VektorTool2.tiff ¬ **Commands for Processing Paths**

The path editor provides a command bar containing special commands for processing paths.

604716_paste.tiff ¬
Figure: The Commands bar of the Path Editor

You execute a command by clicking on its icon. To use these commands, you must be in the ᵃEdit Elementº mode with the *Arrow* mouse function being active.

paste.tiff ¬**Zange;¬ Pincer**
Executing this command deletes all currently selected points. Selected control points are not removed, as far as they don't belong to curves that depend on selected anchor points.

637151_paste.tiff ¬Schere;¬ Scissors
This command allows you to ᵃcutº existing paths creating subpaths (;PathBasics.rtfd;Teilpfade;¬). First select a point, then click this icon. The path is cut, and the two new points lay on top of each other. Dragging the points apart will open the path line. If several points are selected, the path is cut at all of them.

358538_paste.tiff ¬ **Connect Subpaths**
This command allows you to connect two subpaths (;PathBasics.rtfd;Teilpfade;¬). To do so, you must select the first point of the subpath which you want to connect with the preceding subpath. After connecting, the line between the the the points is displayed. This command naturally doesn't work for the first point of

the first subpath.

218825_paste.tiff ¬ Convert Straight Lines to Curves
Clicking this command will cause all of the straight lines that appear before the selected points to be converted to curves.   You will be able to see which lines will be affected by their preselection.

472633_paste.tiff ¬ Convert Curves to Straight Lines
This command is the opposite of the previous one - converting curved lines to straight ones - and it works the same way. When a curved line is converted, its control points and tangents are removed.

283287_paste.tiff ¬neuerPunkt;¬ Insert Anchor Point
This switch is used for inserting anchor points into a path. If you select a point, the preselection shows you the path line leading to this point. Clicking the switch shown above inserts a further anchor point into this path dividing it into two halves. This works for straight lines as well as for curved ones.

420979_paste.tiff ¬ Close Path
This command is used to close open subpaths. Each subpath from which at least one point is selected will be closed. After clicking this command, the last anchor point of each subpath will be determined, and a further one will be inserted on top of the first point of each subpath, thus closing the figure.

Note: The closing path line won't be connected to the first point in the path, instead, there will be two points on the same spot. You may open the path again by just dragging one of these points.

Hint for PostScript experts: This command doesn't only create a

new point but also involves a ªclosepathº operation.

112557_paste.tiff ¬ Pfadrichtung;¬Reverse Path Direction
You can reverse the direction of a path with this command; that is, the last point in the path will become the first one and vice versa. This command affects all subpaths on which at least one point is selected. You can see the effects of this command with the preselection. Move your mouse cursor to an anchor point in between two path lines. Depending on the path direction, the right line probably will be emphasized as the previous path. After reversing the path direction, the left line will be emphasized. The direction of a path is important for different types of elements, e.g., Pathtext.

631986_paste.tiff ¬ **Path Optimizer**
There are many options for optimizing paths, so they are described in a separate chapter (;VektorTool3.rtfd;;¬).