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Version information

This is a list of new features, enhancements and bug fixes which is updated with the release of each new version of TreeDraw. Any last minute bug fixes are included here and may not be present in the flyers or readme files.

Version 1.01   September 1994

Bug-fix release.

TreeDraw was occasionally hanging the system during startup on some PCs. This has been fixed.

Version 1.0   August 1994

First release.

SpanSoft is a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products.

Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442-9427 USA, FAX 616-788-2765 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536.

Getting started

This help topic is displayed automatically the first time you start TreeDraw. To come back to this topic in future sessions use Help|Getting started from the main menu.

This help file is a complete on-line manual for TreeDraw. As well as providing context-sensitive help direct from TreeDraw, it contains all the technical information about the program, usage tips and details on how to register in an easy-to-use format.

Help

If you are not familiar with using Windows help files, read the 'help on help' information. Do this by clicking the left mouse button on 'Help' in the menu above and then on 'How to Use Help' in the pull-down menu.

You can get help by either selecting Help|Contents from the main menu or by pressing F1. You can also get specific help on whatever task you are carrying out by selecting the Help button in the current dialog.

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Importing a tree file

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Introducing TreeDraw

TreeDraw is a specialist graphics editor for creating high quality genealogical drop-line charts.

Descendant and ancestral trees may be imported direct from Kith and Kin tree files or from PAF GEDCOM files created by other genealogy programs. TreeDraw converts these trees into easily edited picture elements which can then be re-formatted and re-arranged before storing and printing.

It is now easy to produce perfectly laid out charts and incorporate pictures, diagrams and other simple graphics. The charts may be as complex or a simple as you wish.

By importing a combination of descendant and ancestral trees from one or more tree files, it is possible to build complex charts which can extend in any direction.

TreeDraw maintains a link between each chart text element and the source field in the original tree file. This means that you can update each text element automatically to mirror any changes in the original file. The tree link for each text element can also be modified manually. This is a powerful feature which gives you control over the content and format of the text in the chart.

Additional text elements may be entered manually to provide titles, headings, comments, etc.

As well as text, you can place into the chart simple graphics (lines, boxes, circles) and OLE objects like pictures, clip-art, diagrams, etc.

TreeDraw lets you control the size, shape, style, colour and alignment of all chart elements and supports colour printing.

Importing a tree file

TreeDraw is designed to produce drop-line charts which are imported into an editable picture so that you can re-format them and add extra text and graphics.

TreeDraw will import trees from either Kith and Kin tree (.TRE) files or from PAF compatible GEDCOM (.GED) files. If your tree data is maintained by a genealogy program other than Kith and Kin (eg. Brother's Keeper, Family Scrapbook, PAF, etc), you first need to use that program to export your tree data into a GEDCOM file (refer to the program's own documentation for details).

It is recommended that you have the snap-to-grid option on before attempting to import the tree. This will ensure that the tree elements are aligned correctly and makes it easier to re-format the tree afterwards. You can check to see if the grid is on by pressing and holding the left mouse button whilst the cursor is over the grid button on the button bar. Drag the cursor away from the button before releasing it if you wish to avoid changing the setting.

You can also change various formatting options which will affect the appearance of the tree, before importing it. However, the default settings will be suitable.

To start the import **either** select the Import command from the File menu and then choose a Descendant or Ancestral tree **or** press the Import Descendant or Ancestral tree button on the button bar. This will open a file selection dialog where you may enter the name of the tree file to import.

The import will then start (press Esc or the Cancel button ✖ in the lower left corner of the main window to abort the import). You will see the bargraph display at the bottom of the screen move from left to right.

When the bargraph has reached the right hand side, the tree file has been loaded and you will be presented with the import dialog where you must choose the person who is to be the root of this chart.

Having pressed the OK button in the import dialog, TreeDraw will ask (assuming that you had the snap-to-grid on before importing) if you want the program to adjust the grid's vertical granularity to match that of the import font. Answer Yes. This will ensure that the vertical spacing of the snap-to-grid closely matches the line spacing of the font chosen for the names of people in the chart.

TreeDraw now draws the picture elements necessary to make up the chart. The chart will appear in your picture with small, green squares at the corner of each element. These indicate that the entire chart is currently selected so that you can move it to a new position if you wish. Click the left mouse button with the cursor away from any chart element to deselect the chart.

You can now re-arrange the chart to your desired layout and add more text or graphics.

Formatting a chart

Once you have <u>imported a chart</u>, you will probably want to start moving the various elements around to make a more pleasant layout.

First select a <u>view</u> which will enable you to see as much of the chart as necessary.

To move a picture <u>element</u> around (in fact to perform any operation on it), you must first <u>select</u> it. Do this by placing the cursor over the chosen element and clicking the left mouse button. You will see 2 or 4 small, green squares (known as handles) appear around the element indicating that it has been selected. Now press and hold the left mouse button over the selected element. The cursor shape will change and a dotted outline will appear over the element indicating that you have grabbed it. Now simply move the outline to the new location using the mouse and release the mouse button to place the element there.

You can do the same thing with more than one element at a time simply by selecting multiple elements. Hold down the Shift key as you click on each element in turn or <u>drag a marquee</u> around the chosen elements to select them all.

If you want to modify the format or style of an imported chart element, you will probably have to <u>Ungroup</u> the group it belongs to and then select the chosen element individually. This may be necessary where (for example) a particular line of text is too long and you want to break it onto several lines using the <u>Word Wrap</u> command.

Once you have arranged the chart to your satisfaction you should <u>save it to disk</u>.

File menu

Either   From the menu bar select **File**.
or   Press **Alt+F**.

Menu items

New
Open
Save
Save as
Import
    Descendant tree
    Ancestral tree
Print
Page setup
Print setup
Save file settings
Exit

At the bottom of this menu you will see the filenames of the four most recently used picture files. Click on any one to open that file quickly.

Edit menu

Either   From the menu bar select **Edit**.
or   Press **Alt+E**.

Menu items

Undo
Cut
Copy
Paste
Paste link
Delete
Select All
Group
Ungroup
Update text
Object

When editing text in the text edit box, the following commands act on the text being edited instead of the picture elements: Undo, Cut, Copy, Paste, Delete, Select All.

Format menu

Either   From the menu bar select **Format**.
or   Press **Alt+T**.

Menu items

Font
Text align
Word wrap
Tree link
Line style
Pattern

Align menu

Either   From the menu bar select **Align**.
or   Press **Alt+A**.

Menu items

     Send to back
     Bring to front
     Left
     Centre
     Right
     Top
     Middle
     Bottom
     Space horizontal
     Space vertical

Tools menu

Either   From the menu bar select **Tools**.
or   Press **Alt+L**.

Menu items

Pointer
Line
Ellipse
Round rectangle
Rectangle
Text

View menu

Either   From the menu bar select **View**.
or   Press **Alt+V**.

Menu items

Whole area
0.25 x
0.5 x
Normal
2 x

Options menu

Either   From the menu bar select **Options**.
or   Press **Alt+O**.

