



TouchDraw for Mac

Table of Contents

1. Introduction.....	9
2. Preface.....	10
2.1. Legal Notice	11
2.2. Open Source	12
2.2.1. Apache License v2.0	12
2.2.2. Model Text CSS License.....	16
2.2.3. The MIT License.....	16
2.3. Acknowledgements	18
3. Getting Started	19
3.1. Opening TouchDraw	20
3.2. Closing TouchDraw.....	21
3.3. Useful Links	22
4. User Interface.....	23
4.1. Menus	24
4.1.1. Application Menu.....	24
4.1.2. File Menu	25
4.1.3. Edit Menu.....	27
4.1.3.1. Paste Special Submenu	28
4.1.4. Arrange Menu	29
4.1.4.1. Align Submenu	31
4.1.4.2. Distribute Submenu	32
4.1.5. Modify Menu.....	33
4.1.5.1. Rotate Submenu	35
4.1.5.2. Flip Submenu	36
4.1.5.3. Transform Submenu.....	36
4.1.6. View Menu.....	37
4.1.6.1. Snapping Submenu	39
4.1.7. Window Menu.....	40
4.1.8. Help Menu.....	40
4.2. Toolbar.....	42
4.2.1. Toolbar Actions.....	42
4.2.2. Customizing the Main Toolbar	46
4.3. Format Bar.....	49
4.4. Drawing Canvas	50
4.5. Drawing Toolbar.....	51
4.5.1. Selection Tool	53
4.5.2. Move and Zoom Tool.....	56
4.5.3. Zoom Rectangle Tool.....	56
4.5.4. Pen Tool	58
4.5.5. Line Tool Old.....	59

4.5.6. Line Tool	59
4.5.7. Connection Tool	64
4.5.7.1. Connection Tool Options	67
4.5.7.2. Line Connection Tool	68
4.5.7.3. East-West Connection Tool	71
4.5.7.4. North-South Connection Tool	74
4.5.7.5. Horizontal-Vertical Connection Tool	77
4.5.7.6. Vertical-Horizontal Connection Tool	81
4.5.7.7. Path Connection Tool	85
4.5.7.8. Hub Connection Tool	93
4.5.8. Oval Tool	96
4.5.9. Circle Tool	98
4.5.10. Rectangle Tool	102
4.5.11. Rounded Rectangle Tool	103
4.5.12. Polygon Tool	108
4.5.13. Star Tool	111
4.5.14. Path Tool	115
4.5.14.1. Adding Straight Line Segments	116
4.5.14.2. Adding Quadratic Curve Segments	120
4.5.14.3. Adding Cubic Curve Segments	129
4.5.15. Text Tool	135
4.5.16. Option Key	138
4.6. Sidebar	140
4.6.1. Measurement Conversion	141
4.6.2. Info	147
4.6.3. Adjustment	150
4.6.4. Stroke	155
4.6.5. Fill	158
4.6.6. Text	159
4.6.7. Shadow	162
4.6.8. Units and Rulers Tab	165
4.6.9. Canvas Size Tab	166
4.6.9.1. Drawing Scale	170
4.6.9.2. Points per Unit	177
4.7. Layers	182
4.7.1. Layers Settings Menu	183
4.7.2. Adding a Layer	184
4.7.3. Renaming a Layer	186
4.7.4. Duplicating a Layer	187
4.7.5. Re-ordering Layers	188
4.7.6. Merging Layers	190
4.7.7. Deleting a Layer	193
4.7.8. Layer Visibility	194

4.7.9. Locking Layers	196
4.8. Libraries	199
4.8.1. Libraries Settings Menu	199
4.8.2. Library Functions	201
4.8.3. Adding a Library	202
4.8.4. Renaming a Library	203
4.8.5. Deleting a Library	206
4.8.6. Importing a Library	207
4.8.7. Exporting a Library	209
4.8.8. Stencil Functions	210
4.8.8.1. Adding a Stencil	211
4.8.8.2. Renaming a Stencil	214
4.8.8.3. Re-ordering Stencils	214
4.8.8.4. Deleting a Stencil	216
4.8.8.5. Inserting a Stencil into a Drawing	218
4.9. Bottom Bar	221
4.9.1. Handle Settings	221
4.9.2. Zoom Popup	223
4.10. Contextual Menu	224
4.10.1. Arrange Submenu	225
4.10.2. Canvas Submenu	227
4.10.3. Paths Submenu	228
4.10.4. Move to Layer Submenu	229
5. File Management	230
5.1. Creating a New Drawing	231
5.2. Opening a Drawing	233
5.3. Importing a Drawing	235
5.4. Saving a Drawing	239
5.5. Revert Document	243
5.6. Exporting a Drawing	245
5.6.1. Exporting a Bitmap Image	247
5.6.2. Exporting to SVG	249
5.6.3. Exporting to VDX	250
5.6.4. Exporting to PDF	250
5.6.5. Exporting to EPS	251
5.6.6. Bulk Exporting of Individual Layers	252
5.7. Printing a Drawing	257
5.8. Closing a Drawing	259
5.9. Inserting an Image	260
6. Editing Drawings	264
6.1. Editing Basics	265
6.1.1. Selecting a Figure	266
6.1.2. Deleting a Figure	269

6.1.3. Renaming a Drawing.....	270
6.1.4. Using the Clipboard	271
6.1.4.1. Paste Style.....	272
6.1.5. Copying a Figure.....	273
6.1.6. Duplicating a Figure.....	275
6.1.7. Cut and Paste.....	278
6.1.8. Undo and Redo.....	286
6.2. Handling Figures	288
6.2.1. Moving a Figure	288
6.2.2. Stretching a Figure	288
6.2.3. Resizing a Figure.....	289
6.2.4. Rotating a Figure.....	290
6.2.4.1. Changing the Center of Rotation	293
6.2.4.2. Resetting the Center of Rotation.....	295
6.2.5. Flipping a Figure	297
6.2.6. Scaling a Figure.....	298
6.2.6.1. Scale Size	302
6.2.6.2. Scale Attributes.....	304
6.2.7. Shifting a Figure.....	308
6.2.8. Arranging Figures	312
6.2.8.1. Grouping Figures	312
6.2.8.2. Ungrouping Figures	314
6.2.8.3. Locking Figures	315
6.2.8.4. Unlocking Figures.....	317
6.2.9. Aligning Figures.....	319
6.2.9.1. Align to Grid.....	319
6.2.9.2. Align Top.....	321
6.2.9.3. Align Vertical Center.....	324
6.2.9.4. Align Bottom	326
6.2.9.5. Align Left.....	329
6.2.9.6. Align Horizontal Center.....	332
6.2.9.7. Align Right	334
6.2.10. Snapping Figures.....	337
6.2.10.1. Snap to Grid	337
6.2.10.2. Snap to Lines.....	338
6.2.10.3. Snap to Pixels/Points	339
6.2.10.4. Snap to Pixels/Points Old	340
6.2.10.5. Snap to Shapes	340
6.2.11. Ordering Figures	342
6.2.11.1. Bring to Front.....	342
6.2.11.2. Bring Forward.....	344
6.2.11.3. Send Backward	346
6.2.11.4. Send to Back	348

6.2.12. Distributing Figures	350
6.2.12.1. Distribute Horizontally	350
6.2.12.2. Distribute Vertically	352
6.2.12.3. Pack Horizontally	354
6.2.12.4. Pack Vertically	356
6.2.12.5. Pack	357
6.2.13. Combining Shapes	359
6.2.13.1. Add	360
6.2.13.2. Subtract	362
6.2.13.3. Intersect	365
6.2.13.4. Exclude	367
6.3. Handling Colors	370
6.3.1. Stroke Color	370
6.3.2. Fill Color	372
6.3.3. Solid	374
6.3.3.1. Linear Gradient	377
6.3.3.2. Radial Gradient	383
6.3.4. Shadow Color	389
6.3.5. Text Color	395
6.3.6. Canvas Background Color	396
6.3.7. Standard Color Picker	398
6.4. Handling Strokes	401
6.4.1. Stroke Visibility	401
6.4.2. Stroke Style	403
6.4.3. Start/End Scale	405
6.4.4. Stroke Size	408
6.4.5. Line Cap	411
6.4.6. Line Join	412
6.4.7. Line Location	414
6.4.8. Miter Limit	415
6.4.9. Line Color	418
6.5. Handling Text	421
6.5.1. Editing Text	421
6.5.2. Font Family	423
6.5.3. Font Size	424
6.5.4. Font Styles	426
6.5.5. Font Color	428
6.5.6. Text Alignment	431
6.5.7. Text Margin	433
6.5.8. Adding Variables to Text	435
6.5.8.1. Available Variables	437
6.5.8.2. Formatting Date Variables	439
6.5.8.3. Formatting Decimal Variables	445

6.5.8.4. Formatting Fractional Values	448
6.6. Handling Paths.....	451
6.6.1. Opening a Path	453
6.6.2. Closing a Path	454
6.6.3. Joining Lines and Paths.....	455
6.6.4. Trimming Lines and Paths	459
6.6.5. Splitting Segments	460
6.6.6. Creating a Compound Path	462
6.6.7. Separating a Compound Path	465
6.6.8. Converting Shapes to Paths.....	467
6.6.9. Converting Shapes to Paths New	471
6.6.10. Converting Text To a Path	475
6.6.11. Delete Handle	479
6.6.12. Split at Handle.....	483
6.6.13. Insert Handle	485
6.6.14. Delete Segment	488
6.6.15. Segment to Line	490
6.6.16. Segment to Quad	493
6.6.17. Segment to Cubic	497
6.7. Calculations	501
6.7.1. Calculating Area.....	501
6.7.2. Dimensioning	502
7. Tips and Techniques	508
7.1. Resizing a Figure Proportionally with Handles.....	509
7.2. Creating Proportional Shapes	514
7.3. Using the Selection Rectangle.....	518
8. Miscellaneous	520
8.1. File Format Support.....	521
8.1.1. Importers	521
8.1.1.1. Image Importer Notes	521
8.1.1.2. SVG Importer Notes	522
8.1.1.3. VDX Importer Notes.....	522
8.1.1.4. EMF Importer Notes	523
8.1.1.5. WMF Importer Notes.....	523
8.1.2. Exporters	523
8.1.2.1. Image Exporter Notes	524
8.1.2.2. SVG Exporter Notes	524
8.1.2.3. PDF Exporter Notes	525
8.1.2.4. VDX Exporter Notes.....	525
8.1.2.5. EPS Exporter Notes	525
8.2. Keyboard Shortcuts	527
8.3. Handles Reference.....	534
8.4. Application Preferences.....	536

8.4.1. General	537
8.4.2. Handles	539
8.4.3. Grid and Snapping.....	541
8.4.4. Performance	542
8.5. Manually Accessing the Libraries	544
8.6. Grouping a Path	549
8.7. Hide Gradients	550
8.8. Hide Shadows	551

1. Introduction

This is the home of the **TouchDraw for Mac (version 1.x)** documentation. The layout of the pages and information displayed in this documentation is based on the User Interface (UI) structure. It is broken down into six main sections with pages describing each portion of the interface and available functionality:

Section Name	Description
Preface	The Preface section contains necessary legal and acknowledgement information regarding TouchDraw for Mac.
Getting Started	The Getting Started section contains information for launching TouchDraw and beneficial web page links.
User Interface	The User Interface section can be used to learn more about the application interface.
File Management	The File Management section can be used to learn more about managing files and drawings within TouchDraw.
Editing Drawings	The Editing Drawings section can be used to learn more about available features when working with a drawing in TouchDraw.
Miscellaneous	The Miscellaneous section contains additional information outside of the main UI structure of the application such as file importing and exporting formats.

Information shown in the **User Interface**, **File Management**, and **Editing Drawings** sections, in particular, is organized based on the layout of the application interface. For example, to find information about changing the text properties of a figure in the editor, go to the [Editing Drawings](#) section, expand these pages, and then select **Text**. To find information about importing or exporting a drawing, go to the [File Management](#) section and select one of these pages.

Each of these documentation sections begins with pages describing the basic features of their user interface and subsequent pages provide further details about a particular feature. Use the links on a page to navigate to additional information about a particular subject or expand the pages to find a particular section. The search feature can also be used to find an item. Simply type in a keyword and a list of pages will appear for selection.

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2.3. Acknowledgements

Special thanks to Jutta, Rafe, Nico, Don and Carol for their support during the development process. TouchDraw wouldn't be possible without their continued support.

Additional thanks to all of our beta testers and users who have supplied endless amounts of great feedback and suggestions to help shape TouchDraw into what it is today.

3. Getting Started

TouchDraw supplies everything you need to create structured 2D vector graphics on the go with your Mac. Create charts, graphs, floor plans, architecture drawings, illustrations or most anything else you can image. Not only does TouchDraw make it easy to quickly create your drawings, it also delivers a simple to use environment where you will enjoy changing and manipulating each drawing.

3.1. Opening TouchDraw

To open the TouchDraw application:

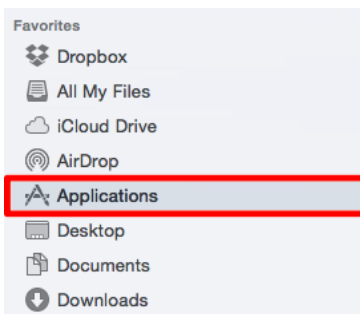
1

Open Finder.



2

Tap on Applications under favorites.



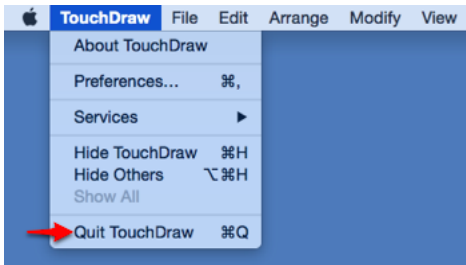
3

Locate the TouchDraw application and perform a Double Tap.

Stickies	Sep 9, 2014, 5:06 PM	5.8 MB	Application
System Preferences	Sep 18, 2014, 8:56 PM	6.3 MB	Application
TextEdit	Sep 9, 2014, 5:05 PM	6.1 MB	Application
Time Machine	Sep 9, 2014, 5:03 PM	1.3 MB	Application
TouchDraw	Today, 10:42 AM	34.5 MB	Application
Utilities	Yesterday, 9:29 PM	--	Folder

3.2. Closing TouchDraw

Select the **TouchDraw Menu** in the main application window and then select **Quit TouchDraw** to close the application.



3.3. Useful Links

Elevenworks Website

Useful links on the Elevenworks.com website.

Description	Link
Elevenworks Main Website	https://www.elevenworks.com/
TouchDraw Main Web Page	https://www.elevenworks.com/touchdraw
TouchDraw Documentation	https://www.elevenworks.com/documentation

To get support and/or to provide feedback on TouchDraw, you can contact Elevenworks via our [Contact Form](#) or at the following email address: support@elevenworks.com.

TouchDraw on Twitter

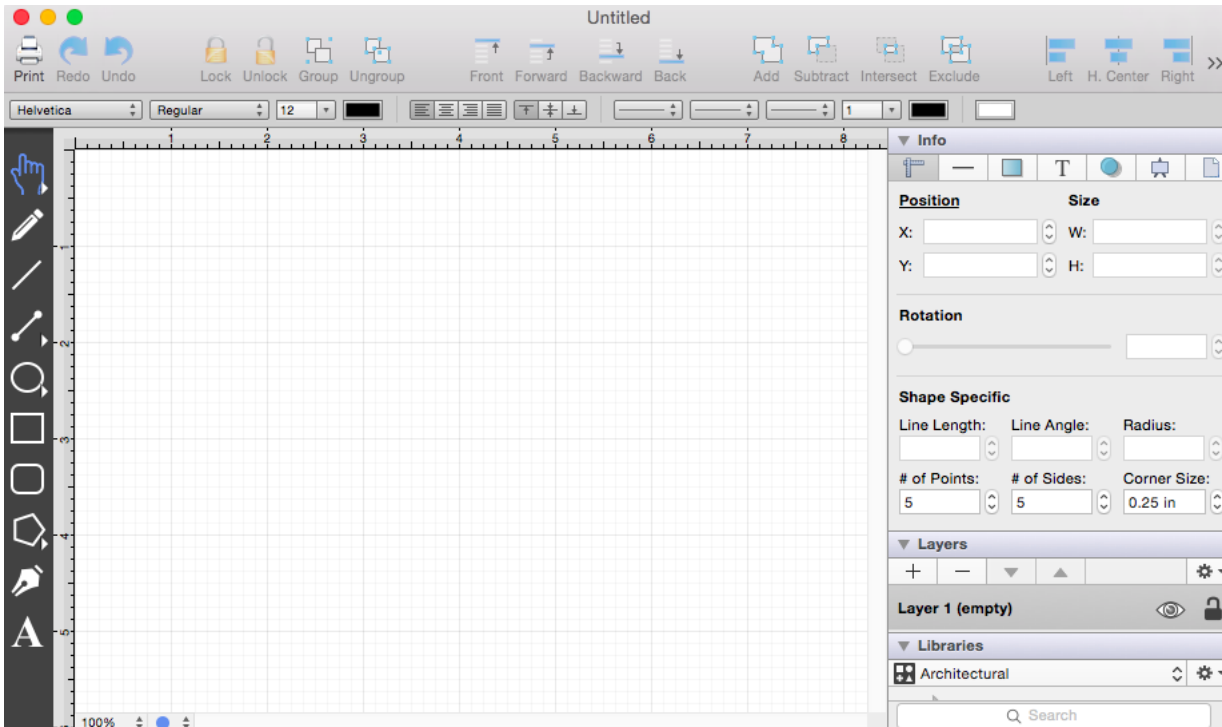
Touchdraw also has a page/stream on Twitter where you can receive updates and/or have an open dialog with the TouchDraw developers.<http://twitter.com/touchdraw>

TouchDraw on YouTube

TouchDraw also has a page on YouTube where example "how to" videos have and will be posted.<http://www.youtube.com/user/touchdraw>

4. User Interface

The following screen will open when the TouchDraw application is first launched:

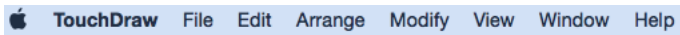


This screen functions as the user interface for creating and managing drawings in TouchDraw for the Mac.

As shown above, the screen is split into two views. The drawing canvas and [drawing tools](#) are located on the left portion of the application window. A [sidebar](#) is positioned on the right hand side and can be used to make additional modifications to objects within a drawing.

4.1. Menus

The menu bar contains 8 menus to access actions, options and settings related to the application, file management and drawing manipulation.

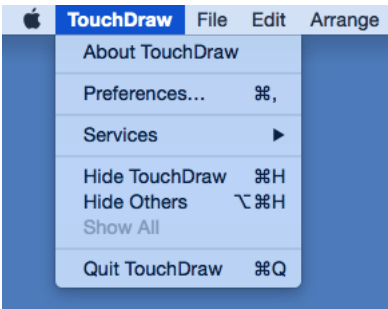


Simply click on a menu and choose the desired option.

Menu Name	Description
Application (TouchDraw)	The Application (TouchDraw) menu contains options for application specific settings and screen viewing.
File	The File menu contains all file management options.
Edit	The Edit menu contains common editing, duplication, and text manipulation choices.
Arrange	The Arrange menu contains options for grouping, locking, moving, aligning, and distributing objects within a drawing.
Modify	The Modify menu contains options for modifying shapes, lines, and paths within a drawing.
View	The View menu contains options for changing what is viewed in the main application window.
Window	The Window menu contains options for application window sizing and drawing manipulation.
Help	The Help menu contains search and help file options.

4.1.1. Application Menu

Use the **Application (TouchDraw) Menu** to access global application level actions. When this menu is selected, the options shown below will appear.



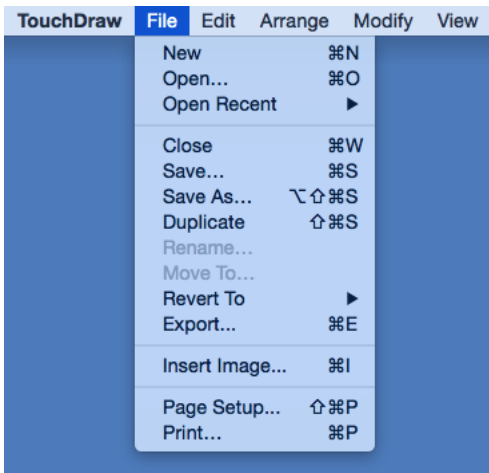
Click on the name of the menu item to find out more details about what action occurs when it is selected.

Menu Item	Description
About TouchDraw	The About TouchDraw menu item provides application version information.
Preferences...	The Preferences... menu item can be used to change general, handle, and performance options for the application.
Services	The Services submenu shows applicable services and contains preferences for those being utilized.
Hide TouchDraw	The Hide TouchDraw menu item hides all of the open TouchDraw related windows.
Hide Others	The Hide Others menu item hides all of the open windows from other applications while leaving the windows for TouchDraw open.
Show All	The Show All menu item is enabled when application windows have been hidden and can be selected to show the currently hidden windows.
Quit TouchDraw	The Quit TouchDraw menu item closes the application.

4.1.2. File Menu

Use the **File Menu** to access actions related to the file management such as opening, saving, importing and printing drawings. When this menu is selected, the options shown below will appear.

TouchDraw for Mac



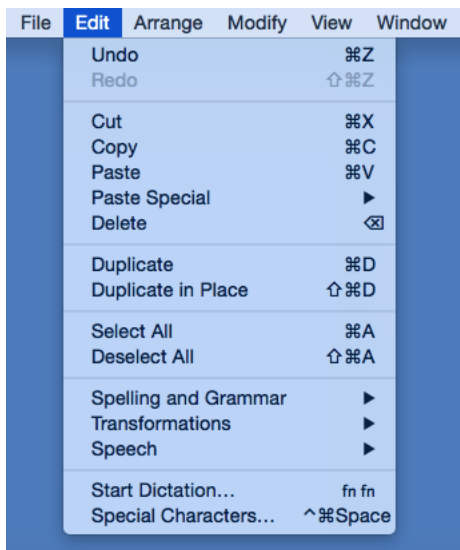
Click on the name of the menu item to find out more details about what action occurs when it is selected.

Menu Item	Description
New	The New menu item can be used to create a new drawing.
Open	The Open menu item can be used to open an existing TouchDraw document or it can be used to import a drawing or image in one of the 3rd party file formats that TouchDraw supports.
Open Recent	The Open Recent menu item can be used to select from a list of most recently opened drawings.
Close	The Close menu item closes the current drawing.
Save	The Save menu item saves the current drawing.
Save As...	The Save As... menu item saves the current drawing as a new drawing.
Duplicate	The Duplicate menu item creates a copy of the current drawing as a new save with Copy added to the end of the file name (i.e. My Drawing Copy.2tl).
Export	The Export menu item can be used to export a drawing into a one of the 3rd party file formats supported for exporting.
Insert Image...	The Insert Image menu item can be used to import a bitmap image stored on the local file system into the current drawing.
Page Setup	The Page Setup menu item opens a popup window used to specify page attribute, formatting, orientation, and scaling options.

Menu Item	Description
Print	The Print menu item can be used to print single or multiple pages of a drawing.

4.1.3. Edit Menu

Use the **Edit Menu** to access actions related to the clipboard, undo and miscellaneous text editing. When this menu is selected, the options shown below will appear.



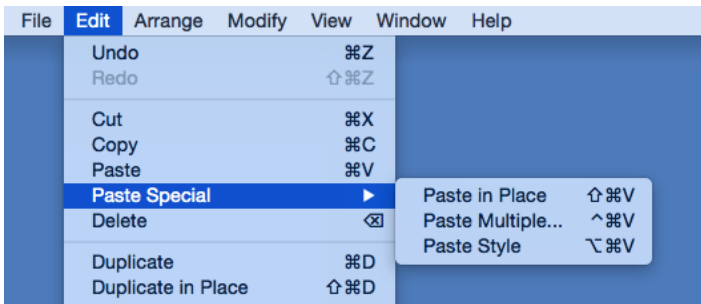
Click on the name of the menu item to find out more details about what action occurs when it is selected.

Menu Item	Description
Undo	The Undo menu item removes drawing changes in the order they were applied starting with the most recent.
Redo	The Redo menu item reapplies drawing changes in the order they were removed starting with the most recent.
Cut	The Cut menu item removes the currently selected item from the active drawing and places it in the clipboard.
Copy	The Copy menu item places a copy of the currently selected item into the clipboard.

Menu Item	Description
Paste	The Paste menu item adds the most current item residing in the clipboard to the active drawing.
Paste Special	The Paste Special submenu contains special options related to pasting the contents of the clipboard into the active drawing.
Delete	The Delete menu item permanently removes an item from the active drawing.
Duplicate	The Duplicate menu item creates a copy of a selected item in the active drawing.
Duplicate in Place	The Duplicate in Place menu item creates a copy of a selected item and places it in the same location as the original.
Select All	The Select All menu item selects all items residing in the currently active drawing.
Deselect All	The Deselect All menu item deselects all items residing in the currently active drawing.
Spelling and Grammar	The Spelling and Grammar submenu contains options for spelling and grammar checks within an active drawing.
Transformations	The Transformations submenu contains options for text case alterations.
Speech	The Speech submenu contains options for speech recognition.
Special Characters...	The Special Characters... menu item contains options for selecting special characters and adding them to a favorites list for easy accessibility.

4.1.3.1. Paste Special Submenu

Use the **Paste Special Submenu** to access special actions related to the pasting the contents of the clipboard into the active drawing. When this submenu is selected within the [Edit Menu](#), the options shown below will appear.

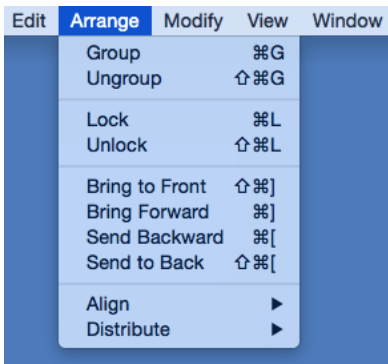


Click on the name of the menu item to find out more details about what action occurs when it is selected.

Menu Item	Description
Paste in Place	The Paste in Place menu item copies the current clipboard item into the exact location of the original.
Paste Multiple...	The Paste Multiple... menu item can be used to paste multiple copies of a clipboard item at specific offsets.
Paste Style	The Paste Style menu item applies the formatting properties of one object to the currently selected object.

4.1.4. Arrange Menu

Use the **Arrange Menu** to access actions for arranging or aligning selected figures within a drawing. When this menu is selected, the options shown below will appear.

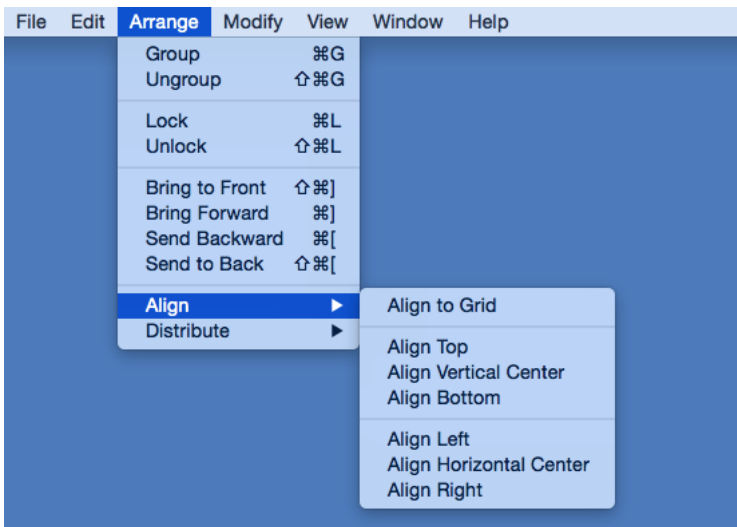


Click on the name of the menu item to find out more details about what action occurs when it is selected.

Menu Item	Description
Group	The Group menu item allows currently selected shapes on the drawing canvas to be manipulated and treated as a single figure. This menu item is enabled when two or more groupable figures are selected in the drawing canvas. Shapes residing on the drawing canvas can be manipulated**. **
Ungroup	The Ungroup menu item removes the grouping attribute for selected shapes to allow for individual manipulation. This menu item is enabled when one or more grouped figures are selected in the drawing canvas.
Lock	The Lock menu item prevents a selected figure(s) or group of figures from being moved or resized . This menu item is enabled when one or more unlocked (and lockable) figures are selected in the drawing canvas.
Unlock	The Unlock menu item removes a previously instated lock on a figure(s) or group of figures to allow for moving and resizing . This menu item is enabled when one or more locked figures are selected in the drawing canvas.
Bring to Front	The Bring to Front menu item moves a currently selected figure(s) to the front of all figures residing in the same layer . This menu item is enabled when one ore more figures are selected in the drawing canvas.
Bring Forward	The Bring Forward menu item moves a currently selected figure(s) one step closer to the top of the stack within the layer they reside in. This menu item is enabled when one ore more figures are selected in the drawing canvas.
Send Backward	The Send Backward menu item moves a currently selected figure(s) one step closer to the bottom of a stack within their residing layer . This menu item is enabled when one ore more figures are selected in the drawing canvas.
Send to Back	The Send to Back menu item moves a currently selected figure(s) behind all other figures residing within the same layer . This menu item is enabled when one ore more figures are selected in the drawing canvas.
Align	The Align submenu contains options to align figures in relation to each other.
Distribute	The Distribute submenu contains options to distribute figures evenly in relation to each other.

4.1.4.1. Align Submenu

Use the **Align Submenu** to access actions for aligning selected figures within a drawing. When this submenu is selected within the [Arrange menu](#), the options shown below will appear.



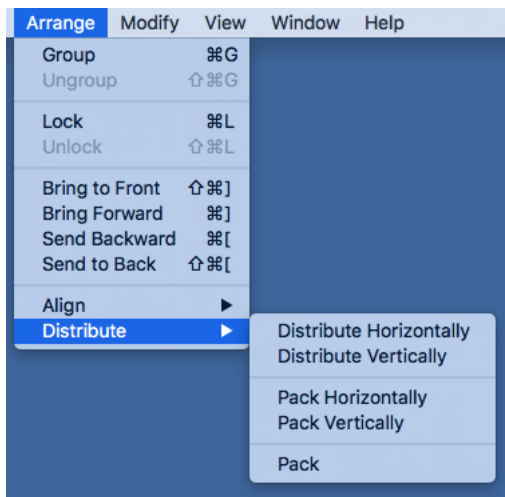
Click on the name of the menu item to find out more details about what action occurs when it is selected.

Menu Item	Description
Align to Grid	The Align to Grid menu item aligns figures with the grid. This menu item is enabled when two or more unlocked figures are selected in the drawing canvas.
Align Top	The Align Top menu item moves all currently selected figures to match the top (Y position) of the first selected figure. This menu item is enabled when two or more unlocked figures are selected in the drawing canvas.
Align Vertical Center	The Align Vertical Center menu item moves all currently selected figures to match the vertical center (Y position + 1/2 of the height of all figures) of the first selected figure. This menu item is enabled when two or more unlocked figures are selected in the drawing canvas.
Align Bottom	The Align Bottom menu item moves all currently selected figures to match the the bottom (Y position + Height) of the first selected figure. This menu item is enabled when two or more unlocked figures are selected in the drawing canvas.

Menu Item	Description
Align Left	The Align Left menu item moves all currently selected figures to match the left (X position) of the first selected figure. This menu item is enabled when two or more unlocked figures are selected in the drawing canvas.
Align Horizontal Center	The Align Horizontal Center menu item moves all currently selected figures to match the horizontal center (X position + 1/2 of the width) of the first selected figure. This menu item is enabled when two or more unlocked figures are selected in the drawing canvas.
Align Right	The Align Right menu item moves all currently selected figures to match the right (X position + Width) of the first selected figure. This menu item is enabled when two or more unlocked figures are selected in the drawing canvas.

4.1.4.2. Distribute Submenu

Use the **Distribute Submenu** to access actions for distributing the selected figures within a drawing. When this submenu is selected within the [Arrange menu](#), the options shown below will appear.

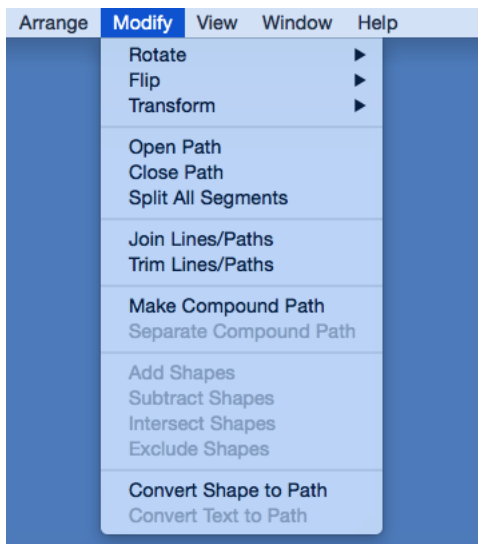


Click on the name of the menu item to find out more details about what action occurs when it is selected.

Menu Item	Description
Distribute Horizontally	The Distribute Horizontally menu item adjusts the positioning of selected figures to create an even amount of horizontal space between each figure. This menu item is enabled when three or more unlocked figures are selected in the drawing canvas.
Distribute Vertically	The Distribute Vertically menu item adjusts the positioning of selected figures to create an even amount of vertical space between each figure. This menu item is enabled when three or more unlocked figures are selected in the drawing canvas.
Pack Horizontally	The Pack Horizontally menu item takes a set of selected shapes and "packs" them into the smallest space possible horizontally.
Pack Vertically	The Pack Vertically menu item takes a set of selected shapes and "packs" them into the smallest space possible vertically.
Pack	The Pack menu item takes a set of selected shapes and "packs" them into as small of a rectangular space as possible. Be aware that the arrangement of selected figures might be altered in order to pack them into the smallest space.

4.1.5. Modify Menu

Use the **Modify Menu** is used to transform or move the selected figures within a drawing. When this menu is selected, the options shown below will appear.



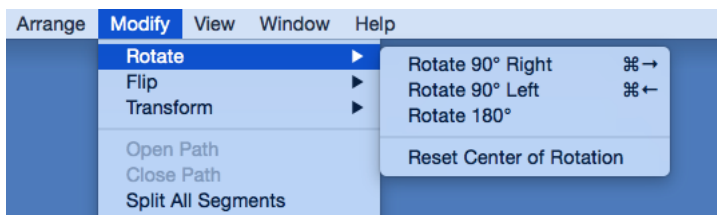
Click on the name of the menu item to find out more details about what action occurs when it is selected.

Menu Item	Description
Rotate	The Rotate submenu contains options to rotate the selected figures within a drawing.
Flip	The Flip submenu contains options to flip the selected figures within a drawing.
Transform	The Transform submenu contains options to transform (move, scale, etc...) the selected figures within a drawing.
Open Path	The Open Path menu item is enabled when one or more closed paths are selected. This option removes a line segment or simply separates the last end/start points into two separate handles to transform a closed path into an open path.
Close Path	The Close Path menu item is enabled when one or more open paths are selected. This option adds a line segment between the last end point and the start point of a selected path or connects the start and end points of a curve segment to create a closed path.
Split All Segments	The Split All Segments menu item is enabled when one or more paths are selected. This option splits a selected path into segments at each end point handle to create multiple individual path figures.
Join Lines/Paths	The Join Lines/Paths menu item is enabled when two or more lines and/or open paths are selected. This option joins the end point handles of segments to create a single path figure.
Trim Lines/Paths	The Trim Lines/Paths menu item is enabled when two or more shapes are selected and at least one of those shapes is a line or open path. This option trims the ends of intersecting lines, paths, or connections when the intersection is near the end of the line/path.
Make Compound Path	The Make Compound Path menu item is enabled when two or more paths are selected. This option combines two or more selected paths into one compound path to provide attribute sharing capabilities.
Separate Compound Path	The Separate Compound Path menu item is enabled when one or more compound paths are selected. This option separates a compound path into individual paths.
Add Shapes	The Add Shapes menu item is enabled when two shapes and/or closed paths are selected. This option combines two selected shapes into one figure.

Menu Item	Description
Subtract Shapes	The Subtract Shapes menu item is enabled when two shapes and/or closed paths are selected. This option removes the intersecting portions of the second selected shape from the first figure selected in the drawing canvas.
Intersect Shapes	The Intersect Shapes menu item is enabled when two shapes and/or closed paths are selected. This option removes all non-intersecting portions of selected figures from the drawing canvas.
Exclude Shapes	The Exclude Shapes menu item is enabled when two shapes and/or closed paths are selected. This option removes the intersecting portions of selected figures from the drawing canvas.
Convert Shape to Path	The Convert Shape to Path is enabled when one or more shapes or lines are selected. This option converts the bordering lines of a selected shape into a closed path by adding the necessary handles.
Convert Text to Path	The Convert Text to Path is enabled when one or more text figures are selected. This option converts a text figure created with the Text tool into a path.

4.1.5.1. Rotate Submenu

Use the **Rotate Submenu** to access actions for rotating the selected figures within a drawing. When this submenu is selected within the [Modify Menu](#), the options shown below will appear.



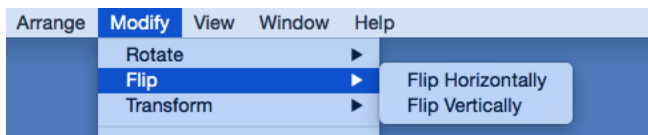
Click on the name of the menu item to find out more details about what action occurs when it is selected.

Menu Item	Description
Rotate 90° Right	The Rotate 90° Right menu item rotates a selected figure to the right by 90°.

Menu Item	Description
Rotate 90° Left	The Rotate 90° Left menu item rotates a selected figure to the left by 90°.
Rotate 180°	The Rotate 180° menu item rotates a selected figure by 180°. The figure is flipped upside down or back to its original position depending on the number of times this selection is made.
Reset Center Rotation	The Reset Center Rotation menu item is enabled when the "Center of Rotation" option in the Handles Settings popup menu is selected and has been altered on a shape. This option changes the "Center of Rotation" for a shape back to its original centered location.

4.1.5.2. Flip Submenu

Use the **Flip Submenu** to access actions for flipping the selected figures within a drawing. When this submenu is selected within the [Modify Menu](#), the options shown below will appear.

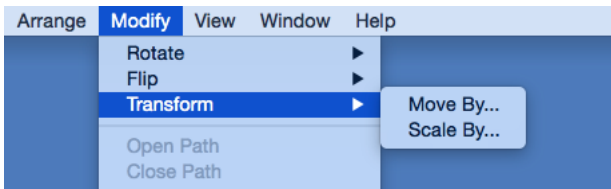


Click on the name of the menu item to find out more details about what action occurs when it is selected.

Menu Item	Description
Flip Horizontally	The Flip Horizontally menu item interchanges the position of a figure horizontally.
Flip Vertically	The Flip Vertically menu item interchanges the position of a figure vertically.

4.1.5.3. Transform Submenu

Use the **Transform Submenu** to access actions for transforming (moving, scaling, etc...) the selected figures within a drawing. When this submenu is selected within the [Modify Menu](#), the options shown below will appear.

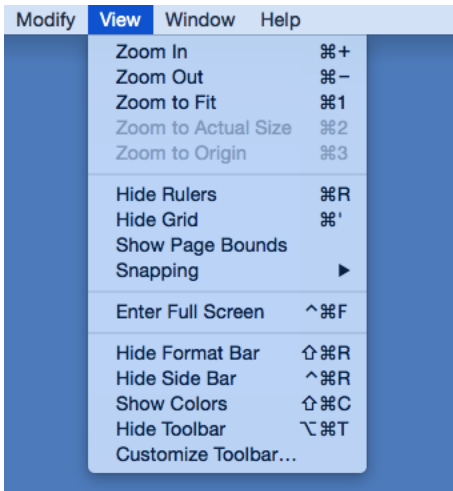


Click on the name of the menu item to find out more details about what action occurs when it is selected.

Menu Item	Description
Move By...	The Move By... menu item changes the location of a figure based on input coordinates.
Scale By...	The Scale By... menu item alters figure size based on input coordinates to create a smaller or larger figure spanning over a specific area.

4.1.6. View Menu

Use the **View Menu** to access actions for changing settings of the currently visible drawing canvas. When this menu is selected, the options shown below will appear.



Click on the name of the menu item to find out more details about what action occurs when it is selected.

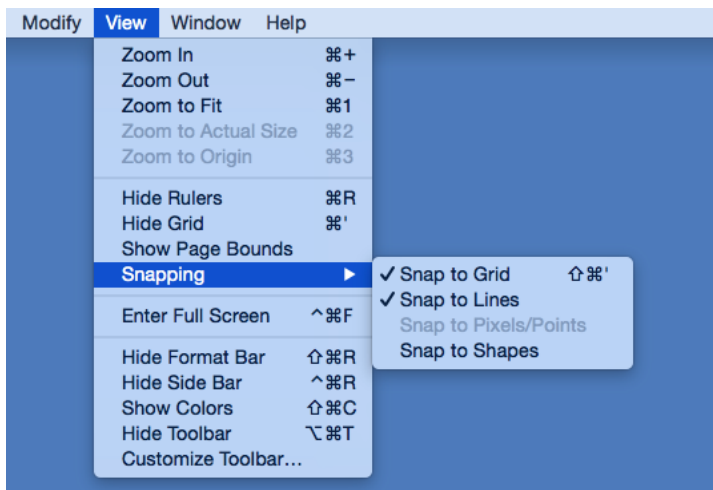
TouchDraw for Mac

Menu Item	Description
Zoom In	The Zoom In menu item increases the magnification level of the drawing canvas to allow for working on the drawing in more detail.
Zoom Out	The Zoom Out menu item decreases the magnification level of the drawing canvas make a larger portion of the drawing viewable in the window at once.
Zoom to Fit	The Zoom to Fit menu item will dynamically resize the magnification level and the location of the drawing within the drawing canvas to make the complete drawing visible in the window.
Zoom to Actual Size	The Zoom to Actual Size menu item returns a drawing back to the normal magnification level (100%).
Zoom to Origin	The Zoom to Origin menu item returns a drawing back to it's normal magnification level (100%) and resets the visible portion of the drawing canvas so that the coordinates 0,0 are in the upper left hand corner.
Hide Rulers	The Hide Rulers menu item removes the left and top rulers from the main application window. Select this menu option again for the rulers to reappear.
Hide Grid	The Hide Grid menu item removes the background grid from the main application window to show a blank canvas. Select this menu option again for the grid to reappear.
Show Page Bounds	The Show Page Bounds menu item places page boundary lines on the drawing canvas when enabled. This option is disabled by default within TouchDraw and must be selected from the menu to be enabled. Select this menu option again to disable it and remove the boundary lines.
Snapping Submenu	The Snapping submenu contains options related to the snapping behavior of the active drawing canvas.
Enter Full Screen	The Enter Full Screen menu item switches the main application window from the current setting to full screen mode.
Hide Format Bar	The Hide Format Bar menu item removes the formatting bar from the TouchDraw application window. Select this menu option again for the formatting bar to reappear.
Hide Side Bar	The Hide Side Bar menu item removes the side bar from the TouchDraw application window. Select the menu option again for the side bar to reappear.
Show Colors	The Show Colors menu item can be used to toggle the visibility of the Mac OS X

Menu Item	Description
	standard color picker.
Hide Toolbar	The Hide Toolbar menu item removes the main toolbar from the TouchDraw application window. Select the menu option again for the Toolbar to reappear.
Customize Toolbar	The Customize Toolbar menu item can be used to alter what buttons appear in the main toolbar.

4.1.6.1. Snapping Submenu

Use the **Snapping Submenu** to access the settings related to the snapping for the active drawing canvas. When this submenu is selected within the [View Menu](#), the options shown below will appear.



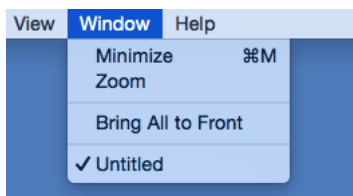
Click on the name of the menu item to find out more details about what action occurs when it is selected.

Menu Item	Description
Snap to Grid	The Snap to Grid menu item aligns objects to the grid for more precise drawing modifications.
Snap to Lines	The Snap to Lines menu item aligns objects with the nearest lines.
Snap to Pixels/Points	The Snap to Pixels/Points menu item aligns objects to whole pixel numbers for simplified object modification and increased accuracy.

Menu Item	Description
Snap to Shapes	The Snap to Shapes option snaps a figure to a selected shape vertex or center point. To see this option in action, disable the Snap to Grid option, make certain Snap to Shapes is enabled, and then draw a star or rectangle. Once the shape is completed, select the Line Tool and try to draw a line from one of the vertexes of the shape or its center point. The drawn line will snap to one of these locations.

4.1.7. Window Menu

Use the **Window Menu** to access actions applicable to the active window. When this menu is selected, the options shown below will appear.

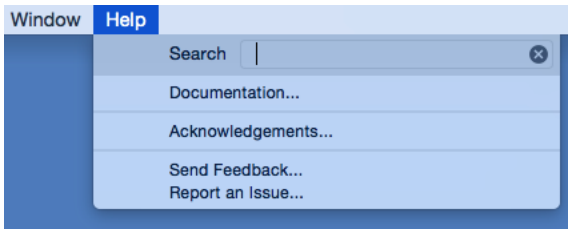


Click on the name of the menu item to find out more details about what action occurs when it is selected.

Menu Item	Description
Minimize	The Minimize menu item minimizes the main application window.
Zoom	The Zoom menu item expands and decreases the main application window.
Bring All to Front	The Bring All to Front menu item moves TouchDraw application windows to the front of all other currently open Mac application windows.

4.1.8. Help Menu

Use the **Help Menu** to access help and feedback options for TouchDraw. When you select this menu, the options shown below will appear.

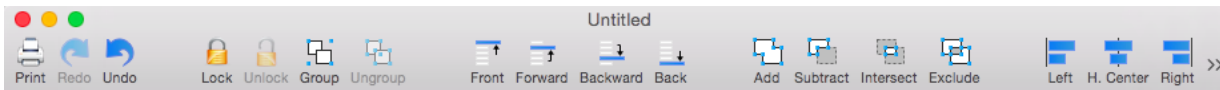


Click on the name of the menu item to find out more details about what action occurs when it is selected.

Menu Item	Description
Search	The Search menu item can be used to search the general Mac OS X help topics.
Documentation...	The Documentation menu item will take you to this documentation.
Acknowledgements...	The Acknowledgements menu item will take you to the Open Source acknowledgements page.
Send Feedback...	The Send Feedback menu item will create a new feedback email message in your preferred email client addressed to the TouchDraw team.
Report an Issue...	The Report and Issue menu item will create a new issue reporting email message in your preferred email client addressed to the TouchDraw team.






4.2. Toolbar

The **Main Toolbar** appears at the top of the main screen as shown below and can be used to perform various functions on selected objects or on an entire drawing. In addition to the actions that are shown by default, you can configure the main toolbar to add or remove [other actions](#) based on how you want to use TouchDraw. Changing the actions in the toolbar is covered in the [Customizing the Main Toolbar](#) section.











4.2.1. Toolbar Actions








The following list describes all of the actions that are available to be configured as part of the toolbar:

Icon	Name	Description
	Print	The Print toolbar option can be used to print a currently opened drawing.
	Lock	This option will be enabled if one or more unlocked figures are selected in the current drawing window. The Lock toolbar option prevents moving and resizing actions on the selected figure(s).
	Unlock	This option will be enabled if one or more locked figures are selected in the current drawing window. The Unlock toolbar option removes a lock on single or multiple figures for moving and resizing.
	Group	This option will be enabled if two or more figures are selected in the current drawing window. The Group toolbar option combines selected figures into a single object for performing manipulation actions.
	Ungroup	This option will be enabled if one or more grouped figures are selected in the current drawing window. The Ungroup toolbar












TouchDraw for Mac

Icon	Name	Description
		option separates a previously grouped set of figures for individual manipulation.
	Front	This option will be enabled if one or more figures are selected in the current drawing window. The Front toolbar option will move the currently selected figure(s) to the front of all other figures within the layer they reside in.
	Forward	This option will be enabled if one or more figures are selected in the current drawing window. The Forward toolbar option will move the currently selected figure(s) one step closer to the top of the stack within their residing layer.
	Backward	This option will be enabled if one or more figures are selected in the current drawing window. The Backward toolbar option will move the currently selected figure(s) one step closer to the bottom of the stack within their residing layer.
	Back	This option will be enabled if one or more figures are selected in the current drawing window. The Back toolbar option will move the currently selected figure(s) behind all other figures within their residing layer.
	Add	This option will be enabled if two figures are selected in the current drawing window. The Add toolbar option will combine two selected figures to form one object.
	Subtract	This option will be enabled if two figures are selected in the current drawing window. The Subtract toolbar option will remove the bottom layered figure from the drawing canvas along with any portion intersecting the additionally selected figure.
	Intersect	This option will be enabled if figures are selected in the current drawing window. The Intersect toolbar option will remove all portions of the two selected figures while leaving the section where they meet.
	Exclude	This option will be enabled if two figures are selected in the

TouchDraw for Mac

Icon	Name	Description
		current drawing window. The Exclude toolbar option will remove the intersecting portion of two selected figures while leaving the remaining portions on the drawing canvas.
	Left	This option will be enabled if two or more figures are selected in the current drawing window. The Align Left toolbar option moves all currently selected figures to match the left (X position) of the first selected figure.
	Horizontal Center	This option will be enabled if two or more figures are selected in the current drawing window. The Align Horizontal Center toolbar option moves all currently selected figures to match the horizontal center (X position + 1/2 of the width) of the first selected figure.
	Right	This option will be enabled if two or more figures are selected in the current drawing window. The Align Right toolbar option moves all currently selected figures to match the right (X position + Width) of the first selected figure.
	Top	This option will be enabled if two or more figures are selected in the current drawing window. The Align Top toolbar option moves all currently selected figures to match the top (Y position) of the first selected figure.
	Vertical Center	This option will be enabled if two or more figures are selected in the current drawing window. The Align Vertical Center toolbar option moves all currently selected figures to match the vertical center (Y position + 1/2 of the height of all figures) of the first selected figure.
	Bottom	This option will be enabled if two or more figures are selected in the current drawing window. The Align Bottom toolbar option moves all currently selected figures to match the the bottom (Y position + Height) of the first selected figure.
	Sidebar	The Sidebar toolbar option will toggle (display or hide based on the current state) the sidebar for the current drawing window.

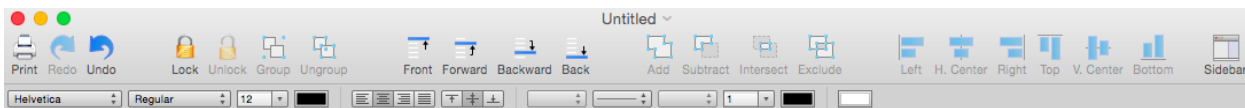
TouchDraw for Mac

Icon	Name	Description
	Rotate 90° Right	The Rotate 90° Right toolbar option rotates selected figures in the current drawing to the right by 90°.
	Rotate 90° Left	The Rotate 90° Left toolbar option rotates selected figures in the current drawing to the left by 90°.
	Rotate 180°	The Rotate 180° toolbar option rotates selected figures in the current drawing by 180°. The figure is flipped upside down or back to its original position depending on the number of times this selection is made.
	Flip Horizontally	The Flip Horizontally toolbar option interchanges the position of selected figures horizontally.
	Flip Vertically	The Flip Vertically toolbar option interchanges the position of selected figures vertically
	Colors	The Colors toolbar option will toggle (display or hide based on the current state) the standard Mac color picker floating window.
	Fonts	The Fonts toolbar option will toggle (display or hide based on the current state) the standard Mac font picker floating window.
	Bigger	This option will be enabled if one or more figures are selected in the current drawing window. The Bigger toolbar option increases the font size of text within a figure(s) by increments of 1.
	Smaller	This option will be enabled if one or more figures are selected in the current drawing window. The Smaller toolbar option decreases the font size of text within a figure(s) by increments of 1.
	Undo	The Undo toolbar option reverts the last change that was made to a drawing. This option is disabled (dimmed) when no changes have been made and enabled as soon as something is altered on the Drawing Canvas .
	Redo	The Redo toolbar option cancels the last undone change made

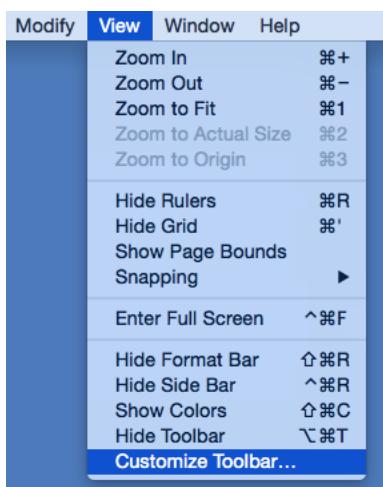
Icon	Name	Description
		to the Drawing Canvas . This option is disabled (dimmed) when nothing has been undone and is enabled as soon as the Undo command has been used or something is altered.

4.2.2. Customizing the Main Toolbar

The **Main Toolbar** is located above the menu bar in the TouchDraw application window and can be used to perform specific drawing manipulation functions quickly with a single mouse click. The toolbar can be customized to show a desired set of functions or to contain a default set depending on user preferences. Follow the steps below to alter what icons appear when using the application.

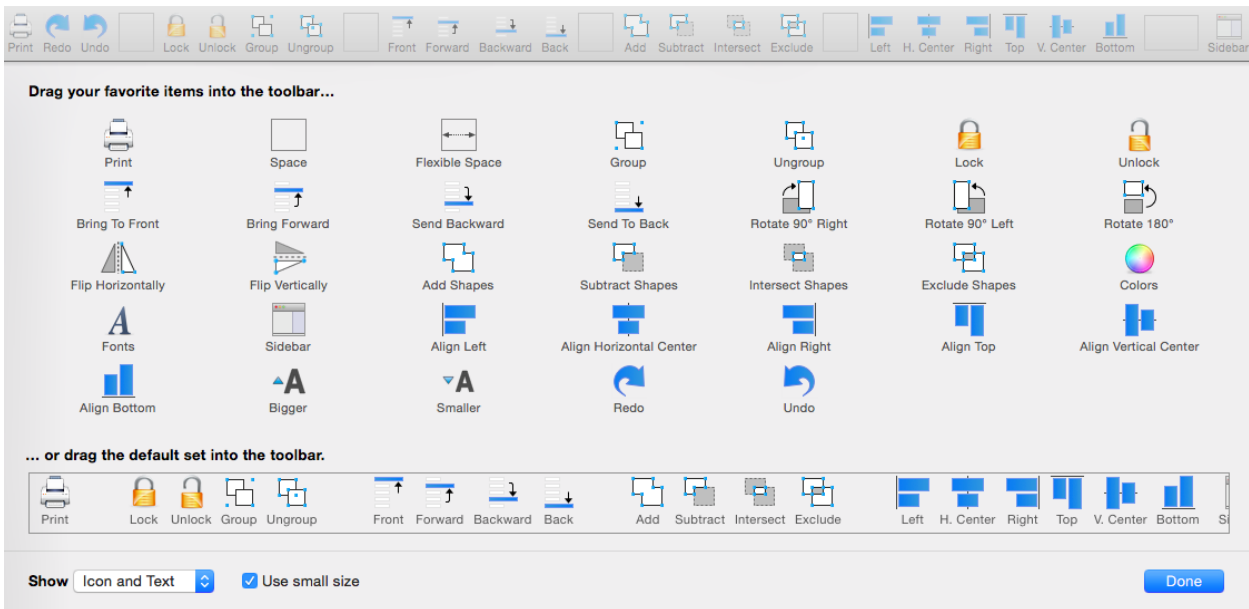


Select the [View Menu](#)> **Customize Toolbar...** to open the customization window.



The customization window will appear as shown below:

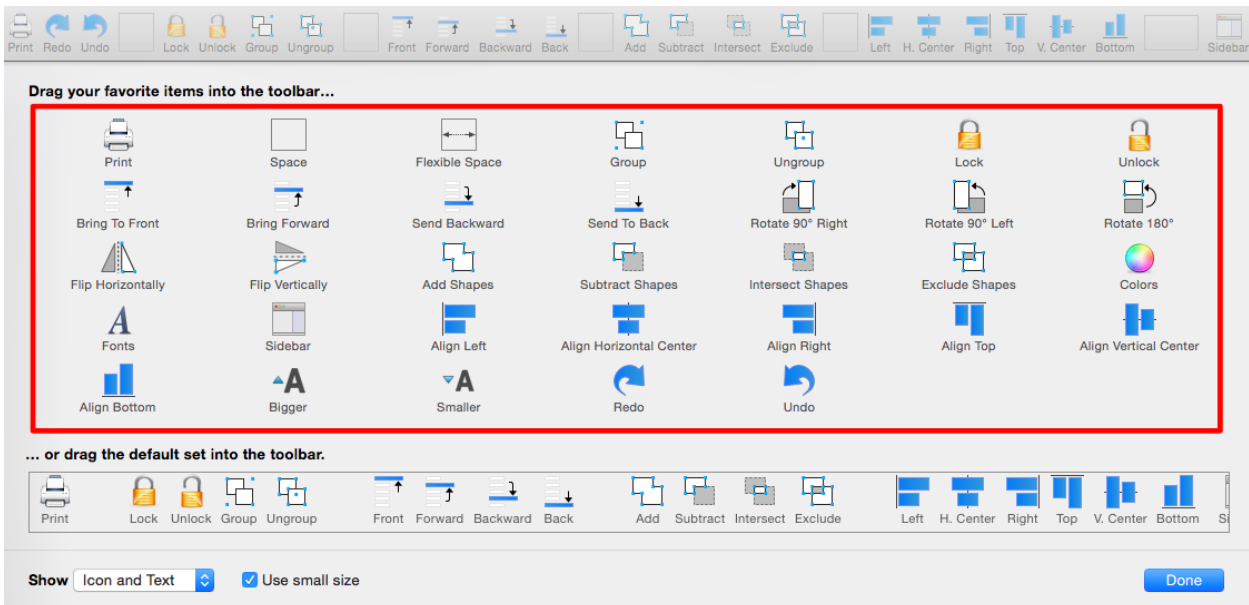
TouchDraw for Mac



The Main Toolbar is customized by one of two actions:

1

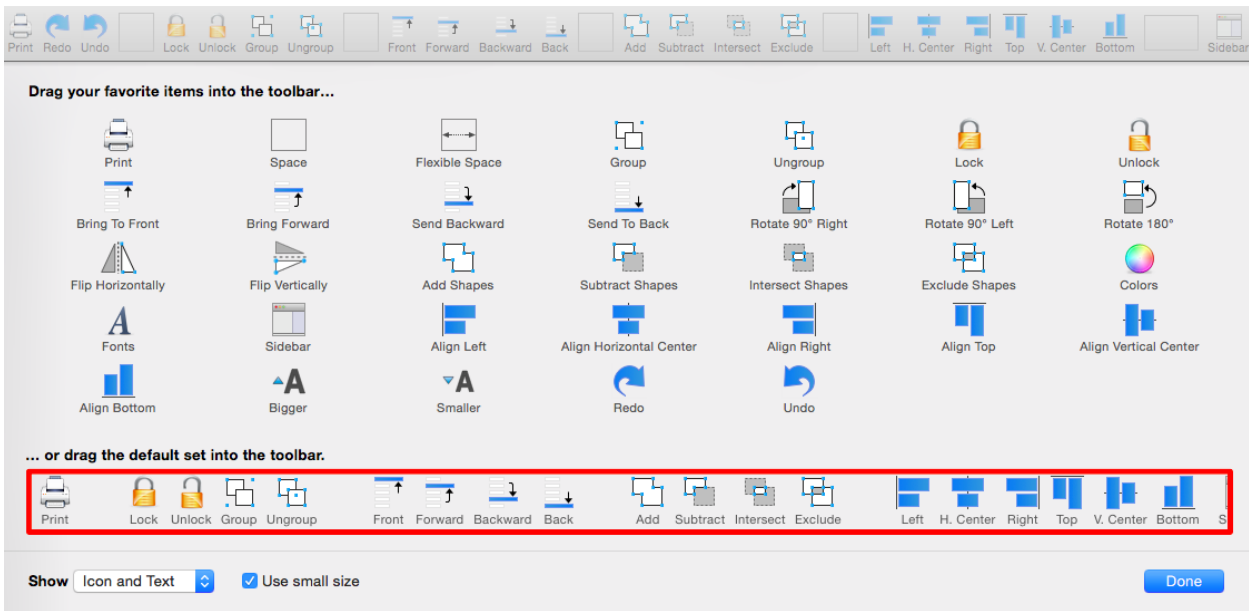
Dragging individually selected icons to a desired position in the Main Toolbar.



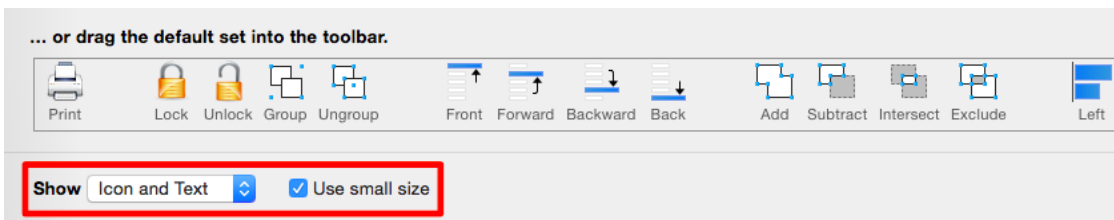
2

Dragging the default set onto the Main Toolbar.

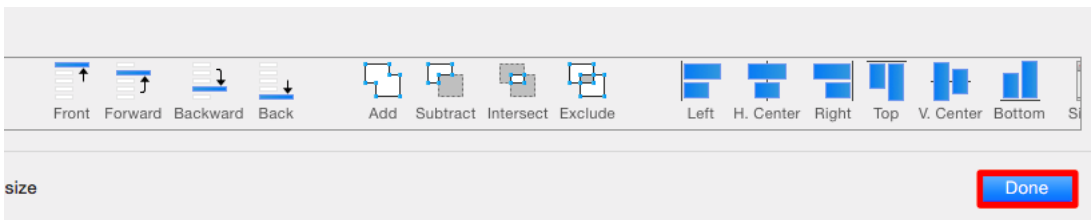
TouchDraw for Mac



The **Show** drop down menu options alter how the selected icons appear within the **Main Toolbar**: Icons and Text, Icons Only, or Text Only. Use the **Show Small Size** setting to make shown icons appear smaller and receive increased space for additional toolbar selections.



Click on the **Done** button when all desired actions and settings have been chosen.



Fixed or flexible spaces can be added to any location as a method for creating individual groups of icons within the toolbar.

4.3. Format Bar

The **Format Bar** appears between the main toolbar and the drawing canvas of the application window. It can be used to perform [text](#), [stroke](#), and [fill color](#) alterations on a selected object or an entire drawing.

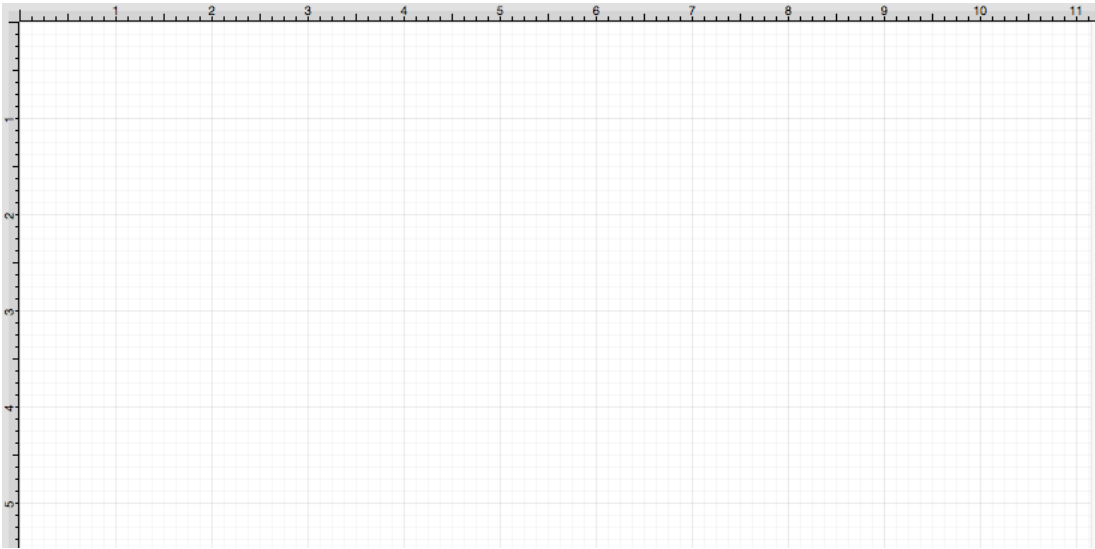


Click on the name of the menu item to find out more details about what action occurs when the menu item is selected.

Name	Description
Text Attributes	The Text Attribute buttons are used to change font family , style , size , color , and additional text properties for currently selected figures or an entire drawing.
Stroke Attributes	The Stroke Attribute buttons are used to change style, size, and color stroke properties for currently selected figures or an entire drawing.
Fill Attributes	The Fill Attribute button alters the fill color of a selected figure, group of figures, or an entire drawing.

4.4. Drawing Canvas

The **Drawing Canvas** is the area of the screen that displays the currently active drawing. All added figures appear in this portion of TouchDraw.



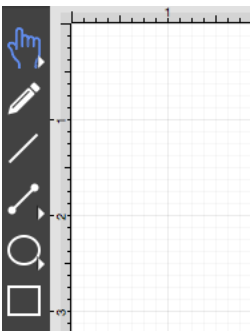
The [Menus](#) and [Sidebar](#) can be used access several options for altering figure size, attributes, and positioning within the Drawing Canvas.

4.5. Drawing Toolbar

The **Drawing Toolbar**, located on the left side of the screen, contains all available drawing tools for adding to or manipulating the current drawing. The tools and their exact functionality are detailed in the following sections; however there are some general concepts of the toolbar that need to be discussed first. All tools with the exception of the move/zoom/select tool can operate in two modes: "Normal" or "Sticky".

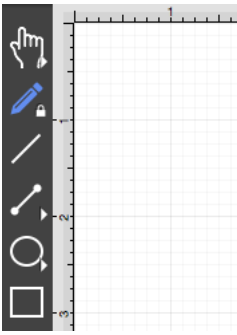
Normal Mode

In **Normal Mode**, which is activated by selecting the tool through a single click, the tool is used to insert one figure into the drawing. Upon completion of creating that figure, the **Move, Zoom and Selection Tool** will be reactivated and the newly created figure is selected. A tool is in **Normal Mode** when it's background is highlighted with a blue gradient as shown in the first figure below.

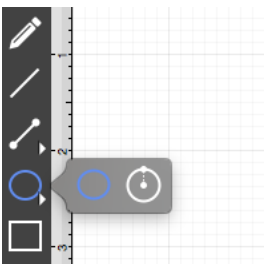
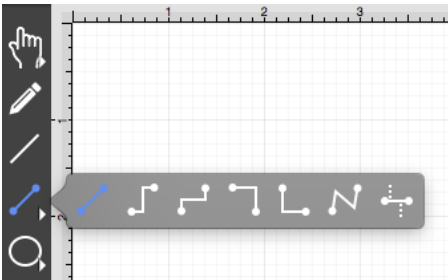
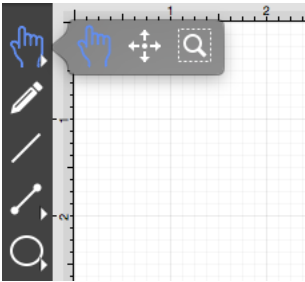


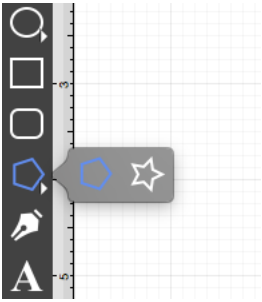
Sticky Mode

Sticky Mode, which is activated by selecting a tool by a double click, makes it possible to add many figures into the drawing without having to reselect the tool. Upon completion of creating a figure, the tool will remain selected, and you can immediately begin creating/inserting additional figures of the same type. To cancel/end creating the selected figure type, simply select another tool. A tool is in **Sticky Mode** when it's background is highlighted with a blue gradient and contains a lock symbol in the lower right hand corner as shown in the figure below.



The **Selection**, **Connection**, **Oval**, and **Polygon** Tools have additional options as indicated by the right facing arrow at the bottom of each button. Perform an extended **Click** to access these features. Available choices will appear as shown below:

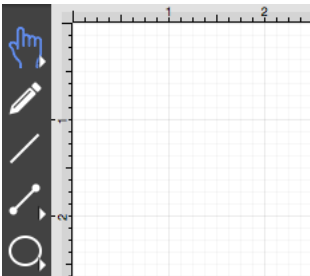




These **Drawing Toolbar** options are explained in further detail under the [Selection Tool](#), [Connection Tool](#), [Oval Tool](#), and [Polygon Tool](#) sections of the documentation.

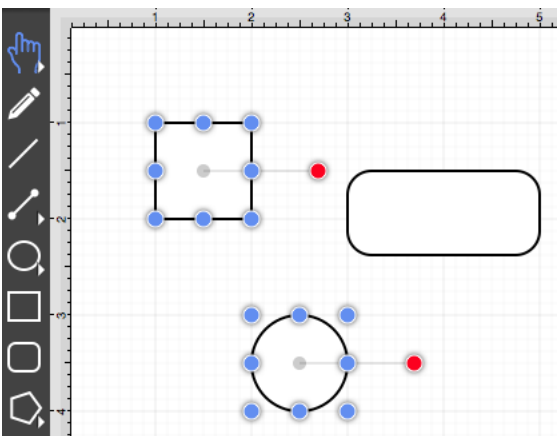
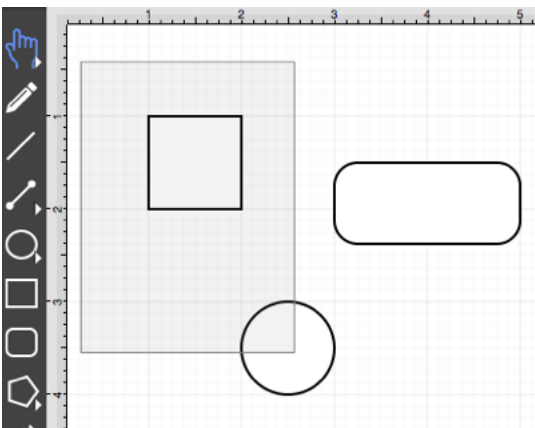
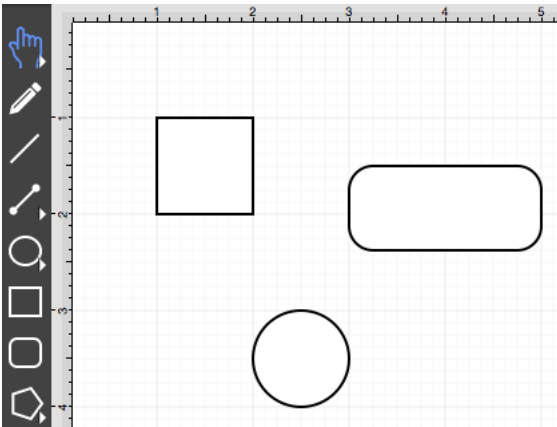
4.5.1. Selection Tool

The **Selection Tool** is the chosen tool default within the application each time a drawing is created or opened. The following described functions can be performed when this tool is selected.



The simplest and most common method for selecting objects is to perform a click within bounds of a figure (for ovals, rectangles, rounded rectangles, polygons, filled paths, text and images) or on a line (for lines and paths). [Handles](#) are displayed as a visual indicator of successful figure selection.

Figures can also be selected by outlining an area within the grid. Click in a grid location where no figures are present and drag the selection rectangle over the drawing canvas to select all objects within a desired area. All figures residing in or intersecting the defined area are automatically selected when the drag action is completed.



Single Selection

Using the methods above, without pressing the **Shift Key**, results in what TouchDraw considers to be single selection. By single selection, we mean that only the figure or figures selected within the enactment of one action will be selected.

Multiple Selection

To select multiple figures in an individual manner, hold down the **Shift Key** and click on a desired figure. Each "shift-click" will add the figure as part of the overall selection when not already selected or deselect the figure if it is already selected. This application option allows you to have fine grained control over the selected figures.

Zooming

To zoom in or out when viewing a drawing, you can use one of two methods:

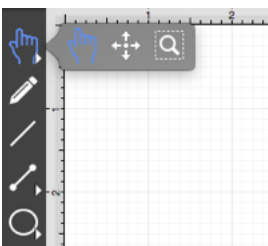
- 1 Use a pinching action on the mousepad. Bring your fingers together on the mousepad to zoom in and move them away from each other to zoom out.
- 2 Use the **Zoom In** and **Zoom Out** options within the [View Menu](#).

Moving (Panning)

To move around in a drawing, make certain the cursor is within the Drawing Canvas and then drag two fingers (without pinching or expanding them) on the mousepad to pan around.

The Move and Zoom Tool and Zoom Rectangle Tool

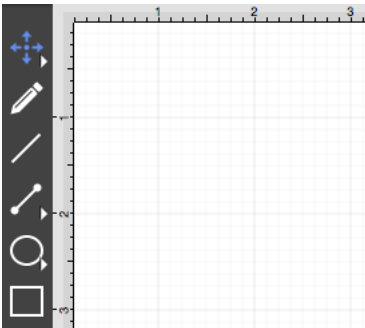
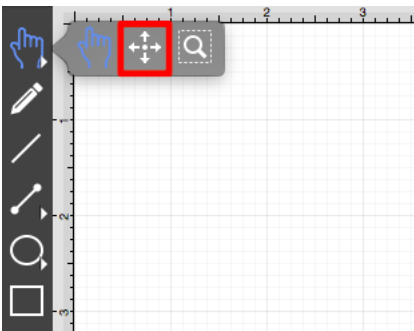
Two additional **Selection Tool** options are made available when an extended **Click** action is performed over the tool button.



The [Move and Zoom Tool](#) selection allows the grid to be moved with a **Click/Drag** option for panning, zooming in, or zooming out on an entire drawing rather than moving the objects residing on the drawing canvas. The [Zoom Rectangle Tool](#) can be used to draw a rectangle over a portion of the drawing canvas to specify a precise zooming location.

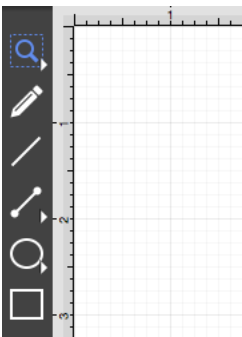
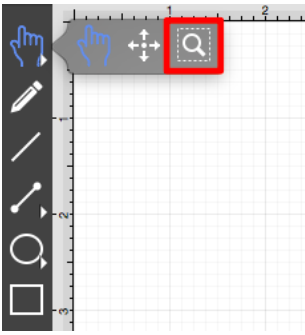
4.5.2. Move and Zoom Tool

The **Move and Zoom Tool** selection allows the visible portion of the drawing to be moved with a **Click/Drag** action for performing panning or zooming actions on an entire drawing rather than moving the objects residing on the drawing canvas. This option is accessible when an extended **Click** is performed over the [Selection Tool](#) button and will appear as shown below.

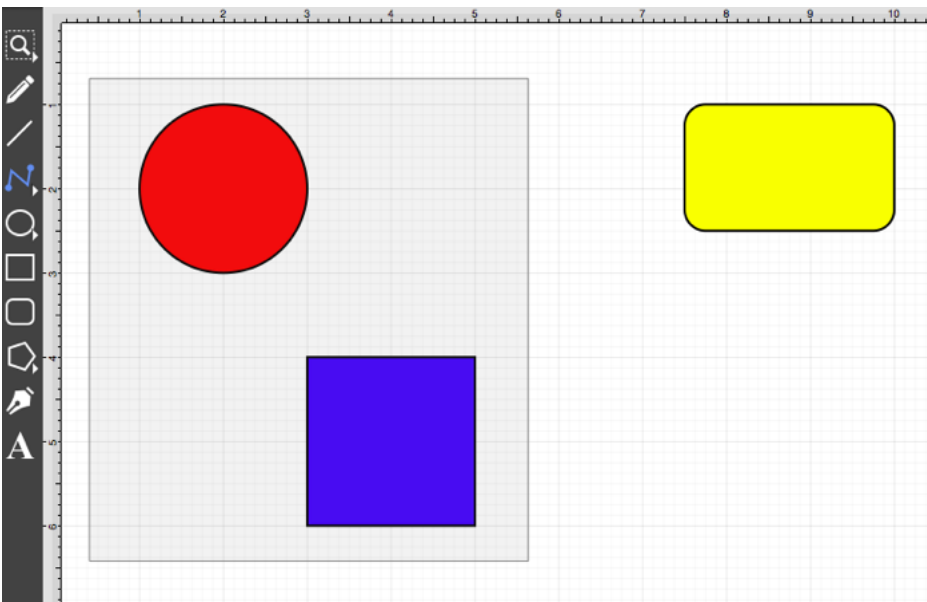


4.5.3. Zoom Rectangle Tool

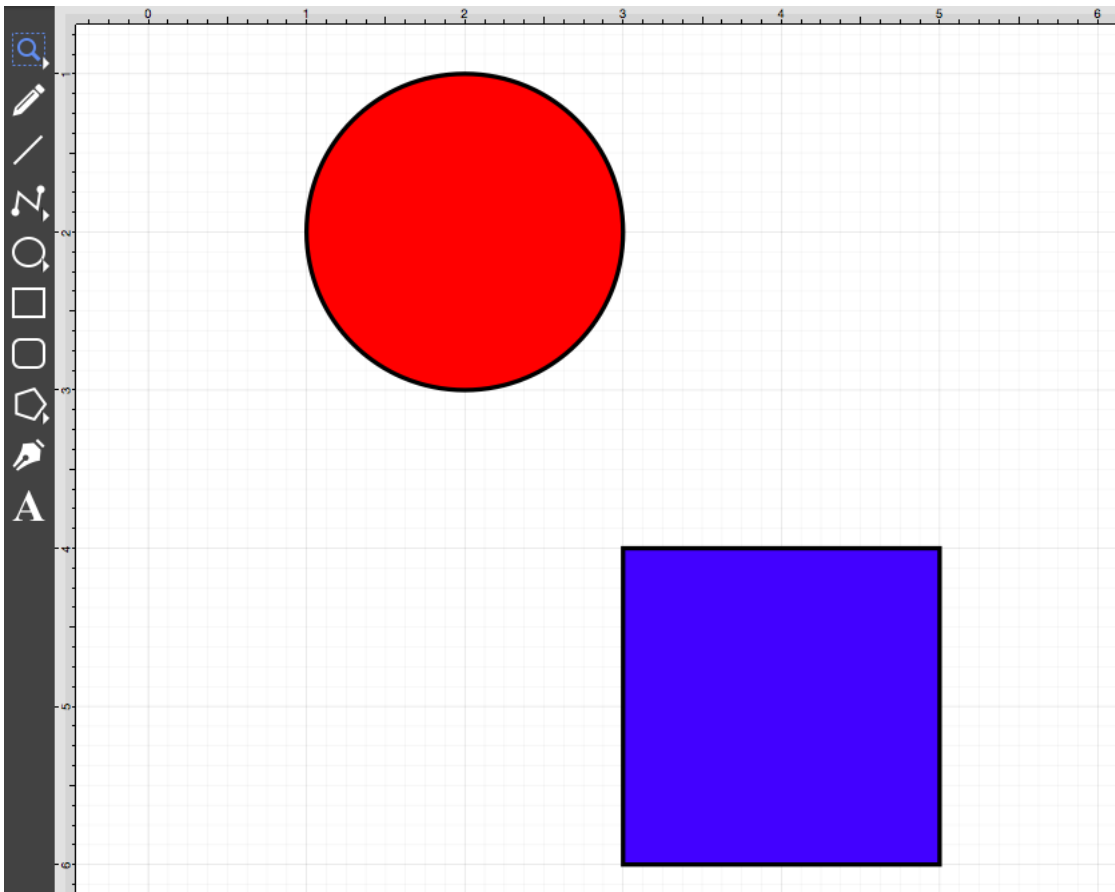
The **Zoom Rectangle Tool** selection can be used to draw a rectangle over a portion of the drawing canvas to specify a precise zooming location. It provides finer control than the Pinch and Zoom gesture when zooming in on specific figures within the drawing canvas. This option is accessible when an extended **Click** is performed over the [Selection Tool](#) button. Click on the Zoom Rectangle Tool and it will appear in place of the standard Selection Tool in the [Drawing Toolbar](#).



Use a **Click/Drag** action to drag the rectangle over a desired area and then release this action to complete the selection. In this example, the red circle and blue square are selected with the **Zoom Rectangle Tool**.

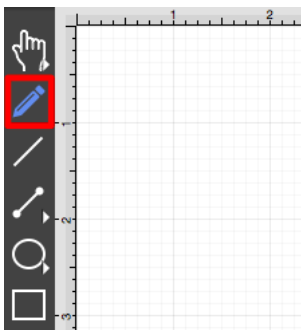


The Drawing Editor will automatically zoom in on the figures within the selected area.



