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# Create® PDF Manual

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This manual is searchable online from Create's Help Menu.

## Basic Concepts

In Create, you build a document in a document window. Each document is made up of one or more pages. Each page contains graphics. Graphics are individual objects that have various characteristics such as size, location, and rotation. Graphics can be moved, resized, cut, copied and pasted into the same or other documents. You create graphics by using tools from the Tool Box or by dragging in files from the Finder. All graphics have object control points that appear when you select an object by clicking on it with the Selection tool (select the object). You modify objects by selecting them and then modifying their graphic characteristics. Graphic characteristics are controlled directly with tools or through Info panes that are loaded into the Info window. Each pane modifies particular graphic characteristics; each graphic object has particular characteristics that can be modified. Since graphic objects have different characteristics, different panes apply to the various types of objects.

To learn how to work with documents, pages, and Master Layers, see Working with Documents.

To learn how to work with graphics, see Working with Graphics.

To learn how to make web pages from your documents, see Creating Web Pages.

To get a visual guide to Create's windows and menus, see Windows or Menus.

# Getting Started

## 1. Tool Tips

Move your cursor over any tool. Some text will pop up giving a brief explanation.

## 2. Online Images

Tools->Library Resources contains art, images, blends, effect, and patterns to drag and drop on your drawings. See how they're done and then make your own variations.

## 3. Join the Create Mailing list

Stone Design's experts and knowledgeable customers are connected via an email mailing list - where you can pose your questions and be answered immediately. Send a message containing

subscribe create

to: Create-request@stone.com

or visit <http://www.stone.com/Create/> to subscribe and unsubscribe via the web.

## 4. Play around

Perhaps the ultimate way to 'grok' Create is just to start playing. You'll find hours have gone by while you explore the endless design possibilities of Create!

# Create Documents

When you open Create, you start with a blank page: a new Document. This chapter covers working with **documents**: creating new ones, saving, printing, opening previously-saved documents and closing documents.

Create's documents can contain multiple **pages**. This chapter also covers adding, rearranging, and deleting pages.

Create's documents also can contain **Master Layers**: these are similar to pages but can be applied to multiple pages, making it easy to produce a standard format with headers and footers.

- Creating
- Saving
- Printing
- Opening/Closing
- Adding Pages
- Copying Pages
- Navigating
- Rearranging/Deleting
- Master Layers
- Master Layers: Adding
- Master Layers: Editing
- Master Layers: Applying
- Master Layers: Reordering
- Master Layers: Deleting



## Creating a new document

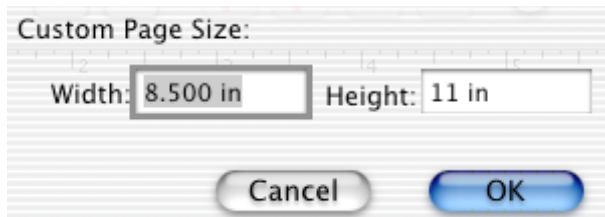
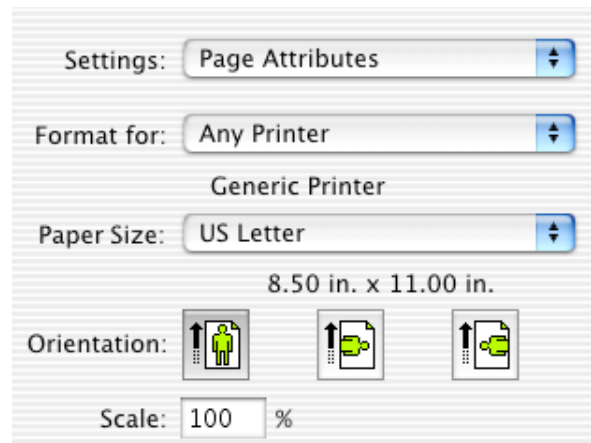
To **create a new document**, choose **File->New (Command-N)**.

This will create an **8.5 x 11 inch single page document**.

- You can also create a new document with a page size appropriate for the web by choosing **Web->New Web Size**. The default size is **8.5 x 6.5 inches**.
  - You can change the web template by setting a new template document in **Preferences->Document**. <LINK>

- To **change from a vertical to a horizontal layout**, choose **File->Page Setup (Shift-Command-P)**. Here, you can choose among 4 different paper sizes and pick among two horizontal configurations.

- To **change to a custom page size**, choose **File->Custom Page Layout (Option-Command-P)**. Enter whatever page size you want in whatever units (inches, centimeters, points or picas) you want.



## Saving a Document

To **save a document**, choose **File->Save (Command-S)**. If the document has never been saved, you will be prompted for a filename.

- To **save a file under a different filename**, choose **File->Save As... (Shift-Command-S)**. You will be prompted for a new filename. Your original file will still exist, but you will be working on the file with a new filename.
- To **save a file under a different filename and continue working on the file with the original filename**, choose **Export...** You will be prompted for a new filename. A new file with that name will be created, but you will continue to work on the old file.
- To **save all open documents that have been modified since their last save or that have never been saved**, choose **File->Save All**. If any of the documents have never been saved, you will be prompted for filenames.
- To **save an AppleScript script** that will recreate your current document, choose **File->Save Other->Save AppleScript**.
  - This will prompt you for a file name, save the AppleScript file, and open ScriptEditor with that file.
  - Saving as an AppleScript file lets you edit the AppleScript to automatically create new documents that are variations on the original document.
- You can also **save individual graphics, images, effects, blends, patterns, and pages**.

## Printing a Document

To **print your document**, choose **File->Print...** (Cmd-P). You will be shown a standard Print dialog based on your chosen printer.

To **preview your document**, click the Preview button. The Preview application will open a PDF version of your document.

To **output your document for print processing**, make a PDF file out of your document. This will allow you to use standard four color separation tools. Also, most digital printing services accept PDF files.

To **make a PDF file from your document**, choose **File->Print...**

- If you don't have a printer set up for your computer, click the Preview button. This will open a temporary file in the Preview application. In Preview, select **File->Save as PDF...**

- If you do have a printer selected, choose Output Options from the popup menu on the Print dialog, check the Save as PDF File checkbox, click the Save button, and choose a location for your PDF file.

## Opening a Document

To **open a previously-saved Create document**, choose **File->Open...** (**Command-O**) and select the file you wish to open in the **Open** dialog.

To **open a document that was recently opened**, check the **Open Recent menu (File->Open Recent)**. This shows a list of the documents you've opened or saved most recently.

You can also open documents by:

- double-clicking them in a Finder window.
- dragging them from a Finder window to the Create icon in the dock.
- selecting them in the Finder and choosing **File->Open (Command-O)**.

## Closing a Document

To **close the current document**, choose **File->Close (Shift-Command-W)**.

- You can also close documents by closing the document's window (clicking the **Close icon** or choosing **Windows->Close (Command-W)**).
- If the document was changed since the last time it was saved, you will be prompted to save the document first.

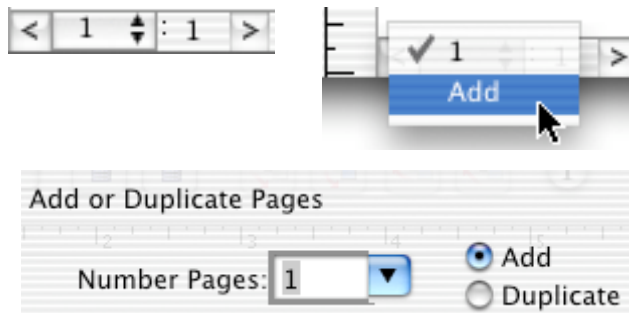
# Multipage Documents

A document can have multiple pages.

- To **add a blank page after the current page**, choose **File->Pages->Add**.

- To insert a blank page before the current page, choose **File->Pages->Insert**.

- To **add several pages at once**, use the **Page Controller** menu at the bottom of the document window and choose **Add**. In the **Add or Duplicate Pages dialog**, choose how many pages you want to add and whether you want them to be blank or a duplicate of the current page.



- To **add duplicate pages**:
  1. Go to the page you want to duplicate.
  2. Choose **File->Pages->Duplicate** or choose Duplicate from the Page contextual menu by Control- or right-clicking on the page.

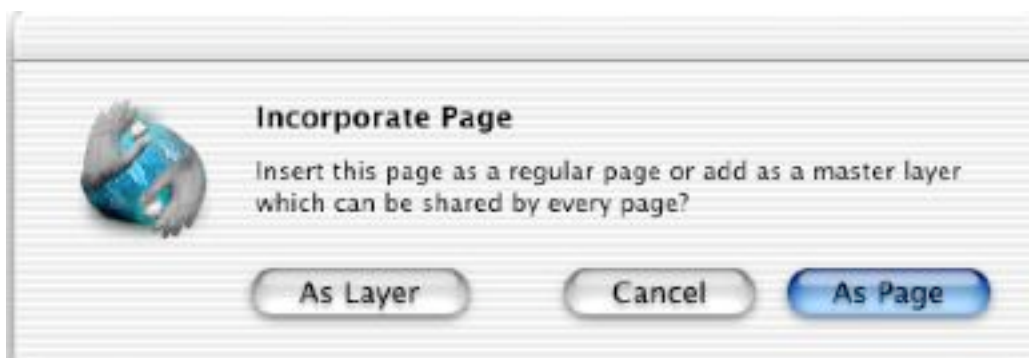
**Note:** To add more than one duplicate, choose Add from the **Page Controller menu** at the bottom of the document window. In the **Add or Duplicate Pages dialog**, click the **Duplicate** radio button.

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## Multipage Documents (page 2)

To **copy and paste pages**, go to the page you want to copy. Choose **File->Pages->Copy**. **Paste** inserts the copied page into the document before the current page.

- When you choose **File->Pages->Paste**, you'll be given the option of pasting the copied page as a Page or as a Master Layer that can be applied to some or all pages.
- You can insert previously-saved pages by dragging them from Library Resources. You'll be able to choose whether you want to insert the resource as a Page or as a Master Layer.
- You can also drag Pages from the Image Well to the same document or a different document.



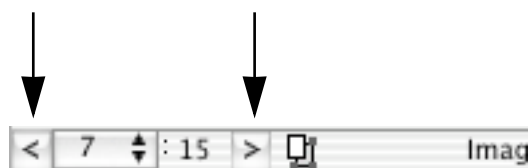
## Navigating

To go to a particular page in your document, use the **Page Thumbnail window** (Tools->Page Thumbnails (Cmd-J)), scroll to the page you want, and click on that page's thumbnail image.

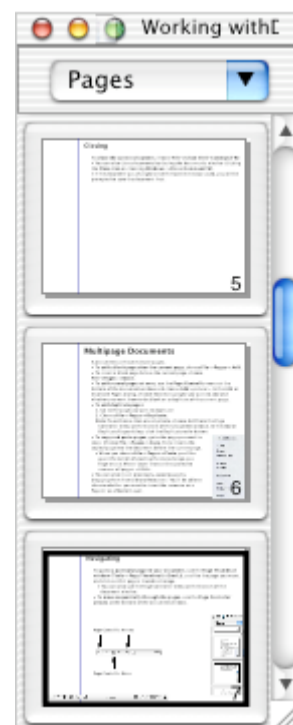
- You can also use the **Page Controller menu** at the bottom of the document window.

To move sequentially through the pages, use the **Page Controller Arrows** at the bottom of the document window.

Page Controller Arrows



Page Controller Menu



## Rearranging Pages

To **reorder your pages**, use the **Page Thumbnail window** (**Tools->Page Thumbnails (Cmd-J)**).

- Click on the frame around the thumbnail image and drag the page to where you want it to be in the document.

**Note:** If you click in the page's thumbnail image, you will create a new **pan-zoom rectangle** rather than move the page.

Click and drag the thumbnail frame to move pages



## Deleting Pages

To **delete a page**, choose **File->Pages->Remove**. You can also choose **Remove** from the **Page Thumbnail window's** Pages menu.



## Saving Pages

To **save an individual page in your document**:

1. Navigate to the page you want to save.
2. Select Page from the Image Well menu.
3. Drag from the Image Well to a Finder window.

If you name the page, Create will make a .cre8 file using that name. Otherwise, Create names the file Page\_<arbitrary number>.cre8.

You can also save a page for future use in your Library Resources. To save a page to Library Resources:

1. Navigate to the page you want to save.
2. Select Page from the Image Well menu.
3. Drag from the Image Well to the Library Resources window.

# Master Layers

Use Master Layers to **add graphics and guides to multiple pages in your document.**

- For example, if you want the page number to appear on every page, make a Master Layer that contains a Page Number object, and apply that Master Layer to every page in your document.
- If you want a different placement for the page number on odd and even pages, make two Master Layers and apply one to even pages and the other to odd pages.

Note: If you add or remove pages, the pages that you originally added the even Master Layer to may no longer have an even page number. If you want to have a different header/footer layout for odd and even pages, wait until your document is complete before applying the Master Layers.

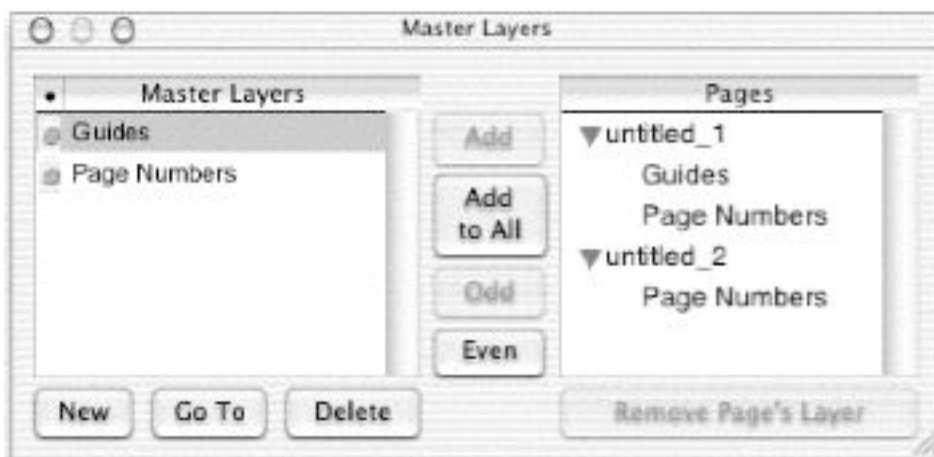
- You can have as many Master Layers as you want and each page can have multiple Master Layers.

## Master Layers: Adding

Use the **Master Layer window** (**File->Master Layers...** or **Shift-Command-M**) to manage your Master Layers.

To add a Master Layer to your document:

1. Bring up the Master Layer window.
2. Click the **New** button.



## Master Layers: Editing

To **edit a Master Layer**:

1. Select the Master Layer in the Master Layer window.
2. Click the Go To button.

**Note:** You can also use normal page navigation techniques: the **Page Controller menu**, the **Page Controller arrows**, or the **Page Thumbnail window**.

- Use normal Create drawing techniques to add and edit graphics on your Master Layers.

**Note:** When you generate HTML, a Master Layer's graphics are output for each page that uses that Master Layer. If those graphics overlap other graphics, either on the page or on other Master Layers used by the page, Create won't be able to generate accurate Tables for the page. If you plan to generate HTML with your document, be sure the graphics on your Master Layers don't overlap the graphics on other pages.

## Master Layers: Applying to Pages

When a Master Layer is added to a page, its contents are visible on the page.

To **add a Master Layer to a page**:

1. Bring up the Master Layer window.
2. Select the Master Layer.
3. Select the Page.
4. Click the **Add button**.

- There are also **buttons to add the Master Layer to all the pages**, to the **odd numbered pages** or to the **even numbered pages**.
- A **Master Layer can only be added to a page once**. If the selected Master Layer is already added to the selected page, the Add button will be disabled.
- When you click the **All** button, the selected Master Layer is only added to pages that don't already use it. So when you've added pages to your document and want to add a Master Layer to all of them, select the Master Layer and click the All button.
- Pages that contain Master Layers have a **triangle indicator** beside them. Clicking this will hide or show the Master Layers on that page.

## Master Layers: Reordering

Master Layers are **drawn according to their order in the Master Layer window**, from **bottom to top** (the last Master Layer is drawn first and the top Master Layer is drawn last).

To **reorder Master Layers**, click on a Master Layer's reordering icon and drag the Master Layer to its new position.

- On an individual page, Master Layers are drawn according to their order on the page, which is the order in which they were added to the page. However, if you reorder the Master Layers, their order on the page will be automatically updated to the new order.



## Master Layers: Deleting

To **remove a Master Layer from a page**:

1. Bring up the Master Layer window.
2. Select a page and, if necessary, click on the **triangle** to show the Master Layers that have been added to that page.
3. Select the Master Layer name you want to remove.
4. Click the **Remove Page's Layer** button.

To **delete a Master Layer from your document**:

1. Bring up the Master Layer window.
2. Select the Master Layer you want to delete.
3. Click the **Delete button**. If the Master Layer is being used on any pages, you'll be warned and given a chance to cancel.

- You can also use **File->Pages->Remove** to delete Master Layers.

# Working with Graphics

This chapter covers

- The **tools** Create provides for creating and managing graphics
- How to **add** graphics to your document
- How to **select** graphics so you can work with them
- How to **move and delete** graphics
- How to **arrange** graphics
- How to **modify graphics'** appearance: how to add outlines and fills, how to reshape, resize, scale, and rotate, and how to add aftereffects
- **Editing and formatting** text



# Tools: Tool Box

The Tool Box contains graphic manipulation and graphic creation tools.

**Clicking** on a tool selects that tool.

**Double-clicking** on a tool both selects that tool and brings up the most appropriate pane in the Info window.

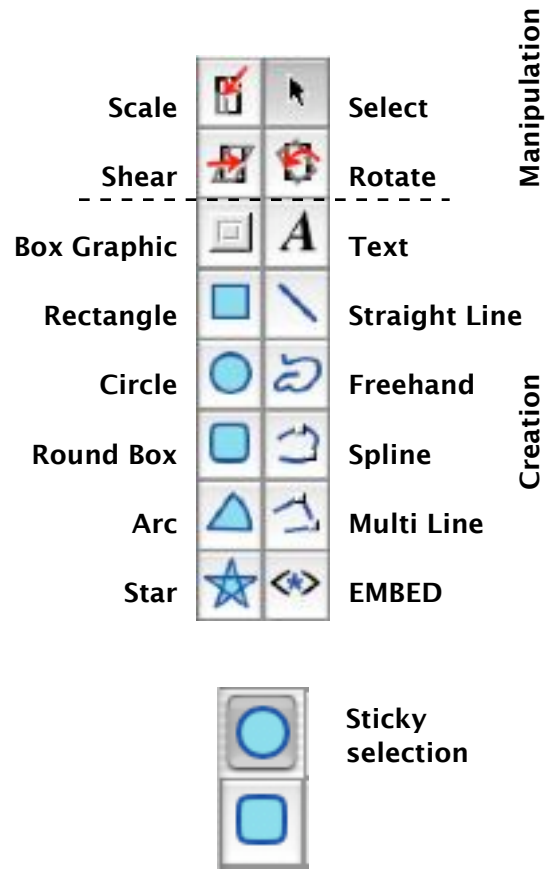
**Selection:** View Info

**Rotate, Scale, Shear:** The Size Info pane.

**Rectangle, Circle, Straight Line, Freehand, Spline, Multi Line:** Effects Info

**Box Graphic, Rounded Box, Arc, Star, Embed:** Object Info

**Text:** Font dialog



When you create a graphic after selecting a graphic creation tool, the tool automatically reverts to the Selection tool.

If you want **to make several graphics of the same type**, you can make your tool selection stick by pressing the **Option key** while you click on the tool.

## Tools: Image Well

Use the Image Well to **drag and drop graphics and other objects**. Selecting a graphic and dragging it results in moving the graphic within the page. The Image Well gives you a way of dragging the graphic to other documents, to the Finder, and to your Library Resources.

You can also use the Image Well to translate graphics from one format to another and to create thumbnail images of your graphics or pages.

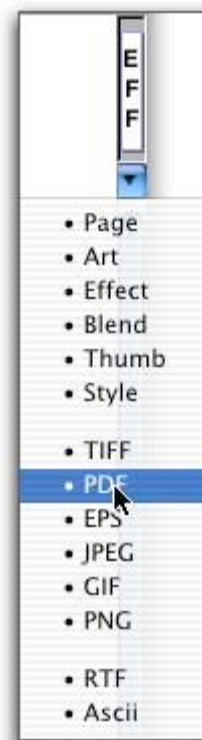
### To use the Image Well:

1. Set a format from the Image Well's **dropdown menu**
2. Select the graphic or graphics you want to export or copy. If you don't select any graphics, the Image Well will use all the graphics on the page. If the format is Page, the Image Well makes a copy of the entire page, including all its graphics.
3. Drag from the Image Well to the destination.

The destination can be

- The same or another Create document.
- Library Resources
- A folder in a Finder window
- Another application that accepts drag and drop files of the specified format.

If Create can't translate the selection into the selected format, it will give a warning beep. For example, Create can't translate a rectangle into ASCII or RTF.



## Tools: Image Well (page 2)



## Tools: Library Resources

Library Resources lets you easily **store, organize and reuse Create objects**. The Library Resource window is organized by object type.



To **display** Library Resources, select **Tools->Library Resources...** (**Shift-Command-R**)

To **control whether Library Resources is automatically displayed** when you start Create, use the **Preferences** panel.

**Library Resources** are organized by type. For each type of resource, you can have multiple **Galleries**. Galleries allow you to further categorize each type of resource.

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## Library Resources: Types – Art

**Art:** Any Create graphic or collection of graphics

To **add Art to Library Resources:**

1. Select one or more graphics in a Create document.
2. Choose Art in the Image Well popup menu.
3. Drag from the Image Well to the Library Resources window.

To **use Art from the Library**, drag its icon from the Library Resources window to your document.

**File Type:** Art is stored in a .clipArt file.



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## Library Resources: Types – Effect

**Effect:** Any Create Effect or set of Effects

To **add an Effect to Library Resources:**

1. Select a graphic that uses the Effects you want to save.
2. Choose Effect in the Image Well popup menu.
3. Drag from the Image Well to the Library Resources window.

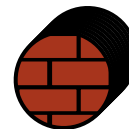
To **apply** an Effect from the Library to an graphic in your document, drag the Effect's icon from the Library Resources window to the graphic. The Effect will replace whatever Effects are currently applied to the object.

To **add** Effects from the Library to the Effects currently used by the object, press the **Option key** as you drag and drop the icon.

To **add an Effect to multiple objects**, select the objects and press the **Command key** as you drag and drop the icon.

If you drag an Effect into your document without dragging it to a graphic, Create will make a small circle with the Effects.

**File Type:** Effects are stored in .effect files.



**Brickwall Effect**  
– dragged in  
without adding  
to a graphic



## Library Resources: Types – Image

**Image:** Any TIFF, PDF, JPEG, GIF, or PNG image

To **add an Image to Library Resources:**

1. Select one or more graphics in a Create document.
2. Choose the image type you want in the Image Well menu.
3. Drag from the Image Well to the Library Resources window.

You can also add image files from the Finder by dragging their icons onto the Library Resources window.

To **use an Image from the Library**, drag its icon from the Library Resources window to your document.

**File Type:** TIFF, PDF, JPEG, GIF, PNG

## Library Resources: Types – Page

**Page:** A Page or Master Layer in a Create document

To add a Page to Library Resources:

1. Go to the Page that you want to save.
2. Choose Page in the Image Well popup menu.
3. Drag from the Image Well to the Library Resources window.

To **use a Page from the Library** in your document, drag the Page's icon from the Library Resources window to the document. In the dialog that appears, choose whether you want to add the Page as a regular page or a Master Layer.

**File Type:** Page files are .cre8 files (Create documents).





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## Library Resources: Types – Blend

**Blend:** A blend of colors

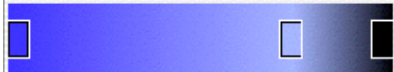
To **add a Blend to Library Resources:**

1. Select a graphic in a Create document that uses the Blend you want to save.
2. Choose Blend in the Image Well popup menu.
3. Drag from the Image Well to the Library Resources window.

If the Blend Library is showing in the Library Resources window, you can also drag a Blend from the Effect Info pane directly to the Blend Library.

**Note:** a Blend consists of the colors and the colors' distribution, not the Blend's direction or number of gradations. To save a specific use of a Blend in the Library, save the Fill as an Effect.

This is a Blend:



This is a Fill that uses the Blend



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## Library Resources: Types – Blend (page 2)

To **use a Blend from the Library**, drag its icon onto a graphic in your document. The Blend will replace the top Fill Effect on the graphic. If the graphic has no Fill Effect, one will be added to the graphic.

If a graphic with a Blend Fill Effect is selected and the Blend is showing in the Effect Info pane, you can drag the Blend icon from the Library Resources window directly onto the Blend in the Effect Info pane.

**File Type:** A blend is stored as a .blend file.



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## Library Resources: Types – Pattern

### **Pattern:** A Create Pattern

Create Patterns are created, edited, and saved in the Pattern Editor.

#### To **add a Pattern to Library Resources:**

1. Create a new Pattern or modify an existing Pattern in the Pattern Editor.
2. Enter a name for the Pattern.
3. Click Save.

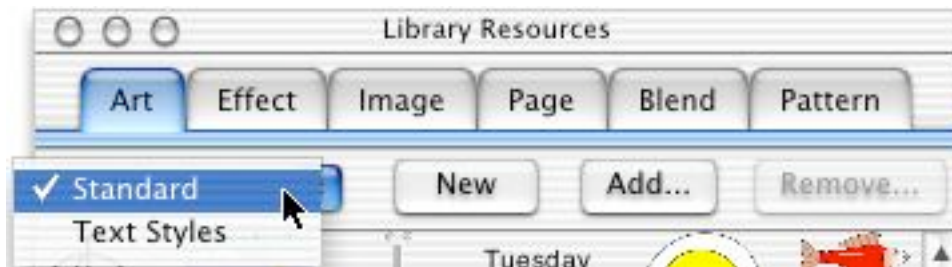
To **use a Pattern from the Library**, drag its icon onto a graphic in your document. The Pattern will replace the top Fill Effect on the graphic. If the graphic has no Fill Effect, one will be added to the graphic.

If a graphic with a Pattern Fill Effect is selected and the Pattern is showing in the Effect Info pane, you can drag a Pattern icon from the Library Resources window directly onto the Pattern's name in the Effect Info pane.

**File Type:** A pattern is stored as a .Pattern file.



## Library Resources: Galleries



Use Galleries to **organize your Library Resources**. Each type of resource can have multiple galleries.

To **make a new gallery**, click the **New button**, enter a name, and click **Save**.

A folder containing files of the appropriate type can be added as a gallery.

To **add a folder as a gallery**:

1. Click **Add...**
2. Navigate to the folder you want to add and select that folder
3. Click **Open**.

That folder and its contents will be copied into your Create resources. Files of the appropriate type (for example, jpg files in an Image gallery) will be displayed in the Library Resources window.

To **remove a gallery**, choose the gallery in the popup menu and click **Remove...**

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## Library Resources: Managing Objects

### Renaming

To **change the name of Art, Effect, Image, Page, and Blend resources**, **double-click** on the name in the Library Resources window and type in a new name.

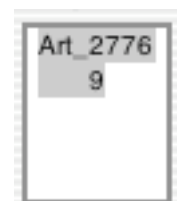
To **change the name of a Pattern**, **double-click** on the name of the Pattern in the Library Resources window. This will bring up the **Pattern Editor**. Type in a new name in the Pattern Editor and click **Save**.

The objects in each Gallery are displayed in alphabetical order, but are not reordered when they're renamed. To force a redisplay, choose a different Gallery and then return to the original Gallery.

### Deleting

To **delete an object from Library Resources**, select the thumbnail image in the Library Resources window by clicking on it and press the **Delete key**. You will be asked to confirm the deletion.

**Note:** A selected object has a white background. This is subtle when the object is a Blend. Here, you can tell that Sunset is selected because its name has a white background.



Editing a name



## Library Resources: Technical Information

Library Resources **takes its contents from sets of folders**. It first uses folders in the Create application itself. This allows Create to provide a standard set of resources. It then looks in `/Library/Create` and `/Network/Library/Create`. This allows a group of users to share resources. It then uses the path set in **Preferences**→**Document** with the **Files and Resources Save Folder** text field. By default, this is set to `/Users/yourusername/Library/Create`, but you can set it to whatever path you would like.

- Each type of object is stored in a folder with the same name. In the `~/Library/Create` folder, there will be folders named Art, Effect, Image, Page, Blend, and Pattern.
- Each Gallery is a subfolder within the type folder.
- If you want **to rearrange your objects and Galleries**, you can do so directly by moving files and folders in the Finder (be sure to keep the top level type folders or Create will recreate them). When you restart Create, it will use the new folder structure.

# Adding Graphics

To **add graphics** to your document, you can:

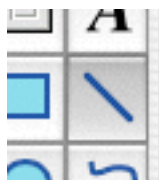
- Create new ones using Create's [tools](#)
- Drag and drop resources from [Library Resources](#)
- Drag and drop resources from [Web Resources](#)
- Drag and drop items from the [Image Well](#) of the current Create document or other Create documents
- Drag and drop files from the Finder
- Drag and drop text and graphics from other applications that support dragging
- Copy and paste text and graphics from Create or from other applications

## Creating New Graphics

To **create new graphics** using Create's tools:

- Select a tool from the Tool Box by clicking on the tool.
- Click in the document and drag to size the graphic.
- Release the mouse button. The new graphic will be selected and the Selection Tool will be active.
- Some graphics require multiple clicks, drags, and mouse releases. See Graphic Types for more information.

**Note:** If you are going to **make several graphics of the same type**, press the **Option** key while you click on the tool. The tool will remain selected until you select another tool. Otherwise, the Selection Tool becomes active after each new graphic is created.



Tool Selected



Tool Option  
Clicked



## Drag and Drop Graphics

To **add objects by dragging and dropping files from the Finder:**

Drag a file icon from the Finder and drop it into a Create document.

If Create can translate the file contents into a Create graphic object, it will do so. If the file has a file type suffix, Create uses that to determine the file type. If the file doesn't have a file type suffix, Create tries to open it in a Text Area.

You can also drag a file icon directly onto the Create icon in the dock or in a Finder window. Create will put the file into the top document. If the top document is empty or there is no open document, Create will size the top document or a new document to fit the dropped-in graphic. This is useful for viewing full sized photos in Create.

**Create can translate the following file types:**

- **Images:** TIFF, JPEG, GIF, icons (.icns), PDF, PNG - makes a Create Image graphic
- **Create types:** .clipArt, .cre8
  - **.clipArt** - results in whatever graphics were originally saved in the .clipArt file
  - **.cre8** - adds the pages in the saved Create document to the end of the current Create document
- **Text:** .txt and .rtf - makes Text Areas with the text from the file
- **.sliced** (from Stone Design's SliceAndDice™): makes a SliceAndDice object. When output to HTML, this creates a sliced image where different areas can have links to different URLs.

If Create doesn't recognize the file type, it makes a FileImage.

## Duplicating Graphics

To **duplicate graphics** in Create:

1. Select the graphic or graphics.
2. Choose **C**opy from the **E**dit menu (Cmd-C).
3. Go to the document and page where you want to put the duplicate.
4. Choose **P**aste from the **E**dit menu (Cmd-V).



Copy and Paste



Copy, Paste, Position, then...



Paste again and again...

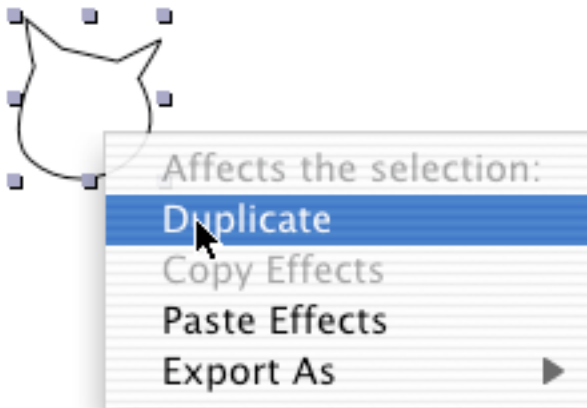
### Placement:

- If you **paste a graphic on a different page**, it will be placed in the same location as the original graphic.
- If you **paste a graphic on the same page**, it will be placed slightly down and to the right of the original graphic.
- **Smart Paste:** To create a series of duplicate graphics that are a set distance apart:
  1. Make the first graphic.
  2. Select, copy and paste it.
  3. Select the new graphic and drag it to the position you want relative to the first graphic.
  4. Paste again. The new graphic is placed in the same relative position to the second graphic as the second is to the first.

## Duplicating Graphics

To **duplicate graphics** using a contextual menu:

1. Select the graphic or graphics.
2. Hold down the Control key and press the mouse button (or press the right mouse button) to bring up the contextual menu.
3. Choose **Duplicate**.



**Duplicate**



**Result**

## Selecting Graphics



A selected graphic has visible handles or points.

To **select a single graphic**, choose the Selection Tool and click on the graphic. If the graphic is not filled, click on its stroke (outline or edge).

- When objects are on top of other objects, the first click will select the topmost object, the second click will select the next lower object, and so on. The clicks will cycle through the stack of objects.

**Note:** You can see what type of object is selected by looking in the **Selection Status Area** at the bottom of the document window.

- You can also click on the **selection buttons** at the bottom of the document window to sequentially select individual objects. This can be useful if you have many small objects that are close together or where objects are on top of other objects.



Click on stroke to select an unfilled graphic. Click anywhere on object to select a filled graphic.

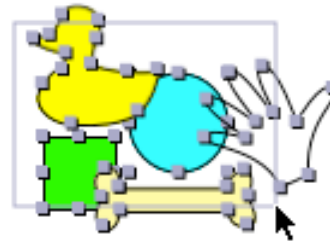
## Selecting Graphics (page 2)

To **select multiple graphics**:

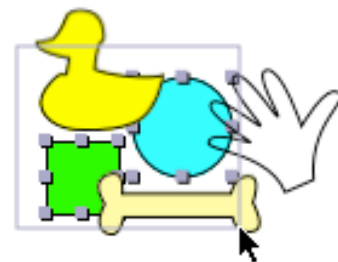
- Use a **selection rectangle**: Using the Selection Tool, click in an empty area of your document and drag out a rectangle. Any object that is touched by the rectangle will be selected.

**Note:** If you hold the **Option** key while dragging, the object must be totally enclosed by the selection rectangle to be selected.

- If you want to select **all the graphics on the page**, choose **Edit->Select->All (Cmd-A)**.
- If you want to select **all the graphics of a particular type** (for example, all the Rectangles on a page):
  1. Select one object of the type you want to select.
  2. Choose **Edit->Select->Same (Option-Shift-Cmd-A)**.



Dragging a selection rectangle



Option drag



Selecting all objects of a particular type with Option-Shift-Cmd-A

## Selecting Graphics (page 3)

To add objects to a selection:

- **Press the Shift key while clicking on graphics you want to add** to your selection. (**Note:** if you press the shift key while clicking on a selected object, that object will be deselected.)
- **Press the Shift key while dragging a selection rectangle** over the objects you want to add to the selection. (**Note:** objects that are already selected will be deselected.)

To remove objects from a selection:

- **Press the Shift key while clicking on selected objects.** The objects will be deselected.
- **Press the Shift key while dragging a selection rectangle** over selected objects that you want to remove from the selection. If you also press the **Option** key, the objects must be totally enclosed by the selection rectangle in order to be deselected.

**Note:** The **Shift key** acts as a toggle: unselected objects will be selected and selected objects will be deselected.

# Moving Graphics

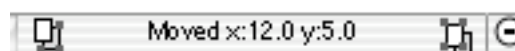
To **move one or more graphics**:

- Select the graphics
- Click on a selected graphic and drag to move all the selected graphics.

To move the selected graphics in Grid units, either choose Snap to Grid or press the Shift key while you drag.

**Note:** As you drag, the Selection Status Area at the bottom of the document window shows the difference in points from the selection's original location.

You can also:

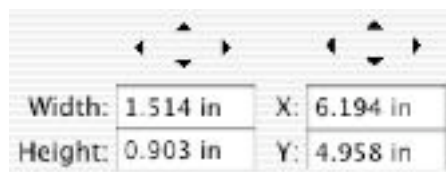


**Use the Arrow keys on the keyboard.**

Each time you press an arrow key, the selection moves 1 point in the direction indicated by the Arrow key.

- To **move the selection in Grid units**, press the **Shift** key while you press the arrow key.

**Nudge Buttons are above the X and Y location text fields on the Size pane**



**Use the nudge buttons on the Size**

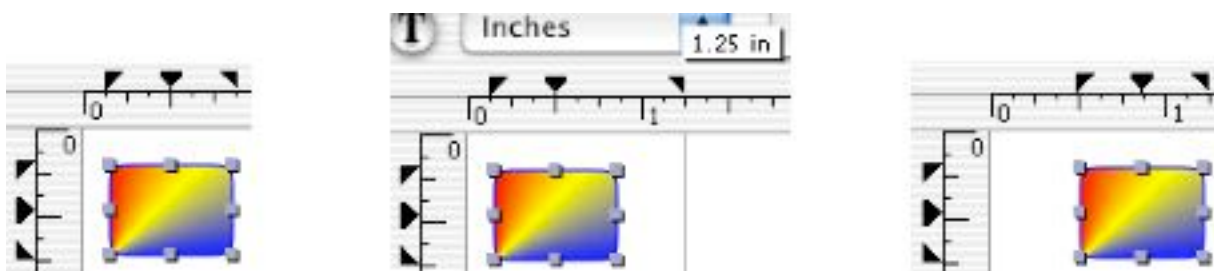
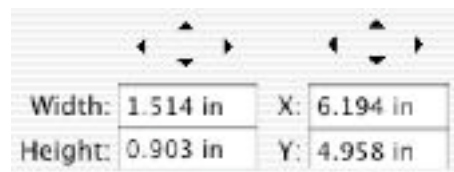
**Info pane.** Each click on a nudge button moves the selection one point. To move the selection in Grid units, hold the **Shift** key while you click the button.

**Enter X and Y values to move a graphic to a specific location**

## Moving Graphics (page 2)

To **move a single graphic**, in addition to the previous techniques, you can also:

- Enter an exact value into the **X and Y Location text fields** in the Size Info pane.
- If Rulers are showing in your document, **drag one of the location indicators in the ruler**. As you drag, a **popup text field** shows the current location. When you release the mouse button, the graphic will move to that location.



Dragging a Location Indicator to move a graphic

To **move graphics from one page to another** in your document:

1. Select the graphics.
2. Choose **Edit->Cut (Cmd-X)**. This deletes the objects from the current page and places those objects in the **Clipboard**.
3. Go to the page where you want to put the objects.
4. Choose **Edit->Paste (Cmd-V)**.



## Moving Graphics (page 3)

To move every graphic on every page in your document, choose **Format->Move All->Up|Down|Left|Right**. The amount moved is determined by the grid spacing in your document. You can use this feature to modify documents for printing, where you might want larger margins.

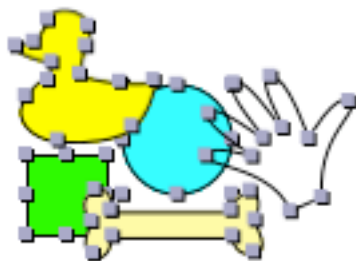
# Deleting Graphics

To **delete one or more graphics**

1. Select the graphics you want to delete.
2. Press the **Delete** key on your keyboard.

**Note:** You can also choose **Clear** from the **Edit menu**.

- If you choose **Cut** from the **Edit menu (Cmd-X)**, the deleted graphics will be placed in the **Clipboard**, and can be pasted back into the document.



With **Copy** or **Cut**, a graphic is placed in the **Clipboard** (in the **Finder** go to **Edit->Show Clipboard**)



## Saving Graphics

To **save an individual graphic or multiple graphics**:

1. Select the graphic or graphics.
2. Choose Art from the Image Well menu.
3. Drag from the Image Well to a Finder window.

If the graphic is named, Create uses that name for the .clipArt file. If you've selected several graphics or the graphic isn't named, Create uses Art\_<arbitrary number>.clipArt as a filename.

You can also select the graphic or graphics and choose **File->Save Other->Save Clip Art....** You will be prompted for a filename.

To **save a graphic or multiple graphics to your Library Resources**:

1. Select the graphic or graphics.
2. Choose Art from the Image Well menu.
3. Drag from the Image Well to the Library Resources window.

To **save a graphic or multiple graphics as an image**:

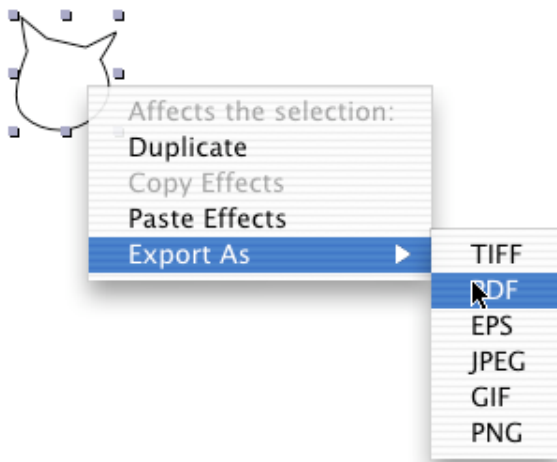
1. Select the graphic or graphics.
2. Choose the image format from the Image Well menu.
3. Drag from the Image Well to a Finder window.

If the graphic is named, Create uses that name for the image file. If you selected several graphics or the graphic isn't named, Create uses Image\_<arbitrary number>.<image format suffix>.

## Saving Graphics (page 2)

To **save a graphic or multiple graphics as an image** using a contextual menu:

1. Select the graphic or graphics.
2. Control-click to bring up the contextual menu for selected graphics.
3. Choose Export As and then choose a file format.
4. Use the Open dialog to select a location and name for the image file.



You can also save a graphic or multiple graphics as an image using **Tools** -> **Image Export** -> **<format>**.

# Arranging Graphics

Create provides several mechanisms for precisely arranging your graphics.

- \* Zooming
- \* Locking
- \* Page Layers
- \* Graphic Layers
- \* Grid
- \* Ruler
- \* Ruler Shortcuts
- \* Guides
- \* Snap To Point
- \* Alignment
- \* Distribution

## Zooming

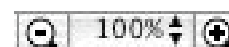
Magnifying part of your page can make it easier to arrange and manipulate graphics, especially when they're small.

- Also, if you choose **128% (92/72) zoom**, you can view your document at its actual size.

To **zoom in on a particular graphic**, select the graphic and use one of the zoom menus:

- **Format->Zoom->value**
- The **Zoom Controller menu** at the bottom of the document window

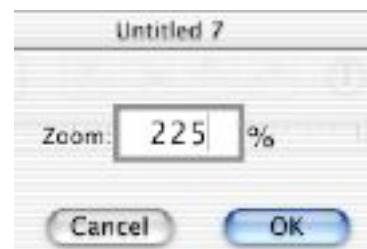
Zoom Controller



To **zoom in or out a particular amount** that is not included in the Zoom menus, use the **Zoom Controller menu** and select **Set...** Enter a zoom percentage in the **Zoom dialog**. This zoom value will be included in the Zoom Controller menu until you clear the menu.

- To **clear the Zoom Controller menu** for the current document and all documents you create or open after you clear the menu, press the **Command key** while you click the **Zoom Controller menu** and select **Set...** The document will remain at its current Zoom, but the menu will be cleared of all other custom zoom amounts.

Zoom Dialog



## Zooming (page 2)

To zoom in or out in increments, use the Zoom menu commands (**Format->Zoom->Zoom Out (Cmd-^)** or **Zoom In (Cmd-%)**) or click on the **Zoom In or Zoom Out buttons** in the Zoom Controller. You will zoom in or out to the next value in the Zoom Controller menu.

To **zoom in on a particular area of your page**, use the **Pan-Zoom controller** in the Page Thumbnail window (**Tools->Page Thumbnails (Cmd-J)**).

- Click in the page thumbnail for the current page and **drag a Pan-Zoom rectangle around the area you want to zoom in**. The area in the rectangle will fill your document window, so the smaller the rectangle, the higher the zoom percentage.
- To **change the zoomed area**, click on the edge of the Pan-Zoom rectangle (the cursor changes to a hand) and drag the rectangle to a different area of the page.
- To **zoom back out to 100%**, press the **Command Key** while you click in the page thumbnail for the current page.
- The Zoom Controller menu includes the custom zoom percentages created by the Pan-Zoom rectangle.



## Locking

Graphics can sometimes interfere with other graphics when you're arranging them on the page. It can be useful to **temporarily prevent some graphics from being selected** so you can manipulate other graphics.

To **lock a graphic so it cannot be selected or modified in any way**, select the graphic and choose **Format->Layering->Lock (Cmd-L)**. If the Rulers are visible, click on the **Lock button** in the horizontal ruler.



To **unlock all locked graphics that are not on locked Page Layers**, choose **Format->Layering->Unlock (Shift-Cmd-L)** or click the **Unlock button** in the horizontal ruler.

To **control the locking and unlocking of groups of graphics**, use [Page Layers](#).



## Page Layers

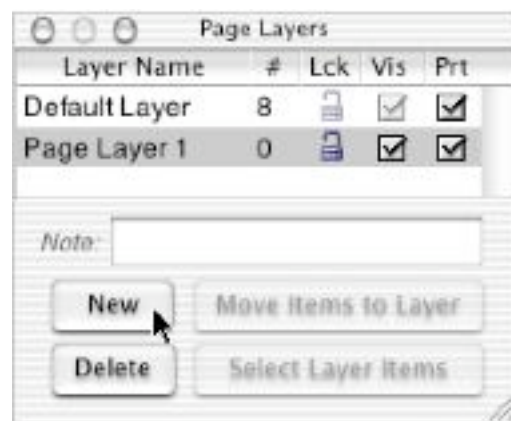
Page Layers allow you **to organize the graphics on a page into conceptual groups** that can be locked, unlocked, made invisible or visible, and made printable or not printable. Page Layers are particularly useful for organizing complex drawings with many graphics.

- **All pages have a Default Layer.** You can rename this layer, but you cannot lock it, delete it or make it invisible.

To bring up the **Page Layer** window, choose **Tools->Page Layers...** (**Option-Command-L**) or choose **Page Layers** from the **Page contextual menu**.

To **make a new layer**, click the **New button**. The new Page Layer will be named according to how many Page Layers there are. For example, if there is one Page Layer other than the Default Layer, the next Page Layer will be named Page Layer 2.

To **rename a Page Layer**, **double-click** on its name and edit the text. When you're done, press the **Tab key** to end editing.



## Page Layers (page 2)

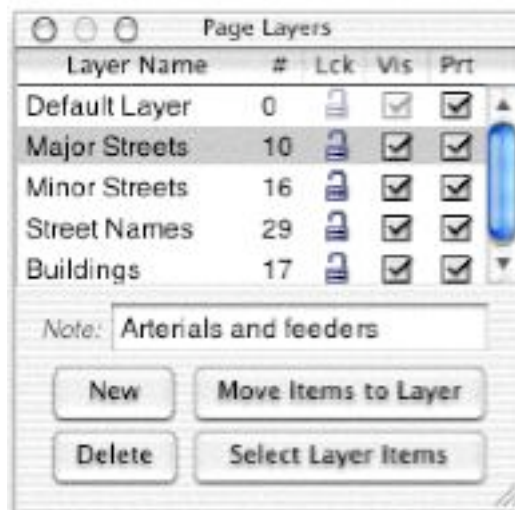
To **select a Page Layer**, click on it.

To **add a note or comment to a Page Layer**, select the Page Layer and type text in the **Note text field**.

To **delete a Page Layer**, select the Page Layer and click the **Delete button**. If the Page Layer contains graphics, you'll be given a chance to cancel, keep the graphics by moving them to the Default Layer, or delete the Page Layer and its graphics.

- If you delete a locked layer and keep the graphics, the graphics will remain locked.

To **move graphics to a Page Layer**, select the graphics you want to move, select the Page Layer you want to move them to, and click the **Move Items to Layer button**.



## Page Layers (page 3)

To **add new graphics to a Page Layer**, select the Page Layer and then create or add new graphics. New graphics are always added to the selected Page Layer unless that layer is locked. If the selected Page Layer is locked, new graphics are added to the Default Layer.

To **select all the graphics on a Page Layer**, select the Page Layer and click the **Select Layer Items button**. If all the graphics on the Page Layer are already selected, the button will be disabled.

To **make some graphics not print and not export to HTML**, put them on a separate Page Layer and make the layer non-printable by **unchecking the Print checkbox**.

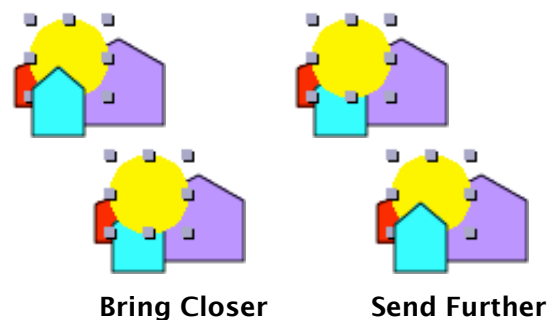
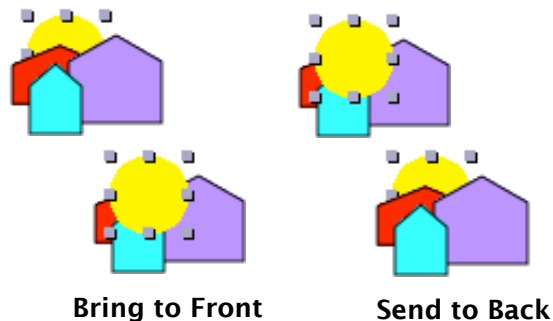
- For example, the CD Template Page (included in Library Resources) puts the CD outlines on a non-printable Page Layer. The contents of the label will print, but the outlines won't.

To **make some graphics invisible**, put them on a separate Page Layer and make the layer invisible by unchecking the **Visible checkbox**.

## Layers (Placement Front to Back)

Each graphic has a **front to back position on the page**. You can imagine that each graphic is on its own sheet of acetate and the page displays all these sheets layered on top of each other. As you create each graphic, it is placed on top of the other graphics. To change this order, use menu commands or buttons on the Ruler.

- To bring the selected graphic or graphics **to the very front**, choose **Format->Layering->Bring to Front** (Cmd->).
- To move the selected graphic or graphics **to the back**, behind all the other graphics, choose **Format->Layering->Send to Back** (Cmd-<).
- To bring the selected graphic or graphics **one position forward**, choose **Format->Layering->Bring Closer** (Cmd-+).
- To move the selected graphic or graphics **one position further back**, choose **Format->Layering->Send Further** (Cmd--).
- If the **Ruler** is visible, you can also use the layering buttons on the Ruler.



## Grid

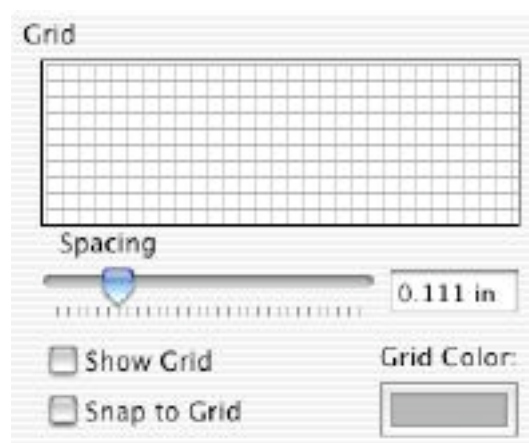
Using the grid is like **working with non-printing graph paper** to help you accurately place and size graphics.

