Presentation   **Registration form**
Why you must register   **Evaluation period**
What's new?

Menus

Tools

Dialogs

Text editor

Color

Clipart

Toolbars
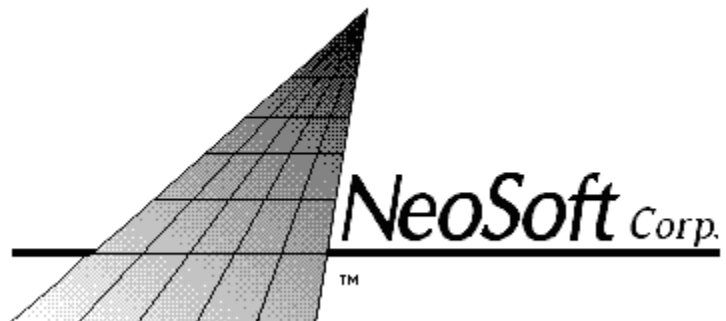
354 NE Greenwood Avenue, Suite 108
Bend, Oregon 97701-4631
Telephone
(541) 389-5489
Fax
(541) 388-8221
BBS
(541) 383-7195
E-Mail
admin@neosoftware.com
Web Site
http://www.neosoftware.com/~neosft/

B&L Logiciels - France, England and

Japan
Tel. : +33 48.20.81.24
Fax : +33 48.20.63.51

Shortcuts

Glossary

Configuring NeoDraw using

Drive Surface

External programs from NeoDraw

NeoDraw may be evaluated for up to 30 days. If you wish to continue to use **NeoDraw** after 30 days, you must purchase a **registed**copy of NeoDraw from NeoSoft Corp. Registered users receive a manual, license, the latest version of **NeoDraw** , extra fonts and more than 2,000 clipart pictures.

You may **order**and pay by check or major credit card.
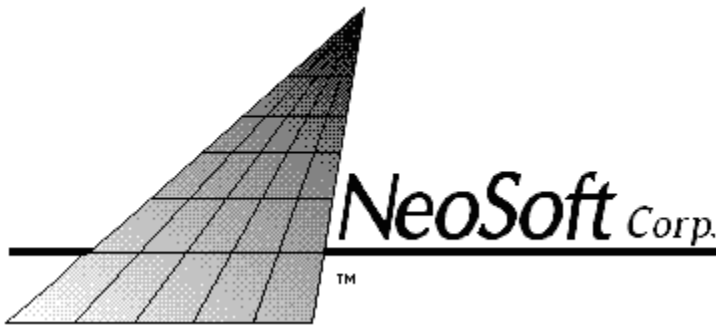
354 NE Greenwood Avenue, Suite 108
Bend, Oregon 97701-4631
Telephone
(541) 389-5489
Fax
(541) 388-8221
BBS
(541) 383-7195
E-Mail
admin@neosoftware.com
Web Site
http://www.neosoftware.com/~neosft/

In France, England and Japan contact:
Bertin et Legalle Logiciels
9, chemin des Vignes de Chappe
18 000 Bourges
Tel. : +33 48.20.81.24
Fax : +33 48.20.63.51

Index is the main entry of help.

Presentation

Welcome to NeoDraw version 2.   This powerful, yet easy-to-use package is designed for graphical and technical drawing tasks. NeoDraw is a vector-based drawing application which can be run under Windows 3.1, 3.1x and Windows 95.

Trial copies of NeoDraw are available from our BBS, Web site, and from major on-line services worldwide. These allow you to evaluate NeoDraw, before you purchase it, to see if it fits your needs.

NeoDraw helps with a wide variety of drawing needs:

- you may draw rectangles, squares, ellipses, circles, single lines and broken lines, cubic and quadratic splines and Bezier curves, arcs, stars...

- Text may be placed in your drawing using TrueType, Atm or other Windows fonts. NeoDraw also provides special, distortable fonts.

- You can import bitmap images or metafile objects originating other programs. NeoDraw objects may also be placed onto the Windows clipboard as bitmap or metafile objects.

- Objects you create can be **sized**, **moved**, **grouped**, **deleted**, **modified**, **aligned**, **rotated** or **flipped**, **skewed**, distorted (using **lens projection**, **warp**, etc.), and more.

- Objects may be placed on and moved to different drawing **layers**

- **Grids**, **guidelines** and **zoom** allow you to draw more precisely.

- Many clipart pictures can be obtained from the **Clipart** library (included in the full version).

You may allow your friends to try NeoDraw. Evaluation copies of NeoDraw are available from our BBS and Web sites at no charge. (Disk vendors may charge a small fee to cover their costs for distribution. Please contact us for permission to distribute commercially).

Registration fee is **$49.95**. For this price you get a user manual, license, the latest version of NeoDraw, complete on-line, 25 fonts, 2,000 clipart pictures, access to special pricing for upgrades, and other benefits. For more information, see the **Why to register** help topic.

Print **registration form** from **print** command of **file** menu of the help menu.

When you register, you will enable us to improve and add new features to this product!

Trial Copies

NeoDraw may be evaluated for up to 30 days. If you wish to continue to use **NeoDraw** after 30 days, you must purchase a **registered** copy of NeoDraw from NeoSoft Corp. Registered users receive a manual, license, the latest version of **NeoDraw**, extra fonts and more than 2 000 clipart pictures.

Once you have received NeoDraw, simply type the serial number (found on the top of the card enclosed with your manual) into the space provided on NeoDraw's Register Screen. Type in your name in the space below the serial number. And be sure to send the completed bottom half of the Product Registration Card to NeoSoft Corp. so that we can inform you of any updates to the software. Keep the top half of the card in a safe place in case you ever need to reinstall NeoDraw.

Why you must register
Registration form

Why you must register

When you register you help us to provide you with newer and better versions.

All **registered** users will receive:
• a license**.**
• 25 vector fonts**.**
• a library containing more than 2,000 **clipart** pictures**.**
• **a manual.**
• removal of the following evaluation version features
- reminder screens when loading, saving, using **Split text** command, or exiting.
- buttons of the Print dialog box which are disabled after the expiration of the evaluation period.
- limitation to only one **undo** level available - up to nine (**Preferences** dialog).
- disabled saving of **Toolbar** set up.
- disabled Copy and Cut for metafile version of selected objects in the clipboard.
- message "This is an unregistered version" when using **Fit on screen** command (**Zoom** menu).

You may order by payment with check in U.S. funds or major credit card.
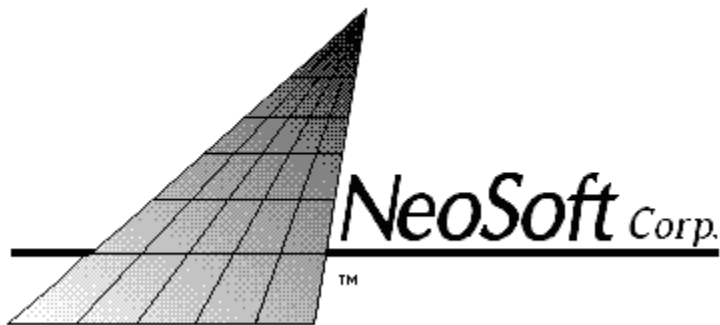
354 NE Greenwood Avenue, Suite 108
Bend, Oregon 97701-4631
Telephone
(541) 389-5489
Fax
(541) 388-8221
BBS
(541) 383-7195
E-Mail
admin@neosoftware.com
Web Site
http://www.neosoftware.com/~neosft/

In France, England and Japan contact:
Bertin et Legalle Logiciels
9, chemin des Vignes de Chappe
18 000 Bourges

Tel. : (+33) 48.20.81.24
Fax : (+33) 48.20.63.51

What's new?

New functions:
  Dimension/Extremities. Dimensions with various extremities (arrow, triangle, lozenge, circle, square), localization, scale, etc.
  Postscript export., separation.
  Bitmap import formats available: **Bmp** (all formats), **TGA** (compressed or not), **PCX** (monochrome). All import formats (vector or bitmap) drag and drop.
  Customised **toolbars**.
  Styles: copy and paste a style (all parameters of a drawn object or NeoDraw text such as thickness, filled color, font, etc.).
  New **Paste Special** dialog allows you to copy and paste a style (all parameters of a drawing or NeoDraw text such as thickness, filled color, font, etc.).
  New layers, much easier to use, thanks to a new **Layers control** window you can leave open.
  Information window giving information about selected elements (you can leave it onscreen too).
  Complete **Print dialog box**: count copies, scale (overlap), fit on paper, printer type end printer configuration, quick printing, centered, name and date of file, etc.
  Zoom menu: zoom on selection, full screen, from 100 to 800 % (with zoom rectangle: from 40 to 1000 %)...
  In between: number of steps...
  Diffusion tool: diffusion of vector elements (such as circles, triangles, squares) for comet like effects.
  Mask: an attribute to place bitmap or vector elements (drawings, <u>NeoDraw text</u>, tiles, etc.) visible only inside a vector element.
  Conversion of <u>NeoDraw text</u> into curves.
  New **Palette colors** dialog box (Hue, Saturation, Light...).

Main improvements:
  Import **HPGL** ('.PLT), drag and drop **HPGL**. dialog box with many options
  Export WMF resizable Aldus format.
  <u>Arrange</u>: **Background** command to send the selection to the background.
  Consecutive **<u>selection</u>** with **TAB** key.
  Selection blocks with horizontal and vertical handles.
  Moving objects with real-time element contour outline.
  Paste a **DIB** from clipboard.
  Copy **gradient** into metafile on the clipboard.
  Automatic creation of **guidelines**.
  Zoom with **'+'** et **'-'** keys.
  Moving selection with keyboard (**Shift** + arrow keys).
  Moving active drawing window with keyboard (**Ctrl** + arrow keys).
  etc.

Registration form

Print this form with the **Print** command under the **File** menu of Help.

Name: _____

Company: _____

Address: _____

_____

_____

Telephone number: _____

		Quantity	**Total**

NeoDraw 2.1   **$ 49.95**   **X** _____ **=** _____

Shipping + **$5.00/U.S., $7.00/Canada/Mexico, $12.00/other nations**

TOTAL = _____

Make checks payable to:
Neosoft Corp.

You may pay by check or major credit card (American Express, Visa, MasterCard or Discover.

Credit card type_____

Credit card number:
_____ _____ _____ _____

Expiration date: ____/____ /____

Date ____/____ /____   Signature : _____

Mail to:
Neosoft Corp
354 NE Greenwood Avenue
Suite 108
Bend, Oregon 97701-4631
U.S.A.

or call our Sales Department at: 541-389-5489, or fax this form to 541-388-8221

Suggestions:

_____

_____

_____

Where did you hear about NeoDraw? _____

Windows text editor

File menu
Edit menu
Search menu
Font menu
Size menu
Style menu
Align menu

Click on an **Icon**:

open the standard Windows **Fonts** dialog box.

To open the Windows text editor:
 • select **text block** and press the **Control** and **E** keys simultaneously, or click the **Text tool** with the right mouse button.

 • A text editor is created for each Windows text block.

*See:***Create a Windows text block**

File menu   **Windows text editor**

- **Open** command: opens a file selector for opening Ascii or Ansi text. Default is Ansi. Ascii text may be converted to Ansi.

- **Apply** command: aapplies all modifications made in the text editor to the Windows text block on your drawing.

- **Letter Spacing** command: opens the **Letter Spacing** dialog, where you may specify the size of an area at the top and left side of the text block.

- **Keyboard** command: opens the **Keyboard** accessory.

- **Quit** command: closes editor and applies your edits to the text block.

Edit menu   **<u>Windows text editor</u>**

- **Undo** command: cancels your last action.

- **Cut** command: deletes selected text and puts a copy into the Clipboard.

- **Copy** command: puts a copy of selected text into the Clipboard.

- **Paste** command: inserts the text of the Clipboard at the cursor position.

- **Delete** command: erases selected text.

- **Delete all** command: erases all the text.

Search menu   **<u>Windows text editor</u>**

• **Find...** command: opens a dialog in which you specify the text to search for.
When the Case Sensitive option is on, NeoDraw differentiates uppercase from lowercase when searching.

• **Replace...** command: opens a dialog box where you may specify the text to found and new text to replace it.   Options exist to differentiate uppercase from lowercase when performing a search, to replace all occurences and to confirm (or not) each substitution.

• **Next** command: repeats the search for the text specified in **Find** or **Replace** dialogs.

Fonts menu **<u>Windows text editor</u>**

Displays, in alphabetical order, available Windows fonts (TrueType,Poscript ATM, etc.)

Size menu   **Windows text editor**

Displays a choice of character sizes.

Style menu   <u>**Windows text editor**</u>

• **Bold**, **Italic**, **Strikeout**, **Underline** commands - separately or simultaneously.

• **Normal command:** default option. Disable other styles.

Align menu   **Windows text editor**

Aligns and justifies Windows text.

- **Left** command: align text on left.

- **Right** command: align text on right.

- **Center** command: center text between left and right sides.

- **Justify** command: align text on left and right.

Clipart

Clipart consists of predefined graphic elements.

Clipart is contained in files with '.TEO' extension (you may also access clipart using the **Open** command of the **File** menu).

The **Clip-Art** dialog may be accessed with the **Clipart...** command of the **File** menu, allowing easy browsing through the clipart library.

Clipart elements are **grouped**.
Use the **Separate** command (**Ctrl + S**) to select and modify individual elements.

Glossary

Approach
Attributes

Bitmap
Block control points

Drawing path
Duplicate

Element

Gradient angle
Grid
Group
Guideline

Path control point

Rulers

Status line
Style

NeoDraw Text

Windows Text

Drive Surface

Drive Surface (program **Drvsurf.exe**) is a surface editor.

These surfaces can be **pasted** into NeoDraw.

To improve surfaces (color, gradient...) use **Edit Drive Surface** from **Attributes popup menu** opening **Bezier surface** dialog box.

Drvsurf.exe has its own help menu (**?**).