Menu items

Tool box
Colour palette
Snap to grid
Page breaks
Display objects
Keep aspect ratio
Auto text update
Import fields
Import text replace
Names font
Details font

Keyboard / Mouse key assignments

Keyboard

F1	Help	Open the TreeDraw help file at the contents topic
Ctrl+F1	Help search	Search for keywords in the TreeDraw help file
F2	Save file	Saves the current picture (not available for untitled pictures)
Alt+F4	Exit	Exits TreeDraw
F5	Normal view	Zooms to the normal viewing size
F9	Update text	Updates the text in the picture to match that in the original file
F10	Pointer	Chooses the pointer tool
Ctrl+A	Select all	Selects all picture elements (or text if editing a text element)
Ctrl+B	Send to back	Moves the selected elements to the back of the picture
Ctrl+C	Centre	Aligns the selected elements horizontally on their centres
Ctrl+F	Bring to front	Moves the selected elements to the front of the picture
Ctrl+G	Group	Groups the selected elements into a single element
Ctrl+M	Middle	Aligns the selected elements vertically on their middles
Ctrl+U	Ungroup	Ungroups a grouped element into its component elements
Alt+BkSp	Undo	Undoes the previous editing operation
Del	Delete	Deletes the selected elements (or text if editing a text element)
Shift+Del	Cut	Copies the selected elements to the clipboard and deletes them from the picture (or text if editing a text element)
Ctrl+Ins	Copy	Copies the selected elements to the clipboard (or text if editing a text element)
Shift+Ins	Paste	Pastes the contents of the clipboard into the current picture (or text if editing a text element)

Mouse

Left	Multi-function	Manipulates picture elements
Double Left	Activate OLE object	If the selected element is an OLE object, it is opened for editing
Right	Select print area	If Page Breaks are visible on the screen, use the right mouse button to select the pages to print

Using the button bar

The button bar is located just below the menu bar at the top of the main window. Click on a button in the picture of the button bar below to find out what it does.

You can display the function of each button in the status bar by pressing and holding the left mouse button and then moving the cursor away from the bar before releasing the button.

Opens a picture file from disk.

Saves the current picture to disk. If the picture has been saved previously it will be saved with the same name and overwrite the existing file. If the picture is untitled you will be asked to provide a file name.

Imports a Descendant tree from a .TRE or .GED file.

Imports an Ancestral tree from a .TRE or .GED file.

Prints the current picture.

Copies the currently selected picture elements to the clipboard and then deletes them.

Copies the currently selected picture elements to the clipboard.

Pastes the contents of the clipboard into the current picture.

Groups the currently selected picture elements into a group.

Ungroups the currently selected picture elements.

Toggles the snap-to grid on or off.

Toggles the page breaks display on or off.

Zooms in to the next viewing scale.

Zooms out to the next viewing scale.

Opens the help file at the contents page.

Undoes the previous editing operation.

The **help button** opens the on-line help file at a topic relevant to the current dialog.

The **paste cursor** indicates that the paste or paste link command has been selected and you must now position the cursor at the point where you want the new <u>element</u> placed, then click the left mouse button.

An **object** is a piece of information (typically a drawing, picture, slide, sound etc) which has been created by a separate application and which has been embedded in or linked into a picture. You can use an object from any application which supports OLE (Object Linking and Embedding).

Linking an <u>object</u> to a picture involves copying your selected object from another application onto the clipboard and then pasting the link into the picture. The primary difference between linking and <u>embedding</u> is the location of the actual data for the object. The data for a linked object is stored outside the picture file in a separate source document, eg. a .BMP file for Paintbrush.

Embedding an <u>object</u> in a picture involves copying your selected object from another application onto the clipboard and then pasting it into the picture. The primary difference between embedding and <u>linking</u> is the location of the actual data for the object. The data for an embedded object is stored inside the picture (.TDR) file.

A **picture element** is any of the various constituent parts of a picture. There are several types of element: (a) simple graphic - line, ellipse, round-cornered rectangle, rectangle; (b) text; (c) OLE <u>object</u>; (d) group - which may include one or more of types a-d.

Selecting picture <u>elements</u> allows you <u>move</u>, reformat, align, copy and perform other operations, on those elements only. There are 3 ways to select picture elements. First, make sure that you have the <u>Pointer</u> tool selected.

Method 1 - place the cursor over your chosen element and click the left mouse button. You will see small, green handles appear to indicate that the element is now selected. You can now select (or deselect) additional elements by holding down the shift key while clicking the left mouse button.

Method 2 - Drag a marquee around the element(s) you wish to select. Do this by positioning the cursor where it is **not** over any element, press and hold the left mouse button and drag the mouse so that the expanding rectangular outline surrounds your chosen elements. Release the mouse button.

Method 3 - You can select all the picture elements at once by using the Select all command from the <u>Edit menu</u>.

You can **move** any existing picture <u>element(s)</u> around on the picture by first <u>selecting</u> them, then holding down the left mouse button (the cursor will change to ✛) and dragging the mouse to the new location. Release the mouse button to place the elements.

You can **resize** any existing picture <u>element</u> (except groups) by first <u>selecting</u> it, then placing the cursor on one of the green handles which appear around the element. Press and hold the left mouse button (the cursor will change to ▷) then drag the mouse so that the size and shape of the element is correct. Release the mouse button.

OLE <u>objects</u> can be forced to preserve their aspect ratio (ie. their size can be changed but not their shape) by selecting the <u>Keep aspect ratio</u> command from the <u>Options menu</u>.

Place a **new** simple graphic onto the picture by first selecting the appropriate graphic type from either the Tools menu or from the tool box (the cursor will change to ✚). Press and hold the left mouse button to anchor one end of the element then drag the mouse to expand the graphic to the right size and shape. Release the mouse button.

Add a new **text** element to the picture by selecting the text tool from the <u>Tools menu</u> or from the tool box (the cursor will change to I). Click the left mouse button at the position for the new text. The text editor at the top of the screen will become active with a flashing vertical line. Key in the text you require, using Ctrl+Return to insert line breaks. Press Return or click on the

button to finish editing. You can click on the

button to cancel the text element.

You can **change** the text in a text element by selecting the single text element to modify. This makes the current text appear in the text editor at the top of the screen. Click on the text in the text editor and modify the text as you would in a normal text box. You can use Ctrl+Return to insert line breaks. Press Return or click on the ☑ button to finish editing. You can click on the ☒ button to cancel any changes to the text.

When editing text in the text editor the standard edit commands (undo, cut, copy, paste, delete, select all) act on the text in the editor only. Picture elements are not affected.

File selection dialog

The file selection dialog is displayed in response to a <u>File|Open</u>, <u>File|SaveAs</u>, <u>File|Import</u> command or pressing the Select File button in the <u>Tree Link dialog</u>.

Open or Import

Select the type of file to open or import. You can open TreeDraw picture (.TDR) files only. You can <u>import descendant or ancestral trees</u> from either Kith and Kin tree (.TRE) files or GEDCOM (.GED) files. If necessary select the appropriate directory by double-clicking on a directory entry. Select the required file from the available files list.

