

Help index

[Page 1 of 2 ...](#)

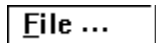
[Presentation](#)

[Why you must register](#)

[What's new?](#)

[Registration form](#)

[Shareware](#)



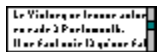
[Menus](#)



[Tools](#)



[Dialogs](#)



[Text editor](#)



[Colour](#)



[Clipart](#)



[Toolbars](#)

The Thompson Partnership - U.K.

Telephone : +44 (0) 1889 564601

Fax : +44 (0) 1889 563219

BBS : +44 (0) 1889 568625

CIS : 70007,5560

Internet : SALES@TTP.CO.UK

B&L Logiciels - France

Tel. : (+33) 48.20.81.24

Fax : (+33) 48.20.63.51

Help index

[Page 2 of 2...](#)

[Shortcuts](#)

[Glossary](#)

[Configuring Vincent with Vincent.ini](#)

[Drive Surface](#)

[External programs from Vincent](#)

Vincent is a "shareware", that means that if you continue to use **Vincent** after 30 days, you must make a [registration](#) payment to the authors. You will receive then a license, a complete version of **Vincent** and more than 2 000 clipart pictures.

You can [order](#) by payment with cheque, eurocheque or credit card.

UNITED KINGDOM:

The Thompson Partnership
Lion Buildings,
Market Place,
UTTOXETER
Staffs
ST14 8HZ

Telephone : +44 (0) 1889 564601

Fax : +44 (0) 1889 563219

BBS : +44 (0) 1889 568625

CIS : 70007,5560

Internet : SALES@TTP.CO.UK

FRANCE and other countries:

B&L LOGICIELS
105, avenue Ernest RENAN
18000 BOURGES
FRANCE

Telephone: (+33) 48.20.81.24

Fax: (+33) 48.20.63.51

Index is the main entry of help.

Presentation

Welcome to Vincent version 2. This is a powerful yet simple to use package designed for any technical or graphical drawing. This is a vector drawing software for Windows 3.1 or better.

Vincent is distributed as a shareware program.

Vincent responds a wide variety of drawing processing needs :

- You can draw rectangles, squares, ellipses, circles, single lines and broken lines, cubic and quadratic splines and Bezier curves, arcs, stars...
- Texts can be placed in your document using TrueType, Atm or other Windows fonts. Vincent provides special fonts.
- You can input bitmap images or metafile objects issued from different other programs. Vincent objects can be placed in clipboard as bitmap or metafile objects.
- Objects you create can be **sized**, **moved**, **grouped**, **deleted**, **modified**, **aligned**, put in **rotation** or in **symmetry**, **italicized**, submitted to deformation (**spherical projection**, **sinusoid**, etc.), and so on.
- Objects can be placed and moved to different **layers**
- **Grids**, **guides** and **zoom** allows you to draw with more precision.
- Many clipart pictures are available from **Clipart** dialog box.

Feel free to share Vincent with your friends. Vincent is a "shareware program" and is provided at no charge to the user for evaluation. (Disk vendors may charge for distribution. Please contact our local agents for permission to distribute).

Registration fee is **£49.00 + VAT**. For that price you get user license, a new version of Vincent, help in English, 25 fonts, 2 000 clipart pictures. See for more information **Why to register** help topic.

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

When you register, you will help us to develop this product further!

Shareware



Vincent Van Gogh à 19 ans.

Vincent is a "shareware", that means that If you continue to use **Vincent** after 30 days , you must make a registration payment to the authors. You will receive then a license, a complete version of **Vincent** and more than 2 000 clipart pictures.

Why you must register
Registration form

Why you must register

When you register you help us to provide you with a better version later.

All **registered** users will receive soon:

- your license.
- 25 vector fonts.
- more than 2 000 **clipart** pictures.
- removal of the following shareware version features
 - 'nag' screens when loading or saving a file, using **Split text** command.
 - Buttons of the Print dialog box playing with your nerves after 45 days of non registered using. Message printed after 90 days.
 - only one **undo** level available at least of nine (**Preferences** dialog box).
 - no saving of **Toolbars** configuration.
 - no Copy or Cut metafile version of selected objects in the clipboard.
 - message "This is an unregistered version" when using **Fit on screen** command (**Zoom** menu).

You can order by payment with cheque, eurocheque or credit card.

UNITED KINGDOM:

The Thompson Partnership
Lion Buildings,
Market Place,
UTTOXETER
Staffs
ST14 8HZ

Telephone : +44 (0) 1889 564601

Fax : +44 (0) 1889 563219

BBS : +44 (0) 1889 568625

CIS : 70007,5560

Internet : SALES@TTP.CO.UK

FRANCE and other countries:

B&L LOGICIELS
105, avenue Ernest RENAN
18000 BOURGES
FRANCE

Telephone: (+33) 48.20.81.24

Fax: (+33) 48.20.63.51

What's new?

New functions:

Quotation/Extremities. Quotations with various extremities (arrow, triangle, lozenge, circle, square), localisation, scale, etc.

Postscript export., separation.

Bitmap import formats available: **Bmp** (all formats), **TGA** (compressed or not), **PCX** (monochrome). All import formats (vectorial or bitmap) drag and drop.

Customised **toolbars**.

Styles gestion: copy and paste a style (all parameters of a drawing or a Vincent text like thickness, filled colour, font, etc.).

boîte de dialogue **Paste Special** dialog box to choose easily Paste format (metafile, bitmap...).

New layers gestion, much more easy to use, thanks to new **Layers control** window you can keep open.

Information window giving information about selected elements (you can keep it open too).

Complete **Print dialog box:** count copies, scale (overlap), fit on paper, printer type and 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 (like circles, triangles, square) for comet like effects.

Mask: an attribute to get bitmap or vector elements (drawings, Vincent text, paving, etc.) visible only inside a vector element.

Conversion of Vincent text into curves.

New **Palette colours** dialog box (Hue, Saturation, Light...).

Main improvements:

Import **HPGL** (.PLT), drag and drop **HPGL**. dialog box with many options

Export WMF resizable Aldus format.

Arrange: Background command to send the selection into the background.

Consecutive **selection** with **TAB** key.

Selection blocks with horizontal and vertical handles.

Real time moving element contour.

Paste a **DIB** from clipboard.

Copy **gradation** into metafile in clipboard.

Automatic creation of **guides**.

Zoom with '+' et '-' keys.

Moving selection with keyboard (**Shift** + arrow keys).

Moving active document window with keyboard (**Ctrl** + arrow keys).

etc.

Registration form

Print this form with **Print** command of **File** menu of this help.

Name: _____

Company: _____

Address: _____

Telephone number: _____

	Quantity	Total
Vincent 2.1	£ 49.00 X _____	= _____
	Shipping +	£ 3.00
	VAT @ 17.5% +	_____
	TOTAL =	_____

Make cheques payable to:

The Thompson Partnership

You can order by payment with cheque, eurocheque or credit card.

Credit card type _____

Credit card number:

Expiration date: ___/___/___

Date ___/___/___ Signature : _____

Mail to:

The Thompson Partnership

Lion Buildings,

Market Place,

UTTOXETER

Staffs

ST14 8HZ

Suggests & Criticism:

Where did you hear about Vincent?

Agent/Publisher of B&L shareware products.

UNITED KINGDOM :

**The Thompson Partnership
Lion Buildings,
Market Place,
UTTOXETER
Staffs
ST14 8HZ**

Telephone : +44 (0) 1889 564601

Fax : +44 (0) 1889 563219

BBS : +44 (0) 1889 568625

CIS : 70007,5560

Internet : SALES@TTP.CO.UK

FRANCE and other countries:

**B&L LOGICIELS
105, avenue Ernest RENAN
18000 BOURGES
FRANCE**

Telephone: (+33) 48.20.81.24

Fax: (+33) 48.20.63.51

Windows text editor

File menu
Edit menu
Search menu
Fonts menu
Size menu
Style menu
Align menu

Activate an **Icon**:








open standart Windows **Fonts** dialog box.

To open Windows text editor:






- select **text block** and activate simultaneously **Control** key and **E** key or click the **Text tool** with the right mouse button.
- A text editor is create 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. You can convert Ascii text into Ansi.
-  **Apply** command: applies to Windows text block, if selected, all modifications caused into text editor.
-  **Lettrine** command: opens a dialog box **Lettrine** where you specify the size of an area on the top and left side of the text block.
-  **Keyboard** command: opens **Keyboard** accessory.
-  **Quit** command: closes editor and applies to the text block text an attributes specified into editor.

Edit menu Windows text editor

-  **Undo** command: undoes last action.
-  **Cut** command: detetes 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: deletes selected text.
- **Delete all** command: deletes all the text.

Search menu Windows text editor

- **Find...** command: opens a dialog box where you specify the text to found. When the Case Sensitive option is on, Vincent differentiates uppercase from lowercase when performing a search.
- **Replace...** command: opens a dialog box where you specify the text to found and the new text. An option exists to differentiate uppercase from lowercase when performing a search, to replace all occurrences and to confirm or not each substitution.
-  **Next** command: to search again text specified into **Find** or **Replace** dialog boxes.

Fonts menu Windows text editor

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

Size menu **Windows text editor**




Displays a choice of character sizes.

Style menu **Windows text editor**

- **Bold, Italic, Strikeout, Underline** commands, separately or simultaneously.
- **Normal command:** default option. Disable other styles.

Align menu **Windows text editor**

To align and justify Windows text.

-  **Left** command: align text on left.
-  **Right** command: align text on right.
-  **Center** command: centre text between left and right sides.
- **Justify** command: align text on left and right.

Clipart

Clipart are predefined graphic elements.

Clipart are ordered in files with '.TEO' extension (so you may access to cliparts by **Open** command of **File** menu).

The **Clip-Art** dialog box accessible with the **Clipart...** command of the **File** menu allows you accessing clipart more efficiently.

Clipart are **grouped**.

Use **Separate** command (**Ctrl + S**) to select and modify separately each element of a group.

Glossary

Approach
Attributes

Bitmap
Block control points

Drawing path
Duplicate

Element

Gradation angle
Grid
Group
Guide

Path control point

Rulers

Status line
Style

Vincent Text

Windows Text

Drive Surface

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

These surfaces can be paste into Vincent.

