This is a list of the new features in Version 3.0 and 3.1.
If no version number is listed, the feature was introduced in Version 3.0.

General

Multiple Pages

V3.0
A single file can now contain multiple drawing pages. To add a page to a drawing, click on the "Next Page" button (on the left side of the horizontal scroll bar). To add additional pages, click "Next Page" again from the last page of the drawing. To delete a page, use the **Edit|Delete** Page command. All drawing pages in a file have the same size and orientation.

A drawing page may be larger than an actual printer page. Use the **Format|Page Setup** command custom page size option to set a large drawing page. Large drawings can be printed on multiple sheets of paper by using the "**Print overflow pages**" option in the **File|Print** dialog. The printed pages can then reassembled.

V3.1
Insert Page, **Delete Page**, **Page Forward**, and **Page Backward** commands have been added to the Desktop Menu. Click right on an empty spot on the drawing to access the Desktop Menu.

File Drag-and-Drop

Files can be opened using drag-and-drop. Dropping a file from the File Manager (or Win95 Explorer) on the Top Draw icon starts Top Draw and opens the file. If Top Draw is already running, a single dropped file will be imported into the current drawing, multiple files dropped at one time will be opened as separate drawings. Files with any extension recognized by Top Draw can be opened using this technique.

OLE 1 Client and Server

Top Draw is now an OLE 1 client. OLE objects can be placed in Top Draw using either embedding or linking. Top Draw is also an OLE server, making it much easier to use Top Draw drawings in OLE enabled word processors and other programs.

Tools

Floating Tool Bar

The **Tool Bar** can now be moved around the screen so that you can put it in a convenient location. Initially, the **Tool Bar** appears just to the right of the vertical ruler. To "dock" the **Tool Bar** to the left of the vertical ruler (as in Version 2.0), drag it over the left edge of the ruler. To "undock" the **Tool Bar** and make it floating again, double click in the area just below the Layer Buttons.

Select Tool

* Selecting Inside a Group
To select a sub-object of a group, hold down the **Ctrl** key when clicking on the sub-object. If groups are nested, each click takes you inside the next level down. The group must be unlocked.
Hint: If your are repositioning the sub-object, continue to hold down the **Ctrl** key to constrain the motion to horizontal/vertical only. Release the **Ctrl** key for unconstrained motion.

* Cycling Through Objects
Press the **TAB** key to cycle through objects in the current layer back to front.
Press **SHIFT+TAB** to cycle through objects in the current layer front to back.

If a subobject in a group is currently selected, the key presses will cycle through the objects in the group.

* Right Mouse Button Menus
Press the right mouse button to pop-up a context-sensitive menu.
There is a menu for the desktop and for each type of object that can be selected.
Menu functions are the same as the corresponding Main Menu items.

* Autoscrolling
The display is now automatically scrolled when the mouse cursor moves out of the drawing window while performing a "Box Select" operation.

Node Tool

* Cycling Through Nodes
A single object must be selected with the **Node Tool**.
Press the **TAB** key to cycle forward through the object nodes.
Press **SHIFT+TAB** to cycle backward through the object nodes.

* Right Mouse Button Menu
Press the right mouse button to pop-up the **Node Menu**.
Menu functions are the same as the Node Menu in the Main Menu.
The Node is now a submenu of the Edit Menu.

* Autoscrolling
The display is now automatically scrolled when the mouse cursor moves out of the drawing window while performing a "Box Select" operation.

Text Tool

* Right Mouse Button Menus
Press the right mouse button to pop-up a context-sensitive menu for Line Text/Paragraph Text.
Menu functions are the same as the corresponding Main Menu items.

* Autoscrolling
The display is now automatically scrolled when the mouse cursor moves out of the drawing window while specifying a rectangular region for new text with the Text Tool operation.

* Drag and Drop Editing
A selected block of text can now be moved or copied using drag-and-drop just like in a sophisticated word processor! To move a block of text: select the desired text; press the left mouse button with the Text Tool cursor inside the block; drag to the new location; release the left mouse button. To copy a block of text, hold down the Ctrl key during the drag-and-drop.

