PGS.OBJ

COLLABORATORS

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PGS.OBJ

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1.2 Object/ Style Tags...

Object/ Style Tags...

This command sets the style tag for the selected objects or the next
objects you draw. It may also be used to create new style tags and to
edit existing ones.

A style tag is a collection of attributes that you can apply to objects
without having to specify individual attributes.

When you the Style Tags command, the Object Style Tags requester will
open. Do not confuse this command with the Type menu's Style Tags command
which is used to set and edit text style tags.

Style Tags	Description
Styles	Lists the style tags defined for the current document. Choose a style tag to set or modify. Choose <no style tag> to remove the style tag currently set to the text. Choose the style tag to edit or delete.
New	Opens the Object Style requester to create a new style tag. Shift click on the New gadget to use the attributes of the selected object for the new style tag
Edit	Opens the Object Style requester to edit the style tag selected in the scrolling list.
Delete	Deletes the style tag selected in the scrolling list. When you delete a style, PageStream opens a requester so that you can change objects of the selected style to another style.
Append	Opens a file requester to choose a style tag file to add to the defined styles. Styles can be appended from style tag files created with the Save gadget, or from PageStream3 document files. If there are styles in the appended file with the same names as ones in the current list, they will be ignored if they have identical attributes. If they have different attributes, .1 will be appended to their names.
Save	Opens a file requester to enter a filename and path for the style tag file to save. You can save the styles to a different file so that they can be appended to another document when required.

1.3 Object/ Edit...

Object/ Edit...

This command sets the coordinates of the selected object(s). Do not confuse this command with the Layout menu's Edit command, which is used to set chapter and page options.

The options in the Edit requester vary depending on the type of object selected; however, there are some options that are common to all objects:

Edit (all objects)	Description
Edit	Choose the coordinates to edit from the small popup arrow gadget. You can edit the left, top, right, bottom, width and height of most objects, but the type of coordinates is dependent on the type of object. When you choose a set of coordinates to edit, the text gadgets to the right of the Edit popup will change to reflect your selection.
Do not print	Check this to stop the object from printing when the page it is on is printed.
Proportional scaling	Check this to maintain the original aspect ratio of the object when resizing it by dragging its size handles. When this is checked you cannot resize it non-proportionally. When this is not checked, you can resize it proportionally by holding down a Shift key while dragging a size handle.

The Edit requester will display additional options for some types of objects. If more than one object is selected when you choose the Edit command, the Edit Multiple Objects requester will open instead of the requester specific to the type(s) of objects selected; you can only edit the bounding box of all the selected objects when more than one is selected. There are no additional options for multiple objects.

Box	Description
Type	Choose the corner type. Normal boxes have square corners. Round boxes have outwardly curved corners, while scalloped boxes have inwardly curved corners. Beveled boxes have angled corners and inset have inwardly squared corners.
Radius	Enter the horizontal and vertical radii of the corners, if a corner type other than Normal is selected.

Ellipse	Description
Type	Choose the elliptical shape type. Ellipses are closed elliptical shapes. Arcs are a portion of an ellipse's arc. Pies are similar to arcs, but have

                                    lines joining the endpoints of the arc to the
                                    center.

Starting/Ending angle   Enter the starting and ending angles of the arc for
                        arcs and pies. 0 degrees is at 3 o'clock, 90
                        degrees is at 12 o'clock, etc.

Polygon   Description

Type   Choose the polygon shape type. Normal polygons have
                        flat sides joining the points. Puffy polygons have
                        outwardly curved sides, while scalloped polygons
                        have inwardly curved sides. Wavy polygons have
                        puffy-scalloped alternating sides and stars have
                        pointed sides.

Sides   Enter the number of sides, from 2 99.

Pre-Rotation   Enter the angle at which the shape should be
                        rotated before being drawn. For example, a
                        five-sided polygon has a point at the top and a
                        flat side at the bottom. Pre-rotating it by 180
                        degrees would reverse this without changing the
                        object's actual rotation angle.

Radius   Enter the radius of the alternate points as a
                        percentage of the polygon's radius, for all polygon
                        types except normal polygons. Star, puffy,
                        scalloped and wavy polygons have points that
                        alternate with the points of the actual sides. For
                        example, a five-sided star has 5 points, and 4
                        alternate points inside the polygon shape.