Shortcuts

Keystroke(s)	Action
Ctrl + N	Creates a **new** drawing.
Ctrl + O	**Opens** a drawing file.
Ctrl + S	**Save** changes to the active drawing.
Ctrl + K	Opens the **Clip-Art** dialog window.
Ctrl + T	Opens the **Template** dialog box.
Ctrl + P	**Prints** the active drawing.
Ctrl + X	**Duplicates** selected object(s).
Ctrl + A	**Selects all** objects in the active **layer** of the active drawing.
Ctrl + G	**Groups** selected objects in a single object.
Ctrl + V	Activates the **Tile Object** command of the **Modify** menu
Ctrl + U	**Ungroups** a selected group.
Ctrl + E	Activates the **Edit** command of the **Modify** menu.
Ctrl + I	Opens the **Info** window.
+	**Zooms** in
-	**Zooms** out.
/	**Zooms** in on the selected object(s).
*****	Displays the entire drawing.
F8	Displays the visible part of the active drawing on the whole screen (**Full screen** command of the **Zoom** menu.
F9	Displays either the most important part of the drawing, (if possible, the entire drawing) or zooms to a 100% rate
Alt+BkSp	**Undoes**
Shift + Alt + BkSp	**Redoes**
Del	**Deletes**
Shift + Del	**Cuts** selected object(s) and places onto the clipboard.
Ctrl + Ins	**Copies** selected objects to the clipboard.
Shift + Ins	**Pastes** a copy of the clipboard contents into the active drawing window.
Shift + Ctrl + Ins	Opens the **Paste Special** dialog.
Ctrl + Shift + R	Moves the selected object(s) to the background.
Ctrl + Shift + D	MMoves the selected object(s) up one level (same as **Above** command).
Ctrl + Shift + E	Moves the selected object(s) back one level (same as **Below** command).
Ctrl + Shift + P	Moves the selected object(s) to the **foreground**.
Ctrl + Shift + V	Flips selected objects in vertical **symmetry**.
Ctrl + Shift + H	Flips selected objects in horizontal **symmetry**.
Ctrl + Shift + A	**Assembles** selected objects into a single object.
Ctrl + Shift + S	**Disassembles** an element previously assembled.
Ctrl + Shift + G	Opens the **Grid** dialog box.
Ctrl + Shift + T	Opens the **Preferences** dialog box.

Left arrow	Moves the drawing to the right.
Right arrow	Moves the drawing to the left.
Top arrow	Moves the drawing downward.
Bottom arrow	Moves the drawing upwards.
Shift + Left arrow	Moves the selection to the left according to the magnetic grid spacing.
Shift + Right arrow	Moves the selection to the right according to the magnetic grid spacing.
Shift + Top arrow	Moves the selection upwards according to the magnetic grid spacing.
Shift + Bottom arrow	Moves the selection downward according to the magnetic grid spacing.
Ctrl + Shift + 0 .. 9	Stores zoom rate and scroll bar position into memory.
Ctrl + 0 .. 9	Retrieves zoom rate and scroll bar position from memory.
	note: 0..9 keys must be activated on the upper part of keyboard.
Tab	Consecutively **selects** elements according to their display order.
Shift + Tab	**Selects** elements according to the reverse order of display.
Shift + F5	Stacks drawing windows.
Shift + F4	Organizes the display with tiled drawing windows, so they do not cover each other.
Shift + F1	Opens NeoDraw's Help module.
F1	Activates the **context-sensitive help** cursor.
	TOOLS
a, A, 7	**Text**.
z, Z, 8	**Zoom**.
e, E, 9	**Arrow selector**.
q, Q, 4	**Ellipse**.
s, S, 5	**Rectangle**.
d, D, 6	**Rounded rectangle**.
w, W, 1	**Arc**.
x, X, 2	**Line**.
c, C, 3	**Cubic spline**.
0 (zero)	**Star**.

Configuring NeoDraw with NeoDraw.ini

[NeoDraw]
Coordinates=Yes
 Indicates, **Yes** or **No**, whether mouse position coordinates are dispalayed on the <u>status line</u>.
Compression=No
 Indicates, **Yes** or **No**, whether the NeoDraw files are saved in compressed mode.
Bitmap=Yes
 Indicates, **Yes** or **No**, whether NeoDraw puts a <u>bitmap</u> version of the object into the clipboard when using the **Copy** or **Cut** command of the **Edit** menu.
Image=Yes
 Indicates, **Yes** or **No**, whether NeoDraw puts a metafile version of the object into the clipboard when using **Copy** or **Cut** from the **Edit** menu.
Palette=No
 Indicates, **Yes** or **No**, whether the floating palette is displayed when launching NeoDraw.
Backup copy=Yes
 Indicates, **Yes** or **No**, whether NeoDraw writes a backup copy (with ".TBK file extension) when using the **Save** command of the **File** menu.
Selectors31=Yes
 Indicates, **Yes** or **No**, whether NeoDraw uses the standard Windows file selector.
Control points in color=Yes
 Displays <u>Control drawing points</u> in colors, according to the type of point:
  line points in blue
  arc points in green
  spline points in red...
Fast gradient=Yes
 Displays (only on screen) the **gradients** in a fast mode (with a limited number of bands).
Move full shape=Yes
 The outline of objects are visible while being **moved**.
Save Metafile=Yes
 NeoDraw saves a metafile version (with ".WMF" file extension) when using the **Save** or **Save as...** command of the **File** menu.
Color palette=Yes
 The active color palette is saved with the drawing.
Rulers=Yes
 Indicates, **Yes** or **No**, whether the <u>rulers</u> are displayed.
Undo levels number=3
 The three last operations may be canceled (you may use a number from 0 to 9).
Coordinates Inch=No
 Indicates, **Yes** or **No**, whether the unit of the coordinates on the status line are in inches (or in mm).
Rulers Inch=No
 Indicates, **Yes** or **No**, whether to use inches as the unit for the rulers (or to use mm).
Grid Inch=No
 Indicates, **Yes** or **No**, whether to use inches as the unit for specifying grids (or to use mm).
Palette 256=No
 Indicates, **Yes** or **No**, whether NeoDraw uses a palette with only pure colors (see **Preferences**).
Fixed Palette=Yes
 Indicates, **Yes** or **No**, whether the fixed palette is displayed when launching of NeoDraw (see **Preferences**).
Info Bubble=No
 Indicates, **Yes** or **No**, whether Info Bubbles are displayed when the mouse moves over toolbars.
Bel Icones activated=Yes
 Indicates, **Yes** or **No**, whether toolbars are displayed (by activating Active option in the **Iconbars configuration** dialog.

Blue frame=Yes

  Indicates, **Yes** or **No**, whether NeoDraw displays a blue frame around the page (see **Preferences**).

Progression=Yes

  Indicates, **Yes** or **No**, whether NeoDraw displays progress bars on the bottom of the screen to indicate the program is working (see **Preferences**).

Large palette=Yes

  Indicates, **Yes** or **No**, whether NeoDraw displays a big palette window (see (see **Preferences**)..

Large tools=Yes

  Indicates, **Yes** or **No**, whether NeoDraw displays a large toolbox window (see **Preferences**)..

Small Ctrl Pt=Yes

  Indicates, **Yes** or **No**, whether the objects inside a group display small points at their corners (see **Preferences**).

With Rectangle=No

  Indicates, **Yes** or **No**, whether each object displays a rectangle when moving (see **Preferences**).

Big Icon=No

  Indicates, **Yes** or **No**, whether the Iconbars are displayed using large icons (**Big** option in the **Iconbars configuration** dialog box.).

Frame Win Rect=Yes

  Indicates, **Yes** or **No**, whether a frame is displayed around the Windows text blocks when not selected. If **No**, the frames are not displayed.

[Directory]

Fonts=C:\NEODRAW

  Indicates the directory containing NeoDraw's fonts (extension: ".FW").

Help=C:\NEODRAW

  Indicates the directory containing NeoDraw's help file: **NeoDraw.hlp**.

Teo=C:\NEODRAW\TEO

  Indicates the directory in which a NeoDraw drawing file ("*.TEO") was last opened or saved using the **Open**, **Save** or **Save as...**commands in the **File** menu before quitting NeoDraw.

Dc=C:\NEODRAW\DC

  Indicates the directory of the clipart library file (**DC.DC**).

BMP=C:\NEODRAW\BITMAP

  Indicates the directory where an exported bitmap file ("*.BMP") was stored when the **Export|Image BMP** or **Import|Image BMP** commands of the **File**menu. This is the directory the File Selector will use when next using these commands.

PLT=C:\NEODRAW\PLT

  Indicates the directory where an exported **HPGL** file ("*.PLT") was stored when the **Export|Ploter HPGL** or **Import|Ploter HPGL** commands of **File**menu were last used. The File selector will use this directory next time you use these commands.

PS=C:\NEODRAW\FLASH

  Indicates the directory where an exported **Postscript** file ("*.PS") was stored when the **Export| Postscript PS...** command of the **File** menu was last used. The File selector will use this directory next time you use this command.

TXT=C:\NEODRAW

  Indicates the directory where an imported Text file (".TXT") was obtained when **Import|Script TXT** command of the **File** menu was last used. The File selector will propose this directory next time you use this command.

WMF=C:\NEODRAW

  Indicates the directory where a WMF file (**Export|Vector WMF** or **Import|Vector WMF**) was stored or found the last time these commands were used. The File selector will propose this directory when you next use these commands.

TGA=C:\NEODRAW

  Indicates the directory where an imported bitmap file ("*.TGA") was obtained when **Import|Image... TGA** commands of the **File** menu was last used. File selectors will propose this directory when next

using this command.

PCX=C:\NEODRAW
Indicates the directory where an imported bitmap file ("*.PCX") was obtained when **Import|Image PCX** command of the **File** menu was last used. File selectors will propose this directory when you next use the command.

[Grid]
Visible=Yes
Indicates whether, **Yes** or **No**, the **Visual grid** is visible.
Active=No
Indicates whether, **Yes** or **No**, snap to **Magnetic grid** is active
Visual step X=10
Indicates the X step for the **Visual grid**.
Visual step Y=10
Indicates the Y step for the **Visual grid**.
Magnetic step X=1
Indicates the X step for the **Magnetic grid**.
Magnetic step Y=1
Indicates the Y step for the **Magnetic grid**.

[Program]
To launch **external programs** from the NeoDraw **Options** menu.
E.g.:
1=&Drive Surface..., c:\windows\NeoDraw\Bzsurfac.exe
2=&ClipBoard..., c:\windows\Clipbrd.exe
3=&NeoPaint..., c:\neopaint\neopaint.pif
4=&NeoDraw.Ini..., c:\windows\Notepad.exe c:\windows\NeoDraw.ini

[Files]
NB=6
Number of filenames listed under the **File** menu (see **1, 2, 3 .. File name**).
Max=6
Maximum number of previously opened files listed under the **File** menu.
1=c:\NeoDraw\demos\bip.teo
2=c:\NeoDraw\etiquette\etiq_4d5.teo
... Filenames to open

[Config Page]
Contains the setup parameters of the **Page configuration...** dialog.
Size=7
Page format is "US Letter":
1 - A5: 148 X 210
2 - A4: 210 X 297
3 - A3: 297 X 420
4 - B5: 182 X 257
5 - B4: 250 X 353
6 - Tabloid: 279.4 X 431.8 (11"x17")
7 - US Letter: 215.9 X 279.4 (8.5"x11")
8 - US Legal: 215.9 X 355.6 (11"x14")
Orientation=1
Page orientation is **Portrait**.

2 - Landscape
Color=16777215
   Indicates the color of the paper (not printed).
Other X=210
   Indicates the X page size.
Other Y=297
   Indicates the Y page size.

[Bitmap]
Configures the sub-menu opened from the Edit bitmap command of the **popup attributes menu**.
Nb=2
   The number of programs.
1=PBRUSH.EXE
2=c:\windows\graphy\psp\psp.exe
... names of the programs to launch.

[Line]
Saves parameters for the **Line thickness** dialog (accessed from the **Preferences** dialog).

[HPGL]
0=7
Indicates that all the options of the HPGL Import dialog box are checked (0=0: all options unchecked).
1=0,1
2=16711680,2
3=255,4
4=65280,1
5=128,1
6=8421504,1
7=12632256,1
8=8388608,1
Number of plotter= RGB decimal color conversion,line thickness

[Templates]
NB=4
Max=6
1=C:\NeoDraw\demo\bulletin.teo
2=C:\NeoDraw\demo\beacholy.teo
3=C:\NeoDraw\demo\sophie.teo
4=C:\NeoDraw\demo\victori.teo

Toolbars

Most NeoDraw menu commands may be accessed from icon buttons.

File Menu

New

Open...

Save

Save as

Clipart...

Template...

Plotter... HPGL

Image... PCX

Image... BMP

Image... TGA

Vector ... WMF

Vector ... WMF

Plotter... HPGL

Image... BMP

Postscript...PS

Print...

Control panel...

Exit

Edit menu

Undo

Redo

Delete

Cut

Copy

Paste

Duplicate

Copy style

Paste style

Select all

Modify menu

Group

Object Tile

Ungroup

Edit

Information...

Background

Above

Below

Foreground

Top

Bottom

Right

Left

Center horizontal

Center Vertical

Horizontal symmetry

Vertical symmetry

Assemble

Disassemble

Warp

Blend shapes...

Options menu

Grid...

Page configuration...

Preferences...

Color palette

Rulers

Toolbars

Quick display

Display bitmap

Attributes menu

NeoDraw text...

Drawing...
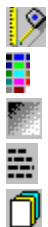
Dimension...

Color...

Gradient...

Keyboard...

Layers...

Zoom menu

Fit on screen

On selection

Windows menu

Cascade

Tile

Close all

? menu

Context sensitive help

Others:

Applies a predefined line thicknesses (set with **Line** under the **Preferences** dialog).
Applies a thickness=0 to selected object outline(s).

Text editor

Open... command   **File** menu

Apply command **File** menu

Lettering...command   **File** menu

Keyboard...command **File** menu

Quit command   **File** menu

Undo command   **Edit** menu

Cut command **Edit** menu

Copy command   **Edit** menu

Paste command   **Edit** menu

Delete command   **Edit** menu

Find... command   **Search** menu

Next command **<u>Search</u>** menu

opens the standard Windows **Font** dialog.

