The six tools contained in this package — Concentric Circles, Cylinder, Doughnuts, Magnet, Sounder, and Waco — are additional external tools that can be used with Canvas 3.0. To install them, simply drop them into your Canvas Tools folder when Canvas is not running. The next time you launch Canvas, these tools will load with the application. Like all of Canvas's external tools, they can be turned on and off using the ToolPicker. Refer to your Canvas 3.0 manual for instructions on using ToolPicker.

All but the Waco tool are used to create objects. Therefore, they will all appear in the Object Tools palette in the Canvas Tool Box. You must choose the tool's icon to create its object. To do so, hold down the pointer on the Object Tools palette icon in the Canvas Tool Box to display the Object Tools palette and drag to select the appropriate tool. If you tear off the Object Tools palette, you can simply click the appropriate tool's icon to create its object.

Concentric Circles

The Concentric Circles tool lets you create objects that comprise ellipses with a common center. To create a Concentric Circle object, choose the Concentric Circle tool, hold down the pointer where you want its top left corner to appear, and drag to its bottom right corner. Release the mouse button when you are finished. The concentric circle object will appear within the bounding rectangle defined by your drag and will have the properties currently showing in the Tool Box.

The Concentric Circle tool has a manager which lets you lets you specify the number of ellipses in the your concentric circles objects as well as the distance between each of the ellipses. To open the manager, either double-click the tool's icon in the Canvas Tool Box or choose Concentric Circles from the Managers submenu in the Edit menu.

To specify the number of ellipses in the shape, type the desired number in the Number of Circles text box. The distance between the ellipses is controlled by the Space Circles every text box. To specify the distance between each ellipse, type the number of pixels that you want between each ellipse. The radius of the center ellipse will vary depending upon the size of the rectangle defined by your drag. If you type 0, the center ellipse's radius will be equal to the distance between each ellipse. When you have finished entering values, click OK. The setting you indicate will be the default setting for creating Concentric Circle objects. Subsequent Concentric Circle objects you create will be drawn to the specifications you indicated.

In addition to editing concentric circles object like other Canvas objects, you can also edit the spacing and number of circles. To do so, double-click the object or select it and choose Edit Concentric Circles (Command - E) from the Object menu. The Edit Circles dialog box will appear. Follow the instructions for the Concentric Circle Manager when using this dialog box. Using the Edit Circles dialog box changes only the selected object; it does not change the current default settings for creating Concentric Circle objects.

Cylinder

The Cylinder tool lets you create two-dimensional cylindrical objects. To create a cylinder, choose the Cylinder tool, hold down the pointer where you want its top left corner to appear, and drag to its bottom right corner. Release the mouse button when you are finished. The cylinder will appear within the bounding rectangle defined by your drag and will have the properties currently showing in the Tool Box. The cylinder can then be edited like other Canvas objects.

Doughnuts

The Doughnuts tool lets you create an elliptical shaped object with a hole cut out of its center. To create a doughnut, choose the Doughnuts tool, hold down the pointer where you want its top left corner to appear, and drag to its bottom right corner. Release the mouse button when you are finished. The doughnut will appear within the bounding rectangle defined by your drag and will have the properties currently showing in the Tool Box. The doughnut can then be edited like other Canvas objects.

Magnet

The Magnet tool creates objects that let you snap to a point in your document. These objects do not print. To add a magnet to your document, choose the Magnet tool and click where you want the magnet to appear in your document. You can then reposition the magnet if necessary, to ensure that the dot in the center of the magnet is placed exactly at the point to which you wish to snap. Once the magnet is properly positioned, drag to create an object and release the mouse button while the pointer is anywhere on top of the magnet. The object you are creating will snap to the dot in the center of the magnet.

Sounder

The Sounder tool lets you place a sound object in your document. To do so, choose the Sounder tool and click where you want the sound object to be. A directory dialog box will appear for you to select the sound that you want the sound object to play. Choose a sound and click Open. An object that looks like the tool's icon will appear in your document. The sound will be attached to this object. Sound objects can be edited like other Canvas objects, but do not print. They play their sounds whenever you double-click them or perform an action which causes the sound object to redraw. Sound objects can be added to side shows, where they are heard but not seen. Add them to the layer that succeeds the layer on which you want them to play. To play a sound on the last slide, add a blank slide to your slide show.

Waco Tool

The Waco Tool allows for the use of Wacom Tablets with Canvas 3.