Angle   Enter the angle at which the alternate points are
                        deflected from the actual points, from 0 90
                        degrees. With 45 degrees deflection, the alternate
                        points are equally spaced from the actual points.
                        Increasing or decreasing the deflection moves the
                        alternate points closer to the actual point on one
                        side and further from the actual point on the other
                        side.

Grid Object   Description

Type   Choose to edit the bounding box coordinates of the
                        grid object, or its vertices. By changing the
                        vertices you can distort the grid object for
                        interesting effects. Vertices are numbered
                        counterclockwise from the top left vertex.

Cells   Enter the number of grid cells in each direction,
                        from 1 to 99. The number of cells is one less than
                        the number of lines in the grid.

Grid objects are usually imported from Professional Draw® which has a

grid drawing tool. PageStream does not have a grid drawing tool, but it
can edit grid objects created with Professional Draw. If you use ARexx,
you can draw grid objects in PageStream by sending the following command
to PageStream: 'settoolmode grid'. You can then draw grid objects until
you select another tool.

Text Object   Description

Background   Choose an opaque or clear background for the text
                        object. This is identical to choosing between no
                        fill and sold white fill with the
                Line/Fill
                                        command; the toggle is provided here for
                        convenience.

Columns, Gutter   Enter the number of columns, up to 99, and the
                        gutter space between them, to place in the text
                        frame. This is not applicable to frameless text
                        objects and text shape frames.

If a text frame or a frameless text object is selected when you choose
the Edit command, the Edit Text Object requester will open. If a shape
that has been converted to a text frame with the
                Text Frame
                 command is
selected , the requester applicable to that frame will open.

EPS Object   Description

Leave external   Check to keep the EPS object external to the
                        document file. If you toggle this on or off and
                        PageStream cannot find the original file, a file
                        requester will open for you to select a file to use.

Frame lock   When the frame lock option is off, the EPS
                        illustration will be scaled with the frame. i.e.,
                        If you double the size of the EPS object frame, the
                        EPS illustration will be doubled in size. When the
                        frame lock option is off, you can scale the EPS
                        illustration independently of its frame and set its
                        offset from the frame.

Scale   Enter the scale of the EPS object, independent of
                        its frame, when the Frame Lock option is off.

Offset   Enter the offset of the EPS object from the top
                        left corner of its frame, when the Frame Lock
                        option is off.

Drawing   Description

Leave external   Check to keep the drawing external to the document
                        file. If you toggle this off and PageStream cannot
                        find the original file, a file requester will open

for you to select a file to use.

Frame lock   When the frame lock option is off, the drawing will
                      be scaled with the frame. i.e., If you double the
                      size of the drawing frame, the drawing will be
                      doubled in size. When the frame lock option is off,
                      you can scale the drawing independently of its
                      frame and set its offset from the frame.

Scale   Enter the scale of the drawing, independent of its
                      frame, when the Frame Lock option is off.

Offset   Enter the offset of the drawing from the top left
                      corner of its frame, when the Frame Lock option is
                      off.

Group   Description

Frame lock   When the frame lock option is off, the group will
                      be scaled with the frame. i.e., If you double the
                      size of the group frame, the group will be doubled
                      in size. When the frame lock option is off, you can
                      scale the group independently of its frame and set
                      its offset from the frame.

Scale   Enter the scale of the group, independent of its
                      frame, when the Frame Lock option is off.

Offset   Enter the offset of the group from the top left
                      corner of its frame, when the Frame Lock option is
                      off.

Compound Object   Description

Frame lock   When the frame lock option is off, the complex
                      object will be scaled with the frame. i.e., If you
                      double the size of the complex object frame, the
                      complex object will be doubled in size. When the
                      frame lock option is off, you can scale the complex
                      object independently of its frame and set its
                      offset from the frame.

Scale   Enter the scale of the complex object, independent
                      of its frame, when the Frame Lock option is off.

Offset   Enter the offset of the complex object from the top
                      left corner of its frame, when the Frame Lock
                      option is off.

Compound objects are usually imported from Professional Draw® in which
they are created with its Make Compound Object command. This is similar
to PageStream's
               Merge Paths
                 command, except that the resulting object
retains the original object types without conversion to paths. PageStream

does not have an equivalent menu command, but it can edit compound
objects created with Professional Draw. If you use ARexx, you can create
compound objects in PageStream by using the following command to
PageStream when two or more objects are selected: 'createcompound'. Use
'dissolvecompound' to break a selected compound object into is component
parts.

