VectorTools 2.0

For Adobe Illustrator and Macromedia FreeHand

Extensis™

VectorTools™

User Guide

Version 2.0 for Adobe Illustrator and Macromedia FreeHand

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Introducing VectorTools

Welcome to Extensis™ VectorTools™ for Adobe® Illustrator® and Macromedia® FreeHand®. You've purchased an amazing set of tools that makes both Illustrator and FreeHand work faster, easier, and more efficiently than ever before. The VectorTools software provides a fast, easy solution for your everyday illustration needs.

Whether you've been using your illustration software for years and create incredibly complex artwork, or even if you're a newcomer to vector-based software, VectorTools increases your efficiency by reducing the time it takes to create and edit artwork. In addition, VectorTools provides tools that allow you to work more efficiently within Adobe Illustrator and Macromedia FreeHand.

System and Software Requirements

- Apple Macintosh System 7.5 or later
- Adobe Illustrator version 6.0 or later (6.0.2 recommended)

or

- Macromedia FreeHand version 7.0 or later

Installation

For best results, turn off any unneeded extensions (by holding down your Shift key while restarting your Macintosh) and all anti-virus software. Be sure to keep any needed CD-ROM extensions installed. Restart your computer.

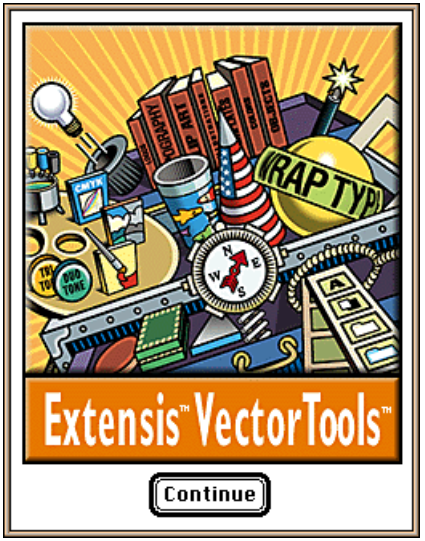
The VectorTools CD-ROM contains other Extensis products ready to be installed. These products are full working versions of Extensis products that you can run in demo mode. Purchasing a serial number from Extensis at (800) 796-9798 will allow these programs to be used without any time restrictions.

To Install VectorTools:

1. **Insert the VectorTools CD-ROM into your CD-ROM drive.**
2. **Double-click the VectorTools installation icon.**
   The VectorTools instruction screen appears.
3. **Click the Continue button.**
   The Welcome to VectorTools dialog box appears. Release notes are displayed in this window. It is important that you read these release notes, since they contain

information not included in the manual. Before continuing the installation, save or print these release notes for later reference.

4. **Click the Continue button.**
   The Install VectorTools dialog box appears.
5. **Click the Install button.**
   The Disk Selection dialog box appears. The dialog box requests that you select the disk on which you want the Extensis product installed.
6. **Select a Disk.**
   Once a disk has been selected, you will need to locate the application into which you want to install the Extensis product.
7. **Select an Application.**
   Find your copy of Illustrator or FreeHand you wish to install VectorTools on.
8. **Click the Select Button.**
   Once installation is complete, the successful installation dialog appears. The installer will prompt you to restart your computer if necessary.



Removing VectorTools

To remove VectorTools, drag the VectorTools folder out of the Illustrator Plug-Ins folder or out of the FreeHand Xtras folder. The next time Illustrator is launched, VectorTools will not load.

Notes for DrawTools owners

If you have Extensis DrawTools installed, installing VectorTools will remove the Drawtools plug-ins from your Plug-Ins/Xtras folder and place them on the Desktop. To reinstall individual DrawTools components, drag them back into the Plug-Ins/Xtras folder.

VectorTools effectively replaces the color and shapes modules, with the exception of Color Mixer/Replace Colors. The Move module has no VectorTools counterpart.

VECTORTOOLS QUICKSTART

All of the VectorTools components can be accessed from the VectorTools menu (to the right of the Window menu) in Illustrator and FreeHand. Selecting a component will display the palette or dialog box associated with that component.

A QuickStart Guide PDF file that covers each of the VectorTools components is located on the CD-ROM.

REGISTRATION & PERSONALIZATION

It is important to register your copy of VectorTools so we can provide you with service. Registered users of VectorTools are eligible for free technical support, information regarding new versions, products, discounts and special offers on new products.

VectorTools includes electronic registration so registering has never been easier! The first time you launch Illustrator or FreeHand after installing VectorTools, the VectorTools Personalize dialog box appears. To personalize VectorTools, type your name, company and VectorTools registration number. Your product registration number is located on the back of your VectorTools manual. If you choose not to personalize your copy, VectorTools will run in a 30-day demonstration mode. A dialog box will remind you of how many days are remaining in the demonstration mode.

Once you have personalized VectorTools, a dialog box appears, asking if you would like to register. To register VectorTools, click the register VectorTools button and an electronic registration screen appears. After you've complete the registration screen, a market research screen and a System Configuration screen will follow. The market research screen asks basic questions that enable us to better understand your needs. The System Configuration screen provides a "snapshot" of your system configuration that enables Extensis to support you more effectively. Sending the market research and System Configuration information is optional.

If you have a modem, you can register toll-free. If you do not have a modem, you can print the registration sheet and register either by faxing it to (503) 274-0530 or mail it in the postage-paid envelope provided. If you don't have access to a modem or printer, you can still register, by filling out the registration sheet located in the back of this manual.

TECHNICAL SUPPORT

For questions regarding VectorTools, please refer to this manual first, which describes the features and basic operations. If you have a question or problem that is not addressed in the manual, technical support is available by calling (503) 274-7030, Monday through Friday, between the hours of 8:00 a.m. to 5:00 p.m. Pacific time.

When calling technical support, please be at your Macintosh and have the following information available: your VectorTools registration number, your Macintosh configuration and your question or a description of the difficulty you're experiencing—what specifically occurs and when. Take note of any displayed error numbers or messages and any other information you think may be relevant.

You may also receive technical support and trouble shooting tips at our website at www.extensis.com, or by e-mailing support@extensis.com.

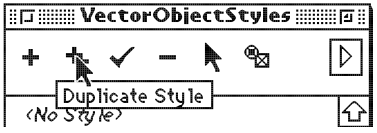
SUGGESTIONS

We'd love to hear your comments about VectorTools, plus ideas for new plug-ins or improvements on existing plug-ins. A suggestion sheet is included at the end of this manual. Please send your comments and suggestions to Extensis via e-mail (extensis@aol.com), FAX (503) 274-0530, or by phone (503) 274-7030.

THE VECTORTOOLS MENU

VectorTools works in a unique way with Adobe Illustrator and Macromedia FreeHand. The VectorTools components are made available by the new menubar item ("VectorTools") located to the right of the Window menu. This menu will appear only in Illustrator or FreeHand.

HOT HELP



Several of the components within VectorTools include Hot Help, a useful tool for understanding and recognizing what each of the buttons do. By pausing your mouse cursor over a button for one

TIPS TRICKS TECHNIQUES

Keep Hot Help turned on until you become familiar with each of the components. This is especially true for VectorBars with its abundant use of iconic buttons.

second, Hot Help is activated, showing the name of the button or control. Hot Help can be turned on and off for each component individually.

TO TURN HOT HELP OFF

1. **Display the palette of the VectorTools component by choosing it from the VectorTools menu.**
   All the components except VectorBars and VectorTips (see the VectorBars and VectorTips sections) have a floating palette associated with them.
2. **From the palette's pop-up menu, select the Hot Help item.**
   When Hot Help is on, a bullet will be displayed to the left of "Hot Help." When Hot Help is off, no bullet is displayed.
   You can turn on Hot Help by reselecting the item from the pop-up menu.

VECTORTOOLS HOT KEYS

VectorTools contains several Hot Keys for displaying and hiding palettes, as well as other keys needed for actions within each of the individual VectorTools components.

You can view the current keys by choosing Hot Keys from the VectorTools menu. The Hot Keys dialog box will appear (shown at right). Change any of the Hot Keys by highlighting the command to change then press the new command.

VECTORBARS

Show/Hide Edit VectorBars.....Option-Control-B
Show/Hide SmartBar .....Option-Control-M

VECTORLIBRARY

Show/Hide VectorLibrary .....Option-Control-L
Apply Library Item to Document .....Option-Control-Shift-L
Insert New Library Item .....Option-Control-Command-L

VECTORSTYLES

Show/Hide VectorStyles.....Option-Control-O
New Style.....Option-Control-Shift-O

VECTORNAVIGATOR

Show/Hide VectorNavigator .....Option-Control-N
Manually Refresh VectorNavigator .....Option-Control-R

VectorMagicWand

Show/Hide VectorMagicWand.....Option-Control-W

VectorFrame

Show/Hide VectorFrame.....Option-Control-F
Apply Last Frame.....Option-Control-Shift-F

VectorTips

Show/Hide VectorTips.....Option-Control-P

VectorShape

Show/Hide VectorShape.....Option-Control-S

VectorColor

Show/Hide VectorColor.....Option-Control-C

VectorTypeStyles

Show/Hide VectorColor.....Option-Control-T

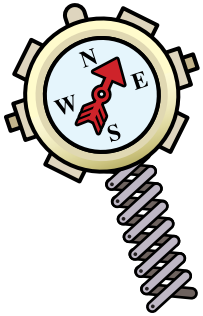
VectorCaps

Show/Hide VectorColor.....Option-Control-K

Using the Manual

This manual covers both VectorTools for Illustrator and VectorTools for FreeHand. The first seven components are shared between the two "host" applications. VectorBars and VectorStyles are only available for Adobe Illustrator; they are covered next. Finally, VectorTypeStyles and VectorCaps, for Macromedia FreeHand only, are covered.

Additional information can be found on the CD-ROM regarding color and color techniques. Users of VectorColor will find this information invaluable.



VectorNavigator provides a complete view of the artwork within a document in a resizable floating palette, indicating the main screen view with a red box. The palette can also be used to navigate around within the Illustrator or FreeHand document.

USING THE VECTORNAVIGATOR PALETTE

TO OPEN AND CLOSE THE VECTORNAVIGATOR PALETTE

1. **Choose VectorNavigator from the VectorTools menu, or press Option-Control-N.**
   The VectorNavigator palette will appear. The contents of the current document will be displayed within it.
2. **Close the VectorNavigator palette by clicking the close box (upper left) on the palette.**

RESIZING THE NAVIGATOR PALETTE

The display shown by the VectorNavigator palette increases or decreases in size relevant to the size of the VectorNavigator palette.

TO RESIZE THE NAVIGATOR PALETTE

1. **Click and drag the button in the lower right.**
   When the mouse button is released, the palette will change to become that new size.

CHANGING THE PREVIEW

VectorNavigator can display the document artwork either as the current preview mode in Illustrator (Artwork or Preview), or always as a full color Preview regardless of Illustrator's current preview mode. Preview Selection mode appears as a full preview in the Navigator palette.

TO SET VECTORNAVIGATOR TO ALWAYS PREVIEW

1. **Choose Always Preview from the VectorNavigator pop-up menu.**
   A bullet will appear next to the words "Always Preview" the next time you view the pop-up menu.
2. **Choose • Always Preview to match the view mode of Illustrator.**

In Matching mode (the default), VectorNavigator displays the same type of preview as Illustrator or FreeHand (except for Illustrator's Preview Selection mode, where the preview is shown in Full Preview).

NAVIGATING WITH VECTORNAVIGATOR

The red rectangle shown in the VectorNavigator preview indicates what portion of the artwork is showing in the currently active document window. It can be used to move around within the document.

TO NAVIGATE USING VECTORNAVIGATOR'S RED BOX

There are two ways to navigate with VectorNavigator:

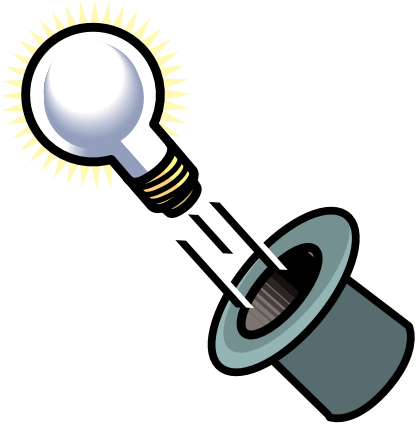
- **Drag the Red Box Around.**
  Clicking and dragging within the red box will move it to another area of the artwork. Once it is placed over the area you wish to view, release the mouse button.
- **Click to Recenter the Red Box.**
  Clicking (without dragging) anywhere outside the red box will center the red box at the place you click.

Because the red box shows the area shown in the current window, in order to effectively use VectorNavigator's navigation capabilities, you should be zoomed in on your illustration at a zoom value greater than 100%.

MANUAL UPDATING MODE

Choose Manual Update from the VectorNavigator pop-up menu to restrict the refresh of the Navigator palette to on-demand only. To manually refresh the navigator screen, press Option-Control-R or choose Refresh from the VectorNavigator pop-up menu.

Choose Manual Update from the VectorNavigator pop-up menu once more to switch back to automatic updating.

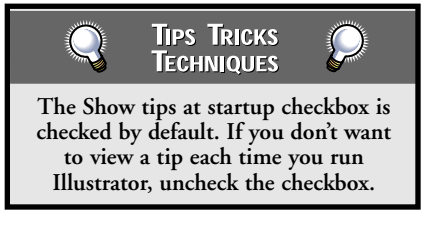


VectorTips is a dialog box that provides more than 200 handy time-saving tips from two of the leading experts on PostScript software, Adobe Illustrator & Macromedia FreeHand: Ted Alspach and Olav Martin Kvern.

Providing the Illustrator tips, tricks and techniques, Ted is the author of several bestselling books on graphics and desktop publishing. He has written more books on Adobe Illustrator than anyone else: *Macworld Illustrator 7 Bible, 3rd Edition* (1997, IDG Books), *Illustrator Filter Finesse* (1995, Random House Electronic Publishing), *Illustrator Effects Magic* (1997, Hayden Books) and *Illustrator Studio Secrets* (1997, IDG Books). In addition to being a prolific author, he is the co-host of the Illustrator SIG on America Online and gives seminars all over the country on Adobe Illustrator and related software.

Olav Martin Kvern provides the tips, tricks and techniques for FreeHand. Ole is an illustrator, graphic designer, writer, and software developer. He is the author of *Real World FreeHand* (the bestselling book on FreeHand) and the co-author of *Real World PageMaker.* His column, "Desktop Science" appears in every issue of *Adobe Magazine;* another column, "House of Tips," appears in every issue of *adobemag.com.*

The tips provided in VectorTips range from the fundamental (keyboard commands, techniques) to the sophisticated (production tricks, time savers).



The Show tips at startup checkbox is checked by default. If you don't want to view a tip each time you run Illustrator, uncheck the checkbox.

