ProVector

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Contents

Chapter 1

ProVector

1.1   ProVector® Help - Copyright © 1994 by Stylus, Inc.

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ProVector® Help Table of Contents

The  Toolbox & Summary of Operations     Technical Support:  If you need
     Freehand
   Drawing          further assistance, you can reach
    Rectangle
   Ellipse          us below.  Please mention your
      Text
   Selection        registration number.  We reserve
  ---------------------------         the right to refuse technical

   Grid Display
   Grid Snap        support to non-registered users.
     Magnet
   Magnify
  ---------------------------              Stylus, Inc.
     Clone
    Move                   (303) 484-7321
     Rotate
    Scale                  P.O. Box 1671
     Front
   Change                  Ft. Collins, CO   80522
      Back
    Rx                     Monday through Friday
                                          9:00 am to 5:00 pm MST
The  Project  Menu
   New
   Open...
   Save                         Miscellaneous Topics
   Save As...                      Product Information
   Page Setup...                   ProVector 3 Features
   Define Output Area              StylusTracer(tm) Features
   Import  »                       Hotkey Summary
   Export  »                       Configuration Summary
   Close                           Installation Notes
   About...                        Trademarks
   Quit ProVector...

The  Edit  Menu
```

```
   Cut
   Copy
   Paste
   Paste Inside
   Delete
   Undo
   Redo
   Select All

The  Object  Menu
   Attributes...
   Obj to Fill
   Fill to Obj
   Typeface...
   Convert to Paths
   Align
   Group
   UnGroup
   Relayer
   Path  »
   Effect  »

The  View  Menu
   Refresh
   100%
   Zoom In
   Zoom Out
   Full Page
   Full Width
   Full Height
   User Defined...
   Grid...
   Layers...
   Rulers...

The  Settings  Menu
   Create Icons
   Display Prefs...
   Default Page...
   Edit Prefs...
   Font Manager...
   Save Settings

The  Help  Menu
   Contents...
   Import...
   Export...
   Macros...

The  User  Menu and ARexx®
   Rexxecute...
```

1.2 toolbox

The Toolbox & Summary of Operations

Function Key: F1

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

The Toolbox Tools

      Freehand
    Drawing
     Rectangle
    Ellipse
        Text
    Selection

   Grid Display
   Grid Snap
       Magnet
    Magnify

       Clone
     Move
      Rotate
     Scale
       Front
    Change
        Back
      Rx

   There are two exceptions to this generalization. One is the Rx
tool, which can be assigned by the user to execute an ARexx macro which
could both create and manipulate objects. The other is the Selection tool,
which is the last tool in the object creation group, but is perhaps more
closely associated with the object manipulation.

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

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

   Newly created objects inherit the Current Attributes (ie. fill
color, line color, etc.). The Current Attributes are set by the Object
menu's Attributes... and Typeface... menu items. If no object is selected
these menu items change the Current Attributes; if an object is selected,
these menu items affect the selected object (or objects). The

```
  Status Window  displays the Current Attributes.

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

  You may move an object or a point of an object with a click-and-drag
operation.  If you press the Shift key while moving an object, the move will
be constrained to either an exactly horizontal or exactly vertical move.

  Multiple objects may be selected by shift-clicking or lasso
selection (drag selection), then shift-click-and-dragging the objects or
points.  If you press and hold the Shift key while moving the move will be
constrained to an exactly horizontal or vertical move.  If you release the
Shift key while moving, the move will no longer be constrained.

  More complicated editing of the points of objects is possible by
double-clicking the Right-Mouse button on a selected point to bring up the
 Edit Object  pop-up menu.  This allows you to add or delete
points, add curves or straighten them, etc.

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

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

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

1.3 dm_freehand

```
Tool: Freehand

Hotkey: F

  Select the Freehand tool to create a freehand drawing.

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  If you release the Left-Mouse_Button near the starting point of your
freehand object, the object will be closed; otherwise, it will be open (and
unfilled).

  Shift-clicking on the Freehand tool opens the  Attributes  requester.
Also, see the Curve Tolerance setting in the  Settings/Edit Prefs...
```

requester.

1.4 dm_bezier

Tool: Drawing

Hotkey: D

Select the Drawing tool to create objects composed of both straight lines and curves (B-splines). If you want straight lines just click points to place the ends of the line segments.

To create a curve in ProVector, you must enter four points. The first and last points are called anchor points; the second and third points are control points. The anchor points define the beginning and end of the curve along the outline of the object. The distance and direction of the control points modify the straight line formed by the anchor points. The direction of the curve and the distance it is distorted from the straight line is proportional to the distance and direction of the control points.

To create a curve, click and release to place the first anchor, then click and drag from the point of the second anchor. At this stage you will see an interactive rendering of the curve as you move the mouse. Releasing the Left-Mouse Button places the first control point. Click to place the second control point. The rubber-banding will then jump to the last anchor point, from which you can add more straight lines or another curve (clicking and dragging the next point places the second anchor of a subsequent curve).

Double-clicking the second control point (or the second point of a line segment), or pressing the Return key will complete the object. If the last point placed with the Drawing tool is near the first point of the new object, the object will be closed and filled with the current attributes; otherwise, it will be open (and unfilled).

If ProVector is in FastEdit mode (see the Settings/Edit Prefs... menu item), the outline of the curve segment being created is not rendered until all four points of the curve are entered.

If you press the Shift key while clicking to add a point to your object, the point will be constrained to form either a horizontal, vertical, or 45 degree angle with the previous point.

You can create sub-polygons (transparent holes) within an object with the Ctrl key (Control key). Once you have defined the outer borders of the object you are creating, you may create a sub-polygon within it by pressing the Ctrl key while clicking the Left-Mouse Button to place the next point. Entering subsequent points (without pressing Ctrl) will define the sub-polygon or hole.

You may create sub-polygons within sub-polygons (nested sub-polygons) in the same manner. Sub-polygons may also be created with the Edit/Path/Merge menu item.

Finally, shift-clicking on the Drawing tool opens the Attributes

requester.

1.5 dm_rectangle

Tool: Rectangle

Hotkey: R

  Select the Rectangle tool to create polygons of a given number of
sides. The default is four sides (a rectangle).

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  If you press the Shift key while dragging out the rectangle, it will
be constrained to a square.

