

## Draw Options

### Color chit

Click on the chit to set the color for the selected item.

Click-hold to expose 128-color palette (8 x 16 grid); drag to desired color to set the color for the selected item; drag off of the palette to transform it to a floating palette.

Double-click on the chit or palette to access ModelPro color picker.

### ModelPro color picker

#### 128-color palette (32 x 4 grid)

\*Selected color is highlighted in the grid, and shown in the bottom half of the color box (upper-right corner of the picker dialog). Click on another color in the palette to select that color. When a new color is shown in the top half of the color box, click on a color in the palette to change to the new color.

\*While holding the Option key, click-drag from one color to another color, in the palette; automatically makes a blend between the two colors (number of steps in the blend is dependent on the distance between the two colors in the palette).

#### Six Sliders/Data Fields Red, Green, Blue and Hue, Saturation, Luminance

Displays the RGB and HSL values for the color selected in the palette. Move a Slider, or make a whole number entry in a data field to change the color shown in the top half of the color box (upper-right corner of the picker dialog).

#### Default (button)

Click to return the palette to the default set-up.

#### Color Wheel (button)

Click to access the standard Apple color picker.

#### OK (button)

Click to exit ModelPro color picker.

#### Filled/Unfilled (button)

Click the button to toggle between filled and unfilled. (Works only with closed 2D contours, used prior to drawing the contour.)

#### Drag Options (three buttons)

Click on a button to toggle it "on/off". Choose corner-to-corner, or corner-to-center, or center-to-corner. (Works with polygon, ellipse, text, and 3D primitive tools, used prior to dragging the shape.)