

PGS.GRA

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REVISION HISTORY

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Chapter 1

PGS.GRA

1.1 Cropping Graphics

Cropping Graphics

When you import a graphic, PageStream automatically places it into a frame. The frame exactly matches the size of the graphic when it is created. If you resize the frame with the Object tool, the graphic will resize with its frame.

PageStream allows you to crop graphics and move them within their frames with the Reshape tool. If you resize a frame with the Reshape tool, the graphic will not be scaled. After making the frame smaller than its graphic, you can move the graphic within the frame.

To crop a graphic with the Reshape tool: Choose the Reshape tool and select the graphic to crop. The mouse pointer will change to a crop pointer. Position the crop pointer over a size handle and drag until the frame shows only as much of the graphic as you want. Position the crop pointer over the graphic and drag the mouse to move the graphic within its frame.

To crop a graphic with the Edit palette: Choose the Reshape tool and select the graphic to crop. Enter the horizontal, vertical, width and height coordinates for the frame. Enter the frame contents scale and offset. Click on the arrow gadgets to nudge the coordinates.

Note: Use BME to crop large pictures before importing them into PageStream to speed up printing.

Clipping fences

If your bitmap picture has a white background, PageStream can automatically create a custom fence around the subject of the picture. A fence is a path which matches the shape of a picture's subject and inside which the picture is cropped. This can be created only for pictures with white backgrounds because PageStream generates the path around the non-white parts of the picture. Refer to page 248 of the manual for more information.

1.2 Anchored Graphics

Anchored Graphics

You can anchor an object to text when you want it to remain with specific text. Any single PageStream object can be anchored to text.

PageStream anchors objects to invisible text mark codes inserted between characters. The object will move as the text mark to which it is anchored moves. Because anchored objects are attached to text marks, they are deleted when the text mark is deleted. If you highlight the characters surrounding the text mark and replace or delete them, the anchored object will disappear.

Once an object has been anchored to text, it can be scaled, rotated or otherwise manipulated in the same manner as objects that are not anchored.

To import a graphic as an anchored object: Choose the Text tool, place the insertion point where you want the object to be anchored, and then import the graphic in the normal manner.

To change an existing object to an anchored object: Select the object with the Object tool and move it to the clipboard with the Cut command. Choose the Text tool and place the insertion point where you want the object to be anchored, and then choose the Paste command.

To change an anchored object to a normal object: Select the object with the Object tool and move it to the clipboard with the Cut command. Choose the Paste command to place it back into the document at another position.

To delete an anchored object: Select the object with the Object tool and then press the Del key.

Positioning an anchored object

Once an object has been anchored to text, you should reposition it because the default position may not meet your needs. There are three ways anchored objects are normally positioned:

Inline objects: These are objects placed in the midst of text. Place the insertion point in a paragraph, anchor the object, and then set these Text Anchor requester options: Horizontal: Relative to Text mark; and Vertical: Relative to Text Mark.

Columnar objects: These are objects placed in between paragraphs. Requester screenshots in this manual are a good example. Place the insertion at the end of the first paragraph, press Return, anchor the object, and then set these Text Anchor requester options: Horizontal: Relative to Column, Frame, Page or Spread; Vertical: Relative to Text Mark.

Extra-columnar objects: These are objects placed beside a paragraph outside of the column. Objects in the margins of this manual are examples of the latter. Place the insertion point in a paragraph, anchor the object, and then set these Text Anchor requester options: Horizontal: Relative to Column, Frame, Page or Spread; Vertical: Relative to Text

Mark.

To set the position of an anchored object: Select the anchored object with the Object tool. Choose the Text Anchor command to open the Edit Text Anchor requester. Choose what the object's horizontal and vertical positions are relative to, and for all but Relative to Text Mark, choose the alignment of the object to its relative point. Enter the amount the object is offset from the relative point or text mark.

Anchored objects may be moved with the mouse or edit palette. This will change the objects' offsets as if you had changed them in the Edit Text Anchor requester. Note that objects cannot be offset horizontally from their text mark, so movement will be constrained to vertical when dragging objects which are horizontally relative to their text mark.

1.3 Import/Export Filters

Import/Export Filters

PageStream's Place Graphic command allows you to import graphics in many file formats. You can import graphics only from formats for which PageStream has an import/export filter. Import/export filters translate graphics into a format that PageStream can understand and are also used for exporting graphics.

The graphic import/export filters provided with this release of PageStream3 include:

Filters

IFFILBM.gfilter

TIFF.gfilter

GIF.gfilter

MacPaint.gfilter

PCX.gfilter

BMP.gfilter

ProDrawClip.gfilter

IFFDR2D.gfilter

IFFILUS.gfilter

EPS.gfilter

IllustratorEPS.gfilter

FreehandEPS.gfilter

ArtExpressionEPS.gfilter

Soft-Logik makes every attempt to ensure complete compatibility with the graphic formats listed. However, because there are many variations on these formats and other programs do not always abide by the format rules, Soft-Logik cannot guarantee complete compatibility.

1.4 Reshaping Arcs

Reshaping Arcs

The Reshape tool allows you to change the starting and ending points of arcs and pies by dragging handles. The size handles at the corners of the bounding box when you select an arc with the Object tool will be replaced by arc handles at the starting and ending points.

To change the starting and ending points of an arc: Drag the arc handles to the desired positions.