To improve surfaces (colour, gradation...) 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 document.
Ctrl + O	Opens a document.
Ctrl + P	Prints the active document.
Ctrl + G	Groups selected objects in a single object.
Ctrl + S	Ungroups a selected group .
Ctrl + X	Duplicates selected object(s)..
Ctrl + T	Selects all the objects of the active layer if the active document.
Ctrl + E	Activates the Edit command of the Modify menu.
Ctrl + V	Activates the Paving command of the Modify menu
Ctrl + I	Opens the Info window.
+	Zooms in
-	Zooms out
/	Zooms on the selection.
*	Displays all the document.
F8	Displays the visible part of the active document on the whole screen (Full screen command of the Zoom menu).
F9	Displays either the most important part of the document, (if possible all the document) or zoom with a 100% rate
Alt+BkSp	Undoes
Shift + Alt + BkSp	Redoes
Del	Deletes
Ctrl + Shift + R	Moves the selected object(s) in the foreground .
Ctrl + Shift + D	Moves the selected object(s) before the element following the first element of the selection (as Above command).
Ctrl + Shift + E	Moves the selected object(s) behind the preceding element (as Below command).
Ctrl + Shift + P	Moves the selected object(s) in the foreground .
Ctrl + Shift + V	Applies to selected objects a vertical symmetry .
Ctrl + Shift + H	Applies to selected objects a horizontal symmetry .
Ctrl + Shift + A	Assembles selected objects in a single object.
Ctrl + Shift + S	Disassembles an element beforehand assembled.
Ctrl + Shift + G	Opens the Grid dialog box.
Ctrl + Shift + T	Opens the Preferences dialog box.
Left arrow	Moves the document to the right.
Right arrow	Moves the document to the left.
Top arrow	Moves the document downward.
Bottom arrow	Moves the document upwards.
Shift + Left arrow	Moves the selection to the left according to the step of the magnetic grid.
Shift + Right arrow	Moves the selection to the right according to the step of the magnetic grid.
Shift + Top arrow	Moves the selection upwards according to the step of the magnetic

	grid.
Shift + Bottom arrow	Moves the selection downwards according to the step of the magnetic grid.
Ctrl + Shift + 0 .. 9	Keeps in memory zoom rate and translators position.
Ctrl + 0 .. 9	Retrieves from memory a zoom rate and translators position. note: 0..9 keys have to be activated on the upper part of keyboard.
Tab	Selects consecutively the elements according to their order of display.
Shift + Tab	Selects consecutively the elements according to the reverse order of their display.
Shift + F5	Piles windows of drawing.
Shift + F4	Reorganizes the display of drawing windows in mosaic, in such a way that they do not cover each other.
Shift + F1	Opens Vincent help module.
F1	Activates the <u>contextual help</u> cursor.

a, A, 7
z, Z, 8
e, E, 9
q, Q, 4
s, S, 5
d, D, 6
w, W, 1
x, X, 2
c, C, 3
0 (zero)

TOOLS

Text.

Zoom.

Arrow.

Ellipse.

Rectangle.

Rounded corner rectangle.

Arc.

Line.

Cubic splines.

Stars.

Configuring Vincent with Vincent.ini

[Vincent]

Coordinates=Yes

Indicates whether **Yes** or **No** the mouse coordinates are displayed on the status line.

Compression=No

Indicates whether **Yes** or **No** the Vincent files are saved with a compressed mode.

Bitmap=Yes

Indicates whether **Yes** or **No** Vincent puts in the clipboard a bitmap version when using Copy or Cut command of Edit menu.

Image=Yes

Indicates whether **Yes** or **No** Vincent puts in the clipboard a metafile version when using Copy or Cut command of Edit menu.

Palette=No

Indicates whether **Yes** or **No** the floating palette is displayed when launching Vincent.

Saving copy=Yes

Indicates whether **Yes** or **No** Vincent make a saving copy (with ".TBK" file extension) when using the **Save** command of **File** menu.

Sélectors31=Oui

Indicates whether **Yes** or **No** Vincent opens standards Windows 3.1 file selectors.

Control points in color=Yes

Displays Control drawing points with color according to the type of points:

line points in bleu

arc points in green

spline points in red...

Fast gradation=Yes

Displays (only on screen) the gradations in a fast mode (with a limited number of bands).

Move full shape=Yes

The contour of drawing objects is visible during their moving.

Save Metafile=Yes

Vincent save a metafile version (with ".WMF" file extension) when using the Save or Save as... command of **File** menu.

Color palette=Yes

The active color palette is saved into the document.

Rulers=Yes

Indicates whether **Yes** or **No** the rulers are displayed.

Undo levels number=3

The three last operation may be undone (from 0 to 9).

Coordinates Inch=No

Indicates whether **Yes** or **No** the unit of the coordinates on the status line are in inches (either in mm).

Rulers Inch=No

Indicates whether **Yes** or **No** the unit of the rulers is the inch (either mm).

Grid Inch=No

Indicates whether **Yes** or **No** the unit of the grids is the inch (either mm).

Palette 256=No

Indicates whether **Yes** or **No** Vincent uses a palette with only pure colours (see Preferences).

Fixed Palette=Yes

Indicates whether **Yes** or **No** the fixed palette is displayed at the launching of Vincent (see Preferences).

Info Bubble=No

Indicates whether **Yes** or **No** the Info Bubbles are displayed when displacing the mouse over toolbars.

Bel Icones activated=Yes

Indicates whether **Yes** or **No** the toolbars are displayed (by activating the option Active of the **Iconbars configuration** dialog box).

Blue frame=Yes

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

Progression=Yes

Indicates whether **Yes** or **No** the Vincent displays progression bars on the bottom of the screen, indicating the programm is working (see **Preferences**).

Large palette=Yes

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

Large tools=Yes

Indicates whether **Yes** or **No** Vincent displays bigs tools window (see **Preferences**)..

Small Ctrl Pt=Yes

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

With Rectangle=No

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

Big Icon=No

Indicates whether **Yes** or **No** the Iconbars are displayed with big icons (option **Big** of the **Iconbars configuration** dialog box.).

Frame Win Rect=Yes

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

[Directory]**Fonts=C:\VINCENT**

Indicates the directory of the Vincent fonts (extension:".FW").

Help=C:\VINCENT

Indicates the directory of the Vincent help file: **Vincent.hlp**.

Teo=C:\VINCENT\TEO

Indicates the directory where the Vincent file ("*.TEO") have been opened or saved the last using of the **Open**, **Save** or **Save as...** commands of **File** menu before to quit Vincent.

Dc=C:\VINCENT\DC

Indicates the directory of the cliparts manager file (**DC.DC**).

BMP=C:\VINCENT\BITMAP

Indicates the directory where are have been exported bitmap file ("*.BMP") the last using of the **Export|Image BMP** or **Import|Image BMP** commands of **File** menu. File selectors will propose that directory when using that command next time.

PLT=C:\VINCENT\PLT

Indicates the directory where have been exported **HPGL** file ("*.PLT") the last using of the **Export|Ploter HPGL** or **Import|Ploter HPGL** commands of **File** menu. File selectors will propose that directory when using that command next time.

PS=C:\VINCENT\FLASH

Indicates the directory where have been exported **Postscript** file ("*.PS") the last using of the **Export|Postscript PS...** command of **File** menu. File selectors will propose that directory when using that command next time.

TXT=C:\VINCENT

Indicates the directory where have been imported Text file (".TXT") the last using of the **Import|Script TXT** command of **File** menu. File selectors will propose that directory when using that command next time.

WMF=C:\VINCENT

Indicates the directory where have been exported **metafile** file (*.WMF) the last using of the **Export|Vector WMF** or **Import|Vector... WMF** commands of **File** menu. File selectors will propose that directory when using that command next time.

TGA=C:\VINCENT

Indicates the directory where are have been exported bitmap file (*.TGA) the last using of the **Import|Image... TGA** commands of **File** menu. File selectors will propose that directory when using that command next time.

PCX=C:\VINCENT

Indicates the directory where are have been exported bitmap file (*.PCX) the last using of the **Import|Image PCX** commands of **File** menu. File selectors will propose that directory when using that command next time.

[Grid]

Visible=Yes

Indicates whether **Yes** or **No** the Visual grid is visible.

Active=No

Indicates whether **Yes** or **No** the 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 Vincent Options menu.

//Exemple:

1=&Drive Surface..., c:\windows\vincent\Bzsurfex.exe

2=&ClipBoard..., c:\windows\Clipbrd.exe

3=&Notepad..., c:\windows\notepad.exe

4=&Vincent.Ini..., c:\windows\notepad.exe c:\windows\Vincent.ini

[Files]

NB=6

Number of files names indicated on the File menu (see 1, 2, 3 .. File name).

Max=6

Maximum number of files indicated on the File menu.

1=c:\vincent\demos\bip.teo

2=c:\vincent\etiquette\etiq_4d5.teo

...{Files names to open}

[Config Page]

Saving of the parameters of the Page configuration... dialog box.

Size=2

Page format is A4:

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
- 7 - US Letter:** 215,9 X 279,4
- 8 - US Legal:** 215,9 X 355,6

Orientation=1

Page orientation is **Portrait**.

2 - Landscape

Coulor=16777215

Indicates the colour 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 by the **Edit bitmap** command of the **popup attributes menu**.

Nb=2

The number of programs.

1=PBRUSH.EXE

2=c:\windows\graphypsp\psp.exe

...{names of the programs to launch.

[Line]

Saving of the parameters of the **Line thickness** dialog box (accessible from the **Preferences** dialog box.

[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

Numero of plotter= RGB decimal colour conversion,line thickness

[Templates]

NB=4

Max=6

1=C:\vincent\demo\bulletin.teo

2=C:\vincent\demo\beacholy.teo

3=C:\vincent\demo\sophie.teo

4=C:\vincent\demo\victori.teo

Toolbars

Most of Vincent menu commands are accessible from icons.

File Menu



New



Open...



Commande **Save**



Save as



Cliparts...



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

	<u>Group</u>
	<u>Paving</u>
	<u>Ungroup</u>
	<u>Edit</u>
	<u>Information...</u>
	<u>Background</u>
	<u>Above</u>
	<u>Below</u>
	<u>Foreground</u>
	<u>Top</u>
	<u>Bottom</u>
	<u>Right</u>
	<u>Left</u>
	<u>Center horizontal</u>
	<u>Center Vertical</u>
	<u>Horizontal symmetry</u>
	<u>Vertical symmetry</u>
	<u>Assemble</u>
	<u>Disassemble</u>
	<u>Sinusoid</u>
	<u>Blend shapes...</u>

Options menu

	<u>Grd...</u>
	<u>Page configuration...</u>
	<u>Preferences...</u>
	<u>Colour palette</u>
	<u>Rulers</u>
	<u>Toolbars</u>
	<u>Quick display</u>
	<u>Display bitmap</u>

Attributes menu

	<u>Vincent text...</u>
---	------------------------



Drawing...



Quotation...



Colour..



Gradation...



Keyboard...



Layers...

Zoom menu



Fit on screen



On selection

Windows menu



Cascade



Tile



Close all

? menu



Context sensitive help

Others:



Applies to selected drawing path(es) lines thicknesses predefined with the **Line Thickness** dialog box accessible from the **Preferences** dialog box.



Applies a thickness=0 to selected drawing path(es).

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 **Search** menu



opens the standard Windows **P**olicies dialog box.



Left command **Align** menu



Right command **Align** menu



Centre command **Align** menu



Justify command **Align** menu

Tools box

The tools box contain tools for drawing, editing text, deforming objects, zooming, etc.
This box can be displaced wherever on the screen.



Text



Zoom



Arrow



Ellipse



Rectangle



Rounded corners rectangle



Arc



Line



Cubic spline



Stars



Quadratic spline



Bezier



Rotation



Spherical and Black hole projection



Skew



Comet



Scissors



Multi

Common properties of drawing tools



Origin

Text tool Text

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

Allows the editing of text into the active drawing window.

With Vincent you can create two different kinds of text: one is **Vincent text** using special vectorial fonts and ideal for the realization of titles or texts with deformations. The second is **Windows text** blocks using all Windows fonts like TrueType, ATM, etc.

To create Vincent text.

To create Windows text block.

To modify Vincent text attributes


To modify Windows text attributes

Note: Windows texts are easily recognizable on screen thanks to their rectangular dotted lines.