THE VECTORTIPS DIALOG BOX

TO OPEN AND CLOSE THE VECTORTIPS DIALOG BOX

1. **Choose VectorTips from the VectorTools menu, or press Option-Control-T.**
   The VectorTips dialog box will appear. Each time the box is opened, a new tip will appear.
2. **Close the VectorTips dialog box by clicking the OK button (upper right) on the dialog box.**

TO BROWSE THROUGH THE TIPS

1. **Click the Next button.**
   The next tip in the series of tips will appear.

Searching for Tips

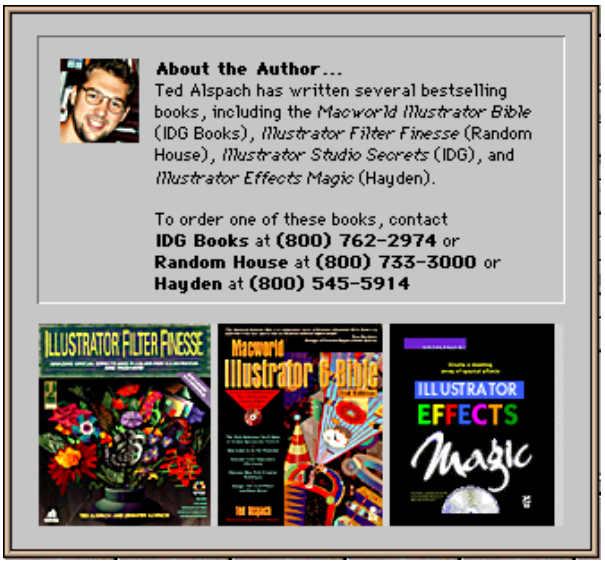
VectorTips has a powerful search function that will find any number of tips related to keywords that you enter.

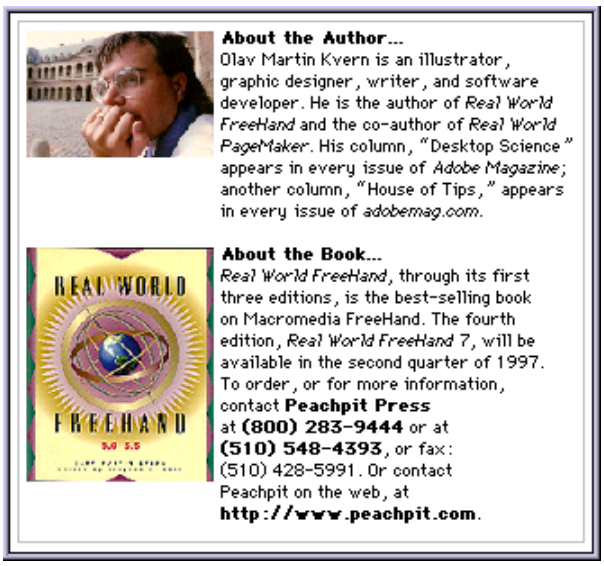
To Search for a Specific Topic

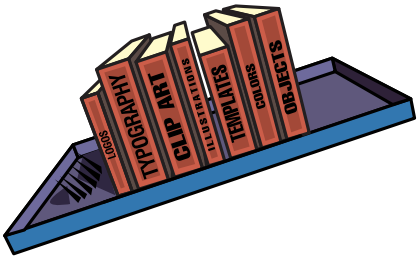
1. **Click the More Tips button.**
   The Find window appears.
2. **Type a word that best describes the tips you're looking for.**
   For instance, if you are looking for tips about the Layers palette, you would enter "Layers."
3. **Click the Find button.**
   A list of related tips appears.
4. **Double-click on the title that best describes the tip you're looking for.**
   That tip will appear in the VectorTips dialog box. Clicking the Next button will take you to the next tip in the list of tips that were found in Step 3.

Tips Tricks Techniques

You can view the previous tip by pressing the Option key; the Next button will change to the Previous button.

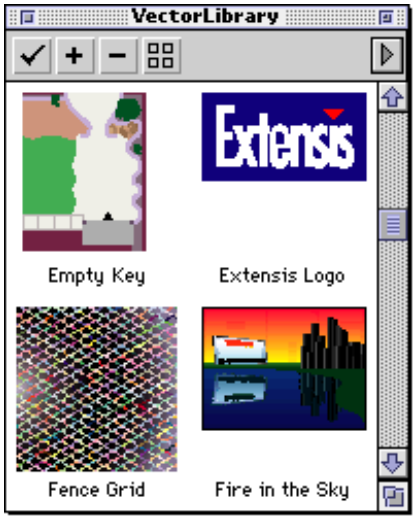






VectorLibrary provides quick storage and access to any object within Illustrator and FreeHand. Text, paths and raster images can be stored and retrieved using the VectorLibrary palette by dragging and dropping or through the use of a key command.

Your VectorLibrary is a great place to store commonly used logos, addresses, images or other objects. You can easily share library items between computers by using the import and export function.



THE VECTORLIBRARY PALETTE

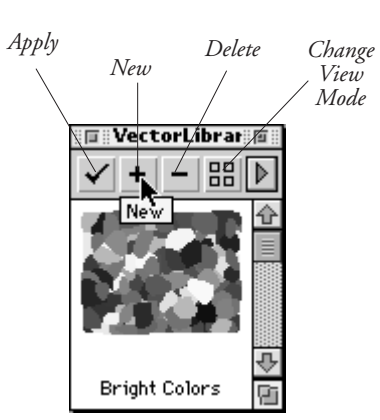
Display the VectorLibrary palette by selecting VectorLibrary from the VectorTools menu, or by pressing Option-Control-L. The library can be hidden by clicking the close button in the upper left corner of the palette or by pressing Option-Control-L (if visible). Using the key command to add selected items or text to the library will also display the library.

A pop-up menu that contains the actions that can be done within VectorLibrary can be viewed by clicking the triangle in the upper right corner of the palette.

ADDING OBJECTS TO VECTORLIBRARY

Text, paths and images can be added to VectorLibrary either individually, or in any combination. Text can be either added by selecting text using the Type tool, or by selecting a text object with a Selection tool.

TO ADD AN OBJECT TO VECTORLIBRARY



1. **Select the object you wish to add.**
   You can select as many objects as you would like, using any combination of selection tools.
2. **Do one of the following:**

   Drag the item into the VectorLibrary palette.
   or
   Click the New button in the VectorLibrary palette.
   or
   Press Option-Control-Command-L.

   or
   Select New from the Pop-up menu.

The item will appear in the VectorLibrary palette, and the name of the object will be highlighted.

3. **Type in a name for the item.**
   Typing a name allows you to remember what the item is when you're viewing the library in list mode. Having a name also allows you to quickly find the object in the library; each item appears in alphabetical order.

TIPS TRICKS TECHNIQUES

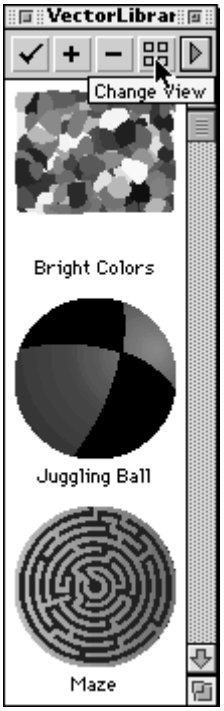
VectorLibrary items are named by default as Untitled 1, Untitled 2, etc. It's usually a good idea to name the item something else so that it can be found easily in list view.

VIEWING VECTORLIBRARY ITEMS

The items inside a VectorLibrary may be viewed in either list or preview (thumbnail) modes. List mode allows a large number of items to be accessible, while Preview mode displays a thumbnail view of each item, with the name of that item below.

TO VIEW VECTORLIBRARY ITEMS IN PREVIEW MODE

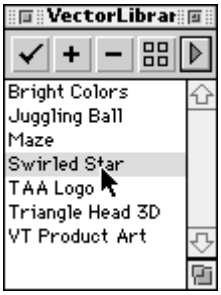
1. **Click the Preview button on the VectorLibrary palette.**
   The items in the library will be displayed as thumbnails with their names below the thumbnail.
2. **Resize the palette by dragging the resize box (lower right).**
   Preview Mode displays items in a virtual "grid." Initially, the grid is one thumbnail across. Dragging the resize box to the right will display additional columns, reorganizing the items.



TO VIEW VECTORLIBRARY ITEMS IN LIST MODE

2. **Do one of the following:**

   Choose List view from the pop-up menu.
   or
   Click the List button on the VectorLibrary palette.
   The names of the items in the VectorLibrary will be displayed in a vertically scrolling list.



TIPS TRICKS TECHNIQUES

Select more than one VectorLibrary item by Command-clicking on different items. You can select a contiguous (touching) area within a VectorLibrary by pressing the Shift key.

APPLYING VECTORLIBRARY ITEMS

Items stored in VectorLibrary can be dragged onto a document or placed there automatically with a key command.

TO USE A VECTORLIBRARY ITEM IN AN ILLUSTRATOR DOCUMENT

1. **Select the item you wish to use.**
   Click on the item within the VectorLibrary palette in either List or Preview mode.
2. **Do one of the following:**

   Drag the item from the palette to the document.
   or
   Click the Apply button in the VectorLibrary palette.
   or
   Choose Apply from the VectorLibrary pop-up menu.
   or
   Press Option-Control-Shift-L
   or
   Double-click on the selected item.

   The item will appear in the document.

When dragging an item, the item will appear according to the marqueed box visible on the screen. This allows for precise placement of artwork. Using the Apply button or key command will place the artwork in the center of the document window.

If more than one library item is selected, applying will create one of each item in your document. Be careful not to select too many items when applying from the library, or your document may become unmanageable.

RENAMING VECTORLIBRARY ITEMS

You can rename an item in VectorLibrary by Option-clicking on that item. The name will be highlighted, allowing you to type in a new name. Press Return or Enter after typing the new name.

Renaming an item may cause its position to change within the library viewing area. All library items are listed in alphabetical order.

You can also rename a VectorLibrary item by selecting the item and then choosing Rename from the VectorLibrary pop-up menu.

DELETING VECTORLIBRARY ITEMS

Items can be removed from VectorLibrary by selecting them and then clicking on the Delete button in the VectorLibrary palette.

Use this feature with caution; you cannot undo a deletion. It is always a good idea to export (see below) your library to create a backup of all of your library items before deleting any item.

In addition, while each VectorLibrary item does contain the complete information needed to recreate the illustration, it is wise to keep an Illustrator document backup of each item within a library.

You can also delete a VectorLibrary item by selecting the item and then choosing Delete from the VectorLibrary pop-up menu.

EXPORTING VECTORLIBRARY ITEMS

You can share items in VectorLibrary with other users of VectorTools by exporting Library items into a file which can be imported by any other VectorLibrary user.

TO EXPORT A VECTORLIBRARY ITEM

1. **Select the item(s) you wish to export.**
   You can select multiple items by Shift-clicking to select contiguous items or by Command-Clicking to select discontiguous items.
2. **Choose Export from the VectorLibrary pop-up menu.**
   A standard "Save" As dialog box appears.
3. **Name the file and click the Save button.**

IMPORTING VECTORLIBRARY ITEMS

VectorLibrary items can be imported from existing VectorLibraries.

TO IMPORT A VECTORLIBRARY ITEM

1. **Choose Import from the VectorLibrary pop-up menu.**
   The "Import" dialog box will appear. Select the file that contains the items you wish to import.
2. **Decide how to import the items.**
   You can either replace the current items of the VectorLibrary palette or append (add) to the items without replacing them.
3. **Click either the Replace or Append buttons.**
   The items will be added to the VectorLibrary palette.

LIBRARIES VS. DOCUMENTS

Why use a library to store items instead of just another document? Here are some reasons:

- **VectorLibraries are infinitely expandable.**
  Illustrator documents are a fixed size.
- **Each item in a VectorLibrary has a name.**
- **VectorLibrary items can be previewed or listed by name.**
- **VectorLibraries keep multiple objects together without having to group them.**
  Illustrator/FreeHand objects must be grouped together in order to select them with one click.
- **Several VectorLibrary items can be imported and exported to other computers within one small file.**
- **VectorLibrary items can store text without having to store a text object.**

DRAGGING INTO LIBRARIES WITH FREEHAND

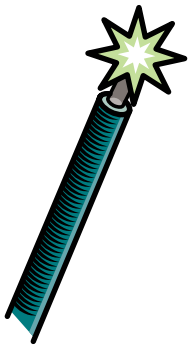
Users of FreeHand 5.5 cannot drag to or from the VectorLibrary. Instead, select the object you want to place in the library and then either click the Add button in the VectorLibrary palette, or press Command-Option-Control-L.

FreeHand 7.0 currently has a limitation that requires the VectorLibrary palette to be partially off the edge of the document window in order for objects to be dragged into the palette. This only affects dragging into the palette, not dragging from the palette to the document.

If the palette is not off the edge of the document just a little bit, instead of dropping the object into the palette, the object instead will be moved within the FreeHand document.

If placing the VectorLibrary palette in this manner is awkward, remember that you can still simply select the object you want to place in the library and then either click the Add button in the VectorLibrary palette, or press Command-Option-Control-L.

This limitation *only* affects FreeHand 7.0 users.

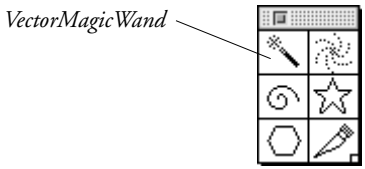


VectorMagicWand features a tool for selecting paths that are similarly filled, stroked, or sized.

The VectorMagicWand tool is purely a selection tool. It allows you to focus completely on selecting without having to worry about accidentally "nudging" a selected piece of art.

THE PLUG-IN TOOLS PALETTE

In addition to being on the VectorMagicWand palette, the VectorMagicWand tool is always available within the Plug-in Tools palette (Illustrator) or Xtra Tools palette (FreeHand).

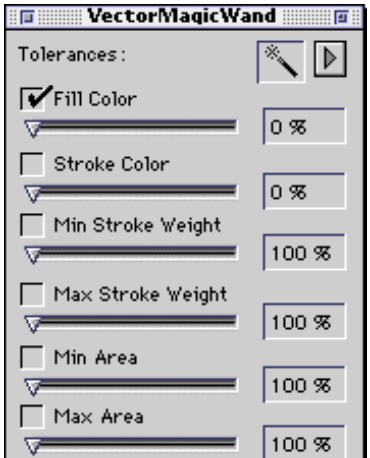


TO DISPLAY THE PLUG-IN TOOLS PALETTE

- **Choose Show Plug-in Tools from the Window menu.**
  or
- **Choose VectorMagicWand from the VectorTools menu.**

THE VECTORMAGICWAND PALETTE

The VectorMagicWand palette lets you access the VectorMagicWand tool and controls how the VectorMagicWand tool works by allowing you to modify selection attributes and tolerances.

