040b73747265616d747970656481a203840163c48403737373810a0a810b0b815f5f84012584067f411b312d37 PATHTEXT

JustifiedText.tiff ¬ **Pathtext**

Unlike OneVision-Type elements, pathtext elements consist of only a single line of text and are meant to be connected to a vector path. Color, fill, and outline specifications of the element can be set individually.

125826_JustifiedTextTool1.tiff ¬ Pathtext Tool

After activating this tool, change to the ªNew Elementº mode and position the cursor somewhere on your page and click once with the left mouse button. This activates the ªEdit Elementº mode, and you can enter a single line of text.

The typeface and size of the entered text will be based on currently selected specifications. Modifications of font characteristics can be done only for the complete text, not for single characters.

Kerning
Text in a pathtext element can be kerned in the same way as in the OneVision-Type module. Place the cursor between the characters you want to kern, hold down the *Ctrl* key, and move them closer together by pressing the *Arrow-left* key (reducing spacing by 0.017 inch) or farther apart by pressing the *Arrow-right* key (widening spacing by 0.017 inch). Holding down the *Shift* key as well during these operations reduces the movement increment to 0.0017

inches.

Baseline
It is also possible to shift the baseline of single characters up or down by pressing the *Arrow-up* or *Arrow-down* key while holding down the *Ctrl* key. Holding down the *Shift*-key during these operations reduces the movement increment to 0.0017 inch.

Moving the baseline always affects only the character that follows the current cursor position. If new characters are inserted in the text, they are aligned along the baseline of the following character.

Fill
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The color well icon in this portion of the panel allows you to assign any color to the characters in the text. The color can also be changed by using *Drag-and-Drop* to move a color swatch from any color well.

The switch to the right of the color well icon lets you specify whether or not you want the text area to be visible.

Outline
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In this portion of the panel, a color well icon enables you to specify the color of the outline of the characters in the text. It is also possible to change the color of the character outlines using *Drag-and-Drop*.

Clicking on the line style icon opens the Line Style Editor

(;../OneVision/WorkingIntro/TMSStrokeAttributesWell.rtfd;;¬), in which you can make changes to the line used for the outline, such as modifying the line weight or using dashed lines.

The switch to the right of the color well icon lets you determine whether or not you want the outline to be visible.

Clipping

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Pathtext elements can be used for clipping other elements, and you can specify how the pathtext element should behave in this role. Two clipping modes are available. With the left mode selected, the complete area of the text is used for clipping. The mode on the right uses only the outline of the text for clipping.

For information how to clip, please refer to the chapter <Clipping> (;../OneVision/WorkingIntro/Clipping.rtf;;¬). The clipping modes are described in more detail in the chapter <Path Editor Basics - Clipping> (;../VektorElement/clipping.rtfd;;¬).

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Figure: Clipping examples, using the full text area (left) and the text outline (right) for clipping. For the latter, the outline has been defined as a dashed line

Character Orientation

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The options for <*Character Orientation*> let you determine whether the text is to be skewed or rotated when the path changes its direction.

<*Rotate*> turns each character in the text so that the vertical axis

of each character stands at a right angle to the tangent of the path.

<*Skew*> ensures that the vertical stroke of each character is at a right angle to the bottom line of the pathtext element frame. This obliques the characters. Rotating the element frame of the pathtext in the Element Inspector (;../OneVision/MainMenu/Element/ElementInspector.rtfd;ElementinspektorSpiegeln;¬) changes the appearance of skewed text. The different effects are shown below:
paste.tiff ¬Figure: Examples for different character orientations: rotated (left), skewed (middle), skewed with the pathtext element frame rotated by 30 degrees (right)

Path
Connect
This command is used to connect the pathtext to a vector path created with OneVision-Art. To use the <*Connect*> command, a pathtext element must be selected. This connection can be removed later or applied to a different path element.

The pathtext element can be connected to a path before text is entered. In this case, the subsequently entered text is displayed directly along the path line.

Reverse Direction
The position and direction of text on a path is controlled by the direction of the path itself. Even though you can change the appearance of the pathtext in the Element Inspector (;../OneVision/MainMenu/Element/ElementInspector.rtfd;ElementinspektorSpiegeln;¬) (for example, flipping or mirroring the text and/or

the path), these
changes may not create the desired effect, because the text always starts at the beginning of the path as it was originally drawn.

To switch the direction of the text, use the <*Reverse Direction*> option. This reverses the direction of the path so your text starts from the other end. As you can see below, this also causes the text to appear flipped and mirrored. This can be corrected in the Element Inspector.
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Figure: Examples with <Reverse Path> deactivated (left) and activated (right)

Note: After having connected the pathtext to a path, flipping and mirroring the text might show results, you don't expect. The reason for these behavior is that connected elements, especially text on a path, depend on each other.

Convert to
Vector Paths
This control converts PostScript characters into vector graphics. Each character of the original text becomes a vector path element of its own.

Hint: Avoid working with more than 15 converted characters at a time. Using text as graphics slows down your system and may lead to trouble with your RIP, especially when using PostScript Level I, which has difficulty rendering complex paths. It's also a good idea to save your document to disk instead of sending it directly to your RIP.

Text Element

This command is used for converting and collecting one or more pathtext elements into a single OneVision-Type element. First, select all the pathtext elements you want to convert; holding down the *Shift* key allows you to make multiple selections. Then click the <*Text Element*> command, and all selected elements will be put into one text frame.

This function is meant to be a supplement to the EPS Element tool. It enables you to pass the text of pathtext elements to the OneVision-Type tools, where it can be corrected (e.g., with a spelling checker) or reformatted.