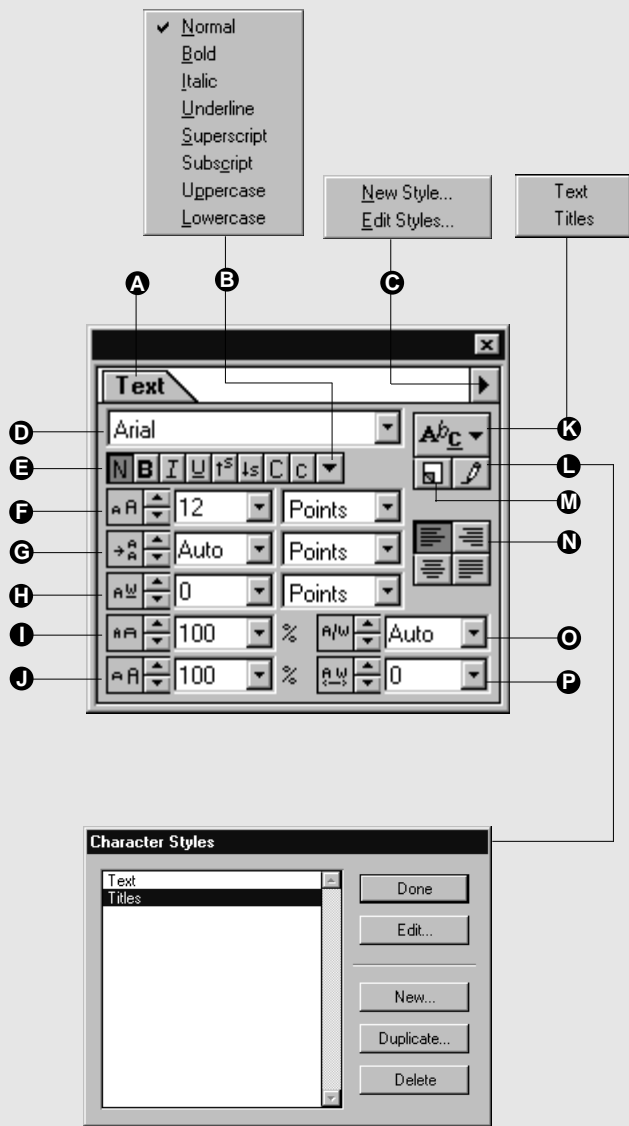
— or —

2. **From the Colors palette, click the Fill color selector box (  ) to activate it, locate the desired color swatch, then drag it over the selected text.**

The color will be applied to the selected text.

## Text Palette

- A** Text Palette tab
- B** Font Style pop-up: Select desired font style from the list.
- C** Text palette pop-up menu: Choose New Style to create a new style using the attributes of selected text. Choose Edit Styles... to open the Character Styles dialog.
- D** Font: Select desired font from the font list.
- E** Font Style buttons: Click the desired font style button.
- F** Size: Select a common font size from the pop-up menu, enter a value, or use the spinner arrows.
- G** Leading: Select a common leading from the pop-up menu, enter a value, or use the spinner arrows to select a value.
- H** Baseline Shift: Select a common baseline shift from the pop-up menu, enter a value, or use the spinner arrows to select a value.
- I** Horizontal Scale: Select a common horizontal scale from the pop-up menu, enter a value, or use the spinner arrows to select a value.
- J** Vertical Scale: Select a common vertical scale from the pop-up menu, enter a value, or use the spinner arrows to select a value.
- K** Styles list: Select an existing character style and apply it to selected text.
- L** Edit Style: Click to edit existing character styles. See *page 37*.
- M** New Style: Click to create a new character style using the attributes of selected text. See *page 37*.
- N** Alignment: Click appropriate button to select Left, Right, Center, or Justified text.
- O** Kerning: Select a common character Kern setting from the pop-up menu, enter a value, or use the spinner arrows to select a value.
- P** Tracking: Select a common multi-character Track setting from the pop-up menu, enter a value, or use the spinner arrows to select a value.



### To create a new character style:

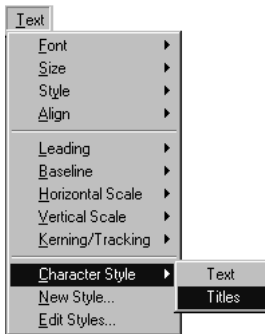
1. **Click the New Style button, or select “New Style...” from the palette pop-up menu or from the Text menu in the menubar.**

The Edit Character Style dialog will be displayed. The Edit Character dialog will open with the style attributes for the currently selected text.

2. **Enter a name for the style, then select the attributes that you wish to apply to the style.**
3. **When you are finished, click “OK.”**

The Character Styles dialog will be displayed.

4. **Click “Done” to save the new style.**



### To apply a character style to text:

1. **Use the Text tool to select the desired text.**
2. **Select a style from the Styles pop-up menu on the Text palette ((K) page 35), or select “Styles” from the Text menu (Text > Styles) and select a style from the list.**

The selected style will be applied to the text.

### To edit a character style:

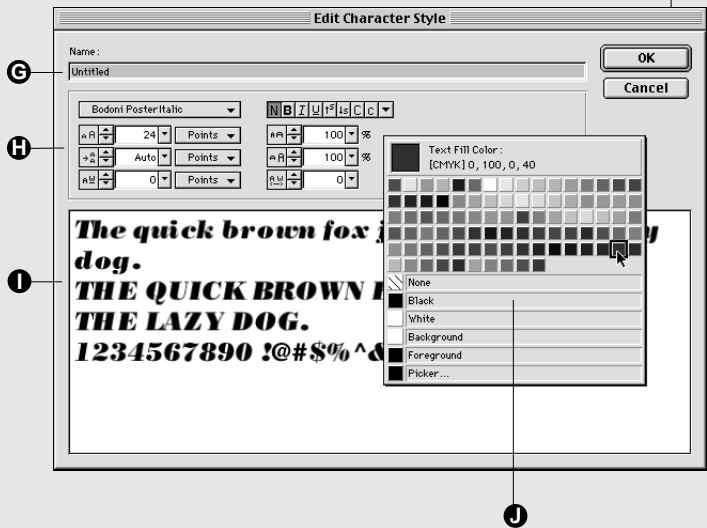
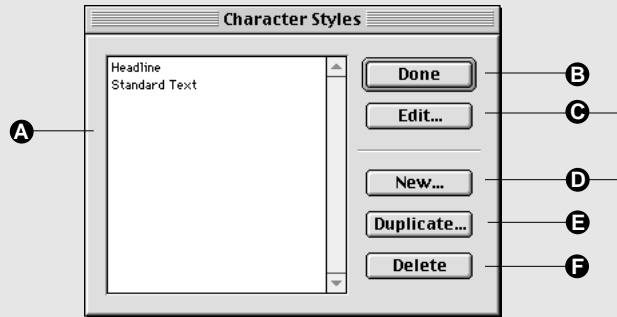
1. **Click the Edit Style button.**
- The Character Styles dialog will be displayed.
2. **Select the style that you wish to edit.**
- The Edit Character Style dialog will be displayed.
3. **Select the attributes you wish to change. When you are finished, click “OK.”**

The Character Styles dialog will be again be displayed.

4. **Click “Done” to save the changes.**

## Character Styles Dialogs

- A** Character styles list: Select an existing style for editing.
- B** Done: Click to close the Character Styles dialog and save the style. New styles will appear on the Text palette Styles list ((**K**) page 35).
- C** Edit: Click to open the Edit Character Style dialog to change the attributes of the selected style.
- D** New: Click to open the Edit Character Style dialog to select the attributes of a new style.
- E** Duplicate: Click to make a copy of the selected style.
- F** Delete: Click to delete the selected style.
- G** Name: Enter a name for the style.
- H** Text attributes: Select the desired attributes for the style. See page 35 for a list of attributes.
- I** Sample text: Displays the selected attributes applied to sample text.
- J** Color pop-up: Select a color by dragging over the color palette swatches. Or select a color option from the list: None, Black, White, Background, Foreground. Click "Picker" to open the system color picker.



## Colors Palette

---

### Tip

To show or hide the Colors palette, press **F6**.

The Colors palette allows you to create and select colors for the Fill and Stroke of objects, and text Fill. You can select from six (6) different color modes: RGB, CMYK, Grayscale, HSB, Lab, and Web. You can view the color palette as a grid, where each color is shown as a swatch; or as a list, where each color is listed by both color and name. Using other options on the Colors palette, you can save your custom color swatches for use in other drawings or to share with other PhotoGraphics users. PhotoGraphics also imports Photoshop Swatches (CLUT) palettes (see *page 42*).

**To select (activate) the Colors palette:** Choose “Show Colors” from the Window menu, or click the Colors tab on the palette.