Left command   **<u>Align</u>** menu

Right command   **<u>Align</u>** menu

Center command   **<u>Align</u>** menu

Justify command **<u>Align</u>** menu

Tools box

The toolbox contains tools for drawing, editing text, deforming objects, zooming, etc.
This box can be place anywhere on the screen.

Text

Zoom

Arrow

Ellipse

Rectangle

Rounded rectangle

Arc

Line

Cubic spline

Stars

Quadratic spline

Bezier

Rotation

Lens Projection

Skew

Comet

Scissors

Stamp Pad

Common properties of drawing tools

Origin

Text <u>tool</u> Text ▦

Keyboard shortcuts: '**a**', '**A**', '**7**'.

Allows you to place text into the active drawing window.

NeoDraw allows you to create two different kinds of text:**<u>NeoDraw text</u>** uses special, distortable vector fonts which are ideal for producing titles and other special text. **<u>Windows text</u>** is used for larger text blocks using Windows' fonts (such as TrueType, ATM, etc.).

<u>To create NeoDraw text.</u>

<u>To create a Windows text block.</u>

<u>To modify NeoDraw text attributes</u>

<u>To modify Windows text attributes</u>

Note: Windows text objects may be easily recognized on the screen by their rectangular dotted lines.

To create NeoDraw text

Two methods:
  *1 - **the direct addition into the drawing window:**

   • Activate the **Text** tool .
•   Click with the left mouse button on the desired starting position: a cursor appears (the size of this cursor is proportional to the size of the active font.
•   Type in your text.
  *2 - **using a text editor:**

   • Click on the **Text** tool .
•   Click with the left mouse button at the position you want the text begin.
•   Press the **Ctrl** and **E** keys simultaneously,
•   or activate the **<u>Edit</u>** command from the **<u>Modify</u>** menu or from the **<u>popup Attributes menu</u>**.,
•   or click on the **Text** tool using the right mouse button,
•   Type in your text.

To edit a previously created NeoDraw object:
   • **<u>Select</u>** the text.
   • Simultaneously press the **Ctrl** and **E** keys, or activate the **<u>Edit</u>** command of **Modify** menu, or click with the right mouse button on the **Text** tool.
   • Modify the text.

The text is displayed with the active font and attributes. To change the font or the text attributes, use the **<u>NeoDraw Text...</u>** command of **<u>Attributes</u>** menu or **<u>popup Attributes menu</u>**.
The font may also be changed using the **Font** command of **<u>popup Attributes menu</u>**.

Use the **<u>Keyboard</u>** accessory to edit and/or to search for a particular character in a font.

To create Windows text block

• Activate **Text** tool

•   Press the **Ctrl** key and drag out a rectangle to contain the text. NeoDraw will then open the **Windows text editor**.

•   Type in your text.

•   Select attributes (size, style, font, etc.).

•   Select the Apply command from the File menu of the **Windows text editor**.

Note 1: the **Transparent** option in the **Drawing...** dialog allows text to be displayed with no background.

Note 2: the text block may sometimes display small defects on screen. This does not affect printing.

To modify a Windows text block:

• **Select** a Windows text block.

• Simultaneously press the **Ctrl** and **E** keys,

• or activate the **Edit** command in the **Modify** menu or from the **popup Attributes menu**.,

• or click with the right mouse button on the **Text** tool,

• Edit the text and its attributes in the Windowss **text editor**.

Note: several Windows text editors may be open simultaneously.

Zoom tool

Keyboard shortcuts: **'z'**, **'Z'**, **'8'**.

The Zoom tool allows you to work with an enlarged or reduced display of your drawings.

Zoom menu allows you to display the entire drawing (if possible), to zoom on a selected object, to zoom by 100% increments, or to display the drawing on the entire screen.

Whatever the rate of zoom, all NeoDraw tools and functions are available.

To zoom in on a part of the drawing:
  • Activate the zoom tool (click with left mouse button)
  • Drag a rectangle around the area to be enlarged.
  • Release the mouse button.

You may also use the '+' and '-' keys to zoom in and to zoom out.

To display the drawing at its actual size (zoom=100%) or to come back to the default zoom::
  • Click on the Zoom tool using the right mouse button.
  or
  • Activate **F9** key.

Note: the maximum rate for the zoom is 1000 %, the minimum rate is 40 %.

To select objects ▦

To select a single object:
 • Use the **Arrow** tool (click with the left mouse button).
 • Click on an object.

To select several objects:
 • Click on each of the elements desired while holding the **Shift** key down.
 or:
 • Click on the **Arrow** tool.
 • Drag a rectangle around the objects to select.

 Notes: when one or several elements are selected:
 1 NeoDraw displays, at the four corners and on the sides of the selection, <u>block control points</u> allowing the objects to be distorted or resized.
 2 When a single element is selected <u>path control points</u> also appear. These path control points can be moved or deleted (**Del** key). New control points of different types (line, arc, spline...) may be inserted see**To Modify the outline of an element**).
 3 the **Tab** key allows you to consecutively select elements according to their order of display. To select consecutive elements in reverse order, press the **Tab** and **Shift** keys at the same time.

To move objects

To move objects with the mouse:
  • **<u>Select</u>** one or several objects.
  • Hold down the left mouse button while dragging the selection to the desired position.
  Note: while dragging, the objects display their outline. To display only a rectangle containing the selection while moving, activate the left and right mouse buttons simultaneously. To reverse this function, enable the **Fast move** checkbox in the **<u>Preferences</u>** dialog.

To move objects using the keyboard:
  • **<u>Select</u>** one or several objects.
  • Hold down the **Shift** key while pressing an arrow key (top, bottom, right or left).
  • The movement will correspond to the spacing set for the **<u>magnetic grid</u>**.

To move the drawing inside the window using the keyboard:
  • Hold down the **Ctrl** key down while pressing an arrow key (top, bottom, right or left).

Note: it is also possible to move an object from one drawing to another open drawing. Simply drag the selected object onto another open drawing window. To move several objects you must first **<u>group</u>** them.

To enlarge and to reduce of objects ▦

  • **<u>Select</u>** one or several objects or groups.
  • Click with the left mouse button on one of the <u>block control points</u>, and drag the mouse.
  • Release the mouse button.

  To resize the object(s) proportionally:
  • Proceed as explained above, but use both left and right mouse buttons.
  • Release the mouse buttons (left one first).

Other distortions:
  <u>Warp distortion</u>
  <u>Symmetry</u>
  <u>Rotation</u>
  <u>Skew tool</u>
  <u>Lens projections</u>

To delete objects ▦

- **Select** one or several objects or groups.
- Activate the **Delete** key or the **Delete** command of the **Edit** menu.

To modify the outline of drawing objects ▦

To move <u>path control points</u>:
  • Click with the left mouse button on a path control point.
  • Drag the mouse while holding the left mouse button down.
  • Release the mouse button.

To insert a <u>path control points</u>:
  • **<u>Select</u>** a single <u>path</u> with the left mouse button.
  • Click on the tool corresponding to the type of control point to insert (**<u>line</u>**, **<u>arc</u>**, **<u>spline</u>**...).
  • Use the left mouse button to click on a path control point (the cursor appear as a cross).
  • Drag the mouse to the desired position.
  • Release the mouse button.

To delete <u>path control points</u>:
  • Select a single <u>path/object</u> with the left mouse button.
  • Use the left mouse button to click on a path control point (the cursor appears as a cross).
  • Press the **Delete** key

Arrow tool ▤

Keyboard shortcuts: **'e'**, **'E'**, **'9'**, **Return** key to activate consecutively **Arrow** tool and the tool last used.

The arrow allows you to select, move and resize objects and **groups**.

The arrow is also used to modify the outlines of drawing objects by moving, inserting and deleting path control points.

> **To select objects**
> **To move objects**
> **To enlarge and to reduce objects**
> **To delete objects**
> **To modify the outline of objects**

See also:
> **Moving the drawing inside the drawing window**

Common properties of drawing <u>tools</u>

When a drawing object is selected:

1. NeoDraw shows the selection by displaying, at the four corners and on the sides, <u>block control points</u> which allow the distortion of the object(s).

2. When a single element is selected <u>path control points</u> also appear. These control path points can be moved or deleted (**Delete** key). New control path points of different types (line, arc, spline...) may also be inserted.
   See: <u>To delete or to insert a control path point</u>

Path control points color:

The **Color Ctrl points** option (when checked) in the **<u>Preferences</u>** dialog allows path control points to be displayed in different colors, according to their type:

- **Line** points in blue,
- **Arc** points in green,
- **Cubic spline** points in red,
- **Quadratic spline** points in red,
- **Bezier** points in violet,

Ellipse tool ▦

Keyboard shortcuts: '**q**', '**Q**', '**4**'.

This tool is used to draw ellipses or circles.

To draw an ellipse:
  • Click with the left mouse button.
  • Drag the mouse.
  • Release the mouse button.

To draw a circle:
  • Proceed as for an ellipse while holding the **Ctrl** key down.

To modify, delete or move ellipses, see also:
  Common properties of drawing tools
  To select objects
  To move objects
  To enlarge or to reduce objects
  To move, to delete and to insert path control points

Rectangle tool ▦

Keyboard shortcuts: 's', 'S', '5'.

This tool is used to draw rectangles and squares.

To draw a rectangle:
  • Click with the left mouse button.
  • Drag the mouse.
  • Release the mouse button.

To draw a square:
  • Proceed as for a rectangle while holding the **Ctrl** key down.

To modify, delete or move rectangles see also:
  Common properties of drawing tools
  To select objects
  To move objects
  To enlarge or to reduce objects
  To move, to delete and to insert path control points

Rounded rectangle tool

Keyboard shortcuts: 'd', 'D', '6'.

Use this tool to draw rectangles having rounded corners.

To draw a rounded corner rectangle:
  • Click using the left mouse button.
  • Drag the mouse.
  • Release the mouse button.

To draw a rounded corner square:
  • Proceed as for a rounded rectangle while holding the **Ctrl** key down.

To modify, delete or move rounded rectangles, see also:
  Common properties of drawing tools
  To select objects
  To move objects
  To enlarge or to reduce objects
  To move, to delete and to insert path control points

Arc <u>tool</u> ▤

Keyboard shortcuts: 'w', 'W', '1'.

Use this tool to draw elliptical arcs.

To draw an elliptical arc:
  • Click using the left mouse button.
  • Drag the mouse.
  • Release the mouse button.

Note: to draw a reverse arc, proceed as is explained above while holding the **Ctrl** key down.

To modify, delete or move elliptical arc, see also:
 <u>Common properties of drawing tools</u>
 <u>To select objects</u>
 <u>To move objects</u>
 <u>To enlarge or to reduce objects</u>
 <u>To move, to delete and to insert path control points</u>

Line tool ▦

Keyboard shortcuts: '**x**', '**X**', '**2**'.

This tool is used to draw lines and broken lines.

To draw a line:
  • Clcik with the left mouse button.
  • Drag the mouse.
  • Release the mouse button.

To draw an horizontal or a vertical line, or a line with a rotation step of 15°:
  • Click using the left mouse button.
  • Proceed as for a normal line while holding the **Ctrl** key down.

To draw a broken (segmented) line:
  • Draw a line as explained above.
  • Insert a point at the last line point.

To modify, delete or move lines see also:
  Common properties of drawing tools
  To select objects
  To move objects
  To enlarge or to reduce objects
  To move, to delete and to insert path control points

Cubic spline tool ▦

Keyboard shortcuts: '**c**', '**C**', '**3**'.

Use this tool to draw cubic spline.

To draw a cubic spline:
 • Click using the left mouse button.
 • Drag the mouse.
 • Release the mouse button.
 • Insert new spline points from the last point.

Note: when the mouse cursor is situated near a spline control point, it will appear as a small arrow
        indicating the direction of the segment joining the preceding and next spline control point.

To modify, delete or move cubic splines, see also:
 Common properties of drawing tools
 To select objects
 To move objects
 To enlarge or to reduce objects
 To move, to delete and to insert path control points

Stars ⛥

Keyboard shortcuts: '**0**', zero.

This tool is used for drawing stars, polygon, rays, etc.
Click on this tool using the right mouse button to open the **Star Manager** dialog box.

To draw a Star:
  • Click on the drawing using the left mouse button.
  • Drag the mouse.
  • Release the mouse button.

Setting options in the Star Manager dialog:
  • **Options** (**Star**, **Polygon**, **Ray**, **NeoDraw**):specify the type of object to draw. By default the object is a star (with 8 branches). **QSpline**: this option creates Spline control points at the object angles.
  • **Number of branches**: specify the number of branches (for Star or Ray), or the number of sides (for Polygon or NeoDraw objects).
  • **Internal circle**: specify the size of the internal circle (for stars only) as a percentage of the star's size.
  • **Start angle**: specify the rotation of the object to create. The buttons 0°, 30°, 45°... automatically set those standard values.

Quadratic spline tool ![icon]

This tool is used to draw quadratic spline-based curves.

To draw a quadratic spline:
  • Click on the drawing using the left mouse button.
  • Drag the mouse.
  • Release the mouse button.
  • Insert new spline points from the last point .

Note: when the mouse cursor is situated near a spline control point, it will appear as a small arrow
indicating the direction of the segment joining the preceding and next spline control point.

To modify, delete or move cubic splines, see also:
 Common properties of drawing tools
 To select objects
 To move objects
 To enlarge or to reduce objects
 To move, to delete and to insert path control points

Bezier tool ▦

Allows the drawing of bezier curves.

To draw a bezier curve:
  • Click on the drawing using the left mouse button.
  • Drag the mouse.
  • Release the mouse button.
  • Insert new Bezier points from the last point drawn.

Note: When the mouse cursor is situated near a Bezier control point, it will appear as a small arrow indicating the direction of the segment joining the preceding and next Bezier control point.