Save as

Only TreeDraw picture (.TDR) files can be saved. If necessary select the appropriate directory by double-clicking on a directory entry. Enter the required file name and select the Ok button.

New File

From the <u>File menu</u> select **New**.

This will first check to see if the current picture needs to be saved and then clear the picture. The <u>snap to grid granularities,</u> <u>page setup attributes</u> and <u>Auto Text Update</u> option will be loaded from the <u>file settings</u> file TREEDRAW.OP2.

Open file

Either   From the <u>File menu</u> select **Open**.
or   Select a previous file from the bottom of the File menu.
or   Press the Open button on the <u>button bar</u>.

This will first check to see if the current picture needs to be saved and then bring up a <u>file selection dialog</u>.

Use File|Open for loading TreeDraw picture (.TDR) files. Opening a picture file also sets the <u>snap to grid granularities</u>, <u>page setup attributes</u> and <u>Auto Text Update</u> options.

Save file

Either   From the <u>File menu</u> select **Save**.
or   Press **F2**.
or   Press the Save button on the <u>button bar</u>

The picture will be saved with the name of the file shown in the main window title. If the picture has no current filename then the <u>Save As</u> will be used instead.

Save as file

From the File menu select **Save as**.

This will bring up a file selection dialog.

Use File|SaveAs for saving TreeDraw picture files (.TDR) to disk. If you save a TreeDraw picture file with File| SaveAs, the name of the current picture will be changed to the saved filename.

Save picture default settings

TreeDraw saves the current snap to grid granularities, page setup attributes and Auto Text Update options with the current picture file (.TDR) when you use the Save or Save as commands.

You can save the current settings of these options as defaults so that when TreeDraw starts running or you use the File|New command, those settings are retrieved.

Set the above options to the values you require and use the Save file settings command from the File menu.

This command allows you to define what properties you want each new picture to have. For example, you may always use Letter sized paper in your printer so you would save the file settings with Letter sized paper selected in the Page setup dialog. That way, every time you start a new picture, the page size will automatically be set to Letter.

Printing

Either   Use the Print command from the <u>File menu</u>.
or   Press Ctrl+F8 to print the current tree.

The print will commence immediately (press Esc or the Cancel button in the lower left corner of the main window to abort printing) using the <u>currently selected printer</u>, current <u>page setup</u> and will only print the <u>selected pages</u>.

Print setup

From the File menu select **Print setup**.

This will display a list of available printers. Select the required printer and if you want to change the settings for that printer (paper bin, resolution, number of copies etc), select the setup button to open the printer driver's setup dialog. Note that the paper size and orientation are overridden during printing by the values in the Page Setup dialog.

See Windows or your printer driver documentation for further details of the setup dialog for particular printers.

Exit the program

Either   From the <u>File menu</u> select **Exit**.
or   Press **Alt+F4**.

This command will check to see if the current picture needs to be saved before exiting the program.

Selecting pages to print

You can display where the pages-breaks will be positioned, by using the Page breaks command from the Options menu.

The default print area is the single page in the top left corner of the picture. You can enlarge this area by moving the cursor to the page where you want to start printing then pressing and holding the right mouse button while you drag the cursor to the last page to be printed. Release the mouse button and the print area will be shown by a solid red border.

You can select the pages to print at any view setting but it is recommended that you first set the view to Whole Area. This will allow you to select any page(s).

Fonts for imported trees

You can specify which fonts will be used for the text in <u>imported trees</u>. To modify the font used for people's names, use the Names font command from the <u>Options menu</u>. Use the Details font command to modify any other details included in the tree.

Undo

TreeDraw remembers your previous editing command so that if you decide that was not what you really wanted to do, you can undo it.

Use the Undo command from the Edit menu or press Alt+BkSp or press the Undo button on the button bar.

If you are editing text in the text edit box, this command will operate on the text only.

Cut to clipboard

Select the picture element(s) which you wish to copy to the clipboard. Use the Cut command from the Edit menu or press Shift+Del or press the Cut button on the button bar.
The selected elements will also be deleted from the picture after copying.

If you are editing text in the text edit box, this command will operate on the text only.

See also: Copy

Copy to clipboard

Select the picture element(s) which you wish to copy to the clipboard. Use the Copy command from the Edit menu or press Ctrl+Ins or press the Copy button on the button bar.

The picture elements will be copied to the clipboard in a special format so that they can be pasted into the current or other TreeDraw pictures. A Windows metafile image of the copied elements will also be copied to the clipboard to allow pasting to other applications. If a single text type element is copied, the text will also be available on the clipboard for pasting into text-based applications. If a single object type element is copied, the object itself can then be pasted into other applications.

If you are editing text in the text edit box, this command will operate on the text only.

Paste from clipboard

You can copy various items from the clipboard to a TreeDraw picture. Use the Paste command from the Edit menu or press Shift+Ins or press the Paste button on the button bar to copy in other TreeDraw picture elements, text and to embed OLE objects.

The cursor will change to the paste cursor, position the cursor to where you want to place the new element(s) and click the left mouse button.

If you are editing text in the text edit box, this command will operate on the text only.

Paste link from clipboard

You can link an OLE object into a picture by using the Paste link command from the Edit menu.

The cursor will change to the paste cursor, position the cursor to where you want to place the new element(s) and click the left mouse button.

Delete

Use the Delete command from the Edit menu or press Del to remove the selected element(s) from the picture.

If you are editing text in the text edit box, this command will operate on the text only.

Select all picture elements

You can <u>select</u> every <u>element</u> in the current picture by using the Select all command from the <u>Edit menu</u> or by pressing Ctrl+A.

If you are editing text in the text edit box, this command will operate on the text only.

Group picture elements

You can combine several individual picture <u>elements</u> into a single element known as a group. Use the Group command from the <u>Edit menu</u> or press Ctrl+G or press the Group button on the <u>button bar</u>. The group can then be manipulated in the same way as any individual element, except that the size and shape of the group cannot be changed. You can <u>separate</u> the elements at some future time.

Ungroup picture elements

Use the Ungroup command from the Edit menu or press Ctrl+U or press the Ungroup button on the button bar to separate picture elements which have been previously grouped together.

Adding clip-art and photographs

You can easily add clip-art, scanned photographs, bitmaps and other images to your TreeDraw picture.

All these items are treated as <u>OLE objects</u> and are handled in basically the same way. For instance, to add a clip-art image from the CLIPART.PCX file, follow this procedure.

1) Run the Windows Paintbrush application (or another OLE server painting program which will accept .PCX files) and use the File|Open command to load CLIPART.PCX

2) Select the "cut" tool and drag the marquee around the clip-art image you want to use. Now use the Edit| Copy command to copy the image to the clipboard. All OLE <u>embedding</u> and <u>linking</u> works via the clipboard in this way.

3) Switch to TreeDraw and select the <u>Edit|Paste</u> command or click on the <u>Paste button</u>.

4) Move the <u>cursor</u> into the drawing area and click the left mouse button to position the clip-art image.