To create Vincent text

Two methods:

*1 - the direct addition into the drawing window:

- Activate the **Text** tool .
- Click with the left mouse button in the wished position: a cursor appears (the size of this cursor is proportional to the size of character of the active font).
- Edit the text.

*2 - using a text editor:

- Activate the **Text** tool .
- Click with the left mouse button at the position you want the text begin.
- Activate simultaneously the **Ctrl** and **E** keys,
- or activate the **Edit** command of the **Modify** menu or of the **popup Attributes menu**.
- or clic with right mouse button on the **Text** tool,
- edit the text.

To modify the text of a Vincent text previously created:


- **Select** the text.
- Activate simultaneously the **Ctrl** and **E** keys, or activate the **Edit** command of **Modify** menu, or clic with 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 **Vincent Text...** command of **Attributes** menu or **popup Attributes menu**.

The font can also be changed with the **Font** command of **popup Attributes menu**.

Use the **Keyboard** accessory to edit and/or to search a particular character of a font.

To create a Windows text block

- Activate **Text** tool 
- Press the **Ctrl** key and draw a rectangle. Then Vincent opens the **Windows text editor**.
- **Note:** the rectangle will contain the text.
- Edit the text.
- Select attributes (size, style, font, etc.).
- Activate Apply command of File menu of the **Windows text editor**.

Note 1: the option **Transparent** of the **Drawing...** dialog box allows the display of the text without background.

Note 2: the text can appear with some defects on screen. This does not affect printing.

To modify a Windows text block:

- **Select** a Windows text block.
- Activate simultaneously the **Ctrl** and **E** keys,
- or activate the **Edit** command of the **Modify** menu or of the **popup Attributes menu.**,
- or clic with right mouse button on the **Text** tool,
- modify the text and its attributes into the Windows **text editor**.

Note: several Windows text editors can be opened simultaneously.

Zoom tool

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

The Zoom tool allows the display of the document to be enlarged or reduced.

Zoom menu contains commands allowing to display all document (as possible), to zoom on the selection, to zoom by 100% step, and to display only the document on screen.

Whatever is the rate of zoom, all Vincent functions are available.

To zoom on a part of the document:

- Activate zoom tool (click with left mouse button)
- Draw a rectangle around the zone to enlarge.
- Release the mouse button.

Use '+' and '-' keys to zoom in and to zoom out.

To display the document to its real size (zoom=100%) or to come back to the default zoom::

- Click on the Zoom tool with 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 one object:

- Activate the **Arrow** tool (click with left mouse button).
- Click on an object.

To select several objects:

- Select the wished elements while holding the **Shift** key down.

or:

- Activate the **Arrow** tool.
- Draw a rectangle around the objects to select.

Notes: when one or several elements are selected:

- 1** Vincent shows the selection displaying, at the four corners and on the sides, blocks control points allowing the deformation of the objects
- 2** When a single element is selected path control points also appear. These path control points can be moved or deleted (**Suppr** key). New path control points of different types (line, arc, spline...) can be insert (see **To Modify the contour of an element**).
- 3** the **Tab** key allows to select consecutively the elements according to their order of display. to select consecutively elements in reverse order, activate at the same time the **Tab** the **Shift** keys.

To move objects

To move objects with the mouse:

- **Select** one or several objects.
- Maintain the left mouse button down while displacing the selection up to the wished position.

Note: during displacement the objects display their contour. To move only a rectangle containing the selection, activate simultaneously the left and right mouse buttons. To reverse this functioning, activate the **Fast movings** checkbox of the **Preferences** dialog box.

To move objects with the keyboard:

- **Select** one or several objects.
- Maintain the **Shift** key down while activating an arrow key (top, bottom, right or left).
- The consequent displacement corresponds to the step of the **magnetic grid**.

To move with the keyboard the document inside the drawing window:

- Maintain the **Ctrl** key down while activating an arrow key (top, bottom, right or left).

Note: it is possible to move an object from a document to an other opened document. To move several objects you must first **group** its.

To enlarge and to reduce of objects

- **Select** one or several objects or groups.
- Activate the left mouse button on one of the blocks control points, and move the mouse.
- Release the mouse button.

To keep the proportions of selected objects while enlarging or reducing:

- Proceed as it is explained above but with both left and right mouse buttons.
- Release the mouse buttons (left one first).

Others deformations:

Sinusoidal deformation

Symmetry

Rotation

Skew tool

Spherical and black hole projections

To delete objects

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

To modify the contour of drawing objects

To move path control points:

- Activate the left mouse button on a path control point.
- Move the mouse while holding the left mouse button down.
- Release the mouse button.

To insert a path control points:

- **Select** a single path with the left mouse button.
- Activate the tool corresponding to the type of point to insert (**line**, **arc**, **spline**...).
- Activate the left mouse button on a path control point (the cursor then looks like a cross).
- Move the mouse until the wished position..
- Release the mouse button.

To delete path control points:

- Select a single path with the left mouse button.
- Activate the left mouse button on a path control point (the cursor then looks like a cross).
- Activate the **Suppr** key

Arrow tool

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

Allows the selection, the moving and the resizing of objects and **groups**.

Allows the modification of contour of drawing objects by moving, inserting and deleting path control points.

To select objects

To move objects

To enlarge and to reduce of objects

To delete objects

To modify the contour of objects

See also:

To move the document inside the drawing window

Common properties of drawing tools

When a drawing object is selected:

- 1 Vincent shows the selection by displaying, at the four corners and on the sides, blocks control points allowing the deformation of the objects
- 2 When a single element is selected path control points also appear. These control path points can be moved or deleted (**Suppr** key). New control path points of different types (line, arc, spline...) can be inserted.

See: To delete or to insert a control path point

Path control points colour:

The option **Color Ctrl points** (when checked) of the Preferences dialog box allows the display of path control points with different colours 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'.

Allows the drawing of ellipses or circles.

To draw an ellipse:

- Activate the left mouse button.
- Move 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'.

Allows the drawing of rectangles and squares.

To draw a rectangle:

- Activate the left mouse button.
- Move 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 corners rectangle tool

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

Allows the drawing of rounded corners rectangles.

To draw a rounded corner rectangle:

- Activate the left mouse button.
- Move the mouse.
- Release the mouse button.

To draw a rounded corner square:

- Proceed as for a rounded corners rectangle while holding the **Ctrl** key down.

To modify, delete or move rounded corners 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 tool

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

Allows the drawing of elliptical arcs.

To draw an elliptical arc:

- Activate the left mouse button.
- Move 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:

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

Line tool

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

Allows the drawing of lines and broken lines.

To draw a line:

- Activate the left mouse button.
- Move the mouse.
- Release the mouse button.

To draw an horizontal or a vertical line, or a line with a rotation step of 15°:

- Activate the left mouse button.
- Proceed as a normal line while holding the **Ctrl** key down.

To draw a broken line:

- Draw a line as is explained above.
- Insert a point from 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'.

Allows the drawing of cubic spline.

To draw a cubic splin:

- Activate the left mouse button.
- Move 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 then looks like a little arrow indicating the direction of the segment joining the preceding and the 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.

Allows the drawing of stars, polygon, rays, etc.
Click with right button to open the **Star Manager** dialog box.

To draw a Star:

- Activate the left mouse button.
- Move the mouse.
- Release the mouse button.

Using of the **Star Manager** dialog box:

- **Options (Star, Polygon, Ray, Vincent)**: 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 least of line points
- **Number of branches**: specify the number of branches (for Star or Ray), or the number of sides (for Polygon or Vincent objects).
- **Internal circle**: specify the size of the internal circle (for the stars only) in percentage of the size of the star.
- **Start angle**: specify the rotation of the object to create. The buttons 0°, 30°, 45°... give automatically those standard values.

Quadratic spline tool

Allows the drawing of quadratic spline.

To draw a quadratic splin:

- Activate the left mouse button.
- Move 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 then looks like a little arrow indicating the direction of the segment joining the preceding and the 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:

- Activate the left mouse button.
- Move the mouse.
- Release the mouse button.
- Insert new Bezier points from the last point .

Note: When the mouse cursor is situated near a Bezier control point, it then looks like a little arrow indicating the direction of the segment joining the preceding and the next Bezier 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

Rotation tool

Realizes a rotation of a single drawing object or a **group**.

- **Select** an object or a group.
- Activate the **Rotation** tool.
- Activate the left mouse button and move the mouse.
- Release the mouse button.

To modify or suppress a rotation:

- **Select** an object or a group previously submitted to a rotation.
- Activate the **Rotation** tool.
- The center of the rotation looks like a cross. Activate left mouse button and move the mouse to displace this center.
- To suppress a rotation, activate the **Suppr** key when the mouse cursor is located on the center of rotation (the cursor then looks like a big cross).

Note 1: by holding the **Ctrl** key down, at least to change the rotation for the selected object, this object is duplicated.

Note 2: by holding the **Shift** key down during rotation, the rotation is realized according to a 15° step.

The **Shift** and the **Ctrl** keys can be used simultaneously.

Others deformations:

Sinusoidal deformation

Resizing

Symmetry

Skew tool

Spherical and black hole projections

Spherical and Black hole projections tool

The **Projections** dialog box, allowing to choose either a **Spherical** or **Black hole** projection, is accessible by activating the right mouse button on the **Projections** tool.

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

To realize a projection:

- **Select** one or several objects or groups.
- Activate the **Projection** tool with the left mouse button (to change the type of projection, activate the right button).
- Activate the left mouse button on the center of the wished projection.
- Move the mouse.
- Release the mouse button.

To modify or suppress a projection:

- **Select** an object or a group previously submitted to a projection.
- Activate the **Projection** tool.
- Activate left mouse button on the center of the projection and move the mouse to displace the center of projection. Activate left mouse button on the circumference of the projection and move the mouse to modify the radius of the projection.
- To suppress a projection, activate the **Suppr** key when the mouse cursor is located on the center or on the circumference of the projection.

Others deformations:

Sinusoidal deformation

Resizing

Symmetry

Rotation

Skew tool

Skew tool

Allows the realisation of skew effects on selected objects and groups.

- **Select** a drawing object or a group.
- Activate the **Skew** tool..
- Activate the left mouse button on the center of the wished projection.
- Move the mouse.
- Release the mouse button.

Others deformations:

Sinusoidal deformation

Resizing

Symmetry

Rotation

Spherical and black hole projections

Comet tool

Allows the creation of sprayed of forms (circles, triangles, lozenges, squares) according to a freehand drawing.

- Activate the left mouse button.
- Realise a freehand drawing by moving the mouse.
- Release the mouse button.

To modify the parameter of a selected Comet, use the **Comet** dialog box accessible:

- by activating the **Comet** tool with the right mouse button,
- or by activating the **Comet** command of the **popup Attributes menu**.

Functioning of the Comet tool:

By creating a freehand drawing, you can see appear little points on screen. The sprayed of form is generated around these points.

Slower the mouse moves, the more points there are.

The sprayed of form depends on several parameters::

- the **Number** of elements around each point.
- The **Comet radius** which define the scattering zone of element (circles, triangles, lozenges, squares) around each point.
- The **Points radius** (in tenths of mm) define the size of the elements (circles, triangles, lozenges, squares).

Each of these parameters can increase or decrease, from the beginning to the end of the freehand drawing.

The elements (circles, triangles, lozenges, squares) can be put in rotation according to a **Free angle**.

Scissors tool

Allows to cut a drawing object.