### Color Mapping

The PhotoGraphics plug-in conforms to the color scheme for the current image (RGB, CMYK, etc.), mapping colors to this color scheme whenever necessary. However, the colors on the color palette list appear the same for all modes—the color change does not occur until the color is applied to the object. This is most noticeable when using an RGB, CMYK, HSB, Lab, or Web color when in Grayscale mode, or when using an RGB, CMYK, HSB, Lab, or Web color in CYMK color mode. For example, if you are trying to apply a red color to a PhotoGraphics object when the image is in Grayscale mode, the closest shade of gray will be applied instead.

**To color selected object(s) or text using the Colors palette:**

- 1. With the Arrow tool, select the object(s) that you want to color. If text, use the Text tool to highlight the text.**
- 2. Click the Fill or Stroke icon on the palette to activate it.**
- 3. Locate and select the color that you want to use.**

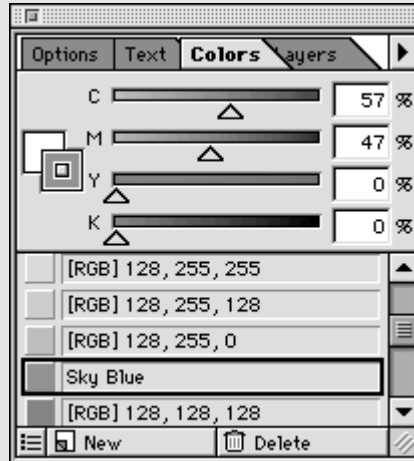
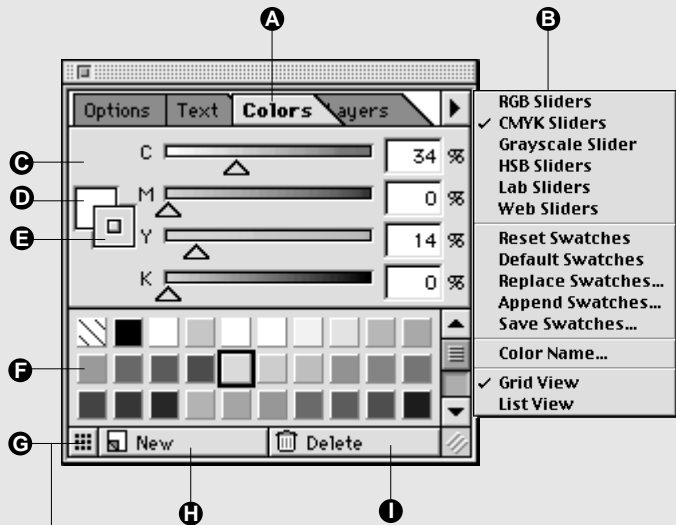
The color will be applied to the selected object(s) and displayed in the Preview window.

### Tip

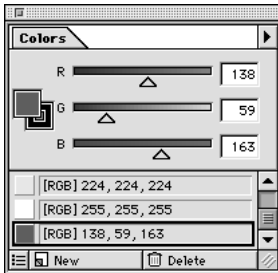
You can also color objects and text using the Fill and Stroke color selection boxes on the Toolbox.

## Colors Palette

- A** Colors palette tab
- B** Colors pop-up menu: Allows you to select the palette of colors to use (see **(C)**), to edit color name, to change between Grid and List views, and to work with the color swatches (Reset, Default, Replace, Append, and Save).
- C** Active color palette: Displays the currently active palette of colors: RGB, CMYK, Grayscale, HSB, Lab, or Web colors. Move the sliders or enter values to create custom colors.
- D** Fill color selection box: Displays the current Fill color. Click the box to make the Fill color the active attribute.
- E** Stroke color selection box: Displays the current Stroke color. Click the box to make the Stroke color the active attribute.
- F** Color swatches: Click a color to apply it to the active attribute (Fill or Stroke—see **(D)** and **(E)**).
- G** Color View selector: Click to toggle between Grid View and List View. In List View, double-click a color to change its name.
- H** New Color: Click to create a new color.
- I** Delete Color: Click to delete the selected color from the color palette.



### To create a new or custom color:



#### 1. Use the sliders, or enter values for the new color.

When you create a new color, the color is created using the values shown in the boxes at the top of the palette.

#### 2. Click the New Color button on the Colors palette.

The new color will be added to the bottom of the color list in List View (or as the last color in Grid View), and given a name based on the individual color values that make up the color.

— or —

#### 1. Select Grid view ( ) by clicking the Color View Selector button.

#### 2. Click the New Color button on the Colors palette.

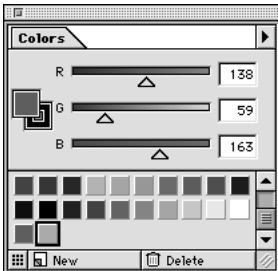
The new color will be added as the last color in the grid. The color will be created from the values shown in the boxes at the top of the palette.

#### 3. Double-click the newly created color.

The Color Picker will be displayed.

#### 4. Select the desired color, then click “OK” to close the Color Picker.

The new color will replace the existing color in the color box.



### To change the name of a color:

#### 1. Double-click the color swatch or color name.

This opens the Color Name dialog.



#### 2. Enter a new name for the color, then click “OK.”

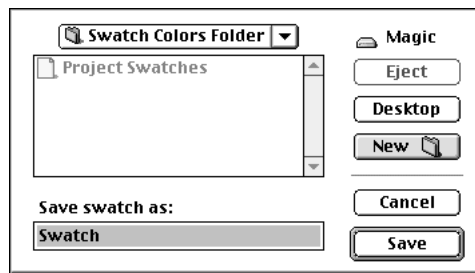


## Color Swatches

PhotoGraphics allows you to save and import Photoshop Swatches (CLUT) palettes, importing a maximum of 1500 colors per CLUT table. To conserve space, only the first 256 colors will be shown in the Toolbox color pop-up. The Color palette will display all the colors.

**To save color swatches for future use:**

1. Choose “Save Swatches...” from the pop-up menu on the Colors palette.



2. Specify a name and location for the swatch file, then click “Save.”

**To append previously created color swatches to the current drawing:**

1. Choose “Append Swatches...” from the pop-up menu on the Colors palette.
2. Locate the swatch file, then click “Open.”

The colors from the swatch file will be added to the color palette. Colors with the same name will be replaced by the color from the appended file.

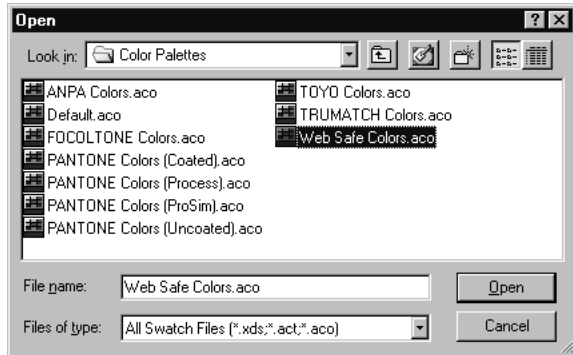
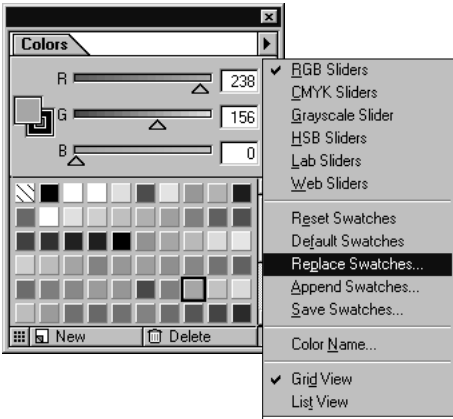
**To replace the current color swatch table with a previously created color swatch table:**

1. Choose “Replace Swatches...” from the pop-up menu on the Colors palette.
2. Locate the desired swatch file, then click “Open.”

The colors from the swatch file will replace the current colors on the color palette.

## To open Photoshop Swatch (CLUT) colors:

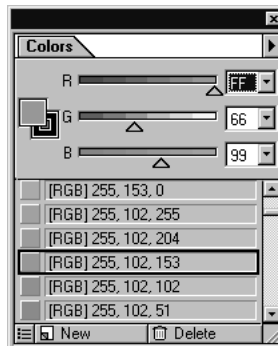
1. Choose “Replace Swatches...” from the pop-up menu on the Colors palette.
2. Locate and select the Photoshop CLUT palette (.aco) that you wish to use.



There are a number of Photoshop color palettes included in the Photoshop 5.0 “Goodies” folder (Photoshop 5.0: Goodies: Color Palettes).

3. Click “Open.”

The current color palette will be replaced with the selected one.



## Layers Palette


---

### Tip

To show or hide the Layers palette, press **F7**.

The Layers palette allows you to create and work with layers, giving you added flexibility. You can draw, edit, paste, and reposition elements on one layer without disturbing the elements on other layers. You can show or hide layers, and lock and unlock layers and their contents.