The grid can be visible or invisible.

To **make the grid visible**, choose **Format->Grid->Show Grid (Option-Cmd-G)** (which changes to **Hide Grid** if the grid is already visible). You can also bring up the View Info pane (**double-click** in an empty area of your document) and check the Show Grid checkbox.

To **change the size of the grid**, use the **Spacing slider** in the View Info pane or enter a value directly into the text field. The grid spacing is shown in your current units selection.

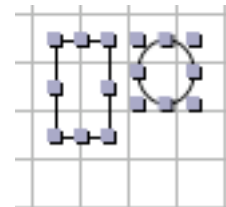
To **change the color of the grid**, use the **color well** in the View Info pane.



## Grid (page 2)

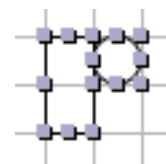
To **make the grid affect your drawing**, choose **Format->Grid->Snap to Grid On (Shift-Option-Command-G)**. Snap to Grid can be on even if the grid is invisible.

- **Drawing:** With Snap to Grid on, all the handles on your new graphic will automatically move to grid points as you draw.
- **Moving:** With Snap to Grid On, dragging the graphic will move in grid increments. That is, if the grid is set to .25 inch, the graphic will move .25 inches at a time.
- **Reshaping:** With Snap to Grid On, all handles and points will snap to grid points as you move them. This includes the control handles on Spline points.
- **Snap To Grid** can be toggled by pressing the **Command key** as you drag an object or handle. If Snap to Grid is on, pressing the **Command key** will turn it off temporarily. If Snap to Grid is off, pressing the **Command key** will turn it on temporarily.



To **force graphics to both resize and move so that their bounding boxes align to the grid:**

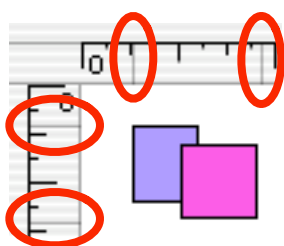
1. Select the graphics.
2. Choose **Format->Grid->Grid Selected Graphics**.



## Ruler

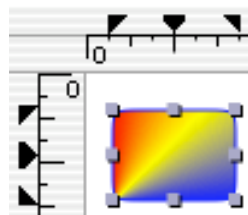
To **make vertical and horizontal rulers visible in your window**, choose **Format->Show Rulers (Cmd-R)**. If Rulers are already visible, this command changes to **Hide Rulers**.

You can also click the **button** in the upper right hand corner of the document window's title bar to show and hide the rulers.



### Positioning graphics:

- When you drag a graphic, the ruler indicates the graphic's current position. When you drag more than one graphic, it shows the position of the bounding box enclosing the selected graphics.
- You can also move a graphic by dragging on a graphic's position indicator in the Ruler.



## Ruler (page 2)

### Shortcuts:

- **Tool Box:** You can show or hide the Tool Box with the Tool button.
- **Units:** You can select the current measurement units using a popup menu on the horizontal ruler.
- **Lock/Unlock:** You can lock selected graphics or unlock all graphics by using the Lock buttons.
- **Layering:** You can use the Layering buttons to change the front-to-back ordering of selected graphics.
- **Guides:** Guides are only visible and active when the Ruler is visible.
- **Info Window:** Bring the Info window to the front with the Info window button.





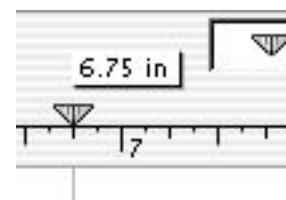
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## Guides

Use Guides to **help you align objects** and to **help you organize a page layout**. Guides do not print and are only visible and active when the Ruler is visible.

- To **add a vertical Guide** to your page, click and drag the vertical guide indicator from the guide well in the horizontal ruler to the point on the ruler where you want the Guide.
- To **add a horizontal Guide** to your page, click and drag the horizontal guide indicator from the guide well in the vertical ruler to the point on the ruler where you want the Guide.
- To **move a guide**, drag the guide indicator along the ruler.
- To **delete a guide**, drag the guide indicator off the ruler.
- To **add guides to multiple pages**, place the guides on a Master Layer and apply the Master Layer to those pages. This is useful for consistent formatting for a multi-page document.

Vertical Guide Indicator



Graphics will **snap to Guides** when they're being created, moved, or resized.

- To **set the how close a graphic's handle must be before it snaps to a Guide**, bring up **Create->Preferences->Misc** and enter a value in the **Gravity field**. This will affect snapping to Guides and snapping to points.

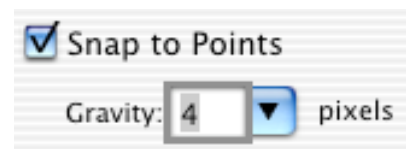
## Snap To Point

Snap to Point makes it easy to **line up parts of graphics with each other**. When Snap to Point is active, dragging a point to within the **Gravity distance** of another point will make the points snap together.

To **set Snap to Point**, bring up Preferences and click the Misc tab. Check the **Snap to Point checkbox** and select a value for the **Gravity text field**. The default is 4 pixels.

**Note:** the Gravity value also affects snapping to Guides.

Snap to Point is particularly useful when working with Splines and Multi Lines.



## Alignment

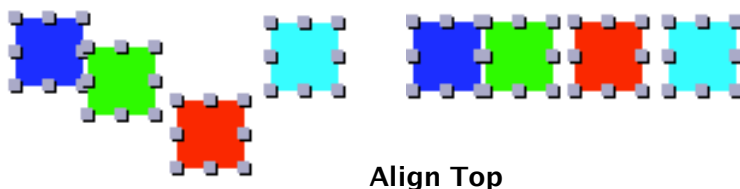
Use the **alignment commands** in the Format menu to arrange graphics in relationship to each other.

To **align graphics**, select the graphics (there must be more than one selected) and choose which edge you want to line up.

**All of the alignment commands align to a reference object:**

- If all objects were selected by dragging a selection rectangle, the reference object is the topmost selected object.
- If one object is selected first and the others are added to the selection, the reference object is the first selected object.

This allows you to control which graphic the other graphics line up on.

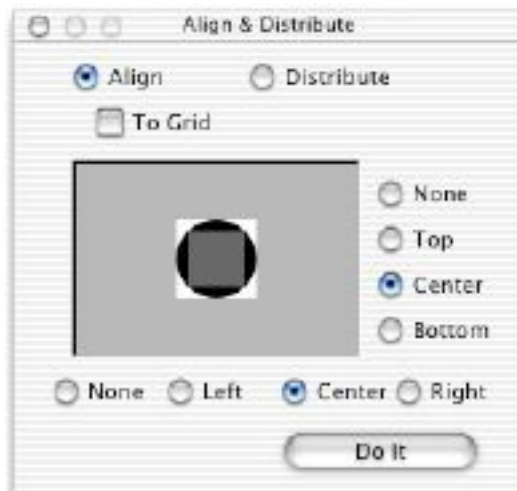


The **alignment commands** let you align on one dimension at a time. To align on both horizontal and vertical dimensions, use the **Align and Distribute window**.

## Alignment (page 2)

To align graphics using the **Align and Distribute** window:

1. Select the graphics (see previous page for choosing a reference graphic). You must select two or more graphics.
2. Bring up the **Align & Distribute** window (**Format->Align and Size->Align & Distribute...** (Cmd-D)).
3. Click the **Align** radio button. (See [Distribute](#) for more information on the **Distribute** option.)
4. Choose the alignment you want. The **Align & Distribute** window gives you visual feedback on your choices.
5. Click the **Do It** button.

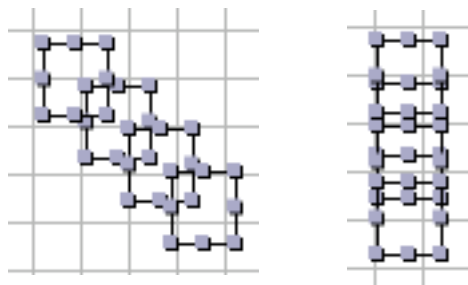


Align Centers on  
Horizontal and Vertical

## Alignment (page 3)

To **align graphics to the grid** as well as to each other, check the **To Grid** checkbox.

- This **first aligns the reference graphic** to the grid by the edge or edges chosen in the Align & Distribute window and **then aligns the other graphics** to the reference graphic.



Align Left Edges  
and Snap To Grid

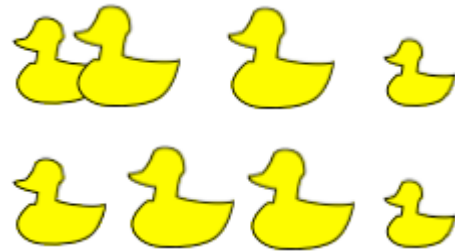
To **apply the same alignment options to a new set of graphics**, select the graphics and click the **Do It** button. If the Align and Distribute window isn't visible, use **Format->Align and Size->Align & Distribute...** (Cmd-D).

## Distribution

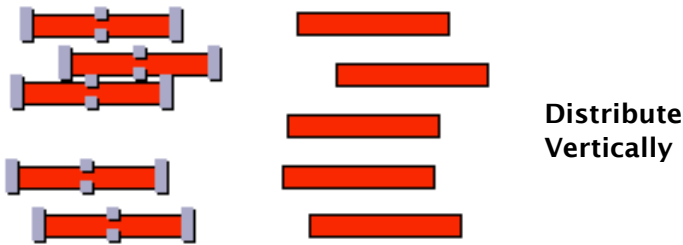
To **evenly space graphics**, use the Distribution option in the Align & Distribute window (**Cmd-D**).

You must have at least three graphics selected.

- When you **distribute horizontally**, the objects are evenly distributed between the left-most and right-most objects.
- When you **distribute vertically**, the objects are evenly distributed between the top-most and bottom-most objects.



Objects Distributed  
Horizontally on Centers

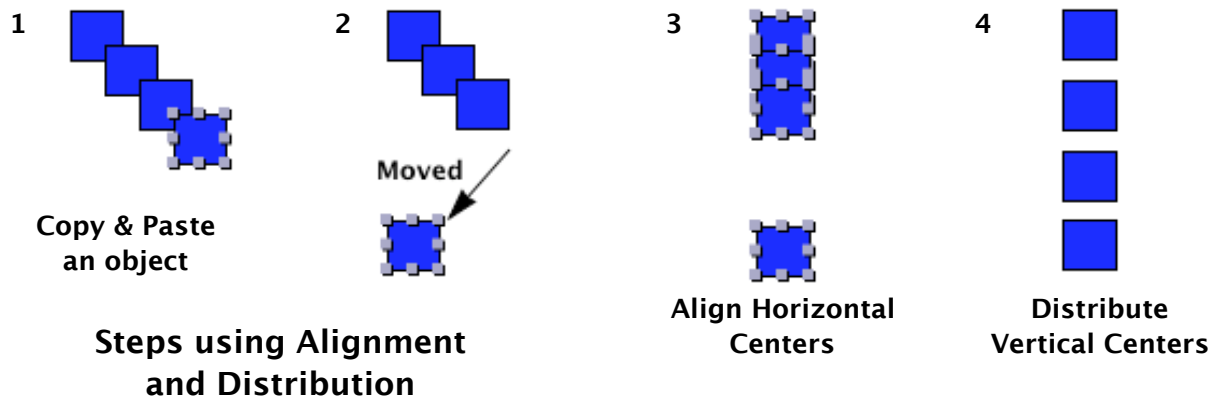
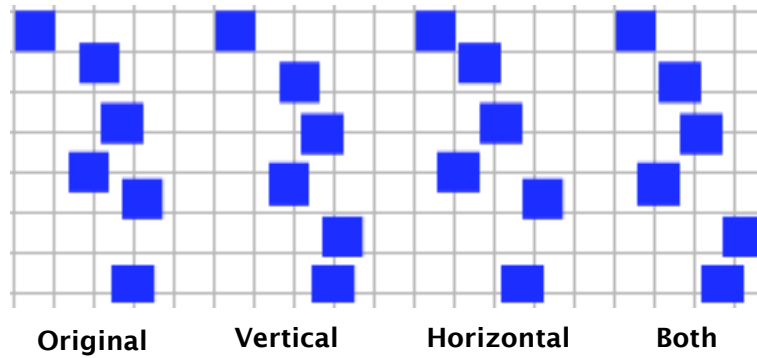


Distribute  
Vertically

## Distribution (page 2)

If you **distribute in both directions**, the horizontal and vertical placement is determined independently.

- Each object's placement is also determined by the horizontal (left, center, right) and vertical (top, center, bottom) settings.



---

# Modifying Graphics

Once you've made graphics using Create's tools, you can modify their appearance. Create provides a number of tools that let you completely change how graphics look.

- Effects
- Effects: Deleting and Modifying
- Effects: Copying
- Effects: Saving
- Effects: Applying
- Effects: Stroke
- Effects: Stroke Antialias
- Effects: Stroke: LineCap
- Effects: Stroke: LineJoin
- Effects: Stroke: Other
- Effects: Stroke: Open
- Effects: Stroke: Dash
- Effects: Stroke: Arrow
- Effects: Stroke: Neon
- Effects: Fill
- Effects: Fill: Antialias
- Effects: Fill: Pattern
- Pattern Editor
- Effects: Fill: Blend
- Effects: Multiple
- Resizing
- Scaling
- Rotating
- Rotate Tool
- Flipping
- Shearing
- Aftereffects
- Aftereffects: Matrix
- Aftereffects: Rose

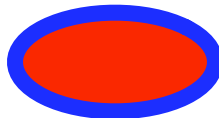


# Effects

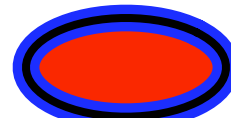
Every graphic shape can have one or more effects.



1 Effect: Stroke

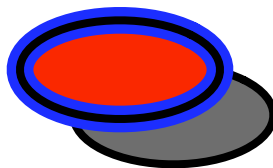


2 Effects: Simple Fill  
and Stroke



3 Effects: 1 Simple Fill  
and 2 Strokes

Effects apply to the stroke (the outline) and the fill (the interior of the object). In addition, **each object can have one multiple effect**.



5 Effects: 2 Simple Fills,  
2 Strokes and 1 Multi

To **add an Effect to a graphic**:

1. Select the graphic.
2. Go to the Effects Info pane (**Shift-Cmd-I** and click the **Effects** tab).
3. Click on the kind of effect you want to add. If the button is disabled, that effect cannot be added to the selected graphic. If the graphic already has a Multiple effect, the Multiple button will be disabled.
4. Use the controls in the Effect Info pane to modify the effect.



## Effects (page 2)

To **delete an Effect from a graphic**:

1. Select the graphic.
2. Go to the Effects Info pane.
3. Click on the Effect you want to delete.
4. Click the **Delete** button.



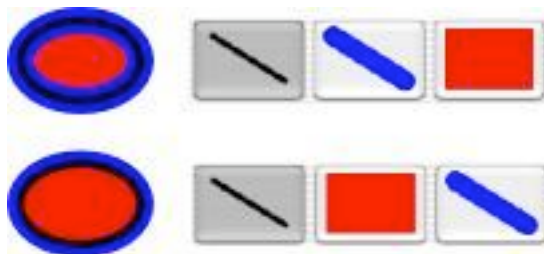
**Note:** Many graphics must have one effect in order to be visible. If that is the case, you will be unable to delete the last effect.

To **modify an Effect**:

1. Select the graphic.
2. Go to the Effects Info pane.
3. Click on the Effect.
4. Change the Effect by using the controls in the Effect Info pane.

Stroke and Fill Effects can be reordered. By reordering the effects, you can get different appearances.

- To **reorder effects**, click and drag on the effect icons.



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## Effects (page 3)

To **apply the Effects on one graphic to other graphics**:

1. Select the graphic with the Effects you want to apply.
2. Choose **Edit->Copy Effects (Option-Command-C)**.
3. Select one or more graphics that you want to have the same Effects.
4. Choose **Edit->Paste Effects (Option-Command-V)**. This replaces the current Effects with the pasted Effects.

You can also use the **selected graphic contextual menu** to copy and paste Effects:

1. Select the graphic with the Effects you want to apply.
2. Control- or right-click to bring up the contextual menu.
3. Choose **Copy Effects**.
4. Select one or more graphics.
5. Control- or right-click to bring up the contextual menu.
6. Choose **Paste Effects**.

You can also use the **Image Well** to apply the Effects on one graphic to another graphic.

1. Select the graphic whose Effects you want to use.
2. Choose Effects from the Image Well menu.
3. Drag from the Image Well to the graphic you want to have the same Effects. This adds the dragged Effects to the Effects already on the graphic.

## Saving Effects

**Effects are saved as sets:** that is, you can save all of the Effects on a graphic.

To **save the Effects on a graphic to Library Resources**:

1. Select the graphic.
2. Choose Effects from the Image Well menu.
3. Drag from the Image Well to the Library Resource window.

To **save the Effects on a graphic to a file**:

1. Select the graphic.
2. Choose **File->Save Other->Save Effect....**
3. Select a location for the .effect file in the Open dialog. By default, the Open dialog shows your Effects folder in Library Resources.

To **save an individual Effect**, make a graphic with just that Effect.

## Using Saved Effects

To **apply saved Effects to a graphic**, drag the Effects from the Library Resources window to the graphic. The saved Effects will replace the graphic's current Effects. You can also drag a .effects file from the Finder.

To **add the saved Effects to the graphic** (instead of replacing the current Effects), press the **Option key** as you drag and drop the Effects.

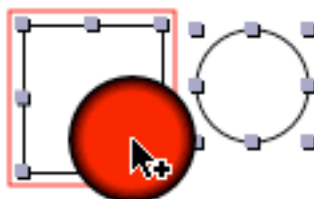
To **apply the saved Effects to multiple graphics**:

1. Select the graphics.
2. Press the **Command key** as you drag and drop the saved Effects.

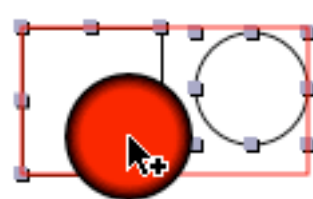


Applying Effect to one graphic

Applying Effect to multiple graphics



Without the Command key



With the Command key

## Effects: Stroke

### Stroke width

To set the stroke width, use the **stroke width controller**. You can click and drag, or enter a value directly into the value field by double-clicking on it, typing in a value, and pressing the **Return** key.



### Stroke color

To change the stroke color, select the stroke effect and click on the edge of the **color well**. This will bring up the **Color dialog**.



---

## Effects: Stroke – Antialias

By default, strokes are antialiased. You can turn off antialiasing for a stroke by unchecking the **antialias checkbox**.



## Effects: Stroke – Line Cap

To **control the appearance of the stroke end**, use the **Line Cap controls**. This applies to Stroke effects on Straight Line, Freehand, Spline, Multi Line, and Star graphics.



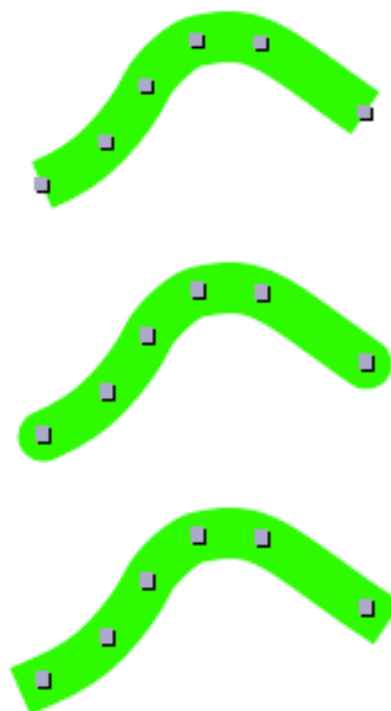
**Chopped:** The line is squared off at its end point; there is no projection beyond the end of the path.



**Round:** A filled semicircular arc is drawn around the end point.



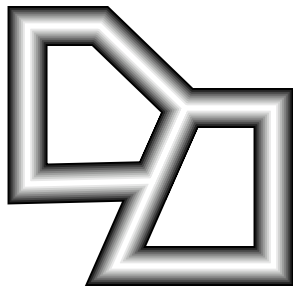
**Projecting square:** The line is squared off beyond the end point at a distance equal to half the line width.



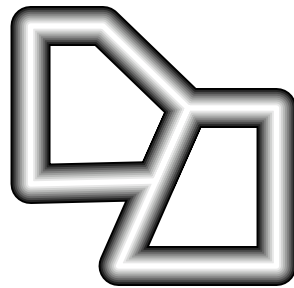


## Effects: Stroke – Line Join

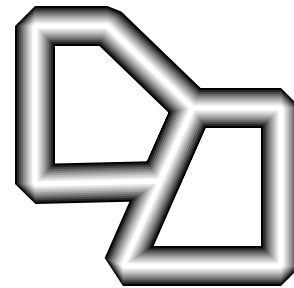
To **control the appearance of corners** on Rectangle, Arc, Star, Freehand, Spline, and Multi Line graphics, use the **Line Join controls**.



Miter

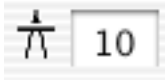


Round



Chop

## Effects: Stroke – Miter Limit / Line Flatness

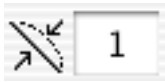


**Set Miter Limit** applies to Multi Line, Arc, and Star graphics and is used only when a Miter Line Join is applied. It **limits the length of the "spikes" produced when line segments join at sharp angles**. The default is 10, which gives a **miter cutoff below 11 degrees**. This means that any angle less than 11 degrees will have a bevel rather than a miter join.



Miter Limit 10

Miter Limit 2



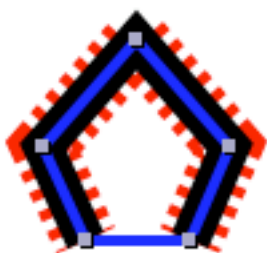
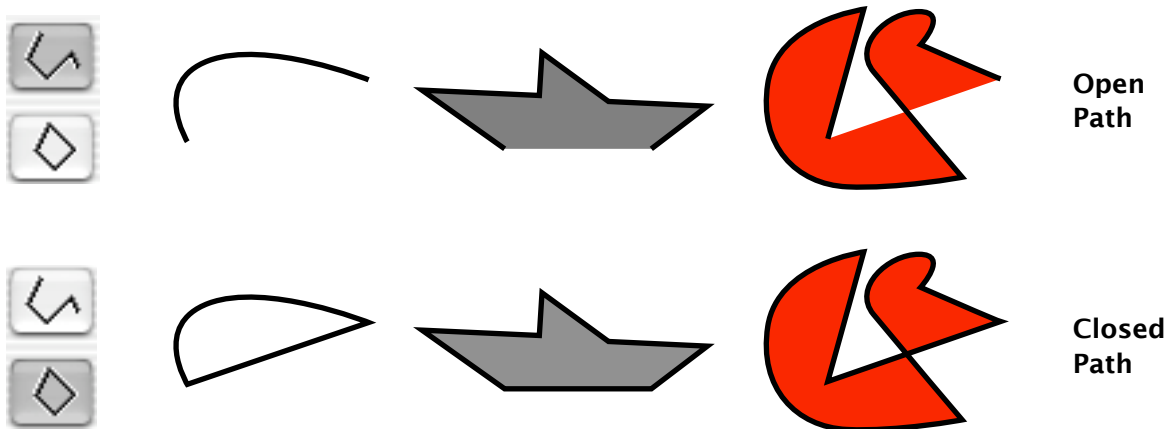
**Set Line Flatness** applies to Circle, Rounded Box, Arc, and Spline graphics. It controls the accuracy with which curved path segments are drawn. A higher number makes the curves "flatter".

The purple stroke has a line flatness of 10; the black stroke has a line flatness of 1.

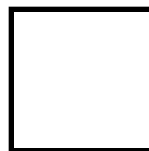


## Effects: Stroke – Open/Closed

A **closed stroke** has a straight line between its start and its end points.



A graphic with  
open and closed  
stroke effects



Objects made with the  
rectangle, circle, round  
box and star tools do not  
have start and end points

- A graphic can have both open and closed strokes.
- Some graphics do not have start and end points, so the **Open and Close Stroke buttons** don't appear.
- You can also decide whether you want your strokes to be open or closed by default in [Preferences](#).

## Effects: Stroke – Dash

To **make a stroke effect into a dashed stroke**, choose the stroke effect and click on the **Dash button** to bring up the **Line Dash Editor**.

- You can select one of the premade dash patterns or create your own.

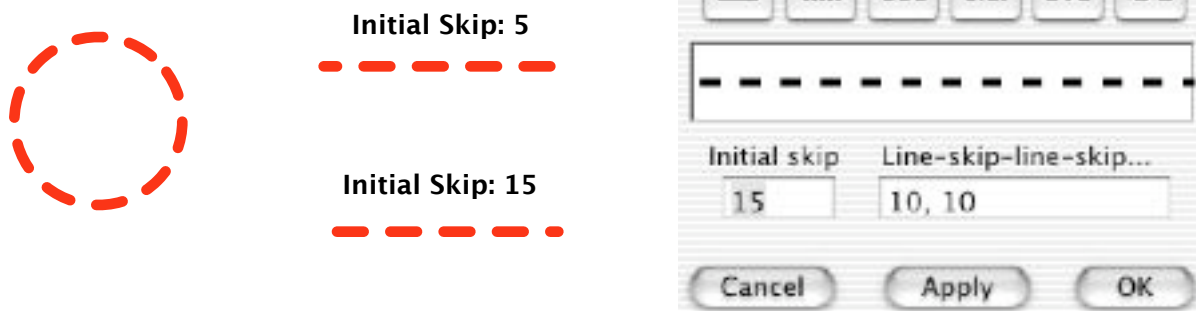
To **create your own dash pattern**, enter a series of numbers into the **Line-skip** field.

The **first number** is the length of the first dash.

The **second number** is the length of the first gap, etc.

- To have **dashes and gaps of equal lengths**, enter a single number.
- To have **dashes of one length and gaps of another**, enter two numbers.
- For **longer patterns**, enter more numbers.

To **make the dash pattern start somewhere other than the beginning**, enter a value into the **Initial Skip** field. For example, if you have a dash of 10 and a gap of 10, and you enter 10 into the Initial skip field, the dash pattern will skip the first dash and start at the first gap.



## Effects: Stroke – Dash (page 2)

The **ends of each dash** use the current **Line Cap** setting.  
**Corners within the dashed line** use the current **Line Join** setting.

 Chopped Line Cap

 Round Line Cap

To **save a dash for future use**, select a graphic with the dashed stroke effect that you want to save. Select **Effect** from the Image Well. Drag from the Image Well to your Library Resource window or a Finder window.

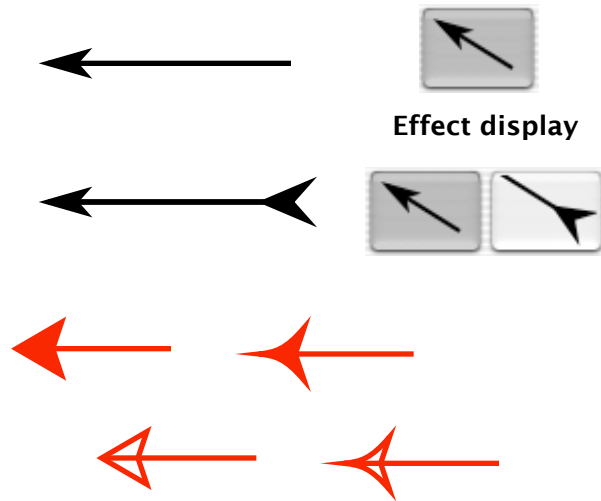
## Effects: Stroke – Arrow

To **add an arrow to your open stroke**, click on the **Arrow button** to bring up the **Arrow Editor**. If the Arrow button is not visible, the stroke is closed and cannot have an arrow added.

### Arrow Editor:

The Arrow Editor lets you **apply and modify arrows**. The image it displays is based on the current stroke characteristics.

- Choose **which end** should display your arrow. The start is the first point you created, the end is the last point created.
  - To have different arrows at the start and end, use two strokes.
- Choose whether to construct your arrow with **straight lines** or with **curves**.
- Choose whether your arrow is outlined or filled.

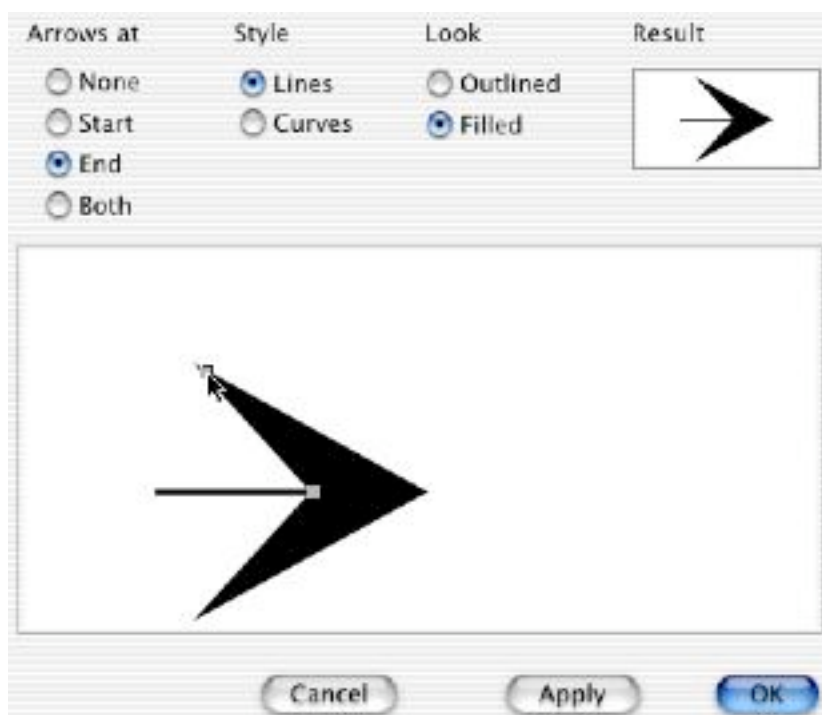


Arrow Display

## Effects: Stroke – Arrow (page 2)

To **save an arrow for future use**: select a graphic with the arrow effect that you want to save. Select Effect from the Image Well. Drag from the Image Well to your Library Resource window or a Finder window.

To **use a saved Arrow effect**, drag the effect from the Finder or Library Resources to a graphic.



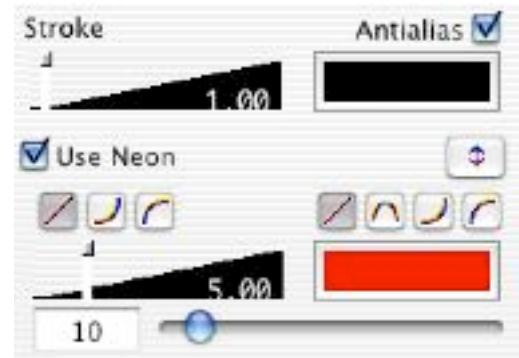
Drag the points in the Arrow editing area to reshape the Arrow

## Effects: Stroke – Neon

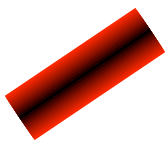
Neon is a **special two-color stroke**.

You can set:

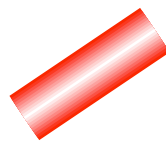
- The lower color and stroke width.
  - The upper color and stroke width.
  - The rate of transition between the lower and upper stroke color.
  - The rate of transition between the lower and upper stroke width.
  - The number of steps in the transition.
- By varying these factors, you can make a variety of different strokes.



Default Neon settings



Lower Stroke width increased to 20



Upper Stroke color changed to white



Transition steps changed to 3

To **swap the upper and lower colors**, click the Switch Colors button.



To **save a Neon stroke effect for future use**: select a graphic using the neon stroke effect. Select Effect from the Image Well. Drag from the Image Well to your Library Resources window or a Finder window.



## Effects: Stroke: Neon (page 2)

The rate of transition between the lower and upper stroke width is set using the left side buttons.



The rate of transition between the lower and upper stroke color is set using the right side buttons.

The graphics below have a transition step of 3.



## Effects: Fill

### Simple Fill

To **add a Simple Fill**, click the **Fill button** in the Effects Info pane. The default Fill is a single color.

- You can also add a Simple Fill to an unfilled graphic by dragging a color from the **Color dialog** to the graphic. This is an easy way to quickly color a graphic.

To **select a color for the fill**, click on the edge of the color well and select a color from the Color dialog. Simple fills can have **alpha**; use the **Opacity slider** in the Color dialog.

**Note:** If the Opacity slider is not visible, check [Preferences](#) to make sure that **Allow Alpha Colors** is checked.

- You can also drag a color from the **Color dialog** directly to the graphic. That will change the color of the topmost fill effect.

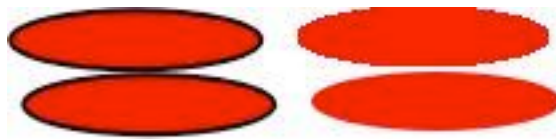


Drag a color from Color dialog onto a graphic

## Effects: Fill – Antialias

**By default, fills are not antialiased.** Graphics with fill effects often have stroke effects; since the strokes are antialiased, the fills don't need to be.

However, if you have a graphic that uses a fill effect without a stroke effect, you may wish to add antialiasing to the fill. To add antialiasing, check the Antialias checkbox.



If you have a stroke, fill antialiasing doesn't matter. Without a stroke, you can see that the top fill is not antialiased, while the bottom fill is.



Antialiased



Not Antialiased

## Effects: Fill – Pattern

To **add a Pattern Fill to a graphic**, select the graphic, click the **Fill button** in the Effects Info pane, and then click the **Pattern Fill Style**.

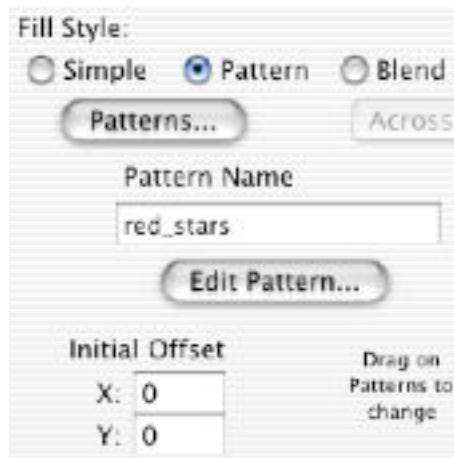
- You can also add a Pattern Fill to an unfilled graphic by dragging a pattern from Library Resources onto the graphic.

To **change the Pattern to another one in your Library Resources**:

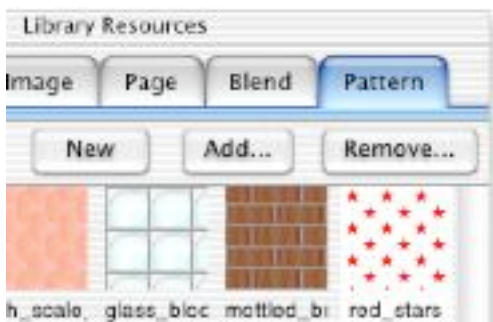
1. Click the **Patterns...** button or choose **Tools->Library Resources (Shift-Command-R)** and click the Pattern tab.

2. **Drag a pattern** from Library Resources onto the Pattern name field in the Effects Info pane.

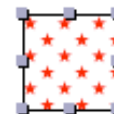
- You can also drag a pattern from Library Resources directly onto the graphic. This will change the top Fill effect to a Pattern fill using that pattern.



**Drag a Pattern from Library Resources into the Pattern Name field**



**Drag a Pattern from Library Resources onto a graphic**



---

## Effects: Fill: Pattern (page 2)

To **make a new pattern or change an existing pattern**, use the Pattern Editor.

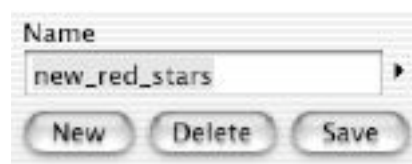
To **modify the pattern used by the selected Fill effect**:

1. Click the Pattern Editor button.
2. Edit the pattern using Create drawing tools.

To **modify a pattern saved in Library**

**Resources:**

1. Select a pattern in the Library Resource window and **double-click** on its name.
2. Edit and save the pattern.
  - If you want, you can save the pattern with a different name by typing a new name in the Pattern Editor's Name text field.
  - To **automatically select a new default name** (your user name followed by the next available number) click on the **triangle** on the right side of the field.



To **change the name of a pattern saved in Library Resources:**

1. Select a pattern in the Library Resource window and **double-click** on its name.
2. Type in a new name in the Name text field of the Pattern Editor.
3. Click the **Save button**.

## Effects: Fill: Pattern (page 3)

To **create a new pattern**:

1. Choose **Tools->Pattern Editor...** (**Shift-Option-Command-P**) if the Pattern Editor is not visible. If the Pattern Editor is active and already contains a pattern, click the **New button**.
2. Use the Pattern Editor to create and edit a new Pattern.

To **delete a Pattern**:

- Select the Pattern in Library Resources.
- Press the **Delete key**.
- Confirm your action in the dialog that appears.
- You can also **double-click** on the Pattern's name to bring up the Pattern Editor and click the **Delete button**. You will be asked to confirm.

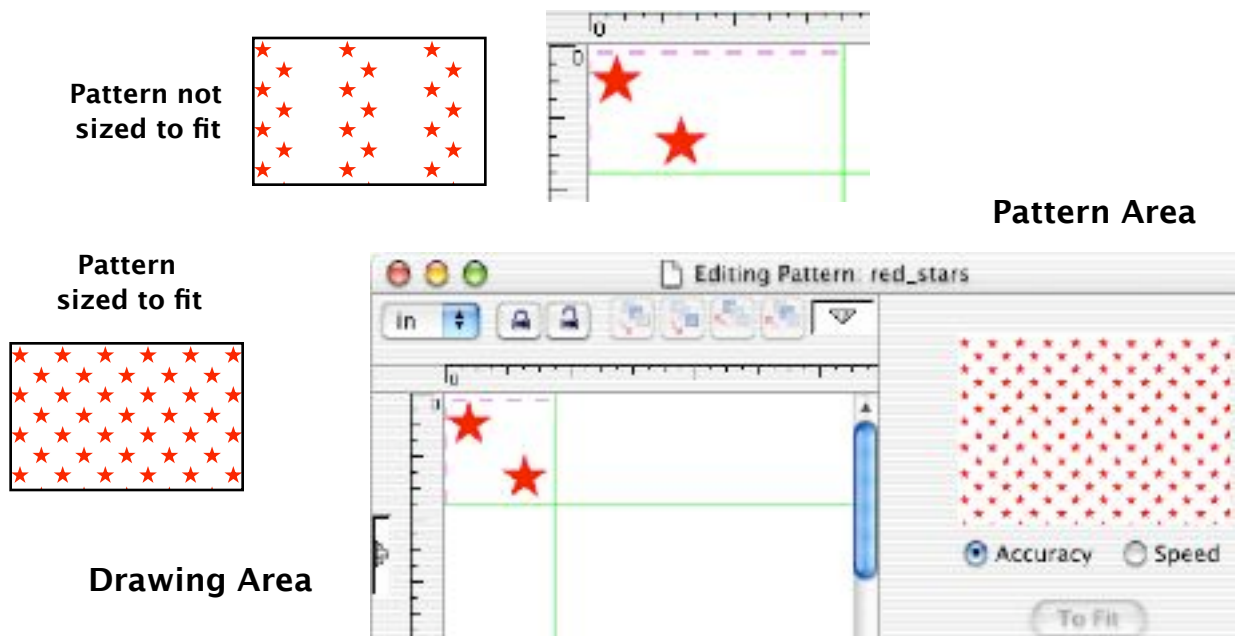
**Note: Patterns are applied by name.**

- **If you modify an existing pattern**, all graphics with Fill effects that use that pattern will display the modified pattern.
- **If you delete a pattern**, all Fill effects using that pattern will revert to the pattern named Default.
- **If you want to modify a Pattern without affecting graphics that use that pattern**, be sure to give it a new name.

## Effects: Fill – Pattern Editor

The Pattern Editor displays a **drawing area**. By default, it is zoomed to 400%. Choose **Tools->Pattern Editor...** (**Shift-Option-Command-P**) if the Pattern Editor is not visible.

- Use normal Create drawing tools to create and modify a Pattern.
- As you add graphics to the drawing area, the resulting pattern is displayed in the **pattern area**.
- You can use all Create tools and Effects except Pattern Fills.
- To **size the Pattern**, drag on the **pattern size lines**.
- To **size the Pattern to exactly fit the contents**, click the **To Fit** button.



## Effects: Fill – Pattern Editor (page 2)

### Choosing Speed or Accuracy

- **Speed** uses PDF tiled patterns.

Patterns draw quickly.

The pattern cannot be overlapped. It is clipped to the pattern size lines.

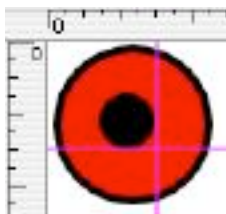
The pattern is not rotated, scaled or skewed when the graphic containing the pattern is.

- **Accuracy** draws the pattern without using tiling.

Patterns draw more slowly.

The pattern can overlap. Patterns can extend beyond the pattern size lines.

The pattern is rotated, scaled, and skewed when the containing graphic is.

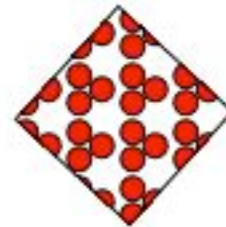
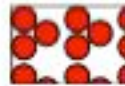
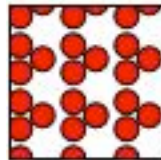


An overlapping pattern

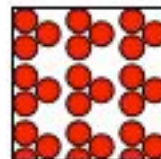
A Pattern set for Speed does not resize or rotate with graphic



Speed



Accuracy





## Effects: Fill – Pattern Editor (page 3)

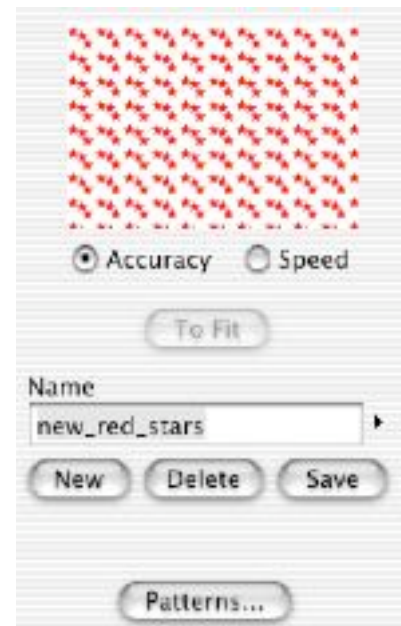
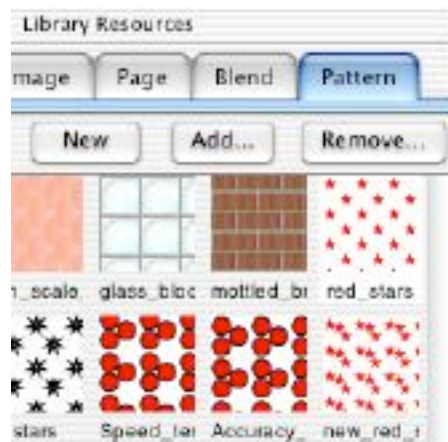
To **name your Pattern**, use the **Name** text field. When you make a new Pattern, a new unique name is automatically created. You can edit this to any name you want.

**Note:** If you give it the same name as another pattern, the other pattern will be replaced with the new pattern. All graphics using the old pattern will display the new pattern.

To **save your Pattern**, click the **Save button**. The Pattern will be saved in Library Resources.

To **automatically select a new default name** (your user name followed by the next available number) click on the **triangle** on the right side of the field.

To **save a Pattern to another folder**, drag it from the Library Resources window to a folder in a Finder window.



New Pattern appears in Library Resources

## Effects: Fill: Blend

A **Blend** is a range of colors. A **Blend Fill** uses the **Blend** and adds the number of steps, the direction of the Fill, and whether the Fill is solid or uses lines.

To **add a Blend Fill to a graphic**, select the graphic, click the **Fill button** in the Effects Info pane, and then click the **Blend Fill Style**.

To **choose a Blend Fill direction**, use the **dropdown menu**.

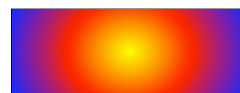
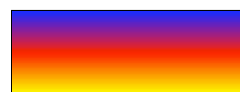
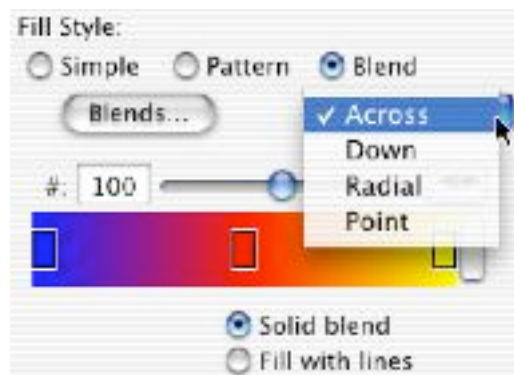
**Across:** Draws the Blend from left to right.

**Down:** Draws the Blend from top to bottom.

**Radial:** Draws the Blend in a radial pattern starting from the lower left corner of the graphic's bounding box.

**Point:** Draws the Blend in a circular pattern starting from the outside and working in towards the highlight point.

- To **set the highlight point**, click and drag in the **highlight controller**.



These Blend Fills use the same Blend set to different directions

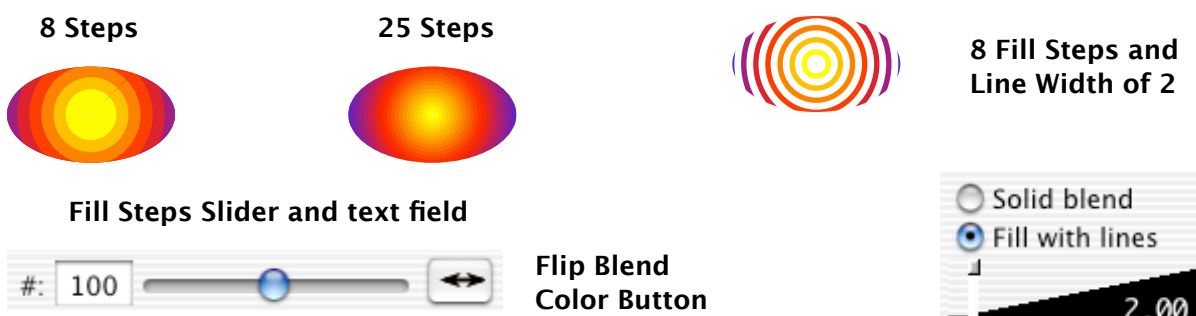


## Effects: Fill: Blend (page 2)

To **choose the number of fill steps**, use the slider or enter a value in the text field and press the **Return** key.

To **choose whether you want the fill to be solid or made up of lines**, click the appropriate radio button.

- If you select **Fill with Lines**, you can then select a line width. To **select a line width**, drag on the line width control or **double-click** in the line width text field, enter a value, and press the **Return** key.



To **choose a Blend from Library Resources**:

1. Click the Blends button.
2. Drag a Blend from the Library to the Blend in the Effects Info pane.
  - You can also drag a Blend from the Library Resources directly on to a graphic. If the graphic already has a Fill effect, the top Fill Effect will use the Blend. If the graphic does not have a Fill Effect, a Fill Effect using the Blend will be added to the graphic.

## Effects: Fill: Blend (page 3)

To **modify a Blend**:

A **Blend** is made up of **two or more color swatches**. There must be a **color swatch** at both the left and right ends of the **Blend Editor**. There can be as many color swatches as you want between the start and end points. Create generates the blend colors between the color swatches.

- To **add a color swatch**, drag a color from the **Color dialog** onto the Blend.
- Note:** To bring up the **Color dialog**, click the **button** at the right side of the Blend.
- To **move a color swatch**, drag it. Only middle swatches can be moved. If you click and drag on one of the end color swatches, you will make a copy of that swatch.
- To **copy a middle color swatch**, press the **Option key** as you drag it.
- To **change the color in a color swatch**, drag a color from the **Color dialog** directly onto the swatch.
- To **delete a color swatch**, drag it off the Blend. You cannot delete the start and end swatches.
- To **swap two color swatches**, drag one on top of the other.
- To **reverse the order of color swatches**, click the **Flip blend color button**.



---

## Effects: Fill: Blend (page 4)

### To **save a Blend**:

1. Select a graphic that uses the Blend you want to save.
2. Choose Blend from the Image Well menu.
3. Drag from the Image Well to a Finder window.

Create saves the file under the filename Blend\_<arbitrary number>.blend.

### To **save a Blend to Library Resources**:

1. Select a graphic that uses the Blend you want to save.
2. Choose Blend from the Image Well menu.
3. Drag from the Image Well to your Library Resources window.

You can also drag a Blend directly from the Blend Editor to your Library Resources window if the Blend pane is visible.

To copy a Blend from Library Resources to another file, drag the Blend from your Library Resources window to a Finder window.



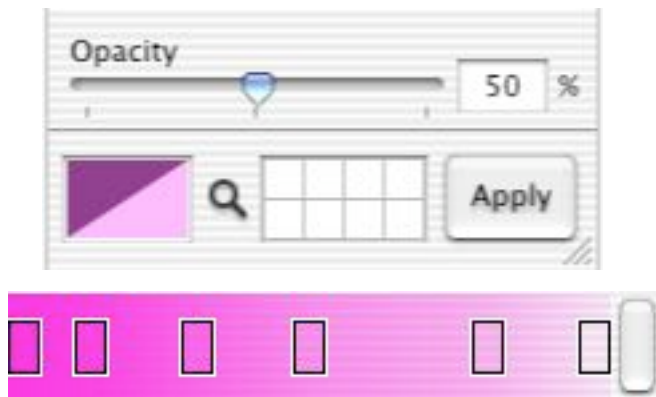
**Dragging a Blend  
from the Blend Editor**

## Effects: Fill: Blend (page 5)

### Alpha

The colors in a Blend can use alpha. This allows you to create **Blends that range from fully opaque to transparent**.

Set the Opacity in the Color Dialog



This Blend uses the same color with different levels of Opacity

## Effects: Multiple

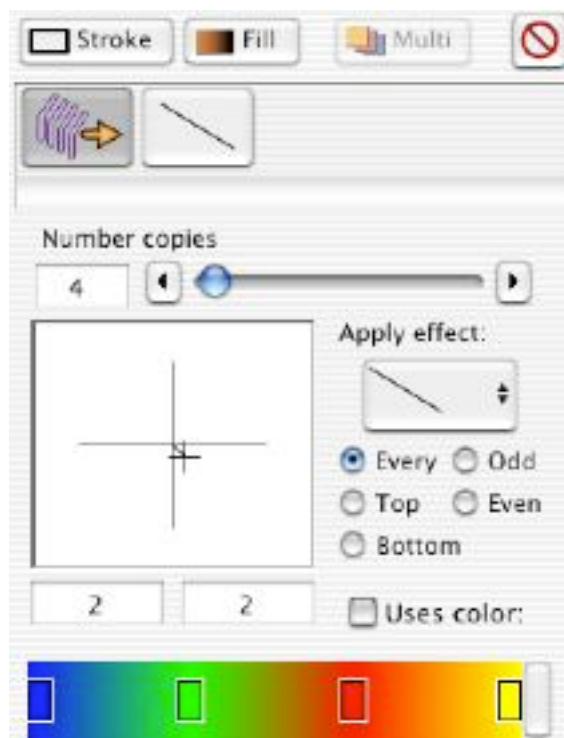
Use the Multiple effect to add three dimensionality or to achieve other special effects.