Draw Tool

* Drawing Straight Lines
The straight line segment length now displays in the **Status Line** while drawing straight lines.

* Autoscrolling
The display is now automatically scrolled when the mouse cursor moves out of the drawing window while drawing a line.

Shape Tool

* Click Left to Paste Shape in Original Size
Click the left mouse button instead of dragging a box to paste the currently selected shape into the drawing in the size that it was originally drawn. The shape is centered at the cursor position.

* Drag and Drop
A shape from the Shape Palette can also be placed in a drawing in original size by clicking on the shape, then, while continuing to hold down the left mouse button, dragging the shape into position in the drawing. Releasing the left mouse button adds the shape into the drawing.

* Autoscrolling
The display is now automatically scrolled when the mouse cursor moves out of the drawing window while drawing a shape.

Menus

File Menu

Now there are *many* more import/export formats (registered version only)
Twain compatible scanner support (registered version only)

Save All
The new **Save All** command saves all open drawings that have been modified.

Options
The new **File Options** command lets you to set several options related to how (and when) files are saved, and how bitmaps are imported.

Backup Files: There is now an option to enable creation of backup files when files are saved. Check the "Create backup file when saving" checkbox in the File|Options dialog to turn this option on (it is on by default). Uncheck the box to turn it off. The file extension used for backup files is "~" plus the first two characters of the regular file extension. So, "*.TDR" files become "*.~TD", "*.BMP" files become "*.~BM" etc. This makes it possible to have backup copies of files with the same name but different extensions. To access a backup file, first rename the file in the File Manager (or Win95 Explorer) so that it has a standard extension, then open in it in Top Draw using the usual method.

Multi-Save: Checking the "Also save file in TDR format when exporting" option will save the TDR file (if it has been modified) every time the file is exported in another format. This helps to make sure the native format file is always up to date. This option is on by default. Uncheck it if you don't want exported files to be saved in TDR format.

Auto-Save: The Autosave timer controls how frequently files are automatically saved. The default is 5 minutes. If the time value is set to 0, autosaving is disabled. If a file has not been given a name when autosaving is triggered, you will be prompted for a file name.

View Menu

Arrange Menu

Merge
A shape can now be used to "clip" a bitmap as follows: The shape must be a single polyline, single bezier curve, or single group of polylines and or bezier curves. The shape must be positioned on top of the bitmap to be clipped. Select both the shape and the bitmap and perform the **"Merge"** command. After merging, only the parts of the bitmap inside the shape will be visible. The parts of the bitmap outside of the shape will be clipped (not visible).

Transform
Fractional degrees are now supported for rotations.

Format Menu

Line Style
Lines are now automatically resized when a shape is resized (e.g. when the shape is made bigger, the outline gets wider, and vice-versa). This option is controlled in the **Line Style** dialog.

Arrowheads are now automatically resized along with the line both when using the **Style Bar** control and when resizing the pen in the **Line Style** dialog. This option is controlled in the **Line Style** dialog.

The Pen/Arrow height in the **Line Style** dialog can now be specified in inches, centimeters, or millimeters in addition to typographical points.

Fill Style
The center offset for Circular and Radial fill styles can now be adjusted by clicking in the fill sample box with the mouse cursor at the desired center location.

Solid Fills now include 2 and 16 color bitmap pattern brushes in addition to single color brushes. A brush editor is provided in the registered version for creating additional brush patterns.

Gradient Fills can now have more than two colors. To add a color for a gradient fill, click above the gradient color bar in the "Colors" box. A new triangular color button will appear. To set a color, click on the triangular color button, then select the color in the color palette. To move a color, grab and move the triangular color button with the mouse. To delete a gradient color button, drag it outside of the "Colors" box.

Gradient Fills now include a "square" pattern that can be rotated for a diamond or slanted square effect.

Gradient Fills can now have up to 128 steps instead of the previous limit of 64 steps. The default is now 32 steps instead of 16.