**To select (activate) the Layers palette:** Choose “Show Layers” from the Window menu, or click the Layers tab on the palette.

**Layer Colors:** In PhotoGraphics, each layer is assigned a different color. When an object on a layer is selected, the selection outline is displayed in that layer’s color. This allows you to easily see what layer each item is assigned to. When items are selected, a selection box (**(K)** *page 44*) appears next to the layer name on the Layers palette. This way you can easily see which layers have items in the selection assigned to them and which do not. You can change the layer color by clicking the layer color box () and selecting a new color from the Photoshop or system color picker (depending on your Photoshop Preference setting).

**Active Layer:** The currently active layer is indicated by highlighting (**(J)** *page 44*). New items and pasted items are automatically assigned to the active layer. The active layer is the Base Layer until a different layer is activated.

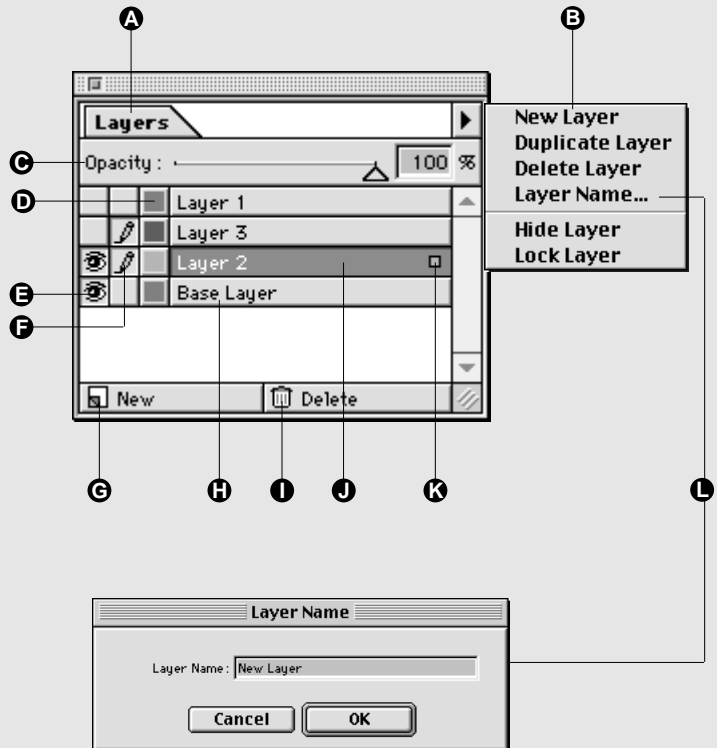
### To move items between layers:

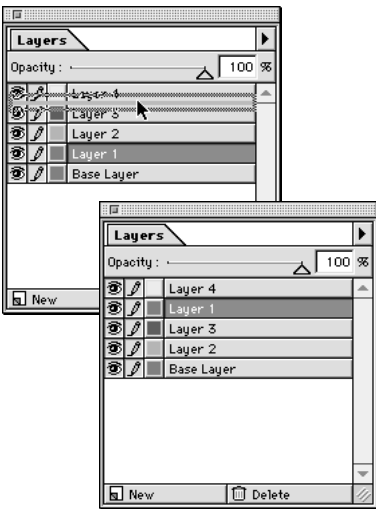
1. **With the Arrow tool, select the items that you want to move.**
2. **Cut the items to the Clipboard (File > Cut, or press Command-X [Ctrl+X]).**
3. **Activate (select) the layer that you want to move the items to.**
4. **Paste the items from the Clipboard (File > Paste, or press Command-V [Ctrl+V]).**

You can also use the Paste in Front (**Command-F [Ctrl+F]**) or Paste in Back (**Command-B [Ctrl+B]**) command to place the items in front of or behind other items on the selected layer.

## Layers Palette

- A** Layers palette tab
- B** Layers pop-up menu: Options include New Layer, Duplicate Layer, Delete Layer, Layer Name..., Show/Hide Layer, and Lock/Unlock Layer.
- C** Opacity control: Adjusts opacity for all text and objects on the selected layer. Opacity is additive with the opacity of individual objects (see *page 33*).
- D** Layer color: Indicates the color of the selection outline for objects on each layer. Allows you to see immediately which layer a selected object is on. Double-click the color box to select a different color.
- E** Show/Hide: Click to show or hide individual layers. Eye icon indicates that items on this layer are visible; no eye icon indicates that items on this layer are hidden.
- F** Lock/Unlock: Click to lock or unlock the items on individual layers. Pencil icon indicates that text and objects are unlocked and may be selected, moved, or changed. No pencil icon indicates that the text and objects cannot be selected or changed. New objects cannot be selected on, added to, or removed from a locked layer.
- G** New Layer: Click to create a new layer. Double-click the layer name to change it.
- H** Base Layer: Contains items in the drawing not assigned to any other layer. All newly created items are assigned to the Base Layer, unless another layer is activated.
- I** Trash: Click to delete selected layer.
- J** Active Layer: Highlighting indicates which layer is currently active. New, duplicated, and pasted items are automatically assigned to the active layer.
- K** Currently Selected: Indicates which layer currently selected items are assigned to. If no items are selected, no colored box(es) will appear. Each layer containing selected items will display a box in that layer's color.
- L** Layer Name: Allows you to name the selected layer. You can also double-click on the current name to open this dialog.





### To reorder layers:

- With any tool selected, drag the desired layer up or down the layer list to the new location.

### To rename a layer:

1. Double-click the layer name.
2. Enter a new name for the layer, then click “OK.”

### To change layer color:

1. Double-click the layer color box.
2. Select a new color, then click “OK.”

### Show/Hide Layers

With PhotoGraphics you can easily show and hide layers to suit your needs. All layers are saved along with the drawing when the drawing is saved with the image or to a disk file, even layers that are hidden.

### To Hide a layer:

- Click the Eye icon off.
- Items on hidden layers will not be applied to the image when the Apply command is invoked.

### To Show a layer:

- Click the Eye icon on (👁).

### Lock/Unlock Layers

Items on locked layers cannot be selected, edited, deleted, or moved. Items on locked layers will be applied to the image when the Apply command is invoked (provided that the layer is not hidden). Layer locking and unlocking is preserved when the drawing is saved either with the image or to a separate PhotoGraphics file.

### To Lock a layer:

- Click the Pencil icon off.

### To Unlock a layer:

- Click the Pencil icon on (🖋).

## Control Bar

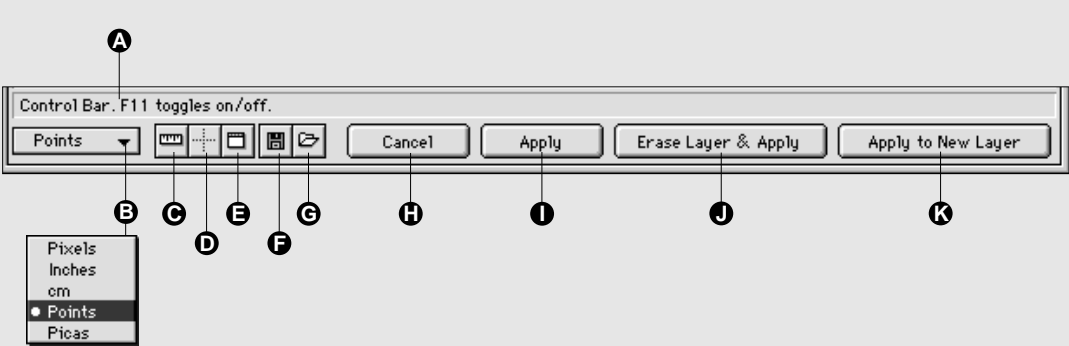
### Tip

To show or hide the Control Bar, press **F11**.

The Control Bar gives you easy access to the following workspace functions: Rulers (including ruler measurement), Guides, Palettes, the open commands for retrieving work in progress and previously created PhotoGraphics drawings, and the Cancel and Apply buttons. The Control Bar also provides a Help Box that displays the function of each button when you hold the mouse over it.

**To show or hide the Control Bar:** Choose “Show Control Bar” or “Hide Control Bar” from the Window menu, or press the F11 key.

**PhotoGraphics Control Bar**



The screenshot shows the PhotoGraphics Control Bar with the following elements labeled with callout letters:

- A:** Help Box: Control Bar. F11 toggles on/off.
- B:** Measurement Type: Pixels (selected), Inches, cm, Picas.
- C:** Rulers: Toggle workspace rulers on/off.
- D:** Guides: Toggle workspace guides on/off.
- E:** Show/Hide Palettes: Toggle palettes on/off.
- F:** Save to Disk: Save drawings to a separate file.
- G:** Open from Disk: Open a previously saved PhotoGraphics file.
- H:** Cancel: Close PhotoGraphics without saving.
- I:** Apply: Close PhotoGraphics and apply the drawing to the Photoshop target layer.
- J:** Erase Layer & Apply: Erase the target layer and apply the current drawing to the empty layer.
- K:** Apply to New Layer: Create a new Photoshop layer and apply the current drawing to that layer.

