

040b73747265616d747970656481a203840163c48403737373810a0a810b0b815f5f84012584067f411b312d37OneVision-Type: Styles ± Style Settings

Style Settings

For creating new styles as well as for modifying or duplicating styles the following panel is opened:

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Figure: Panel for creating and modifying styles

Summary

This upper portion of the panel displays a summary of the attributes of the current style. If a style bases on another one, the name of the base style appears along with the unique attributes through which the current style differs.

Name

This field lists the name of the current style. You can rename a style by changing this entry. When creating a new style, you have to supply a name here.

körzel;↵Shurttcut

The button below this label displays the keyboard shortcut for the current style. ^a-Unused-^o indicates that no shortcut exists. Clicking this button opens the *Shortcut* panel for defining, modifying, or removing a shortcut.

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Figure: The Shortcut panel.

You define a shortcut by pressing the corresponding key combination on your keyboard. Observe the following rules:

- the *Ctrl* key must be included in each shortcut (it's represented by ^a ^ ° in the style list).
- the *Shift* key can also be used, in which case the shortcut is represented by a capital letter.
- if a key from the numeric keypad is used in the shortcut, the abbreviation ^aNP° will appear in the shortcut name. For example, "Ctrl+NP5" denotes that the number 5 from the numeric keypad is used in the shortcut.
- the Space key is reserved for the style named ^aNo Style°.

Clicking <Remove> removes the current shortcut from the style.

<Cancel/> aborts the assignment of the shortcut.

Vererbung; Erben; Style based on

You can select a style in this list on which you want the current style to base. As default ^aNo Style° is activated. Styles that are based on other styles are hierarchically indented in the style lists.

Having styles based on other ones enables you to define a hierarchy of styles. Modifying an attribute, e.g. font, in the top style would then modify all based styles and change the appearance of the entire document in one step.

Setting a style to be based on another one creates dependencies, i.e., if you modify the base style, this changes will also modify the based style. If one style bases on another one, dependencies are only set for attributes that are identical in both styles. Modifying such an attributes in the base style also modifies this attribute in the based style. Modifying an attribute in the based style remove the dependency for this particular attribute. So, if you modify an attribute in the base style that already differs from the corresponding one in the based style, the based style isn't affected. If you modify a

differing attribute so that they are identical again, the dependency is established again.

The attribute list in the <Summary> section of the *Style Settings* panel displays only the name of the based style and the attributes that are different in both styles, i.e., attributes for which no dependency exists.

If you create a new style, all attributes are set according to the text or character at the current cursor position. If no text frame is selected, default style settings are used. As default ^aNo Style^o is activated as base style. ^aNo Style^o has no attributes. Therefore, no attribute is identical between the new style and ^aNo Style^o and all possible attributes are displayed in the summary.

Example:

You could duplicate a style called *Caption*, rename it to *Textstyle*, and let this style base on *Caption*. Both styles are identical at this point and only ^a*Caption*^o is displayed in the summary for *Textstyle*. If you now changed an attribute in the style *Caption*, this attribute would also be changed in *Textstyle*. If you changed an attribute in *Textstyle*, it wouldn't affect the *Caption* style. However, the dependency between the styles for this attribute would be removed and the attribute itself would be displayed in the summary. If you then changed this attribute in the *Caption* style to match again the one in *Textstyle*, the dependency is established again and its entry in the summary disappears.

Substitute Font

If you are modifying the attributes of a style upon which other styles are based, the corresponding and identical attributes of these secondary styles will be modified accordingly.

If such a change results in a call for a font that isn't currently loaded, the following panel appears, in which a substitute font is suggested:

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Figure: The *Substitute Font* panel.

Clicking the *<Select Substitute (Font Panel)>* command opens the font selection panel, in which you can choose a different substitute font if you don't like the suggested one.

The *<Substitute>* command accepts the substitution as listed. *<Don't Substitute>* discards the substitution, in which case the changes to the base style won't affect the secondary style.

If several styles are affected by a font substitution, you can use the *<Repeat>* command to specify whether or not you want the substitution to take place in all the affected styles.

Next Paragraph

From this list you can select a style that you always want to follow the current style. For example, if you know that the style ^aHeading^o will always be followed by the style ^aText^o, you would define ^aText^o as the *<Style of next paragraph>*. Every time you apply the style ^aHeading^o then, the style ^aText^o will automatically be triggered when the *Return* key is pressed, denoting the end of the heading and the start of a new paragraph.

Tabs / Characters / Formats

Each of these command buttons opens a panel in which to specify the settings to be used in the current style.

Clicking the <OK> button applies all settings to the named style.
<Cancel> discards the action.

Next: ;TabPanel.rtf;;↵ Tab List
 ;Typografie.rtf;;↵ Character Attributes
 ;Formate.rtf;;↵ Paragraph Formats

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