The Gradient Fill of an object now rotates along with an object when it is rotated.

Bitmap Fills have been added. The bitmap can be stretched to fit the object, or tiled. A copy of the fill bitmap can be saved in the drawing for portability, or the bitmap can be referred to by filename in the drawing in order to save disk space.

Texture Style
The Texture of an object now rotates along with an object when it is rotated.

Text To Curves
The Text To Curves command now converts Paragraph Text to bezier curves as well as Line Text.

Options Menu

Display

Changing the **Page Color** sets the page color for the current drawing only instead of for all drawings. The page color is saved with the drawing.

Color Palette

NEW. Select a new palette file to use for the Style Bar color palette and for all dialog box color palettes by using the **Options|Color Palette** command.

Bitmap Options

NEW. Bitmap Options include the following:
1) Specify the DPI (dots-per-inch) to use when importing a bitmap. This can be used, for example, to automatically scale bitmaps to match your printer resolution.
2) Size lock - prevents accidentally changing the size of a bitmap, thus altering the bitmap DPI.
3) Save as link to file (bitmap objects and bitmap fills) - automatically saves the bitmap filename instead of a copy of the bitmap in order to minimize the size of TDR files that include bitmaps. This is similar to OLE linking, except that the bitmap is loaded as a native Top Draw object rather than an OLE object. The bitmap filename can be modified, and the bitmap can be unlinked, using the **Bitmap Properties** dialog which is accessed via the bitmap right mouse button menu.

Style Bar

To set the Line Style of the selected object to "no pen", click right on the **Line** button.
To set the Fill Style of the selected object to "none" (transparent), click right on the **Fill** button.
To set the Texture Style of the selected object to "none", click right on the **Texture** button.

Rulers and Grids

Rulers are now fully customizable. Instead of selecting ruler *units* from the "Units" window, now a *named ruler style* is selected from the pop-up menu. The Ruler Setup dialog now has two tabs - one for general settings, and one for modifying or creating custom rulers. In addition to setting the tick-mark spacing, the overall ruler width can be controlled in the Ruler Setup dialog.

The Ruler Grid can now be composed of more than a single mark type. Some of the new default ruler grid styles use two different marks, e.g. dashed lines at 1 inch spacing and pin-points at fractional inch spacing. The Ruler Grid style can be modified in the Customize tab of the ruler setup dialog.

The Snap Grid now supports custom settings. Either select a spacing from the list provided, or type in the desired snap grid spacing.

Drawing Objects

Object Comments
Comments can now be attached to any drawing object. Comments are edited by choosing the

"Comment..." command in the object right mouse button menu. Object comments can be printed on the title page using the "Object Comments" in the **File|Print** dialog.

Bitmaps

Tiling
Bitmaps can now be tiled. Tiling places multiple copies of the bitmap in rows and columns within the designated rectangular area. The tile size can be specified and the horizontal offset from one row to the next can be specified. Select a bitmap with the right mouse button and choose the **"Properties..."** command in the bitmap right mouse button menu.

Bitmaps used can be saved by reference to a file name to save space, or a copy of the bitmap can be saved in the drawing for portability of drawing files. Select a bitmap with the right mouse button and choose the **"Properties..."** command in the bitmap right mouse button menu.

New Basic Shapes

Several new elementary shapes are available. They are: Rectangle, Round Rectangle, Circle/Ellipse, Elliptical Pie, Elliptical Arc, and Elliptical Chord. The shapes can be accessed from the **Shapes Dialog** by selecting **File|New** in the **Shapes Dialog** menu. The new shapes appear in the second and third row.

The new shapes are based on elementary Windows Metafile drawing commands. This means that they are more limited than Polyline or Bezier Curve objects. In particular, they can only be rotated in 90 degree steps. For many applications, however, they are easier to work with since they stay aligned and some have special node editing properties.   The Round Rectangle has a single node that can be moved to adjust the elliptical corner radius. The Round Rectangle can appear as anything from a regular rectangle to an ellipse. The elliptical pie, arc, and chord shapes have two nodes. Just move the nodes to change the angular boundaries of the "slice".

