

**PGS.OBJ**

Copyright © 1995 Soft-Logik Publishing Corporation

<b>COLLABORATORS</b>
----------------------

	<i>TITLE :</i> PGS.OBJ		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 22, 2024	

<b>REVISION HISTORY</b>
-------------------------

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>PGS.OBJ</b>	<b>1</b>
1.1	Menus: Object . . . . .	1
1.2	Object/ Style Tags... . . . .	2
1.3	Object/ Edit... . . . .	2
1.4	Object/ Information... . . . .	8
1.5	Object/ Line/Fill... . . . .	8
1.6	Object/ Trapping... . . . .	12
1.7	Object/ Text Wrap... . . . .	12
1.8	Object/ Text Anchor . . . . .	13
1.9	Object/ Text Frame . . . . .	14
1.10	Object/ Duplicate . . . . .	14
1.11	Object/ Transform... . . . .	14
1.12	Object/ Rotate... . . . .	15
1.13	Object/ Move... . . . .	15
1.14	Object/ Move to Page... . . . .	16
1.15	Object/ Align... . . . .	16
1.16	Object/ Distribute... . . . .	17
1.17	Object/ Split Paths . . . . .	18
1.18	Object/ Merge Paths . . . . .	18
1.19	Object/ Group . . . . .	18
1.20	Object/ Ungroup . . . . .	19
1.21	Object/ Lock . . . . .	19
1.22	Object/ Unlock . . . . .	19
1.23	Object/ Make Drawing . . . . .	19
1.24	Object/ Dissolve Drawing . . . . .	20
1.25	Object/ Add to Drawing . . . . .	20
1.26	Object/ Bring to Front, Bring Forward . . . . .	20
1.27	Object/ Send to Back . . . . .	20

---

# Chapter 1

## PGS.OBJ

### 1.1 Menus: Object

Object:

Style Tags...	Edit or set object styles.
Edit...	Edit the coordinates of the selected object(s).
Information...	View information on an object(s).
Line/Fill...	Set the line/fill style/color for the selected object(s).
Trapping...	Set trapping for the selected object(s).
Text Wrap...	Set text runaround for the selected object(s).
Text Anchor...	Set the position of an anchored object.
Text Frame	Toggle the text frame status of an object.
Duplicate	Duplicate the selected object(s).
Transform...	Transform the selected object(s).
Rotate...	Rotate the selected object(s).
Move...	Move the selected object(s) a set amount.
Move to Page...	Move selected object(s) to another page.
Align...	Align the selected object(s).
Distribute...	Space out the selected object(s)
Split Paths	Split a composite object into separate paths.
Merge Paths	Merge separate paths into a composite object.
Group	Group selected objects.
Ungroup	Ungroup a group into separate objects.
Lock	Lock selected object(s) in place.
Unlock	Unlock selected object(s).
Make Drawing	Create a new drawing.
Dissolve Drawing	Dissolve a drawing into its component parts.
Add to Drawing	Add selected object(s) to the selected drawing.
Bring to Front	Move selected object(s) to the top of the stack.
Bring Forward	Move selected object(s) one level forward in the stack.
Send to Back	Move selected object(s) to the bottom of the stack.
Send Backward	Move selected object(s) one level forward

## 1.2 Object/ Style Tags...

Object/ Style Tags...

This command sets the style tag for the selected objects or the next objects you draw. It may also be used to create new style tags and to edit existing ones.

A style tag is a collection of attributes that you can apply to objects without having to specify individual attributes.

When you use the Style Tags command, the Object Style Tags requester will open. Do not confuse this command with the Type menu's Style Tags command which is used to set and edit text style tags.