Bitmap Picture	Description
Frame lock	When the frame lock option is off, the picture will be scaled with the frame. i.e., If you double the size of the picture frame, the picture will be doubled in size. When the frame lock option is off, you can scale the picture independently of its frame and set its offset from the frame.
Scale	Enter the scale of the picture, independent of its frame, when the Frame Lock option is off.
Offset	Enter the offset of the picture from the top left corner of its frame, when the Frame Lock option is off.
Resolution	Enter the resolution of the picture. This changes the aspect ratio and scale of the picture within its frame.
Fencing	Opens the Edit Picture Fence requester to change the fence of the picture. This option is used for irregular text wrap and cropping.
Screen	Opens the Edit Screen requester to set the screen angle and frequency for the picture. This option allows you to override the angle and frequency of the page for the selected picture.

Use the Edit Picture Fence requester to change a picture's fence. 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.

Edit Picture Fence	Description
Fence path	Choose how to create the fence path. Any option other than Frame will create a path around the picture subject.
Clip to fence	Click to crop the picture to its subject so that the background of the picture will not obscure text behind the picture.

Use the Edit Screen requester to change the screen angle and frequency of
a picture. This option is not applicable to non-PostScript printers.

An optimized screen for all documents can be chosen from the PPD

(PostScript Printer Description) file for your printer with the Printing
settings command. This default screen can be overridden for individual
pictures with the Edit Screen requester. This requester can also be
opened by choosing the Screen gadget in the
                Line/Fill
                 requester.

```
Edit Screen          Description

Plate                Choose the plate to edit. Spot colors will use the
                     values set for Black.

Type                 Choose the spot function, or pattern of the screen.
                     The default pattern varies depending on the
                     PostScript device. (Most printers use a dot
                     pattern.) PageStream's screen types are: dot, line,
                     donut, triangle and propeller.

Frequency            Click to toggle off the default value, and then
                     enter the screen frequency for the plate.

Type                 Click to toggle off the default value, and then
                     enter the screen angle for the plate.
```

1.4   Object/ Information...

Object/ Information...

This command displays information about the selected object. The type of
information shown depends on the object type. Information is not provided
for shapes and paths.

When you choose the Information command, the Object Information requester
will open if information can be displayed for the selected object.

```
Information  Description

Name         Enter a name for the object.

Description  Enter a description of up to 255 characters for the object.

Type         Shows the object type.

Size         Shows the object size.

Filename     If the object is external, this shows the object's filepath.
```

1.5   Object/ Line/Fill...

Object/ Line/Fill...

This command sets the line, fill and color of the selected objects or the

next objects you draw.

Note that the Object menu's Line/Fill command is used to set the
attributes of objects, not text, while the Type menu's Line/Fill command
is used to text the attributes for text in a text object.

When you choose the Line/Fill command, Line/Fill requester will open.
This requester is identical to that opened by the Type menu's Line/Fill
command.

Line/Fill   Description (for the Type &
Object Line/Fill requesters)

Line   Check to set the line stroke. If this is unchecked, the
                object or text will not be stroked. Text should not be
                stroked unless you want to use a different color or pattern
                for the stroke.

Fill   Check to set the fill. If this is unchecked, the object or
                text will not be filled.

Screen   Opens the Edit Screen to set the angle, frequency and type
                of the halftone screen. See below.

Line Options   Description

Number   Enter the number of line strokes, from 0 and 5, and press
                the Tab or Return key to make the change. If you enter 0
                the popup gadget will be blank; this is equivalent to
                unchecking the Line option. If you enter a number greater
                than 1, choose which stroke's attributes to set from the
                popup beside the text gadget. You can choose each stroke
                and set its attributes before clicking on Ok.

Offset   Enter the offset of the stroke from the path of the text or
                object. Positive values offset the stroke outwards from the
                path, whereas negative values inset the stroke. This is
                useful for offseting multiple strokes to create frames and
                special effects, and is easier-to-use than creating
                multiple objects.

Color   Choose the stroke color from those defined for the
                document, and enter the percentage of the color to use into
                the associated text gadget. Click on the associated
                question mark gadget when a color name or <As Is> is
                selected to open the Define Colors requesterthis allows you
                to create a new color or edit an existing color. Click on
                the question mark when <Custom> is selected to create a
                custom color for the current text or objects.

Pattern   Click on the question mark gadget next to the pattern
                sample to choose a pattern from the Edit Pattern requester.
                See below.