  Shift-clicking on the Rectangle tool itself will open the
 Regular Polygon Control requester.

1.6 dm_regular

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1.7 dm_ellipse

Tool: Ellipse

Hotkey: E

  Select the Ellipse tool to create ellipses, arcs, and pie-shaped
wedges.

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  If you press the Shift key while dragging out the ellipse, it will
be constrained to a circle.

  Shift-click on the Ellipse tool to open the Arc Control requester.

1.8 dm_arc

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1.9 dm_text

Tool: Text

Hotkey: T

   Select the Text tool to create text objects. Having selected this
tool, click to mark the baseline/starting point of your text. The Edit Text
Contents window will open. This is a simple text editor with a menu bar,
and hotkeys of its own, plus clipboard support. For full documentation, see
the TextField Text Editor .

   Enter the desired text into the window. Your text may include new
lines (using the Return key). Additional text formatting capabilities are
available through the imbedded commands below.   Choose the Project/OK menu
item when you are finished entering text. The text will be displayed with
the currently selected typeface, point size, fill, and border attributes.

   Shift-clicking on the Text tool opens the Type Control requester.

Text On Path

   If, when marking your text base line, you click on a previously
selected, ungrouped, open object, the text you type will follow the path of
the of the object. This can be useful for a variety of special effects.

Imbedded Formatting Commands

   ProVector 3 now supports imbedded text formatting commands in its
Text Objects. The following commands are implemented:

  Backslash   \
  Character Number \cn(decimal number) PDFDocEncoding
  Newline   \nl   Same as ASCII NewLine
  Horizontal Motion \hm(points)
  Vertical Motion   \vm(points)
  Horizontal Spacing \hs(points)
  Word Spacing   \ws(points)

  Fill Style   \fs(index)
  Fill Value   \fv(index)
  Edge Style   \es(index)
  Edge Value   \ev(index)
  Edge Weight   \ew(points)

  FontName   \fn("Fontname")   From Font List
  Point size   \ps(points)
  Aspect Ratio   \ar(ratio)
  Rotate   \ro(angle)
  Slant   \sl(angle)

   All imbedded commands are prefixed by the "\" (backslash) character.
To enter a backslash into your text object, you must enter double back-
slashes in the text editor.

Most of the commands are self-evident, but a few could use clarifi-
cation. The Character Number command inserts a character referenced by its
decimal value in the font encoding table. The Character Number command
recognizes characters 24-255. For the technically inclined, ProVector
supports Adobe PDFDocEncoding, which is an extension of ISOLatin1 character
set. For the rest of us, sample project files, "OFNT_Codes.dr2d,"
"Type1_Codes.dr2d" and an ARexx macro, ShowCharSet.pvrx can be found in
the "DR2D_Drawings" and "REXX" directories, repsectively.

   "OFNT_Codes.dr2d" and "Type1_Codes.dr2d" are identical files except
that "Type1_Codes.dr2d" requires "AvantGarde-Demi" to be in your Font
Manager's font list. "OFNT_Codes.dr2d" uses "PV_Sans" included in the
ProVector distribution. To see what decimal number is needed to insert any
character in a text object, load one of these files. Characters 24-255 will
be displayed in the Default layer. A locked layer will display the decimal
values of each, just beneath the respective characters. You can perform an
 Edit/SelectAll , then select a new typeface with Object/Typeface... to see
the respective Character Number required for any character in any typeface
you have in your ProVector font list.

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   Note: Text-on-path currently only supports Horizontal Motion.

   See the files "OFNT_Sample.dr2d" and "Type1_Sample.dr2d" in the
"DR2D_Drawings" directory for examples of the use of the imbedded commands.
(These files are identical, except that the second file uses Palatino-Roman
and Palatino-Italic Adobe Type1 fonts, while the first uses OFNT fonts
supplied with ProVector.)

Editing Text

   To edit the text of an existing text object, select the object with
the Selection tool, then double-click over it with the Right-Mouse Button.
The text editor will open and display the contents of the text object.

   If you have a three-button mouse, or other input device that can
emulate a Middle-Mouse Button (such as a graphics tablet pen), a single-
click of the Middle-Mouse Button may be used instead of double-clicking with
the Right-Mouse Button.

1.10   textfield

The TextField Text Editor

   The TextField Text Editor utilizes the "textfield.gadget," an
object-oriented text editor by Mark Thomas. The textfield.gadget, as
implemented in ProVector, has many of the standard features you would expect
in an Amiga text editor. It has Project and Edit menus, click-and-drag text
high-lighting, and numerous keyboard shortcuts for editing and cursor
movement.

The TextField Menus

Project/OK

Command Key: Right_Amiga-O

   When you are finished editing your text, choose the Project/OK menu
item to have the text rendered into the project display.

Project/Cancel

Command Key: Right_Amiga-K

   If you wish to cancel the text editor without creating a new text
object, or reject changes you have just made to an existing text object,
choose the Project/Cancel menu item.

   The window Close gadget will also cancel the text editor

Project/About...

Command Key: Not available

   Choosing Project/About... introduces you to a talented Amiga
programmer to whom Stylus, Inc. is grateful.

Edit/Cut

Command Key: Right_Amiga-X

   Cut marked text to clipboard.

Edit/Copy

Command Key: Right_Amiga-C

   Copy marked text to clipboard.

Edit/Paste
Command Key: Right_Amiga-V

   Paste current contents of the clipboard at cursor position, or
replace marked text with the clipboard contents (marked text is saved in
the undo buffer).

Edit/Erase

Command Key: Right_Amiga-E

   Erase all text (text is saved in undo buffer).

Edit/Undo

Command Key: Right_Amiga-U

  Undeletes (pastes) the last block of text marked, or recover from
Erase.

Marking Text

  You can high-light text for cutting, copying, and erasing with a
simple click-and-drag of the mouse. Pressing alphanumeric keys replaces
text that is highlighted. The cursor keys move you to the start or end
of the highlighted text.

  While you drag to scroll, the farther away from the gadget your
mouse pointer is, the faster the gadget will scroll.

Hotkey Sequences

  For hotkey sequences, the Amiga Style Guide was followed as closely
as possible. The following hotkeys are supported:

    Hotkeys   Functions

    Shift-Cursor_Up Move to the top line in the current page, or
      scroll up one page if cursor is on top line.