**A** Help Box: Function is displayed here when the mouse passes over a tool or button.

**B** Measurement Type: Sets measurement type for the rulers.

**C** Rulers: Click to toggle workspace rulers on or off.

**D** Guides: Click to toggle workspace guides on or off.

**E** Show/Hide Palettes: Click to toggle the palettes on or off, or press the F11 key.

**F** Save to Disk: Allows you to save drawings to a separate file on disk. These drawing files can only be opened in PhotoGraphics.

**G** Open from Disk: Allows you to open a previously saved PhotoGraphics file. Click to open a dialog allowing you to locate drawings saved as individual PhotoGraphics files.

**H** Cancel: Closes PhotoGraphics without making changes to the image in Photoshop. If your drawing has not been saved you will be given an opportunity to save it with the image (see *page 73*). If you choose to save your drawing, you must also save the image in Photoshop. If you do not choose to save your drawing it will be discarded.

**I** Apply: Closes PhotoGraphics and applies the drawing to the Photoshop target layer.

**J** Erase Layer & Apply: Erases the target layer, then applies the current drawing to the empty layer. Useful for re-editing a previously applied drawing on its own layer. This button will not be displayed until a drawing has been applied to a layer and the image is re-opened in PhotoGraphics.

**K** Apply to New Layer: Creates a new Photoshop layer, then applies the current drawing to that layer.

## PhotoGraphics Menus

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File Edit Graphic Text View Window Help

The PhotoGraphics Menubar provides access to all major PhotoGraphics functions and operations. Most of these commands are also available as key commands. Key commands are listed in the PhotoGraphics *Quick Reference Card* included in the product box, and in PDF format on the Extensis CD.

File	
New	⌘N
Open From Image...	⌘O
Open Last Applied	⇧⌘O
Save With Image	⌘S
Save As...	⇧⌘S
Revert	⌘Z
Edit Drawings...	
Open From Disk...	
Save To Disk...	
Apply	
Erase Layer & Apply	
Apply To New Layer	
Cancel	⌘Q

### File Menu

---

#### New

Allows you to create a new drawing. You will be prompted to either save or discard the current drawing.

#### Open from Image

Allows you to open a drawing previously saved with the image. See Save with Image (*below*).

#### Open Last Applied

Opens the last drawing applied using any of the “apply” commands. This is handy if you have accidentally discarded an applied drawing (such as with Photoshop’s Undo).

*Note: Unless accidentally deleted, the Last Applied drawing is automatically opened when the image is opened in PhotoGraphics.*

#### Save with Image

Allows you to save your work in PhotoGraphics along with the image, whether or not the drawing has been applied to the image (rasterized). The saved drawing (with all text, objects, layers, and attributes in place) is added to the Photoshop image file and kept hidden there until it is applied to the image or specifically deleted. When you open an image in PhotoGraphics, the last-saved drawing (if any) is opened as well. This allows you to continue working with the drawing at a later time. See also *page 70*.

#### Save As

Allows you to save your work as a new drawing that is saved with the image.

**Revert**

Allows you to return a saved drawing to the state it was in when you first opened it. When the Revert command is invoked, any changes to the drawing will be discarded. See also *page 16*.

**Edit Drawings**

Allows you to rename and delete drawings previously saved with the image.

**Open from Disk**

Allows you to open a drawing previously saved as a PhotoGraphics drawing file (see “Save to Disk”).

**Save to Disk**

Allows you to save your work to a file that is completely separate from the image file. This disk file can be applied to any image, but can only be opened in PhotoGraphics. See also *page 70*.

**Apply**

Closes PhotoGraphics and applies the drawing to the target layer in Photoshop.

**Erase Layer & Apply**

Erases the contents of the Photoshop target layer, then applies the drawing to the empty layer.

**Apply to New Layer**

Applies the drawing to a new layer.



Edit		
U <u>ndo</u> Move		Ctrl+Z
R <u>edo</u> Move		Ctrl+Y
C <u>u</u> t		Ctrl+X
C <u>o</u> py		Ctrl+C
P <u>a</u> ste		Ctrl+V
Paste In F <u>r</u> ont		Ctrl+F
Paste In B <u>a</u> ck		Ctrl+B
D <u>e</u> lete		Del
Duplicate		Ctrl+D
Select <u>A</u> ll		Ctrl+A
Select <u>N</u> one		Shift+Ctrl+A
P <u>r</u> eferences...		Ctrl+K

### Tip

To quickly deselect all objects, press **Command-Shift-A** [Ctrl+Shift+A].

## Edit Menu

---

### Undo/Redo

See *page 16*.

### Paste in Front

Allows you to paste objects and move them to the front at the same time. Useful if you have copied an object to the Clipboard that was created before more recent objects, and using the standard paste command would cause it to paste behind those objects.

### Paste in Back

Allows you to paste objects and move them to the back at the same time. Useful if you have copied an object to the Clipboard that was created after other objects, and using the standard paste command would cause it to paste in front of those objects.

### Select None

Allows you to deselect all objects in the PhotoGraphics workspace. This command is useful if you can't easily deselect objects by clicking in a clear area with the Arrow tool.

### Preferences

See *page 56*.

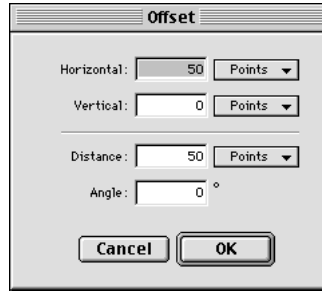
Graphic	
Bring To Front	⌘F]
Bring Forward	⌘]
Send Backward	⌘[
Send To Back	⌘F[
Group	⌘G
Ungroup	⌘G
Lock	⌘L
Unlock All	⌘L
Hide	⌘H
Show All	⌘H
Offset...	⌘O
Scale...	⌘S
Rotate...	⌘R
Flip Horizontal	⌘H
Flip Vertical	⌘V
Rotate Clockwise 90°	⌘>
Rotate CCW 90°	⌘<
Rotate 180°	⌘/

## Graphic Menu

---

### Offset...

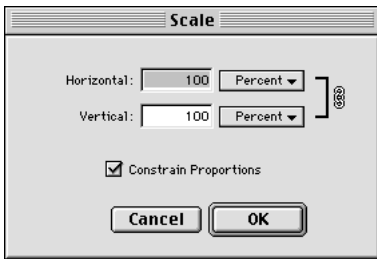
The Offset command allows you to move and/or rotate selected objects a specified amount relative to each object's starting location.



To specify an offset, enter a value for the horizontal and/or vertical offset, or enter a value for distance and/or displacement angle.

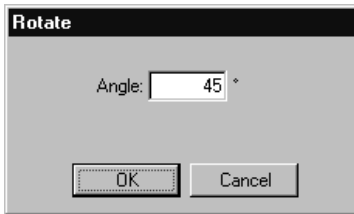
### Scale...

The Scale command allows you to scale selected objects as a percentage or by a specified amount. To constrain the object (scale equally on all sides), click "Constrain Proportions." You can also scale items by dragging a wireframe handle.



### Rotate...

The Rotate command allows you to rotate selected objects to a specified angle. You can also rotate items by dragging them with the Rotate tool (see *page 29*), or by using common rotate commands (*below*).



### Flip Horizontal/Flip Vertical

These commands allow you to flip the object horizontally or vertically.

### Rotate Clockwise 90°/Rotate CCW 90°/Rotate 180°

These commands allow you to rotate the object to standard angles without having to open the Rotate dialog.

View	
Zoom In	Ctrl++
Zoom Out	Ctrl+-
Zoom 100%	Alt+Ctrl+0
Fit In View	Ctrl+0
Display at Resolution	
Default Preview	Ctrl+7
✓ Composite Preview	Ctrl+8
Drawing Only	Ctrl+9
Hide Rulers	
	Ctrl+R
Hide Guides	
	Ctrl+;
✓ Snap To Guides	Shift+Alt+Ctrl+;
Lock Guides	Alt+Ctrl+;
Clear Guides	

### Tip

To select Default Preview mode, press **Command-7 [Ctrl+7]**.

To select Composite Preview mode, press **Command-8 [Ctrl+8]**.

To select Drawing Only preview mode, press **Command-9 [Ctrl+9]**.

## Views

### Display at Resolution

This powerful command allows you to view the image at its exact physical size, no matter what the image's actual resolution.

The standard display (when Display at Resolution is not enabled) behaves just as you would expect when viewing the image in Photoshop: Images viewed at 100% are displayed at 72 dpi. For example, a 2"x2" 72 dpi image, when viewed at 100%, will be displayed as a 2"x2" area, while a 2"x2" 144 dpi image, when viewed at 100%, would be displayed as a 4"x4" area.