Style Tags	Description
Styles	Lists the style tags defined for the current document. Choose a style tag to set or modify. Choose <no style tag> to remove the style tag currently set to the text. Choose the style tag to edit or delete.
New	Opens the Object Style requester to create a new style tag. Shift click on the New gadget to use the attributes of the selected object for the new style tag
Edit	Opens the Object Style requester to edit the style tag selected in the scrolling list.
Delete	Deletes the style tag selected in the scrolling list. When you delete a style, PageStream opens a requester so that you can change objects of the selected style to another style.
Append	Opens a file requester to choose a style tag file to add to the defined styles. Styles can be appended from style tag files created with the Save gadget, or from PageStream3 document files. If there are styles in the appended file with the same names as ones in the current list, they will be ignored if they have identical attributes. If they have different attributes, .1 will be appended to their names.
Save	Opens a file requester to enter a filename and path for the style tag file to save. You can save the styles to a different file so that they can be appended to another document when required.

## 1.3 Object/ Edit...

---

Object/ Edit...

This command sets the coordinates of the selected object(s). Do not confuse this command with the Layout menu's Edit command, which is used to set chapter and page options.

The options in the Edit requester vary depending on the type of object selected; however, there are some options that are common to all objects:

Edit (all objects)	Description
Edit	Choose the coordinates to edit from the small popup arrow gadget. You can edit the left, top, right, bottom, width and height of most objects, but the type of coordinates is dependent on the type of object. When you choose a set of coordinates to edit, the text gadgets to the right of the Edit popup will change to reflect your selection.
Do not print	Check this to stop the object from printing when the page it is on is printed.
Proportional scaling	Check this to maintain the original aspect ratio of the object when resizing it by dragging its size handles. When this is checked you cannot resize it non-proportionally. When this is not checked, you can resize it proportionally by holding down a Shift key while dragging a size handle.

The Edit requester will display additional options for some types of objects. If more than one object is selected when you choose the Edit command, the Edit Multiple Objects requester will open instead of the requester specific to the type(s) of objects selected; you can only edit the bounding box of all the selected objects when more than one is selected. There are no additional options for multiple objects.

Box	Description
Type	Choose the corner type. Normal boxes have square corners. Round boxes have outwardly curved corners, while scalloped boxes have inwardly curved corners. Beveled boxes have angled corners and inset have inwardly squared corners.
Radius	Enter the horizontal and vertical radii of the corners, if a corner type other than Normal is selected.
Ellipse	Description
Type	Choose the elliptical shape type. Ellipses are closed elliptical shapes. Arcs are a portion of an ellipse's arc. Pies are similar to arcs, but have

---

lines joining the endpoints of the arc to the center.

Starting/Ending angle Enter the starting and ending angles of the arc for arcs and pies. 0 degrees is at 3 o'clock, 90 degrees is at 12 o'clock, etc.

Polygon	Description
Type	Choose the polygon shape type. Normal polygons have flat sides joining the points. Puffy polygons have outwardly curved sides, while scalloped polygons have inwardly curved sides. Wavy polygons have puffy-scalloped alternating sides and stars have pointed sides.
Sides	Enter the number of sides, from 2 99.
Pre-Rotation	Enter the angle at which the shape should be rotated before being drawn. For example, a five-sided polygon has a point at the top and a flat side at the bottom. Pre-rotating it by 180 degrees would reverse this without changing the object's actual rotation angle.
Radius	Enter the radius of the alternate points as a percentage of the polygon's radius, for all polygon types except normal polygons. Star, puffy, scalloped and wavy polygons have points that alternate with the points of the actual sides. For example, a five-sided star has 5 points, and 4 alternate points inside the polygon shape.
Angle	Enter the angle at which the alternate points are deflected from the actual points, from 0 90 degrees. With 45 degrees deflection, the alternate points are equally spaced from the actual points. Increasing or decreasing the deflection moves the alternate points closer to the actual point on one side and further from the actual point on the other side.

Grid Object	Description
Type	Choose to edit the bounding box coordinates of the grid object, or its vertices. By changing the vertices you can distort the grid object for interesting effects. Vertices are numbered counterclockwise from the top left vertex.
Cells	Enter the number of grid cells in each direction, from 1 to 99. The number of cells is one less than the number of lines in the grid.