A graphic can have **only one Multiple effect**. Some graphics cannot have a Multiple effect.

To **add a Multiple effect**, select the graphic and click the **Multi button**. The Multiple effect is always placed before all the other effects.

You can set:

- The **number** of copies.
- The **direction** of those copies with respect to the original.
- Which **effects** will be applied to which copies.
- In addition, you can override an effect and have each copy use a single color from a Blend.



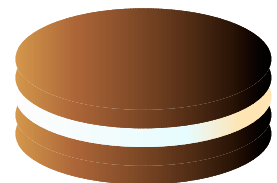
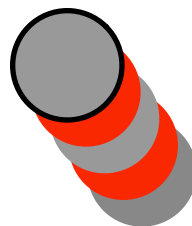
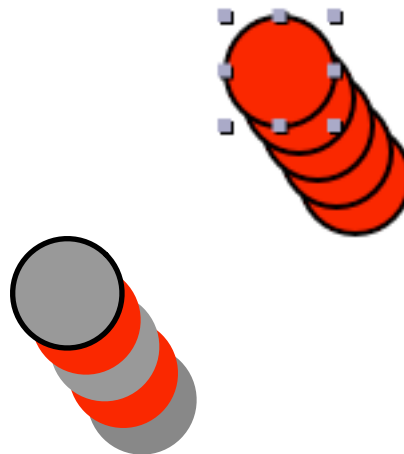
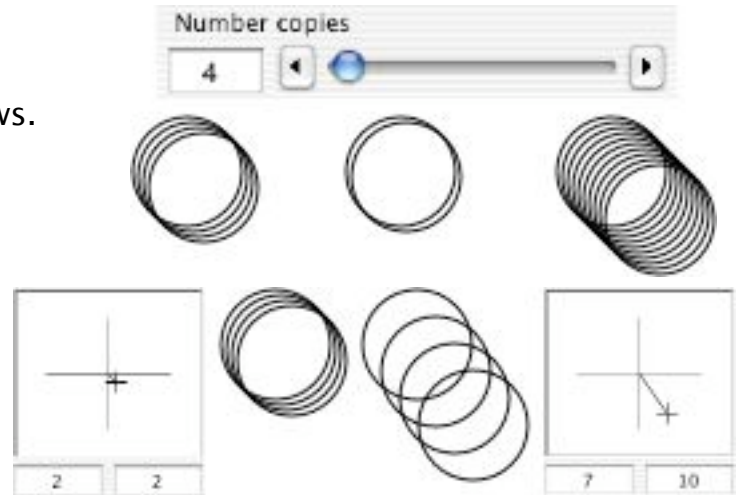
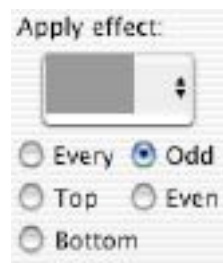
## Effects: Multiple (page 2)

To **set the number of copies**, use the slider, the text field, or the increment/decrement arrows.

To **set the offset of each copy**, click and drag in the **offset controller** or enter values in the text fields.

To **set which Effects will be applied to which copy**:

1. Choose an Effect from the **drop down menu**
2. Choose whether the Effect should be applied to all copies, the first copy, the last copy, all odd copies, or all even copies.



**Black Stroke applied to Top**  
**Gray Fill applied to Odd copies**  
**Red Fill applied to Even copies**

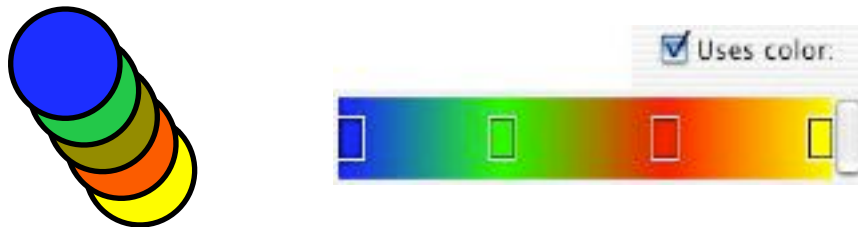


## Effects: Multiple (page 3)

To use single colors from a Blend for each copy:

1. Select an Effect from the **drop down menu**. This Effect will be overridden.
2. Click the **Uses Color checkbox**.
3. Edit the Blend or drag in a Blend from Library Resources.

**Note:** When you edit an Effect and you are using a Multiple Effect, each Effect Info pane will include a **Use Multiple Color checkbox**. This allows you to turn the override on and off when you're editing that Effect.



## Resizing and reshaping

To **resize or reshape graphics created with Create's tools**:

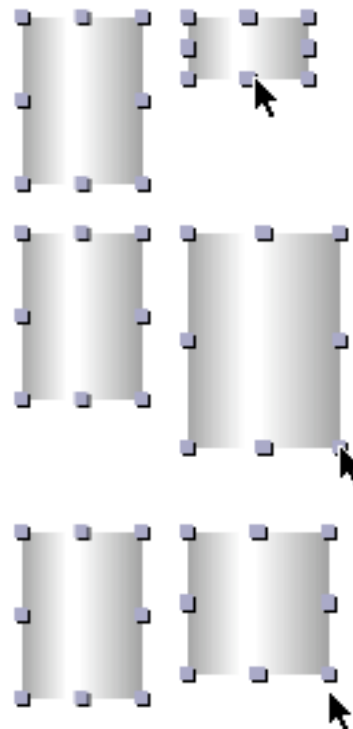
1. Select the graphic.
2. Click and drag on one of the graphic's control points.

To **resize both horizontally and vertically**, drag a corner point. To **resize in one direction**, drag an edge point.

To **resize in Grid increments** (if Snap to Grid is not checked), press the Command key while dragging a control point.

To **resize while constraining the object to its Natural Size**, press the Shift key as you drag a control point.

When you resize by dragging a control point, the graphic's current size is displayed in the Selection Status Area, and is updated as you drag.



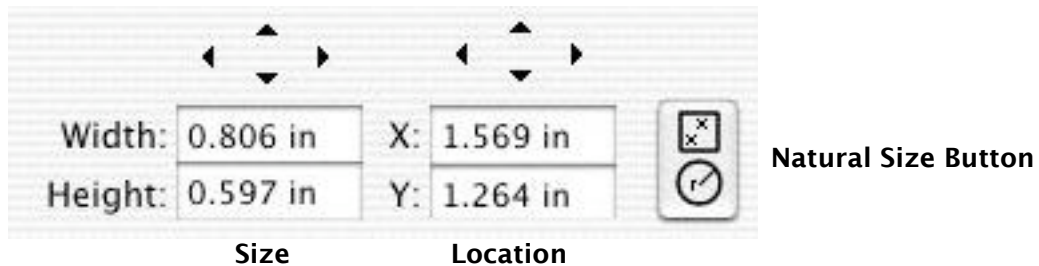
## Resizing and reshaping (page 2)

To **set a graphic to its Natural Size**, click the Natural Size button in the Size Info pane.

Natural Size varies with each graphic type; see a graphic type's [description](#) to determine what its Natural Size is.

**Note:** When you change the size of an **Image**, **FileImage**, or **Video** by dragging a control point, you are actually **scaling** it. You can return it to its original size by clicking the **Reset button** on the Size Info pane.

You can also **resize a graphic** by using the **width and height controls** on the Size Info pane. To **set an exact size**, enter values into the width and height text fields. To **change the size in one point increments**, use the **Nudge arrows** above the text fields.



## Scaling

Scaling **transforms the graphic's display size without changing the underlying size of the graphic**. When a graphic has been scaled, you can always return to its original size by returning the Scale to 100%. Scaling is expressed as an absolute percentage of the original object's size. The **default is 100%**.

- Scaling affects Stroke effects and some Pattern fills.



- You can scale a graphic directly using the Scale tool in the Tool Box or indirectly using controls in the Size Info pane.

## Scaling (page 2)

### Size Info Controls

To **scale graphics** using the Size Info scale controls:

1. Select the graphics you want to scale.
2. Use the controls to set the horizontal and vertical scale amounts.

To **force the horizontal and vertical scale amounts to stay in sync**, check the **Preserve Aspect Ratio checkbox**.

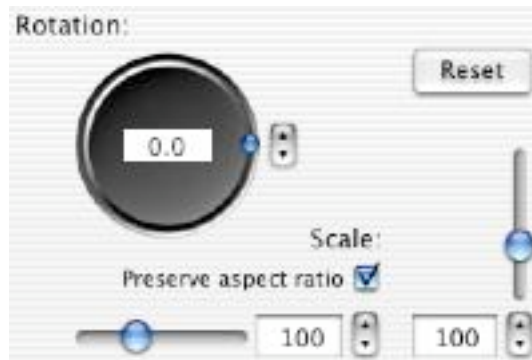
Drag the horizontal and vertical sliders to the scale amount you want.

To **set an exact scale amount**, enter a value into the text fields and press the **Return or Enter key**.

To **change the scale amount in 5% increments**, use the **arrow buttons**.

To **return the graphic to its original size**, click the **Reset button**. This also resets the Rotation and Skew controls.

To **return the scale factor to 100%**, press the **Command key** while you click on a scale slider. If **Preserve Aspect Ratio** is checked, both horizontal and vertical scale will return to 100%; otherwise, the slider you clicked will return to 100%.



## Scaling (page 3)



### Scale Tool

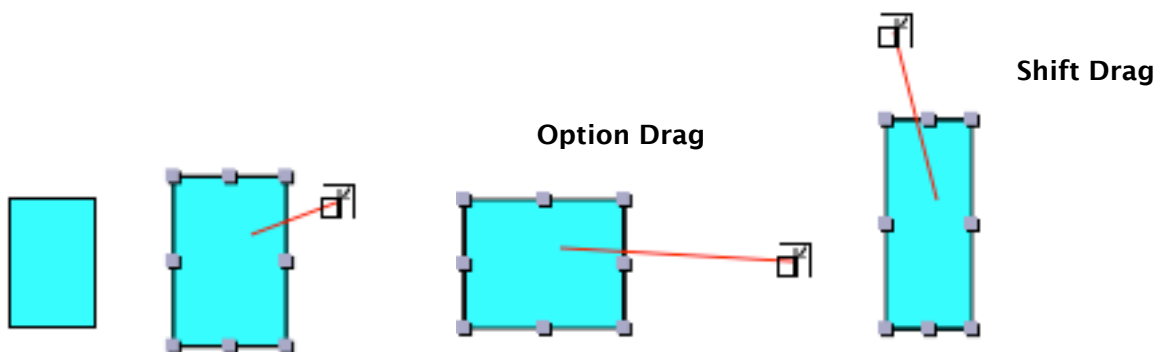
To **scale graphics** using the Scale Tool

1. Select the graphics you want to scale.
2. Click the Scale Tool.
3. Click and drag in your document. Dragging up or to the right increases the scale. Dragging down or to the left decreases the scale. Scaling is both horizontal and vertical.
4. To end scaling, click on another tool in the Tool Box.

To **scale horizontally only**, press the **Option** key while you drag.

To **scale vertically only**, press the **Shift** key while you drag.

**Note:** The scale tool works on selected graphics. If you click the Scale Tool when no graphics are selected, you can **temporarily change to the Selection Tool** by pressing the **Control** key.



## Rotating

You can rotate a graphic directly with the Rotate Tool in the Tool Box or indirectly using the controls on the Size Info pane.

- Rotate also rotates Blend fills and some Pattern fills.

### Size Info controls

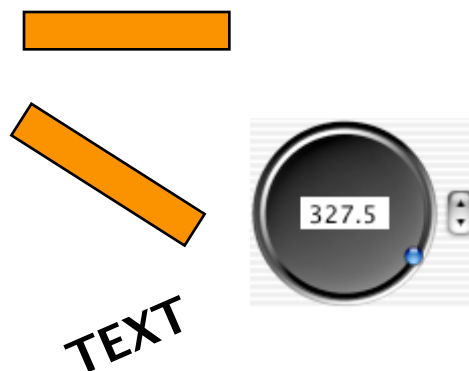
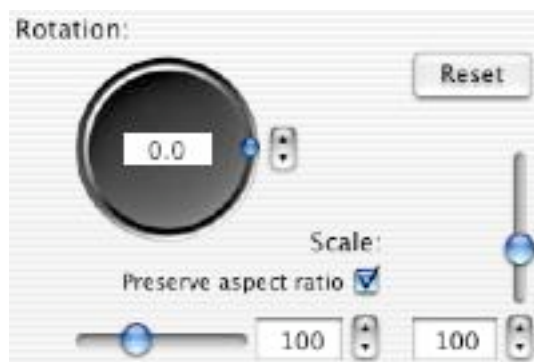
To **rotate all selected graphics to a set amount of rotation**, use the Size Info controls.

- Click and drag on the Rotation control to set all selected graphics to the same rotation.
- Click the **arrows** to change the rotation amount **1 degree at a time**.

To **set an specific rotation**, enter a value into the **Rotation text field**.

To **reset the rotation to 0 degrees**, click the **Reset button**. This **also resets the Scale, Flip, and Skew controls**.

To **reset just the rotation**, without affecting the other controls, **enter 0** into the rotation text field.



## Rotation (page 2)



### Rotate Tool

To rotate all selected graphics a specific number of degrees from their current rotation, use the Rotate Tool.

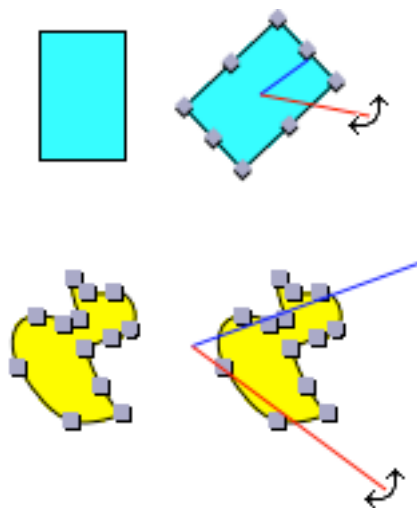
To **rotate graphics** using the Rotate Tool

1. Select the graphics
2. Click the Rotate Tool.
3. Click and drag in your document. Graphics will rotate in reference to a straight line drawn from where you initially clicked in the document to the center of the bounding box surrounding the selected graphics. You can see the angle in the **Selection Status Area** at the bottom of the document window.
4. To end rotating, select another tool in the Tool Box.

To **rotate in increments of 1 degree**, press the **Shift** key as you drag the Rotate Tool.

To **rotate in increments of 5 degrees**, press the **Option** key as you drag the Rotate Tool.

**Note:** The Rotate Tool works on selected graphics. If you click the Rotate Tool when no graphics are selected, you can temporarily change to the Selection Tool by pressing the **Control** key.



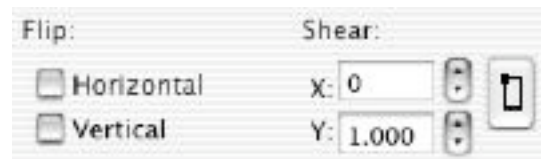
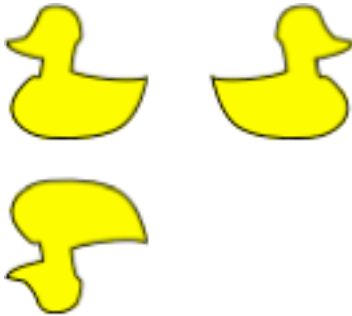


## Flip

To **flip a graphic horizontally around its vertical axis**, check the Flip Horizontal checkbox in the Size Info pane.

To **flip a graphic vertically around its horizontal axis**, check the Flip Vertical checkbox in the Size Info pane.

- **These controls flip the coordinate system for the graphic.** As a result, attempting to resize a flipped graphic by dragging on its control points can be frustrating. To **resize a flipped graphic**, use the controls in the Size Info pane.



TEXT TXET  
TEXT TXET

## Shear

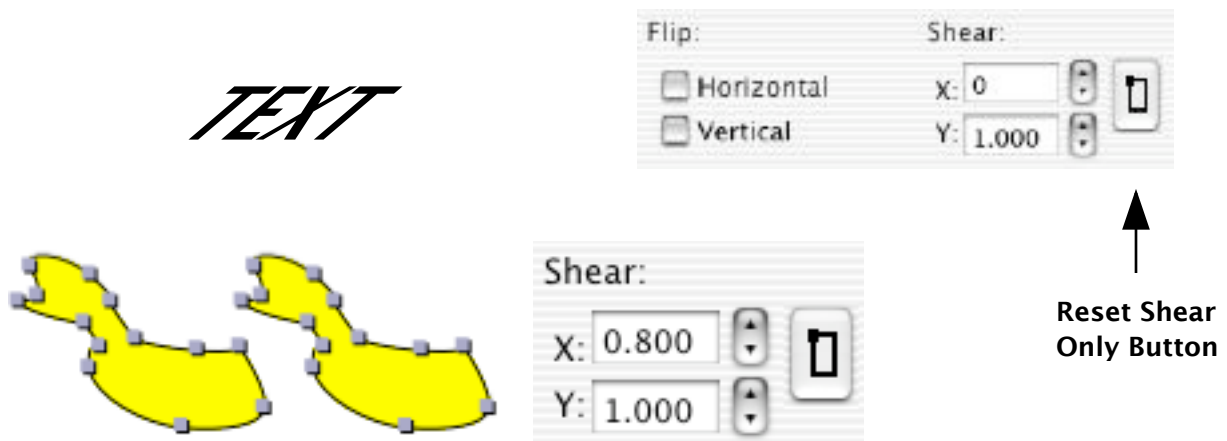
You can shear graphics directly with the Shear Tool in the Tool Box or indirectly using the controls in the Size Info pane.

### Size Info controls

To **shear all selected graphics to a specified amount**, use the controls in the Size Info pane.

1. Select the graphics
2. Set the vertical and horizontal shear by using the arrows or by entering values into the text fields.

To **reset the shear to its default values**, click the **Reset Shear Only button**. To reset the shear, rotation, flip, and scale, click the **Reset button**.



## Shear (page 2)

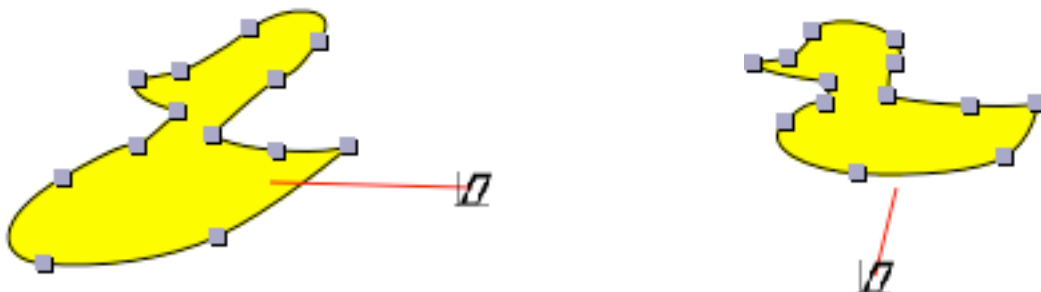


To **shear all selected graphics in relationship to their current shear**, use the Shear Tool.

1. Select the graphics.
2. Select the Shear Tool.
3. Click and drag in the document. Dragging vertically changes the Y shear. Dragging horizontally changes the X shear. To only change the X shear, press the **Option key** as you drag. To only change the Y shear, press the **Shift key** as you drag.

To **end shearing**, select another tool in the Tool Box.

**Note:** The Shear Tool works on selected graphics. If you click the Shear Tool when no graphics are selected, you can temporarily change to the Selection Tool by pressing the Control key.



# Aftereffects

**Aftereffects** are applied to your graphics after all effects, sizing, scaling, rotating, flipping, and shearing are applied. Although aftereffects appear to produce multiple copies of your graphics, there is **only one “real” graphic**. The others are images of your graphic and are totally dependent on the original graphic. The images produced by aftereffects are not selectable or editable. They change only when the original graphic is changed.



## Aftereffects: Matrix

To **duplicate your graphic in evenly-spaced multiple rows and columns**, use the Matrix aftereffect. The original graphic is the upper left hand graphic.

To **add the Matrix aftereffect to a graphic**:

1. Select the graphic.

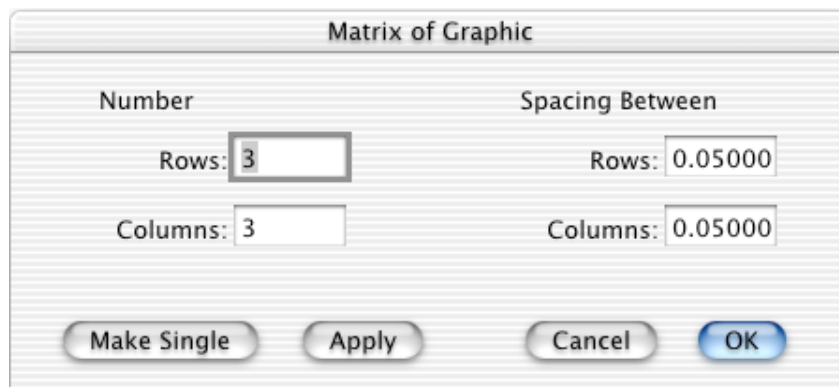
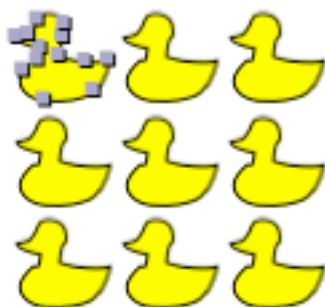
**Note:** Aftereffects can only be applied to one graphic, but the graphic can be a Scaleable, Box, or Mask Group <LINK>. If you use a Box Group, the graphics that make up the group can still be edited.

2. Choose **Object->Matrix...** or click the **Matrix button** on the Object Info pane. This brings up the **Matrix of Graphic window**.

3. Enter the number of rows and columns and the spacing between the rows and columns.

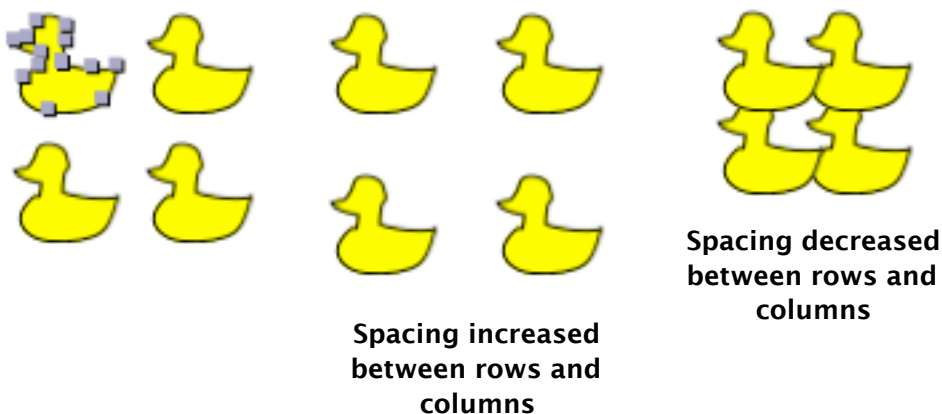
4. To see the result without closing the Matrix window, click **Apply**.

5. When you're satisfied with the result, click **OK**.



## Matrix (page 2)

To **edit the Matrix aftereffect by changing the number of rows or columns or the spacing between them**, select the original graphic and bring up the Matrix of Graphic window by choosing **Object->Matrix** or clicking the Matrix button on the Object Info pane.



To **remove the Matrix aftereffect**, select the original graphic, bring up the Matrix of Graphic window and click **Make Single**.

To **edit or move a graphic which has the Matrix aftereffect**, you must select the original graphic. Clicking on the duplicates has no effect on your document.

## Aftereffects: Rose

To **duplicate your graphic around a circle**, use the Rose aftereffect.

To **add the Rose aftereffect to a graphic**:

1. Select the graphic.
2. Choose **Object->Rose...** or click the **Rose button** on the Object Info pane. This brings up the **Rose Options window**.
3. Select the Rose Style. There are three options:

### About Origin

### Propeller

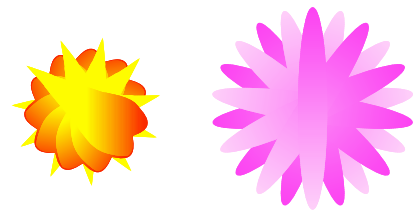
### Radiate



Original Graphic



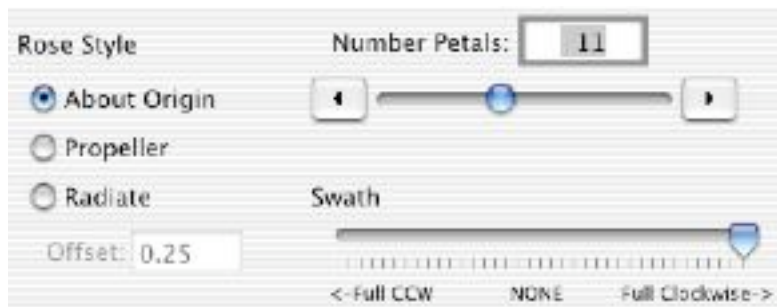
About Origin



Propeller

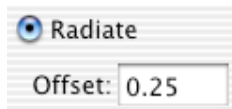


Radiate

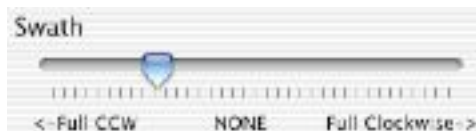


## Aftereffects: Rose (page 2)

4. If you select **Radiate**, enter an **offset** amount. This is the amount the duplicates will be offset from the center of the circle.
5. **Select the number of images (petals)**. This number includes the original graphic. You can enter a number directly into the text field or use the slider controls.
6. Select a **swath**. This is how much of the circle is filled in with petals.
7. To see the result without closing the Rose Options window, click **Apply**.
8. When you're satisfied with the result, click **OK**.



Offset of 0.1





## Aftereffects: Rose (page 3)

To **edit the Rose aftereffect**, bring up the Rose Options window and make changes.

To **remove the Rose aftereffect**, select the original graphic, bring up the Rose Options window, and click **Make Single**.

To **move or modify a graphic which has the Rose aftereffect**, you must select the original graphic. Clicking on or dragging over the duplicates has no effect on the document.

# Working with Text

Text is contained in a **Text Area graphic**. To **create Text Areas**:

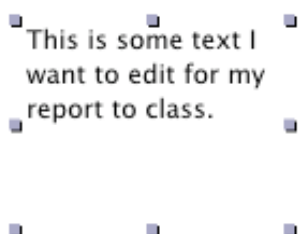
- Use the **Text Area tool**, draw a Text Area, and enter text.
- **Copy and paste text**, either into a Text Area or into the document. If you paste text into a document, a new Text Area containing that text will be created.  
If you are **editing a Text Area**, you can choose whether to paste the text as **plain text** (**Edit->Paste As->ASCII**) or as **formatted text** (**Edit->Paste As->Rich Text**).
- **Drag .rtf or .txt files** into your document.

**Note:** If there is too much text to fit on the page, see **Linked Text** and how to automatically create multiple pages to contain the text.

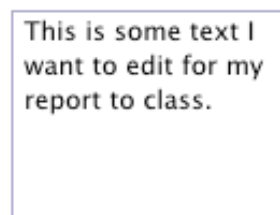
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## Text Editing

To **edit text in a Text Area**, **double-click** in the Text Area and use normal Mac OS X text editing techniques. You can also select the Text Area tool and click on a Text Area.



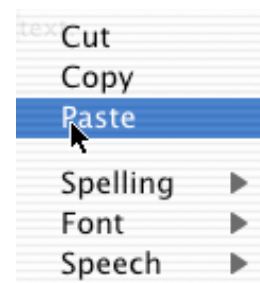
Selected Text Area



Text Area in Edit Mode

Use normal Mac OS X text editing techniques. You can also use the Text contextual menu while editing text.

To aid in entering text with quote marks, Create provides an option for **Smart Quotes**. When you turn on Smart Quotes in Preferences, Create will substitute open or closed (depending on context) “curly” quotes when you type in plain single or double quotes. To toggle between open, closed, and plain quotes, select the quote mark and type the same (’ or “) character again. If Smart Quotes is on, you can also type Option-[ for “ and Option-] for ‘ (plain quotes).

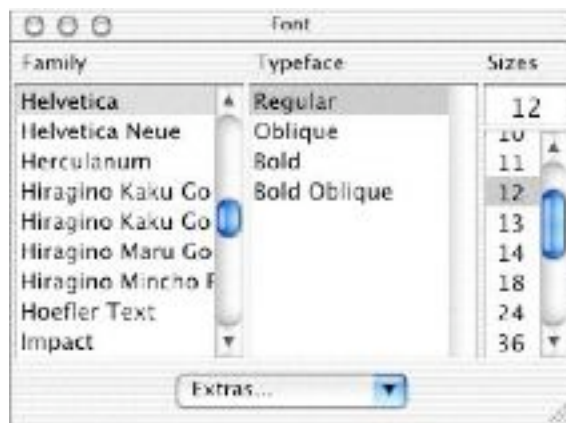


## Text Formatting

To **change the font** of some or all of the text in a Text Area, select the text or Text Area, bring up the **Font dialog (Cmd-T)**, and select a font family, typeface, and size.

To **preserve typeface and size information when changing the font family**, double-click in the Text Area, select all the text, and choose a font family.

To change all of the text to one family, typeface, and size, select the Text Area and choose a font family.



To **transfer a text style from some text to other text**:

1. Select the text that has the style you want to use.
2. Choose **Copy Font (Cmd-3)**.
3. Select the text where you want that font.
4. Choose **Paste Font (Cmd-4)**.

---

## Text Formatting (page 2)

To **change the color** of some or all of the text in a text area, select the text or the Text Area, and drag on a color swatch from the **Color dialog**.

flower

To **control the spacing between letters** (kerning) use the **Font->Kern** menu.

Unforgettable

Unforgettable

To **control whether ligatures are used**, use the **Font->Ligature** menu.

flower flower

To **add subscripts or superscripts** to your text, use the **Font->Baseline** menu.

Un<sup>for</sup>gettable

Unfor<sub>get</sub>table

## Paragraph Formatting

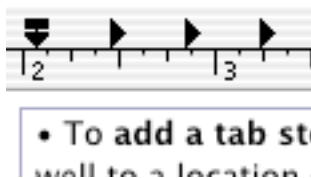
### Text Alignment

To **set the text alignment for a paragraph**, select some text in the paragraph and use the **Format->Text** menu. If you **make the Rulers visible (Cmd-R)**, you can also click one of the **Text Align buttons** in the Ruler.

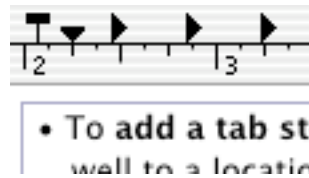
**Note:** These buttons and other text editing ruler controls are only visible when you're editing the text within a Text Area (**edit mode**).



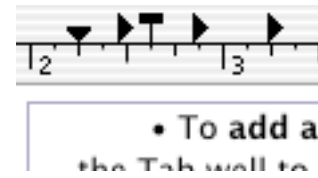
To **set the margins and indents for a paragraph**, select the text and bring up the Rulers if they are not already visible. Drag the **Left Margin**, **Initial Indent**, and **Right Margin indicators** along the ruler.



Default Margin



Left Margin Indicator moved

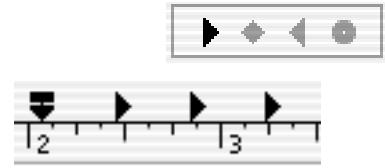


Initial Indicator moved

## Paragraph Formatting (page 2)

### Tabs

- To **set tab stops**, drag them along the ruler.
- To **delete a tab stop**, drag it off the ruler.
- To **add a tab stop**, drag one from the Tab well to a location on the ruler. **Only Left Tab Stops are available.**



### Line Height

To **set the text's line spacing**, use the **Line Height controls** on the Text Ruler.

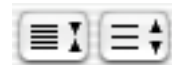
To **set a fixed line height without regard to the size of the text**, click the **Fixed Line Height button**.



To **set a variable line height**, click the **Flexible Line Height button**. When this is selected, you can increase the line height, but you cannot decrease it below the minimum for the text's font size.



To **increase or decrease the line height**, use the **Increase or Decrease Line Height buttons** in the text ruler or enter a value into the line height text area and press the Return key. The current line height setting shows in the line height text area.



## Paragraph Formatting (page 3)

To **transfer the ruler settings**, including text alignment, margins and indents, tab stops, and line height to other text:

1. Select the text that has the ruler settings you want.
2. Choose **Format->Text->Copy Ruler (Cmd-1)**.
3. Select the text you want to use those settings.
4. Choose **Format->Text->Paste Ruler (Cmd-2)**.

**Note:** Also see [Text Styles](#) for information on saving and applying ruler and font settings to text.



## Text Styles

Text Styles are named collections of text attributes. Text attributes are:

### Font settings:

- Font Family
- Typeface
- Size
- Kerning
- Baseline

### Color

### Ruler settings

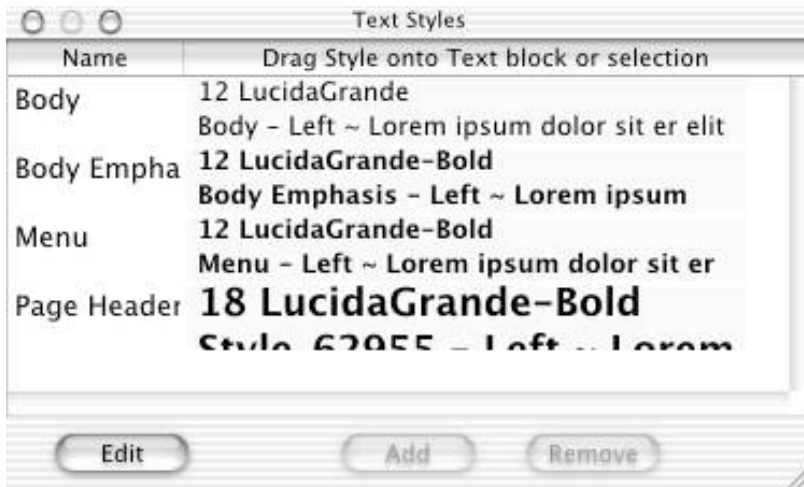
- Alignment
- Margins and indents
- Line height
- Tab settings

### Why use text styles?

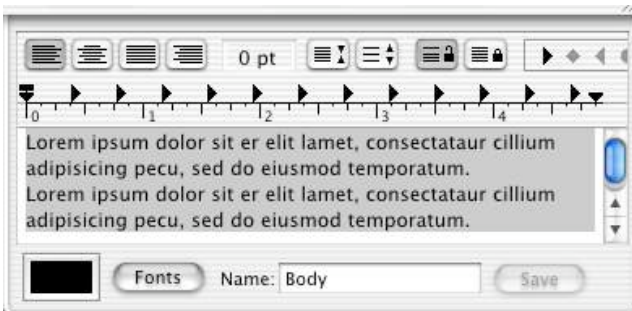
Text styles make it easy to apply both ruler and font settings to text. Text styles also make it easy to modify text attributes: if you modify a text style, all text associated with that style in your document will automatically change to reflect the new settings.

## Text Styles (page 2)

Text styles are accessed and applied with the **Text Styles window**. To bring up the Text Styles window, choose **Format->Styles->Styles...** (Cmd-Y).



Text styles are created and modified with the text styles editing drawer. To display the drawer, click the Edit button in the Text Styles window.



## Text Styles: Making a new style

### To make a new text style:

1. Open the Text Style window: **Format->Styles->Styles... (Cmd-Y)**.
2. Click the Edit button to display the text styles editing drawer.
3. To set **font characteristics**, click the Fonts button and select font, typeface and point size.
4. To set  **Kerning and baseline characteristics**, use the **Font->Kern** and **Font->Baseline** menus.
5. To set **paragraph characteristics**, use the ruler in the style editing drawer.
6. To set a **text color**, use the color well in the style editing drawer.
7. Enter a name for the text style.
8. Click the Save button.

**Note:** Because both the Font window and the Text Styles window are floating panels, setting a font size by directly typing in the font size text field requires some extra steps:

1. Type in the font size and press the return key.
2. Click in the Text Styles window to make it the key window.
3. Click on the font name in the Font window.

If you frequently use a particular font size that is not in the Sizes list, choose Edit Sizes... from the Extras menu in the Font window and add that font size to the list of font sizes.

## Text Styles: Making a style from formatted text

To **create a text style from already formatted text** in your Create document:

1. Select the text with the formatting characteristics you want to save as a text style.
2. Choose Style in the Image Well menu.
3. Drag from the Image Well to the Text Styles window.
4. Rename the style by double-clicking on the name in the Text Styles window.

Note: This style has not been added to the selected text; you'll still need to apply the style.

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## Text Styles: Applying styles to text

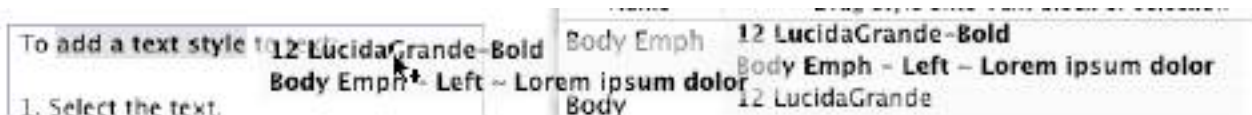
You can apply text styles to selected text or entire text areas by

- dragging and dropping text styles from the Text Styles window
- using the Add button in the Text Styles window
- copying and pasting a text style
- using the [Image Well](#)

To **add a text style** to text:

1. Select the text.
2. Click on the text style description in the Text Styles window and drag it to the selected text. A “+” will appear by the cursor to indicate that the text style will be added to the text.

**Note:** Be sure to click and drag on the description, not the text style’s name.



An **alternative** way to add a text style is to:

1. Select the text.
2. Select a text style by clicking on its name in the Text Styles window.
3. Click the Add button in the Text Styles window.

## Text Styles: Applying Styles (page 2)

To **add a text style to an entire text area**: drag and drop a text style description over a text area where no text has been selected. The affected text area will be outlined in red and a “+” will appear by the cursor. The text style will be applied to all the text in the text area.

To add a text style to **all selected text areas**, hold the Command key while dragging the text style description to the document.

An alternative way to add a text style to all the text in one or more text areas:

1. Select one or more text areas.
2. Select a text style in the Text Styles window
3. Click the Add button in the Text Styles window.

The selected text style will be applied to all the text in the selected text areas.

## Text Styles: Copying a style

Text styles can be **copied and pasted**. This lets you apply text styles without using the Text Styles window and is one way to transfer styles from one document to another.

To **copy a text style**:

1. Select text that uses the text style.  
or
1. Select a text style by clicking on its name in the Text Styles window.
2. Choose **Format->Styles->Copy Style (Option-Shift-Command-C)**.

When you select text that contains multiple text styles, the text style used at the beginning of the selection is copied.

When you select text that has not had a text style added to it, Create makes an untitled text style based on the characteristics of the selected text and copies it.

## Text Styles: Pasting

To **paste a text style**:

1. Select text or one or more text areas.
2. Choose **Format->Styles->Paste Style (Option-Shift-Command-V)**.

You can also paste a text style directly into the editing drawer in the Text Styles window. Click in the editing drawer and choose **Format->Styles->Paste Style (Option-Shift-Command-V)**.

You can also use the Image Well to apply text styles to text without using the Text Styles window.

To **apply text styles using the Image Well**:

1. Select some text.
2. Select Style from the Image Well menu.
3. Drag and drop from the Image Well to a text area in the same or another document or to selected text in another document.

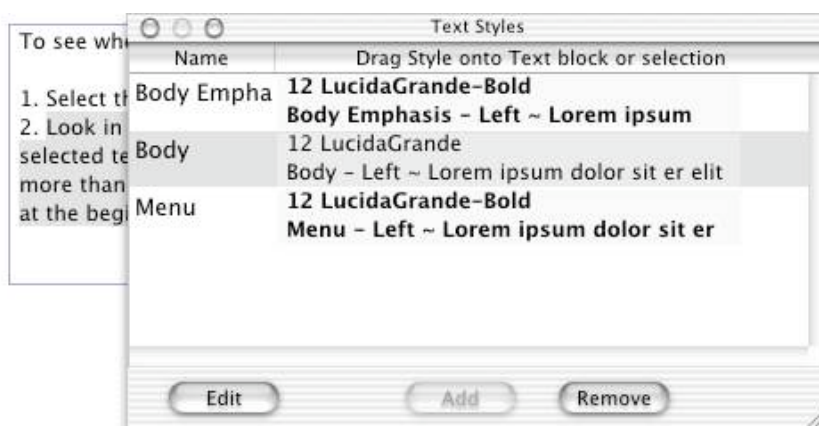
If the selected text has a style applied to it, that style will be applied to all the text in the text area where the style icon is dropped. If the style icon is dragged to another document, that style will be applied to the text and added to the document.



## Text Styles: Status

To see if text has a style applied and which style has been applied:

1. Select the text.
2. Look in the Text Styles window. If a text style has been added to the selected text, that text style will be selected in the Text Styles window. If more than one text style has been applied, the text style applied to the text at the beginning of the selection will be selected.



## Text Styles: Removing

To **remove text styles from text**:

1. Select the text. You can also select one or more text areas.
2. In the Text Styles window, click the Remove button.

The Remove button is enabled if the selected text has text styles applied.

Removing text styles does not change the font and paragraph attributes of the text; however, if you modify the text styles, the text will not be changed.

**Note:** Changing any font or paragraph characteristics of text will also result in removing text styles from that text. Otherwise, any changes that you make to the text style would undo your individual changes.

## Text Styles: Modifying

To **modify a text style**:

1. Open the Text Styles window: **Format->Styles->Styles... (Cmd-Y)**.
2. Click on the name of the text style you want to edit.
3. Click the Edit button to display the style editing drawer.
4. Modify the style using the ruler, color, and font controls.
5. Click the Save button.

Remember that all text using that style will be modified to reflect the style's new attributes.

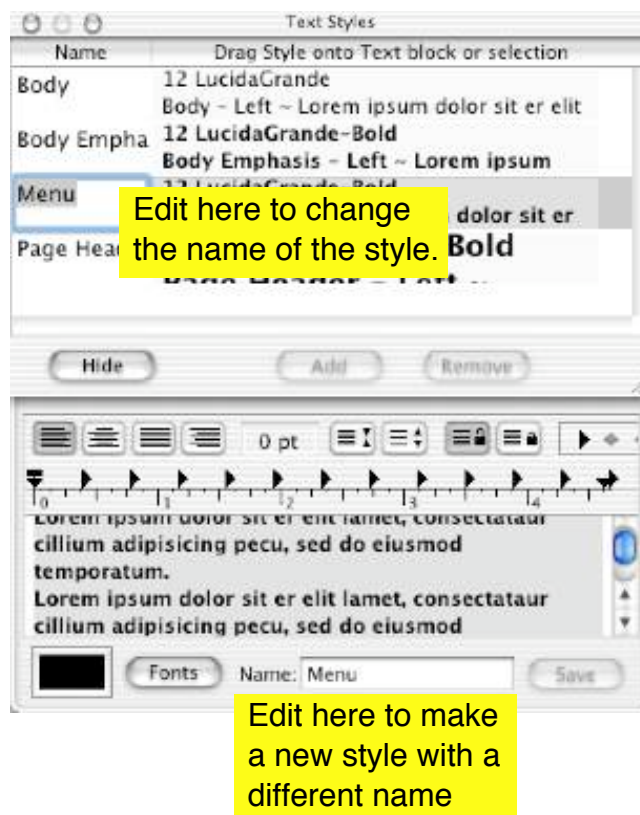
To modify a text style without affecting text that is using the text style, give the modified text style a new name in the text style editing drawer before you click the Save button.

## Text Styles: Renaming

To rename a text style:

1. Open the Text Styles window: **Format->Styles->Styles... (Cmd-Y)**.
2. Double-click on the text style's name and edit it.
3. Use the Tab key to edit another text style's name or click elsewhere in the Text Styles window to end editing.

**Note:** Changing the text style's name in the text style editing drawer will result in a new text style with the new name. Changing the name in the main Text Styles window changes the text style's name.



## Text Styles: Deleting

To **delete a text style**:

1. Open the Text Styles window: **Format->Styles->Styles... (Cmd-Y)**.
2. Click on the text style you want to delete.
3. Press the Delete key.
4. Confirm the delete in the confirmation dialog.

## Text Styles: Transferring

Text styles are stored with an individual Create document; each document has its own set of text styles.

To **copy a set of text styles from one document to another**:

1. Make sure the document containing the text styles is the active document.
2. Choose **Format->Styles->Copy Styles**.
3. Make the other document active.
4. Choose **Format->Styles->Paste Styles**.

All of the text styles in the first document are now available in the second document.

The text styles are not linked in any way; changes made to text styles in the first document will **not** affect the text styles in the second document (and vice versa).

## Text Styles: Saving and Reusing

To **save a set of text styles for reuse** in other documents:

1. Make a text area that contains text with all the text styles you want to save.
2. Choose Art in the Image Well menu.
3. Drag from the Image Well to the Library Resources window.
4. Rename the Art resource so you'll know what it is in the future.

To **reuse** the collection of text styles:

1. Drag the text area clip art from your Library Resources window to your document. All of the text styles used by the text in that text area will appear in the Text Styles window.
2. Delete the text area from your document.

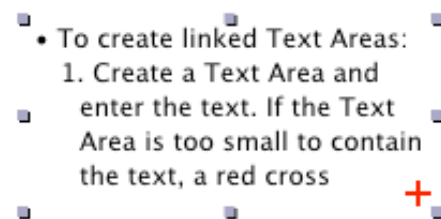
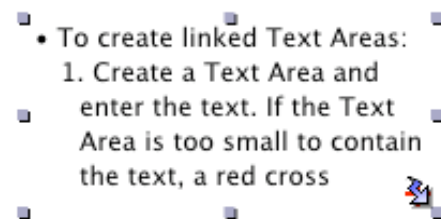
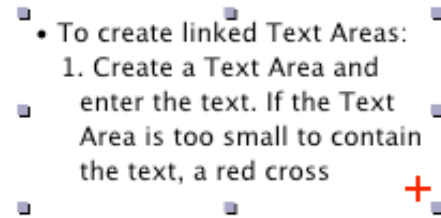
Text styles are also saved with individual pages. You can save a Master Layer that contains both guides to set up a document and text styles. Choose Page in the Image Well menu and drag from the Image Well to your Library Resources window. To reuse the page, drag it from your Library Resources window to your document. All of the text styles that were in the original document will be added to the new document.

## Linked Text Areas

If your text won't fit within one Text Area, you can **create multiple text areas to contain the text**.

To **create linked Text Areas**:

1. Create a Text Area and enter the text. If the Text Area is too small to contain the text, a **red cross** appears at the lower right hand corner of the Text Area.
  2. **Click on the red cross**. The cursor will change to a **linked text cursor**.
  3. Go to where you want the linked Text Area, **including another page**. **Click and drag** to draw another Text Area.
- Text will now flow from the first Text Area to the linked Text Area.
  - If you **make the first Text Area smaller**, more text will flow to the second Text Area.
  - If you **delete either Text Area**, all the text will flow to the remaining Text Area.



- You can create as many linked Text Areas as necessary to hold the text.



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## Linked Text Areas (page 2)

- Selected linked Text Areas (except the last one in the chain) have a **linked text indicator** in their lower right hand corner, indicating that there's more text.

To **edit text in a linked Text Area**, **double-click** in the Text Area or select the Text Area and click the **Edit Text button** in the Object Info pane.

- All of the linked Text Areas will be in **edit mode**.
- You will be able to see which Text Areas are linked, since **they will all be outlined in blue**.

To **insert another linked Text Area into the chain**, click on the **linked text indicator** of the Text Area preceding where you want to add the new linked Text Area.

A **dialog** will give you the option of inserting another Text Area, removing the current Text Area from the chain, or canceling.

- If you choose to **insert another Text Area**, the cursor will change to the **linked text cursor**, and you can click and drag to create another Text Area.
  - If you choose to **remove the current Text Area from the chain**, the contents of that text area will be added to the next linked Text Area. The original Text Area will remain and will contain the text that it had before, but will no longer be part of the linked text chain.
- 
- If you **delete a linked Text Area**, the text flows to the next linked Text Area.

## Linked Text Areas (page 3)

- If you **copy and paste a linked Text Area**, the pasted Text Area will have the text that was visible in the original Text Area, but it will not have any text that was in Text Areas linked to the original Text Area.
- If you want to **get all of the text in all of the Text Areas that are linked together**, **double-click** in one of the Text Areas and choose **Edit->Select->All (Cmd-A)**. This will select all of the text, including text that is not visible.

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## Linked Text Areas: Automatic Creation

Use this feature to automatically layout multiple pages of text from a single large text file.

To **create multiple pages of linked text areas automatically**:

1. Drag in your text or RTF file from the Finder or paste the text into a text area.
2. Size and place the text area as you want it to appear on all pages. If you want multiple columns per page, create additional linked text areas on the page.
3. Click on the red cross at the lower right corner of the final text area on the page. The cursor will change to a linked text cursor.
4. Choose **File->Pages->Add** or select Add from the Page Control popup menu in the lower left corner of your document window.
5. Click OK in the dialog asking if you want to "add enough new pages to hold entire text, using the layout of text blocks on this page".

Create will add as many pages as necessary to fit the text and will duplicate the text area layout on the first page on each subsequent page.

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## Find and Spell Check

The Find and Spelling commands in the Edit menu are enabled when a Text Area is in **edit mode**.

### Find

You can use Find to **find and replace text within a Text Area or set of linked Text Areas**.

To **enter the text to find**, bring up the **Find dialog (Edit->Find->Find Panel... (Cmd-F)** and enter a value into the Find text field.

- If you **have some text selected**, you can also choose **Edit->Find->Enter Selection (Option-Shift-Cmd-F)**. This will enter the current selection into the Find text field.



## Find (page 2)

To **find the text**, click the **Next button** or choose **Edit->Find->Find Next (Shift-Cmd-F)**. Create will find the text, even if it's not visible within the Text Area. If the linked Text Area chain goes to another page, Create will find the text in the Text Area on the other page, **but will not change the current page**.

To **find text before the current selection**, click the **Previous button** or choose **Edit->Find->Find Previous (Option-Cmd-F)**.

To **replace the text**, enter the replacement value in the **Replace With text field** in the **Find dialog**. You can choose to **Replace All**, **Replace the current selection**, or **Replace the current selection and Find the next instance**.

- **Replace All** will replace all instances of the text in all the linked Text Areas, whether the text is visible or not.

## Spell Check

To **check the spelling in a Text Area** or **set of linked Text Areas**:

1. **Double-click** in the Text Area to enter **edit mode**.
2. Bring up the **Spell dialog** by choosing **Edit->Spelling->Spelling (Cmd-)**.
3. Click the **Find Next** button.
  - Create will find the next word it doesn't recognize and enter it in the text field in the Spelling dialog. If the word is visible in the Text Area, Create will highlight it. Create will also attempt to find possible replacements for the unrecognized word.
4. You can **correct the spelling** by choosing one of the suggestions and then clicking the **Correct** button. You can also **replace the incorrect spelling** with the correct spelling in the text field and click the **Correct** button.
  - To **direct Create to ignore** all further occurrences of this unrecognized word in this Text Area, click the Ignore button.
  - To **direct Create to learn** this unrecognized word, click the Learn button.