See also: <u>Working with objects</u>

Working with objects

You may link or embed one or more objects in your TreeDraw picture. The objects may be created, played, edited, deleted and copied to the clipboard.

Using the Paste Link or Paste will insert a new object into the picture.

Embedding objects

Start the application which contains the object to be embedded. Select the object and copy it to the clipboard using the Copy command. Switch to TreeDraw and select the Paste command from the Edit menu or press Shift+Ins. The cursor will change to the paste cursor.

Linking objects

Start the application which contains the object to be linked. Select the object and copy it to the clipboard using the COPY command. Switch to TreeDraw and select the Paste link command from the Edit menu or press Shift+Ins. The cursor will change to the paste cursor. If the Paste link command is not available it probably means that the object's source document has not been saved or that the source application has not provided the correct data on the clipboard.

Editing and playing objects

First select the single object which use wish to operate on. The Object command in the Edit menu will be different for each object type. Select the object command appropriate to the action which you wish to carry out. The commands invariably include Edit and sometimes additional commands such as Play (eg. for sound objects) are available.
Double-clicking the left mouse button on an object will perform the default action for that particular object type. Normally this is Edit but it will vary depending on the object type (eg. Play for sound objects).

Copying objects

Objects can be copied along with other picture elements in the normal way. However, you can copy an object to the clipboard where it can be pasted to another application, as an object rather than a TreeDraw picture. Select a single object from the picture. Select the Copy command from the Edit menu or press Ctrl+Ins. This will copy the object to the clipboard. If you want to delete the object from the picture at the same time, use the Cut command (or press Shift+Del) instead of Copy.

See also: Turning off OLE object display
Preserving OLE object aspect ratio
Known incompatibilities

Format text font

Use the Font command from the <u>Format menu</u> to change the font for the <u>selected</u> text <u>elements</u>. If no text elements are selected the default font will be changed.

This will bring up a standard font selection dialog. You can then change the typeface, style, size, effects and colour of the font. Note that you are not limited to using the listed font sizes.

You can also change a text element's colour by using the <u>colour palette</u>.

Format text alignment

You can change the alignment of <u>selected</u> text <u>elements</u> by using the Text align command from the <u>Format menu</u>. If no text elements are selected the default text alignment will be changed.

Text may be ranged left (ragged right), centred or ranged right (ragged left).

Format text word wrapping

You can force the text in text underlineelements to automatically break lines between words so that the it fits neatly into a defined rectangle. Use the Word wrap command from the Format menu. If no text elements are selected, the default word wrapping will be changed.

Once you have made a text element "wrappable" you can adjust the size of the rectangle which the text occupies by dragging one of its handles. TreeDraw will re-format the lines of text to fit the rectangle.

Format line style

The style and weight of line used by simple graphic picture <u>elements</u> can be altered by using the Line style command from the <u>Format menu</u>.   If no elements are <u>selected</u>, the default line style will be changed.

Several line types and weights from 1 to 1000 are available.

- - - - - - - -	Dotted
— — —	Dashed
— - — -	Dashed & Dotted
—--—--	Dashed & 2 Dotted
Hairline	The thinnest supported line
———	Width 1
———	Width 2
———	Width 4
———	Width 6
Other	<u>User defined width</u>

The colour of the line may be changed by using the <u>colour palette</u>.

Format pattern

The style of the filled area enclosed by simple graphic picture <u>elements</u> ellipse, round-cornered rectangle and rectangle can be altered by using the Pattern command from the <u>Format menu</u>.   If no elements are <u>selected</u>, the default pattern will be changed.

Several styles are available.

	Back diagonal
	Cross
	Diagonal cross
	Forward diagonal
	Horizontal
	Vertical
	Hollow (no fill)
	Solid

The colour of the pattern (if any) may be changed by using the <u>colour palette</u>.

Arrange order of picture elements

Picture <u>elements</u> are placed onto the picture in the order in which they are created, ie. the most recent goes on top and may overlap other elements.

You can make existing elements come to the front of the picture by <u>selecting</u> one or more elements and using the Bring to front command from the <u>Align menu</u> or pressing Ctrl+F.

You can make existing elements go to the back of the picture by <u>selecting</u> one or more elements and using the Send to back command from the <u>Align menu</u> or pressing Ctrl+B.

Aligning picture elements horizontally

Select two or more picture elements and use one of the following commands from the Align menu.

Left align elements along their left edges
Centre (Ctrl+C) align elements along their centres
Right align elements along their right edges

Aligning picture elements vertically

Select two or more picture elements and use one of the following commands from the Align menu.

Top	align elements along their top edges
Middle (Ctrl+M)	align elements along their middles
Bottom	align elements along their bottom edges

Spacing picture elements evenly

Select three or more picture elements and use one of the following commands from the Align menu.

Space horizontal move elements horizontally so that there is equal space between each
Space vertical   move elements vertically so that there is equal space between each

Tools

You must select the appropriate tool before carrying out any actions on picture <u>elements</u>. Tools may be selected from the <u>Tools menu</u> or from the tool box. Both methods have the same effect. If the tool box is not visible on the screen, use the Tool box command from the <u>Options menu</u> to make it appear.

The tool box may be moved anywhere on the screen.

Pointer (Ctrl+F10)   Use for <u>selecting</u>, <u>moving</u> and <u>resizing</u> existing picture elements.

Line Use to place a <u>new line</u> onto the picture.

Ellipse   Use to place a <u>new circle or ellipse</u> onto the picture.

Round rect   Use to place a <u>new square or rectangle</u> with rounded corners onto the picture.

Rectangle   Use to place a <u>new square or rectangle</u> onto the picture.

Text Use to place a <u>new text</u> element onto the picture.

Views

You can zoom in and out of a picture by using the <u>View menu</u> or by clicking on the zoom-in or zoom-out button on the <u>button bar</u>.

To view the entire drawing area select Whole area from the View menu.

To zoom in on a particular part of the drawing area, first <u>select</u> a picture element. TreeDraw always zooms in to or out from the current selection.

To come back to normal (full-sized) viewing quickly, you can also press F5.

Turning off OLE object display

Large OLE objects may take a small but noticeable time to display on your screen. This may make operations such as scrolling appear slow and jumpy. To avoid this you can get TreeDraw to display a blue, dashed rectangle of the correct size for each object, instead of displaying the object itself.

Use the Display objects command from the Options menu.

Turning off object displays will not affect printing or copying to the clipboard.

Preserving OLE object aspect ratio

Most OLE objects may be resized into any size or shape you wish. With some objects (such as scanned photos) this may not be required and you may want to make sure that the shape of the photo does not change as you resize it.

You can achieve this by using the Keep aspect ratio command from the Options menu.

When TreeDraw is automatically maintaining the correct aspect ratio of objects, you should drag an object handle vertically to change the overall size of the object.

Using the colour palette

You can activate the colour palette by using the Colour palette command from the Options menu.
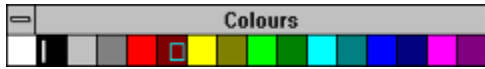
16 colours are available from the palette to be used for defining the colour(s) of picture elements.