Grid objects are usually imported from Professional Draw® which has a



grid drawing tool. PageStream does not have a grid drawing tool, but it can edit grid objects created with Professional Draw. If you use ARexx, you can draw grid objects in PageStream by sending the following command to PageStream: 'settoolmode grid'. You can then draw grid objects until you select another tool.

Text Object	Description
Background	Choose an opaque or clear background for the text object. This is identical to choosing between no fill and solid white fill with the Line/Fill command; the toggle is provided here for convenience.
Columns, Gutter	Enter the number of columns, up to 99, and the gutter space between them, to place in the text frame. This is not applicable to frameless text objects and text shape frames.

If a text frame or a frameless text object is selected when you choose the Edit command, the Edit Text Object requester will open. If a shape that has been converted to a text frame with the Text Frame command is selected, the requester applicable to that frame will open.

EPS Object	Description
Leave external	Check to keep the EPS object external to the document file. If you toggle this on or off and PageStream cannot find the original file, a file requester will open for you to select a file to use.
Frame lock	When the frame lock option is off, the EPS illustration will be scaled with the frame. i.e., If you double the size of the EPS object frame, the EPS illustration will be doubled in size. When the frame lock option is off, you can scale the EPS illustration independently of its frame and set its offset from the frame.
Scale	Enter the scale of the EPS object, independent of its frame, when the Frame Lock option is off.
Offset	Enter the offset of the EPS object from the top left corner of its frame, when the Frame Lock option is off.

Drawing	Description
Leave external	Check to keep the drawing external to the document file. If you toggle this off and PageStream cannot find the original file, a file requester will open for you to select a file to use.
Frame lock	When the frame lock option is off, the drawing will

---

be scaled with the frame. i.e., If you double the size of the drawing frame, the drawing will be doubled in size. When the frame lock option is off, you can scale the drawing independently of its frame and set its offset from the frame.

Scale Enter the scale of the drawing, independent of its frame, when the Frame Lock option is off.

Offset Enter the offset of the drawing from the top left corner of its frame, when the Frame Lock option is off.

Group Description

Frame lock When the frame lock option is off, the group will be scaled with the frame. i.e., If you double the size of the group frame, the group will be doubled in size. When the frame lock option is off, you can scale the group independently of its frame and set its offset from the frame.

Scale Enter the scale of the group, independent of its frame, when the Frame Lock option is off.

Offset Enter the offset of the group from the top left corner of its frame, when the Frame Lock option is off.

Compound Object Description

Frame lock When the frame lock option is off, the complex object will be scaled with the frame. i.e., If you double the size of the complex object frame, the complex object will be doubled in size. When the frame lock option is off, you can scale the complex object independently of its frame and set its offset from the frame.

Scale Enter the scale of the complex object, independent of its frame, when the Frame Lock option is off.

Offset Enter the offset of the complex object from the top left corner of its frame, when the Frame Lock option is off.

Compound objects are usually imported from Professional Draw® in which they are created with its Make Compound Object command. This is similar to PageStream's Merge Paths command, except that the resulting object retains the original object types without conversion to paths. PageStream does not have an equivalent menu command, but it can edit compound objects created with Professional Draw. If you use ARexx, you can create compound objects in PageStream by using the following command to PageStream when two or more objects are selected: 'createcompound'. Use 'dissolvecompound' to break a selected compound object into its component

parts.

Bitmap Picture	Description
Frame lock	When the frame lock option is off, the picture will be scaled with the frame. i.e., If you double the size of the picture frame, the picture will be doubled in size. When the frame lock option is off, you can scale the picture independently of its frame and set its offset from the frame.
Scale	Enter the scale of the picture, independent of its frame, when the Frame Lock option is off.
Offset	Enter the offset of the picture from the top left corner of its frame, when the Frame Lock option is off.
Resolution	Enter the resolution of the picture. This changes the aspect ratio and scale of the picture within its frame.
Fencing	Opens the Edit Picture Fence requester to change the fence of the picture. This option is used for irregular text wrap and cropping.
Screen	Opens the Edit Screen requester to set the screen angle and frequency for the picture. This option allows you to override the angle and frequency of the page for the selected picture.