Method:

- **Select** a drawn object (**Scissors** tool allows selection)
- clic on a path contro point of the selected object.

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

Multi tool

Allows the placing of symbols and clipart on a document.

Activating **Multi** tool opens the Multi window containing all kinds of Vincent object. These objects are located in a file named **Multi.teo**.

Using the Multi tool:

- Activate the **Multi** tool. That opens the **Multi** windows which displays the active Multi object.
- Choose an object by activating the translator.
- Clic on the wished position to place the Multi object.
or
- Activate the left mouse button, move the mouse and release the mouse button to place the Multi object which then get the proportions of the mouse moving.

Add button add a selected object to the list.

To add several objects as a single Multi object, it is necessary to previously **group** them.

Suppr. button removes the visible object from the Multi windows.

Origin

Located at the intersection of Horizontal and vertical rulers, the **Origin** tool allows to change the location of the origin of the active document.

Method:

- Activate the left mouse button on the **Origin** tool,
- Move the mouse,
- Release the mouse button.

Rulers then display the new origin coordinates.

To place the origin at 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 that allow to begin a new document, to open and to save documents, to import and to export, to print, to setup the printer, and to leave Vincent.


-  **New**
-  **Open...**
-  **Save**
-  **Save as...**


-  **Cliparts...**
-  **Template...**

- Import**
-  **Script...**
-  **Plotter... HPGL**
-  **Image... PCX**
-  **Image... BMP**
-  **Image... TGA**
-  **Metafile... WMF**

-  **Export**
-  **Metafile... WMF**
-  **Plotter... HPGL**
-  **Image... BMP**
-  **Postscript...PS**

-  **Print...**
-  **Control panel...**

-  **Exit**

-  **1, 2, 3 .. File name**

Edit menu

The **Edit** menu contains commands that allow to cancel, to delete, to copy and to paste objects and styles and to select all.



Undo



Redo



Delete



Cut



Copy



Paste



Paste Special



Duplicate



Copy style



Paste style



Select all

Modify menu

The **Modify** menu contains commands that allow to modify elements.



Group



Paving



Ungroup



Edit



Information...



Arrange



Align



Symmetry



Assemble



Disassemble



Sinusoid...



Blend shapes...



Join on a path...



Split text



Mask

Options menu

The **Options** menu contains commands that allow to setup rulers, grids and the size of the document, to modify preferences, to display or non colour palette and rulers, to make guides active or inactive, visible or invisible, and to access directly to external programs.



Grid...



Page configuration...



Preferences...



Palette colour



Rulers



Toolbars...



Guides



Quick display



Display bitmap



External programs

Attributes menu

The **Attributes** menu contains commands that allow to modify attributes of text, drawing and quotation, to modify and to create new colours, to create gradations, to access to the Keyboard utilitarian, to manage layers, to modify the style of lines.



Text...



Drawing...



Quotation...



Colour..



Gradation...



Keyboard...



Layers...



Line

popup Attributes menu:

Attributes menu can be easily attainable clicking with right mouse button inside active document window.

popup Attributes Menu

Attainable easily by clicking with right mouse button inside active document window.

In addition with common Attributes menu commands, this popup menu has (depending on circumstances) the following commands:

- **Group** **Groups** objects in a single object if more than one object are selected.
- **Ungroup** **Ungroups** when a group is selected.
- **Edit** **Edit** a text or a **paving** if one is selected.
- **Font** Displays a popup menu which allows to change a selected Vincent text font. If a quotation is selected: display the standard Windows **Fonts** dialog box to modify quotation text attributes.

- **Close:** Does the same thing as **Closed** check box of **Drawing attributes** dialog box. Closes selected path(s).
- **Open** Like above, opens selected path(s).
- **Join 2 lines** Joins to different paths creating a line between the last point of the first element and the first point of the second element.

- **Assemble** **Assembles** selected objects.
- **Disassemble** **Disassembles** a selected object (previously assembled).
- **Edit paving** Opens **Paving** dialog box.
- **Blend shapes...** Appears when 2 vectorial elements with the same number and types of control points are selected. This command opens the **Shapes gradation** dialog box.

- **Split text** Converts Vincent text into drawing pathes.
Note: a copy of original text is kept over new elements.
- **Edit Bitmap** Displays a submenu with names of available bitmap program. Select any of these programs to edit selected bitmap.

- **Join on a path...** Opens the **Join with a path** dialog box.
- **Comet** Opens **Comet** dialog box when a comet object is selected.
- **Scale...** Opens **Quotation scale** dialog box when a quotation line is selected.

- **Remove quotation** Removes all parameters of a selected **quotation**.
- **Undo horizontal symmetry** Undoes horizontal symmetry assigned to a Vincent text or a **group**.
- **Undo vertical symmetry** Undoes vertical symmetry assigned to a Vincent text or a **group**.
- **Delete transformations** Undoes all transformations assigned to a Vincent text or a **group**.
- **Edit drive surface** Opens **Bézier Surface** dialog box.

Zoom Menu

The **Zoom** menu contains commands that allow to enlarge or to reduce the display of elements contained in the active drawing window.



Fit on screen (F9): displays either the most important part of the document, (if possible all the document) or zoom with a 100% rate.




On selection (key /): zooms to display selected elements.


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

Full screen (F8): displays visible part of the active document on all screen area (without menu and so on).


Windows menu

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

Cascade **Shift + F5**  commands: Piles drawing windows. It is the organization proposed by defect.

Tile **Shift + F4**  command: reorganizes the display of drawing windows in mosaic, such sort that they do not cover.

Arrange icons command Reorganizes icons corresponding to the drawing windows by aligning them at the bottom of the main window.

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

Help menu

Index command: Opens the help of Vincent system and displays the contents page.

Topic search command: displays the help cursor with which select the option of menu or the tool in order that you desire to obtain information. Activate twice to cancel the command.

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

Info bubbles command: If the checkmark (✓) is visible, the Info bubbles are displayed when moving the mouse over the toolbars.

Fin de v_menu1

New command **File** menu 

Begins a new document

Keyboard shortcuts: **Ctrl + N**.

The new document has the name 'Noname' until you record it under an other name (**Save as** command of File menu).

Open... command File menu



Opens a dialog box (files selector) allowing to load a Vincent document that has been previously created.

Keyboard shortcuts: **Ctrl + O**.

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

Enter the extension '.TBK' if you want to restore a version previously **saved** of a file.

Note: Vincent makes a saving copy of a file if the option **Saving copy** is checked in the **Preferences** dialog box. Saving file has '**.TBK**' extension.

Save command **File** menu


Opens a dialog box allowing to save the active document to disk.

If you use an existing file name, Vincent asks if you want to overwrite the existing file.

The FileSave command saves the file in the active edit window to disk.

If the file has a default name (Unnamed.TEO), Vincent opens the File **Save As...** dialog box so you can rename the file and save it in a different directory or drive.


Note: Vincent makes a saving copy of a file if the option **Saving copy** is checked in the **Preferences** dialog box. Saving file has **'.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: Vincent makes saving copy of a file if the option **Saving copy** is checked in the **Preferences** dialog box. Saving file has '**.TBK**' extension.

Clipart... command **File** menu 

Opens **Clip-Art** dialog window.

Clip-Art dialog window enables to choose predefined objects in clipart library and to place objects from that library into your document.

Use of the Clip-Art dialog window:

- Left list contains all the words linked to clipart.
- To click on a word displays inside the right list associated words and topics, themes, subjects....
- To click on the **See** button (or to double-click a word of the left list) displays a reduced view of the document containing the associated clipart(s).
- To double-click an object of the reduced view pastes the object into the document
- To click the **Open** button opens the files containing the associated clipart(s).

Template... command **File** menu

Opens the **Vincent - Template** dialog box.

This dialog box allows to use Vincent files as templates, to load and to visualize those files.

The selected file are shown on the right. Vincent search first a bitmap file or a WMF file and if not the Vincent file (with ".TEO" extension).

The list **Choose a template** contains the names of Vincent files to be used as templates.

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

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

The button **Open file...** closes the **Vincent - Template** dialog box and opens the **File open** dialog box to open a file..

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

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

The button **Close** close the **Vincent - Template** dialog box.

Import Script TXT command File menu

Opens the **File open** dialog box where you specify the name of a script file with '.TXT' extension to open.

This command enables Vincent to read an **Ascii** file containing the description of vector arrays. Vincent displays into the active drawing window the objects corresponding to that description.

- See the 2 examples : Etoile.txt et Sinus.txt, generated by programs Etoile.pas and Sinus..
- Pascal or any other language can be used to generate such text files.
- Separators < > or <,> or <;> between datas.

Import Plotter HPGL command File menu

Opens the **File open** dialog box where you specify the name of a HPGL file with '.PLT' extension to open.

Vincent opens then the **HPGL Import** dialog box allowing to select several options:

- **Close shapes**: the polygons are closed (and therefore coloured with the active colour).
- **Invert X & Y axis**: axes are inverted in X and Y.
- **Line thickness by colour**: Vincent creates thickness of contour according to the colour of the contour.

Notes:

- 1 - Vincent read in HPGL files: thicknesses of line, texts, colours, respect of the HPGL coordinated.
- 2 - Drag and drop of HPGL file from the File manager of Windows

Import Image... PCX command File menu 

Opens the **File open** dialog box where you specify the name of a Bitmap file with '.PCX' extension to open.

Note: Vincent imports monochromes PCX, 256 colors type 5 and 16,7 M color type 5.

Import Image... BMP command File menu 

Opens the **File open** dialog box where you specify the name of a Bitmap file with '.BMP' extension to open.

Import Image...TGA command File menu



Opens the **File open** dialog box where you specify the name of a Bitmap file with '.TGA' extension to open.

Note: Vincent imports compressed and uncompressed 24 bits TGA bitmaps (type 2 and 10).


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

Opens the **File open** dialog box where you specify the name of a file with '.WMF' extension.

Export Metafile... WMF command File menu 

Opens the **File Save As** dialog box where you specify the name of a file.

The selected objects of the active windows are saved with **Windows Meta File** format into this file.

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

Opens the **File Save As** dialog box where you specify the name of a file.

The selected objects of the active windows are saved with **HPGL** format into this file.

Export Image... BMP command File menu 

Opens a dialog box where you specify the name of a file, to save with BMP format selected objects.

Export Postscript... PS command File menu

Opens the dialog box **Postscript Export** allowing to select several options for exporting active document as Postscript file format.:

Options

- **Quadri Separation**: with this option Vincent generates a Postscript file allowing to obtain one or several films. The selection of this option makes available the two next options.
- **Negative**: to realize negative films.
- **Offset direction**: the document is inverted as if you looked by transparency through the printed page.

Colours

- Each option **Cyan, Magenta, Yellow** and **Black**, corresponds to a film. Values indicated beside these options correspond to the orientation of the screen ruling. Different orientation for each film allows to avoid moirage effects.
- **Screen ruling**: for a laser printer of office, use a screen ruling of 60.
- **Selection**: to export only selected objects.
- **All**: to export the totality of the document.
Note: invisible plans remain invisible (no exported), with plans in rapid display only contours are exported.
- **On port**: send directly the Postscript file to your Postscript printer or other Postscript peripheral (connected to this port). The button **Port** allows 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, activate **OK**.button. Vincent opens then the **Save as** dialog box where you specify a file name

Notes on the Postscript export.