When Display at Resolution is enabled, all images will be viewed at their actual size, no matter what their resolution. For example, when viewed at 100%, both our 2"x2" 72 dpi image *and* our 2"x2" 144 dpi image will be displayed as a 2"x2" area. This mode resets the zoom scale so that working with large images is much easier.

### Default Preview

This command allows you to see only the target (selected) layer of the image in the PhotoGraphics Preview window. This is the default, or normal view.

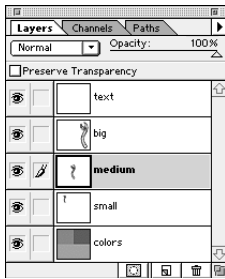
**To select Default Preview:** Choose "Default Preview" from the View menu, or press **Command+7 [Ctrl+7]**.

### Composite Preview

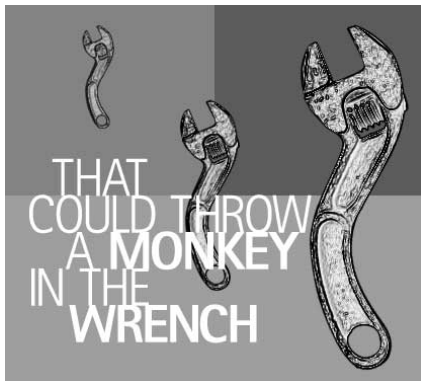
This command allows you to see all visible image layers—not just the layer you're working on—inside the PhotoGraphics Preview window. This allows you to see your text and draw elements in relation to the rest of the image without having to flatten the layers.

### To view multiple Photoshop layers in PhotoGraphics:

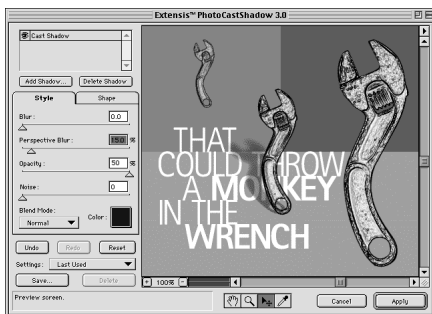
1. **In Photoshop, verify that all layers that you want to see in PhotoGraphics have been made visible (Eye icon showing in the Layers palette).**
2. **Open PhotoGraphics. If you do not see all the layers, choose "Composite Layers" from the View menu, or press Command+8 [Ctrl+8].**



Layers palette: “text” is the top layer, “medium” is the selected layer



Photoshop composite image: Top layer displays on top



PhotoGraphics Composite Preview: Selected layer displays on top

## About Composite Preview

The “Composite Preview” feature allows you to see all of your visible Photoshop layers while creating your drawing. This is an extremely powerful feature, but current limitations with the Photoshop Application Programming Interface prevent it from working exactly as you might expect.

**How it works:** If you choose any layer other than the top-most layer as the target for your effect, PhotoGraphics will display the selected layer *as the top layer* in the Preview window; the drawing will be applied to this selected layer.

**Example:** In the composite image shown here, the layer named “text” is the top layer. We have selected the layer named “medium” (which is below the “text” layer) as the active layer. We’ll use the image on that layer to create our effect.

When the PhotoGraphics window is opened (our example uses PhotoCastShadow from the Extensis PhotoTools collection, but the functionality is the same when creating a drawing in PhotoGraphics), you would expect to see the image in the Preview window exactly as it appears in Photoshop—with all layers in the correct relationship. That is, with the “text” layer above and the “medium” layer below. However, this is not what happens: the selected layer, “medium,” previews on top.

In order for PhotoGraphics to display any composite preview correctly in all cases, your selection layer must be the top layer. But even if your selection is not the top layer, be assured that PhotoGraphics is not actually rearranging the layers in your image, only in the Preview. If you select the top layer before opening PhotoGraphics, the Preview behaves as you would expect.

## Drawing Only

This command allows you to see only your PhotoGraphics drawing in the PhotoGraphics Preview window.

This is helpful when your drawing has been previously saved with the image and you want to re-edit it. Without this mode, when the image is opened in PhotoGraphics, your old drawing is displayed in the Preview window along with the new drawing—essentially two versions of the same image. This isn't a problem when you re-save because the old image is replaced by the new one. However, it can sometimes be distracting to see both drawings in the Preview window.

**To select Drawing Only preview mode:** Choose “Drawing Only” from the View menu, or press **Command-9 [Ctrl+9]**.

### Tip

To show or hide Edges, press **Command-H [Ctrl+H]**.

## Show/Hide Edges

The Hide Edges command allows you to hide the wireframe lines around a selected object. This can help you handle color adjustments more accurately.


## Tip

To show or hide Rulers, press **Command-R [Ctrl+R]**.

## Show/Hide Rulers

The Show/Hide Rulers commands enable and disable the horizontal and vertical rulers. Rulers must be visible for guides to be available. To change ruler measurement, select a new unit of measure from the pop-up menu on the Control Bar.

### To show or hide rulers:

- Choose “**Show Rulers**” or “**Hide Rulers**” from the **View** menu, or click the **Rulers** () button on the **Control Bar**.

### To change ruler origin:

- **Position the cursor over the intersection of the rulers in the upper left corner of the Preview window. Drag the crosshairs diagonally into the Preview area and release the mouse at the point for the new origin.**



Press the **Shift** key while dragging to constrain the origin to the closest ruler tick mark.

To reset the ruler origin to the default position, double-click the ruler intersection area. The top-left corner of the image will be set as the origin (0,0).


### Tip

To show or hide Guides, press **Command-“;” [Ctrl+“;”]**.

## Show/Hide, Snap to, Lock, and Clear Guides

These commands allow you to display and place Guides in the Preview window. Guides are lines that float over the entire image and do not print. Rulers must be visible for guides to be available.

### To show existing guides (and allow guides to be placed):


- Choose **“Show Guides”** from the View menu, or click the Guides () button on the Control Bar.

### To place a guide:

- Drag it from the horizontal or vertical ruler onto the Preview window.


### To move a guide:

- Press Command [Ctrl] and drag the guide to a new location.

The cursor will turn into a double-headed arrow ()

### To remove a guide:

- Press Command [Ctrl] and drag it back to the ruler.

The cursor will turn into a double-headed arrow ()

### To remove all the guides at once:

- Choose **“Clear Guides”** from the View menu.

### To lock guides in place:

- Choose **“Lock Guides”** from the View menu.

Window	
Hide <b>T</b> ools	F9
Hide <b>O</b> ptions	F5
Show <b>C</b> olors	F6
Show <b>L</b> ayers	F7
Show <b>T</b> ext	F8
<hr/>	
Hide Control <b>B</b> ar	F11

## Window

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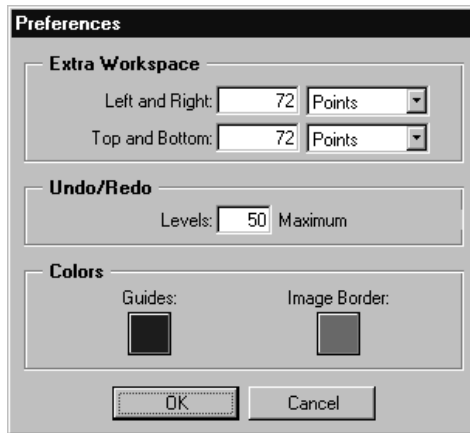
The Window menu allows you to show or hide the Toolbox, palettes, and Control Bar. You can also show and hide them using keyboard commands—see the *Quick Reference Card* included in the PhotoGraphics product box and stored in PDF format on the Extensis CD.

## Preferences

---

From the Preferences dialog you can choose the amount of Extra Workspace to add to the edges of the image in the PhotoGraphics Preview window, and specify the number of levels of Undo.

**To open the Preferences dialog:** Choose Edit > Preferences, or press **Command-K [Ctrl+K]**.



### Extra Workspace

To change the amount of extra workspace surrounding the image in PhotoGraphics, enter values in the fields. You can specify different values for Left/Right and Top/Bottom. To remove the extra workspace, enter values of zero (0) in both fields.

Elements in the workspace will not be applied to the image when the Apply command is invoked. However, these elements are preserved when the drawing is saved with the image or to a separate PhotoGraphics file so that they may be re-edited when reopened in PhotoGraphics.



### **Undo/Redo Levels**

The more levels of Undo that you set, the more RAM memory will be required by PhotoGraphics. We suggest that you set the number of Undos that you think you will need for your work. On a machine with limited memory, you may want to reduce the number of Undos to prevent running out of memory.

To change the maximum levels of Undo/ Redo, enter a value in the Levels field. 100 levels is maximum that can be set.