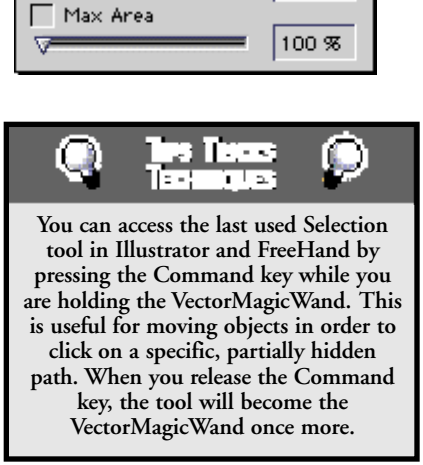


TO DISPLAY THE VECTORMAGICWAND PALETTE

1. **Choose Show VectorMagicWand from the VectorTools menu.**
   or
   Double-click the VectorMagicWand tool in the Plug-ins or Xtras Tool palette.
   The VectorMagicWand options palette will appear.

TO HIDE THE VECTORMAGICWAND PALETTE

1. **Choose Hide VectorMagicWand from the VectorTools menu.**
   or
   Click the close box on the VectorMagicWand palette.
   The VectorMagicWand options palette will vanish.



You can access the last used Selection tool in Illustrator and FreeHand by pressing the Command key while you are holding the VectorMagicWand. This is useful for moving objects in order to click on a specific, partially hidden path. When you release the Command key, the tool will become the VectorMagicWand once more.

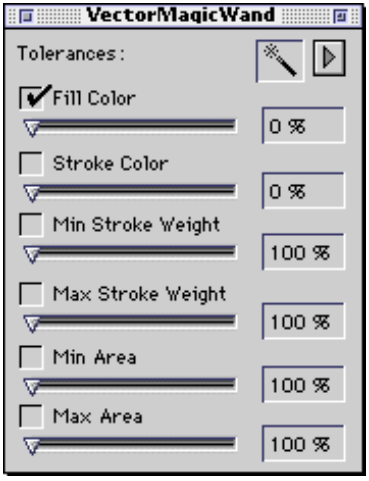
Using the VectorMagicWand

To Select Similar Paths with the VectorMagicWand

1. **Choose the VectorMagicWand tool from the VectorMagicWand palette or Plug-in Tools palette.**
2. **Click on a path with the VectorMagicWand.**
   All paths that are similar to that path are selected.
   The paths that are selected fall within the parameters set by the VectorMagicWand palette options. If the tolerance of each active parameter is high, more paths will be selected. If the tolerance of each active parameter is low, fewer paths will be selected.
   The VectorMagicWand was applied to the image shown at right by turning on the Fill Color, Max Area and Min Area attributes, and setting the tolerances fairly low. This enabled objects (outlined letters in this case) with similar colors and approximately the same colors to be selected without selecting other portions of the illustration.

VectorMagicWand Palette Options

The VectorMagicWand has an options palette that controls the tolerance of the six selection attributes: Fill Color, Stroke Color, Min Stroke Weight, Max Stroke Weight, Min Area and Max Area. Each of these attributes can be turned on and off as needed.



To Change the VectorMagicWand Tolerances

1. **Double-click on the VectorMagicWand.**
   The VectorMagicWand Options palette will appear.
2. **Check the attributes you wish to use on the next selection.**
   Only the attributes that are checked will affect the selection process used by the VectorMagicWand.
2. **Drag the sliders in the palette until the tolerances are set properly.**
   or
   Enter values by typing them in the text fields to the right of each slider.
   The next click of the VectorMagicWand will use those tolerances when selecting similar paths.

Tips Tricks Techniques

You can enter values in the palette quickly by pressing Tab to go to the next text field whenever a text field is highlighted or active.

TIPS TRICKS TECHNIQUES

You can change tolerance values without checking that attribute's checkbox. The value will remain when you *do* check that attributes checkbox. This way you can keep Stroke Color set to 20% all the time without having to have it active.

SELECTION TOOL MATHEMATICS

The VectorTools VectorMagicWand tool works the same way as Photoshop's selection tools when it comes to adding and subtracting paths to and from a selection.

Press Shift when selecting an unselected path to add to the current selection.

Press Option when clicking on a path to subtract from the current selection.

HOW THE VECTORMAGICWAND WORKS

The VectorMagicWand is used to select paths that are similar to any path clicked on by the VectorMagicWand tool.

The ways in which a path can be similar are:

- **Fill Color:** How closely the fill color matches the fill color of the path clicked on by the VectorMagicWand.
- **Stroke Color:** How closely the stroke color matches the stroke color of the path clicked on by the VectorMagicWand.
- **Min Stroke Weight:** How closely the stroke weight is equal to or less than the stroke weight of the path clicked on by the VectorMagicWand.
- **Max Stroke Weight:** How closely the stroke weight is equal to or greater than the stroke weight of the path clicked on by the VectorMagicWand.
- **Min Area:** How closely the size of the path is equal to or less than the size of the path clicked on by the VectorMagicWand.
- **Max Area:** How closely the size of the path is equal to or greater than the size of the path clicked on by the VectorMagicWand.

TIPS TRICKS TECHNIQUES

Illustrator users can click the VectorMagicWand tool in the VectorMagicWand palette to both select the tool and deselect the tool.

HOW TOLERANCE WORKS

A minimum tolerance setting (the slider set to the far left) will select paths that have the same exact attribute value as the clicked-on object. The greater the tolerance settings, the more paths will be selected. The following examples show what happens with various tolerance settings when the grayscale art on the right is selected with the VectorMagicWand.

A 1" SQUARE OBJECT WITH A FILL COLOR OF 20% BLACK

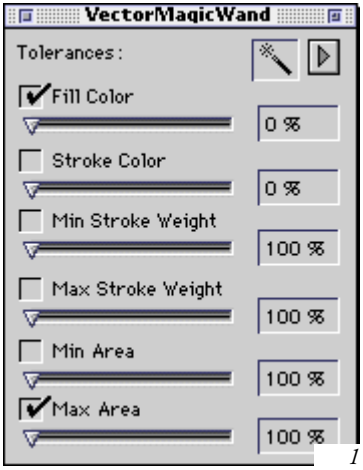
1. **The Fill Color and Max Area attributes are checked and set to 0% and 100%, respectively.**
   The only other paths selected will have a Fill Color of 20% Black and equal exactly 1 square inch of area.
   In this case, only the original path was selected.
2. **The Fill Color and Max Area attributes are checked and set to 0% and 120%, respectively.**
   Any paths with a Fill Color of 20% Black that are between 1 and 1.2 square inches in area are selected.
   For this example, seven additional paths were selected.
3. **The Fill Color and Max Area attributes are checked and set to 10% and 120%, respectively.**
   Any paths with a Fill Color between 10% Black and 30% Black that are between 1 and 1.2 square inches in area are selected.
   A total of 18 paths are selected.

HOW COLOR TOLERANCE IS MEASURED

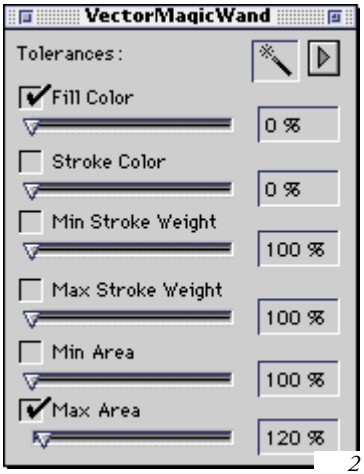
The Fill Color and Stroke Color tolerance are just as precise and controllable as the size settings.You can predict exactly which paths will be selected by understanding how the color tolerance is measured within the VectorMagicWand tool.

The Tolerance setting controls the maximum allowable percent difference for each channel that is both greater and less than the values of the original object that was clicked. Each CMYK channel must have a value within the tolerance for an object to be selected.

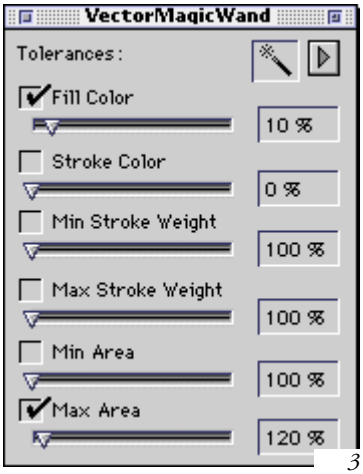
For instance, if a path with 50% Cyan, 0% Magenta, 50% Yellow and 0% Black was clicked on using a 10% tolerance setting, only paths with CMYK values that fall between 40% and 60% Cyan, between 0% and 10% Magenta, between 40% and 60% Yellow, and between 0% and 10% Black will be selected. If *any* of these values don't fall within the specified range, that object will *not* be selected. For instance, an object with CMYK of 50%, 5%, 40% and 0% would be selected, but an object with CMYK of 50%, 12%, 40% and 0% would not; this is because the 12% Magenta falls outside the allowable range (0-10).



1

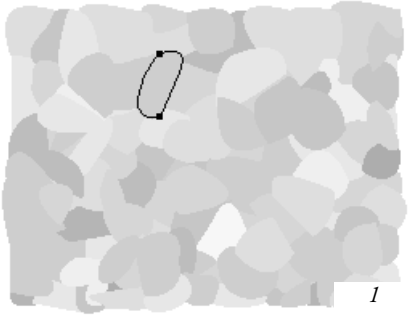


2



3

WORKING WITH CUSTOM (SPOT) COLORS



1

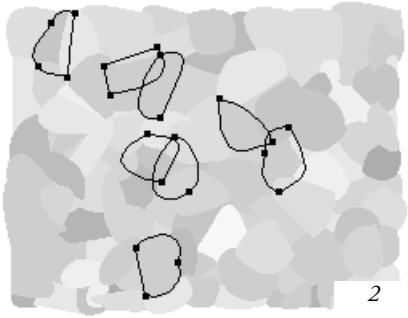
Custom colors provide an interesting dilemma for the way the VectorMagicWand's color tolerance works; since the colors are essentially made up of process (CMYK) colors, shouldn't clicking on a custom color select CMYK colors that fall within the tolerance parameters? If you want to select just other tints of that custom color, we've provided both options so that you can decide which method to use when selecting with the VectorMagicWand.

TO TREAT CUSTOM COLORS AS PROCESS COLORS

❖ **Choose Treat Spot Colors as Process from the VectorMagicWand options palette.**

A bullet will appear to the left of that item.

From this point on, custom colors work with the VectorMagicWand just like their process color counterparts. When a custom color is clicked on, it looks for other custom colors and process colors that have CMYK values that fall within the tolerance setting. When a process color is clicked on, it looks for other process colors *and* custom colors that have CMYK values that fall within the tolerance settings.



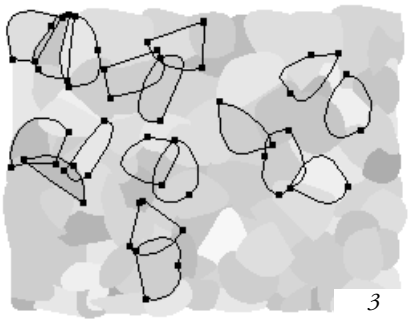
2

TO TREAT CUSTOM COLORS AS SPOT COLORS

❖ **Choose Treat Spot Colors as Process from the VectorMagicWand options palette.**

A bullet will be removed from the left of that item.

From this point on, custom colors and process colors do not share the same colorspace when the VectorMagicWand is used. Instead, when a custom color is clicked on, only other objects with that custom color can be selected, and only if the tint of the custom color falls within the tolerance setting. When a process color is clicked on, no custom colors will be selected, regardless of the tolerance, and of the CMYK values of the custom colors.



3

Selecting Patterns and Gradients

The VectorMagicWand can be used to select objects that have the same pattern or gradient fill.

To Select Objects with the Same Pattern or Gradient Fill

1. **Check the Fill Color attribute in the VectorMagicWand options palette.**
   The tolerance slider can be set to any position; it has no effect on what is selected.
2. **Click on an object that contains the pattern or gradient.**
   Once you do this, all other paths with that pattern or gradient will be selected.
   Regardless if the gradient or pattern has been transformed; all the objects filled with that gradient or pattern will be selected.

Controlling the Selection Area

One major difference between selecting using the VectorMagicWand and using Photoshop's Magic Wand tool is that Photoshop's tool only works on contiguous areas, while the VectorMagicWand tool works throughout the entire document area, whether paths are touching or not.

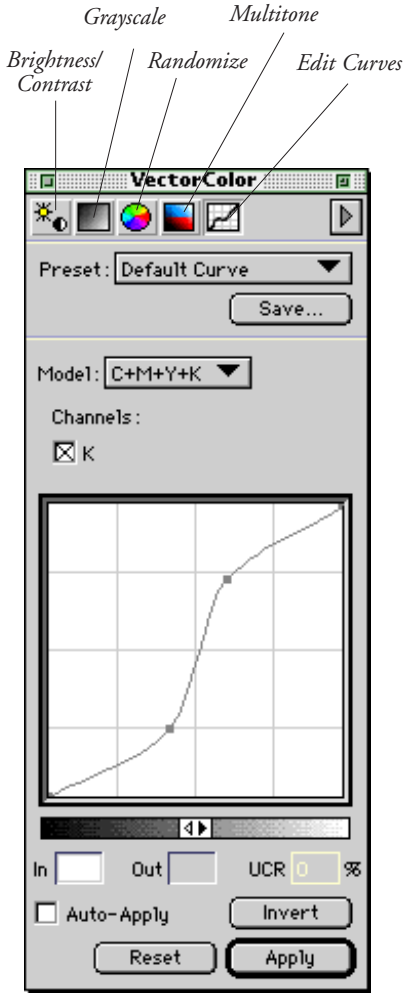
You can control the area in which the VectorMagicWand works by selecting the Search Window View Only option in the palette's pop-up menu. When this option is checked, only paths viewable within the immediate document window viewing area will be selected.

Tips Tricks Techniques

Move the tolerance sliders in the VectorMagicWand options palette in small increments by Option-clicking to the left or right of a slider. You can move the slider five times as far by Shift-option clicking on either side. If you want to move the slider to a specific location, you don't have to drag the slider there; just click in the spot you want the slider to move to.

VectorColor brings interactive color management and control to Illustrator and FreeHand. Instead of working with Illustrator's and FreeHand's color filters, you can modify artwork in real time using the VectorColor palette-based components.

VectorColor is a palette that combines five functions: Edit Curves, Brightness/Contrast, Multitone, Grayscale and Randomize. Each function is a full-featured component.



THE VECTORCOLOR PALETTE

The VectorColor palette contains all five color editing functions (or "modes"). The mode last used when the palette was closed will be displayed the next time it is opened.

TO OPEN AND CLOSE THE VECTORCOLOR PALETTE

1. **Choose VectorColor from the VectorTools menu, or press Option-Control-C.**
   The VectorColor palette will appear.
2. **Change the "mode" by clicking on each of the different Color buttons along the top of the palette.**
   The controls will change as the mode is changed.
3. **Collapse the VectorColor palette by clicking the collapse box (upper right) on the palette.**
   In collapsed mode, both presets and the last used setting for each mode can be applied to selected objects.
4. **Close the VectorColor palette by clicking the close box (upper left) on the palette, or by pressing Option-Control-C.**

APPLY AND AUTO-APPLY

VectorColor's Apply function works the same way as Adobe Illustrator 6.0's Paint Style palette. There are two different ways to apply the changes you've made in the VectorColor palette:

- **Push the Apply Button**
  Each time you push the apply button, the current settings in the palette are applied to any selected paths.
- **Check the Auto-Apply checkbox.**
  When you move a slider or press the Tab key, the effect is applied.