Are not exported:

- Windows bitmaps, (excepted 24 bits **DIB**, 24 bits **TGA** and monochomes **PCX**).
- Metafiles.
- Periodic effect in gradations
- Assembled drawings containing too many points.

Print... command File menu

Prints the document corresponding of the active drawing window.

Keyboard shortcuts: **Ctrl + P**.

Opens the **Printing** dialog box allowing to setup and to launch the printing of 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 impression of a document can be realized on several pages with or without a margin of recovery.

It is possible to change the printer, to print several copies of the document, to setup the printer, to print crop marks and registration marks, to print only the selection, to print in rapid mode, to centre the printing on the page, to print the name of the document, the date, the time and the scale of printing.

Using the Printing dialog box:

Scale

100%: it is the scale of printing by default.

Defined: check this option to print a document to an other scale than 100%.

Fit on paper: check this option to adapt the scale of the document to make it hold on a single page.

Notes: This option is useful to print a document larger than the format of impression. The size of this document has to have been setup (**Page configuration...** command of **Options** menu) to a different format (for example A3 or A5) of the format of impression (for example A4).

Overlap: to indicate in the case of the impression of a document on several pages (**Defined** option) a margin of recovery in millimeters.

List of printers

It is a combo box associating an editing zone indicating the name of the active printer and the list of available printers.

By Selecting a printer of the list or by giving its name in the editing zone, this printer become active.

By default the active printer is the same than that selected with the Windows **Printer setup** dialog box.

Copies

Indicate here the number of printings wished.

By default Vincent prints one copy of the document.

Printer configuration button

Opens the Windows **Printer setup** dialog box.

This dialog box allows configuration of the active printer.

Options

Crop marks: prints horizontal and vertical marks to extremities of the document. Allows to cut the document after impression or to visualize the true format.

Registration marks: prints marks to the exterior and to mi - distance of horizontal and vertical extremities (for example transparent or offset films). This option is accessible 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.

Fast: realizes a rapid printing. There are printed only the contours of drawings without filling colors, hatched rectangles instead of bitmaps, grayed rectangles instead of Windows texts . A **Fast** printing is identical to the display obtained with the command **Quick Display** of the **Options** menu.


Center on paper: centers the document on the printed pages.

Name+Date: prints the name of the file, the date and the time of the system at the moment of the printing, the scale of printing if it is different than 100%.

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

A zone of dialogue appears allowing you to cancel the impression by activating the key Esc or the **Cancel** button.

See: Control panel...

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

Opens Windows **Control panel**.

To change default printer or to modify printer setup, activate **Printers** icon.

Important:

- changing paper size modifies the size of the document into Vincent, if the option **Printing area** of the **Page configuration** dialog box is checked.

Note: Vincent can display a document to the maximum size of 51 cm X 51 cm

Exit command of **File** menu 

Quit program.

Close all documents windows and propose (if it is not done) to **save** files.

1, 2, 3 .. File name command of File menu

Open one of the last files previously open or saved.

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

The number of files thus accessible is modifiable in the configuration file **Vincent.ini**.

fin de v_menu2

Undo command **Edit** menu 

Cancels the last modifications of the active document.

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

Undo command functions on several levels: it allows to cancel up to 9 actions for active **layer**. When you change the active layer you can no longer cancel actions of the preceding layer.

The number of levels can be modified (1 to 9) in the **Preferences** dialog box

Vincent asks you to confirm the cancellation by indicating your precise action.


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

Redo command **Edit** menu 

Remakes actions previously cancelled by the **Undo** command.

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

Similar functioning to the **Undo** command.

Delete command **Edit** menu 

Delete selected objects.

Keyboard shortcut: **Del**

Cut command **Edit** menu


Deletes selected objects and places its in the clipboard.

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

Keyboard shortcut: **Shift + Del**.

Notes: Vincent places in the Clipboard 2 versions of selected objects, one vectorial (you can paste into Write or Winword for example) and the other bitmap (you can paste into Paintbrush for example).

- the **Preferences** dialog box allows to place in the Clipboard one of these two formats or both.

- the Clipboard  contains two commands **Mode point** and **Image**, for versions respectively bitmap and vectorial.

Copy command **Edit** menu 

Copies selected objects in 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 content of the clipboard in the active drawing window.

Keyboard shortcut: **Shift + Ins**.

You can paste Bitmap objects and vectorial objects (metafile) previously placed in the Clipboard with the **Copy** command of the **Edit** menu of Vincent or an other program.

See:


- the Clipboard  contains two commands **Mode point** and **Image**, for versions respectively bitmap and vectorial.
- the **Preferences** dialog box.

Paste special command **Edit** menu 

Opens a dialog box **Paste special** allowing the choice among one of the formats contained in the clipboard.


See:

Paste and **Copy** commands of **Edit**. 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 style of a selected object.

To allocate a style, activate the **Paste style** command of the **Edit** menu.

Paste style command **Edit** menu 

Allocates to a selected object, the style **copied**.

Select all command **Edit** menu 

Selects all the content of the active drawing window.

Keyboard shortcut: **Ctrl + T**.

Group command **Modify** menu

Regroups selected objects in an alone element.

Keyboard shortcut: **Ctrl + G**.

It is useful to group elements:

- to deform objects together,
- to fix the position of elements between them.
- to select easily an element without risk of deforming it.

Note: the Group command places the group, therefore elements that compose it, in the forefront.

A group can be displaced behind or in front of the screen 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 in an one: select several groups and execute the Group command.

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

To group identical elements, use **Paving** command. With the **Paving** command, Vincent uses and saves only one element: files are more compact on disc, more rapidly loaded and occupy lesser place in memory.

Paving command **Modify** menu

Realizes a paving (distribution) of a selected object inside a defined zone.

Keyboard shortcuts: **Ctrl + V**.

It is possible to pave all kinds of objects: paths of drawing as bitmap or texts.

Method:


- Select the object.
- Activate the **Paving** command.
- Enlarge the element by displacing its block control points while activating **Shift** key. The enlarged block is then paved with the number of elements that it can contain.

A **Paving** dialog box allows you to modify paving attributes. This dialog box is accessible by the **Edit** command of the **Modify** menu to or the **Edit paving** command of the **popup Attributes menu** when a paving is selected.

Note 1: to modify the size and proportions of a paving, and therefore to modify the size and proportions of the basic element, displace as usual its block control point (without activating **Shift** key).

Note 2: with the **Paving** command, Vincent uses and saves only one element: files are more compact on disc, more rapidly loaded and occupy lesser place in memory.

Note 3: the Ungroup command applied on a paving undoes the paving and restores the basic element.

Ungroup command **Modify** menu 

Restores components (graphic elements or subgroups) of a group.

Keyboard shortcut: **Ctrl + S**.

Applied on a paving, the Ungroup command cancels the paving 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 selected object is a Vincent text.
- *-a **text editor** if selected object is a Windows text.

- *-the **Paving** dialog box if selected object is a paving.

Information... command **Modify** menu

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

Keyboard shortcuts: **Ctrl + I**.

X: and **Y:** indicate coordinates of high and left edges of the selected object

X': and **Y':** indicate coordinates of low and right edges of the selected object.

L: and **H:** indicate the width and the height of the selected object.

MM, CM, Inch and **1440e** display X, Y, X', Y', L and H values, respectively in millimeters, centimeters, inches and 1 / 1440 of Inches.

Colours: indicates colours of contour, filling and gradation with their RGB component, respectively red, green and blue.

Also indicated according to the selection:

- for a vector drawing:
 - the open state (contour only) or closed (object coloured), (See **drawing attributes**).
 - the control path point number .
- for a Vincent text :
 - 5 first characters of the text,
 - the font, the size (in points) and the width of the text.
- for a bitmap:
 - the size (width X height)
 - the number of bits per pixel. 1 bit = bitmap 16 colours, 8 bits = bitmap 256 colours, 24 bits = bitmap 16,7 M colours.

Arrange command Modify menu



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



Background: moves the selected object(s) to the background.
Keyboard shortcut: **Ctrl + Shift + R**



Above: moves the selected object(s) before the element following the first element of the selection. If several elements have been selected, places the selection before the element following the first element of the selection.
Keyboard shortcut: **Ctrl + Shift + D**.



Below: moves the selected object(s) behind the preceding element. If several elements have been selected, puts the selection behind the element following the first element of the selection.
Keyboard shortcut: **Ctrl + Shift + E**



Foreground: moves the selected object(s) in the foreground.
Keyboard shortcut: **Ctrl + Shift + P**

Note: the Group command places the group, therefore the elements that compose it, in the foreground. In cases where many elements have to be judiciously arranged, use Layers control dialog box functions.

Align command **Modify** menu



Align selected object(s).

Top: aligns the summit of selected object(s) on the top of the selection.

Bottom: aligns the base of selected object(s) on the bottom of the selection.

Right: aligns the right edge of selected object(s) on the right edge of the selection.

Left: aligns the left edge of selected object(s) on the left edge of the selection.

Centre Horizontal: aligns selected object(s) according to their respective horizontal centres.

Centre Vertical: aligns selected object(s) according to their respective vertical centres.

Symmetry command Modify menu



Horizontal: applies to selected objects a horizontal symmetry.



Vertical: applies to selected objects a vertical symmetry.

The command **Symmetry** can be applied to bitmap elements.

To undo a symmetry, use the inverted symmetry except for a Vincent text or a group: in these 2 cases, activate command **Undo horizontal symmetry** or **Undo vertical symmetry** of the Attributes popup menu.

Assemble command **Modify** menu



Assemble selected objects in a single object.

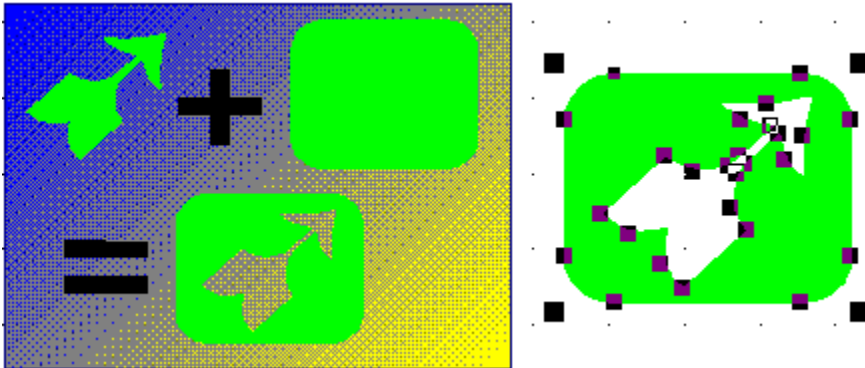
For an example, the character **A** constitutes an assembled form, constituted originally of the external contour and the small internal triangle.


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

Method:

- Apply a colour to each elements (to close them).
- **Select** elements (successive selection by keeping the key **Shift** down or by drawing a selection rectangle).
- Activate the **Assemble** command.

Note: The obtained element can be modified as the other Vincent's drawing elements: you have its control points.



