Generate Patterns

paste.tiff ¬

This tool isn't available as an icon, but as an extension of the *Tools* menu in OneVision's main menu. The Pattern Generator converts OneVision elements into patterns.

Creating Patterns

To create a new pattern and add it to the list, take the following steps:

1. Select one or more elements on which the pattern should be based.
2. Execute the command *<Generate Patterns>*

The color selection panel will then appear, in which the pattern is displayed for naming and modification.

Example: Draw a text frame in OneVision-Type and enter the text ªSampleº. Then click the command *<Generate Pattern>*.

695837_paste.tiff ¬*Figure: The Colors panel with the module <Selection and Design of Patterns> activated, showing a new pattern based on the text ªSampleº (The patterns RotGruenBlauSchwarz (=RedGreenBlueBlack) and Schachbrett (=Chessboard) are two standard patterns supplied by OneVision)*

Remove Pattern

You remove a pattern from the list by selecting it and pressing the *Backspace* key. Removing a pattern from the list will also removes it from all elements in your document where it is used. It will be replaced by the color of the pattern.

Modify Pattern

Existing patterns may be modifyied any time. How this is done is described in the following chapter about the Pattern Editor (;../../WorkingIntro/PatternEditor.rtfd;;¬).

This tool is not automatically loaded, so it may not appear in the menu. You can load it using the Module Controller (;../Info/ModuleController.rtfd;Modul laden;¬).

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