Click the left mouse button on the colour to be used for lines and text.
Click the right mouse button on the colour to be used for fills and patterns.

In the example above, black has been selected for the line colour and dark red for the fill colour.

The colour palette may be moved anywhere on the screen.

Tree link dialog

TreeDraw lets you modify the link between a text <u>element</u> in your picture and the file and field it originated from, if it was imported as part of a tree. You can also use this dialog to create a link between a manually entered text element and a tree file.

To change the format of this link first <u>select</u> the single text element you wish to modify then select Tree link from the <u>Format menu</u>. This opens the text's Tree link dialog.

Enter the code of the person or family the text is to refer to. Use the format P<number> for people or F<number> for families.

Select the file name from the file list. The list contains the names of all files which have been used to import trees to the current picture. If you wish to add a new filename to the list, press the Select file button.

In the Fields box, enter the format to be used when updating the text. The same field identifiers are used both here and in the Import fields dialog. See <u>Customising imported tree contents</u> for details of how to format this field. You can add individual fields from the Field Identifiers list and/or a selection from the current Field Formats by double clicking on an entry in the Imported Data Types list. The Add Field button will add entries from either of the pick lists.

Set Locked if you wish to exclude this text element from any future updates.

TreeDraw will now use the modified link format when you <u>update</u> this text element.

Update dialog

TreeDraw maintains a link between each imported text <u>element</u> and the file/field it originated from. This allows you to update your tree to match any textual changes in the original tree file without having to re-import the tree. You can also <u>modify or lock</u> this link.

To update the text in your picture, use the Update text command from the <u>Edit menu</u> or press F9. This will open the update dialog.

Set All linked text if you wish to update all the text elements in the picture. If you only want to update the text in the currently <u>selected</u> elements, set Selected text.

You can also limit the update to text linked to a particular tree file (instead of all files) by setting Links to single tree and choosing a tree file from the list.

You can also get the text updated automatically <u>each time the picture file is opened</u>.

See also: <u>Auto-replacing tree text during import</u>

Importing Descendant and Ancestral trees

You can create a new tree in your picture from two different sources, either a Kith and Kin tree (.TRE) file or a PAF compatible GEDCOM (.GED) file.

First, select the Import command from the File menu and then choose a Descendant or Ancestral tree **or** press the Import Descendant or Ancestral tree button on the button bar.

A Descendant tree starts from a chosen person and displays all his/her descendants including spouses as a drop-line chart. An Ancestral tree works in the opposite direction. From a chosen person, all his/her direct ancestors are displayed.

A file selection dialog will open to let you choose the file from which you wish to import the tree.

If the tree file you choose to import was the last file to be imported during this TreeDraw session, it will still be in memory and you will be asked if you want to use the version in memory or load the version on disk. This is useful when importing a large GEDCOM file and you want to experiment by importing using different tree formats, fonts, etc. By holding the GEDCOM file in memory TreeDraw can immediately access the tree data, making for a very fast import. Take care when you have amended a tree file and saved it to disk. The changes will not be reflected in the version stored in TreeDraw's memory. You will have to reload the tree file from disk to get the current version.

When the tree has loaded, you may select the root person and various options to control the content of the imported tree.

Person selection may be done by either entering a **code** number (digits only, do not enter the P or F) or selecting from the **list** of people.

Set Person details if you wish to include dates and places for individuals.

Set Marriage details if you wish to include dates and places for families (not available in Ancestral trees.

If you set All generations, every descendant or ancestor will be included. If you require to limit the depth of the tree, clear All generations and enter a number in Expand to ... generations. Entering 0 will produce a tree with only the root person, 1 will include his/her children or parents (depending on the tree type), and so on.

Set Group tree elements if you wish to have associated tree elements (such as a person's name and details) automatically grouped together. This is very useful later when you will want to move the tree elements around.

Set Add statistics if you wish to have a stamp/statistics box added at the bottom of the chart. The statistics include the name of the imported tree file and number of people, families and generations. The stamp is your personalised mark which may be your name and address or whatever information you wish. To modify your stamp, alter the text in the file STAMP.TXT using Notepad or a word-processor.

After pressing the OK button, if you have the snap-to grid option on, you will be asked if you want the program to adjust the vertical granularity of the grid to match the Names font size. Replying Yes to this will ensure that the chart is correctly spaced and easy to modify afterwards.

When the tree has been drawn, all its elements will be selected to allow you to move the whole tree to a new location in the picture.

TreeDraw maintains a link between each imported text element and the file/field it originated from. This allows you to update your tree to match any textual changes in the original tree file without having to re-import the tree. You can also modify or lock this link.

See also: Customising imported tree contents

Line width dialog

Enter a number between 1 and 1000 to set the width of the currently <u>selected</u> picture <u>elements</u> or the default line width if no elements are selected.

Auto-replacing tree text during import

TreeDraw has the capability to automatically find and replace selected text as it is imported from a tree file. This is useful, for instance, where you may have recurring, long place names in your tree file which you want to shorten in the TreeDraw chart so as to save space (eg. replacing "Clackmannanshire" with "Clacks.").

You can maintain a list of text to replace and replacement text by using the Import text replace command from the Options menu to open the Replace Text on Import Dialog.

When adding find/replace text pairs to the list it is important to decide in what order to have items in the Replace list. TreeDraw searches an imported text element for all instances of the first item in the Replace list and carries out the appropriate replacements. The program then proceeds down through the Replace list in the same way until all replacements have been carried out.

If the Replace list contained, say:
       replace "F/B" with "Fredericksberg" and then
       replace "Frederick" with "Fred"
then the imported text "F/B" would be changed first to "Fredericksberg" and then to "Fredsberg", clearly not the desired result. Changing the list order to:
       replace "Frederick" with "Fred" and then
       replace "F/B" with "Fredericksberg"
produces the replacement "F/B" to "Fredricksberg", the "Frederick" not having been found on the first pass.

Click on the Add button to add a new find/replace text pair. This opens the Add Replacement Text Dialog. New items added in this way are placed after the currently selected item in the Replace list or at the start of the list if no items are selected.

Click on the Edit button to change the text of the currently selected item or double click on the list entry.

Click on the Delete button to remove the currently selected item from the Replace list.

If you want the replacements to be carried out at each tree import, set the Use at import check box. Similarly, if you want the replacements to be carried out at each text update, set the Use at update check box.

Add/Edit replacement text dialog

Enter the text to be replaced and the text it will be replaced with.

You may leave the With field blank but you must have an entry in the Replace field.

Set the Match case check box to make TreeDraw match exactly the upper and lower case letters in the Replace field with the imported text, otherwise the case is ignored.

Snap to grid options

TreeDraw lets you use a invisible or visible grid to align and place picture <u>elements</u> with precision. Use the Snap to grid command in the <u>Options menu</u> to alter the properties of the grid.

You can turn the grid on or off by selecting the Grid on check box.   When the grid is on any elements that you <u>create</u>, <u>move</u> or <u>resize</u> will snap to the nearest grid intersection.