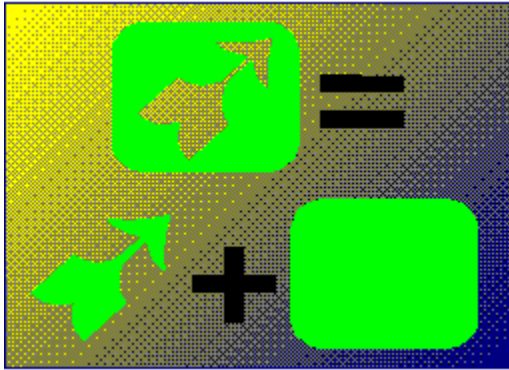
Disassemble command Modify menu 

Disassemble an element beforehand assembled.

Method:

- **Select** object to disassemble.
- Activate the **Disassemble** command.

Note: Obtained elements find all properties that they had before to be assembled.



Sinusoid... command **Modify** menu

Applies to one or several selected objects or groups a sinusoidal deformation.

Opens the dialog box **Sinusoid**.

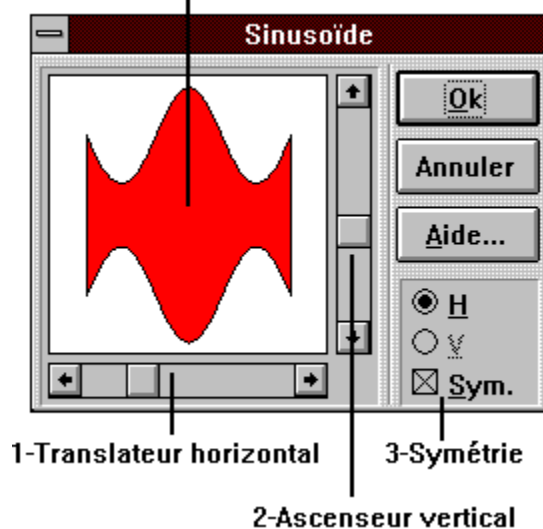
Using the Sinusoid dialog box :

A zone allows to visualize a sinusoidal projection applied on a rectangle having the same proportions of the selected sinusoidal object(s) and corresponding to parameters given.

These parameters are:

- 1 - the frequency of the sinusoid, allocated by the horizontal translator: it can vary from $\pi / 2$ to 10π by $\pi / 2$.
- 2 - the amplitude of the sinusoid (vertical translator).
- 3 - the symmetry of the deformation with the check box **Sym**.

Projection test appliquée à un rectangle



Blend shapes... command Modify menu



Opens the dialog box **Shapes gradation** which allows to generate intermediate elements between two drawing elements realized with Vincent drawing tools.

Method:

- Realize two elements. The two elements have to have the same control points number and to have been realized with the same drawing tools. Elements can be composed of different types of points (arc, line, spline), but the same number in the same order. The simplest way is to duplicate an element and to deform one of the two elements.
- Select the two elements.
- Activate the command **Blend shapes...**
- Indicate in the dialog box **Shapes gradation** the number of wished intermediate elements (between 3 and 300).
- Activate **Ok** button.

Notes: 1 - The gradation is applied both to the shape of elements and to their filling and contour colours.

2 - The objects generated with the **Blend shapes** feature are grouped.

Join on a path... command **Modify** menu

Opens the **Join with a path** dialog box.

This dialog box allows to align a group of objects along a path (a drawing realized with the Vincent tools, line, spline, etc.).

First create the objects you want to see aligned with a path.

For example :

- create a drawing objects (with the vincent drawing tools) and then duplicate it and use the **Blend shapes** features to obtain a group of objects.
- or create a Vincent text then **split** it and **group** the characters.
- or draw any quantity of different objects.

Then draw a path with the Vincent drawing tools, like line, spline, bezier, etc.

Select both the group of objects and the path and then activate the command **Join on a path** which opens the **Join with a path** dialog box.. The **Join on a path** command is then accessible by the **popup Attributes menu**.

Using of the Join with a path dialog box:

Options:

- **Rotation:** puts the objects in rotation according of the direction of the path.
- **Keep the distances:** keeps the distance between the objects.
- **Start:** align the objects from the beginning 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 is aligned with the path (by default the center).

Split text command **Modify** menu

Converts Vincent text into drawing pathes.

Notes:

- the **Split text** command is on the **popup Attributes menu** when a Vincent text is selected. .
- a copy of original text is kept over new elements.
- splited text can be **joined on a path**:
 - - group the letters,
 - - create a path,
 - - select both the group of letters and the path and activate the join on a path command.
 - - select on the **Join with a path** dialog box the left and bottom radio button for the **Base** attribute.

Mask command **Modify** menu

Mask a bitmap inside a drawing object or a Vincent text . The bitmap is then solely visible inside the drawing object or the Vincent text.

Method:

- **Select** a drawing object (created with the Vincent tools: line, arc, spline, ellipse, rectangle) or a Vincent text and a bitmap.
- Activate the **Mask** command.

The bitmap appears only inside the drawing object.

Notes:

- The drawing object has to 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, bitmap, group, Vincent text, paving...) inside a drawing object or a Vincent text using the **Mask** option of the **Drawing** dialog box.

The **Mask** attribute can be given to:

- a drawing path (created with the Vincent tools: line, arc, spline, ellipse, rectangle),
- a Vincent text

Method:

- **Select** a drawing object or a Vincent text .
- Allocate to this element the **Mask** attribute by checking the **Mask** option of the **Drawing** dialog box (**Drawing...** command **Attributes** menu).
- The element has to be closed, check the **Closed** option if necessary (**Drawing...** dialog box or **Closed** command of **popup Attributes menu**).
- **Group (Ctrl+G)** this element with one or several other elements (drawing elements, bitmap, group, Vincent 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 it the active colour (last colour selected in the colour palette).

Note: do the same thing as 'Closed' checkbox (activated) of the Drawing attributes dialog box.

Open command **popup Attributes** menu

Opens a selected element and removes it its colour.

Note: do the same thing as 'Closed' checkbox (inactivated) of the **Drawing attributes** dialog box.

Font command **popup Attributes** menu

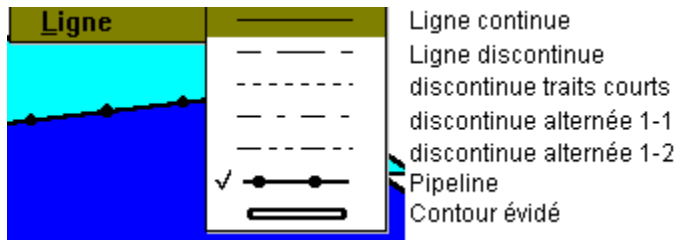
Displays a submenu indicating the name of all available Vincent fonts.
Click on a font name to allocate this font to the selected Vincent text.

To modify the font of a Windows text:

- select a Windows text,
- use the **Edit** command of **Modify** menu.

Line command **popup Attributes** menu

Opens a submenu allowing to apply a line style to a selected object.



Grid... command **Options** menu



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

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

The visual grid

Serves as visual mark It is constituted of dots.

Modification and configuration of the visual grid:

- Activate **Visible** checkbox to display the grid.
- Enter values in millimeter in **Step X** and **Step Y**.

Magnetic grid

Allows to precise size or move objects by forcing object edges to land on snap grid dots positions.

Modification and configuration of the magnetic grid:

- Activate **Active** checkbox to activate the magnetic grid.
- Enter values in millimeter in **Step X** and **Step Y**.

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

Opens the **Page configuration** dialog box allowing to modify size and orientation of the active document, to define the colour of paper (background) and to configure printer.

Printing area: gives the document the format of the printable surface of the paper as it is configured in the **Printer** section of the Windows **Control panel**.

Next options give to the document, for a Portrait orientation, sizes (horizontal X vertical) in mm:

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

US Letter: 215,9 X 279,4

US Legal: 215,9 X 355,6

Other: indicate in zones '**X:**' and '**Y:**' values wished in millimeters, horizontal and vertical respectively.

Entered values have to be between 1 mm and 520 mm.

Portrait and **Landscape** give the document vertical or horizontal orientation.

Colour: attributes to the bottom of the document a colour corresponding to the colour of paper used for printing (this colour is not printed, it allows to visualize the final document).

- click with the left mouse button on the **Paper colour** zone to open the popup palette and click again with the left button on the wished colour

or

- click with the left button on the wished colour of the palette,
- maintain the button down by displacing the mouse until the **Paper colour** zone (the cursor resembles then a pot of paint),
- release the mouse button.

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

Preferences... command Options menu

Opens the **Preferences** dialog box.

Preferences concern options for saving, displaying, clipboard, the number of undo levels, the definition of line thicknesses and the choice of units for the display of the rule, the coordinate and the grid.

These preferences are saved into the Vincent.ini file configuration.

Saving

Compressed saving:

Activates or deactivates compressed saving of Vincent files.
File loading take more time, but files are more compact.

Saving with palette:

If this option is selected, Vincent saves the palette with the drawing. The palette will be then loaded with this drawing.

WMF saving:

If this option is selected, Vincent saves (when using **Save** or **Save as..** command of **File** menu) two files. One is the ordinary Vincent file with '.TEO' extension; the other is a metafile file format with '.WMF' extension.

Saving copy:

If this option is selected, Vincent saves (when using **Save** or **Save as..** command of **File** menu) a saving copy with '.TBK' extension.

Sélector Win 3.1:

If this option is selected, Vincent uses standard Windows 3.1 dialog boxes to open and save drawings.

Display

Status line:

Activate or deactivate the status line.
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 colours according with their type: line points in blue, arc points in green, spline points in red.

Fast gradation:

If this option is selected, the gradations are displayed in rapid mode with a limited number of steps. The display is thus more rapid.
This option does not modify the impression of the gradations. Gradations thus preserve the attributes allocated in the Gradation dialog box.

Fast movings:

If this option is selected, objects do not display their contour but only a rectangle during displacement. Displacements are then more rapid.

By activating both right and left mouse buttons during displacement, elements display their contour.

If this option is not selected, the functioning is inverted and elements displaced with only the left mouse button display their contour.

256 colors palette:

If this option is selected, Vincent manages a pure colour palette. Use this option if you use a mode of display in 256 colours.

Fixed palette:

Activates or deactivates the fixed palette.
If this option is selected, the fixed palette is present.

Blue frame:

Activates or deactivates the displaying of a blue frame around the page.
If this option is selected, the blue frame is displayed.

Progression bar:

Activates or deactivates the progression bars on the bottom of the main Vincent window.

If this option is selected, the progression bars are displayed, indicating the programm is working.

Small Ctrl pts:

Activates or deactivates the 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 the display of rectangle(s) (at least of the contour) when dispacing object(s).;

If this option is selected, rectangle(s) are displayed.

Large palette:

Activates or deactivates the big palette window in replacement of the little one.

If this option is selected, the big palette is displayed.

Large tools:

Activates or deactivates the big tools window in replacement of the little one.

If this option is selected, the big tools are displayed.

Frame Win-Text:

Activates or deactivates the display of a frame around Windows text when not selected..

If this option is selected, the frames are displayed.

Clipboard

Copy Bitmap:

If this option is selected, Vincent puts a bitmap format version of selected objects into the clipboard when the Copy or the Cut command of Edit menu is activated.

Copy Image (metafile):

If this option is selected, Vincent puts a metafile format version of selected objects into the clipboard when the Copy or the Cut command of Edit menu is activated.

Undo levels

From 0 to 9 undo levels available. Possibility to undo up to 9 actions.

Line...



Opens the **Line thickness** dialog box allowing to configure 4 line thicknesses (in tenths of millimeter) accessible by the Toolbars.