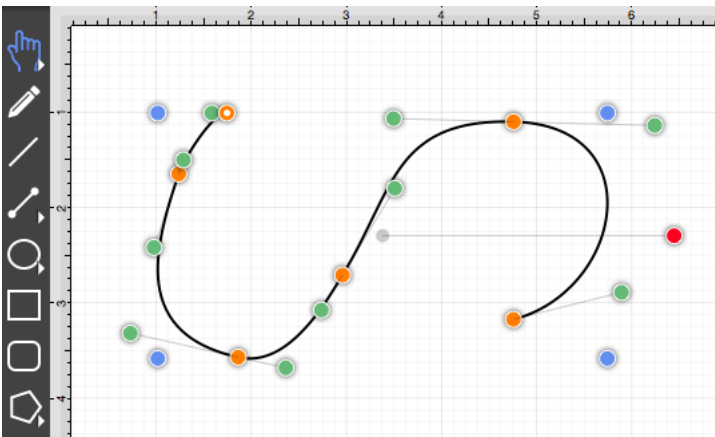
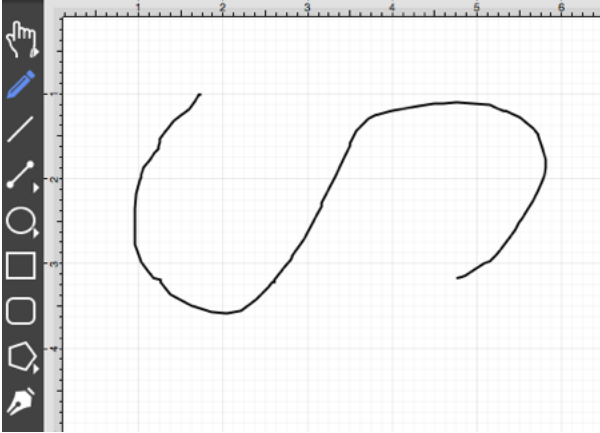
4.5.4. Pen Tool

The **Pen Tool** uses a technique called curve fitting to create a smooth curve from a freehand path that is drawn by using a **Click/Drag** combination to drag the tool to desired points on the drawing canvas.



To use the tool, simply select it, and then draw a freehand path by using a **Click/Drag** combination to

maneuver the pen. The **Pen Tool** converts the drawn path into a smooth curve once the click action is released. The following figure illustrates what a curve looks like when drawn by hand, and then what it looks like after the **Pen Tool** has created the curve.



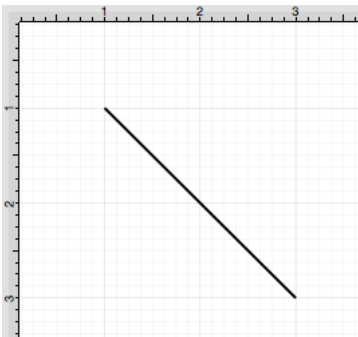
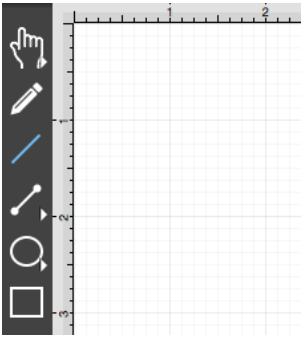
The **Pen Tool** can create shapes instead of paths by using the **Shift** key in conjunction with the pen tool. Holding down the **Shift** key during shape (path) drawing creates a closed shape instead of an open path.

4.5.5. Line Tool Old

4.5.6. Line Tool

The **Line Tool** can be selected to draw straight lines. Use a **Click/Drag** combination to draw the line from a set starting point to a desired end point. The trackpad performs the necessary dragging action between two line

points and a release of the **Click** action completes this drawing function.

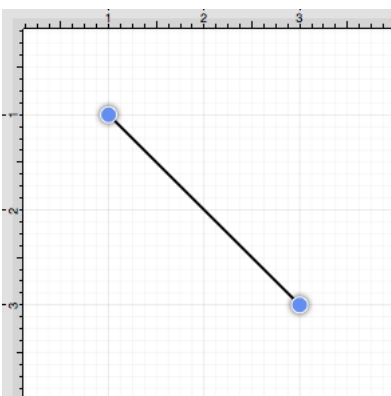


Holding down the **Shift Key** during line creation constrains the line to increments of 90 degrees.

The length and angle of a line can be altered any time after a line has been created. To alter the length or angle of a line:

1

Choose the [Selection Tool](#) in the [Drawing Toolbar](#) and then highlight the desired line.



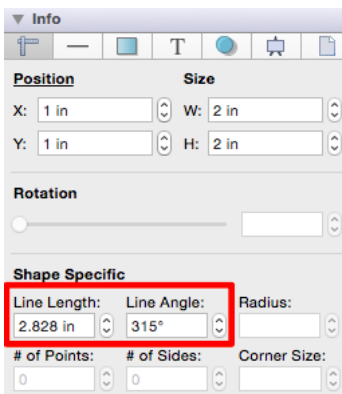
2

Click on the [Adjustment Tab](#) located under "Info" on the Sidebar.



3

You will find the **Line Length** and **Line Angle** options in the bottom right portion of the Shape Specific section in the [Sidebar](#). Use the "up" or "down" arrow buttons to change either value or click on the text entry field to key in a value.



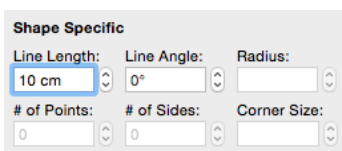
4

When entering a value into the **Line Length** or **Line Angle** options, a different unit of measure other than the default of *Inches* or *Degrees* can be entered. Enter the desired value and unit of measurement. Then use the **Enter Key** on your keyboard or click in another area of TouchDraw and the entered value will automatically be converted to its equivalent value in *Inches*.

For example, the **Line Length** value could be 10 centimeters (10 cm) or 50 millimeters (50 mm) and the **Line Angle** could be 5 radians (5 rad). Once the desired value and unit of measurement have been entered, TouchDraw will automatically convert it to the equivalent value in *Inches* or *Degrees*.

1

Example 1: Entering 10 cm for the Line Length:



Shape Specific

Line Length:	Line Angle:	Radius:
3.937 in	0°	
# of Points:	# of Sides:	Corner Size:
0	0	

2

Example 2: Entering 50 mm for the Line Length:

Shape Specific

Line Length:	Line Angle:	Radius:
50 mm	0°	
# of Points:	# of Sides:	Corner Size:
0	0	

Shape Specific

Line Length:	Line Angle:	Radius:
1.969 in	0°	
# of Points:	# of Sides:	Corner Size:
0	0	

3

Example 3: Entering 5 rad for the Line Angle:

Shape Specific

Line Length:	Line Angle:	Radius:
3 in	5 rad	
# of Points:	# of Sides:	Corner Size:
0	0	

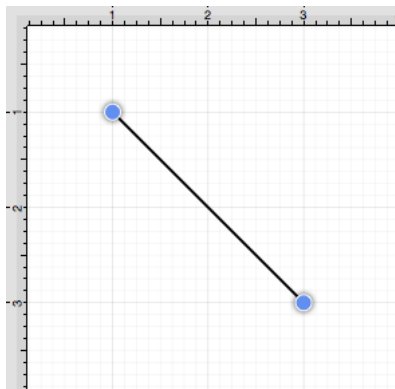
Shape Specific

Line Length:	Line Angle:	Radius:
3 in	286.479°	
# of Points:	# of Sides:	Corner Size:
0	0	

The **Style As Dimension Line** option within the [Contextual Menu](#) may be used to add dimensional aspects to an existing line figure. When this option is used, TouchDraw automatically adds arrowheads and a variable to the selected line(s). At least one line must be [selected](#) in the [Drawing Canvas](#) for this option to appear within the [Contextual Menu](#). Follow the steps shown below to use this option:

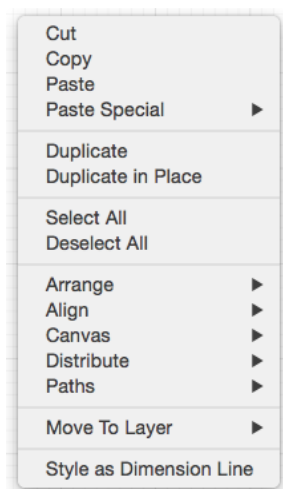
1

[Select](#) the line figure you would like to alter.



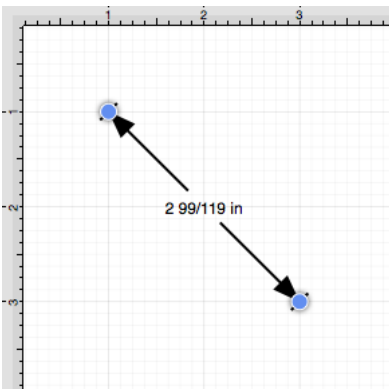
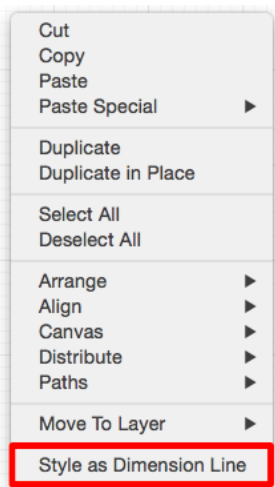
2

Then right click on the [Drawing Canvas](#) to bring up the [Contextual Menu](#).



3

Click on **Style As Dimension Line** and the selected line figure(s) will appear similar to the example shown below:



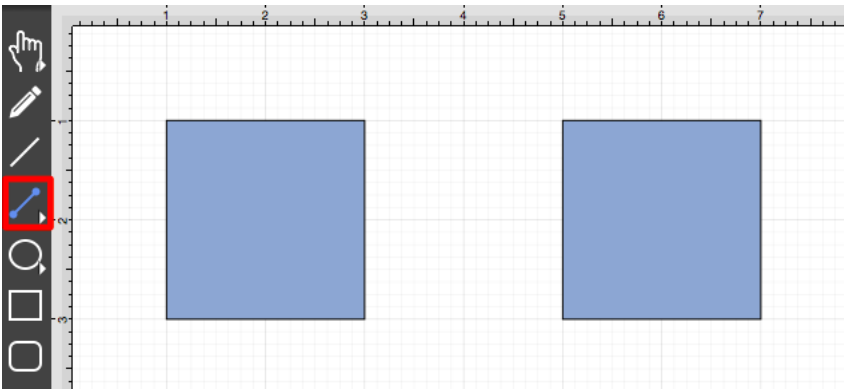
4.5.7. Connection Tool

The **Connection Tool** can be used to draw lines for connecting one figure to another and makes it easy to create connected graphs such as flow charts.

Perform the following actions to create a connected graph on the drawing canvas:

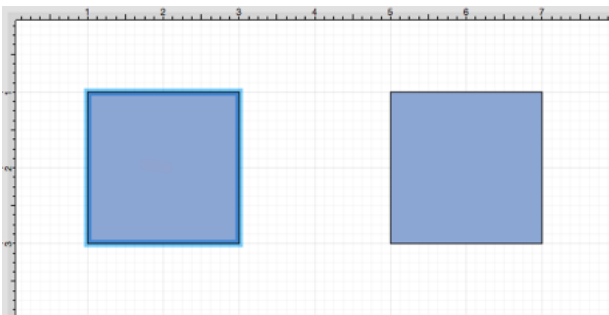
1

Begin by creating two figures and then select the **Connection Tool**. All figures including path shapes, text blocks, and images can be connected with the exception of lines and open paths.



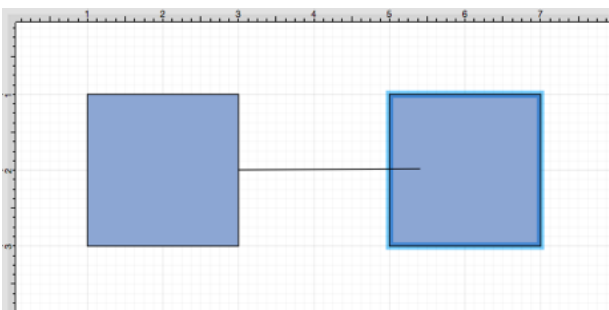
2

Maneuver the mouse to the desired connection point in the first figure and perform a **Click** action. The figure will be "highlighted" with a light blue border when the selection has been performed correctly. The light blue border indicates the ability to connect the figure.



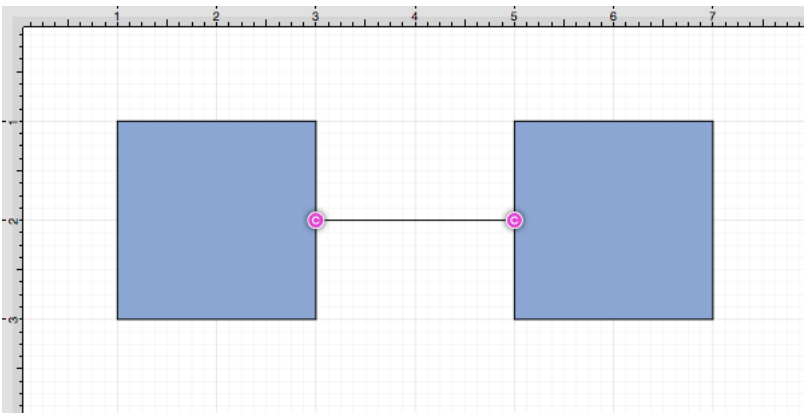
3

Use the trackpad to drag from the start figure to the end figure where the connection will terminate. When the mouse is within the "target" figure, it will be "highlighted" with a light blue border. The light blue border indicates the ability to connect the second figure to the source figure.



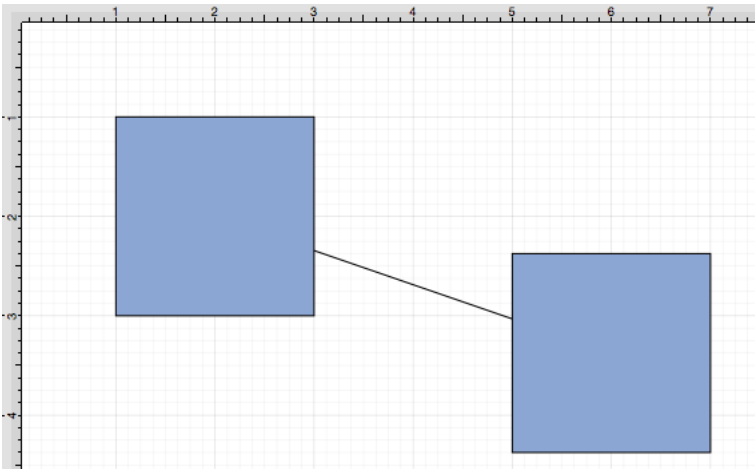
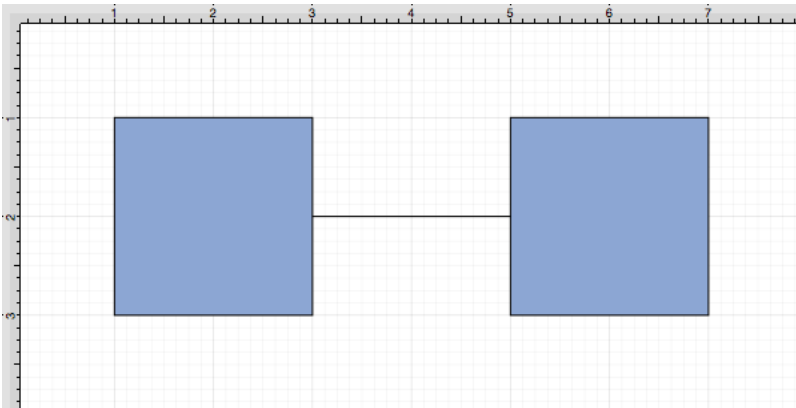
4

The connection line is created between the two figures when the **Click** action is released.



5

Performing a **Click/Drag** combination on the second figure after the connection is established results in the connection line position being adapted to keep the two figures connected.



To learn more about using different connector types and the connection tool, please see the following pages:

[6Connection Tool Options](#)

[7Line Connection Tool](#)

[8East-West Connection Tool](#)

[9North-South Connection Tool](#)

[10Horizontal-Vertical Connection Tool](#)

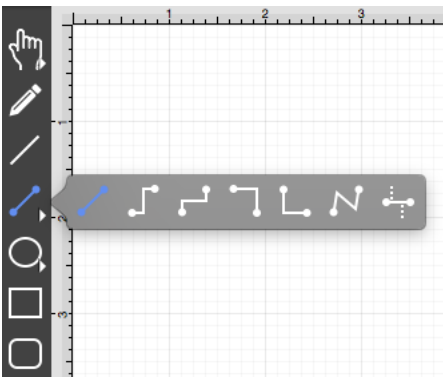
[11Vertical-Horizontal Connection Tool](#)

[12Path Connection Tool](#)



[13Hub Connection Tool](#)






4.5.7.1. Connection Tool Options

Connection Tool options are made available when an extended **Click** action is performed over the tool button.



Click on the name of an available **Connection Tool** choice to find out more details about what action occurs when it is selected.

Icon	Name	Description
	Line Connection Tool	The Line Connection Tool draws a line connection that connects two shapes in the shortest path.
	East-West Connection Tool	The East-West Connection Tool draws a connection line that originates from the side (either west/left or east/right) of the source figure and connects to the side (either west/left or east/right) of the target figure.

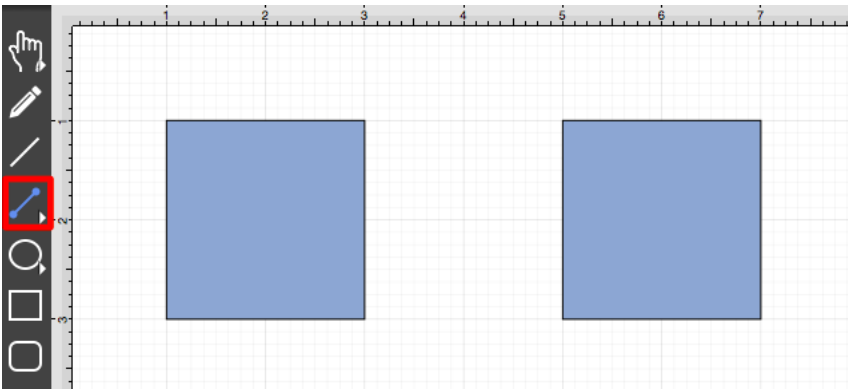
Icon	Name	Description
	North-South Connection Tool	The North-South Connection Tool draws a connection line that originates from the side (either north/top or south/bottom) of the source figure and connects to the side (either north/top or south/bottom) of the target figure.
	Horizontal-Vertical Connection Tool	The Horizontal-Vertical Connection Tool draws a connection line that originates horizontally from the right or left side of the source figure and connects vertically to the side (top) of the target figure.
	Vertical-Horizontal Connection Tool	The Vertical-Horizontal Connection Tool draws a connection line that originates vertically from the side (either top or bottom) of the source figure and connects to the side (either left or right) of the target figure.
	Path Connection Tool	The Path Connection Tool creates a path connection that connects two shapes. As with paths created with the Path Tool , path connections can be manipulated to add additional line or curve segments.
	Hub Connection Tool	The Hub Connection Tool creates a connection line that is able to receive connections. This is typically used for creating network diagrams.

4.5.7.2. Line Connection Tool

The **Line Connection Tool** draws a line connection from a source figure and connects in the shortest way to a target figure. The start, line, and end points of a connection line can be altered in the [Stroke](#) tab located in the [Info](#) portion of the [Sidebar](#). To create a connection with this tool:

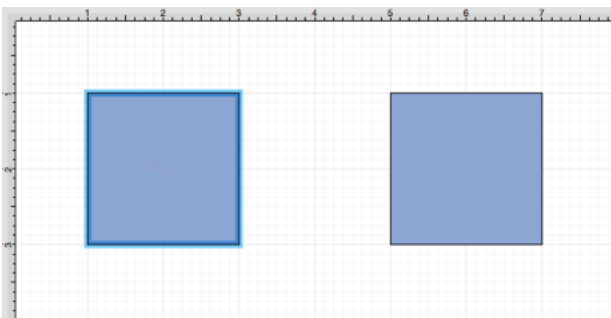
1

Select the **Line Connection Tool** in the [drawing toolbar](#).



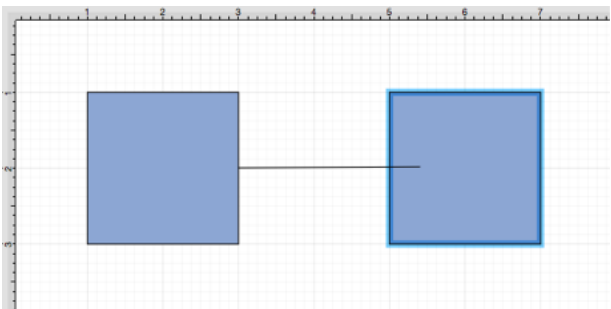
2

Perform a **Click/Drag** combination at the desired starting point on the source figure and move the handle to a desired end point on the target figure.



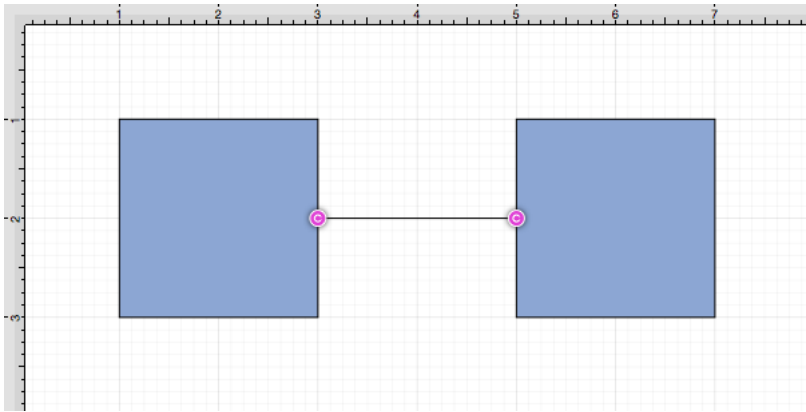
3

Release the **Click** action to complete the connection line. Each selected figure will be highlighted in blue when a valid connection has been made.

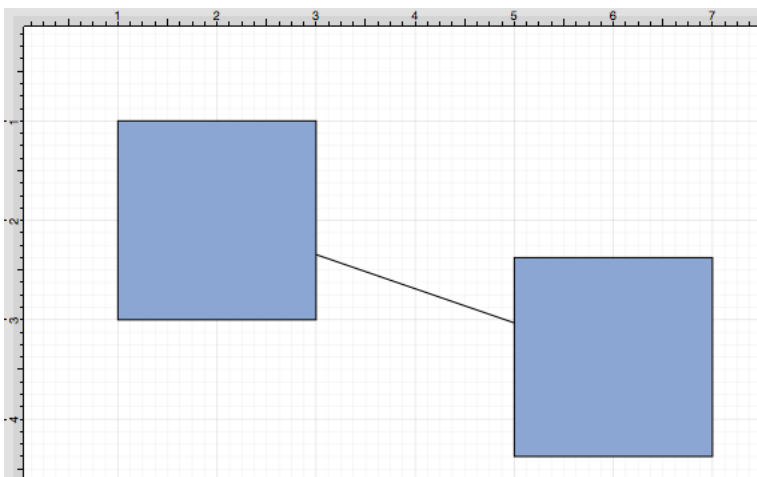
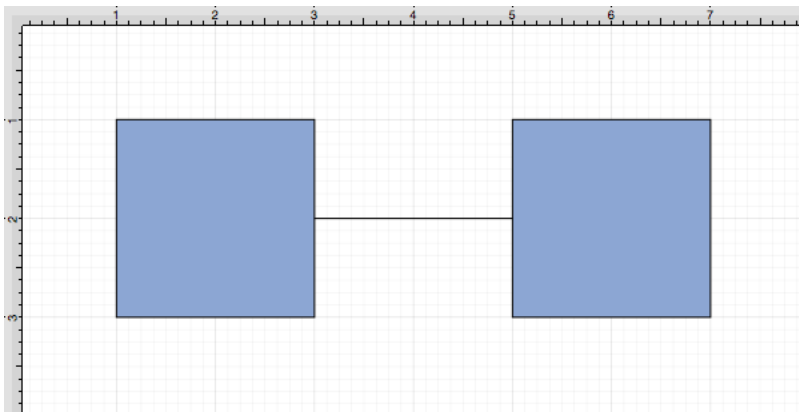


4

The completed connection line will appear as shown below:

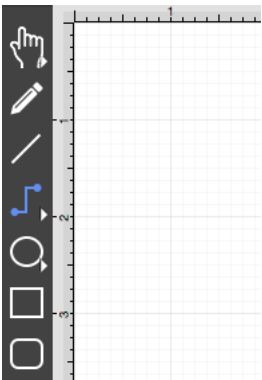
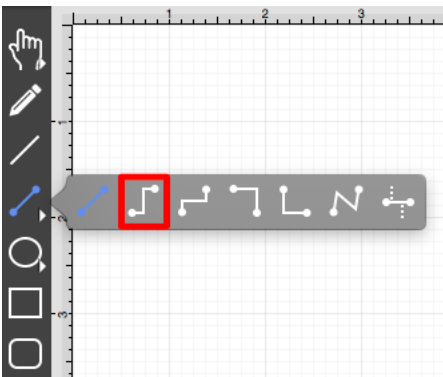


Performing a **Click/Drag** combination on the second figure after the connection is established results in the connection line position being adapted to keep the two figures connected.



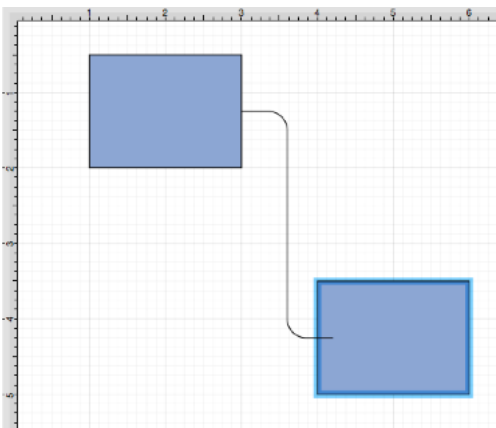
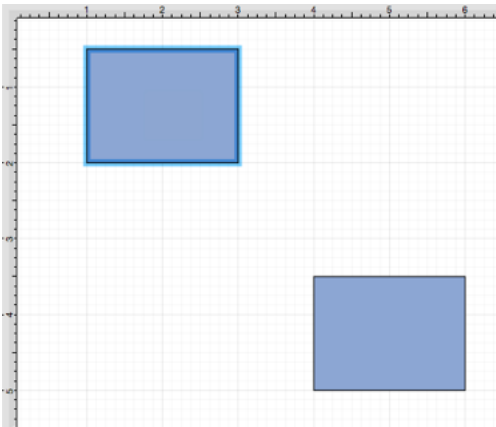
4.5.7.3. East-West Connection Tool

The **East-West Connection Tool** draws a connection line that originates from the side (either west/left or east/right) of the source figure and connects to the side (either west/left or east/right) of the target figure. To select the East-West Connection Tool, perform an extended **Click** on the connection tool button in the [Drawing Toolbar](#) to bring up the popup menu.

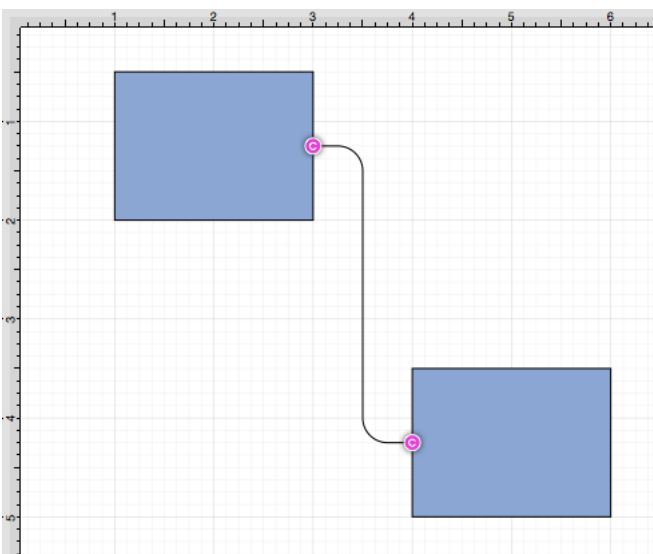


This connection between the figures is created in the same manner as with the [Line Connection Tool](#), but the connection path remains orthogonal with the source and target lines remaining horizontal.

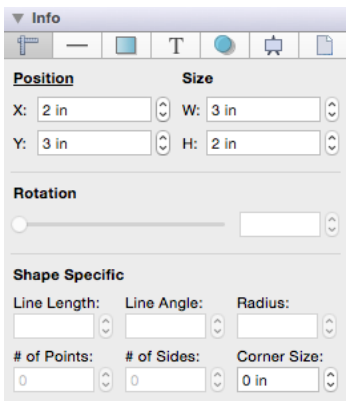
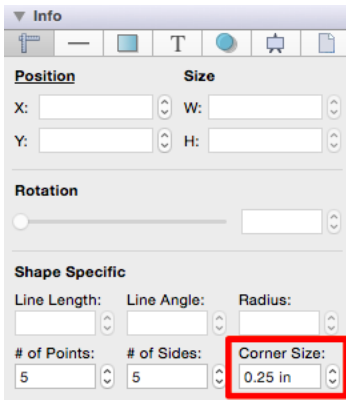
Perform a **Click/Drag** combination from the desired starting point on a figure to the desired end point on another figure and then release the **Click** action to complete the connection. The selected figures will be highlighted in blue when a valid connection has been made. Refer to the images below:



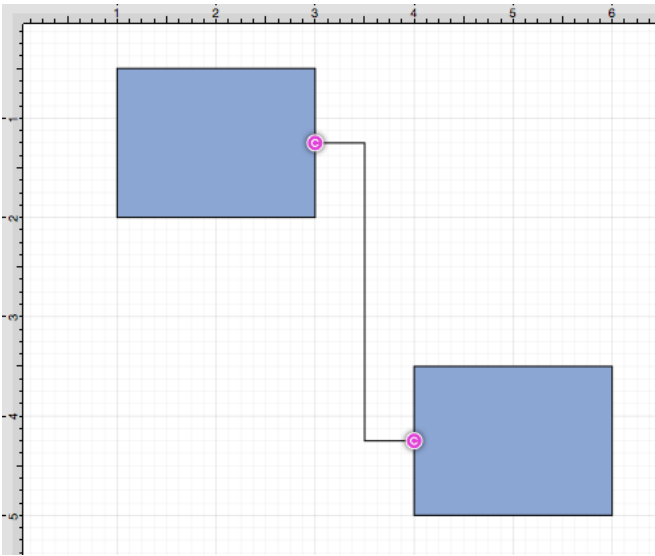
The completed connection line will appear as shown below:



The connection line will automatically contain a rounded corner. To change the **Corner Size** of the created connection line, make certain it is [selected](#). Then click on the tab in the [Sidebar](#) and then alter the **Corner Size** value by pressing on the **Up** and **Down** buttons.



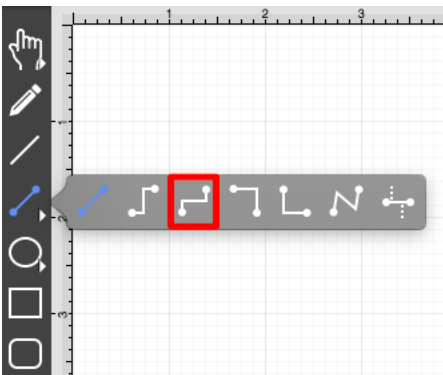
Changing the **Corner Size** to zero for a selected connection line causes the corners to become ninety degree angles as shown below.

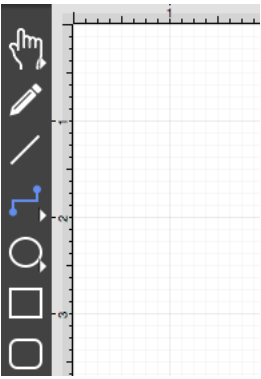


Note: Performing a **Click/Drag** combination on the second figure after the connection is established results in the connection line position being adapted to keep the two figures connected.

4.5.7.4. North-South Connection Tool

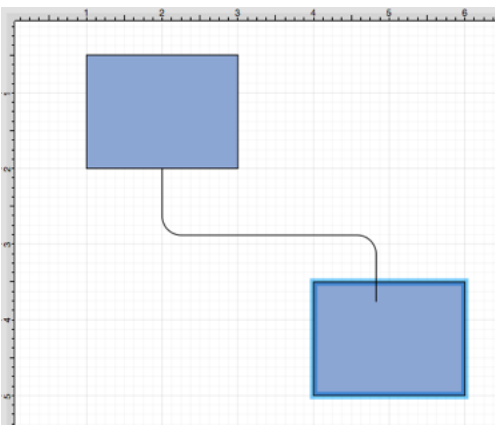
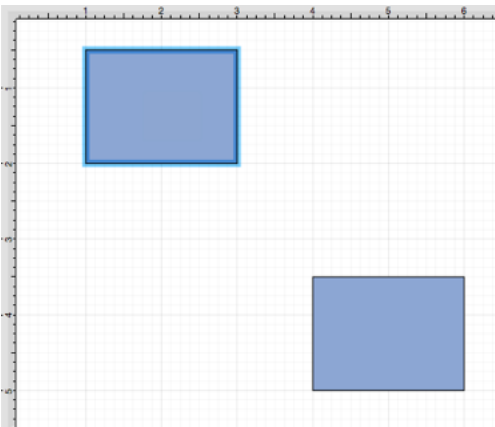
The **North-South Connection Tool** draws a connection line that originates from the side (either north/top or south/bottom) of the source figure and connects to the side (either north/top or south/bottom) of the target figure. To select the North-South Connection Tool, perform an extended **Click** on the connection tool button in the [Drawing Toolbar](#) to bring up the popup menu.



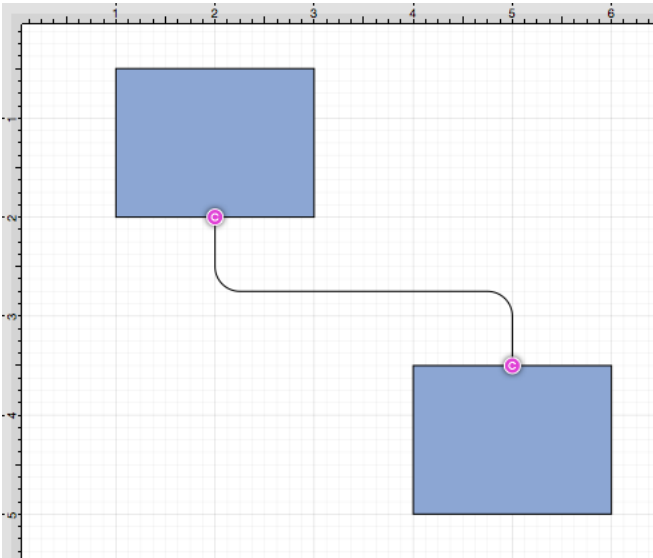


This connection between the figures is created in the same manner as with the [Line Connection Tool](#), but the connection path remains orthogonal with the source and target lines remaining vertical.

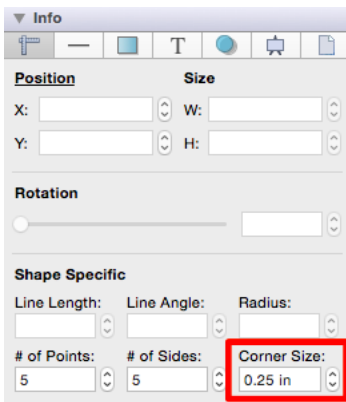
Perform a **Click/Drag** combination from the desired starting point on the source figure to the desired end point on the target figure and then release the **Click** action to complete the connection. The selected figures will be highlighted in blue when a valid connection has been made. Refer to the images below:

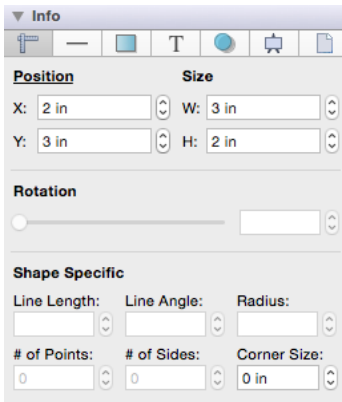


The completed connection line will appear as shown below.

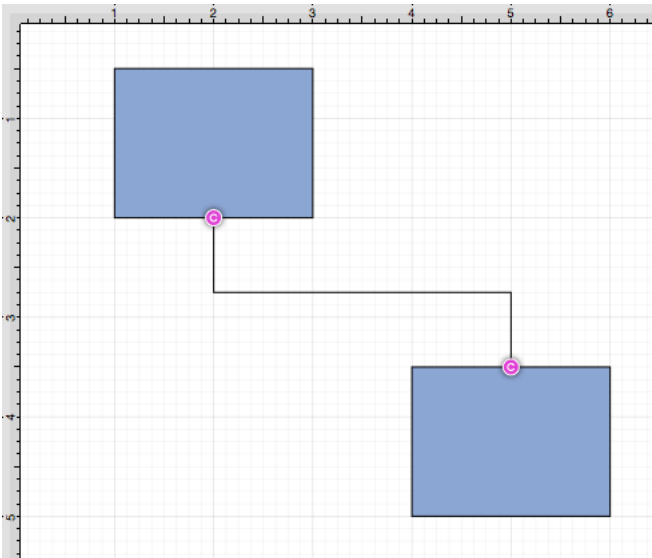


The connection line will automatically contain a rounded corner. To change the **Corner Size** of the created connection line, make certain it is [selected](#). Then click on the tab in the [Sidebar](#) and then alter the **Corner Size** value by pressing on the **Up** and **Down** buttons.





Changing the **Corner Size** to zero for a selected connection line causes the corners to become ninety degree angles as shown below.

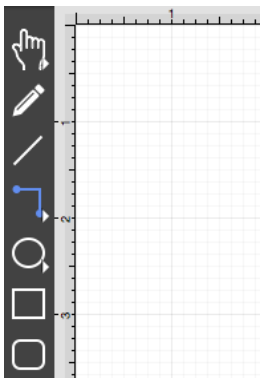
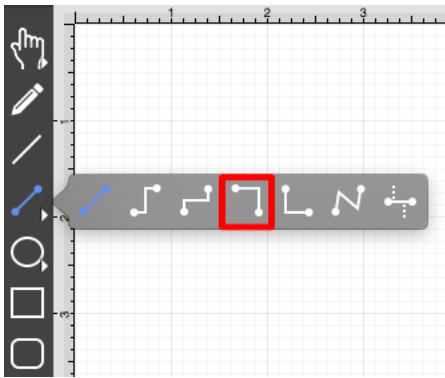


Performing a **Click/Drag** combination on the second figure after the connection is established results in the connection line position being adapted to keep the two figures connected.

4.5.7.5. Horizontal-Vertical Connection Tool

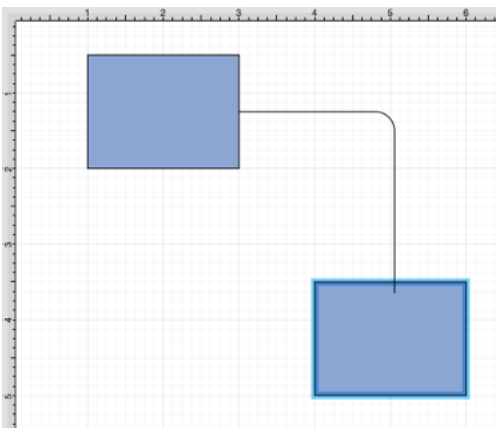
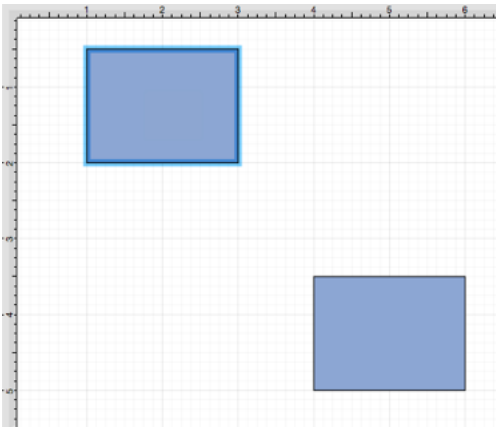
The **Horizontal-Vertical Connection Tool** draws a connection line that originates horizontally from the right or left side of the source figure and connects vertically to the side (top) of the target figure. To select the

Horizontal-Vertical Connection Tool, perform an extended **Click** on the connection tool button in the [Drawing Toolbar](#) to bring up the popup menu.

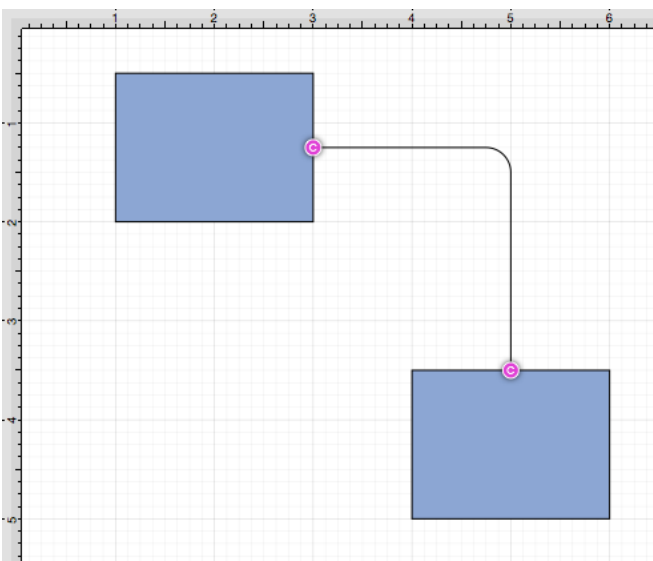


This connection between the figures is created in the same manner as with the [Line Connection Tool](#), but the connection path remains orthogonal with the source lines remaining horizontal and target lines remaining vertical.

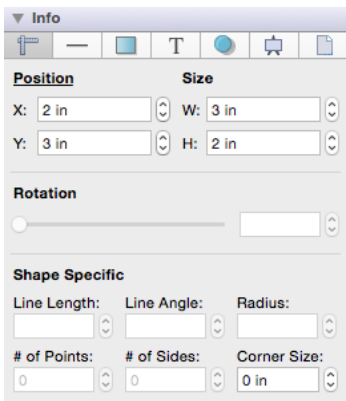
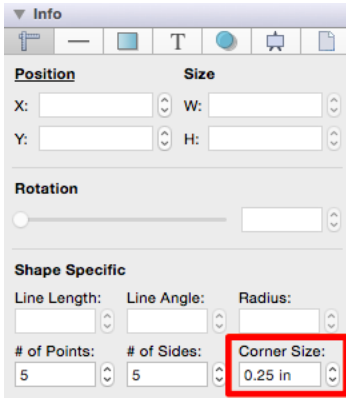
Perform a **Click/Drag** combination from the desired starting point on the source figure to a desired end point on the target figure and then release the **Click** action to complete the connection. The selected figures will be highlighted in blue when a valid connection has been made. Refer to the images below:



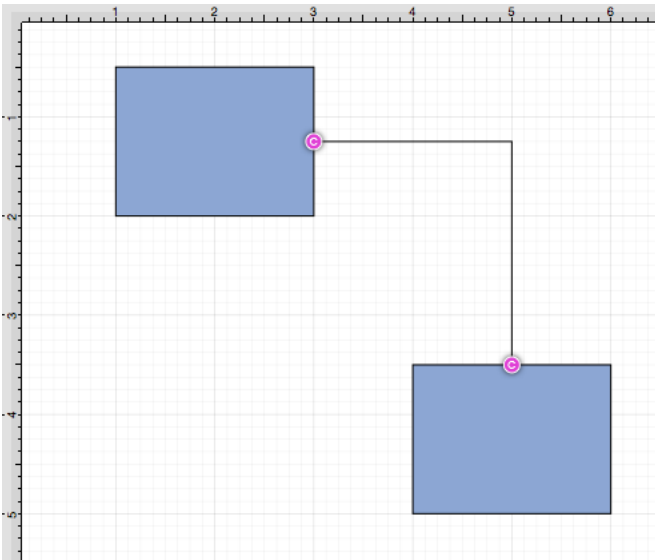
The connection line will appear as shown below:



The connection line will automatically contain a rounded corner. To change the **Corner Size** of the created connection line, make certain it is [selected](#). Then click on the tab in the [Sidebar](#) and then alter the **Corner Size** value by pressing on the **Up** and **Down** buttons.



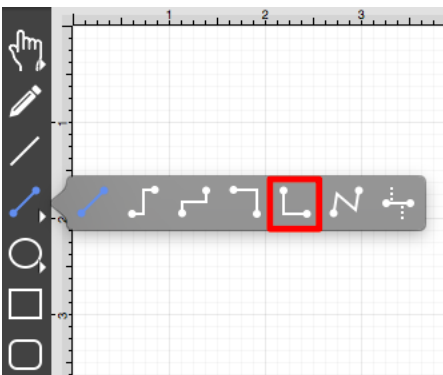
Changing the **Corner Size** to zero for a selected connection line causes the corners to become ninety degree angles as shown below.

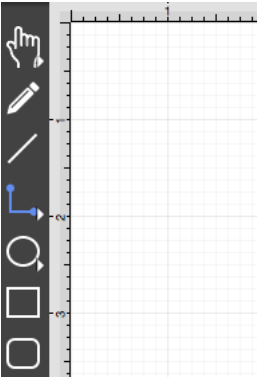


Performing a **Click/Drag** combination on the second figure after the connection is established results in the connection line position being adapted to keep the two figures connected.

4.5.7.6. Vertical-Horizontal Connection Tool

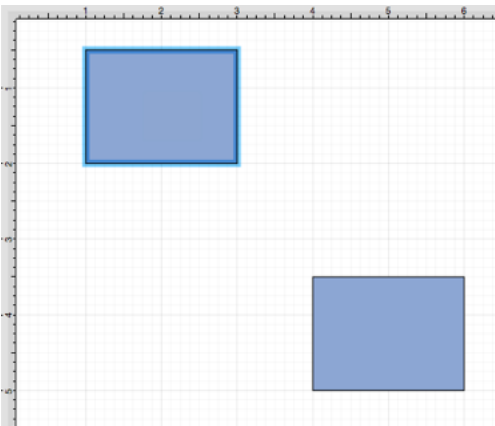
The **Vertical-Horizontal Connection Tool** draws a connection line that originates vertically from the side (either top or bottom) of the source figure and connects to the side (either left or right) of the target figure. To select the Vertical-Horizontal Connection Tool, perform an extended **Click** on the connection tool button in the [Drawing Toolbar](#) to bring up the popup menu.

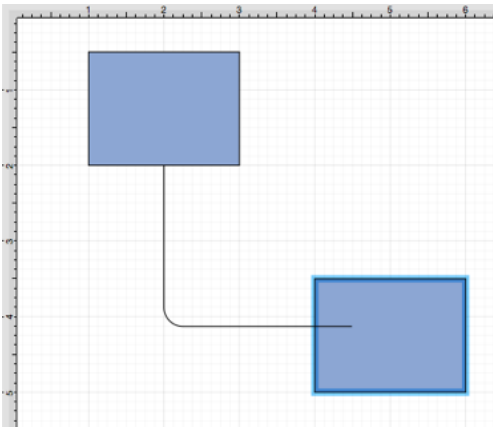




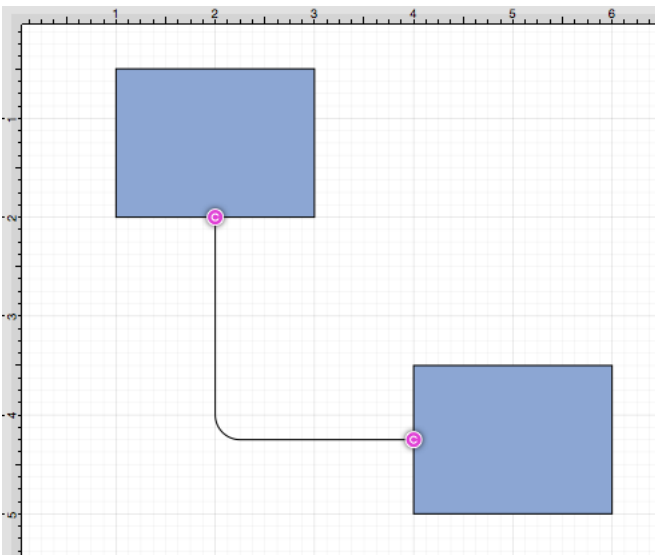
This connection between the figures is created in the same manner as with the [Line Connection Tool](#), but the connection path remains orthogonal with the source lines remaining vertical and target lines remaining horizontal.

Perform a **Click/Drag** combination from the desired starting point on the source figure to a desired end point on the target figure and then release the **Click** action to complete the connection. The selected figures will be highlighted in blue when a valid connection has been made. Refer to the images below:

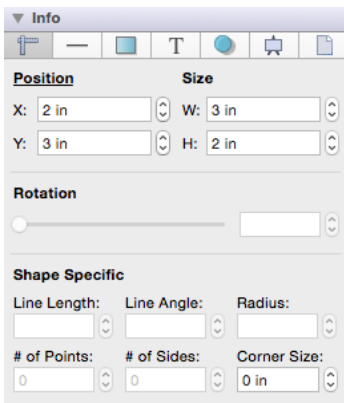
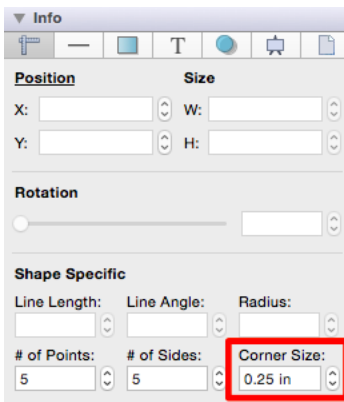




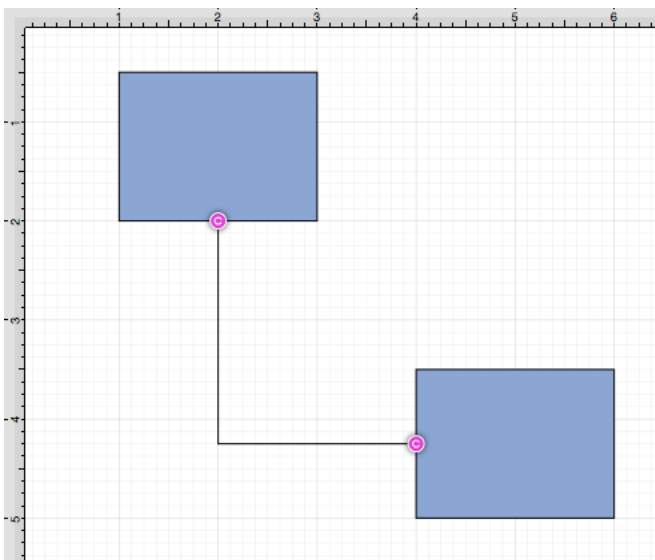
The completed connection will appear as shown below.



The connection line will automatically contain a rounded corner. To change the **Corner Size** of the created connection line, make certain it is [selected](#). Then click on the tab in the [Sidebar](#) and then alter the **Corner Size** value by pressing on the **Up** and **Down** buttons.



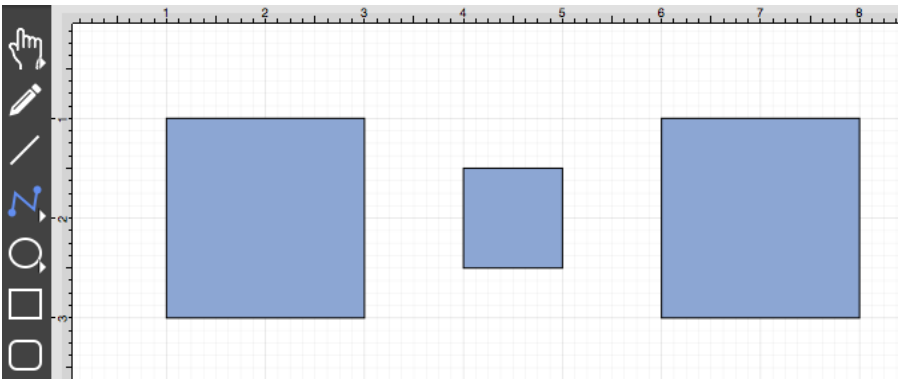
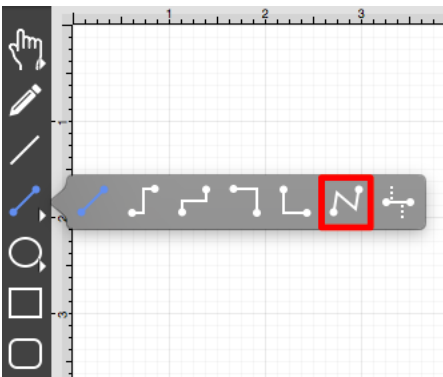
Changing the **Corner Size** to zero for a selected connection line causes the corners to become ninety degree angles as shown below.



Note: Performing a **Click/Drag** combination on the second figure after the connection is established results in the connection line position being adapted to keep the two figures connected.

4.5.7.7. Path Connection Tool

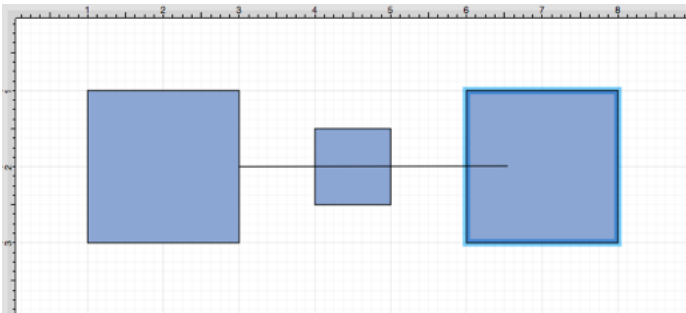
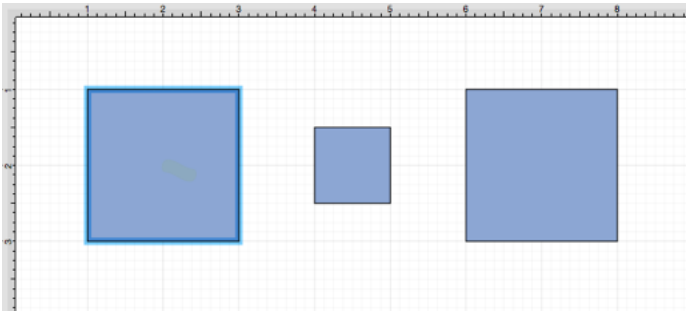
The **Path Connection Tool** creates a path connection that connects two shapes. As with paths created with the [Path Tool](#), path connections can be manipulated to add additional line or curve segments. To select the Path Connection Tool, perform an extended **Click** on the connection tool button in the [Drawing Toolbar](#) to bring up the popup menu.



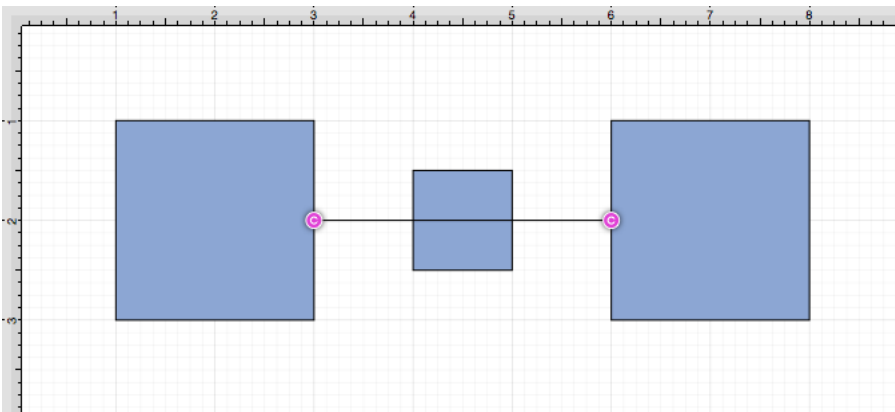
This connection between the figures is created in the same manner as with the [Line Connection Tool](#), but the created path can be modified just as items generated with the [Path Tool](#). See the [handling paths](#) section of this documentation to learn more.

Perform a **Click/Drag** combination from the desired starting point on the source figure to a desired end point on target figure and then release the **Click** action to complete the connection. The selected figures will be

highlighted in blue when a valid connection has been made. Refer to the images below:



The completed connection will appear as shown below.

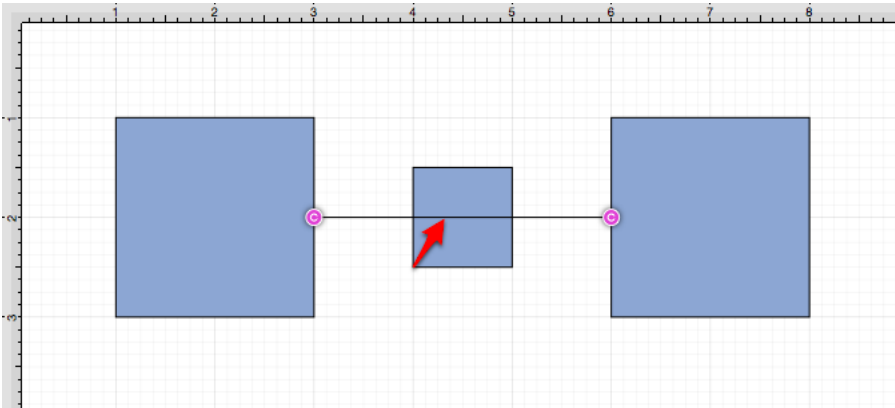


Performing a **Click/Drag** combination on the second figure after the connection is established results in the connection line position being adapted to keep the two figures connected.

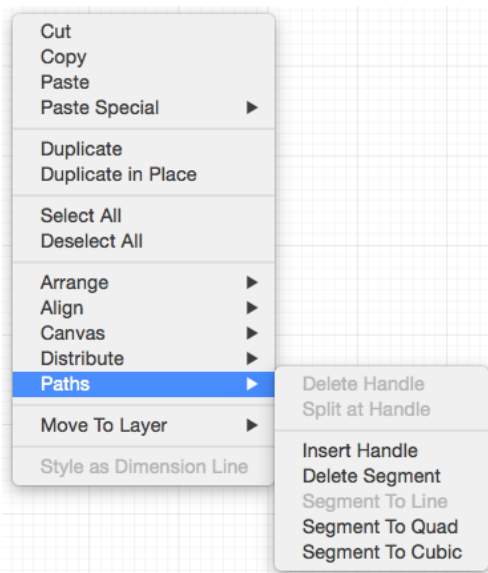
Altering the Route of Path Connection Lines

Once the **Path Connection Line** has been added to the desired target figure from the selected source figure, it can be manipulated in the same manner as a [Path Figure](#). In this example, the connection line currently goes

through the middle rectangle.



To route the **Path Connection Line** around another figure, handles must be added to the connection line or it must be converted to a quadratic or cubic segment. These options can be accessed by performing a **Right Click (Control/Click)** on the connection line to open the [Contextual Menu](#) and then selecting the [Paths Submenu](#).



Several options will appear within the [Contextual Menu](#) for modifying the connection line and routing it around a specific figure. Handles and/or curved segments can be added to alter the route of the connection line.

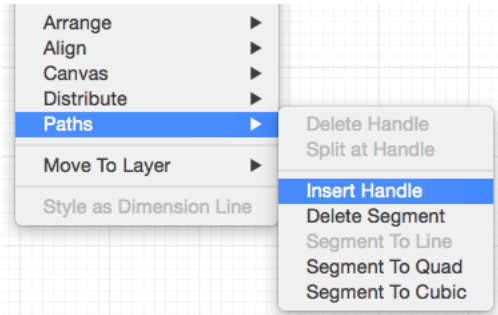
Please note that if you select [Delete Segment](#) without adding any additional handles or segments, then the connection line will be completely removed from the drawing.

Example 1: Inserting Handles

Inserting handles and then dragging them to desired points in the Drawing Canvas is one method for altering the route of a **Path Connection Line**. Follow the steps below to learn how to do so.

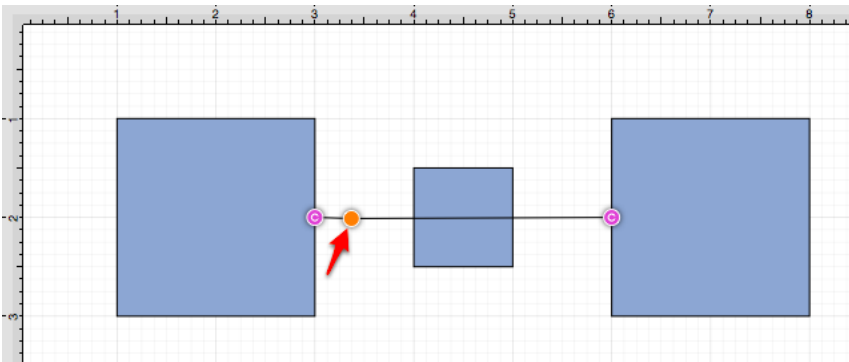
1

Perform a **Right Click (Control/Click)** on the connection line in a location to the left of the crossed figure and then select **Insert Handle** from the [Paths Submenu](#).



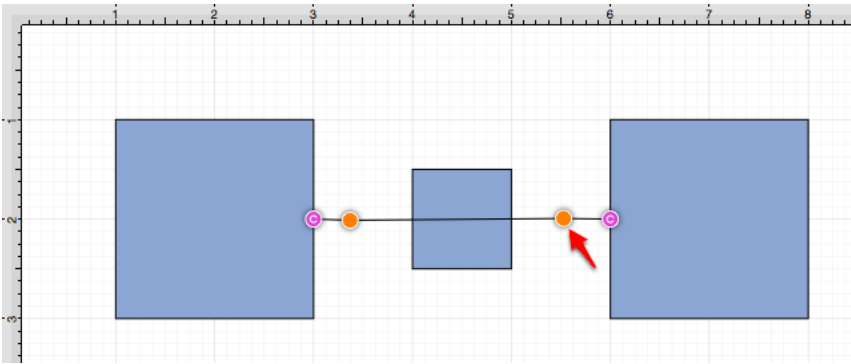
2

A new **Path Handle** (Orange) will appear within the **Path Connection Line** as shown below:



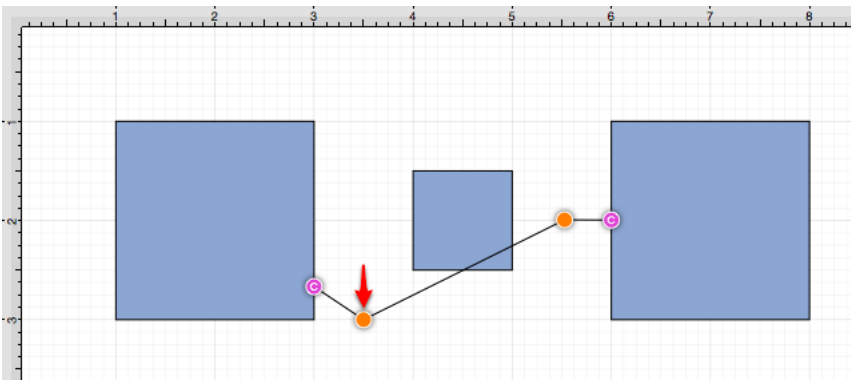
3

Perform a **Right Click (Control/Click)** on the connection line in a location to the right of the crossed figure and then select **Insert Handle** from the menu again to add another Path Handle (Orange).



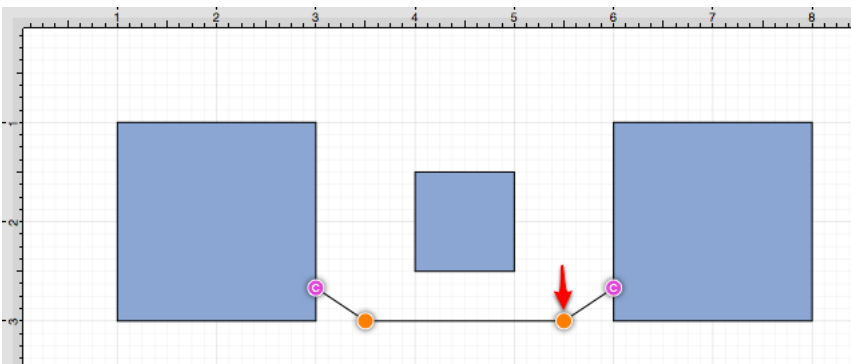
4

Then click and drag down or up on the left handle to change the direction/path of the connection line.



5

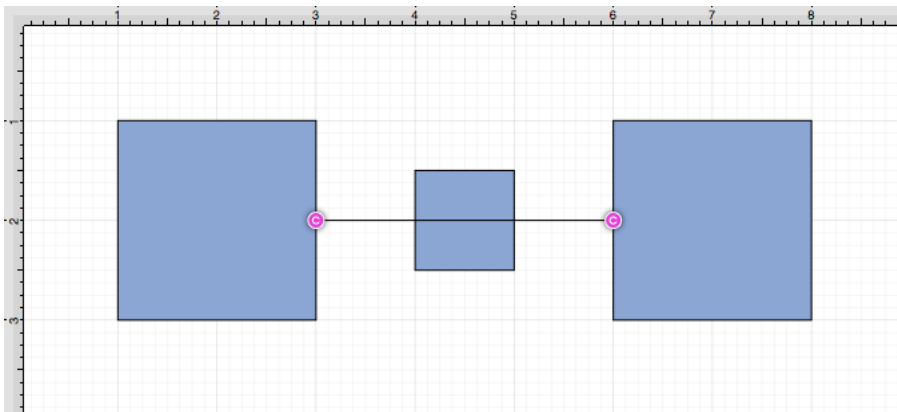
Notice that the line still intersects the figure. Click and drag on the right handle to continue altering the direction/path of the connection line. This will result in the straight segment residing below the figure and a successfully routed Path Connection Line.



Note: Please note that the handles may be moved in any direction; however, for this example both are moved down to route the connection line around the figure.

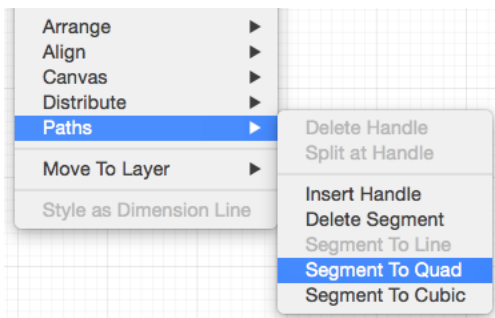
Example 2: Segment to Quad

A **Path Connection Line** can also be routed differently by converting the line to a quadratic segment. This example will use the same original figures as shown previously and will display how to convert the current connection line to a quadratic segment for path routing.



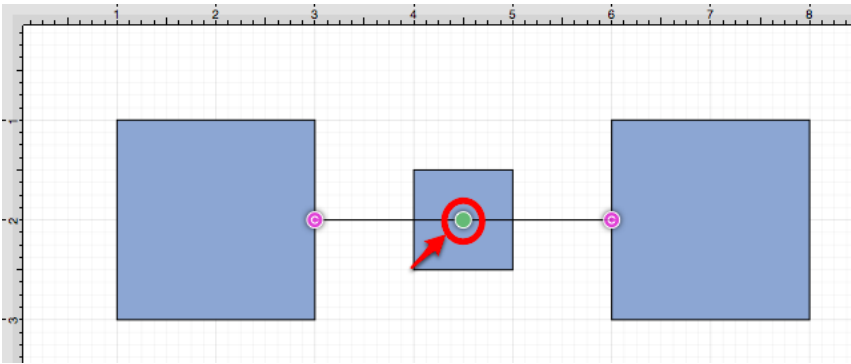
1

Perform a **Right Click (Control/Click)** on the connection line and then select **Segment to Quad** from the [Paths Submenu](#).



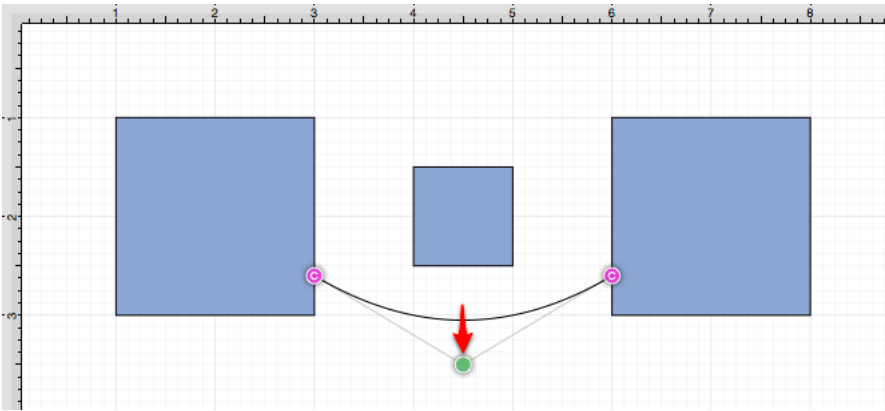
2

A **Control Point Handle (Green)** will appear in the middle of the connection line.



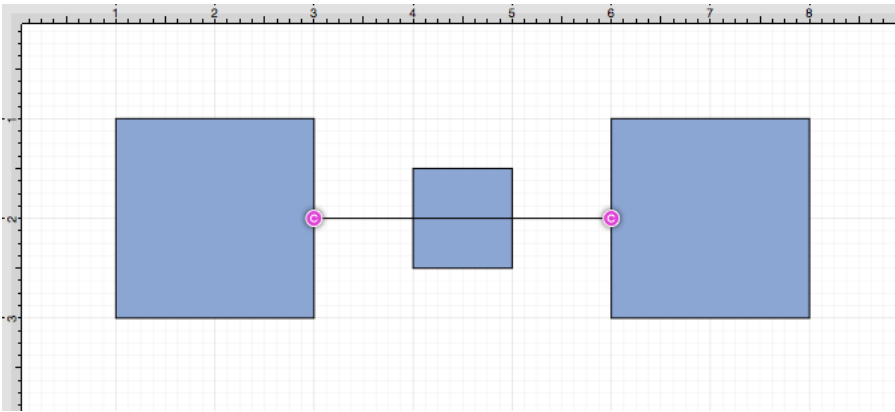
3

Click and drag the handle downward (or upward) to create a curved segment. The **Control Point Handle** may be moved in any direction; however, for this example, it is moved downward below the figure.



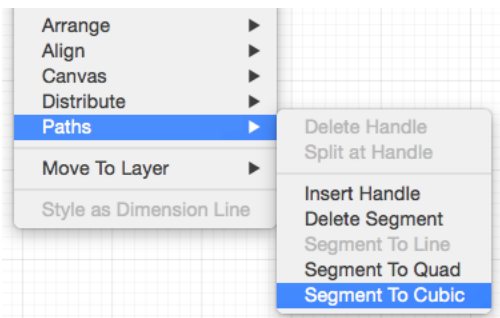
Example 3: Segment to Cubic

A **Path Connection Line** can also be routed differently by converting the line to a cubic segment. This example will use the same original figures as shown previously and will display how to convert the current connection line to a quadratic segment for path routing.



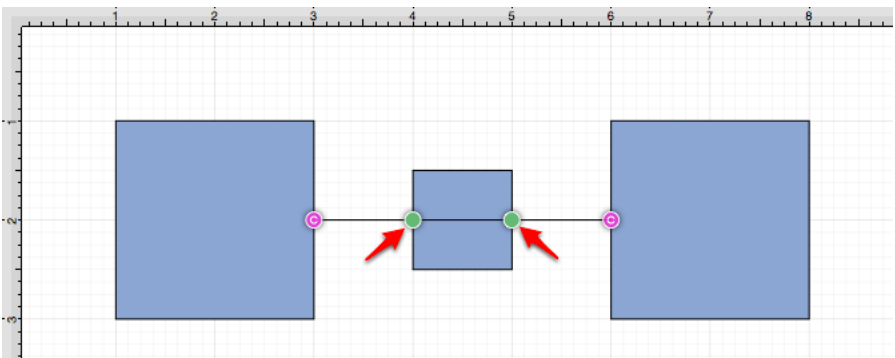
1

Perform a **Right Click (Control/Click)** on the connection line and then select **Segment to Cubic** from the menu.



2

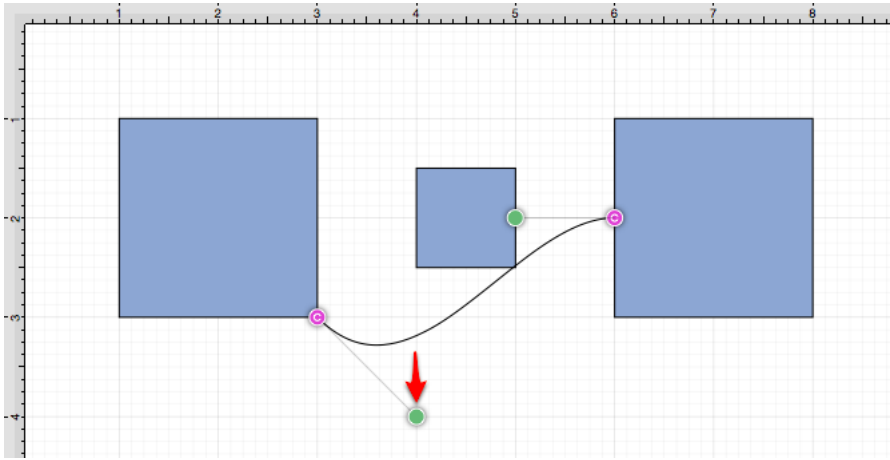
Two **Control Point Handles (Green)** will appear within the connection line.



3

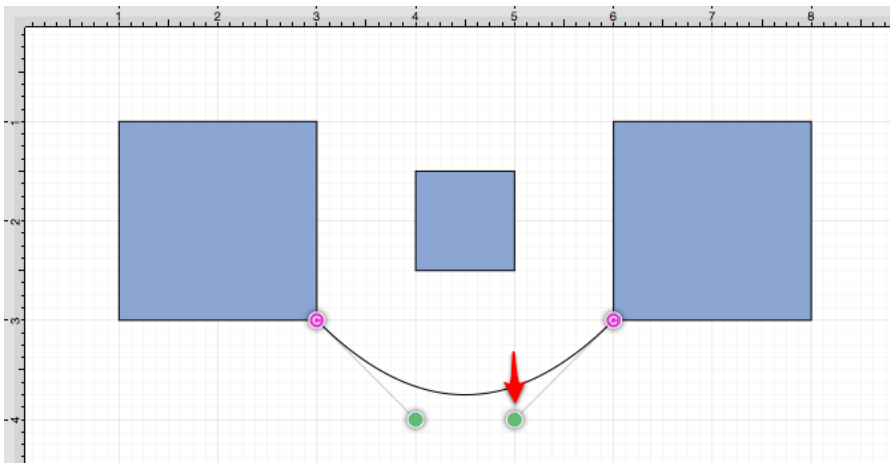
Click and drag in any direction on the **left handle** to change the position of the **Path Connection Line**. In this

example, both handles are dragged downward.



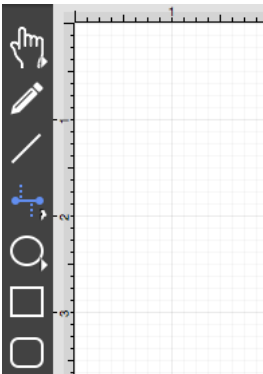
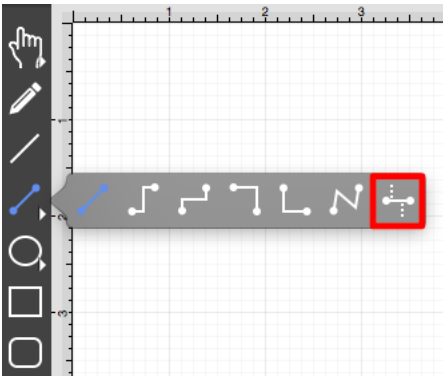
4

Then do the same for the **right handle** to finish routing the connection line around a figure within a drawing.



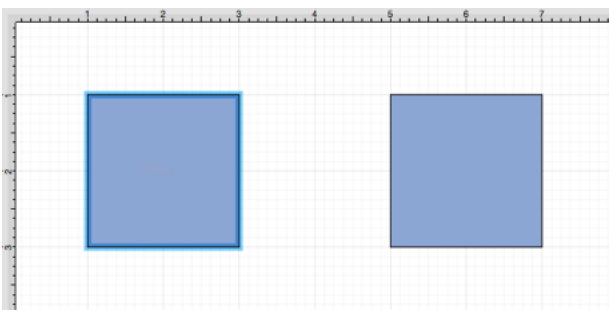
4.5.7.8. Hub Connection Tool

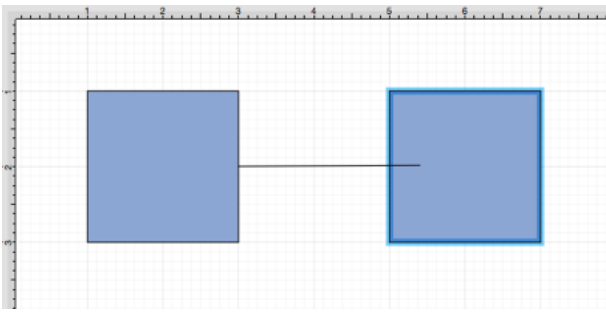
The **Hub Connection Tool** creates a connection line that is able to receive connections and is typically used for creating network diagrams. The connection line can originate from any side of the source figure and connects to any side of the target figure or to another hub connection line. To select the Hub Connection Tool, perform an extended **Click** on the connection tool button in the [Drawing Toolbar](#) to bring up the popup menu.



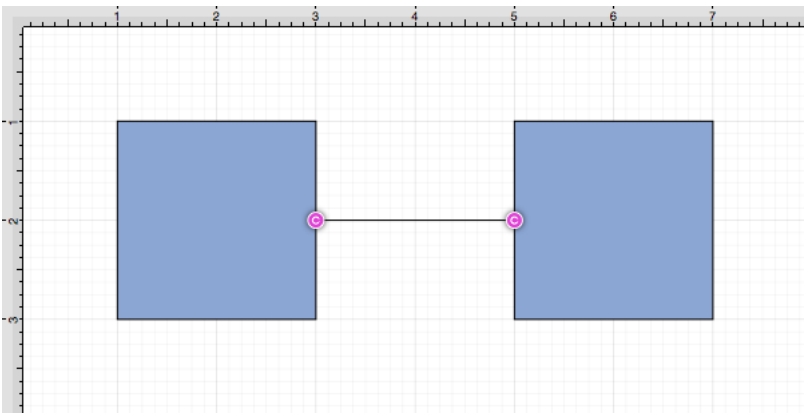
This connection between the figures is created in the same manner as with the [Line Connection Tool](#); however, the connection path can be placed between two hub connection lines to create a networking or alternative type of diagram.

Perform a **Click/Drag** combination from the desired starting point on the source figure to the desired end point on the target figure or hub connection line and then release the **Click** action to complete the connection. The selected figures or hub connection lines will be highlighted in blue when a valid connection has been made. Refer to the images below to see a hub connection between figures:

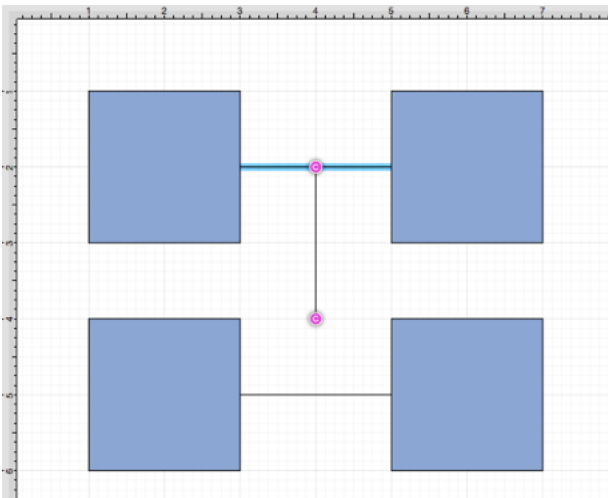


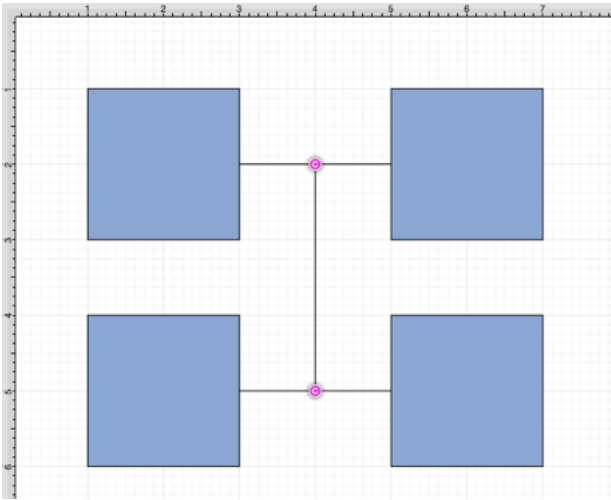


The completed connection line will appear as below.



The following example shows a hub connection line joining two previously drawn hub connection lines.

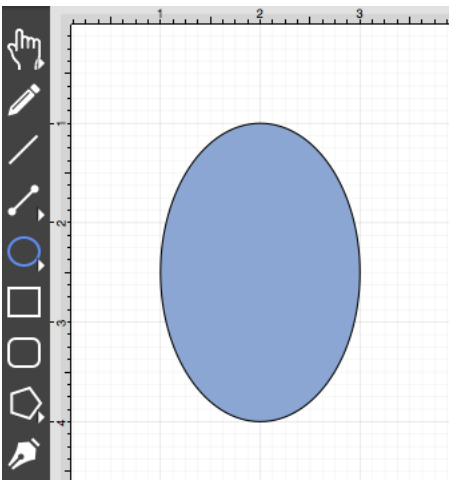




Performing a **Click/Drag** combination on the second figure after the connection is established results in the connection line position being adapted to keep the two figures connected.

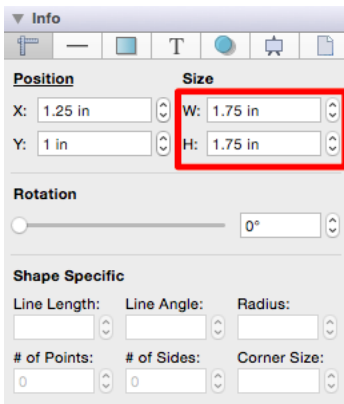
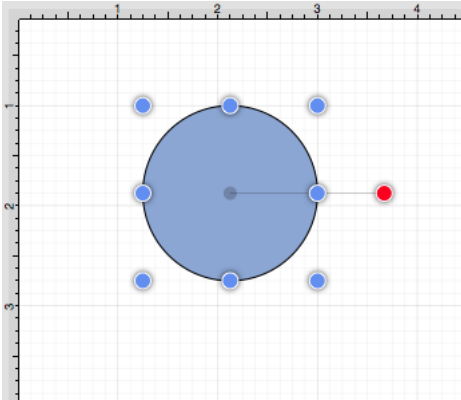
4.5.8. Oval Tool

The **Oval Tool** is used to create ovals or circles within a drawing. To use the tool, simply select it and then perform a **Click/Drag** combination at the point in the drawing panel where one of the bounding corners of the oval or circle should be. Drag in any direction and release the **Click** action where the other bounding corner should be.