To modify, delete or move curves, see also:
 Common properties of drawing tools
 To select objects
 To move objects
 To enlarge or to reduce objects
 To move, to delete and to insert path control points

Rotation tool

Use this tool to rotate a single drawing object or a **group**.
   • **Select** an object or a group of objects.
   • Click on the **Rotation** tool.
   • Use the left mouse button while dragging the mouse to rotate.
   • Release the mouse button.

To modify or cancel a rotation:
   • **Select** an object or a group previously rotated.
   • Click on the **Rotation** tool.
   • The center of the rotation appears as a small cross. Use the left mouse button to click on the center and drag it to a new location.
   • To remove a rotation, activate the **Delete** key when the mouse cursor is located at the center of the rotated object (the cursor will appear as a large cross).

Note 1:   by holding the **Ctrl** key down when changing an object's rotation, the object will be duplicated.

Note 2:   by holding the **Shift** key down during rotation, the rotation snaps to 15° increments.
             The **Shift** and **Ctrl** keys may be used simultaneously.

Other distortions:
   Warp distortion
   Resizing
   Symmetry
   Skew tool
   Lens projections

Lens projections tool

The **Lens** dialog box allows you to choose either a **Spherical** or **Black hole** projection. These options are accessed by clicking on the tool using the right mouse button.

Projections can be applied to one or several drawing objects and to **groups**.

To apply a projection:
 • **Select** one or several objects (or groups).
 • Click on the **Lens** tool using the left mouse button (to change the type of projection, use the right button).
 • Click and hold down the left mouse button at the center of the area to which the projection is to be applied.
 • Drag the mouse.
 • Release the mouse button.

To modify or remove a projection:
 • **Select** an object or a group previously distorted.
 • Click on the **Projection** tool.
 • Use the left mouse button to click on the center of the projection and drag the mouse to move the center of projection. Click with the left mouse button at the circumference of the projection and drag the mouse to modify the radius of the projection.
 • To remove a projection, press the **Delete** key when the mouse cursor is located at the center or on the circumference of the projection.

Other distortions:
  Warp distortion
  Resizing
  Symmetry
  Rotation
  Skew tool

Skew tool ▦

Use this tool to skew selected objects and <u>groups</u>.
- **<u>Select</u>** a drawing object or a group.
- Click on the **Skew** tool..
- At the center of the selected object, click and hold down the left mouse button.
- Drag the mouse.
- Release the mouse button.

Other distortions:
    <u>Warp distortion</u>
    <u>Resizing</u>
    <u>Symmetry</u>
    <u>Rotation</u>
    <u>Lens projections</u>

Comet tool ☷

This tool allows you to create a sprayed effect, the pattern consisting of various forms (circles, triangles, lozenges, squares) along freehand strokes.

 • Click on the Comet tool using the left mouse button.
 • Create a stroke by dragging the mouse across your drawing while holding down the left mouse button.
 • Release the mouse button.

To modify the options of a selected Comet object, access the **Comet** dialog:
 • by clicking on the **Comet** tool with the right mouse buton,
 • or by selecting the **Comet** command from the **popup Attributes menu**.

Comet tool options:
When drawing a stroke with the comet tool, you will see a line of small points on screen. The sprayed objects are generated around these points.
The slower the mouse moves, the more points are generated and the denser the result.
The sprayed form depends on several parameters::
- the **Number** of elements around each point.
- The **Comet radius** which defines size of the area around each point which contains the scattered elements (circles, triangles, lozenges, squares).
- The **Points radius** (in tenths of mm) defines the size of the individual elements (circles, triangles, lozenges, squares).
Each of these parameters can be increased or decreased, from the beginning to the end of the stroke.
The elements (circles, triangles, lozenges, squares) may also be randomly rotated using **Free angle**.

Scissors tool

This tool is used to cut a drawing object into individual paths/objects.

Method:
  • **Select** a drawn object (you may select using the **Scissors** tool)
  • click on a path contro point of the selected object.

Notes: the **Join 2 lines** command of the **popup Attributes menu** allows joining two paths.

Stamp <u>tool</u> ▦

This tool allows you to place symbols and clipart into your drawing.

Clicking on the **Stamp** tool opens the Stamp Pad window, which can contain all kinds of NeoDraw objects. These objects are stored in a file named **MULTI.TEO**.

Using the Stamp tool:
  • Click on the **Stamp** tool. This will open the **Stamp Pad** window, displaying the active Stamp object.
  • Choose an object by using the scroll bar.
  • Click on the desired position in your drawing to place the stamp.
    or
  • Click on your drawing using the left mouse button, drag the mouse and release the mouse button to place the stamp at a larger or smaller size.

Add button is used to add a selected object to the list of stamps.
  To add several elements as a single Stamp, it is first necessary to **<u>group</u>** them.

Delete button removes the visible object from the Stamp window.

Origin ▦

Located at the intersection of Horizontal and vertical <u>rulers</u>, the **Origin** tool allows you to change the location of the drawing's origination point.

Method:
  • Click on the **Origin** tool using the left mouse button,
  • Drag the mouse,
  • Release the mouse button.
Rulers will then display the new origin coordinates.

To restore the origin to its original location, click with the right mouse button on the **Origin** tool.

Fin de v_outil

Menus

[File](#)
[Edit](#)
[Modify](#)
[Options](#)
[Attributes](#)
[Zoom](#)
[Windows](#)
[Help](#)

[Popup Attributes menu](#)

File menu

The **File** menu contains commands allowing you to start a new drawing, to open and to save existing drawings, to import/export, to print, to setup the printer, and to leave NeoDraw.

New

Open...

Save

Save as...

Clipart...

Template...

Import

Script...

Plotter... HPGL

Image... PCX

Image... BMP

Image... TGA

Metafile... WMF

Export

Metafile... WMF

Plotter... HPGL

Image... BMP

Postscript...PS

Print...

Contrel panel...

Exit

1, 2, 3 .. File name

Edit menu

The **Edit** menu contains commands to cancel actions, delete, copy and paste objects or styles and to select all objects in your drawing.

Undo

Redo

Delete

Cut

Copy

Paste

Paste Special

Duplicate

Copy style

Paste style

Select all

Modify menu

The **Modify** menu contains commands allowing you to modify the elements in your drawing.

Group

Tile Object

Ungroup

Edit

Information...

Arrange

Align

Symmetry

Assemble

Disassemble

Warp...

Blend shapes...

Join on a path...

Split text

Mask

Options menu

The **Options** menu contains commands that allow to configure rulers, grid and drawing size, to specify default preferences, to display color palette and rulers, to snap to or hide guidelines, and to access external programs directly.

Grid...

Page configuration...

Preferences...

Palette color

Rulers

Toolbars...

Guidelines

Quick display

Display bitmap

External programs

Attributes <u>menu</u>

The **Attributes** menu contains commands to modify attributes for text, drawing and automatic dimensional measurements, to modify and to create new colors, to create color gradient fills, to access special characters from the Keyboard utility, to manage layers, and to modify line styles.

<u>Text...</u>

<u>Drawing...</u>

<u>Dimension...</u>

<u>Color...</u>

<u>Gradient...</u>

<u>Keyboard...</u>

<u>Layers...</u>

<u>Line</u>

<u>popup Attributes menu</u>:
  The Attributes menu may easily be called by using the right mouse button to click inside an active drawing window.

popup Attributes Menu

Call by using the right mouse button to click inside an active drawing window.

In addition to the normal **Attributes menu** commands, this popup menu also has (depending on circumstances) the following commands:

- **Group** **Groups** objects into a single object when more than one object is selected.
- **Ungroup** **Ungroups** into separate objects when a group is selected.
- **Edit** **Edit** a text element or a **tiled object** (if one is selected).
- **Font** Displays a popup menu for changing the NeoDraw text font being used. When the text in a dimension measurement is selected, you may modify the font used on the measurement line using the standard Windows **Fonts** dialog.
- **Close**: Does the same thing as the **Closed** check box of **Drawing attributes** dialog. Produces a solid filled interior for the selected drawing element or path(s).
- **Open** Empties the interior of the selected element/path(s).
- **Join 2 lines** Joins two differents drawing elements, creating a line between the last point of the first element and the first point of the second element.
- **Assemble** **Assembles** selected objects, uniting them into a single object.
- **Disassemble** **Disassembles** a selected object (previously assembled), breaking it into its former parts.
- **Edit Tiled object** Opens the **Tile Object** dialog.
- **Blend shapes...** Appears only when 2 drawing elements (vector shapes) are selected which have the same number and types of control points. This comand opens the **Blend Shapes** dialog.
- **Split text** Converts NeoDraw text into editable drawing objects. Use this to modify the shapes of individual letters.
Note: a copy of the original text is retained, on top of the new elements.
- **Edit Bitmap** Displays a submenu containing names of paint programs which Windows lists as being available. Select any of these programs to edit the selected bitmap.
- **Join on a path...** Opens the **Join with a path** dialog.
- **Comet** Opens **Comet** dialog, when shape sprayed with the comet tool is selected.
- **Scale...** Opens **Dimension scale** dialog box when a dimension measurement line is selected.
- **Remove dimension** Removes the measurement **dimension** of a selected line or object.
- **Undo horizontal symmetry** removes horizontal symmetry applied to NeoDraw text or a **group**.
- **Undo vertical symmetry** Removes vertical symmetry applied to NeoDraw text or a **group**.
- **Delete transformations** Removes all transformations aspplied to NeoDraw text or a **group**.
- **Edit drive surface** Opens **Bézier Surface** dialog box.

Zoom <u>Menu</u>

The **Zoom** menu contains commands that allow you to increase or decrease the magnification for the drawing displayed in the active drawing window.

Fit on screen (**F9**): displays either the most important part of the drawing, (if possible, the entire page) or zooms to 100% magnification.

On selection (key *I*): zooms in on the currently selected elements.

100 % .. 800%: zooms at these rates.

Full screen (**F8**): displays the visible part of the active drawing using the entire screen area (without menu, etc.).

Windows **menu**

The **Windows** menu contains commands that allow you to organize the drawing windows present on the screen.

Cascade   Shift + F5 command: Presents open drawings as an overlapping stack of windows. This is the default method.

Tile   Shift + F4 command: reorganizes the display of drawing windows across the screen in such a fashion that they do not overlap.

Arrange icons command reorganizes the icons for your drawings by aligning them across the bottom of the main window.

Close all : Closes all drawing windows present on the screen.

Help menu

Index command: Opens NeoDraw's Help system and displays its contents page.

Topic search command: displays the Help cursor. Use the Help cursor to select a menu option or a tool, and more information about that feature will be displayed. Activate twice to cancel the command.

Using Help command: command: displays the Windows Help module, winhelp.hlp, giving information on the use of the help system.

Info bubbles command: If the checkmark (√) is visible, the Info bubbles describing individual tools and icons are displayed when the mouse moves over toolbars.

Fin de v_menu1

New command **File** menu

Opens a new, blank drawing.

Keyboard shortcuts: **Ctrl + N**.

The new document has the name "Noname" until you save it under another name using the (**Save as** command under the File menu).

Open... command **File** menu

Opens a dialog box (file selector) which allows you to load a NeoDraw drawing which has been saved previously to your disk.

Keyboard shortcuts: **Ctrl + O**.

Enter or select the name, directory and disk for the file you wish to load.

Enter the extension '.TBK' if you want to restore the previous version which was overwritten when the drawing was last **saved**.

Note: NeoDraw makes a backup copy of a file if the option **Make Backup** is checked in the **Preferences** dialog. Backup files have a **'.TBK** ' extension.

Save command **File** menu

Opens a dialog box for saving the currently active drawing to your disk.

Keyboard shortcuts: **Ctrl + S**.

If you use an existing file name, NeoDraw asks if you wish to overwrite the existing file.

The File Save command saves the file in the active editing window to your disk.

If the file has yet to be assigned a filename (Unnamed.TEO), NeoDraw opens the **Save As...** dialog so you can rename the file and save it in a different directory or drive.

Note: NeoDraw makes a backup copy of files when the option **Make Backup** is checked in the **Preferences** dialog. Backup files have a **'.TBK'** extension.

Save as... command **File** menu

Saves the active document to disk.

Enter or select the name, directory and disk of the file that you want to save.

Note: NeoDraw makes a backup copy of the file if the option **Make Backup** is checked in the
Preferences dialog. Backup files have a '**.TBK**' extension.

Clipart... command **File** menu

Opens the **Clip-Art** dialog window.
The **Clip-Art** dialog window allows selection of predefined objects from the clipart library for placement into your drawing.

Keyboard shortcuts: **Ctrl + K**.

Use of the Clip-Art dialog**:**
 • List at left contains all the words linked to clipart.
 • Click on a word to display associated words, topics, themes, subjects, etc. in the column at the right side.
 • Click on the **See** button (or to double-click a word from the left list) to display a preview of the document containing the associated clipart.
 • Double-click on the preview to paste the object into your drawing.
 • Click on the **Open** button to open the file containing the associated clipart.

Template... command **File** menu

Opens the **Template** dialog box.

Keyboard shortcuts: **Ctrl + T**.

This dialog box allows you to use an existing NeoDraw file as a template, to load and to view these files.

The selected file is shown on the right. NeoDraw searches first for a bitmap file or a WMF file and, if none exists, the NeoDraw file (with ".TEO" extension).

The **Choose a template** list contains names of NeoDraw files that may be used as templates.

The **Open template** button opens the selected file.

The **New document** button closes the **Template** dialog box and creates a new drawing.

The **Open file...** button closes the **Template** dialog and loads the **File open** dialog box to select a file.

The **Add...** button loads the **File open** dialog box to add a new template to the list of templates.

The **Del...** button removes the selected file from the list of templates.

The **Close** button closes the **Template** dialog box.

Import Script TXT command **<u>File</u>** menu

Opens   the **File open** dialog box, where you may specify the name of an ASCII text file with a '.TXT'
extension to load into your drawing.

This command enables NeoDraw to read an **Ascii** file containing a description of vector arrays. NeoDraw
places the objects corresponding to that description into the current window.