    Shift-Cursor_Down Move to the bottom line in the current page,
      or scroll down one page if cursor is on top
      line.

    Ctrl-Cursor_Right Move to the start of the current line.
    Shift-Cursor_Right

    Ctrl-Cursor_Left Move to the end of the current line.
    Shift-Cursor_Left

    Shift-Backspace Delete all text to the left of cursor on the current
      line.

    Shift-Delete Delete all text to the right of the cursor on the
      current line.

    Ctrl-Cursor_Up Move to the top line of text.

    Ctrl-Cursor_Down Move to the bottom line of text.

    Alt-Cursor_Right Move to the next word.

    Alt-Cursor_Left Move to the previous word.

    Alt-Cursor_Up Move to first character in the editor.

Alt-Cursor_Down Move to last character in the editor.

Alt-Backspace Deletes the word to the left of the cursor starting
  at the current cursor position.

Alt-Del   Deletes the word to the right of the cursor starting
  at the current cursor position.

Ctrl-X   Deletes the whole line that the cursor is on (line
  is saved in the undo buffer.

Right_Amiga-A Mark all text.

When text is highlighted the following keys have functions:

Backspace   Erase marked text (text is saved in the undo
  buffer).

Del   Erase marked text (text is saved in the undo
  buffer).

(any text key)   Replace marked text with that character.

Developer Information on the TextField.Gadget

  The textfield.gadget, by Mark Thomas, is an object-oriented text
editor of the Amiga BOOPSI gadget class. As such, any Amiga program is
welcome to call on it.

  The archive, "textfield.lha" is available for anonymous FTP from the
AmiNet archives, and elswhere. The archive contains licensing information
(very reasonable), as well as programmer documentation, and sample code
listings in both C and Oberon.

1.11 gm_disp

Tool: Grid Display

Hotkey: G

  Selecting the Grid Display tool displays a grid in the current
project window.

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  Shift-clicking on the Grid Display tool opens the Grid Size
requester for setting the spacing of the grid points.

1.12 gm_snap

```
Tool: Grid Snap

Hotkey: g
```

  Selecting the Grid Snap tool causes your input points to be snapped
to the grid intersections.

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  Shift-clicking on the Grid Snap tool opens the Grid Size requester
for setting the spacing of the grid points.

1.13   gm_magnet

```
Tool: Magnet

Hotkey: M
```

  Select the Magnet tool to assign "magnetism" to the currently
selected objects. When the left-mouse button is clicked within a specified
distance of an object which has been "magnetized," it will be drawn to that
object. The effect is similar to the mouse snapping to the grid when the
 Grid Snap tool is selected. If you are creating a new object, the new
points clicked within the range of the "magnetized" object will snap to its
border. In this way the new object can be given a perfectly contiguous edge
with the "magnetized" object.

  To "magnetize" an object or objects, Select (high-light) them,
then click on the Magnet tool.   Note that previously "magnetized" objects
will be "demagnetized" by this action. The Magnet tool will remain
high-lighted as long as there are "magnetized" objects. If you click on the
Magnet tool when no objects are selected, all "magnetized" objects will be
"demagnetized."

  Like the Grid tools and the Magnify tool, the Magnet tool can be
selected at any stage of object creation or manipulation. Virtually all
toolbox operations which expect additional input are affected by
"magnetism," including the Magnify tool.

1.14   vm_inzoom

```
Tool: Magnify

Hotkey: z
```

  Select the Magnify tool to "Zoom in" on an area of your project to
do detailed work.

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  The Magnify tool can be activated at almost any stage of creating or

editing an object. Simply click on the tool, click-and-drag to set the
desired magnification, and resume entering points, manipulating the object,
etc.

1.15   vm_outzoom

Tool: Zoom Out

Hotkey: Z

  Shift-click on the Magnify tool to "zoom out" from the portion of
your project that is currently displayed.

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1.16   om_select

Tool: Selection

Hotkey: S

  This tool is the Selection tool. It is used to select existing
objects for manipulation by other ProVector tools and menu items.

  Object selection varies slightly depending upon whether you are in
Wireframe or Preview mode (see the Preview checkbox in the Edit Prefs
requester), and whether an object is filled or unfilled. If you are in
Preview mode, you may click the Left-Mouse Button anywhere within the
boundaries of a filled object to select it; while if you are in Wireframe
mode, you must click directly upon the outline of the object to select it.
In Wireframe mode, you may actually click through a filled object, to select
the outline of an object underneath. You must always click on the outline
of an unfilled object to select it.

  The points of the object will highlight to indicate that it is
selected. If you click on a second object, the previous one will deselect.
To select multiple objects, shift-select them (i.e. click on additional
objects with the Left-Mouse Button while holding down either Shift key).

  Once you have selected the desired objects, you may manipulate them
with the Edit menu items, the object manipulation tools and the
 Edit Object pop-up menu.

  If you click inside the boundaries of any object, and move the mouse
without releasing the Left-Mouse Button (click-and-drag), the object will
attach itself to the Mouse Pointer (the Move tool will also highlight).
When you release the Left-Mouse Button, the object will be placed at the new
position of the Mouse Poiner. If you click-and-drag while holding down
either Shift key, and multiple objects are selected, all of the selected
objects will move in relation to the Mouse Pointer. This Implicit Move
function eliminates the need to select the Move tool before moving objects.
There are, however, occasions when it is useful to explicitly activate the

Move tool prior to a move. See the Move tool.

   If you click-and-drag the Mouse Pointer on a point of a previously
selected object, the point will attach itself to the Mouse Pointer. When
you release the Left-Mouse Button, the point will be placed at the new
position of the Mouse Poiner.

   If you click-and-drag the Mouse Pointer outside the boundaries of
any object, and move the mouse without releasing the Left-Mouse Button
(click-and-drag), a rubber band stretching out from the initial point will
attach itself to the Mouse Pointer. When you release the Left-Mouse Button,
all objects completely enclosed by this bounding box will be selected. This
is called Lasso Selection.

   If you wish to lasso select several objects on top of a larger,
background object that you do not wish selected, you may force lasso
selection by shift-clicking on the Selection tool. Now when you click on
the background object, instead of selecting that object, the lasso will
appear and you may select just the objects that you want.