Use the Edit Picture Fence requester to change a picture's fence. A fence is a path which matches the shape of a picture's subject and inside which the picture is cropped. This can be created only for pictures with white backgrounds because PageStream generates the path around the non-white parts of the picture.

Edit Picture Fence	Description
Fence path	Choose how to create the fence path. Any option other than Frame will create a path around the picture subject.
Clip to fence	Click to crop the picture to its subject so that the background of the picture will not obscure text behind the picture.

Use the Edit Screen requester to change the screen angle and frequency of a picture. This option is not applicable to non-PostScript printers.

An optimized screen for all documents can be chosen from the PPD (PostScript Printer Description) file for your printer with the Printing settings command. This default screen can be overridden for individual pictures with the Edit Screen requester. This requester can also be opened by choosing the Screen gadget in the Line/Fill requester.

Edit Screen	Description
Plate	Choose the plate to edit. Spot colors will use the values set for Black.
Type	Choose the spot function, or pattern of the screen. The default pattern varies depending on the PostScript device. (Most printers use a dot pattern.) PageStream's screen types are: dot, line, donut, triangle and propeller.
Frequency	Click to toggle off the default value, and then enter the screen frequency for the plate.
Type	Click to toggle off the default value, and then enter the screen angle for the plate.

## 1.4 Object/ Information...

Object/ Information...

This command displays information about the selected object. The type of information shown depends on the object type. Information is not provided for shapes and paths.

When you choose the Information command, the Object Information requester will open if information can be displayed for the selected object.

Information	Description
Name	Enter a name for the object.
Description	Enter a description of up to 255 characters for the object.
Type	Shows the object type.
Size	Shows the object size.
Filename	If the object is external, this shows the object's filepath.

## 1.5 Object/ Line/Fill...

Object/ Line/Fill...

This command sets the line, fill and color of the selected objects or the next objects you draw.

Note that the Object menu's Line/Fill command is used to set the attributes of objects, not text, while the Type menu's Line/Fill command is used to text the attributes for text in a text object.

When you choose the Line/Fill command, Line/Fill requester will open.

---

This requester is identical to that opened by the Type menu's Line/Fill command.

Line/Fill      Description    (for the Type and  
Object Line/Fill requesters)

Line            Check to set the line stroke. If this is unchecked, the object or text will not be stroked. Text should not be stroked unless you want to use a different color or pattern for the stroke.

Fill            Check to set the fill. If this is unchecked, the object or text will not be filled.

Screen          Opens the Edit Screen to set the angle, frequency and type of the halftone screen. See below.

Line Options    Description

Number          Enter the number of line strokes, from 0 and 5, and press the Tab or Return key to make the change. If you enter 0 the popup gadget will be blank; this is equivalent to unchecking the Line option. If you enter a number greater than 1, choose which stroke's attributes to set from the popup beside the text gadget. You can choose each stroke and set its attributes before clicking on Ok.

Offset          Enter the offset of the stroke from the path of the text or object. Positive values offset the stroke outwards from the path, whereas negative values inset the stroke. This is useful for offsetting multiple strokes to create frames and special effects, and is easier-to-use than creating multiple objects.

Color           Choose the stroke color from those defined for the document, and enter the percentage of the color to use into the associated text gadget. Click on the associated question mark gadget when a color name or <As Is> is selected to open the Define Colors requester this allows you to create a new color or edit an existing color. Click on the question mark when <Custom> is selected to create a custom color for the current text or objects.

Pattern          Click on the question mark gadget next to the pattern sample to choose a pattern from the Edit Pattern requester. See below.

Weight          Choose the width of the stroke, or choose Custom and enter the width of the line into the associated text gadget. Hairline is defined as 0.3 points.

Dash            Choose a dash style for the stroke, or click on the question mark next to the popup to create a custom dash style. See below.