  - See the 2 examples : ETOILE.TXT and SINUS.TXT, which were generated by the programs
    ETOILE.PAS and SINUS.PAS that are also included on your NeoDraw disk.
  - Pascal or any other language can be used to generate such script files.
  - Use < > or   <,> or <;> to separate data.

Import Plotter HPGL command **<u>File</u>** menu

Opens   the **File open** dialog box, used to specify the name of an HPGL plotter file having a '.PLT' extension to load.

 NeoDraw then opens the **HPGL Import** dialog, allowing you to select several options:
  • **Close shapes**: polygons are closed (and   therefore filled with the selected color).
  • **Invert X & Y axis**: axes are inverted in X and Y.
  • **Line thickness by color**: NeoDraw interprets thickness of the outline according to the color of the outline.

Notes:
 1 - In HPGL files, NeoDraw reads: thickness of line, texts, colors, HPGL coordinates.
 2 - You may drag and drop an HPGL file from the Windows File manager

Import Image... PCX command **File** menu

Opens   the **File open** dialog box where you may specify the name of a <u>Bitmap</u> file with '.PCX' extension to load into your drawing.

Note: For PCX images, NeoDraw imports monochrome, 256 color (type 5) and 16.7 million color (type 5) image resolutions.

Import Image... BMP command **<u>File</u>** menu

Loads the **File open** dialog, where you may specify the name of a <u>Bitmap</u> file with '.BMP' extension to load into your drawing.

Import Image...TGA command **<u>File</u>** menu

Loads   the **File open** dialog, where you may specify the name of a <u>Bitmap</u> file with '.TGA' extension to load into your drawing.

Note: NeoDraw imports compressed and uncompressed 24-bit TGA bitmaps (types 2 and 10).

Import Metafile... WMF command **File** menu

Loads the **File open** dialog, where you may specify the name of a file with a '.WMF' extension.

Export Metafile... WMF command **File** menu

Loads the **File Save As** dialog, where you specify a filename.

The selected objects in the active window are saved in the **Windows Meta File** format, using the filename you specified.

Export Plotter... HPGL command **File** menu

Loads the **File Save As** dialog, where you specify a filename.

The selected objects of the active windows are saved in **HPGL** format, using the filename you specified.

Export Image... BMP command **File** menu

Opens a dialog box in which you will specify the filename. This will be used to save the selected objects using the BMP format.

Export Postscript... PS command **File** menu

Opens the **Postscript Export** dialog box. You may select several options for exporting the active document in a Postscript file format:

> **Options**
> • **4-color Separation**: with this option NeoDraw generates a Postscript file allowing 4-color film separations. Using this option allows access to the following two options.
> • **Negative**: used to generate a negative image film output.
> • **Offset direction**: the document is inverted, as if you looked through the printed page transparently.
>
> **Colors**
> • Each option **Cyan**, **Magenta**, **Yellow** and **Black**, corresponds to a sheet of film. Values indicated beside these options correspond to the orientation of the screen ruling. Using a different orientation for each film aids in avoiding moire effects.
> • **Screen ruling**: for an office laser printer, use a setting of 60.
> • **Selection**: to export only selected objects.
> • **All**: to export the total drawing.
>   **Note**: Invisible planes remain invisible (not exported). With planes in rapid display, only outlines are exported.
> • **On port**: send the Postscript file directly to your Postscript printer or other Postscript peripheral (connected to this port).   The **Port** button allows you to select the port.
> • **On file**: option to generate a Postscript file with the '.PS' extension.

Once you have selected and modified the Postscript export options, select the **OK** button. NeoDraw then opens the **Save as** dialog, where you will be asked to specify a filename.

Notes on Postscript export.
> Not exported:
> • Windows bitmaps, (except 24-bit **DIB**, 24-bit **TGA** and monochome **PCX**).
> • Metafiles.
> • Periodic effect in gradient fills.
> • Assembled drawings containing too many points (see your Postscript device documentation).

Print... command **File** menu

Prints the document in the active drawing window.

Keyboard shortcuts: **Ctrl + P**.

Opens the **Printing** dialog, allowing you to setup and print the active document.
The scale of the printed document can be other than 100%. The size of the document can be adjusted to the page size. The printout of a document can be spread over several pages with or without adding an extra margin for trimming.
You may also change the printer, print several copies of the document, setup the printer, print crop marks and registration marks, print only selected objects, print in rapid/draft mode, center the printing on the page, print the drawing name, the date, the time and the scale used to print.

Using the Printing dialog box:

Scale
  100%: this is the default printing scale and will print the drawing as shown on the page (as set up using Options/Page Setup).
  Defined: check this option to print the drawing at a scale other than 100%.
  Fit on paper: check this option to fit the drawing onto a single page.
  Notes: This option is useful when printing a drawing larger than the paper used in your printer.
        The size of this drawing must have been setup with the (**Page configuration...** command under the **Options** menu) to a different format than the paper (e.g., printing a legal-sized drawing on letter-sized paper).
  Overlap: use this option when tile printing a larger drawing onto several sheets of printout. You may specify (**Defined** option) an extra margin on each sheet to help when trimming and pasting up the output.

List of printers
  This is a combo box which displays the name of the active printer and a list of available printers.
  By selecting a printer from the list or by typing its name in the editing box, this printer becomes active.
  By default the active printer is the same as selected in the Windows **Printer setup** dialog.

Copies
  Indicate here the desired number of printouts.
  By default NeoDraw prints one copy of the drawing.

Printer configuration button
  Opens the Windows **Printer setup** dialog box.
  This dialog allows you to configure the active printer.

Options
  Crop marks: prints horizontal and vertical marks at the corners of the document. These marks will act as guidelines when trimming the drawing after printing.
  Registration marks: prints marks at the outside and mid-distance of horizontal and vertical extremities (e.g.: for transparent or offset films). This option is available when **Crop marks**option is selected.
  Selection: prints only the selected elements of the active drawing window. This option is checked by default if elements are selected when you choose the Print command.
  Fast: prints a draft copy. Only the outlines of drawings are printed, without fills, with hatched rectangles instead of of bitmaps, and gray rectangles instead of Windows text. **Fast** draft printing is identical to the display when using the command **Quick Display** of the **Options** menu.
  Center on paper: centers the drawing on the printed page.
  Name+Date: prints the name of the file, the date and the computer system's time at printing, plus the scale of printing if it is other than 100%.

Activate the **Ok** button to begin printing.

A button will appear which allows you to halt the printing process by activating the Esc key or the **Cancel** button.

See: <u>Control panel...</u>

Control panel... command **File** menu

Opens Windows **Control panel**.

Use this function to change the default printer. To modify printer setup, activate the **Printers** icon.

Important:
- changing the paper size modifies the size of the drawing in NeoDraw when the page size **Printing area** option is checked in the **Page configuration** dialog box.

Note: NeoDraw can display a drawing with a maximum size of 20" x 20" (51cm x 51cm)

Exit command of **<u>File</u>** menu

Quit program.

Closes all drawing windows and asks to **save** files which have been modified.

1, 2, 3 .. File name command of **<u>File</u>** menu

Loads a previously open or saved drawing file for editing.

The command **1... File name** loads the file last opened; the command **2... File name** loads the second-to-last opened file, etc.

The number of drawing files shown on the menu in the configuration file.
<u>NeoDraw.ini</u>.

fin de v_menu2

Undo command **Edit** menu

Cancels the last modification to the active document.

Keyboard shortcut: **Alt** + **BkSp** (Backspace)

Undo allows you to cancel up to 9 actions on the **layer** on which you are working. When you change the active layer you can no longer cancel actions in the preceding layer.
The number of Undo levels may be changed (1 to 9) in the **Preferences** dialog box.

NeoDraw indicates what will be Undone, and asks you to confirm the cancellation.

Note: The **Redo** command of the **Edit** menu cancels the last **Undo** command.

Redo command **<u>Edit</u>** menu

Restores the action cancelled by the **<u>Undo</u>** command.

Keyboard shortcut: **Shift + Alt** + **BkSp** (Backspace)

Functions similarly to the **Undo** command.

Delete command   <u>**Edit**</u> menu

Erases selected objects.

Keyboard shortcut: **Del**

Cut command **Edit** menu

Removes the selected object(s) and places it onto the clipboard.

If nothing has been selected, this command is not available.

Keyboard shortcut: **Shift** + **Del**.

Notes: NeoDraw places 2 versions of selected objects onto the clipboard, one in vector format (e.g.: to paste into Write or Winword) and the other a bitmap (e.g.: to paste into Windows versions of QuikMenu, NeoPaint or NeoBook).
- the **Preferences** dialog box allows either of these two formats, or both, to be placed on the clipboard.

- the Clipboard contains two commands **Mode point** and **Image**, for bitmap and vector formats (respectively).

Copy command **Edit** menu

Makes a copy of the selected objects onto the clipboard.

Keyboard shortcut: **Ctrl** + **Ins**.

If nothing has been selected, this command is not available.

See notes of the **Cut** command of **Edit** menu.

Paste command **Edit** menu

Inserts a copy of the clipboard's content onto your drawing.

Keyboard shortcut: **Shift** + **Ins**.

YoYou can paste bitmap and vector objects (metafile) which were last placed onto the Clipboard with the **Copy** command of the **Edit** menu - either from NeoDraw or from another Windows program.

See:

- the Clipboard contains two commands **Mode point** and **Image**, for bitmap and vector formats (respectively).
- the **Preferences** dialog box.

Paste special command   **<u>Edit</u>** menu

Opens the **<u>Paste special</u>** dialog, allowing you to choose among the formats contained in the clipboard.

Keyboard shortcut: **Shift + Ctrl + Ins**.

See:
<u>Paste</u> and **<u>Copy</u>** commands of **<u>Edit</u>**. Menu.

Duplicate command **Edit** menu

Duplicates selected object(s) and displays this copy beside original object(s) (1cm to right, 1 cm down).

Keyboard shortcut: **Ctrl** + **X**.

Copy style command **Edit** menu

Copies the <u>style</u> of a selected object.

To use the style for another object, select that object and activate the **Paste style** command from the **Edit** menu.

Paste style command **Edit** menu

Uses the <u>style</u> (line and fill characteristics) last **<u>copied</u>** for the currently selected object(s).

Select all command   **Edit** menu

Selects all the contents of the active drawing window.

Keyboard shortcut: **Ctrl** + **A**.

Group command **Modify** menu

Groups all selected objects into a single element.

Keyboard shortcut: **Ctrl** + **G**.

It is useful to group elements:
  • to stretch, skew or Warp several objects together,
  • to move other elements between them.
  • to easily select an element without risk of deforming it.

  Note: the Group command places the group, including elements that compose it, in the foreground. A group can be moved behind or in front of other objects with the   **Arrange** command.

If nothing has been selected, or if an single element has been selected, the command is not available.

It is possible to group several groups into one: select several groups and execute the Group command.

To separate grouped elements, execute the **Ungroup** command.

To group identical elements, use the **Tile Object** command. **Tile Object** uses a single element which is copied to other locations, producing files which are more compact on disc, more rapidly loaded and which occupy less memory.

Tile Object command **Modify** menu

Makes a tiled pattern inside a defined area from the selected object.

Keyboard shortcuts: **Ctrl + V**.

It is possible to tile all kinds of objects: bitmapped objects, text, etc.

Method:
   • Select the object.
   • Use the **Tile Object** command.
   • Enlarge the element by dragging its block control points while holding down the **Shift** key. The enlarged block is then tiled with however many elements that it can contain.

A **Tile Object** dialog allows you to specify how the object will be tiled. This dialog box is under the **Edit** command of the **Modify** menu, or from the **Edit Tile Object** command of the **popup Attributes menu** when a Tiled Object is selected.

Note 1: to resize or reproportion a tiled area, and to thus modify the size and proportions of the basic element, drag a block control point (without using the **Shift** key).

Note 2: NeoDraw's **Tile Object** command uses and saves only a single element: so files are more compact on disc, load more rapidly and occupy less memory.

Note 3: using the Ungroup command on a tiled area undoes the tiling and restores the basic element.

Ungroup command   **Modify** menu

Restores the individual component elements (or subgroups) of an object which has been grouped.

Keyboard shortcut: **Ctrl + U**.

Applied on a tiled area, the Ungroup command cancels the tiling and restores the basic element.

If no group has been selected or if several groups have been selected, the command is not available.

Edit command **Modify** menu

Keyboard shortcut: **Ctrl + E**

Open:
 *-a **line editor** if the selected object consists of <u>NeoDraw text</u>.
 *-a **text editor** if the selected object consists of <u>Windows text</u>.

 *-the **Tile Object** dialog box if selected object is a tiled area.

Information... command **<u>Modify</u>** menu

Displays the **Info** window giving information on a selected object.

Keyboard shortcuts: **Ctrl + I**.

X: and **Y:** indicate coordinates of top and left edges of the selected object
X': and **Y':**   indicate coordinates of bottom/right edges of the selected object.
L: and **H:**   indicate the width and height of the selected object.
MM, **CM**, **Inch** and **1440e** display X, Y, X ', Y', L and H values, in millimeters, centimeters, inches and 1/1440 inch (respectively).
Colors: indicates outline, filling and gradient colors with their RGB (red/green/blue) values.

Also indicated, depending on what is selected:
  • for a vector drawing:
   - the open state (outline only) or closed (object colored), (See **<u>drawing attributes</u>**.
   - the <u>control path point</u> number .
  • for a NeoDraw text:
  - First 5 characters of the text,
  - the font, size (in points) and width of the text.
  • for a bitmap:
  - the size (width X height)
  - the number of bits per pixel. 1 bit = bitmap 16 colors, 8 bits = bitmap 256 colors, 24 bits = bitmap 16,7 M colors.

Arrange command **<u>Modify</u>** menu

Moves selected object(s) and/or group(s) above, below, to the foreground or to the background.

Background: moves the selected object(s) behind all other objects.
Keyboard shortcut: **Ctrl** + **Shift** + **R**

Above: moves the selected object(s) up one level toward the top of the drawing. If several elements have been selected, places the selection on top of the element ahead of the topmost object selected.
Keyboard shortcut: **Ctrl** + **Shift** + **D**.