Using the **Oval Tool** while holding down the **Shift** key allows for the creation of perfect circles by constraining

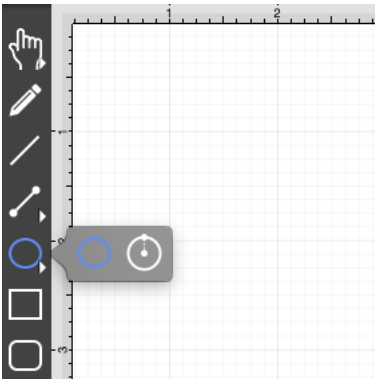
the width and the height of the created object to equal values.



An oval can also contain text. See the [Handling Text](#) section for additional details.

Circle Tool

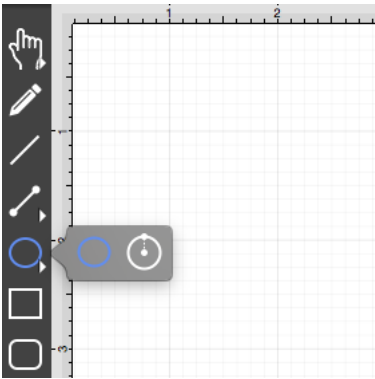
Additional **Oval Tool** options are made available when an extended **Click** action is performed over the tool button.

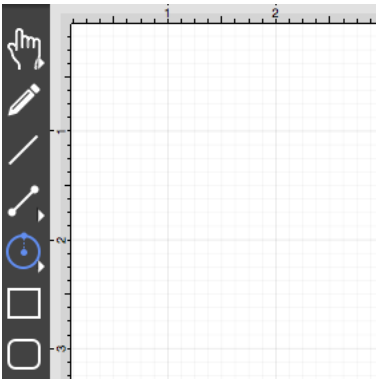


This [Circle Tool](#) creates a perfect circle where the radius increases in increments as the size of the shape increases.

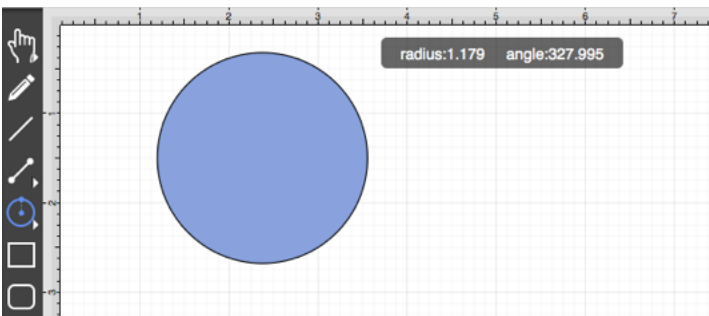
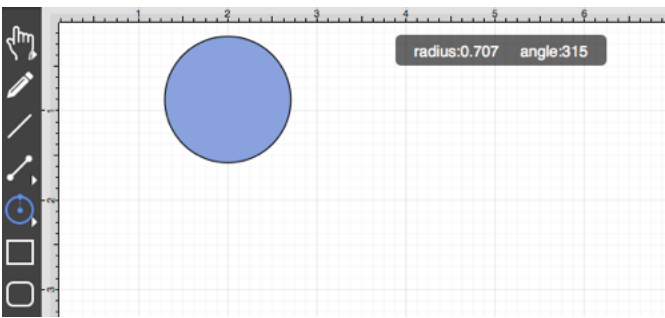
4.5.9. Circle Tool

This **Circle Tool** creates a perfect circle where the radius increases in increments as the size of the shape increases. To select the Circle Tool, perform an extended **Click** on the [Oval Tool](#) button in the [Drawing Toolbar](#) to bring up the popup menu.





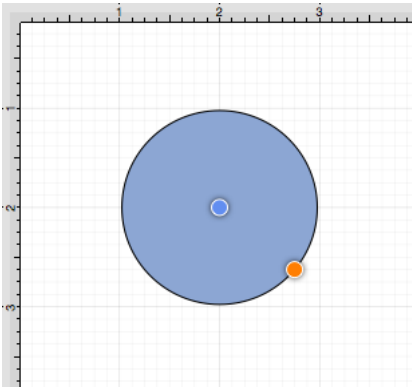
Click on the point in the drawing canvas where the center of the circle should be and **Drag** outward until the circle consists of a desired radius or size. Release the **Click** action to complete the circle. The radius and angle values will increase as the size of the circle increases. Refer to the images below:



The radius of a circle can be altered any time after it's creation. To set the radius:

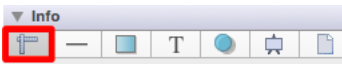
1

Choose the [Selection Tool](#) in the [Drawing Toolbar](#) and then highlight the desired circle.



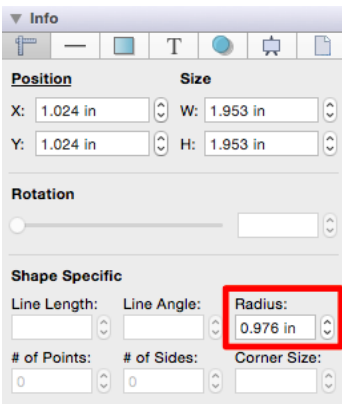
2

Click on the [Adjustment Tab](#) located under "Info" on the Sidebar.



3

You will find the **Radius** option in the bottom right portion of the Shape Specific settings section. Use the "up" or "down" arrow buttons to change the value or click on the text entry field to key in a value.



When typing in a **Radius** value, a different unit of measure (i.e. points, pixels, millimeters, centimeters, inches, feet, meters, etc.) other than the default of *Inches* can be entered for the dimensional attribute. Enter the desired value and unit of measurement. Then use the **Enter Key** on your keyboard or click in another area of TouchDraw and the entered value will automatically be converted to its equivalent value in *Inches*.

1

For example, if 1 centimeter (1 cm) is entered for the **Radius**, then it will be converted to 0.394 inches.

Shape Specific

Line Length:	Line Angle:	Radius:
<input type="text"/>	<input type="text"/>	<input type="text" value="1 cm"/>
# of Points:	# of Sides:	Corner Size:
<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text"/>

Shape Specific

Line Length:	Line Angle:	Radius:
<input type="text"/>	<input type="text"/>	<input type="text" value="0.394 in"/>
# of Points:	# of Sides:	Corner Size:
<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text"/>

2

In this example, 15 millimeters (15 mm) is entered for the **Radius** and is converted to 0.591 inches.

Shape Specific

Line Length:	Line Angle:	Radius:
<input type="text"/>	<input type="text"/>	<input type="text" value="15 mm"/>
# of Points:	# of Sides:	Corner Size:
<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text"/>

Shape Specific

Line Length:	Line Angle:	Radius:
<input type="text"/>	<input type="text"/>	<input type="text" value="0.591 in"/>
# of Points:	# of Sides:	Corner Size:
<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text"/>

3

If you enter 100 pixels (100 px), then the value would be 1.389 inches.

Shape Specific

Line Length:	Line Angle:	Radius:
<input type="text"/>	<input type="text"/>	<input type="text" value="100 px"/>
# of Points:	# of Sides:	Corner Size:
<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text"/>

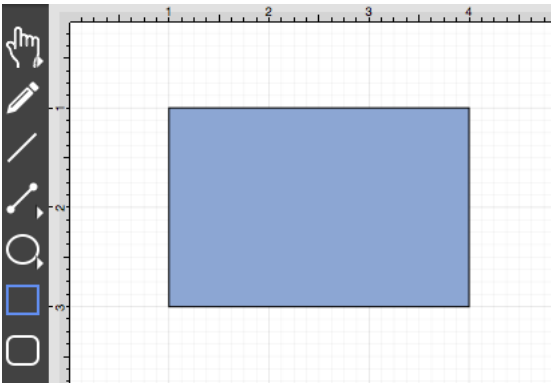
Shape Specific

Line Length:	Line Angle:	Radius:
<input type="text"/>	<input type="text"/>	<input type="text" value="1.389 in"/>
# of Points:	# of Sides:	Corner Size:
<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text"/>

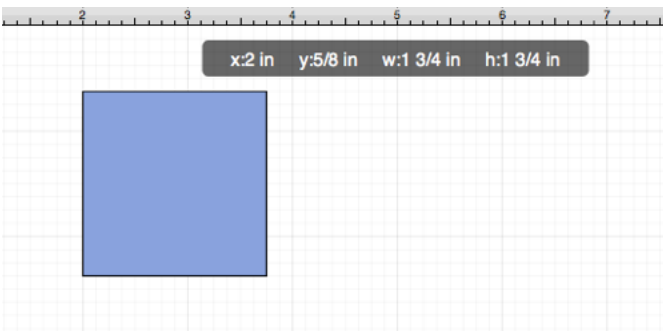
Note: A circle can also contain text. See [Handling Text](#) for further details.

4.5.10. Rectangle Tool

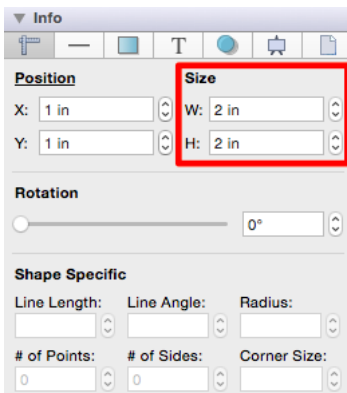
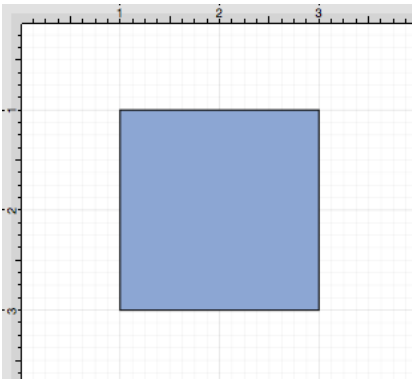
The **Rectangle Tool** can be used to create rectangles or squares within a drawing. To use the tool, simply select it and then use a **Click/Drag** combination at the point in the drawing canvas where one of the bounding corners of the rectangle or square should be. Then drag in any direction and release the **Click** action where the other bounding corner should reside on the drawing canvas.



Using the **Rectangle Tool** while holding down the **Shift** key allows for the creation of perfect squares by constraining the width and the height of the created object to equal values.



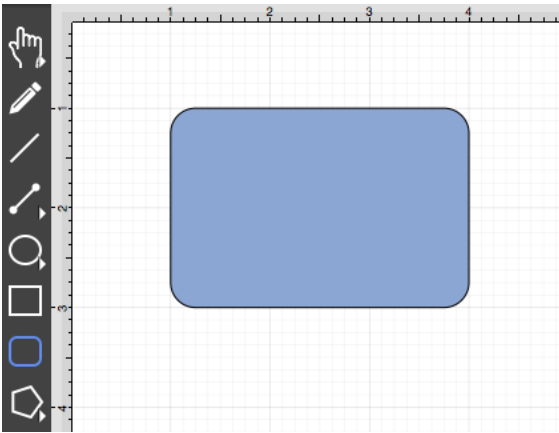
In the example below, a square that is 2 inches in height and width has been created:



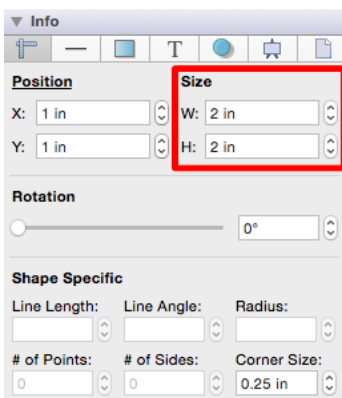
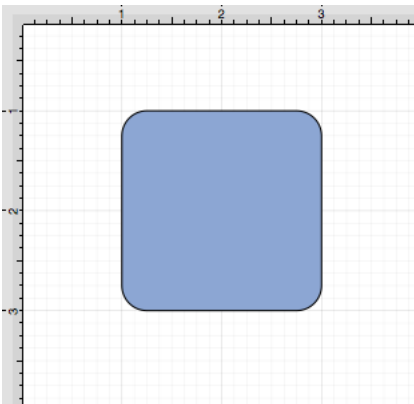
A rectangle can also contain text. See the [Handling Text](#) section for additional details.

4.5.11. Rounded Rectangle Tool

The **Rounded Rectangle Tool** can be used to create rounded rectangles or rounded squares within a drawing. To use the tool, simply select it and use a **Click/Drag** combination at the point in the drawing canvas where one of the bounding corners of the rounded rectangle or square should be. Then drag in any direction and release the **Click** action where the other bounding corner should reside on the drawing canvas.



Use the **Rounded Rectangle Tool** in conjunction with the **Shift** key to create perfectly rounded squares. Holding down the **Shift** key while creating a rounded rectangle constrains the width and the height to equal values. In the example below, a rounded square that is 2 inches in height and width has been created:

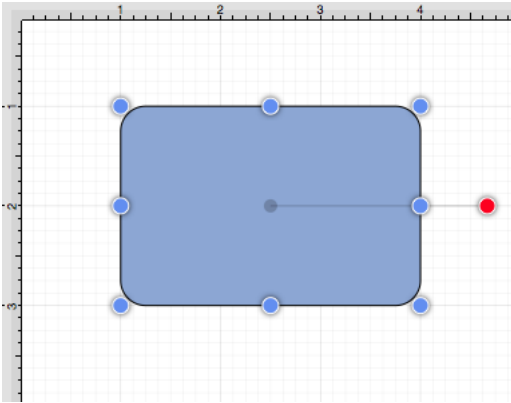


A rounded rectangle can also contain text. See [Handling Text](#) for additional details.

The size of rounded corners can be specified prior to drawing the shape or altered any time after it has been created. To set the corner size after creating a shape:

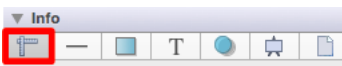
1

Choose the [Selection Tool](#) in the [Drawing Toolbar](#) and then highlight the desired rounded rectangle or square.



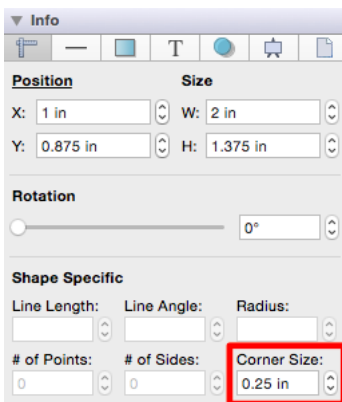
2

Click on the [Adjustment Tab](#) located under "Info" on the Sidebar.



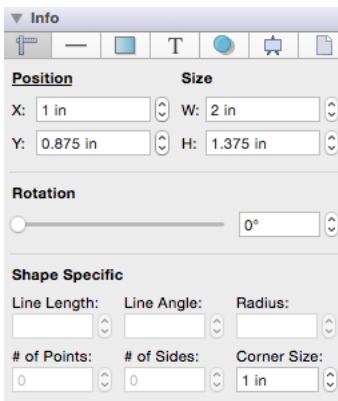
3

You will find the **Corner Size** option in the bottom right portion of the Shape Specific settings section. Use the "up" or "down" arrow buttons to change the value or click on the text entry field to key in a value.

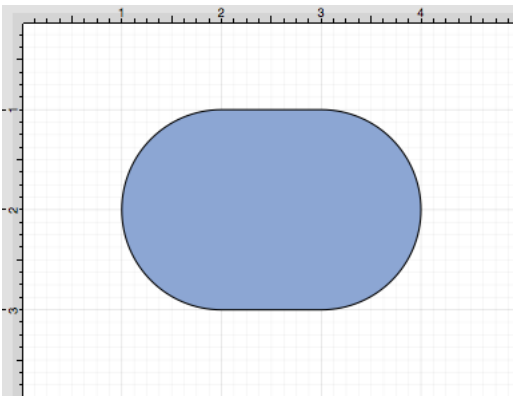


4

In the example below, the corner size has been changed to 1 inch.



The screenshot shows the 'Info' panel in TouchDraw. It contains several sections: 'Position' with X (1 in) and Y (0.875 in) coordinates; 'Size' with W (2 in) and H (1.375 in) dimensions; 'Rotation' set to 0°; and 'Shape Specific' settings. Under 'Shape Specific', 'Line Length', 'Line Angle', and 'Radius' are empty. '# of Points' and '# of Sides' are both set to 0. 'Corner Size' is set to '1 in'.

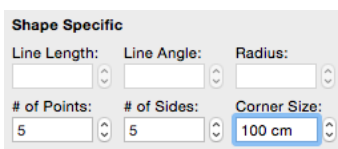


5

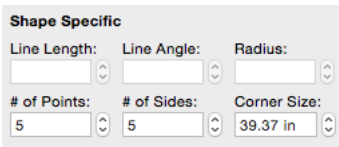
When keying in a **Corner Size** value, another unit of measurement (i.e. pixels, points, millimeters, centimeters, inches, feet, etc.) can be entered and will be converted into its equivalent measurement in **Inches**. Enter the number value and the abbreviation for the desired unit of measurement. The number value will be converted to *Inches* after hitting enter on the keyboard or selecting another item in TouchDraw.

6

Example 1: A value of 100 centimeters (100 cm) is entered for the corner size and converted to 39.37 inches.



The screenshot shows the 'Shape Specific' panel in TouchDraw. The 'Corner Size' field is highlighted with a blue border and contains the text '100 cm'. The other fields in the panel are: 'Line Length', 'Line Angle', and 'Radius' (all empty); and '# of Points' and '# of Sides' (both set to 5).



Shape Specific

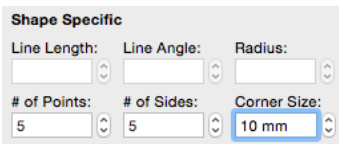
Line Length: Line Angle: Radius:

of Points: # of Sides: Corner Size:

5 5 39.37 in

7

Example 2: A value of 10 millimeters (10 mm) is entered for the corner size and converted to 0.394 inches.

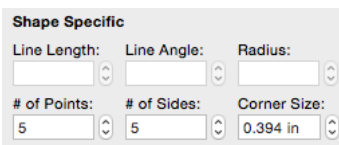


Shape Specific

Line Length: Line Angle: Radius:

of Points: # of Sides: Corner Size:

5 5 10 mm



Shape Specific

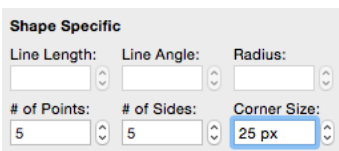
Line Length: Line Angle: Radius:

of Points: # of Sides: Corner Size:

5 5 0.394 in

8

Example 3: A value of 25 pixels (25 px) is entered for the corner size and converted to 0.347 inches.

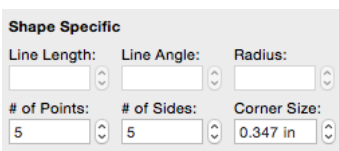


Shape Specific

Line Length: Line Angle: Radius:

of Points: # of Sides: Corner Size:

5 5 25 px



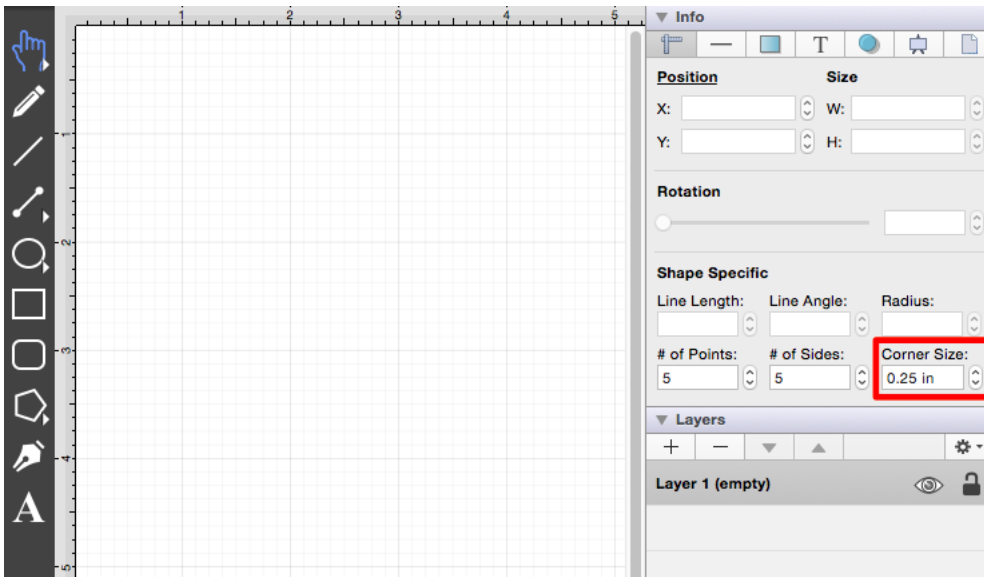
Shape Specific

Line Length: Line Angle: Radius:

of Points: # of Sides: Corner Size:

5 5 0.347 in

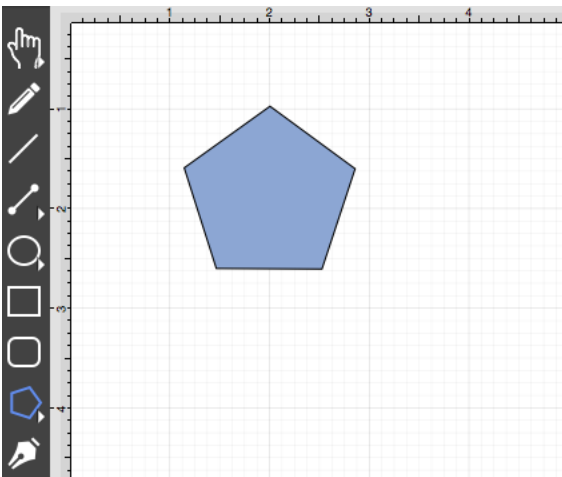
This measurement can also be altered before creating a shape by choosing the [Selection Tool](#) and changing the **Corner Size** setting located in the **Shape Specific** settings on the [Adjustment Tab](#) in the Info section of the Sidebar.



The unit of measure for the corner size is the unit of measure for the drawing, thus if your unit of measure is inches, and the corner size is set to .25, that means the corner size is 1/4 of an inch.

4.5.12. Polygon Tool

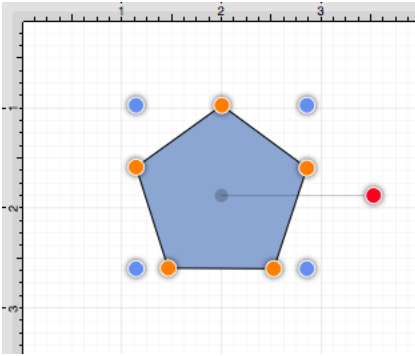
The **Polygon Tool** can be used to create regular polygons within a drawing. To use the tool, simply select it and then use a **Click/Drag** combination at the point in the drawing canvas where the *center* of the polygon will be. Then drag in any direction and release the **Click** action where one of the outer points of the polygon should reside on the drawing canvas.



The number of polygon sides can be specified prior to drawing the shape or altered any time after it has been created. To set the number of sides after creating a shape:

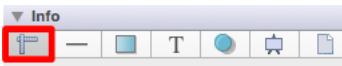
1

Choose the [Selection Tool](#) in the [Drawing Toolbar](#) and then highlight the desired polygon.



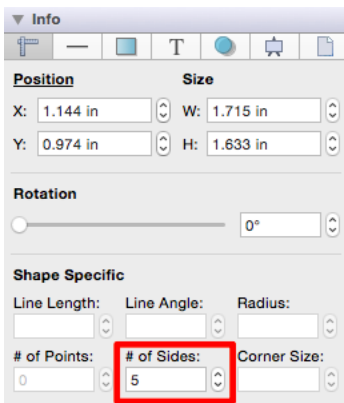
2

Click on the [Adjustment Tab](#) located under "Info" on the Sidebar. The **# of Sides** option is located in the bottom center portion of the **Shape Specific** settings section.



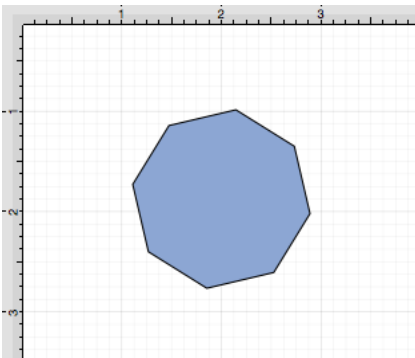
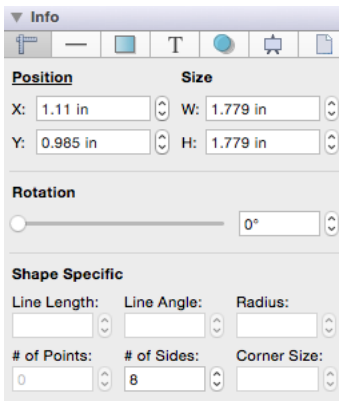
3

Use the "plus" or "minus" buttons to change the value or click on the text entry field to key in a value.

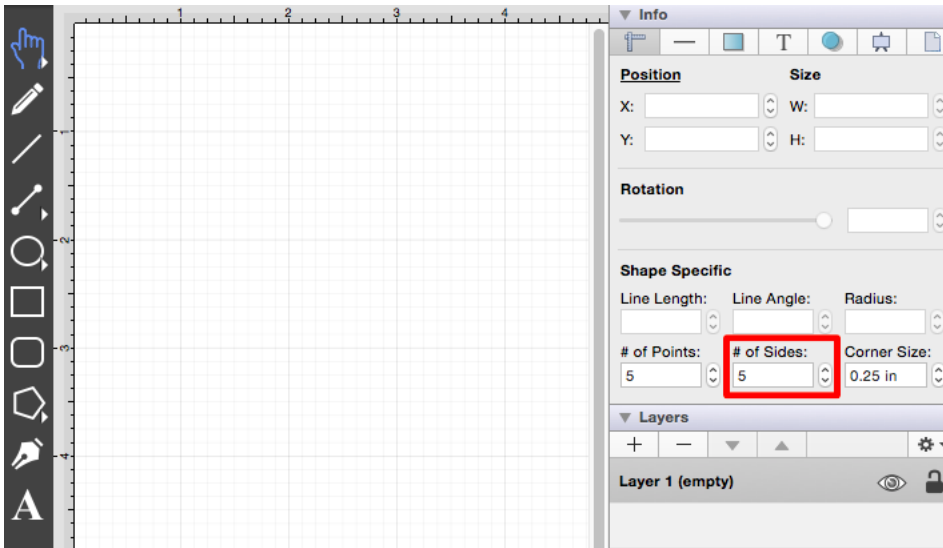


4

In the example below, the value has been changed to 8.



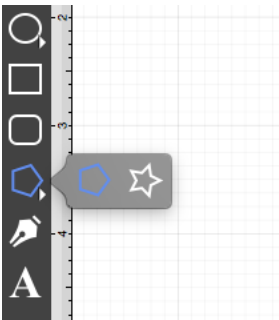
This measurement can also be altered before creating a shape by choosing the [Selection Tool](#) and changing the **# of Sides** setting located in the Shape Specific settings on the [Adjustment Tab](#) in the Info section of the Sidebar.

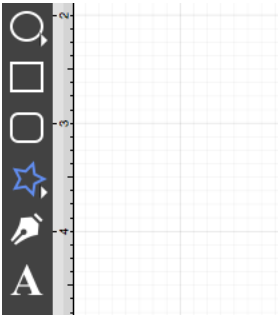


Note: A polygon can also contain text. See the [Handling Text](#) section for additional details.

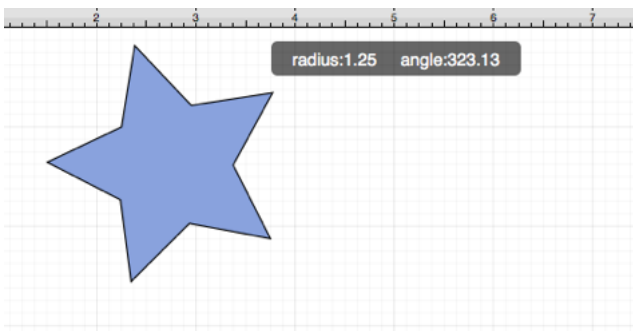
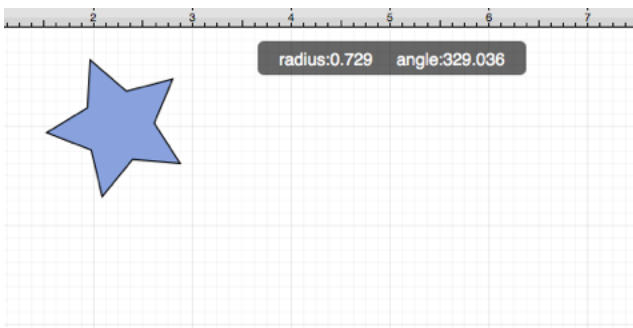
4.5.13. Star Tool

The **Star Tool** can be used to create stars within a drawing. To select the Star Tool, perform an extended **Click** on the [Polygon Tool](#) in the [Drawing Toolbar](#) to bring up the menu and then select the **Star Tool** in the provided selection menu.





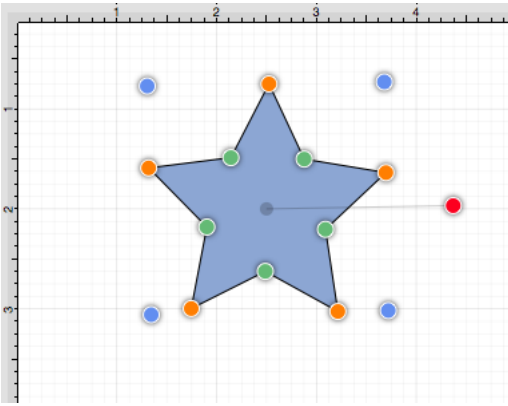
Click on the point in the drawing canvas where the center of the star should be and **Drag** outward. Do not release the **Click** action until the star consists of a desired radius, angle, and size. The radius and angle values will increase as the size of the star increases, as shown in the images below.



The number of star points can be specified prior to drawing the shape or altered any time after it has been created. To set the number of points:

1

Choose the [Selection Tool](#) in the [Drawing Toolbar](#) and then highlight the desired star.



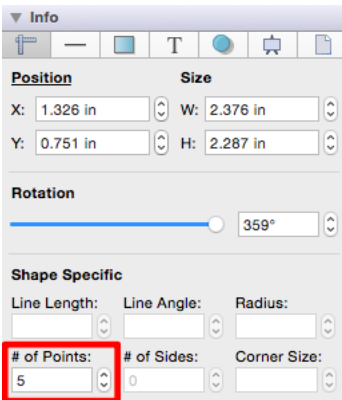
2

Click on the [Adjustment Tab](#) located under "Info" on the Sidebar.



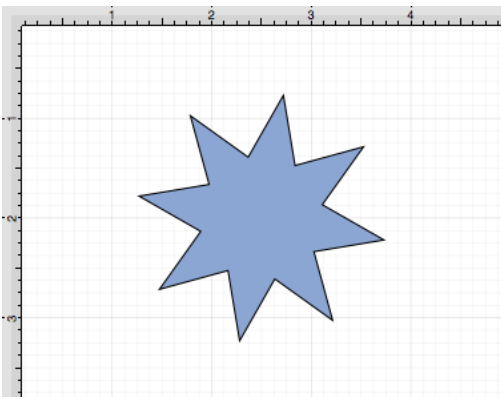
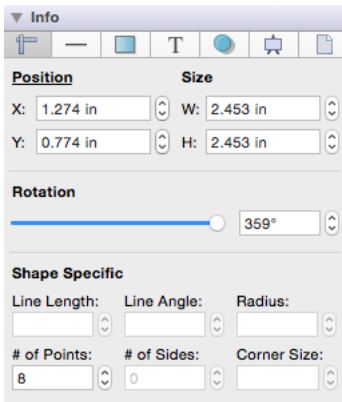
3

You will find the **# of Points** option in the bottom left portion of the Shape Specific settings section. Use the "up" or "down" arrow buttons to change the value or click on the text entry field to key in a value.

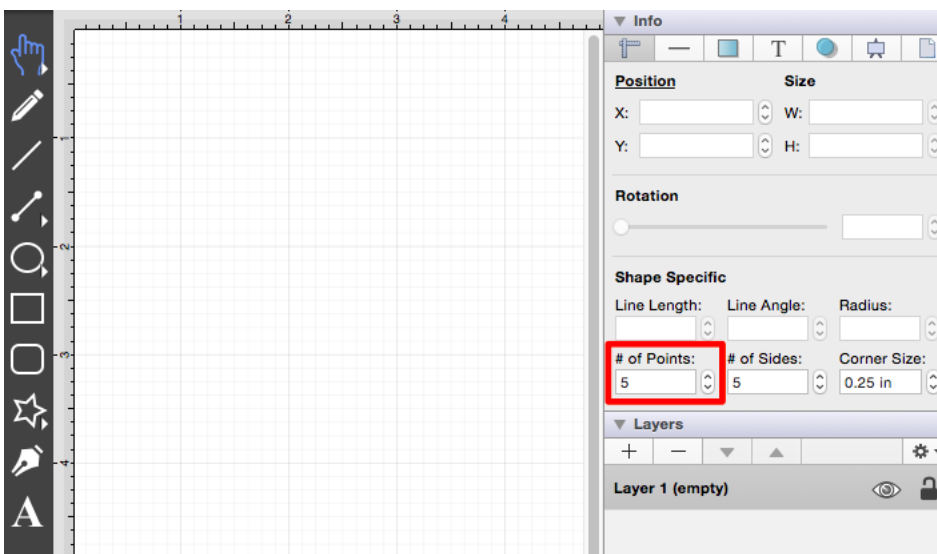


4

In the example below, the value has been changed to 8.



This measurement can also be altered before creating a shape by choosing the [Selection Tool](#) and changing the **# of Points** setting located in the Shape Specific settings on the [Adjustment Tab](#) in the Info section of the Sidebar.



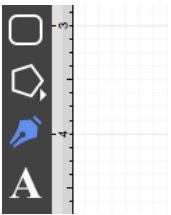
Note: A star can also contain text. See [Handling Text](#) for further details.

4.5.14. Path Tool

The **Path Tool** is the most powerful and complex tool available within TouchDraw. It can be used to create complex curves and shapes with detailed control on every aspect of the shapes appearance. Paths created with this tool are made up of many segments and three different types of line segments are possible:

- Straight Lines
- Quadratic Curves (lines with 1 control point)
- Cubic Curves (lines with 2 control points)

It's also important to understand that, like the [Pen Tool](#), the **Path Tool** can be used to create both paths and shapes. The Path selection is different from the pen selection in that a continuous line is not drawn. A separate **Click** action is required to create each path segment of a line or shape and this is accomplished in one of either two ways depending on whether or not the end result should be a path or shape.



Use a **Single Click** to add each line end point or a **Click/Drag** combination to add a line end point and a corresponding control point in one action. To **Create a Path**, **Double Click** on the drawing canvas or choose another drawing tool when the path is complete. To **Create a Shape**, click on the first (start) handle (the orange handle with a white dot) to automatically draw a line from the current position to the start position to close the path.

Path Tool Actions

A control point is displayed in gray when it has not been used and is referred to as a "phantom" control point. This characteristic provides a hint to the TouchDraw application that it should function as a control point in scenarios where the next drawn segment is a curve. A few basic actions can be used to alter the type of created segment, curve positioning, and "phantom" control point position as a path is being created. Refer to the table

below to learn more about each available action.

Action	Description
Click/Drag	A Click/Drag combination can be use to create a curve segment and allows the "phantom" control point to be dragged to a any drawing canvas position to generate a desired curve segment.
Single Click	A Single Click adds a line or curve segment depending on the actions taken during initial path creation. For example, clicking on two points within the drawing canvas after selecting the path tool causes a straight line segment; however, an initial Click/Drag combination creates a curve segment. An additional curve segment (based on the "phantom" control point position) is created when a Single Click action is performed in this scenario.
Double Click	A Double Click action anywhere on the drawing canvas completes the path and causes the Selection Tool to be automatically chosen as the active drawing tool.
Shift/Click	A Shift/Click combination when adding the next path segment alerts TouchDraw to ignore the "phantom" control point and creates a straight line segment.
Option/Click	An Option/Click combination allows the "phantom" control point position to be set to a desired location on the drawing canvas after a Click/Drag combination has been performed to create a curve segment. Please refer to the Option Key page to learn more about this application feature.
Option/Click/Drag	An Option/Click/Drag combination allows the "phantom" control point to be dragged to any point on the drawing canvas and changes a corner point back to a smooth curve after the initial Click/Drag combination has ben completed for creating the curve segment. Please refer to the Option Key page to learn more about this application feature.

4.5.14.1. Adding Straight Line Segments

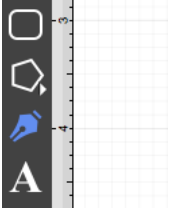
To create a **Straight Line Segment**, perform a single tap at the starting point and then again at the corresponding line end point. For example, the objective of drawing a parallelogram could be accomplished

with the [Path Tool](#) .

The following screenshots and description outlines the steps required for creating a parallelogram with this tool.

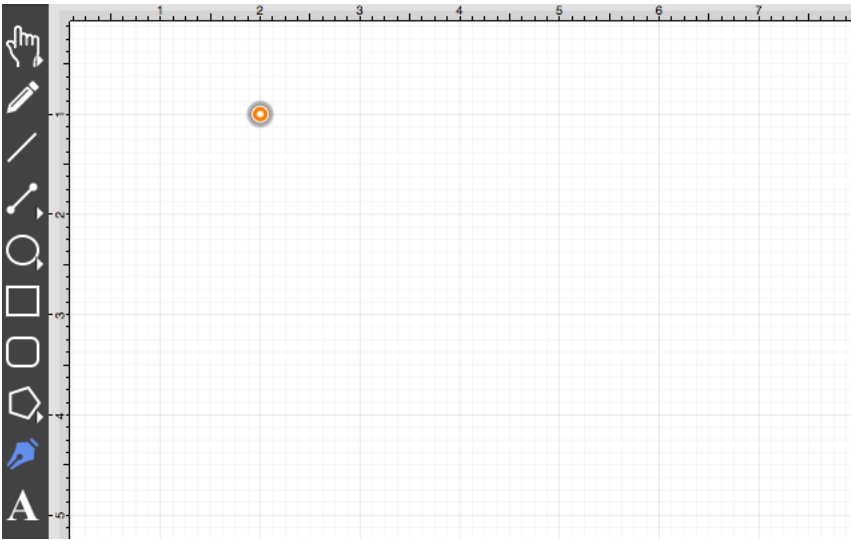
1

Select the **Path Tool**.



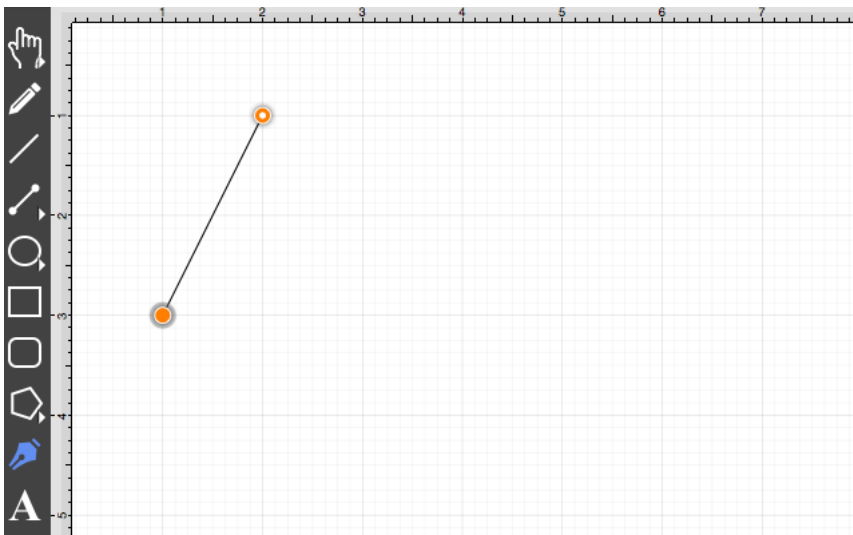
2

Click on the drawing canvas at the location where the starting point should be established for the path. An orange handle with a white dot will appear in this specific location to signify the starting point of the path.



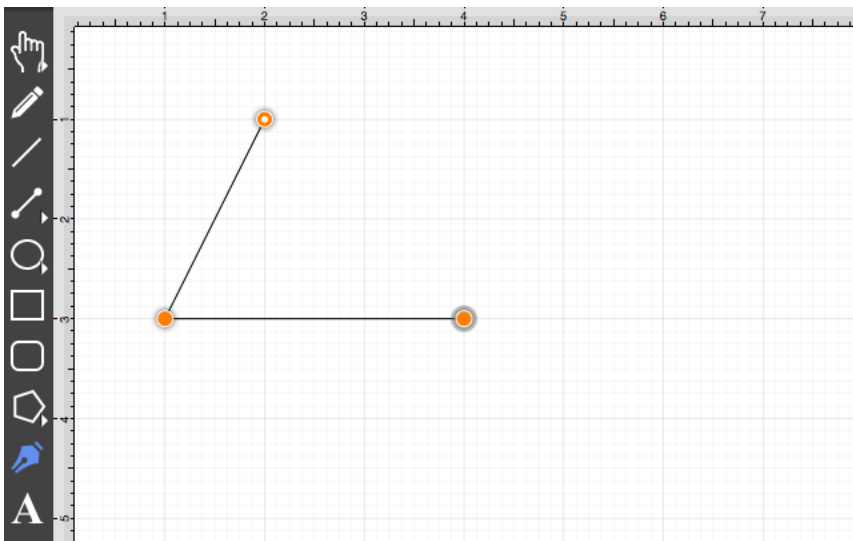
3

Click on the drawing canvas at the location where the second corner of the parallelogram will be. This action draws a line between these two set points. It also creates a second handle (orange with no dot) at the point where the first segment ends and the second one begins.



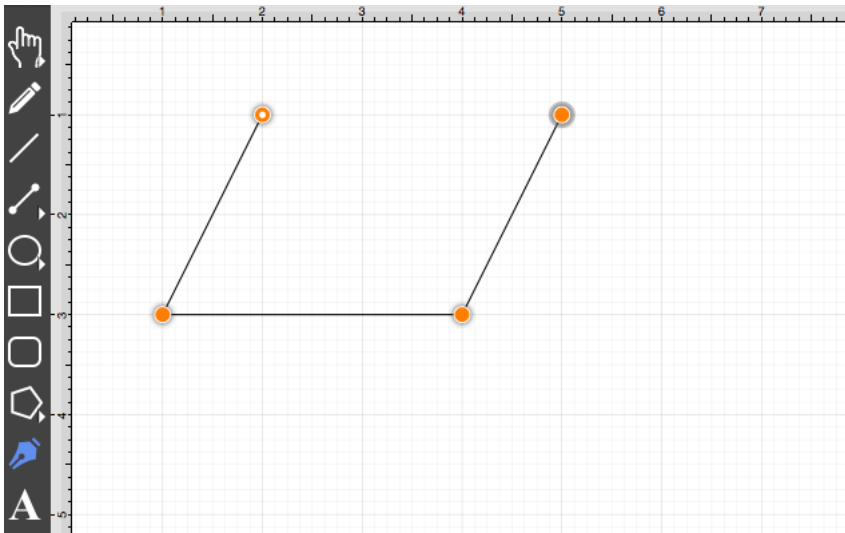
4

Click on the drawing canvas at the location where the third corner of the parallelogram should be. As before, the action will cause a line to be drawn from the last point to the newest point and add an orange handle to the drawing.



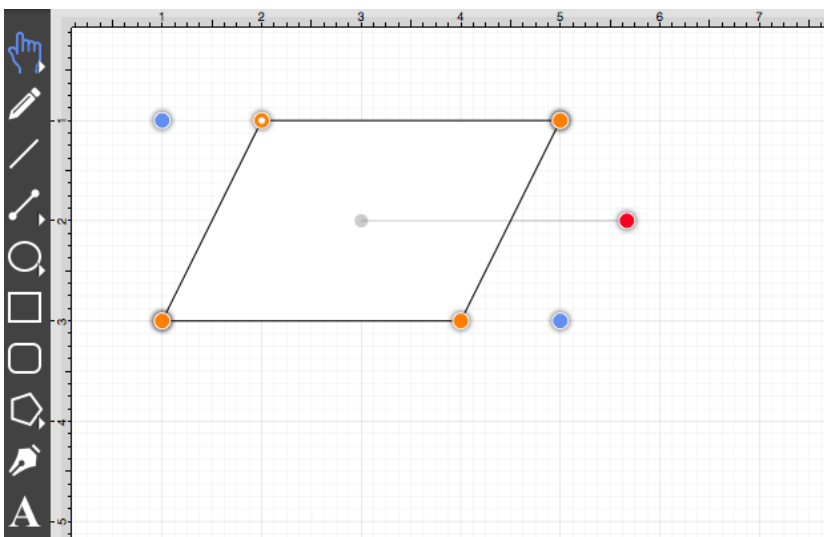
5

Click on the drawing canvas at the location where the fourth corner should be. The same end results are provided as previously discussed for this additional line segment.

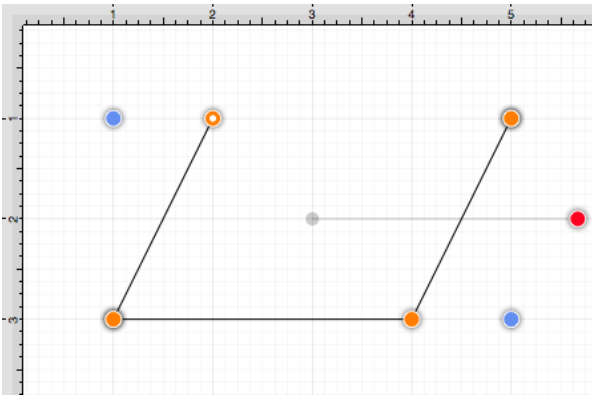


6

Perform a **Click** on the start point (orange handle with white dot) to automatically draw the last line to connect the first point to the last (i.e. closing a path) The action closes the shape and exits the path tool when **Sticky Mode** is not enabled. Once a path has been created and selected, a few handles will be seen in addition to the path point handles created in the steps above. The blue handles are "bounds handles" that allow for shape resizing with a dragging action. The red handle is a "rotation" handle, which allows for shape rotation around it's center point.

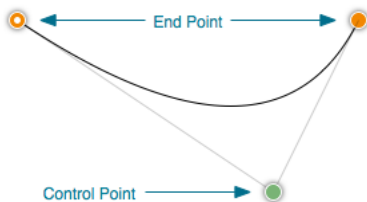


A **Double Click** in the drawing view creates a path as illustrated in the screenshot below.



4.5.14.2. Adding Quadratic Curve Segments

A **Quadratic Curve** is a line segment with two end points and a control point that determines the exact curve to be drawn. The figure below illustrates an example of a quadratic curve.



Two core gestures are used when creating path segments. A **Single Click** adds an end point and a **Click/Drag** combination adds an end point with a corresponding control point. Since a **Quadratic Curve** contains two end points and one control point, the above mentioned core gestures provide two ways to create this type of path:

- Performing a Single Click and then a Click/Drag combination.
- Performing a Click/Drag combination and then a Single Click.

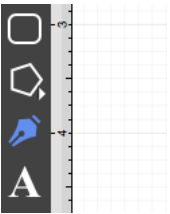
For example, the [Path Tool](#) can be used to draw a shape resembling the fireplace below by combining 3 line segments and one quadratic curve segment.



The following instructions outline the steps for accomplishing this shape.

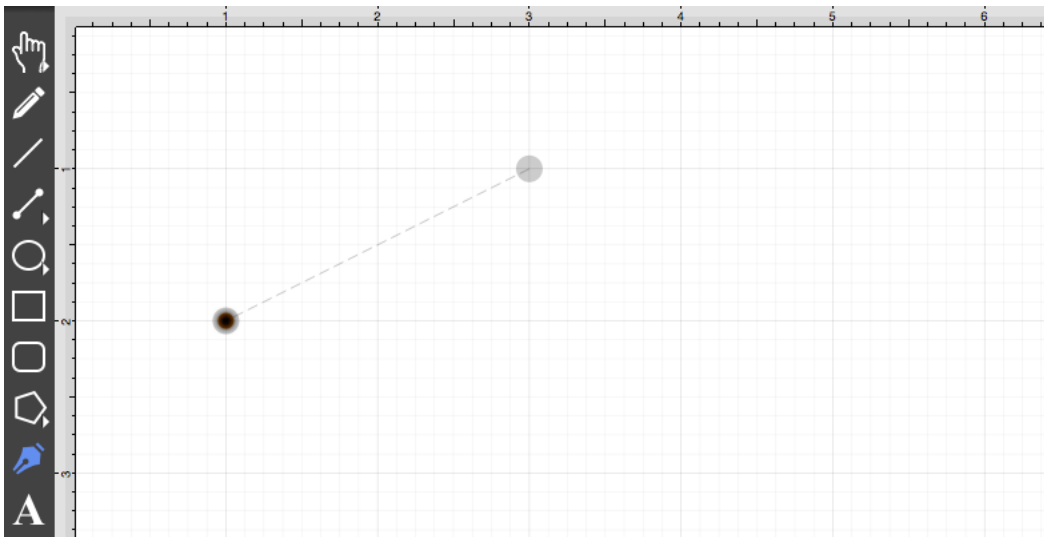
1

Select the **Path Tool**.



2

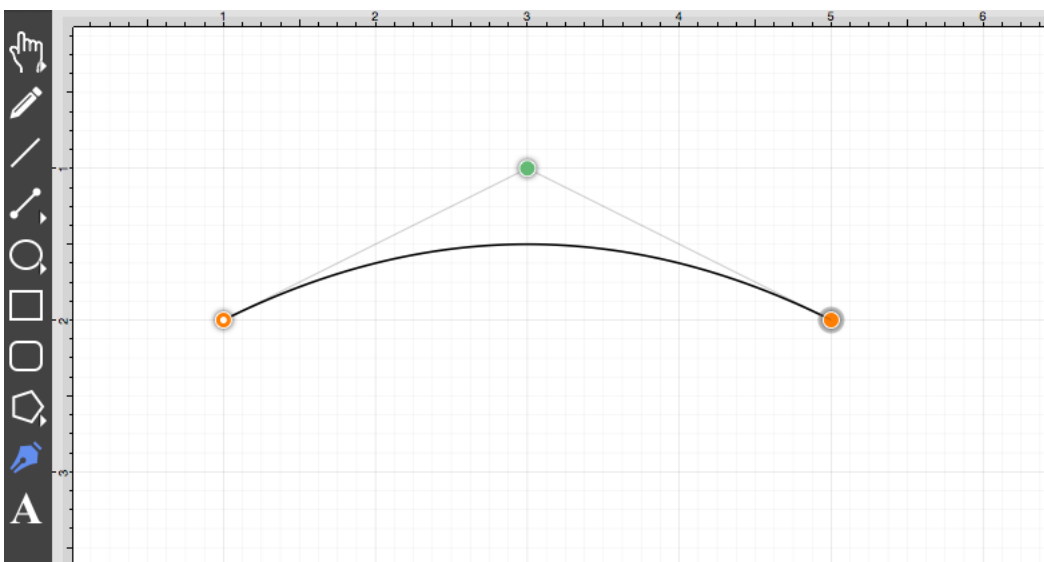
Click (but do not release) on the drawing canvas at the location where the starting point for the path should be established. Any of the corner points could be a starting point for creating this shape; however, the upper left corner point is the starting location for this tutorial. Next, **drag** the segment to the established control point location without releasing the **click** action. TouchDraw will draw a dashed line from the start point to the control point while the dragging action is performed and then show a slightly transparent circle in the control point location upon completion.



A control point is displayed in gray when it has not been used and is referred to as a "phantom" control point. This characteristic provides a hint to the TouchDraw application that it should function as a control point in scenarios where the next drawn segment is a curve. The control point is ignored when a [straight line segment](#) is added.

3

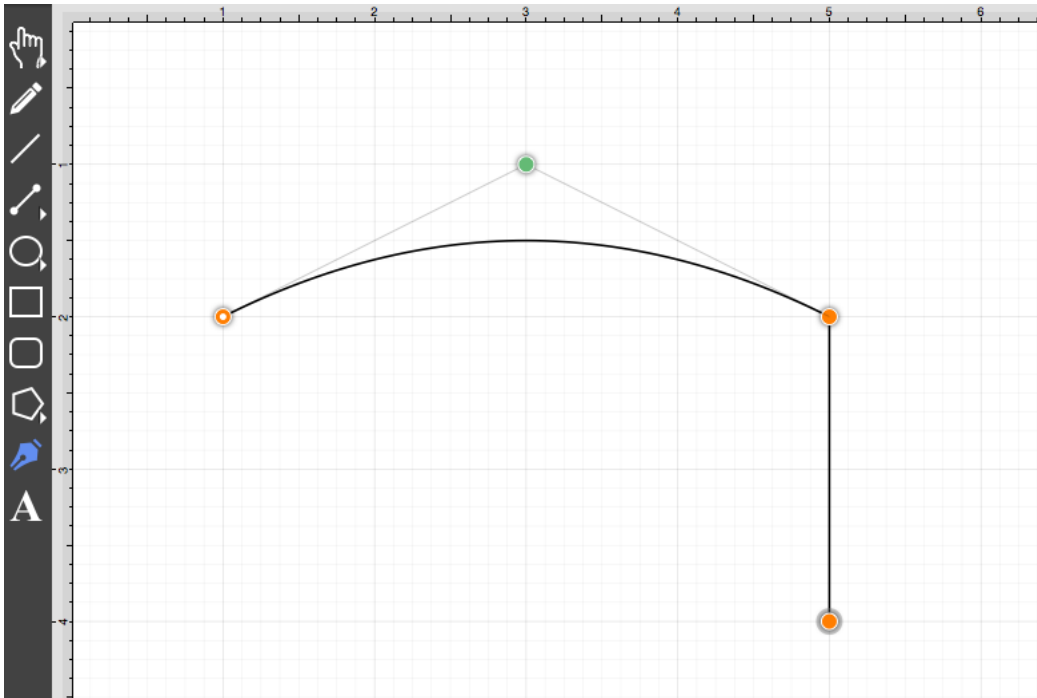
Next, click on the drawing canvas location where the second corner of the path should be (the upper right hand corner). This action creates a quadratic curve between the two end points, with the added control point functioning as an indicator to TouchDraw as to how to draw the curve.



The handles for curve control points are green. The color and look of the control points are an indicator of how they relate to the selected shape. Refer to the [handles reference](#) page to learn about the types of handles.

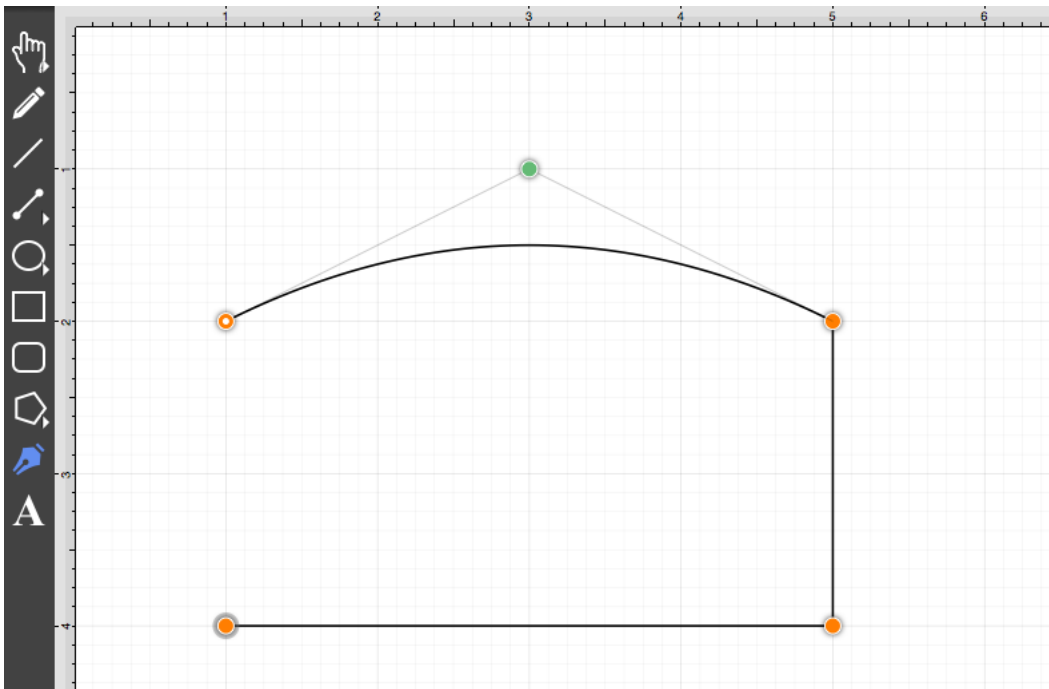
4

Next, click on the drawing in the location where the third corner of the path should be. As in the previous examples, it will have drawn a line from the last created point to the new point.



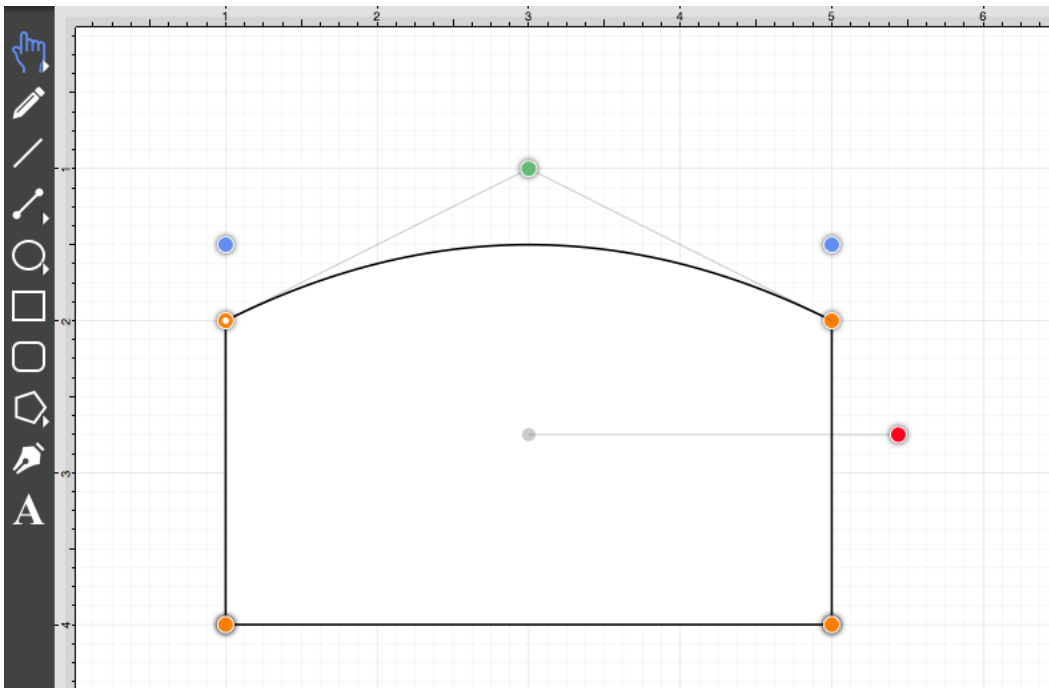
5

Next, click on the drawing in a the location where the fourth corner should be. Again, the same results are provided as before.



6

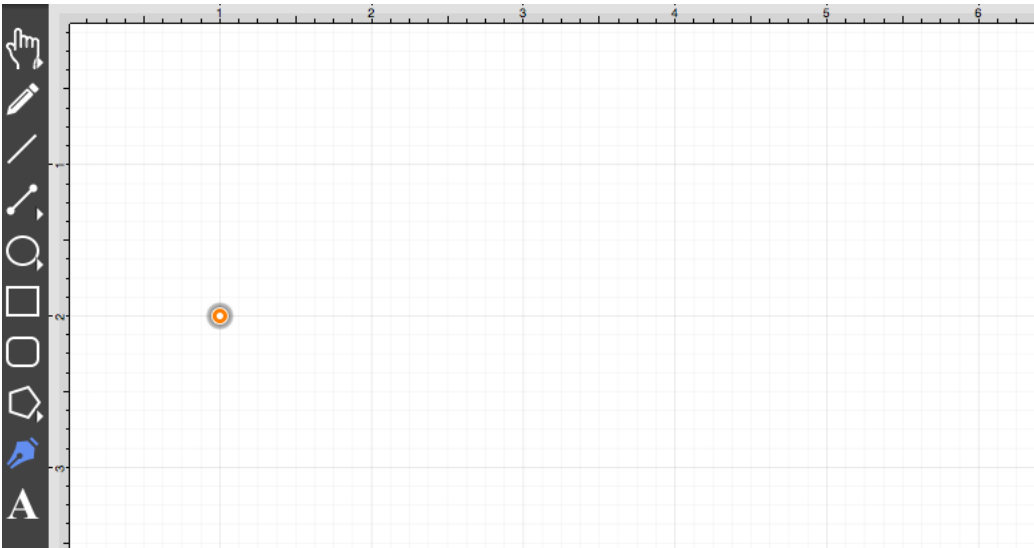
To close the shape, **Click** on the start point (the orange handle with a white dot in it). This action closes the shape and exits the path tool (assuming [sticky mode](#) has not been enabled).



In addition to the approach above, the same figure can be drawn performing these actions in a slightly different order, as shown below:

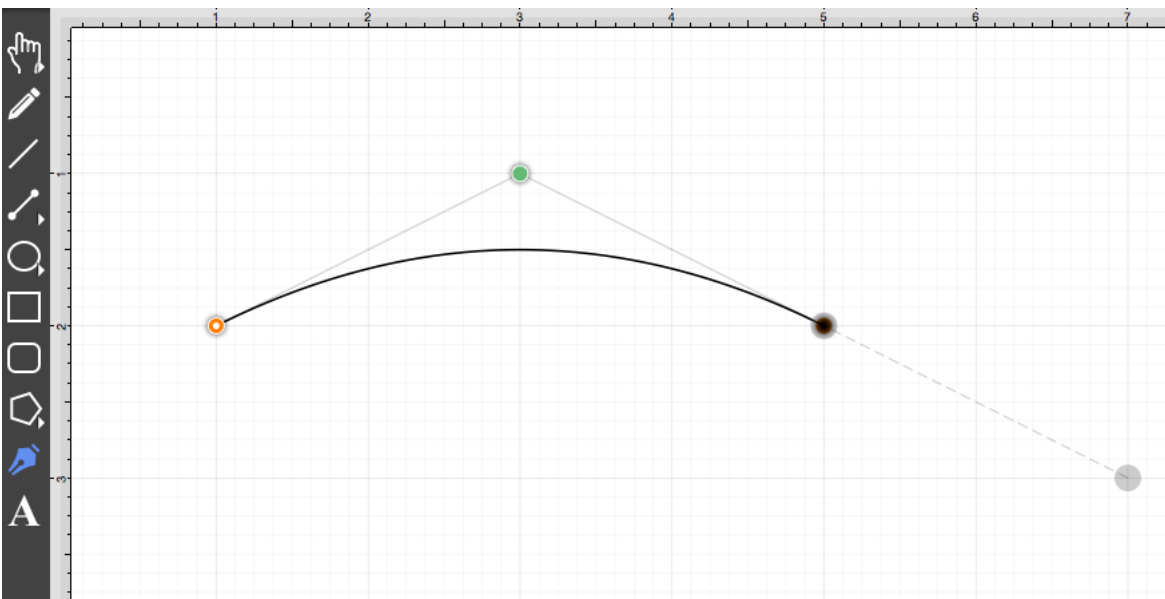
1

Click in the upper left hand corner to create the first point of the curved portion of the fireplace.



2

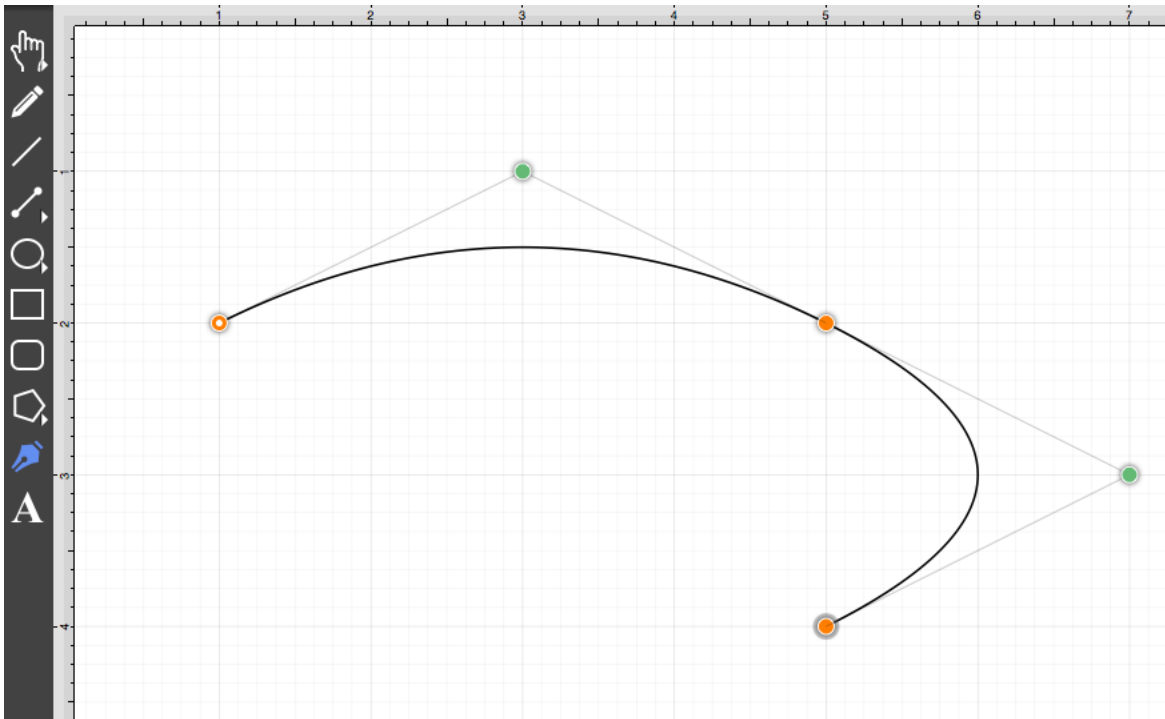
Perform a **Click/Drag** combination at the location where the ending point of the curve segment should be. Drag the "phantom" control point outward to the right and bottom until the desired curve has been created.



Performing an **Option/Click** combination on any location in the drawing canvas alters the position of the "phantom" control point to the selected location. Refer to the [Path Tool](#) section to learn more about this action.

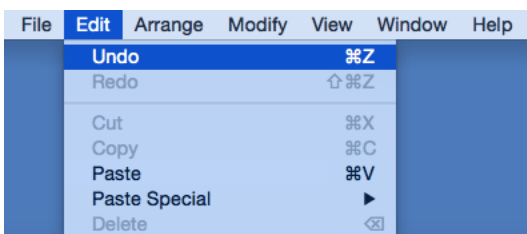
3

Add a line to the next corner in the shape by clicking where the next end point should be located.



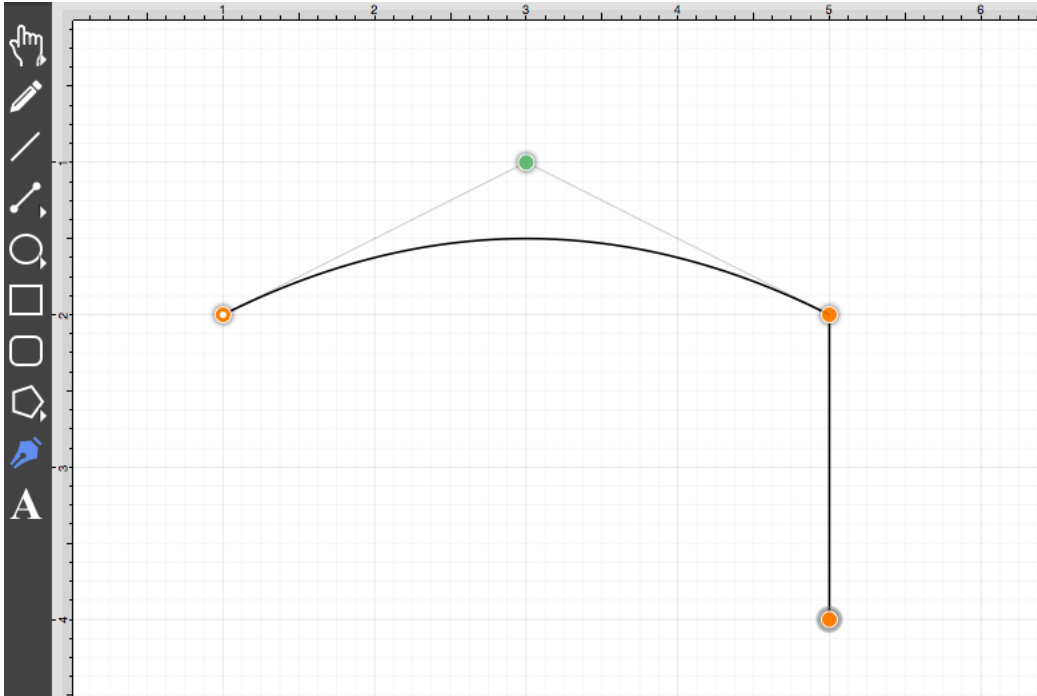
4

Obviously, this is not the desired result. If a "phantom" control point exists and a **Click** is performed on the drawing, TouchDraw will use this control point to create a quadratic curve segment. In this case, the "phantom" control point should be ignored and discarded. Select the [Edit Menu](#) and choose **Undo** or use the **Command-Z** keyboard shortcut to remove this last addition.



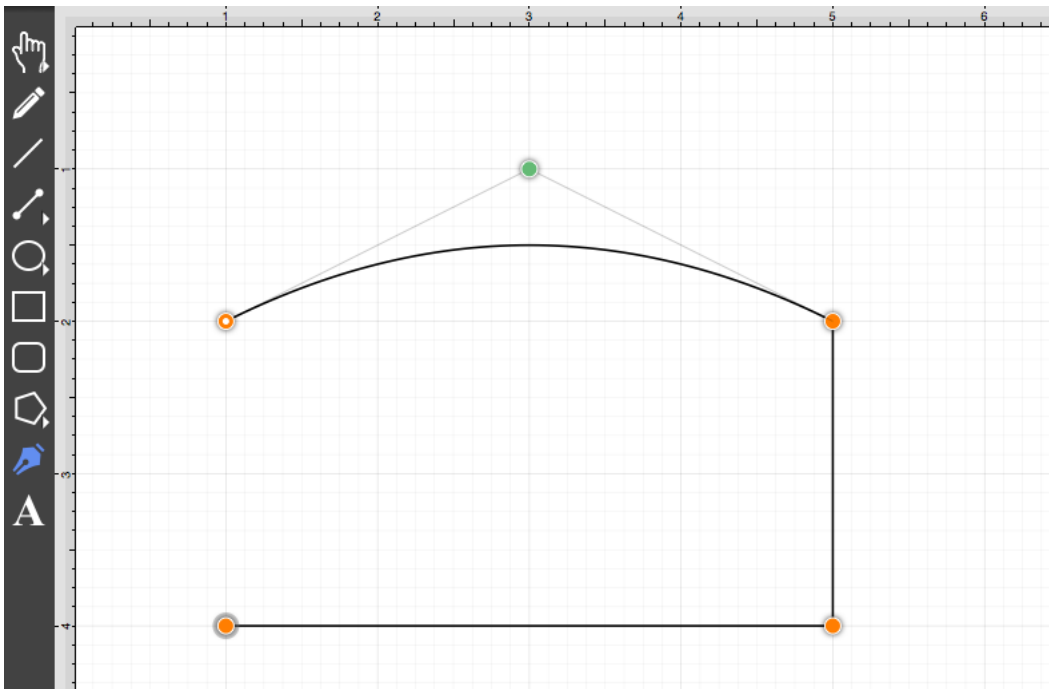
5

To draw a straight line from the last end point to the new end point, use the **Shift Key** as the path end point is selected. This action instructs TouchDraw to ignore the "phantom" control point and to draw a straight line.



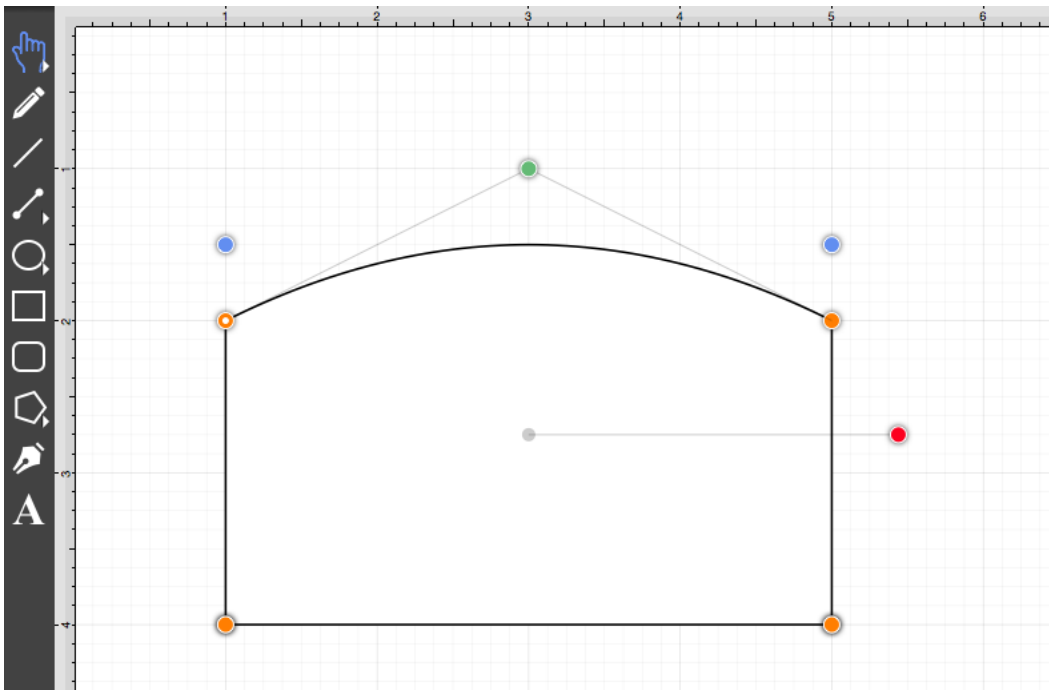
6

Click on the next corner end point to create the bottom of the fireplace.



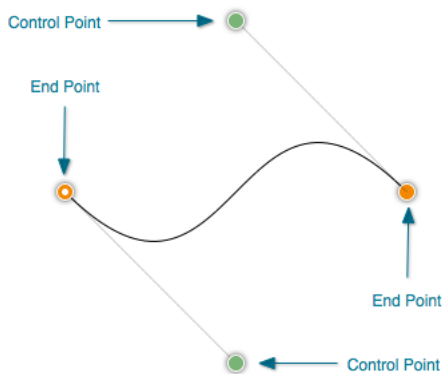
7

To close the shape, **Click** on the start point (the orange handle with a white dot in it). This action closes the shape and exits the path tool (assuming [sticky mode](#) has not been enabled).



4.5.14.3. Adding Cubic Curve Segments

A **Cubic Curve** is a line segment with two end points and two control points that determine the exact curve to be drawn. The image below illustrates an example of a cubic curve.

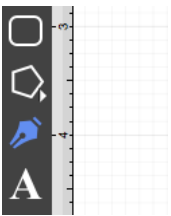


Two core gestures are available when creating path segments. A **Single Click** will add just an end point and a **Click/Drag** combination will add an end point with a corresponding control point. Since a cubic curve contains two end points and two control points, a cubic curve can only be added by performing a Click/Drag combination at one point and then by performing a Click or Click/Drag combination at another point.

For example, complete the following steps to draw a path like the one displayed in the example above:

1

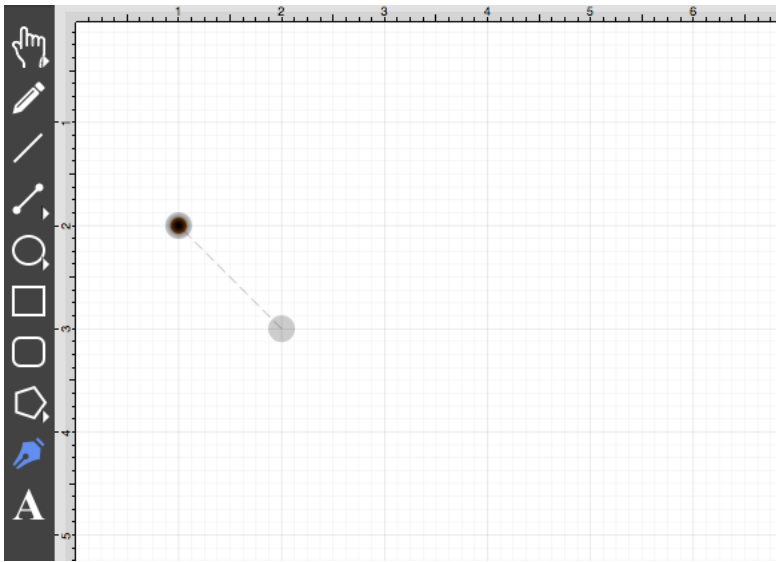
Select the [Path Tool](#).



2

Click on a desired starting point on the drawing canvas and drag to another location to establish the first control

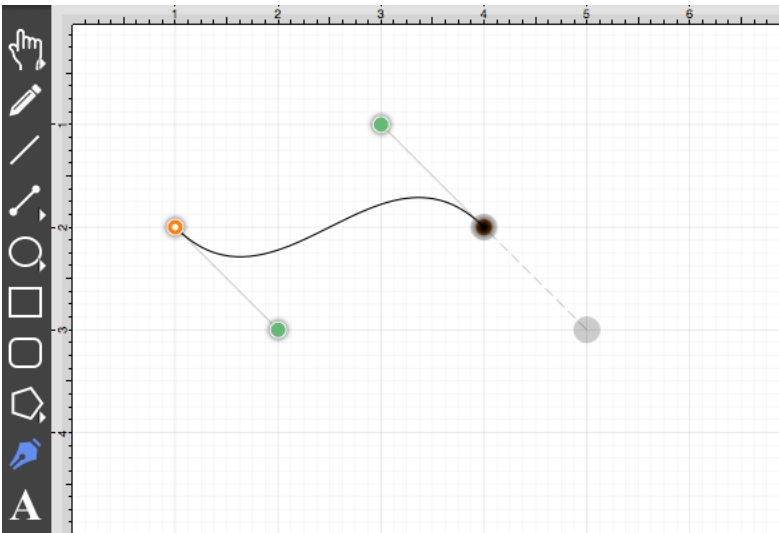
point. The orange handle with the white dot signifies the starting point of the path. The gray circle or "phantom" control point will turn into a control point when a curve segment is drawn.



A control point is displayed in gray when it has not been used and is referred to as a "phantom" control point. This characteristic provides a hint to the TouchDraw application that it should function as a control point in scenarios where the next drawn segment is a curve. The control point is ignored when a [straight line segment](#) is added.

3

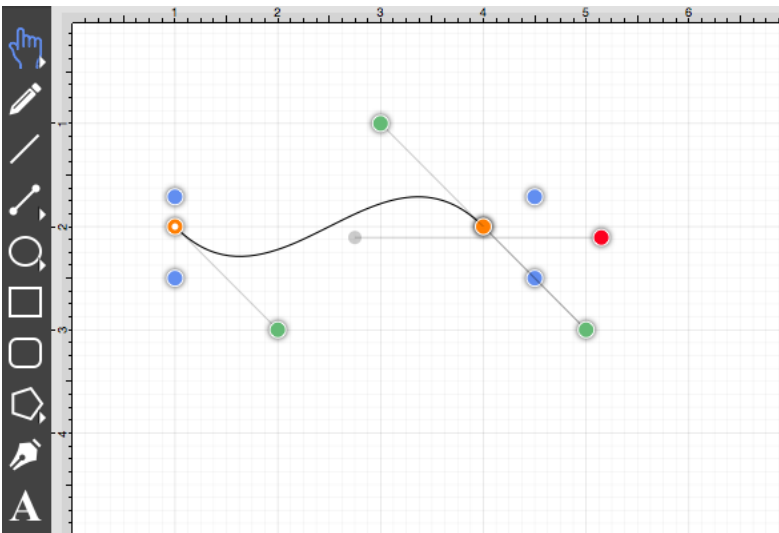
Next, click on the point within the drawing canvas where the segment end point will be and then drag the "phantom" control point outward toward the right and bottom of the drawing canvas to create the desired curve. A real control point will be placed exactly opposite (relative to the endpoint) from the current location of the "phantom" control point.



Performing an **Option/Click** combination on any location in the drawing canvas alters the position of the "phantom" control point to the selected location. Refer to the [Path Tool](#) section to learn more about this action.

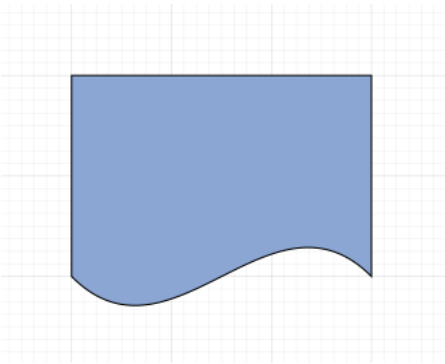
4

Since a path is being created rather than a shape, a **Double Click** must be performed on the drawing to inform TouchDraw of the completed path.