- By leaving the **Spelling dialog** visible, you can check spelling even when the text is not visible.

**Note:** You can use the Text contextual menu to access the spelling commands.



## Effects

**All Effects** can be applied to Text Areas, including linked Text Areas. When the text flows to a Text Area from another Text Area, it takes on whatever Effects have been applied to that Text Area.

- Text in a Text Area with Effects remains editable.



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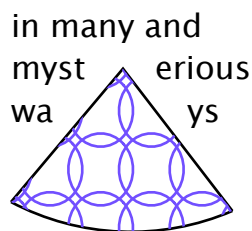
## Super Text

Text can be bound to a path, wrapped around a graphic, or placed within a graphic.

When you use one of the Super Text commands on a Text Area, if the Text Area is linked to other Text Areas, it will become unlinked. It will continue to contain the text it had, but that text will also flow into the remaining linked Text Areas.

To **unbind**, unwrap, or remove text from within a graphic, select the Super Text graphic and choose **Object->Super Text->Unbind Text**.

The long and winding  
road





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## Super Text: Text Bound to Path

To **place text along a path**:

1. Select a graphic and the text.
2. Choose **Object->Super Text->Text Along Path**.
  - If the graphic is not already a Spline, this command makes the graphic into a Spline and places the text along the spline's path.
  - Some graphics, including Images and Box Graphics, disappear when they become splines.

If you **don't like the text's placement on the spline**, try:

- Reversing the path. Choose **Splines/Lines->Reverse Path**
- Adding spaces or tabs in front of the text to move it to a different location on the path.



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## Super Text: Text Bound to Path (page 2)

Use the **Object Info** pane to control:

- Whether to draw the path
- Whether to apply the path's effects to the text
- The text's color

Both the text and the spline remain editable. You can **reshape the spline** by dragging its control points and handles, and you can edit the text.

To make a selected Text Area bind to a circular spline, you can choose **Object->Super Text->Circle**. This creates a circular spline just large enough to wrap the text around.

To make a selected Text Area bind to the top half of a circle, choose **Object->Super Text->Rainbow**. This creates a semi circular spline just large enough to wrap the text around.

To make a selected Text Area bind to the inside of the bottom half of a circle, choose **Object->Super Text->Bowl**.

- On Circles, Rainbows, and Bowls, by default, the path is not drawn. You can change this in the Object Info pane.



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## Super Text: Text Placed Inside Path

To **place text inside a path**:

1. Select a Text Area and a graphic.
  2. Choose **Object->Super Text->Text Inside Shape**.
- If the graphic is not already a Spline, this command makes the graphic into a Spline and places the text inside the spline's path.
  - Some graphics, including Images and Box Graphics, disappear when they become splines.

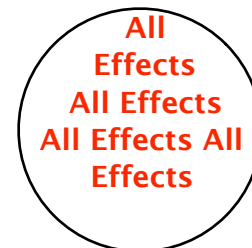
If you **don't like the text's placement in the shape**, try:

- Adding spaces or tabs in front of the text to move it to a different location in the shape.
- Scaling the shape in the Size Info pane. This reshapes the path without scaling the text.

Both the text and the spline remain editable.

Use the **Object Info pane to control**:

- Whether to draw the path
- Whether to apply the path's effects to the text
- The text's color
- The text's alignment



## Super Text: Text Placed Around a Graphic

To **place text around a graphic**:

1. Select a Text Area and a graphic.
  2. Choose Object->Super Text->Text Outside Shape
- If the graphic is not already a Spline, this command makes the graphic into a Spline and places the text inside the spline's path.
  - Some graphics, including Images and Box Graphics, disappear when they become splines.

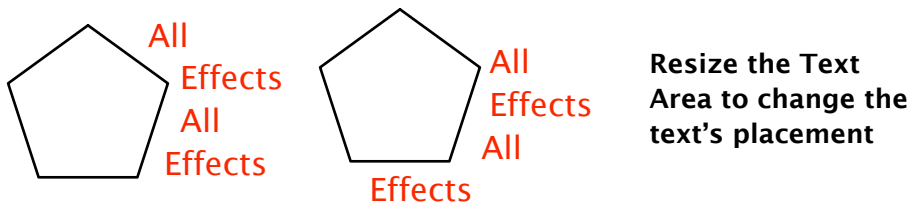
If **you don't like the text's placement** around the shape, try:

- Reshaping or moving the graphic and/or the Text Area

Both the text and the spline remain editable.

Use the Object Info pane to control

- Whether to draw the path
- Whether to apply the path's effects to the text
- The text's color.
- The text's alignment



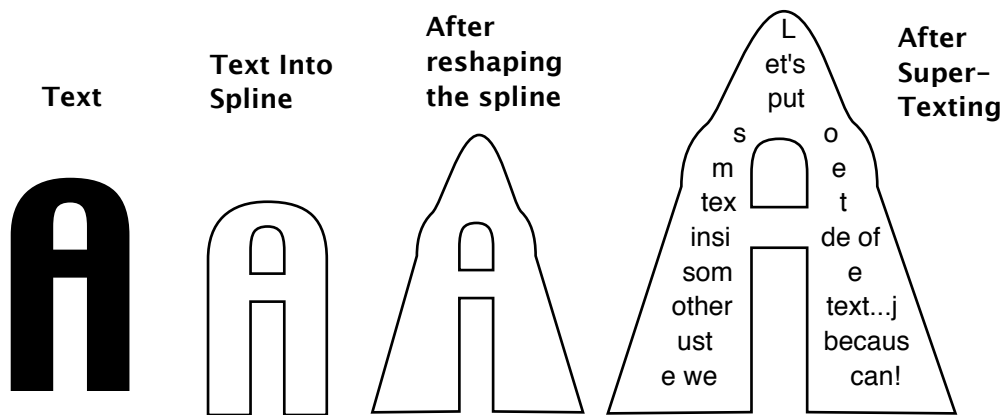
## Text To Spline

Most of the time, you can get text to look the way you want it by applying Create's Effects and graphic manipulation tools. However, if you want to completely reshape text or put text within text, you can always change text to splines.

To change text to splines:

1. Select the Text Area.
2. Choose **Object->Make Into Spline** (Option-Command-M)

Create transforms each line of text into one spline. If you want **to transform each letter into a separate spline**, first select the text within the Text Area and choose **Font->Kern->Loosen** (Shift-Option-Command-L). Then select the Text Area and choose Make Into Spline.



## Creating Web Pages

Use all of Create's drag and drop functionality to design and produce beautiful web pages with no programming. Create gives you fine control over the HTML that it produces. This chapter covers getting your document ready for the web, customizing the HTML, and generating HTML.

- Preparation: Naming Pages
- Preparation: Naming Other
- Preparation: Adding Links
- Preparation: Adding Links: Slicing
- Custom HTML: Page
- Custom HTML: Center Table
- Custom HTML: TOC
- Custom HTML: Nav Bars
- Custom HTML: Bkg Color
- Custom HTML: Bkg Image
- Custom HTML: Text Color
- Custom HTML: Add HTML
- Custom HTML: MetaTags
- Custom HTML: Image
- Custom HTML: Text
- Custom HTML: Preferences
- Web Resources
- Generating HTML
- Generating HTML: Overlap
- Generating HTML: Fix Overlap
- Generating HTML: Tables
- Generating HTML: Files

## Introduction

Any Create document can be turned into a web page or multi-page web site. Just choose **Web->Create Web Pages...**, and Create will:

- Generate the HTML to, as nearly as possible, duplicate each page in your document. If you have overlapping graphics, Create will warn you so you can adjust your layout.
- Place a navigation bar on each page, allowing viewers to go to the previous page, the next page, the table of contents page, and the home page.
- Generate a table of contents page using thumbnail images of each page in your document.

This chapter covers how to add HTML links, how to customize the HTML, how to include various resource files, and other Create features for generating great sites.

## Preparations: Naming

### Name your pages

To **name a page** in your Create document:

1. Go to the page and make sure nothing is selected.
2. Bring up the **Info window** and click the **Web tab** (**Shift-Command-I**, click **Web tab**).
3. Enter a name into the **Page Name** field.

**Hint:** You can also name pages in the Master Layers window (**File->Master Layers** or **Shift-Command-M**). **Double-click** on the page and enter a name.

Create uses the **Page Name**:

- in the **Table of Contents**.
- in the **TITLE tag** for the page, which makes the name show up in the browser window's title bar.

**Note:** The TITLE tag will also include the **Page Title Prefix** information from the **Options pane** of the **Document HTML window**.

- as the **name of the .html file**.

**Note:** Create replaces spaces and punctuation with underscores, so that the Page Name "Effects: Blends" becomes "Effects\_\_Blends.html".

If you don't name your pages, Create uses your document's filename and the page number to create a name for each page.



## Preparations: Naming (page 2)

### Anchor Names

If you want to be able to **link** to a particular graphic or text selection on a page, give it an anchor name:

1. Select the graphic or select the text within a Text Area.
2. Bring up the **Web Info pane** (**Shift-Command-I**, click **Web tab**).
3. Enter a name in the **Anchor Name field**.

When you use the page number field to link to a page that has anchors, you'll be able to choose an anchor for the link.

### Graphic Names

Every graphic has a **Name field** in the **Object Info pane**. When you give a graphic a name, that name is inserted into the HTML output as a comment. This can help you read and edit the HTML output if necessary. The graphic's name is also used as **part of the filename** for the image file that Create makes to represent the graphic.

**Note:** The graphic's name is also used to make a filename when you drag it from the Image Well to the Finder.

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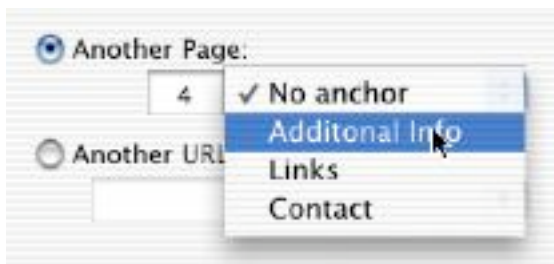
## Preparations: Adding Links

What's a web page without links to other web pages? You can add links to **pages** within your document, to **other documents** in your site, and to **external URLs**.

To **add links to pages within your Create document**:

1. Select the object. If you want to add a link to text, select the text.
2. Bring up the **Web Info pane**.
3. Click on **Another Page** and enter the page number. Don't worry if you add or delete pages. Create remembers which page you linked, even if the page number changes.
4. If you've put **anchors** on that page, you can choose an anchor from the **drop down menu**.

**Note:** These links are not live: that is, clicking on a link within a Create document will not move you to another place in your Create document. They are for creating links in HTML. However, you can move to the linked object in Create by selecting an object with a link, bringing up the **Web Info pane**, and clicking on the **Open Link button**.



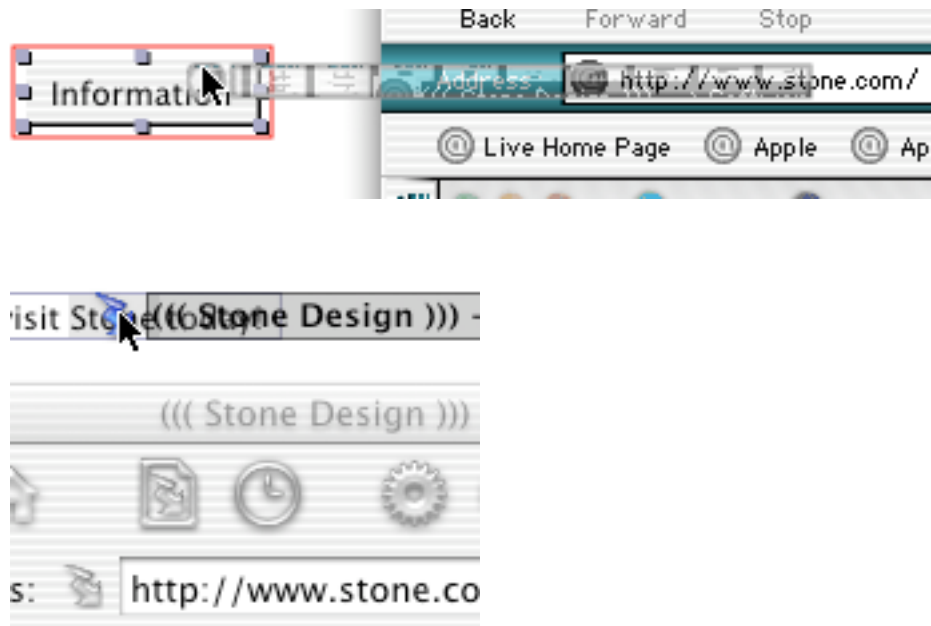
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## Preparations: Adding Links (page 2)

To **add links to external URLs**

1. Select the object. If you want to add a link to text, select the text.
2. Bring up the **Web Info** pane.
3. Click on **Another URL**.
4. Enter the URL into the text field.

**Note:** You can also drag and drop a URL from your browser directly onto a graphic or some selected text.



## Preparations: Adding Links (page 3)

### Adding links to other local .html files

You may be planning to add the web pages generated from your current document to an existing web site and you want to be able to link to pages within that site. In Create, you can do that by dragging and dropping .html files--with a little preparation.

Enter a **Destination Path** in **Web->Document HTML->Options**. This should be the full pathname of the folder in which you plan to generate the HTML for your document.

Now, if you drag and drop a file onto a graphic in your document, Create figures out where that file is relative to your Destination Path, and makes a relative path link.

#### Example:

You're building your site in

**/Users/yourname/Documents/Web/MyNewSite/**. You've already generated the HTML from a Create document in a folder named **Macophile**. Now, you're working on another Create document and you plan to generate the HTML into a folder called

**/Users/yourname/Documents/Web/MyNewSite/MacOSXInfo/**.

Enter **/Users/yourname/Documents/Web/MyNewSite/MacOSXInfo/** into the **Destination Path field**.

Now, if you drop a file from the **Macophile** folder onto graphics or text in your **MacOSXInfo** document, Create will make a relative link to that file: **"../Macophile/filename"**.

## Preparations: Adding Links (page 4)

### More on adding links:

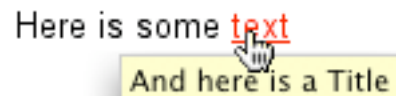
To **add additional information to your links**, use the Script field in the Web Info pane.

For example, to **force a link to open in a new window**, put: `target="_blank"` in the Script field.

To **add a title to your link** (displayed in some browsers as a tool tip), put `title="whatever you want"` in the Script field.



Put this in the Script field



and this may show up in the browser

---

## Preparations: Adding Links: Slicing Images

### Adding different links to different parts of an image graphic

If you want different parts of an image graphic to go to different URLs, you can **slice the image** and add the links in **SliceAndDice** and then bring the result back into Create. Create will use the information in the SliceAndDice file to generate the table structure and links in the document HTML. You can also use SliceAndDice to create JavaScript rollovers, and then add those to your Create document. Create will add the necessary JavaScript to the HTML to make the rollovers "just work".

**Example:**

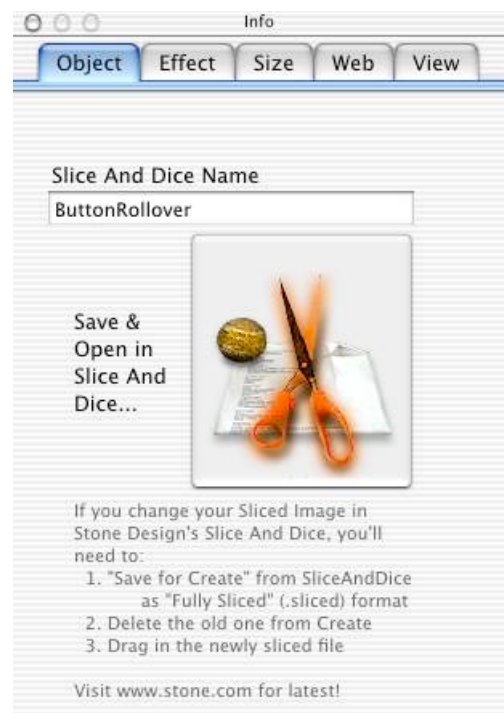


You want to take these buttons and make a button that will look like it's pressed when the user moves her cursor over it.

1. Open **SliceAndDice** and get an empty window.
2. Go back to Create and select the first button. Make sure an image format is showing in the Image Well and drag from the Image Well to the SliceAndDice window.
3. Select the second button. Drag from the Image Well to the SliceAndDice window. Click the **Rollover Image button**.
4. Add links in SliceAndDice. Save the SliceAndDice file using **Save for Create**.
5. Drag the file icon from the SliceAndDice window back into Create. When you generate HTML, you'll have a rollover effect button.

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## Preparations: Adding Links: Slicing Images (page 2)



# Customizing HTML

To customize the settings for a particular page:

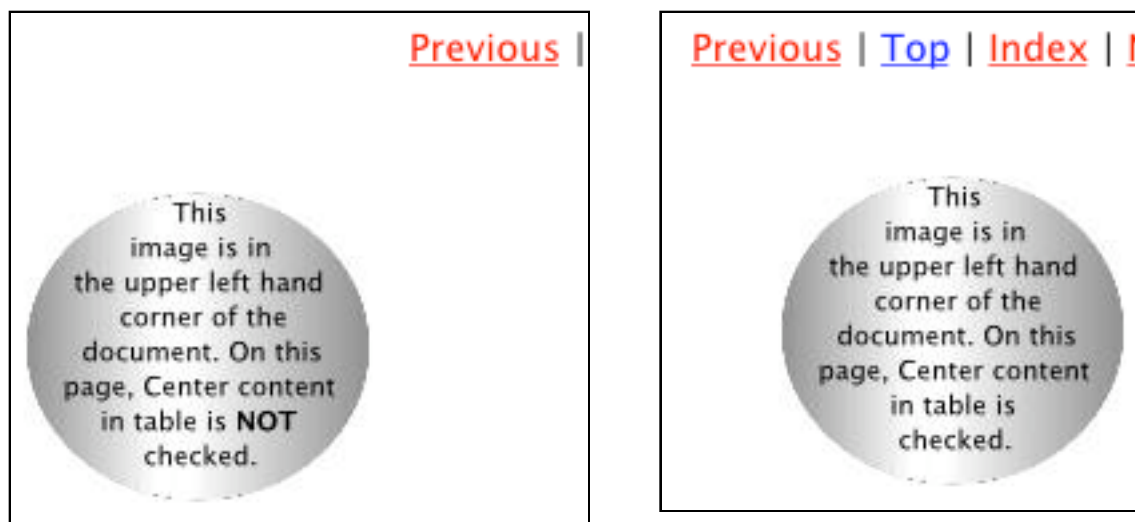
1. Go to the page in your document.
2. Make sure nothing is selected, and bring up the **Web Info** pane.
3. Check the **Page Uses Custom HTML** checkbox. The initial settings are based on the **Document HTML settings**. You can change them as needed.





## Customizing HTML: Center Table

To make Create **center** your layout on the page when it generates the HTML, check the **Center Content in Table** checkbox in the **Appearance** pane of the **Document HTML window**. If you wish, you can override your document setting for individual pages.

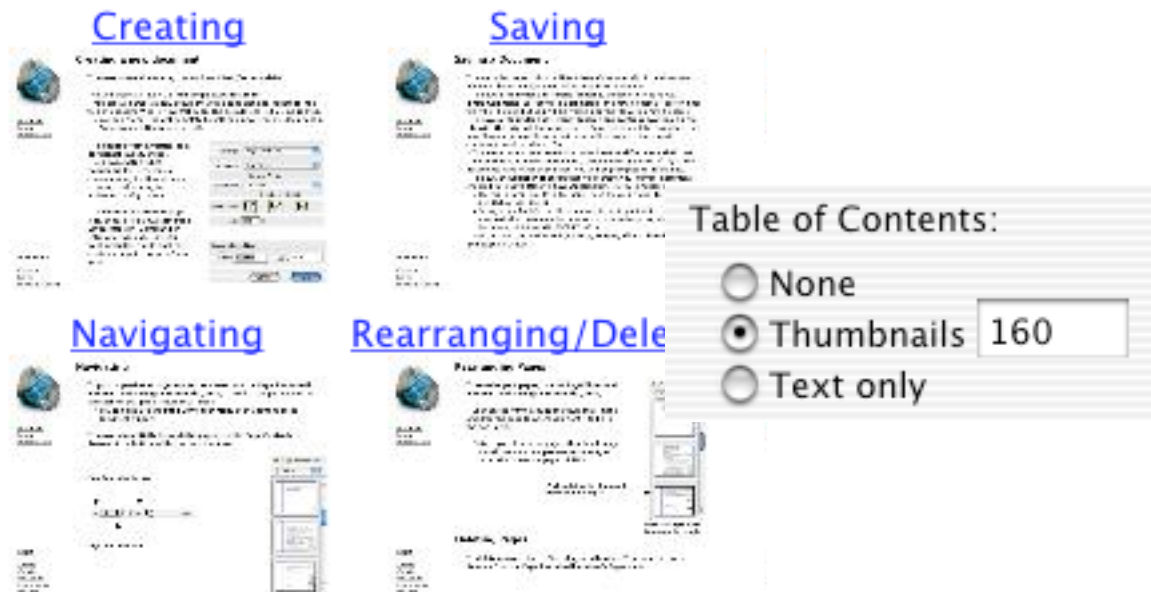


## Customizing HTML: Table of Contents

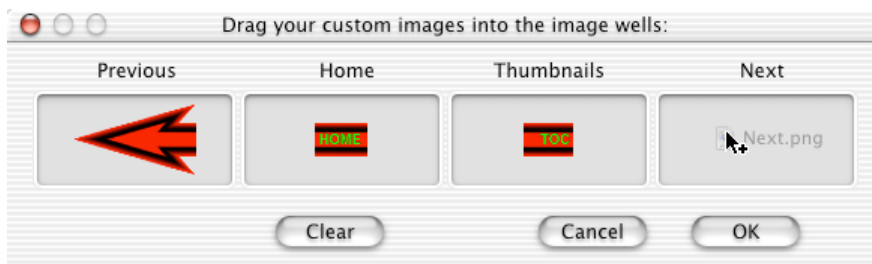
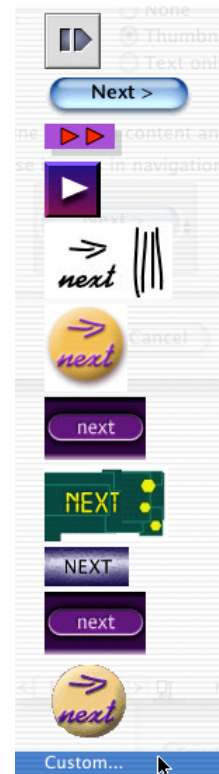
To have Create **make a table of contents** for your document, bring up the **Document HTML Options Pane**. Choose whether your table of contents should include thumbnail versions of each page, or whether it should contain text only. If you choose Thumbnails, specify the size of the Thumbnail images.

### Naming your Table of Contents page

Create uses the **Page Title Prefix** set in the **Document HTML Options pane** to give a title to your Table of Contents page. If you haven't entered anything in that field, Create uses the document's filename.



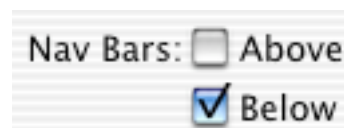
# Customizing HTML: Navigation Bars



## Customizing HTML: Navigation Bars (page 2)

Hint: To make custom contiguous navigation bar images, use Create to make the whole image and then divide it in SliceAndDice™. You can then drag the SliceAndDice generated images into Create's custom navigation bar image wells.

While **you can't change navigation bar styles for an individual page**, you can eliminate the navigation bars altogether or change the location.



Create automatically makes the links for the navigation bar **Previous**, **Next**, and **Table of Contents buttons**. You can **set the URL for the Home button** in the **Options pane** of the **Document HTML window**. By default, it's set to **index.html**.

## Customizing HTML: Background Color

To set the background color for your document, you can use the **Colors pane** of the **Document HTML window**. However, the color you set here does not show up when you're editing your Create document.

To see the background color while you're working on your document, set the background color in the **View pane** of the **Info window**. Then, in the **Colors pane** of the **Document HTML window**, click **Take Background Color/Image from Page**.

If you want the same color on every page, you can:

1. Create a **Master Layer**.
2. Use the **View Info pane** to choose a background color for the Master Layer.
3. Apply the **Master Layer** to every page.



From the View Info pane

## Customizing HTML: Background Color/Image

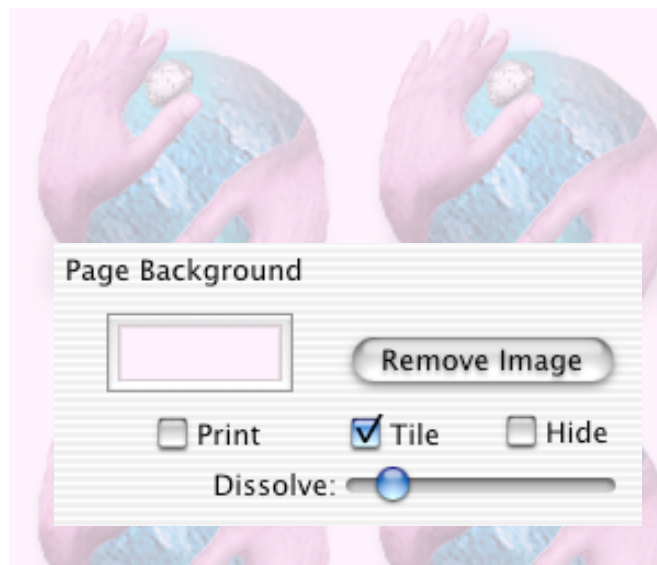
If you're **preparing your document for both print and web output**, Create gives you the ability to set the HTML background color separately from the Page background color. Use the **Document HTML Color pane** to set the colors for the web and the **View Info pane** to set the color for printing. Be sure to uncheck the **Take Background Color/Image from Page** checkbox.

### Tiled Background Image

The same considerations apply when you want a tiled background image on your pages. If you use the **View Info pane** to select an image, you can see it while you're editing your document. You can also dissolve the image and see the results. Use a **Master Layer** if you want the same background image on every page.

You can also add a background image in the **Color pane** of the **Document HTML window**. The easiest way to do this is to add the background image to your **Web Resources** window and then drag it onto the **Background Image text field**.

Background images are **always tiled** in your web output.



## Customizing HTML: Text Color

To set the colors for text, links, active links, and visited links, use the **Colors pane** of the **Document HTML window**. Each type of text has a color well, and the results are shown in the text field. You can also hand-edit the **BODY tag text**; that will override the color well choices.

You can **override** your choices here using the **Page Uses Custom HTML checkbox** in the page **Web Info pane**.



---

## Customizing HTML: Adding Additional HTML

To add additional HTML **to the HEAD tag** of your pages, enter it in the **Extra Head Info** text field on the **HTML pane** of the **Document HTML window**. Use this for adding Javascript code, Cascading Style Sheet information, or metatags other than Keywords and Description.

To add additional HTML **within the BODY tag but before the main table** that Create generates to hold the contents of the page, use the **Extra HTML Before Content** text field.

To add additional HTML **within the BODY tag but after the main table**, use the **Extra HTML After Content** text field. For example, if your site is a member of a web ring, you could put the web ring code here.

To add additional HTML **within the main table** generated by Create, use the **Embed graphic**. This allows you to place `<FORM>`, `<LIST>` and other tags within your Create content.





---

## Customizing HTML: Adding Meta Tags

To add **Keyword** and **Description metatags** to your document, use the text fields on the **Options pane** of the **Document HTML window**.

**Description:** Often used by search engines when they display a summary of your document. You should limit your description to 20 words or less.

**Keywords:** Used by search engines for indexing your page. Keywords are particularly important if your page contains little indexable text. The **Document HTML window** affects every page in your document. You can override the document HTML for individual pages by using the **Web Info pane**.

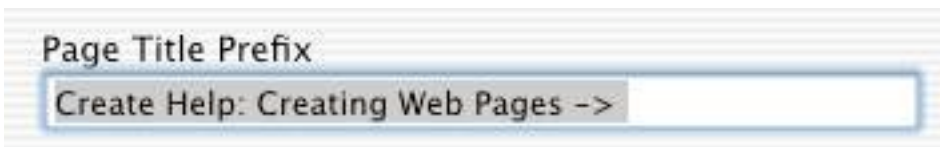


The image shows a screenshot of the 'Options pane' within the 'Document HTML window'. It features two text input fields. The top field is labeled 'Keywords' and is currently empty. The bottom field is labeled 'Description' and is also empty. The labels are positioned to the left of their respective text boxes.

---

## Customizing HTML: Page Title

To **add a set prefix to each page's title**, enter the prefix into the Page Title Prefix text field in the Options pane of the Document HTML window. The Page Title Prefix is also used on the document's Table of Contents page.



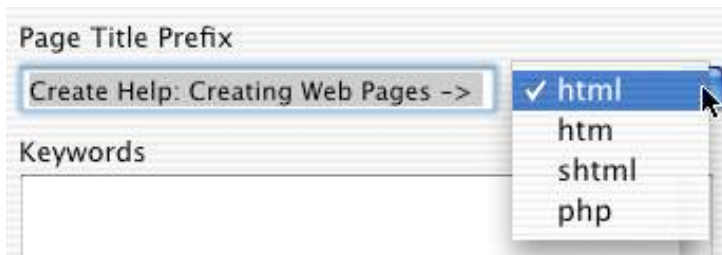
To **set a destination link for the Home button** on your navigation bars, enter a URL in the Home Page Link text field in the Options pane of the Document HTML window. The default value is index.html, but you can set it for whatever you want. If you want to link to index.html, but you do not want Create to automatically generate an index page, enter `../index.html`.



---

## Customizing HTML: File Extensions

To **set the file extension** that Create will add to each filename when it generates the HTML files, select an extension from the popup menu in the Options pane of the Document HTML window. Normally, you would use **html** or **htm**. But if you've embedded some HTML that uses server-side includes, you can use **shtml**, and if you've embedded some PHP code, you may need to use **php** to force the web server to run the files through the PHP parser before serving them.



If you need to use a different file extension, you can use a special hidden default. In Terminal.app, type:

```
defaults write com.stone.Create HTMLFileExtension  
"myEnding"
```

where you replace myEnding with the file extension you want to use.

## Customizing HTML: Image Output

Create can output the document's images as **JPG**, **GIF**, or **PNG** files.

To choose the **default output file format** for the whole document, use the **Appearance pane** of the **Document HTML window** and select a format from the **dropdown menu**.

**Note:** To set JPG image quality, whether GIFs are dithered, and whether PNGs are interlaced, use the controls in **Image pane** of **Create's Preferences window**.

You can **override** the output format for a particular page in the **Web Info pane**.

**Note:** Create does not change the file format for unscaled GIF image files, in case they are animated GIFs. In addition, Create outputs images as PNG if they need transparency (for example, a graphic with a pattern in a Table Group with a background image).

Each format has advantages and disadvantages.

- **GIFs** are good for simple drawings with flat colors. GIFs also allow for one color to be transparent.
- **JPGs** are good for photographs or graphics with blended colors.
- **PNGs** are a good overall format and allow for transparency, but are not supported by all browsers.

---

## Customizing HTML: Text Output

You can choose to **increase the font size for the HTML output** by checking the **Use bigger fonts checkbox** in the **Appearance pane** of the **Document HTML window**.



For each Text Area, you can choose whether to output that text as a graphic or as text. **To output the text as a graphic**, select the Text Area and bring up the **Object Info pane**. Check the **Output to Web as Image checkbox**.

- All text that has Effects will be output as an image.
- All Super Text will be output as an image.

When Create translates text to HTML, it handles **text size, italic and bold formatting, color, and center alignment**. It **translates Tabs to non-breaking spaces**. It **does not** translate Right or Justified alignment, kerning, subscripting, superscripting, or paragraph indents and margins.

You might choose to output as an image if you have used special fonts that are not generally available, or if you have complicated formatting. In general, though, you should try to output text as text. This allows users to select the text and allows indexing and search engines to process your pages. It also makes your pages load faster.

## Customizing HTML: Preferences

### HTML Preferences

To set up a standard look and feel for your documents, make your settings in HTML Preferences.

The Appearance, Colors, HTML, and Options panes duplicate the settings in Document HTML.

However, the settings in the Special pane are only available in HTML Preferences. These settings affect all HTML output.



## Customizing HTML: Preferences

To **eliminate the Create logo** and date from your HTML output, check the No Logo checkbox. If this is unchecked, a line something like this appears at the bottom of each page:

Created with [Stone Design's Create®](#) at 2001-12-20 16:28:15 -0700

A larger logo appears on the Table of Contents page.

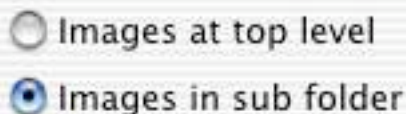
To **slightly decrease the size of the HTML files** generated by Create, check the Compact Output checkbox. This eliminates all linefeeds and other spacing and makes the HTML virtually unreadable. Check this only if you're sure you're never going to have to edit the HTML.

To **put all HTML files and images at the top level of the folder** created for a document, choose "Images at top level". Create will not make an image subfolder for the document.

To **optimize the encoding of your HTML files** to fit your native language, choose an encoding here. We strongly recommend that you choose Standard unless you fully understand the ramifications of non-standard encodings!



No Logo  
 Compact Output



Images at top level  
 Images in sub folder



HTML Encoding

Standard

Use with caution!

---

## Customizing HTML: Preferences



If a URL does not contain a file name, web servers look for a file named “index.html” in the directory referenced by the URL. Given a URL like “http://www.stone.com/Photos/”, browsers will actually display “www.stone.com/Photos/index.html”. In general, every folder should have an index.html file.

By default, Create will create an index.html file automatically. You have a choice of whether to not create this file (**Omit**), create a page which is a symbolic link to the first page of the document (not the Table of Contents) (**Link**), or create a page which is an exact **Copy** of the first page. By default, the link option is preferred because if you alter the first page, the symbolic link always reflects the latest version. However, on some web servers (including iDisk), links are not possible, so in this case, you should choose either **Omit** or **Copy**.

If you choose to Omit an index.html and you leave the “index” default setting for your Home Page Link, Create will make the Home button on your navigation bars point to the first page. If you want to make your own index.html page and you want the Home button to point to it, set the Home Page Link to “./index.html”.



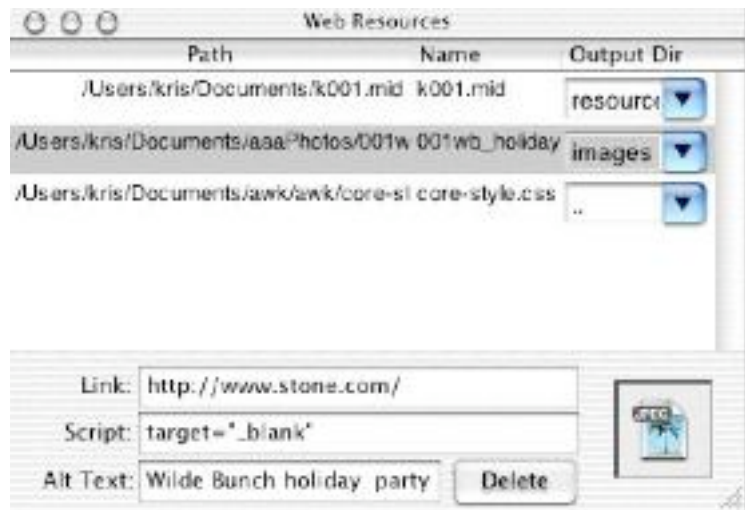
# Managing Resources: Web Resources

Building a web site involves more than just generating HTML files. There may be other files that you need to include in your site.

**Example:** You may use the same graphic on multiple pages. If it's in the same place on every page, consider using a **Master Layer**. But if it's in a different place on each page, you'll want to link it in and only put one copy of the image in your web site.

**Example:** You want to add music to your pages. You need to be sure that the music files are included in your web site.

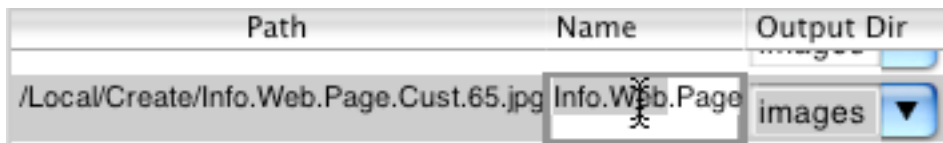
To **add** various files to your document, use Web Resources (**Web->Web Resources (Cmd-K)**). When you drag and drop a file into the Web Resources window, Create saves the location of that file. When you generate the HTML, Create copies the file into a location that you can set in the Web Resources window.



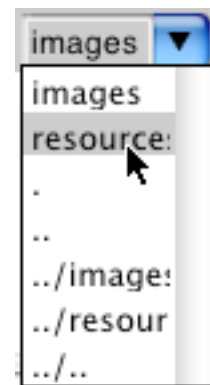
## Web Resources (page 2)

To **add a file to Web Resources**, drag the file from the Finder and drop it onto the Web Resources window. Create won't let you add the same file more than once.

To **set the name of the output file**, **double-click** in the **Name field** and enter a new name. The default name is the original file name.



To **set the output directory**, choose one from the **drop down menu** or **double-click** in the field and enter a new directory name. This is where Create will copy the file when it generates the HTML files. Unless you know the directory structure of the site's final destination, you should use a relative path for the directory. The default output directory is a subdirectory named **images**.

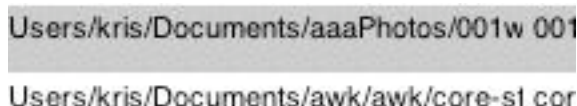


---

## Web Resources (page 3)

To **add a link to the file**, select the file in Web Resources and enter a URL into the **Link field**. Whenever you drag this file from Web Resources into your document, it will use this link in the HTML output.

To **add a script to the link**, enter it into the **Script field**. A common script is "target="\_blank"", which forces the linked URL to open in a new browser window.



Users/kris/Documents/aaaPhotos/001w 001  
Users/kris/Documents/awk/awk/core-st cor

Wherever this image appears in the web pages generated by this document, clicking on it will open a new browser window and go to the stone.com site.



Link:   
Script:   
Alt Text:

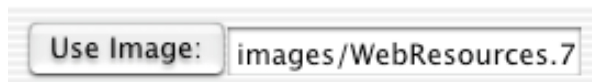
To **provide alternate text for an image**, enter the text into the **Alt Text field**. When you drag this file from Web Resources into your document, the **Alt Text field** in the **Web Info pane** will be set to this value.

**Note:** You should always provide alternative text for your graphics. In fact, in the HTML 4.0 specification the Alt attribute is required for all images.

---

## Web Resources (page 4)

To use **Web Resources in your document**, select the file in the Web Resources window and drag its icon to your document. If it's an image file, Create will set the **Use Image field** in the **Web Info pane** to the output location and filename set in Web Resources. In the generated HTML, the `<IMG>` tag will reference the Web Resource file.



### Example: Including a music file

1. Add the music file to Web Resources.
  - 1a. Change the output directory if you don't want the music file in your images directory.
2. Add an **Embed graphic** to your document.
3. Bring up the **Object Info pane** for the Embed graphic.
4. Choose the **EMBED tag** from the **drop down tag menu**.
5. Bring up the **Web Resources window** and select the music file that you added.
  6. Drag that file to the **Source field**.
    - 6a. Enter **AUTOSTART="false"** in the Include **Custom HTML field**. This will allow the viewer to choose whether or not to play the music.

Now, when you generate the HTML, it will include the tags necessary to play the music file and the music file will be automatically copied to a subdirectory of the HTML folder.

---

# Generating HTML

To **generate a set of HTML and graphic files** to recreate your document for the web:

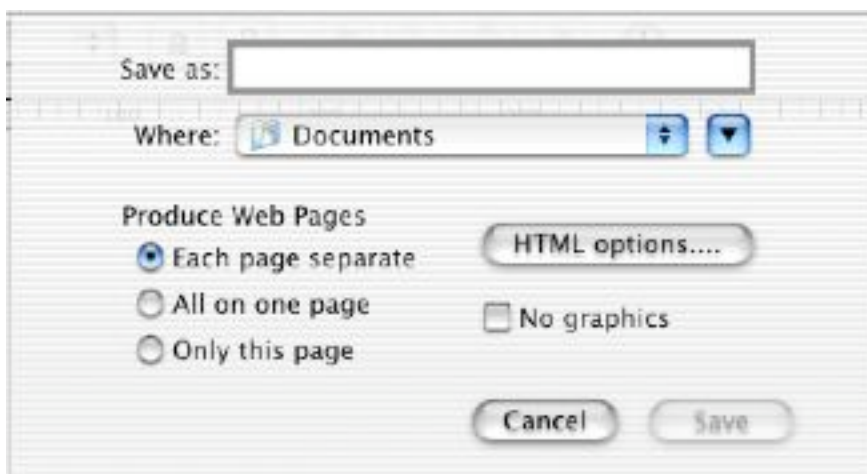
1. **Choose Web->Create Web Pages... (Shift-Command-K).**

**Note:** At this point, if you have any overlapping graphics, Create will warn you and give you a chance to fix the overlaps.

2. **Choose a location** for the folder that Create will generate.

**Note:** If you want to replace the contents of an existing folder, choose a file within that folder and click **Replace** in the resulting dialog.

3. **Choose whether** you want to output each page as a separate HTML file, output all the pages in one HTML file, or output only the current page. These options are enabled only if your document contains more than one page.

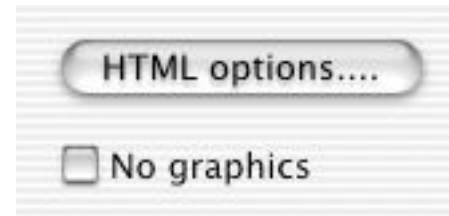


## Generating HTML (page 2)

4. If you want to tweak the document HTML, click the **HTML Options...** button. This brings up the **Document HTML window**.

5. **Choose whether you want to output the graphic files.** If you have already generated the files for this document and you've changed some of the layout, text, or HTML options without modifying any of the graphics, checking the **No Graphics checkbox** can save some time.

6. Click **Save**.



---

## Generating HTML: Overlapping Graphics

If any of your pages **have overlapping objects**, Create will warn you and give you an opportunity to fix them. If you choose to go ahead, Create will do the best it can to create HTML that reflects the page, but some objects will be rearranged.



**Why overlapping objects are a problem:** Create attempts to make a WYSIWYG version of your document by using HTML **Tables**. Each object in your Create document will be contained in a separate cell in a table. Since cells can't overlap, neither can graphics.

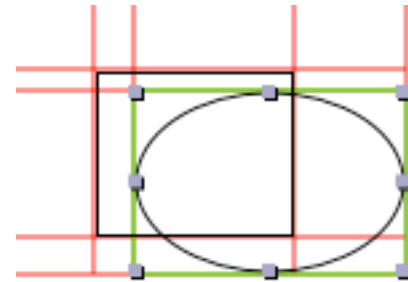
---

## Generating HMTL: Fixing Overlapping Graphics

### How to fix your overlapping graphics:

Choose **Web->Show Table Preview** to see the table cells that will be generated. This is discussed in more detail in [Tables](#).

If **all overlapping objects are graphics**, either move them so they don't overlap or select them and choose **Object->Group->Group Scaleable (Cmd-G)**. This will create a single object out of the overlapping objects.



The overlapping table cell is shown with a green outline

### If **some of the overlapping objects are Text Areas**:

If you group the objects, the contents of the Text Areas will no longer be editable or searchable text. This affects the HTML in two ways:

1. Graphics are larger and take longer to load than text.
2. Search engines will not be able to index the text, so it will be harder for others to find your web pages.

You should try to rearrange your objects so that Text Areas do not overlap other graphics. If you choose to group your Text Areas, you may want to use **Web->Document HTML->Options pane** and enter additional text into the **Keywords text field**. You should also select the group graphic, go to the **Web Info pane**, and enter a summary of your text in the **Alt Text text field**.



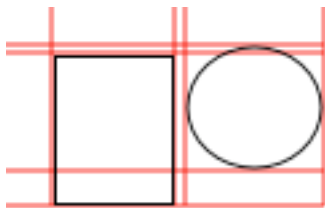
## Generating HTML: Tables

Depending on the complexity of your layout, Create can generate some pretty complicated tables. Since smaller, less complex tables help your pages load faster, you may want to control this. Create provides some tools to help you simplify the table while still controlling the appearance of your page.

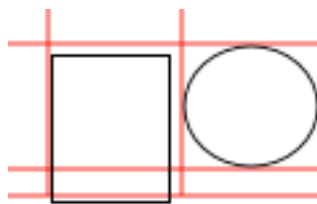
To **see a preview of the Table** that will be created to contain your graphics, choose **Web->Show Table Preview**.

To **control the amount of precision in the table**, use the **Coalesce Items Closer Than** slider in the **Appearance pane** of the **Document HTML window**.

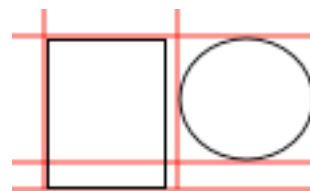
A small coalescing factor makes for precise tables with small cells. When you slide the coalescing slider right, Create makes less precise tables. Since the graphics still need to line up with the table cells, what you see here is not exactly what you will get in the browser. To get a more accurate preview, choose **Web->Align to Table Cells**.



Small coalescing factor = some very small cells



Large coalescing factor = larger, less accurate cells



After aligning to table cells: the graphics are no longer slightly offset

## Generating HTML: File Structure

Create generates a folder containing:

- **an HTML file for each page in your document**

You can set **whether you want nice readable HTML or HTML that has been compressed** to be as small as possible. To compact your HTML as much as possible, bring up the **HTML Preferences window (Web->HTML Preferences...)**, go to the **Special pane**, and check the **Compact Output checkbox**. You can also have Create make one big file for all the pages instead of a separate file for each page. In the **Web->Create Web Pages dialog**, click the **All On One Page radio button**.

- **an image file for each image in the document**

To **set the image file format**, bring up the **Appearance Pane** of the **Document HTML window** and select a format from the **Output Images popup menu**.

The image files also include thumbnail images, if your Table of Contents page uses thumbnails, navigation bar images if your navigation bar uses images, and a Create logo if you have not checked the **No Logo checkbox** in the **Special pane** of **HTML Preferences**.

You can choose whether the image files will go into an images subfolder or will be placed at the top level of the folder.

To **set the location for the image files**, bring up the **HTML Preferences window** and choose the **Special tab**. Click one of the image output radio buttons.

## Generating HTML: File Structure (page 2)

- a file named **TOC.html** if Create is set to make a Table of Contents file and the document contains more than one page.
- a file named **index.html**, if Create is set to make one in **HTML Preferences**→**Special**. When a URL references a directory rather than a specific file in the directory, the web server returns a file named **index.html** if it exists. By default, Create generates a file that is actually a link to the first page of your document (not the Table of Contents). You can set Create to make a copy of the first page rather than link to it.

# Special Topics

- **Autotrace**

Turn images and other graphics into splines

- **Animation**

Easily animate your graphics

- **Working with Color**

Using the Color dialog and the Safe Colors window

- **AppleScript**

Automate Create document production

- **CSS**

Use Cascading Style Sheets with Create documents

- **Services**

Use Create features in other services-savvy applications

- **Hidden Defaults**

Access hidden features

## Autotrace

To **convert images and graphics into editable splines**, use the Auto Tracer window.



## Autotrace (page 2)

### Minimum Curve Height

This slider, with a range of **value from 0 to 20**, is used to determine whether the a line bows enough to be considered a curve (spline) or whether it should just be a series of straight lines. 0 means make the AutoTrace with as many curves as possible, 20 means straight lines.

### Maximum Angle of Variation

The angle of variation is used to determine whether the pixel that is being investigated is part of the line that is being generated, or whether it is part of the next line.

- The **larger the angle is**, the more tolerant of accepting the next pixel as part of the current line. The range varies from 0 to 45, with 0 being more precise, 45 being most tolerant of gaps. So you'll get fewer lines if you have a large value, but less resolution.

- The best way to learn about these parameters is to play with them until you get the trace you like. There is an interaction between the two values as the following results show.

Curve Height = 0  
Angle of Variation = 5



Curve Height = 0  
Angle of Variation = 30



Curve Height = 10  
Angle of Variation = 5



Curve Height = 10  
Angle of Variation = 30



## Animation

- You can **create animated graphics** with the **Animator panel**. Create takes the scale, location, and rotation parameters and applies them to the graphic. When you save the animation, Create makes separate image files for each step in the animation and places them in a **“.anim” folder**. The images can be used by Stone Design’s **GIFfun** to produce animated gif files.



## Animation (page 2)

To **animate a graphic**:

1. Bring up the **Animator window** (**Tools->Animator...**).
2. Select the graphic. If nothing is selected, the Animator window does nothing.
3. Set the **various parameters** to control the animation.
4. Click the **View Animation button** to check your animation. Tweak the parameters as needed.
5. Set the **Frame size** and **location**. Click the **Current button** to enclose the selected graphic. Then use the **nudge arrows** to resize the frame to include all the animation graphics. You can check this using the View Animation button.
6. If you want, you can **save the parameters with the graphic**. To save the parameters, click the **Params Save... button**.
7. Click the **Save Animation button**. Select a file location and name and choose whether you want to save the frame graphics as GIF or TIFF files.



## Animation: Parameters (page 3)

### Parameters

- The **number of Frames**: This is the **number of files that will be produced to make the animation**. The more frames you use, the finer the granularity of the animation, but the more file space your animation will take.
- **start num**: Each frame file is named with a **sequential number**, starting with start num. You can change this value if you're going to be adding these frames to frames that you have already created.
- **Frame**: The **clipping rectangle for the frame files**. The frame needs to be large enough to hold the complete animation, including the results of changing the graphic's location. To create the Frame, click the **Current button** to **size the frame to the selected graphics**. Use the **nudge arrows** to **resize and relocate the frame** as necessary. You may want to view the animation to see how where the frame should be located and how big it needs to be.

Note: When the Animator window is open, the current Frame shows in all document windows. To get rid of it, close the Animator window.

- **Alpha**: **GIFs can have one transparent color**. You can set whether the GIF files will have a transparent color and what that color will be.

## Animation: Parameters (page 4)

The **following parameters control the animation itself**. For instance, the Scale parameters set the starting size and maximum size of the graphic. When animating, Create makes images that show the graphic in different sizes ranging from the Start scale to the Maximum scale.

- **Scale: controls the graphic's size.** If the Start value is 100% and the Max value is 100%, the graphic will stay the same size. You can set different values for horizontal (X) and vertical (Y) scaling.
- **Trans: controls the graphic's change in location** in points from the graphic's current location. To **make the graphic slide from left to right**, enter a Trans X Start value that is less than the Trans X Max value. Trans X controls horizontal location; Trans Y controls vertical location.
- **Rotation: controls the graphic's rotation in degrees.** If Start is 0 and Max is 0, the graphic will not rotate. You can also set whether the rotation is **clockwise** or **counterclockwise**.
- **Loop:** If Loop is checked for any of these values, the Max parameter will be the value for the middle frame. If unchecked, the Max value is the value for the last frame of the animation.
- **Interp: controls the rate of change for each frame.** This **controls the appearance of speed**. Each animation factor (Scale, Translation, Rotation) can have its own rate of change. The choices are:
  - Linear:** The change for each frame is equal.
  - Exponential:** The animation starts slow and speeds up.
  - Logarithmic:** The animation starts fast and slows down.
  - Sinusoidal:** The animation starts slow, speeds up, and slows down.

