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b815f5f84012584067f411b312d37OneVision-Art: Path Editor Basics ±  
Commands ± Path Optimizer

## 631986\_paste.tiff ↗ **Path Optimizer**

Clicking on this icon in the *Path Editor* panel's <Commands> bar opens the Path Optimizer. This tool eliminates unnecessary points from vector paths, to make a nearly straight line perfectly straight, for example, or reduce the number of points needed to render a smooth curve.

You can use this command to optimize paths that you have drawn using the Path Editor (;VektorTool2.rtf;;↗) or that you have vectorized using OneVision-Image's Autotracer (;../TMSTrace/TMSTrace.rtf;;↗).

Setting a parameter to zero or disabling it keeps each anchor point at its original position, so the paths won't be changed at all. Raising the value of a particular parameter will cause the optimizer to alter this property of the path. For example, a high value for the parameter <Lines> will result in more straight lines in the path. The higher the value for a parameter, the more the path will be altered and the more its constituent points will be moved to get the desired result.

## 364202\_paste.tiff ↗

Figure: The panel of the Path Optimizer

The switches on the left of the sliders are used for activating or deactivating the corresponding controls.

The parameters specify to what extent the optimized path may

deviate from the original one. The values are measured in pixels.

## **Lines**

This causes the optimizer to replace multiple straight line segments with a single longer one.

## **Corners**

This parameter is mainly used to restore corners that have been rounded by the Autotracer while vectorizing an image.

## **Curves**

There are two parameters for modifying curves. With the first one you can determine how far an anchor point may be moved away from its origin. The second parameter specifies to what extent the path itself may deviate from its original course.

The optimization will only be calculated and displayed after you have clicked the button labeled *<Optimize>*.

It's not always possible to predict exactly what results particular values will produce. For most purposes, the preset values should be work well.

Next:      ;combine\_split.rtf;;↗ Combining and Splitting Paths  
            ;PathBasics.rtf;;↗ Basics about Paths