The handles for curve control points are green. The color and look of the control points are an indicator of how they relate to the selected shape. Refer to the [handles reference](#) page to learn about the types of handles.

The next step is to create a shape like the one shown below.

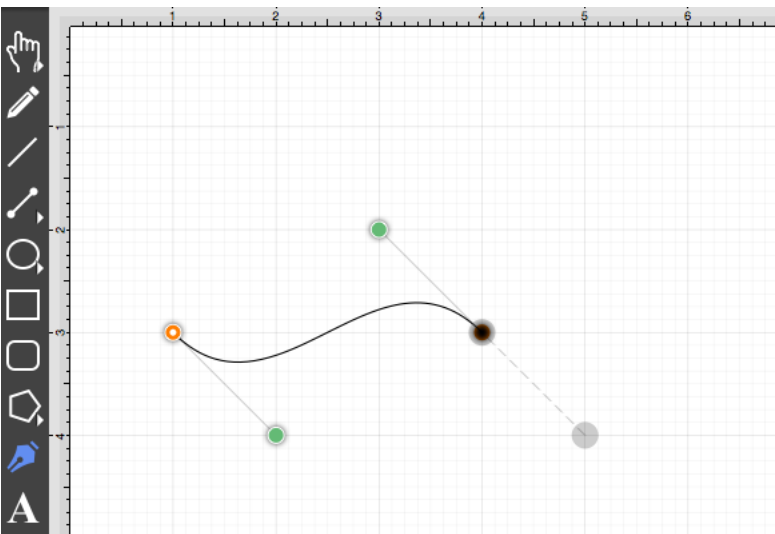


1

Select the [Path Tool](#).

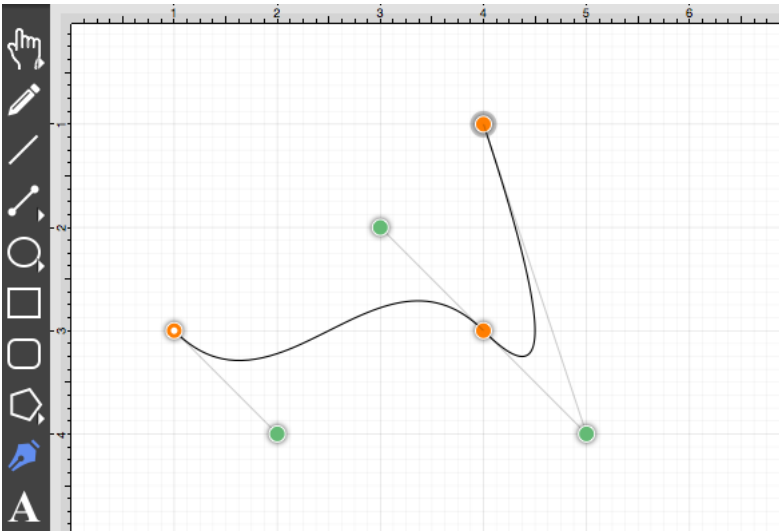
2

Repeat the steps above to create curve on the bottom of the shape as shown below.

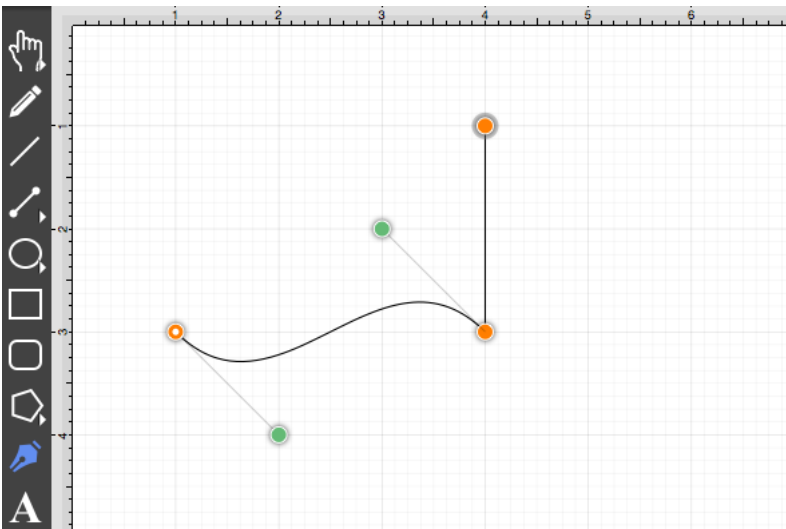


3

Next, draw the edge on the right hand side of the shape. If a control point exists and a **Click** is completed to add a single endpoint, TouchDraw will use the "phantom" control point to create a curve. Hold the **Shift Key** down while performing the **Click** action on the end point location to inform TouchDraw that a straight line should be added. The following screenshot illustrate what happens when the **Shift Key** is not used:

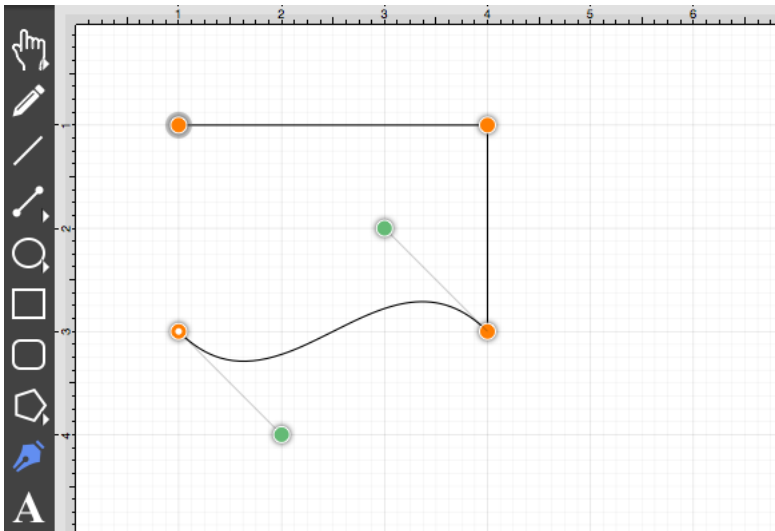


The following screenshot illustrates what happens when the **Shift Key** is held as the **Click** action is completed.



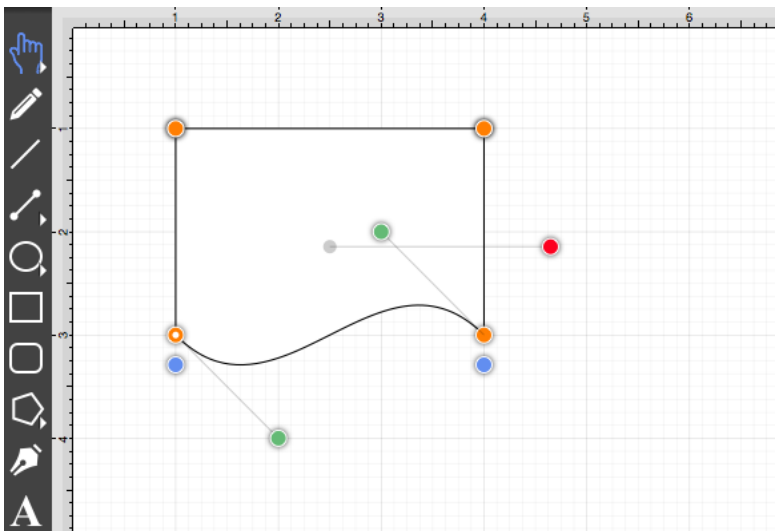
4

Next, click in the upper left hand corner where the next end point should be.



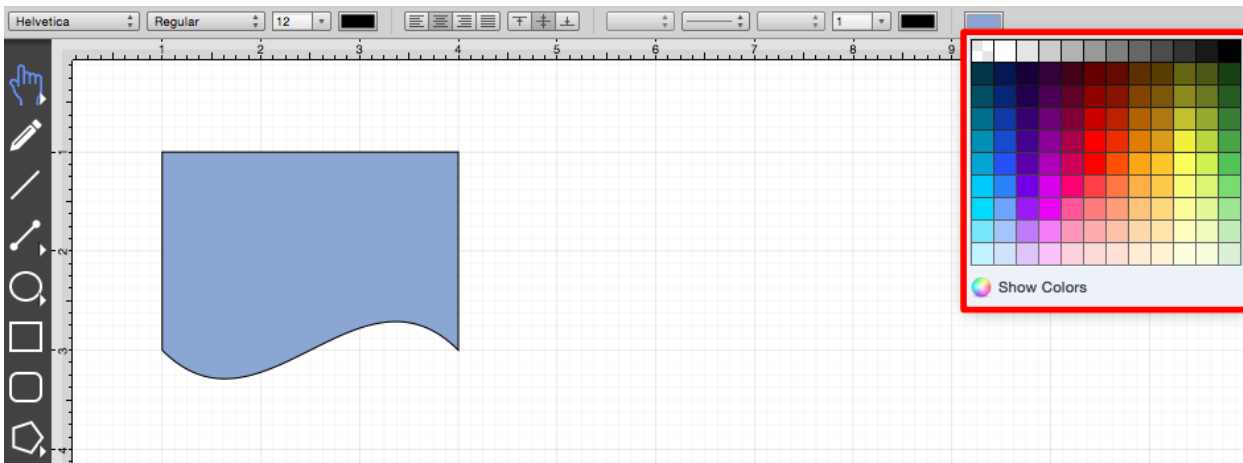
5

Finally, to close the path and to create a shape, **Click** on the start point (the orange handle with a white dot).



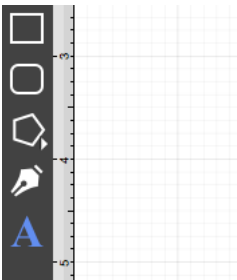
6

To set the color, click on the fill button located on the main toolbar and choose light blue. Refer to the [Handling Colors](#) portion of the documentation to learn more about using colors.

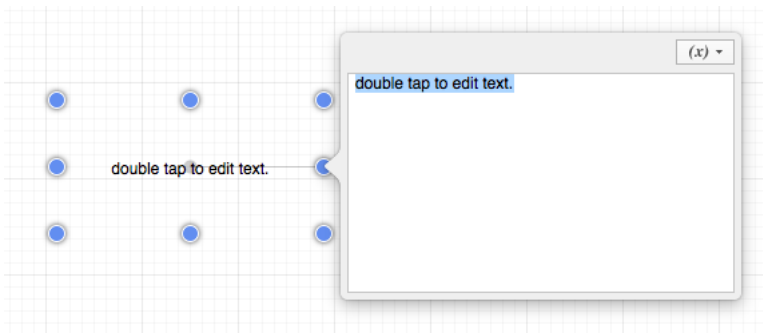


4.5.15. Text Tool

The **Text Tool** can be used to create a text area within a drawing. To use this tool, simply select it and perform a **Click/Drag** combination at the point in the drawing canvas where one of the bounding corners of the text area should be. Then drag in any direction and release the **Click** action where the other bounding corner to should be located.

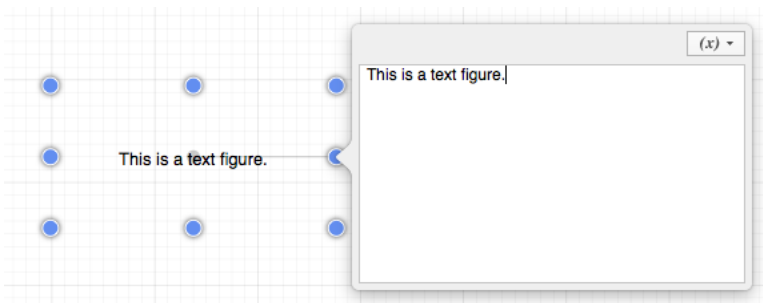


After a text area has been added, the image shown below containing the default text "Double tap to edit text" will appear.

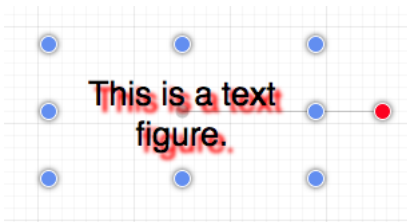


Double Clicking on a figure also causes the text editor to appear for entry.

Entered text is reflected in the drawing view to provide instant feedback as to how the completed text will look, will wrap, etc...



The text figure is different from all other types of figures because it only shows text. It cannot have a border (stroke) or be filled; however, displayed text can include a shadow.

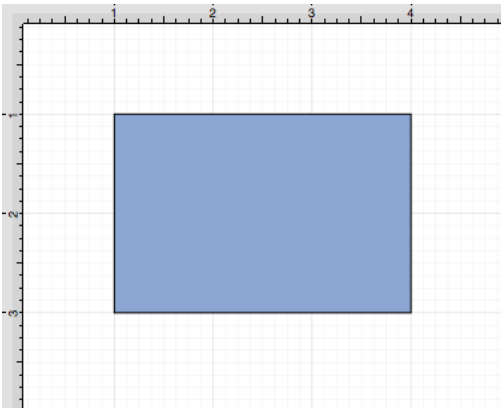


Adding Text to a Figure

To add text to the inside of a of rectangle with a border, a circle, or a rounded rectangle:

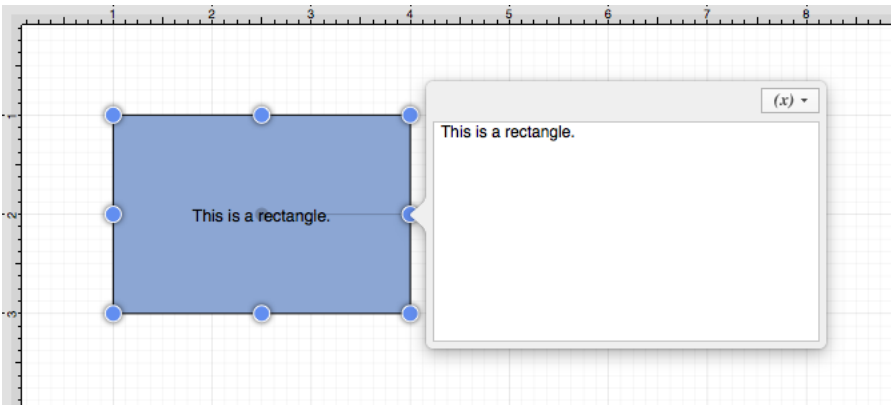
1

Use one of the [drawing tools](#) to create a figure.



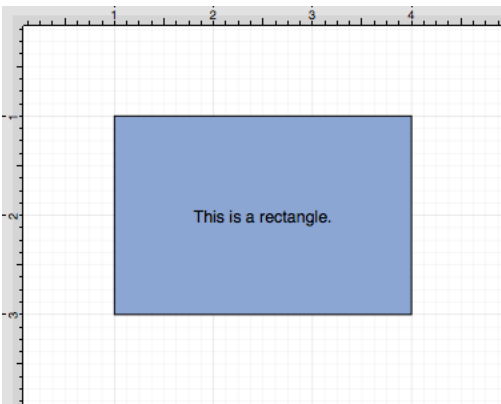
2

Double Click on the desired figure and the editor shown above will open.



3

Enter text and then click on the figure area to close the editor.



For more information on how to change the font, text size, text color and alignment, see the [Handling Text](#) section.

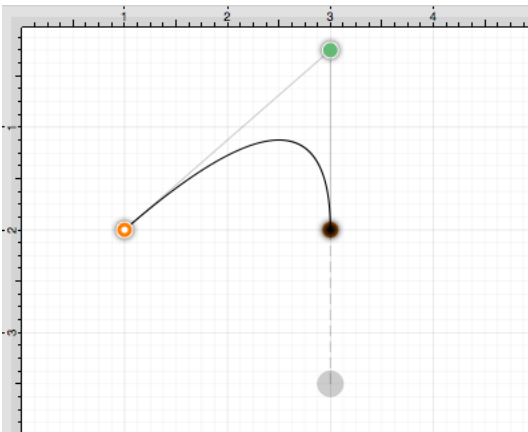
To simplify things, the text tool also supports adding a text area by simply clicking (without dragging) in the drawing area.

4.5.16. Option Key

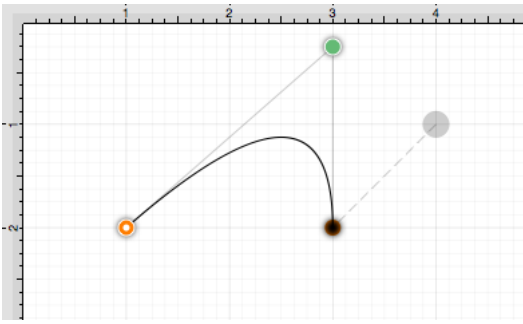
When the **Option Key** is used, it acts as an indicator to the tools that they should behave in a different manner than they normally would. For example, the **Option Key** can be used to alter the "phantom" control point position within the Drawing Canvas for a Path or to change a corner point back to a smooth curve after a curve segment has been created with the [Path Tool](#).

Option/Click

An **Option/Click** combination allows the "phantom" control point position to be set to a desired location on the drawing canvas after a **Click/Drag** combination has been performed to create a curve segment. The following image shows the "phantom control point at the 3,3.5 position:



An **Option/Click** combination is completed at the 4,1 position causing the "phantom" control point to be moved to this location on the drawing canvas. Refer to the image below:

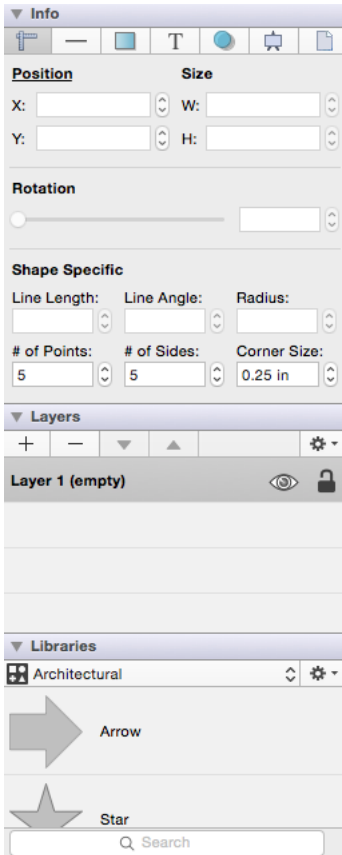


Option/Click/Drag

An **Option/Click/Drag** combination allows the "phantom" control point to be dragged to any point on the drawing canvas and changes a corner point back to a smooth curve after the initial **Click/Drag** combination has been completed for creating the curve segment.

4.6. Sidebar

The **Sidebar** can be found on the right hand side of the main application window. It is used to make attribute changes for objects (shapes, lines, paths, and text), to manage drawing layers, and for inserting stencils into a drawing.



Click on the name of the Sidebar Section to find out more details about what actions are possible when it is selected.

Section Name	Description
Info	The Info section contains options for altering shape, line, path, and text attribute settings.
Layers	The Layers section contains options for managing multiple layers of objects residing on the drawing canvas.

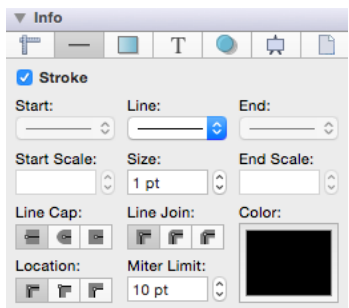
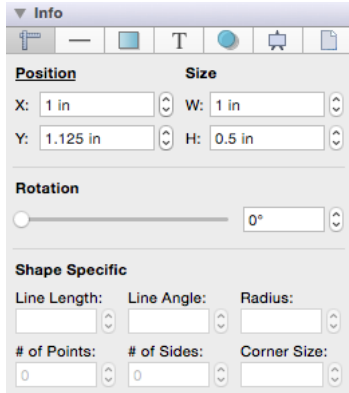
Section Name	Description
Libraries	The Libraries section contains options for inserting stencils into a drawing.

The **Sidebar** can be hidden if desired by performing a **Click** on the "Sidebar" button located in the upper right corner of the main application window.



4.6.1. Measurement Conversion

Several attributes within the [Info](#) portion of the [Sidebar](#) support measurement conversion to make working with different scales easier. For each attribute that supports measurement conversion, you will see the abbreviation next to the value within the field, as shown below in the [Adjustment Tab](#) and the [Stroke Tab](#).

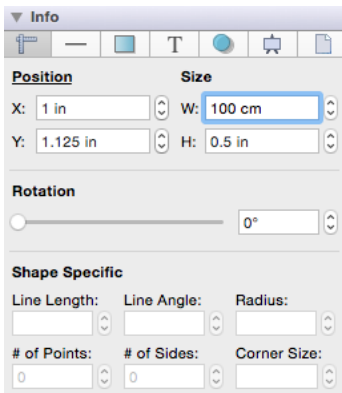


For example, the **Position** and **Size** attributes show *Inches (in)* as the current value. The **Rotation** attribute

displays the *Degrees* (°) symbol. In any location where the measurement unit abbreviation is shown, you can enter a different unit of measurement and it will be converted to its equivalent value in the default unit (i.e. points, inches, degrees...). These standard units of measurement are supported for measurement conversion within TouchDraw:

- Kilometers
- Meters
- Yards
- Feet
- Inches
- Pixels
- Points
- Centimeters
- Millimeters

Length measurements (in, ft, yards, mm, cm, m, and km) are applicable for dimensional attributes: width, height, length, and radius. For example, if 100 centimeters (cm) is typed into the **Width** attribute on the [Adjustment Tab](#), then it will be converted to its equivalent value of 39.37 inches (in). Simply, type in 100 cm and then press the **Enter Key** on your keyboard or click in another area within TouchDraw for the conversion to take place.



▼ Info

Position Size

X: 1 in W: 39.37 in

Y: 1.125 in H: 0.5 in

Rotation

0°

Shape Specific

Line Length: Line Angle: Radius:

of Points: # of Sides: Corner Size:

If 10 millimeters (mm) is typed as the **Line Length** on the [Adjustment Tab](#), then it will be converted to 0.394 inches.

▼ Info

Position Size

X: 1 in W: 2 in

Y: 1 in H: 0 in

Rotation

Shape Specific

Line Length: Line Angle: Radius:

2 in 0°

of Points: # of Sides: Corner Size:

▼ Info

Position Size

X: 1 in W: 2 in

Y: 1 in H: 0 in

Rotation

Shape Specific

Line Length: Line Angle: Radius:

10 mm 0°

of Points: # of Sides: Corner Size:

The 'Info' panel displays the following settings:

- Position:** X: 1 in, Y: 1 in
- Size:** W: 0.394 in, H: 0 in
- Rotation:** 0°
- Shape Specific:**
 - Line Length: 0.394 in
 - Line Angle: 0°
 - Radius: 0
 - # of Points: 0
 - # of Sides: 0
 - Corner Size: 0

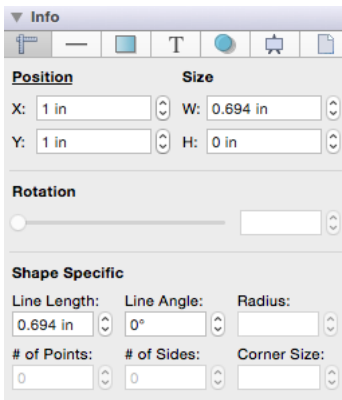
Dimensional attributes can also be converted based off points or pixels. For example, if you type in 50 points (pt) for the **Line Length**, then it will be converted to the equivalent value in inches (in), which is 0.694.

The 'Info' panel displays the following settings:

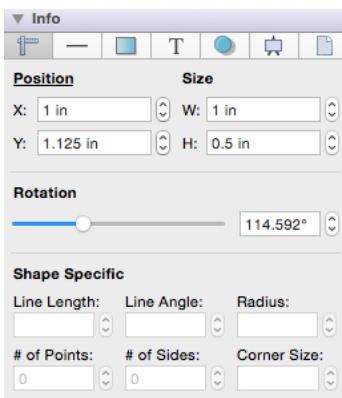
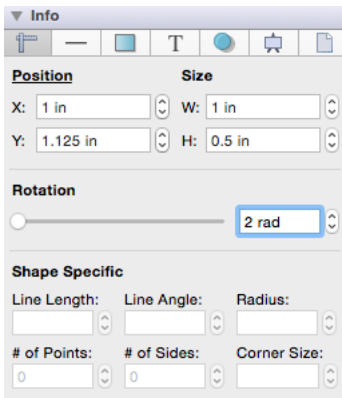
- Position:** X: 1 in, Y: 1 in
- Size:** W: 2 in, H: 0 in
- Rotation:** 0°
- Shape Specific:**
 - Line Length: 2 in
 - Line Angle: 0°
 - Radius: 0
 - # of Points: 0
 - # of Sides: 0
 - Corner Size: 0

The 'Info' panel displays the following settings:

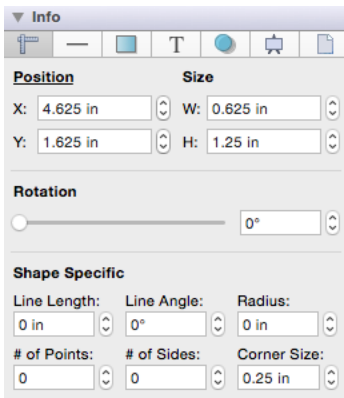
- Position:** X: 1 in, Y: 1 in
- Size:** W: 2 in, H: 0 in
- Rotation:** 0°
- Shape Specific:**
 - Line Length: 50 pt
 - Line Angle: 0°
 - Radius: 0
 - # of Points: 0
 - # of Sides: 0
 - Corner Size: 0



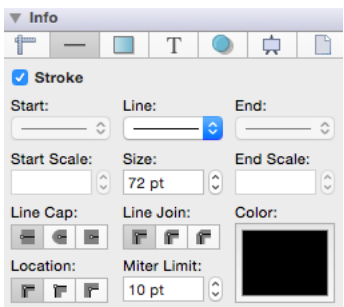
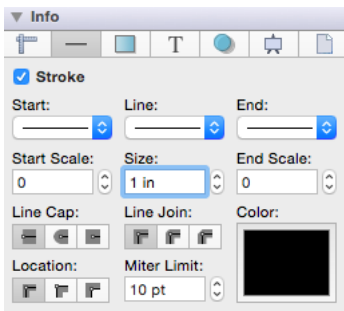
TouchDraw additionally supports measurement conversion for items that use the default measurement unit of **Degrees (°)**. The **Radian** unit of measurement may be entered for conversion into its degree equivalent for any angle attributes including the line angle, radius, and rotation values. In the example below, 2 radians (rad) is entered as the **Rotation** value on the [Adjustment Tab](#) and converted into 114.592°.



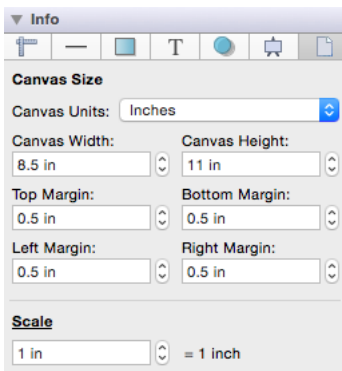
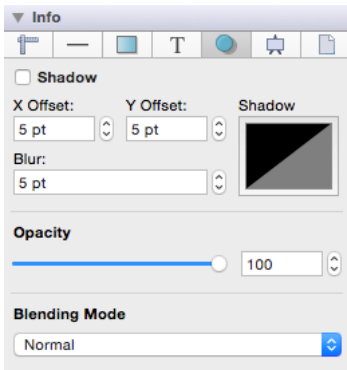
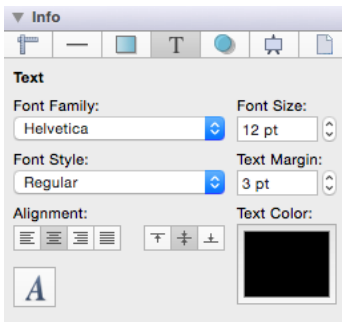
Measurement conversion is applicable for many [Sidebar](#) attributes including the *Position*, *Size*, *Line Length*, *Line Angle*, *Radius*, and *Corner Size* attributes on the **Adjustment Tab**.



This ability is present on the [Stroke Tab](#) for altering [Stroke Size](#) and [Meter Limit](#) values. For example, if you enter 1 inch (*in*) as the **Stroke Size**, it will automatically be converted to the equivalent value in **points**, which is 72 points.

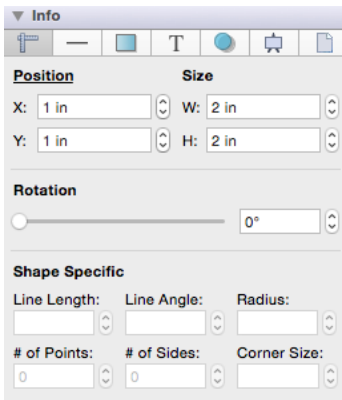


Measurement conversion is also supported on the [Text](#), [Shadow](#), and [Canvas Size](#) tabs.



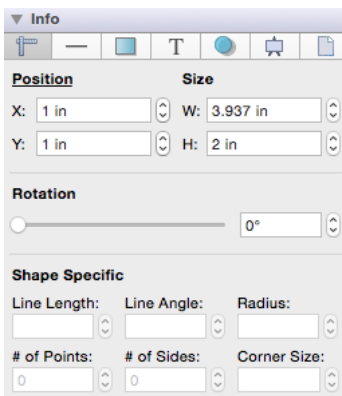
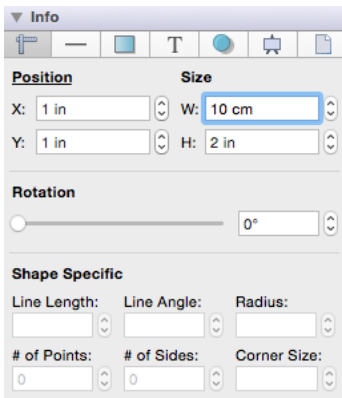
4.6.2. Info

The **Info** portion of the *Sidebar* contains attribute options for shapes, lines, paths, and text. Each tab corresponds to a set of attributes and is explained in further detail below.

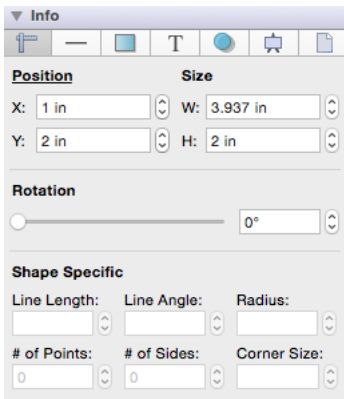
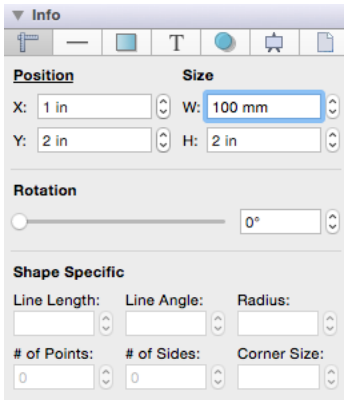


Values displayed in the **Info** portion of the *Sidebar* default to **Inches** or **Degrees**; however, alternative units of measurement (i.e. centimeters, meters, feet, yards, etc.) or radians rather than degrees may be typed in. These values will be automatically converted to their equivalent in *Inches* or *Degrees*.

For example, if 10 centimeters (10 cm) is entered for the **Width** of a selected figure, then it will be automatically converted to **Inches** after pressing the **Enter Key** on your keyboard or selecting another item within the application.






If you enter 100 millimeters (mm) for the **Width** of a selected figure, then it will be automatically converted to 3.937 inches, as shown below:



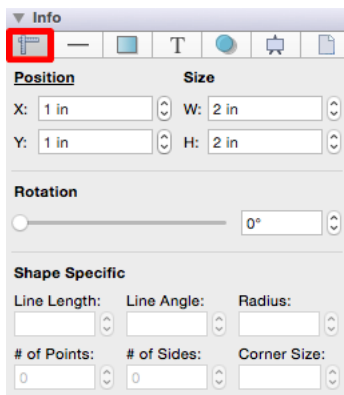
Click on the name of a specific Attribute Tab to learn more about available setting changes.

Icon	Tab Name	Description
	Adjustment	The Adjustment tab contains options for altering attributes on a selected figure or to make path related changes to a figure.
	Stroke	The Stroke tab contains options for altering the attributes of a line (stroke).
	Fill	The Fill tab contains options for altering the fill attributes of a shape or pen object.
	Text	The Text tab contains options for altering text attributes (size, style, margins, color, and alignment).

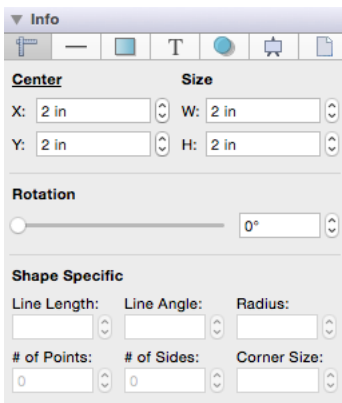
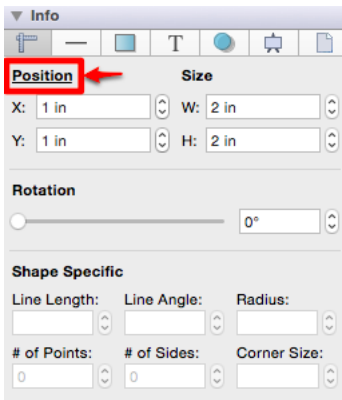
Icon	Tab Name	Description
	Shadow	The Shadow tab contains options for altering shadowing, opacity, and blending attributes of a figure(s).
	Units and Rulers	The Units and Rulers tab contains options for altering the unit of measure, the background and other drawing canvas related settings. These options can be used to control the layout and divisions of the ruler. Unit settings are additionally used when drawings are exported in alternative formats such as PNG images and PDF files.
	Canvas Size	The Canvas Size tab contains options for altering printing units, page width, page height, and print margin attributes.

4.6.3. Adjustment

The **Adjustment Tab** contains options for gaining enhanced control of a [selected](#) figure or to make path related changes to a figure. The tab will appear as shown below when selected in the [sidebar](#).

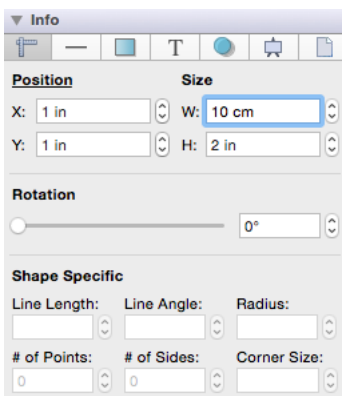


The **Position Header** located in the upper right corner can be toggled from Position to Center. The **Center Header** sets the center point of a selected shape or group of shapes. Click on the position header to toggle to the center header options, which appear as shown below:



Values displayed in the **Adjustment Tab** default to **Inches** or **Degrees**; however, alternative units of measurement (i.e. centimeters, meters, feet, yards, etc.) or radians rather than degrees may be typed in. These values will be automatically converted to their equivalent in *Inches* or *Degrees*.

For example, if 10 centimeters (10 cm) is entered for the **Width** of a selected figure, then it will be converted to **Inches** after pressing the **Enter Key** on your keyboard or selecting another item within the application.



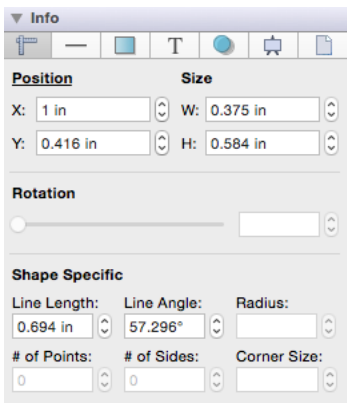
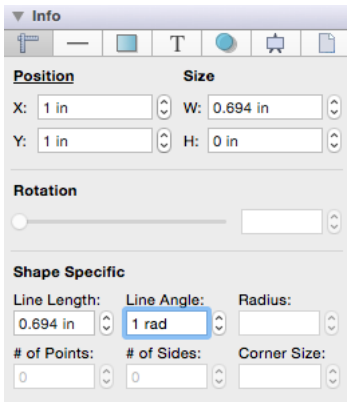
The screenshot shows the 'Info' panel for a selected rectangle. The 'Position' section has X: 1 in and Y: 1 in. The 'Size' section has W: 3.937 in and H: 2 in. The 'Rotation' section shows 0°. The 'Shape Specific' section has Line Length, Line Angle, Radius, # of Points, # of Sides, and Corner Size, all set to 0.

If 100 millimeters (mm) is entered for the **Width** of a selected figure, then it will be converted to 3.937 inches.

The screenshot shows the 'Info' panel for a selected rectangle. The 'Position' section has X: 1 in and Y: 2 in. The 'Size' section has W: 100 mm and H: 2 in. The 'Rotation' section shows 0°. The 'Shape Specific' section has Line Length, Line Angle, Radius, # of Points, # of Sides, and Corner Size, all set to 0.

The screenshot shows the 'Info' panel for a selected rectangle. The 'Position' section has X: 1 in and Y: 2 in. The 'Size' section has W: 3.937 in and H: 2 in. The 'Rotation' section shows 0°. The 'Shape Specific' section has Line Length, Line Angle, Radius, # of Points, # of Sides, and Corner Size, all set to 0.

Conversion can also be used for angle measurements that use **Degrees** (°) as the unit of measurement. For example, if you enter 1 radian (rad) as the **Line Angle**, it will be converted to 57.296°.



Click on the corresponding Adjustment Attribute name to learn more about what the option does.

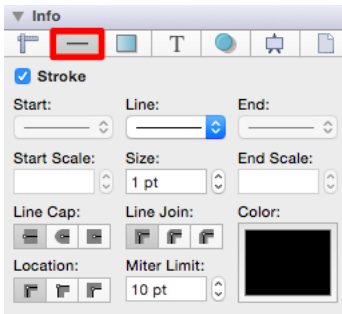
Attribute Name	Description
X	The X attribute can be used to set the X position of the currently selected figure to the entered value. It functions as a nudge tool when multiple figures are selected by moving all figures in a manner relative to the entered change.
Y	The Y attribute can be used to set the Y position of the currently selected figure to the entered value. It functions as a nudge tool when multiple figures are selected by moving all figures in a manner relative to the entered change.
W	The W (width) attribute can be used to set the width of all currently selected figures to the entered value. The width of all figures is set to this value when multiple items are selected. To scale the width based on the relative size within the selected figures, group all of the figures and then resize.
H	The H (height) attribute can be used to set the height of the currently selected figure to

Attribute Name	Description
	the entered value. The height of all figures is set to this value when multiple items are selected. To scale the width based on the relative size within the selected figures, group all of the figures and then resize.
Rotation	The Rotation attribute can be used to set the angle of the currently selected figure to the chosen slider or keyboard entered value. In the instance of a multiple figure selection, this option will set the angle of all selected figures to the entered value and rotate them relative to their own centers. It is best to group all desired figures and then rotate them as a group when wanting to make this change relative to the center of the selection.
Line Length	The Line Length attribute can be used to set the length of a selected line(s). A line must be selected for this option to be enabled.
Line Angle	The Line Angle attribute can be used to set the rotation angle of a selected line(s). A line must be selected for this option to be enabled.
Radius	The Radius attribute can be used to set the radius of the currently select circle to the entered value. In the instance of multiple figure selection, this option will set the radius of all selected figures to the entered value.
# of Points	The # of Points attribute can be used to set the number of points for a star. In the instance of multiple figure selection, this option will set the number of points of all selected figures to the entered value.
# of Sides	The # of Sides attribute can be used to set the number of sides for a polygon. In the instance of a multiple figure selection, this option will set the number of sides of all selected figures to the entered value.
Corner Size	The Corner Size attribute can be used to set the size of the corner for a rounded rectangle. The units for the corner size are the units of measure of the drawing. For example, if the units of measure for the drawing were inches and the size of the corner is set to ".25", the corner size is 1/4 of an inch.

Note: The value displayed in the text field of each attribute setting represents the value of the first selected figure.

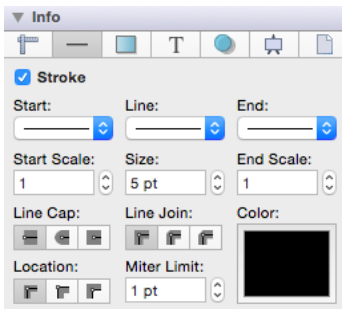
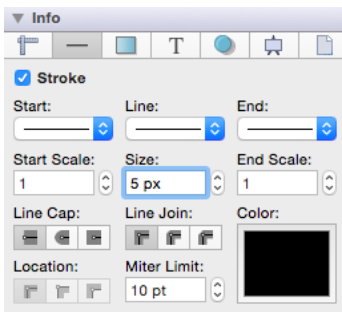
4.6.4. Stroke

The **Stroke Tab** contains options for setting the attributes of a line (stroke). The tab will appear as shown below when selected in the [sidebar](#).



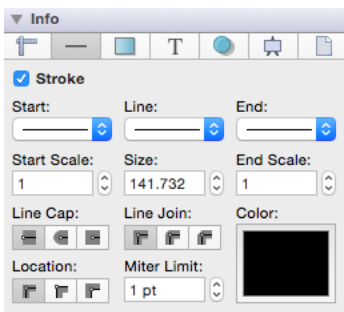
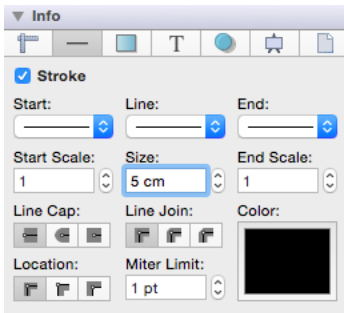
Values displayed in the **Stroke Tab** default to **Points**; however, alternative units of measurement may be typed in: Pixels, Centimeters, Millimeters, Inches, etc. These values will be automatically converted to their equivalent in *Points*.

For example, if 5 pixels (5 px) is entered for the **Stroke Size**, then it will be automatically converted to **Points** after pressing the **Enter Key** on your keyboard or selecting another item in TouchDraw.

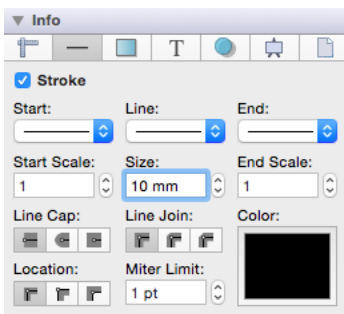


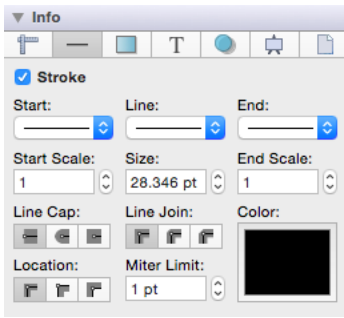
Pixels and points will have the same number value after conversion when the default measurement is points; however, you can enter points or pixels for conversion to inches in other parts of the [Sidebar](#) such as the [Adjustment Tab](#).

If 5 centimeters (cm) is entered as the **Stroke Size**, then it will be converted to 141.732 points.



If 10 millimeters (mm) is entered as the **Stroke Size**, then it will be converted to 28.346 points.





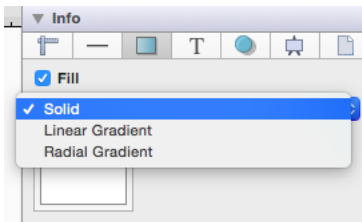
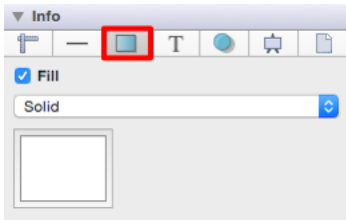
Click on the corresponding Stroke Attribute name to learn more about what the option does.

Attribute Name	Description
Stroke	The Stroke attribute is an "On/Off" toggle button for setting the visibility of strokes or lines of a figure(s). The border or line of a figure is not drawn when this option is disabled.
Start	The Start attribute can be used to set the style of the beginning portion of a created line.
Line	The Line attribute can be used to set the style of the line being created.
End	The End attribute can be used to set the style of the ending portion of a created line.
Start Scale	The Start Scale attribute can be used to scale the start of a line independently from the stroke size.
Size	The Size attribute can be used to set the width of a stroke <i>in pixels</i> .
End Scale	The End Scale attribute can be used to scale the end of a line independently from the stroke size.
Line Cap	The Line Cap attribute can be used to set the cap of a line to Butt, Rounded, or Square.
Line Join	The Line Join attribute can be used to set the join of a line to Mitered, Rounded, or Beveled.
Location	The Location attribute can be used to set the location where the line will join with another object.
Miter Limit	The Miter Limit attribute can be used to set the angle of connected line segments where they join. The join will be more jagged or sharp depending on the entered or

Attribute Name	Description
	selected value. Miter limits are relative to stroke size and become increasingly noticeable for line segments with increased thickness.
Color	The Color attribute can be used to specify the color of a stroke. Refer to the Handling Colors section to learn more about color attribute changes.

4.6.5. Fill

The **Fill Tab** contains options for setting the fill attributes of all objects with the exception of the Line and Connection tools. The tab will appear as shown below when selected in the [Sidebar](#).



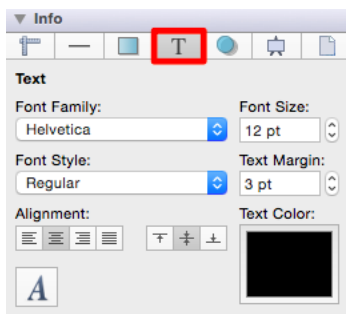
Click on the corresponding Fill Attribute name to learn more about what the option does.

Attribute Name	Description
Fill	The Fill attribute is an "On/Off" button for toggling the visibility of the fill of a figure(s). Shapes have no fill when this option is disabled.
Fill Style	The Fill Style attributes are located in a drop down menu underneath the Fill button. This option sets the type of fill pattern used for a figure(s). - Solid - Fills a figure with solid color. - Linear Gradient - Transitions from the specified start color to the specified end color at a designated angle. - Radial Gradient - A radial gradient transitions from the specified start color to the specified end color by starting from the

Attribute Name	Description
	center of the figure and then moving outward in a circular manner.
Color	The Color attribute is used to choose the fill color for a figure(s). See the Handling Colors section for additional details.

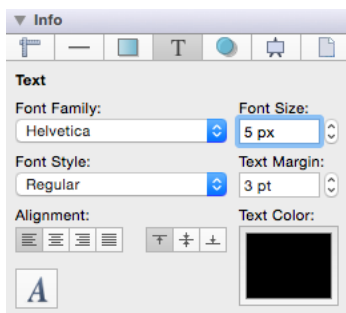
4.6.6. Text

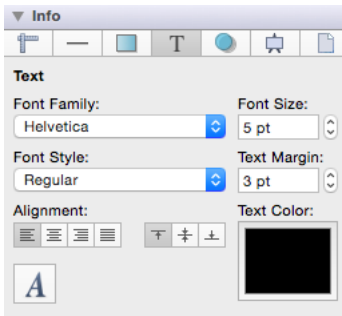
The **Text Tab** contains options for setting the text attributes of a figure(s). The tab will appear as shown below when selected in the [Sidebar](#).



Values displayed in the **Text Tab** default to **Points**; however, alternative units of measurement may be typed in (i.e. pixels, millimeters, centimeters, inches, feet, etc.). These values will be automatically converted to their equivalent in *Points* after pressing the **Enter Key** on your keyboard or clicking in another area of TouchDraw.

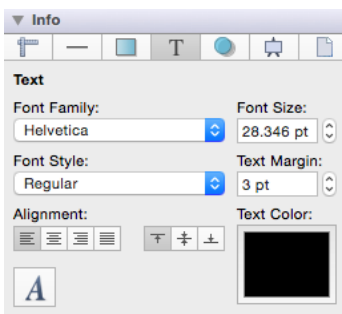
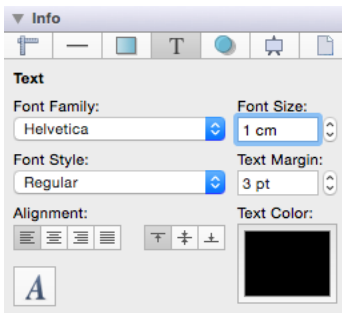
If you enter 5 pixels (px) as the **Font Size**, then it will be converted to 5 points (pt).



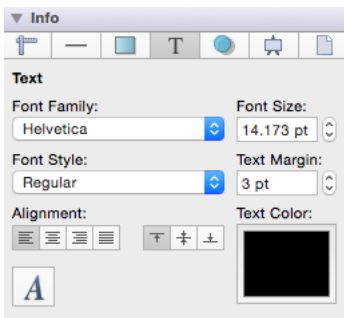
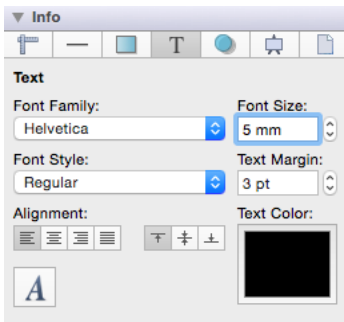


Pixels and points will have the same number value after conversion when the default measurement is points; however, you can enter points or pixels for conversion to inches in other parts of the [Sidebar](#) such as the [Adjustment Tab](#).

For example, if 1 centimeter (1 cm) is entered for the **Font Size**, then it will be automatically converted to *Points* after pressing the **Enter Key** on your keyboard or selecting another item in TouchDraw.



If 5 millimeters (5 mm) is entered as the **Font Size**, then it will be converted to 14.173 points.



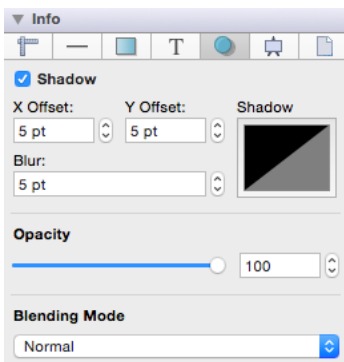
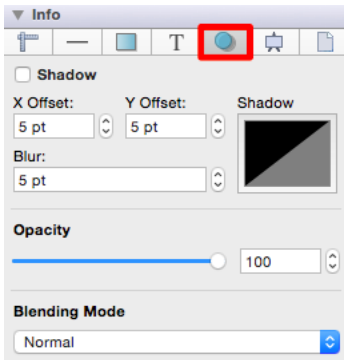
Click on the corresponding Text Attribute name to learn more about what the option does.

Attribute Name	Description
Font Family	The Font Family attribute is used to choose a set of fonts with the same typeface, but varying qualities such as size and weight.
Font Size	The Font Size attribute sets the height of characters in a selected font family.
Font Style	The Font Style attribute sets the style or angle of text within a figure(s).
Text Margin	The Text Margin attribute set the margins for text within a figure(s). The measurement spans from the text box edge to the actual text.
Alignment	The Alignment attribute set the vertical and horizontal text alignment modes for text within a figure(s).
Text Color	The Text Color attribute sets the color of text appearing in a figure(s).
A	This button opens the standard Fonts selection window for the Mac.

Note: Refer to the [Handling Text](#) section of this documentation to learn more about attribute changes or editing text for figures.

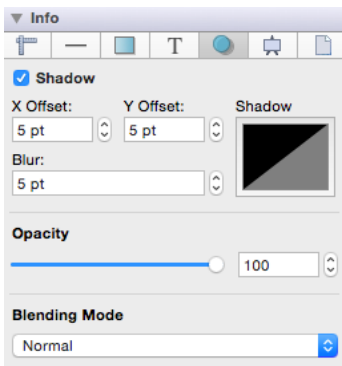
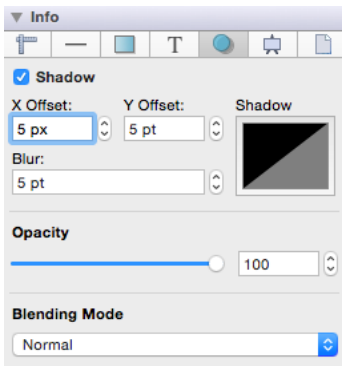
4.6.7. Shadow

The **Shadow Tab** contains options for altering shadowing, opacity, and blending attributes of a figure(s). The tab will appear as shown below when selected in the [Sidebar](#).



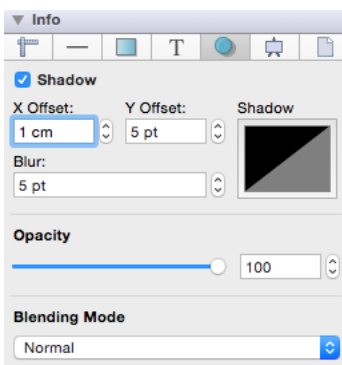
Values displayed in the **Shadow Tab** default to **Points**; however, alternative units of measurement may be typed in (i.e. pixels, millimeters, centimeters, inches, feet, etc.). These values will be automatically converted to their equivalent in *Points* after pressing the **Enter Key** on your keyboard or clicking on another item within TouchDraw.

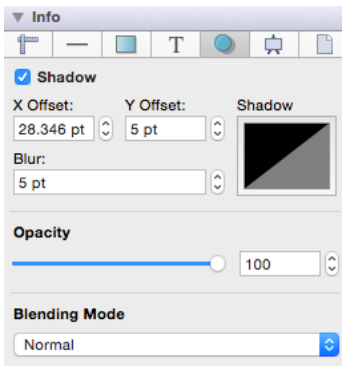
For example, if you enter 5 pixels (px) as the **X Offset**, then it will be converted to 5 points (pt).



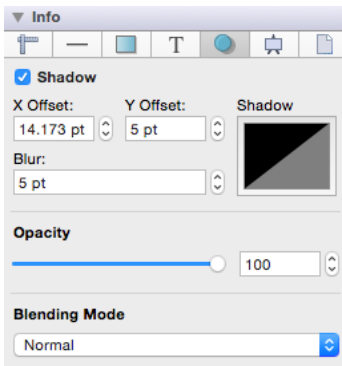
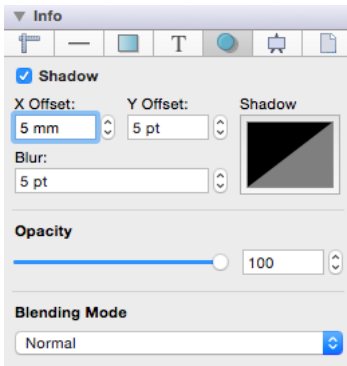
Pixels and points have the same number value after conversion when the default measurement is points; however, you can enter points or pixels for conversion to inches in other parts of the [Sidebar](#) such as the [Adjustment Tab](#).

If 1 centimeter (1 cm) is entered for the **X Offset**, then it will be automatically converted to *Points* after pressing on the **Enter Key** or selecting another item in TouchDraw.





If 5 millimeters (5 mm) is entered as the **X Offset**, then the value will be converted to 14.173 points.



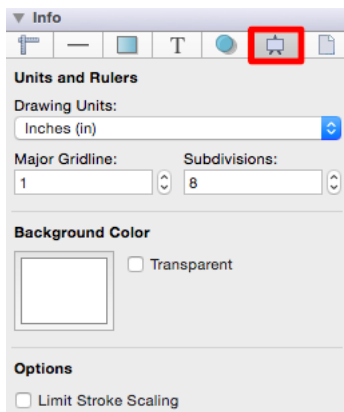
Click on the corresponding Shadow Attribute name to learn more about what the option does.

Attribute Name	Description
Shadow	The Shadow attribute is used to toggle the shadow visibility of a figure(s). A shadow is not drawn if this option is disabled.

Attribute Name	Description
X Offset	The X Offset attribute sets the offset of the shadow in the X axis.
Y Offset	The Y Offset attribute sets the offset of the shadow in the Y axis.
Blur	The Blur attribute sets the amount of blur applied to the shadow.
Shadow Color	The Shadow Color attribute sets the shadow color for a figure(s). Refer to the Handling Colors section of this documentation to learn more about color attribute alterations.
Opacity	The Opacity attribute can be used to alter the opaqueness (opposite of transparency) of a selected color.
Blending Mode	The Blending Mode attribute sets the style of blend applied to a figure(s).

4.6.8. Units and Rulers Tab

The **Units and Rulers Tab** contains options for altering the unit of measure, background, and additional drawing canvas related settings. These options are used to control the layout and divisions of the ruler. Unit settings are additionally used when drawings are exported in alternative formats such as a PDF file. The tab will appear as shown below when selected in the [Sidebar](#).



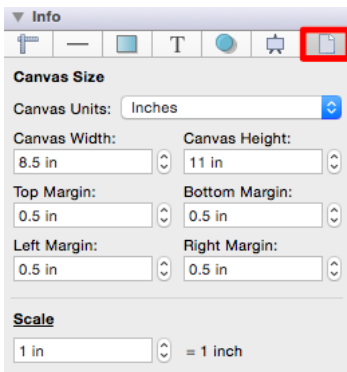
Click on the corresponding Units and Rulers Attribute name to learn more about what the option does.

Attribute Name	Description
Drawing Units	The Drawing Units attribute sets the form of unit measurement on the drawing canvas (inches, pixels, etc.).
Major Gridline	The Major Gridline attribute sets the interval (in the current unit of measure) that a major gridline will be drawn. For example, if the unit of measure is centimeters and the major gridline is set to 2, it will draw the major gridline every two centimeters.
Subdivisions	The Subdivisions attribute sets the number of subdivisions (minor gridlines) that are drawn between the Major Gridlines. For example, if the unit of measure is centimeters and the major gridline is set to 2, and the subdivisions is set to 4, it will draw a minor gridline every 1/2 cm (5mm)
Background Color	The Background Color attribute sets the background color of the drawing. Refer to the Handling Colors section in this documentation to learn more about color selection.
Transparent	The Transparent attribute toggles whether or not the background of the drawing is transparent. For example, if you want to export your drawing as a transparent PNG, then you'd want this option selected.
Limit Stroke Scaling	The Limit Stroke Scaling attribute is used to configure TouchDraw so that lines having a thickness smaller than 1 (based on the current zoom level) are drawn at 1 pixel. This setting makes certain these lines are always visible.

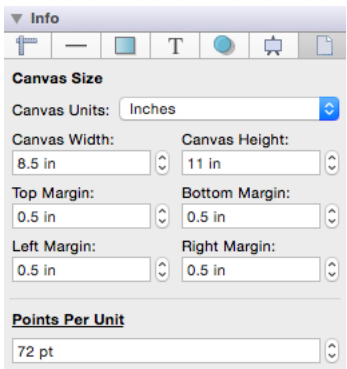
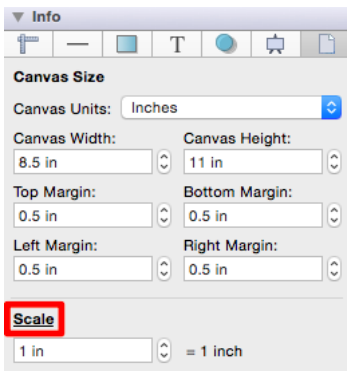
Note: A change from one unit of measurement to another does not numerically change the size of figures. For example, changing from inches to centimeters where the objects were previously 1 inch wide causes the objects to become 1 centimeter wide. You can use the "[Scale By...](#)" option to scale the drawing after the conversion.

4.6.9. Canvas Size Tab

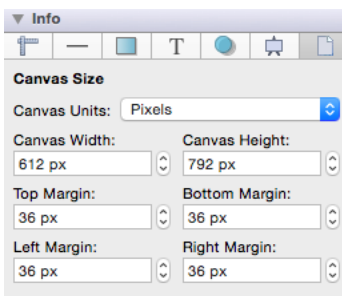
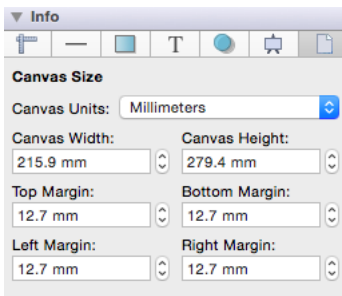
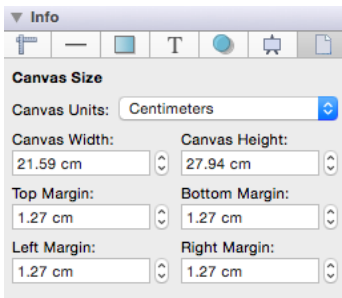
The **Canvas Size Tab** contains options for altering the print margins of a drawing. The tab will appear as shown below when selected in the [Sidebar](#).



The **Scale** header located in the bottom right corner can be toggled from Scale to Points per Unit, as shown below:

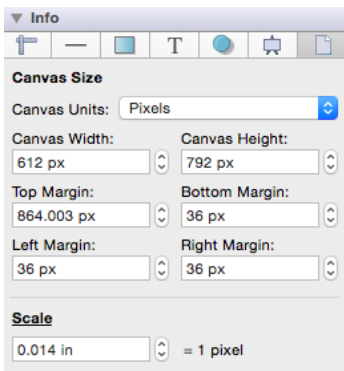
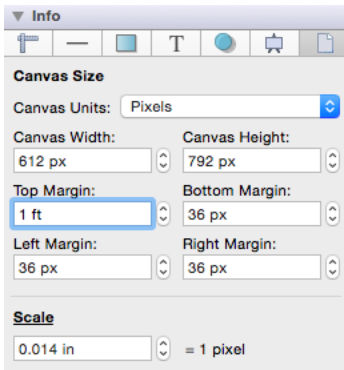


Values displayed in the **Canvas Size Tab** default to **Inches**; however, alternative units of measurement (i.e. centimeters, millimeters, and pixels) can be chosen as the *Canvas Unit*.



Regardless of the chosen **Canvas Unit**, alternative units of measurement (i.e. millimeters, centimeters, meters, kilometers, yards, feet, etc.) can be entered into a field and will be automatically converted to the equivalent value for the current unit selection.

For example, if 1 foot (1 ft) is entered for the **Top Margin** when the *Canvas Unit* is set to **Pixels**, then it will be automatically converted to *Pixels* after pressing the **Enter Key** on your keyboard or selecting another item in TouchDraw.



Click on the corresponding Canvas Size Attribute name to learn more about what the option does.

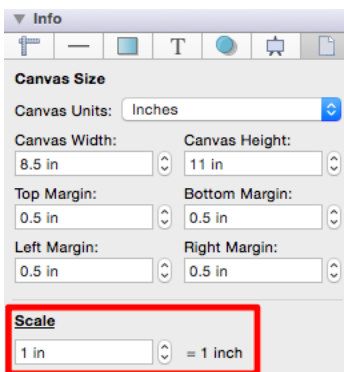
Attribute Name	Description
Canvas Units	The Canvas Units attribute sets the unit of measurement used to define the attributes on this page.
Canvas Width	The Canvas Width attribute sets the width of the page in printing units.
Canvas Height	The Canvas Height attribute sets the height of the page in printing units.
Top Margin Bottom Margin Left Margin Right Margin	The Top Margin , Bottom Margin , Left Margin and Right Margin attributes can be used to set the page margins in user specified printing units.
Scale	The Scale attribute can be used to change the scale of the drawing to the size of the printed drawing.
Points per Unit	The Points per Unit attribute can be used to configure the number of points on the screen that are equal to the units of the printed drawing.

Note: Refer to [Printing a Drawing](#) to learn more about setting the print options for drawings.

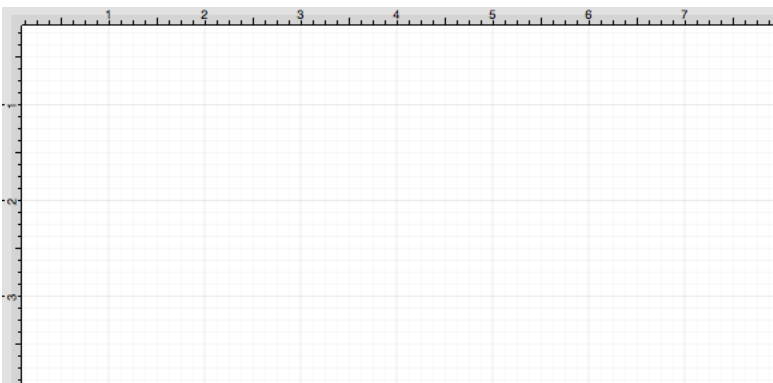
4.6.9.1. Drawing Scale

An option to change the **Scale** of the printed drawing is provided on the [Canvas Size Tab](#) of the [Sidebar](#). This option allows a value other than the default scale of 1 inch to be applied when printing the drawing. The default value is **Inches (in)**; however, another form of measurement may be used such as **Feet (ft)** or **Centimeters (cm)** to control the scale of the drawing to the size of the printed drawing.

For example, if the current scale value is 1 inch = 1 inch (as shown below), then each inch within the drawing will be precisely 1 inch in actual size when printed.

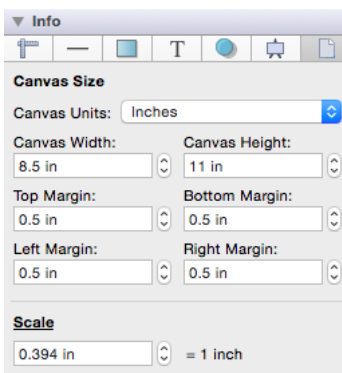
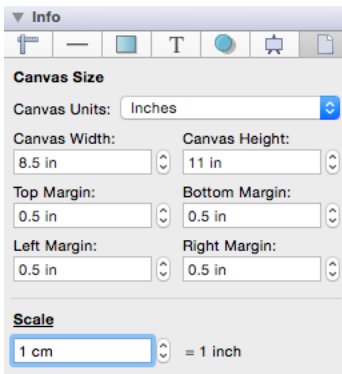
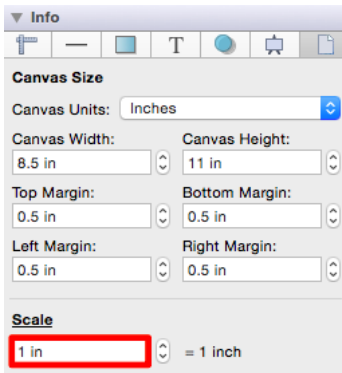


This is the default drawing scale setting and the [Drawing Canvas](#) will appear as shown below:



To change this value, click on the text field and enter a new number value along with the desired unit of measurement. Then click in another area of the application or press the **Enter Key** on your keyboard. The

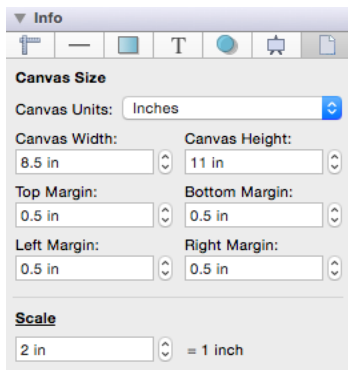
value will automatically be converted to its equivalent in **Inches (in)** . In the example below, *1 centimeter (cm)* is entered as the **Drawing Scale** value.



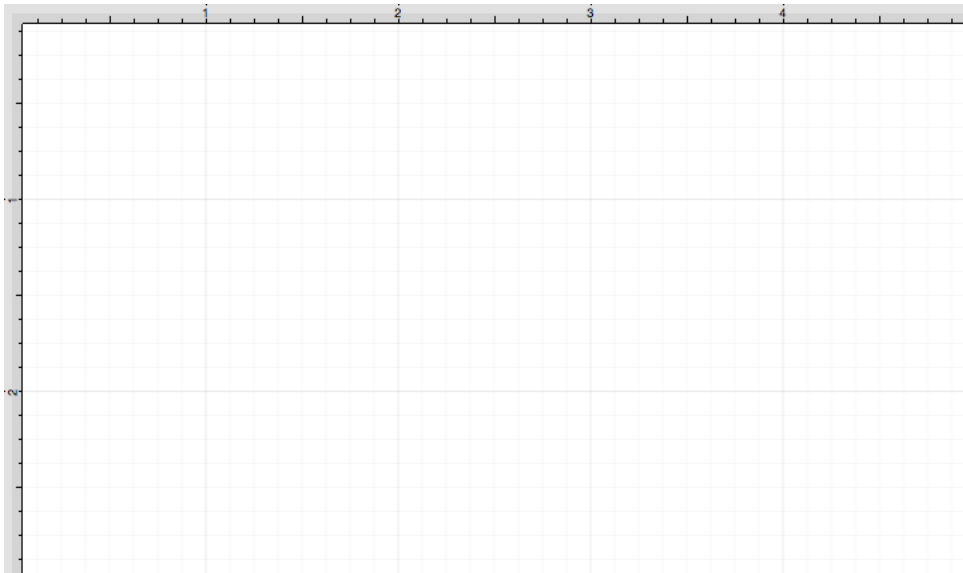
You may also use the up and down arrows to alter the number value without changing the unit of measurement.

Example 1:

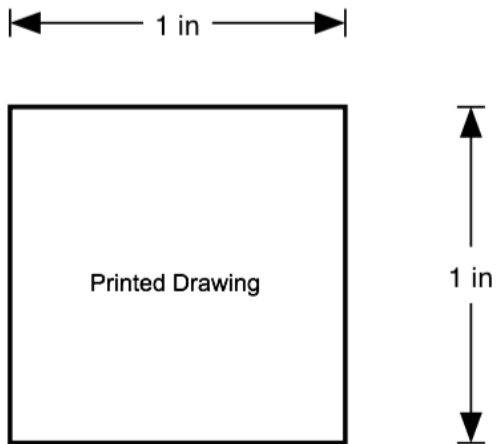
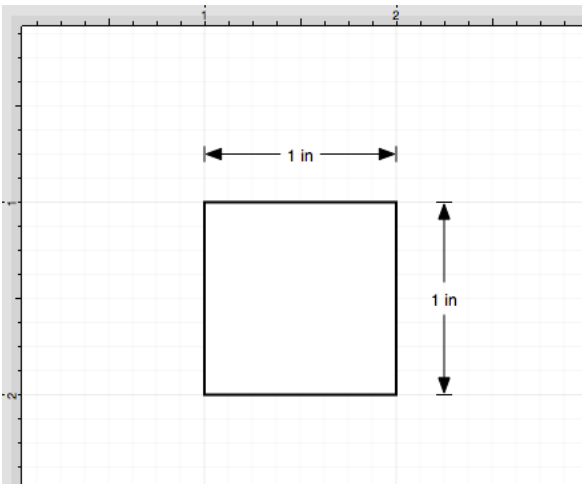
In the example below the **Drawing Scale** has been changed to 2 in = 1 in. This means that each inch displayed within the **Drawing Canvas** will be two inches in width when the drawing is printed.



The [Drawing Canvas](#) will be altered to reflect the change, as shown below:

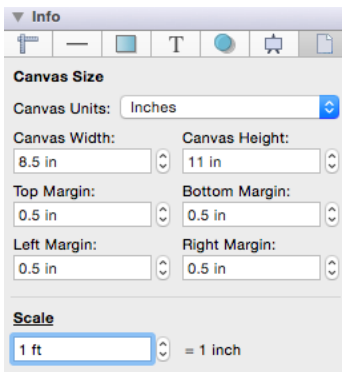


If a square 1 inch in height and 1 inch wide is drawn, then it will appear to be 1 in by 1 in within the [Drawing Canvas](#). However, when it is printed, it will actually be 2 by 2 inches. You can see this by using a ruler to measure each side of a figure within the printed drawing. The image below shows what the figure will look like within TouchDraw and then what it will look like when printed.



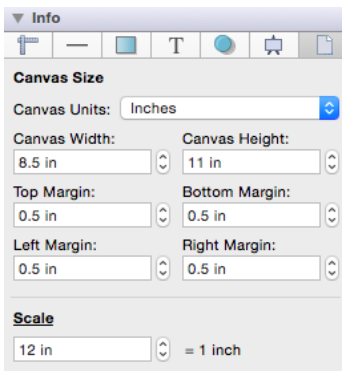
Example 2:

Drawings may be scaled by a different unit of measurement such as millimeters, centimeters, or feet. If the printed drawing needs to be scaled by **Feet (ft)**, then a number value and the abbreviation for feet (ft) may be entered in this field. A drawing that will be scaled by one foot per inch may be configured as shown below.

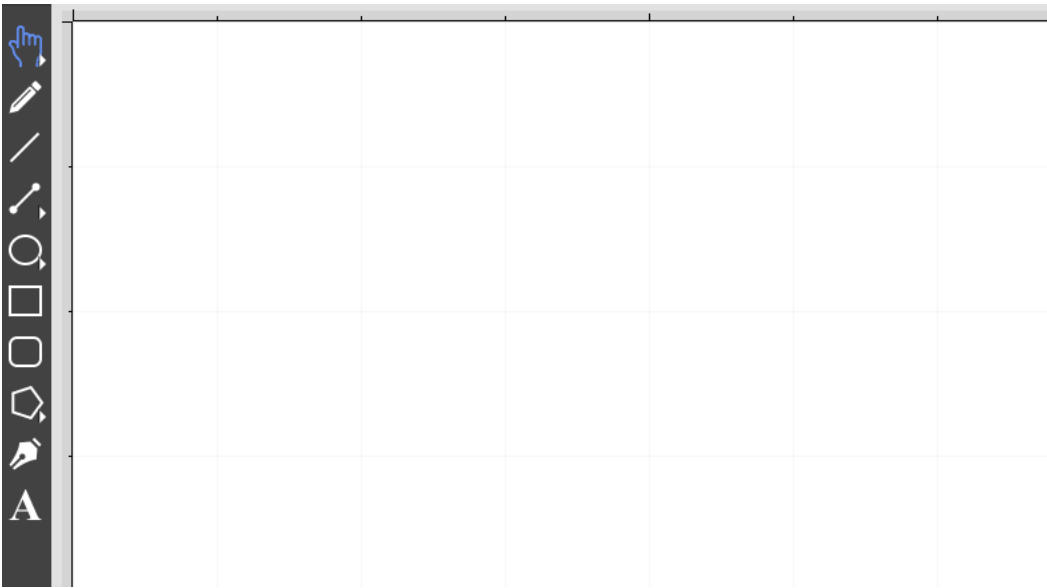


Please note that the value does not have to be 1, it is used in this example for simplicity. The value can be whatever is needed to meet your specific scaling needs for a printed drawing.

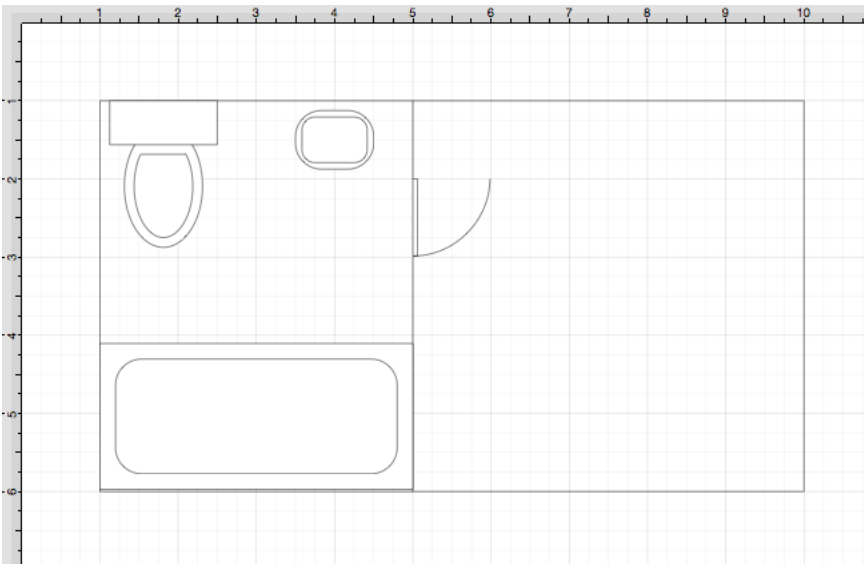
The measurement will automatically be converted to the equivalent of 1 foot in inches or 12 inches. This means that 1 inch within the printed drawing will represent 1 foot. This makes it easier to determine measurements from the printed page when needed.



The [Drawing Canvas](#) will appear differently after the scale has been changed from 1 in to 1 ft (12 in) on the [Canvas Size Tab](#), as shown below:

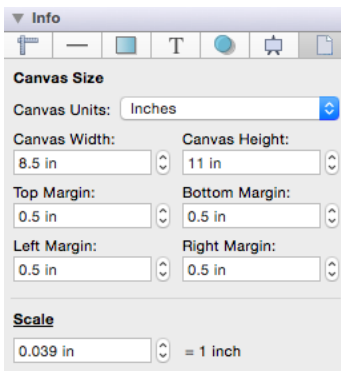
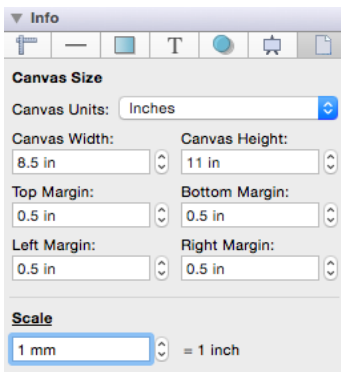


A good example of this would be a simple floorplan for a space that has a total area of 10 feet by 6 feet. Please note that this has been zoomed out to show the entire drawing. The actual printed drawing will be represented as 1 in equaling 1 foot.

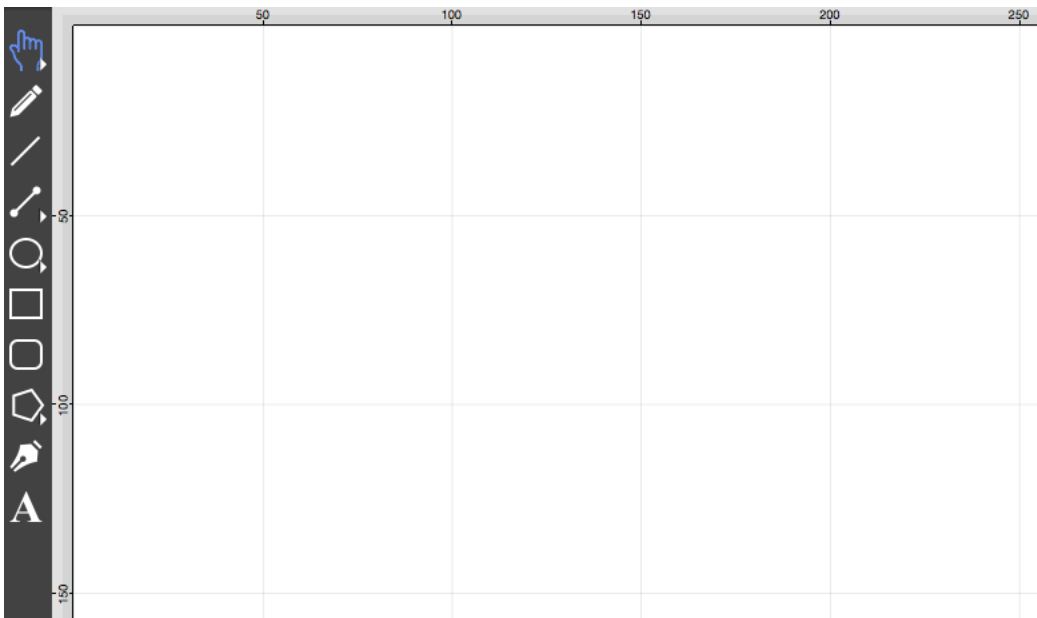


Example 3:

The same standard units of measurement listed on the [Measurement Conversion](#) page are applicable for scaling a drawing. To provide another example, if *1 millimeter (mm)* is entered then it will be converted to 0.039 inches (the equivalent in inches of 1 millimeter).



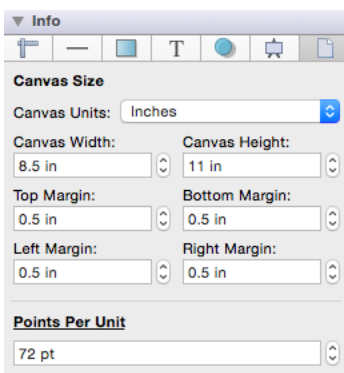
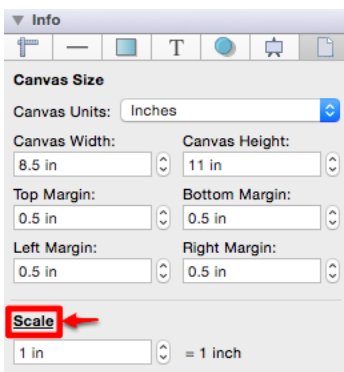
The [Drawing Canvas](#) will be altered to reflect the change. Now 0.039 inches (1 cm) in a drawing will be 1 inch in the printed drawing.



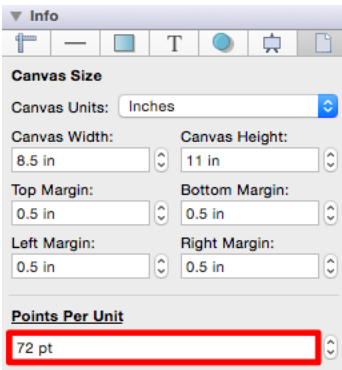
4.6.9.2. Points per Unit

TouchDraw also allows the number of **Points per Unit** within a drawing to be changed. It is helpful for sizing attributes such as **Font Size** or **Stroke Width**, which default to the points measurement. In TouchDraw, the **Points per Unit (PPU)** value automatically defaults to 72, which matches the standard unit measurement of 72 dots per unit used by a printer (or PDF). The default value of 72 is equivalent to 1 drawing inch = 1 printed inch.

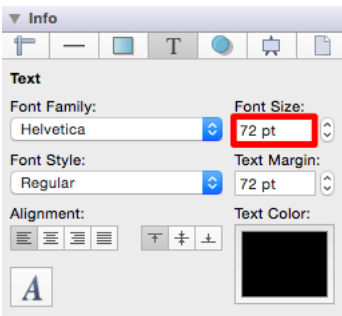
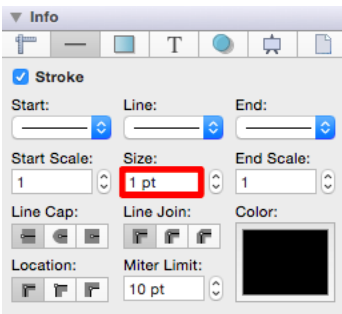
Points per Unit can be used to change this value so that the drawing units match the desired units for the printed drawing. To access this setting, click on **Scale** located in the lower portion of the [Canvas Size Tab](#) in the [Info](#) section of the [Sidebar](#).