Start, End	Choose the starting and ending arrowhead styles for the stroke. Arrowhead styles are applicable only to open paths; they are never applicable to text. Refer to page 287 of the manual for examples of each arrowhead style.
Join	Choose the join style for the stroke. The join is the shape of the corner of two line segments and is only applicable to paths. Miter joins are the default and have sharp points. Beveled joins are flattened and round joins have smooth ends. Refer to page 286 of the manual for examples of each join style. Enter the miter limit into the associated text gadget; angles smaller than this limit will be converted automatically to beveled joins.
Cap	Choose the end cap style for the stroke. Cap styles are applicable only to open paths, and to paths with a non-solid dash style. Butt caps are the default and have flat ends that do not extend beyond the line ends. Square and round caps extend beyond the line ends by half the line weight. Refer to page 286 of the manual for examples of each cap style.
Fill Options	Description
Fill type	Choose the type of fill. Basic fills include solid colors, tints of a color, and patterns. Gradient fills are a straight blend from one color to another. Radial fills are a circular blend, outward from the center of the path. Shape fills are a blend in the shape of the path, outward from its center.
Color	Choose the fill color from those defined for the document, and enter the percentage of the color to use into the associated text gadget. Click on the associated question mark gadget when a color name or <As Is> is selected to open the Define Colors requester; this allows you to create a new color or edit an existing color. Click on the question mark when <Custom> is selected to open the Edit Color requester to create a custom color for the current text or objects.
Pattern	Click on the question mark gadget next to the pattern sample to choose a pattern from the Edit Pattern requester. See below.
From	Choose the beginning fill color for gradient, radial and shape fills, from those defined for the document, and enter the percentage of the color to use into the associated text gadget. Click on the associated question mark gadget when a color name or <As Is> is selected to open the Define Colors requester; this allows you to create a new color or edit an existing color. Click on the question mark when <Custom> is selected to open the Edit Color requester to create a custom color for the current text or objects.
To	Choose the ending fill color for gradient, radial and shape

---

fills. See From for more information.

Taper	Choose the taper type for gradient, radial and shape fills. This determines how PageStream blends from one color to the other. Linear tapers are a uniform change in color. Logarithmic (log) tapers change color logarithmically. Sine tapers change from the beginning color to the ending color and back to the beginning color in a sine wave. Saw tapers are similar to sine tapers except that they are a uniform change. Enter the taper angle into the associated text gadget to control the direction of the taper. (Gradient fills only.)
Offset	Enter the horizontal and vertical offset of the beginning of a radial fill from the center of the path. (Radial fills only.)
Inset	Enter the inset of a shape fill from its path. This sets how far into the shape the shape gradient will extend. If it is less than halfway across the path, the remainder will be filled with the beginning color. You can set the inset to greater than halfway across the path to create interesting effects. (Shape fills only.)
Edit Screen	Description (PostScript Only)
Plate	Choose the process plate for which to set the screen. The black plate's settings are used for spot colors.
Type	Choose the screen type (spot function) for the selected plate. The default type varies depending on the PostScript device, but most printers default to a dot screen. There are several additional types which are mainly used for special effects. Refer to page 282 of the manual for examples of each type.
Frequency	Check the associated Default gadget to use the default frequency for the selected plate. When Default is unchecked, enter a custom screen frequency into the text gadget. Frequency is measured in lines per inch and is limited to the capabilities of your printer.
Angle	Check the associated Default gadget to use the default angle for the selected plate. When Default is unchecked, enter a custom screen angle into the text gadget. Angle is measured in degrees.
Edit Pattern	Description
Pattern list	Choose a bitmap pattern from the 40 preset patterns. The first pattern is the default solid fill.
Pattern	Use the pattern editor to customize the selected pattern. Custom patterns are not added to the scrolling list. Click to toggle a dot in the pattern between white and black. The

black dots are shown as black in the pattern editor, but the selected fill color will be used for the pattern when it is applied to an object or text.

Invert Click to change all the white dots to black and vice versa.

Clear Click to change all the dots to white.

Edit Dash Description

Dash Use the dash editor to customize the selected dash style. Custom dash styles are not added to the Dash popup in the Line/Fill requester---<Custom> will be selected in the popup whenever a custom dash style is used.