If Auto-Apply is not checked, changes only occur *within that component* when the Apply button is pressed *in that same component.* For instance, if you make adjustments to Brightness/Contrast without pressing Apply, then change to Grayscale and press Apply, the artwork will change to grayscale, but the Brightness/Contrast changes will not be made.

The examples in this section assume you have the Auto-Apply checkbox unchecked. If you have it checked, ignore the steps that say "Click the Apply button."

TIPS TRICKS TECHNIQUES

You can quickly brighten an image in small increments by moving the Brightness slider just a little bit to the right, and then continuously tapping the Apply button.

BRIGHTNESS/CONTRAST

Brightness/Contrast is a method to apply an overall brightness (or darkness) effect and/or increase or decrease the contrast of your selected artwork.

TO INCREASE THE BRIGHTNESS OF SELECTED PATHS

1. **Click the Brightness/Contrast button on the VectorColor palette.**
   The palette will change to display the Brightness/Contrast sliders.
2. **Drag the Brightness slider to the right.**
3. **Click the Apply button.**

To darken paths, drag the Brightness slider to the left.

To increase or decrease the Contrast of paths, drag the Contrast slider to the right (increase) or left (decrease).

GRAYSCALE

The Grayscale mode changes full color artwork into grayscale. It accomplishes this by modifying the artwork in a way so that similar colors appear different (Red and Orange would have different gray values).

TO CHANGE SELECTED PATHS TO GRAYSCALE:

1. **Click the Grayscale button on the VectorColor palette.**
   The palette will change to display the Grayscale panel.
2. **Click the Apply button.**
   All selected paths are changed to grayscale.

There are few options in the Grayscale mode, all of them meant to prevent changes from taking place to either custom colors, strokes, or fills. If the Fills checkbox is checked, then fills won't be affected. If the Stroke checkbox is checked, then strokes won't be affected. If the Custom Colors checkbox is checked, then custom colors won't be affected.

RANDOMIZE

Randomize supplies each path with a random color. This can be done within a color space (so a grayscale image remains grayscale, for instance) or can be set to be totally random.

TO CHANGE SELECTED PATHS TO RANDOM COLORS

1. **Click the Randomize button on the VectorColor palette.**
   The palette will change to display the Randomize panel.
2. **Click the Apply button.**
   All selected paths will have their colors randomized.

The same Exclude options available in Grayscale mode are available in Randomize. All of them meant to prevent changes from taking place to either custom colors, strokes, or fills. If the Fills checkbox is checked, then fills won't be affected. If the Stroke checkbox is checked, then strokes won't be affected. If the Custom Colors checkbox is checked, then custom colors won't be affected.

In addition, similar colors can be set to randomize to the same random colors. This would allow an image with several paths filled with red to be randomized so that all the previously red-filled paths contain the same random color. Set Randomize to do this by checking the Match Color option in the VectorColor pop-up menu.

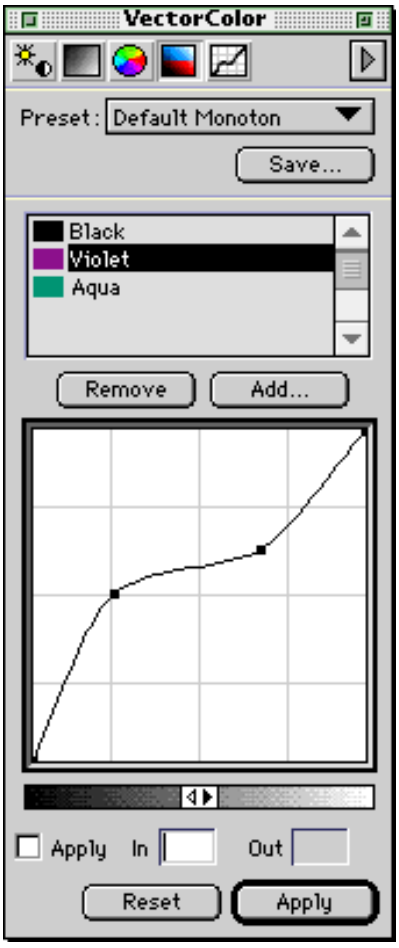
You can force Randomize to only use colors within the same color space by checking the Use Existing Colorspace checkbox. This limits the random colors to CMYK if the path was originally CMYK, a tint of a custom color if the path was originally a custom color, or grayscale, if the path was a tint of black.

TIPS TRICKS TECHNIQUES

Randomize is great for instantly changing grayscale (or single tone) artwork into vibrant, full color artwork.

Multitone

The Multitone mode creates either real duo/tri/quadtones or simulated ones. Because Illustrator and FreeHand don't allow for the preview of overprinting objects, using the simulated function provides a "preview" of the multitone, and can also be used for on screen display or in other situations where separations won't be printed.



To Create a Duotone

1. **Select the paths you want to change into a duotone.**
2. **Click the Multitone button on the VectorColor palette.**
   The Multitone panel and controls appear.
3. **If you don't want to use Black as one of your two duotone colors, click Remove.**
   Black is removed from the list.
4. **Click the Add button.**
   The list of all of your custom and process colors appears.
5. **Choose a color from the list and click the OK button.**
   The new color is added to the list.
6. **If you removed Black, add another color to the list of colors by repeating steps 4 and 5.**
   That color is added to the list.
7. **Select the first color in the list and modify the curve for that color.**
   See the Edit Curves section for more about editing curves.
8. **Select the next color in the list and modify that curve.**
9. **Click the Apply button.**
   The selected artwork will be changed to a duotone.

To create a tritone (three colors), add another color to the list before applying. To create a quadtone (four colors), add two colors to the list before applying. You can create a multitone with as many colors as you'd like.

There are two different ways to create multitones. The first way is to create a "true" multitone, with overprinting colors. Do this by unchecking the Use CMYK Model option in the VectorColor pop-up menu. The result will consist of paths that overlap and overprint each other. You won't be able to view the result in Illustrator or FreeHand; you'll have to print separations in order to see the result of true multitone generation.

TIPS TRICKS TECHNIQUES

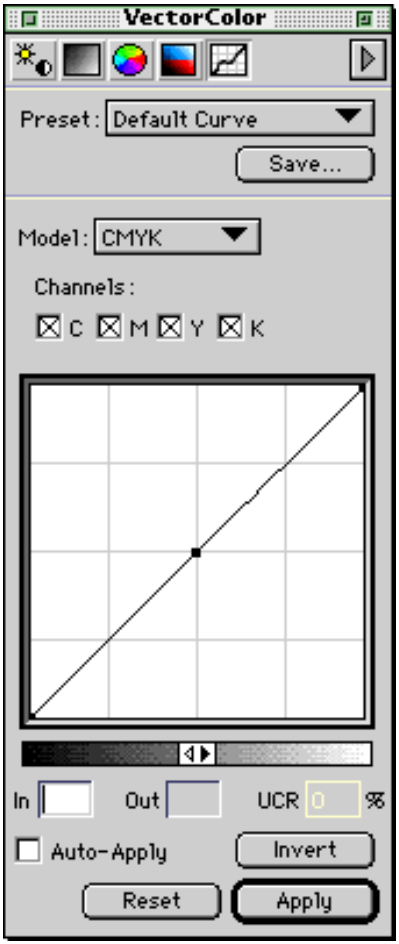
When setting up a Multitone, work in the Use CMYK Model until the colors are just right. Then undo and apply the settings to your art with the Use CMYK Model option unchecked.

The second way is to create a "simulated" multitone by using CMYK colors to show the end result of the multitoning process. The difference is that instead of having just a few spot colors, your paths will consist of colors throughout the CMYK colorspace. However, you can view what the colors will look like in Illustrator and FreeHand by using this method.

Any time you manipulate colors with VectorColor Multitone, you can save your settings as a preset to be used at a later time.

TO SAVE MULTITONE SETTINGS AS A PRESET

1. **Click the Save button.**
   A dialog box will appear where you can type in the name of the preset.
2. **Type in a name for the Preset and click the OK button.**
   The box will disappear, and the preset will be saved.



You can use saved presets by selecting them from the pop-up menu right below the buttons.

EDIT CURVES

The Curves mode allows you to change brightness of colors based on the original color as modified by a curve you define. You can change the brightness curve of an entire selection at once, or work within the different channels (both CMYK and RGB).

TO CHANGE THE BRIGHTNESS CURVE OF SELECTED PATHS

1. **Click the Edit Curves button on the VectorColor palette.**
   The palette will change to display the Edit Curves panel and controls.
2. **Adjust the curve and settings (see below).**
3. **Click the Apply button.**

Curves allows you to choose the color model in which to edit your curves. You can select (via the pop-up menu) from CMYK, CMY, RGB, IHS, and C+M+Y+K (one curve for the entire selection).

Modify the curve by clicking on a point and dragging it to a new location. Add points by Shift-clicking. Delete points by Command-Clicking.

From left to right, the brightness values of the original artwork are dark to light. From bottom to top, the changes you make are applied from dark to light. This means that dragging a point

upwards will lighten the image, while dragging a point downwards will darken it. Dragging a point to the left or right changes which portion (brightness) of the original image is being changed. Creating an "S" curve can add both contrast and brightness to an image.

GRADIENT EDITING WITH VECTORCOLOR

Illustrator only. VectorColor's components don't affect just solid fills; they can also affect gradient fills. The VectorColor pop-up menu contains an option called "Gradient Conversion." If this option is on, then changes made in VectorColor when paths filled with gradients are selected will affect gradients (i.e. change their colors). If this option is off, then VectorColor ignores gradients.

Because Illustrator works with gradients on a global basis, changing the colors in one gradient-filled path will affect any other paths that are filled with that same gradient. VectorColor is actually changing the gradient itself, not just the colors in the gradient within that path.

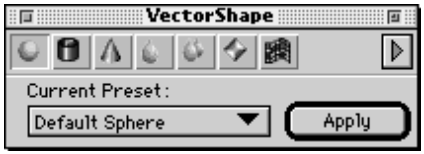
TO MODIFY ONLY THE SELECTED PATHS' GRADIENT WHILE LEAVING OTHER PATHS WITH THE SAME GRADIENT UNAFFECTED

1. **Select just the paths filled with the gradient which you wish to change.**
2. **Double-click on the name of the gradient in the Paint Style palette.**
   The Gradient palette will appear, with the selected gradient highlighted.
3. **Click the Copy button.**
   A new gradient that looks just like the original is created, with the same name and "copy" appended to it.
4. **Change the name of the gradient and close the Gradient palette.**
5. **Click on the new gradient in the Paint Style palette.**
   The selected paths will look the same as before, but will have a gradient which is separate from the original (and other paths).

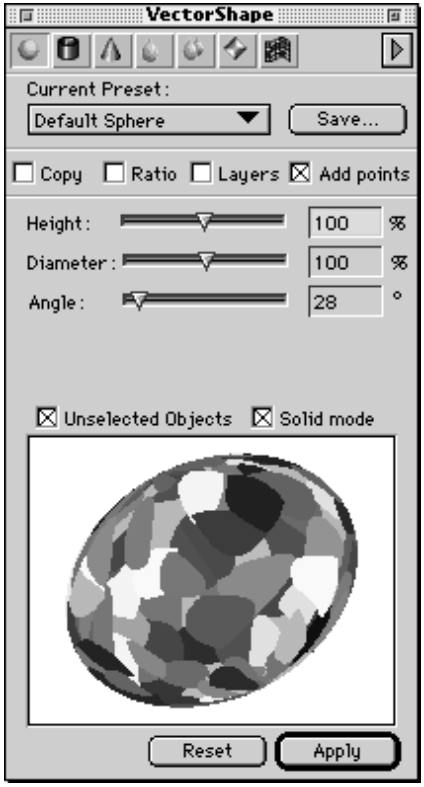
The VectorShape palette is a set of effects that provides unique distortion capabilities within Illustrator and FreeHand. The VectorShapes palette easily creates 3D effects by projecting artwork onto geometric shapes, including spheres, cylinders, cones, free projection, and more. All of the effects are completely customizable, and presets can be saved so they can be applied to other objects.

USING THE VECTORSHAPE PALETTE

TO OPEN AND CLOSE THE VECTORSHAPE PALETTE



1. **Choose VectorShape from the VectorTools menu, or press Option-Control-S.**
   The VectorShape palette will appear.
2. **Change the "mode" by clicking on each of the different shape buttons along the top of the palette.**
   The controls and preview will change as the mode is changed.
3. **Collapse the VectorShape palette by clicking the collapse box (upper right) on the palette.**
   In collapsed mode, both presets and the last used setting for each mode can be applied to selected objects.
4. **Close the VectorShape palette by clicking the close box (upper left) on the palette.**



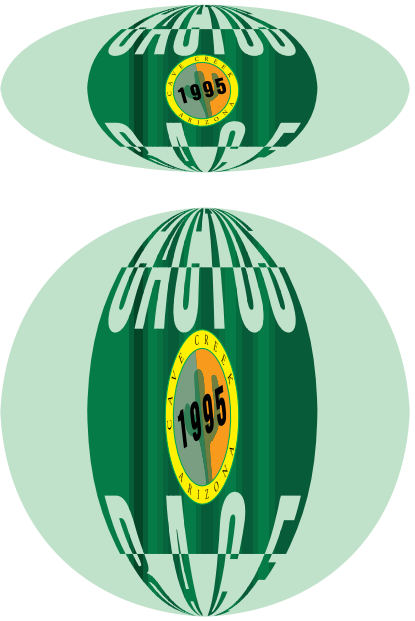
VECTORSHAPE PREVIEWS

The VectorShape palette provides a preview to show selected objects before the distortions are applied. The preview has the following options:

Unselected Objects: When this option is checked, unselected artwork in the document is displayed in the preview window along with the selected artwork. When the option is unchecked, only selected artwork is shown in the preview window.

Solid Mode: When this option is checked, the preview displays paths in their actual colors. When this option is unchecked, paths display in artwork (wireframe) mode only.

Projection Options



Under the row of Mode buttons, there are several projection options that control how the resulting distortion is created:

Copy: When checked, this option creates a duplicate of the selected path(s) when the affect is applied, leaving the original untouched.

Ratio: If this option is checked, the proportions of the shape you define are maintained, regardless of the proportions of the original art. The images to the right show a 100% Height and 100% Width sphere applied to horizontally wide art with the ratio checkbox unchecked (top) and checked (bottom).

Layers: When checked, this option maintains layers from the original artwork.