The **Points per Unit** can be altered by clicking directly on the text field and typing a value or using the "Up" and "Down" buttons to increase or decrease the value by 1.

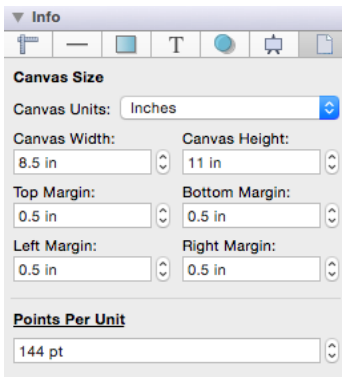


If the default setting of 72 points is used for **Points per Unit** and a line has a **Stroke Width** of 1, then the line would be 1/72 of an inch wide in the printed drawing. If the **Font Size** is set to 72, then the font size is precisely 1 inch on the printed drawing.

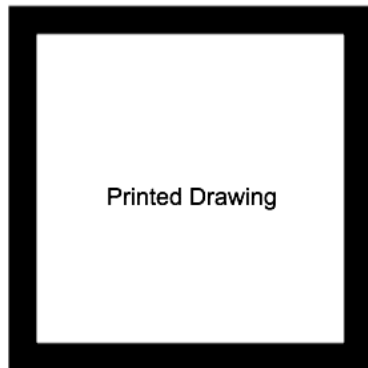
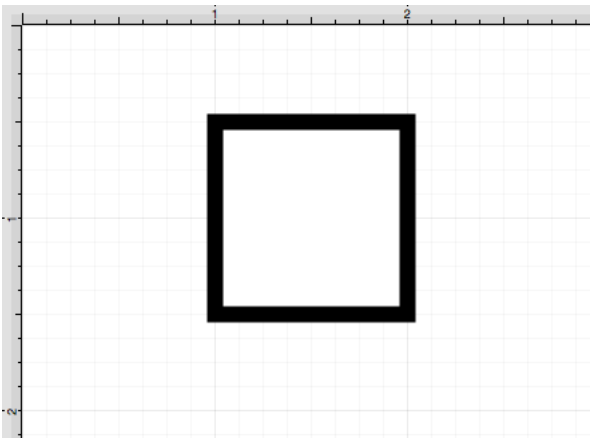


Example 1

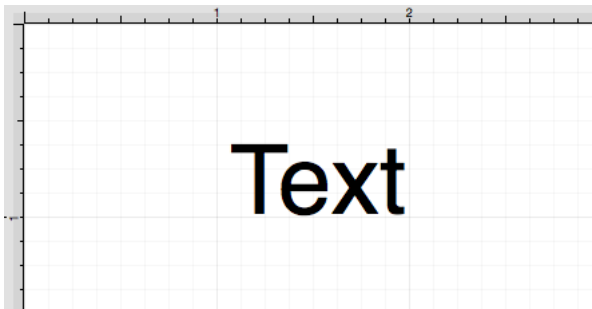
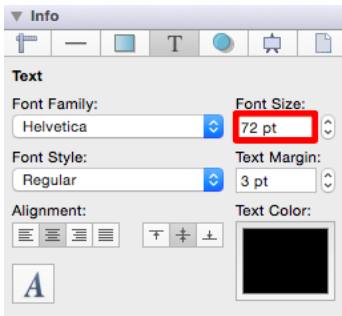
If **Points per Unit** is changed to 144 points, then each inch (72 points) in the drawing equals 144 points in the printed drawing. The [Drawing Canvas](#) will be altered so it matches the new **Points per Unit** value.



For example if a square that is 1 inch by 1 inch with a **Stroke Size** of 12 is drawn, it will actually be 144 points squared or 2 inches by 2 inches in the printed drawing.



A **Font Size** of 72 would actually equal 2 inches or 144 points in the printed drawing.



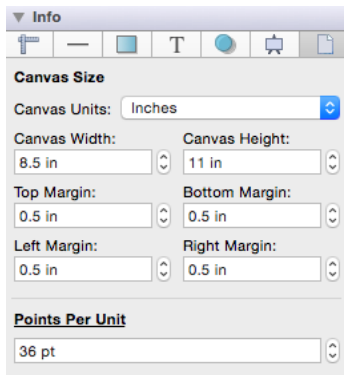
The printed text would appear as shown below:

Text

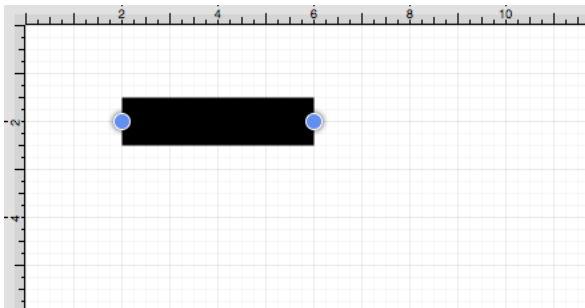
Printed Drawing

Example 2

If **Points per Unit** is changed to 36 points (1/2 inch) and the **Stroke Width** is 36, then the width of a line on the printed drawing would equal half of an inch or 36 points.



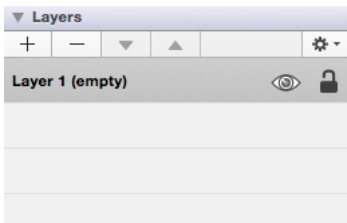
The line would appear as shown below in the [Drawing Canvas](#) and be 1/2 inches wide (36 points) in the printed drawing.



Printed Drawing


4.7. Layers

Layers provide the capability to incorporate more than one level of objects into a drawing. Each added layer builds on top of the previous created layer to create a multidimensional drawing. They are managed and controlled through the Layers Portion of the [Sidebar](#) located on the right hand side of the main application window. This section appears as shown below.



Click on the corresponding Layer Function name to learn more about what the option does.

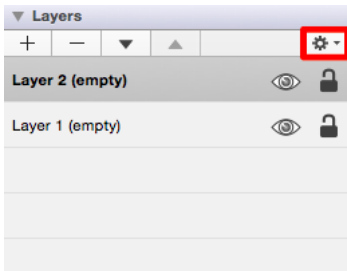
Icon	Function Name	Description
+	Add	The Add function adds a layer to the bottom of the layer list.
-	Delete	The Delete function removes the top layer from the layer list.
▼	Move Down	The Move Down function moves a selected layer down one level in the layer list.
▲	Move Up	The Move Up function moves a selected layer up one level in the layer list.
⚙️	Layer Settings Menu	The Layers Settings Menu contains options for adding, deleting, re-ordering, and merging layers.
👁️	Visibility	The Visibility option is an "On/Off" toggle button for setting the visibility of each created layer. It appears to the right of each layer name in the list as an "eye" icon and indicates the visibility of the layer. To hide (or show) a layer, simply Click on the eye icon of the layer to be toggled. An eye icon with a line through it indicates that a particular layer is not visible, whereas an eye with no line indicates a layer is visible.

Icon	Function Name	Description
	Lock	The Lock option is an "On/Off" toggle button for locking or unlocking a layer. It is located to the right of the visibility icon and indicates whether or not a layer is locked. To lock (or unlock) a layer, simply Click on the lock icon of the layer to be toggled. A closed lock icon indicates that a layer is locked and an open lock icon indicates a layer is unlocked.

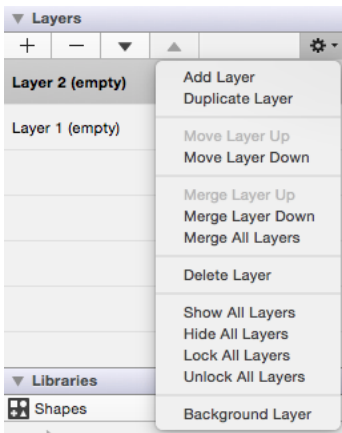
Note: Layers located at the top of the Layers Sidebar list are drawn above the layers below it.

4.7.1. Layers Settings Menu

The **Layers Settings** drop down menu is used to perform specific actions on a created layer or set of layers. It is located in the upper right hand corner of the [Layers](#) section in the [Sidebar](#) as shown in the image below.



Perform a single **Click** on this menu to access additional options.



Click on the corresponding Layers Setting Menu name to learn more about what the option does.

Option Name	Description
Add Layer	The Add Layer option adds a layer above existing layers. A new layer appears at the top of the sidebar list.
Duplicate Layer	The Duplicate Layer option creates an exact copy of a selected layer and adds it to the top of the sidebar list.
Move Layer Up	The Move Layer Up option moves a selected layer up one level in the sidebar list.
Move Layer Down	The Move Layer Down option moves a selected layer down one level in the sidebar list.
Merge Layer Up	The Merge Layer Up option merges the selected layer with the one residing above it in the sidebar list.
Merge Layer Down	The Merge Layer Down option merges the selected layer with the one residing below it in the sidebar list.
Merge All Layers	The Merge All Layers option merges all existing layers into a single layer.
Delete Layer	The Delete Layer option permanently removes a selected layer from the sidebar list.
Show All Layers	The Show All Layers option makes all layers within the currently open drawing visible.
Hide All Layers	The Hide All Layers option hides all layers within the currently open drawing.
Lock All Layers	The Lock All Layers option locks all layers within the currently open drawing.
Unlock All Layers	The Unlock All Layers option unlocks all layers within the currently open drawing.

Note: The **Move** and **Merge** options are enabled when two or more layers exist in the sidebar list.

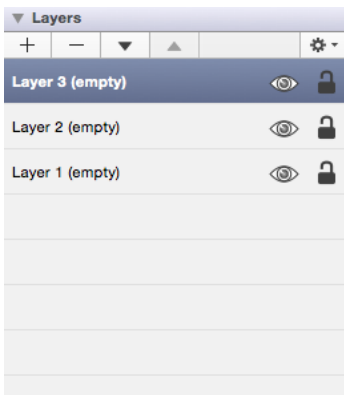
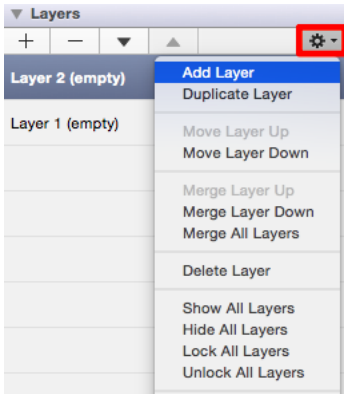
Corresponding up and down options for these categories require a layer to be available above or below the selected layer to appear as a menu selection.

4.7.2. Adding a Layer

A **Layer** can be added in one of two ways:

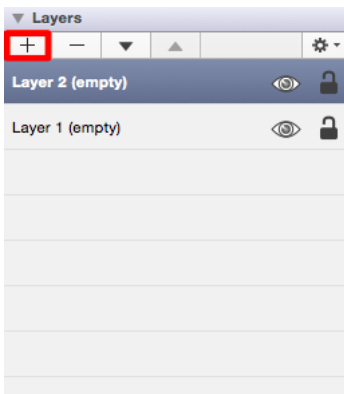
1

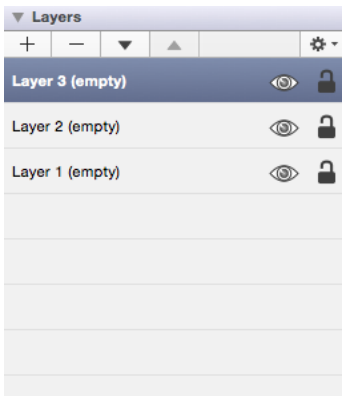
Perform a **Click** action to select the desired layer and then click on the [Layers Settings Menu](#) menu to choose the **Add Layer** option.



2

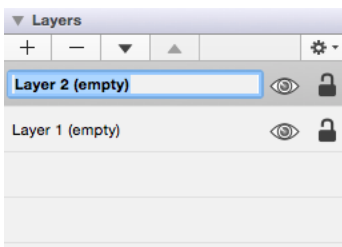
Click to select the desired layer and then click on the **Add Button** located at the top left of the Layers Sidebar section.



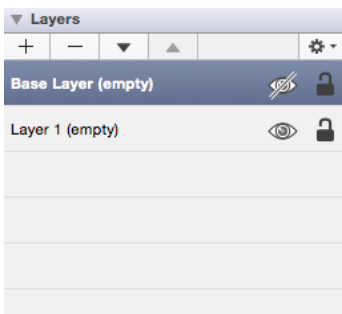


4.7.3. Renaming a Layer

The selected layer must be in "edit" mode to be named or renamed. This is accomplished by performing a **Double Click** on the desired layer. The layer selected in the [Sidebar](#) list will look as shown below once it is in edit mode.



A layer is in text editing mode when it is highlighted in blue and has or can have a cursor placed in the name section of a layer. Any desired name can be entered for a layer.

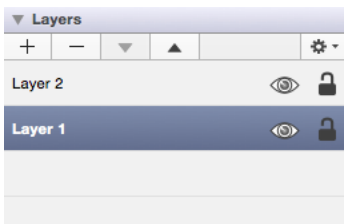


4.7.4. Duplicating a Layer

A **Layer** can be duplicated to create another layer with the same objects and properties. Follow the steps below to duplicate a selected layer:

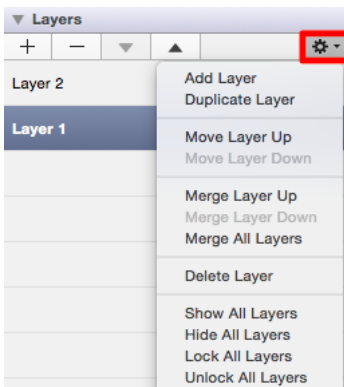
1

Perform a **Click** action to select a layer within the Layers List.



2

Click on the [Layers Settings Menu](#) menu and then choose **Duplicate Layer**.



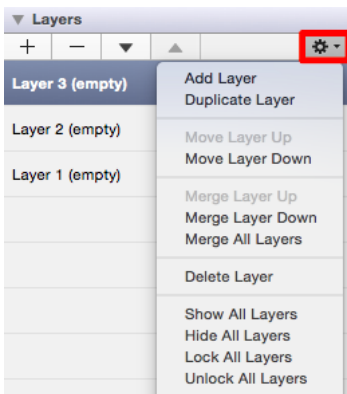
3

The duplicated layer will appear above the original and can be renamed, re-ordered, merged, or deleted.



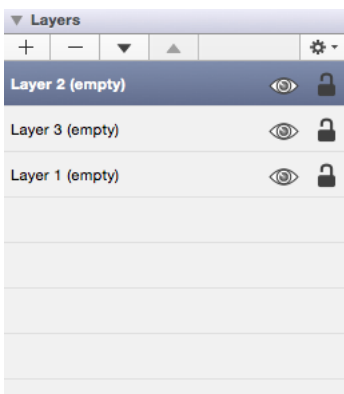
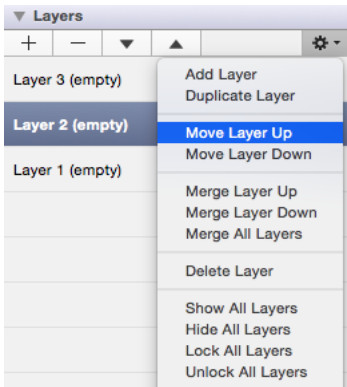
4.7.5. Re-ordering Layers

Perform a **Click** action to select the desired layer and then **Click** on the [Layers Settings Menu](#) menu to choose from available re-ordering functions. The **Layers Settings** menu will appear as shown below.

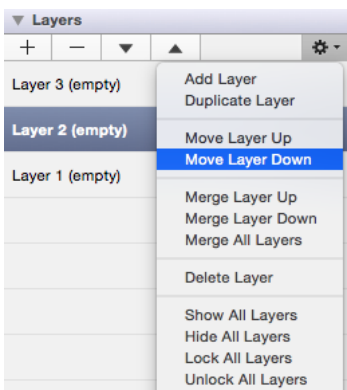


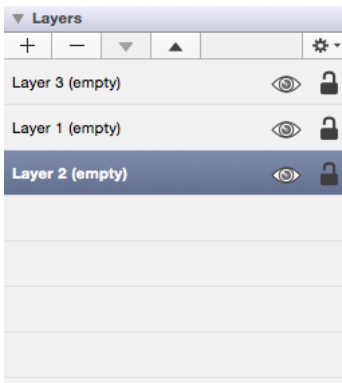
A **Layer** can be moved up or down in the Sidebar list and this action will alter the layering positions in the drawing canvas. Layers can be re-ordered by using a **Click/Drag** combination to another location or by using one of the methods shown below.

Use the **Move Layer Up** menu option to move the selected layer up by one in the Layers List.

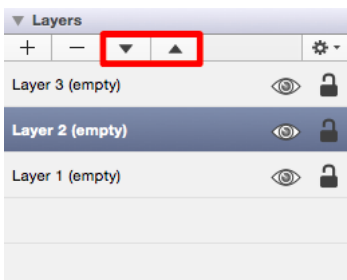


Use the **Move Layer Down** option to move the selected layer down by one in the Layers List.





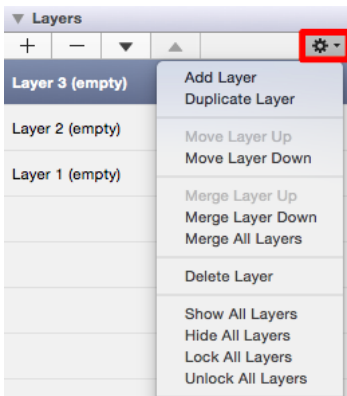
The **Move Layer Up/Down Buttons** may also be used to perform the same action. Simply select the desired layer and then click on the appropriate button to move the layer to a different ordering position within the Layers List.



The **Move Layer Up** option will only be enabled when a layer resides above the selected one in the Layers List. The **Move Layer Down** menu option will only be enabled when a layer resides below the selected one in the Layers List.

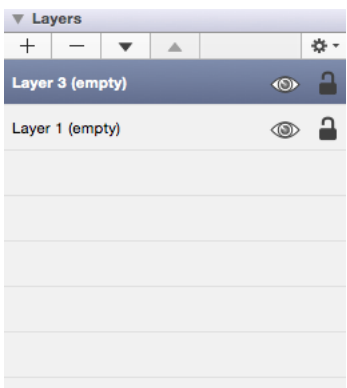
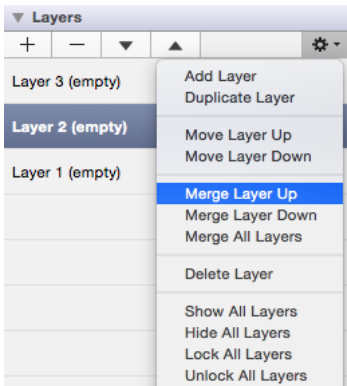
4.7.6. Merging Layers

Perform a **Click** action to select the desired layer and then **Click** on the [Layers Settings Menu](#) menu to choose from available merging functions. The **Layers Settings** menu will appear as shown below.

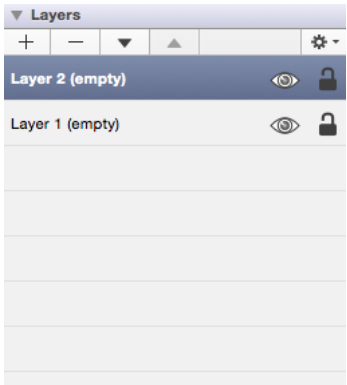
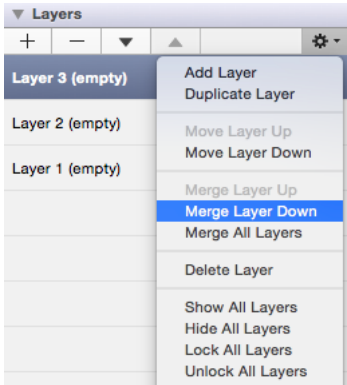


A **Layer** can be merged up or down in the Sidebar list and this action will combine the drawing canvas contents and properties of the selected layer with the one above or below it depending on the made selection. An additional option is available for merging all layers in a drawing.

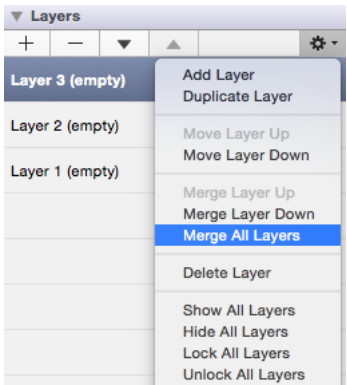
Use the **Merge Layer Up** menu option to merge the selected layer with the one residing above it in the Layers List.

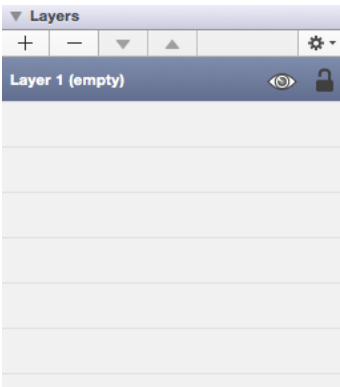


Use the **Merge Layer Down** option to merge the selected layer with the one residing below it in the **Layers** List.



The **Merge All Layers** function combines every layer of a drawing showing in the **Layers** list.





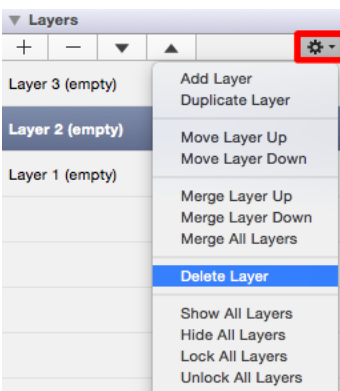
The **Merge Layer Up** and **Merge Layer Down** menu choices are only enabled when a layer resides above or below the selected one. More than one layer must be present in the Layer list for the **Merge All Layers** menu choice to be enabled.

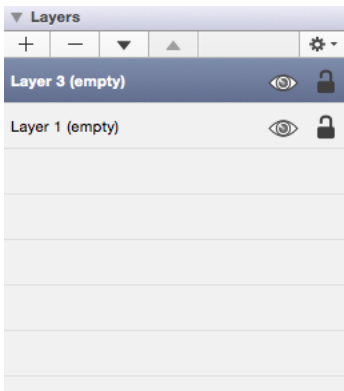
4.7.7. Deleting a Layer

A **Layer** can be deleted in two ways:

1

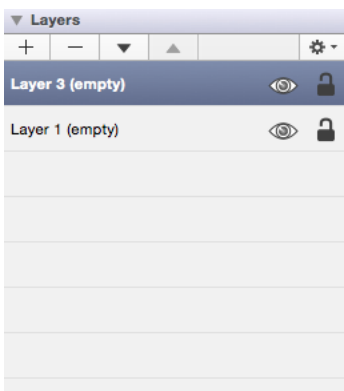
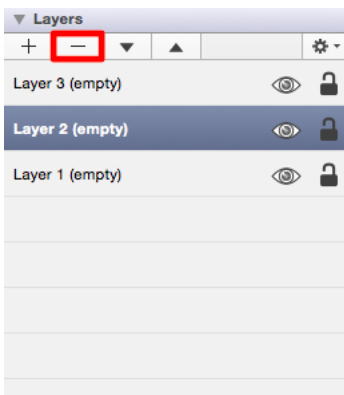
Perform a **Click** action to select the desired layer and then click on the [Layers Settings Menu](#) menu to choose the **Delete Layer** option.





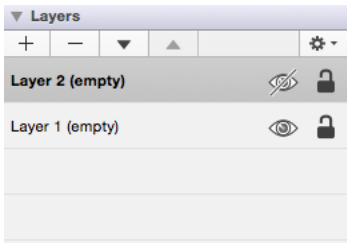
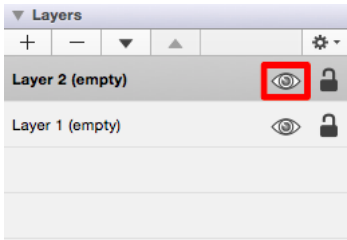
2

Perform a **Click** action to select the desired layer and then click on the **Delete Button** located at the top left of the Layers Sidebar section.

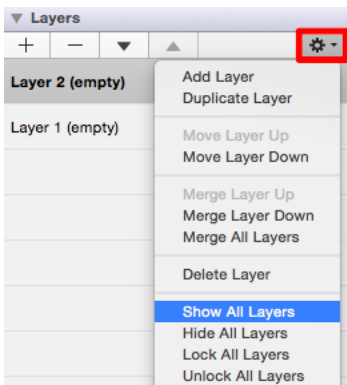


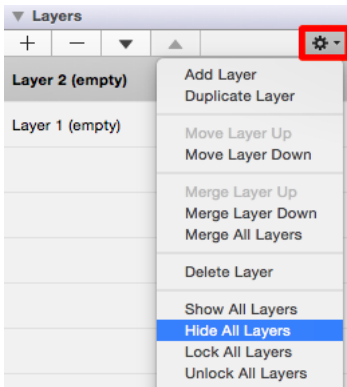
4.7.8. Layer Visibility

The **Visibility** option is an "On/Off" toggle button for setting the visibility of each created layer. It appears to the right of each layer name in the list as an "eye" icon and indicates the visibility of the layer. To hide (or show) a layer, simply **Click** on the eye icon of the layer to be toggled. An eye icon with a line through it indicates that a particular layer is not visible, whereas an eye with no line indicates a layer is visible.

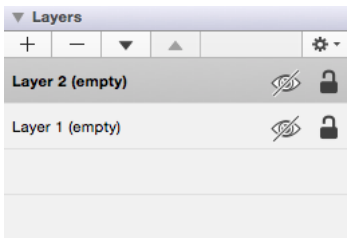
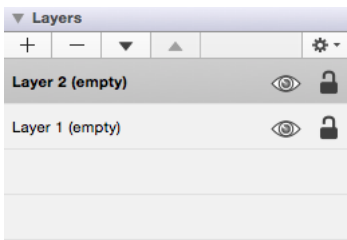


The [Layers Settings Menu](#) provides additional options for changing the visibility of all layers residing within a drawing. To access these options, click on the **Layers Settings Menu** in the [Sidebar](#) and then choose **Show All Layers** or **Hide All Layers** from the provided drop down menu.



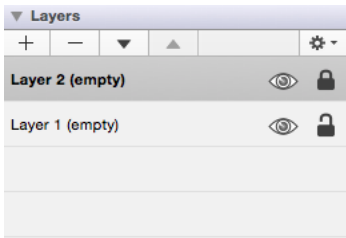
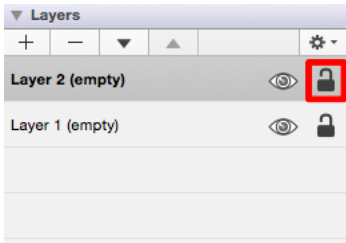


All layers will be made visible or hidden within the currently open drawing depending on the chosen option. The "eye" icon serves as a visual indicator and will appear differently after a selection has been made as shown in the screenshots below.

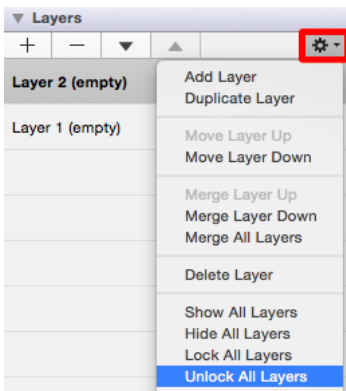
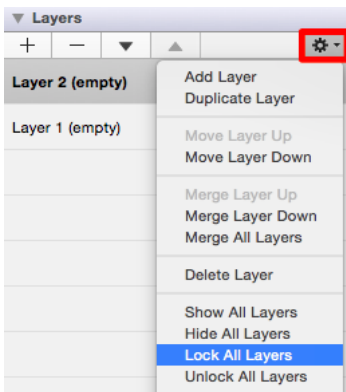


4.7.9. Locking Layers

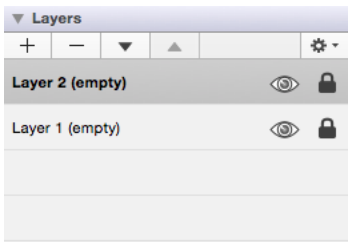
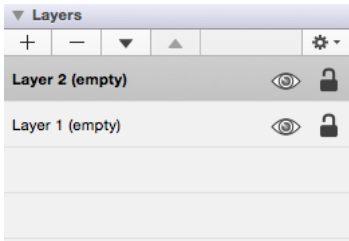
The **Lock** option is an "On/Off" toggle button for locking or unlocking a layer. It is located to the right of the visibility icon and indicates whether or not a layer is locked. To lock (or unlock) a layer, simply **Click** on the lock icon of the layer to be toggled. A closed lock icon indicates that the layer is locked and an open lock icon indicates a layer is unlocked.



The [Layers Settings Menu](#) provides additional options for locking or unlocking all layers residing within a drawing. To access these options, click on the **Layers Settings Menu** in the [Sidebar](#) and then choose **Lock All Layers** or **Unlock All Layers** from the provided drop down menu.

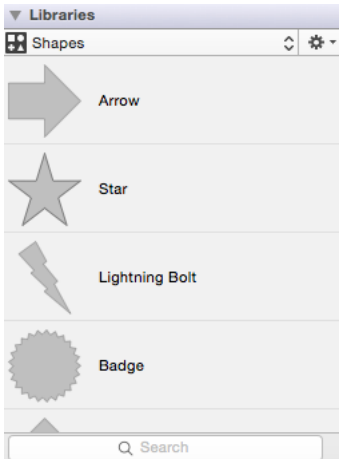


All layers will be locked or unlocked within the currently open drawing depending on the chosen option. The "lock" icon serves as a visual indicator and will appear differently after a selection has been made as shown in the screenshots below.



4.8. Libraries

Libraries are used to add and manage stencils stored within the application and for adding these objects to a drawing. They are managed and controlled through the Libraries Portion of the [Sidebar](#) located on the right hand side of the main application window. This section appears as shown below.



A search option is provided at the bottom of this sidebar section to find a specific stencil within a selected library.

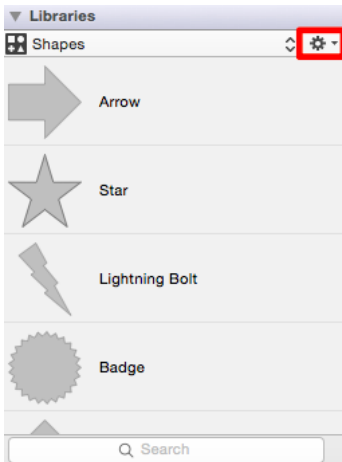
Click on the corresponding Libraries Menu name to learn more about what the option does.

Icon	Function Name	Description
	Library Selection Menu	The Library Selection Menu can be used to select a specific library for stencil additions, library modifications, or drawing stencil insertion.
	Libraries Settings Menu	The Libraries Settings Menu contains options for adding or deleting stencils and library manipulation.

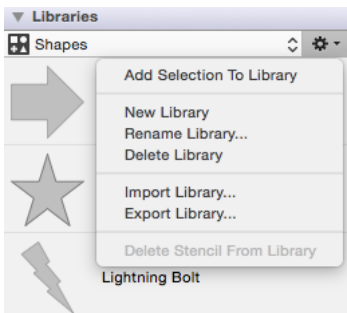
4.8.1. Libraries Settings Menu

The **Libraries Settings** drop down menu is used to create, alter, or delete libraries. It is located in the upper

right hand corner of the [Libraries](#) section in the [Sidebar](#) as shown in the image below.



Perform a single **Click** on this menu to access additional options.



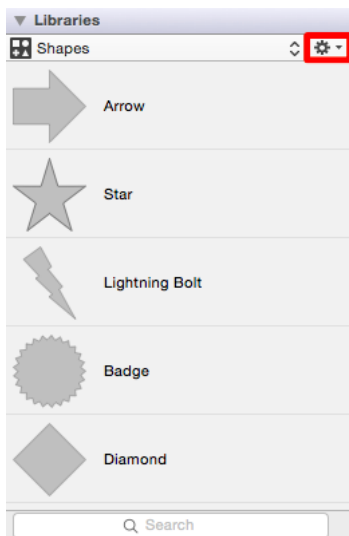
Click on the corresponding Libraries Setting Menu name to learn more about what the option does.

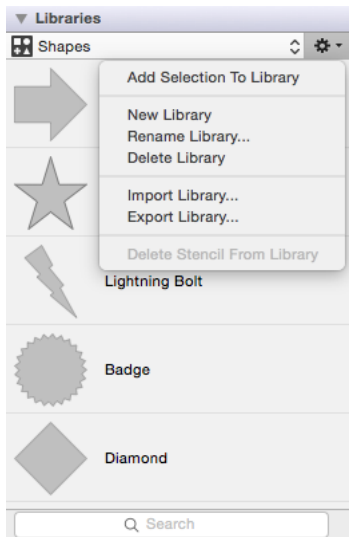
Option Name	Description
Add Selection To Library	The Add Selection To Library option inserts a new stencil into the selected library.
New Library	The New Library option creates a new library in TouchDraw.
Rename Library...	The Rename Library... option assigns a new name to a selected library.
Delete Library	The Delete Library option removes a library from TouchDraw
Import Library...	The Import Library... option imports a library into TouchDraw from another location.

Option Name	Description
Export Library...	The Export Library... option exports a library from TouchDraw to a chosen directory.
Delete Stencil From Library	The Delete Stencil From Library option removes a stencil from the selected library.

4.8.2. Library Functions

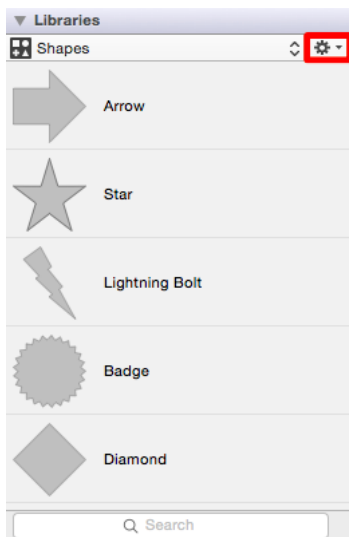
The **Library Functions** can be accessed through the [Libraries Settings Menu](#) and provide the ability to [add](#), [delete](#), [import](#), [export](#) and [rename](#) libraries.

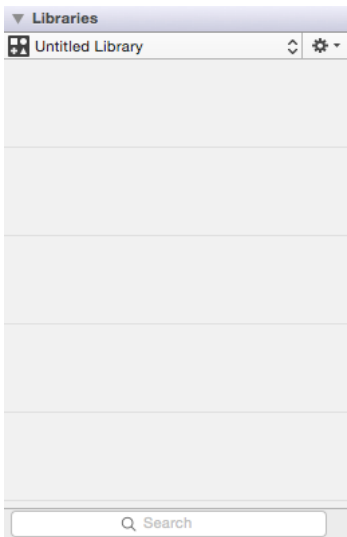
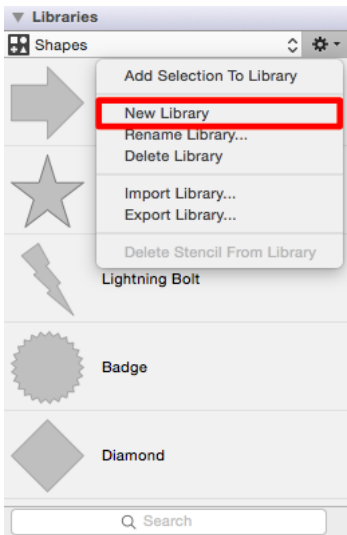




4.8.3. Adding a Library

A **Library** is added by clicking on the [Libraries Settings Menu](#) and then choosing the **New Library** option.





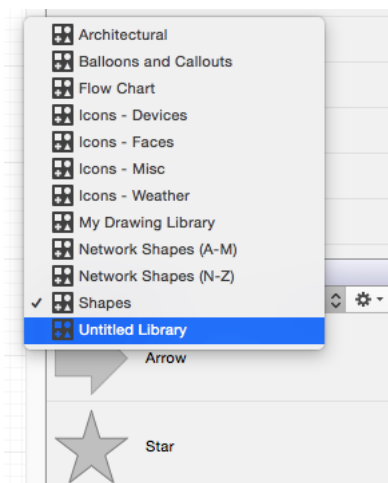
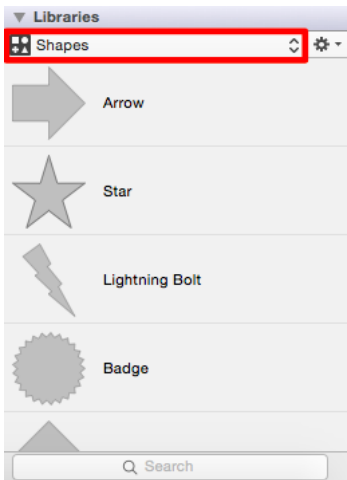
Note: An **Untitled Library** can be renamed with the [Rename Library...](#) option.

4.8.4. Renaming a Library

A **Library** is renamed by selecting a desired library and then choosing the **Rename Library...** option in the [Libraries Settings Menu](#). Follow the steps below to rename a library:

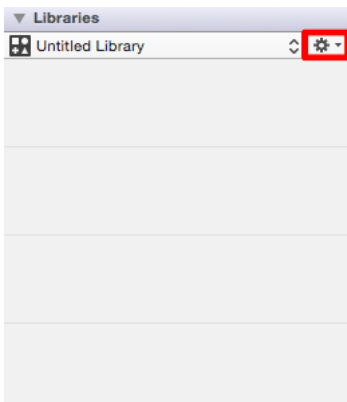
1

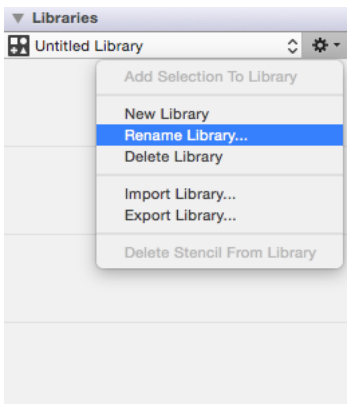
Use the [Library Selection Menu](#) to select the library to be renamed.



2

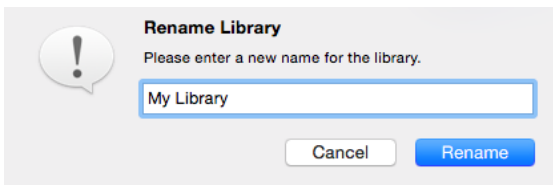
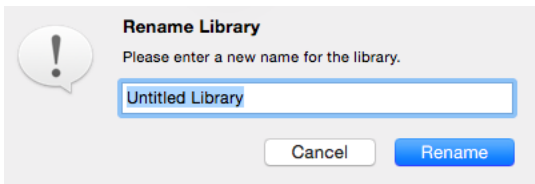
Click on the [Libraries Settings Menu](#) and choose **Rename Library...**





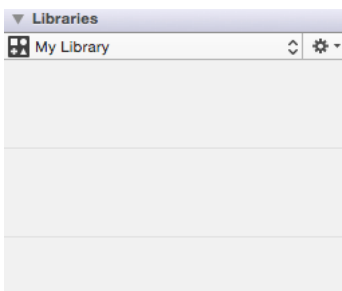
3

Enter a new name in the Rename Library prompt and click on **Rename**.



4

The entered name will appear in the Library Selection Menu.



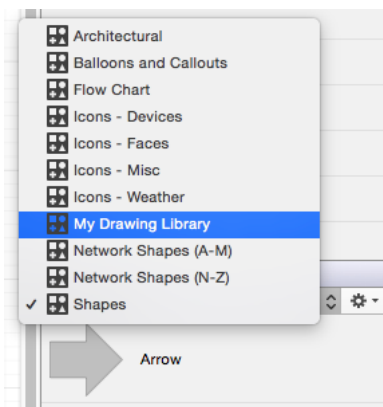
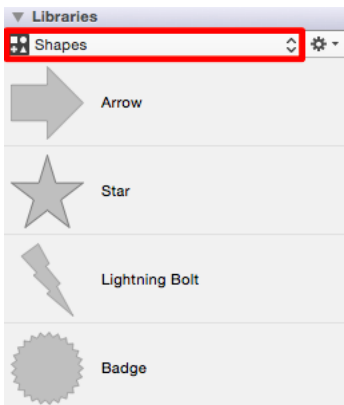
Note: A rename is not possible if the entered name has already been used.

4.8.5. Deleting a Library

A **Library** is deleted by selecting a desired library and then choosing the **Delete Library** option in the [Libraries Settings Menu](#). Follow the steps below to delete a library:

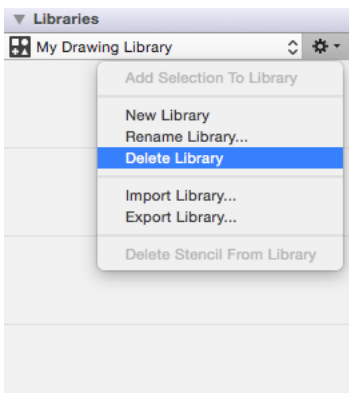
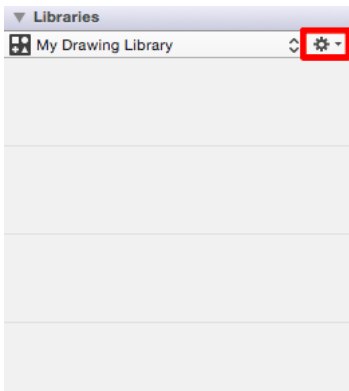
1

Use the [Library Selection Menu](#) to select the library to be deleted.



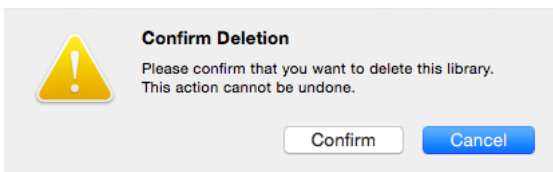
2

Click on the [Libraries Settings Menu](#) and choose **Delete Library**.



3

The Confirm Deletion prompt will appear. Choose **Confirm** to delete the library or **Cancel** to back out of this process.

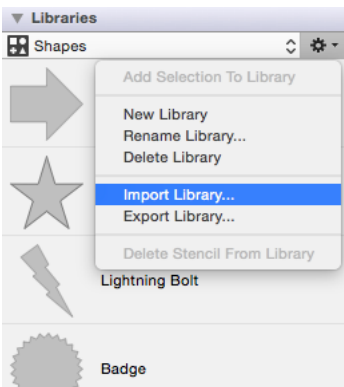
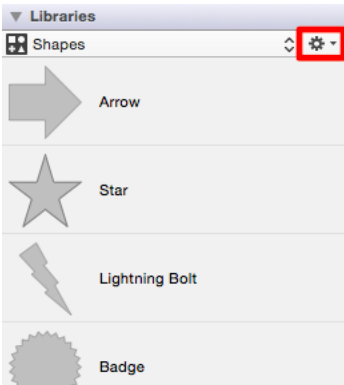


4.8.6. Importing a Library

A library can be imported into TouchDraw for use during drawing creation and manipulation. Follow the steps below to **Import a Library**:

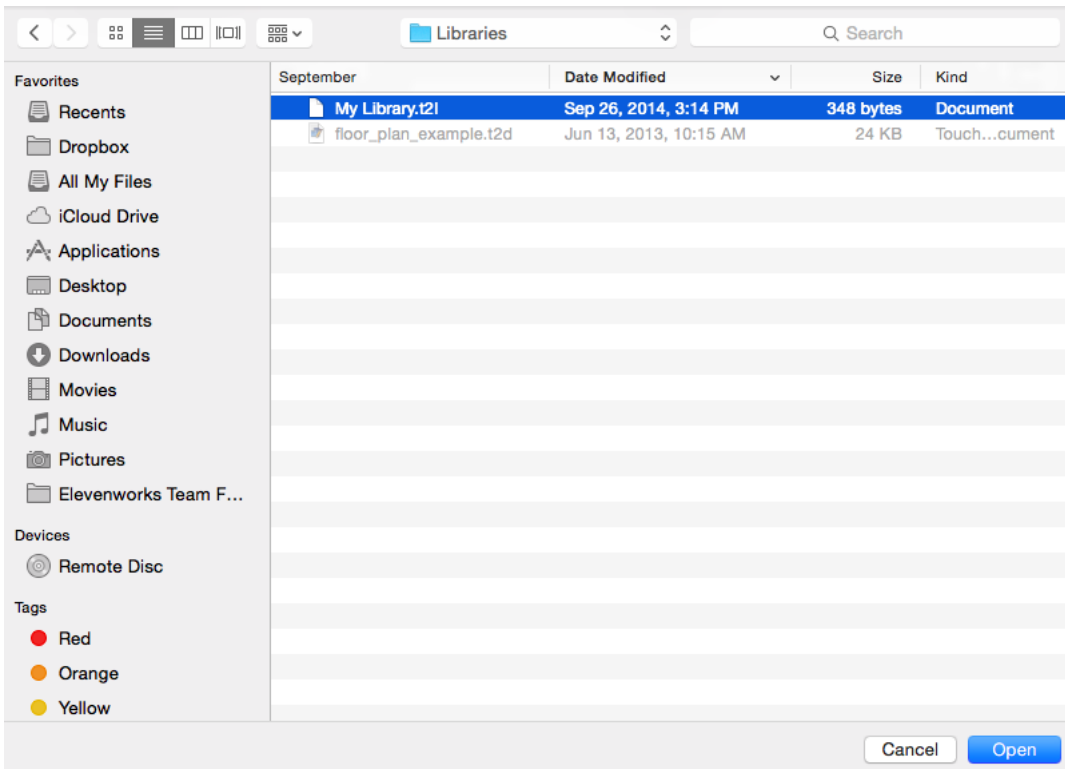
1

Click on the [Library Settings Menu](#) and choose **Import Library...**



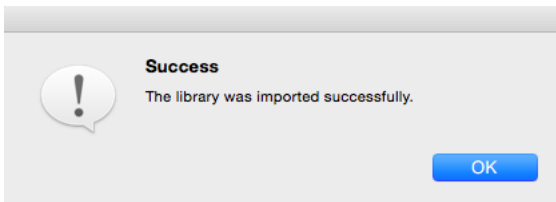
2

Browse to the appropriate file directory and click **Open**.



3

A confirmation popup window will appear if the library is imported successfully. Click **Okay** to close the confirmation window.

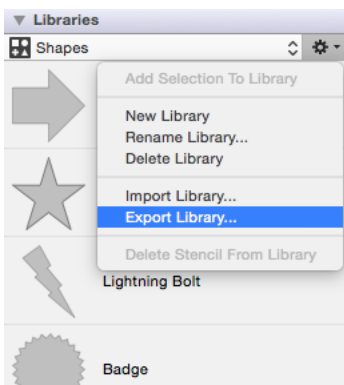
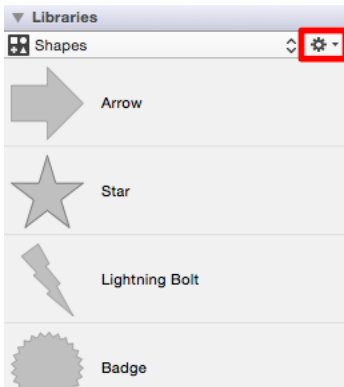


4.8.7. Exporting a Library

An existing library can be exported as a .t2l file for use within another application or to be [imported](#) for a later drawing. Follow the steps below to **Export a Library**:

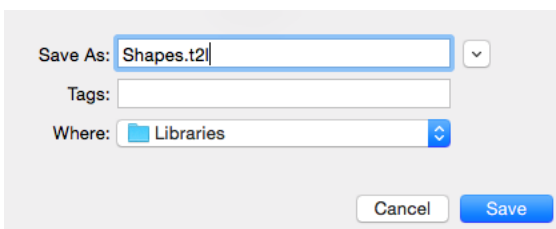
1

Click on the [Library Settings Menu](#) and choose **Export Library...**



2

Enter a different name (i.e.name.t2l) for the library if desired and choose a save directory. Then click on **Save** to finish exporting the TouchDraw library to the chosen directory.

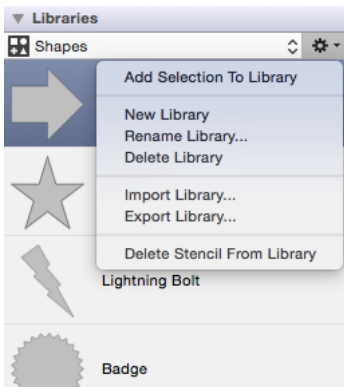
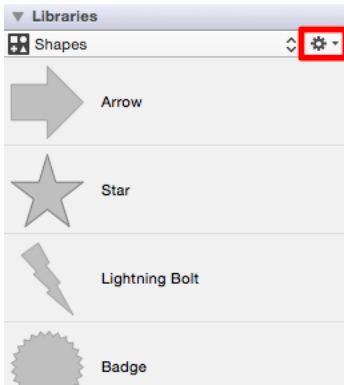


Note: A library file can be renamed before completing the exporting process by clicking in **Save As** and entering a desired name prior to clicking on the **Save** button.

4.8.8. Stencil Functions

The **Stencil Functions** can be accessed through the [Libraries Settings Menu](#) and provide the ability to add,

delete, and rename stencils.

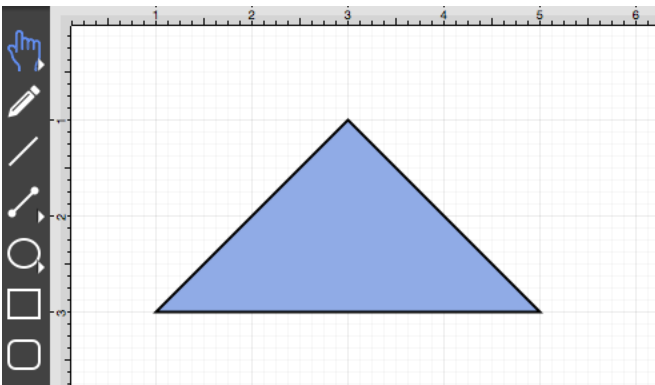


4.8.8.1. Adding a Stencil

A **Stencil** is added by choosing the **Add Selection To Library** option in the [Libraries Settings Menu](#). To add a new stencil into a library:

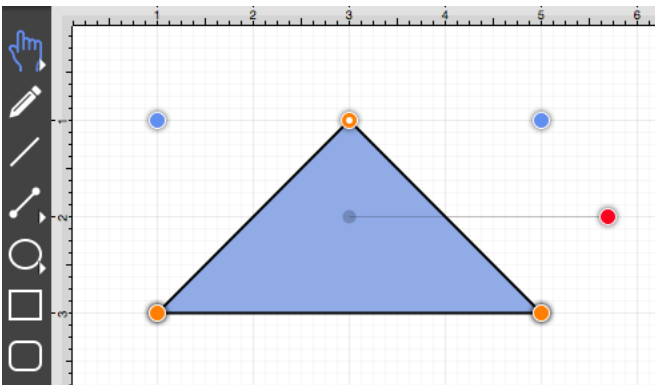
1

First, draw the figure within the drawing editor.



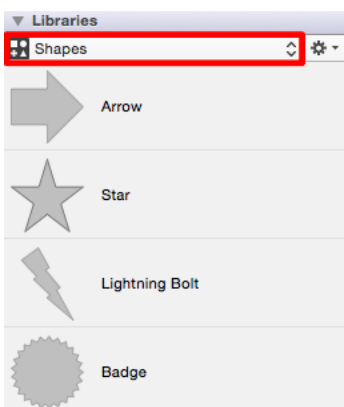
2

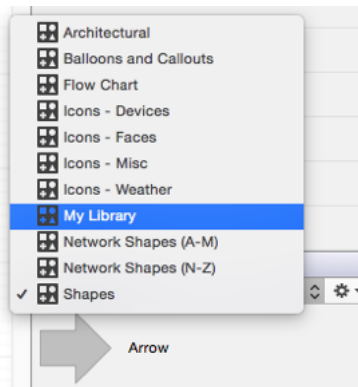
Select the [figure](#) (or figures) being made into a stencil.



3

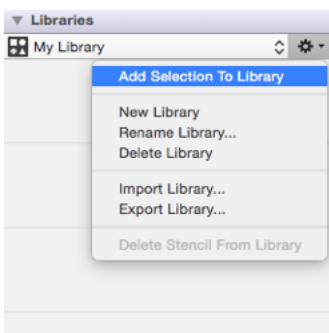
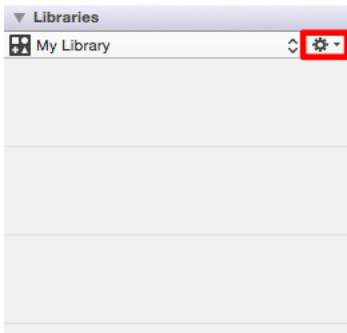
Open the [Library Selection Menu](#) and navigate to the desired insertion library.





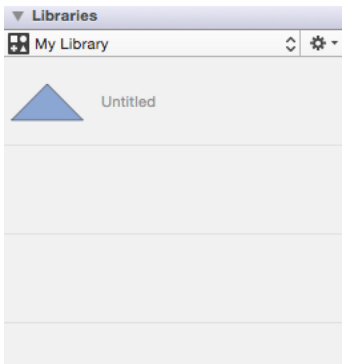
4

Select the [Libraries Settings Menu](#) and choose the **Add Selection To Library** option.



5

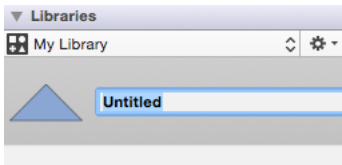
The stencil will appear in the selected library as shown below and can [renamed](#) after the addition is complete.



Note: To learn how to change the name of an added stencil, refer to the [Renaming a Stencil](#) section of the documentation.

4.8.8.2. Renaming a Stencil

The selected stencil must be in "edit" mode to be renamed. This is accomplished by performing a **Double Click** on the desired stencil. The stencil selected in the sidebar list will look as shown below once it is in edit mode.



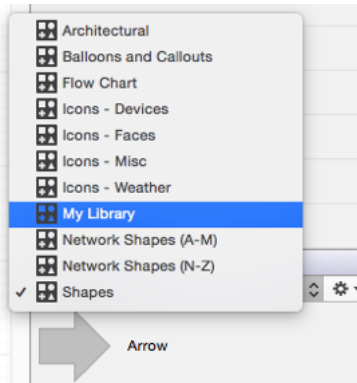
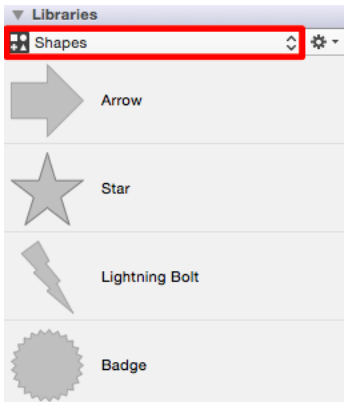
A stencil is in text editing mode when it is highlighted in blue and has or can have a cursor placed in the name section. Any desired name can be entered for a stencil.

4.8.8.3. Re-ordering Stencils

To re-order stencils within a library:

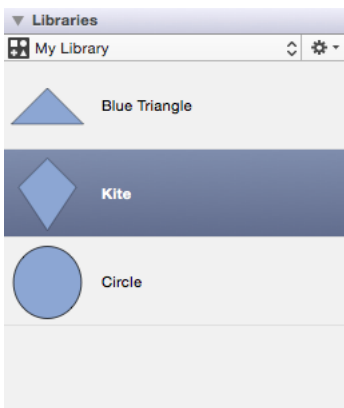
1

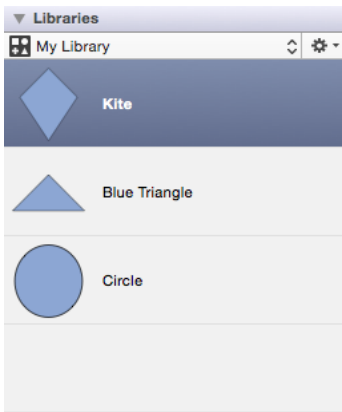
Select the corresponding library in the [Library Selection Menu](#).



2

Click on the desired stencil and perform a **Drag** to move it to a new location. In the example below, the Kite stencil has been moved above the Blue Triangle stencil.



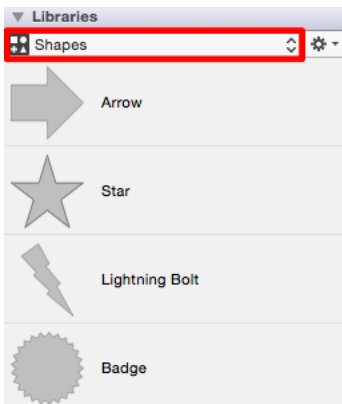


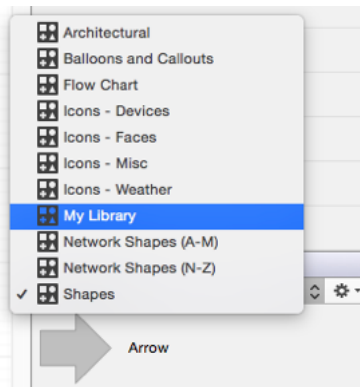
4.8.8.4. Deleting a Stencil

A **Stencil** is deleted from a library by selecting the desired stencil and then choosing the **Delete Stencil From Library** option in the [Libraries Settings Menu](#). Follow the steps below to delete a stencil:

1

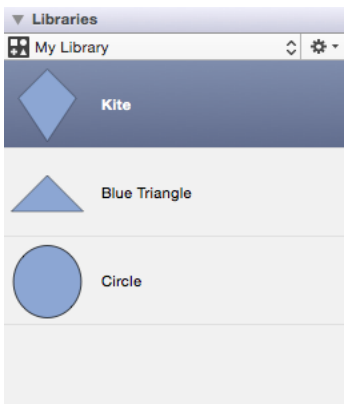
Use the [Library Selection Menu](#) to select the library where the stencil is saved.





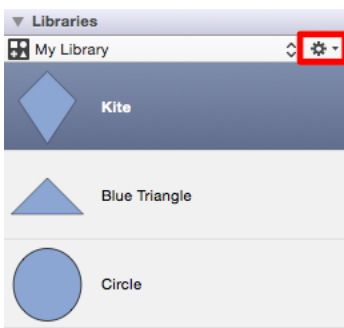
2

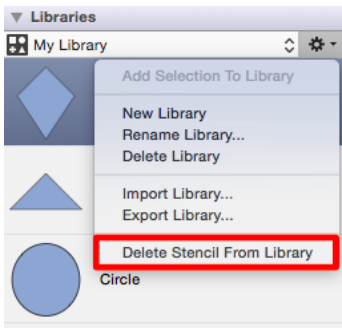
Perform a Click on the stencil to be deleted.



3

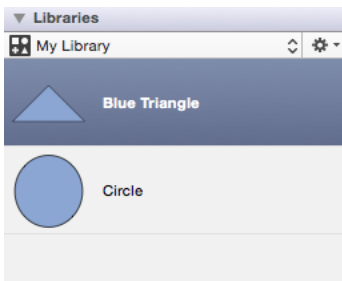
Click on the [Libraries Settings Menu](#) and choose **Delete Stencil From Library**.





4

The stencil will automatically be removed from the library, as shown below:

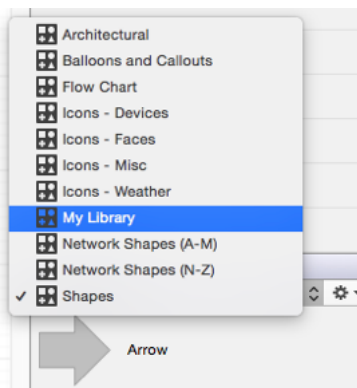
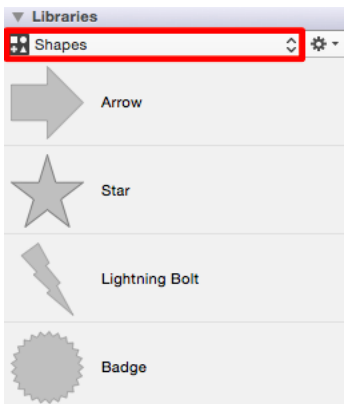


4.8.8.5. Inserting a Stencil into a Drawing

To insert a stencil into a drawing:

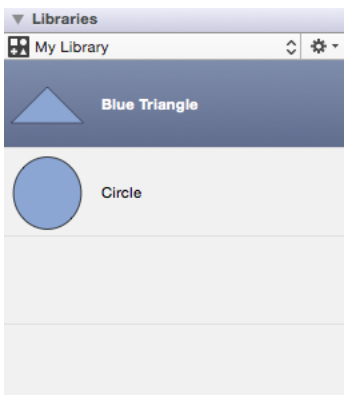
1

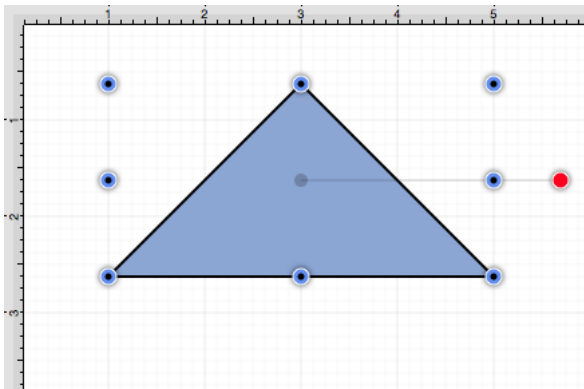
Select the appropriate library in the [Library Selection Menu](#).



2

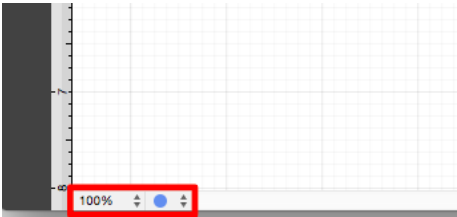
Perform a **Click/Drag combination** from a selected stencil to the [Drawing Canvas](#).





4.9. Bottom Bar

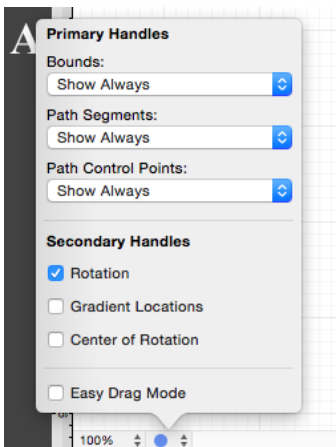
At the bottom of the drawing window, to the left of the horizontal scroll bars, is a small **Bottom Bar** offering quick access to a few common settings.



Control Name	Description
Zoom Popup	The Zoom Popup allows you to quickly access common zoom levels from a popup menu.
Handle Settings	The Handle Settings allows you to quickly access and control which handles are visible within the current editing session.

4.9.1. Handle Settings

The **Handle Settings Menu** is used to configure which handles are visible for a selected figure.



The menu is broken up into three sections: Primary Handles, Secondary Handles and Miscellaneous.

Primary Handles

Handle Name	Description
Bounds	The Bounds option toggles the visibility of the boundaries of path handles. Boundaries can be shown on handles for all figures, strokes, and paths or for everything but paths.
Path Segments	The Path Segments option toggles the visibility of segment handles for paths.
Path Control Points	The Path Control Points option toggles the visibility of path control points between always showing, only showing active points, or showing none at all.

Secondary Handles

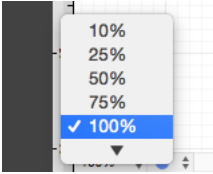
Handle Name	Description
Rotation	The Rotation option toggles the visibility of the rotation handle on the drawing canvas.
Gradient Locations	The Gradient Locations option toggles the visibility of the gradient location handle within a figure(s) on the drawing canvas.
Center of Rotation	Enabling the the Center of Rotation option allows the point at which a figure or shape is rotated around to be edited.

Miscellaneous

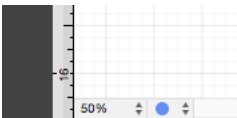
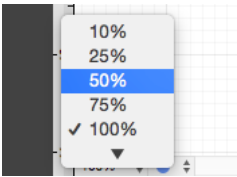
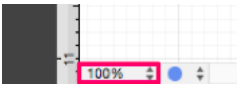
Handle Name	Description
Easy Drag Mode	The Easy Drag Mode option hides all handles to prevent a selected figure from being altered as it is moved. The option can be applied to single figure by selecting the object prior to choosing this setting or set when no figures are selected to apply the setting to every item on the drawing canvas.

4.9.2. Zoom Popup

The **Zoom Popup** supplies quick access to common zoom levels from a popup menu, as shown below:



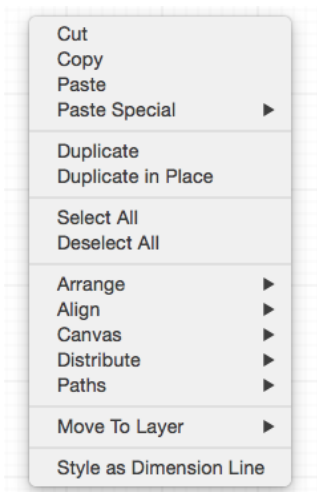
To change the zoom percentage, click on the zoom popup menu located on the [bottom bar](#) of the main application window and choose the desired zoom level.



The currently selected zoom level will have a checkmark located next to the value.

4.10. Contextual Menu

The **Contextual Menu** provides quick access to various editing functions made available through the TouchDraw application. Hold the **Shift Key** and **Click** (right click) anywhere on the drawing canvas or on a selected figure(s) to bring up this menu. Choices may or may not be enabled depending on the selected figure where right clicking occurs.



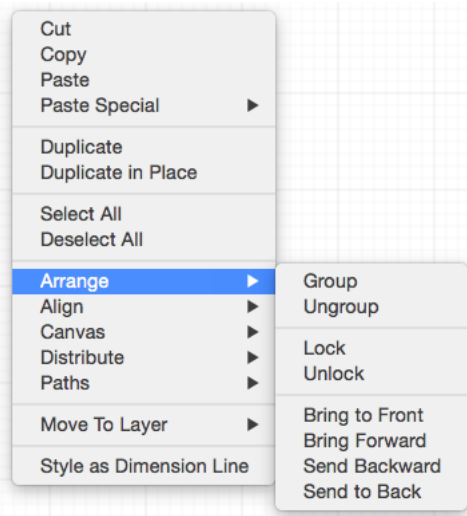
Click on the name of the menu item to find out more details about what action occurs when it is selected.

Option Name	Description
Cut	The Cut menu item removes the currently selected item from the active drawing and places it in the clipboard.
Copy	The Copy menu item places a copy of the currently selected item into the clipboard.
Paste	The Paste menu item adds the most current item residing in the clipboard to the active drawing.
Paste Special Submenu	The Paste Special submenu contains special options related to pasting the contents of the clipboard into the active drawing.
Duplicate	The Duplicate menu item creates a copy of a selected item in the active drawing.
Duplicate in Place	The Duplicate in Place menu item creates a copy of a selected item and places it in the same location as the original.

Option Name	Description
Select All	The Select All menu item selects all items residing in the currently active drawing.
Deselect All	The Deselect All menu item deselects all items residing in the currently active drawing.
Arrange Submenu	The Arrange Submenu contains options for grouping, locking, and ordering figures within a drawing.
Align Submenu	The Align Submenu contains options for aligning selected figures within a drawing.
Canvas Submenu	The Canvas Submenu contains an option for resetting the point of origin within a drawing.
Distribute Submenu	The Distribute Submenu contains options for distributing the selected figures within a drawing.
Paths Submenu	The Paths Submenu contains options for altering handles and segments of a path.
Move to Layer Submenu	The Move To Layer Submenu contains options for moving selected figure(s) to a new or existing layer.
Style as Dimension Line	The Style as Dimension Line option adds arrowheads and a variable to a selected line(s). At least one line must be selected in the drawing canvas for this option to appear.

4.10.1. Arrange Submenu

Use the **Arrange Submenu** to access actions for grouping, locking, and ordering selected figures within a drawing. When this submenu is selected, the options shown below will appear.



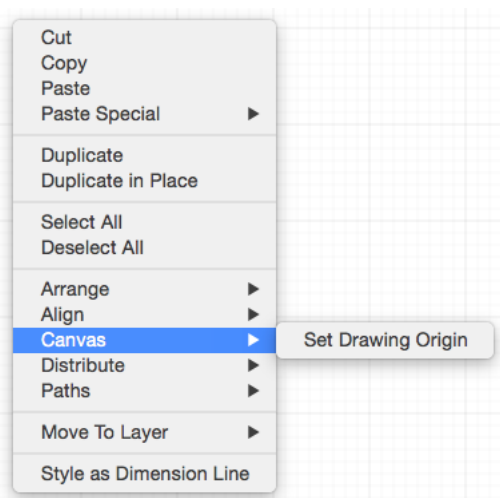
Click on the name of the menu item to find out more details about what action occurs when it is selected.

Menu Item	Description
Group	The Group menu item allows currently selected shapes on the drawing canvas to be manipulated and treated as a single figure. This menu item is enabled when two or more groupable figures are selected in the drawing canvas. Shapes residing on the drawing canvas can be manipulated**.**
Ungroup	The Ungroup menu item removes the grouping attribute for selected shapes to allow for individual manipulation. This menu item is enabled when one or more grouped figures are selected in the drawing canvas.
Lock	The Lock menu item prevents a selected figure(s) or group of figures from being moved or resized . This menu item is enabled when one or more unlocked (and lockable) figures are selected in the drawing canvas.
Unlock	The Unlock menu item removes a previously instated lock on a figure(s) or group of figures to allow for moving and resizing . This menu item is enabled when one or more locked figures are selected in the drawing canvas.
Bring to Front	The Bring to Front menu item moves a currently selected figure(s) to the front of all figures residing in the same layer . This menu item is enabled when one ore more figures are selected in the drawing canvas.
Bring Forward	The Bring Forward menu item moves a currently selected figure(s) one step closer to

Menu Item	Description
	the top of the stack within the layer they reside in. This menu item is enabled when one ore more figures are selected in the drawing canvas.
Send Backward	The Send Backward menu item moves a currently selected figure(s) one step closer to the bottom of a stack within their residing layer . This menu item is enabled when one ore more figures are selected in the drawing canvas.
Send to Back	The Send to Back menu item moves a currently selected figure(s) behind all other figures residing within the same layer . This menu item is enabled when one ore more figures are selected in the drawing canvas.

4.10.2. Canvas Submenu

Use the **Canvas Submenu** to reset the point of origin within a drawing. When this submenu is selected, the submenu will appear as shown below.

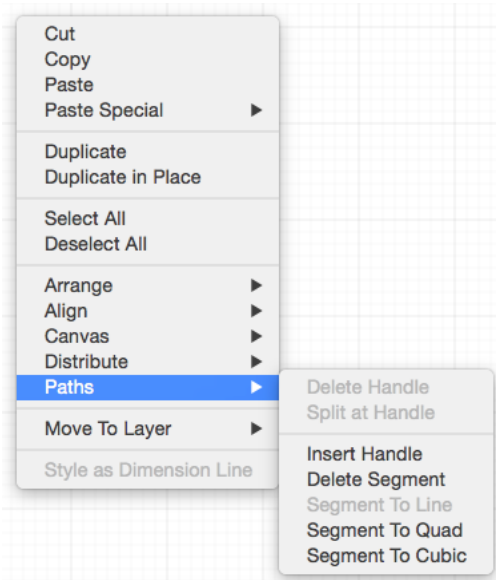


Click on the name of the menu item to to find out more details about what action occurs when it is selected.

Menu Item	Description
Set Drawing Origin	The Set Drawing Origin menu item may be used to reset the point of origin with a drawing.

4.10.3. Paths Submenu

Use the **Paths Submenu** to alter selected handles and segments within a path figure on the drawing canvas. When this menu is selected, the options shown below will appear.



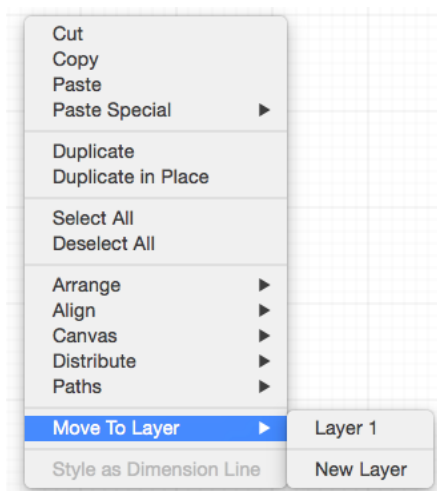
Click on the name of the menu item to find out more details about what action occurs when it is selected.

Menu Item	Description
Delete Handle	The Delete Handle menu item deletes the currently selected handle from a path segment.
Split at Handle	The Split at Handle menu item divides a path into two separate sections at the chosen handle and allows each section to be altered as an individual figure.
Insert Handle	The Insert Handle menu item inserts a handle into the currently selected path segment.
Delete Segment	The Delete Segment menu item deletes the currently selected segment from a path.
Segment to Line	The Segment To Line menu item can be used to convert a quadratic or cubic path segment into a line segment.
Segment to Quad	The Segment To Quad menu item can be used to convert a line or cubic path

Menu Item	Description
	segment into a quadratic segment.
Segment to Cubic	The Segment To Cubic menu item can be used to convert a line or quadratic path segment into a cubic segment.

4.10.4. Move to Layer Submenu

The **Move To Layer Submenu** contains options for moving selected figure(s) to a new or existing layer. It is accessed by right clicking anywhere in the Drawing Canvas.



Click on the corresponding Move to Layer Submenu item name to learn more about what the option does.

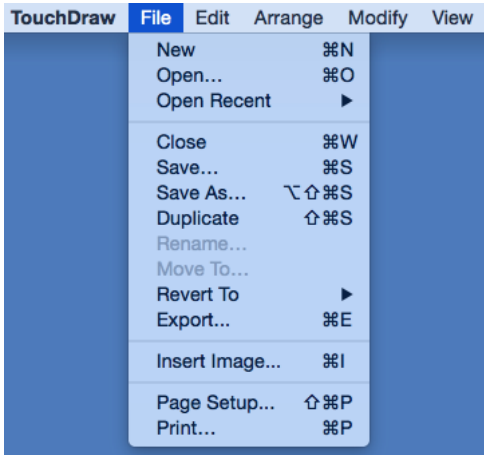
Option Name	Description
Existing Layers	Existing Layers within the drawing are shown in the top portion of the submenu. Choose a layer from this menu to move a selected figure(s) to a specified layer within the active drawing.
New Layers	The New Layers option creates a new layer and places the selected figure(s) in that layer.

5. File Management

TouchDraw provides numerous **File Management** options to make working with new, saved, or imported drawings easier. The following pages explain how to perform basic file operations.

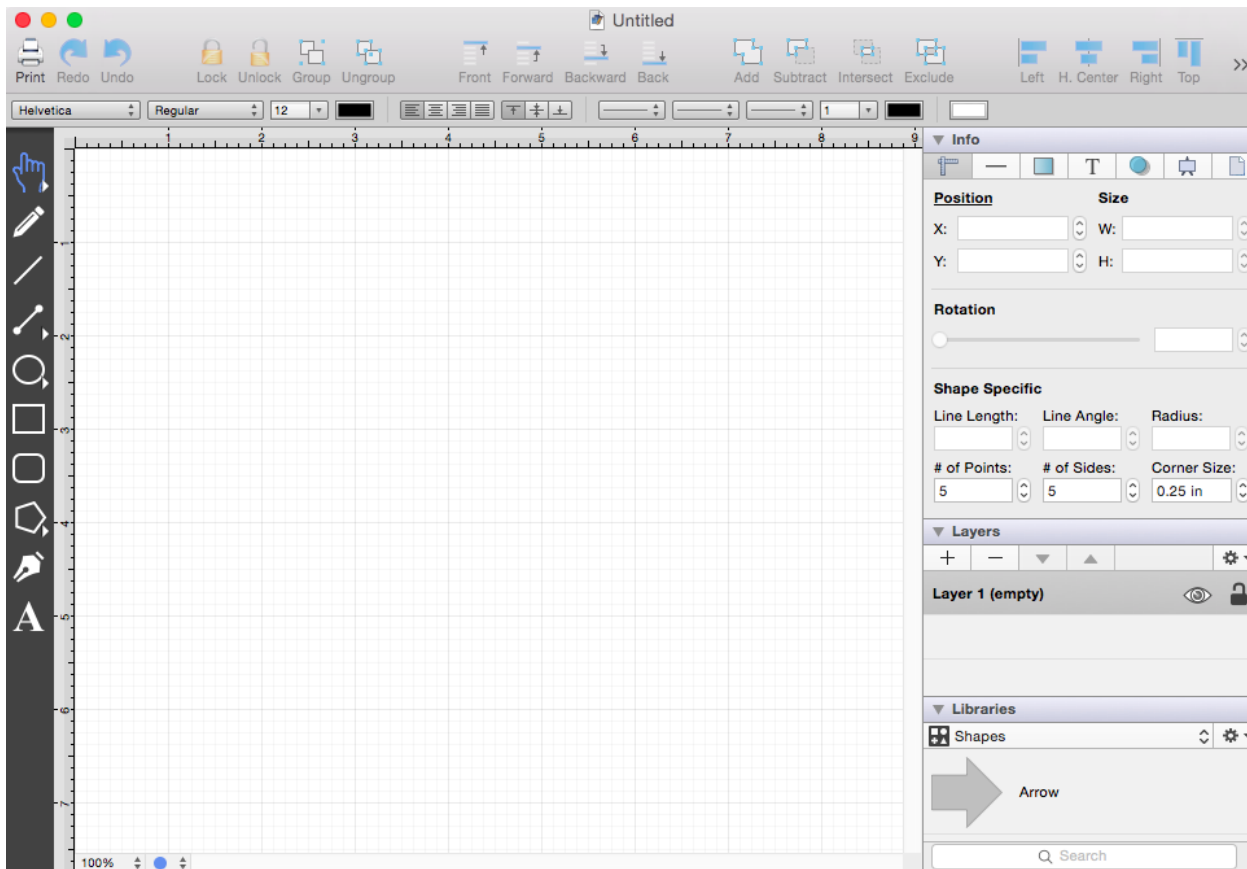
5.1. Creating a New Drawing

Click on the [File Menu](#) and select **New** to create a new drawing from the main application window.



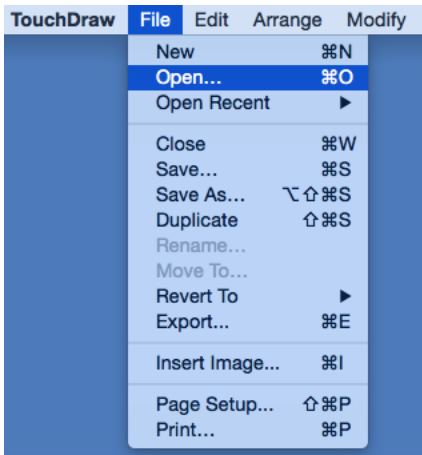
A blank [Drawing Canvas](#) will appear as shown below.

TouchDraw for Mac

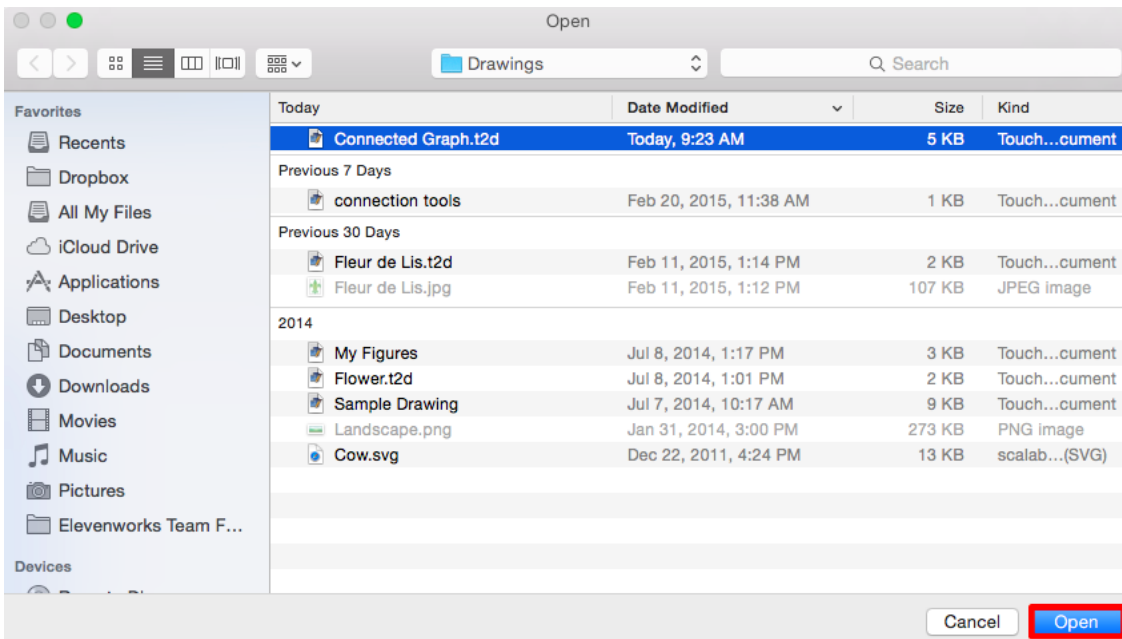


5.2. Opening a Drawing

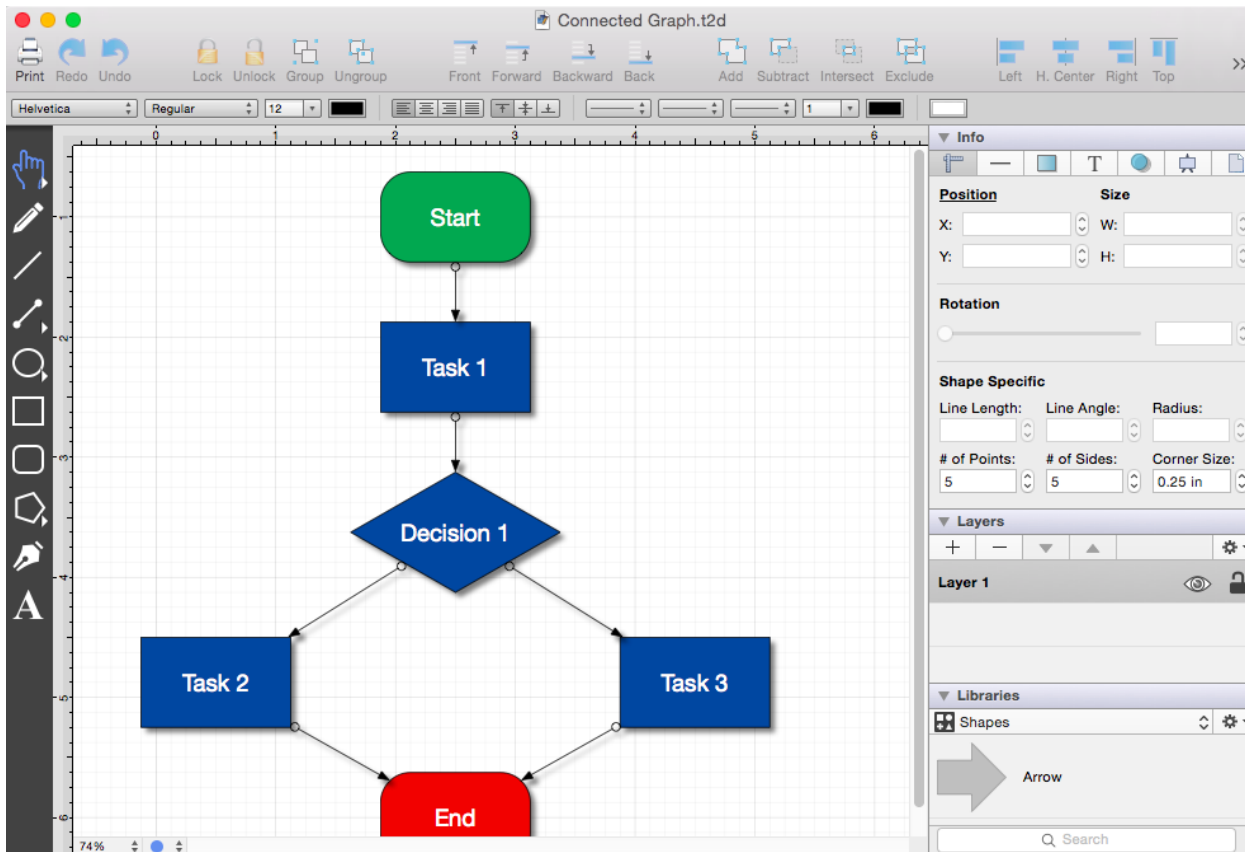
Click on the [File Menu](#) and select **Open** to open an existing drawing in the main application window for editing.