Invert Click to change all the white dots to black and vice versa.

Clear Click to change all the dots to white.

## 1.6 Object/ Trapping...

Object/ Trapping...

This command sets trapping values for the selected object(s). Trapping prevents white gaps between adjacent objects of different spot colors, and color shifts around objects of different process colors. PageStream 3.0 can trap any object EPS illustrations, which should be trapped before being imported. Text cannot be trapped in PageStream3.

When you choose the Trapping command, the Trapping requester will open.

Trapping Description

Fill Choose how to trap the fill. Choose Default to use a color's default knockout/overprint status as set in the Edit Color and Plate Control requesters. Choose Knockout or Overprint to override it for this object. Choose Choke or Spread to trap the knockout, and enter the amount of choke or spread.

Offset Choose how to trap the stroke. See above for more information on the options.

## 1.7 Object/ Text Wrap...

Object/ Text Wrap...

This command sets how text will flow around the selected object(s). You can wrap text around the shape of objects or around their bounding boxes.

When you choose the Text Wrap command, the Text Wrap requester will open.



Text Wrap	Description
Flow Around	Choose to flow around the shape of the object or around its rectangular bounding box. If the object is a picture, the text will flow around the shape only if the picture subject is on a solid white background and if a customized fence has been created.
Text Offset	Enter the horizontal and vertical offset of the text from the graphic.
1	Does not flow text around the graphic.
2	Flows text around the top, bottom and left sides of the graphic.
3	Flows text around the top, bottom and right sides of the graphic.
4	Flows text around the top and bottom sides of the graphic.
5	Flows text around all sides of the graphic.
6	Flows text inside the graphic. This is most useful for flowing text inside a shape.

## 1.8 Object/ Text Anchor

### Object/ Text Anchor

This command changes the position and alignment of objects anchored to text. The command is available only when an anchored object is selected with the Object tool.

When you choose the Text Anchor command, the Edit Text Anchor requester will open.

Edit Text Anchor	Description
Text mark	Shows the text mark to which the object is anchored.
Horizontal Relative to	Choose whether the object should be aligned relative to the text mark, to the column or frame in which it is anchored, or to the page or spread.
Horizontal Alignment	Choose whether to align the left (inside), center or right (outside) edge of the object to the column, frame, page or spread. Enter the offset from the selection into the associated text gadget.
Vertical Relative to	Choose whether the object should be aligned relative to the text mark, to the column or frame in which it is anchored, or to the page or spread.

Vertical Alignment	Choose whether to align the top, middle or bottom edge of the object to the column, frame, page or spread. If you choose Text Mark from the Vertical Relative To popup, you can align the picture relative to the baseline of the text mark. Enter the offset from the selection into the associated text gadget.
--------------------	---

## 1.9 Object/ Text Frame

### Object/ Text Frame

This command toggles the ability of the selected shape or path to hold text. A checkmark will appear next to the command in the menu when the selected shape or path can contain text.

Any shape or path can hold text when made into a text frame with this command. Text frames have one column in them which matches the shape of the shape or path. After changing a shape or path to a text frame, you can choose the Text tool and type into it. If you toggle off the ability of a shape or path to hold text, the text in it will be deleted.

You can even make merged paths into text frames. Drawings and groups cannot be made into text frames, although shapes and paths in them can be text frames.

## 1.10 Object/ Duplicate

### Object/ Duplicate

This command makes a copy of the selected object(s) offset from the original object(s). The copy is made without using the clipboard. After the copy has appeared, you can move it to the desired position.

The amount the copy is offset is set with the Drawing settings command.

## 1.11 Object/ Transform...

### Object/ Transform...

This command duplicates, rotates and scales the selected objects. It is a powerful step and repeat function. The effects of the scaling and rotation are cumulative for each copy made of the objects. You can also use this command to change just the current object without making copies by entering zero into the Copies text gadget.

When you choose the Transform command, the Transform requester will open.