   To de-select only one of several selected objects, press the Alt key
while clicking on it. Pressing the Alt key while clicking on an object will
alternate the selection state of the object. Thus, if the object is
selected, it will be deselected; if the object is not selected it will be
selected. This will not effect any other object.

   Choose the Edit/Select All menu item. To de-select all selected
objects, simply click on the previously activated Selection tool.

   If the object you wish to manipulate is already selected (such as a
newly created object), it is not necessary to select this tool before
choosing a manipulation tool.

1.17 om_shftsel

Tool: Shift Selection

Hotkey: Not available

   Shift-clicking on the Selection tool activates lasso selection. To
lasso select objects, first click on a corner of the area you wish to lasso
select, and move the mouse without releasing the Left-Mouse Button
(click-and-drag). A rectangular "rubberband" will attach itself to your
Mouse Pointer. "Stretch" the rubberband by dragging the mouse, until it
encloses all the objects you wish to select, then release the mouse button.
all points of an object must be completely enclosed by the box to become
selected.

   Click-and-draging the Mouse Pointer outside the boundaries of any
object, while the Selection tool is active will also initiate lasso
selection.

   Note that shift-clicking on the Selection tool forces lasso
selection. If you wish to lasso select several objects on top of a larger,
background object that you do not wish selected, you should force lasso

selection. Then, when you click-and-drag on the background object, instead
of selecting and moving that object, the lasso will appear and you may
select just the objects that you want.

1.18 om_clone

Tool: Clone

Hotkey: c

  Select the Clone tool to duplicate the currently selected object(s).

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1.19 om_move

Tool: Move

Hotkey: m

  Select the Move tool to explicitly move the currently selected
object(s) to a different position. (NOTE: It is not required to activate
this tool before moving objects. Selecting an object with the Selection
tool, using click-and-drag, will implictly move an object. See the
 Selection tool for more information.)

  After clicking on this tool, click and hold the Left-Mouse Button on
an object. As you drag the Mouse Pointer, the object's outline will follow
it. Position the outline where you wish to move the object, and release the
mouse button. When the move is completed, the object will remain selected.

  If more than one object is selected, the other objects will also
move in relation to the Mouse Pointer.

  If you press and hold the Shift key while moving an object, the move
will be constrained to either an exactly horizontal or exactly vertical move.
If you release the Shift key while moving, the move will no longer be
constrained.

  In FastEdit mode, a bounding-box is used to represent the object(s)
as it is moved. See the Settings/Edit Prefs... menu item.

  Shift-clicking on the Move tool opens the Move Control requester.

  It is sometimes useful to explicitly activate the Move tool prior to
a move, rather than using the Implicit Move of the Selection tool. For
instance, if the object you wish to move is very small, its points may be so
close together that when you attempt to move the object, one of its points
moves instead. By explicitly selecting the Move tool, this confusion can be
avoided.

  Another example of the use of an explicit move, would be if you

wished to pick up the object and move it exactly by one of its points. By
Magnetizing (see the Magnet tool) the object you can exactly click on the
point, but with an implicit move, only the point would move. By explicitly
selecting the Move tool, the whole object moves.

1.20 om_move_control

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1.21 om_rotate

Tool: Rotate

Hotkey: r

  Select the Rotate tool to rotate the currently selected object(s).

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  Shift-clicking on the Rotate tool opens the Rotate Control
requester.

1.22 om_rot_control

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1.23 om_scale

Tool: Scale

Hotkey: s

  The Scale tool can change the size and proportions of objects in
flexible ways, allowing special effects such as mirroring and inverting
objects.

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  Shift-clicking on the Scale tool opens the Scale Control
requester.

1.24 om_size_control

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.25   om_change

```
Tool: Change
```

```
Hotkey: C
```

   Select the Change tool to change the attributes of the currently
selected objects.

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   Shift-clicking on the Change tool performs the Get Style option
of this tool.

1.26   om_getstyle

```
Tool: GetStyle
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```
Hotkey: Not available
```

   Shift-clicking on the Change tool performs the GetStyle
function of the Change tool. GetStyle will change the Current
Attributes to the attributes of the selected object.

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1.27   om_raise

```
Tool: Front
```

```
Hotkey: Not available
```

   Select the Front tool to move a selected object to the front of the
object immediately ahead of it.

   If you shift-click the Front tool, the object will be moved all the
way to the front of its layer.

1.28   om_front

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.29   om_lower

```
Tool: Back
```

```
Hotkey: Not available
```

  Select the Back tool to push a selected object to the back of the
object immediately behind it.

  If you shift-click on the Back tool, the object will be moved all
the way to the back of its layer.

1.30 om_back

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.31 om_rexx

```
Tool: Rx
```

```
Hotkey: User assignable to a control key
```

  Select the Rx tool to run an ARexx macro assigned to this tool by
your ProVector.pvrx configuration macro.

  For more information on ProVector ARexx macro capabilities see the
following:

    Available ARexx Macros
    ProVector ARexx Commands
    The Configurable User Menu

1.32 edobj

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.33 pm_new

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

You may have as many projects open at one time as memory will allow.

1.34 pm_open

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

You may have as many projects open at one time as memory will allow.

1.35 pm_save

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.36 pm_save_as

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.37 fm_page

Menu Item: Project/Page Setup...

Command Key: Right_Amiga-P

   Choosing the Project/Page Setup... menu item opens the Page Setup
requester. Use this requestor to change the page layout attributes of the
current project.

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.38 sm_outputarea

Menu Item: Project/Define Output Area

Command Key: Not available

   The Project/Define Output Area menu item lets you specify a portion
of the current project for output. The default output area is the full
page.

   The area of the drawing outside the delimited section will not be
printed, while the output area will be proportionally scaled to fit the
dimensions of the output device page. You will have the option of turning
off this scaling when using the PostScript driver.

   This feature is most useful for making enlarged printouts of details
of your drawing. It may also be used for indicating the non-printable
margins of your paper when printing to Preferences printers.