## Animation: Parameters (page 5)

To **save your parameters**, click the **Param Save... button**. If a graphic is selected, the parameters will be saved in the document with that graphic. If no graphic is selected, a **Save dialog** lets you choose a filename and location for the parameters. The file type is **.cmovie**.

- To **load previously saved parameters**, click the **Param Load button**. If a graphic with previously saved animation parameters is selected, those parameters will be loaded. If no graphic is selected or the selected graphic doesn't have previously saved animation parameters, an Open dialog lets you select a saved animation parameter file.

- To **reset all the parameters to “no animaton”**, click the **Param Reset button**. If used in an animation, these settings would show no animation. If a graphic is selected, this button also removes all animation parameters from the graphic.

## Animation (page 6)

To **preview your animation**, click the **View Animation button**. If you check the **Slow Motion checkbox**, you can view the animation in slow motion. This allows you to see each frame. If you check the **Continuous checkbox**, the animation will play over and over. Click anywhere to stop the animation.

- If **Stone Design's GIFfun** is available, saving your animation will also:
  1. Open GIFfun and load the animation folder just created.
  2. Tell GIFfun to make an animated GIF.
  3. Open the resulting animated GIF in your default browser.
- To **make an animated GIF with a transparent background**:
  1. Set up your animation with the **Animator panel**.
  2. Uncheck the **Alpha checkbox**.
  3. Save the animation as **TIFFs**.
  4. In **GIFfun**, click the **Options... button** and check the **Use Transparent Color checkbox**.

## Working with Color

Create uses two color tools:

1. The **standard MacOS Color dialog (Shift-Command-C)**.
2. The **Safe Colors window (Web->Safe Colors...)**.

- Create also uses **Color Wells** throughout the application to make it easy to apply and use colors.

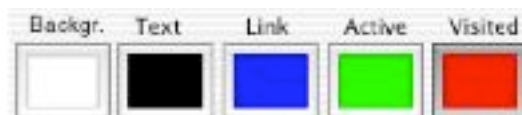
### Color Well

A Color Well has a **rim** and a **center**. Clicking on a color well's rim **activates the well** so that colors selected in the Color dialog automatically appear in the color well. More than one color well can be active at a time; all activated color wells will display the same color. To **activate additional color wells**, press the **Shift key** while clicking on the color well's rim.

You can **change the color of a color well**, whether it's activated or not, by dragging a color swatch from another color well.

- To **drag a color swatch from a color well**, click in the center of the color well and drag a color swatch out. You can **drag the color swatch to another color well or any object that accepts colors**.
- For example, in Create, you can drag a color swatch to a graphic. This will change the color of the top fill or add a fill if one doesn't exist.

### Color Wells in Web->Document HTML



One activated Color Well



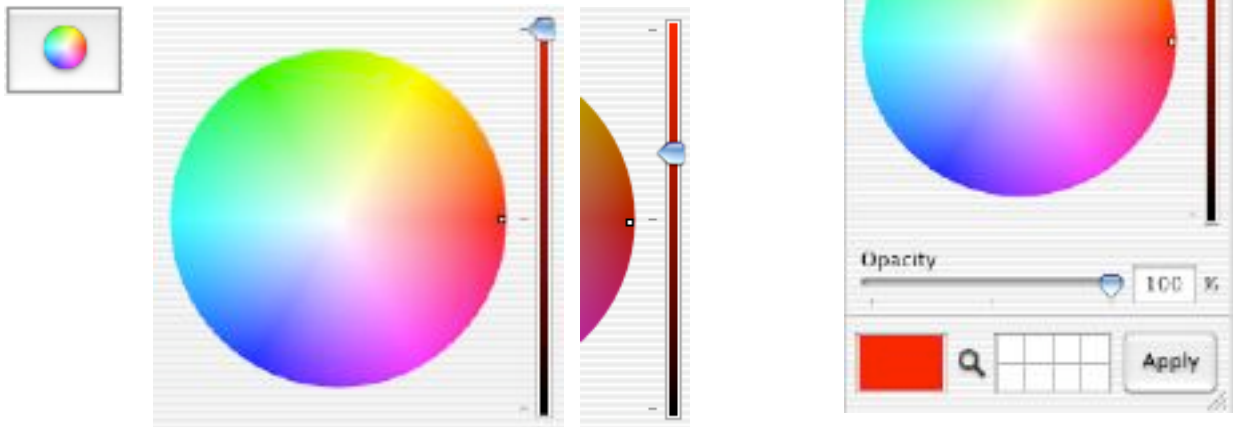
Three activated Color Wells

## Working with Color: Color dialog

### Color dialog

The Color dialog lets you select colors in a variety of ways.

### Color Wheel



### Numerical Values

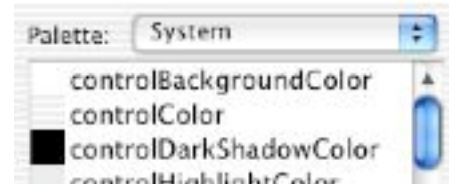
- Gray percentage
- RGB
- CMYK
- Hue/Saturation/Brightness



## Working with Color: Color dialog (page 2)

### Palette

- Apple
- System



### Image

You can take any image and use it to grab colors.

1. **Copy** an image.
2. Go to the **Color dialog**
3. Choose **New from Pasteboard** from the **Palette menu**.

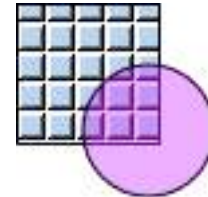


Default Image in Color dialog

## Working with Color: Color dialog (page 2)

### Opacity Slider

Use this slider to set transparency for your colors. Remember that transparent effects don't always print accurately and not all graphic image formats support transparency.



### Magnifying Glass

Use the magnifying glass to grab any color visible on the screen

### Swatch Collection

Use this to store colors that you intend to use frequently.



Color Well, Magnifying Glass, Swatch Collection, Apply Color Button



## Working with Color: Safe Colors window

### Safe Colors window

Use the Safe Colors window to **choose colors that won't dither on 8-bit monitors**.

You can also use it to **translate** hexadecimal color values into a color and colors into hexadecimal values (for entering into HTML code, for example).

To **translate a hex value into a color**, bring up the Safe Colors window (**Web->Safe Colors...**) and enter a value into the text field. Be sure to use **digits 0-9** and **letters A-F**.

To **translate a color into a hex value**, drag a color swatch into the color well, or activate the color well in the Safe Color window and use the Color dialog to get the color.



## AppleScript

**Create is scriptable**; you can use **AppleScript** to tell Create to make new documents and to add graphics to existing documents. An easy way to see what AppleScript and Create can do is to make a Create document and choose **File->Save Other->Save AppleScript...** Create will make a file containing the AppleScript commands needed to recreate the file and will open the file in **Script Editor**.

**Example:** The sample script on the next page will reproduce the 3x10 address label Page from Library Resources. You could replace the text information with an AppleScript variable and initialize the variable with information from another source. You could then use the script to produce address label sheets, with each sheet having a different name and address.

## AppleScript (page 2)

This is an example AppleScript generated from a Create file. This script will reproduce the 3x10 address template from the Page Resource Library. You could easily modify this script to produce labels with different addresses, fonts, and colors.

```
tell application "Create"
    make new document at before front document
    tell the front document
        tell page 1
            make new text area at before graphic 1 with properties {x position:36,
y position:36, width:166, height:72, rotation:0.0, scale x:1.0, scale y:1.0, shear x:0.0,
shear y:1.0, flip horizontal:0, flip vertical:0, antialias:0, text contents:"
Janey Q. Doey
123 Easy Street
East Wakefield, NM 87107"}
            set the font of the text contents of text area 1 to "Helvetica"
            set the size of the text contents of text area 1 to 12
            set the color of the text contents of text area 1 to "0.000000 0.000000
0.000000"
            tell text area 1
                make new matrix at before matrix 1 with properties {rows:10,
columns:3, row spacing:0.0, column spacing:36.0}
                set the multi to matrix 1
            end tell
            redraw
        end tell
    end tell
end tell
```

## AppleScript (page 3)

Here is an example script to export each page of a Create document as a jpeg image.

```
|- - make a new unique folder name based on the current time
set basedir to "~/Documents/Create/slides-"
set theDate to current date
set destination to basedir & year of theDate & "-"
    "-" & month of theDate & "-" & day of theDate & "+" & time of theDate & "-"
    & "/"

tell application "Create"
    tell the front document
        set totalpages to pagecount
        repeat with i from 1 to totalpages
            -- keep slides in order if there are more than 10
            if i < 10 then set filename to destination & "Slide_0" & i & ".jpg"
            if i > 9 then set filename to destination & "Slide_" & i & ".jpg"
            tell page i
                export in filename
            end tell
        end repeat
    end tell
end tell
```

To export each page as a PDF file, substitute “.pdf” for “.jpg” in the filename. To export each page as an EPS file, substitute “.eps” for “.jpg” in the filename.

## AppleScript (page 4)

Here is an example script that groups all the objects on each page as a table group and then sizes and places the table group. This can give each page a consistent look when it's exported to HTML.

```
tell application "Create"  
  tell the front document  
    repeat with p from 1 to pagecount  
      tell page p  
        selectall  
        if (count of the selection) > 1 then  
          grouping as "table"  
          redraw  
        end if  
        tell table group 1  
          set width to 483  
          set height to 455  
          set x position to 123  
          set y position to 11  
        end tell  
        redraw  
      end tell  
    end repeat  
  end tell  
end tell
```

To see Create's commands, objects, and object properties, use Script Editor to open Create's dictionary.

## CSS

Create surrounds various elements in the HTML it generates with class names. These class names can be used in CSS (Cascading Style Sheet) styles to control the pages' appearance.

For example, by putting the following specification into the header HTML and choosing to use text navigation bars, you can give your menu a rollover effect:

```
<STYLE TYPE="text/css">
.menu {background-color: #FF00FF; }
.menu a:link {color: #0000FF; font-weight: bold; text-decoration: none; }
.menu a:visited {color: #894F7B; font-weight: bold; text-decoration: none;}
.menu a:active {color: red; }
.menu a:hover {text-decoration: underline; background-color: #FFFFFF; }
</STYLE>
```



Note: hover is not supported by all browsers.

## CSS – Table of Contents

**toctitle:** The title on the Table of Contents page is in a `<div class="toctitle">`.

**toctitletext:** The actual text of the title on the Table of Contents page is in a `<span class="toctitletext">`.

**toctext:** On a text-only Table of Contents page, the list of pages is in a `<div class="toctext">`.

**tocimagetext:** On a thumbnail Table of Contents page, each page title and thumbnail image is in a `<div class="tocimagetext">`.

**tocpages:** On all Table of Contents pages, the list of page numbers is in a `<div class="tocpages">`.

**credits:** If No Logo is unchecked in the Special pane of the HTML Preferences window, the Create logo and credit line is in a `<div class="credits">`.

## CSS – Individual Pages

**menu:** Textual menu bars are in a `<div class="menu">`.

**credits:** If No Logo is unchecked in the Special pane of the HTML Preferences window, the Create logo and credit line is in a `<div class="credits">`.

**credittext:** The text of the credit line is in a `<span class="credittext">`.

### Text Areas

To **put a Text Area in a custom class**, name the Text Area in the Text Block Name field in the Object Info window for the Text Area. When Create generates the HTML, it will put that Text Area in a `<div class="your_name">` where “your\_name” is replaced by the name you gave the Text Area. You can use the same name for different Text Areas, so multiple Text Areas can have the same style.

Because Create is a WYSIWYG editor, font information for Text Areas is generated automatically and overrides any CSS font styles. However, you could use style sheets to set background colors and borders for Text Areas.

For example, this style specification:

```
.mytext {padding:10; background-color: #CCCCFF;  
border: 10px inset #6666FF}
```

makes any Text Area named “mytext” look like this:





## Services

Create provides several services that are available in any application that supports services.

**Replace Text With HTML:** Replaces the currently selected text with HTML that will duplicate the appearance of the text.

**Note:** If you want to do this in Create, use **Format->Text->Copy as HTML**, which will place an HTML version of the selected text into the Pasteboard.

**Replace Text with antialiased JPEG:** Replaces the currently selected text with a JPEG image file of the text.

**Replace Text with antialiased TIFF file:** Replaces the currently selected text with a TIFF image file of the text.

**Replace Text with antialiased TIFF image:** Replaces the currently selected text with a TIFF image of the text.

**Rich Text:** Places the currently selected text into the topmost Create document as a separate text area.

## Hidden Defaults

Users occasionally ask for a feature that we can easily do but that we don't think is of general enough interest to put into the user interface. So we put the feature in the code and activate it with a hidden default.

To **set a hidden default**, open the Terminal application, and type:

```
defaults write com.stone.Create defaultname defaultvalue
```

where `defaultname` is replaced by the name of the default and `defaultvalue` is replaced by the value of the default.

To **remove a hidden default** (in other words, to go back to Create's standard behavior), open the Terminal application and type:

```
defaults delete com.stone.Create defaultname
```

where `defaultname` is replaced by the name of the default.

Here are some available defaults:

To **replace the words "Table of Contents"** on the Table of Contents page, type:

```
defaults write com.stone.Create TOC "whatever you want"
```

where you replace "whatever you want" with your preferred name (including the quotes).

## Hidden Defaults (page 2)

To **change the file extension** Create uses when generating HTML files, use

```
defaults write com.stone.Create HTMLFileExtension "myEnding"
```

where you replace "myEnding" with you preferred file extension (including the quotes).

You can use the Options tab of **Web->HTML Preferences...** to choose among four standard extensions: html, htm, shtml, and php. Use the hidden default only if you need a different extension.

To **reduce the space between the navigation bars and content**, use

```
defaults write com.stone.Create VeryCloseNavs YES  
(no <BR>'s)
```

```
defaults write com.stone.Create CloseNavs YES  
(just one <BR>)
```

To **export high DPI TIFF images at 72 DPI** (which means the images will be much larger), use:

```
defaults write com.stone.Create DontResizeTIFF YES
```

# Menus



**Create's** main menu contains the Apple logo menu, File, Edit, Format, Font, Web, Object, Tools, Windows and Help menus.

# Create

## About Create

Brings up information about the Create application.

## Preferences...

Opens the [Preferences](#) window.

## License...

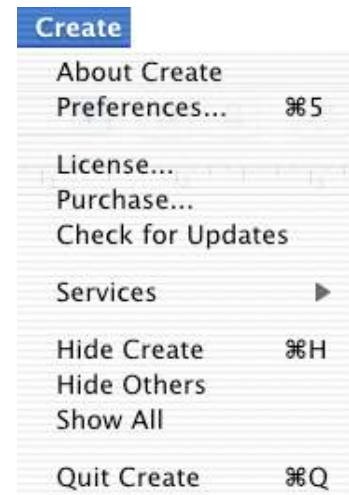
Opens the Licensing window.

## Purchase...

Brings up the Stone Store web page in your browser.

## Check for Updates

If you are connected to the internet, checks the Stone website for new versions of Create and gives you an opportunity to download updated software.



# Create

## Services

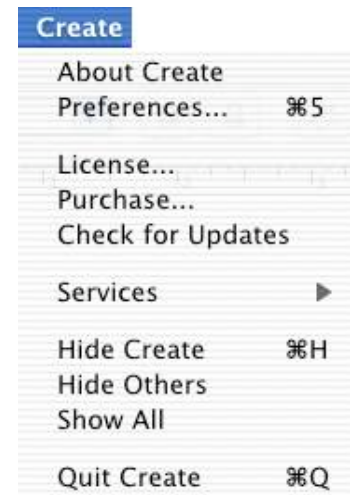
Allows you to access other applications from within Create. The contents of this menu depends on what applications you've installed on your computer.

Here are some **Services** that may be available:

- **Services->TextEdit->Open Selection** to open a new TextEdit document containing the selected text.
- **Services->Make Sticky** to make a new Stickies note containing the selected text.

If you have not modified your document since your most recent save, you can choose:

- **Services->Mail->Mail Document** to create a new mail message containing your Create document.
- **Services->Pack Up & Go->Compress** to create a compressed archive of your document.



# Create

## Hide Create

Hides all of Create's windows.

## Hide Others

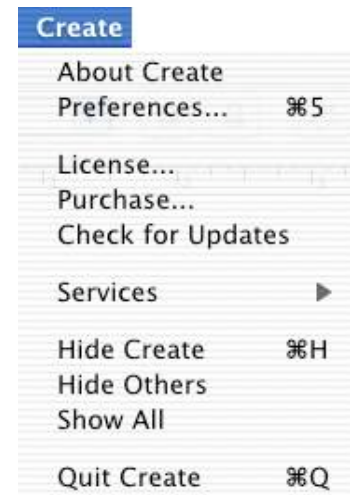
Hides all applications except Create.

## Show All

Displays all windows for all applications.

## Quit Create

Causes the Create application to quit. If you have unsaved documents, you will be given the option to quit anyway, review your unsaved documents, or cancel quitting and return to Create.



# File

## New

Makes a new Create document.

## Open...

Brings up a standard **Open Dialog**, allowing you to select any type of file that can be opened by Create.

- If you select a .cre8 file, the document will be opened.
- If you select image files or .clipArt files, they will be opened in the active Create document.
- If there is no document, Create will make a new one for the images.

## Open Recent

Displays a menu of recently opened Create documents.

## Close

Closes the active Create document. If it has not been saved or has been modified since your last save, you will be prompted to save it.





# File

## Save

Saves the active Create document. If it is untitled, a **Save Dialog** comes up to let you specify a name and location.

## Save As...

Saves the document to a new document. A Save Dialog comes up to let you specify the new document's name. Further changes to this new document do not affect the original document.

## Save All

Saves all unsaved documents. If a document is untitled, a Save Dialog appears to let you specify a name and location for the document.



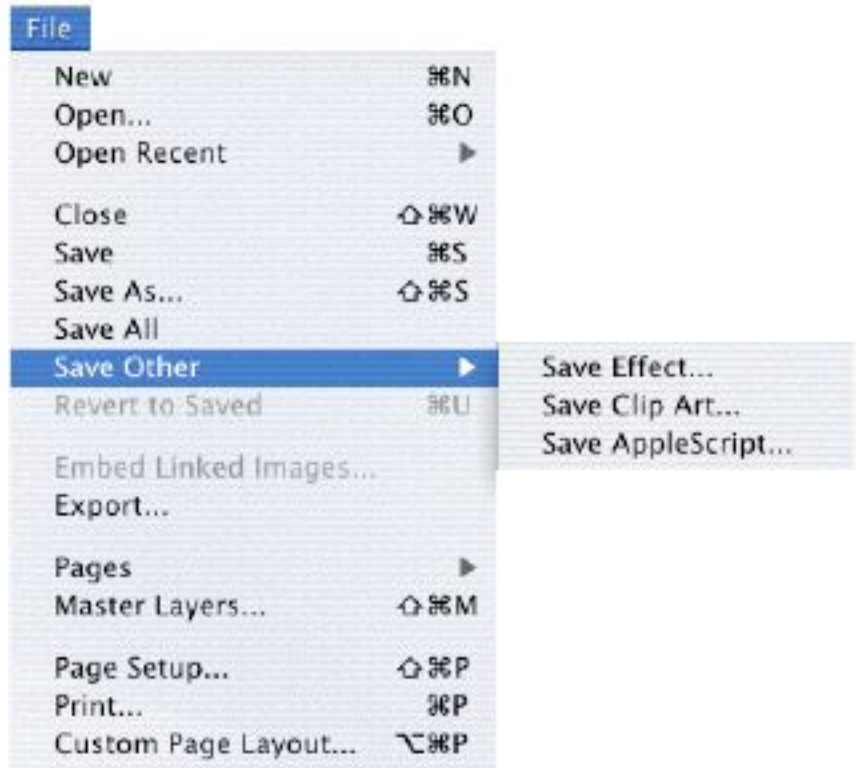
# File

## Save Other

**Save Effect:** Saves the current selected object's effects. A Save Dialog comes up to let you specify the Effect's name. This menu item is disabled if more than one object is selected, if no object is selected, or if the selected object has no effects.

**Save Clip Art:** Saves the current selected objects as a .clipArt file. A Save Dialog comes up to let you specify the Clip Art's name. This menu item is disabled if no objects are selected.

**Save AppleScript:** Creates and saves the AppleScript commands necessary to recreate the current document. A Save Dialog comes up to let you specify the script's name. The script is then opened in Script Editor. See [Working with Applescript](#) for more information.



# File

## Revert to Saved

Reopens the last saved version of the current document. You will be warned that you will lose all changes made since the last time you saved the document and asked to confirm. The menu item is disabled if you've made no changes since the last time you saved the document.

## Embed Linked Images...

Copies linked images to the document. Use this command if you're going to mail your document or move it to a different system where the linked images are not available.

## Export...

Saves the document to a new document, optionally with a different format. A **Save Dialog** comes up to let you specify the new document's name and format. You continue to work on the original document.

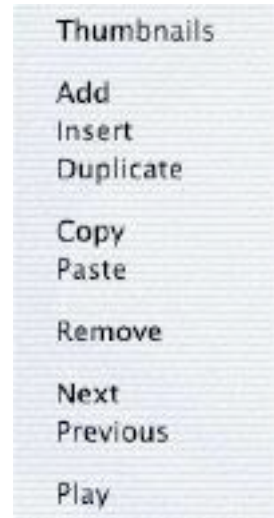
Formats available:

**Stone Create (cre8):** Saves the document as a Create document.

**Tagged Image Format File (TIFF):** Saves the contents of the current page as a TIFF format file.

**Portable Document Format (PDF):** Saves the document as a PDF format file.

# File



# File

## Master Layers...

Displays the Master Layers window.

## Page Setup

Displays the **Page Attributes** sheet for your printers to let you set the paper size, orientation, and scale supported by the chosen printer.

## Print...

Displays the **Print Dialog**, where you can choose a printer and select the number of copies and which pages you want to print. Choosing Preview creates a PDF file that is opened in the Preview application.

## Custom Page Layout...

Displays a sheet that lets you set the page size for the current document. The dimensions are displayed in the units set in **Format->Units** or in the Ruler.



# Edit

## Undo <last action>

Undoes your most recent change. The menu item changes to describe what it will undo. Create allows multi-level undo, so you can undo multiple changes. By default, Create can undo 30 changes; you can change this in **Create->Preferences->Document.**

## Redo <last undone action>

Redoes your last undo.

## Cut

Deletes the selected graphics and saves them to the Clipboard. If you're editing text, Cut deletes the selected text.

## Copy

Copies the selected objects to the Clipboard.

## Paste

Places the contents of the Clipboard into your document.



# Edit

## Paste As

These items are enabled only if you are currently editing text.

**ASCII:** If your Clipboard contains text, the text is pasted into the current text area as plain text, with no formatting.

**Rich Text:** If your Clipboard contains text, the text is pasted into the current text area as formatted text.

## Clear

Deletes the selected objects without copying them to the Clipboard.

## Copy Effects

Copies the effects of a single selected graphic to a special Effects clipboard that is independent of the standard Clipboard. It is enabled when a single graphic with effects is selected.

## Paste Effects

Pastes the effects from the Effects clipboard to the selected graphics. It is enabled if you've previously chosen Copy Effects.

# Edit

## **Find**

Commands for finding and replacing text in Text Areas. These commands are enabled when you are editing text.

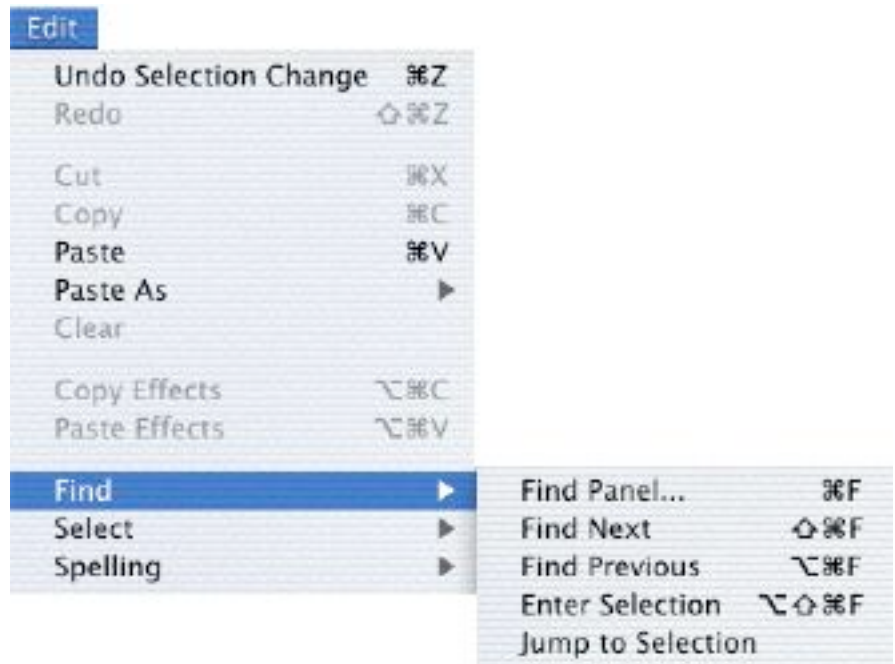
**Find Panel...:** Brings up the standard **Find Dialog**.

**Find Next:** Finds the next occurrence of the text entered in the Find Dialog's Find text field.

**Find Previous:** Finds the previous occurrence of the text entered in the Find Dialog's Find text field.

**Enter Selection:** Enters the selected text into the Find Dialog's Find text field.

**Jump to selection:** Scrolls the document page to the selected text.

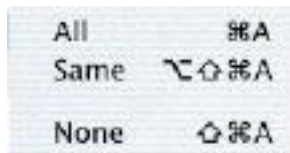




---

# Edit

## Select

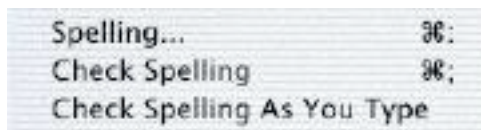


**All:** Selects all the graphics on the current page. If you're editing a Text Area, selects all the text in the Text Area and all Text Areas linked to the current Text Area.

**Same:** Selects all the graphics of the same type on the current page. For example, if you have a Rectangle selected, **Select**→**Same** will select all the Rectangles on the current page.

**None:** Deselects all graphics.

## Spelling



Commands for checking the spelling in the Text Area being edited. These commands are enabled when you're editing text.

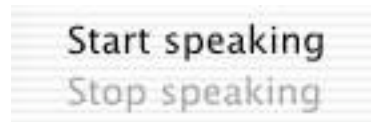
**Spelling...:** Brings up the standard **Spelling Dialog**.

**Check Spelling:** Finds the next misspelled word in the Text Area being edited.

**Check Spelling As You Type:** Toggles whether or not misspelled words will be highlighted in red as you type.

# Edit

## Speech



Commands for speaking the selected text. These commands are enabled when you're editing text.

**Start speaking:** Starts speaking the selected text. You can select the type of voice used for speech in the Speech section of System Preferences.

**Stop speaking:** Stops speaking text. This command is enabled when text is being spoken.

# Format

## Text

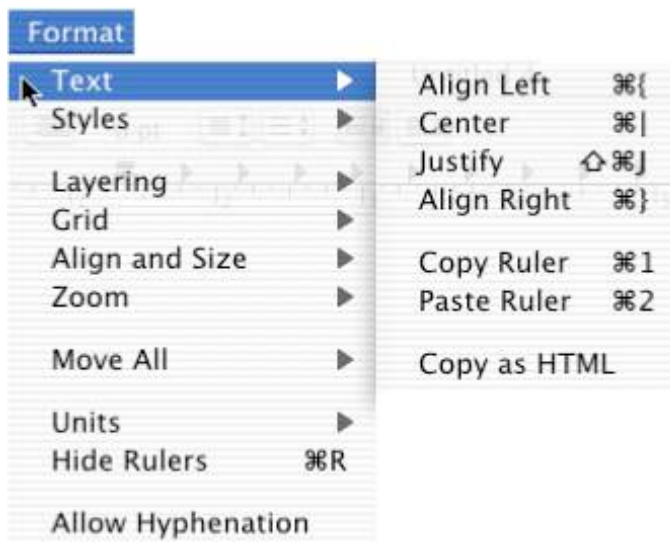
These commands are enabled when you're editing text.

**Align Left:** Aligns the paragraphs containing the current selection to the left margin.

**Center:** Centers the paragraphs containing the current selection between the left and right margins.

**Justify:** Aligns the paragraphs containing the current selection to both the left and right margins, adding space between words as necessary.

**Align Right:** Aligns the paragraphs containing the current selection to the right margin.



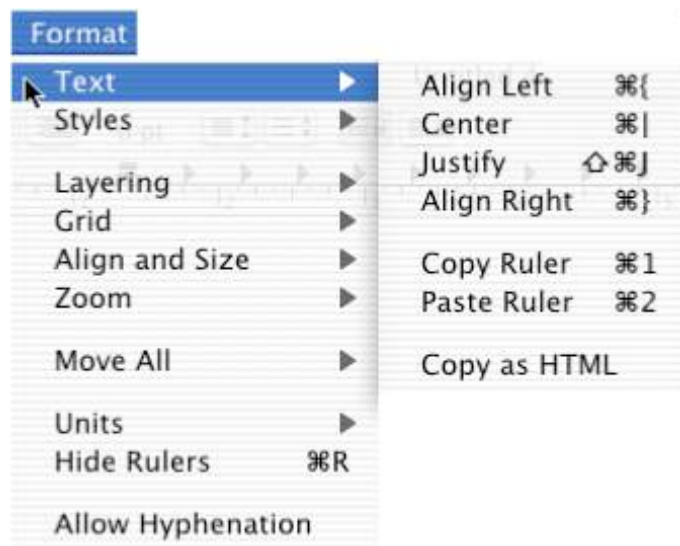
**Copy Ruler:** Copies the ruler associated with the current selection to the Ruler clipboard. This lets you easily transfer formatting information, including tab stops, margins, paragraph indents, and line spacing.

**Paste Ruler:** Applies the ruler in the Ruler clipboard to the paragraphs containing the selected text.

# Format

## Text, continued

**Copy as HTML:** Converts the selected text or the text in the selected text area to HTML and places the HTML code into the pasteboard. You can then paste the HTML into other HTML-savvy applications.

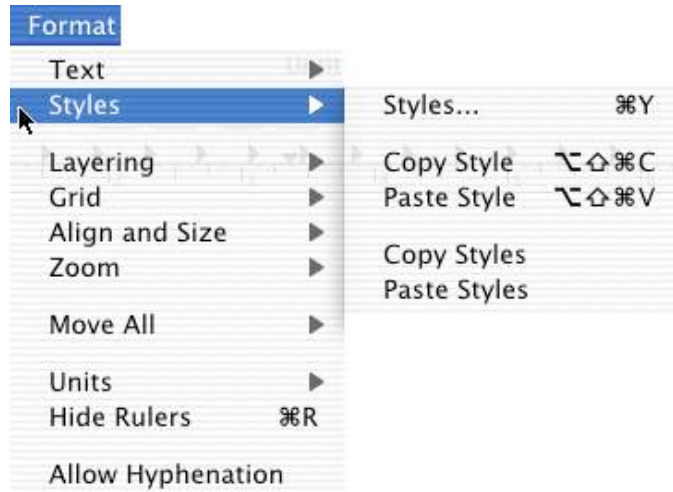


# Format

## Styles

**Styles...:** Brings up the Text Styles window, where you can create, modify and apply text styles. The Text Styles window shows the styles that are available for the active document.

**Copy Style:** Copies the text style applied to the current text selection to the Style clipboard. If no named text style has been applied to the selected text, Create will place an unnamed text style into the Style clipboard. If the Text Styles window is the key window, Copy Style will copy the currently selected text style. If no text or text style is selected, Copy Style is disabled.

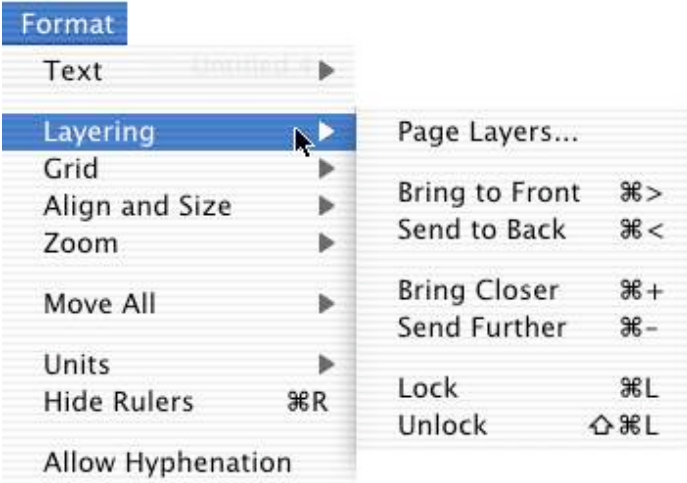


**Paste Style:** Applies the text style in the Style clipboard to the currently selected text or text areas. If the Text Styles window is the key window and the editing drawer is open, Paste Style will paste the style into the editing drawer.

**Copy Styles:** Copies all the styles in the current document. This command does not affect the contents of the Style clipboard.

**Paste Styles:** Pastes the styles copied with Copy Styles into the current document.

# Format



## Format: Grid

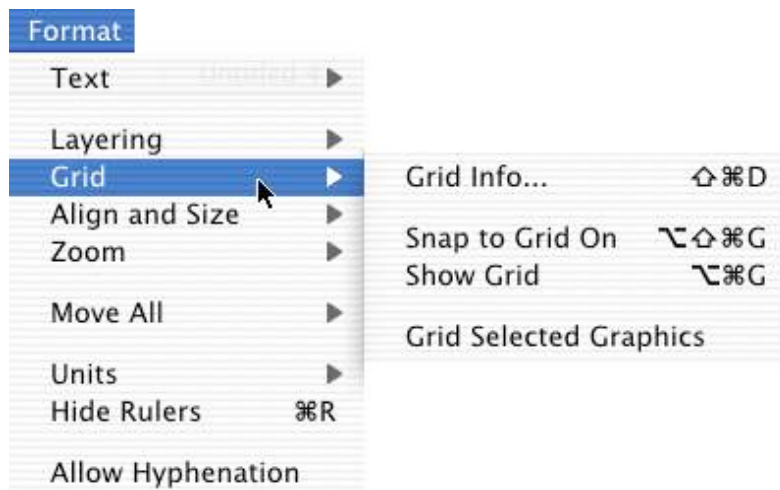
### Grid

**Grid Info...:** Brings up the View pane of the Info window.

**Snap to Grid On:** Toggles active gridding. When Snap To Grid is active, all newly created graphics will align to the grid. When you move or resize a graphic, object handles will align to the grid. When Snap to Grid is active, the menu item changes to **Snap to Grid Off**.

**Show Grid:** Makes the grid visible. When the grid is visible, this menu item changes to **Hide Grid**.

**Grid Selected Graphics:** Moves and resizes selected graphics so that all sides align with the grid.



# Format

## Align and Size

**Align & Distribute...:** Brings up the Alignment window.

All of the alignment commands align to the:

- If all objects were selected by dragging a selection rectangle, **topmost selected object**.
- If one object is selected first and the others are added to the selection, the **first selected object**.



**Left Edges:** Align the selected graphics' left edges.

**Right Edges:** Align the selected graphics' right edges.

**Top Edges:** Align the selected graphics' top edges.

**Bottom Edges:** Align the selected graphics' bottom edges.

**Horizontal Centers:** Align the selected graphics' horizontal centers.

**Vertical Centers:** Align the selected graphics' vertical centers.

**Make Same Width:** Make all the selected objects the same width.

**Make Same Height:** Make all the selected objects the same height.

**Make Natural Size:** Make all selected objects their "natural size".



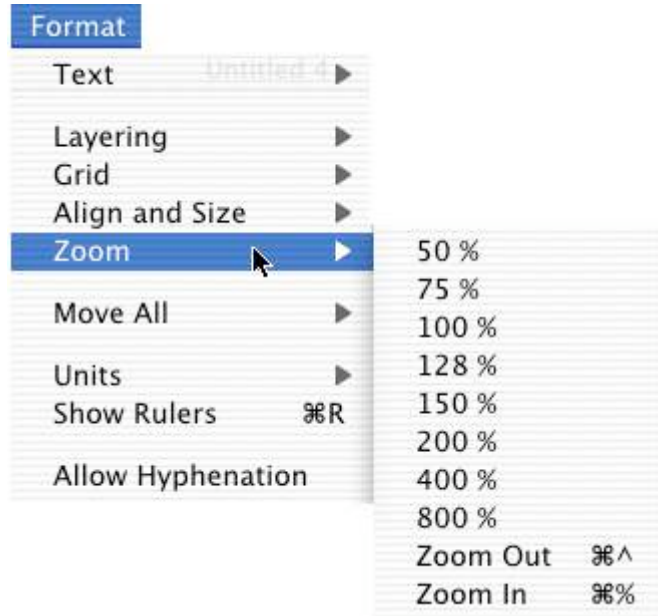
# Format

## Zoom

<various sizes>

**Zoom Out:** Zooms to the next lower zoom amount in the Zoom menu.

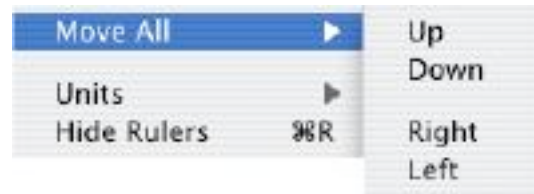
**Zoom In:** Zooms to the next higher zoom amount in the zoom menu.



## Move All

Up|Down|Right|Left

Moves **all** the graphics on **every** page in your document. The graphics are moved in grid-size increments.



# Format

## Units

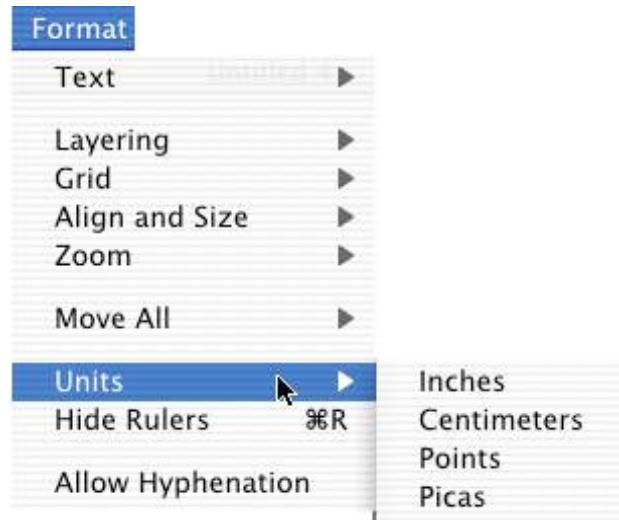
Choose the units shown in the ruler of the current document, in the [Size Info](#) pane, and in the Document pane of the [Preferences](#) window.

## Show/Hide Rulers

Toggles ruler display in the current document. To control whether or not the ruler is displayed for new documents, use the Document pane of the [Preferences](#) window.

## Allow/Disallow Hyphenation

Turns word hyphenation on or off in the current document. All text areas are affected by the hyphenation setting.



# Font

## Show Fonts

Brings up the standard **Font Dialog** to let you specify font family, face, and point size.

## Bold

Makes the selected text bold if it's not bold, and not bold if it's bold. If the selected text is both bold and not bold, all the selected text is made bold. If one or more Text Areas are selected, the Bold command affects all the text in the selected Text Area.

## Italic

Makes the selected text italic if it's not italic, and not italic if it's italic. If the selected text is both italic and not italic, all the selected text is made italic. If one or more Text Areas are selected, the Italic command affects all the text in the Text Area.

## Underline

Makes the selected text underlined if it's not underlined, and not underlined if it's underlined. If the selected text is both underlined and not underlined, all the selected text is made underlined. Underline only applies to selected text; it doesn't apply to whole Text Areas.

A screenshot of a software menu titled "Font". The menu items and their keyboard shortcuts are: Show Fonts (⌘T), Bold (⌘B), Italic (⌘I), Underline (⌘U), Bigger (⇧⌘+), Smaller (⇧⌘-), Kern (▶), Ligature (▶), Baseline (▶), Character Shape (▶), Colors... (⇧⌘C), Copy Font (⌘3), and Paste Font (⌘4).

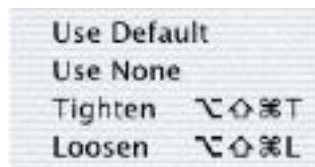
Font	
Show Fonts	⌘T
Bold	⌘B
Italic	⌘I
Underline	⌘U
Bigger	⇧⌘+
Smaller	⇧⌘-
Kern	▶
Ligature	▶
Baseline	▶
Character Shape	▶
Colors...	⇧⌘C
Copy Font	⌘3
Paste Font	⌘4

# Font

## Bigger/Smaller

Makes the current selected text one point size larger or smaller.

## Kern



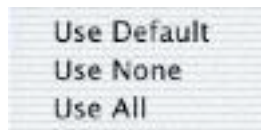
**Use Default:** Makes current selected text use its default kerning.

**Use None:** Makes the current selection use no kerning.

**Tighten:** Makes the letters in the current selection closer together.

**Loosen:** Makes the letters in the current selection further apart.

## Ligature



**Use Default:** Makes the current selection use its default ligatures.

**Use None:** Makes the current selection use no ligatures.

**Use All:** Makes the current selection use all ligatures available.

# Font

## Baseline

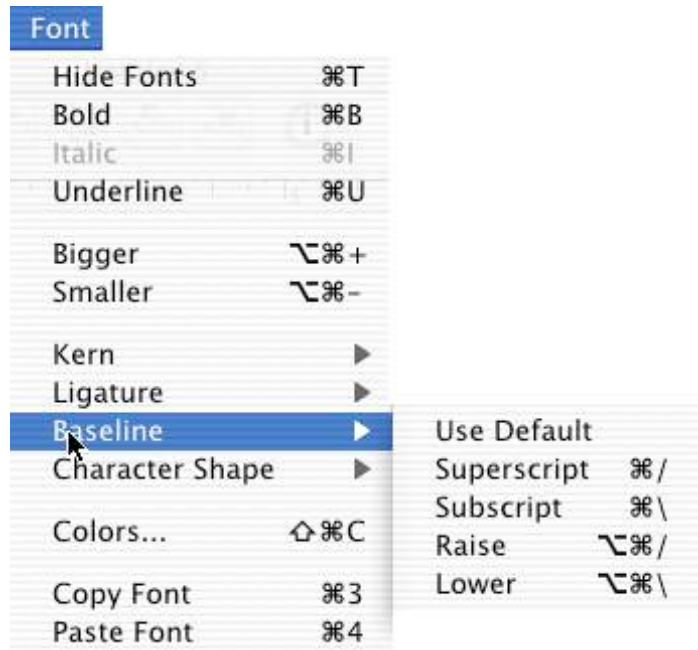
**Use Default:** Makes the current selection use its normal baseline.

**Superscript:** Superscripts the current selection.

**Subscript:** Subscripts the current selection.

**Raise:** Raises the baseline of the current selection.

**Lower:** Lowers the baseline of the current selection.



## Character Shape

This menu can be used when your language supports alternate forms for the same characters. For English, only the traditional form is available.



# Font

## **Colors...**

Brings up the standard **Color Dialog**.

## **Copy Font**

Copies the font (family, typeface, and size) of the current selection into the Font clipboard. If the selection includes multiple fonts, the first font is copied.

## **Paste Font**

Changes the selected text's font to the font in the Font clipboard.

# Web

## New Web Size

Opens a new document. By default, the document is sized for the web (8.5" x 6"). You can set a template document that will be used instead of the default in the Document pane of the [Preferences](#) window.

## Create Web Pages...

Generates the HTML documents needed to replicate your document in a browser. This command brings up a **Save Dialog** with some [additional options for HTML](#).

## Show Table Preview

Shows you the HTML [table cells](#) that will be created for each graphic.

## Align to Table Cells

Aligns graphics with the edges of the table cells.

## Web Resources...

Brings up the [Web Resources](#) window which lets you add files that can be referenced by your document.



## Web

### **Embed Resources...**

Copies the files referenced in Web Resources to a folder in your Create document.

### **Document HTML...**

Brings up the Document HTML window, allowing you to specify HTML settings for your document.

### **HTML Preferences...**

Brings up the HTML Preferences window, allowing you to specify HTML settings for new documents.

### **Safe Colors...**

Brings up the WWW Safe Colors window, allowing you to pick colors that won't be dithered in any browser.

### **Sample...**

Opens a copy of a fairly complex document for you to play with.

### **Help...**

Opens a help file specifically dealing with Create's HTML features.



# Object

## Flip Horizontally

Flips the selected object or objects on their vertical axes.

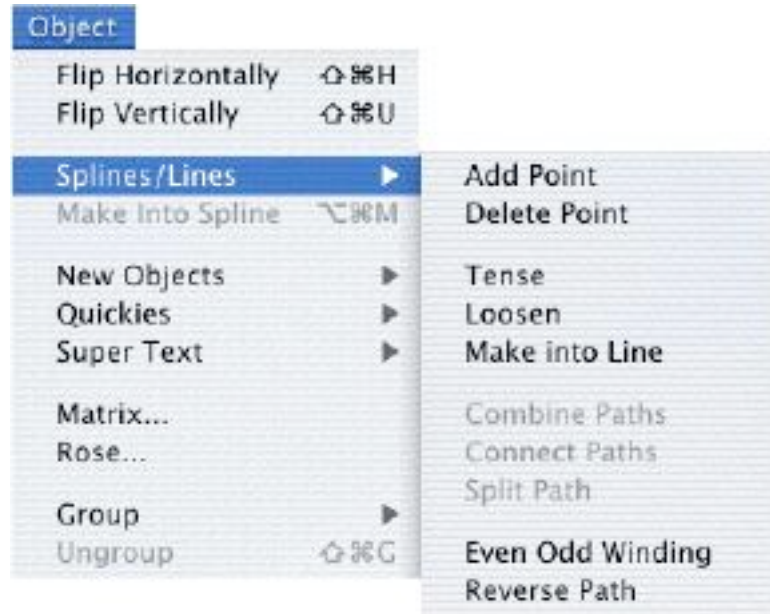
## Flip Vertically

Flips the selected object or objects on their horizontal axes.

## Splines/Lines

**Add Point:** Adds a new control point to the spline or multiline midway between the selected point and the next point. If no point is selected, the added point will be placed midway between the first point and the second point.

**Delete Point:** Deletes the selected control point from the spline or multiline.



**Tense:** Shorten the handles. When the selected point has no handles, this item is disabled.

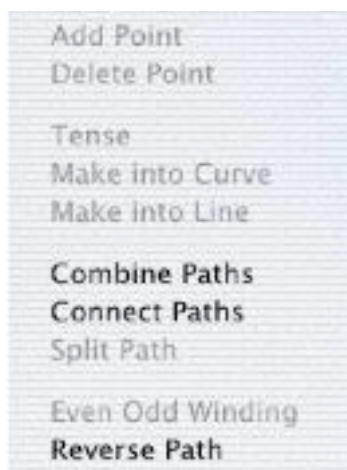
**Loosen:** Lengthen the handles. When the selected point has no handles, this menu item changes to Make into Curve.

**Make into Line:** Remove the handles from the selected point so that the point has no curve information. When the selected point has no handles, this item is disabled.

## Object: Splines/Lines

**Combine Paths:** Applies to splines, multilines, and freehand graphics. Makes two graphics into one. The graphics need not be connected. This item is enabled when two splines, multilines, or freehand graphics are selected.

**Connect Paths:** Applies to splines, multilines, and freehand graphics. Moves the start point of the second graphic selected to the end point of the first graphic selected and combines those two points. If both graphics are selected at the same time, it moves the start point of the graphic that's further from the top to the end point of the graphic that's closer to the top. This item is enabled when two splines, multilines, or freehand graphics are selected.



**Split Path:** Applies to splines, multilines, and freehand graphics. Divides a spline at the selected point. This item is enabled when a spline point is selected.

**Even Odd Winding:** Applies the even-odd rule for determining whether a point is inside or outside the graphic. If you don't like the way a Spline is filled, try choosing this.

**Reverse Path:** The start point becomes the end point.

# Object

## Make Into Spline

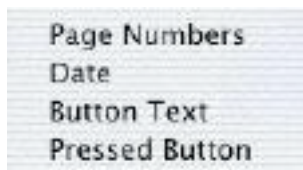
Replaces the object with a spline graphic.

**Note:** Some objects don't work as splines. Images and Box Graphics are replaced with an unstroked rectangle surrounding the original graphic. If you want to create an outlined version of the original image, try AutoTrace.



# Object

## New Objects



**Page Numbers:** Adds a Page Number object to the page. Page Number objects are non-editable Text Areas that show the page's page number. To put a Page Number on every page, use Master Layers. Put a Page Number object on a Master Layer and add that Master Layer to every page.

**Date:** Adds a Date object to the page. Date objects are non-editable Text Areas. By default, a Date shows the date it was created. As with Page Numbers, you can change fonts and add effects.

**Button Text:** Adds a Text Area placed in a Box Group to the page. The Text Area contains the word "Information" and takes its font information from the font currently selected in the Font Dialog. The Box Group is styled to have the new control background look.

- To edit the text, double-click on it.
- To make already existing text into an object that looks like a button, select the Text Area and choose **Quickies->Button** or **Quickies->Pressed Button**.

**Pressed Button:** Same as Button Text except the Box Group is styled to look like a pressed button.

# Object

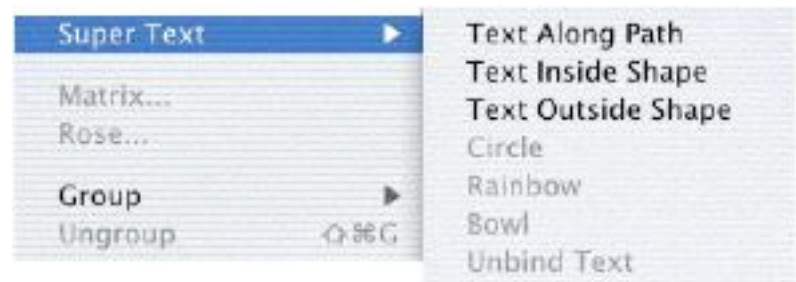
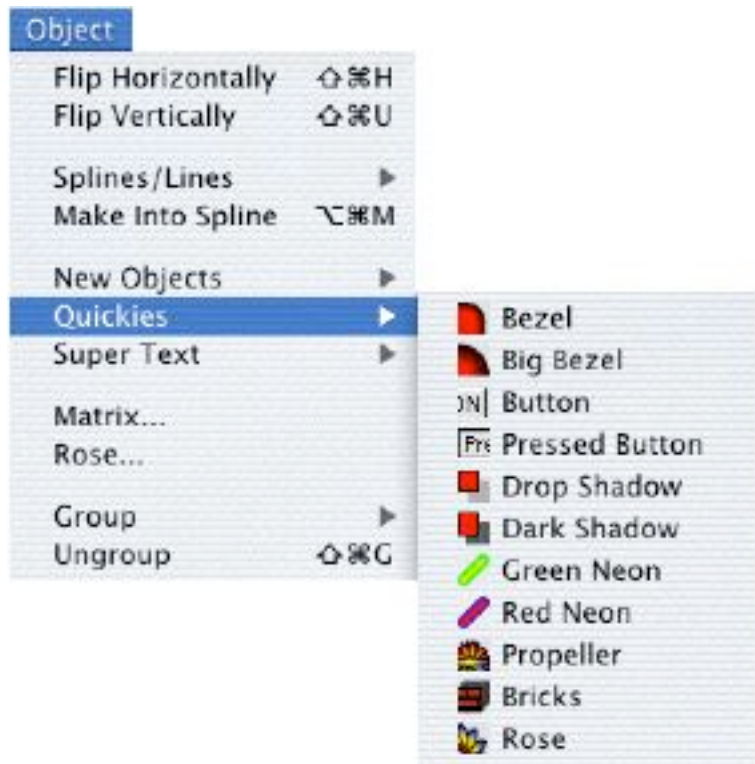
## Quickies

Quickies are special combinations of Effects that are a little tricky to create on their own.