Transform	Description
-----------	-------------

---

Copies	Enter the number of copies to make. (0 will modify the selected object(s) without making copies.)
Offset	Enter the horizontal and vertical offset. The first copy will be offset these amounts from the original object. Subsequent copies will be offset these amounts from the previous copy. The offset values are applied to objects relative to the previous object, not to the original object. This allows you to create spiral effects.
Scale	Enter the horizontal and vertical percentages to scale the object. The first copy will be scaled these amounts from the original object. Subsequent copies will be scaled these amounts from the previous copy. (100% will not scale the objects.)
Rotate, Slant and Twist	Enter the amounts to rotate, slant and twist the object. The first copy will be rotated by these amounts relative to the original object. Subsequent copies will be rotated these amounts from the previous copy. (0 will not change the current rotation of the objects.)

## 1.12 Object/ Rotate...

Object/ Rotate...

This command rotates and skews selected objects about their center. You can skew objects horizontally (slant) or vertically (twist).

When you choose the Rotate command, the Rotate requester will open.

Rotate	Description
Rotate	Enter the rotation value in degrees.
Slant	Enter the slant (horizontal skew) value in degrees.
Twist	Enter the twist (vertical skew) value in degrees.
0, 90, 180, 270	Click to set the rotation value to 90, and slant and twist to 0.
Horz, Vert	Click to flip the object(s) horizontally (add 180 to twist) or vertically (add 180 to slant).

## 1.13 Object/ Move...

Object/ Move...

This command moves the selected objects a specified distance. The command ignores the grid and guide snap toggles unless you specifically choose to have the object snapped to the closest grid points and guide positions after it is moved.

When you choose the Move command, the Move requester will open.

Move	Description
Horizontal	Enter the horizontal distance to move the object(s).
Vertical	Enter the vertical distance to move the object(s).
Snap to Grid and Guides	Snap the object to the closest grid points and guide positions after moving the object the specified distance.

## 1.14 Object/ Move to Page...

Object/ Move to Page...

This command moves the selected objects to the same position on another page in the document.

When you choose the Move to Page command, the Move to Page requester will open.

Move to Page	Description
Chapter	Choose the document level (document, chapter or subchapter) to which to move the object(s). This defaults to the current document level.
Page	Enter the page to which to move the object(s).

## 1.15 Object/ Align...

Object/ Align...

This command aligns selected objects relative to each other, to the page, or to a point. You can align a single object or as many as you wish, and you can choose to align the objects horizontally or vertically, to their edges or center.

If some of the selected objects are locked and the Align to Objects option is chosen, PageStream will align the unlocked objects to the bounding box of the locked objects.

---

When you choose the Align command, the Align requester will open.

Align	Description
Align To	Choose how to align the objects.
- Objects	Align relative to the bounding box of the selected objects.
- Page	Align relative to the edges of the page.
- Mouse	Align relative to a point. After choosing Ok, crosshairs will appear to select the alignment point.
- Coordinates	Align relative to a point. Enter the coordinates of the point into the Horizontal and Vertical gadgets.
1	Align the left edges of the selected objects.
2	Align the vertical axis of the selected objects. (Align the center horizontally.)
3	Align the right edges of the selected objects.
4	Align the top edges of the selected objects.
5	Align the horizontal axis of the selected objects. (Align the center vertically.)
6	Align the bottom edges of the selected objects.

## 1.16 Object/ Distribute...

Object/ Distribute...

This command distributes selected objects within the bounding box surrounding them, or with a given amount of space between them. You can choose to distribute the objects relative to their left or right edges, or to their centers.

When you choose the Distribute command, the Distribute requester will open.

Distribute	Description
Horizontal	Distribute the objects horizontally.
Vertical	Distribute the objects vertically.
Type	Choose how to distribute the objects.
- Bounding box	Distributes the objects within their bounding box.
- Space	Distributes the objects with a specified spacing. Enter the spacing value into the text gadget.