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.39 pm_import

```
Menu Item:  Project/Import  »

Command Key:  Not available
```

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

```
    External..  - Load module from other drive/device
    DR2D...     - Import another drawing into the current project
    ILBM...     - Import an IFF-ILBM bitmap into the current project
```

  These three functions are built into ProVector. Additional sub-menu
items may be present, depending on whether you have any external import
modules installed. Any import modules that ProVector finds in the PV_Import
drawer at startup will automatically be added to the Project/Import »
sub-menu.

```
External Import Modules

    HPGLImport  -  Import HP-GL, commonly used by plotters & sign-cutters
    PSImport    -  Import PostScript, EPS, Illustrator, etc.
```

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.40 pm_external

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

Command Key:  Not available
```

  Choosing the Project/Import/External... sub-menu item opens the file
requester to load an import module located in some directory or device
other than the standard PV_Import drawer.

  Once you select the module's file name, the module will load and
display its requester just like any of the modules found in the PV_Import
drawer.

  See Export Drivers for specifics on the individual drivers.

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

1.41 pm_dr2d

```
Sub-Menu Item:  Project/Import/DR2D...

Command Key:  Not available
```

  Choosing the Project/Import/DR2D... sub-menu item will open a file
requester similar to the Project/Open... menu item. However, instead of

opening the selected DR2D file as a separate project, the drawing will be
inserted into the current project window.

   The objects of the imported drawing will assume the corresponding
colors and fill patterns of the current project's palette. The palette of
the imported drawing is ignored. Thus, an object with solid fill #2 (pure
red in the default palette) will assume the RGB (Red, Blue, Green) color
values of color #2 in the importing drawing. The importing drawing might
have a custom palette where color #2 has been modified to a burgundy rather
than a pure red.

   This is similar to the handling of color assignments when objects
are pasted between projects with the clipboard. See Edit/Paste for
details.

1.42   pm_bitmap

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

Command Key: Not available

   Choose the Project/Import/ILBM... sub-menu item to load a bitmap
into the current project. After the file requester opens, select a standard
(IFF-ILBM) bitmap file, just as you would any other file. The bitmap will be
displayed in the project.

   The image can be thus be incorporated into your composition for
output to various formats, or traced with ProVector drawing tools to create
a structured (and thus, resolution independent) version of the image. In
the second case, the original bitmap can then be deleted with the Delete
tool to save memory.

   All of the Object Manipulation tools with the exceptions of the
 Rotate tool and the Change tool will operate on a bitmap. Furthermore,
you may mask the bitmap using the Edit/Paste Inside

   The bitmap itself is not saved in the project file. Only the
directory path/filename of the bitmap will be stored in the DR2D (project)
file. The bitmap can then be looked up, and reloaded when the project is
reloaded.

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

1.43   pm_fplot

Menu Item: Project/Export »

Command Key: Not available

/****** EXPORTING HAS BEEN DISABLED FOR THIS DEMO RELEASE. ******/

The Project/Export/External... sub-menu item opens a file requester
for loading an output driver that is not installed in the PV_Drivers drawer.

All of the available ProVector output options are implemented as
external drivers that are only loaded when needed. This saves both memory
and disk space for users who rarely or never need all of the output options
ProVector provides.

See Overview of Printing, Etc. for general information on
ProVector output. See External Drivers for information on the use of
specific drivers.

These drivers are normally stored in the PV_Drivers drawer. At
startup time, ProVector will look in this drawer, and automatically con-
figure the Project/Export sub-menu to list the available drivers.

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.44 pm_close

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.45 pm_about

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.46 pm_quit

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.47 em_cut

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.48 em_copy

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.49   em_paste

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

   Pressing the Esc (Escape or "Cancel") key will paste the clip
at the same coordinates that it occupied in the project from which it was
copied or cut. Since the Cancel operation interrupts the screen redrawing
as well, it may be necessary to press the Spacebar to correctly draw the
pasted object.

1.50   em_paste_inside

Menu Item: Edit/Paste Inside

Command Key: Right_Amiga-I

   Choosing the Edit/Paste Inside menu item pastes the current contents
of the Clipboard into the currently selected object. The selected object
becomes a mask (or clipping path), cropping out all of the pasted objects
which are not visible within the borders of the mask.

   Choosing the Object/Ungroup menu item will extract objects from a
mask.

   See the Edit/Cut and Edit/Copy menu items for more information
on the use of the Clipboard.

1.51   em_delete

Menu Item: Edit/Delete

Hotkey: Del

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.52   em_undo

Menu Item: Edit/Undo

Command Key: Right_Amiga-U

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

   Up to 255 undo's are possible depending upon Edit Prefs Settings .

1.53   em_redo

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.54   em_select_all

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.55   om_attrs

Menu Items: Object/Attributes...

Command Key: Right_Amiga-F

  Choose the Object/Attributes... menu item to open the Attributes
requester for selecting and editing fill and line attributes. Available fill
types include solid colors, object-oriented or bit-mapped pattern fills,
gradient fills and None (unfilled). Lines may be assigned color, weight,
pattern, join, cap , and None (no outline) attributes.

  The Attributes requester has the following "sub-requesters:"

     Edit Color
     Edit Gradient
     Edit Trap

  Changes in the Object Attributes requester affect any currently
selected objects; or, if there are no selected objects, the changes affect
the Current Object Attributes (the Current Object Attributes are the
attributes inherited by any newly created objects). Note that an object must
be closed to be filled; see the Edit/Path/Close Path menu item.

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.56   om_editcolor

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.57   om_trap

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.58   om_trapover

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.59   spotcolor

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.60   om_gradient

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.61   om_obj2fill

Menu Item: Object/Obj to Fill...

Command Key: Not available

  Choose the Object/Obj to Fill menu item to convert the currently
selected object or group of objects into a structured fill-pattern. First
select a structured fill-pattern from the Fill requester. Then create a
pattern. If the pattern consists of more than one object, you must Group
them. Be sure the object or pattern is selected, then choose Obj to Fill
from the Object menu. The current structured fill-pattern will be replaced
with the new pattern.

  Any existing objects filled with the old pattern will be refilled
with the new pattern.

  See also the Object/Fill to Obj menu item.

1.62   om_fill2obj

Menu Item: Object/Fill to Obj

Command Key: Not available

  Choose the Object/Fill to Obj menu item to paste the currently
selected structured fill-pattern into the project window as a standard
ProVector object (the current fill attribute must be a structured-fill
pattern for this command to work). This object may then be Ungroup'ed,
edited and reassigned as a new fill pattern with the Obj to Fill command.

  See also the Object/Obj to Fill menu item.

1.63   tm_typeface

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.64 om_cvt2obj

Menu Item: Object/Convert to Paths

Command Key: Not available

   Choose the Object/Convert to Paths menu item to transform selected
text and gradient* objects into groups of objects. This is useful for
special effects, such as skewing, or warping text, or distorting individual
letters.

   Each text object becomes a group composed of individual letter
objects. The group will need to be ungrouped before any special effects may
be applied.

   You may find it necessary to convert gradients to conventional paths
for importing into other applications that do not support the gradient
objects found in the extended IFF-DR2D file format used by ProVector 3.

   *Converting gradient-filled objects to grouped objects is not
implemented, yet.

1.65 om_align

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.66 om_group

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.67 om_ungroup

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.68 om_relayer

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.69 om_path

The Object/Path Sub-Menu:
   Open Path
   Close Path
   Smooth