Weight   Choose the width of the stroke, or choose Custom and enter

the width of the line into the associated text gadget.
Hairline is defined as 0.3 points.

Dash   Choose a dash style for the stroke, or click on the
              question mark next to the popup to create a custom dash
              style. See below.

Start, End   Choose the starting and ending arrowhead styles for the
              stroke. Arrowhead styles are applicable only to open paths;
              they are never applicable to text. Refer to page 287 of the
              manual for examples of each arrowhead style.

Join   Choose the join style for the stroke. The join is the shape
              of the corner of two line segments and is only applicable
              to paths. Miter joins are the default and have sharp
              points. Beveled joins are flattened and round joins have
              smooth ends. Refer to page 286 of the manual for examples
              of each join style. Enter the miter limit into the
              associated text gadgetangles smaller than this limit will
              be converted automatically to beveled joins.

Cap   Choose the end cap style for the stroke. Cap styles are
              applicable only to open paths, and to paths with a
              non-solid dash style. Butt caps are the default and have
              flat ends that do not extend beyond the line ends. Square
              and round caps extend beyond the line ends by half the line
              weight. Refer to page 286 of the manual for examples of
              each cap style.

Fill Options Description

Fill type   Choose the type of fill. Basic fills include solid colors,
              tints of a color, and patterns. Gradient fills are a
              straight blend from one color to another. Radial fills are
              a circular blend, outward from the center of the path.
              Shape fills are a blend in the shape of the path, outward
              from its center.

Color   Choose the fill color from those defined for the document,
              and enter the percentage of the color to use into the
              associated text gadget. Click on the associated question
              mark gadget when a color name or <As Is> is selected to
              open the Define Colors requesterthis allows you to create a
              new color or edit an existing color. Click on the question
              mark when <Custom> is selected to open the Edit Color
              requester to create a custom color for the current text or
              objects.

Pattern   Click on the question mark gadget next to the pattern
              sample to choose a pattern from the Edit Pattern requester.
              See below.

From   Choose the beginning fill color for gradient, radial and
              shape fills, from those defined for the document, and enter
              the percentage of the color to use into the associated text
              gadget. Click on the associated question mark gadget when a

color name or <As Is> is selected to open the Define Colors
requesterthis allows you to create a new color or edit an
existing color. Click on the question mark when <Custom> is
selected to open the Edit Color requester to create a
custom color for the current text or objects.

To   Choose the ending fill color for gradient, radial and shape
            fills. See From for more information.

Taper   Choose the taper type for gradient, radial and shape fills.
            This determines how PageStream blends from one color to the
            other. Linear tapers are a uniform change in color.
            Logarithmic (log) tapers change color logarithmically. Sine
            tapers change from the beginning color to the ending color
            and back to the beginning color in a sine wave. Saw tapers
            are similar to sine tapers except that they are a uniform
            change. Enter the taper angle into the associated text
            gadget to control the direction of the taper. (Gradient
            fills only.)

Offset   Enter the horizontal and vertical offset of the beginning
            of a radial fill from the center of the path. (Radial fills
            only.)

Inset   Enter the inset of a shape fill from its path. This sets
            how far into the shape the shape gradient will extend. If
            it is less than halfway across the path, the remainder will
            be filled with the beginning color. You can set the inset
            to greater than halfway across the path to create
            interesting effects. (Shape fills only.)

Edit Screen   Description (PostScript Only)

Plate   Choose the process plate for which to set the screen. The
            black plate's settings are used for spot colors.

Type   Choose the screen type (spot function) for the selected
            plate. The default type varies depending on the PostScript
            device, but most printers default to a dot screen. There
            are several additional types which are mainly used for
            special effects. Refer to page 282 of the manual for
            examples of each type.

Frequency   Check the associated Default gadget to use the default
            frequency for the selected plate. When Default is
            unchecked, enter a custom screen frequency into the text
            gadget. Frequency is measured in lines per inch and is
            limited to the capabilities of your printer.

Angle   Check the associated Default gadget to use the default
            angle for the selected plate. When Default is unchecked,
            enter a custom screen angle into the text gadget. Angle is
            measured in degrees.

Edit Pattern Description

Pattern list   Choose a bitmap pattern from the 40 preset patterns. The
               first pattern is the default solid fill.