## Super Text

These commands all work with text and splines. Text Along Path, Text Inside Shape, and Text Outside Shape are enabled when a Text Area and a graphic are selected. If the graphic is not already a spline, these commands will convert the graphic to a spline.

The resulting objects can be modified in the Object Info pane. Both the text and spline remain editable.



## Object: Super Text

**Text Along Path:** Places the text along the selected graphic's path.

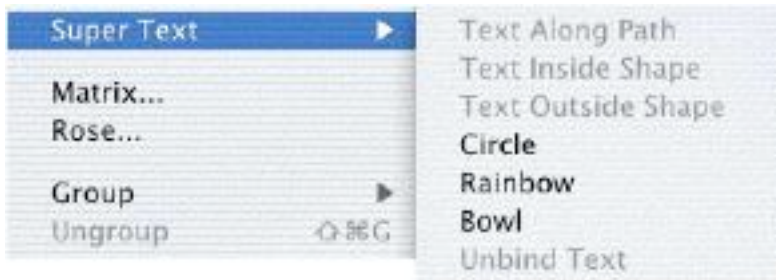
If you don't like the text placement, try:

- Reversing the path with **Splines/Lines->Reverse Path.**
- Adding spaces or tabs in front of the text to move it to a different place on the path.

**Text Inside Shape:** Places the text within the selected graphic.

If you don't like the text placement, try:

- Adding spaces or tabs in front of the text.
- Scaling the spline using the Size Info pane.



**Text Outside Shape:** Wraps the selected text area around the selected graphic.

**Circle:** Creates a circular spline and places the text along the spline's path.

**Rainbow:** Creates a semi-circular spline and places the text along the spline's path.

**Bowl:** Create's a semi-circular spline and places the text along the spline's path.

**Unbind Text:** Removes the text from the spline.

# Object

## **Matrix**

Brings up the Matrix Options window, allowing you to apply the Matrix aftereffect to the current selected object. This item is enabled if one graphic is selected.

## **Rose**

Brings up the Rose Options window, allowing you to apply the Rose aftereffect to the current selected graphic. This item is enabled if one graphic is selected.



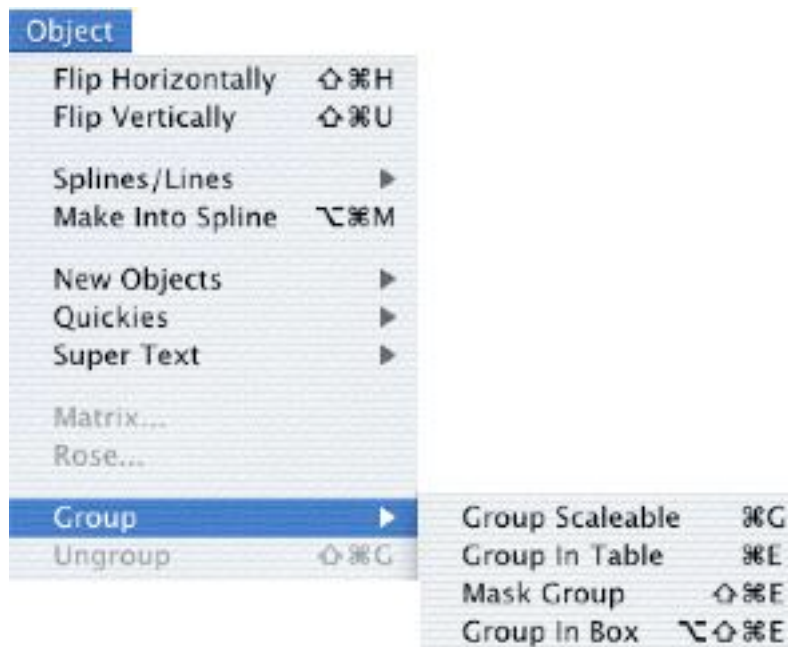


# Object

## Group

**Group Scaleable:** Group the selected graphics into one graphic. The graphics are not individually editable. Resizing the group by dragging one of its handles scales the graphics within the group.

**HTML Output:** A Scaleable Group is output as an image.



**Group In Table:** Place the selected graphics into an invisible table structure. The graphics grouped in a table can be dragged and manipulated as a group, but still remain individually editable. To edit the individual graphics, double-click within the group (the Table Group becomes outlined in blue) and then select the graphics you want to modify. The graphics can be moved within the confines of the Table Group. Resizing a Table Group by dragging one of its handles changes the size of the Table Group, but not of the graphics within the group. **HTML output:** A Table Group is output as an HTML Table.



## Object: Group

**Mask Group:** Use the topmost selected graphic to mask or crop the other selected graphics. The graphics do not remain individually editable. The masking graphic becomes invisible. Resizing the Mask Group by dragging one of its handles scales the graphics within the group.

**Group In Box:** Place the selected graphics into a Box Graphic. The graphics remain editable. To edit the graphics, double-click within the Box Graphic and then select the graphic you want to modify. Resizing the Box Graphic by dragging one of its handles changes the size of the Box Graphic, but not the graphics within the group. **HTML output:** A Box Group is output as an image.

### Ungroup

Split the selected groups back into their individual graphics. If a Scaleable Group or Mask Group has been resized, the individual objects remain scaled. Because the component graphics remain selected, you can return them to their original size by bringing up the [Size Info](#) pane and clicking the Reset button.

# Tools

## Show Info

Brings up the Information window. <LINK>

## Library Resources...

Brings up the [Library Resources](#) window.

## Page Thumbnails...

Brings up the [Page Thumbnails](#) window.

## Show Colors

Brings up the standard [Color Dialog](#).

## Show/Hide Tools

Show Tools displays the [Tool Box](#). If the Tool Box is showing, the menu item changes to Hide Tools.

## Select Tool

**Selection:** Makes the Selection Tool active.

**Text:** Makes the Text Tool active.

## Page Layers...

Brings up the [Page Layers](#) window.



# Tools

## **Animator...**

Brings up the Animator window

## **Auto Tracer...**

Brings up the Auto Tracer window

## **Pattern Editor...**

Brings up the Pattern Editor window

## **Image Export**

Selects the format for the Image Well. The submenu duplicates the Image Well's menu.



# Windows

## Close Window

Closes the current window. This is the equivalent of clicking the window's Close button.

## Zoom Window

Toggles between the window's maximum size and the most recently set size. This is the equivalent of clicking the window's Zoom button.

## Minimize Window

Moves the window to the dock. This is the equivalent of clicking the window's Minimize button. The icon in the dock is a representation of the document's current page.

## Bring All To Front

Brings all Create windows to the front of the screen.

## <Window List>

Contains the names of all open Create documents. Choose a document to make it active. Windows that have been modified since their last save are marked with a dot.



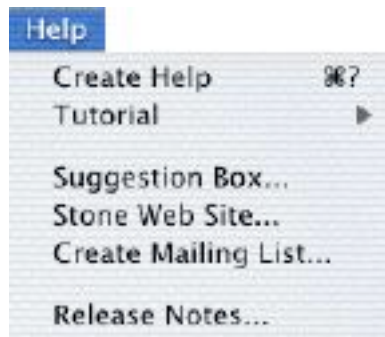
# Help

## Create Help

Opens the Help documents.

## Tutorial

The submenu lists a series of Create documents providing information about Create. The documents are opened as templates, allowing you to modify them without affecting the originals.



## Suggestion Box...

Opens your preferred browser (set in **Apple Menu->System Preferences->Internet->Web**) to Stone Design's Product Feedback web page: <http://www.stone.com/Feedback.html>

## Stone Web Site...

Opens your preferred browser to [www.stone.com](http://www.stone.com)

## Create Mailing List...

Opens your preferred browser to Stone Design's Create page, where you can subscribe to an email list dealing with Create. This list is for Create users to share ideas on getting the most out of Create.

## Release Notes...

A detailed list of changes and bug fixes for the most recent version of Create.

## Contextual Menus

To bring up a contextual menu, Control-click (hold the Control key down while pressing the mouse button) or right-click (if you have a two-button mouse, press the right mouse button) while the cursor is in a Create document.

In general, contextual menus provide convenient access to already-existing menu commands.

If no graphic is selected, you'll get the **Page contextual menu**:

### **Duplicate Page**

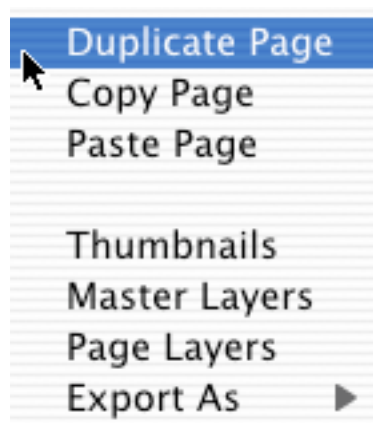
Make a copy of the current page following the current page. The new page then becomes the current page.

### **Copy Page**

Put the current page in the Page pasteboard.

### **Paste Page**

Add the page in the Page pasteboard to the current document as either a page or a Master Layer.



## Page Contextual Menu

### **Thumbnails**

Bring up the Thumbnails window.

### **Master Layers**

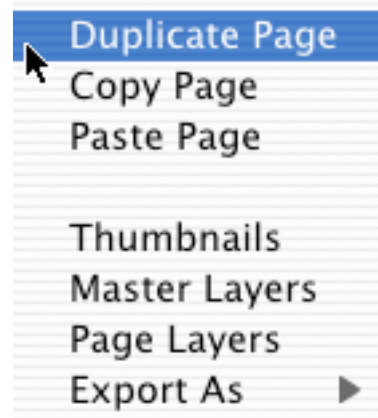
Bring up the Master Layers window.

### **Page Layers**

Bring up the Page Layers window.

### **Export As**

Export an image of the current page. This command lets you set a format and brings up an Save dialog to let you choose a file name and location for the image file.



## Selected Graphics Contextual Menu

This contextual menu is available when there are selected graphics. Its commands apply to the selected graphics only.

### **Duplicate**

Makes a copy of the selected graphics without affecting the contents of the Pasteboard.

### **Copy Effects**

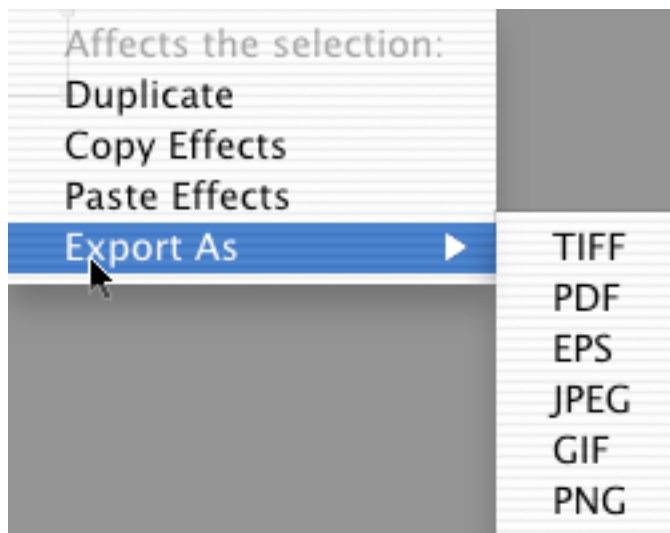
Copies the Effects on the selected graphic into the Effects pasteboard. The command is available if one graphic with Effects is selected.

### **Paste Effects**

Pastes the Effects in the Effects pasteboard to the selected graphics. This command is available when there are Effects in the Effects pasteboard. The pasted Effects replace any Effects already on the selected graphics.

### **Export As**

Exports the selected graphics as an image file in the selected format.





## Spline Contextual Menu

This contextual menu is available when all of the selected graphics are splines.

### **Duplicate, Copy Effects, Paste Effects, Export As**

These are the same as the commands on the [Selected Objects Contextual Menu](#).

### **Add Point**

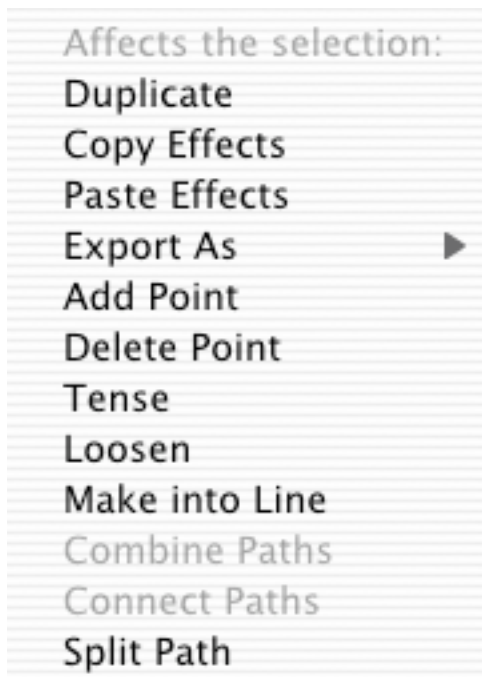
Adds a point to the selected spline midway between the selected point and the next point. This command is available when one spline is selected.

### **Delete Point**

Deletes the currently selected point on the selected spline. This command is available when one spline is selected and a point on the spline is selected.

### **Tense**

Shortens the handles on the selected spline. If a point is selected, only that point's handles are shortened. This command is available when one spline is selected.



## Spline Contextual Menu

### **Loosen**

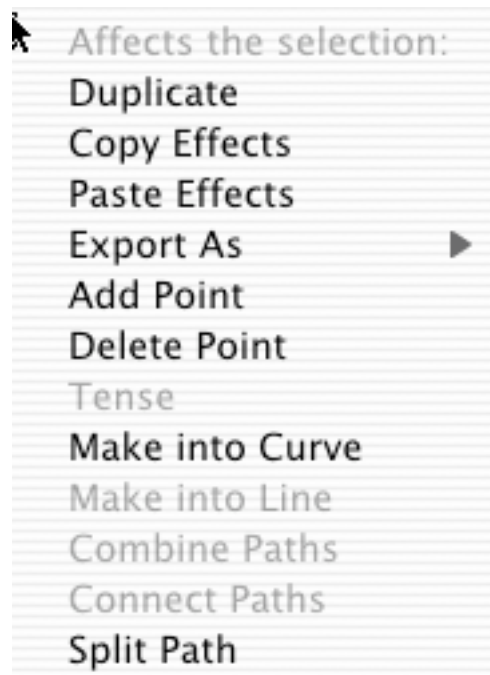
Lengthens the handles on the selected spline. If a point is selected, only that point's handles are lengthened. This command is available when one spline is selected.

### **Make into Line**

Removes the handles from the points on the selected spline. If a point is selected, only that point's handles are removed. This command is available when one spline is selected and that spline has Curve points or the selected point is a Curve point.

### **Make into Curve**

Adds handles to the points on the selected spline. If a point is selected, only that point has handles added. This command is available when one spline is selected and that spline has Line points or the selected point is a Line point.



## Spline Contextual Menu

### **Combine Paths**

Makes two splines into one without changing their appearance. This command is available when two splines are selected.

### **Connect Paths**

Makes two splines into one by connecting the start of the second object to the end of the first object. This command is available when two splines are selected.

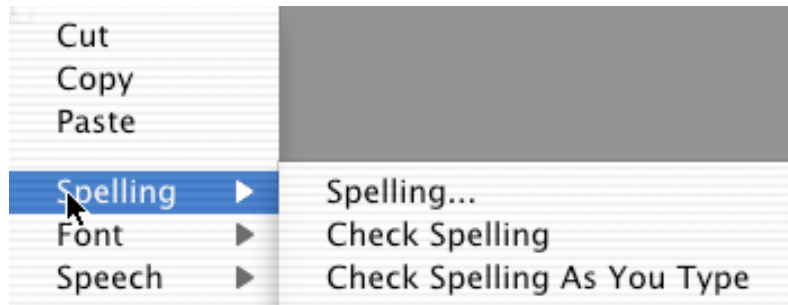
### **Split Path**

Splits a spline at the selected point. This command is available when one point on one spline is selected.



## Text Contextual Menu

This contextual menu is available when text is selected within a Text Area and the cursor is over the selected text.



### **Cut**

Puts the selected text in the pasteboard and deletes it from the Text Area.

### **Copy**

Puts the selected text in the pasteboard.

### **Spelling**

Provides access to the Spelling submenu: Spelling... to bring up the Spelling dialog, Check Spelling to check the spelling in the current Text Area, and Check Spelling as You Type, to toggle spellchecking.

### **Font**

Displays a subset of the Font menu.



## Text Contextual Menu

### Speech

Uses Apple's Text-to-Speech technology to speak the selected text. To select the voice and speed of the spoken text, open System Preferences and click Speech.

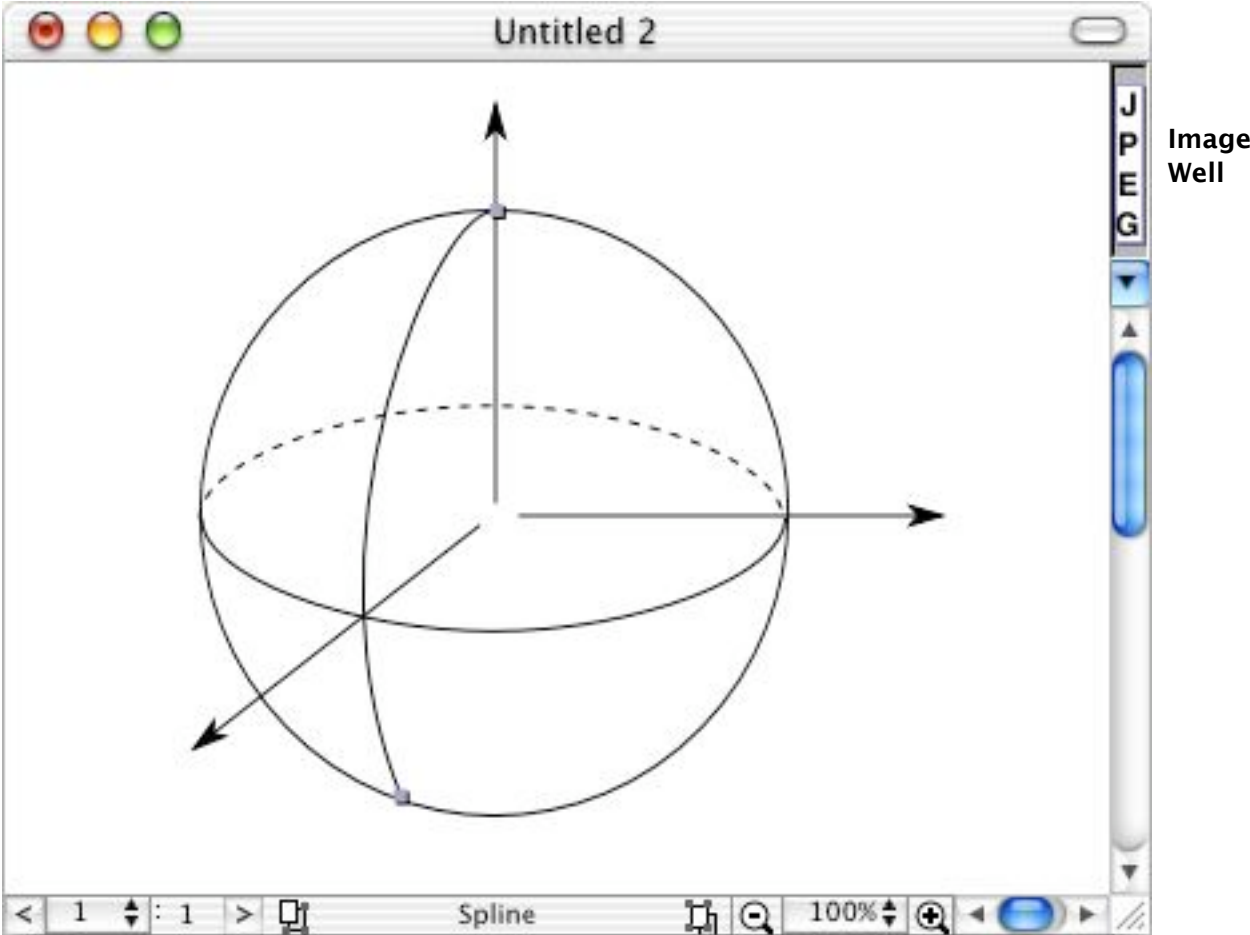


## Windows: Intro

Use this chapter to get an overview of Create's capabilities and interface. There's a picture of each window and a brief description of how to display it and what it does.

- Document Window
- Page Control
- Zoom Control
- Image Well
- Object Info
- Matrix Attributes
- Rose Attributes
- Effect Info
- Line Dash Editor
- Arrow Editor
- Size Info
- Web Info
- View Info
- Library Resources
- Page Thumbnails
- Master Layers
- Page Layers
- Align and Distribute
- Font Panel
- Text Styles
- Web Resources
- Document HTML: Appearance
- Document HTML: Colors
- Document HTML: HTML
- Document HTML: Options
- Document HTML Preferences
- Safe Colors
- Auto Trace
- Animator
- Pattern Editor
- License Window

# Document Window



Page Control



Selection Status



Zoom Control

Selection Control

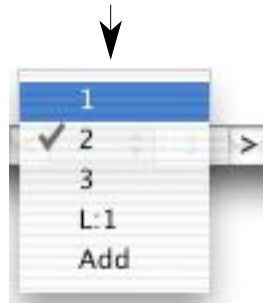
Selection Control

## Document Window: Page Control

Previous Page  Next Page

Current Page  Total Pages

Go directly to a page or add a page



Use these controls to navigate through your document's pages and to add new pages. See: [Document Pages](#).



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## Document Window: Selection Control



### Selection Status

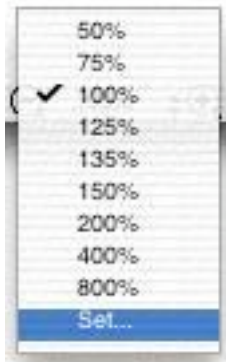
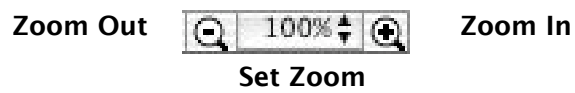
The **Selection Status** area shows:

- The type of the currently selected graphic
- If the graphic is being created with a tool, different information depending on the tool:
  - Box Graphic, Rectangle, Circle, Round Box, Star, Text Area, Straight Line, Embed: The graphic's current size
  - Arc: The angle of the current line
  - Freehand, Spline, Multi Line: The current cursor location
- If the graphic is being modified with a tool:
  - Scale: The graphic's current size
  - Shear: The current shear amount
  - Rotation: The current rotation amount
- If a graphic is being resized with the Selection Tool, the graphic's current size
- If a control point or handle is being moved on a Spline or Multi Line, the current cursor location
- If graphic is being drugged or was just dragged, the distance the graphic has moved

See: [Selecting Objects](#).

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## Document Window: Zoom Control



To **clear custom zoom amounts** from the Zoom menu, hold the **Command** key while selecting **Set...** from the Zoom dropdown menu.

See: [Zooming](#).

## Document Window: Image Well

Use the **Image Well** to:

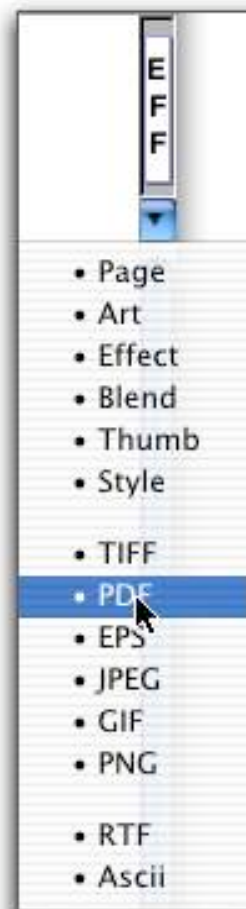
- Set the export format for a graphic or group of graphics
- Copy graphics to another document using drag and drop
- Copy objects into your Library Resources

To use the **Image Well**:

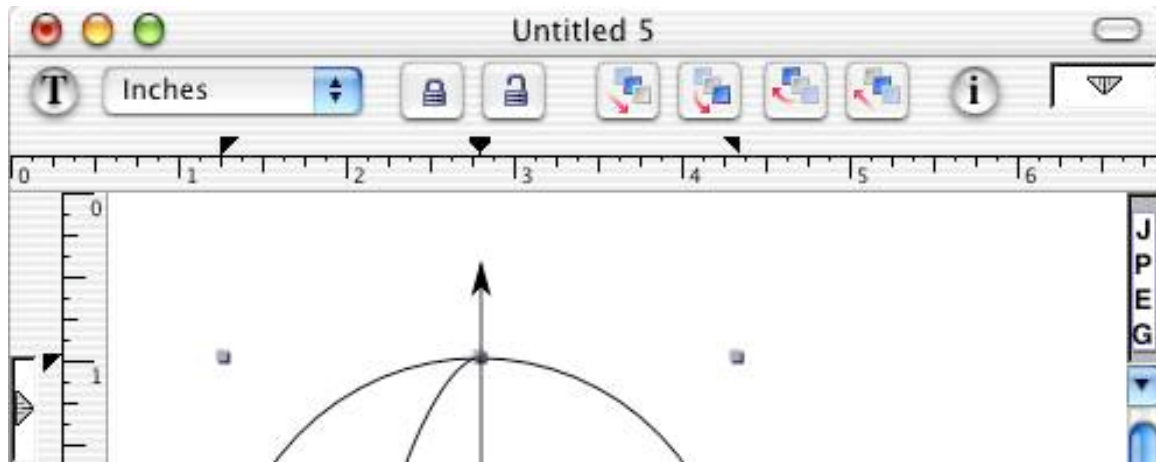
1. Set the format using the dropdown menu.
2. Select the objects you wish to export or copy.
3. Drag from the Image Well to the destination.

The destination can be:

- The same or another Create document
- Library Resources
- A folder in a Finder window
- Another application that accepts drag and drop objects of the chosen file type



## Document Window: Ruler



Displaying the Ruler (**Format->Show/Hide Rulers (Cmd-R)**) gives additional controls in the document window.

Click the **T** button to hide or show the Tool Box.

Click the **i** button to show the Info window.

Use the Units popup menu to change the units shown on the ruler. Lock or unlock objects with the Lock buttons and change their layering with the Layering buttons.

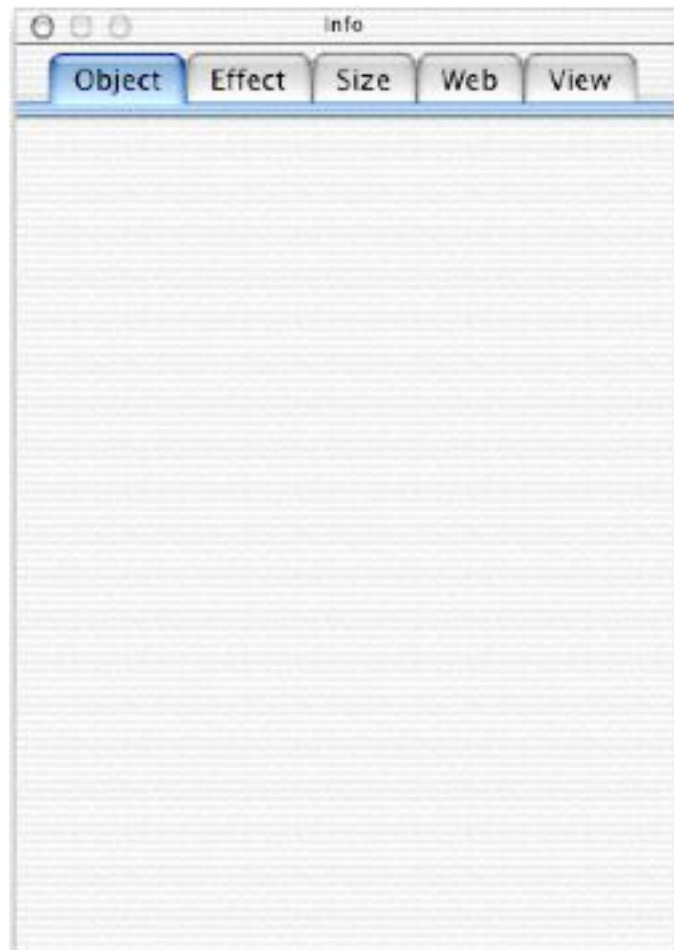
---

## Information

Use the **Info** window to set the attributes of objects and pages.

To display the **Info** window:

- Select **Tools->Show Info (Shift-Command-I)**
- Double-click on an icon in the **Tool Box**
- Double-click on a graphic or anywhere in a document window

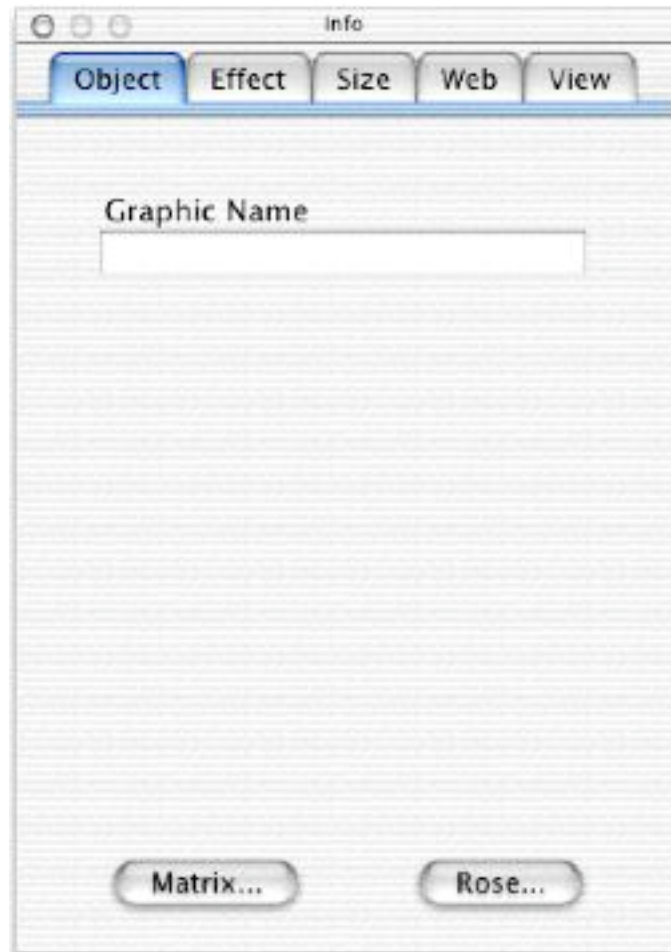


## Info: Object

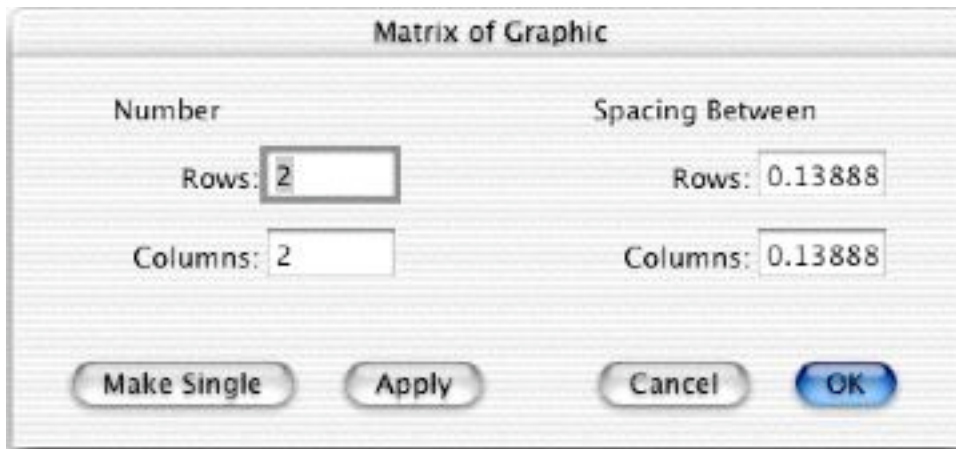
Use the **Object** pane to set a name for an object (used for [HTML output](#)), to set the [Matrix](#) and [Rose](#) aftereffects, and to control special features of individual objects.

The **Object** pane's contents change depending on the type of object currently selected. When no object is selected, the pane is empty.

- [Box Graphic](#)
- [Text Area](#)
- [Rectangle](#)
- [Straight Line](#)
- [Circle](#)
- [Freehand](#)
- [Round Box](#)
- [Spline](#)
- [Arc](#)
- [Multi Line](#)
- [Embedded](#)
- [Star](#)



## Matrix

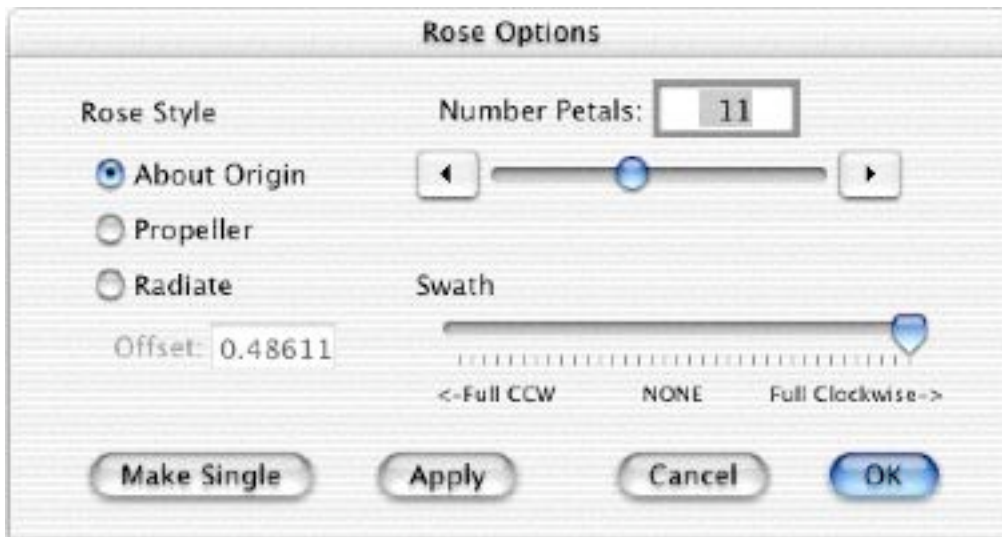


This window appears when you click the **Matrix** button on the **Object Info** pane. Use it to set the number of rows and columns and the spacing between them for the Matrix aftereffect. The Matrix aftereffect draws a graphic multiple times in a row and column setup.

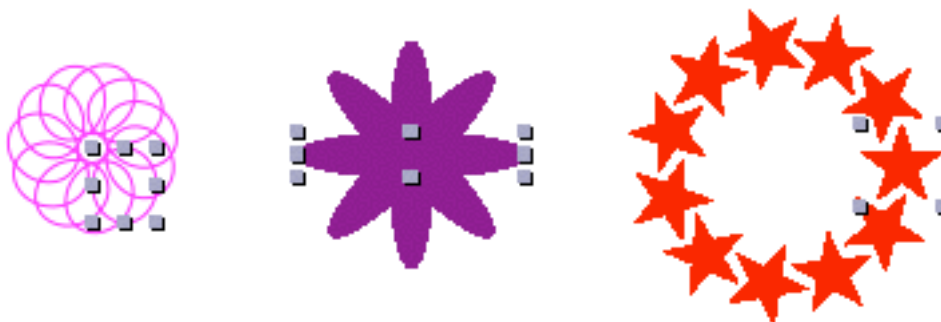


Only the upper left object is editable; the other copies in the matrix are exact duplicates.

# Rose



This window appears when you click the **Rose** button on the **Object Info** pane. Use it to set the attributes for the Rose aftereffect. The Rose aftereffect draws a graphic multiple times in a circular pattern. Only one object is editable. The others are exact duplicates.





## Info: Effect

The **Effect** pane's contents change depending on the type of Effect currently selected.

See [Effects](#) for more information on using Effects.



## Line Dash Editor

Click the **Dash...** button in the **Effect Info** pane to set a dash pattern for a stroke.

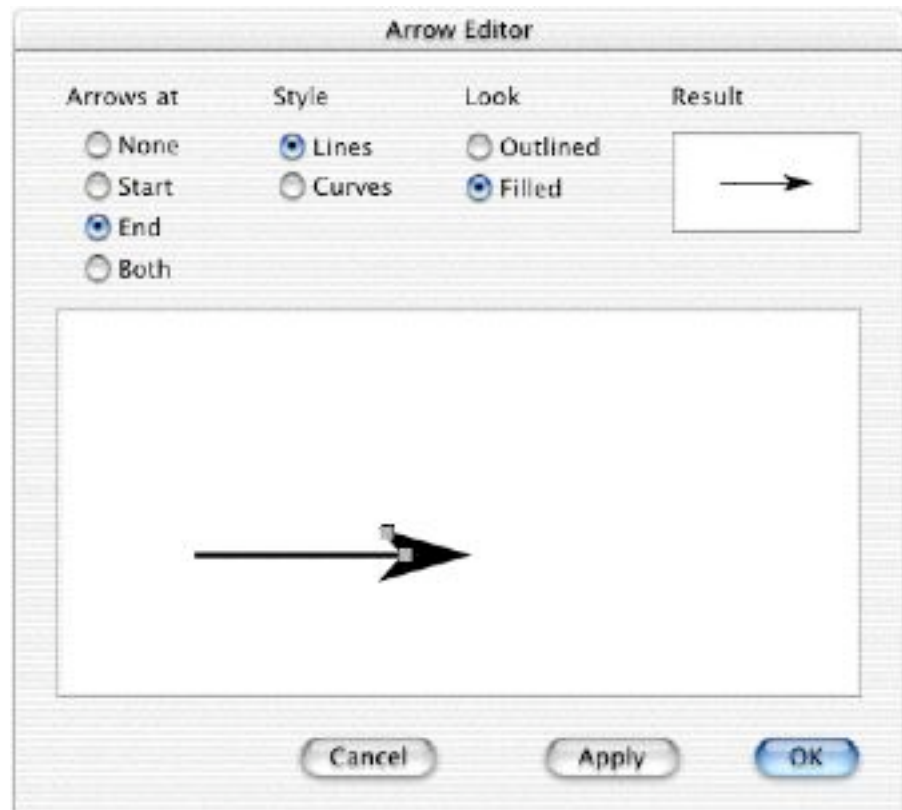
See [Stroke Effects](#) for more information.



## Arrow Editor

Click the **Arrow...** button in the **Effect Info** pane to add an arrow to a stroke.

See [Stroke Effects](#) for more information.



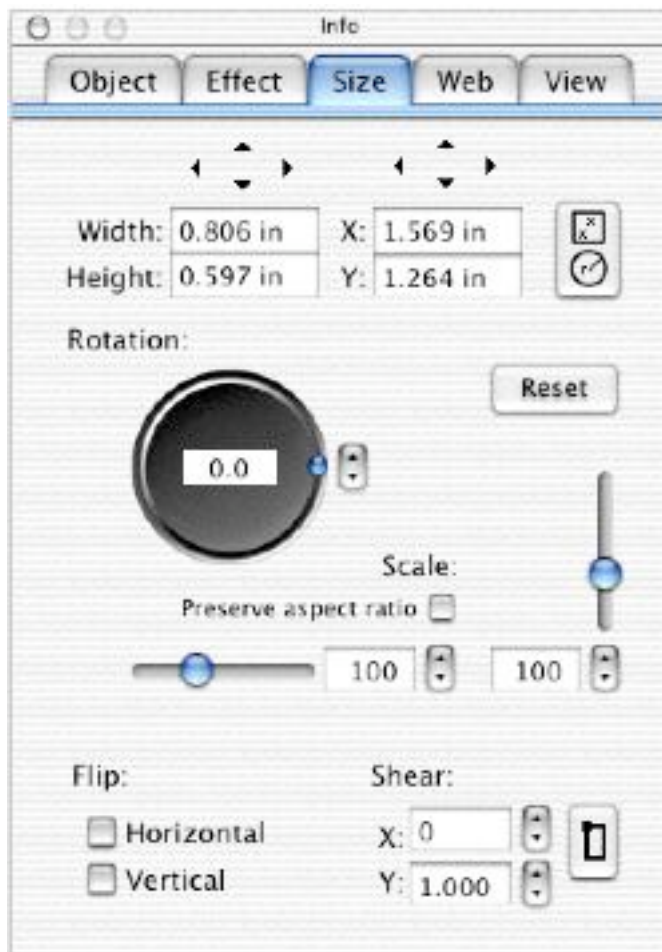
## Info: Size

Use the **Size Info** pane to:

- Set the exact size of an object
- Set the exact location of an object
- Set an object to its Natural size
- Scale an object
- Rotate an object
- Flip an object vertically or horizontally
- Set the shear of an object

To **change a value**:

- Enter a value directly into the text field
- Use the Nudge arrows to change the value by a small amount
- Use the sliders
- Use the appropriate tool from the Tool Box



## Info: Web

Use the **Web Info** pane to set the HTML specifications for an individual page or object.

To set HTML specifications for the whole document, click on the Doc HTML... button, which brings up the Document HTML window.

To set specifications for the current page, check the **Use Custom HTML** checkbox and use the controls in the **Web Info** pane.

For a description of all HTML options, see [Creating Web Pages](#).

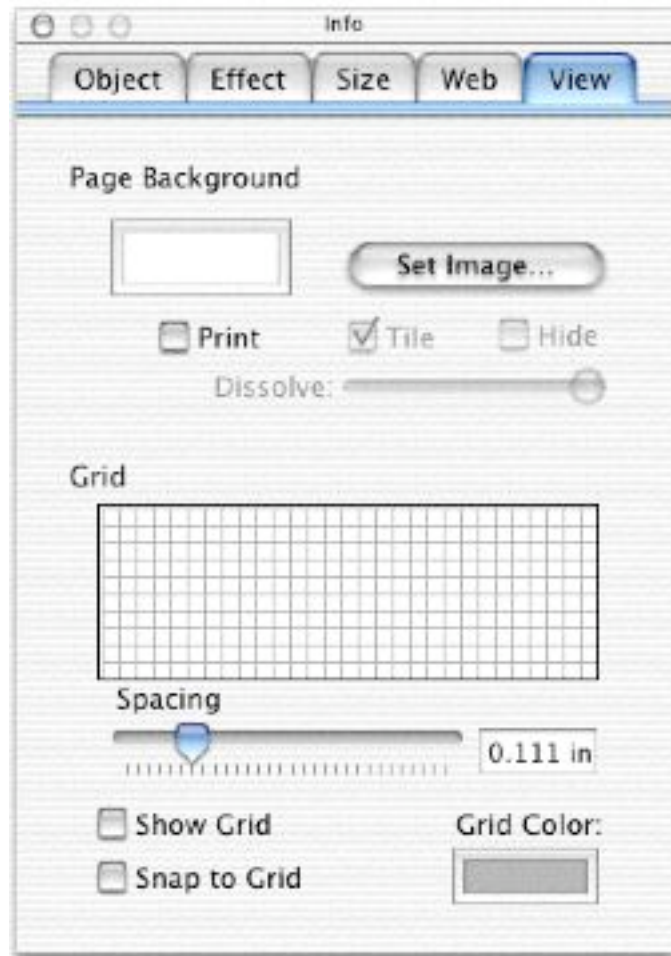


## Info: View

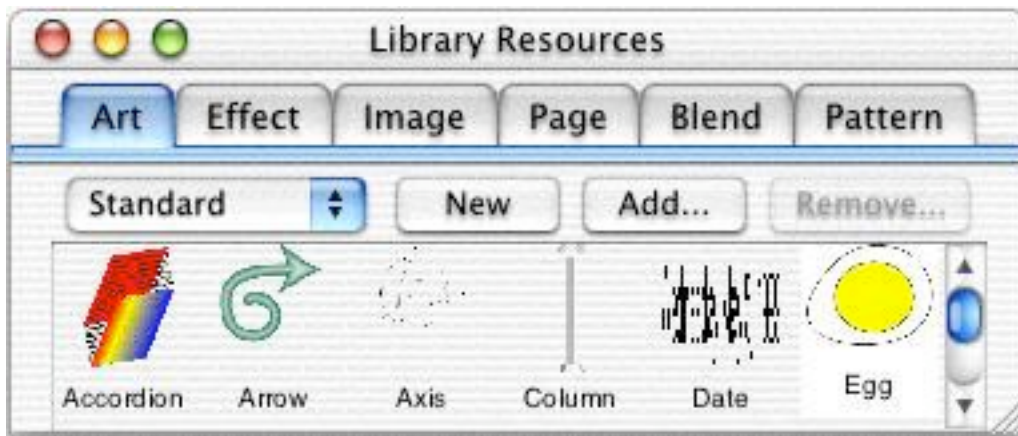
Use the **View Info** pane to:

- Set the background image or color for a particular page.
- Control the Grid spacing and behavior.

To set a background image or color for multiple pages, use the Master Layer feature.



## Library Resources



Types

Galleries

Use the **Library Resources** window to store and organize Create objects for use in your documents.

To display Library Resources, select **Tools->Library Resources...** (**Shift-Command-R**)

To control whether Library Resources is automatically displayed when you start Create, use **Preferences**.

**Library Resources** are organized by type. For each type of resource, you can have multiple **Galleries**. Galleries allow you to further categorize each type of resource.

## Page Thumbnails

Use the **Page Thumbnails** window (**File->Pages->Thumbnails** or **Tools->Page Thumbnails... (Command-J)**) to:

- Add pages
- Insert pages
- Duplicate pages
- Copy and paste pages
- Remove pages
- Reorder pages
- Go to another page
- View different parts of the current page
- Zoom in or out on pages

To add, insert, duplicate, copy, paste, or remove pages, use the **Pages...** drop down menu.

To reorder pages, click and drag on the tile containing the page. Move the page to where you want it in the document.

To go to another page, click on that page in the Page Thumbnail window.



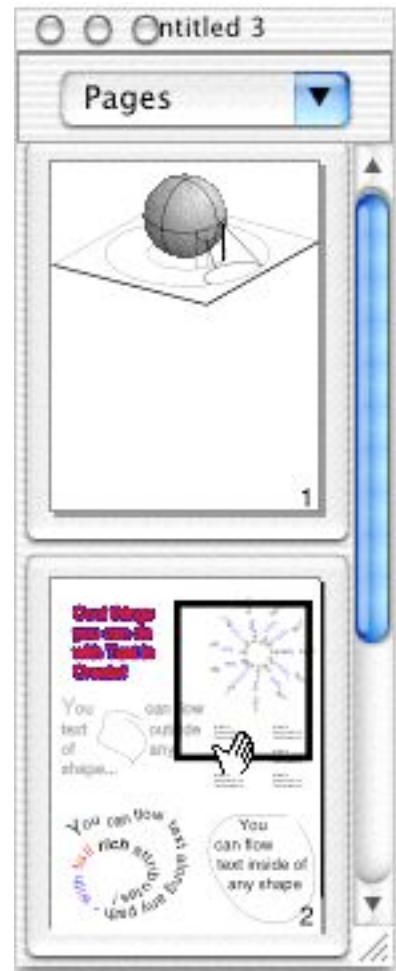


## Page Thumbnails

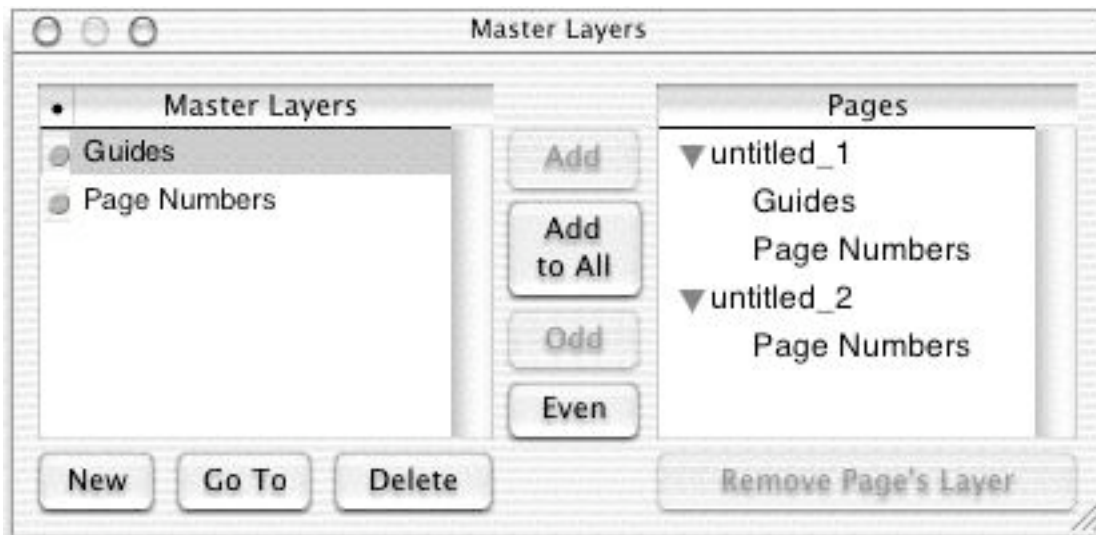
To zoom in on a certain area of the page, click and drag on the page to draw a Pan-Zoom rectangle.

To view different areas of the page, click and drag on the edge of the Pan-Zoom rectangle. When you release the mouse button, the current document window will scroll to the area included in the Pan-Zoom rectangle.

To return the Pan-Zoom rectangle to 100% zoom, Command-click someplace on the page in the **Page Thumbnails** window.



## Master Layers



Use the **Master Layers** window (**Shift-Command-M**) to create page elements that can appear on some or all of your document pages. For example, you can make a header or a footer that you want to appear on all pages or on just the even or odd pages. You can create any number of Master Layers and a page can use any number of Master Layers.

See [Master Layers](#) for more information.

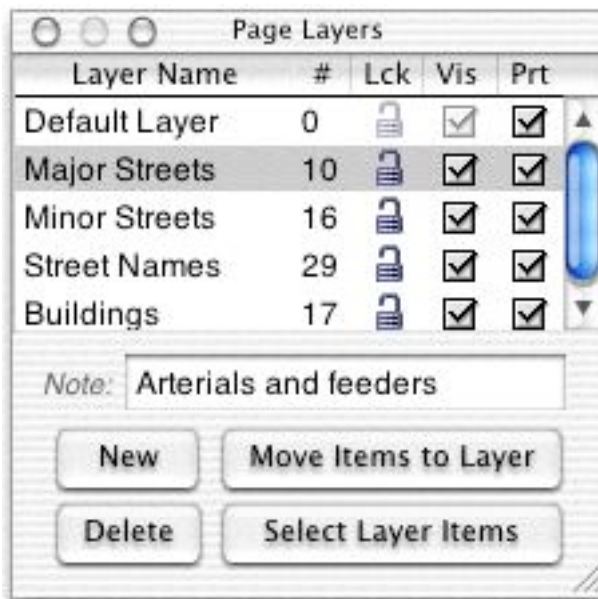
## Page Layers

Use **Page Layers** to organize graphics on a page. You can control whether layers are locked, visible, and whether their contents will be printed or output to HTML.