```
    UnSmooth
    Merge
    Split
    Fit Curve
```

1.70 om_openpath

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.71 om_closepath

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.72 om_smooth

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.73 om_unsmooth

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.74 om_merge

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.75 om_split

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.76 om_fitcurve

Sub-Menu Item: Object/Path/Fit Curve

Command Key: f

  Choosing the Object/Path/Fit Curve menu item alters the number of
points and curves that define the shape of selected objects; based on the
values in the Curve Tolerance and Break Angle numeric gadget in the
 Edit Prefs requester.

   This menu item can be used to simplify complex shapes (for instance
shapes that have too many points for a PostScript® printer to print
properly).

   The larger the value of the Curve Tolerance setting the more
relaxed, or simplified, the objects will become.

1.77 om_effect

```
The Object/Effect Sub-Menu:
   Skew
   Mirror
   Warp
   Perspective...
   Blend...
```

   You must apply the Object/Convert to Paths menu item to a text
object before using these effects upon it.

1.78 om_skew

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

   You must apply the Object/Convert to Paths menu item to a text
object before using this effect upon it.

1.79 om_mirror

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

   You must apply the Object/Convert to Paths menu item to a text
object before using this effect upon it.

1.80 om_warp

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

   You must apply the Object/Convert to Paths menu item to a text
object before using this effect upon it.

1.81 om_persp

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

   You must apply the Object/Convert to Paths menu item to a text
object before using this effect upon it.

1.82   om_blend

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

  You must apply the Object/Convert to Paths menu item to a text
object before using this effect upon it.

1.83   vm_100

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.84   vm_zoomin

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.85   vm_zoomout

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.86   vm_page

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.87   vm_width

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.88   vm_height

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.89   vm_define

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.90   vm_grid

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.91 vm_layers

Menu Item: View/Layers...

Command Key: Right_Amiga-L

  Choose the View/Layers... menu item to control the arragement and
status of layers in the current project.

  The largest and most important area in the requester is the list of
layers present in the project. The layers are shown in the list in the same
order as they are displayed in the project. You may scroll through the list
by using the scroll bar to the right of the list. The letters to the left
of each layer name signifies the status of the layer. These letters may be
"C", "E", "L", or "H". These signify "Current", "Edit", "Lock" and "Hide",
respectively. The Current layer is that layer in which newly created
objects are placed. An Editable layer allows objects in that layer to be
modified. A Locked layer displays the objects in the layer, but does not
allow the objects to be modified. A Hidden layer is not displayed on the
screen at all.

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.92 vm_rulers

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.93 vm_refresh

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.94 sm_icons

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.95 sm_disp

Menu Item: Settings/Display Prefs...

Command Key: Right_Amiga-D

  Choosing the Settings/Disp Prefs... menu item opens the Display
Prefs requester. This requester allows you to set a variety of options
related to how ProVector displays your drawings. These options include
whether ProVector runs on the Workbench or a Custom screen, the Screen Mode
if it is on a Custom screen, whether the display is Monochrome or Color,

Dithered or Undithered, four levels of Preview (Wireframe and three fill
options), and finally, whether various ProVector utility windows are open.

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.96 sm_page

Menu Item: Settings/Default Page...

Command Key: Not available

  Choosing the Settings/Default Page... menu item opens a requester
identical to Project/Page Setup... ; and is used in the same way. However,
here it is used to set the page layout attributes of the default project.
These are the attributes of the "Untitled" page created by the Project/New
menu item.

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.97 sm_edit

Menu Item: Settings/Edit Prefs...

Command Key: Right_Amiga-E

  Choosing the Settings/Edit Prefs... menu item opens the Edit Prefs
requester. Use this requester to set global editing preferences that effect
all projects.

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.98 sm_fontmgr

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.99 sm_save

Menu Item: Settings/Save

Command Key: Not available

  The Settings/Save menu item saves the current Settings as Tool Types
in the ProVector tool icon. These Settings will then be the default settings
next time you load ProVector.

   Since the Settings are saved as standard Amiga® Tool Types, you may
also edit them by selecting the ProVector® icon, then choosing the
Icons/Information... menu item from the Workbench.

   The saved settings and their options are listed below. See the
corresponding menu and requester settings for the usage of the Tool Types
that take numeric values.

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.100   hm_help

Menu Item: Help...

Hotkey: Help

   ProVector® uses the AmigaGuide hyper-text system to provide on-line
help. The Help menu has menu items to call up help for several general
topics.

   Pressing the Help key while the Mouse Pointer is over a Toolbox tool
will bring display context sensitive help relative to that tool. Likewise,
if the Mouse Pointer is highlighting a menu item, the Help key will bring up
help specific to that menu item.

   Generally, if the Mouse Pointer is over a requester that was opened
by a menu item or tool, the Help key will bring up context-sensitive help.
In other cases, if a ProVector window is active, the Help key will simply
open the table of contents.

Differences in AmigaGuide Due to OS Versions

   As mentioned above, ProVector makes use of the AmigaGuide hyper-text
help utility supplied with the Amiga Operating System. As of release 3.0 of
the Amiga OS, AmigaGuide was converted to use the Amiga DataType interface.
In the process of this conversion, it both gained new features, and lost