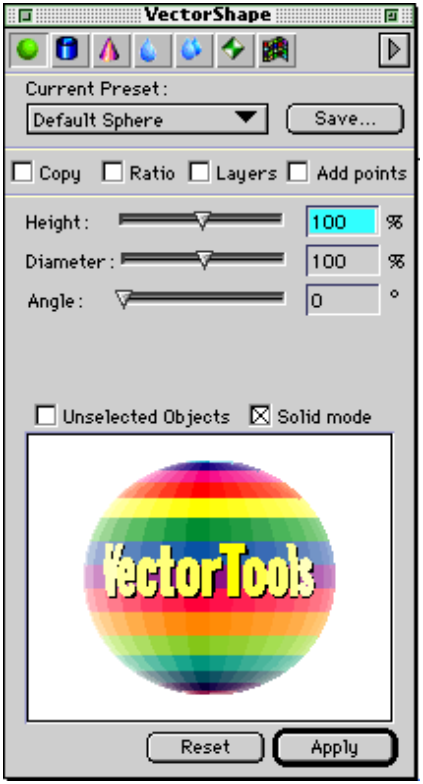
Add Points: When checked, this option adds additional points to the artwork during the distortion process. Adding points can substantially increase the effectiveness of the distortion. This option is off by default so that no points are added unnecessarily.

Applying a Spherical Projection

The Spherical projection mode distorts artwork by "wrapping" it around the front of a sphere.

To Apply a Spherical Projection to Artwork

1. **Select the artwork you wish to distort.**
   Only paths (not text objects or raster-based images) can be distorted.
2. **Click the Sphere button in the VectorShape palette.**
   The artwork will appear in the preview window of the VectorShape palette.
3. **Adjust the Height, Diameter, and Angle of the artwork using the sliders.**
   The preview will change to match the settings of the sliders.
   Height controls the height of the artwork compared to the original. A value greater than 100% will make the resulting artwork taller than the original, while a value less than 100% will make the resulting artwork shorter.



Diameter is really the width of the artwork. 100% is the same width as the original. A number greater than 100 will create wider art, while a percentage less than 100% will create thinner artwork.

Angle controls the angle of the artwork. 0° is the same as the original.

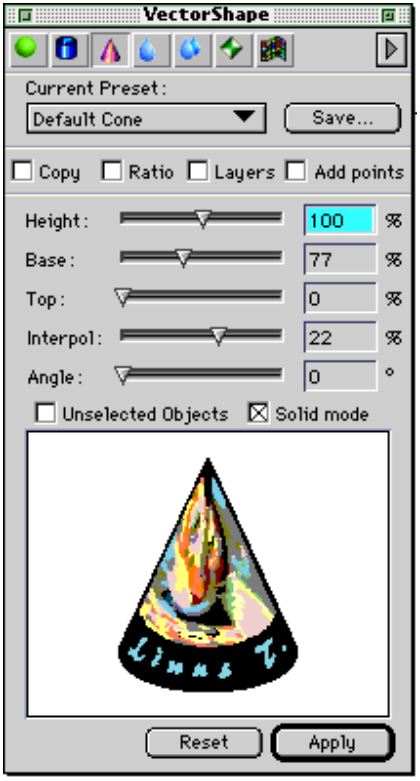
4. **Click the Apply button.**
   The artwork in the document will be modified.

APPLYING A CYLINDRICAL PROJECTION

The Cylindrical projection mode distorts artwork by "wrapping" it around the front of a cylinder.

TO APPLY A CYLINDRICAL PROJECTION TO ARTWORK

1. **Select the artwork you wish to distort.**
2. **Click the Cylinder button in the VectorShape palette.**
3. **Adjust the Height, Diameter, Interpolation, and Angle of the artwork using the sliders.**
   Height, Diameter, and **Angle** affect the artwork as above.
   Interpolation controls the depth of the curve.
4. **Click the Apply button.**



APPLYING A CONICAL PROJECTION

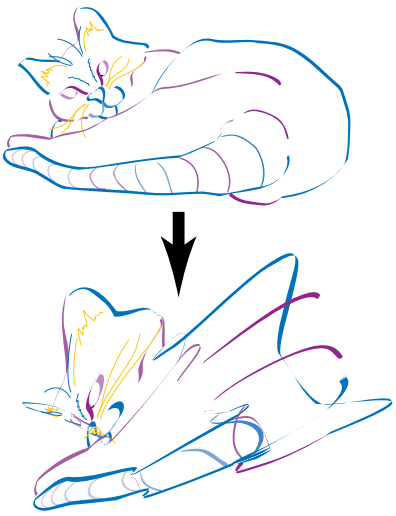
The Conical projection mode distorts artwork by "wrapping" it around the front of a cone.

TO APPLY A CONICAL PROJECTION TO ARTWORK

1. **Select the artwork you wish to distort.**
2. **Click the Cone button in the VectorShape palette.**
3. **Adjust the Height, Base, Top, Interpolation, and Angle of the artwork using the sliders.**
   Base is the bottom of the artwork. At a value of 0%, the art at the bottom comes together to a point.
   Top is the top border of the artwork. At a value of 100%, the original size is maintained.
4. **Click the Apply button.**

Applying a Wavy Projection

The Wavy projection mode distorts artwork by "wrapping" it onto a rippling wave.

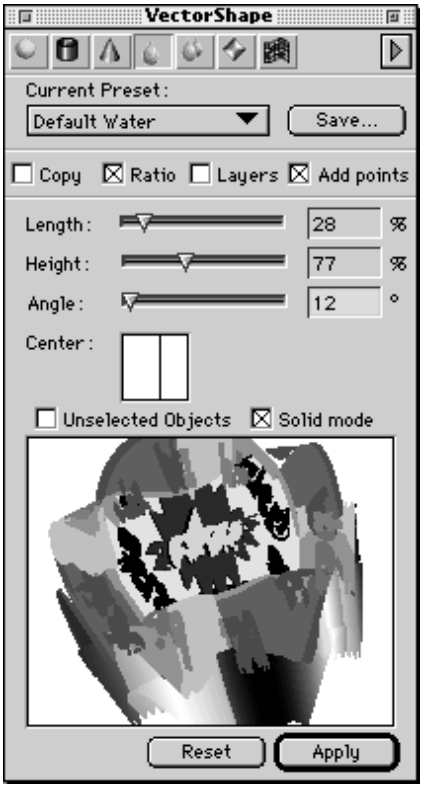


To Apply a Wavy Projection to Artwork

1. **Select the artwork you wish to distort.**
2. **Click the Waves button in the VectorShape palette.**
3. **Adjust the Length, Increase and Angle of the artwork using the sliders.**
   Length controls the length of each wave that is created. A value greater than 0% will increase the length.
   Increase determines the bend of each wave.
4. **Adjust the center of the Waves by dragging the centerpoint in the Center window.**
   The center of the wave can be placed anywhere, even along the edges of the original artwork.
5. **Click the Apply button.**
   A sample wave is shown to the right.

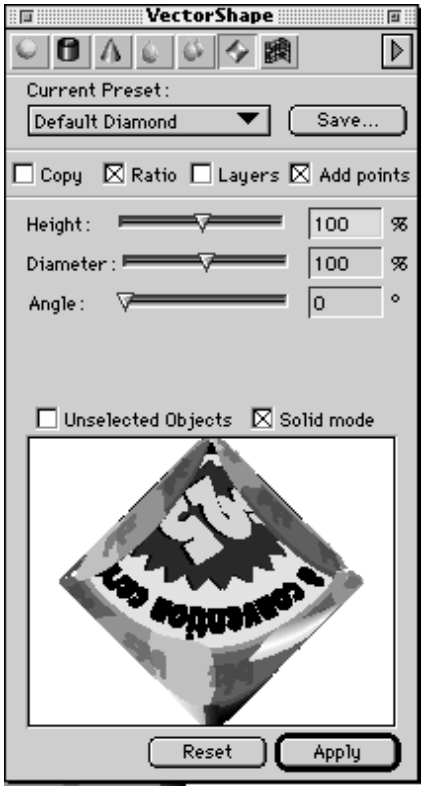
Applying a Watery Projection

The Watery projection mode distorts artwork by "wrapping" it onto a watery surface.



To Apply a Watery Projection to Artwork

1. **Select the artwork you wish to distort.**
2. **Click the Water button in the VectorShape palette.**
3. **Adjust the Length, Height and Angle of the artwork using the sliders.**
   Length is the size of the waves. The larger the waves, the fewer there can be.
   Height controls the height of the waves.
4. **Adjust the center of the Water by dragging the centerpoint in the Center window.**
   The wave type changes dramatically when the centerpoint is moved.
5. **Click the Apply button.**

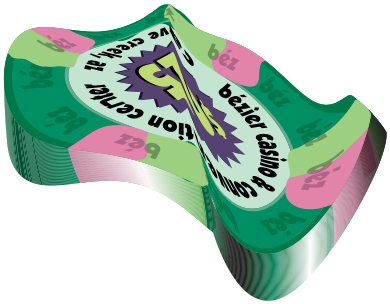


APPLYING A DIAMOND PROJECTION

The Diamond projection mode distorts artwork by "wrapping" it around the front of an eight-sided diamond.

TO APPLY A DIAMOND PROJECTION TO ARTWORK

1. **Select the artwork you wish to distort.**
2. **Click the Diamond button in the VectorShape palette.**
3. **Adjust the Height, Diameter, and Angle of the artwork using the sliders.**
   The Diamond projection does not allow for variations wrapping around the diamond shape, only for the size and distortion of the wrapping. To change the affect of the artwork wrapping around the diamond, rotate the artwork prior to applying the projection.
4. **Click the Apply button.**



APPLYING FREE PROJECTION

The Free Projection mode distorts artwork by "wrapping" it onto a flexible 3D surface.

TO APPLY FREE PROJECTION TO ARTWORK

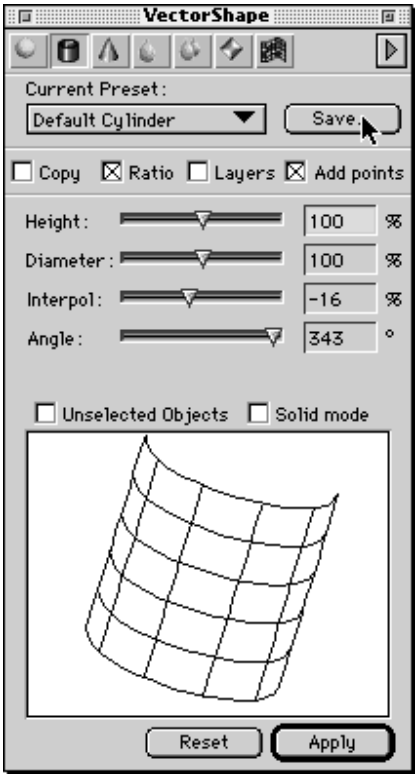
1. **Select the artwork you wish to distort.**
2. **Click the Free Projection button in the VectorShape palette.**
3. **Select the type of control you wish to have over the free projection.**
   There are two types of Free Projection controls:
   Béziers controls the Free Projection shape using standard bézier curve handle controls.
   Spline controls the Free Projection shape by moving the path edges.
3. **Adjust the shape of the artwork using the handles on the edges of the shape.**
4. **Click the Apply button.**

SAVING VECTORSHAPE PRESETS

Each of the effects you create within VectorShape can be saved as presets, so the exact same effect can be used again and again.

TO SAVE VECTORSHAPE PRESETS

1. **Create the effect using the VectorShape controls.**
   You can apply the effect before or after creating a preset.
2. **Click the Save button.**
   The New Shape Name dialog box will appear.
3. **Type in the name of the VectorShape effect and click OK.**
   It's a good idea to save a preset with a name that describes it, because presets are listed by name, and can be chosen by name without displaying the preview section of the VectorShape palette.

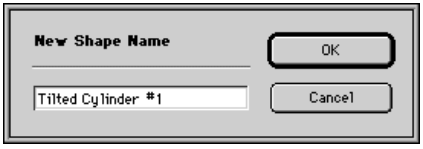


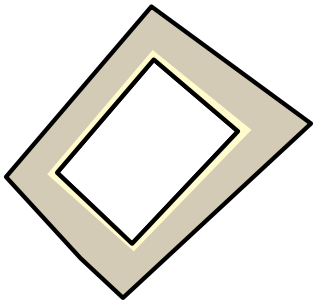
USING VECTORSHAPE PRESETS

You can apply VectorShape presets if the palette is in preview mode or collapsed. Note that in preview mode the Apply button is at the bottom of the palette; in collapsed mode it is to the right of the preset name.

TO USE A VECTORSHAPE PRESET

1. **Select the artwork you would like to apply the preset effect to.**
2. **Click on the button that corresponds to the type of effect used to create the preset.**
   Each effect (sphere, cylinder, etc) has its own list of presets.
3. **Choose the preset from the Current Preset pop-up menu and click the Apply button.**
   The preset will be applied to the selected artwork.

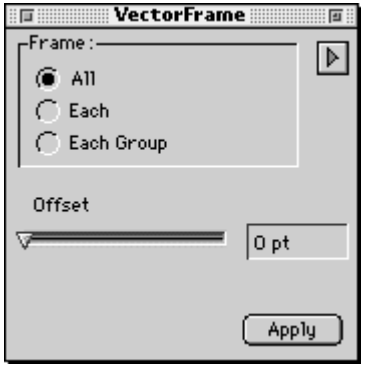




VectorFrame automatically frames selected items quickly and precisely, with the stroke and fill of your choice.

Individual objects, groups, or all selected objects can have a frame applied via VectorFrame. In addition, the frame can be dynamically offset on screen.

Any object you can select in Illustrator or FreeHand can have a frame applied to it, including paths, images, and text objects.



THE VECTORFRAME PALETTE

The VectorFrame palette contains all the controls needed to apply frames to selected objects in a document.

TO OPEN AND CLOSE THE VECTORFRAME PALETTE

1. **Choose VectorFrame from the VectorTools menu, or press Option-Control-F.**
   The VectorFrame palette will appear.
2. **Close the VectorFrame palette by clicking the close box (in the upper left) of the palette, or Press Option-Control-F.**

APPLYING VECTORFRAMES TO OBJECTS

Any selected object(s) can have a frame applied to it.

TO APPLY A FRAME TO AN OBJECT

1. **Select the object(s) you wish to frame.**
2. **Select a preset from the pop-up menu.**
3. **Click the Apply button on the VectorFrame palette.**
4. **Drag the VectorFrame slider until the frame is offset the distance you desire.**
   The frame will appear in your document, dynamically changing the distance from the edge of the selected object.
   Either before or after you drag the VectorFrame slider, you can set the frame to frame each item, each group, or all of the selected paths with one frame.

FRAMING EACH ITEM, GROUPS, OR ALL

VectorFrame provides a choice of how selected items are grouped. The three settings work as follows:

- **Each frames each item individually.**

  If thirteen objects were selected, each object would have an individual frame resulting in thirteen frames, one for each object.

  Each ignores groups, meaning that if seven items are grouped together in one group, there will be seven frames created; one for each object.

  Each treats compound paths as a single path, so an outlined capital "B" would have one frame around it, not three frames (even though the compound path is made of three paths within the compound path).