To display the Page Layers window, choose **Format->Layering->Page Layers...** or **Tools->Page Layers...** (**Option-Command-L**) or use the Page contextual menu.

The Page Layer Window lets you:

- Make new page layers.
- Select a page layer. All newly-created graphics will be added to the selected layer.
- Add descriptive notes to a page layer.
- Lock and unlock page layers.
- Show and hide the objects on a page layer.
- Make the objects on a page layer print or not print.
- Select all the objects in a layer.
- Move selected objects to a selected layer.
- Delete page layers.

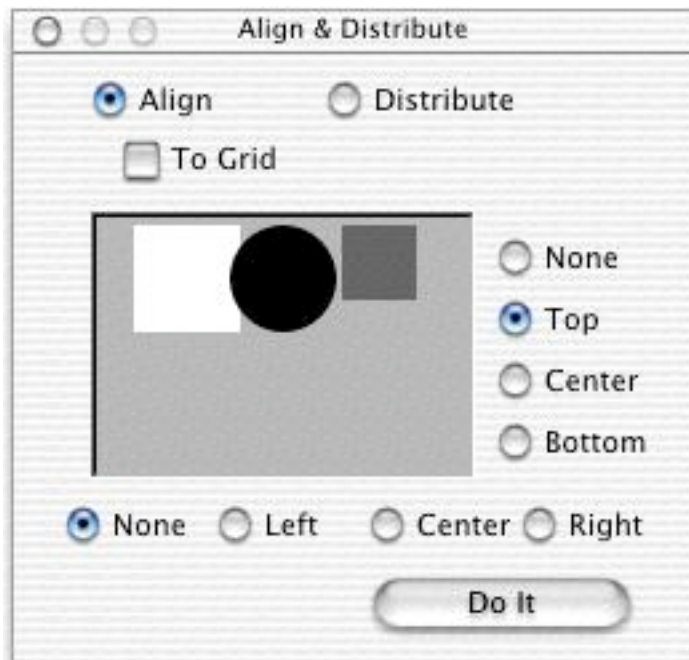


## Align and Distribute

To align or distribute objects, use the **Align and Distribute** window (**Format**->**Align and Size**->**Align and Distribute** (**Command-D**)).

Use **Align** to center or **Align** objects on one of the edges. Use **Distribute** to evenly divide the space available. Use the **To Grid** checkbox to align objects with each other and align the selected edges to the grid.

By leaving the **Align and Distribute** window visible, you can set an alignment and apply it repeatedly to different groups of selected objects by selecting objects and clicking the **Do It** button.



## Font Dialog

Create uses the standard MacOS X **Font Dialog** for changing the font on selected text. To display the Font Dialog, choose **Font->Show Fonts (Command-T)**.

Use the **Font Dialog** to change:

- Selected text within a Text Area
- All of the text in one or more selected Text Areas.



The Font Dialog can be compressed

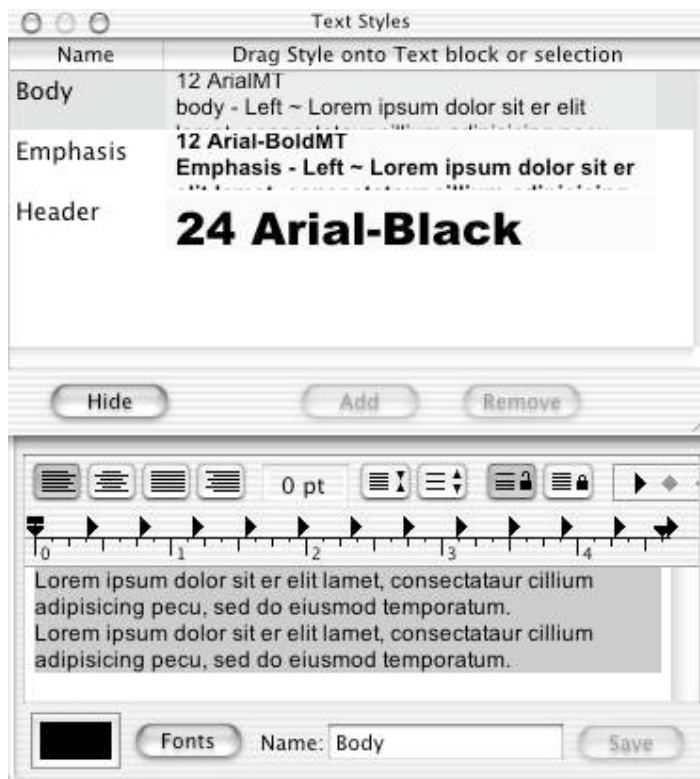
## Text Styles

Text Styles are named collection of font and paragraph attributes that can be applied to text.

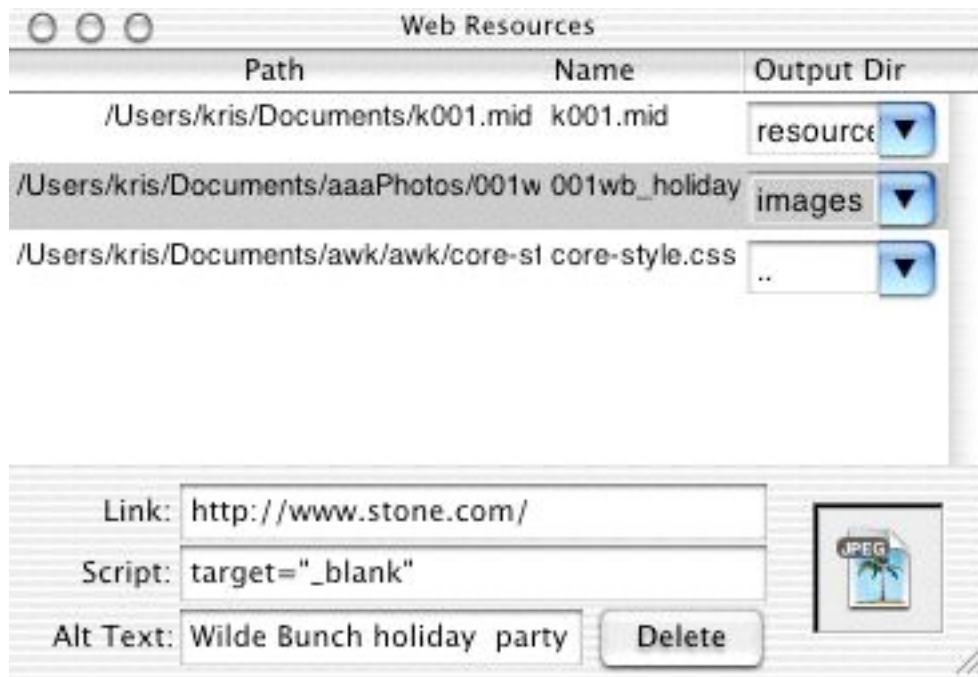
Text styles let you maintain consistent formatting on your text. When you modify a text style, all text using that style is also modified to reflect the new attributes.

To create, modify, and apply text styles, use the Text Styles window (**Format**→**Styles**→**Styles ...** or **Cmd-Y**).

The Text Styles window displays the text styles that are available for the current document.



## Web Resources



Use the Web Resources window (**Web**→**Web Resources...** (**Command-K**)) to manage graphics, sounds, and other files that you intend to use in your web site.

Adding files to the **Web Resources** window makes sure that those files will be output to the directory structure that Create makes when you choose **Web**→**Create Web Pages...** (**Shift-Command-K**).

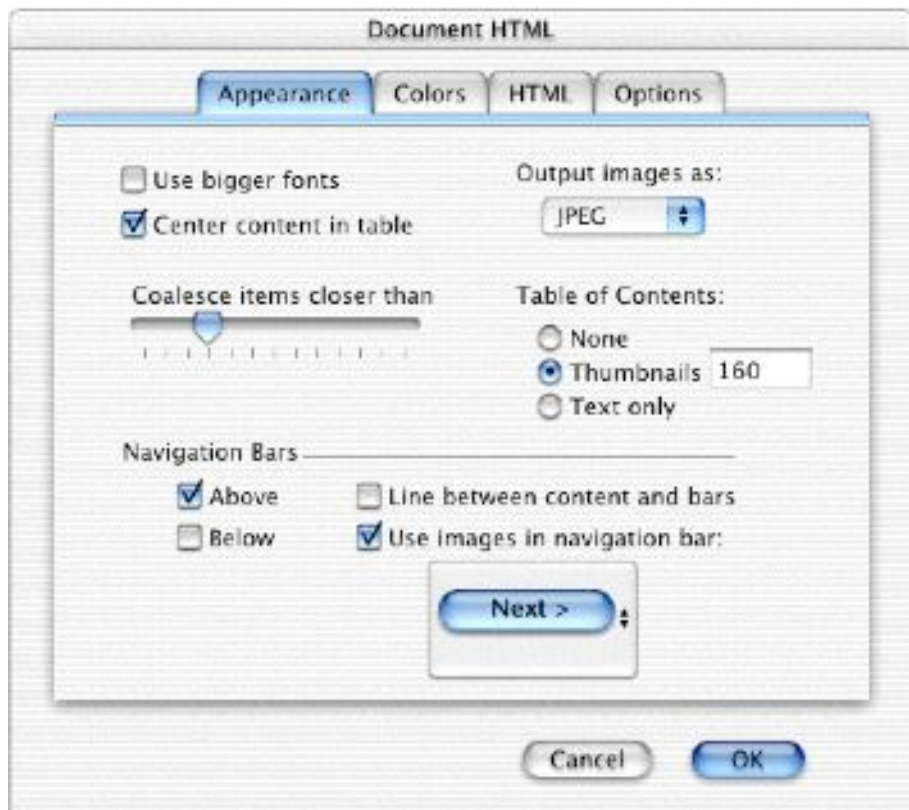
Adding files from Web Resources to your documents makes sure that the files are output only once even if they're used multiple times.



## Document HTML

Use the **Document HTML** window (**Web->Document HTML...** or **Option-Shift-Command-K**) to customize the HTML output for the whole document.

**Note:** To customize the HTML output for an individual page, use the **Web** pane of the **Info** window.



The **Appearance** pane lets you control:

- The navigation bars
- Table of Contents
- Overall table construction
- Image output format

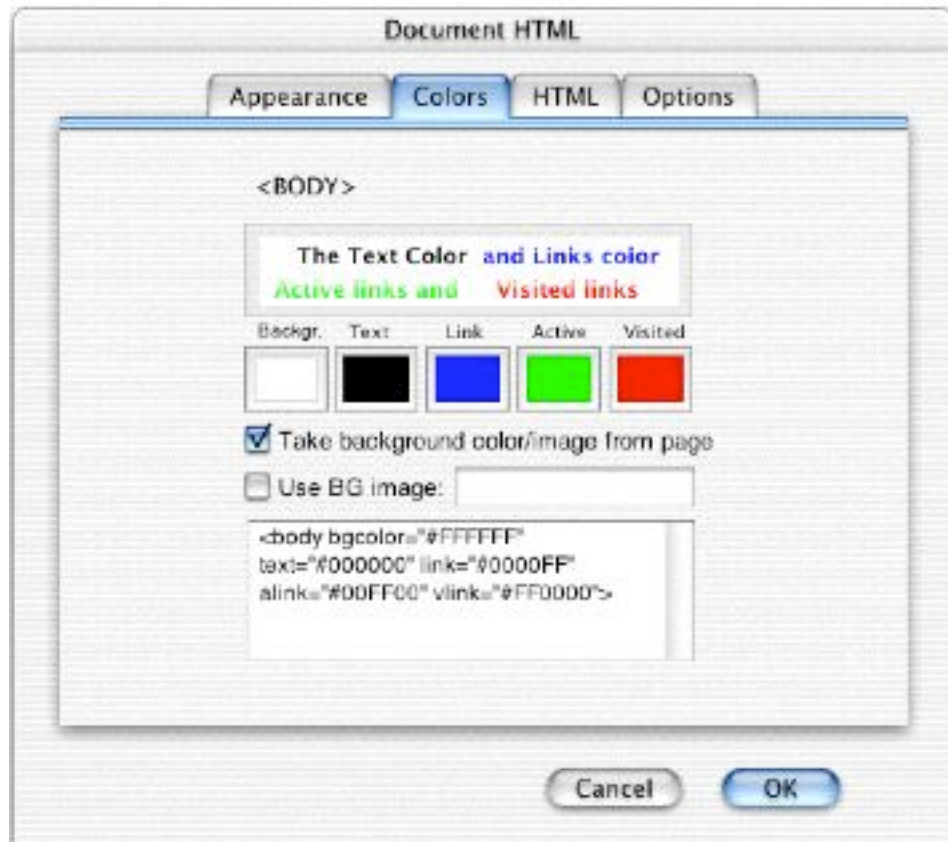


## Document HTML: Colors

Use the **Colors** pane to set the colors for:

- Background
- Text
- Links
- Active Links
- Visited Links

You can also set a background image.

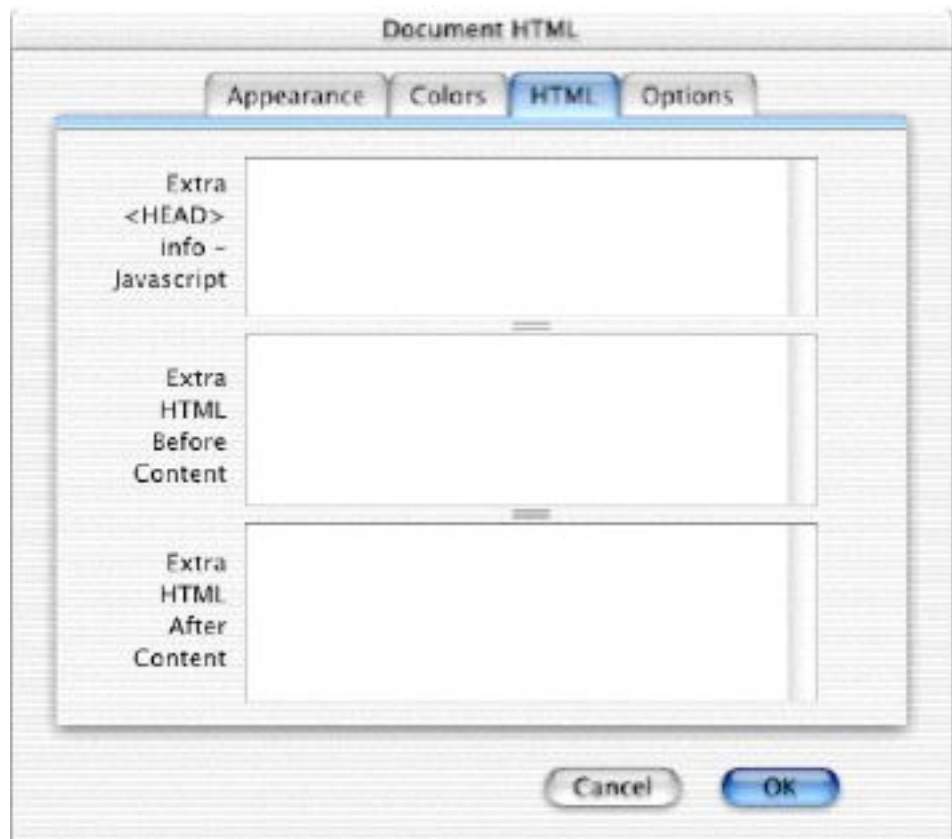


## Document HTML: HTML

The **HTML** pane lets you:

- Add custom HTML to the **HEAD** tag.
- Add custom HTML to the **BODY** tag before the page content.
- Add custom HTML to the **BODY** tag after the page content.

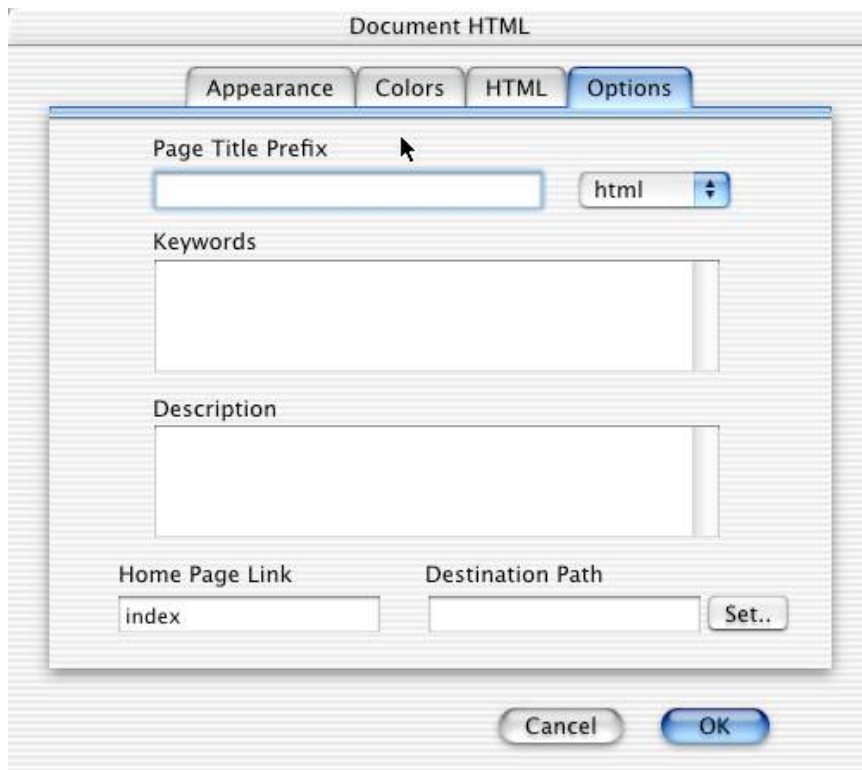
See [Adding Custom HTML](#) for more information.



## Document HTML: Options

The **Options** pane lets you:

- Add a prefix to the page title. For example, we could put "Create Documentation: " before each individual page title.
- Set the file extension for all HTML files generated by Create.
- Add Keywords and Description meta tags to your HEAD tag.
- Set the URL for your home page (used by the Navigation Bar).
- Set a relative path for dragged in files.



## HTML Preferences

Use HTML Preferences to set your starting HTML settings for new documents.

The Appearance, Colors, HTML, and Options panes duplicate the panes in the [Document HTML](#) window.

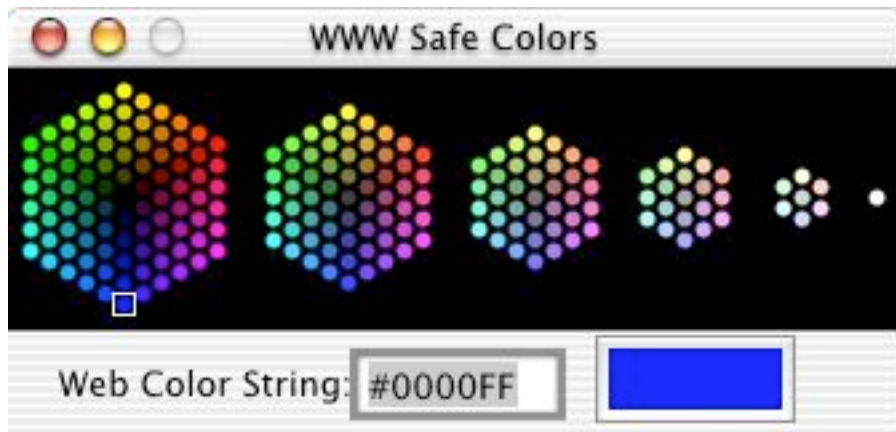


Use the **Special** pane to make some settings that are not available elsewhere. These settings will affect the HTML output for all documents.

See [Generating HTML](#) for more information.

## Safe Colors

Use the Safe Colors window (**Web->Safe Colors...**) to set colors that are universally recognized by web browsers.



To get the hexadecimal color string for any color, click on the Color Well and use the standard Colors window to choose colors. The Web Color String text field will show the hex representation for that color.

To see the color for any hexadecimal color string, enter the hex value into the text field and press the Return key. The Color Well will display the matching color.

See [Working with Colors](#) for more information.

## Color Dialog

Use the Color Dialog (**Tools->Show Colors** or **Shift-Command-C**) to select colors and set the transparency for your graphics. The Color Dialog lets you select colors in different ways using four different panes. See [Working with Colors](#) for more information.



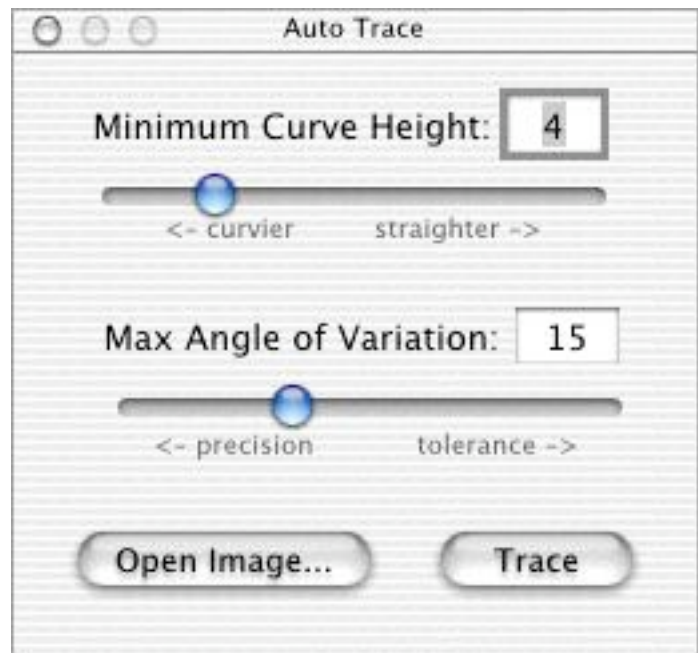
## Auto Trace

Use the **Auto Trace** window (**Tools->Auto Tracer...**) to create a multi-line or spline representation of a graphic.

Click the **Open Image...** button to bring an image into your document.

Click **Trace** to create a vector outline of a selected graphic. If no graphic is selected, clicking Trace will bring up the Open Image panel.

See Special Topics: Auto Trace for more information.



## Animator

To make an animated GIF from a graphic, select the graphic and bring up the **Animator** window (**Tools**->**Animator**...).

The animation can make an object:

- change size
- change location
- rotate

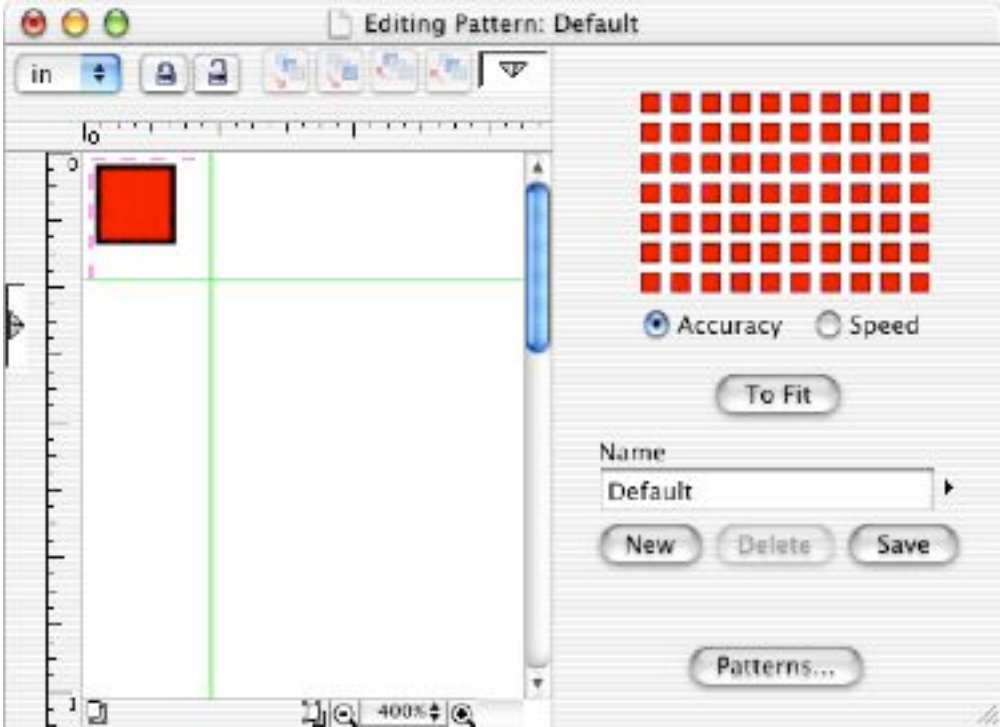
Create automatically generates a series of TIFF or GIF images and then uses GIFfun <LINK> to make the animated GIF. You can then drag the animated GIF into your document, where it will be included in HTML output.

See Special Topics: Animation for more information.





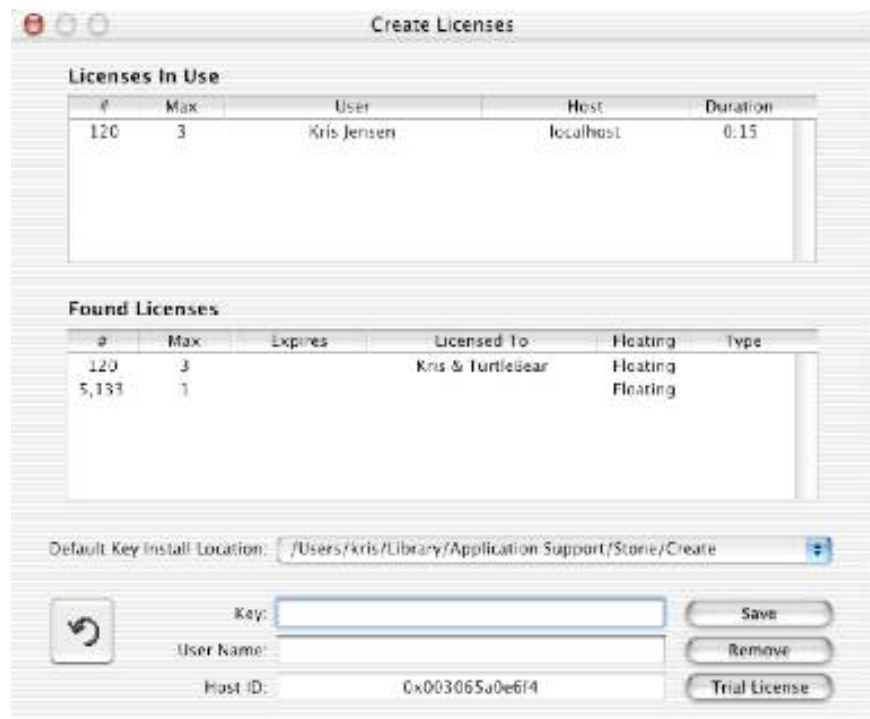
# Pattern Editor



## License

Use the Licenses window (Create->License ...) to add or remove licenses, or to obtain a trial license.

Note: You must be connected to the internet to get a free trial license from Stone Design's license server.



For more information on licensing Stone Design applications, see the [licensing tutorial](#) on Stone Design's web site.

# Create Reference: Graphics

Create offers a wide variety of types of objects:

- Rectangle
- Circle
- Straight Line
- Round Box
- Arc
- Box Graphic
- Star
- Text Area
- Spline
- Multi Line
- Freehand
- Embed
- Image
- FileImage
- Video
- SliceAndDice
- TextAlongPath
- TextInShape
- TextAroundShape
- Group
- Table Group
- Mask Group
- Box Group
- Page Number
- Date



## Rectangle

**Creation:** Click the Rectangle tool. Click in your document where you want one corner and drag diagonally to where you want to the opposite corner.

- To **make a square**, press the Shift key as you draw the Rectangle.

**Object Info:** Graphic Name

**Effects:** All

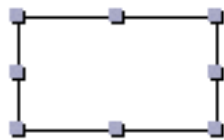
**Aftereffects:** Rose, Matrix

**Natural Size:** Square

**Double-click:** Brings up the Effects Info pane

**HTML Output:** An image of the type set in **Web->Document HTML->**

**Appearance**



Selected Rectangle





## Circle

**Creation:** Click on the Circle tool. Click in your document where you want one corner of the Circle's bounding box and drag to where you want the opposite corner.

- To **make a perfect circle**, press the Shift key while you draw the Circle.

**Object Info:** Graphic Name

**Effects:** All

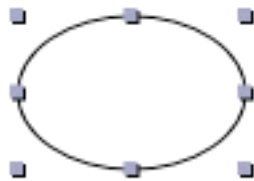
**Aftereffects:** Rose, Matrix

**Natural Size:** Perfect circle

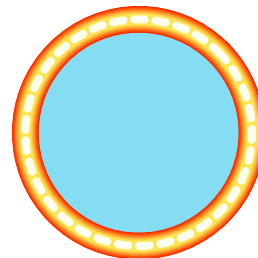
**Double-click:** Brings up Effects Info pane

**HTML Output:** An image of the type set in **Web->Document HTML->**

**Appearance**



Selected Circle





## Straight Line

**Creation:** Click on the Straight Line tool. Click in your document where you want the line to start and drag to where you want the line to end.

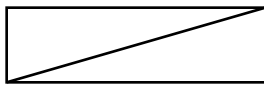
- To **constrain the Straight Line** to a multiple of 15 degrees (15, 30, 45, ...) press the Shift key as you draw the line.

**Object Info:** Graphic Name

**Effects:** All

**Aftereffects:** Rose, Matrix

**Natural Size:** The diagonal of a square based on the short dimension of the Line's bounding box.

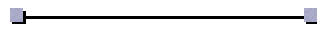


After making both the  
Rectangle and the Line  
their Natural Size

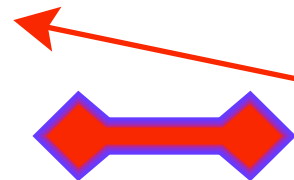


**Double-click:** Brings up Effects Info pane

**HTML Output:** An image of the type set in **Web->Document HTML->Appearance**



Selected Line





## Round Box

**Description:** A Round Box is a rectangle with rounded corners.

**Creation:** Click the Round Box tool. Click in your document where you want one corner and drag to where you want the opposite corner.

To make a Round Box with equal sides, press the Shift key as you draw.

**Object Info:** Corner Radius. To **set the radius of the corners**, select the Round Box and bring up the Object Info pane. You can also double-click on the Round Box graphic. Drag the slider, click the arrows, or enter a value into the text field to change the radius.

**Effects:** All

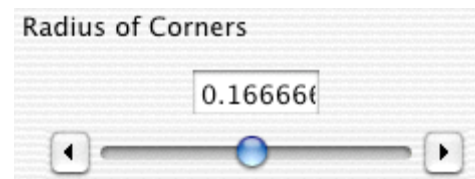
**Aftereffects:** Rose, Matrix

**Natural Size:** Round Box Square

**Double-click:** Brings up Object Info pane

**HTML Output:** An image of the type set in

**Web->Document HTML-> Appearance**



Selected  
Round Box

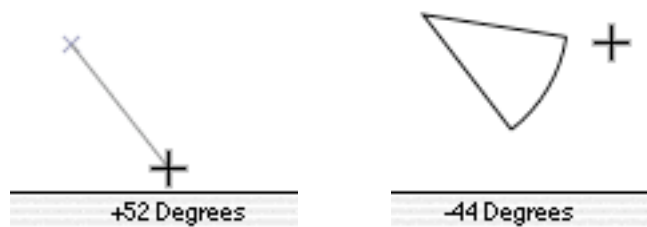




## Arc

**Description:** An arc is a segment of a circle.

**Creation:** Click on the Arc tool. Click in your document where you want the center of the circle. Drag out the radius of the Arc. To see the angle of the radius, look in the Selection Status area of your document window. Release the mouse button. Click and drag again to create the other angle of the Arc. To see the angle of the Arc, look in the Selection Status area.



Pressing the Shift key while drawing an Arc constrains the angles to multiples of 15 degrees.

**Object Info:** To **set Arc attributes**, use the Object Info pane. Select the Arc and choose **Tools->Show Info->Object**, or double-click on an Arc graphic.

**Direction of Arc** (Clockwise or Counterclockwise)

Whether to **draw the radius lines (pie portion) of the Arc**

**Radius Length**

**Start Angle**

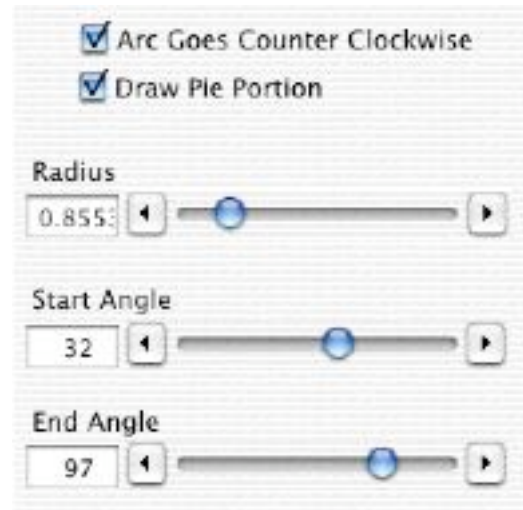
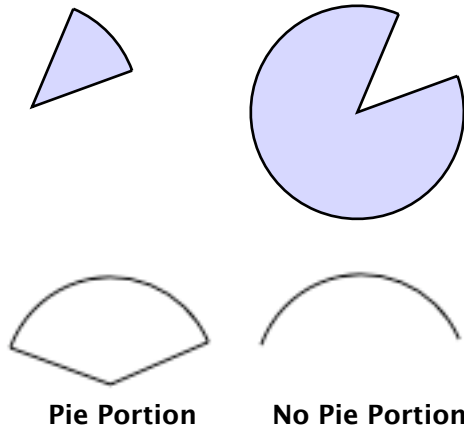
**End Angle**





## Arc (page 2)

Clockwise changed to Counterclockwise



You can also change the size and angles of an Arc by dragging on the Arc's points.

**Effects:** All

**Aftereffects:** Rose, Matrix

**Natural Size:** None

**Double-click:** Brings up Object Info pane

**HTML Output:** An image of the type set in **Web->Document HTML->**

**Appearance**



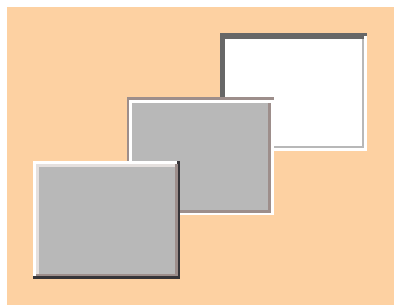
## Box Graphic

**Description:** a Box Graphic is a graphic designed to look like an interface object.

**Creation:** Click the Box Graphic tool. Click in your document where you want one of the corners and drag diagonally to where you want the opposite corner.

To make a square Box Graphic, press the Shift key as you draw the Box Graphic.

**Object Info:** To set the attributes of the Box Graphic, bring up the Object Info pane by double-clicking on the Box Graphic.



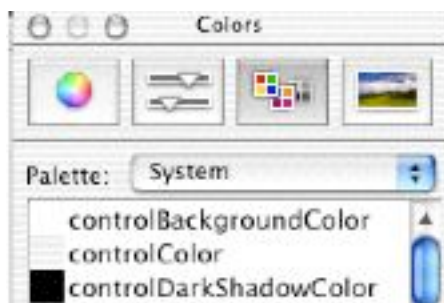
Box Graphic Styles





## Box Graphic (page 2)

**Note:** To get back to the initial default Box Graphic color, go to the [Color dialog](#), pick the Color palette pane, select the System palette from the menu, and click the Control color.



Newly-created Box Graphics take their attributes from the last settings in the Box Graphic Object Info pane.

**Effects:** Box Graphics can have Stroke effects. If it has a Stroke effect, you can also add a Multiple effect. If you add a Multiple effect, you can also add Fill Effects to use on the multiple copies. See [Multiple Effect](#) for more information.

**Aftereffects:** Rose, Matrix

**Natural Size:** Square

**Double-click:** Brings up Object Info pane

**HTML Output:** An image of the type set in **Web->Document HTML->**

**Appearance**



## Star

**Description:** A star is a regular polygon with lines drawn between its points. By setting the number of sides and the number of points connected, you can make a variety of figures.

**Creation:** Click on the Star tool. Click in your document where you want a corner of the Star's bounding box. Drag to where you want the opposite corner.

**Object Info:**

- Number of sides
- Number of points connected
- Whether to draw the perimeter

To **draw regular polygons**, set the number of points connected to None and click the Draw Perimeter checkbox

**Effects:** All

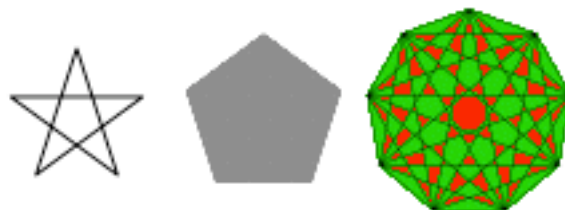
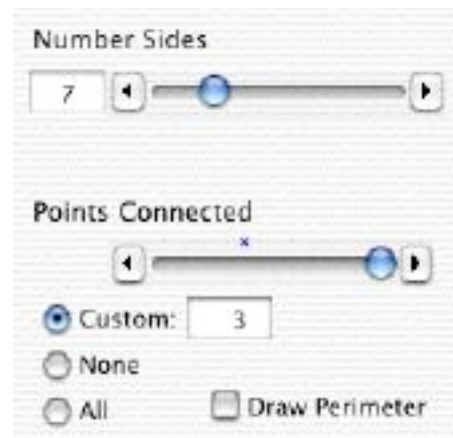
**Aftereffects:** Rose, Matrix

**Natural Size:** All Stars are equal sided

**Double-click:** Brings up Object Info pane

**HTML Output:** An image of the type set in **Web->Document HTML->**

**Appearance**

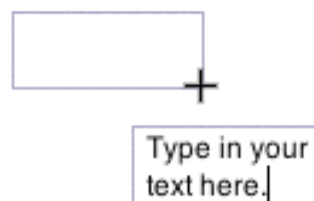


## **A** Text Area

**Description:** a Text Area is a graphic object that contains text. The text can be formatted or plain.

**Creation:** To create a Text Area with the Text Area tool, click Text Area tool, click in your document, and drag to size the Text Area. The Text Area will be in edit mode, and you can immediately begin to enter text. **To enter text**, use the keyboard or paste text in from the clipboard. **To stop editing** the Text Area, click in your document outside of the Text Area or select another tool from the Tool Box.

You can also just click with the Text Area tool and begin typing, without sizing the Text Area. The Text Area will expand as you type.



You can also **create Text Areas** by:

- **Copying text** from another document or application, choosing your Create document, and choosing **Edit->Paste** (Cmd-V). Create will make a new Text Area containing the text in the clipboard. The Text Area will be selected but not in edit mode.
- **Dragging in text** from an application that supports drag and drop. Create will make a new Text Area containing the text being dragged. The Text Area will be selected but not in edit mode.
- **Dragging in a text file** from the Finder. Create will make a new Text Area containing the contents of the file. If the file contains formatted text, the Text Area will contain formatted text. The new Text Area will be selected but not in edit mode.

## **A** Text Area (page 2)

### Object Info:

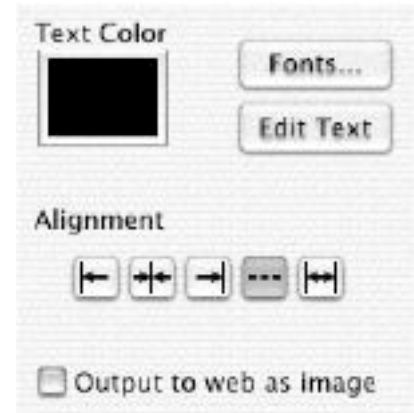
Use the Object Info pane to set the text's color, set its font and set its alignment.

Clicking the **Edit Text** button puts the Text Area into edit mode and selects all the text.

**Output to web as image** lets you choose whether you want text that has no Effects to be output as an image instead of text.

**Effects:** Text starts with no Effects. You can add Stroke (outlines the text), Fill, and Multiple effects. The text remains fully editable within the Create document.

**Note:** When a document is exported to HTML, all Text Areas with added effects are output as graphics rather than text. For this reason, it's better to color your text by selecting it and using the Color dialog rather than by adding a Fill effect.



**Text box**    **Text box**    **Text box**

## **Text Area (page 3)**

**Aftereffects:** Rose, Matrix

**Natural Size:** The Text Area shrinks to fit the text.

**HTML Output:** If the text has no Effects, it is output as text with appropriate HTML formatting, unless you have overridden this in the Object Info pane. If the text has any effects, it is output as an image of the type set in **Web->Document HTML->Appearance**.



## Spline

**Description:** A spline is a sequence of curved and line points with connecting lines. Lines connecting curved points are curved; lines connecting line points are straight. A curved point has control handles that can be used to control the curve of the connecting lines. A line point has no handles.

To **convert a line point to a curve point**, select the point and choose **Object->Splines/Lines->Make into Curve**.

To **convert a curve point to a line point**, select the point and choose **Object->Splines/Lines->Make into Line**.

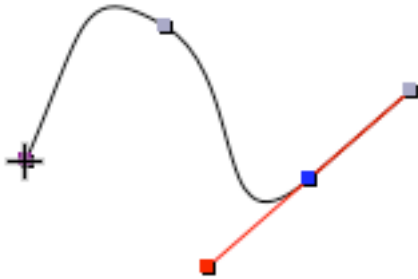
**Creation:** To make a spline, select the Spline tool and do a series of clicks and drags. A mouse-down sets a point, dragging creates and sets that point's handles. A click and release without dragging creates a point without handles (a Line point). To end a spline, double-click or choose another tool. If you end the spline by double-clicking on the first point of the spline, the spline path will be closed.



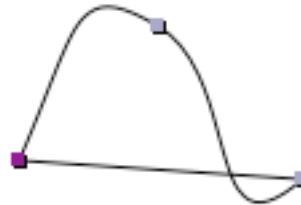




## Spline (page 2)



Ready to finish the spline by double-clicking on the start point



After double-clicking

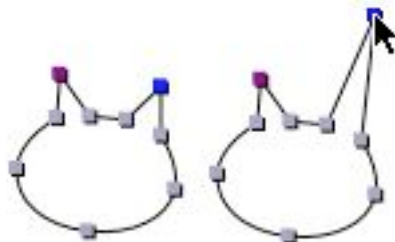
**Note:** The start of the spline (the point created first) is indicated by its different color.



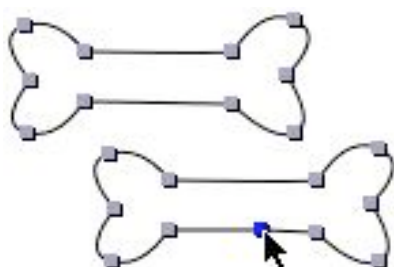
## Spline (page 3)

**Modification:** After you create a Spline, you can reshape it by dragging on its points and control handles.

To **select a point**, first select the Spline and then click on one of its points.



To **move a point**, click and drag it to its new location. You can also select the point and use the Arrow keys on the keyboard to move it in one point increments. To move the point in Grid increments, press the Shift key while using the Arrow keys.



To **add a point**, press the **Command** key while clicking where you want the point on the Spline. To add a point that's not directly on one of the Spline's line segment, select a point and press the Command key while clicking. The point will be added immediately following the selected point.

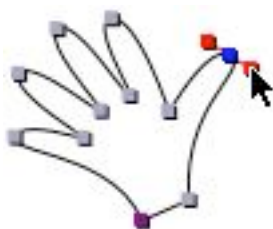
You can also **add a point** by using the menu. To add a point immediately following the selected point, choose **Object->Splines/Lines->Add Point**. The point will be added at a point midway on an imaginary line drawn between the selected point and the following point.



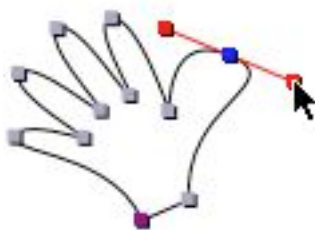
## Spline (page 4)



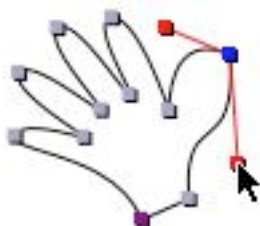
To **delete a point**, press the Control key while clicking on the point. You can also select the point and press the Delete key or choose **Edit->Cut (Cmd-X)** or **Object->Splines/Lines->Delete Point**.



To **reshape a point**, select the point and then click and drag on the end of one of its control handles. By default, the control handles move together to maintain a straight line through the point which creates a smooth curve through the point. If the point does not have any handles, add handles by making it into a curve point (**Object->Splines/Lines->Make into Curve**).



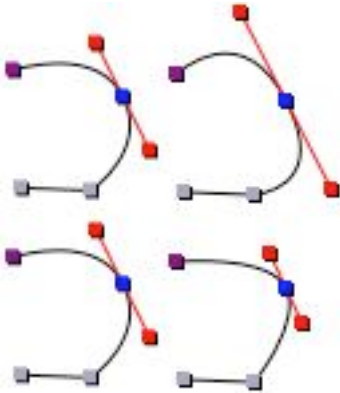
To **move one of the control handles** independently of the other, press the **Option** key while dragging the handle.



You can also **reshape one or all of the points** through menu commands. To apply the commands to one point, select that point. To apply the commands to all the points in the object, select the object without selecting an individual point.



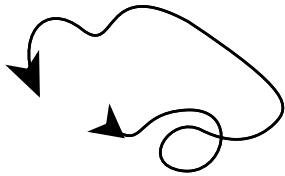
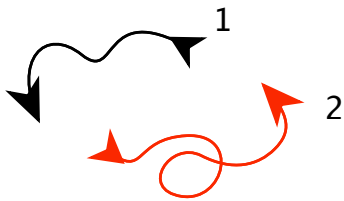
## Spline (page 5)



**Loosen (Object->Splines/Lines->Loosen)** lengthens the handles.

**Tense (Object->Splines/Lines->Tense)** shortens the handles.

To **combine two splines into one spline:** If you want the splines to remain as they are, choose **Object->Splines/Lines->Combine Paths**. This makes them into one path, but does not move them.



Connect Paths

If you want the start of object #2 to connect to the end of object #1, choose

**Object->Splines/Lines->Connect Paths.**

Object #1 is either the topmost object (if all objects are selected at once) or the first object selected (if the objects are selected one at a time, using the Shift key).

**Note:** You can tell which end of the path is the start by its different color. You can change which end is the start by choosing

**Object->Splines/Lines->Reverse Path.**



## Spline (page 6)

To **split one spline into two splines**:

Select the spline and the point where you want the split to occur.

Choose **Object->Splines/Lines->Split Path**.

To **change how a Spline fills** (using a Fill effect), choose

**Object->Splines/Lines->Even Odd Winding**

**Explanation:** There are two techniques commonly used to calculate whether a pixel is inside or outside the spline (and therefore whether it should be included in the Fill effect or not). By default, Create uses Non-Zero Winding, but you can choose to use Even Odd Winding. The differences become apparent with complex figures where the path crosses multiple times.



After applying  
Even Odd Winding

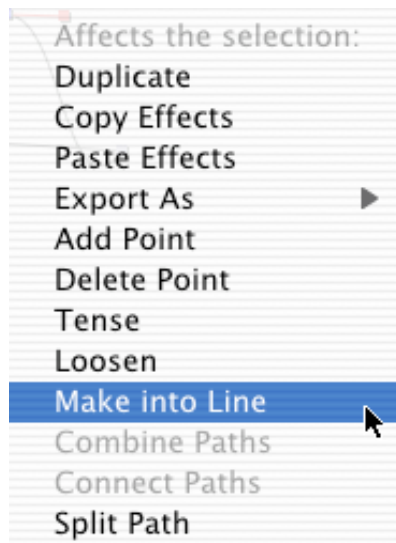
To **change which end of a path is the front or back**, choose

**Object->Splines/Lines->Reverse Path**.



## Spline (page 7)

Almost all spline commands are available through a **contextual menu**. When a spline is selected and you Command- or right-click, you'll get this menu:



**Object Info:** Name

**Effects:** All

**Aftereffects:** Rose, Matrix

**Natural Size:** None

**HTML Output:** An image of the type set in **Web->Document**

**HTML->Appearance**



## Multi Line

**Description:** A Multi Line is a sequence of line points and connecting lines.

**Creation:** To make a Multi Line, select the Multi Line tool and do a series of mouse clicks and releases. Each release sets a line point. For the first point, you can also click and drag; releasing the mouse button creates the second point. **To end a Multi Line**, double-click or select another tool.

**Object Info:** Name

**Modification:** You can **reshape a Multi Line** by moving its points. See [Splines](#) for information on moving, adding and deleting points, and on combining, connecting, and splitting paths. Spline, Multi Line and Freehand objects can all be combined or connected together. If one of the objects is a Spline, the resulting object is also a Spline.

To **add handles to a Multi Line point**, change the Multi Line object to a Spline (**Object->Make Into Spline (Option-Command-M)**), select the point, and choose **Object->Splines/Lines->Make into Curve**.

**Attributes:** Name  
**Effects:** All  
**Aftereffects:** Rose, Matrix  
**Natural Size:** None

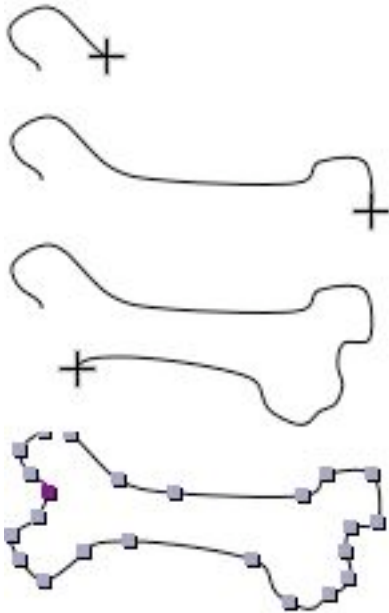




## Freehand

**Description:** A Freehand object is a Spline or Multiline that you create by freeform drawing.

**Creation:** Click on the Freehand tool. Click where you want the line to start and drag to create a line that follows your mouse movements. To end the line, release the mouse button.



The Freehand object is automatically smoothed into a Spline when you release the mouse button.

To **control the amount of smoothing**, set the slider in the Miscellaneous Preferences pane.



More Detail

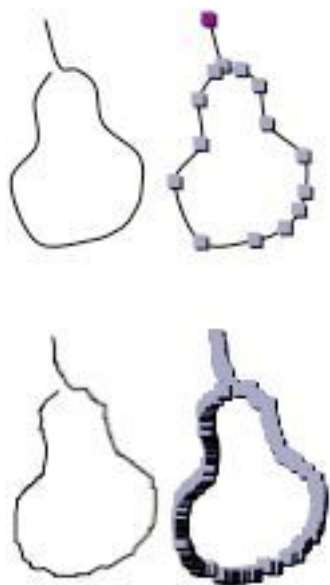


More Smoothing





## Freehand (page 2)



Smoothing Eliminated

To **eliminate smoothing**, press the **Shift** key when you release the mouse button. The speed with which you draw the line has an influence on the number of points created. The faster you draw, the fewer points; the slower you draw, the more detailed the line.

**Note:** a non-smoothed Freehand object is called a Freehand in the Selection Status area of the document window. A smoothed Freehand object is a Spline.

A Freehand object is made up of many Line points. See Splines for a discussion of Line and Curve points. Just as with Splines and Multi Lines, you can add, delete, and move points and combine, connect, and split paths.