### **Guides and Image Border Colors**

You can select a color for Guides and also for the Image Border by clicking on the appropriate color box. The Image Border is an outline drawn around the image area that helps you determine where the image ends and the extra workspace begins. This is helpful when you are working on an empty layer, or when Composite Preview is turned off.

# Working with PhotoGraphics

---

The PhotoGraphics plug-in allows you to create text and graphics using common text and vector drawing tools. When you close the plug-in, those elements are applied to the image in Photoshop.

## To prepare an image for text and graphics using PhotoGraphics:

- 1. In Photoshop, open the image that you want to add text and/or graphics to.**

PhotoGraphics works with whole images and selections.

To work without an image, open a blank file using the “New” command in Photoshop.

- 2. Select an appropriate Image Mode: RGB, CYMK, Grayscale, Lab, or Multi-channel.**

PhotoGraphics does not work with images in Bitmap, Duotone, or Indexed mode.

- 3. Make visible any layers that you will want to see in PhotoGraphics.**

If all the image layers are not visible in the Preview window when PhotoGraphics opens, you will need to enable “Composite Preview” by choosing this option from the View menu in PhotoGraphics.

- 4. Open PhotoGraphics.**

Choose PhotoGraphics from the Extensis menu (Extensis > PhotoGraphics), or from the Extensis submenu in the Photoshop Filter menu (Filter > Extensis > PhotoGraphics).

## About Layers

Using the standard Apply command, PhotoGraphics applies your PhotoGraphics drawing (text and/or graphics) to the target (currently active) Photoshop layer.

If you want the drawing returned its on own layer, you can create and activate an empty layer before opening PhotoGraphics, or you can have PhotoGraphics create a new layer and apply the image to it automatically. You do this by clicking the “Apply to New Layer” button when you have finished with the drawing.

## Working with Text

---

You can add simple headlines and paragraphs of text to your Photoshop images using PhotoGraphics, and you can create stunning text on path effects by creating simple to complex objects, coloring the object Fill and Stroke with no color (“None”), and typing your text onto the line or object frame.

This section will show you how to use PhotoGraphics to easily add text to your images right in Photoshop, without resorting to complex vector drawing programs.

For more information on creating text, refer to the “Text Tool” section, starting on *page 18*, and “Pen Tool” starting on *page 20*.

### To create simple text:

1. **Select the Text tool by clicking its icon on the Toolbox, or press “T.”**
2. **Click and begin typing, or click and drag to create a text box of the desired size, then begin typing.**

### To create a new text box:

1. **Command-click [Ctrl+click] (⌘) away from the current text box to deselect it.**
2. **Click and begin typing, or click and drag to create a new text box of the desired size, then begin typing.**

### To create text on a path:

1. **Select any draw tool (Line, Pen, Rectangle, Ellipse, or Polygon) tool. Draw an object, or create a Bézier path using the Pen tool (see *pages 20 through 25*).**
2. **When the object or path has been created, select the Text tool by clicking its icon on the Toolbox, or press “T.”**
3. **Click anywhere on the object or path and begin typing.**

The Text I-beam (⌘) will appear when the cursor is positioned over the path.

**To move a text block or object:**

1. Select the Arrow tool (↖) by clicking its icon on the Toolbox.
2. Select the text box, path, or object, then drag it to the new location.

**To relocate text along a path:**

1. Select the Text tool, then drag (↖) the text positioning arrow (↔) to the desired location on the path (see pages 18 and 19).

**To change text attributes:**

1. With the Text tool active, highlight the text that you want to change.
2. Open the Text palette (View > Show Text Palette, or click on the Text palette tab), then select the desired options.

— or —

2. Select the desired options from the Text menu in the menubar.

Change font type, size, spacing, and other parameters of selected text from the Text Palette or Text menu.

Change font color (Fill) from the Colors palette or from the Fill color selection box on the Toolbox.

**To create an invisible box for text, or an invisible object for text on a path (allowing the background to show through):**

1. With the Arrow tool active, select the text box.
2. Color both the Fill and Stroke of the box with the color “None.”

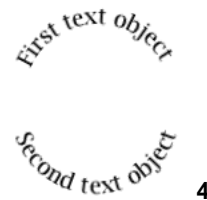
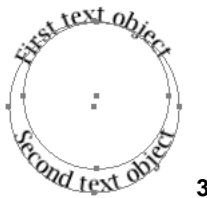
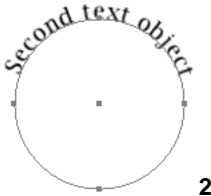
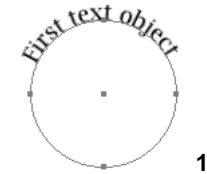
**To scale text:** Select a different font size from the Text palette. The scale tool scales objects only, not text.

**Tip**

Text boxes in new drawings are filled with the color “None” by default.

Using the various PhotoGraphics tools and commands you can create unlimited special effects for your text, including the appearance that clockwise text and counterclockwise text appear in the same object. For example:

**To create the illusion of clockwise and counterclockwise text within a single object:**



1. **Using any graphic tool, create an object for your text. Using the Text tool, enter your first block of text on the object.**

In this example, we created a circle using the Ellipse tool, then typed in a block of text along the top of it.

You may want to create an invisible path by choosing object Fill and Stroke colors of “None.”

2. **Duplicate the first object, including the text, by selecting the object and pressing Command-D [Ctrl+D].**
3. **While the second object is still selected, select “Flip Vertical” from the Graphic menu (Graphic > Flip Vertical) or press [Ctrl+Alt+V].**

We dragged the second object over the first until they seemed to appear on the same object.

4. **De-select the object.**

If the Fill and Stroke are “None,” the object outlines will disappear, giving the appearance of both text blocks being drawn on the same object path.

## Working with Graphic Objects

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You can add simple graphics to your Photoshop images using PhotoGraphics, and you can create simple to complex objects and Bézier open or closed paths for interesting effects.

The following sections will show you how to use PhotoGraphics to easily add graphic objects and Bézier objects to images right in Photoshop, without resorting to complex vector drawing programs.

For more information on creating text, refer to the “Text Tool” section starting on *page 18*, and to “Pen Tool” starting on *page 20*.

**To create any regular object:** Select the appropriate tool (Line, Rectangle, Ellipse, Polygon), then drag the object to the desired size. To make the object larger or smaller, use the Scale tool. To rotate, flip, or turn the object, use the Rotate tool, or select a rotate command from the Graphic menu.

### Tip

You can convert any regular object (line, rectangle, ellipse, polygon, star) to a Bézier object by **Option [Alt]** clicking (⌘) a selected object with the Pen tool, or **Command [Ctrl]** clicking an object with the Arrow tool.

## Creating and Editing Paths

---

There are only a few simple functions that control Bézier paths in PhotoGraphics. Using these functions you can create and modify any path or Bézier object, unleashing your creativity in ways that were never possible inside of Photoshop before. The functions are:

- **Creating Paths**
- **Editing Paths**
  - Moving Points
  - Deleting Points
  - Adding Points
  - Editing Curves

### Creating Paths

**To create a path:**

1. **Select the Pen (⌘) tool.**
2. **Click the Pen tool to create a Straight Corner start point.**

— *or* —

**Click and drag to create a Smooth start point.**

### Tip

Paths in new drawings are filled with the color “None” by default. This allows you to quickly create open paths with no fill.

3. **Move to another location on the image, then click the Pen tool (⌘) to create a straight line segment.**

— *or* —

**Click and drag the Pen tool to create a curved segment.**

As long as the Pen tool cursor displays a slashed line (⌘/), newly created points will be appended to the end of the current path.

**To create a new path:**

1. **Move the Pen cursor away from the current path, then press Command-Option [Ctrl+Alt] while clicking or clicking and dragging in the desired location.**

The Pen cursor will display an “x” (⌘x) indicating that a new path will be created. The old path will remain open.

— *or* —

1. **Close the current path (⌘o), then start a new path in a different location.**

— *or* —

1. **De-select the current path.**

Select the Arrow tool and click off of the path. Or temporarily activate the Arrow tool (**Command [Ctrl]**), and click off the path.

2. **With the Pen tool, create a path in the new location.**

**To close a path:**

1. **With the Pen tool, click (⌘o) over the start point.**

The cursor will display a circle indicating that the path can be closed.

— *or* —

1. **On the Options palette, click the “Closed” box.**

A check in the “Closed” box adds a segment between the start and end point of the currently selected path, causing the path to close.

No check in this box deletes the segment between the start and end points of the currently selected path, causing the path to be opened.

## Editing Paths

You can edit paths with either the Pen tool or the Arrow tool. Since you cannot create paths with the Arrow tool, editing them with this tool has the advantage of preventing you from accidentally creating unwanted paths.

Before you can edit a path, it must be selected for editing.