Place	Choose how to place the objects.
- Left	Places the left edges of the objects an equal distance apart horizontally.
- Center	Places the vertical axes of the objects an equal distance apart horizontally.
- Right	Places the right edges of the objects an equal distance apart horizontally.
- Gap	Places the objects with an equal gap between them horizontally.
- Top	Places the top edges of the objects an equal distance apart vertically.
- Middle	Places the horizontal axes of the objects an equal distance apart vertically.
- Bottom	Places the bottom edges of the objects an equal distance apart vertically.
- Gap	Places the objects with an equal gap between them vertically.

## 1.17 Object/ Split Paths

### Object/ Split Paths

This command splits the selected path into its subpaths, if the path is made up of subpaths. Each subpath will become a separate object. If the subpaths overlap, this will change the appearance of the fill because the overlapping portions will no longer be unfilled.

## 1.18 Object/ Merge Paths

### Object/ Merge Paths

This command converts the selected objects to paths and then joins them to create a composite path with multiple subpaths. Objects to be merged must be unlocked and ungrouped. They cannot be drawings, pictures, EPS objects, or text objects.

The new composite path will take on the attributes of the bottom-most object selected when the Merge Paths command is selected. The overlapping portions of a composite path will be unfilled, regardless of the path's fill.

## 1.19 Object/ Group

### Object/ Group

This command combines the selected objects into a group to freeze the relative positions of the objects and to simplify manipulating them. A group of objects can be selected, moved, scaled and edited as one object. The appearance of the individual objects is unchanged when they are grouped; groups exist only to make editing easier.

---

Groups can be many levels deep. For example, you could group a number of groups together as one group, or group objects with another group.

## 1.20 Object/ Ungroup

Object/ Ungroup

This command ungroups the selected group(s) into their component objects. Groups within the group will not be ungrouped. Use the Ungroup repeatedly to ungroup nested groups.

## 1.21 Object/ Lock

Object/ Lock

This command protects an object from being accidentally modified. Locked objects cannot be moved, scaled, transformed, or otherwise edited in PageStream. If you attempt to modify a locked object, a requester will open to ask you if you want to ignore the lock, unlock the object, or cancel the action.

Choose the Unlock command to remove the lock from an object.

## 1.22 Object/ Unlock

Object/ Unlock

This command unlocks the selected objects. Locked objects cannot be moved, scaled, transformed, or otherwise edited.

## 1.23 Object/ Make Drawing

Object/ Make Drawing

This command creates a new drawing made up of the selected objects. A gray border will appear around the bounding box of the drawing to indicate that a drawing is selected.

After objects have been combined into a drawing, they cannot be edited individually. Use the Dissolve Drawing command to convert a drawing into its component parts so that they may be edited.

## 1.24 Object/ Dissolve Drawing

Object/ Dissolve Drawing

This command dissolves the selected drawings into their component objects. The name of the drawing and its description will be lost. If the drawing is external to the document, its objects will become internal because individual objects cannot be left external.

## 1.25 Object/ Add to Drawing

Object/ Add to Drawing

This command adds the selected objects to the bottom-most selected drawing. The objects will become part of the drawing.

## 1.26 Object/ Bring to Front, Bring Forward

Object/ Bring to Front, Bring Forward

These commands bring the selected objects forward in the object stack on the page. Objects are placed on the page in a stack; the first object drawn will be stacked below subsequent objects.

Choose Bring Forward to move the selected objects one level forward in the stack of the objects on the page. Choose Bring to Front to move the selected objects to the top of the objects on the page.

Note that if there are objects on the master page, and the master page objects are set to draw on top of objects on the actual page, then bringing an object forward will not place it on top of objects on the master page. Choose Edit » Page to change the stack order of master page objects.

When you click on a stack of objects, only the top one will be selected. You can select the bottom object in a stack by holding down the Ctrl key while clicking.

## 1.27 Object/ Send to Back

Object/ Send to Back

These commands move the selected objects backward in the stack order of objects on the page. The Send Backward command moves the object(s) back one level in the stack. The Send to Back command moves the object(s) to the bottom of the stack.

See also Bring to Front

---