Pattern   Use the pattern editor to customize the selected pattern.
               Custom patterns are not added to the scrolling list. Click
               to toggle a dot in the pattern between white and black. The
               black dots are shown as black in the pattern editor, but
               the selected fill color will be used for the pattern when
               it is applied to an object or text.

Invert   Click to change all the white dots to black and vice versa.

Clear   Click to change all the dots to white.

Edit Dash   Description

Dash   Use the dash editor to customize the selected dash style.
               Custom dash styles are not added to the Dash popup in the
               Line/Fill requester---<Custom> will be selected in the
               popup whenever a custom dash style is used.

Invert   Click to change all the white dots to black and vice versa.

Clear   Click to change all the dots to white.

1.6   Object/ Trapping...

Object/ Trapping...

This command sets trapping values for the selected object(s). Trapping
prevents white gaps between adjacent objects of different spot colors,
and color shifts around objects of different process colors. PageStream
3.0 can trap any object EPS illustrations, which should be trapped before
being imported. Text cannot be trapped in PageStream3.

When you choose the Trapping command, the Trapping requester will open.

Trapping   Description

Fill   Choose how to trap the fill. Choose Default to use a color's
             default knockout/overprint status as set in the Edit Color
             and Plate Control requesters. Choose Knockout or Overprint to
             override it for this object. Choose Choke or Spread to trap
             the knockout, and enter the amount of choke or spread.

Offset   Choose how to trap the stroke. See above for more information
             on the options.

1.7   Object/ Text Wrap...

```
Object/ Text Wrap...
```

This command sets how text will flow around the selected object(s). You
can wrap text around the shape of objects or around their bounding boxes.

When you choose the Text Wrap command, the Text Wrap requester will open.

```
Text Wrap      Description
```

Flow Around Choose to flow around the shape of the object or around its
rectangular bounding box. If the object is a picture, the text will flow
around the shape only if the picture subject is on a solid white
background and if a customized fence has been created.

Text Offset Enter the horizontal and vertical offset of the text from
the graphic.

1   Does not flow text around the graphic.

2   Flows text around the top, bottom and left sides of the
graphic.

3   Flows text around the top, bottom and right sides of the
graphic.

4   Flows text around the top and bottom sides of the graphic.

5   Flows text around all sides of the graphic.

6   Flows text inside the graphic. This is most useful for
flowing text inside a shape.

1.8 Object/ Text Anchor

```
Object/ Text Anchor
```

This command changes the position and alignment of objects anchored to
text. The command is available only when an anchored object is selected
with the Object tool.

When you choose the Text Anchor command, the Edit Text Anchor requester
will open.

```
Edit Text Anchor        Description
```

```
Text mark               Shows the text mark to which the object is
                        anchored.
```

```
Horizontal Relative to  Choose whether the object should be aligned
                        relative to the text mark, to the column or frame
                        in which it is anchored, or to the page or spread.
```

```
Horizontal Alignment    Choose whether to align the left (inside), center
                        or right (outside) edge of the object to the
```

                              column, frame, page or spread. Enter the offset
                              from the selection into the associated text
                              gadget.

Vertical Relative to   Choose whether the object should be aligned
                              relative to the text mark, to the column or frame
                              in which it is anchored, or to the page or spread.

Vertical Alignment   Choose whether to align the top, middle or bottom
                              edge of the object to the column, frame, page or
                              spread. If you choose Text Mark from the Vertical
                              Relative To popup, you can align the picture
                              relative to the baseline of the text mark. Enter
                              the offset from the selection into the associated
                              text gadget.

1.9 Object/ Text Frame

Object/ Text Frame

This command toggles the ability of the selected shape or path to hold
text. A checkmark will appear next to the command in the menu when the
selected shape or path can contain text.

Any shape or path can hold text when made into a text frame with this
command. Text frames have one column in them which matches the shape of
the shape or path. After changing a shape or path to a text frame, you
can choose the Text tool and type into it. If you toggle off the ability
of a shape or path to hold text, the text in it will be deleted.

You can even make merged paths into text frames. Drawings and groups
cannot be made into text frames, although shapes and paths in them can be
text frames.

1.10 Object/ Duplicate

Object/ Duplicate

This command makes a copy of the selected object(s) offset from the
original object(s). The copy is made without using the clipboard. After
the copy has appeared, you can move it to the desired position.

The amount the copy is offset is set with the Drawing settings command.

1.11 Object/ Transform...

Object/ Transform...