The new shapes can be copied and pasted into other shape sets as needed.

Keyboard Commands

`PAGE UP` and `PAGE DOWN`
Can be used to got to the previous/next drawing page.

`TAB` and `SHIFT-TAB`:
Can be used to cycle through drawing objects and nodes.
See the **Select Tool** and **Node Tool** for details**.**

The **View|Zoom** dialog accelerator was changed from `Ctrl+Z` to `Alt+Z`.
`Ctrl+Z` and `Shift+Ctrl+Z` are now **Undo** and **Redo** respectively.
`Alt+Bksp` and `Shift+Alt+Bksp` still work for **Undo** and **Redo**.

The **View|Redraw** accelerator was changed from **Ctrl+R** to **Alt+R**.
Ctrl+R now right aligns selected Paragraph Text.
Ctrl+E now centers selected Paragraph Text.
Ctrl+J now justifies selected Paragraph Text.

Tool switching commands **Ctrl+1 .. Ctrl+9** were changed to **Alt+1 .. Alt+9**.
Ctrl+1 now single spaces selected Paragraph Text.
Ctrl+2 now double spaces selected Paragraph Text.
Ctrl+5 now 1 1/2 spaces selected Paragraph Text.

Command Line

Multiple files can now be passed to *Top Draw* on the command line and each of the files will be opened upon startup.

Multiple files can now be printed via the *Top Draw* command line by including "/p" as follows:

       topdraw /p file1.tdr file2.tdr

In this case, the file is opened, printed, and *Top Draw* then exits.
In addition, the install program sets up an association in REGEDIT so that the **Print** can command in the Windows File Manager **File** menu can be used to print *Top Draw* files. The File Manager is limited to printing one file at a time.

Default Directories

You can now set up default directories to be used by File Open dialogs for various file types by entering a path name in the [Top Draw] section of WIN.INI as shown in the following example:

```
[Top Draw]
UserID=John Smith
Version=3.0
TDR Path=C:\TOPDRAW\DRAWINGS
TDS Path=C:\TOPDRAW\SHAPES
```

```
BMP Path=C:\TOPDRAW\TILES
PCX Path=C:\TOPDRAW\SKIER
WMF Path=C:\TOPDRAW\ARTSOLN
PAL Path=C:\TOPDRAW
```

The form of an entry is "EXT Path=PATHNAME", where EXT is the three letter file extension of a type of file, and PATHNAME is the full pathname to be used. Only one entry for each extension is allowed. The most common extensions and typical paths are shown in the example. These entries are NOT set up by the install program. You can set up as many or as few entries as needed. For example, if you always keep Top Draw drawings in "C:\USER\JOHN\DRAWINGS", then you would only need to add an entry such as:

TDR Path=C:\USER\JOHN\DRAWINGS

IMPROVEMENTS

V3.0
* There are now 10 undo/redo levels.
* "Bubble Help" is provided for Tool and Style Bar buttons - hold mouse cursor over button to display a
   pop-up button label.

V3.1
* Non-resident font names are now displayed in Red in the Style Bar when text that uses a missing font is
   selected.

FIXES

V3.0
* Shapes Tool button now updates properly when shape is added in a previously empty location.
* It is no longer possible to close files, exit the program, etc. (thus causing a GPF), while printing is in
   progress.
* Small holes in merged group objects now fill properly for all fill types.
* Layer Hide, Lock, and Print flags now save properly.

V3.1
* Ruler and ruler grid display precision improved.
* GPF in VGA.DRV on some systems at 800x600 display resolution due to incompatibility with medium
   sized style bar button bitmaps fixed.
* Incorrect mouse and object size tracking in rulers with snap-to-grid enabled fixed.
* Delayed clipboard rendering fixed (previously, OLE embedding from the clipboard would fail if Top
   Draw was closed before the embedding was performed).
* WMF/Clipboard import of pattern and DIB brushes fixed.
* Problem with initial display of paragraph text with greater than 100% spacing between lines fixed.