Select the file location in the **Open Window** and then click on **Open** located in the bottom right corner of the screen.



The selected file will appear in the main application window as part of the [Drawing Canvas](#).



Note: A recently created or edited file can be opened by clicking the [File Menu](#) and choosing **Open Recent**.

5.3. Importing a Drawing

TouchDraw supports the ability to open alternative file types besides native documents. The list of supported file types are:

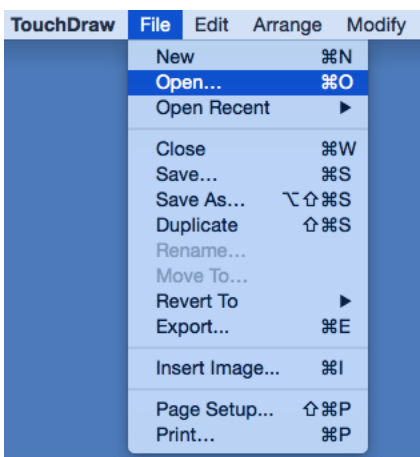
- TouchDraw Native (.t2d)
- Scalable Vector Graphics (.svg)
- Visio XML Drawing (*.vdx)
- Portable Network Graphic (.png)
- JPEG (.jpg, .jpeg)
- BMP (.bmp)
- TIFF (.tif, .tiff)
- Enhanced Metafile (.emf)
- Windows Metafile (.wmf)

Importing Non-Native File Formats

Follow the steps below to complete a file import:

1

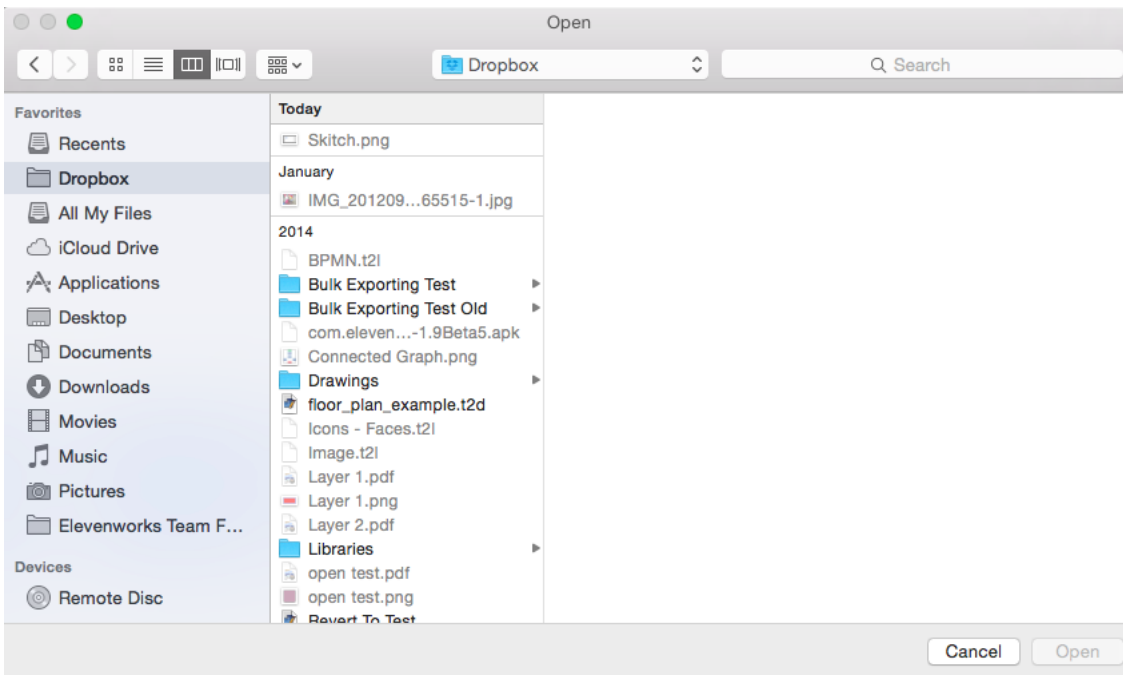
Click on the [File Menu](#) and select **Open**.



2

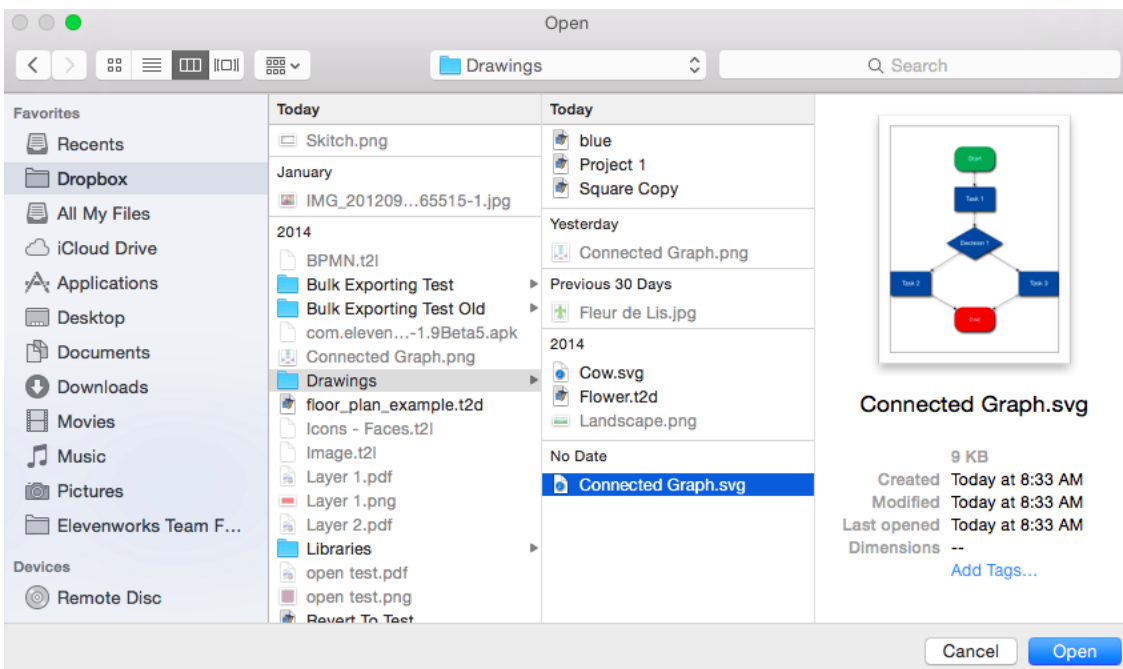
Navigate to the directory containing the file to be imported.

TouchDraw for Mac



3

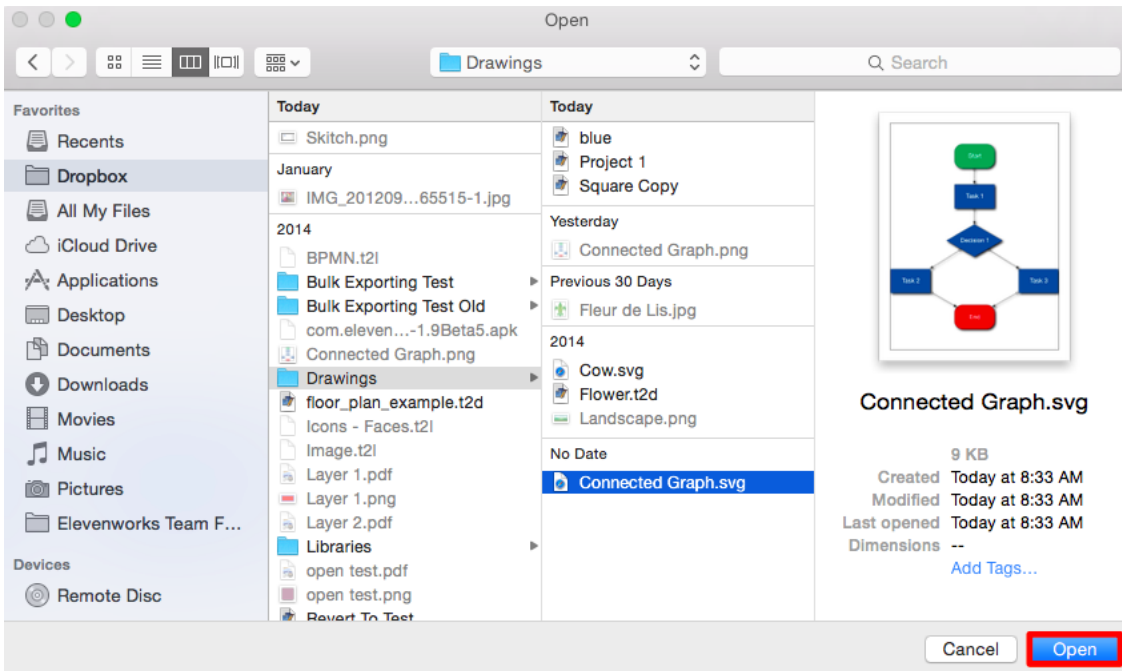
Click on the appropriate file name. In this example, Connected Graph.svg in the Drawings Folder is selected.



4

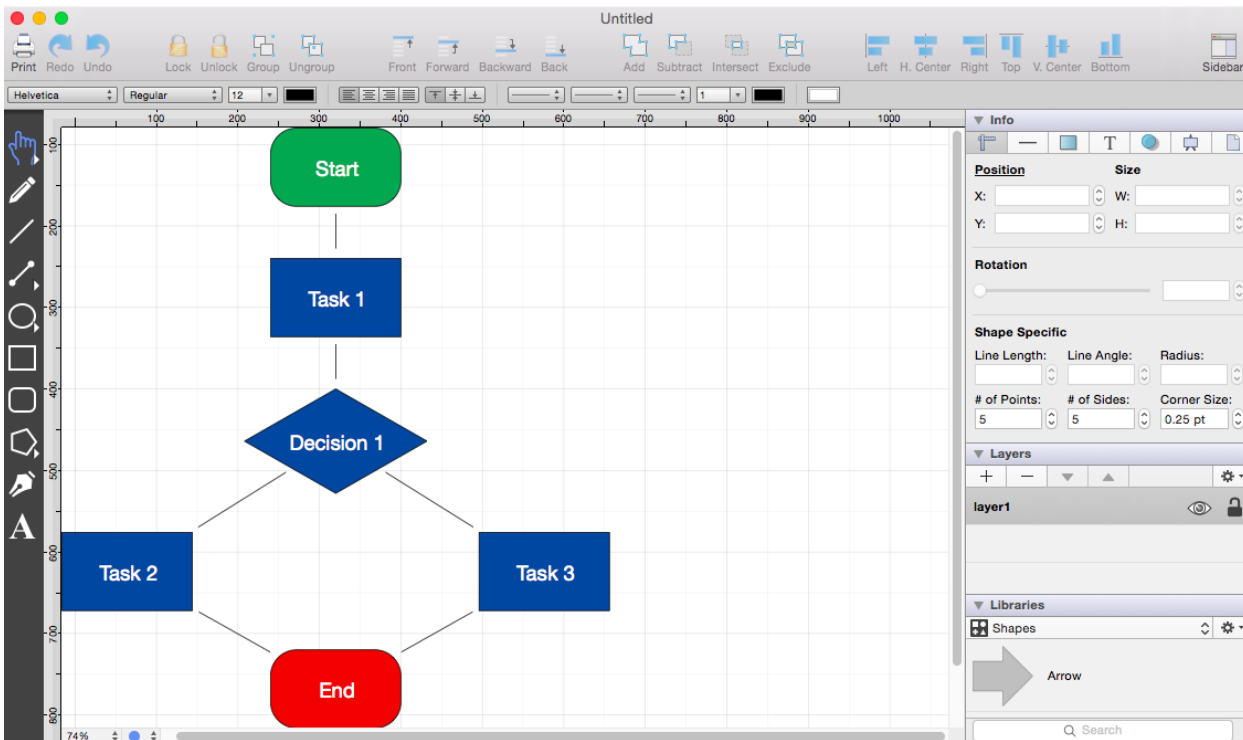
Click on the **Open Button**.

TouchDraw for Mac



5

The selected file will automatically be opened in TouchDraw as a new drawing. In this example, the Connected Graph.svg file has been imported.



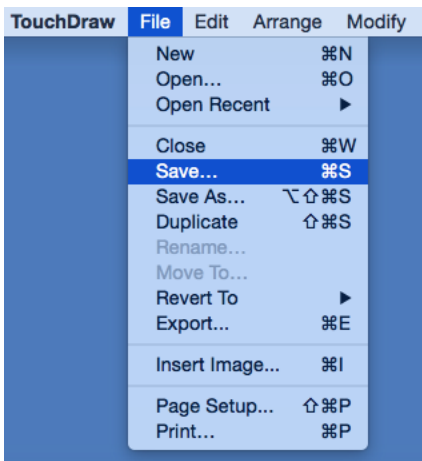
Note: Only files with the appropriate extension will be presented as a selectable item in the shown directory list.

5.4. Saving a Drawing

TouchDraw offers two methods for **Saving a Drawing** (Save and Save As...). Follow the steps below if saving a drawing for the first time.

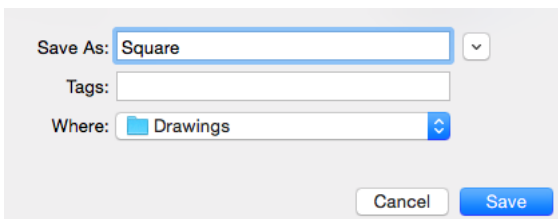
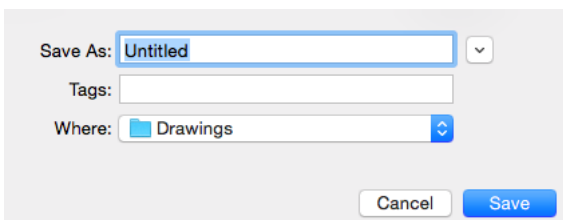
1

Click on the [File Menu](#) and choose **Save**.



2

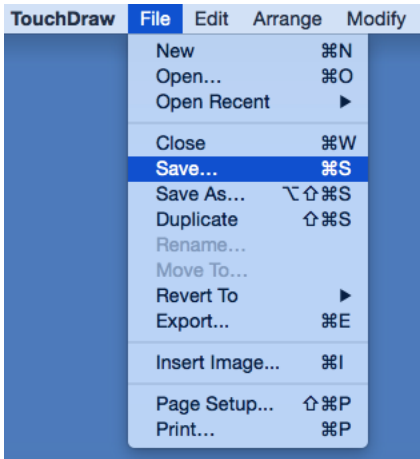
Enter a file name, choose a save location, and click **Save**.



The **Save As** window will not appear if the **Save** option is chosen and the file has previously been saved.

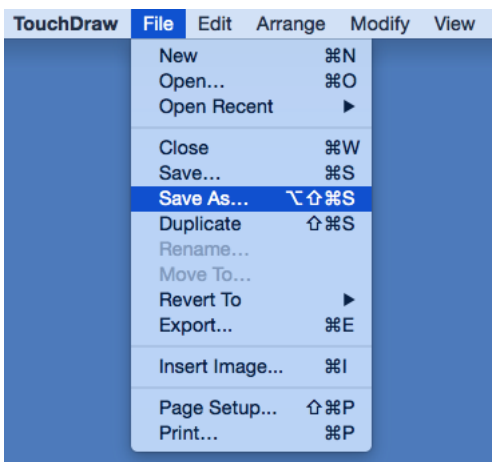
Save

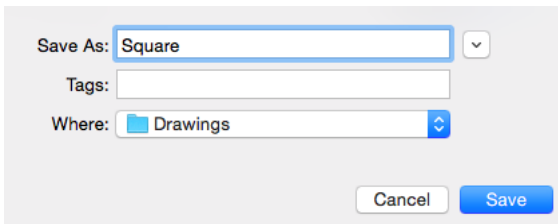
An existing file can be saved at any time by selecting the **Save** option under the [File Menu](#). The drawing will automatically be saved if it has been previously saved regardless of any made changes.



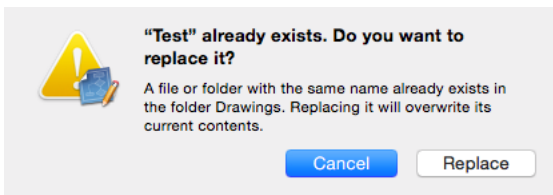
Save As

An existing file can be saved under another name by using the **Save As...** option under the [File Menu](#). Enter a new file name in the **Save As** window, select the save location, and then click on **Save**.



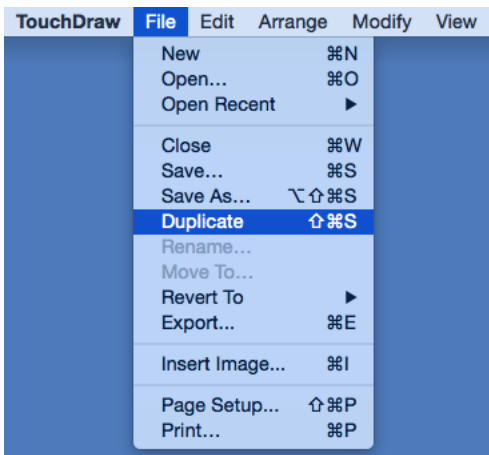


If a file with the same name already exists, TouchDraw shows a warning message asking if the current file should be replaced. Click **Replace** to overwrite the existing file or **Cancel** to exit the operation.



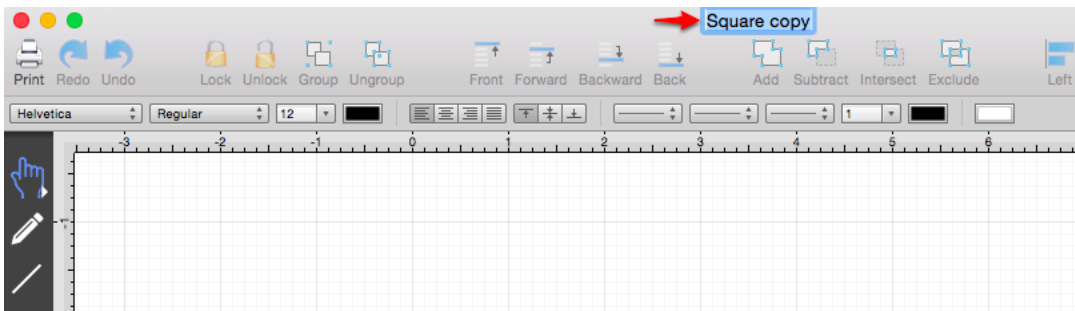
Duplicate

A copy of an existing file can be created by using the **Duplicate** option under the [File Menu](#).

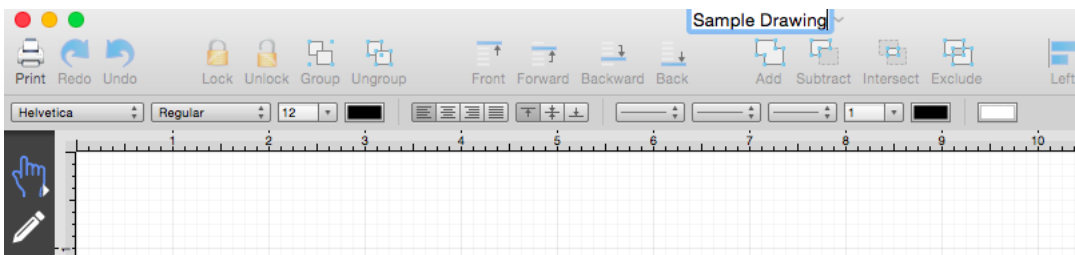


A copy of the drawing will automatically be created with **Copy** added to the file name. The file name will be highlighted in blue and available for editing.

TouchDraw for Mac

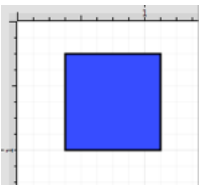
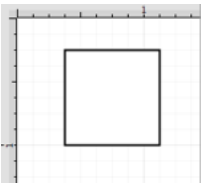


Enter a new file name for the duplicated drawing and then hit **Enter** on your keyboard to save the change.



5.5. Revert Document

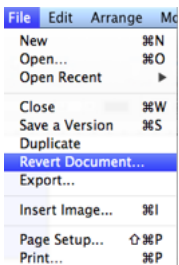
TouchDraw offers the option to revert to a saved copy of a drawing after changes have been made. To access this option, click on the **File Menu** and choose the **Revert Document...** option as shown in the example below. In this example, the white square is the originally saved drawing and the **fill color** is changed to blue after the a save is performed.



To revert the current drawing to the last save point:

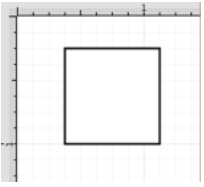
1

Click on **File Menu** and choose **Revert Document...** menu option.



2

The drawing canvas will refresh to what was previously saved.



The **Revert Document...** option becomes enabled if a save was previously performed and changes have been made to the drawing since the save. It will only revert back to the most recent save and is disabled after being selected.

5.6. Exporting a Drawing

TouchDraw running Mac OS 10.10 (Yosemite) or newer does not support exporting to EPS.

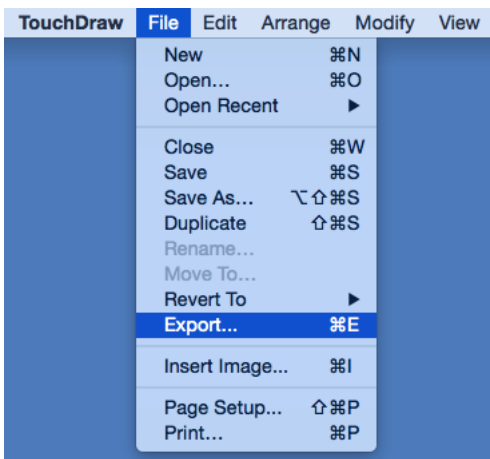
TouchDraw currently support 5 different exporters to **Export a Drawing**:

- [Bitmap Image \(PNG, JPEG, TIFF, BMP\)](#)
- [PDF \(Portable Document Format\)](#)
- [SVG \(Scalable Vector Graphics\)](#)
- [Microsoft Visio \(VDX Format\)](#)
- [EPS \(Encapsulated Postscript\)](#) (On Mac OS 10.9 or older)

Follow the steps below to export a drawing:

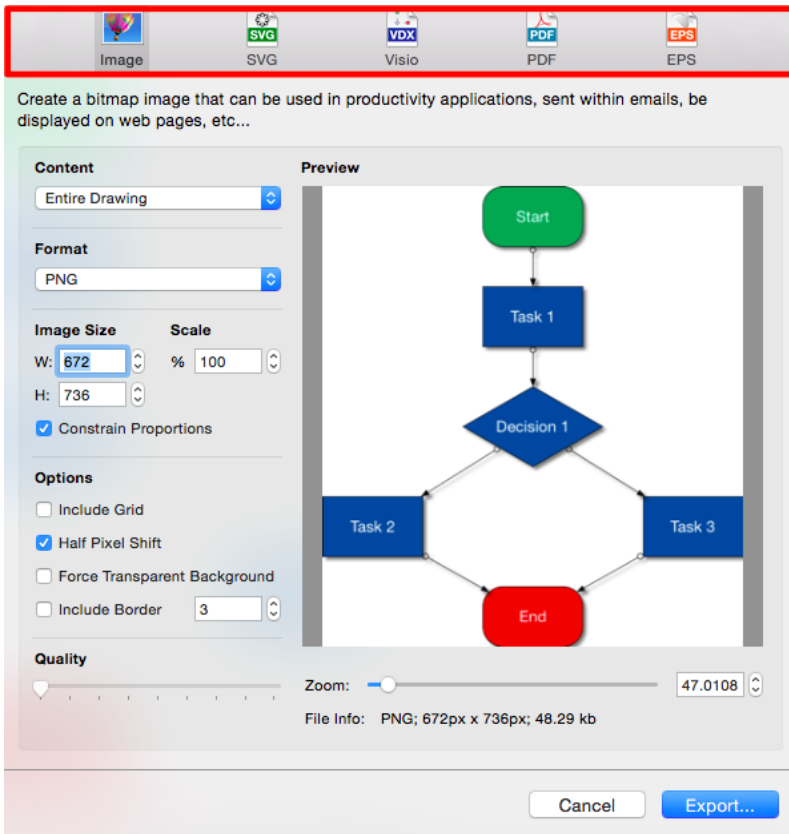
1

Select the [File Menu](#) and choose **Export...** to open the file export popover or use the **Command-E**[Keyboard Shortcut](#) to open this window.



2

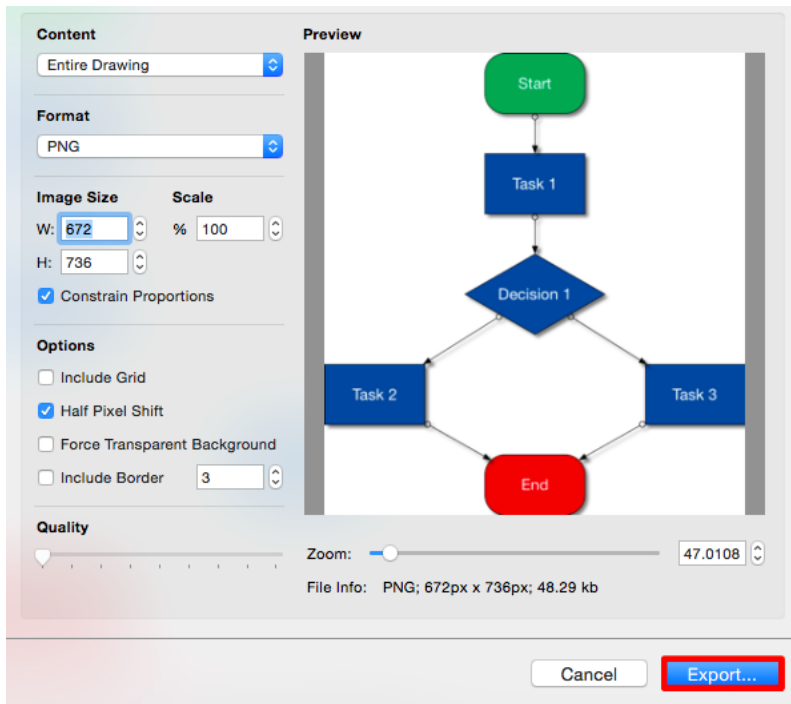
Choose which file format the drawing will be exported as. The popover will reconfigure itself to show all valid options for the selected format. The screenshot example shown below represents available options for exporting as an image and includes the capability of configuring maximum image size among additional options.



[Visible Layers](#) within a drawing can be exported as separate image files. Refer to the [Bulk Exporting of Individual Layers](#) portion of the documentation to learn more about this feature.

3

Click on the **Export Button** once the appropriate file format and all corresponding options have been set.

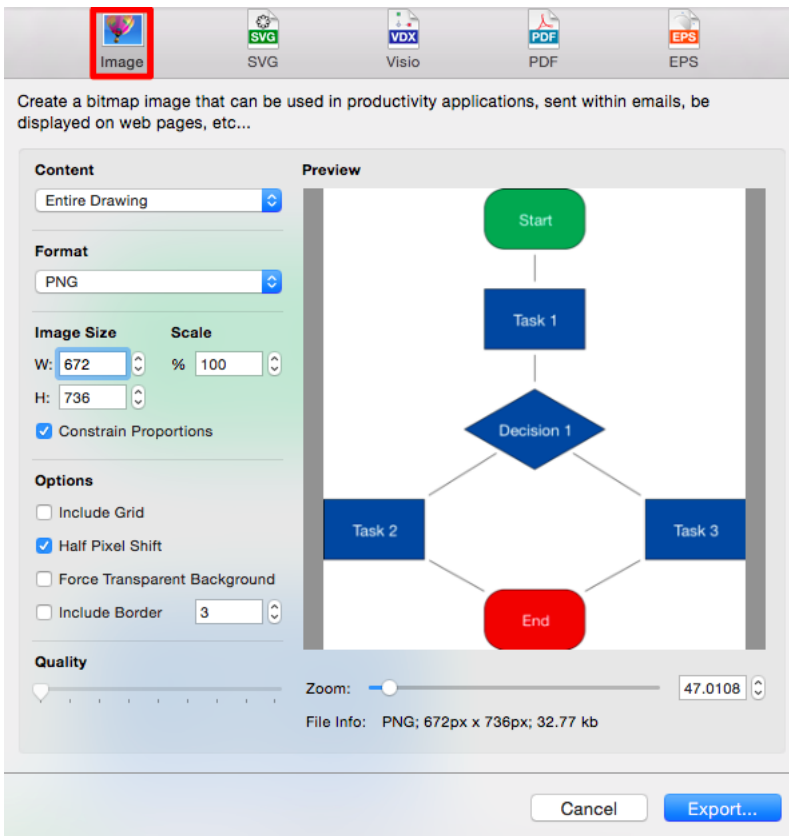


When you export a drawing as an image the popover window will show a drawing preview. A preview is not given when exporting a drawing in another format such as Visio.

For detailed information on all of the options, limitations and known issues for the supported file formats, please refer to the Exporting sub section of the [File Format Support](#) section.

5.6.1. Exporting a Bitmap Image

A drawing can be exported as an bitmap image file in any of the PNG, JPEG, TIFF, GIF, or BMP file formats.



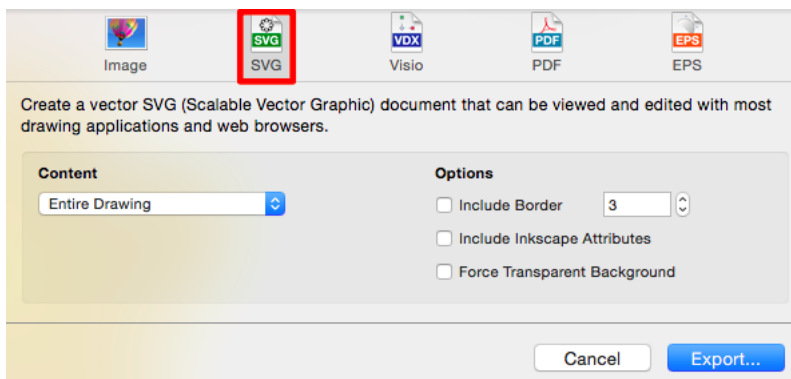
Click on the name of the Image Export Option to learn more about what actions occur upon selection.

Option Name	Description
Content	The Content option is used to select what will be exported: entire drawing, selected content, or selected layer.
Format	The Format option is used to select the type of image file to be created by the export.
Image Size	The Image Size option shows the current width and height of the image and can be altered prior to exporting.
Scale	The Scale option sets the dimension of the exported image to a specific percentage relative to the drawings actual size.
Constrain Proportions	The Constrain Proportions option links the width and height when selected.
Include Grid	The Include Grid option tells TouchDraw to include (or not include) the grid in the generated file.

Option Name	Description
Half Pixel Shift	The Half Pixel Shift option shifts pixel half a pixel-width toward the right.
Force Transparent Background	The Force Transparent Background option makes the background transparent to only show the images to be exported.
Include Border	The Include Border option generates a border at a selected location on the drawing.
Quality	The Quality option alters the image quality for JPEG image exports.
Zoom	The Zoom slider can be use to increase or decrease the zoom level in the export preview pane.

5.6.2. Exporting to SVG

A drawing can be exported as an SVG (Scalable Vector Graphics) file format.



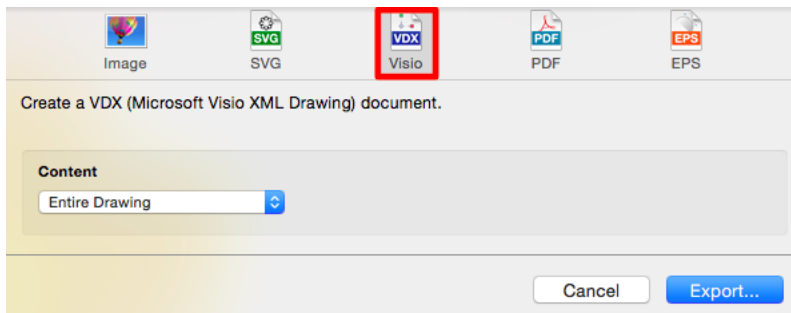
Click on the name of the SVG Export Option to learn more about what actions occur upon selection.

Option Name	Description
Content	The Content option is used to select what will be exported: the entire drawing, selected content, or a selected layer.
Include Border	The Include Border option generates a border of a specified size around the drawing to be exported.
Include Inkscape	The Include Inkscape Attributes option informs TouchDraw to include Inkscape

Option Name	Description
Attributes	specific attributes when exporting a drawing as an SVG File.
Force Transparent Background	The Force Transparent Background option forces the exported image to be created with a transparent background. Only the images to be exported will be shown.

5.6.3. Exporting to VDX

A drawing can be exported as an VDX (Microsoft Visio XML Drawing) file format.

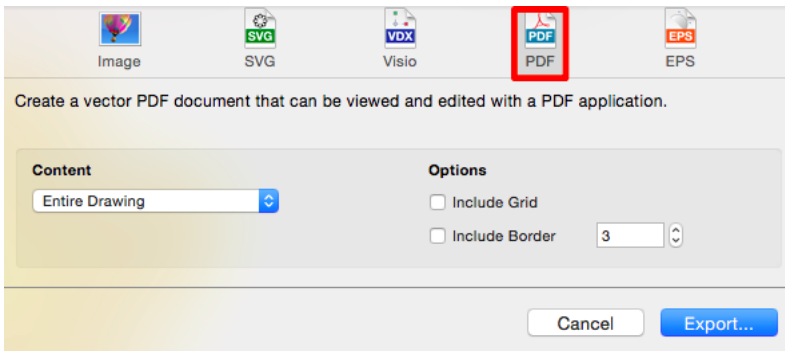


Click on the name of the VDX Export Option to learn more about what actions occur upon selection.

Option Name	Description
Content	The Content option is used to select what will be exported: the entire drawing, selected content, or a selected layer.

5.6.4. Exporting to PDF

A drawing can be exported as an PDF (Portable Document Format) file format.



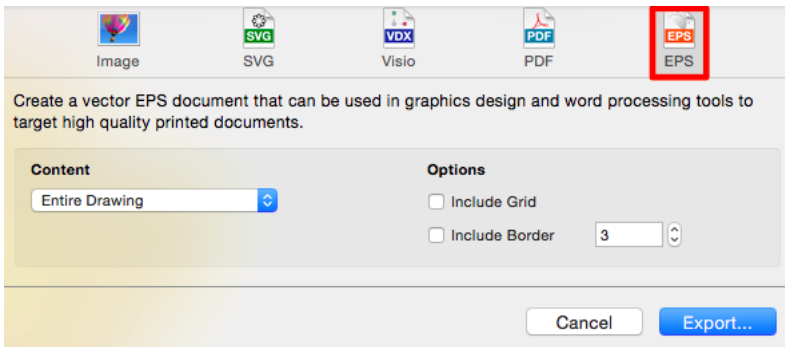
Click on the name of the PDF Export Option to learn more about what actions occur upon selection.

Option Name	Description
Content	The Content option is used to select what will be exported: the entire drawing, selected content, or a selected layer.
Include Grid	The Include Grid option tells TouchDraw to include (or not include) the grid in the generated file.
Include Border	The Include Border option generates a border of a specified size around the drawing to be exported.

5.6.5. Exporting to EPS

TouchDraw running Mac OS 10.10 (Yosemite) or newer does not support exporting to EPS.

A drawing can be exported as an EPS (Encapsulated PostScript) file format on Macs running Mac OS 10.9 or older. TouchDraw running Mac OS 10.10 (Yosemite) does not support exporting to EPS.



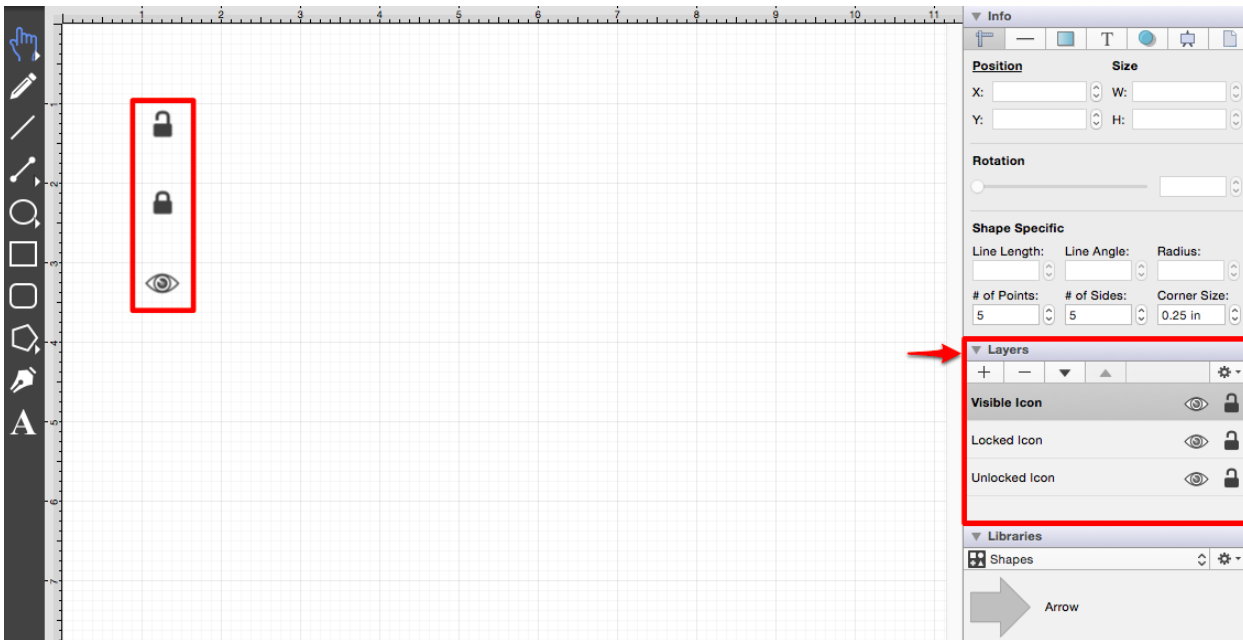
Click on the name of the EPS Export Option to learn more about what actions occur upon selection.

Option Name	Description
Content	The Content option is used to select what will be exported: the entire drawing, selected content, or a selected layer.
Include Grid	The Include Grid option tells TouchDraw to include (or not include) the grid in the generated file.
Include Border	The Include Border option generates a border at a selected location on the drawing.

5.6.6. Bulk Exporting of Individual Layers

The **All Visible Layers Individually** option resides under the **Content** section of the [File Export Window](#) for each supported file format (Image, Visio, PDF, SVG, EPS). It is used to export each visible layer within a drawing as a separate image. Each resulting image is saved under the name applied to the individual layer within TouchDraw.

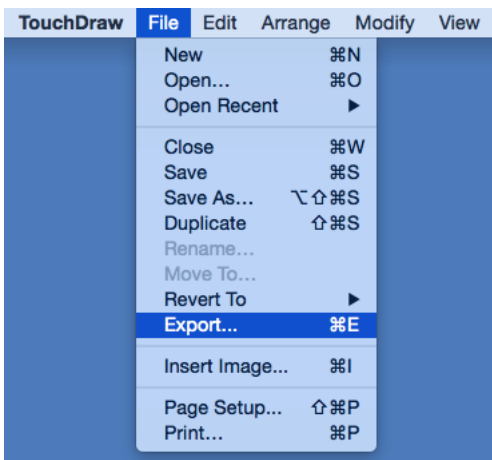
This bulk exporting option makes it easy to create a large drawing with numerous layers and then export individually selected (visible) layers at once rather than by one at a time. In this example, three layers have been created with each containing one icon, as shown below:



To access the **All Visible Layers Individually** option and complete a bulk export:

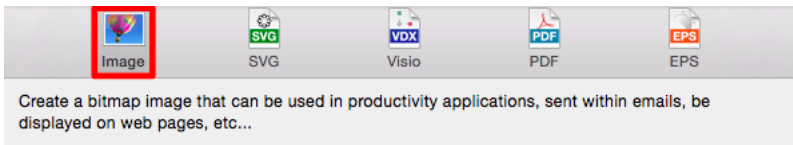
1

Click on the [File Menu](#) and select the **Export** option.



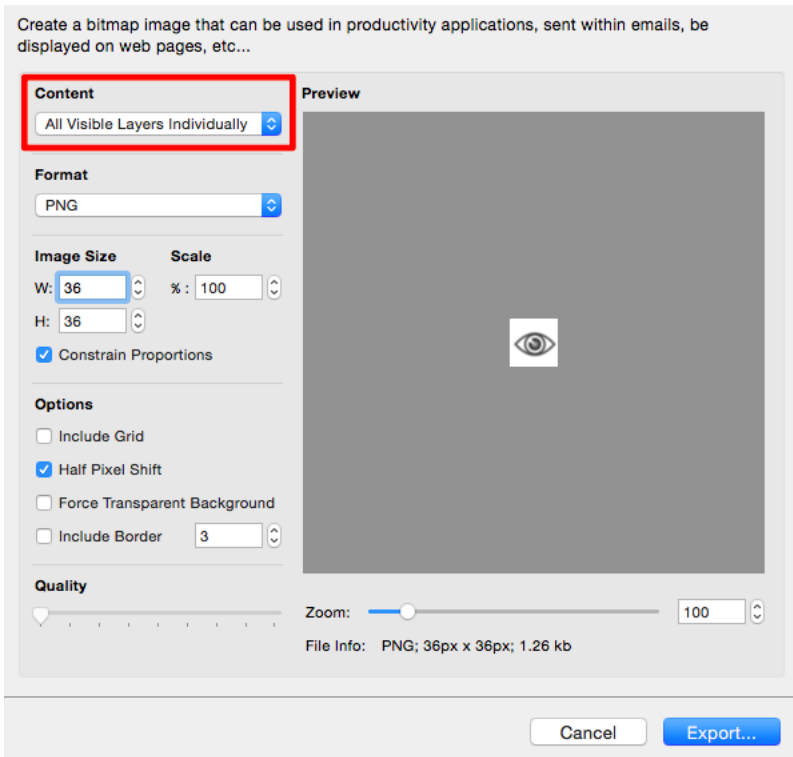
2

Click on the desired **File Type** at the top of the export window. **Image** is chosen in this example.



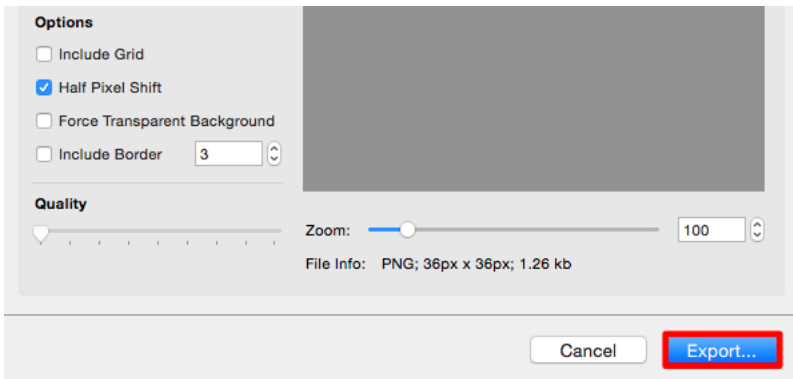
3

Click on the **Content** drop down menu and select the **All Visible Layers Individually** option.



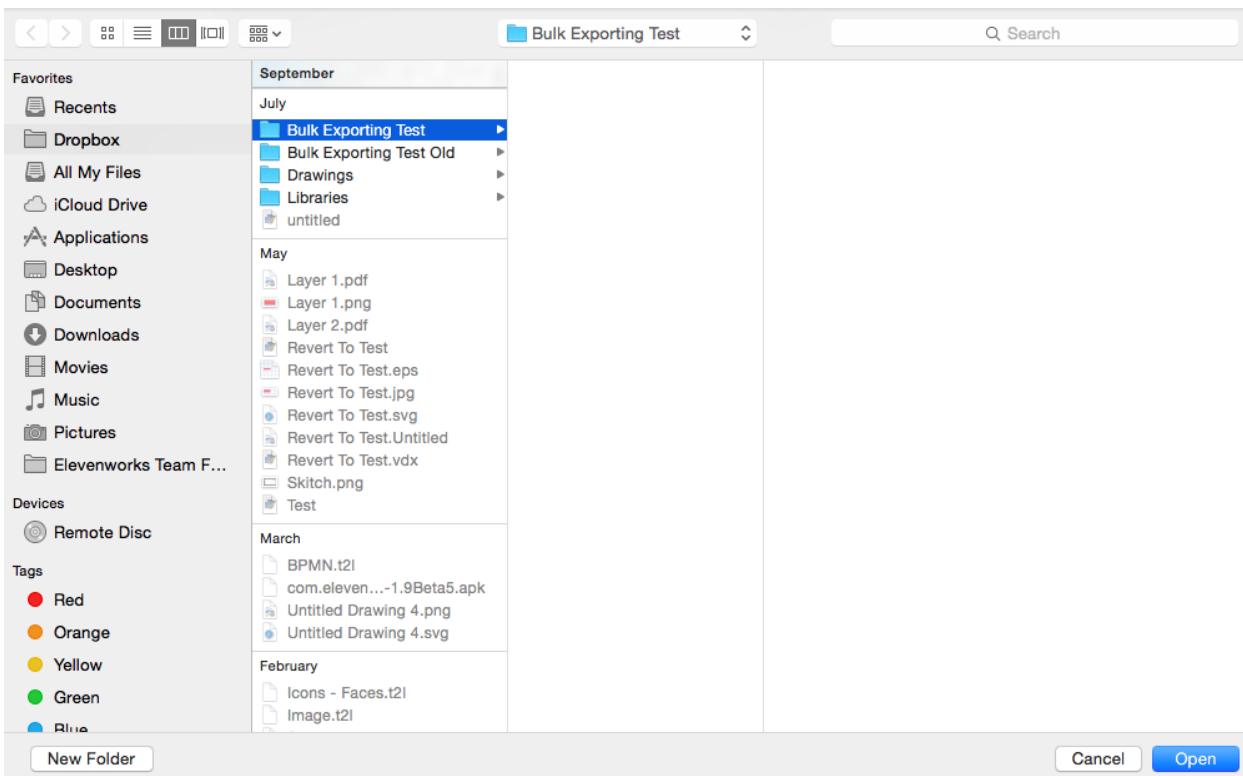
4

Alter any additional exporting options and then click on the **Export Button** to complete the bulk export. Click on the **Cancel Button** to exit the screen without exporting.



5

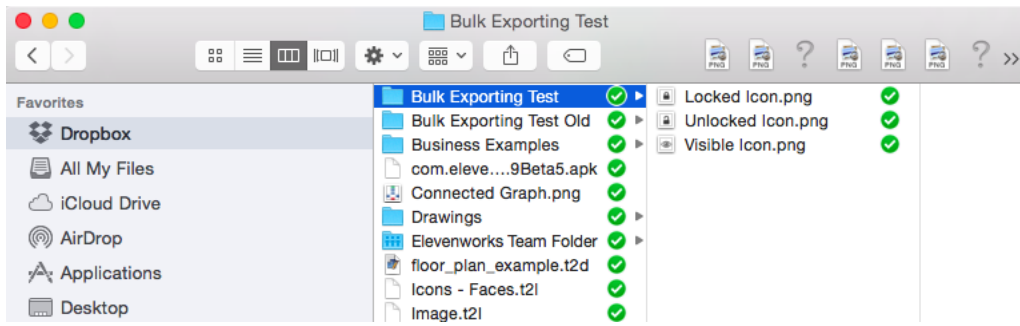
Choose a **Target Directory** for saving by **Double Clicking** on the directory or folder name.



6

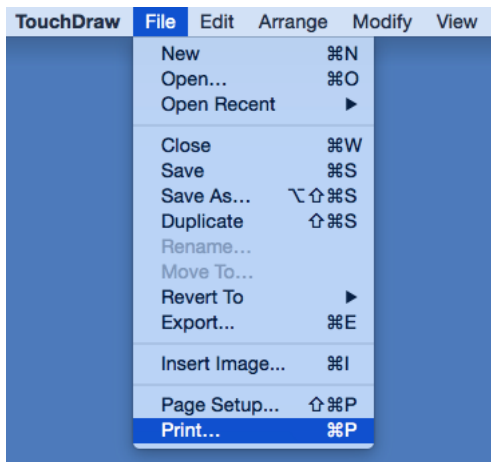
A file for each individual layer will be added to the selected target directory.

TouchDraw for Mac

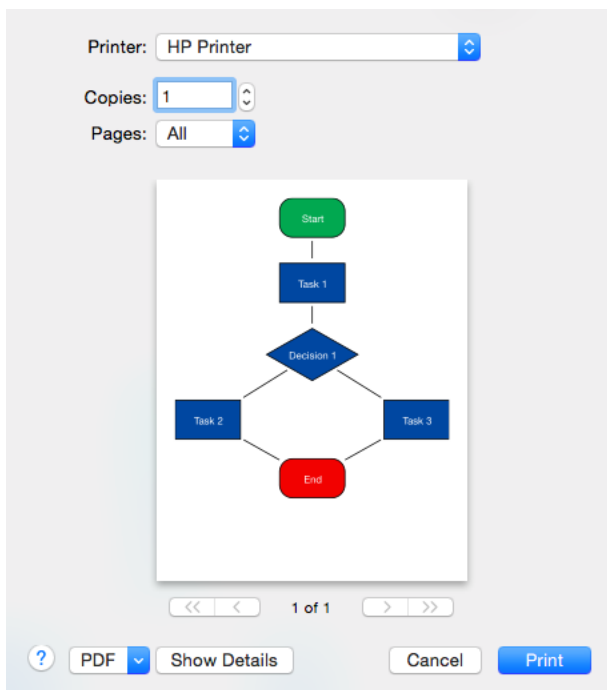


5.7. Printing a Drawing

TouchDraw supports the capability of printing drawings to local printers. The print options can be accessed from two locations: the [Main Toolbar](#) and the [File Menu](#) as shown below.



The **Printer Options** view will open. This view is used to configure printers, set the number of copies, choose the number of pages, and set additional print settings.



Use the **Show Details** button to view more TouchDraw specific options for printing:

Printer: HP Printer

Presets: Default Settings

Copies: 1

Pages: ☒ All
☐ From: 1 to: 1

Drawing Options

☒ Fit To Page

☐ Include Grid

1 of 1

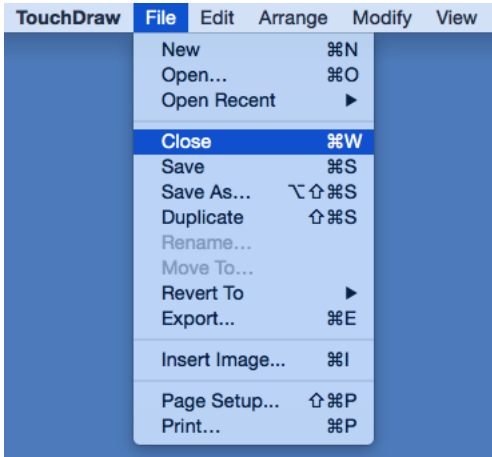
PDF Hide Details Cancel Print

The TouchDraw specific options can be set on the Drawing Options tab and are described below:

Printer Option	Description
Fit To Page	This option will scale the current drawing to fit onto the page.
Include Grid	This option will tell TouchDraw to draw the grid onto the page.

5.8. Closing a Drawing

To **Close a Drawing**, select the [File Menu](#) and click on the **Close** option as shown below.



You may also use the **Command-W** [keyboard shortcut](#) to perform the same action within TouchDraw.

5.9. Inserting an Image

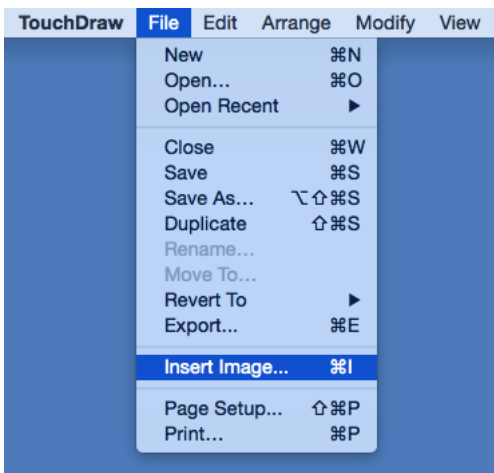
An image file can be inserted as part of a drawing. These image types are supported by the TouchDraw application:

- Portable Network Graphic (.png)
- JPEG (.jpg, .jpeg)
- BMP (.bmp)
- TIFF (.tif, .tiff)
- GIF (.gif)

Follow the steps below to **Insert an Image**:

1

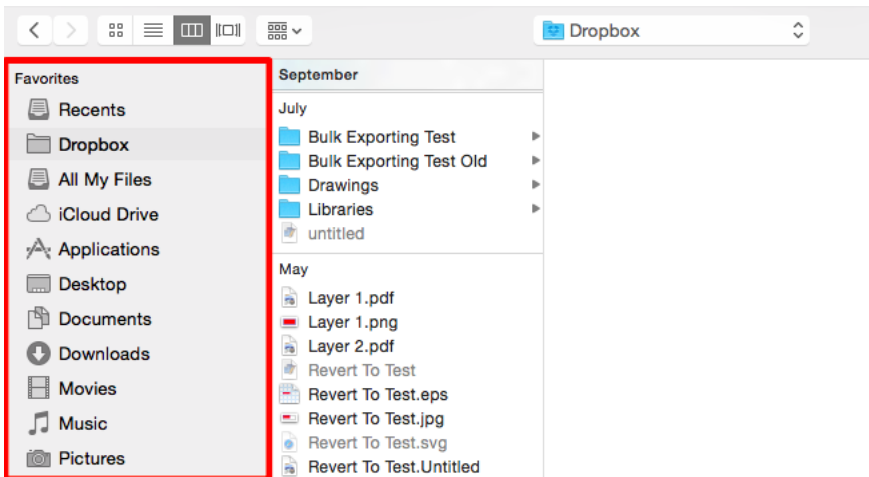
Select the [File Menu](#) and click on **Insert Image....**



2

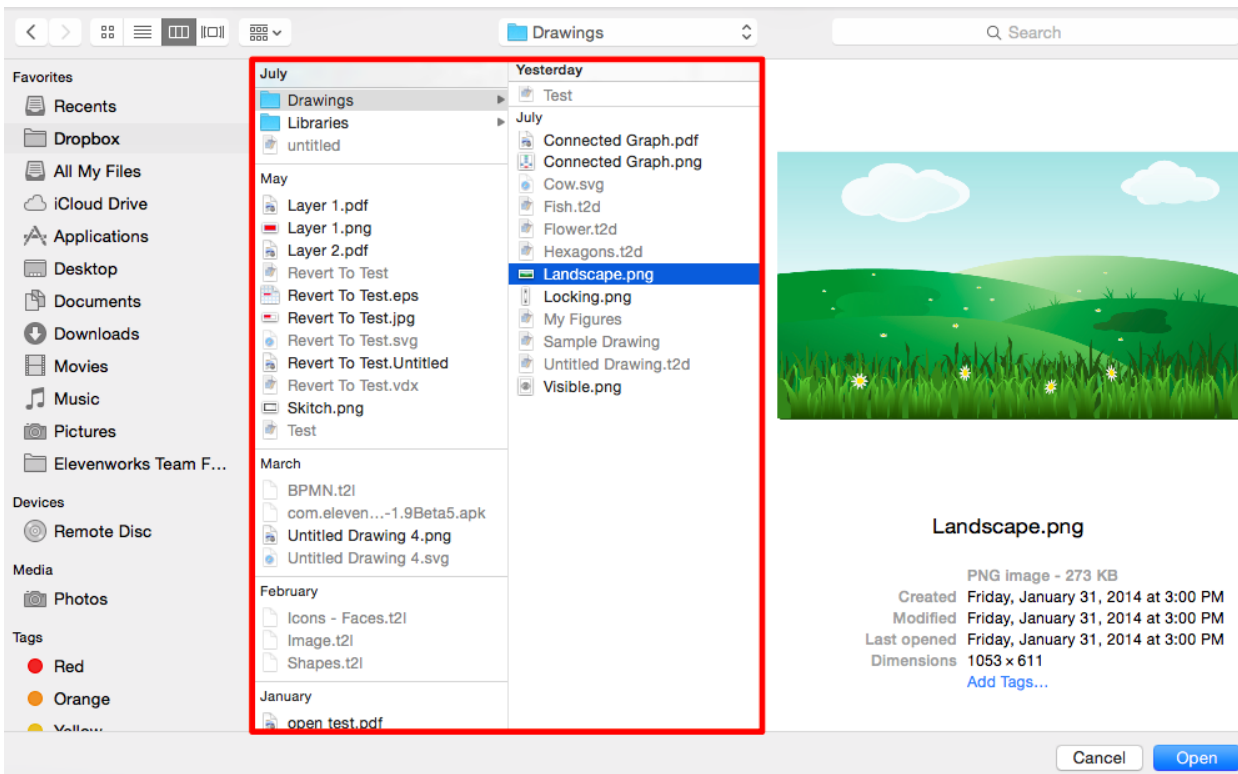
Navigate to the directory location of a desired image file.

TouchDraw for Mac



3

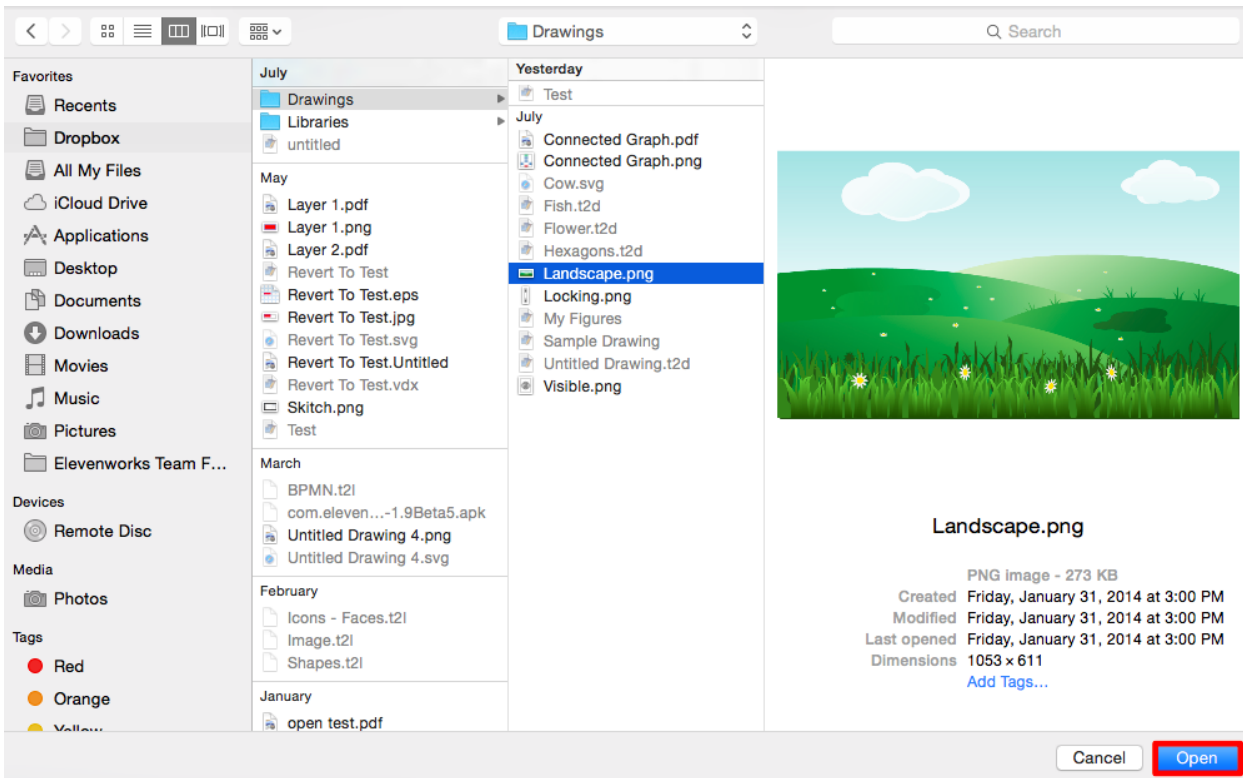
Click on the appropriate file name.



4

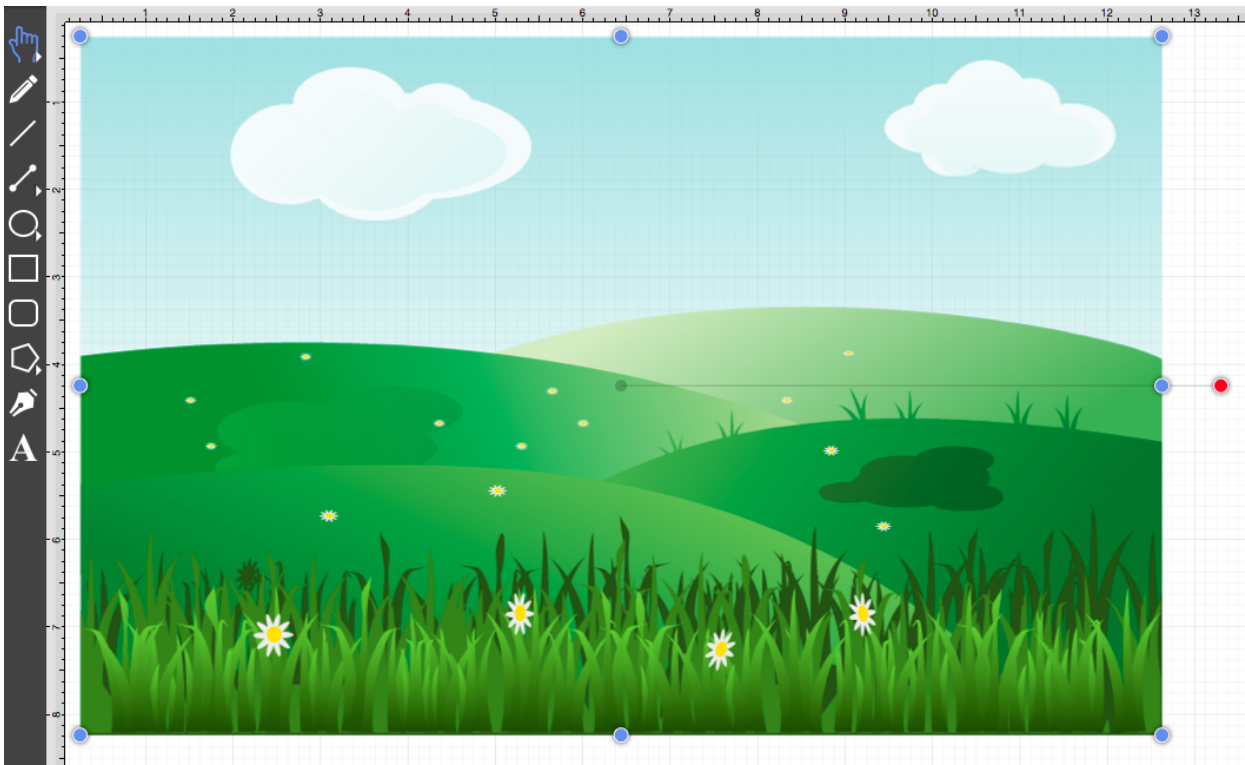
Click on the **Open** button.

TouchDraw for Mac



5

The selected image will appear in the drawing canvas.



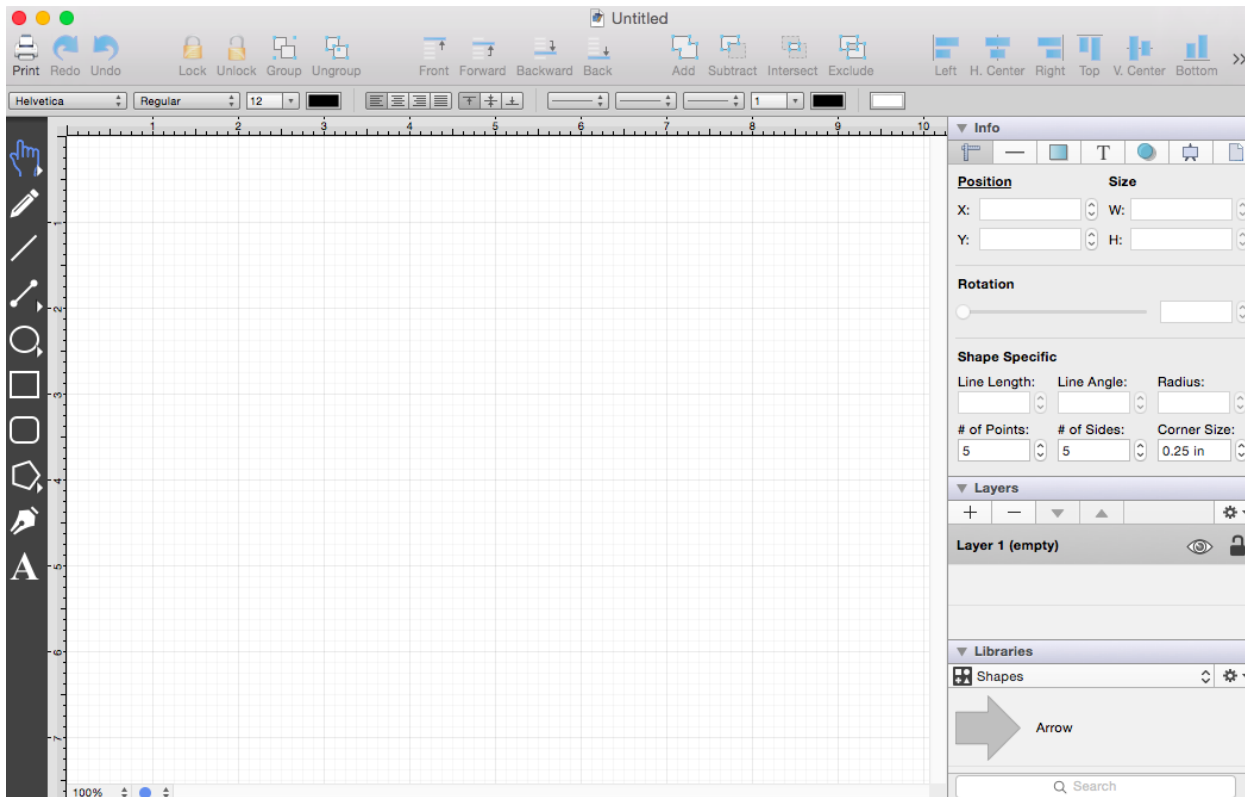
Note: Only files with the appropriate extension will be presented as a selectable item in the shown directory list.

6. Editing Drawings

The options for **Editing Drawings** in TouchDraw are designed to make working with figures, lines, paths, and handles easier. The following pages explain how to perform drawing editing operations.

6.1. Editing Basics

The **Drawing Editor** contains the features and tools necessary for creating and editing new or existing drawings. The editor appears after creating a new drawing or opening an existing file and consists of six sections as shown in the image below.



Click on the name of the **Drawing Editor** section to learn more about what actions can be performed.

Section Name	Description
Main Toolbar	The Main Toolbar provides access to most object actions and drawing properties.
Drawing Toolbar	The Drawing Toolbar is the activation location for application drawing tools.
Drawing Canvas	The Drawing Canvas is used to view, create and change drawings.
Format Bar	The Format Bar provides quick access to text, stroke, and fill attributes.
Sidebar	The Sidebar provides access to object attribute settings.

Section Name	Description
Bottom Bar	The Bottom Bar provides quick access to common application settings.

6.1.1. Selecting a Figure

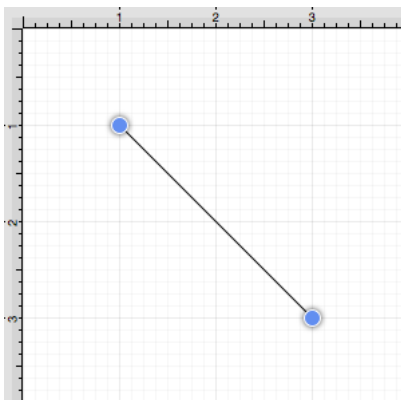
TouchDraw contains five types of figures:

- Lines (including open paths)
- Shapes (including closed paths)
- Text
- Images
- Stencils and Groups (compound figures)

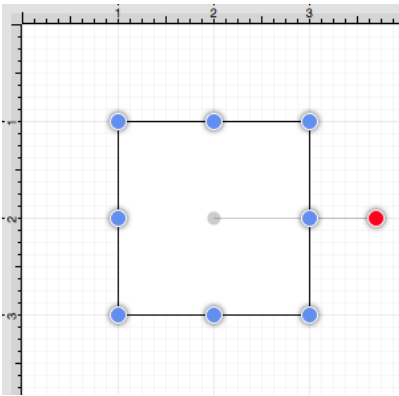
For the purposes of selecting a figure, there are really only two types: Lines and shapes.

Images, text figures and compound figures all behave like shapes for selection, so we won't discuss them separately.

To select a line, click on the line and its handle endpoints will appear.

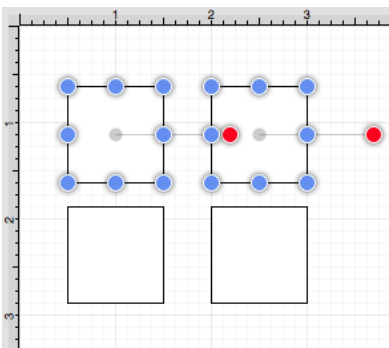
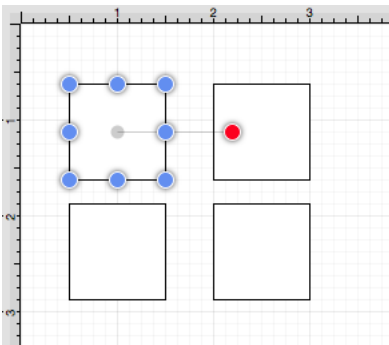


To select a shape, click anywhere within the shape and its handles will appear.



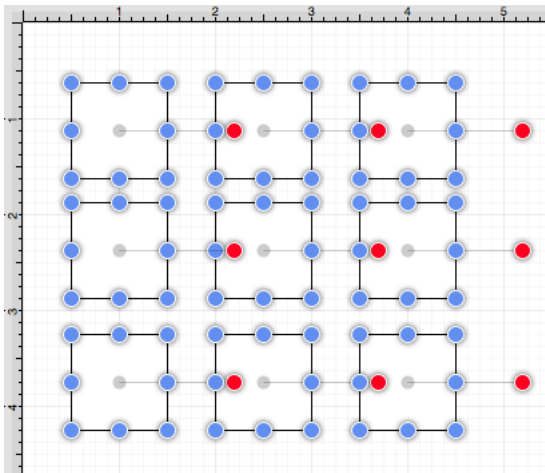
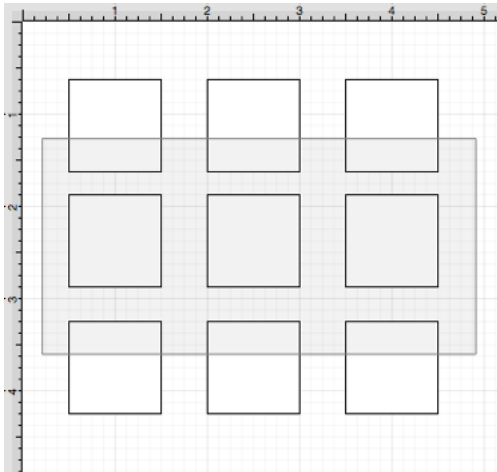
Multiple Selections

By default, a previously selected shape will be deselected when another is selected; however, TouchDraw does support multiple selections. Hold down the **Shift** key and **Click** to select multiple lines or shapes. Continue to hold the **Shift** key while clicking on each desired figure to complete a multiple selection in the drawing canvas.

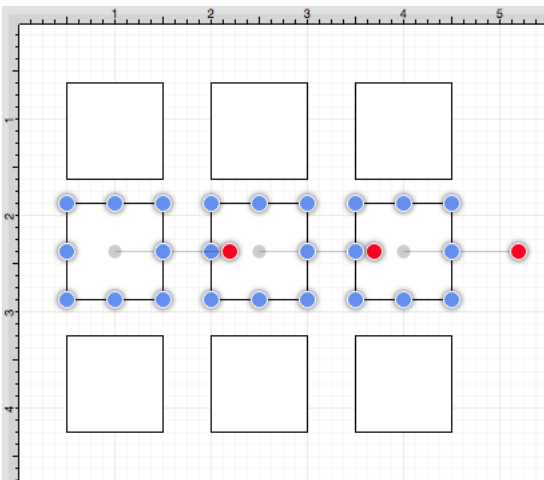
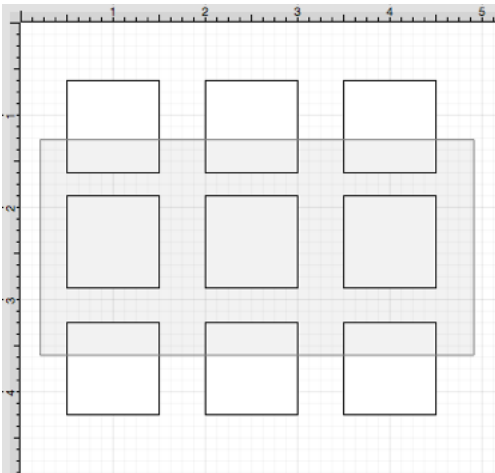


The **Selection Rectangle** may also be used to select multiple figures. Click and drag the **Selection Rectangle** from left to right or right to left over an area within the [Drawing Canvas](#) and then release the click action once the rectangle covers the desired area to complete the selection. When the rectangle is dragged from left to right,

it will select all figures within its bounds and every figure intersecting it, as shown below.



Dragging the **Selection Rectangle** from right to left from any point within the [Drawing Canvas](#) informs TouchDraw to select only the figures within the rectangle's bounds, as shown below.



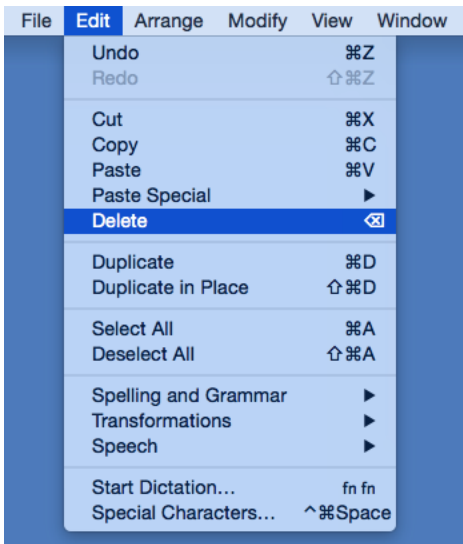
The **Select All** command can be used to select every figure, line, path, etc. on the drawing canvas. This option is accessible through both the [Edit Menu](#) and the [Contextual Menu](#) or with the **Command-A** keyboard shortcut. Figures are deselected in the same manner by using the **Deselect All** menu option or by clicking on an empty drawing canvas location.

6.1.2. Deleting a Figure

An object must be [selected](#) before it can be deleted. A currently selected figure can be deleted in one of two ways:

1

Select the [Edit Menu](#) and click on **Delete**.



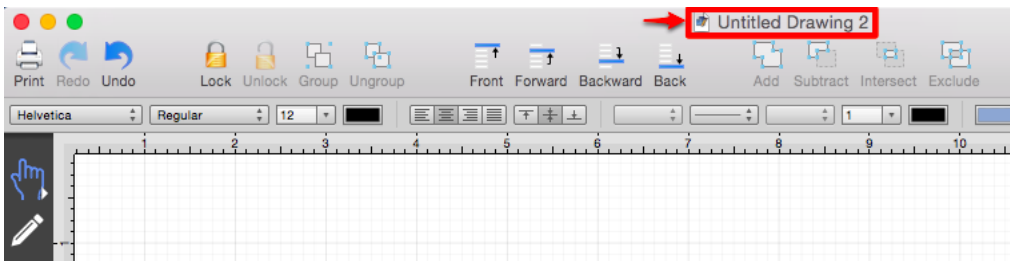
2

Press the **Delete** key on the Mac keyboard.

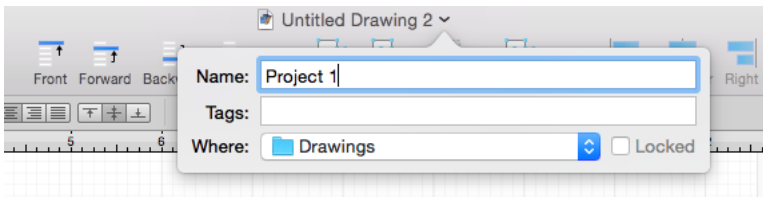
Note: Please keep in mind that TouchDraw has support for [Undo and Redo](#). If a figure is deleted by accident, choose the **Undo** option under the [Edit Menu](#) to redisplay the object.

6.1.3. Renaming a Drawing

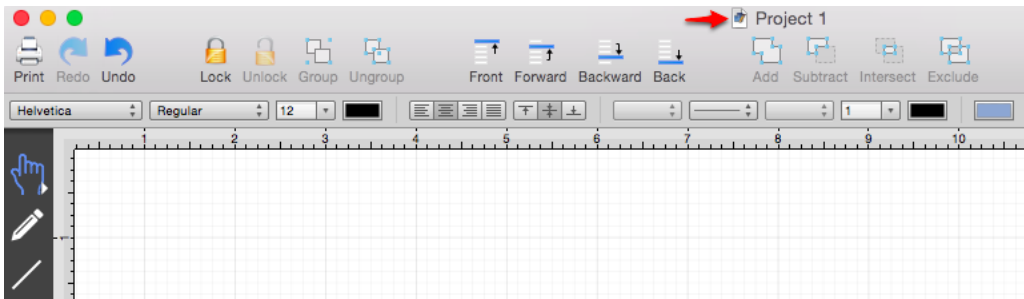
Performing a **Click** on the **Drawing Title** opens a prompt window for renaming the currently open drawing.



After a new drawing name has been entered in the prompt window, press on the **Enter Key** on your keyboard to complete the change.



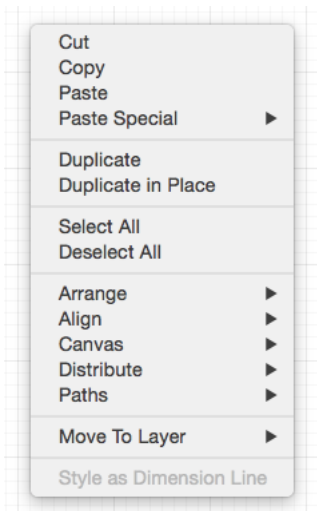
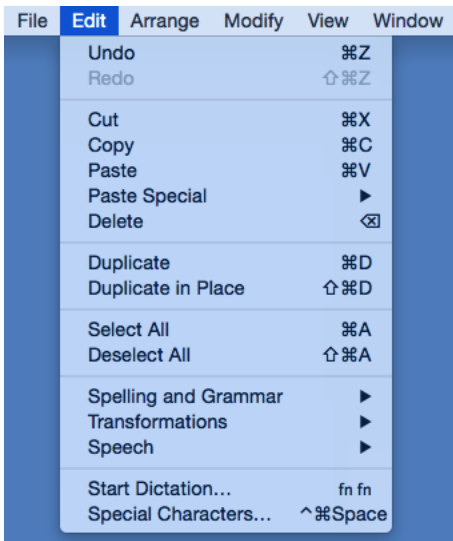
The new drawing name will appear above the [Toolbar](#), as shown below:



6.1.4. Using the Clipboard

The **Clipboard** holds the most recent change made to a figure within the drawing canvas. Changes are stored on the clipboard when an item is [copied](#), [cut](#) or [undone](#). They are reapplied by choosing the [Paste](#), [Paste Style](#), or [Redo](#) commands. Additional options are available under the [Paste Special Submenu](#) for pasting in the same exact location, a formatting style, and multiple figures.

