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b815f5f84012584067f411b312d37

243347_Frames.tiff ¬ Shapes

This module allows integrating different predefined, graphical elements into OneVision documents The Shape Library offers a variety of shape elements that you can use as backgrounds or for framing other elements.

ShapeElementTool1.tiff ¬ Shape Library
 The portion of the *Shape Library* panel shown below provides a slider bar list from which you can select the shape you want.

paste.tiff ¬
Figure: The library section of the Shape Library panel

Dragging a new element frame in the ªNew Elementº mode (;../OneVision/WorkingIntro/Cursorform.rtfd;;¬) creates the shape you have selected. If you select a different shape when a shape element is activated, the element is immediately replaced by the new one. A preview of the selected shape type is shown in the field to the left of the shape list.

Some of the shapes can be modified, in which case control parameters are listed in the selection list below the shape list.

Moving a parameter's slider or changing a value in an entry field immediately affects the active shape element. The number and type of the listed parameters depend on the selected shape.

Note: Parameters that refer to the size (height, width, etc.) of the shape are always relative values, mostly ranging from 0 to 1. This is necessary because the shape may not be distorted when it is scaled. If you need an absolute value for a parameter of a shape of a given size, it can easily be calculated using the calculator function supplied in each unit field.

For calculating the corner radius, you have to observe the following: The base for calculating the corner radius for elements that are not quadratic, the smaller element side will be used for computing the corner radius. If you set the parameter for the corner radius to 1, its absolute value for the current element size will be half the length of the smaller element side.
The general formula is:

Corner radius = smaller element side * parameter / 2

If you want to know what parameter you have to enter for getting a certain radius for a given element, compute it the following way:

Parameter value = corner radius * 2 / smaller element side

For example: You want to create a rounded rectangle with a fixed corner radius (height and width 5 cm, corner radius 1 cm).   Get (or set) the exact size of the shape from/in the Element Inspector (;../OneVision/MainMenu/Element/ElementInspector.rtfd;;¬). Enter this function in the entry field for the corner radius parameter: ª1 * 2 / 5º. The result is 0.4.

These are the shapes that are currently available:

    Rectangle
    Ellipse / Circle
    Rounded Triangle
    Rounded Rectangle
    Rounded Rhombus
    Arc
    Segments
    Horizontal Line
    Vertical Line
    Polygon
    Star
Passermarke;¬   Register Mark (;RegisterMark.rtfd;;¬)
    Arrow
    Multiple Arcs
    Multiple Segments
    Hourglass
    Spiral

Grid
Waves

You can also modify the following properties of a shape element:
;interior.rtfd;;¬   Fill Color
;perimeter.rtfd;;¬   Outline Color and Style
;clipping.rtfd;;¬ Clipping Modes

Click on the link buttons to get detailed information about these subjects.

Metamorphosis
You can create a continuous transition between several shape elements or even between shape and vector elements using the *<Metamorphosis>* command (;MetamorphoseTool.rtfd;;¬).

Converting Shapes into Vector Elements
Every shape element can be converted into a vector element by double-clicking it (i.e. changing to ªEdit Elementº mode). After the conversion, you can process the element with the tools of OneVision-Art, in particular the Path Editor (;../NewVektorElement/VektorTool2.rtfd;;¬).

Note: It is not possible to convert a vector element (back) to a shape element.