some old ones.

   Stylus, Inc. has chosen to take advantage of the features in the 3.0
release of the Amiga OS. Consequently, some features of our on-line help
are only available, if you have OS 3.0 or greater. Primarily you will
notice that text, which appears bold or underlined in OS 3.x, will only have
vertical lines delimiting it. Also under OS versions less than 3.0, some
hyper-text link gadgets may fail to find the text to which they are intended
to link.

   If a link fails, you will need to manually open the appropriate
AmigaGuide document from the Workbench, using the AmigaGuide utility.

   We are sorry for the inconvenience to OS 2.1 users; however, we
strongly encourage you to update to release 3.1 of the OS. The increase in
performance alone is worth the investment.

1.101 hm_imp

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.102 hm_exp

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.103 hm_macros

Menu Item: Help/Macros...

Command Key: Not available

   The Help/Macros... menu item loads the AmigaGuide help that covers
general ARexx macro information. From there you may link to information
about the supplied macros, and the ProVector ARexx command set.

1.104 um_rexxecute

Menu item: User/Rexxecute...

Command Key: Not available

   User/Rexxecute... is the only fixed menu item in the User menu.
Choosing this menu item opens a file requester listing the available ARexx
macros. You may run a macro by selecting one from the list, then selecting
the OK gadget or pressing the Return key.

   ProVector users can configure the User menu with additional menu
items to call the ARexx macros of their choice. See the ProVector Define
ARexx command.

The User menu is preconfigured with several useful macros.

    Available ARexx Macros
    ProVector ARexx Commands

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.105 status

The Status Window

Function Key: F2

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

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

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

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

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

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

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

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

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

1.106   coords

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.107   config

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.108   install

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.109   hotkeys

Keyboard Short-Cuts

   The Command-Key shortcuts for menu items are displayed in the menus.

There are other Hotkeys available for the tools of the Toolbox, opening the
utility windows, setting object attributes, canceling operations, forcing
screen refreshes, etc. Note that the hotkeys listed below are case-
sensitive.

The Utility Window Keys

    F1
 F2
 F3

The Toolbox Hotkeys

    F
  D
    R
  E
    T
  S

    G
  g
    M
  z
  ----
    c
  m
    r
  s
    t
  C
    b
  Rx (The Rx tool can be configured to the Control-Key
        and macro of a user's choice)

Miscellaneous Keys

The Return Key   The Backspace Key
The Esc (Escape) Key   The Help Key
The Spacebar   The Cursor Keys

The Mouse Modifier Keys

  The Shift Key   The Ctrl Key
  The Alt Key

The Attribute Keys

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

1.110 vm_toolbox

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.111 vm_status

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.112 vm_coords

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.113 om_accept

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.114 om_backspace

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.115 cc_cancel

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.116 helpkey

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.117 spacebar

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.118 vm_left

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.119 vm_right

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.120 vm_up

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.121 vm_down

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.122 vm_horiz

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.123 vm_vert

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.124 shift

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.125 alternate

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.126 control

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.127 om_prevfval

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.128 om_prevfill

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.129 om_preveval

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.130 om_prevedge

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.131 om_prevjoin

/****** THE HELP FILES HAVE BEEN ABRIDGED FOR THIS DEMO RELEASE. ******/

1.132 om_setweight

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1.133 prodinfo

Stylus, Inc. Releases the Stylus Pro-Pak

May 1, 1995
For Immediate Release
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Ft. Collins, CO. - Stylus, Inc. announces the Stylus Pro-Pak; a professional
software bundle for graphic artists. The Stylus Pro-Pak includes ProVector®
3, a major update of the Stylus structured-drawing program; StylusTracer(tm),
the eagerly-awaited autotracer; PSImport(tm), the acclaimed PostScript®
import utility for ProVector; and RexxRequest(tm), a powerful ARexx command
host for designing Intuition(tm) requesters for ARexx macros.

Even previous ProVector users will be impressed by the power and ease of use
of ProVector 3. In addition to countless new features, ProVector has under-
gone a thorough interface-lift, incorporating advantages of the latest
Amiga® technology; as well as numerous suggestions from our users.

New Features in ProVector 3:

·Advanced Graphic Architecture(tm) support
·A complete "interface-lift" (2.X look & feel being only a
  minor part)
·Powerful new gradient fill options
·Many new object effects, including perspective, blending,
  skewing, mirroring, warping, etc.
·Object masks (clipping paths)
·Additional file formats supported include HP-GL, and Adobe
  Illustrator®
·Improved text support, including resident and downloaded
  PostScript Type 1 support, text blocks, text effects,
  imbedded formatting commands
·Anti-aliased, 24-bit ILBM output
·PostScript Color Separations w/ Trapping, UCR, etc.
·Math Coprocessor support
·Support for Amiga OS 2.1 & 3.0 features, including ARexx;
  context-sensitive, on-line help via AmigaGuide(tm);
  public screen support; standard Amiga file and screen
  mode requesters

OTHER EXCLUSIVE FEATURES
    ·Multiple Undos
    ·True Layers
    ·Structured and bitmapped pattern fills
    ·Magnetism
    ·Multiple Projects
    ·Page sizes up to 15x15 miles