This command duplicates, rotates and scales the selected objects. It is a
powerful step and repeat function. The effects of the scaling and

rotation are cumulative for each copy made of the objects. You can also
use this command to change just the current object without making copies
by entering zero into the Copies text gadget.

When you choose the Transform command, the Transform requester will open.

```
Transform              Description

Copies                 Enter the number of copies to make. (0 will
                       modify the selected object(s) without making
                       copies.)

Offset                 Enter the horizontal and vertical offset. The
                       first copy will be offset these amounts from the
                       original object. Subsequent copies will be
                       offset these amounts from the previous copy. The
                       offset values are applied to objects relative to
                       the previous object, not to the original object.
                       This allows you to create spiral effects.

Scale                  Enter the horizontal and vertical percentages to
                       scale the object. The first copy will be scaled
                       these amounts from the original object.
                       Subsequent copies will be scaled these amounts
                       from the previous copy. (100% will not scale the
                       objects.)

Rotate, Slant and Twist  Enter the amounts to rotate, slant and twist the
                       object. The first copy will be rotated by these
                       amounts relative to the original object.
                       Subsequent copies will be rotated these amounts
                       from the previous copy. (0 will not change the
                       current rotation of the objects.)
```

1.12 Object/ Rotate...

Object/ Rotate...

This command rotates and skews selected objects about their center. You
can skew objects horizontally (slant) or vertically (twist).

When you choose the Rotate command, the Rotate requester will open.

```
Rotate          Description

Rotate          Enter the rotation value in degrees.

Slant           Enter the slant (horizontal skew) value in degrees.

Twist           Enter the twist (vertical skew) value in degrees.

0, 90, 180, 270  Click to set the rotation value to 90, and slant and
                twist to 0.

Horz, Vert      Click to flip the object(s) horizontally (add 180 to
```

twist) or vertically (add 180 to slant).

1.13   Object/ Move...

Object/ Move...

This command moves the selected objects a specified distance. The command
ignores the grid and guide snap toggles unless you specifically choose to
have the object snapped to the closest grid points and guide positions
after it is moved.

When you choose the Move command, the Move requester will open.

Move	Description
Horizontal	Enter the horizontal distance to move the object(s).
Vertical	Enter the vertical distance to move the object(s).
Snap to Grid and Guides	Snap the object to the closest grid points and guide positions after moving the object the specified distance.

1.14   Object/ Move to Page...

Object/ Move to Page...

This command moves the selected objects to the same position on another
page in the document.

When you choose the Move to Page command, the Move to Page requester will
open.

Move to Page	Description
Chapter	Choose the document level (document, chapter or subchapter) to which to move the object(s). This defaults to the current document level.
Page	Enter the page to which to move the object(s).

1.15   Object/ Align...

Object/ Align...

This command aligns selected objects relative to each other, to the page,
or to a point. You can align a single object or as many as you wish, and
you can choose to align the objects horizontally or vertically, to their

edges or center.

If some of the selected objects are locked and the Align to Objects
option is chosen, PageStream will align the unlocked objects to the
bounding box of the locked objects.

When you choose the Align command, the Align requester will open.

Align   Description

Align To   Choose how to align the objects.
           - Objects   Align relative to the bounding box of the
                          selected objects.
           - Page   Align relative to the edges of the page.
           - Mouse   Align relative to a point. After choosing Ok,
                          crosshairs will appear to select the alignment
                          point.
           - Coordinates Align relative to a point. Enter the coordinates
                          of the point into the Horizontal and Vertical
                          gadgets.

1   Align the left edges of the selected objects.

2   Align the vertical axis of the selected objects. (Align the
           center horizontally.)

3   Align the right edges of the selected objects.

4   Align the top edges of the selected objects.

5   Align the horizontal axis of the selected objects. (Align the
           center vertically.)

6   Align the bottom edges of the selected objects.

1.16 Object/ Distribute...

Object/ Distribute...

This command distributes selected objects within the bounding box
surrounding them, or with a given amount of space between them. You can
choose to distribute the objects relative to their left or right edges,
or to their centers.

When you choose the Distribute command, the Distribute requester will
open.

Distribute Description

Horizontal Distribute the objects horizontally.

Vertical   Distribute the objects vertically.