  Text objects are treated as one object, including Area type and Path type. Individual characters can only be framed after they've been converted to outlines.

- **Each Group frames all top level groups within the current selection.**

  If the thirteen items contained one group of seven items and two groups of three items, there would be a total of three frames created: one on each of the three groups.

  Groups within groups are ignored by Each Group; only the topmost level of groups is framed. For instance, if the "F" and the "R" at right were grouped, and then grouped to the other letters and the exclamation point, Each Group would ignore the "FR" group, since it is a subset of the top level group which contains the "FR" group.

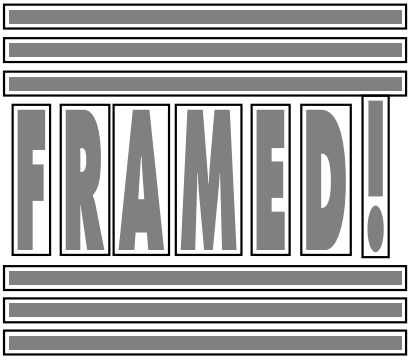
  Individual non-grouped items are ignored by Each Group. If you want to frame several groups and individual objects at one time, select each individual object and group it by itself; Illustrator and FreeHand support one-object groups.

  If only one object within a group is selected, the entire top-level group that the selected object is within will be framed.

- **All frames all the selected items within a single frame.**

  The thirteen items would have one frame surrounding all the items.

  Groups are ignored when the All option is selected.



TIPS TRICKS TECHNIQUES

When framing masked objects, be sure to group the mask to the masked objects, and then choose the Group option in the VectorFrame palette.

TIPS TRICKS TECHNIQUES

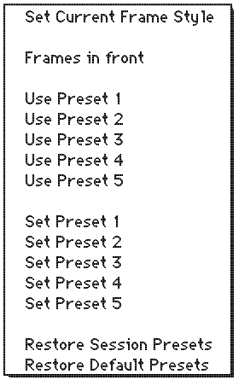
After creating a frame, while the frame is still selected you can change its Fill and Stroke attributes. VectorFrame is smart enough to remember your paint style changes, so that the next frame you create will reflect those changes. After making paint style changes, you can continue to adjust the selected frame using the controls on the VectorFrame palette.

CHANGING VECTORFRAME'S PAINT STYLE

You can change the frame's paint style at any time before or after you apply VectorFrame to an item. After the frame is applied, it becomes a standard path which can be repainted by selecting it and changing stroke and fill settings.

TO CHANGE THE PAINT STYLE OF FUTURE FRAMES

1. **Before changing the paint style of future frames, you may want to deselect all objects (press Command-Shift-A).**
   This way you won't accidentally modify existing artwork.
   or
   Create a rectangle and select it.
   Having a rectangle as your "guinea pig" is the most accurate way to preview the way your frame will appear when it is applied.
2. **Change the Fill and Stroke to the style you wish to use as a frame.**
3. **Choose Set Frame Style from Paint in the VectorFrame pop-up menu.**
   All frames you create after this point will use this paint style until you change it (with a selected frame or by resetting it via the Set Frame Style menu command) or select a preset.



CHANGING THE VECTORFRAME PRESETS

VectorFrame has five presets you can select from. While each of the presets ships from the factory with a different frame paint style, you can modify these presets as necessary.

TO CHANGE VECTORFRAME PRESETS

1. **Before changing the paint style for a preset, you may want to deselect all objects (press Command-Shift-A).**
   This way you won't accidentally modify existing artwork.
   or
   Create a rectangle and select it.
2. **Change the Fill and Stroke to the style you wish to use as a preset.**
3. **Choose Set Preset 1 to set Preset 1 to the current paint style attributes. VectorFrame will automatically be set to use Preset 1 when the next frame is applied.**

TIPS TRICKS TECHNIQUES

You can place a frame behind other objects by unchecking the Frames in front option in the VectorFrame pop-up menu. This allows you to create frames with fill colors, and to use those fill colors as the background.

USING VECTORFRAME PRESETS

Select Use Preset 3 to use Preset 3 for the next frame you apply. Each of the five presets can contain different settings which you can customize (see previous page).

THE DEFAULT VECTORFRAME PRESETS

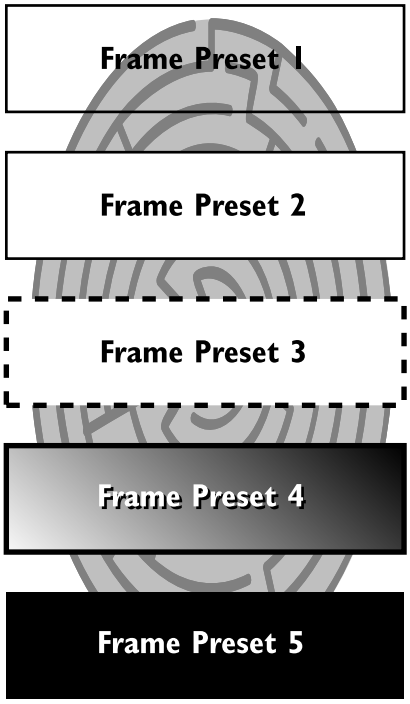
Preset #1: 1 pt. Black Stroke, No Fill

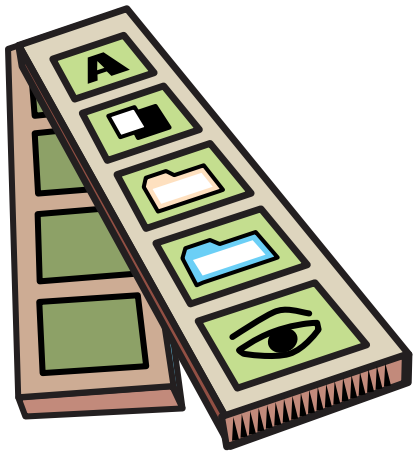
Preset #2: 1 pt. Black Stroke, White Fill

Preset #3: 2 pt. Black Stroke, White Fill, 5/5 Dash Pattern

Preset #4: 2 pt. Black Stroke, Black/White 45° Gradient Fill

Preset #5: No Stroke, Black Fill



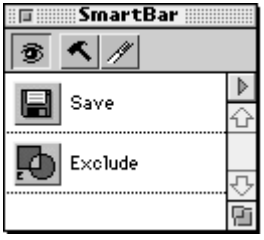


VectorBars brings one-click convenience of toolbars to Illustrator, offering instant access to hundreds of Illustrator commands and menus. Several preconfigured toolbars are provided that include tools and commands that any Illustrator user will find immediately useful.

Because not all users are the same, VectorBars gives you the power to customize toolbars by adding, removing or arranging buttons to your preference. Also, toolbars can be displayed or hidden as needed. For example, you can create a toolbar specifically for transforming images, but keep it hidden until needed.

VectorBars even allows you to create custom buttons for accessing any menu item, file, or folder through toolbars. For example, files and folders or an application (such as Adobe Photoshop) can be launched through toolbar buttons. VectorBars gives you the power to work more efficiently by putting the commands you use most right at your fingertips.

VECTORBARS SMARTBAR



SmartBar automates the task of creating buttons and toolbars by watching and recording your manual menu item selections. Just turn on the SmartBar option and SmartBar begins to watch you work. As you use Illustrator menu items, SmartBar creates a corresponding list of buttons (up to 15 at a time). With the click of a button, you can convert these SmartBar buttons into a toolbar. Then, instead of searching for a command that might be hidden deep within layers of submenus, just click a toolbar button.

TO TURN SMARTBAR ON OR OFF

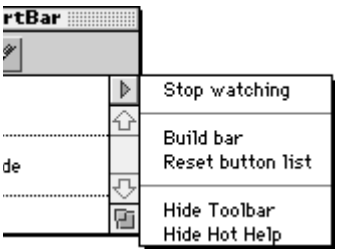
1. **Choose SmartBar from the VectorBar submenu of the VectorTools menu.**
   The SmartBar palette will appear on your screen.
   The first time you open the SmartBar palette, it will be "on" and watching your work. Any menu item you select will appear as a button in the SmartBar palette.
2. **Turn off SmartBar by clicking the "eye" button.**
   It will change to a closed eye, and any menu items you select will not become buttons within SmartBar.
3. **Close the SmartBar palette by clicking the close box (upper left) on the palette.**
   The palette will vanish.

TO RESET THE SMARTBAR PALETTE

1. **Click the Reset button on the SmartBar palette.**
   A warning dialog will appear, asking if you're sure you want to delete all the buttons currently displayed by SmartBar.
2. **Click the OK button.**
   All the buttons will vanish from the palette.

BUILDING TOOLBARS WITH SMARTBAR

After you've worked for a while with SmartBar active, you'll have a palette full of buttons. You can turn these buttons into a toolbar very easily from the SmartBar palette.



TO BUILD A TOOLBAR FULL OF SMARTBAR BUTTONS

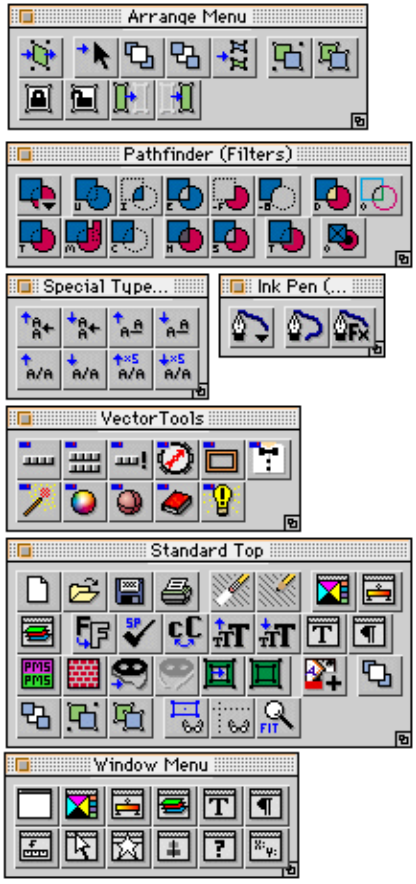
1. **Click the Build button (the Hammer) on the SmartBar palette.**
   A new "floating palette" toolbar will be created with the buttons that are currently on the SmartBar palette.

TO BUILD A TOOLBAR USING ONLY SOME OF THE SMARTBAR BUTTONS

1. **Select the buttons you would like to include in a new Toolbar by clicking on them.**
   Shift-click to select contiguous buttons, Command-click to select discontiguous buttons.
2. **Click the Build button (the Hammer) on the SmartBar palette.**
   A new "floating palette" toolbar will be created with the buttons that are currently selected in the SmartBar palette.

TO BUILD A NEW TOOLBAR FROM ONE SMARTBAR BUTTON

1. **Command-drag the button from SmartBar to any empty area (empty of palettes, not art).**
   A new toolbar will be created, and will consist of just the button you dragged off of the SmartBar palette.



DISPLAYING AND HIDING TOOLBARS

VectorTools ships with several Toolbars that are ready to use. Each are named by the category they best represent. Two of these toolbars are present the first time you run VectorTools: the VectorTools bar and the Wishlist bar.

The VectorTools bar contains buttons that provide functions for most of the different components of VectorTools. The Wishlist bar contains buttons for many frequently used menu items that don't have a corresponding keyboard shortcut (such as Create Outlines and Make Mask), and for many keyboard commands that don't have a corresponding menu item (such as Increase Type Size and Lock All Unselected).

TO DISPLAY A TOOLBAR

1. **Click on the VectorTools menu and pull down to VectorBars.**
   A submenu showing all the toolbars that are available appears. The toolbars with checkmarks to the left of their names are currently active (viewable on screen). Toolbars without checkmarks are not currently active.
2. **Choose an unchecked toolbar from the list.**
   The toolbar will appear on screen.

TO HIDE A TOOLBAR

1. **Click on the VectorTools menu and pull down to VectorBars.**
2. **Choose a checked toolbar from the list.**
   That toolbar will vanish from the screen.

TOOLBARS VS. TOOLBAR PALETTES

VectorBars' toolbars can be either displayed as standard Toolbars or as floating Toolbar Palettes. The differences:

A Toolbar is a row or column of buttons embedded in the edge of the screen.
Toolbars can't be resized; they will take up the entire horizontal width or vertical height of the screen, depending on where they are placed.

A Toolbar Palette is a floating palette with buttons on it.

TIPS TRICKS TECHNIQUES

You can also close toolbars by clicking on their close box when they are floating palettes.

Toolbar Palettes can be resized in almost any way imaginable, from a single row of buttons to a 10 x 10 "grid" of buttons to a single column of buttons.

To Reposition or Embed a Toolbar

1. **Click and drag on the gray area (not a button) of the toolbar.**
   Drag away from the edge of the screen.
2. **Release the mouse button when the toolbar is in the correct new location.**
   Releasing the mouse button when the toolbar is along any edge of the screen will embed it in that side of the screen. Releasing the mouse button when the toolbar is towards the middle of the screen will change it into a floating Toolbar Palette.

To Reposition or Embed a Toolbar Palette

1. **Click and drag on the title bar (at the top) of the toolbar palette.**
2. **Release the mouse button when the toolbar is in the correct new location.**
   Releasing the mouse button when the toolbar is along any edge of the screen will embed it in that side of the screen.

To Resize a Toolbar Palette

1. **Click and drag on the resize button (lower right) of the palette.**
   The palette will automatically "snap" to size.

Tips Tricks Techniques

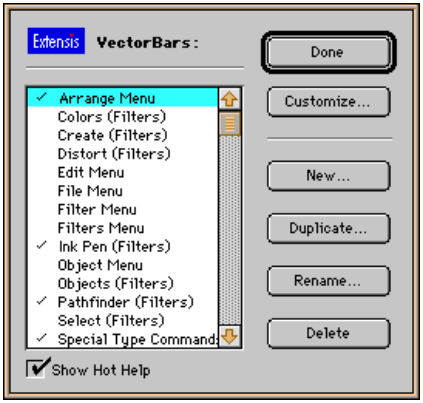
Double-clicking on a toolbar palette's gray area will embed it in the last side it was embedded in. If the toolbar palette had never been embedded, it will embed in the nearest edge of the screen. Double-clicking an embedded toolbar will turn it into a floating toolbar palette.

Creating Toolbars

You can create toolbars manually or (as described above) through the use of the SmartBar palette.

To Create a New, Empty Toolbar

1. **Choose Edit Toolbars... from the VectorBars submenu in the VectorTools menu.**
   The Edit Toolbars dialog box will appear.
2. **Click the New... button.**
   A dialog box will appear asking for a name for the new toolbar.



3. **Enter the name of the new toolbar.**
4. **Click the OK button.**
   A new, empty toolbar will appear in the upper left portion of your screen.
5. **Click the Done button.**

DUPLICATING EXISTING TOOLBARS

Another way to "create" toolbars is by duplicating an existing toolbar.