### To select a path for editing:

1. **Select the Pen tool.**
2. **Select the path by pressing Command [Ctrl] and clicking the path.**

The anchor points will be displayed as solid dots.

3. **Enable path for editing by pressing Option [Alt] and clicking the path again.**

The anchor points will be displayed as hollow dots, and all control handles and control points will be visible.

— *or* —

1. **Select the Arrow tool.**
2. **Press Command [Ctrl] while clicking on the path.**

## Moving Points

### To move a point:

1. **Select the Pen tool.**
2. **Enable the path for editing.**
3. **Press Command-Option [Ctrl+Alt] and drag (⌘) the point to the desired location.**

To move a segment, move both anchor points individually until the segment is where you want it.

— *or* —

1. **Select the Arrow tool.**
2. **Enable the path for editing.**
3. **Drag the point (⌘) to the desired location.**



## Deleting Points

### To delete a point:

1. Enable the path for editing.
2. With either the Pen tool or the Arrow tool, press Option [Alt] while clicking (⌘) over the desired point.

A minus (-) sign will be displayed on the cursor, indicating that the point can be deleted.

## Adding Points

### To add a point:

1. Enable the path for editing.
2. With either the Pen tool or the Arrow tool, press Option [Alt] while clicking (⌘+) over the location on the path where you want to add the point.

A plus (+) sign will be displayed on the cursor, indicating that the point can be added.

## Editing Curves

### To adjust a control handle:

1. Enable the path for editing.
2. With either the Pen tool or the Arrow tool, drag (⌘) the desired control point.

The curve will be redrawn based on the length and angle of the control handle.

### To unlink control handles:

1. Enable the path for editing.
2. With either the Pen tool or the Arrow tool, press Command [Ctrl] while clicking (⌘) on either of the control points for the desired handles.

The control handles will be unlinked. You can then adjust the handles individually, or delete one or more of them.

**To delete a control handle:**

- 1. Enable the path for editing.**
- 2. Unlink the control handles.**
- 3. With either the Pen tool or the Arrow tool, press Option [Alt] while clicking (⚭) over the desired control point.**

A minus (-) sign will be displayed on the cursor, indicating that the control handle can be deleted.

**To change an anchor point from a Smooth point to a Straight Corner point:**

- 1. Enable the path for editing.**
- 2. With either the Pen tool or the Arrow tool, press Command [Ctrl] while clicking (⌘) the desired anchor point.**

The cursor will turn into a tailless arrow, indicating that the point can be converted. The anchor point will be redrawn as a Straight Corner point.

**To change a Straight Corner point to a Smooth anchor point:**

- 1. Enable the path for editing.**
- 2. With either the Pen tool or the Arrow tool, press Command [Ctrl] while clicking and dragging (⌘) from the desired point.**

The cursor will turn into a tailless arrow, indicating that the point can be converted. The anchor point will be redrawn as a Curved Corner point. Drag the handles to adjust the curves.

## Apply Options

---

PhotoGraphics provides three different commands for applying your drawing to the Photoshop image: Apply, Erase Layer & Apply, and Apply to New Layer. These commands are available from the File menu and as buttons in the PhotoGraphics Control Bar, and are summarized in the table below.

When any of the three “apply” commands is chosen, PhotoGraphics will apply the image as indicated in the table, close PhotoGraphics, and automatically save the drawing in a special PhotoGraphics preference file located in the system Preferences folder (Macintosh) or the system Registry (Windows). This “last applied” drawing can be re-opened for use with any image by opening PhotoGraphics and choosing File > Open Last Applied.

*\* The “target” layer is the Photoshop layer selected when PhotoGraphics is opened.*

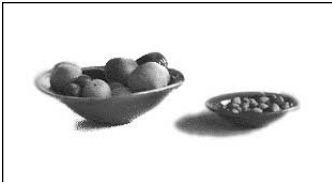
When you choose...	This happens...
Apply	The current drawing is applied to the target* layer.
Erase Layer & Apply	The entire contents of the target* layer is erased, and the drawing is applied to the empty layer. This is handy if a drawing has been applied to its own layer and you have just re-edited it. Be careful not to use this command if your target layer contains images that you wish to keep.
Apply to New Layer	The drawing is applied to a new Photoshop layer. Applying to a new layer preserves your ability to re-edit the applied drawing without affecting the underlying image.
Open Last Applied	The drawing that was last applied to any image file (not necessarily the current one) is opened in the PhotoGraphics workspace.

## Recommendations for Re-editing

---

To help ensure that you get the results you expect when you open PhotoGraphics for re-editing, we recommend the following:

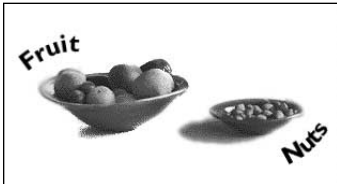
### Create the initial drawing:



Original image



New drawing layer applied directly from PhotoGraphics



Both layers viewed in Photoshop

1. **Open an image in Photoshop.**
2. **Open PhotoGraphics and create your drawing.**
3. **Save the drawing with the image using the “Save with Image” menu command (File > Save with Image).**

The last drawing saved with the image will automatically be opened when the image is re-opened in PhotoGraphics.

— or —

**Save the drawing to a separate file using the “Save to Disk” menu command (File > Save to Disk) or button.**

This allows you to open the drawing in other image files, and share the drawing with other PhotoGraphics users. If you also apply this drawing to the image, it will be opened automatically when the image is re-opened in PhotoGraphics.

4. **Apply the drawing to a new layer using the “Apply to New Layer” menu command (File > Apply to New Layer) or button.**

This places the drawing on a separate layer and allows you to re-edit the drawing at any time without affecting the rest of the image.

— or —

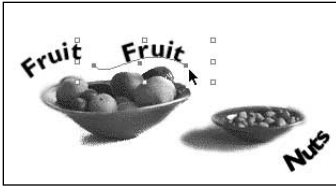
**If you are not yet ready to apply the drawing, cancel out of PhotoGraphics using the “Cancel” menu command (File > Cancel) or button.**

The drawing will be available for re-editing because you saved it in PhotoGraphics.

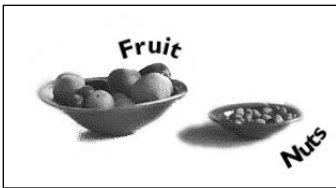
5. **Save the file in Photoshop.**

This ensures that your save-with-image drawings are saved to disk with the image.

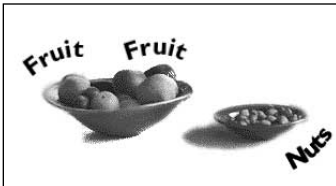
*Note: You do not need to save the file in Photoshop if you saved the drawing to a disk file but did not apply it.*



Drawing being re-edited in PhotoGraphics  
(View Composite shown)



“Erase Layer & Apply” replaces the old drawing with the edited version



“Apply” merges the old drawing with the edited version

### Re-edit the drawing:

6. In the Photoshop image file, select the layer containing the drawing.

7. Open PhotoGraphics.

The drawing will be displayed “on top of” its applied image. (In the example on the left, moving the word “Fruit” allows the original image to show through.)

To view the drawing alone, without the original image that it overlays, choose View > Drawing Only (**Command-9 [Ctrl+9]**).

8. Edit your drawing.

9. Apply the edited drawing using the “Erase Layer & Apply” menu command (**File > Erase Layer & Apply**) or button.

This replaces the original drawing with the edited version.

To merge the new drawing with the earlier applied version, apply the drawing using the “Apply” menu command or button.

*Note: You could achieve the same results by selecting all the items on the active layer (see step 6) and deleting them before opening PhotoGraphics. Since, in this case, the layer is already erased, you could use the Apply button to apply the edited drawing to the empty layer.*

## Saving Your Work

---

PhotoGraphics allows you to save your work so that you can easily add to or edit your drawings, even if the drawing has been applied to the image. You can save multiple drawings and open them right inside PhotoGraphics at any time, and even share drawings with other PhotoGraphics users. Only one drawing can be opened at a time (the current drawing must be saved to a new drawing name or discarded when a new drawing is opened).

There are two ways to save drawings: “Save with Image” and “Save to Disk.” Both methods save all the drawing elements (both text and graphics), all attributes applied to those elements, and all layer information. Both methods require that you open the saved drawings in PhotoGraphics in order to use them.

The table below will help you understand what happens in each method, and how to decide which method to use.