Type   Choose how to distribute the objects.
            - Bounding box Distributes the objects within their bounding

```
                               box.
                  – Space              Distributes the objects with a specified
                                       spacing. Enter the spacing value into the
                                       text gadget.

Place         Choose how to place the objects.
                  – Left               Places the left edges of the objects an equal
                                       distance apart horizontally.
                  – Center             Places the vertical axes of the objects an
                                       equal distance apart horizontally.
                  – Right              Places the right edges of the objects an
                                       equal distance apart horizontally.
                  – Gap                Places the objects with an equal gap between
                                       them horizontally.
                  – Top                Places the top edges of the objects an equal
                                       distance apart vertically.
                  – Middle             Places the horizontal axes of the objects an
                                       equal distance apart vertically.
                  – Bottom             Places the bottom edges of the objects an
                                       equal distance apart vertically.
                  – Gap                Places the objects with an equal gap between
                                       them vertically.
```

1.17 Object/ Split Paths

```
Object/ Split Paths
```

This command splits the selected path into its subpaths, if the path is
made up of subpaths. Each subpath will become a separate object. If the
subpaths overlap, this will change the appearance of the fill because the
overlapping portions will no longer be unfilled.

1.18 Object/ Merge Paths

```
Object/ Merge Paths
```

This command converts the selected objects to paths and then joins them
to create a composite pathone path with multiple subpaths. Objects to be
merged must be unlocked and ungrouped. They cannot be drawings, pictures,
EPS objects, or text objects.

The new composite path will take on the attributes of the bottom-most
object selected when the Merge Paths command is selected. The overlapping
portions of a composite path will be unfilled, regardless of the path's
fill.

1.19 Object/ Group

```
Object/ Group
```

This command combines the selected objects into a group to freeze the
relative positions of the objects and to simplify manipulating them. A
group of objects can be selected, moved, scaled and edited as one object.
The appearance of the individual objects is unchanged when they are
grouped; groups exist only to make editing easier.

Groups can be many levels deep. For example, you could group a number of
groups together as one group, or group objects with another group.

1.20   Object/ Ungroup

```
Object/ Ungroup
```

This command ungroups the selected group(s) into their component objects.
Groups within the group will not be ungrouped. Use the Ungroup repeatedly
to ungroup nested groups.

1.21   Object/ Lock

```
Object/ Lock
```

This command protects an object from being accidentally modified. Locked
objects cannot be moved, scaled, transformed, or otherwise edited in
PageStream. If you attempt to modify a locked object, a requester will
open to ask you if you want to ignore the lock, unlock the object, or
cancel the action.

Choose the Unlock command to remove the lock from an object.

1.22   Object/ Unlock

```
Object/ Unlock
```

This command unlocks the selected objects. Locked objects cannot be
moved, scaled, transformed, or otherwise edited.

1.23   Object/ Make Drawing

```
                Object/ Make Drawing
```

This command creates a new drawing made up of the selected objects. A
gray border will appear around the bounding box of the drawing to
indicate that a drawing is selected.

After objects have been combined into a drawing, they cannot be edited

individually. Use the
                  Dissolve Drawing
                   command to convert a drawing into
its component parts so that they may be edited.

1.24   Object/ Dissolve Drawing

Object/ Dissolve Drawing

This command dissolves the selected drawings into their component
objects. The name of the drawing and its description will be lost. If the
drawing is external to the document, its objects will become internal
because individual objects cannot be left external.

1.25   Object/ Add to Drawing

Object/ Add to Drawing

This command adds the selected objects to the bottom-most selected
drawing. The objects will become part of the drawing.

1.26   Object/ Bring to Front, Bring Forward

Object/ Bring to Front, Bring Forward

These commands bring the selected objects forward in the object stack on
the page. Objects are placed on the page in a stack; the first object
drawn will be stacked below subsequent objects.

Choose Bring Forward to move the selected objects one level forward in
the stack of the objects on the page. Choose Bring to Front to move the
selected objects to the top of the objects on the page.

Note that if there are objects on the master page, and the master page
objects are set to draw on top of objects on the actual page, then
bringing an object forward will not place it on top of objects on the
master page. Choose Edit » Page to change the stack order of master page
objects.

When you click on a stack of objects, only the top one will be selected.
You can select the bottom object in a stack by holding down the Ctrl key
while clicking.

1.27   Object/ Send to Back

                    Object/ Send to Back

These commands move the selected objects backward in the stack order of
objects on the page. The Send Backward command moves the object(s) back
one level in the stack. The Send to Back command moves the object(s) to
the bottom of the stack.

See also
                    Bring to Front