TO DUPLICATE AN EXISTING TOOLBAR

1. **Choose Edit Toolbars... from the VectorBars submenu in the VectorTools menu.**
   The Edit Toolbars dialog box will appear.
2. **Select the Toolbar you wish to duplicate.**
   Only one toolbar can be selected at a time in the Edit toolbars dialog box.
3. **Click the Duplicate button.**
   A dialog box will appear asking for a name for the new toolbar.
4. **Enter the name of the new toolbar.**
5. **Click the OK button.**
6. **Click the Done button.**

RENAMING TOOLBARS

Toolbars can be renamed at any time without affecting the contents of the toolbar. It's a good idea, however, to keep the name of the toolbar as descriptive of the buttons on it as possible.

TO RENAME A TOOLBAR

1. **Choose Edit Toolbars... from the VectorBars submenu in the VectorTools menu.**
   The Edit Toolbars dialog box will appear.
2. **Select the Toolbar you wish to rename.**
3. **Click the Rename button.**
   A dialog box will appear asking for a name for the new toolbar.

4. **Enter the name of the new toolbar.**
5. **Click the Done button.**

DELETING TOOLBARS

TO DELETE A TOOLBAR

1. **Choose Edit Toolbars... from the VectorBars submenu in the VectorTools menu.**
   The Edit Toolbars dialog box will appear.
2. **Select the Toolbar you wish to delete.**
3. **Click the Delete button.**
   The Toolbar will be deleted.
4. **Click the Done button.**

EDITING TOOLBARS

The buttons on Toolbars can be moved and removed, and new buttons can be added all through a series of Command-drags on the toolbar itself.

TO REMOVE BUTTONS FROM A TOOLBAR

1. **Command-drag the button you wish to remove from the toolbar out into an empty area.**
   The button will disappear from the toolbar.

TO ADD BUTTONS TO A TOOLBAR FROM ANOTHER TOOLBAR

1. **Command-drag the button you wish to add from its original toolbar to the new toolbar.**
   A copy of the button will be placed on the new toolbar. The original button will remain on the original toolbar.

TO MOVE A BUTTON WITHIN A TOOLBAR

1. **Command-drag the button you wish to move to another location on the toolbar.**
   The button will insert itself where the cursor is when the mouse button is released.

TIPS TRICKS TECHNIQUES

To open the Customize Toolbars dialog box directly, use the Customize button on the VectorTools toolbar.

TO ADD SPACE BETWEEN BUTTONS

1. **Command-drag the button (that is to the right or below where you would like the space added) slightly to the right or down.**
   A small amount of "gray space" will be added between the two buttons.
2. **Add twice the amount of gray space by Command-dragging the same button slightly to the right or down again.**
   You cannot increase the amount of space between buttons more than this second Command-drag.

CUSTOMIZING TOOLBARS

You can easily create and modify toolbars that contain a wide variety of buttons; many that aren't even present in any of the default toolbars. VectorBars provides hundreds of predesigned buttons that have been organized into several categories in the Customize portion of VectorBars. In addition, you can create your own buttons with your own custom icons on them.

TO ADD CUSTOM BUTTONS TO A TOOLBAR

1. **Choose Customize Toolbars from the VectorBars submenu of the VectorTools menu.**
   The Customize dialog box will appear.
2. **Select the category in which the button you wish to add resides.**
3. **Drag the button from the display on the right to the toolbar where you would like the button to go.**
   You can tell what the buttons do by letting your cursor rest above them for a second; the button description will appear at the bottom of the Customize window.

CREATING YOUR OWN BUTTONS

You can create buttons for keystroke commands, filters, Illustrator menus, files or folders, or even other applications. For example, you can create a button to access the Object menu, an Illustrator file or folder or launch another application through a VectorBars toolbar button.

TIPS TRICKS TECHNIQUES

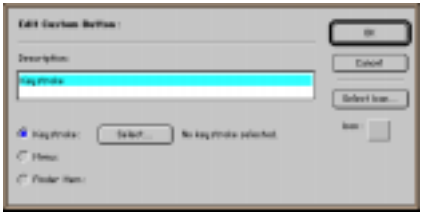
To instantly create a new toolbar, simply drag a button out from the Customize Toolbars dialog box.

TO CREATE A NEW BUTTON

1. **Choose Customize Toolbars from the VectorBars submenu of the VectorTools menu.**
   The Customize dialog box will appear.
2. **Click the New Button button.**
   The Edit Custom Button dialog box appears. You can create buttons for Keystroke commands, Menu items, and Finder Items.
3. **Choose the type of button you wish to create:**
   Keyboard: Click the Select button and type the keystroke you would like to assign to your button.
   Menu: Select a menu item from the pop-up menu to the right of the Menu option.
   Finder Item: Choose between File or Folder, then locate the file or folder you want to assign to the button and press the Select button.
4. **Click the Select Icon button.**
   The Define Icon dialog box will appear, where you can choose from a plethora of icons for your button.
5. **Choose an icon from the Define Icon dialog box, and click the Define button.**
   You'll return to the Custom Button window.
6. **Click the OK button in the Custom Button window.**
   You'll return to the Customize window.
7. **Drag the new (right) button from the Customize window to any toolbar, or drag it to an empty area to create a new toolbar.**
8. **Click the Done button in the Customize window.**

CREATING CUSTOM ICONS

You aren't limited to the selection of button icons we've supplied in the Define Icon dialog box. You can turn any image into a button icon, provided you have a pixel-editing application like Photoshop. The following instructions assume you have Photoshop or a similar application.



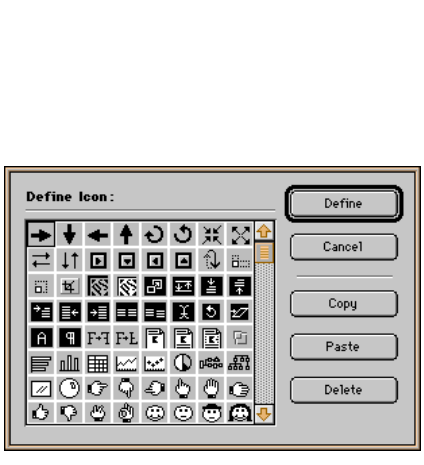
TO CREATE A CUSTOM ICON FOR VECTORBAR BUTTONS

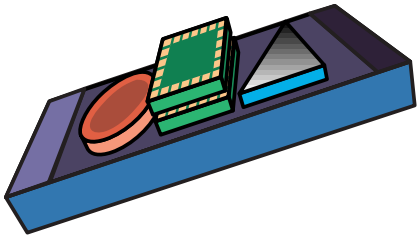
1. **Create an image for the button.**

Any image will work, such as a photograph, a screenshot (Command-Shift-3), or a rasterization of Illustrator artwork.

2. **Reduce the artwork so that it fits within a 19 pixel wide by 17 pixel high boundary.**
   All art must fit within this size to work properly as a button icon in VectorBars.
3. **Select and copy the artwork.**
   Command-A and Command-C does the trick nicely. Now you have to go back into Illustrator and the VectorTools dialog boxes. You may quit Photoshop if you need to for memory purposes.
4. **In Illustrator, choose Customize Toolbars from the VectorBars submenu of the VectorTools menu.**
   The Customize dialog box will appear.
5. **Click the New Button button.**
   The Edit Custom Button dialog box appears.
6. **Click the Select Icon button.**
   The Define Icon dialog box appears.
7. **Click the Paste button.**
   The icon will appear at the bottom of the list of icons.
8. **Click the Define button and drag the new button into an existing toolbar.**

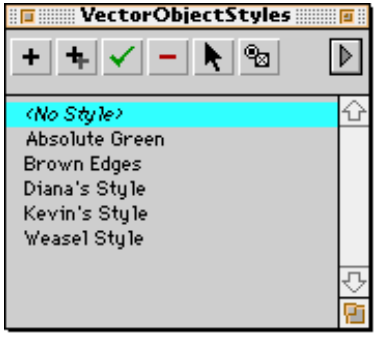
Repeat these steps for each custom icon you wish to create.





VectorObjectStyles provide real styles for Illustrator artwork objects. Styles can be applied to any path or paths. A style consists of the specific Paint Style attributes of Fill and Stroke. Each path-based object (not text or imported images) can have a style applied to it.

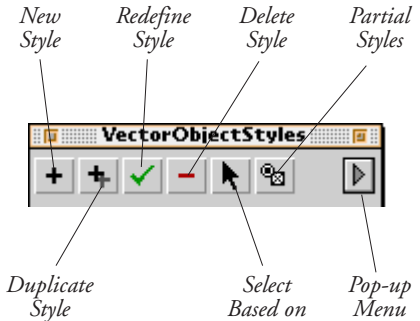
When a style is modified, all the objects with that style are modified as well. Styles can be used to "tag" objects so that they can be selected together without having to be grouped.



THE VECTOROBJECTSTYLES PALETTE

Display the VectorObjectStyles palette by selecting VectorObjectStyles from the VectorTools menu, or by pressing Option-Control-O. Close the palette by clicking on the Close box or by pressing Option-Control-O.

The palette can be displayed in a collapsed mode by clicking the box in the upper right of the palette.



CREATING A NEW VECTOROBJECTSTYLE

You can create a new VectorObjectStyle at any time. The new style will use the current Paint Style palette's fill and stroke colors.

TO CREATE A NEW VECTOROBJECTSTYLE

1. **Change the Paint Style palette until the fill and stroke appear the way you would like them to in a new style.**
   It doesn't matter if an object is selected or not. We recommend that you create and select a new path, for instance a "throwaway" rectangle that can be deleted after the style is created. This path will enable you to view the style attributes before you set it.
2. **Click the "+" button to create a new style with the attributes selected in the Paint Style palette.**
   or
   Press Option-Control-Shift-O.
3. **Name the Style.**
   Type in the name of the style, then press Enter or Return. You can also click anywhere in the VectorObjectStyles palette after typing to set that name.

TIPS TRICKS TECHNIQUES

When a path contains a different paint style than the style that has been applied to it, a bullet will appear to the left of the style name.

APPLYING A VECTOROBJECTSTYLE

TO APPLY A STYLE TO AN OBJECT

1. **Select the objects you wish to apply a style to.**
   You may select any number of objects at a time; all selected objects will have the style applied to them.
2. **Click on the style in the VectorObjectStyle palette.**
   The selected objects will be styled with the attributes of the chosen style.

TIPS TRICKS TECHNIQUES

When an object is selected as a new VectorObjectStyle is created, that object not only is the base for the new VectorObjectStyle, but it also has the new VectorObjectStyle applied to it.

NEW OBJECTS WITH VECTOROBJECTSTYLE

New objects that are created within Adobe Illustrator can automatically have a style applied to them as they are created.

TO CREATE AN OBJECT WITH A VECTOROBJECTSTYLE ALREADY APPLIED TO IT

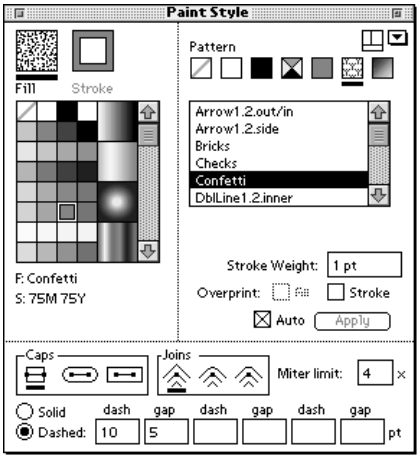
1. **Select a style in the VectorObjectStyle palette.**
   Only one style may be selected when applying a style by creating it.
2. **Create the object using one of Illustrator's tools.**
   The object will automatically have the selected VectorObjectStyle applied to it.

DELETING VECTOROBJECTSTYLES

If styles are present in the style palette that aren't being used (or even if they are), you can delete those styles.

TO DELETE A STYLE

1. **Select the style that you wish to Delete.**
   You can select more than one style by pressing Shift to select contiguous styles or Command to select discontiguous styles.
2. **Click the Delete button in the VectorObjectStyle palette.**
   The style will be deleted from the document.
   All objects with the deleted style applied to it will revert to "no style" but their Paint Style attributes will not change.



VIEWING THE PAINT STYLE OF A STYLE

You can easily check the Paint Style of any VectorObjectStyle.

TO VIEW THE PAINT STYLE OF A STYLE

1. **Deselect all objects.**
   You can do this by either clicking in an empty area of the pasteboard or by pressing Command-Shift-A.
2. **In the VectorObjectStyle palette, click on the style you want to view.**
3. **Open the Paint Style palette to view the Paint Style of the selected style.**

REDEFINING VECTOROBJECTSTYLES

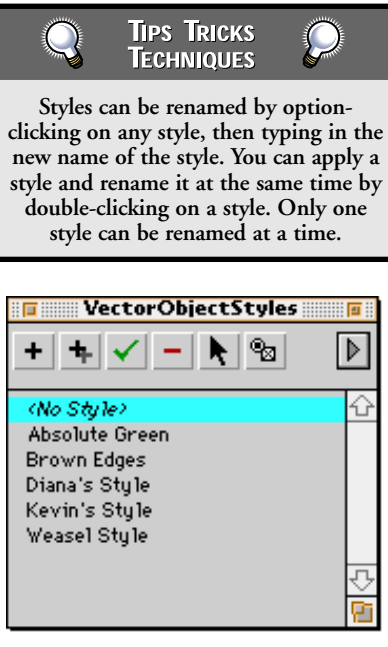
Any style can be "redefined," with different Paint Style attributes. When a style is redefined, all objects that have that style applied to it are affected. For instance, if Style A is redefined to a fill color of Red and a 2 pt. Black stroke, all objects labeled as Style A will change to be filled with Red and have a 2 pt. black stroke.

TO REDEFINE A STYLE

1. **Select the style that you wish to redefine.**
   You can select more than one style by pressing Shift to select contiguous styles or Command to select discontiguous styles.
2. **Change the Paint Style palette to the fill and stroke that you want the style to change to.**
   A bullet will appear to the left of the style, indicating that the selected style is different from the current Paint Style.
3. **Click the Redefine button in the VectorObjectStyle palette.**
   All objects that had the redefined style applied will be modified onscreen.

TIPS TRICKS TECHNIQUES

Styles can be renamed by option-clicking on any style, then typing in the new name of the style. You can apply a style and rename it at the same time by double-clicking on a style. Only one style can be renamed at a time.



STYLED OBJECTS WITH OTHER PAINT STYLES

When a path contains a different paint style than the style that has been applied to it, a bullet will appear to the left of the style name when that object is selected. This allows you to make changes to the paint style of an object without changing or removing its VectorObjectStyle.

EXPORTING VECTOROBJECTSTYLES

Styles can be exported into a special style document. This document can then be imported into other Illustrator documents.

TO EXPORT A SET OF STYLES

1. **Select the styles you wish to export.**
   You can select more than one style by pressing Shift to select contiguous styles or Command to select discontiguous styles.
2. **Select Export from the VectorObjectStyle palette.**
   The Export dialog box will appear.
3. **Enter the name of the file to save your styles in.**
   This file is *not* an Illustrator document. It is a proprietary format only readable by the VectorObjectStyle component.
4. **Click the Save button.**

TIPS TRICKS TECHNIQUES

When exporting styles, it can be helpful to select all the styles used in a document by choosing Select Used Styles from the pop-up menu, and then choosing the Export option.

