

---

3.17. Stroke Path 3.17. Stroke Path This command is found at Edit->Stroke Path... It is also available by clicking on the button

<b>Prev</b>	<b>3. Edit</b> <b>3.17. Stroke Path</b>	<b>Next</b>
-------------	--	-------------

with the same name in the Path dialog . You have two operating methods to stroke a path, using or without using a paint tool: Options Stroke line The foreground color of the Toolbox is used. You don't use any paint tool, but many many parameters are available: Line Width You can set the stroke width using the slider or the text box. Default is pixels, but you can choose another unit by the arrow button. Cap Style You can choose the shape of the ends of an unclosed path, either Butt, Round or Square. Join Style You can choose the shape the path corners will have by clicking on Miter, Round or Bevel. Miter limit In joinery, a miter joint is a joint of two boards forming an acute angle. Here, it's the angle between two path segments. If stroke is wide, the angle tip will look blunt. The Miter Limit function fills the gap between the borders of the path segments extended until they intersect, giving so the angle a tapered tip. Dash Pattern Dash is shown at a pixel level in a small box. You can modify it as you want. An area with thin vertical lines inside the box shows the limits of the pixels. If you click on it you add a pixel to the dash. If you click outside, you remove a pixel. Dash Preset You can select a dash pattern in the drop-down combination box. Anti-aliasing Oblique or rounded strokes may have stepped borders. This option smoothes them. Style You can choose either the Solid or the Pattern style. Pattern is that selected in the Toolbox. Stroke using a Paint Tool Paint Tool You can select a paint tool in the drop-down box to enjoy all its options in order to stroke the path. Prev Up Next 3.16. Stroke Selection Home 4. Select

---