Below: moves the selected object(s) down one level toward the bottom of the drawing. If several elements have been selected, places the selection behind the element below the lowest element selected.
Keyboard shortcut: **Ctrl** + **Shift** + **E**

Foreground: moves the selected object(s) on top of all other objects.
Keyboard shortcut: **Ctrl** + **Shift** + **P**

Note: the **<u>Group</u>**command places the group, and the elements that compose it, in the foreground. In cases where many elements have to be judiciously arranged, use **<u>Layers control</u>** to place elements on separate drawing layers.

Align command **Modify** menu

Align selected object(s).

Top: places the tops of the selected objects along the highest part of the selected area.

Bottom: places the base of selected objects at the lowest part of the selected area.

Right: places the right edge of selected objects at the right side of the selected area.

Left: places the left edge of selected objects at the left side of the selected area.

Center Horizontal: aligns selected object(s) according to their respective horizontal centers.

Center Vertical: aligns selected objects along a central, vertical axis.

Symmetry command **Modify** menu

Horizontal: flips selected objects along a horizontal axis.

Vertical: flips selected objects along a vertical axis.

The **Symmetry** function may also be applied to bitmap elements.

To undo a flip, use Symmetry again, except for a   NeoDraw text element or a **group**: in these 2 cases, use the command **Undo horizontal
symmetry** or **Undo vertical symmetry** from the **Attributes popup menu**.

Assemble command **Modify** menu

Assembles selected objects into a single object.

For example, the character **A** is an assembled form, originally constituted of an object forming the external outline and another which forms the small internal triangle in the interior of the A.

Keyboard shortcut: **Ctrl + Shift + A**

Method:
 • Apply a color to each elements (to close them).
 • **Select** elements (select more than one element by holding the **Shift** key down or by dragging the selector over the desired objects).
 • Activate the **Assemble** command.

Note: The assembled element may be modified as for other NeoDraw's objects: i.e., using its control points.
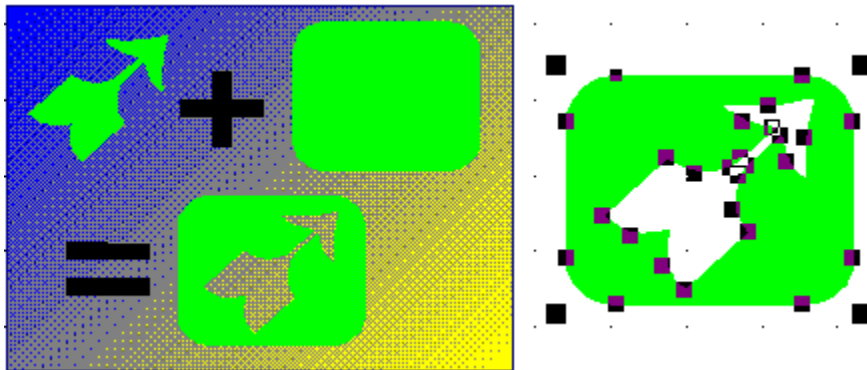
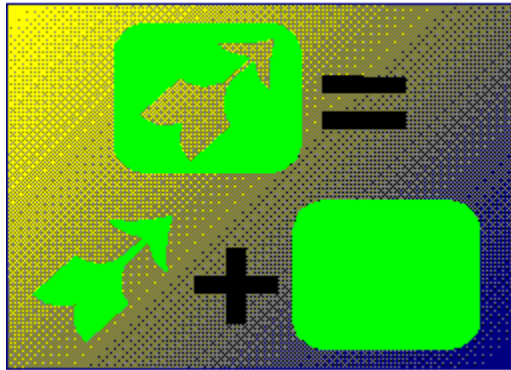# Disasemble command **<u>Modify</u>** menu

Used to break apart an element which was previously assembled from separate elements.

Method:
- **<u>Select</u>** object to disassemble.
- Use the **Disassemble** command.

Note: The resulting elements retain the properties they had prior to being assembled.

Warp... command   **Modify** menu

Distorts one, or several, objects or groups.

Opens the **Warp** dialog.

Using the Warp dialog box:

A sample window shows a sinusoidal projection applied on a rectangle with the same proportions as the
selected object(s). You may alter the deformation using the following options:
    1 - the frequency of the sinusoid, set by moving the horizontal scroll bar: it can vary from Pi / 2 to 10
       Pi by of Pi / 2.
    2 - the amplitude of the sinusoid, set by moving the vertical scroll bar.
    3 - the symmetry of the distortion, set by using the **Sym** check box.

Blend shapes... command   **Modify** menu

Opens the **Blend Shapes** dialog, which allows you to morph between two individual objects produced with NeoDraw's drawing tools.

Method:
- Create two elements. The two elements must have the same number of control points and must have been drawn with the same tool. Elements may be composed of different types of points (arc, line, spline), but the same number of points in the same order.
The simplest way is to duplicate an element and to edit the copy to change its shape.
- Select the two elements.
- Use **Blend shapes...**
- Indicate in the **Blend Shapes** dialog, the number of steps used to blend from one element to the other (between 3 and 300).
- Click on the **Ok** button.

Notes: 1 - The transformation uses the shape, filling color and outline colors in producing the blend.
2 - The objects generated with the **Blend shapes** feature are **grouped**.

Join on a path... command **<u>Modify</u>** menu

Opens the **Place Object on a Path** dialog box.

This allows you to align a group of objects along a <u>path</u> (a shape produced with a NeoDraw tool: line, spline curve, etc.).

First create the objects you wish to align along a path.
  For example:
  • create a shape (with a NeoDraw tool) and then duplicate it. Next, use the **<u>Blend shapes</u>** feature to obtain a group of objects.
  • or create NeoDraw text then **<u>split</u>** it and **<u>group</u>** the resulting characters.
  • or draw any quantity of different objects.
Then draw a path for the objects to follow using one of NeoDraw's drawing tools (such as: line, arc, bezier curve, etc.).
Select both the grouped objects and the path and then activate the command **Place Objects on a Path** which opens the **Place Objects on a Path** dialog. The **Place Objects on a Path** command will then also be available on the **<u>popup Attributes menu</u>**.

Using the Place Objects on a Path dialog box:
  Options:
  • **Rotation:** rotates each object in the group according to the direction of the path.
  • **Offset:** keeps the distance between the objects.
  • **Start:** align the objects from the begining of the path.
  • **Center:** align the objects on the center of the path (if the path is longer than the objects).
  • **End:** align the objects at the end of the path.
  Base: specify which part of the objects are aligned along the path (default is the center).

Split text command **Modify** menu

Converts NeoDraw text into drawing paths.

Notes:
  • the **Split text** command is on the **popup Attributes menu** when a NeoDraw text object is selected.
  • a copy of original text is retained and placed on top of the new elements.
  • split text may be **placed on a path**:
    • - group the letters,
    • - create a path,
    • - select both the group of letters and the path and then use the Place Objects on a Path command.
    • - select on the **Join with a path** dialog, select the left and bottom radio button for the **Base** attribute.

Mask command **Modify** menu

Mask a bitmap to place it inside a drawing object or as a fill inside NeoDraw text. The bitmap is will then only be shown within the object or NeoDraw text.

Method:
 • **Select** a drawing object (created with a NeoDraw tool: line, arc, spline, ellipse, rectangle) or NeoDraw text, and the bitmap image.
 • Use the **Mask** command.
 The bitmap will then appear only inside the drawing object.
 Notes:
  • The drawing object must be closed, check the **Closed** option, if necessary (**Drawing...** dialog box or **Closed** command of **popup Attributes menu**).

It is possible to **mask** other objects (drawing elements, bitmaps, group, NeoDraw text, tiling...) inside a drawing object or a NeoDraw text object using the **Mask** option of the **Drawing** dialog.

The **Mask** attribute can be given to:
 • a drawing path (created with the NeoDraw tools: line, arc, spline, ellipse, rectangle),
 • a NeoDraw text object.

Method:
 • **Select** a drawing object or NeoDraw text.
 • Set the **Mask** attribute by checking the **Mask** option of the **Drawing** dialog (**Drawing...** command **Attributes** menu).
 • The element must be closed, check the **Closed** option if necessary (**Drawing...** dialog or **Closed** command of **popup Attributes menu**.
 • **Group** (**Ctrl+G**) this element with another (or several other elements: drawing elements, bitmap, group, NeoDraw text, paving...).
 The other elements appear only inside the element that has the **Mask** attribute.

Fin v_menu3

Close command **popup Attributes** menu

Closes a selected element and applies the active color (last color selected from the color palette) to it.

Note: this does the same thing as activating the 'Closed' checkbox of the **Drawing attributes Drawing attributes dialog.**

Open command **popup Attributes** menu

Opens up a selected element and removes it its color fill.

Note: this does the same thing as the 'Closed' checkbox (inactive) in the **Drawing attributes** dialog.

Font command **popup Attributes** menu

Displays a submenu indicating the name of all available NeoDraw fonts.
Click on a font name to use this font with the selected NeoDraw text object.

To modify the font of a Windows textobject:
  • select a Windows text object (including paragraph text),
  • use the **Edit** command of **Modify** menu.

Line command **popup Attributes** menu

Opens a submenu allowing you to apply various line styles to the selected object.

Grid... command **Options** menu

Keyboard shortcut: **Ctrl + Shift + G**

Opens the **grid** dialog box allowing you to configure, modify, activate or deactivate the grid.

The visual grid
Serves as a visual aid. The grid consists of dots to indicate spacing.
Modification and configuration of the visual grid:
   • Activate **Visible** checkbox to display the grid.
   • Enter values (per number of Units) for the spacing in **Step X** and **Step Y**.

Magnetic grid
Allows you to precisely size or move objects by forcing object edges to snap to the grid.
Modification and configuration of the magnetic grid:
   • Activate **Active** checkbox to activate the magnetic grid.
   • Enter values (per number of Units) for the spacing in **Step X** and **Step Y**.

Changing the grid size
Click on the **Units:** button (the available units are: **mm**, **1/10 mm**, **1/10 inch**, **1/32 inch**, **1/16 inch**, **1/4 inch**) until the desired unit is displayed.

Notes: the units of rulers and coordinates (status line) are set using the **Units** button in the
                Preferences dialog.

Page configuration... command   **Options** menu

Opens the **Page configuration** dialog, which allows you to modify the size and orientation of the active drawing, define the paper color (background) and to configure your printer.

Printing area: sizes the drawing format according to the area of the paper which may be printed on, as configured in the **Printer** section of the Windows **Control panel**.

The following lists the sizes in mm for the drawing in Portrait orientation (horizontal x vertical):
  A5: 148 X 210
  A4: 210 X 297
  A3: 297 X 420
  B5: 182 X 257
  B4: 250 X 353
  Tabloid: 279,4 X 431,8 (11"x17")
  US Letter: 215,9 X 279,4 (8.5"x11")
  US Legal: 215,9 X 355,6 (8.5"x14")

Other: indicate in zones '**X:**' and '**Y:**' the desired horizontal and vertical values respectively (in mm).

Entered values must be between 1 mm and 520 mm.

Portrait and **Landscape** produce a drawing in vertical or horizontal orientation.

Color: applies a background color corresponding to the color of paper used for printing to the drawing surface (this color is not printed, it allows you to visually approximate the final document).
  • click with the left mouse button on **Paper color** to open the popup palette and click again with the left
    button on the desired color,
or
  • click with the left button on the desired palette color,
  • hold the button down while dragging the mouse to the **Paper color** zone (the cursor will resemble a
    paint pot),
  • release the mouse button.

Printer options...: opens the **Printer setup** dialog to set configuration options for the current printer.

Preferences... command **Options** menu　▦

Opens the **Preferences** dialog.

**Use Preferences to set options for saving, displaying, the clipboard, the
number of undo levels, the definition of line thicknesses and the choice
of units for the display of the rulers, coordinates and grids.**

These preferences are saved into the NeoDraw.iniconfiguration file.

Saving

Save Compressed:
  Activates or deactivates compression of files saved in NeoDraw.
  When compressed, files take longer to load, but use less disk space.
Saving with palette:
  If this option is selected, NeoDraw saves the palette with the drawing. The palette will be loaded when
  the drawing is next edited.
Save as WMF:
  If this option is selected, NeoDraw saves (when using **Save** or **Save as..** command of **File** menu) two
  files. One is a NeoDraw format file with '.TEO' extension; the other is a Windows metafile file format
  with '.WMF' extension.
Create Backup File:
  If this option is selected, NeoDraw saves (when using **Save** or **Save as..** command of **File** menu) a
  backup copy of the previously edited version with '.TBK' extension.
Use Win File Selector:
  If this option is selected, NeoDraw uses the standard Windows dialog boxes to open and save
  drawings.

Display

Show Status Line:
  Activates or deactivates the status line at the bottom of the screen.
  If this option is selected, the status line is present.
Color Ctrl Points:
  If this option is selected, the control drawing points are displayed with different colors according with
  their type: **line** points in blue, **arc** points in green, **spline** points in red.
Fast Gradient:
  If this option is selected, the gradient fills are displayed in rapid mode with a limited number of steps.
  This will speed the display, but be less accurate.
  This option does not modify the printing of gradient fills. Gradients will retain the attributes set in the
  Gradient dialog.
Fast move:
  If this option is selected, objects do not display outlines but only a rectangle when **moving**. Objects
  display more rapidly when dragging.
  By pressing both right and left mouse buttons while dragging, elements display their outline.
  If this option is not selected, the function is inverted: elements dragged using just the left mouse
  button display outlines.
256 Color Palette:
  If this option is selected, NeoDraw uses a pure color palette. Use this option if your display is capable
  of 256 colors.
Fixed palette:
  Activates or deactivates the fixed palette at the bottom of the screen.
  If this option is selected, the fixed palette is present.
Blue Pg Border:
  Activates or deactivates display of a blue frame around the page.

If this option is selected, the blue frame is displayed.

Progress Bar:
Activates or deactivates the bars at the bottom of the main NeoDraw window which indicate the program is working.