All **Clipboard** actions are accessible through the [Edit Menu](#) or [Contextual Menu](#) as shown below:



The command shortcuts may also be used to gain quick access to Clipboard actions.

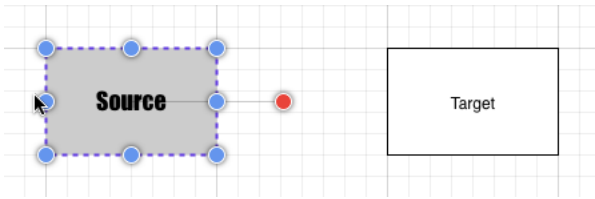
6.1.4.1. Paste Style

The **Paste Style** command allows formatting to be copied from one shape and pasted (applied) to another.

The process for this command is shown in the following example:

1

Select the source shape/figure with the formatting to applied to another object.

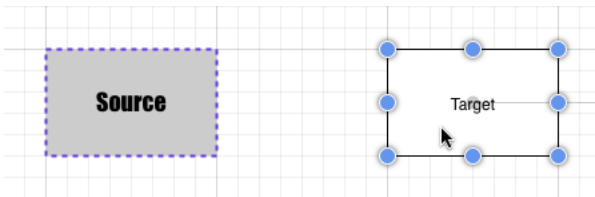


2

Copy the shape to the clipboard.

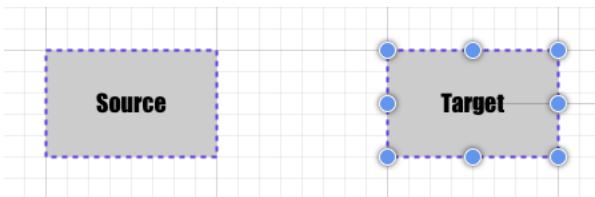
3

Select the target shape.



4

Select the **Paste Style** command from the [Edit Menu](#) or from the [Contextual Menu](#) to apply formatting from the source figure to the target figure.



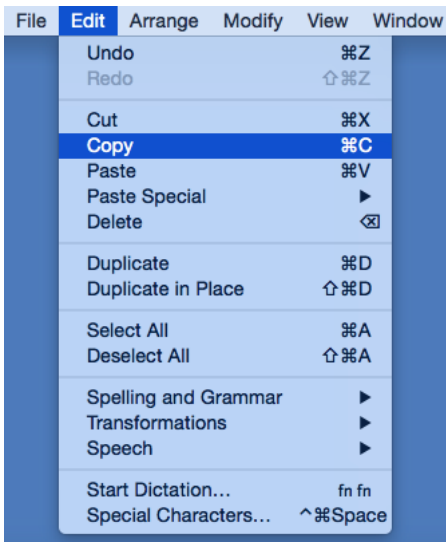
The **Paste Style** command is also accessible by using the **Option-Command-V** [keyboard shortcut](#).

6.1.5. Copying a Figure

A figure or group of figures must be [selected](#) before copying can occur. Figures can be copied in one of three ways after a selection has been made.

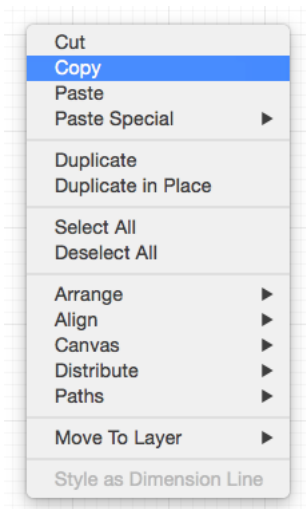
1

Click on the [Edit Menu](#) and choose **Copy**.



2

Open the [Contextual Menu](#) and choose **Copy**.



3

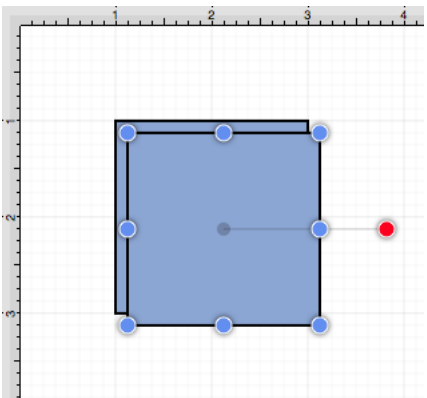
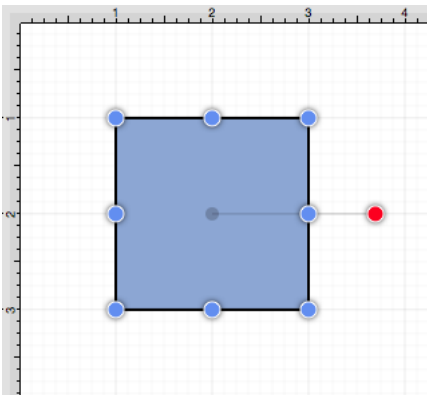
Use the **Command-C** keyboard shortcut.

Once a figure(s) has been copied, use the same menus or the **Command-V** keyboard shortcut to [Paste](#) in a desired location. The [Paste Style](#) command may also be used to copy the formatting of one figure to another.

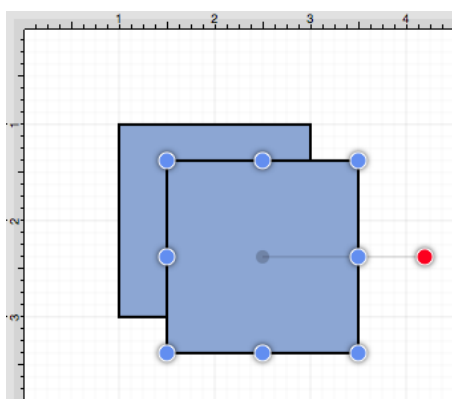
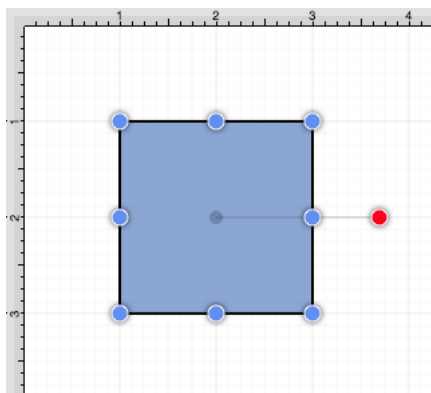
6.1.6. Duplicating a Figure

A figure can be duplicated to make sharing the same attributes easy. At least one figure or a group of figures must be selected for the **Duplicate** and **Duplicate in Place** options to be available.

The **Duplicate** option creates a copy of a selected figure(s) and places it at an offset position in the drawing canvas.



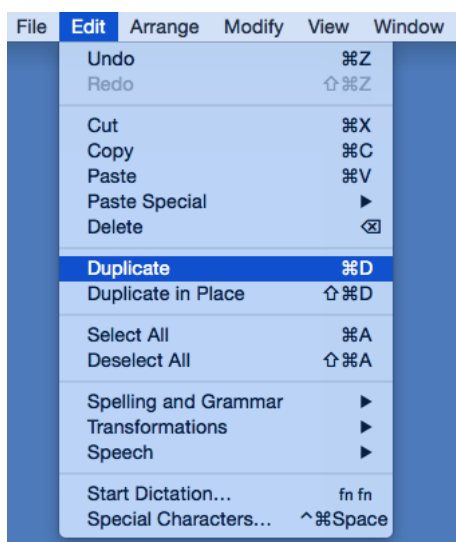
The **Duplicate in Place** option creates a copy of a selected figure(s) and places it in the same exact location as the original. Click and drag on the top figure to move it to a new position in the drawing canvas.

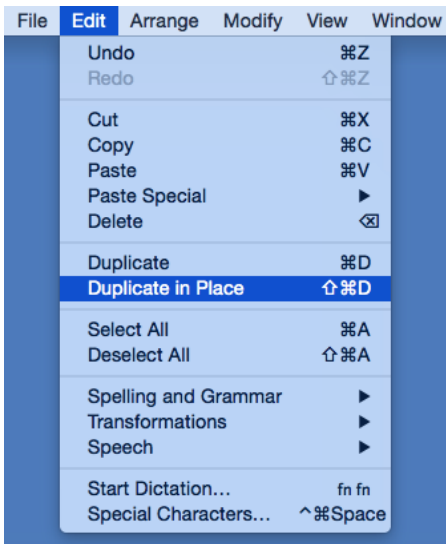


Figures can be duplicated in one of three ways after a selection has been made:

1

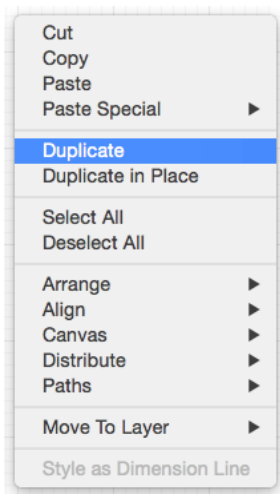
Click on the [Edit Menu](#) and choose **Duplicate** or **Duplicate in Place**.

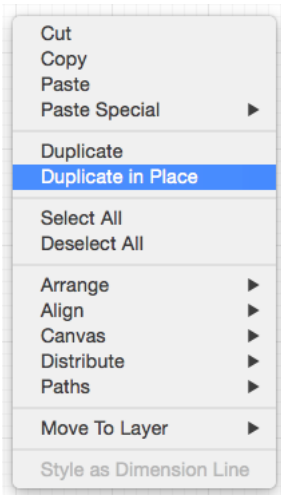




2

Open the [Contextual Menu](#) and choose **Duplicate** or **Duplicate in Place**.





3

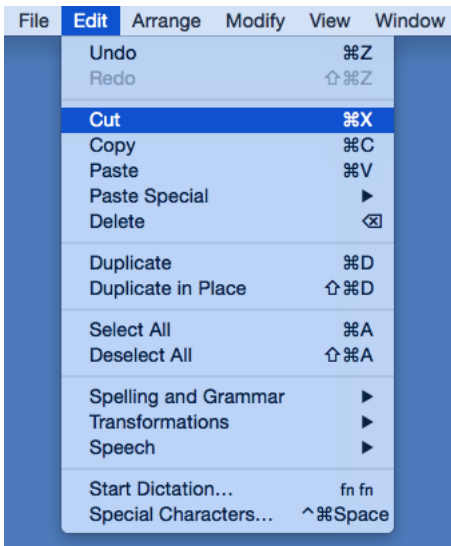
Use the **Command-D** or **Shift-Command-D** [Keyboard Shortcuts](#).

6.1.7. Cut and Paste

Cutting and pasting works in the same manner as copy and delete. The **Cut** command removes the figure from the drawing canvas and adds it to the clipboard. [Select](#) a figure or group of figures and use one of the following three methods to perform a cut:

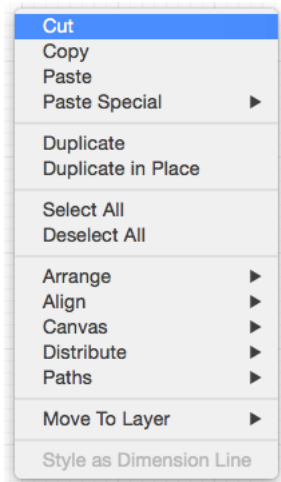
1

Select the [Edit Menu](#) and choose **Cut**.



2

Open the [Contextual Menu](#) and choose **Cut**.



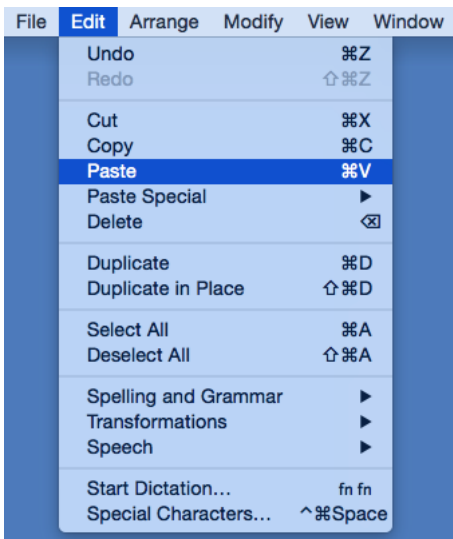
3

Use the **Command-X** keyboard shortcut.

The **Paste** command adds the current clipboard contents to the drawing canvas. To **Paste** current clipboard contents:

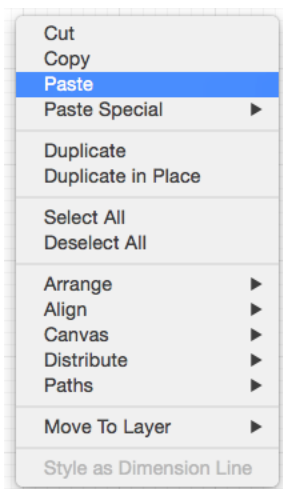
1

Select the [Edit Menu](#) and choose **Paste**.



2

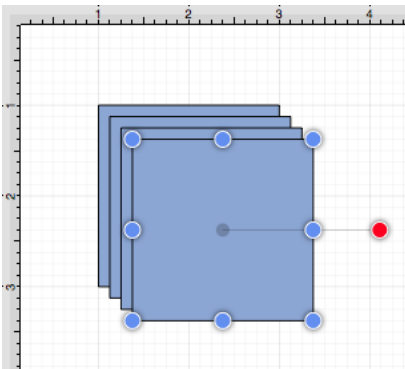
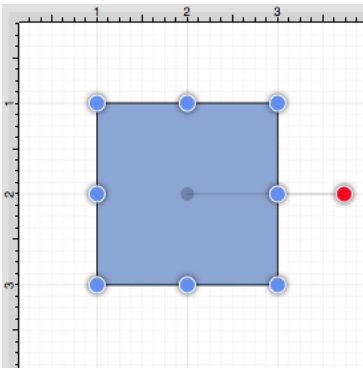
Open the [Contextual Menu](#) and choose **Paste**.



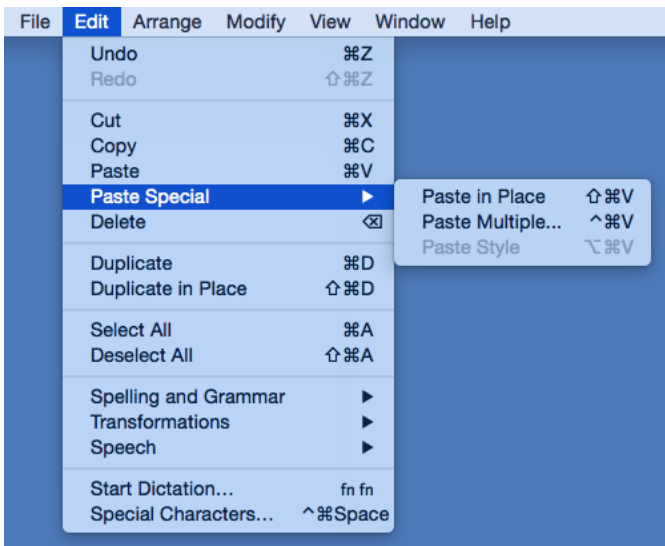
3

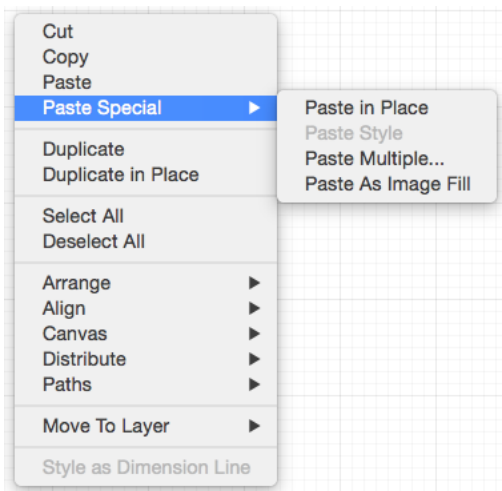
Use the **Command-V**[keyboard shortcut](#).

Pasting the clipboard contents multiple times into the [Drawing Canvas](#) causes the figure(s) to be placed in slightly offset positions as shown below.

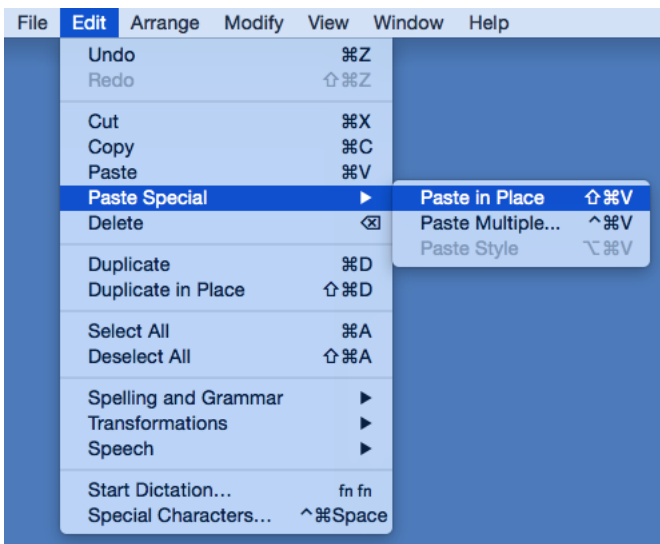


The [Paste Special Submenu](#) can be used to perform additional pasting actions.

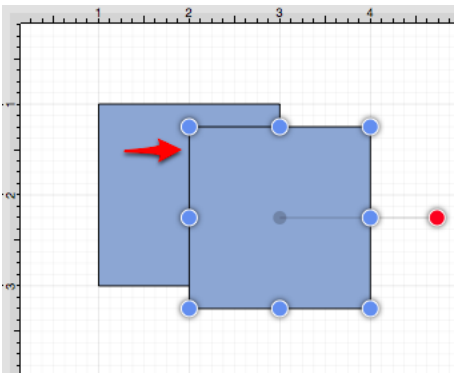
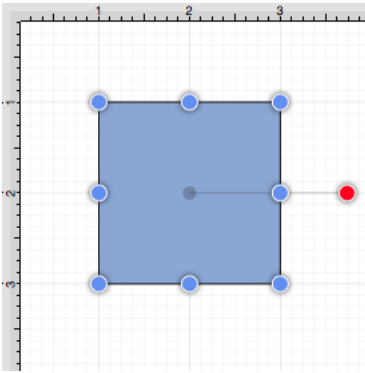




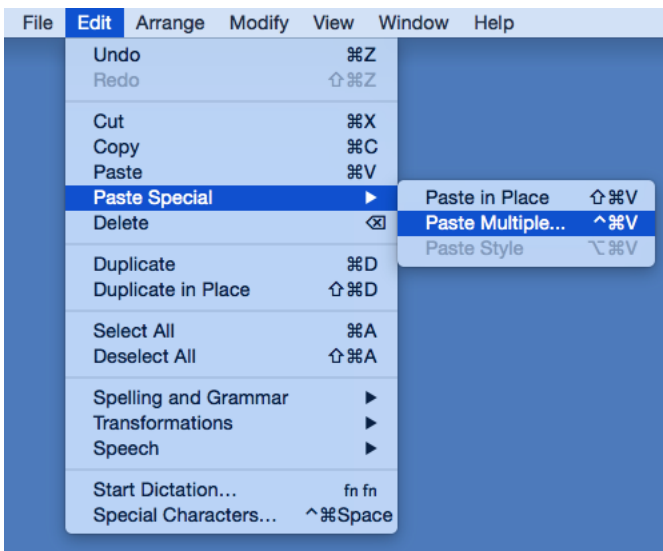
To paste a figure in the same exact location, click on the [Edit Menu](#) or [Contextual Menu](#), select **Paste Special**, and choose **Paste in Place**.

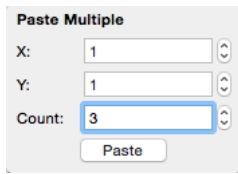


To see the pasted figure [select](#) the figure and drag in any direction. In the example below, the pasted figure is dragged to the right.

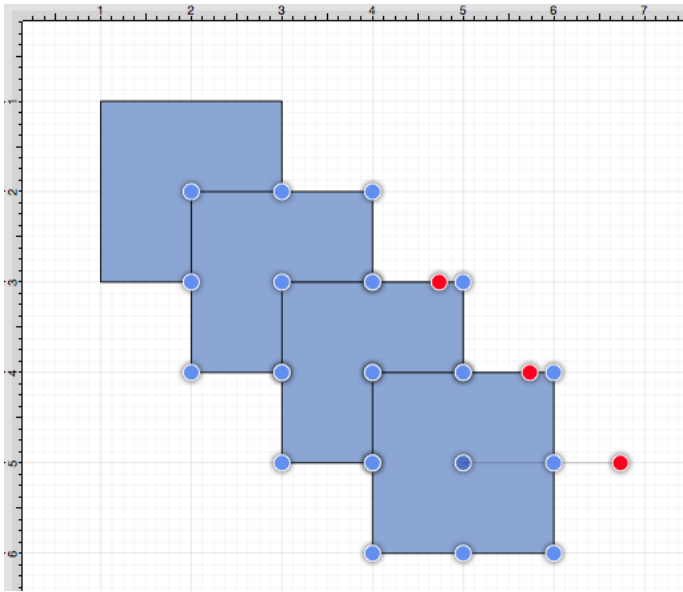


To paste multiple instance of a figure in the clipboard, bring up one of the above shown menus, select **Paste Special**, and choose **Paste Multiple...**

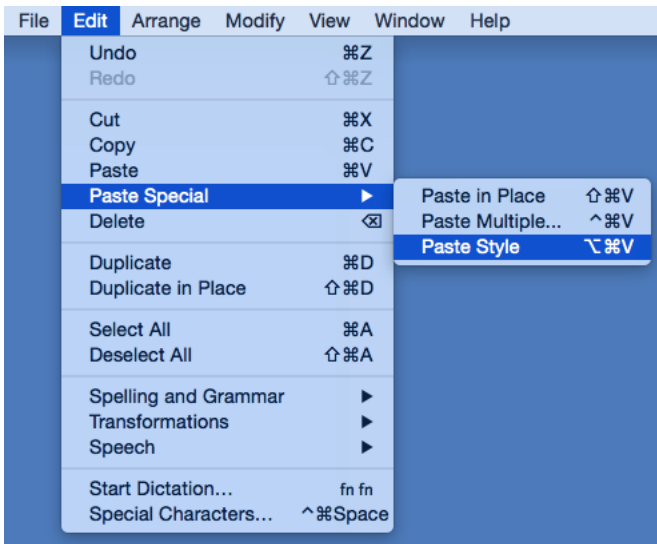




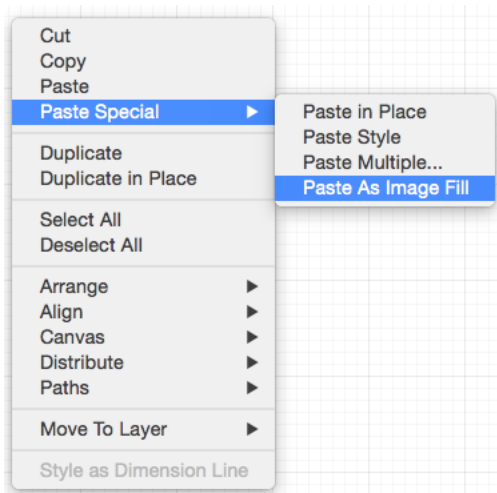
Multiple pastes of the clipboard content will cause each figure to be placed in slightly offset positions as shown below:

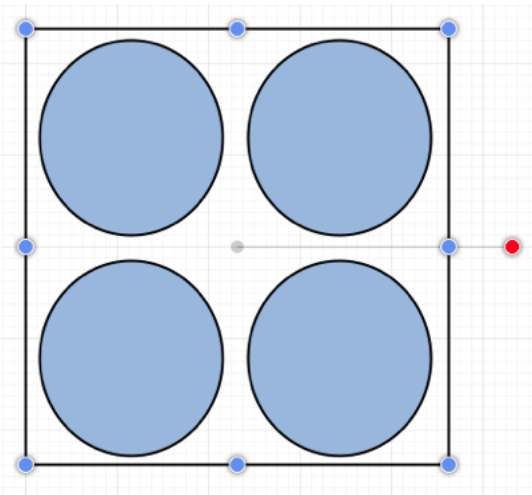


To paste the style of a figure, bring up one of the above shown menus, select **Paste Special**, and choose **Paste Style**. Refer to the [Paste Style](#) section of this documentation to learn more.



An additional option resides in the [Contextual Menu](#). The **Paste as Image Fill** option may be used to copy a figure, image, etc. and then paste the item into the selected figure as a fill. In the example below, an Oval figure has been pasted into the [Rectangle](#).



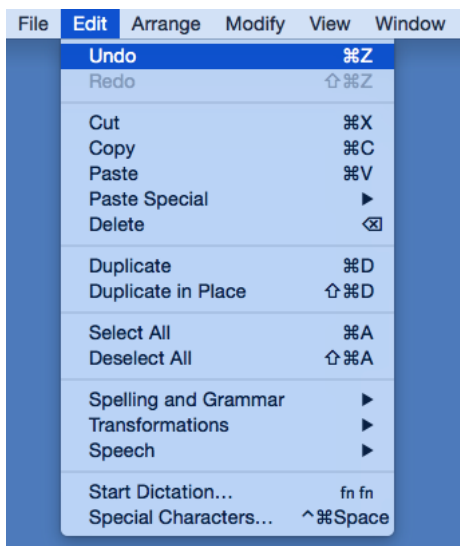


6.1.8. Undo and Redo

The **Undo** command reverts the last change that was made to a drawing. This option is disabled (dimmed) when no changes have been made and enabled as soon as something is altered on the drawing canvas. Perform one of the following actions to revert the last made change:

1

Select the [Edit Menu](#) and choose **Undo**.



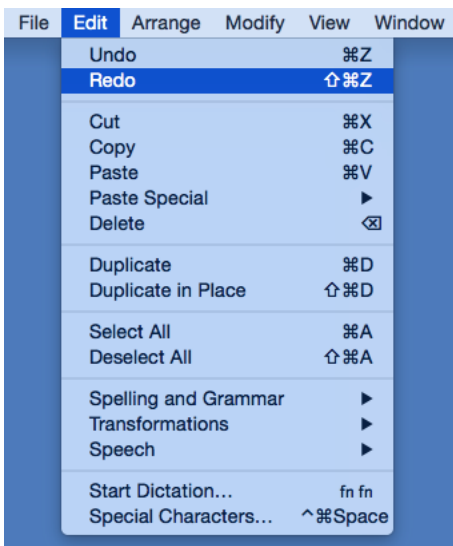
2

Use the **Command-Z** keyboard shortcut.

The **Redo** command cancels the last undone change made to the drawing canvas. This option is disabled (dimmed) when nothing has been undone and is enabled as soon as the **Undo** command has been used or something is altered. Perform one of the following actions to reapply the last undone change:

1

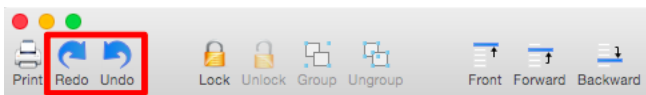
Select the [Edit Menu](#) and choose **Redo**.



2

Use the **Shift-Command-Z** keyboard shortcut.

The **Undo** and **Redo** toolbar buttons may also be used to perform these actions within TouchDraw.



6.2. Handling Figures

TouchDraw supplies a variety of options for handling figures within a drawing. An individual shape or group of figures can be:

- Moved
- Stretched
- Resized
- Rotated
- Flipped
- Scaled
- Shifted

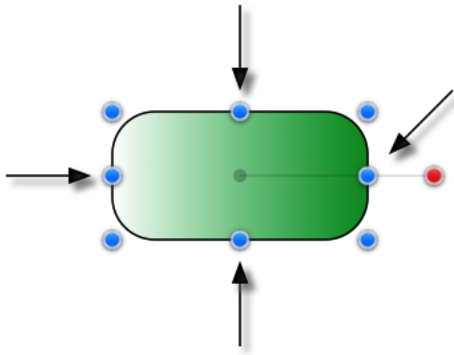
The following pages describe these actions in further detail and provide steps for using each method of figure handling.

6.2.1. Moving a Figure

A figure must be [selected](#) to be moved to another location on the drawing canvas. Perform a **Drag** action to move an already selected figure or use a **Click/Drag** combination within the figures bounds to accomplish the move in one step. To change the position of a group of selected figures, perform a **Click/Drag** combination within bounds of any selected object to move the entire selection. A move is completed when the **Click** action is released.

6.2.2. Stretching a Figure

Most shapes have handles in the top, center, bottom center, left middle, and right middle that allow the figure to be stretched and made wider or taller. The screenshot below demonstrates these handles for a rounded rectangle.



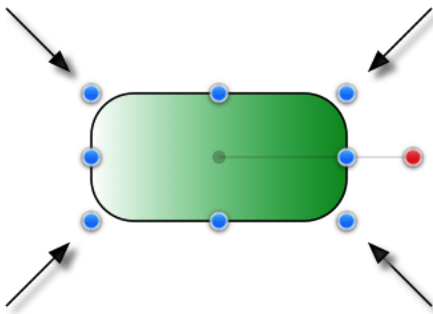
To **Stretch a Figure**, click on one of the above shown handles and then drag it to a desired location. The figure will stretch itself dynamically as the handle is dragged.

Pressing the **shift** key as a figure is stretched allows it's current aspect ratio to be maintained.

Multiple figures can be stretched at once by placing them into a [group](#).

6.2.3. Resizing a Figure

In addition to the handles for [stretching a figure](#), shapes also have handles in the upper left, upper right, lower left and lower right for resizing the figure. The screenshot below shows these handles for a rounded rectangle:



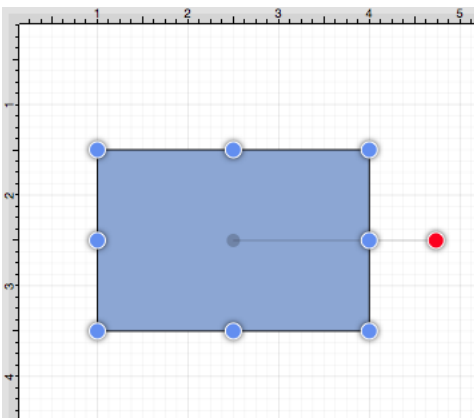
To **Resize a Figure**, perform a **Click/Drag** combination on one of the above shown handles. The width and height of a figure will change dynamically as the handle is dragged.

Pressing the **Shift Key** while resizing a figure allows it's current aspect ratio to be maintained.

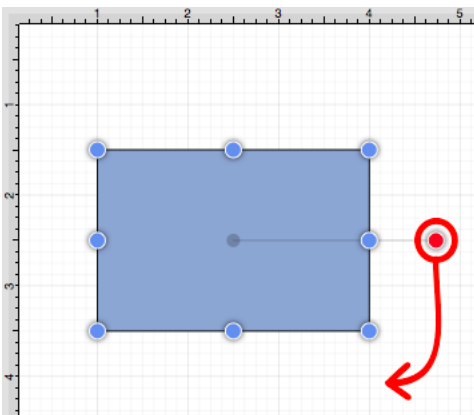
Multiple figures can be resized at once by placing them into a [group](#).

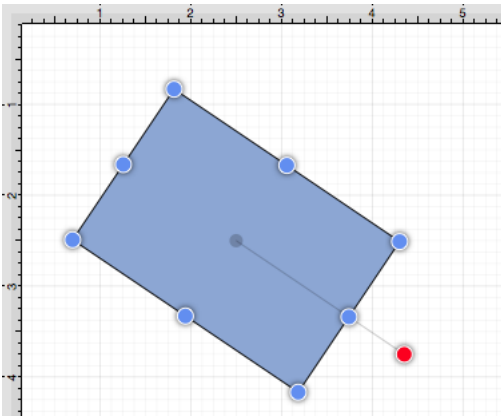
6.2.4. Rotating a Figure

Every figure, with the exception of lines, can be rotated. A red handle will be shown to the right of a figure when it is [selected](#) for rotation. This red handle can be dragged to change the rotation angle of a selected shape. A semi-transparent gray line going from the rotation handle to the figure's center of rotation point (typically represented by a gray circle in the middle) will also be displayed.



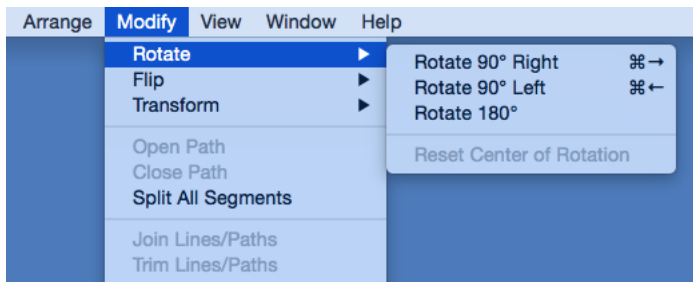
Perform a **Click/Drag** combination on the red handle to rotate the object in increments of 1° around its center of rotation point. In the example below, the red handle is dragged down and to the left.



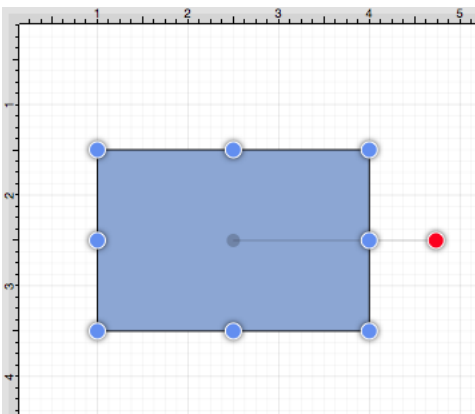


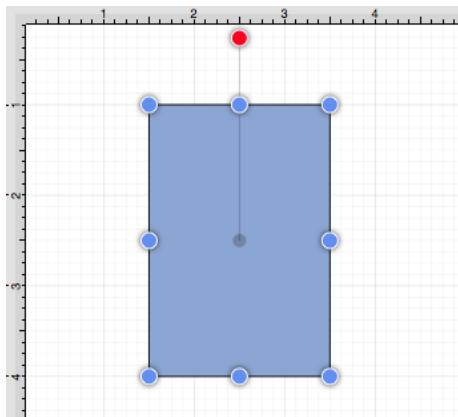
Pressing the **shift** key as a figure is rotated causes this action to occur in 15° increments.

A figure may be rotated at 90° increments to the right or left by using the **Rotate 90° Right** or **Rotate 90° Left** options in the [Rotate Submenu](#). To access this submenu, click on the [Modify Menu](#) and then click on the **Rotate Submenu**.

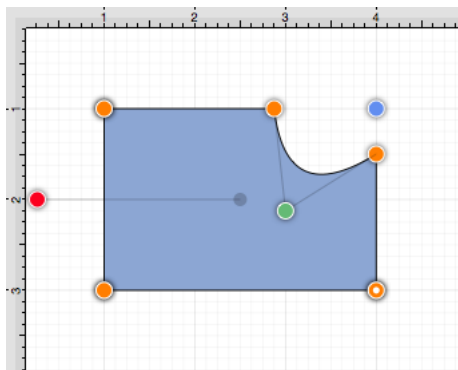
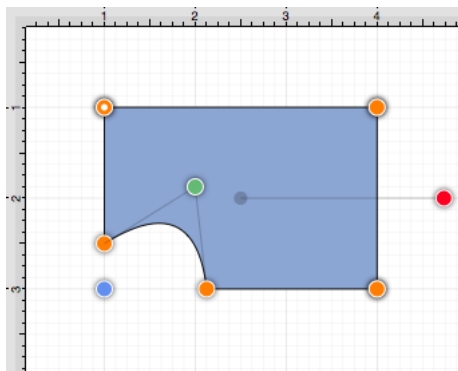


The example below shows what a figure looks like prior to and after being rotating 90 degrees to the left.





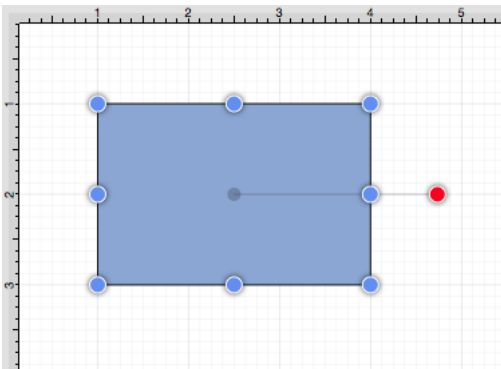
The **Rotate 180°** command may also be used to rotate a figure and is accessible through the same menu as discussed above. Below is an example of what a figure looks like prior to and after being rotated 180 degrees.



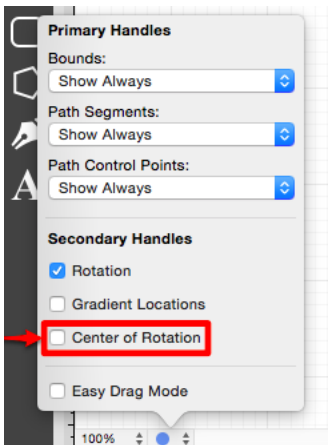
The **Center of Rotation** can be changed to a different point within a shape or reset after it has been altered. See [Changing the Center of Rotation](#) or [Resetting the Center of Rotation](#) for additional information.

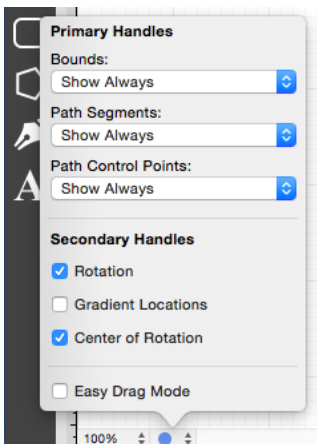
6.2.4.1. Changing the Center of Rotation

A selected shape will show a gray semi-transparent circle connected to the rotation handle. This gray circle indicates a selected shape's **Center of Rotation** and can be changed to any desired point within the shape's bounds. By default, the option to change a shape's **Center of Rotation** is not enabled.

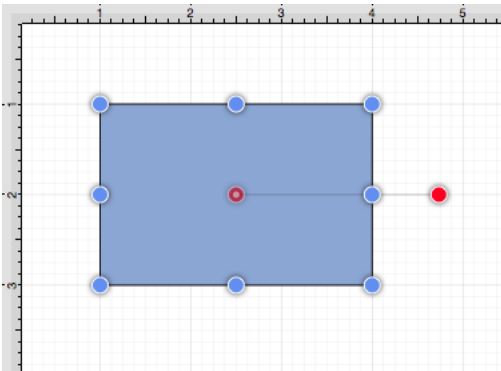


Use the [Handles Settings](#) popup menu to enable the "Center of Rotation" handle.

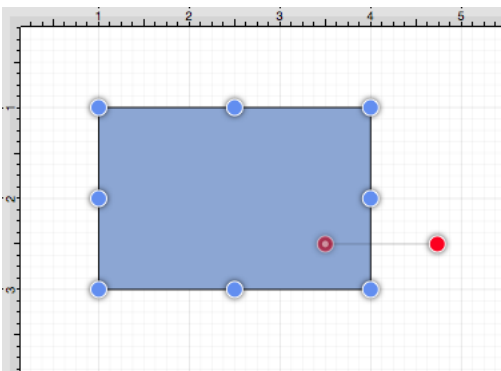




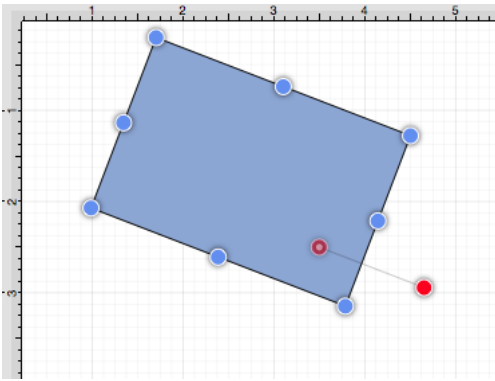
A new handle will replace the original semi-transparent circle once this option has been enabled.



To alter the **Center of Rotation**, drag the newly visible handle to a desired location.



The shape will rotate around the new point rather than its natural center once it has been set.

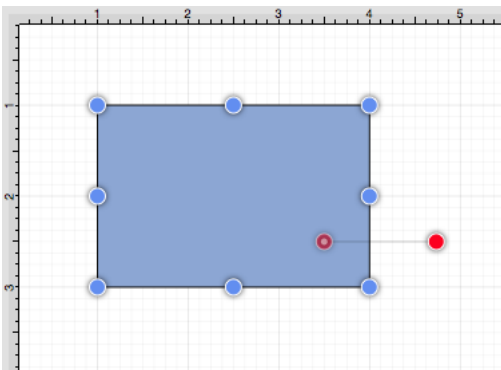


6.2.4.2. Resetting the Center of Rotation

A selected shape will show a gray semi-transparent circle connected to the rotation handle. This gray circle indicates a selected shape's **Center of Rotation** and can be changed to any desired point within the shape's bounds. This point can be set back to its natural center after it's location has been altered. Follow the steps below to **Reset the Center of Rotation**:

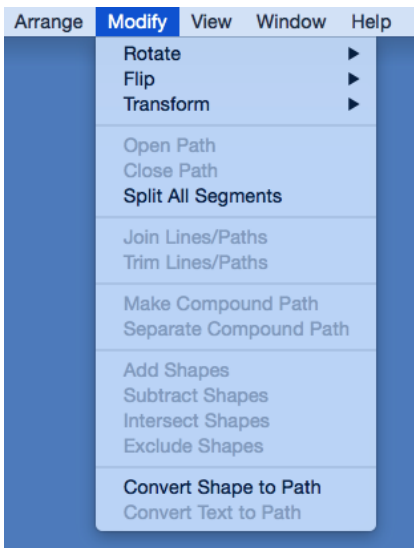
1

Select the desired Shape.



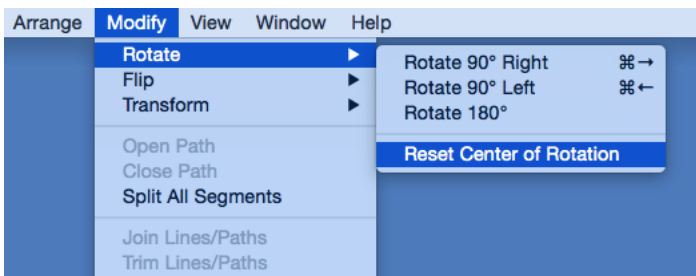
2

Select the [Modify Menu](#).



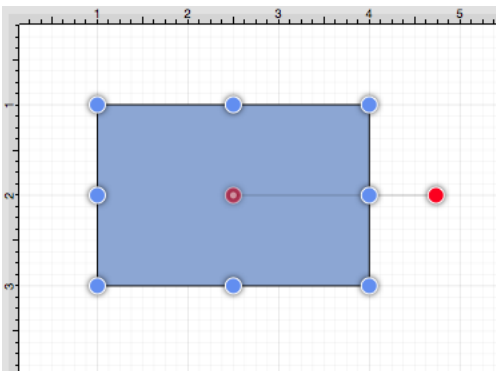
3

Choose the [Rotate Submenu](#) and click on **Reset Center of Rotation**.



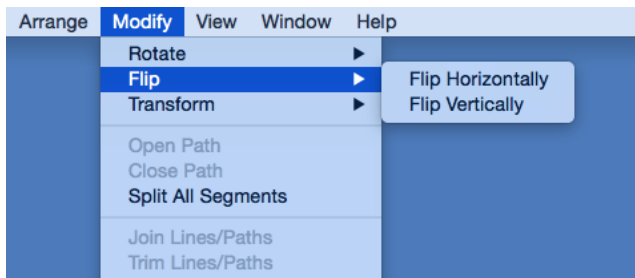
4

The point will be adjusted back to its natural center.



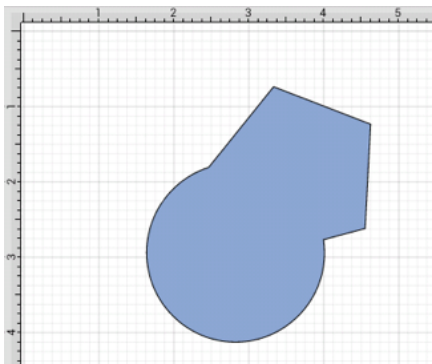
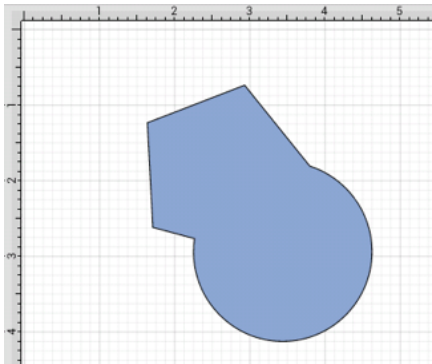
6.2.5. Flipping a Figure

A figure can be flipped either horizontally or vertically in the drawing canvas. These options can be found in the [Flip Submenu](#) under the [Modify Menu](#). See image below:

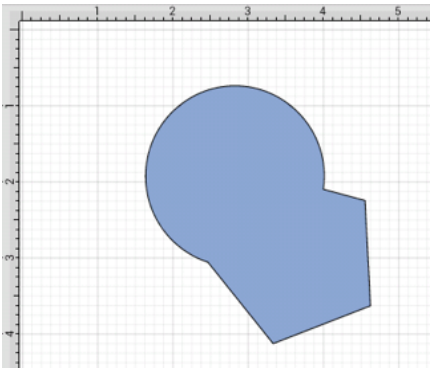
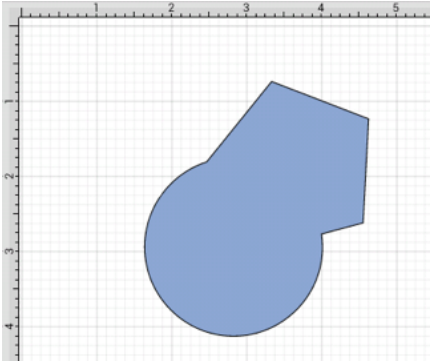


A figure must be [selected](#) to choose one of the above options.

Choose **Flip Horizontally** from this menu to interchange a figure horizontally. The images below show a before and after of this figure transition:



Choose **Flip Vertically** from the above menu to interchange a figure vertically. The images below show a before and after of this figure transition.



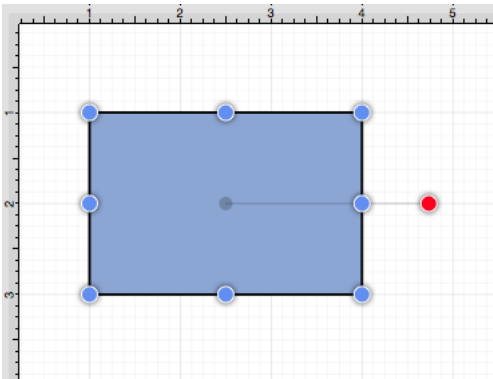
6.2.6. Scaling a Figure

The **Scale By...** option can be used to alter figure size based on input coordinates to create a smaller or larger figure spanning over a specific area. It is accessible through the [Transform Submenu](#) of the [Modify Menu](#).

To **Scale a Figure** or group of figures:

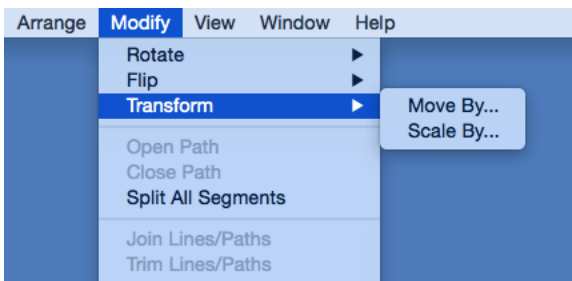
1

[Select](#) the figure(s) to be altered.



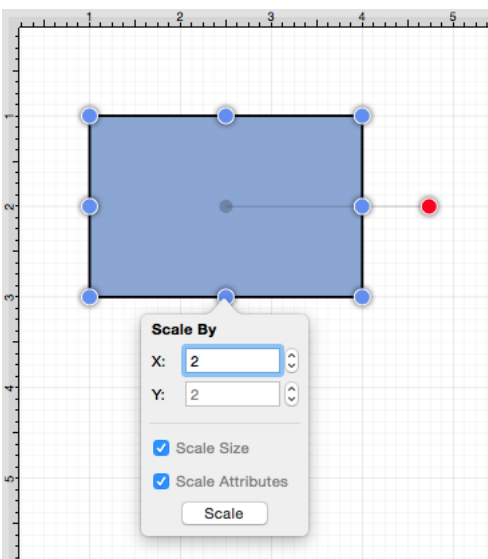
2

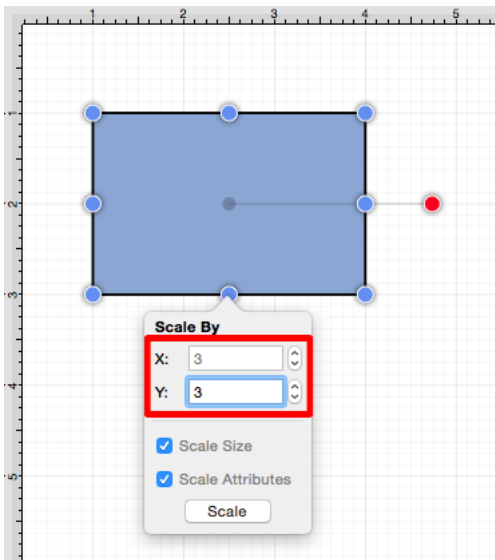
Select the **Modify Menu**, choose **Transform**, and click on **Scale By...**



3

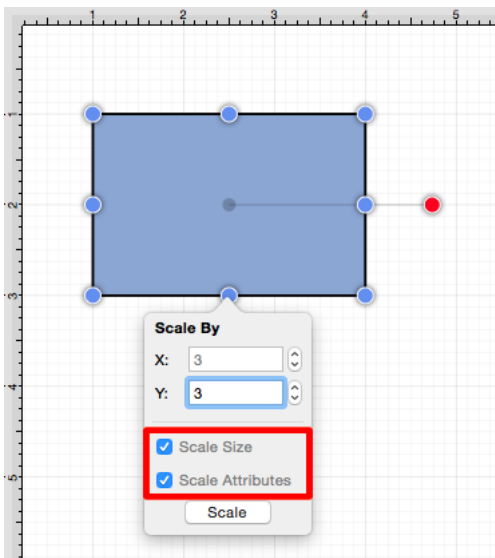
Enter the desired **X** and **Y** coordinates into the **Scale By** popup window by using the incremental buttons to the right of each field or by performing a **Click/Keyboard** entry action.





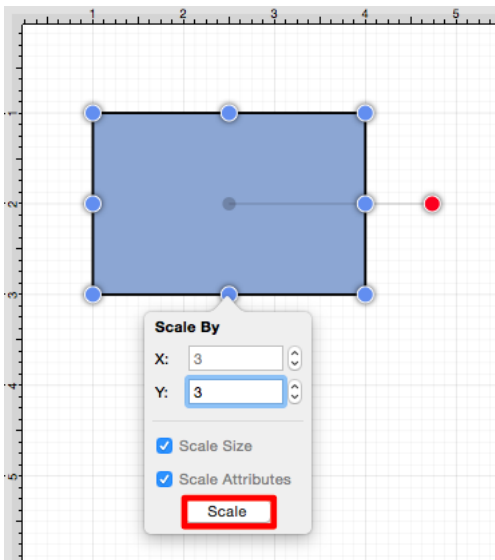
4

Select or deselect desired options in the **Scale By** popup window.



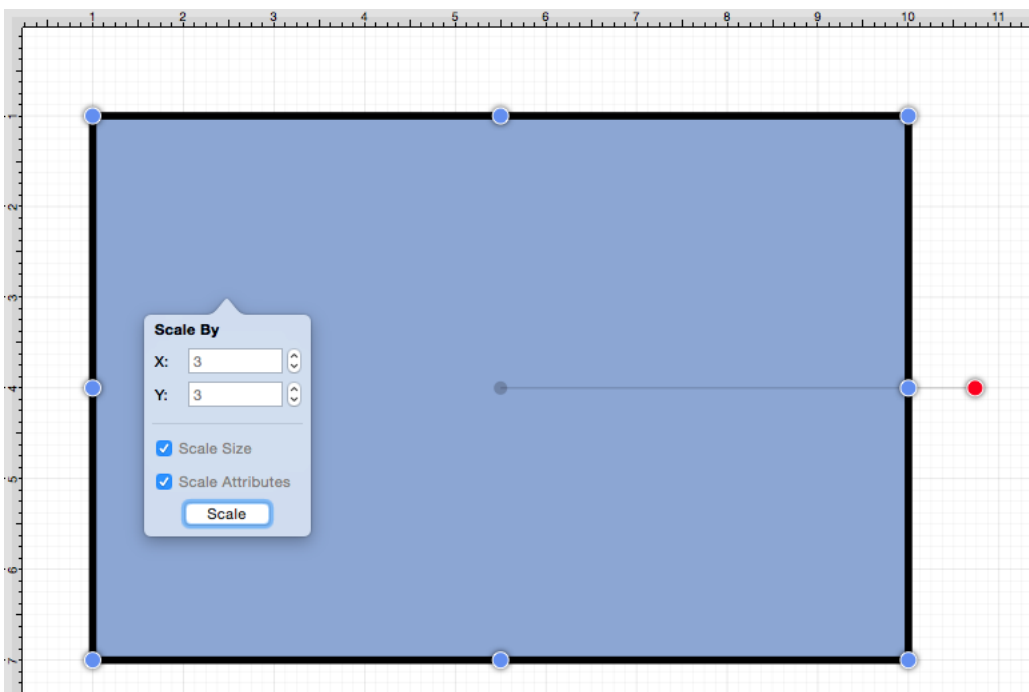
5

Click on the **Scale Button** when finished.



6

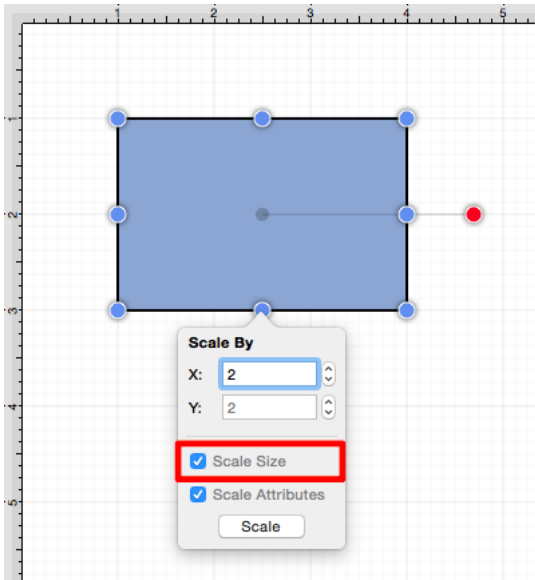
The selected figure will be scaled according to the entered coordinates and selected options. It will appear in scaled form with the **Scale By** popup window remaining available to make further changes.



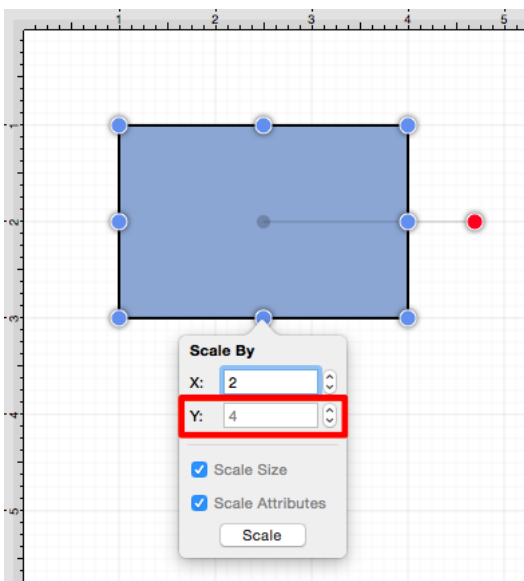
Note:Scale By... changes can be reverted by using the [Undo](#) option under the [Edit Menu](#) or with the **Command-Z** keyboard shortcut.

6.2.6.1. Scale Size

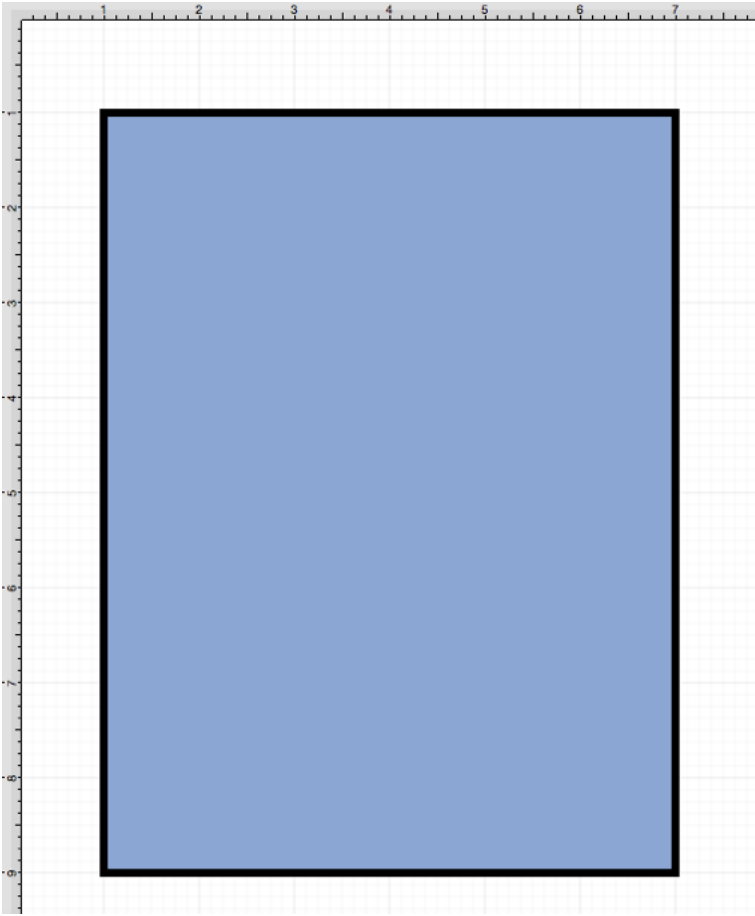
The **Scale Size** option informs TouchDraw to scale the size of the selected figure(s) based on the entered **Factor X** and **Factor Y** values. If enabled, the check box will have a checkmark with a blue background, as shown below:



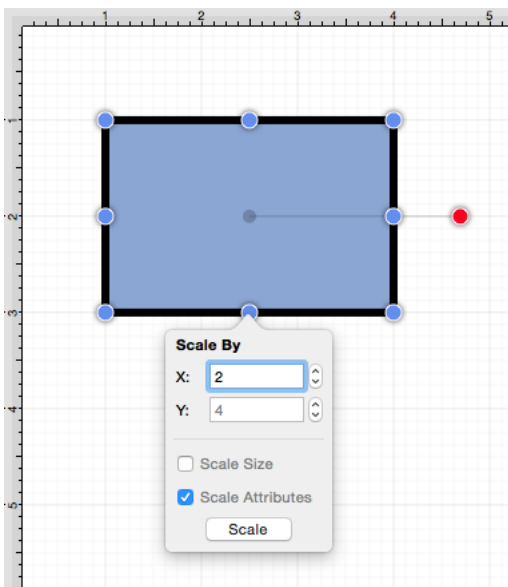
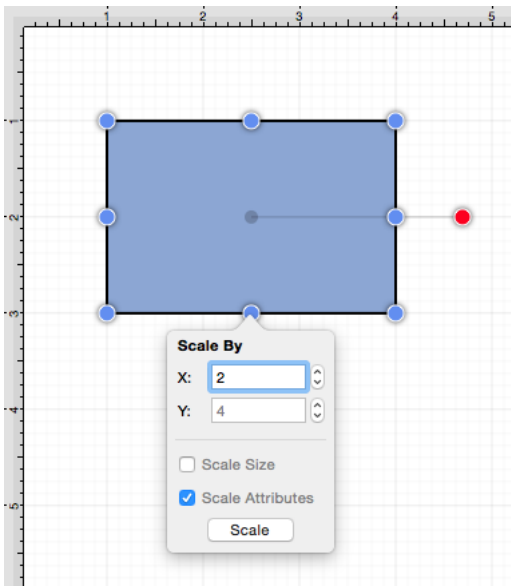
This option must be enabled for the selected figure(s) to be scaled by the entered values.



If **Factor Y** is changed to 4 for the above figure, it will appear as shown below:



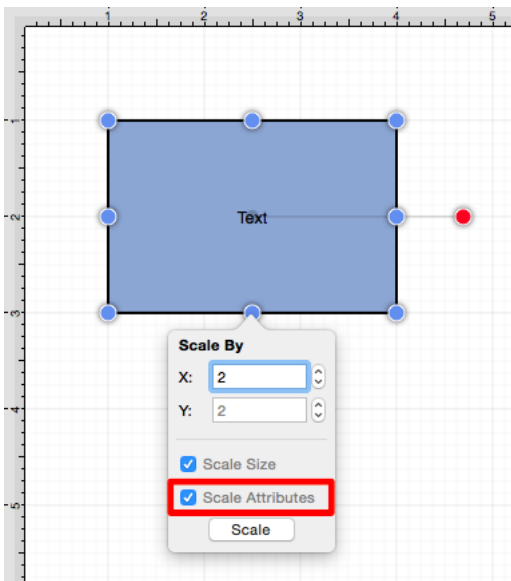
If the **Scale Size** option is disabled (no checkmark), the size will not be scaled. However, if the [Scale Attributes](#) option remains enabled, then the attributes ([stroke](#), [text](#), etc.) will be scaled according to the entered values, as shown below:



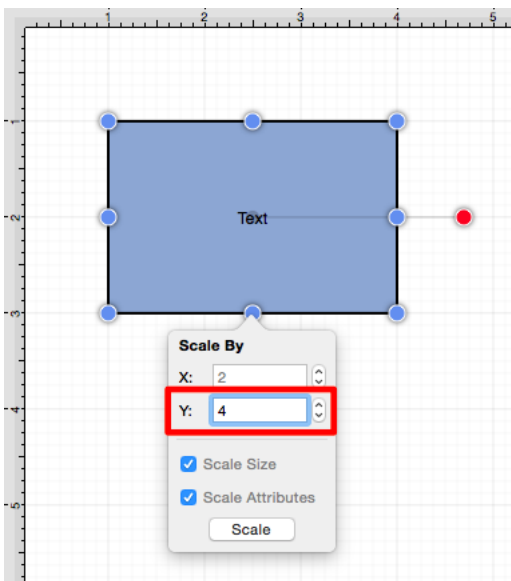
Please note that if both options have been disabled, then the selected figure(s) will not be scaled.

6.2.6.2. Scale Attributes

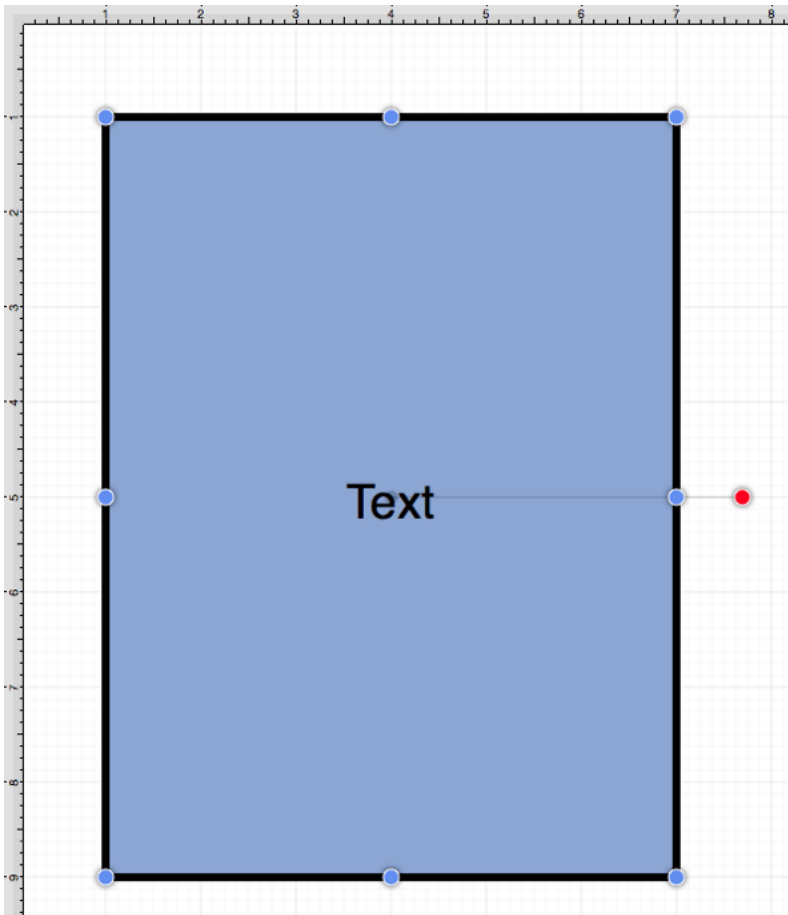
The **Scale Attributes** option informs TouchDraw to scale the attributes ([stroke](#), [text](#), etc) of the selected figure(s) based on the entered **Factor X** and **Factor Y** values. If enabled, the the check box will appear with a check mark and blue background, as shown below:



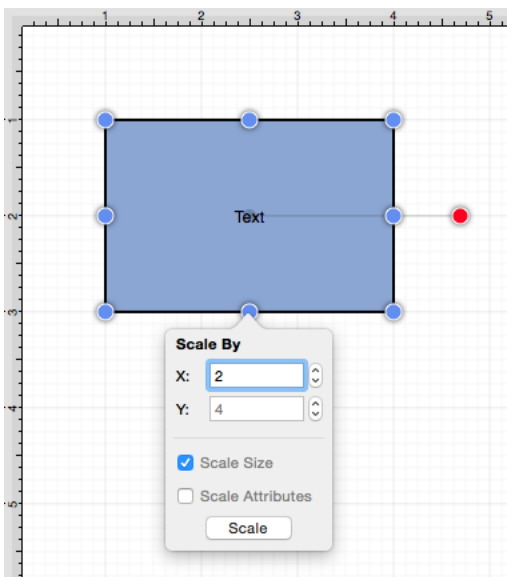
If the [Scale Size](#) option has been enabled as well, then the selected figure's size and attributes will be scaled according to entered values. If 4 is entered for **Factor Y**, then the height of the selected figure(s) will be scaled by that value.



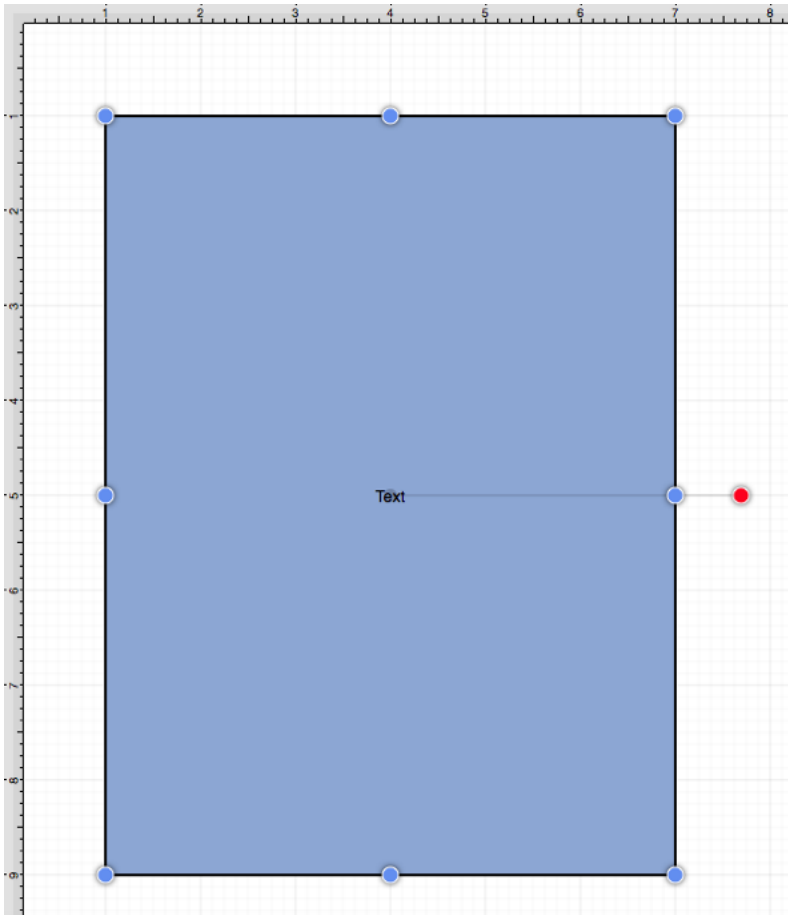
The above figure would appear as shown below:



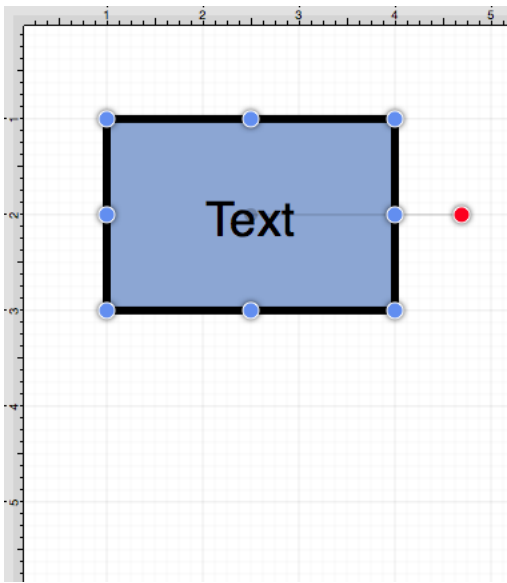
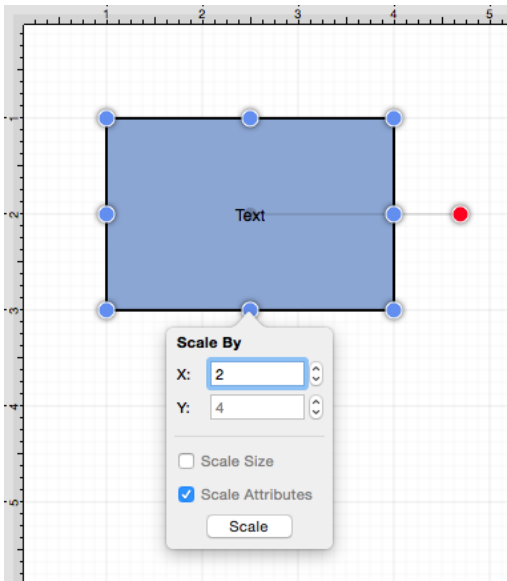
When the **Scale Attributes** option is disabled (no checkmark), only the **size** of the selected figure(s) will be scaled by the entered **Factor** values.



In the example below, the size of the figure is scaled; however, the stroke and text attributes are not.



If **Scale Attributes** is the only enabled option, then only the attributes of the selected figure(s) will be scaled according to the entered **Factor** values.



Please note that if both options have been disabled, then the selected figure(s) will not be scaled.

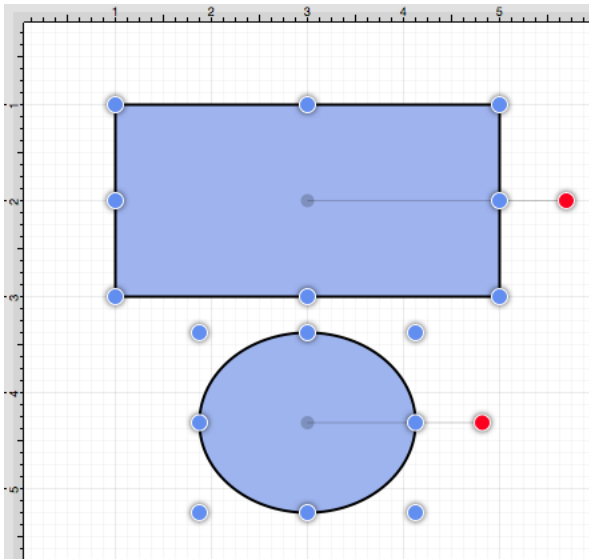
6.2.7. Shifting a Figure

The **Move By...** option can be used to shift a selected figure or group of figures by an entered set of coordinates. This option changes the location of a figure based on input coordinates and is accessible through the [Transform Submenu](#) of the [Modify Menu](#).

To **Shift a Figure** or group of figures:

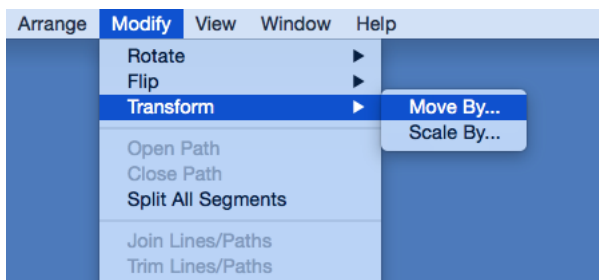
1

Select a **Figure** or grouping of figures to be shifted.



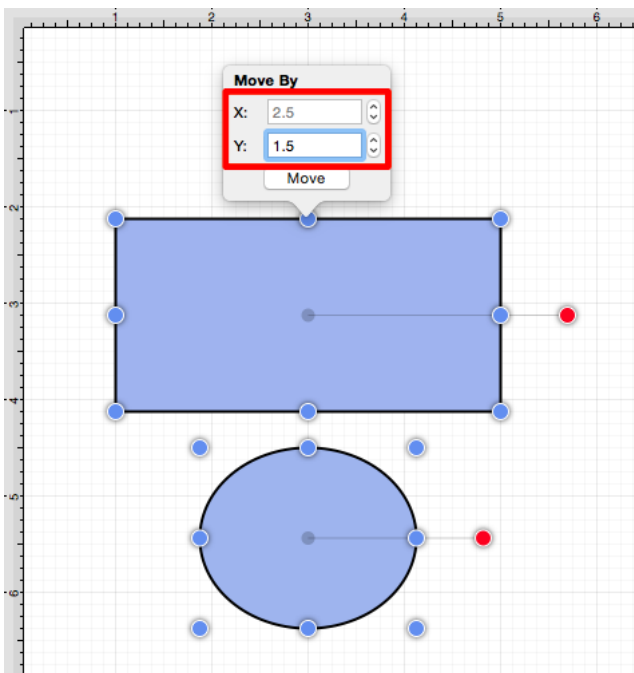
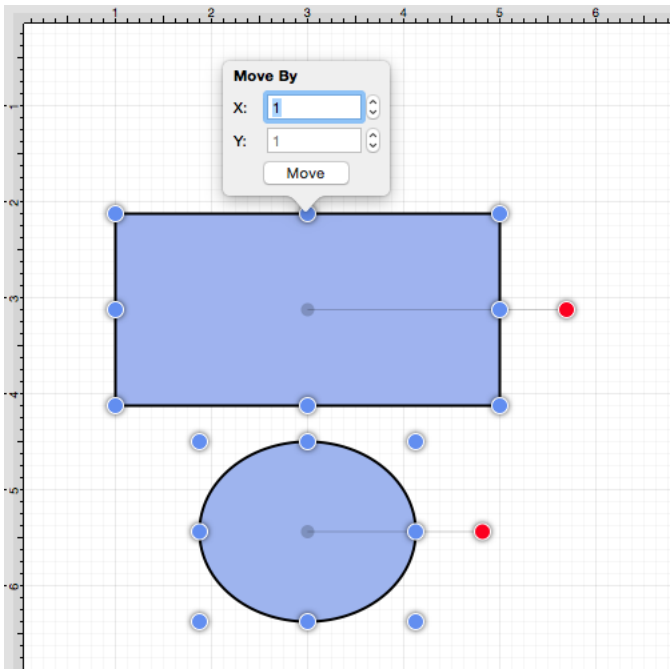
2

Select the **Modify Menu**, choose **Transform**, and click on the **Move By...** option.



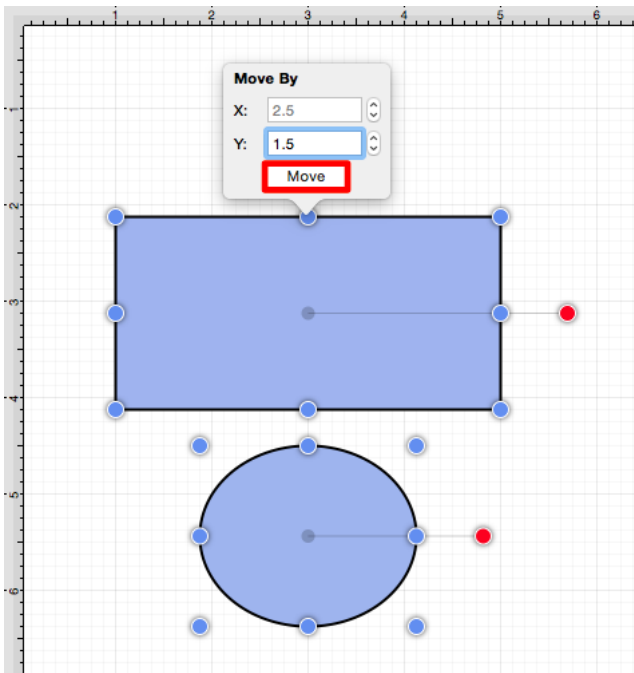
3

Enter the desired **X** and **Y** grid coordinates in the **Move By** popup window.



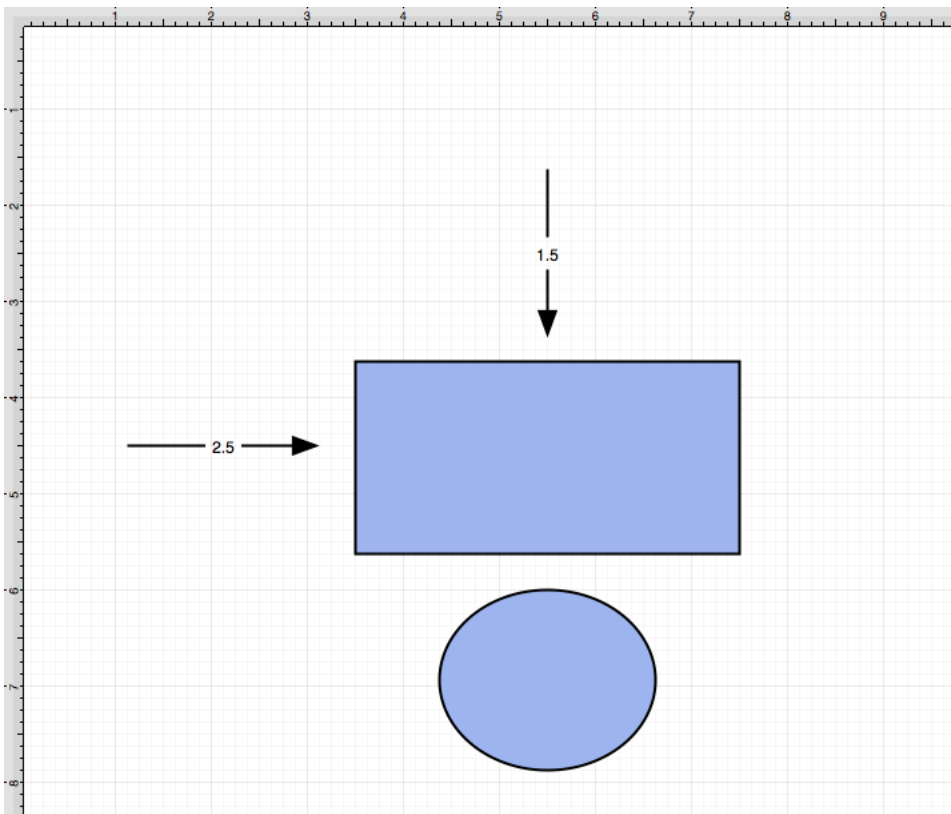
4

Click on the **Move Button** to finish the shift.



5

The selected figure or group of figures will shift in accordance to the entered coordinates.



6.2.8. Arranging Figures

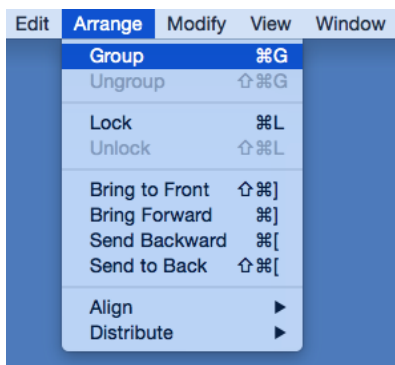
TouchDraw allows figures within the drawing canvas to be grouped or locked. **Grouped** figures are treated as a single object where all attribute, movement, and sizing changes are applied to the group as a whole. **Locked** figures cannot be moved or resized, but still allow for attribute changes such as the fill color or stroke properties. Figures can be **ungrouped** or **unlocked** any time object modification requirements change and then regrouped or locked again as needed.

6.2.8.1. Grouping Figures

Shapes residing on the drawing canvas can be manipulated and treated as a single figure with the **Group** feature. More than one figure will need to be selected in order for this option to be enabled. Use a **Shift Key/Click** combination to select multiple figures. The methods for **Grouping Figures** are described below:

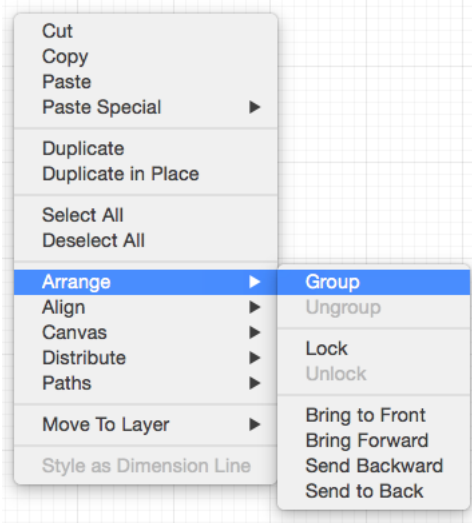
1

Select the **Arrange Menu** and choose **Group**.