You can make the grid visible by setting the Grid visible check box. Making the grid visible will slow down the display of the picture.

You can modify the granularity (coarseness) of the grid in both the horizontal and vertical direction by entering a new value in the appropriate box. The higher the value the coarser the grid.

Turning the grid on does not affect the position of existing elements unless you move or resize them.

You can also swith the grid on or off quickly by pressing the Grid button on the <u>button bar</u>.

Updating linked text when opening a file

You can force TreeDraw to update all the linked text in a picture file, immediately that file is opened. To do this, set the Auto text update option in the Options menu.

This setting is stored with the picture file.

Customising imported tree contents

Prior to importing a descendant or ancestral tree, you can define which fields will go where in the chart and what indicators (b., d., m. etc) to use.

You can also get TreeDraw to <u>automatically replace selected text</u> as the tree is imported.

To define the content of the imported tree, use the Import fields command from the <u>Options menu</u>.

Each item in the "Imported data type" list represents a component of an imported tree:

Name	The name of the root person and spouses
Child's name	The name of any child
Person details	Date of birth, etc
Marriage details	Date and place of marriage, etc
Marriage indicator	Used when marriage details not requested

As TreeDraw imports the tree, it formats it like this:
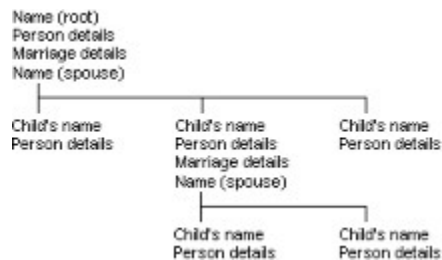
The actual contents of each of these components can be user defined in the "Field format" box. Click on an item in the "Imported data type" list and then edit its contents.

The field format may consist of any static text (including line breaks) plus any combination of the following field identifiers, used to represent actual fields from the imported tree.

~CODE	Person or family code
~NOTE	Person or family notes
~FNAM	Firstnames
~SNAM	Surname
~DBIR	Date of birth
~PBIR	Place of birth
~DDEA	Date of death
~PDEA	Place of death
~DMAR	Date of marriage
~PMAR	Place of marriage

You can add each of the above identifiers to the end of any text in the Field format box, by selecting them from the "Field identifiers" pick list and pressing the Add Field button. Alternatively, you may double-click on the identifier in the pick list.

You can also enclose parts of a field format within braces "{ }" to indicate that the enclosed part will **not** be used **unless** at least one of the field identifiers within the braces produces non-blank text. This allows you to stop TreeDraw inserting identifiers like "b." where no birth details actually exist.

For example:

Say you want to import a descendant tree containing the person Thomas GORDON, code [P413], born 20 May 1781 but has no death details...

| "Name": | ~CODE ~FNAME ~SNAM |
| results in: | [P413] Thomas GORDON |

"Name":	~CODE ~FNAME
	~SNAM
results in:	[P413] Thomas
	GORDON

| "Name": | ~SNAM, ~FNAM |
| results in: | GORDON, Thomas |

"Person details":	b. ~DBIR ~PBIR
	d. ~DDEA ~PDEA
results in:	b. 20 May 1781
	d.

"Person details":	{b. ~DBIR ~PBIR}{
	d. ~DDEA ~PDEA}
results in:	b. 20 May 1781

Feel free to experiment with different formats. If you want to reset all formats back to their original settings, select the Defaults button.

Each field identifier is a ~ (tilde) followed by 4 characters. If you need to use a tilde as static text use ~~ to indicate a single tilde. Similarly, if you want to use { or } as static text, use {{ and }}.

TreeDraw uses the default line style and colour for the lines in an imported tree.

See also: Fonts for imported trees
            Format line style
            Auto-replace imported text

Page setup

From the <u>File menu</u> select **Page setup**.

The page setup dialog allows you to format various features of the layout of printed pictures. The settings selected here override any similar settings in the <u>printer driver</u> when the picture is printed.

Units of measure

You may specify margins and page sizes in either inches or millimetres. When you change from one to the other, the current values will be converted for you.

Margins

Enter the measurement for each of the page margins. Note that problems with printouts may be encountered when setting small margins. The printer you are using may have a non-printing area around the edge of the physical page and this may lead to missing or garbled print. If you have problems like this, try increasing the size of the margins.

Page size and orientation

Select the appropriate paper size from the drop down list. You can specify a non-standard size (one not listed), by selecting Custom and entering the dimensions of the page in the Width and Height fields. Select the orientation you require. Portrait is the normal (tall) orientation, landscape has the page rotated through 90 degrees (wide).

Print pages

This determines the order in which pages are printed. Pages are printed from the <u>selected print area</u> which may be several pages high and several pages wide. If you want to print the first row of pages followed by the second row, etc, set Across then down. If you want to print the first column of pages followed by the second column, etc, set Down then across.

See also: <u>Print setup</u>

How to contact us

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Scotland

By telephone: National: (01383) 824380
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(voice or fax)
(0900 - 1700 GMT/BST Monday - Friday)

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FidoNet: NICK HUNTER (2:259/17)
CompuServe: 100101,1155

SpanSoft is a member of the <u>ASP</u>.

Registration

TreeDraw is a shareware product. This version has been provided so that you may evaluate its features and suitability for a trial period of 30 days without payment. We hope that you enjoy using it and that you will find it of use. In the event that you wish to continue using it after 30 days you must become a registered user.

The registration fee is £20. For this you will receive the latest registered version (without all the boring shareware reminders), access to telephone support, periodic notification of future releases and discounts on upgrades. You will also receive decorative and genealogy-related clip-art for pasting into your charts.

Special offer!
Register TreeDraw **and** Kin & Kin and receive both for only £36.

See also: How to contact us and Terms of use.

There are various ways of becoming a registered user, depending on what country you live in and how you want to pay.

Click on the method most convenient for you from the following choices.

You can register on-line if you are a CompuServe member.

Alternatively, select from the list below if you live in:

 UK

 USA

 Australia

 New Zealand

 Rest of the World

Only with your financial support will I be able to provide you with upgrades and produce more quality software. Without your support I will not be able to do so.

The survival of this program and of the shareware concept in general depends on your honesty.

Registering in the UK

Select payment method:

Cheque / Postal order / Cash

Credit card (Visa / Access)

Registering in the USA

Select payment method:

UK funds (Pounds Sterling)

Credit card (Visa / MasterCard / Amex / Discover)

Registering in the rest of the World

Select the country closest to you from this list:
<u>USA</u>, <u>Australia</u>, <u>New Zealand</u>

or select one of these payment methods:

<u>UK funds (Pounds Sterling)</u>

<u>Credit card (Visa / MasterCard)</u>

Registering on-line via CompuServe

If you are a CompuServe (CIS) member, you can register and pay the registration fee using the CompuServe Shareware Registration Service. Payment will be charged to your CompuServe account.