    ·RELIABILITY

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

    ·Text objects
    ·Gradient fills
    ·Clipping paths (masks)

STYLUSTRACER includes a full suite of image-processing and touch-up tools to
prepare bitmaps for tracing. IFF-ILBM, TIFF, and GIF bitmaps may be traced.
Traced drawings may be saved in either IFF-DR2D, or Adobe Illustrator(tm)
file formats. The drawings may then be imported into ProVector® and most
other Amiga drawing and desktop publishing programs. "StylusTracer is the
state-of-the-art in autotracing with no apologies to any computer platform.
StylusTracer has more accurate and efficient tracing algorithms, as well as
more features than any other tracer," said W. Jeffrey Blume, Vice President
of Stylus, Inc.

Finally, REXXREQUEST is an ARexx command host utility which gives ARexx
programmers access to the Amiga gadtools.library, so they may easily add 2.X
style requesters to their ARexx macros.

The Stylus Pro-Pak is available NOW at a suggested list of $299.95 (US). For
a limited time, the Stylus Pro-Pack will be available directly from Stylus,
Inc. at an introductory price of $199.95. Registered ProVector 2.1 users
who have also registered PSImport can upgrade to the Stylus Pro-Pack for
$99.95. Registered ProVector 2.1 users without PSImport can upgrade for

$129.95.   A Power-Up offer has been established which allows owners of
earlier versions of ProVector, Art Expressions, Professional Draw,
DesignWorks, or Aegis Draw, to upgrade for $149.95.   These special offers
will only be available through July 31, 1995.

Upgrade and power-up requests with a check drawn on a US bank, or
international bank draft, should be sent to:

      att. Stylus Pro-Pak Upgrade
      Stylus, Inc.
      P.O. Box 1671
      Ft. Collins, CO 80522
      (303) 484-7321

along with registration numbers or proof of purchase as applicable. Please
include $7.00 for domestic shipping of new purchases; $10.00 for Canada and
Mexico; $20.00 for all other international destinations. Include $5.00 for
domestic update shipping; $10.00 for international update shipping.
Colorado residents must include sales tax.

Official demonstration versions of ProVector 3 and StylusTracer will be
available on various online services.

This release includes complete online documentation in AmigaGuide format.
The printed manuals are current to the 2.1 release of ProVector. All of the
new features in the Stylus Pro-Pak are documented in the convenient,
context-sensitive, AmigaGuide on-line help.

ProVector 3 and StylusTracer require Amiga/OS version 2.1 or later and 2
megabytes of RAM. A hard disk, additional RAM, and OS 3.1 are recommended.

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ProVector 3 Feature List

   Object Creation
    ·Intuitive Drawing tool for splines and straight lines
    ·Freehand tool unmatched for speed and accuracy
    ·Rectangle tool
    ·Ellipse tool
    ·Regular Polygons of specific number of sides
    ·Arcs and Pie shapes
    ·Text tool (including Text Blocks)
    ·Text-to-Path
   Object Manipulation
    ·Move
    ·Controlled Move
    ·Clone
    ·Rotate
    ·Controlled Rotate & Clone
    ·Scale
    ·Controlled Scale & Clone
    ·Front

    ·Incremental Front
    ·Back
    ·Incremental Back
    ·Magnetism
    ·Change Style
    ·Get Style
    ·Object alignment
Object Effects
 ·Perspective
 ·Blending (morphing)
 ·Warping
 ·Skewing
 ·Mirroring
 ·Masking
 ·Smoothing/UnSmoothing
 ·Curve Fitting (for point reduction)
 ·Merging/Splitting (sub-polygon or compound objects)
 ·Text-to-Object
Object Attributes
 ·Solid color fills (specify by RGB or CMYK)
 ·Named colors
 ·Trapped colors
 ·Gradient fills (Linear, Radial, Conic, and Shape types
     w/ four transitions and unlimited reference colors)
 ·Pattern fills (structured or bitmapped)
 ·Line colors
 ·Line patterns
 ·Line weights
 ·Line joins
 ·Line caps
Text attributes
 ·Typeface (resident and downloaded PostScript Type 1; IFF-OFNT)
 ·Type point size
 ·All object attributes, including gradient and pattern
     fills
 ·Imbedded formatting commands
Attribute manipulation
 ·Change individual attributes
 ·Change all object attributes in a single operation
 ·Get object attributes to current attributes
Input
 ·IFF-DR2D (Amiga standard structured graphic files)
 ·IFF-ILBM
 ·PostScript (with the included PSImport module)
 ·Adobe Illustrator (with the included PSImport module)
 ·HP-GL (with the included HPGLImport module)
Output
 ·IFF-DR2D
 ·PostScript, EPS, Color Separations w/ Under Color Removal,
     Black Generation, Trapping, etc.
 ·Preferences
 ·IFF-ILBM (up to 24-bit, anti-aliased)
 ·Adobe Illustrator
 ·HP-GL
Miscellaneous
 ·Multiple Undos (up to 255)
 ·True Layers (256)

·Complete ARexx interface with over 150 commands
·Grid Display/Snap
·Configurable rulers
·AmigaGuide context-sensitive on-line help
·Multiple Projects (limited only by memory)
·Clipboard support
·Magnify to 1200X
·Page sizes up to 15x15 miles
·Each drawing supports a 65,000 color palette plus 256
  intermediate colors in any gradient pair colors for a
  total of over 16.7 million colors (dithered display).
·CMYK and RGB color models
·Advanced Graphics Architecture chip-set support
·Math Coprocessor support
·68020 and greater CPU instructions supported.
·Public Screen support
·2.X look & feel
·Standard Amiga file and screen mode requesters
·RELIABILITY

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Detailed StylusTracer Feature List

AutoTracing Options
 ·Objects
 ·Objects with Holes (sub-polygons or compound objects)
 ·Center-Lines
 ·Thin Lines
 ·Trace to 256 colors
 ·Preview
 ·Numerous tracing-accuracy options
Touch-Up Tools
 ·Paint tool
 ·Line tool
 ·Rectangle tool
 ·Polygon tool
 ·Variable Flood fill
 ·Crop tool
 ·Eye-Dropper (Color-Picker) tool
 ·Palette editor
 ·Zoom In/Zoom Out
Image Processing
 ·Average Smoothing
 ·Median Smoothing
 ·Blur (Gaussian) Smoothing
 ·Gradient Smoothing
 ·Region Smoothing
 ·Minimum Smoothing
 ·Maximum Smoothing
 ·Posterize
 ·Remove Isolated pixels
 ·Sharpen
 ·Edge Detect
 ·Thin

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 ·Scale
 ·Invert
 ·Strip Bits
 ·Brightness
 ·Contrast
 ·Gamma (Gamma Brightness)
Input
 ·IFF-ILBM (including 24-bit, HAM & HAM-8)
 ·TIFF (except LZW compressed...)
Output
 ·IFF-DR2D
 ·Adobe Illustrator
Miscellaneous
 ·Undo
 ·Separate processing of RGB channels
 ·ARexx(TM) interface
 ·Batch tracing via ARexx
 ·2.X Look & Feel
 ·Standard Amiga file and screen mode requesters
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1.136 trademarks

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Trademarks

  PSImport is a trademark of Stylus, Inc.  ProVector and Stylus, Inc.
are registered trademarks of Stylus, Inc. AmigaDOS and Workbench, are
trademarks of Commodore-Amiga, Inc. Amiga, CBM and Commodore are registered
trademarks of Commodore Business Machines, Inc.  PostScript is a registered
trademark of Adobe Systems, Inc.
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