Units...

Opens the **Units** dialog box allowing to choose a unit (millimeter or inch) for the display of rulers and for the display of the coordinates and the surface on the status line.

Palette colour 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 constituted of icons.

An icon is quicker to use than the corresponding menu command.

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

Any icon can be integrated in one of the 4 toolbars.

Using the Toolbars configuration dialog box:

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 an toolbar activating one of four radio buttons, **1**, **2**, **3** or **4**.
- select an icon in the above list, clicking on a line.
- Elements **Spaces** and **Half-Space** allow to place spaces to constitute groups of icons.
- activate **Add** or **Insert** button.

To remove an icon from an toolbar:

- select a toolbar activating one of four radio buttons, **1**, **2**, **3** or **4**.
- select an icon in the lower list, clicking on a line.
- activate **Remove** button. The selected icon is integrated in the upper list of available icons.

To position a toolbar, on top, left or right:

- select an iconbar activating one of four radio buttons, **1**, **2**, **3** or **4**.
- select a position **Top**, **Left** or **Right**.

Note: it is possible to get up to four toolbars on the left or on the right, only one on top.

To remove all toolbars from screen:

- activate **Active** checkbox..



Guides command **Options** menu

A guide is created by pressing mouse button in rules, by displacing the mouse, then by letting go of the mouse button to the place wanted.

If the **magnetic grid** is activated, guides are moved according to the step of magnetic grid.

See: Using guides: To position, displace or remove guides...

The **Guides** command activate a submenu including the following commands:

- **Visible:** when the checkmark () is visible, guides are displayed.
- **Active:** when the checkmark () is visible, guides are actives (and attract the mouse).
- **Create:** automatically creates guides 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 the contour of the element.
- **Delete:** delete all guides after asking confirmation.

Notes: guides are **saved** with the document.

Using Guides

To place a guide

- by holding the left mouse button down in horizontal or vertical rulers to obtain an horizontal or a vertical guide..
- displace the guide to the wished position.
- release the mouse button.

Notes:

- If the magnetic grid is activated, guides are moved according to the step of magnetic grid..
- by pressing **Ctrl** key during displacement, the guide is moved according to a step of 1 mm (even if the magnetic grid is activated).
- by pressing **Shift** key during displacement, the guide is moved without using the step of the magnetic grid (even if the magnetic grid is activated).

To displace a guide:

- activate the left mouse button on the rulers at the position of a guide..
- displace the mouse.
- release the mouse button.

Ctrl and **Shift** keys can be used as is explained above.

To delete a guide:


- activate the right mouse button in rules in the position of a vertical or horizontal guid.

To delete all guides:

- activate the subcommand **Delete** of the Guides command of Options menu.


Quick display command **Options** menu

Puts in rapid display or in normal display all elements of the active drawing window.


When the checkmark () is visible, all elements are in rapid display.

This command allows to get a faster display on screen:

- Drawing elements and Vincent texts display only their contour.
- Windows texts display grayed rectangles for each line of text.
- Bitmap objects display streaked rectangles.

Display bitmap command **Options** menu 

Display bitmaps or streaked rectangles instead of bitmaps to get a faster display.

When the checkmark () is visible, criss-crossed rectangles are displayed instead of bitmaps striés (on screen and also on printing)..

External programs commands Options menu

External programs can be executed directly from Vincent modifying the configuration file **Vincent.ini** located into the Windows path.

Example:

[Program]

1=&Drive Surface..., c:\vincent\Bzsurfacc.exe

2=&Clipboard..., c:\windows\Clipbrd.exe

3=&Notepad..., c:\windows\notepad.exe

4=&Vincent.Ini..., c:\windows\notepad.exe c:\windows\Vincent.ini

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

Fin v_menu4

Drawing path

Graphic element created with the Vincent tool: Ellipse, Rectangle, Rounded corners rectangle, Arc,, Line, Cubic spline, Quadratic spline, Bezier.

A drawing path is constituted of control path points that appear when a drawing object is selected. Control path points of different types (line, arc, spline...) can be inserted on a same path.

A drawing path has a beginning and an end: the beginning has a control path point smaller than others.

Gradation angle

Angle indicated the direction of gradation.

Group

Object constituted of different elements of any kind. A group can contain groups.

Attributes

Parameters given to an element. For a drawing objects attributes are for example the colour or the thickness of contour. For a text attributes are the font or the size of characters.

Duplicate

Action to make a copy of an object.

Element

All object that can be included inside a Vincent document: drawing object, text object, bitmap object...

Iconer

Graphic 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

Indicates exact measures of document according to the size of the printed document. Rulers display can be inactivated with the **Rulers** command of the **Options** menu.

Guides

Horizontal or vertical lines that attract the mouse. They allow the structuration of a document and the precise positioning of objects.

Grids

Set of points, horizontally and vertically aligned with regular and definable step.

There is two different grids:

- the **Visual grid** for the display of a grid on screen. This grid is not printed.
- the **Magnetic grid** for attracting the mouse to nearest grid point.

The step of each grid can be different than the other.

Impact

Dos based vector drawing program, for VGA display and supporting the mouse and compatible Epson printer.

Block control points

Points that have a squared form. There are located at the four corners and on the sides of a rectangle containig the selection.

Those block control points allows the deformation and the sizing of selected objects.

Path control point

Points located on a drawing path and that have a squared form and a smaller size than the block control points.

A drawing path can have different types of path control points (arc, line, spline, Bezier).
The first path control point of a drawing path is smaller than the others.

Style

The style is the attributes of an objects.

For a drawing object, the style contains the thickness of contour, contour and filling colours, as it is defined with the **Drawing...** dialog box.

A Vincent text the style contains also **text attributes** like the font, the size of characters, etc.

Vincent Text

Text created with special Vincent fonts. A Vincent text can be submitted to all deformations and effects like any Vincent drawing object

A Vincent text is constituted of a single line, with 40 characters max and is created with the **Text tool**.

Text attributes of a Vincent text is modifiable with the **Vincent text attributes** dialog box accessible with the **Text** command of **Attributes** menu.

Multiline **blocks text** using Windows fonts (True Type, ATM, etc.) can be realized.

Windows Text

Text created with a Windows font (True Type, ATM, etc.).

Windows texts are created by activating **Text tool** and by drawing with the mouse a rectangle while activating the **Ctrl** key. That open a **text editor** allowing the edition of text.

Approach

Spacing between characters.

Status line

Display information on the main Vincent Window:
from left to right:

- the coordinates of the mouse cursor, in millimeters, with a 1/10 mm precision.
- **zoom** rate, or rotation angle when the **Rotation** tool is active.
- selected objects number.
- the size of the selection, in millimeters.
- the area in mm² of a single selected drawing element.
- contextual help information or the order of display for a selected object, when the mouse cursor is over this zone of the status line.
- colour components (Red, Green, Blue, Light, Saturation, Cyan, Magenta, Yellow, Black) on the right part of the status line when the mouse cursor is over a colour of the palettes.

Bitmap

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

Bitmaps can be **pasted** into a Vincent document via the Windows Clipboard.

It is possible to modify the colour of a monochrome bitmap:

- select monochrome bitmap,
- clic on a colour of the **palettes**.

Horizontal and vertical **symmetry** can be applied to bitmaps..

Fin de v_terms

Dialog boxes

Vincent text attributes

Drawing attributes

Quotation

Palette colours

Gradation

Keyboard

Layers control Window

Clip-Art

Comet

Quotation scale

Bezier surface

Grid

Preferences

Toolbars configuration

Paving

Shapes gradation

Info Window

Paste Special

Colour palette

You have two types of palettes: a floating palette that you can place wherever on the screen and a permanent palette on the bottom of the main window of Vincent.

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

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

Two manners to apply a colour:

Classic method:

- select the element to colour,
- click with a mouse button on a colour of the palette.

Drag and drop method:

- activate a mouse button on a colour of the palette;
- displace the mouse until reaching the element to colour (the cursor resembles then a pot of paint);
- release the mouse button.

To apply a colour:

• inside a drawing path or to a Vincent text:

- . Classic method with the left button.

or

- . Drag and drop method with the left button.

• to the contour of a drawing path or to the contour of a Vincent text:

- . Classic method with the right button.

or

- . Method drag and drop with the right button.

• to Windows text:

- . Classic method with the left button.

or

- . Method drag and drop with the left button.

• to the background of a Windows text:

- . Classic method with the straight bud.

or

- . Method drag and drop with the straight bud.

Notes:

- The background of a Windows text can be assigned only a pure colour, the number of available colours depends on your screen and your graphics adapter.
- The bottom 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 box allows to save the sub-palette with the document.

To modify colours of elements of a group:

- Drag and drop method with the left button for the background or the right button for contours.

To remove or active the floating palette:

- Activate the command **Colour Palette** of the Option Menu

See also:

Modification of beginning and end colours of a gradation

Vincent Text... Attributes menu

Opens the **Vincent text attributes** dialog box.

This dialog box allows to modify attributes of one (or several) selected Vincent text.

Accessible also from the popup Attributes menu.

Using Vincent text attributes dialog box:

- 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 **approach** (in percentage of the height of characters), corresponding to the distance separating characters, can have a value of -50% to 100%. A negative approach puts characters in recovery.

A Vincent text has text attributes and also drawing attributes. All these attributes constitute its style. To allocate the same attributes to another Vincent text, copy and paste the style..

See also:

Creating Vincent text

Creating Windows text

Text tool

Text editor

Drawing... Attributes menu

Opens the **Drawing attributes** dialog box.

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

Drawing attributes are: **line thickness**, **fill** and **contour colours**, **open** (only contour) or **closed** (element filled), **drawing** and **filling modes**, **transparent** or **opaque** (for a Windows text background) and the **mask** attribute.

Drawing attributes of an object constitute its style. To allocate the same drawing attributes to another object **copy and paste the style**.

Using the Drawing attributes dialog box:

- **Line thickness:** indicates in tenths of millimeters the thickness of the contour of the selected element and can have a value of 0 to 1000.
- **Closed:** select this option if you want selected element(s) to be closed (filled with colour).
- **Drawing mode:** defines the mode of paint. This mode determines the manner according to whether interiors of objects and their contours are combined to existent colours on the surface of document
In given examples below, the drawing mode is assigned to the form number 2 and colours are identical for all examples.



Copy: normal mode, by default.



And: combination of the common colours of the bottom and the object.

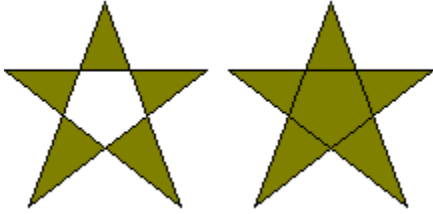


Or: combination of the colour of the object and the colour of the bottom.



Xor: combination of colours that are in the bottom and in the object but not in either.