IMPORTING STYLES

The documents created by the Export Styles option can be imported into other Illustrator documents. Styles can either replace or be added to the current set of styles.

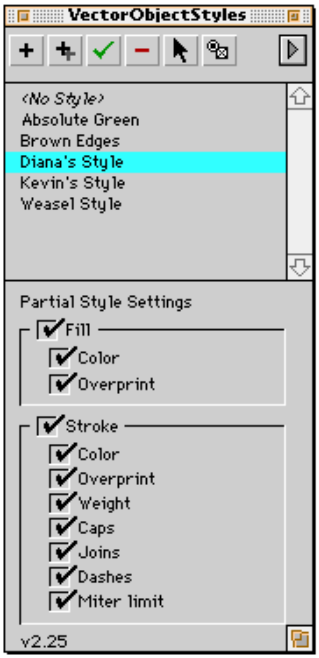
TO IMPORT A SET OF STYLES

1. **Select Import from the VectorObjectStyle palette.**
   The Import dialog box will appear.
2. **Select the file containing styles that you wish to import.**
3. **Click the Import Button.**
   The styles are added to the current document.

REMOVING VECTOROBJECTSTYLES

You can remove styles from objects by selecting the objects that have styles applied, and then click the No Style button. The style will remain in the VectorObjectStyle palette. When the object is selected, the style will not be highlighted, and selecting objects with that style will not select that object.

You can quickly remove all styles from all objects by doing a Select All (Command-A) and then clicking the No Style button.



PARTIAL STYLES

Any style can be set to be a partial style. A *partial style* is a style which doesn't apply all the fill and stroke information a normal style would apply. For instance, a partial style could be set to ignore all fill attributes, so that only the stroke attributes would be applied when the stroke is applied. If the style were to consist of 1 pt. Green stroke, then applying that style to any path would only change the stroke of that path, not the fill. If only the Stroke Color attribute is checked, then all the affected paths would change stroke color only; not fill color, stroke weight, or any other attribute.

When checkboxes within the Partial Style section are not checked, the information for those areas is still part of the style; it just isn't applied. Rechecking those checkboxes at a later time will apply the Paint Style attribute that existed when the VectorObjectStyle was originally created.

TO SET UP A STYLE FOR PARTIAL STYLES

1. **Click the Partial Styles settings button (just to the left of the pop-up menu).**
   The Partial Styles panel will appear at the bottom of the VectorObjectStyles palette.
2. **Uncheck the options that you want excluded from the current style.**
   For instance, unchecking the Fill Overprint box would prevent the Paint Style palette's Overprint checkbox from changing on any path when this style is applied to it.
3. **Click the Partial Styles button again if you wish to hide that section of the VectorObjectStyles palette.**
   The palette will return to normal view if you do this. Many find it helpful to keep the Partial Styles section displayed when there are VectorObjectStyles in a document that use the Partial Styles feature.

TIPS TRICKS TECHNIQUES

Duplicate any styles by selecting the styles you wish to duplicate and then clicking the Duplicate button. Duplicated styles are automatically named the same as the original with the word "Copy" appended to the end of each style name.

SELECTING OBJECTS BASED ON THEIR STYLES

You can quickly select all objects that have a certain VectorObjectStyle applied to them, or even select all the objects with multiple styles.

TO SELECT OBJECTS BASED ON THEIR VECTOROBJECTSTYLES

1. **Select a style or multiple styles within the VectorObjectStyles palette.**

You can select more than one style by Command-clicking on different styles; Command-clicking on a selected style will deselect it. You can select a contiguous section of styles by Shift-clicking on the first and last styles in the contiguous section.

2. **Click the Select button in the VectorObjectStyles palette, or choose the Select option from the VectorObjectStyles palette pop-up menu.**

TAGGING OBJECTS WITH STYLES

One useful method involved with the Partial Styles feature is "tagging" objects with style names for easy selections. For instance, if you create a style and uncheck all the Stroke and Fill options within the Partial Styles settings for that style, you have a style that can be applied to any artwork without affecting its Paint Style in any way. Using the Select button in the VectorObjectStyles palette, you can quickly select all the artwork with that style.

SELECTING USED/UNUSED STYLES

Select all the Used styles in the VectorObjectStyle palette by choosing the Select Used Styles option from the VectorObjectStyle pop-up menu.

You can select unused VectorObjectStyles within the VectorObjectStyle palette by choosing the Select Unused Styles option from the VectorObjectStyle pop-up menu. All of the unused VectorObjectStyles will be highlighted. This is a great thing to do to remove excess styles from the VectorObjectStyles list.

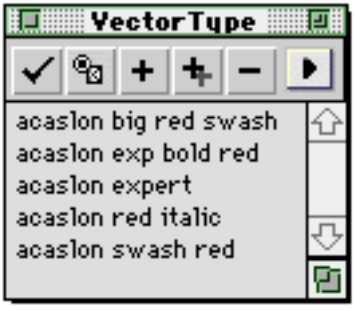
AI FILES AND VECTOROBJECTSTYLES

VectorObjectStyles are retained when documents are opened, printed, or modified by other Illustrator users, whether or not they have VectorTools installed. However, users without VectorTools installed won't be able to tell which objects have which styles.

Styles are compatible with Adobe Illustrator version 6.0 and later. Saving an Illustrator document as an older version will delete the styles from that document.

Styles are specific to individual documents, although they can be exported to other documents.

VectorTypeStyles provides a quick and easy method for applying several character modifications with one click within FreeHand. For instance, to change selected type to Times, Bold, Underlined, 18 pt, with 6 pt. leading would require several steps. But VectorTypeStyles allows you to make these changes with one click.



USING THE VECTORTYPESTYLES PALETTE

TO OPEN AND CLOSE THE VECTORTYPESTYLES PALETTE

1. **Choose VectorTypeStyles from the VectorTools menu, or press Option-Control-T.**
   The VectorTypeStyles palette will appear.
2. **Close the VectorTypeStyles palette by clicking the close box (upper left) on the palette.**

CREATING A NEW FORMAT

TO CREATE A NEW FORMAT

1. **Create and modify type so that it is the color and style you want to use as a VectorTypeStyle.**
2. **Click the Add (+) button.**
   The Define Formats dialog box appears (see more on this below).
3. **Type in the name of the format and choose which formatting attributes to use.**
4. **Click the OK button.**
   The new format appears in the list within the palette.

APPLYING A FORMAT TO TEXT

TO APPLY A FORMAT TO TEXT

1. **Select the text you wish to affect.**
   VectorTypeStyle only works on the characters that are selected.
2. **Double-click on the Style in the VectorTypeStyle palette that you want to use.**
   The selected type will change to reflect the format you've chosen.

TIPS TRICKS TECHNIQUES

FreeHand's paragraph styles are great--but they apply to all of the text in a paragraph. Anyone who uses FreeHand to set type knows that you need to be able to format smaller pieces of text--individual sentences, word, or characters. You need to be able to create drop caps, or fractions, or to format numerals using oldstyle figures from an "expert" variant of a font. Applying this formatting might mean making dozens of changes in the panels of FreeHand's Text Inspector, Colors palette, or Type toolbar. The next time you want to apply the same formatting, you've got to make all of the changes all over again. VectorTypeStyles gives you the ability to record the formatting of an example piece of text, and then save it as a format. Once you've recorded a format, you can apply it with a double-click.

USING THE DEFINE FORMATS DIALOG BOX

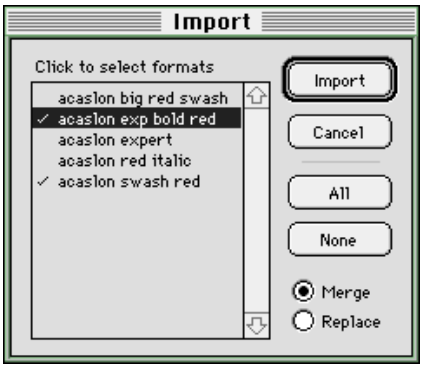
The Define Formats dialog box (shown at right) lets you control which attributes of your text will be affected when the format is applied to selected text. Unchecking color, for instance, would ignore the color of the selected type.

No matter which attributes are checked when the format is created, all of them are available to be used by checking any unchecked boxes.

IMPORTING AND EXPORTING FORMATS

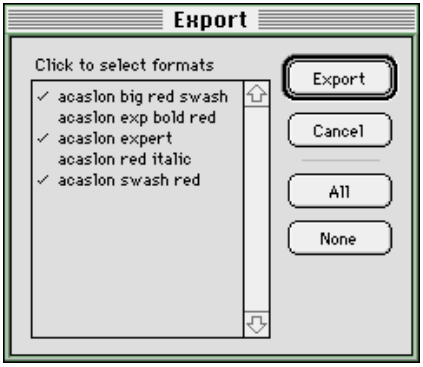
You can import and export formats to use with other documents, or to give to other users of VectorTools for FreeHand.

TO IMPORT FORMATS



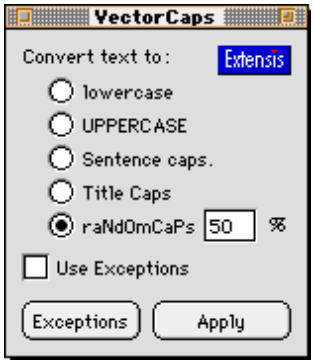
1. **Select Import from the VectorTypeStyles palette.**
   A standard Open dialog box will appear.
2. **Find the VectorTypeStyles file you wish to import and click Open.**
   The Import dialog box will appear.
3. **Choose which formats you wish to import.**
   Choose the Merge option to add selected formats to existing ones, choose Replace to replace all existing formats with the selected ones.
4. **Click the Import button.**
   The formats will appear in the VectorTypeStyles palette.

TO EXPORT FORMATS



1. **Select Export from the VectorTypeStyles palette.**
   The Export dialog box will appear.
2. **Choose which formats you wish to export.**
3. **Click the Export button.**
   A standard Save dialog box will appear.
4. **Name the VectorTypeStyles file and click the Save button.**

VectorCaps provides a quick and easy way to set the case style for selected text. Using VectorCaps, you can convert text to lowercase, ALL CAPS, Sentence caps, Title Caps, and raNdOmCaPs.



USING THE VECTORCAPS PALETTE

TO OPEN AND CLOSE THE VECTORCAPS PALETTE

1. **Choose VectorCaps from the VectorTools menu, or press Option-Control-K.**
   The VectorCaps palette will appear.
2. **Close the VectorCaps palette by clicking the close box (upper left) on the palette.**

APPLYING A CASE STYLE TO TEXT

Case style changes are unique in that they permanently alter the state of the affected characters. Unlike Bold or Italic, there is no "plain" style to revert to after making these changes in FreeHand.

TO APPLY A CASE STYLE TO TEXT:

1. **Select the text you wish to modify.**
   Only the selected text will be modified by VectorCaps.
2. **Select the type of capitalization from the choices on the VectorCaps palette.**
   lowercase sets all characters to lowercase.
   UPPERCASE sets all characters to uppercase.
   Sentence caps sets the first character of each sentence to uppercase.
   Title Caps set the first character of each word to uppercase, unless that word is found in the exceptions list when the Use Exceptions checkbox is checked.
   raNdOmCaPs randomly sets characters to uppercase. The percentage to the right of the option controls the percentage chance for each character to be uppercase.
3. **Click the Apply button.**

MODIFYING THE EXCEPTIONS LIST

The Exceptions List is a powerful addition to the Title Caps case style. If a selected word is found in the Exceptions List, Title Caps will not capitalize the first letter in that word. You can add and remove words to this list at any time. The default list contains entries that are based on the Chicago Manual of Style.

TO ADD AN EXCEPTION TO THE EXCEPTIONS LIST

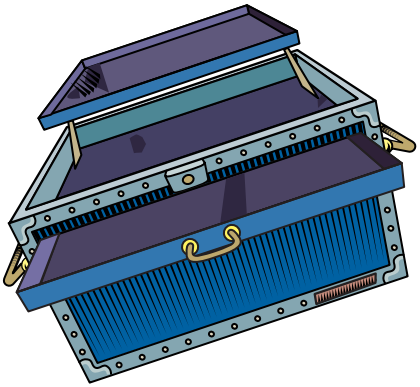
1. **Click the Exceptions button.**
   The Caps Exceptions window will appear.
2. **Click the Add button.**
   The Enter Exception dialog box will appear.
3. **Type the word to be added to the Exceptions List.**
4. **Click the OK button in the Enter Exception dialog box.**
5. **Click the Done button in the Caps Exceptions window.**

TO REMOVE AN EXCEPTION FROM THE EXCEPTIONS LIST

1. **Click the Exceptions button.**
   The Caps Exceptions window will appear.
2. **Select the word you wish to remove from the list.**
2. **Click the Remove button.**
   The word will be removed from the list.
5. **Click the Done button in the Caps Exceptions window.**

TO EDIT AN EXCEPTION IN THE EXCEPTIONS LIST

1. **Click the Exceptions button.**
   The Caps Exceptions window will appear.
2. **Select the word you wish to edit in the list.**
2. **Click the Edit button.**
   The Edit Exception dialog box will appear.
3. **Retype the word.**
4. **Click the OK button in the Enter Exception dialog box.**
5. **Click the Done button in the Caps Exceptions window.**



VECTORBARS

SPECIAL CONSIDERATIONS FOR BUTTONS

We have included buttons for every conceivable function within Illustrator, but it is quite possible that a function assigned to a button may not work properly (or at all) on your system.

This is primarily due to the fact that Illustrator 6 relies heavily on plug-ins for many of its features. If a plug-in is damaged or is removed, features associated with that plug-in will not function. An example of this is the Align Palette, which is created by a plug-in that resides in the Adobe Illustrator Plug-ins folder. If this plug-in is removed from the Plug-ins folder, Illustrator will function normally, with the exception that the Align palette will not be available. If the button used to show and hide the Align palette is present, clicking the button will result in an error message.

VECTOROBJECTSTYLES

STYLES DISAPPEAR WHEN DOCUMENTS ARE REOPENED

VectorTools' VectorStyles only work in Illustrator 6 or later documents. Saving an Illustrator document as version 5.5, 5.0, or older will erase any styles from the document the next time it is opened.

VECTORMAGICWAND

THE VECTORMAGICWAND ISN'T SELECTING ANYTHING

The VectorMagicWand can't select paths that are locked, hidden, or on locked layers. Unlock, show, or unlock the layer that the path you're clicking on resides on and try again with the VectorMagicWand.

VECTORLIBRARY

TROUBLE WITH DRAG AND DROP (FREEHAND 5.5 USERS)

Version 5.5 of FreeHand does not support drag and drop to and from the VectorLibrary.

TROUBLE WITH DRAG AND DROP (FREEHAND 7 USERS)

Version 7.0 of FreeHand supports drag and drop to and from the VectorLibrary, but to drag into the VectorLibrary, at least a small portion of the VectorLibrary palette must be outside of the current FreeHand document.

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