Prices ($US):

TreeDraw -
   registration fee **$32**
   shipping **$4**
   CIS reg ID: 3200

TreeDraw + Kith and Kin (special offer price)
   registration fees **$59**
   shipping **$4**
   CIS reg ID: 3201

Log-on to CompuServe in the normal way and at any ! prompt type GO SWREG. Use the appropriate CIS Registration ID above. Please follow the instructions on-screen.

Your software will be sent on 1.44Mb 3.5" (HD) floppy disk unless you specify a 5.25" disk in SWREG.

Your registered copy of the latest version of TreeDraw (and Kith and Kin if you order it) will be despatched air mail from SpanSoft within 2 working days of your request being entered onto CompuServe. Delivery is normally around 1 week to most parts of the world but please allow at least 2 weeks.

Prices correct at September 1994 for V1.01 but registration for later releases may be subject to price increases. Please check current prices on CIS.

Order - TreeDraw

Please print this order using Print Topic and mail to:

SpanSoft
11 Morlich Park
Dalgety Bay
DUNFERMLINE
Fife   KY11 5XW
Scotland

Please send me the latest registered version of **TreeDraw** at **£20**.
Please send me the latest registered versions of **TreeDraw** and **Kith and Kin** at **£36**.
(delete as appropriate)

I enclose a cheque/PO/cash for the registration fee(s) of   **£_____**
Please make cheques/POs payable to SpanSoft.
Overseas customers please add **£2** to cover shipping and pay in **pounds Sterling** only (notes or UK funds drawn on a UK bank).

Name   Mr/Mrs/Miss/Ms_____

Address   _____

          _____

          _____

          _____

Postcode _____

Country   _____

Your software will be sent on 1.44Mb 3.5" (HD) floppy disk.
If you require a different size please specify _____

Prices correct at September 1994 for V1.01 but registration for later releases may be subject to price increases.

Credit Card Order - TreeDraw

Please print this order using Print Topic and mail to:

S & N Enterprises
5 Polden Close
FARNBOROUGH
Hampshire   GU14 9HN

or phone with your credit card details:
(01252) 510486

Please send me the latest registered version of **TreeDraw** at **£20**.
Please send me the latest registered versions of **TreeDraw** and **Kith and Kin** at **£36**.
(delete as appropriate)

Add **£2** shipping & handling (UK only).

Please charge my credit card (Visa/Access) with **£_____ pounds Sterling**.

Name   Mr/Mrs/Miss/Ms_____

Address   _____

              _____

              _____

              _____

Postcode   _____

(Note name and address above must match those of your credit card)

Card number _____

Expiry date   _____

Signature   _____

Your software will be sent on 1.44Mb 3.5" (HD) floppy disk.
If you require a different size please specify _____

Prices correct at September 1994 for V1.01 but registration for later releases may be subject to price increases.

Credit Card Order - TreeDraw

Please print this order using Print Topic and mail to:

S & N Enterprises
5 Polden Close
FARNBOROUGH
Hampshire   GU14 9HN
UK

or phone with your credit card details:
        +44 1252 510486

Please send me the latest registered version of **TreeDraw** at **£20**.
Please send me the latest registered versions of **TreeDraw** and **Kith and Kin** at **£36**.
(delete as appropriate)

Add **£5** shipping & handling (outside the UK).

Please charge my credit card (Visa/MasterCard) with **£_____ pounds Sterling**.

Name   Mr/Mrs/Miss/Ms_____

Address   _____
                    _____
                    _____
                    _____

Postcode   _____

Country   _____

(Note name and address above must match those of your credit card)

Card number _____

Expiry date   _____

Signature   _____

Your software will be sent on 1.44Mb 3.5" (HD) floppy disk.
If you require a different size please specify _____

Prices correct at September 1994 for V1.01 but registration for later releases may be subject to price increases.

Credit Card Order - TreeDraw

Please print this order using Print Topic and mail to:
Public (software) Library
PO Box 35705
Houston
TX 77235-5705
USA

or FAX this form to:
713-524-6398 (for orders only)

or phone with your credit card details:
800-242-4775 or **713-524-6394** (all numbers for orders only)

Please send me the latest registered version of **TreeDraw** at **$32** (PsL product number: #11528).
Please send me the latest registered versions of **TreeDraw** and **Kith and Kin** at **$59** (PsL product numbers: #11528 & #11172).
(delete as appropriate)

Add **$4** shipping & handling.

Please charge my credit card (Visa/MasterCard/Amex/Discover) with **$_____ US**.

Name   Mr/Mrs/Miss/Ms_____

Address   _____

              _____

              _____

              _____

Zipcode   _____

Country   _____

(Note name and address above must match those of your credit card)

Card number _____

Expiry date   _____

Signature   _____

Your software will be sent on 1.44Mb 3.5" (HD) floppy disk.
If you require a different size please specify _____

Any questions about the status of shipment of order, refunds, registration options, product details, technical support, volume discounts, dealer pricing, site licenses, etc, must be directed to SpanSoft. To ensure that you get the latest version, PsL will notify us the day of your order and we will ship the product direct. Please allow two weeks for delivery. Prices correct at September 1994 for V1.01 but registration for later releases may be subject to price increases.

Order - TreeDraw

Please print this order using Print Topic and mail to:
Budgetware
PO Box 496
Newtown NSW 2042
Australia

or FAX this form with your credit card details to:
(02) 516-4236

or phone with your credit card details:
(02) 519-4233

Please send me the latest registered version of **TreeDraw** at **$43**.
Please send me the latest registered versions of **TreeDraw** and **Kith and Kin** at **$80**.
(delete as appropriate)

Add **$6** shipping & handling.

I enclose a cheque / money order for **$_____ Australian payable to Budgetware**.
Please charge my credit card (Visa/MasterCard) with **$_____ Australian**.
(delete as appropriate)

Name   Mr/Mrs/Miss/Ms_____

Address   _____

              _____

              _____

              _____

Postcode   _____

Country   _____

(Note: if paying by credit card, name and address above must match those of your card)

Card number _____

Expiry date   _____

Signature   _____

Your software will be sent on 1.44Mb 3.5" (HD) floppy disk.
If you require a different size please specify _____

Any questions about the status of shipment of order, refunds, registration options, product details, technical support, volume discounts, dealer pricing, site licenses, etc, must be directed to SpanSoft. To ensure that you get the latest version, Budgetware will notify us the day of your order and we will ship the product direct. Please allow two weeks for delivery. Prices correct at September 1994 for V1.01 but registration for later releases may be subject to price increases.

Order - TreeDraw

Please print this order using Print Topic and mail to:
> **Share Warehouse New Zealand Limited**
> **PO Box 13-489**
> **Johnsonville**
> **Wellington 6004**
> **New Zealand**

or FAX this form with your credit card details to:
> **(04) 447-3535**

or phone with your credit card details:
> **(04) 447-3535**

Please send me the latest registered version of **TreeDraw** at **$53**.
Please send me the latest registered versions of **TreeDraw** and **Kith and Kin** at **$93**.
(delete as appropriate)

Add **$6** shipping & handling.