Small Ctrl Pts:
Activates or deactivates display of small points at the corner of each element inside a group.
If this option is selected, the small control points are displayed.

With Rectangle:
Activates or deactivates displaying rectangle(s) (outlining the selection) when dragging an object(s).;
If this option is selected, rectangle(s) are displayed.

Large palette:
Activates or deactivates the big palette window   in place of a smaller one.
If this option is selected, the larger palette is displayed.

Large Tools:
Activates or deactivates a big tool palette window in place of the smaller.
If this option is selected, the larger tool palette is displayed.

Frame Win-Text:
Activates or deactivates display of a frame around <u>Windows text</u> when not selected.
If this option is selected, the frames are displayed.

Clipboard

Copy Bitmap:
If this option is selected, NeoDraw places a bitmap format version of selected objects into the clipboard when the **Copy** or the **Cut** command in the Edit menu is used.

Copy Image (metafile):
If this option is selected, NeoDraw places a metafile format version of selected objects into the clipboard when the **Copy** or the **Cut** command of the Edit menu is used.

Undo Levels

From 0 to 9 **undo** levels are available. You can undo up to 9 actions.

Line...

Opens the **Line thickness** dialog, allowing you to preset the 4 line thicknesses (in tenths of millimeter) used on the **Toolbars** buttons.

Units...

Opens the **Units** dialog, allowing you to choose a unit (millimeter or inch) for displaying rulers, coordinates, and the area shown on the <u>status line</u>.

Palette color command **Options** menu

Displays or removes the **floating palette**.
If the checkmark (✓) is visible, the floating palette is displayed.

Rulers command **Options** menu

Displays or removes the rulers.

If the checkmark (✓) is visible, the rulers are displayed.

Toolbars... command **Options** menu

Opens the **Toolbars configuration** dialog box.

Toolbars are composed of icon buttons.
An icon is quicker to use than the selecting the same command from the drop-down menu.

The **Toolbars configuration** dialog box allows to activate, configure and position the 4 toolbars.

Any icon can be placed onto one of the 4 toolbars.

Using the **Toolbars configuration** dialog:

The upper list represents available icons, those that are not present in any toolbars.

The lower list represents icons allocated to the selected toolbar(1, 2, 3 or 4).

Each line of these lists represents an icon and the description of the action that is allocated to this icon.

To add or insert an icon into a bar:
 • select a toolbar by activating one of the four radio buttons, **1**, **2**, **3** or **4**.
 • select an icon from the list above, clicking on a line.
 • The **Space** and **Half-Space** elements allow you to use spaces to arrange icons into groups.
 • activate **Add** or **Insert** button.

To remove an icon from a toolbar:
 • select a toolbar by activating its radio button: **1**, **2** , **3** or **4**.
 • select an icon on the lower list, clicking on a line.
 • activate **Remove** button. The selected icon is placed back on the upper list of available icons.

To position a toolbar at top, left or right:
 • select an iconbar, activating its radio button: **1**, **2** , **3** or **4**.
 • select a position **Top**, **Left** or **Right**.
 Note: you may place up to four toolbars on either the left or right side, but only one on top.

To remove all toolbars from screen:
 • deactivate the **Active** checkbox.

Guidelines command **Options** menu

A <u>guideline</u> is created by pressing the mouse button on a <u>ruler</u>, and dragging the mouse to the desired position before releasing the mouse button.

If the **magnetic grid** is activated, the guideline will snap to the nearest <u>grid</u> point.

See: <u>Using guidelines</u>: To position, drag or remove guides.

The **Guidelines** command activates a submenu including the following commands:
- **Visible:** when the checkmark (✔) is visible, guidelines are displayed.
- **Active:** when the checkmark (✔) is visible, guidelines are active (and attract the mouse).
- **Create:** automatically creates guidelines around a selected element (or the first element of a selection). A horizontal guide and a vertical guide are created for each point (line, spline, arc) of element's outline.
- **Delete:** delete all guidelines after asking confirmation.

Notes: guidelines are **saved** with the drawing.

Using **Guidelines**

To place a guideline
  • hold the left mouse button down on either the horizontal or vertical <u>ruler</u> to obtain either a horizontal or a vertical guideline.
  • use the mouse to drag the guideline to the desired position.
  • release the mouse button.
  Notes:
  • If the **magnetic grid** is activated, guidelines will snap to the nearest <u>grid</u> point.
  • by pressing the **Ctrl** key while dragging, the guideline is moved in 1 mm increments (even if the magnetic grid is activated).
  • if you press the **Shift** key while dragging, the guideline is moved free of the magnetic grid (even if the magnetic grid is activated).

To move a guideline:
  • press the left mouse button on the ruler at the position of a guideline.
  • drag the mouse.
  • release the mouse button.
  Ctrl and **Shift** keys can be used as is explained above.

To delete a guideline:
  • click with the right mouse button on the ruler at the position of a vertical or horizontal guideline.

To delete all guidelines:
  • use the **Delete** command under the **Guidelines** function in the Options menu.

Quick display command Options menu

Displays the active drawing in either rapid or normal display mode.

When the checkmark (✓) is visible, all elements are shown in rapid mode.

In rapid mode:
- Drawing elements and NeoDraw text objects display only their outlines.
- Each line of Windows text is displayed as a gray rectangle.
- Bitmap objects display as hatched rectangles.

Display bitmap command **Options** menu

Displays bitmaps as hatched rectangles instead of as images, to speed screen redraws.

When the checkmark (√) is visible, a hatched pattern is displayed in place of bitmap images (on screen and also when printing).

External programs commands **Options** menu

External programs can be executed directly from NeoDraw by modifying the configuration file **NeoDraw.ini**, which is located in your Windows subdirectory.

Example:
[Program]
1=&Viewer..., c:\Neodraw\NSVIEW.EXE
2=&Icons..., c:\windows\NSICON.EXE
3=&NotePad..., c:\windows\Notepad.exe
4=&NeoDraw.Ini..., c:\windows\Notepad.exe c:\windows\NeoDraw.ini

For each of the 4 lines of this example, NeoDraw creates a new command in the Options menu.

Fin v_menu4

Drawing path

A graphic element created with a NeoDraw tool, e.g.: Ellipse, Rectangle, Rounded rectangle, Arc,, Line, Cubic spline, Quadratic spline, Bezier curve.

A drawing path consists of <u>control path points</u> which appear when a the object is selected. Control path points of different types (line, arc, spline...) may be inserted into the same object.

Each drawing path has a starting and end point: the start has a control point smaller than other control points.

Gradient angle
The angle which indicates the direction of the gradient.

Group
An object consisting of several elements of any kind. A group can contain other groups.

Attributes

Parameters assigned to an element. Color and outline thickness are examples of attributes for drawing objects. For text, attributes are the font or the size of characters.

Duplicate
This action produces a copy of an object.

Element

Any object which may be included inside a NeoDraw drawing: drawn object, text object, bitmap object...

Icon
Icon editor (EGA/VGA for DOS programmers in Turbo Pascal. Supports mouse and scrolling menus. A unit allows to insert icons inside Turbo Pascal source code.) In France the registration fee is 150 F ($30).

Rulers
Indicate the drawing's measurements, at the drawing's printed size.
Rulers display may be turned off or on by using the **Rulers** command of the **Options** menu.

Guidelines

These are horizontal or vertical lines, which can be set so that objects snap to these when drawing. They allow you to structure drawings and precisely position objects.

Grids

A set of equally distributed horizontal and vertical alignment points. You may define the grid's spacing.
There are two different **grids**:
  • the **Visual grid** displays a grid on your screen. This grid is not printed.
  • the **Magnetic grid** snaps the mouse to the nearest grid point.
  The spacing used for each type of grid can be different than for the other.

Impact
A DOS-based vector drawing program, for VGA display and supporting the mouse and compatible Epson printer.

Block control points
Square control points which are located at the four corners and at the sides of a rectangle containing the **selection**.
The block control points allow selected objects to be deformed and resized.

Path control point
These are points located on a <u>drawing path</u>, which are represented by squares which have a smaller size than the <u>block control points</u>.
A single drawing path may use different types of path control points (arc, line, spline, Bezier).
The first control control point shown on a drawing path is smaller than the others.

Style
An object's style consists of its various attributes.
For a drawn object, the style contains the thickness of the outline, outline and fill colors, as defined in the **Drawing...** dialog.
In NeoDraw text objects, the style also consists of **text attributes**, such as the font, the size of characters, etc.

NeoDraw Text
This is text created with special NeoDraw fonts. NeoDraw text objects may be deformed and treated like other NeoDraw drawing objects.
NeoDraw text consists of a single line, with a maximum of 40 characters, and is created using the **Text tool**.
Text attributes of NeoDraw text may be changed using the **NeoDraw text attributes** dialog - accessible with the **Text** command of **Attributes** menu.
Multiline blocks text using Windows fonts (True Type, ATM, etc.) may also be created.

Windows Text
Text and paragraphs created using a Windows font (True Type, ATM, etc.).
Windows text objects are created by using the **Text tool** and by using the mouse to drag out a rectangle to contain the text while holding down the **Ctrl** key. The **text editor** will be launched to allow you to edit the text.

Letter Spacing
Spacing between characters.

Status line
Displays the following information (from left to right) at the bottom of the main NeoDraw window:
  • the coordinates of the mouse cursor, inches or millimeters, with a 1/10 mm precision.
  • **zoom** rate, or rotation angle when the **Rotation** tool is active.
  • number of selected objects.
  • the size of the selection, in inches or millimeters.
  • the area in   sq. inches or mm² of a single selected drawing element.
  • context-sensitive help information, or the order of display for a selected object when the mouse cursor is over this area of the status line.
  • color component values (Red, Green, Blue,Light, Saturation, Cyan, Magenta, Yellow, Black), on the right side of the status line, when the mouse cursor is placed over a palette color.

Bitmap
Bitmaps are created in a paint program, such as NeoPaint or Windows Paintbrush.

Bitmaps may be **pasted** into a NeoDraw drawing via the Windows Clipboard.

It is possible to modify the color of a b/w monochrome bitmap:
  • select monochrome bitmap,
  • click on a color from the **palette**.

Horizontal and vertical **symmetry** may also be applied to bitmaps..

Fin de v_terms

Dialog boxes

NeoDraw text attributes
Drawing attributes
Dimension
Palette colors
 Gradient
Keyboard
Layers control Window
Clip-Art
Comet
Dimension scale
Bezier surface

Grid
Preferences
Toolbars configuration
Tiling
Blend Shapes
Info Window
Paste Special

Color palette

There are two types of palettes available: a floating palette, which you may place anywhere on the screen, and a fixed palette at the bottom of the main NeoDraw window.

These 2 types of palette are composed of 8 distinct sub-palettes (of 16 colors each).

It is possible to create new palettes, to modify them and to save them (**Color...** command of the Attributes menu).

Two ways to apply a color:
Classic method:
    • select the element to color,
    • click with a mouse button on a color on the palette.
Drag and drop method:
    • use the mouse button to click on a color from the palette;
    • drag the mouse until you reach the element to color (the cursor resembles a paint pot);
    • release the mouse button.

To apply a color:
  • **inside a drawing path or to NeoDraw text:**
    .   Classic method with the left button.
    or
    .   Drag and drop method with the left button.
  • **to the outline of a drawing path or to the outline of NeoDraw text:**
    .   Classic method with the right button.
    or
    .   Drag and drop method with the right button.
  • **to Windows text:**
    .   Classic method with the left button.
    or
    .   Drag and drop method using the left button.
  • **to the background of Windows text:**
    .   Classic method with the right button.
    or
    .   Drag and drop with the right button (cursor will resemble a brush).
    Notes:
   - The background of a Windows text object can be assigned only a pure color, the number of available colors depends on your screen and your graphics adapter.
   - The background of a block of Windows text can be transparent: select the block of   Windows text, open the **Drawing attributes** dialog box, then activate the **Transparent** radio button.
   - The option **Saving with palette** of the **Preferences** dialog allows you to save the sub-palette with the drawing.

To modify the colors of elements in a group:
  • Drag and drop method with the left button for the background or the right button for outlines.

To remove or activate the floating palette:
  • Click on the **Color Palette** command in the Options Menu

See also:
Modification of beginning and end colors of a gradient

NeoDraw Text... <u>Attributes</u> menu

Opens the **NeoDraw text attributes** dialog.
This dialog box allows you to modify attributes of one (or several) selected <u>NeoDraw text</u> objects.

May also be accessed from the **popup Attributes menu**.

Using NeoDraw text attributes dialog:

• the **size** (in point Didot (1 point didot = 0,3759 mm), can have a value of 1 to 999 points.

• the **italic** can vary from -45 to +45.   A negative value creates a left-slanting italic.

• the **width** (in percentage), corresponding to an expansion or to a reduction of the width of characters. can have a value of 1 % to 1000%.

• the **Ltr spacing** (as a percentage of the height of characters), corresponds to   the distance separating characters, and may have a value of -50% to 100%. A negative spacing places characters before the preceding character.

NeoDraw text   has text attributes and also drawing attributes. All these attributes constitute its <u>style</u>. To allocate the same attributes to another NeoDraw   text object, **copy and paste the style**..

See also:
   Creating NeoDraw text
   Creating Windows text
   Text tool
   Text editor

Drawing... <u>Attributes</u> menu ▦

Opens the **Drawing attributes** dialog.

This dialog box allows you to modify attributes of one (or several) selected drawing elements.

Drawing attributes are: **line thickness**, **fill** and **outline color**, **open** (only outline) or **closed** (element filled), **drawing** and **filling modes**, **transparent** or **opaque** (for <u>Windows text</u> background) and the **mask** attribute.

Drawing attributes of an object constitute its <u>style</u>.   To transfer the same drawing attributes to another object **<u>copy and paste the style</u>**.

Using the Drawing attributes dialog:

• **Line thickness:** indicates, in tenths of millimeters, the thickness of the selected element's outline and can have a value of 0 to 1000.

• **Closed:** select this option if you want selected element(s) to be closed (filled with color).