- **Filling:** example



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

- **Background:** determines if the bottom of a block of Windows text has to be opaque (fill) or transparent (objects placed under are visible).
The **Mask** attribute allows an object to be seen in an other object with which it is grouped. For example a bitmap (or drawing elements, or Vincent text) can be solely visible inside a drawing element or a Vincent text.
 - Select a drawing element or a Vincent text.
 - Allocate to this element the **Mask** attribute. The element has to be closed, check the **Closed** option if necessary.
 - Group this element with one or several other elements (drawing elements, bitmap, group, Vincent text, paving...).The other elements appear only inside the element that has the **Mask** attribute.
- **Line** and **Fill:** to modify contour and fill colour of selected elements.
 - click with the left mouse button on **Line** or **Fill** zone that opens a small colour palette, then click on the wished colour.
 - or**
 - click with the right mouse button on **Line** or **Fill** zone that opens a chromatic wheel (HLS colours), then click with left mouse button on the wished colour.
 - or**
 - press the left mouse button on a wished colour of the standard palette,
 - move the mouse until reaching **Line** or **Fill** zone of **Drawing Attributes** dialog box (mouse cursor then looks like a pot of paint),
 - release mouse button.

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

Quotation... Attributes menu

Opens the **Quotations - Extremities** dialog box.

To realize **quotations**, with Vincent is very simple: draw a **line** or a **broken line**, activate the command **Quotation** of the **Attributes** menu (or the **popup Attributes menu**), indicate parameters of the quotation (shape of extremities position of the quotation, font, scale...).

Quotation parameters constitute a **style**: to allocate the same parameters of quotation to another line use **copy and paste the style**.

Using of the Quotations - Extremities dialog box:

- Select the shape of extremities for the **Beginning** and the **End** of the line (in the order of the drawing). The option **Without** inactivates parameters of the quotation and therefore suppresses the quotation.
- **Inverted**: inverts the direction of the extremities **Arrows** and **Feather**.
- **Closed**: closes the contour of the extremities **Arrows** and **Feather**.
- **Quotation**: displays the value of the quotation.
- **Multiline**: puts extremities at the beginning and at the end of all segments of a broken line. When this checkbox is not activated alone the first and the last points of a broken line have an extremity.
- **Coloured**: filled extremities with the active **filling colour**.
- **Wedges**: puts wedges at the beginning and at the end of a quotation.

- **Size**: indicates the size of extremities in tenths of millimeters.
- **Angle**: indicates the angle of the extremities **Arrows** and **Feather**.
- **Sup.**: indicates the length of the upper part of wedges in tenths of millimeters, for a quotation line drawn from the right to the left. If the line has been drawn from the left to the 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 quotation line drawn from the right to the left. If the line has been drawn from the left to the right **Inf.** indicates the length of the upper wedge part.
- **Quotation pos.**: indicates the distance between the text of the quotation and the line of the quotation, in tenths of millimeters. Negative values are admitted. A positive value places the quotation above the quotation line if the line has been drawn from the left to the right.

- The **Scale...** button opens the **Quotation scale** dialog box allowing to configure the scale of the quotation and its format (number of wholes and decimals).

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

Suppression of a quotation:

- Activate the command **Remove quotation** of the **popup Attributes menu**. **Remove quotation** inactivates parameters of the quotation but preserves the line.

Modification of a quotation:

- **Select** a quotation.
- Activate the command **Quotation...** of the **Attributes** menu.

Quotation scale

The dialog box **Quotation scale** allows to configure the scale, the unit and the format of the quotation (number of integers and decimals).

Ratio:

Indicate in the first member the numerator and in the second member the divisor of the scale. For example for a scale of $1/50$ indicate **1** in the first zone and **50** in the second. A quotation is expressed in tenths of mm. To express the quotation in cm, multiply by 100 the value of the first member (1 cm = 100 tenths of mm).

Unit:

Indicate a wording for the display of units on the quotation (for example cm, mm, m, km, etc).

Format:

Indicate in the first member the number of integers and in the second member the number of decimals wished.

Colour... Attributes menu

Opens the **Palette colours** dialog box.

This dialog box allows to modify the colours of the **palette** (floating palette and permanent palette on the bottom of the main window).

The command **Preferences** of Options menu allows to save the palette with the document.

Using the **Palette colours** dialog box:

To select a palette: the vertical translator on the left of the dialog box allows access to 8 sub-palettes. By activating the **Ok** button the new palette replaces the precedent in the **floating palette**.

To modify or define a colour:

- The six horizontal translators allow to modify **Red**, **Green** and **Blue** components (**RGB** colour), and also the **Hue**, **Light** and **Saturation (HLS)** of a selected colour.
- The **CMYK** edit zones allow to modify Cyan, Magenta, Yellow and Black values of a **CMYK** colour components
- Activating the left mouse button over a wished colour of the chromatic **HLS** wheel allows to choose a colour. The vertical zone on the right of the wheel modifies the light component.
- With the floating palette:
 - . click with a mouse button on the wished colour of the floating palette,
 - . displace the mouse until reaching the colour to be modified (the cursor then looks like a pot of paint),
 - . release the mouse button.
- Activating the right mouse button over one of the 16 colours displays a mini-palette regrouping 8 sub palettes. Click with the left button on the wished colour (the right button cancels) and close the mini-palette.

Open: opens a file with '.PAL' extension containing palettes. The new palettes replace the precedents. Activate the Cancel button to return to preceding palettes The palette files created by Paint Shop Pro (® JASC) are also opened. Note that only the 128 first colours are used.

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

The standard Windows **Colour** dialog box is accessible by activating **Colour...** command and by pressing in the same time the **Shift** key. This standard Windows **Colour** dialog box allows to modify the 16 visible colours of the **floating palette**.

Gradation... Attributes menu



Opens the **Gradation** dialog box.

Using the Gradation dialog box:

To apply a gradation to a shape, this shape has to be selected and closed (see Drawing... dialog box).

Type

Choose the type of gradation: **None**, **Parallel**, **Circular**, **Square**.

Periodic option is available only for circular and square gradations.

Note: periodic effect is not exportable in postscript.

Increment

Step: indicates the thickness of gradation bands in tenths of mm. Must have a value between 1 and 1000.

Angle: indicates the incline of bands in degrees for a parallel gradation. Must have a value between 0 and 90 degrees.

Centre position

Horizontal and **Vertical:** indicates the position of the center of gradation for a circular or a square gradation. For example horizontal and vertical values of 0 % put the center of gradation on the top and on the left of a rectangle containing the element.

Modification of the beginning and end colours of a gradation:

- click with the left mouse button on the **Beginning** or the **End** zone for opening a palette and then click with left button on a wished colour.

or drag method:

- activate the left mouse button on a colour of the palette.
- displace the mouse until reaching the **Beginning** or **End** zone (the cursor then looks like a pot of paint);
- release the button of the mouse.

Modification of beginning and end colours of a gradation without using Gradation dialog box:

- select a form previously gradated,
- click with left mouse button on a colour of the palette to change the debut colour of gradation,
- click with left mouse button while holding the **Shift** key down on a colour of the palette to change the final colour of gradation.

HLS: (for Hue, Light, Saturation)

Check this box for getting an HLS gradation Otherwise gradations are RVB (red, green, blue).

Note: Gradation dialog box is accessible by popup Attributes menu.

Keyboard... Attributes menu

Opens **Keyboard** window.

Using the keyboard with a Vincent text:




- Select a Vincent text or create a Vincent text with the Text tool.
- Open **Keyboard** window with **Keyboard...** command of **Attributes** menu or popup attributes menu.
- Click on a character to add it to the text at the cursor position. The active font is indicated on the title board of the Keyboard window.


Using the keyboard with a Windows text:

- Select a Windows text or create a Windows text with the Text tool.
- Activate the Keyboard... command of File menu of Text editor,
- Click on a character to add it to the text at the cursor position

Layers... Attributes menu

Opens the **Layers control** window.

The **Layers control** window allows to manage up to 16000 plans. On each plan objects can be in **Normal** display , **Rapid**  or **Invisible** .

. The **Invisible** or **Rapid** options allows the faster display of documents containing a lot of objects (bitmaps for example).

Objects situated on an other layer than the active layer are not accessible with the mouse. It is possible to copy or move objects from a layer to an other layer.

Using the Layers control window:

Active: indicates the name of the active layer.

The list of layers on the left indicates the name 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 right button to make it alternatively in rapid, invisible or normal display.

Active button makes the selected layer active.

Add button allows the creation of a new layer. Indicate into the **Vincent-Layer** dialog box a name for the new layer.


Rename button allows to change the name of the selected layer. Indicate into the **Vincent-Layer** dialog box a new name for the selected layer.


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


Active only option makes visible  only the active layer.

The little buttons **V** , **I**

 and **R**

 make respectively all the layers (except the active layer) in normal, invisible or rapid display.

Note: active layer can be in rapid  or in normal

 display but not invisible

.

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

Comet dialog box

Allows to modify the parameters of a selected Comet created with the Comet tool.

The **Point** group options allows to define the form (circle, triangle, lozenge, square, multiple) of the basic elements of the comet. **Multiple** option allows to cobine all forms.

Free angle option allows to put in rotation the basic elements according to random angles.

Valid option allows to edit progression values (Number , Comet radius, Point radius) from the beginning to the end of the initial mouse drawing.

Number: indicates the number of basics elements to generate around each point of initial drawing.

Comet radius: indicates the radius in tenths of mm of the distribution of basic elements around each point of the initial drawing.

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 **Drive Surface**.

Accessible by the command **Edit Drive Surface** of the **popup Attributes menu**.

Lines: display only the lines.

Vertical Lines: display only vertical lines.

Horizontal lignes: display only horizontal lines.

One colour: coloured all the squares of the surface with one colour.

Checked: coloured all the squares of the surface with two colours as a checkerboard.


Gradation: coloured all the squares of the surface with gradated colours from 4 initial colours on the 4 extremities of the surface.

To modify colours:

- activate the left mouse button on a colour of the palette.
- displace the mouse until reaching a colour zone (the cursor resembles then a pot of paint);
- release the mouse button.

Paving dialog box

Dialog box allowing to modify paving attributes:

- Select a paving element.
- Activate simultaneously **Ctrl** and **E** keys (or click with the right mouse button on the **Text** tool )
- Visible check box allows to display (when checked) or not (faster display) paving elements.
- Indicate in **X** and **Y** horizontal and vertical spacing between elements.

Note: to create a paving, use **Paving** command of **Modify** menu.

Shapes gradation dialog box

Dialog box allowing to indicate the number of elements to generate from two selected drawing elements (these elements must have the same control drawing points number).

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

To realize a shapes gradation:

- Draw a first element with the tools line, spline, arc, ellipse, square...
- Draw a second element with the same control drawing points number (or duplicate the first one and modify its proportions).
Note: elements can be put in rotation, italicized, put in spherical projection... These deformations are also submitted to shapes gradation.
- Select the two elements.
- Activate Blend forms command of **popup Attributes menu**.
- Use horizontal translator to specify the number of elements to generate.
- Activate the **HLS** checkbox to modify colours of each generated element according to HLS (Hue, Light, Saturation) gradation. Otherwise, the colour gradation is a RGB (Red, Green, Blue).

Paste Special dialog box

Dialog box allowing to choose a format from the clipboard.

The list can contain the following formats:

- **Vincent**: this format contains all specific Vincent graphic information; it is the format by default when the **Paste** command is used.
- **Metafile**: it is the Windows vector format.
- **Bitmap**: it is the bitmap format generated by bitmap editors like Paint Shop Pro or Windows Paintbrush for example.
- **Bitmap DIB**: all resolutions bitmap (24 bits, 16 M colours only).
- **Drive-Surface**: format generated by the program **drvsurf.exe** of Drive-Surface.

Voir: Preferences dialog box.

Fin de dialog