I enclose a cheque / money order for **$_____ NZ payable to Share Warehouse New Zealand Ltd**.
Please charge my credit card (Visa/MasterCard/Bankcard/Diners/Amex) with **$_____ NZ**.
(delete as appropriate)

Name   Mr/Mrs/Miss/Ms_____

Address   _____

_____

_____

_____

Postcode   _____

Country   _____

(Note: if paying by credit card, name and address above must match those of your card)

Card number _____

Expiry date   _____

Signature   _____

Your software will be sent on 1.44Mb 3.5" (HD) floppy disk.
If you require a different size please specify _____

Any questions about the status of shipment of order, refunds, registration options, product details, technical support, volume discounts, dealer pricing, site licenses, etc, must be directed to SpanSoft. To ensure that you get the latest version, Share Warehouse will notify us the day of your order and we will ship the product direct. Please allow two weeks for delivery. Prices correct at September 1994 for V1.01 but registration for later releases may be subject to price increases.

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   2) You leave all intellectual property (copyright) notices in place.
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Complete file list:
TREEDRAW.EXE	TreeDraw program
TREEDRAW.HLP	TreeDraw help file
TREEDRAW.OPT	TreeDraw options
TREEDRAW.OP2	TreeDraw picture defaults
BWCC.DLL	Borland custom class DLL
CATALOG.HLP	SpanSoft product catalogue
SAMPLE.TRE	Sample Kith and Kin tree
SAMPLE.TDR	Sample TreeDraw picture
STAMP.TXT	Auto stamp file

CLIPART.PCX	Clipart graphics images
FILE_ID.DIZ	BBS file description
VENDINFO.DIZ	Vendor / BBS information
README.TXT	User information
VENDOR.TXT	Vendor information

LIMITED WARRANTY

Please read carefully.

THIS SOFTWARE IS PROVIDED FOR EVALUATION ONLY, ON AN "AS IS" BASIS.

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THE PERSON USING THIS SOFTWARE BEARS ALL RISKS AS TO THE QUALITY AND PERFORMANCE OF THE SOFTWARE. ALTHOUGH THIS SOFTWARE HAS BEEN EXTENSIVELY TESTED, IT IS YOUR (THE USER'S) RESPONSIBILITY TO DETERMINE IF IT WILL WORK RELIABLY ON YOUR EQUIPMENT AND IN YOUR COMPUTING ENVIRONMENT.

Remember. Always keep up-to-date backup copies of all your data files.

Supported GEDCOM data

TreeDraw supports the PAF (Personal Ancestral File) variation of the GEDCOM (Genealogical Data Communication) standard, as used by the majority of genealogical programs. There are some quirks in PAF GEDCOM, which make it different from the GEDCOM standard proper, and so there are no guarantees that TreeDraw will correctly read GEDCOM files not designed to be read by PAF.

Fully supported tags: (have corresponding fields in TreeDraw)

Record	Tag	Description
INDI		Person data (individual).
	NAME	Firstnames and surname. If there is more than one NAME tag for a particular person, the last one is regarded as the normal name and prior ones are regarded as aliases.
	SEX	Gender, male or female (male is assumed if missing).
	BIRT	Date and place of birth.
	DEAT	Date and place of death.
	NOTE	Notes.
	FAMS	Family id of which this person is a parent.
	FAMC	Family id of which this person is a child.
FAM		Family data.
	HUSB	Person id of the father of this family.
	WIFE	Person id of the mother of this family.
	CHIL	Person id of a child of this family.
	MARR	Date and place of marriage.
	NOTE	Notes.

Extra data tags: (are inserted in notes)

Record	Tag	Description
INDI		Person data (individual).
	REFN	Reference number.
	TITL	Title.
	CHR	Date and place of christening.
	BURI	Date and place of burial.
	OCCU	Occupation.
	EDUC	Education.
	RELI	Religion.
	NATI	Nationality.
	CAST	Caste.
FAM		Family data.
	REFN	Reference number.
	DIV	Divorced.

Any other tags encountered in a GEDCOM file are ignored but are reported in the log file GEDERR.TXT.

Known incompatibilities

OBJECTS

Some applications which produce objects for embedding or linking, do not provide a picture image of the object. In these cases TreeDraw will not be able to embed or link the object into a picture in the normal way. You can, however, use the Windows Object Packager to associate an icon with the object. This will then allow TreeDraw to use the object as normal. See the on-line help in Object Packager or your Windows documentation for further details.

GEDCOM

TreeDraw has problems importing GEDCOM files created by Pedigree. Pedigree exports an older style of GEDCOM file which has no space character between the cross-reference ids and certain tags. You can overcome this problem by editing the GEDCOM file directly using NOTEPAD, a word processor or other text editor. Search for the text "@INDI" and "@FAM" and replace them with "@ INDI" and "@ FAM" respectively throughout the entire GEDCOM file (do not enter the quote marks). Save the file and you will now be able to import it into TreeDraw successfully.

Frequently asked questions

Q   I have tried to change the <u>fill pattern</u> of a simple graphic but nothing seems to have happened.

A   The default fill colour is white so on a white background the pattern will be invisible. Use the <u>colour palette</u> to change the fill colour.

Q   I have selected text from an imported tree to change its font but TreeDraw will only let me modify the default font.

A   Make sure that the text you have selected is not part of a group element. You can spot this easily by looking at the Ungroup button on the <u>button bar</u>. If the button is enabled the element you have selected is a group. Select the <u>Ungroup button</u> then re-select the text element you want to modify.

Q   I have added a rectangle around my chart but now all I can see is the rectangle; the chart has disappeared.

A   The default fill for simple graphics such as a rectangle is solid white. The rectangle you have added has been placed on top of all the existing picture elements and since it's opaque it has hidden everything else. Use the <u>Send to back</u> command to place the rectangle behind the other elements.

Q   I have a chart that spans two pages but when I try to <u>print</u> it only the first page is printed.

A   TreeDraw allows you to choose which pages you want to print. First, turn on the <u>Page breaks</u> display then select the required pages using the right mouse button. Now when you print, you will get all the pages you requested.

Q   I have selected landscape printing on my printer but TreeDraw still prints portrait.

A   Set landscape printing in the <u>Page setup</u> dialog. Any settings made here override those in <u>Printer setup</u>.

Q   I want to edit the death details of someone in an imported tree but when I select that text element all I can see in the text edit box is the birth details.

A   The death details **are** in the text edit box but are on the next line. Press the cursor down key to move down a line. The text edit box can only display one line of text at a time so you need to scroll up and down using the cursor keys.

Q   How can I <u>zoom</u> in on a particular part of the drawing area?

A   Before zooming in, first select a picture element to zoom in on. TreeDraw will zoom in and scroll to the selected element.

Q   I want to use a very small font for importing a tree but when I use the <u>Options|Names font</u> command the smallest font size available is 8 point.

A   You are not restricted to the font sizes supplied in the list. These are just the most frequently used sizes, you can actually enter any (supported) font size you like , such as 4 point, in the edit portion of the size list (click on the edit box at the top of the list).