**Effects:** All

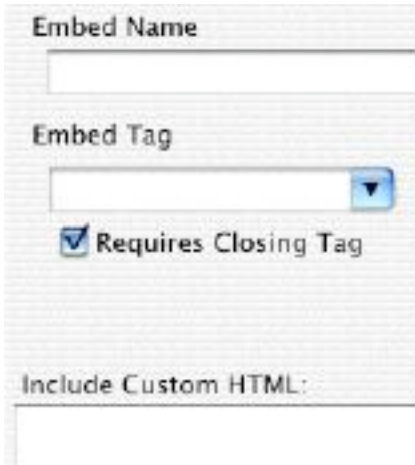
**Aftereffects:** Rose, Matrix

**Natural Size:** None



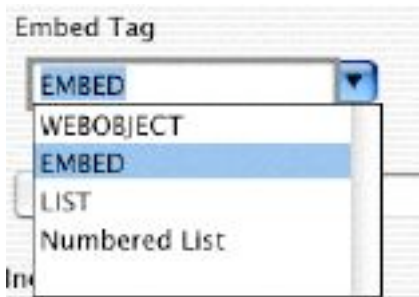
## Embed

**Description:** An Embed object can hold arbitrary HTML code, including `<WEBOBJECT NAME="BLAH">` and the `<EMBED>` tag for QuickTime videos, sounds, etc. The size parameters for these objects are taken from the size of the Embed graphic.



**Creation:** Click on the Embed tool. Click in your document where you want one corner of the Embed object and drag to where you want the opposite corner. This creates an empty Embed object with a text cursor inside the object. This allows you to begin typing arbitrary HTML code.

If you want to embed a sound or video file in your document, click the selection tool to end editing the Embed object. Make sure the object is selected and go to the Object Info pane. Click on the Embed Tag field's drop down menu and choose EMBED. At this point, a Source field appears.

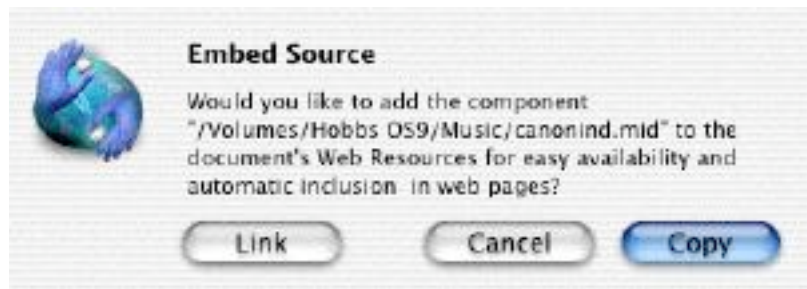




## Embed (page 2)

To **add a source**:

- Type in a path name.
- Click the Source button and use the standard Open dialog to find the file. You will be asked if you want to add the file to your Web Resources. You can choose to copy it to your document, link it, or cancel and not put the file in Web Resources.
- Drag a file that's already in your Web Resources onto the Source text field.



**Effects:** None

**Aftereffects:** None

**Double-click:** Enters text editing mode

**HTML Output:** Raw HTML in a Table cell large enough to hold the Embed object.

## Image

**Description:** An Image is a non-vector (bitmapped) graphic.

**Creation:** Images are usually imported into Create. You can drag and drop an image file (in **JPG**, **TIFF**, **GIF**, **PDF**, or **PNG** format) from the Finder into a Create document. You can also copy and paste an image from another application.

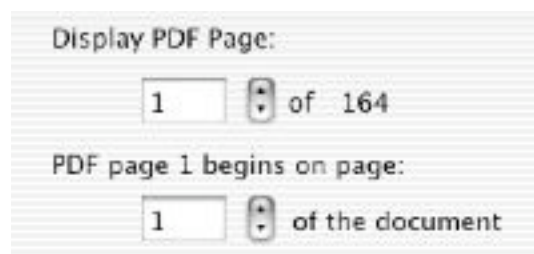
You can make Create graphics into an Image by selecting the graphics, choosing an image format in the Image Well and dragging from the Image Well to your Create document.

## Image (page 2)

**Multiple Page PDF:** When you drag in an multiple page PDF file, Create displays the first page. To **set the page that you want displayed**, use the Page setting in the Object Info Pane. Enter a value into the text field or use the arrows to move through the pages.

Note: **To display all of the pages of a multiple page PDF**, put the PDF file on a Master Layer and apply the Master Layer to pages in your document. In the Object Info pane, you can set which page of your document begins displaying the PDF. Be sure to make enough pages in your document to show the pages of the PDF file.

If you drag and drop a multi-page PDF file onto the Create icon in the Dock or the Finder, Create will make a new document, put the PDF on a Master Layer, and automatically create the number of pages needed to display the PDF.



## Image (page 3)

**Copied or Linked:** When you drag an image file into Create, Create can either copy it into the document or store a link to the original location of the document.

To choose **whether dragged in images are copied or linked**, open the Preferences window (**Create->Preferences** or **Cmd-5**), click the Image tab, and click the appropriate radio button.

- **Copied images** make the document larger and slower to open and save. On the other hand, the images won't disappear because someone deleted or moved them.

- **Linked images** keep your document smaller and faster to open and close. If Create can't find the original image file when you open your document, you'll be given an opportunity to locate it using a standard Open dialog.

If you've linked your images, but need to put them in your document so you can move it to another file system or email it, choose **File->Embed Linked Images....** This will copy all the linked images into your document.

If an image is linked, you can see its path in the Object Info pane. If an image is copied, the Link info field will prefix the image name with "Embedded".

## Image (page 4)

**Object Info:** The Object Info panel shows information about the image, including its source, size, and bit information. You can make the image fade out to show what's underneath (dissolve), change the scale of the image, and set the dots per inch (DPI).

**Note:** You can also change the scale in the Size Info pane.

**Effects:** Stroke and Fill

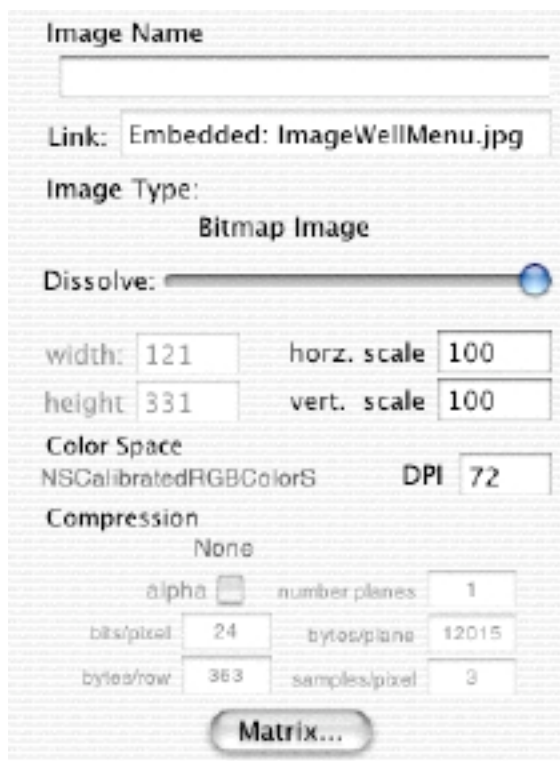
**Aftereffects:** Matrix

**Double-click:** Brings up Object Info

**HTML Output:** An image of the type set in **Web->Document**

**HTML->Appearance**

**Note:** If the original image is a GIF and it has not been scaled, Create will copy the original image to the output directory. This allows you to include animated GIF files.



**Image Dissolve  
with text behind**

## FileImage

**Description:** A FileImage is an image of a file icon that includes a link to the original file.

**Creation:** Drag and drop a file or folder from the Finder into a Create document. If Create doesn't recognize the file type suffix, it will make a FileImage graphic. (If Create does recognize the file type, it will make a graphic of the appropriate type.)

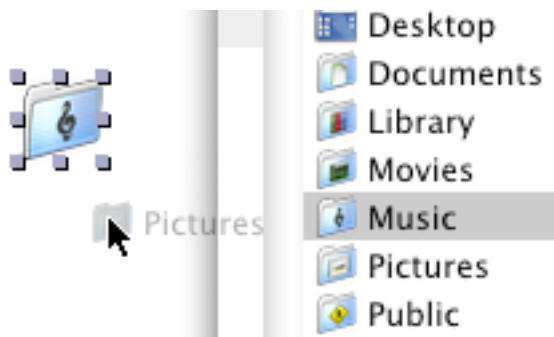
**Object Info:** Same as [Image](#)

**Effects:** Stroke and Fill

**Aftereffects:** Matrix

**Double-click:** Opens the original file. If it's a folder, the folder opens in a new Finder window. If the file is an application, the application is started.

**HTML Output:** An image of the file icon with a link to the original file



Drag and drop a file or folder from the Finder into a Create window



## Video

**Description:** A Video is a QuickTime file. Double-clicking on it will play the file.

**Creation:** Drag and drop a QuickTime file (.mov) from the Finder into a Create document. Create will automatically add the file to your Web Resources.

**Note:** When you drag in a video, Create loads the QuickTime tools necessary to play the video. There is a problem in Finder if a drag takes too long which can cause Create to quit unexpectedly. If you're working on a slower G3 system, you may want to avoid videos for now.

### Object Info:

- Video Name: Set by default to the filename without the .mov suffix.
- URL: the original location of the QuickTime file.
- Autostart: To make the video play when the page opens in a browser
- Loop: To make the video play repeatedly.

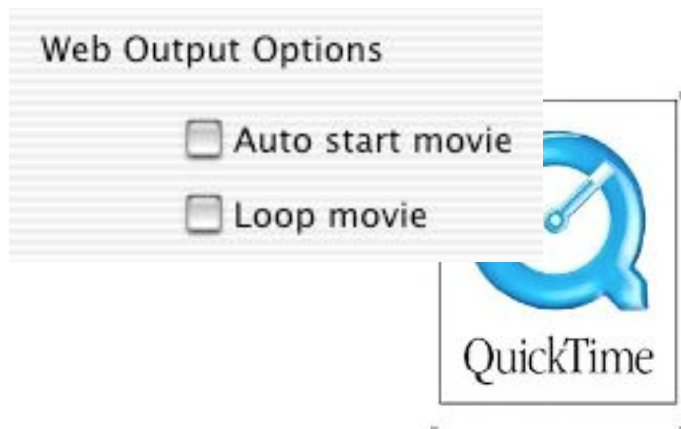
**Effects:** None

**Aftereffects:** None

**Double-click:** Plays the video

**HTML Output:** An Embed tag for the video. Use the

**Object Info** pane to set Autostart and Loop options.



## SliceAndDice

**Description:** A SliceAndDice is a file created by Stone Design's Slice & Dice application. Sliced images are images that have been divided into sections and put into an HTML table. Each section can have a different link. Slice & Dice is a tool for slicing images and adding links to the sections. It can also create JavaScript rollover images. SliceAndDice objects in Create look like the original image. When you generate HTML (Web->Create Web Pages...), Create makes the HTML table structure for the sliced image and, if the SliceAndDice is a rollover image, adds the JavaScript code to your HTML page.

**Creation:** Use Slice & Dice to slice an image and add rollover effects. You can use Create to make the original image and drag it from the Image Well into a Slice & Dice window. To add the sliced image to a Create document, save the Slice & Dice document in Fully Sliced format or choose Save for Create... from the Slice & Dice File menu. Then drag the file icon into a Create document.



## SliceAndDice (page 2)

**Object Info:** To edit a SliceAndDice graphic:

1. Open it in Slice & Dice
2. Make changes as necessary
3. Save in Fully Sliced format
4. Delete the old SliceAndDice graphic from your Create document
5. Drag in the new file

**Effects:** None

**Aftereffects:** None

**Double-click:** Brings up Object Info pane

## TextAlongPath

**Description:** TextAlongPath is a TextArea that has been bound to a Spline.

**Creation:** Select a TextArea and a graphic. Choose **Text Along Path** from the **Objects**->**SuperText** menu.

- If the graphic is not a Spline, this command will convert the graphic to a Spline.
- You can also create a TextAlongPath by selecting a Text Area and choosing **Object**->**SuperText**->**Circle** or **Rainbow** or **Bowl**.

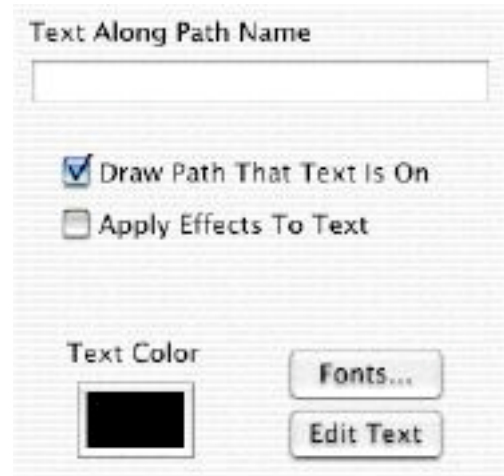
**Object Info:**

- Draw Path That Text Is On
- Apply Effects To Text
- Select the Text Color
- Select Fonts
- Edit Text

**Effects:** All

**Aftereffects:** Matrix, Rose

**Double-click:** Edits text



Effects applied to text



Path not drawn



## TextInShape

**Description:** TextInShape is a Text Area inside of a graphic and shaped to that graphic.

**Creation:** Select a TextArea and a graphic. Choose **Text Inside Shape** from the **Objects**->**SuperText** menu

- If the graphic is not a Spline, this command will convert the graphic to a Spline.

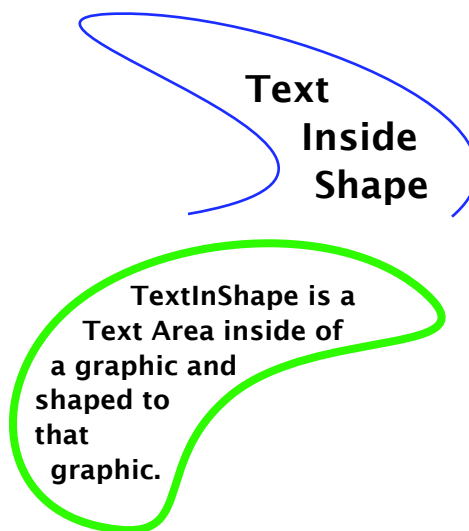
**Object Info:**

- Draw Path the Text Is On
- Apply Effects to Text
- Select the Text Color
- Select Fonts
- Edit Text
- Alignment

**Effects:** All

**Aftereffects:** Matrix, Rose

**Double-click:** Edits text



## TextAroundShape

**Description:** TextAroundShape is a Text Area wrapped outside of a graphic.

**Creation:** Select a TextArea and a graphic. Choose **Text Outside Shape** from the **Objects->SuperText** menu.

- If the graphic is not a Spline, this command will convert the graphic to a Spline.

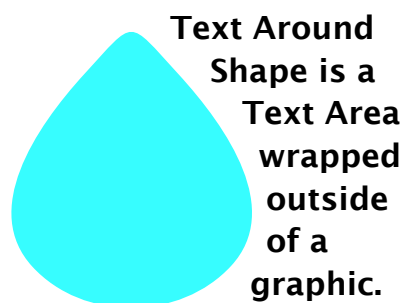
**Object Info:**

- Draw Path the Text Is On
- Apply Effects to Text
- Select the Text Color
- Select Fonts
- Edit Text
- Alignment

**Effects:** All

**Aftereffects:** Matrix, Rose

**Double-click:** Edits text



## Group

**Description:** A Group is a single graphic made up of other graphics. While they are in a group, the graphics are not individually editable, but are treated like a graphic.

Note: Groups can contain other groups.

**Creation:** Select two or more graphics and choose **Object->Group->Group Scaleable**. To **ungroup the graphics**, choose **Object->Ungroup**.

- When you group objects, the group is placed at the level of the topmost object in the group.

**Modification:** When you resize or scale a group, you are affecting all the component objects. To **edit objects individually**, choose **Object->Ungroup** first.

**Object Info:** Graphic Name

**Effects:** Stroke and Fill

**Aftereffects:** Matrix, Rose

**HTML Output:** An image of the type set in **Web->Document**

**HTML->Appearance**

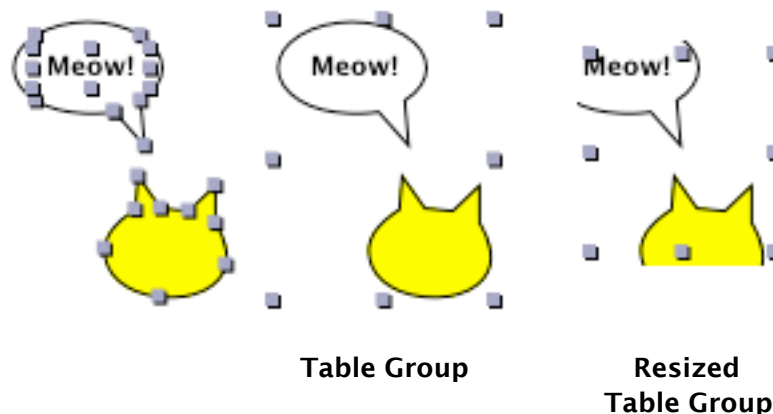


## Table Group

**Description:** A Table Group is a graphic with one or more objects that can be moved together. The main purpose for a Table Group is for HTML output: objects in a Table Group will be output in a nested HTML Table. However, Table Groups can also be used to keep objects together while allowing the objects to remain individually editable. Table Groups also let you use a tiled background image for a limited area of your page.

**Creation:** Select one or more objects. Choose **Object->Group->Group In Table (Cmd-E)**.

**Modification:** To resize the Table Group, drag one of its handles. This resizes the Table Group, not the individual objects. To edit individual objects within the Table Group, double-click in the Table Group and then select the objects you want to edit.





## Table Group: 2

**Object Info:**

- Background Color
- Background Image

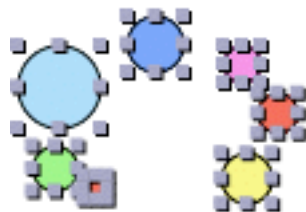
**Effects:** None

**Aftereffects:** None

**Double-click:** Allows editing of individual graphics within the Table Group

**HTML Output:** an HTML Table with cells for each included graphic.

**Note:** Graphics within a Table Group cannot overlap. If they do, you will get a warning dialog when you choose **Web->Create Web Pages**.



**Table Group with Background Color and Dissolved Image**



## Mask Group

**Description:** A Mask Group uses the top graphic to mask the underlying graphics in the group so that only the areas of the underlying graphic that are enclosed within the top graphic are visible. Use Mask Groups to crop images.



**Creation:** Select two or more graphics. One of the graphics should be “on top of” the others. Choose **Object->Group->Mask Group (Shift-Command-E)**.

**Modification:** Scaling, rotating, or skewing the Mask Group modifies the included graphics. The included graphics are not individually editable.

**Object Info:** Graphic Name

**Effects:** Stroke and Fill can be added but have no visual effect.

**Aftereffects:** Matrix and Rose

**Double-click:** Effect Info pane

**HTML Output:** An image in the format specified in **Web->HTML**

**Document->Appearance.** If there is a background image which needs to show through the Mask Group, the Mask Group is output in PNG format.

## Box Group

**Description:** A Box Group is a group of graphics enclosed in a Box Graphic.

**Creation:** Select one or more graphics and choose **Object->Group->Group In Box**.

**Modification:** Resizing the Box Group by dragging on one of its handles resizes only the Box Graphic, not the enclosed graphics.

- Scaling, rotating, and skewing the Box Group affects the whole group image. However, when the graphics are ungrouped, they return to their original size and shape.
- To edit individual graphics within the Box Group, double-click within the Box and select the graphics you want to edit.

**Object Info:** Same as for Box Graphic

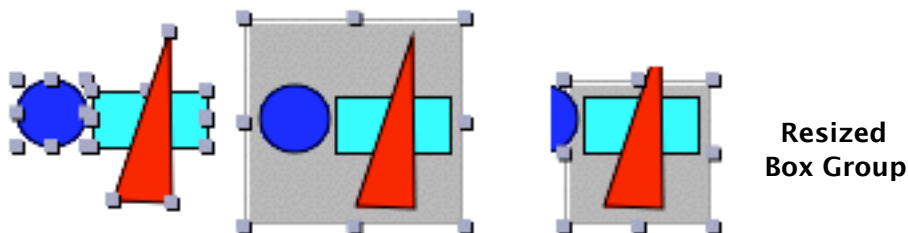
**Effects:** Stroke

**Aftereffects:** Matrix and Rose

**Double-click:** Edit enclosed graphics

**HTML Output:** Image in the format selected in **Web->Document**

**HTML->Appearance**



## Page Number

**Description:** A Page Number is an uneditable Text Area that shows the current page of your Create document. If you want a Page Number to appear on every page, add it to a Master Layer that is applied to every page.

**Creation:** To create a Page Number, choose **Object->New Objects->Page Number**.

**Object Info:** Same as Text Area. **Note:** you cannot edit the text in a Page Number.

**Effects:** None

**Aftereffects:** None

**Double-click:** Brings up Font dialog

**HTML Output:** Text

## Date

**Description:** A Date is an uneditable Text Area containing a date. It can contain the date it was created or the current date.

**Creation:** To create a Date, choose **Object->New Objects->Date**.

### Object Info:

- Text Color
- Alignment
- Current date or creation date
- Date Format

You can choose one that's listed or make your own from the abbreviations on the [next page](#). For example, if you wanted to show the time without the date, you could enter: `%H:%M:%S %p`

**Effects:** Same as a Text Area

**Aftereffects:** Matrix, Rose

**Double-click:** Brings up Font dialog

**HTML Output:** Text



## Date (page 2)

### Date Format

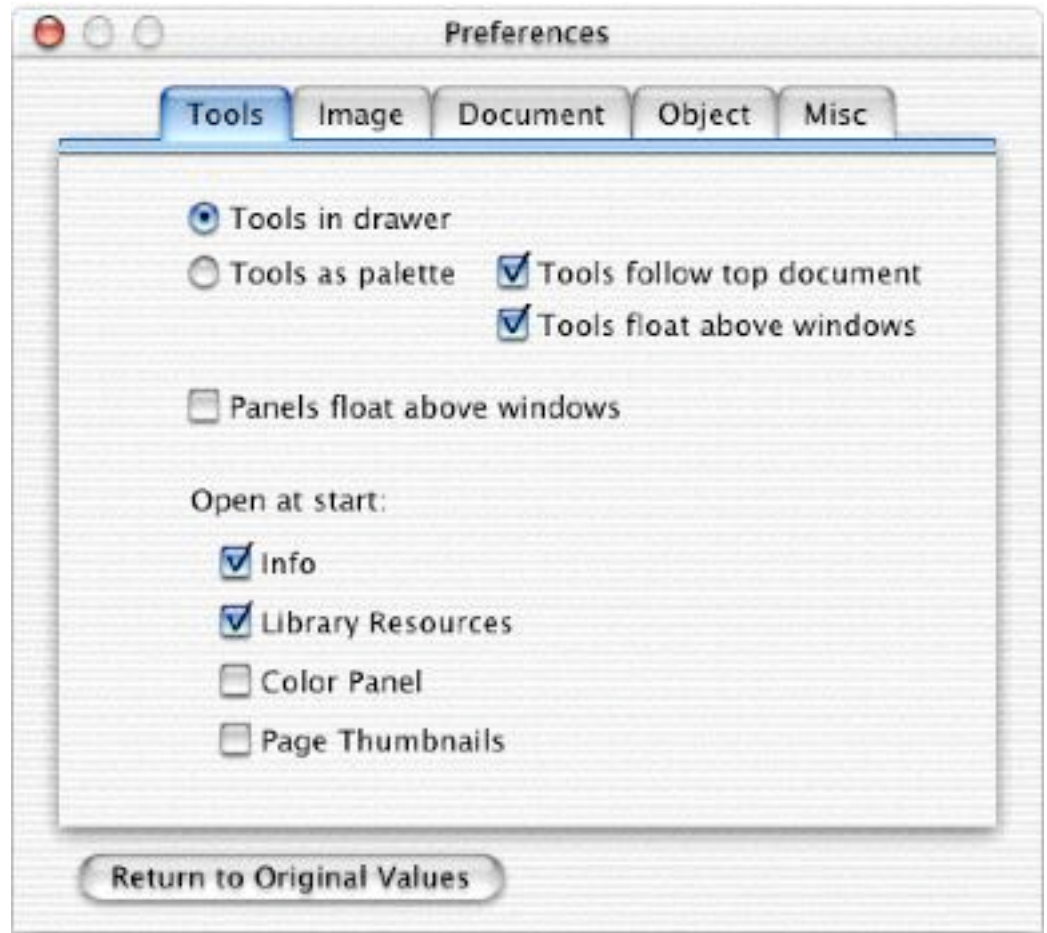
%A	is replaced by the locale's full weekday name.	%M	is replaced by the minute as a decimal number (00-59).
%a	is replaced by the locale's abbreviated weekday name.	%m	is replaced by the month as a decimal number (01-12).
%B	is replaced by the locale's full month name.	%p	is replaced by the locale's equivalent of either "AM" or "PM".
%b	is replaced by the locale's abbreviated month name.	%S	is replaced by the second as a decimal number (00-60).
%c	is replaced by the locale's appropriate date and time representation.	%w	is replaced by the weekday (Sunday as the first day of the week) as a decimal number (0-6).
%d	is replaced by the day of the month as a decimal number (01-31).	%X	is replaced by the locale's appropriate time representation.
%e	is replaced by the day of month as a decimal number (1-31); single digits are preceded by a blank.	%x	is replaced by the locale's appropriate date representation.
%H	is replaced by the hour (24-hour clock) as a decimal number (00-23).	%Y	is replaced by the year with century as a decimal number.
%l	is replaced by the hour (12-hour clock) as a decimal number (01-12).	%y	is replaced by the year without century as a decimal number (00-99).
%j	is replaced by the day of the year as a decimal number (001-366).	%Z	is replaced by the time zone name.
%l	is replaced by the hour (12-hour clock) as a decimal number (1-12); single digits are preceded by a blank.	%%	is replaced by "%".

# Preferences

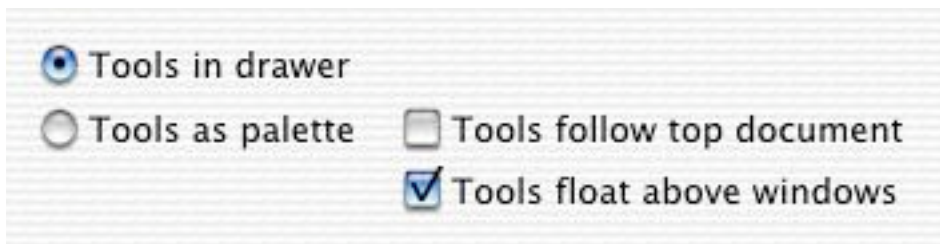
Use **Preferences** to control various features in Create.

To bring up the **Preferences** window, use **Create->Preferences...** (**Command-5**).

At any time, you can return to Create's original settings by clicking **Return to Original Values**. This applies to all settings in all panes.



## Preferences: Tools



**Tools as palette:** Displays the Tool Box in a floating palette that can be moved anywhere on the desktop.

**Tools in drawer:** Displays the Tool Box in a sliding drawer attached to the active document.

Changes to this selection only take effect after you restart Create.

**Tools follow top document:** Applies when **Tools as palette** is selected. The Tool palette will always appear at the upper left hand corner of the active document. You can move the Tools palette wherever you want, but when you make a new document active, the Tools palette will snap to the upper left corner.

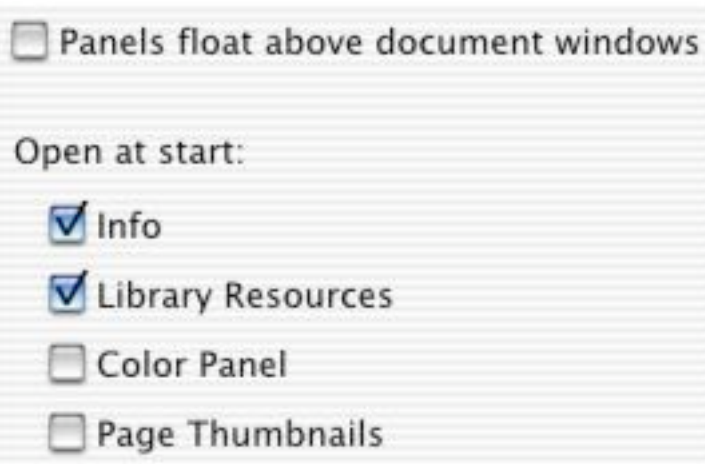
**Tools float above windows:** Applies when **Tools as palette** is selected. The Tool palette will always be above all other Create windows and palettes.



## Preferences: Tools

### Panels float above document windows:

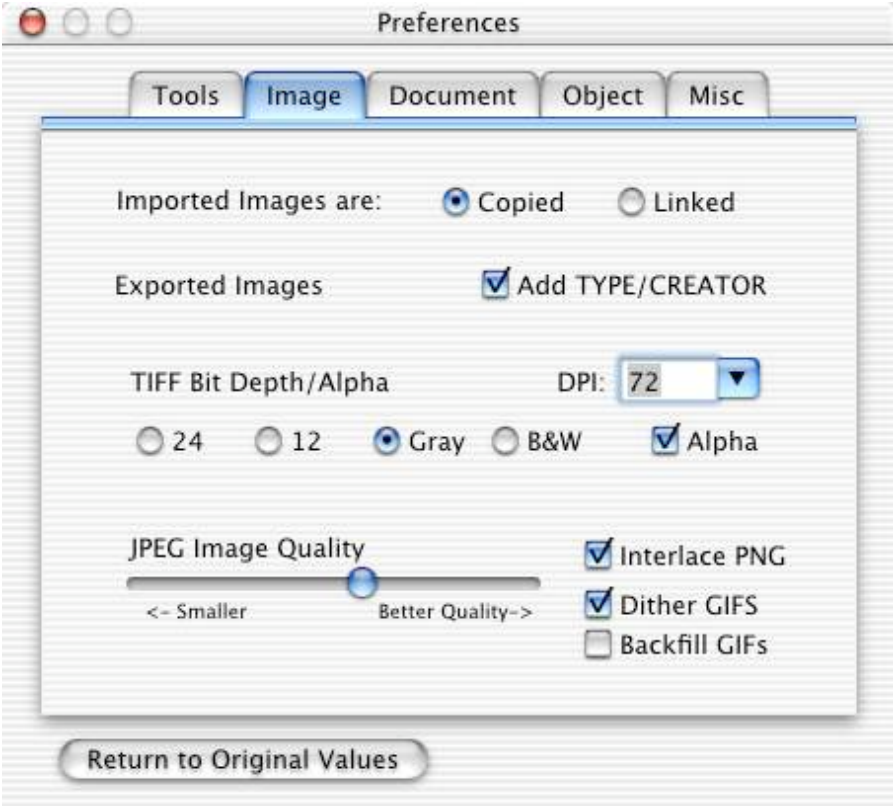
When checked, panels will always stay visible above Create's document windows. This prevents the document from obscuring your panels. However, if your screen is small, this may cause panels to obscure your documents. Panels that remain visible when Create isn't active will continue to float above other applications' windows when Create is not the active application.



**Open at start:** Select which panels you want to open automatically when you start Create:

- [Information](#)
- [Library Resources](#)
- [Color Dialog](#)
- [Page Thumbnails](#)

# Preferences: Image



## Preferences: Image

### Advantages of linked images:

- Documents are smaller.
- Documents open and save faster.
- If the linked image is changed, the Create document will show the changed image. This can be an advantage or disadvantage, depending on your goals.

### Advantages of copied images:

- The images stay with your document and will be transferred with your document.
- The images can't be accidentally lost by being moved or removed from your folders.

You can tell whether an image is linked or copied by bringing up the Object Info panel (double-click on the image or choose **Tools->Show Info (Shift-Command-I)** and click on the **Object** tab. If the image is linked, the **Link** field will contain the image's full path. If the image is copied, the **Link** field will prefix the image's file name with the word "Embedded: ".

If you use linked images and want to mail or transfer your Create document, choose **File->Embed Linked Images...** to make sure all images are included within your document. Since this operation is not undoable, you may want to embed the images in a copy of the document.

## Preferences: Image



**Add TYPE/CREATOR:** When this is checked, Create will add type and creator information to all image and html files. This ensures that the files have appropriate icons in OS 9.

## Preferences: TIFF Images



**TIFF Bit Depth/Alpha:** Determine the format of TIFF files. TIFF files are written with LZW compression.

**DPI:** Set the resolution for exported TIFF images. This value is used when you drag a TIFF from the Image Well, when you use **File->Export...** and choose the TIFF format, when you use the contextual Export menu to export an object as a TIFF, and when you paste an object into an application that wants a TIFF image.

Note: If you set a large DPI, objects take longer to convert to TIFF. Also, an object saved as a TIFF at 1200 DPI is 16.6 times larger than the same object saved at 72 DPI.

By default, the high DPI images will have the same size as the original exported graphics. If you want a resized 72 DPI TIFF file, use a hidden default:

```
defaults write com.stone.Create DontResizeTIFF YES
```

## Preferences: JPEG Images



**JPEG Image Quality:** Use this slider to control the size of the JPEG files Create produces when you:

- Drag a JPEG image from the [Image Well](#)
- Output HTML after choosing to [export images as JPEG](#)

A smaller file leads to a lower image quality. Here's an example:

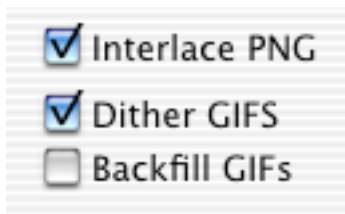
**Default JPEG  
Image Quality**



**Lowest JPEG  
Image Quality**



## Preferences: PNG and GIF Images



**Interlace PNG:** When checked, Create makes interlaced PNG files, which allows the images to "fade in" when they are displayed by a browser. On average, interlacing slightly expands the datastream size, but gives the viewer a meaningful display much more rapidly.

**Dither GIFS:** The GIF file format supports only 256 colors. A dithering algorithm can take an image with millions of colors and transform it to one with 256 colors through color selection and placement. A dithered GIF image takes up more space, but if the original image has many colors, the dithered image will look better.

**Backfill GIFs:** Normally, GIFs are saved with a transparent background. If you want a GIF with a filled background, check the Backfill GIFs checkbox. Create uses the background color of the current page as the fill color.

## Preferences: Document

**Units:** The Units menu sets the Ruler, Grid, and size units for new documents. Unit choices are: inches, centimeters, picas, and points. The Units preference can be set here and from a document's ruler; the last change entered is used for new documents.



**Start with rulers:** Check this if you want your documents to open with the rulers visible.



## Preferences: Document

**Use XML Format:** Create normally saves document files in a very readable Property List format. This format doesn't work well with Japanese fonts, so Create provides an option of saving the document in XML. XML files are about twice as large and less readable than property list files.

**Save backup file:** If checked, whenever you save a file, Create will move your previously saved version to a file named `<docfilename>~.cre8`. You will always have both the most recently saved version and the previously saved version of your document.

**Levels of undo:** Enter the number of changes that you want to be able to undo. The higher the number, the greater your ability to backtrack over your changes, but more memory is required, especially for changes to large images.

**Note:** To allow unlimited undos, set the number to 0.

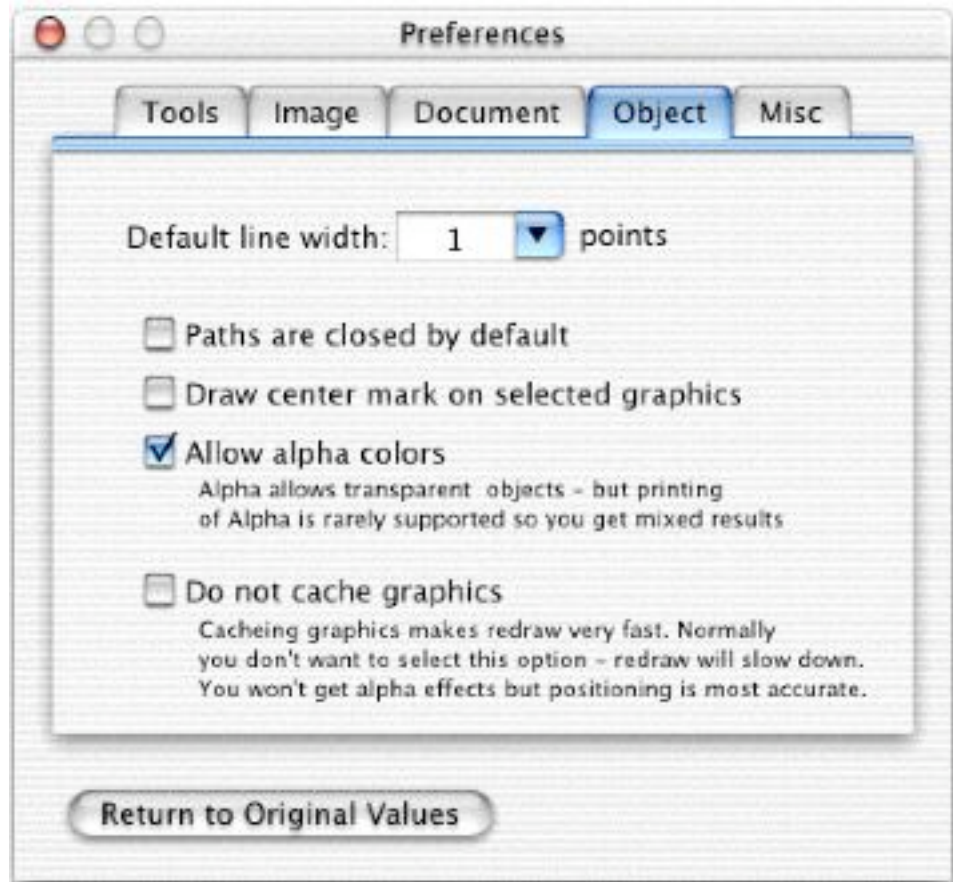
## Preferences: Document

**Files and Resources Save Folder:** This is where your Library Resources files are stored. The default is <yourhomedirectory>/Library/Create.

**Scratch Folder:** This is where the scratch files that Create generates are stored. Scratch files are generated when you drag an image from the Image Well. The default is /tmp/Create-<yourusername>. By leaving the scratch folder in the /tmp directory, the scratch files will be deleted whenever you restart your machine.

**Template Document for "New Web Size":** If you want to create your own template for web pages, you can do so and enter the file's pathname here. A copy of this document will be opened whenever you select **Web->New Web Size**.

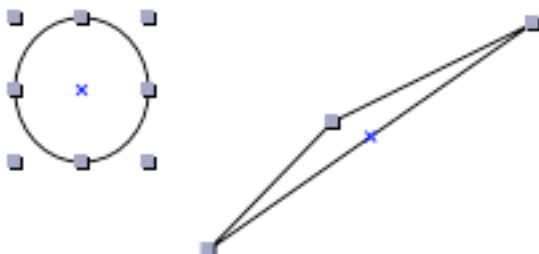
## Preferences: Object



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## Preferences: Object

**Draw center mark on selected graphics:** Check this if you want all selected graphics to show the center of their bounding box.



**Allow alpha colors:** If you check this, the Colors dialog will display an Opacity slider, allowing you to create fill and stroke effects with transparency. The TIFF, GIF, and PNG image formats support alpha; JPG and PDF do not. Alpha printing is rarely supported, so if you plan to print a document that includes transparent objects, you may be disappointed.

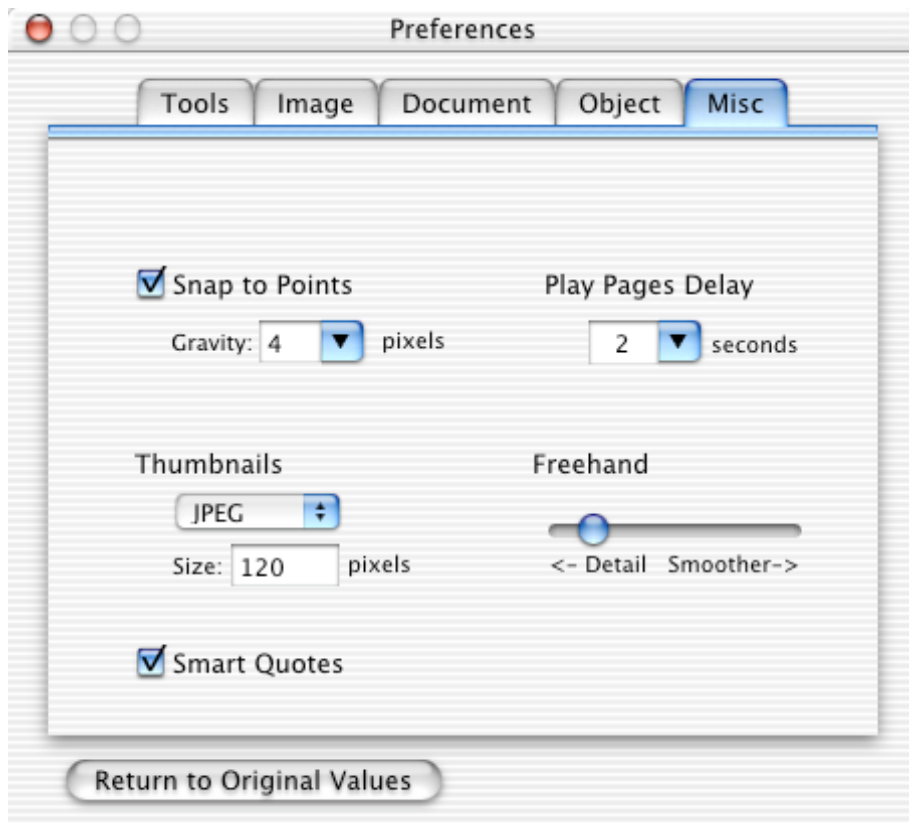


**Do not cache graphics:** If you check this, redraw is slower, but graphic positioning is more accurate. The slower redraw is particularly noticeable if you are working with graphics that have complicated effects.

## Preferences: Misc

### Snap to Points:

Checking this affects creating, resizing, reshaping, and moving graphics. When checked, the active point of the selected graphic will snap to points of other graphics when they are within the number of pixels specified by the Gravity field. This is similar to Snap to Grid .

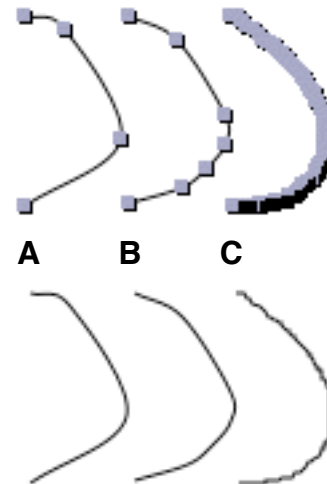


## Preferences: Misc

**Play Pages Delay:** Use this field to set how much time each page is displayed when you choose **File->Pages->Play**.

**Thumbnails:** Set the image format and size of the images created when you drag thumbnails from the Image Well.

**Freehand:** Set the amount of smoothing done on a graphic drawn with the Freehand tool. The less smoothing you select, the more the graphic reflects your freehand line. The illustrations show: A - maximum smoothing, B - maximum detail, and C - no smoothing (selected by holding the **Shift** key as you draw with the Freehand tool). You can always add or delete points from graphics created with the Freehand tool, as you can with any Spline.



**Smart Quotes:** When this is checked, typing a ' or " will give you ‘ or “ and ’ or ” (open or closed curly quotes) as appropriate. To toggle between open, closed, and plain quotes, select the quote mark and type the same (‘ or ") character again. If Smart Quotes is on, you can also type Option-[ for " and Option-] for ' (plain quotes).

# Features

## Tools

Drawing tools include: Box Graphic, Rectangle, Circle, Round Box, Arc, Star, Text, Line, Freehand, Curved Spline, Multi Line, and Embedded HTML.

Other types of graphics include: Text bound to a path, TIFF, GIF, JPEG, and PNG images, Groups, Box Groups, Mask Groups, Table Groups, Videos, Dates & Page Numbers.

## Effects

Each graphic can contain some or all of the following effects:

**Outline:** Set the width, color and visibility of the stroke of an object.

**Neon:** Stone's unique Neon feature makes splashing, 3D lines.

**Multiple:** Each object can be repeated any number of times at any offset.

**Blend Fill:** Fill objects with blended colors or lines: across, down, radially.

**Pattern Fill:** Patterns that you create with Pattern Editor.

**Copy** and **Paste** effects from one graphic to another.

**Color blends:** Transparent colors, CMYK, RGB, HSB, and Grayscales

## Features (page 2)

### Precise Design

**Zoom:** Unlimited zoom and custom zooms are remembered.

**Undo:** As many levels of undo and redo as you like – 30 by default.

**Object layering:** Bring To Front, Bring Closer, Send to Back, Send Further, Lock and Unlock.

**Grids:** Control grid spacing, color, visibility and "snap-to" independently.

**Rulers:** Work in points, picas, inches or centimeters.

**Page Layers:** Each page can be composed of independently nameable, hideable, lockable layers.

**Master Layers:** Repeat design elements on some or all pages.

**Layout Guides** for easy placement of objects.

**Alignment:** Align objects to top, bottom, middle, left, center and right.

**Distribution:** Distribute objects evenly left to right and/or top to bottom.

**Nudge:** Using arrow keys or Nudge inspector, move objects precise amounts.

**Group:** Manage complexity by grouping objects.

**Mask Group:** Clip any number of objects to the object on top of them

**Box Group:** Groups objects in an interface box. Objects remain editable.

**Flip Horizontal and Flip Vertical.**

**Scale:** Set the vertical and horizontal scaling separately or together.

**Rotate:** Using Stone's rotational slider, precisely rotate objects.

Each page can have a background image for tracing or presentation.



## Features (page 3)

### Text Handling

All Create effects can be applied to all text.

Text has full support for Rich Text Format: multifont, multicolor, multi paragraph text.

Sub and superscripting, ligatures, kerning and line spacing.

Spell Checking.

Underline, italics, bold.

Named text styles can automate text reformatting.

Text can flow around or within any object or along paths.

Text can flow between text areas and between pages.

Automatic text area and page generation for large text files.

Text can be converted to splines.

### Automated Web Page Production

Document can create a single web page or a group of interconnected pages.

Automatically builds graphical Table of Contents.

Produces easy-to-read HTML which can be edited by hand.

Optional navigation bars (custom or predefined) on top and/or bottom of web pages.

Set the color of the background, text and links with simple user interface.

Specify a background image URL.

**Custom HTML:** Add your own custom header and/or footer to each page, add HTML within a page using Embed objects.

Set the quality of the JPEG images created for export.

Configure HTML Preferences per document and per page.

Drag and drop sliced images from Stone's SliceAndDice.

### Multiple Pages

Add, Copy, Paste, Duplicate or Delete pages.

Reorder pages with easy interface.

"Play" (continuously loop through) pages.

Automated pagination with Page Number object.

## Features (page 4)

### Splines and Lines

Add and delete handles. Join and separate splines and lines.  
Turn objects into splines. Tighten and loosen spline handles.  
Reverse path of splines and multi-lines.

### Import/Export

Import JPEG, TIFF, GIF, PNG, PDF and native file formats.  
**Autotrace:** Converts scanned images to editable graphics.  
Export as TIFF, JPEG, EPS, ASCII, RTF, HTML, GIF, PNG, PDF, CreateImage and Create.  
**TIFF Export:** Control bit depth, alpha and compression method.

### Online Help, Sample Art and Custom Art

Online Create Manual  
Online Tutorial  
Sample art provided  
Resource Library provides instant access to images, effects, patterns, blends and pages.  
Your custom art and group art can be placed as custom Galleries in the Resource Library.  
Entire searchable manual in HTML available at [www.stone.com](http://www.stone.com).

### Expert Features

**Preferences:** Customizations that control every aspect of Create.  
**Templates:** Store pages in the Resource Library for reuse in other documents.  
**AppleScript:** Create is fully scriptable. You can save a document as an AppleScript that will recreate the document when executed.  
**Animator Module:** The animator module allows you to create animated GIFs.  
**Pattern Editor:** Create patterns using all of the effects and tools. Embeds patterns in your document for use by others.

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# Keyboard Shortcuts

- Cmd-A: Select All
- Shift-Cmd-A: Select None
- Option-Cmd-A: Select Same
  
- Cmd-B: Bold
  
- Cmd-C: Copy
- Shift-Cmd-C: Colors
- Option-Cmd-C: Copy Effects
  
- Cmd-D: Distribute & Alignment
- Shift-Cmd-D: Grid Inspector
  
- Cmd-E: Table Group
- Shift-Cmd-E: Mask Group
- Option-Shift-Cmd-E: Group in Box
  
- Cmd-F: Find
- Shift-Cmd-F: Find Next
- Option-Cmd-F: Find Previous
- Option-Shift-Cmd-F: Enter Selection
  
- Cmd-G: Group Scaleable
- Shift-Cmd-G: Ungroup
  
- Option-Cmd-G: Show Grid
- Option-Shift-Cmd-G: Snap to Grid
  
- Cmd-H: Hide Create
- Shift-Cmd-H: Flip Horizontally
- Cmd-I: Italic
- Shift-Cmd-I: Show Info
  
- Cmd-J: Page Thumbnails
- Shift-Cmd-J: Justify
  
- Cmd-K: Web Resources
- Shift-Cmd-K: (K)Create Web pages...
- Option-Cmd-K: Document HTML...
  
- Cmd-L: Lock
- Shift-Cmd-L: Unlock
- Option-Cmd-L: Page Layers
- Option-Shift-Cmd-L: Loosen kerning
  
- Cmd-M: Miniaturize Window
- Cmd-Shift-M: Master Layers...
  
- Cmd-N: New
- Shift-Cmd-N: New Web Size
  
- Cmd-O: Open
  
- Cmd-P: Print
- Shift-Cmd-P: Page Setup
- Option-Cmd-P: Custom Page Layout
- Option-Shift-Cmd-P: Pattern Editor
  
- Cmd-Q: Quit
  
- Cmd-R: Show/Hide Rulers
- Shift-Cmd-R: Library Resources
  
- Cmd-S: Save

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## Keyboard Shortcuts (page 2)

- Shift-Command-S: Save As
- Option-Shift-S: Selection Tool
- Command-T: Show Fonts
- Shift-Command-T: Tools
- Option-Command-T: Text Tool
- Option-Shift-Command-T: Tighten Kerning
- Revert: Command-U
- Shift-Command-U: Flip Vertically (As in Upsidedown)
- Command-V: Paste
- Option-Command-V: Paste Effects
- Command-W: Close Window
- Shift-Command-W: Close (document)
- Command-X: Cut
- Command-Y: Text Styles
- Shift-Command-Y: Text Tool
- Command-Z: Undo
- Shift-Command-Z: Redo
- Command-1: Copy Ruler
- Command-2: Paste Ruler
- Command-3: Copy Font
- Command-4: Paste Font
- Command-5: Preferences
- Command-=: Spelling
- Command-;: Check Spelling
- Command-{: Text Align Left
- Command-|: Text Align Center
- Command-}: Text Align Right
- Command-[: Align Left
- Command-]: Align Right
- Command->: bring to front
- Command-<: send to back
- Command-+: bring closer
- Command--: send further
- Command-^: Zoom Out
- Command-%: Zoom In
- Command-/: Superscript
- Command-\: Subscript
- Option-Command-/: Raise
- Option-Command-\: Lower
- Command-?: Help