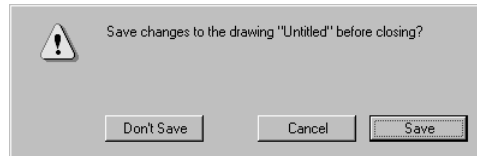
When you do this...	This happens...
Save with Image	<p>The current PhotoGraphics drawing is added to the image file as hidden information. The image file must be saved in Photoshop or the drawing information will be lost. It doesn't matter whether the drawing has been “applied” to the image or not—all save-with-image drawings appear as hidden information in the image file. Saved drawings will add to the size of the image file, but usually not by a significant amount.</p> <p>When an image is opened in PhotoGraphics, the last-saved drawing is automatically opened for editing. Other saved-with-image drawings can be edited by opening the image in PhotoGraphics and using the “Open from Image...” command. Drawings saved with the image can be deleted by opening the image in PhotoGraphics and using options in the “Edit Drawings...” dialog.</p> <p>If you have used the Save with Image command to save the current drawing, then make changes to the drawing, when you Apply the image and close PhotoGraphics, the changes are automatically saved to the current drawing.</p> <p>Save with Image is the saving method used when you close PhotoGraphics and elect to save your work if prompted to do so.</p>
Save to Disk	<p>The current PhotoGraphics drawing is saved as an external disk file, separate from the image file. Saving a drawing to disk has no effect on the image file. If a drawing is applied to the image and also saved as a disk file, when you open the image in PhotoGraphics the last applied drawing is automatically opened for editing. If you open a saved-to-disk file, the disk file will “overlay” the image. Save-to-disk drawings may be easier to share with other PhotoGraphics users since they do not require the original image file.</p>

To save a drawing with the image:

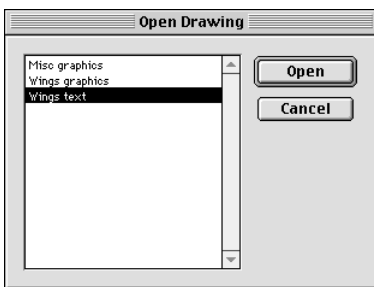
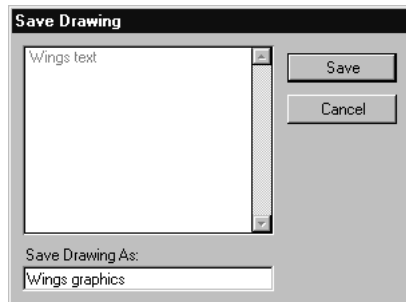
1. Choose “Save with Image” from the File menu, or click the Save with Image button on the Control Bar.

— or —

1. Click the Cancel button (or choose “Cancel” from the File menu), then click “Save.”



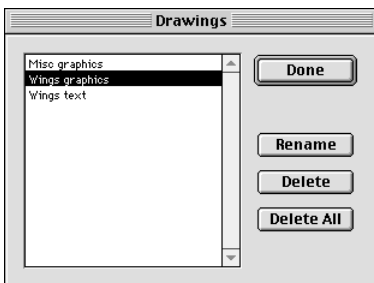
2. Enter a name for the drawing, then click “Save.”



To load a drawing previously saved with the image:

*Note: PhotoGraphics will automatically open the last drawing that was saved with the image.*


1. Open the image in Photoshop.
2. Open PhotoGraphics.
3. Choose File > Open from Image.
4. Locate the desired drawing, then click “Open.”

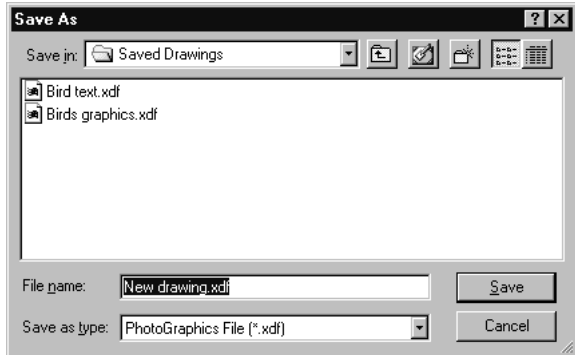


To delete drawings saved with the image:

1. Choose File > Drawings.
2. Select the drawing that you want to delete.
3. Click “Delete.”
4. When you finish deleting drawings, click “Done.”

To save PhotoGraphics work to a separate PhotoGraphics file:


1. Click the Save to Disk (  ) button on the Control Bar, or choose File > Save to Disk.
2. Enter a name and location for the drawing, then click



“OK.”

Drawings saved as PhotoGraphics files can only be opened by PhotoGraphics.

To load a previously saved PhotoGraphics disk file into the PhotoGraphics workspace:

1. Open the image in Photoshop.
2. Open PhotoGraphics.
3. Click the Open from Disk (  ) button on the Control Bar, or choose File > Open from Disk.
4. Locate the desired drawing, then click “Open.”

### Save with Image File Formats

Some file formats cannot retain the PhotoGraphics drawing elements when saved with the image. File format capability is listed below.

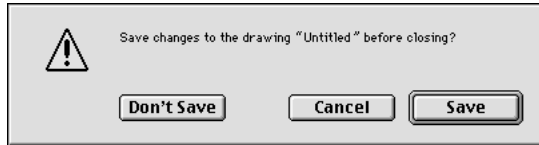
Capability	Macintosh file formats	Windows file formats
Can save PhotoGraphics drawings	bmp, dcs 1.0, dcs 2.0, eps, iff, jpeg, pcx, pdf, pict, pict resource, pixar, png, ps, ps 2.0, raw, scitex, targa, tiff	dcs 1.0, dcs 2.0, eps, jpg, pdf, psd, tiff
Cannot save PhotoGraphics drawings	Export as Gif89	bmp, Export as Gif89, fpx, gif, iff, pct, pcx, png, pxr, raw, scitex, targa



## Exiting PhotoGraphics without Applying or Saving

---

If you decide that you don't want to use any of the work from your PhotoGraphics session, click the "Cancel" button in PhotoGraphics, or choose File > Cancel, or press **Command-Q** [Ctrl+Q]. You will be asked to verify that you do not want to save your work.



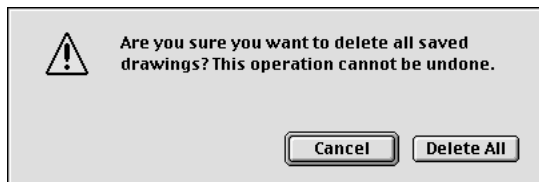
If you choose not to save your work, click the "Don't Save" button on the warning dialog. All of the elements created in PhotoGraphics will be discarded, and nothing will be added to the Photoshop image or file.

If you choose to save your work, click "Save." Be sure to also save in Photoshop, otherwise your PhotoGraphics work will be discarded.

## Removing Unwanted PhotoGraphics Drawings from an Image File

---

If you decide that you don't want to keep one or more drawings that have been saved with an image, you can delete them. Simply open the image in PhotoGraphics, then choose File > Edit Drawings. Select the drawings that you want to remove, then click "Delete All." At the warning dialog, click "Delete All."



After exiting PhotoGraphics, be sure to save the file in Photoshop.

## Appendix A: Troubleshooting

---

**1. The background (or other layer) doesn't appear in the PhotoGraphics Preview window.**

If you expected to see all the layers in your image and didn't, check the "View" menu in the menubar to be sure "Composite Preview" has been selected. Also verify that the layers you wish to view have been selected for viewing in the Photoshop layers palette.

See also "About Composite Preview" on *page 52*.

**2. My PhotoGraphics drawing isn't being saved with the image file.**

Make sure that you are saving the image file in Photoshop. If the image file is not saved, the PhotoGraphics drawing will be discarded.

Some save file formats cannot retain PhotoGraphics drawings. Refer to the table of file formats on *page 72*.

**3. I'm running out of memory when using PhotoGraphics.**

Try reducing the maximum number of Undos in the Preferences dialog (Edit > Preferences).

**4. When I re-open PhotoGraphics, my saved drawings are not available.**

Saved drawings are deleted by Photoshop when you elect to "undo" the apply from PhotoGraphics action. This can happen when you use the Undo command from Photoshop after applying from PhotoGraphics, or by deleting this action from the History palette (Photoshop 5.0).

If this happens, the last-applied drawing can be restored from the File menu in PhotoGraphics (File > Open Last Applied).

To prevent the accidental loss of saved PhotoGraphic drawings, be sure to save the file in Photoshop immediately after closing PhotoGraphics. Alternately, you can save your drawings as separate disk files (Save to Disk) rather than saving them with the image.

In some cases you may want to "undo" the applied PhotoGraphics drawing in order to edit it. In this case, we recommend that you either delete the layer and instruct PhotoGraphics to apply your edits to a new layer, or that you select and delete the contents of the layer before opening PhotoGraphics.

**5. My text on path reads upside down.**

PhotoGraphics text on path always flows clockwise. To create text that flows counterclockwise, select the object and “flip” it vertically (Graphics > Flip Vertically). See *page 61*.

**6. Macintosh Users: Adobe Type Reunion isn’t grouping my fonts into families.**

To resolve this issue (which affects Photoshop 5.0 only), open the Adobe Type Reunion control panel. In the Compatibility section, locate “Photoshop 5.0” and turn it on.

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