• **Drawing mode:** defines the mode of painting. The manner is determined according to whether interiors of objects and their contours are combined to existing colors on the drawing surface.
  In the examples below, the drawing mode is assigned to the form number 2 and colors are identical in each example.

<u>Copy</u>: normal mode, by default.

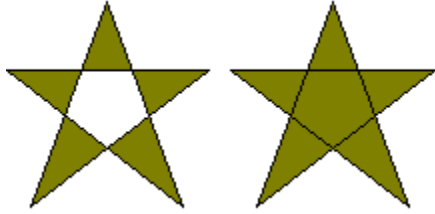<u>And</u>: common colors of the background and the object are combined.

<u>Or</u>: color of the object and the color of the background are combined.

<u>Xor</u>: colors in the background and in the object but not in either are combined.

• **Filling:** example

on the left **Alternate** fill, on the right **Winding**fill.

• **Background:**determines if the bottom of a block of Windows text will be opaque (fill) or transparent (objects placed under are visible).
The **Mask** attribute allows an object to be seen inside another object with which it is grouped. For example a bitmap (or drawing elements, or NeoDraw text) can be solely visible inside a drawing element or a NeoDraw text element.
  • Select a drawing element or NeoDraw text.
  • Select the **Mask** attribute for the element. The element must be closed, check the **Closed** option if necessary.
  • Group this element with one or several other elements (drawing elements, bitmap, group, NeoDraw text, tiling...).
The other elements appear only inside the element that has the **Mask** attribute.

• **Line** and **Fill:** to modify outline and fill **color** of selected elements.
  • click with the left mouse button on **Line** or **Fill** to open a small color palette, then click on the desired color.
  or
  • click with the right mouse button on **Line** or **Fill** to open a chromatic wheel (HLS colors), then click with left mouse button on the color desired.
  or
  • press the left mouse button on a desired color from the standard palette,
    - drag the mouse until reaching **Line** or **Fill** area in the **Drawing Attributes** dialog (mouse cursor appears as a paint pot),
    - release mouse button.

Note: **Drawing...** command is accessible from **popup menu Attributes**.

Dimension... Attributes menu

Opens the **Dimensions - End Styles** dialog.

It is easy to place **dimensions**, in NeoDraw: draw a **line** or a **broken line**, activate the **Dimension** command in the **Attributes** menu (or the **popup Attributes menu**), indicate parameters of the dimension measurement (shape of line ends, position of the dimension, font, scale...).

Dimension parameters constitute a **style**: to use the same dimension measurement parameters to another line use **copy and paste the style**.

Using Dimensions - Line End Styles dialog:

- Select the shape of endings for the **Beginning** and the **End** of the line (in the order which the line was drawn). The option **Without**inactivates measurement, and therefore suppresses the dimension.

- **Inverted**: inverts the direction of the **Arrow** and **Feather** line endings.
- **Closed**: closes the outline of the **Arrow** and **Feather** line endings.
- **Dimension**: displays the line measurement figure.
- **Multiline**: places line endings at the beginning and end of each segment of a broken (segmented) line. When this checkbox is not activated only the first and the last points of a broken line have an endings.
- **Colored**: line endings are filled with the active **filling color**.
- **Wedges**: puts wedges at the beginning and end of a dimension.

- **Size**: indicates the size of line endings in tenths of millimeters.
- **Angle**:   indicates the angle of the **Arrows** and **Feathers**.
- **Sup.**: indicates the length of the upper part of wedges in tenths of millimeters (for a dimension line drawn from the right to left). If the line has been drawn from the left to right **Sup.** indicates the length of the lower wedge portion.
- **Inf.**:   indicates the length of the lower part of wedges in tenths of millimeters (for a dimension line drawn from the right to left). If the line has been drawn from the left to right **Inf.** indicates the length of the upper wedge part.
- **Measurement pos.**: indicates the distance between the measurement text of the dimension and the dimension's line, in tenths of millimeters. Negative values are allowed. A positive value places the dimension above the dimension line if the line has been drawn from the left to right.

- The **Scale...** button opens the **Dimension scale** dialog, allowing you to configure the dimension's scale and its format (whole numbers and decimals).

- The **fonts...** button opens the standard Windows **Fonts** dialog, allowing you to modify the font, size and style of the dimension text.

Removing a dimension:
- Use the **Remove dimension** command in the **popup Attributes menu**. **Remove dimension** inactivates parameters of the dimension measurement but preserves the line.

Modification of a dimension:
- **Select** a dimension.
- Activate the command **Dimension...**.of the **Attributes** menu.

Dimension scale

The **Dimension scale** dialog allows you to configure the scale, the unit and the format of the measurement (number of integers and decimals).

Ratio:
Scale the measurements using the Ration fields. The first number in the Ratio represents the actual page size, measured in 1/10 mm, of the Unit used to scale (e.g., 1 inch = 254, a centimeter = 100, etc.). The second number in the Ratio is the number of Units represented by the first number (e.g., if one inch on the drawing represents 36", then the Ratio would be 254:36). Common scale Ratios in the U.S. would be 254:48 (1/4"=1'), 254:96 (1/8"=1'), 254:192 (1/16"=1'), 254:384 (1/32"=1'), and 254:65760 (1"=1 mile).

Unit:
Indicate a wording for the display of units on the measurement (e.g., cm, mm, m, km, inches, etc).

Format:
Indicate in the first box, the number of integers. Use the second box to indicate the number of decimals to display.

Color... __Attributes__ menu

Opens the **Palette colors** dialog.

This dialog box allows you to modify the colors in the __palette__ (both the floating and permanent palette).

The command __Preferences__ under the Options menu allows you to save the palette with the drawing.

Using the Palette colors dialog:

To select a palette: the vertical scroll bar on the left side of the dialog box allows access to 8 sub-palettes. By clicking on the **Ok** button, the new palette replaces the original in the __floating palette__.

To modify or define a color:
• The six horizontal scroll bars allow you to modify **R**ed, **G**reen and **B**lue components (**RGB** color), as well as **H**ue, **L**ight and **S**aturation (**HLS**) of a selected color.
• The **CMYK** editing areas allow modification of Cyan, Magenta, Yellow and Black **CMYK** color component values.
• Clicking the left mouse button on a desired color from the chromatic **HLS** wheel selects a color. The vertical zone at the right of the wheel modifies the light component**.**
• With the floating palette:
  . click with a mouse button on the desired color on the floating palette,
  . drag the mouse until reaching the color to modify (the cursor will change to a paint pot),
  . release the mouse button.
• Clicking with the right mouse button over one of the 16 colors displays a mini-palette, grouping 8 sub palettes. Click with the left button on the desired color (the right button cancels) and close the mini-palette.

Open: opens a file with '.PAL' extension containing palettes. The new palettes replace the defaults. Click on the Cancel button to return to the preceding palettes Palette files created by Paint Shop Pro (® JASC) may also be opened. Note that only the first 128 colors are used.

Save: save the palettes into a file with '.PAL' extension.

The standard Windows **Color** dialog box is accessible by activating **Color...** command while simultaneously pressing the **Shift** key. This standard Windows **Color** dialog box allows modification of the 16 visible colors of the __floating palette__.

Gradient... __Attributes__ menu

Opens the **Gradient** dialog.

Using the   Gradient dialog:

To apply a gradient (shaded fill) to an object, the shape must be selected and closed (see __Drawing...__ dialog box).

Type
  Choose the type of gradient: **None**, **Parallel**, **Circular**, **Square**.
  Periodic option is only available for circular and square gradients.
      Note: the periodic effect is not exportable in postscript.

Increment
    Step: indicates the thickness of gradient bands in tenths of mm. Must have a value between 1 and 1000.
    Angle: indicates the degree of incline for the gradient bands (parallel gradient). Must have a value between 0 and 90 degrees.

Center position
    Horizontal and **Vertical**: indicates the position of the center of gradient for a circular or a square gradient. E.g., horizontal and vertical values of 0% put the center of gradient at the top/left of a rectangle containing the element.

Modification of the beginning and end colors in gradients:
    • click with the left mouse button on the **Beginning** or the **End** field. This opens a palette from which you may select a color with your mouse.
     or drag method:
    • click on a palette color with the left mouse button.
    • drag the mouse until reaching the **Beginning** or **End** field (the cursor will resemble a pot of paint);
    • release the button.

Modification of beginning and end colors of a gradient without using the Gradient dialog:
    • select an object containing a gradient,
    • click with left mouse button on a __palette__ color to change the first gradient color,
    • hold down the **Shift** key and use the left mouse button to click on a palette color to change the gradient's second color.

HLS: (for Hue, Light, Saturation)
Check this box for using an HLS gradient Otherwise gradients are RGB (red, green, blue).

Note: Gradient options are also accessible from the __popup Atributes menu__.

Keyboard... **Attributes** menu

Opens a **Keyboard** window which contains special characters.

Using the keyboard with a NeoDraw text:
   • Select a NeoDraw text object or create NeoDraw text using the **Text** tool.
   • Open the **Keyboard** window with **Keyboard...** command under the **Attributes** menu or **popup attributes menu**.
   • Click on a character to add it to your text at the cursor position. The active font is indicated on the title bar of the Keyboard.

Using the keyboard with Windows text:
   • Select Windows paragraph text or create Windows text using the **Text** tool.
   • Activate the Keyboard... command under the File menu of **Text editor**,
   • Click on a character to add it to the text at the cursor position

Layers... <u>Attributes</u> menu

Opens the **Layers control** window.

The **Layers control** window allows you to manage up to 16000 planes. On each plane, objects may be displayed in **Normal** , **Rapid**
 or **Invisible**
. The **Invisible** and **Rapid** options allow the faster display of drawings containing many objects (bitmaps for example).

Objects situated on layers other than the active layer are not accessible with the mouse.
You can also copy or move objects from one layer to another.

Using the Layers control window:

Active: indicates the name of the active layer.

The list of layers on the left indicates the names of all existing layers.
 • Click on a layer to select it.
 • Double click on a layer name to make it the active layer.
 • Click on a layer name with the right button to change between rapid, invisible or normal display modes.

Active button makes the selected layer active.

Add button allows the creation of a new layer. Supply a name for the layer in the **NeoDraw-Layer** dialog.

Rename button allows you to change the name of the selected layer. Type a name for the selected layer in the **NeoDraw-Layer** dialog.

Remove button deletes (after confirmation) the selected layer and all elements on that layer. The active layer can not be deleted.

Active only option only displays the active layer.

The small **V** , **I**
 and **R**
 buttons change all layers (except the active layer) to normal, invisible or rapid display mode.
  Note: active layer can be in rapid or normal
 display mode, but cannot be invisible
.

Close button closes the **Layers control** window.

Comet dialog box

Allows you to modify the parameters of a selected object created with the <u>Comet</u>vector spray tool.

The **Point** group options allow you to define a form (circle, triangle, lozenge, square, multiple) used to produce the basic elements (spatters) in the comet object. **Multiple** option allows all forms to be randomly combined.

Free angle option randomly rotates the basic elements in the object.

Valid option allows you modify values (Number , Comet radius, Point radius) which can change from the beginning to the end of each stroke.

Number: indicates the number of basic elements to generate around each point when drawing.

Comet radius: indicates the width (in tenths of mm) of the area around each point in the stroke which contains the spattered elements.

Points radius: indicates the radius (or the size in tenths of mm) of each basic element.

Bezier Surface dialog box

Modifies the display of surfaces generated by the add-on **Drive Surface** application.
Accessible by the **Edit Drive Surface** command of the **popup Attributes menu**.

Lines: display only the lines.

Vertical Lines: display only vertical lines.

Horizontal lignes: display only horizontal lines.

One color: all squares of the surface using one color.

Checked: color all squares of the surface using two colors, as a checkerboard.

 Gradient: color all squares of the surface using gradient colors from 4 initial colors on the 4 extremities

of the surface.

To modify colors:
  • click on a palette color using the left mouse button.
  • drag the mouse until reaching a color field (the cursor will resemble a paint pot);
  • release the mouse button.

Tiling **dialog box**

This dialog allows you to modify tiled object attributes:
  • Select an element to tile.

  • Simultaneously press the **Ctrl** and **E** keys (or use the right mouse button to click on the **Text** tool)
•   The Visible check box allows display (when checked) or hiding (for faster display) tiled elements.
•   Use **X** and **Y** to specify horizontal and vertical spacing between tiled elements.

Note: to create a tiled area, use the **Tile Object** command of the **Modify** menu.

Blend Shapes dialog

This dialog allows you to indicate the number of intermediate elements to generate between two selected objects (these elements must have the same number of <u>control drawing points</u>).

This dialog box is accessible from the **Blend forms** command of the **<u>popup Attributes menu</u>**.

To blend two shapes:
 • Draw an element with a tool - line, spline, arc, ellipse, square...
 • Draw a second element having the same number of <u>control drawing points</u> (or duplicate the first object and modify its proportions).
 Note: one of the objects may be **<u>rotated</u>**, **<u>italicized</u>**, put in **<u>spherical (lens) projection</u>**... These distortions may also be blended.
 • Select the two elements.
 • Click on the Blend forms command of **<u>popup Attributes menu</u>**.
 • Use horizontal scroll bar to specify the number of elements to generate.
 • Activate the **HLS** checkbox to modify colors in each intermediate element using HLS (Hue, Light, Saturation) gradient. Otherwise, the colors will use RGB (Red, Green, Blue).

Paste Special **dialog box**

This dialog allows you to insert special format items from the clipboard.

The list can contain the following formats:
- **NeoDraw**: this format contains all specific NeoDraw graphic information; it is the default format used with the **Paste** command.
- **Metafile**: this is the Windows vector format.
- **Bitmap**: this is a common <u>bitmap</u> format generated by paint and image editors, such as Windows Paintbrush and NeoPaint.
- **Bitmap DIB**: this is a bitmap format for use with all resolutions (24 bits, 16 M colors only).
- **Drive-Surface**: a format generated by the program **drvsurf.exe** of **Drive-Surface**.

Voir: **Preferences** dialog box.

Fin de dialog