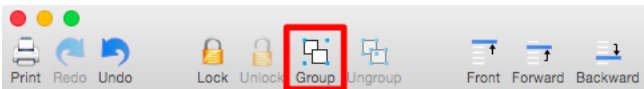
2

Open the **Contextual Menu**, select the **Arrange Submenu**, and choose **Group**.



3

Use the **Group Button** located on the [Main Toolbar](#).

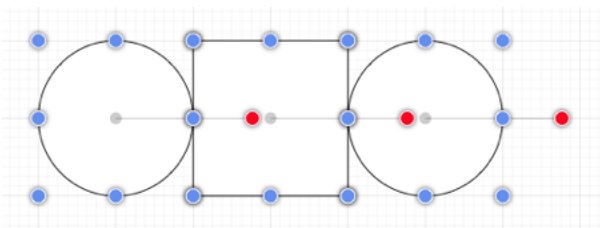


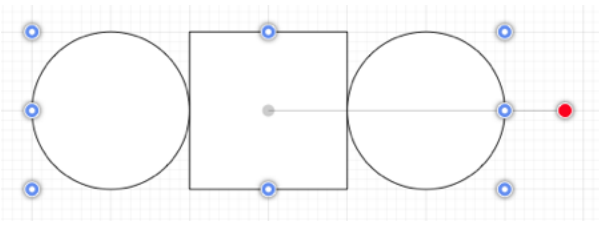
4

Use the **Command-G** [keyboard shortcut](#).

Paths are an exception to the multiple selection rule because a path or path shape can be added to a group by itself. This allows for path interaction without having to worry about the occurrence of reshaping when grabbing one of the available handles.

The screenshots below show a before and after for creating a group from a multiple selection of figures.





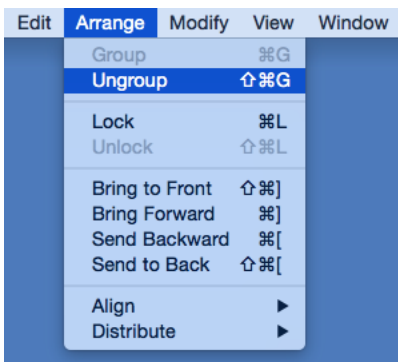
New bounds handles will appear after the selected figures are grouped. These handles correspond to the group as a whole rather than each individual figure. A new rotation handle is provided for making an entire group rotation. The standard "blue" handles are replaced by "blue handles with dots" to provide a visual indicator as to whether the entire group or a separate figure has been selected.

6.2.8.2. Ungrouping Figures

A **Group** must be [selected](#) for the ungrouping option to be enabled. Use one of the following methods to ungroup a set of grouped figures:

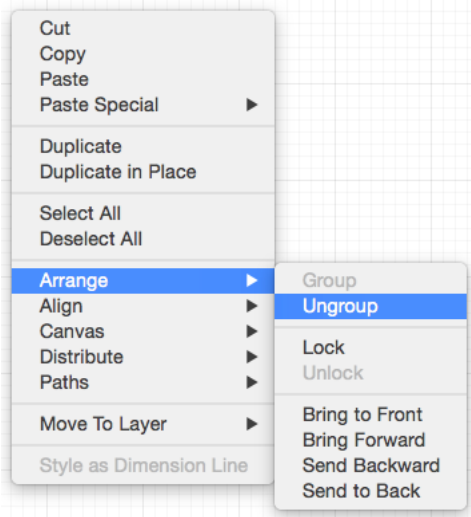
1

Select the [Arrange Menu](#) and choose **Ungroup**.



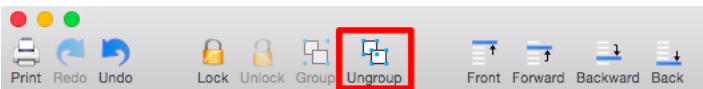
2

Open the [Contextual Menu](#), select the **Arrange Submenu**, and choose **Ungroup**.



3

Use the **Ungroup Button** located on the [Main Toolbar](#).



4

Use the **Shift-Command-G** [keyboard shortcut](#).

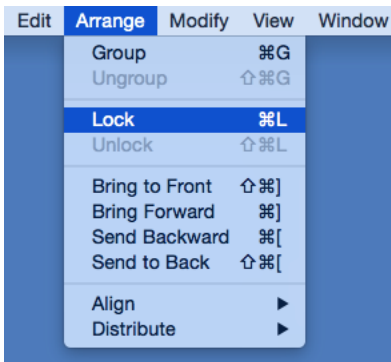
Any transformations made to the group (such as rotating, resizing, etc...) will be retained by previously grouped objects after the ungrouping action has been completed. Grouping provides a nice way to quickly make bulk changes to multiple figures or all objects within a drawing.

6.2.8.3. Locking Figures

A **Locked Figure** is one that cannot be [moved](#) or [resized](#) until it has been [unlocked](#). Attributes such as stroke, fill, shadow, etc... can still be manipulated on a locked figure. A minimum of one figure must be [selected](#) in order for this option to be enabled. Use one of the following methods to **Lock a Figure(s)**:

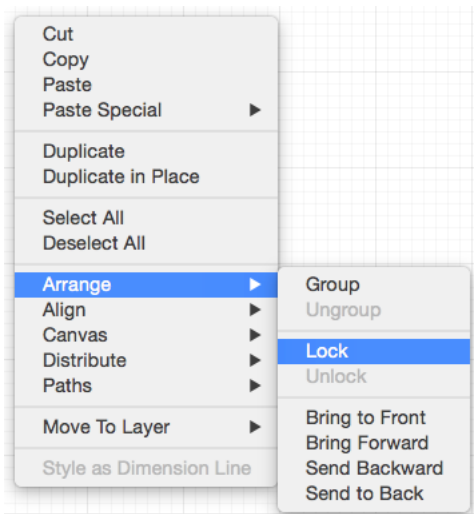
1

Select the [Arrange Menu](#) and choose **Lock**.



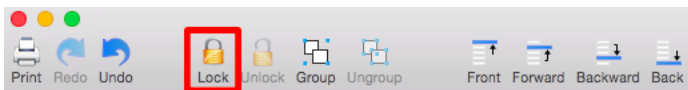
2

Open the [Contextual Menu](#), select the **Arrange Submenu**, and choose **Lock**.



3

Use the **Lock Button** located on the [Main Toolbar](#).

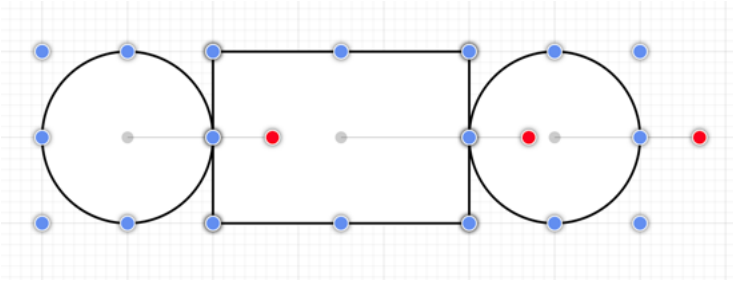


4

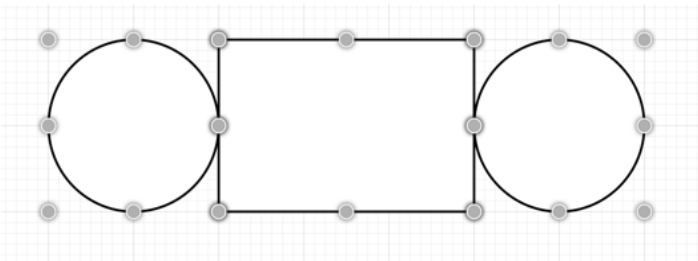
Use the **Command-L** keyboard shortcut.

Use a **Shift/Click** combination to select multiple figures for locking. All objects within a drawing can be selected at once by choosing **Select All** in the [Edit Menu](#) or by using the **Command-A** keyboard shortcut.

A group of figures will appear as shown below when they are unlocked.



The group will appear as shown below once they have been locked.



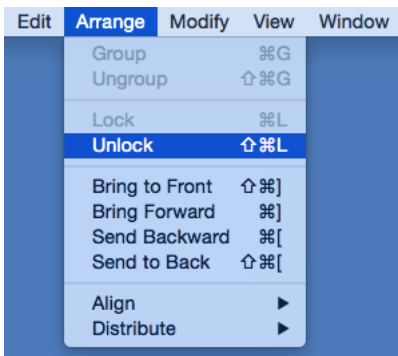
The handles appear gray after a figure(s) or group of figures are locked. This handle attribute change serves as a visual indicator of the selected figure(s) being locked.

6.2.8.4. Unlocking Figures

A figure(s) or group of figures can be unlocked to allow for [moving](#) and [resizing](#). Use one of the following methods to **Unlock Figures**:

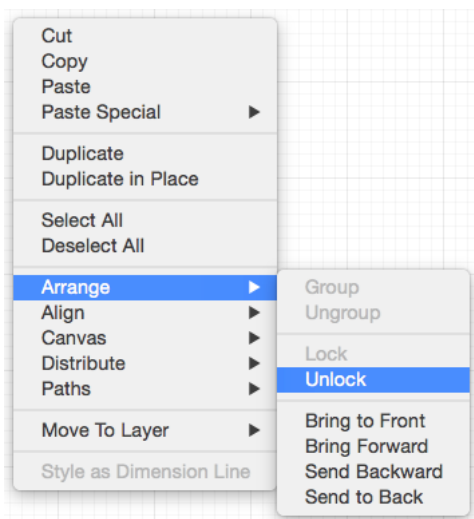
1

Select the [Arrange Menu](#) and choose **Unlock**.



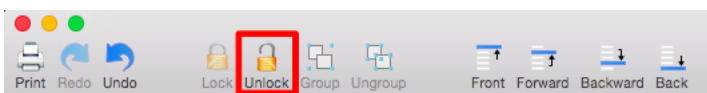
2

Open the [Contextual Menu](#), select the **Arrange Submenu**, and choose **Unlock**.



3

Use the **Unlock Button** on the [Main Toolbar](#).



4

Use the **Shift-Command-L** [keyboard shortcut](#).

This [Arrange Menu](#) item will only be enabled when a locked figure(s) or group of figures has been [selected](#) within the drawing panel.

6.2.9. Aligning Figures

TouchDraw provides methods for aligning a set of figures to an attribute of the first selected figure in the set.

Relative Alignment

The first type of alignment that can be done is relative alignment, where figures are aligned in relation to one another. The list below outlines the relative alignment options available.

- [Top](#)
- [Vertical Center](#)
- [Bottom](#)
- [Left](#)
- [Horizontal Center](#)
- [Right](#)

Grid Alignment

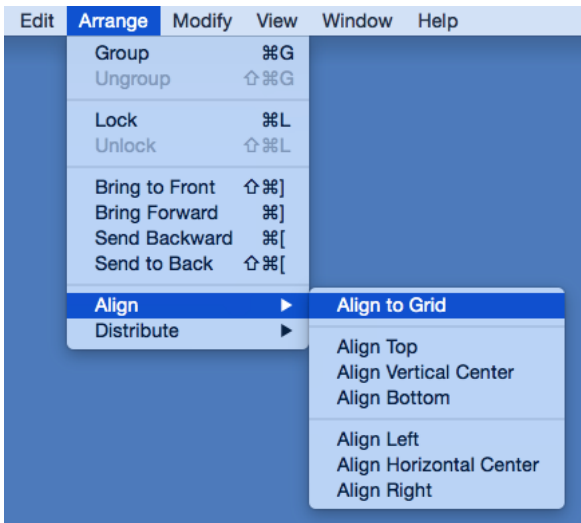
In addition to relative alignment, a figure (or set of figures) can also be [aligned to the grid](#) of the drawing canvas in the case that they were drawn or modified while the [snap to grid](#) option was disabled.

6.2.9.1. Align to Grid

The **Align to Grid** option is available to align figures with the grid. [Select](#) each desired figure and use one of the following methods to align a figure(s) to the grid:

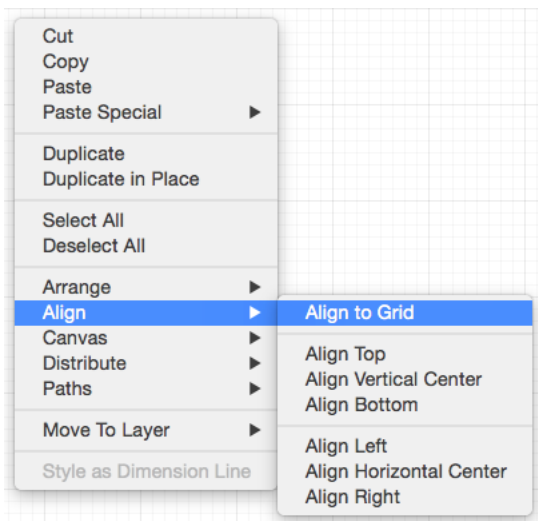
1

Click on the [Arrange Menu](#), select the [Align Submenu](#), and choose **Align to Grid**.



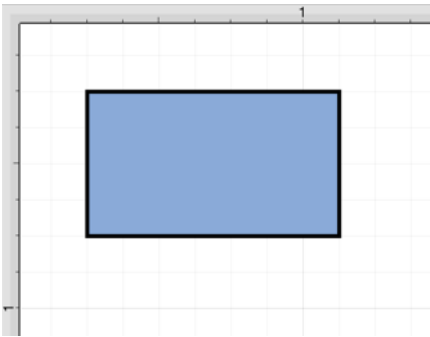
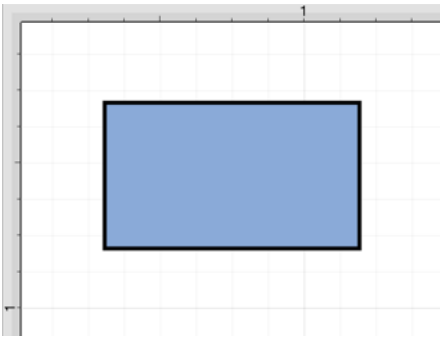
2

Open the [Contextual Menu](#), select the [Align Submenu](#), and choose **Align to Grid**.



The option will first align the upper left hand corner of the selected figures to the grid and then resize it to make *all four corners* align with the grid.

The following screenshots show a before and after of a shape that has been aligned to the grid.



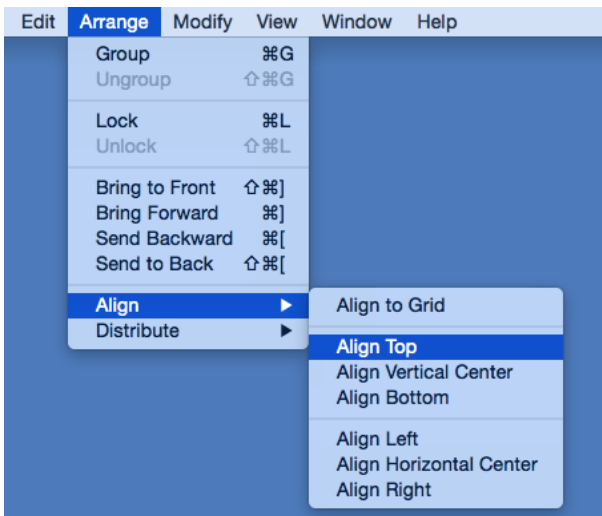
The [Snap To Grid](#) option must be disabled to place an figure anywhere within the grid lines on the drawing canvas. This option must be enabled for the **Align to Grid** option to provide the results shown above.

6.2.9.2. Align Top

The **Align Top** option moves all currently selected figures to match the top (Y position) of the **first** selected figure. At least two figures must be [selected](#) for this application feature to be enabled. Use one of the following methods to align selected figures with to the top position of the first selected figure:

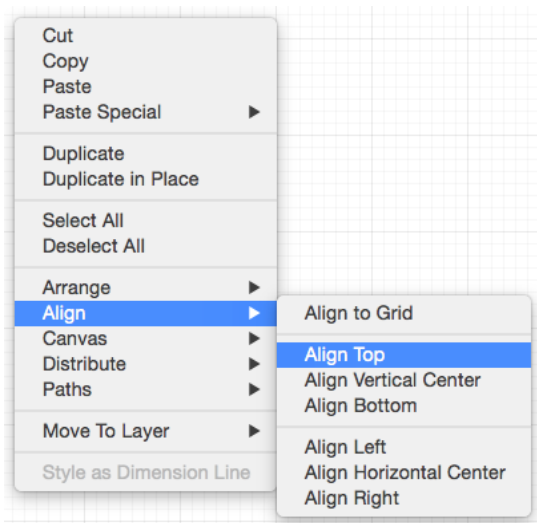
1

Click on the [Arrange Menu](#), select the [Align Submenu](#), and choose **Align Top**.



2

Open the [Contextual Menu](#), select the [Align Submenu](#), and choose **Align Top**.

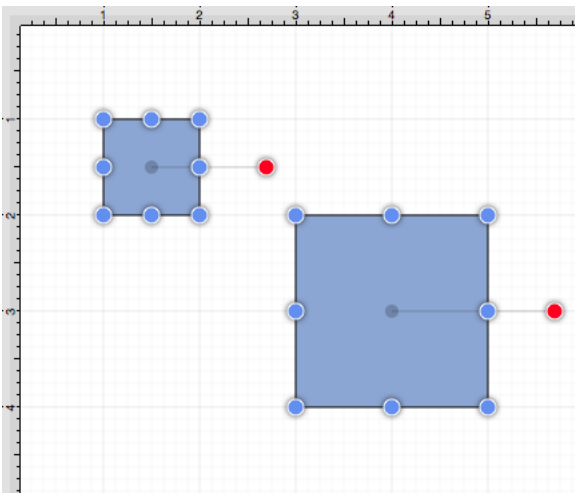
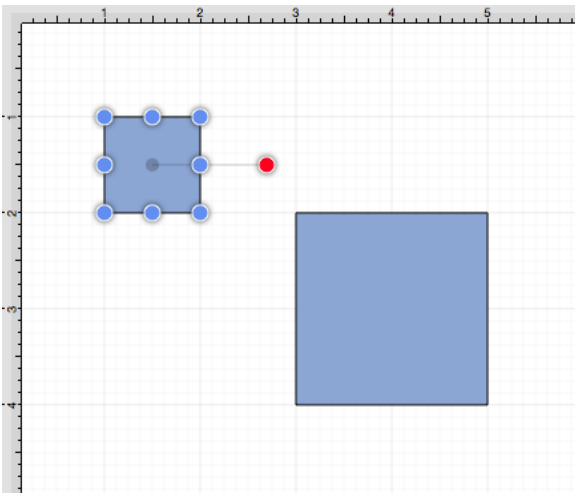


3

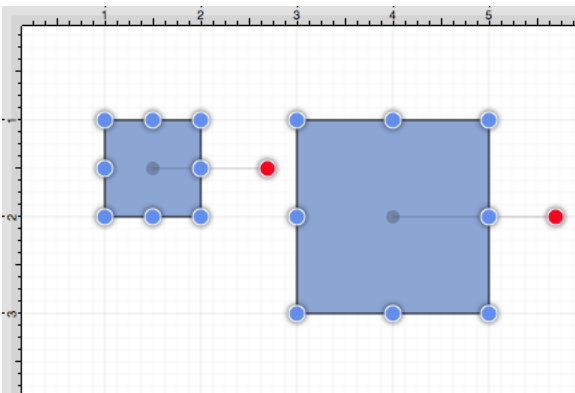
Use the **Top** button located on the [main toolbar](#).



The following images display the selection order of items to be aligned.



The following image displays the selected objects after the alignment has been performed.

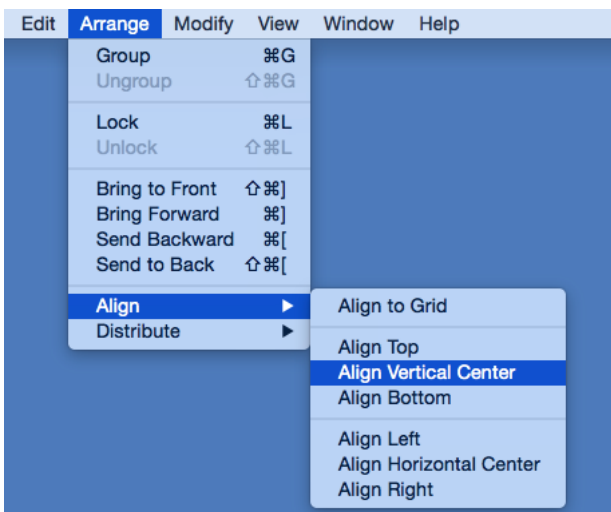


6.2.9.3. Align Vertical Center

The **Align Vertical Center** option moves all currently selected figures to match the vertical center (Y position + 1/2 of the height of all figures) of the **first** selected figure. At least two figures must be **selected** for this application option to be enabled. Use one of the following methods to align the vertical center of a figure(s):

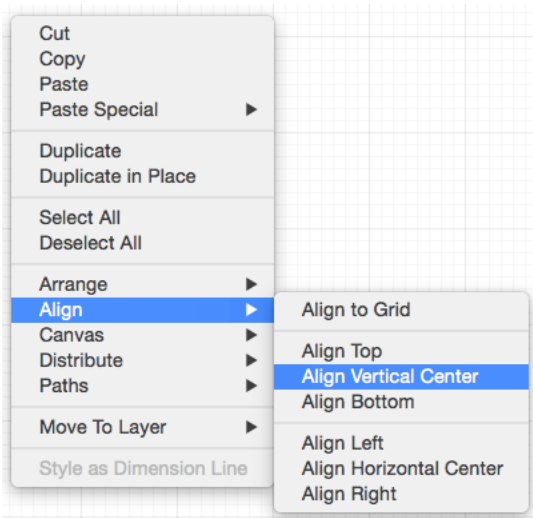
1

Click on the [Arrange Menu](#), select the [Align Submenu](#), and choose **Align Vertical Center**.



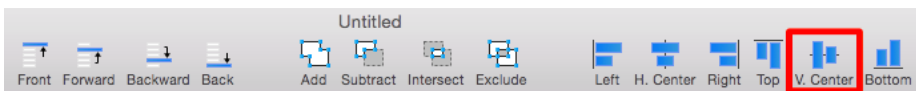
2

Open the [Contextual Menu](#), select the [Align Submenu](#), and choose **Align Vertical Center**.

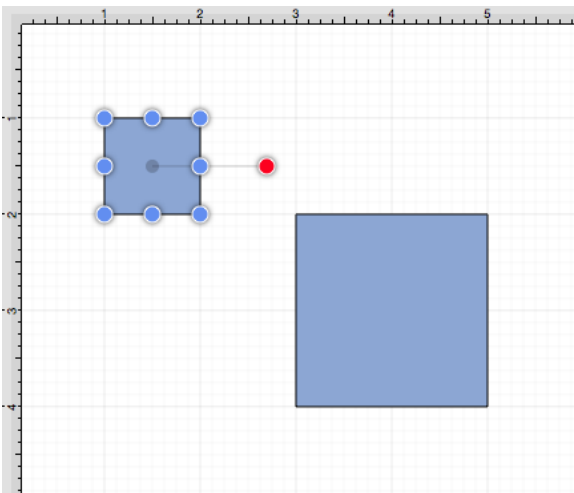


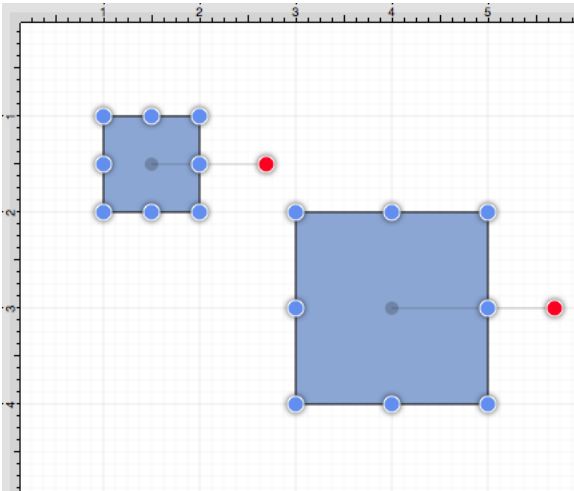
3

Use the **V. Center** button located on the [main toolbar](#).

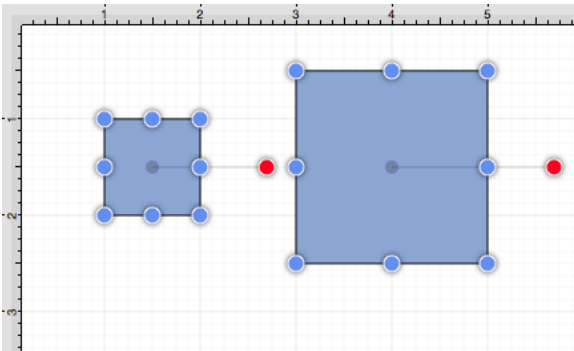


The following images display the selection order of items to be aligned.





The following image displays the selected objects after the alignment has been performed.

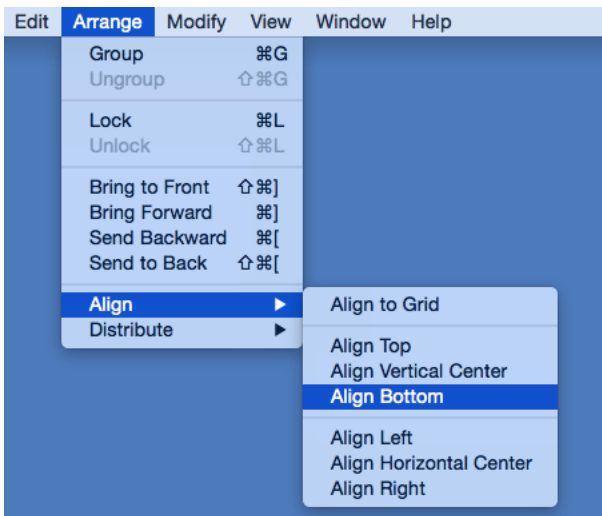


6.2.9.4. Align Bottom

The **Align Bottom** option moves all currently selected figures to match the the bottom (Y position + Height) of the **first** selected figure. At least two figures must be [selected](#) for this application feature to be enabled. Use one of the following methods to align figures with the bottom position of the first selected figure:

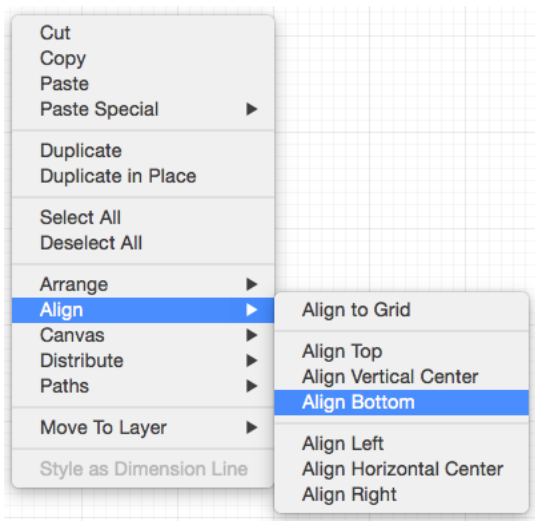
1

Click on the [Arrange Menu](#), select the [Align Submenu](#), and choose **Align Bottom**.



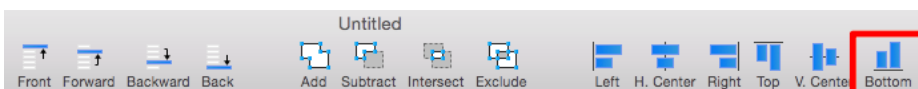
2

Open the [Contextual Menu](#), select the [Align Submenu](#), and choose **Align Bottom**.

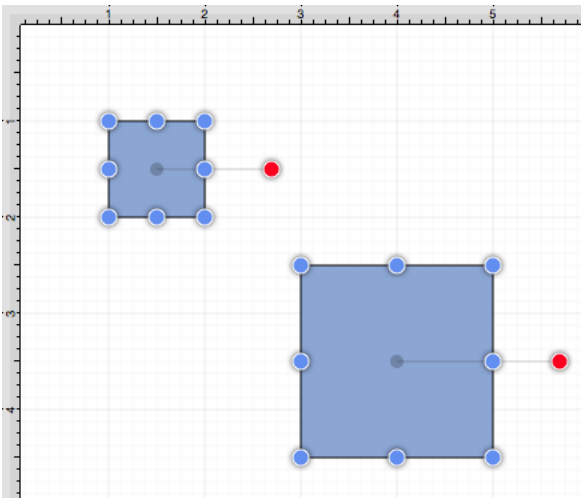
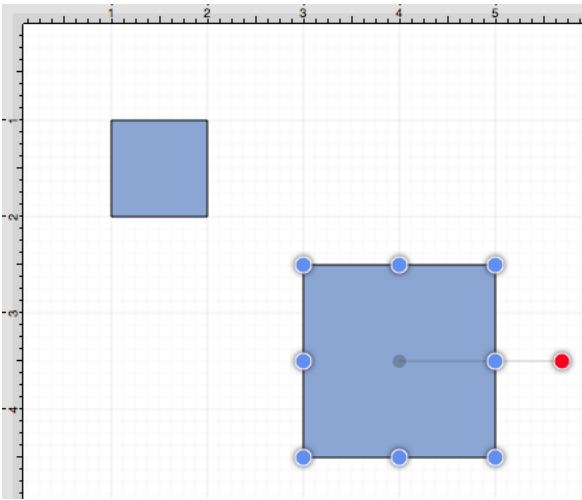


3

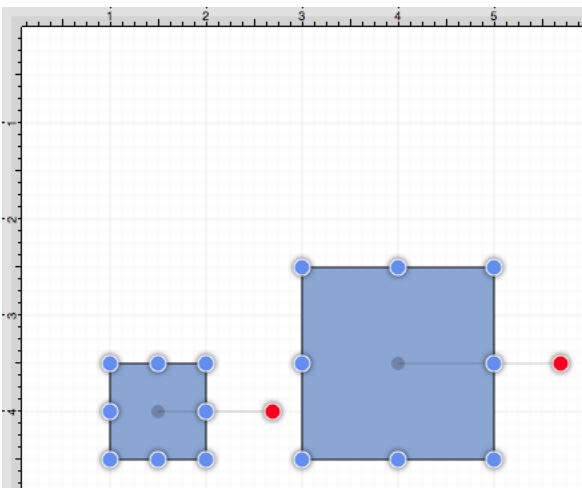
Use the **Bottom** button located on the [main toolbar](#).



The following images display the selection order of items to be aligned.



The following image displays the selected objects after the alignment has been performed.

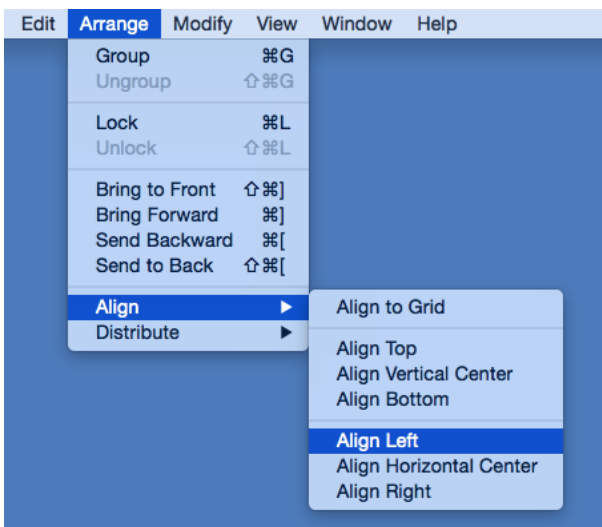


6.2.9.5. Align Left

The **Align Left** option moves all currently selected figures to match the left (X position) of the **first** selected figure. At least two figures must be [selected](#) for this application feature to be enabled. Use one of the following methods to align figures with the left position of the first selected figure:

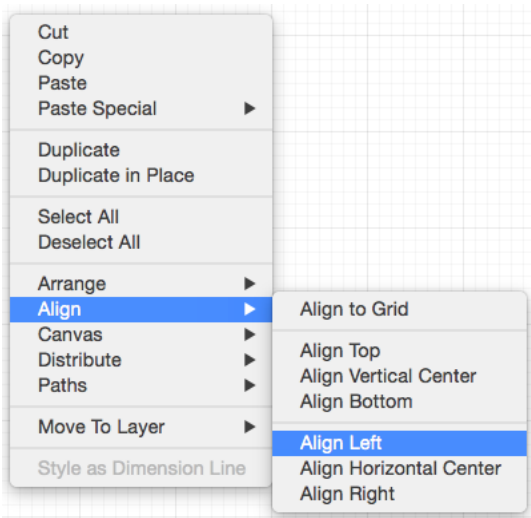
1

Click on the [Arrange Menu](#), select the [Align Submenu](#), and choose **Align Left**.



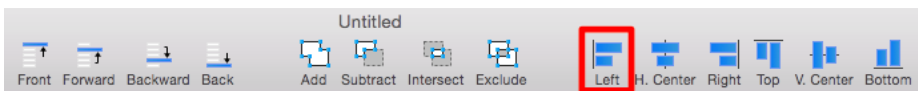
2

Open the [Contextual Menu](#), select the [Align Submenu](#), and choose **Align Left**.

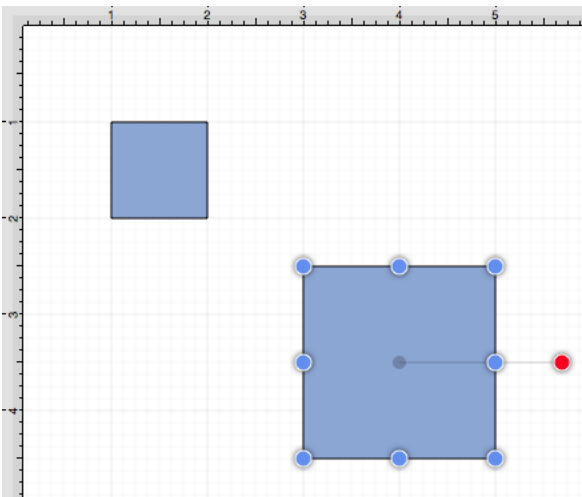


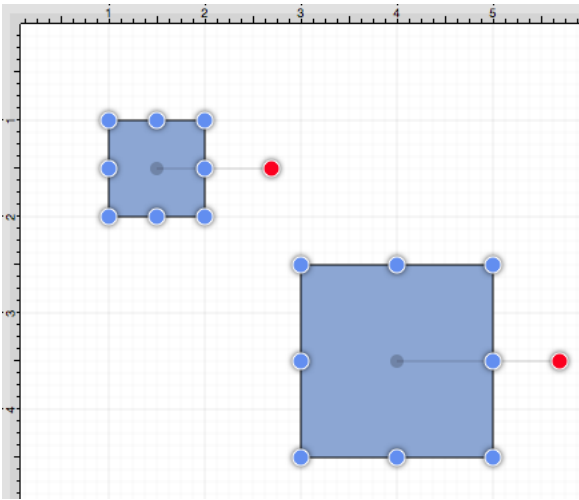
3

Use the **Left** button located on the [main toolbar](#).

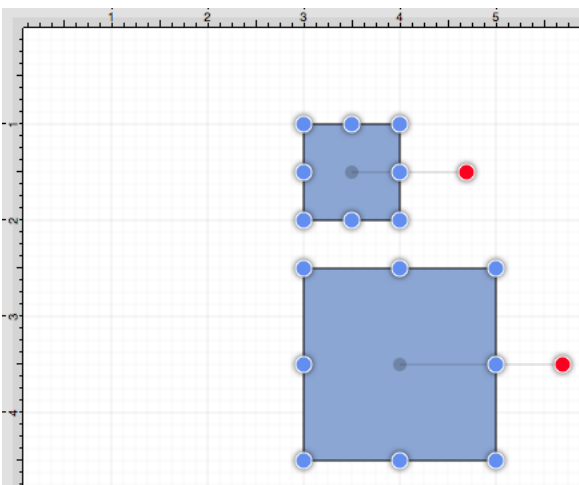


The following images display the selection order of items to be aligned.

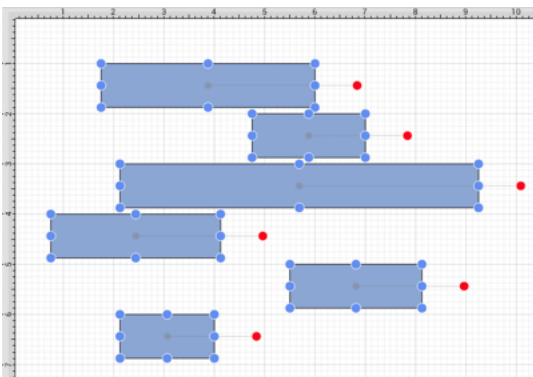


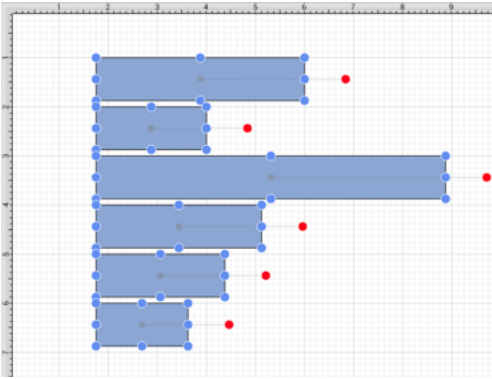


The following image displays the selected objects after the alignment has been performed.



The following figures show an example of using the **Align Left** action.



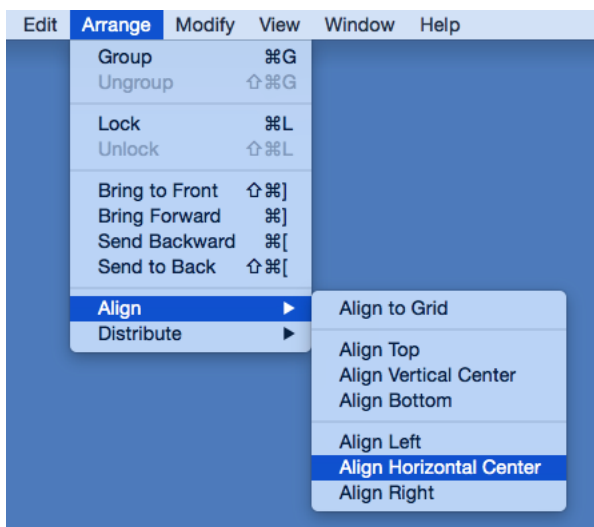


6.2.9.6. Align Horizontal Center

The **Align Horizontal Center** option moves all currently selected figures to match the horizontal center (X position + 1/2 of the width) of the **first** selected figure. At least two figures must be [selected](#) for this application feature to be enabled. Use one of the following methods to align figures with the horizontal center of the first selected figure:

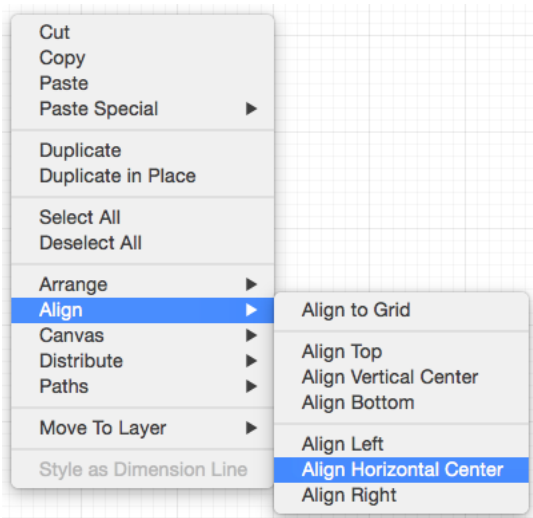
1

Click on the [Arrange Menu](#), select the [Align Submenu](#), and choose **Align Horizontal Center**.



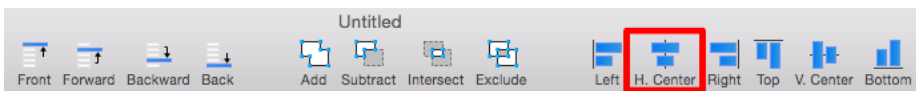
2

Open the [Contextual Menu](#), select the [Align Submenu](#), and choose **Align Horizontal Center**.

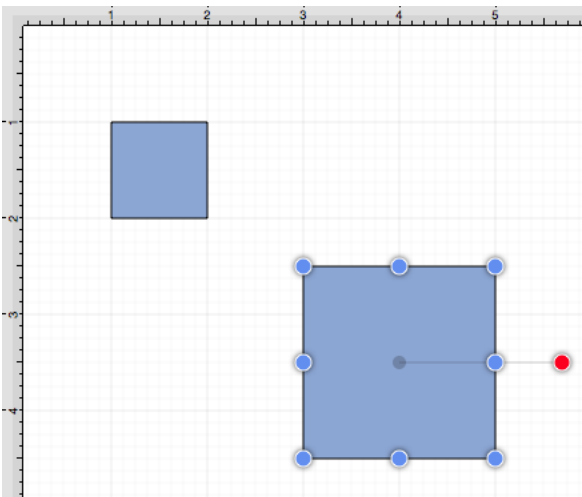


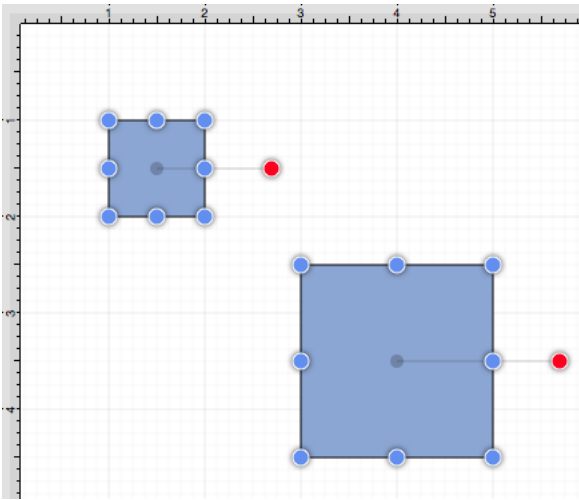
3

Use the **H. Center** button located on the [main toolbar](#).

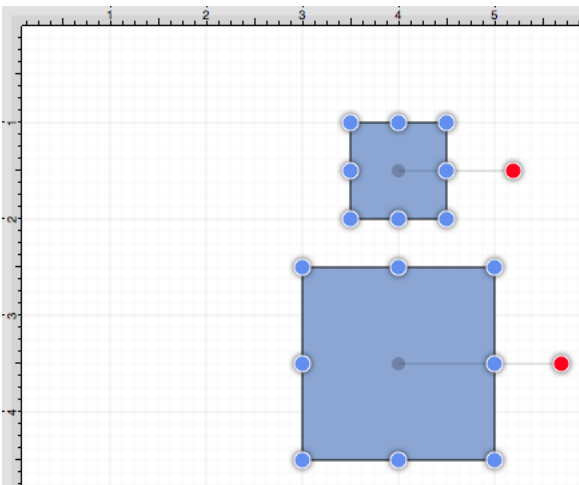


The following images display the selection order of items to be aligned.





The following image displays the selected objects after the alignment has been performed.

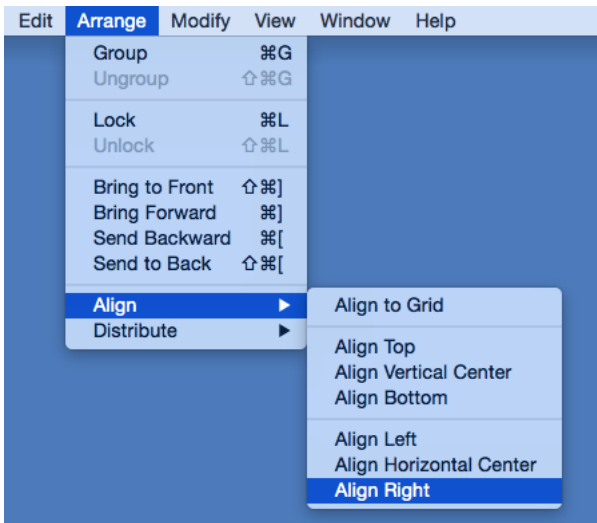


6.2.9.7. Align Right

The **Align Right** option moves all currently selected figures to match the right (X position + Width) of the **first** selected figure. At least two figures must be [selected](#) for this application feature to be enabled. Use one of the following methods to align figures with the right position of the first selected figure:

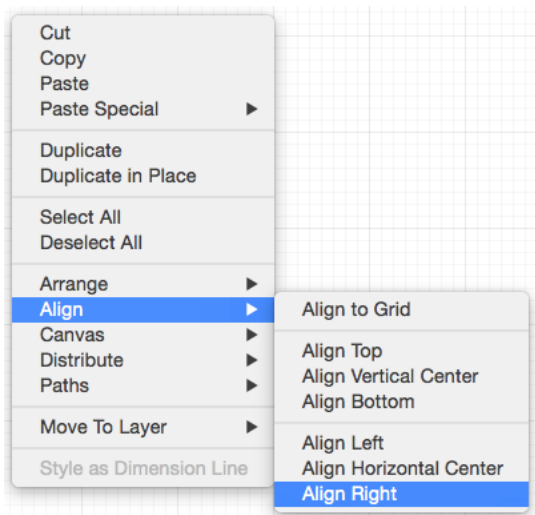
1

Click on the [Arrange Menu](#), select the [Align Submenu](#), and choose **Align Right**.



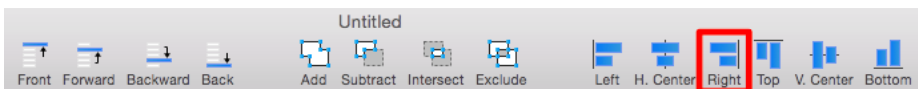
2

Open the [Contextual Menu](#), select the [Align Submenu](#), and choose **Align Right**.

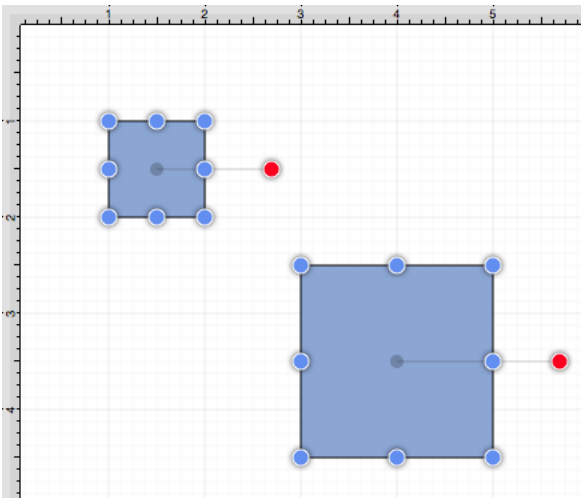
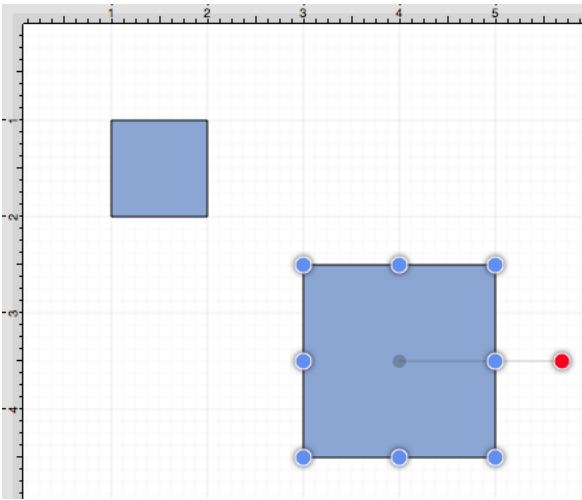


3

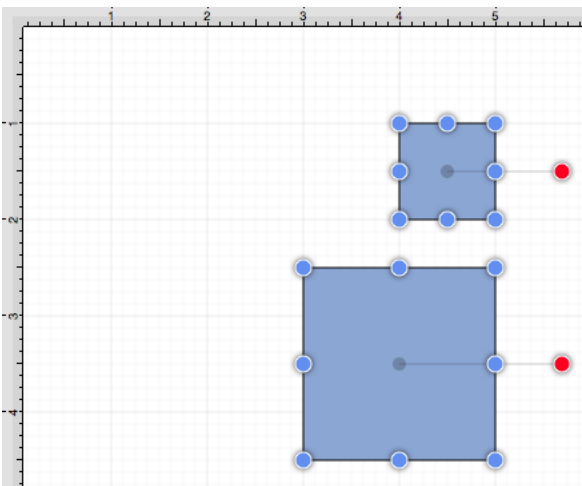
Use the **Right** button located on the [main toolbar](#).



The following images display the selection order of items to be aligned.



The following image displays the selected objects after the alignment has been performed.

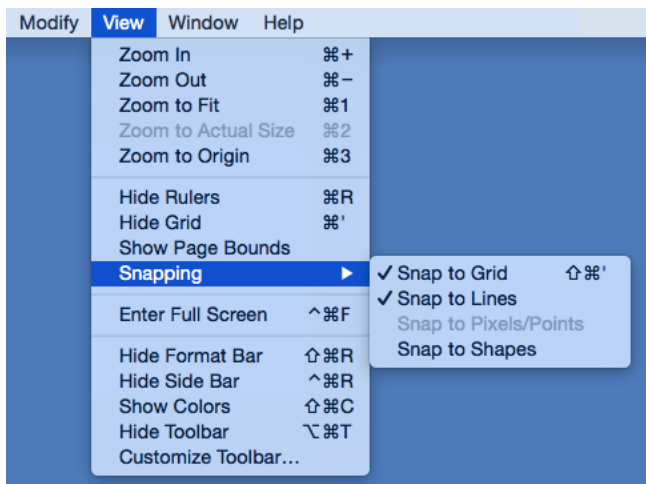


6.2.10. Snapping Figures

TouchDraw supplies options for snapping figures to specific points on the grid, positions on the [Drawing Canvas](#) or positions relative to other shapes. Figures can be snapped to these locations:

- [Grid](#)
- [Lines](#)
- [Pixels](#)
- [Points](#)
- [Shapes](#)

The [Snapping Submenu](#) provides access to these settings and can be used to make changes for the currently active drawing canvas. This menu is located in the [View Menu](#), as shown below.

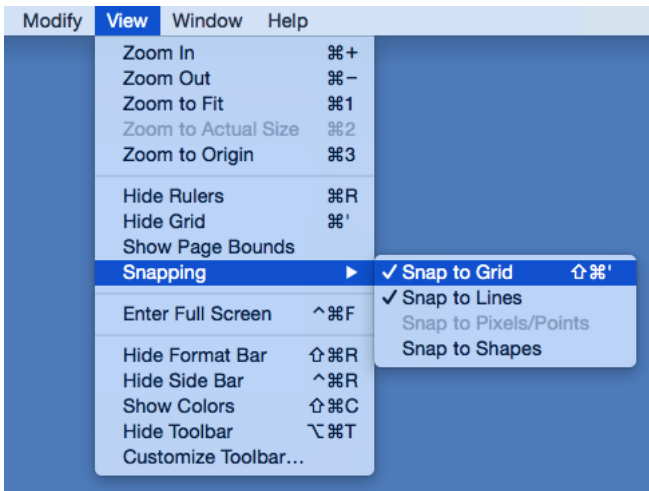


6.2.10.1. Snap to Grid

The **Snap to Grid** option toggles whether or not figures (and their handles) should be aligned to the grid as they are created and modified. Use one of the following methods to enable/disable this option:

1

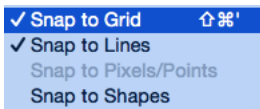
Click on the [View Menu](#), select the [Snapping Submenu](#), and choose on **Snap to Grid**.



2

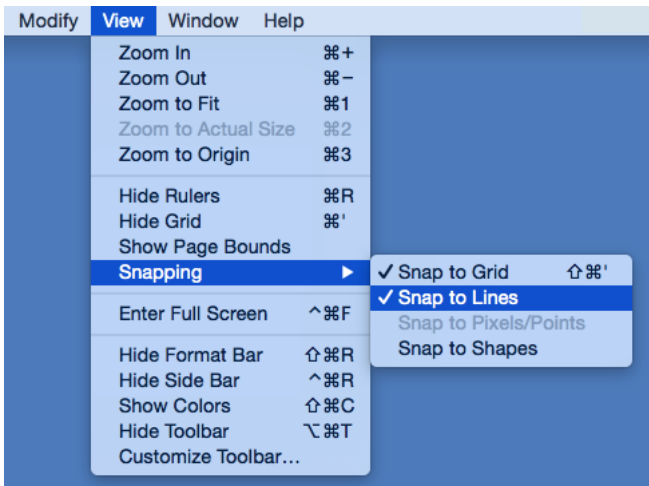
Use the **Shift-Command-Apostrophe** keyboard shortcut.

The **Snap to Grid** option will show a checkmark symbol next to the menu selection area when enabled.

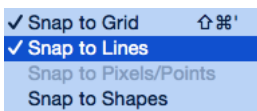


6.2.10.2. Snap to Lines

The **Snap to Lines** option allows dragged handles to snapped to the endpoints or the midpoints of lines in the drawing canvas. Click on the [View Menu](#), select the [Snapping Submenu](#), and choose **Snap to Lines** to enable/disable this option.



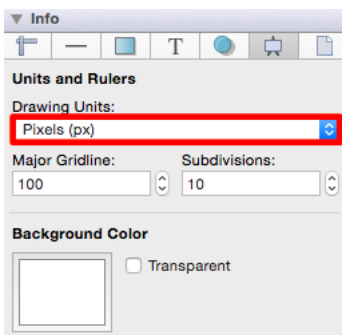
The **Snap to Lines** option will show a checkmark symbol in the menu selection area when enabled.

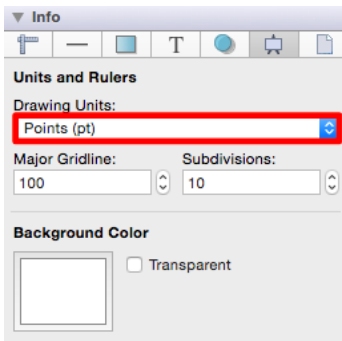


6.2.10.3. Snap to Pixels/Points

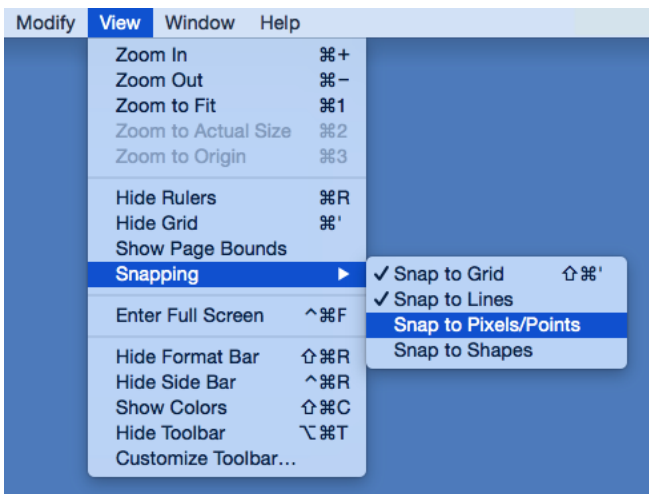
The **Snap to Pixels/Points** option aligns objects to whole pixel numbers for simplified modification and increased accuracy. This option remains disabled until the unit of measure for the drawing is changed to pixels or points.

To change the **Units** attribute, click on the [Units and Rulers Button](#) located in the [Info](#) portion of the [Sidebar](#).

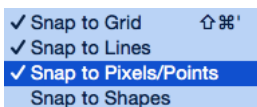




To enable/disable this option, click on the [View Menu](#), select the [Snapping Submenu](#), and choose **Snap to Pixels/Points**.



The **Snap to Pixels/Points** option will show a checkmark symbol in the menu selection area when enabled.

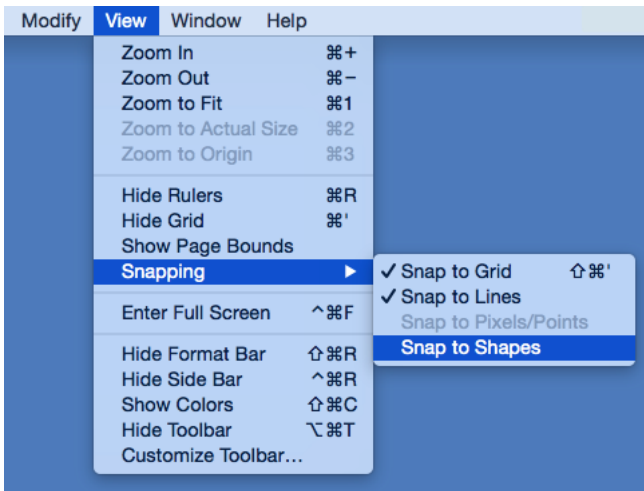


6.2.10.4. Snap to Pixels/Points Old

6.2.10.5. Snap to Shapes

The **Snap to Shapes** option snaps a figure to a selected shape vertex or center point. This option is enabled by

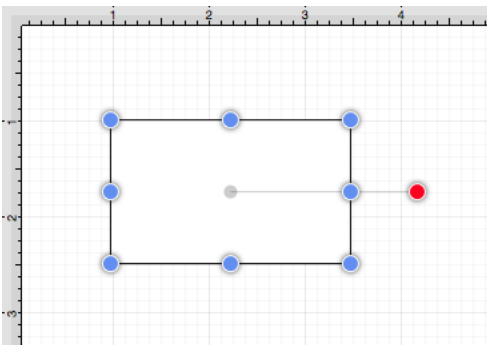
default in TouchDraw. To enable/disable this option, click on the [View Menu](#) , select the [Snapping Submenu](#) , and choose **Snap to Shapes** .

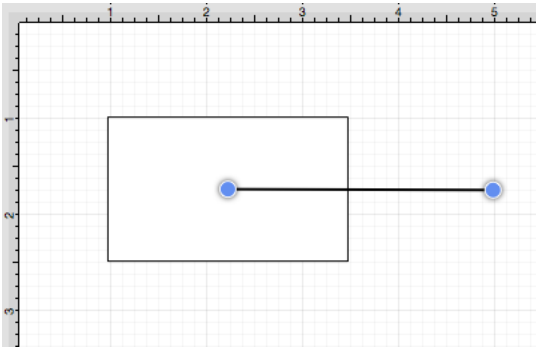


The **Snap to Shapes** option will show a checkmark when enabled and no checkmark when disabled.

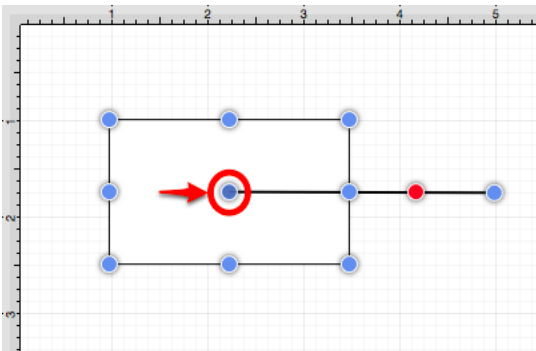


To see this option in action, disable the [Snap to Grid](#) option, make certain **Snap to Shapes** is enabled, and then draw a star or rectangle. Once the shape is completed, select the [Line Tool](#) and try to draw a line from one of the vertexes of the shape or its center point. The drawn line will snap to one of these locations.





In the example below, the line snaps to the center point of the rectangle.



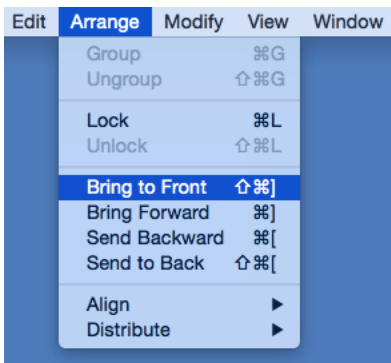
6.2.11. Ordering Figures

TouchDraw supplies application functions for altering the order of a figure or multiple figures within a specific [layer](#) on the drawing canvas. Figures can be [moved to the front](#) of a layer or [moved forward by one level](#) from their previous position. They may also be [moved to the back](#) of a layer or [moved backward by one level](#) within a layer.

6.2.11.1. Bring to Front

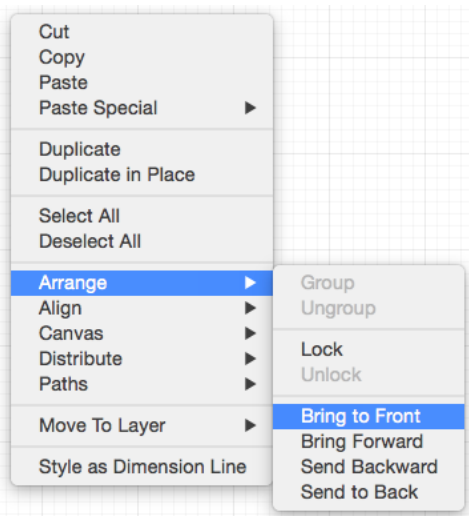
The **Bring to Front** option moves a currently selected figure(s) to the front of all figures residing in the same [layer](#). At least one figure within a layer must be [selected](#) for this option to be enabled. Use one of the following methods to bring a figure(s) to the front of a layer:

Select the [Arrange Menu](#) and choose **Bring to Front**.



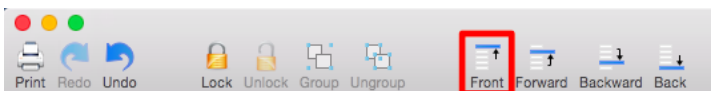
2

Open the [Contextual Menu](#), select the **Arrange Submenu**, and choose **Bring to Front**.



3

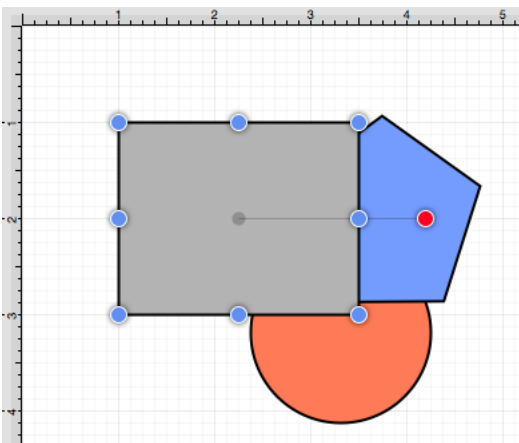
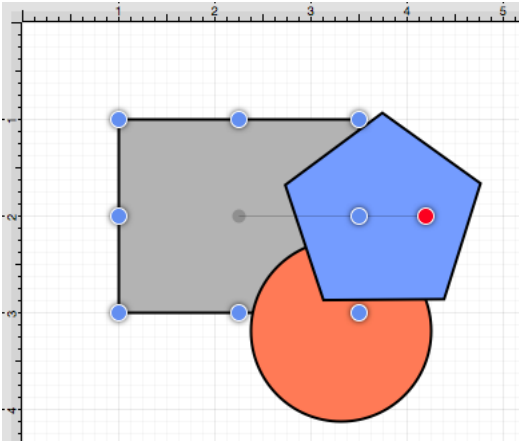
Use the **Front** button located on the [main toolbar](#).



4

Use the **Shift-Command-Closing Bracket** [keyboard shortcut](#).

The following images display the position of a selected rectangle prior to and after using the **Bring to Front** option.

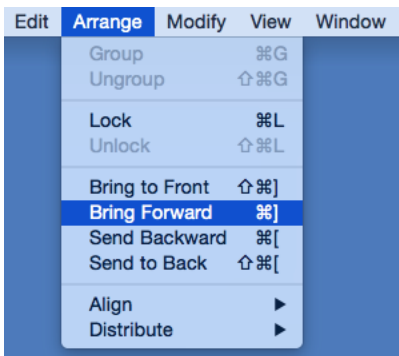


6.2.11.2. Bring Forward

The **Bring Forward** option moves a currently selected figure(s) one step closer to the top of the stack within the [layer](#) they reside in. At least one figure within a desired layer must be [selected](#) for this option to be enabled. Use one of the following methods to bring a figure(s) forward within a layer:

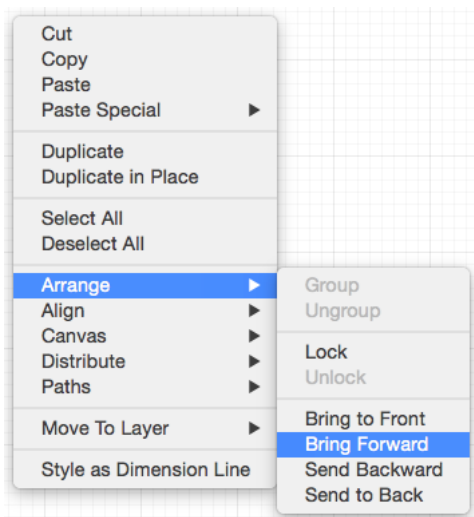
- 1

Select the [Arrange Menu](#) and choose **Bring Forward**.



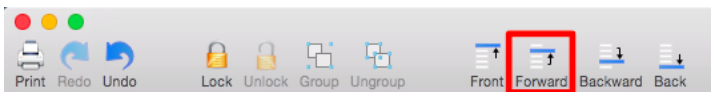
2

Open the [Contextual Menu](#), select the **Arrange Submenu**, and choose **Bring Forward**.



3

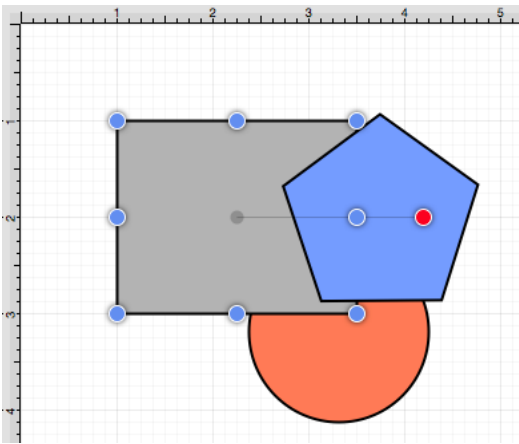
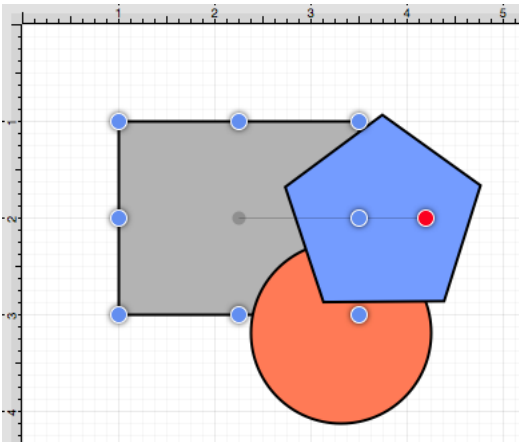
Use the **Forward** button located on the [main toolbar](#).



4

Use the **Command-Closing Bracket**[keyboard shortcut](#).

The following images display the position of a selected rectangle prior to and after using the **Bring Forward** option.



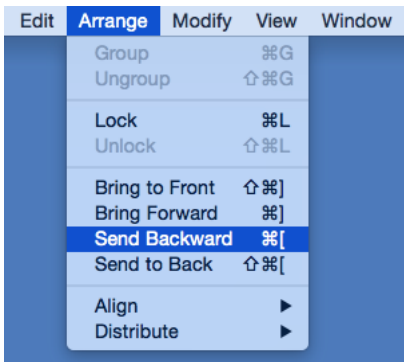
Note: The **Bring Forward** option can be chosen multiple times to continue moving a selected figure(s) to the front of a [layer](#).

6.2.11.3. Send Backward

The **Send Backward** option moves a currently selected figure(s) one step closer to the bottom of a stack within their residing [layer](#). At least one figure within a layer must be [selected](#) for this option to be enabled. Use one of the following methods to send a figure(s) back one step within a layer:

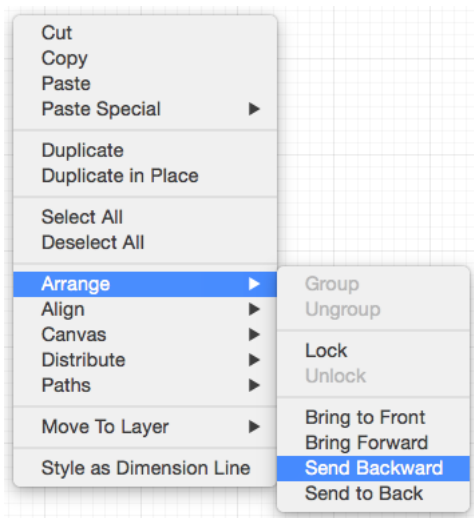
1

Select the [Arrange Menu](#) and choose **Send Backward**.



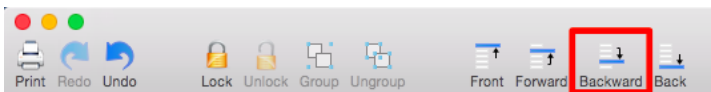
2

Open the [Contextual Menu](#), select the **Arrange Submenu**, and choose **Send Backward**.



3

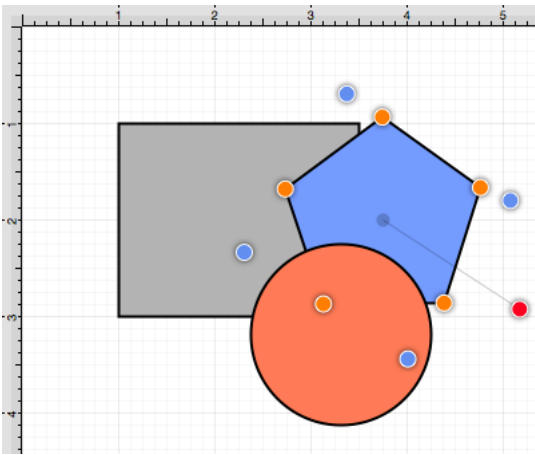
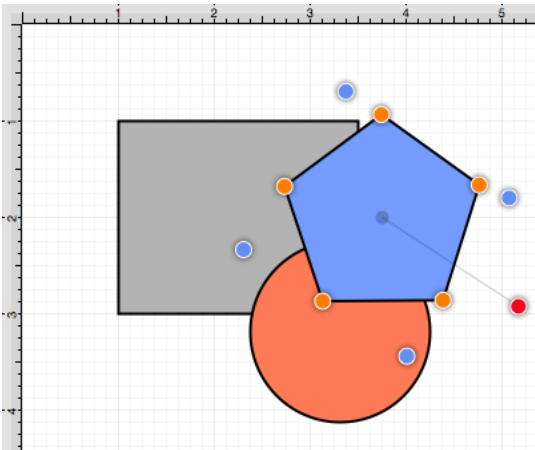
Use the **Backward** button located on the [main toolbar](#).



4

Use the **Command-Opening Bracket**[keyboard shortcut](#).

The following images display the position of a selected pentagon prior to and after using the **Send Backward** option.



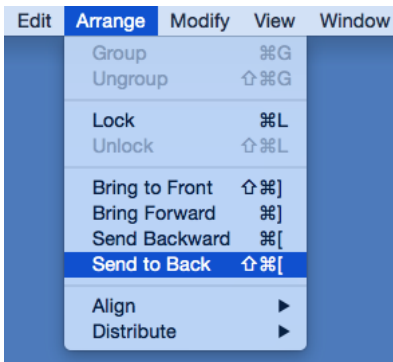
The **Send Backward** option can be chosen multiple times to continue moving a selected figure(s) to the back of a [layer](#).

6.2.11.4. Send to Back

The **Send to Back** option moves a currently selected figure(s) behind all other figures residing within the same [layer](#). At least one figure within a layer must be [selected](#) for this option to be enabled. Use one of the following methods to send a figure(s) to the back of a layer:

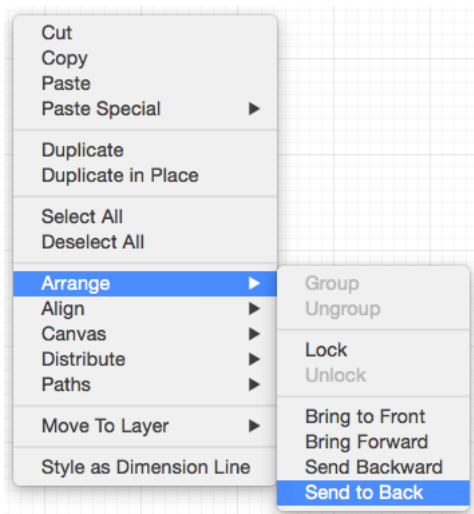
1

Select the [Arrange Menu](#) and choose **Send to Back**.



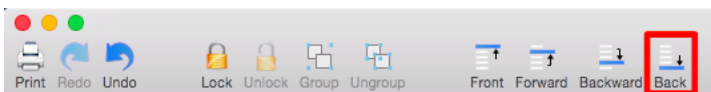
2

Open the [Contextual Menu](#), select the **Arrange Submenu**, and choose **Send to Back**.



3

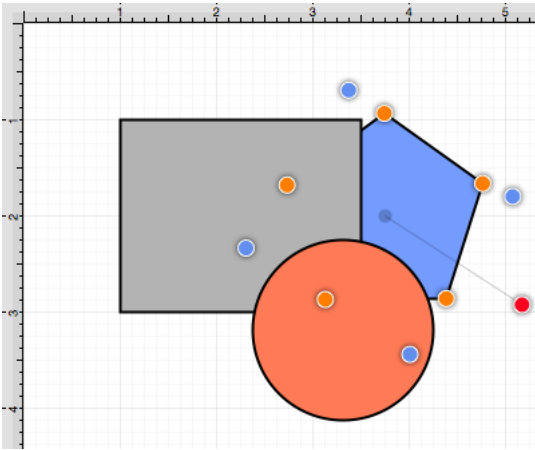
Use the **Back** button located on the [main toolbar](#).



4

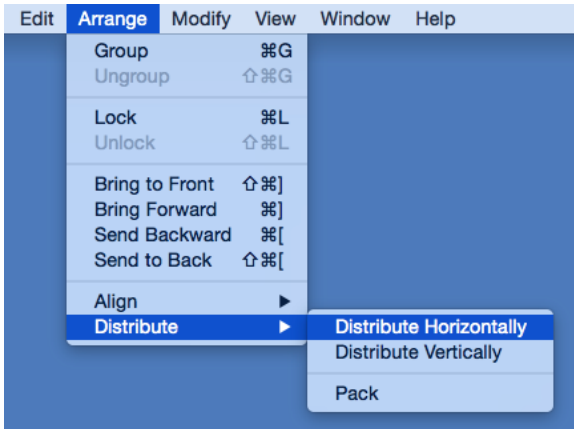
Use the **Shift-Command-Opening Bracket**[keyboard shortcut](#).

The following images display the position of a selected pentagon prior to and after using the **Send to Back** option.



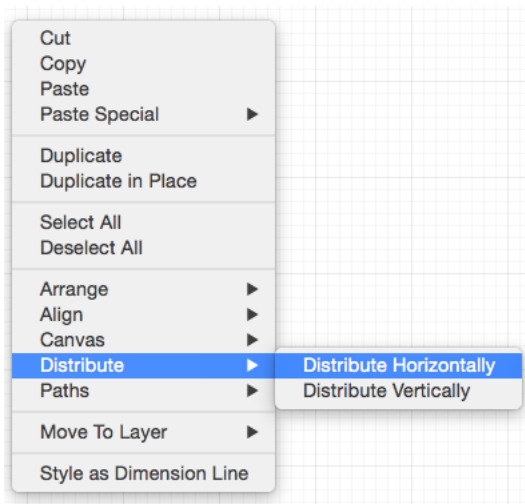
1

Click on the [Arrange Menu](#), select the [Distribute Submenu](#), and choose **Distribute Horizontally**.

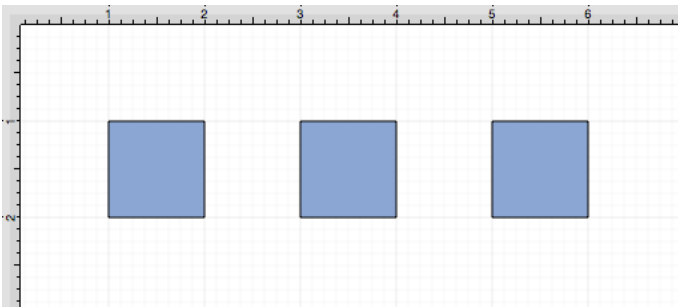
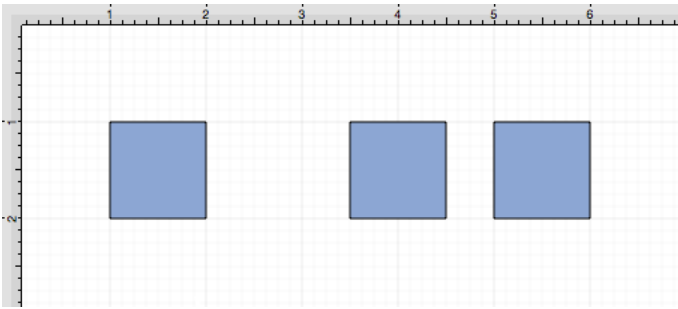


2

Open the [Contextual Menu](#), select the **Distribute Submenu**, and choose **Distribute Horizontally**.



The following images display the positions of a selected set of figures prior to and after using the **Distribute Horizontally** option.



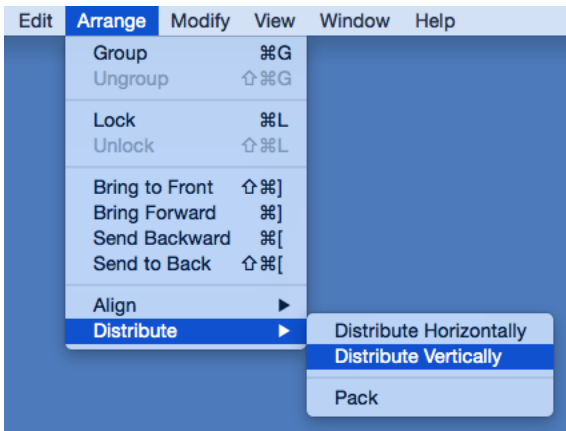
In the above example, the first and middle figures were originally 2.5 inches apart. The spacing between the middle and last figure totaled 1.5 inches. After this option has been applied, the horizontal space between each figure is adjusted to 2 inches to provide three evenly spaced figures.

6.2.12.2. Distribute Vertically

The **Distribute Vertically** option adjusts the positioning of selected figures to create an even amount of vertical space between each figure. This option is enabled when three or more [unlocked](#) figures are [selected](#) in the drawing canvas. Use one of the following methods to distribute a set of figures vertically:

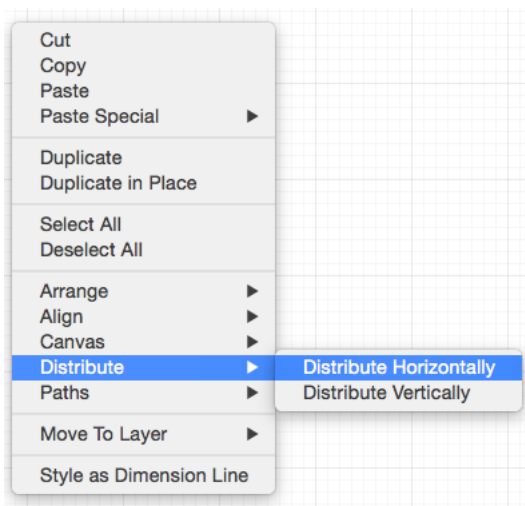
1

Click on the [Arrange Menu](#), select the [Distribute Submenu](#), and choose **Distribute Vertically**.

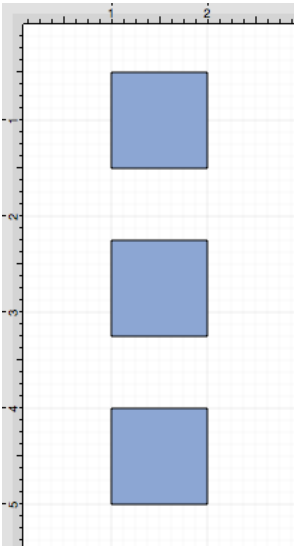
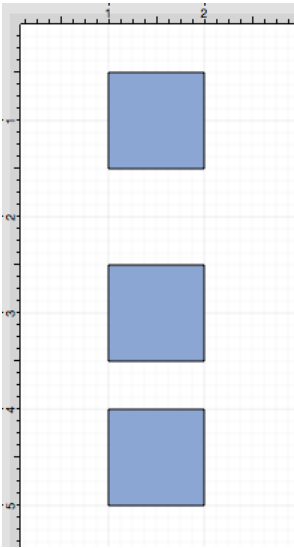


2

Open the [Contextual Menu](#), select the **Distribute Submenu**, and choose **Distribute Vertically**.



The following images display the positions of a set of figures prior to and after using the **Distribute Vertically** option.



In the above example, the spacing between the top and middle squares totals 2 inches. The middle and bottom figures have a vertical spacing of 1.5 inches. After this option has been applied, the vertical space between each figure is adjusted to 1.75 inches to provide three evenly spaced figures.

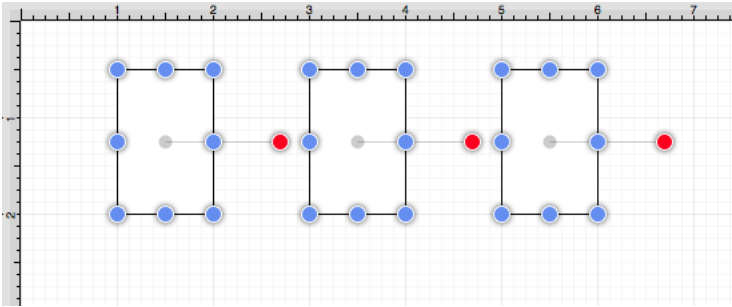
6.2.12.3. Pack Horizontally

The **Pack Horizontally** menu item takes a set of selected shapes and "packs" them into the smallest space possible horizontally.

This option is enabled when three or more [unlocked](#) figures are [selected](#) in the drawing canvas. Complete the following steps to pack a set of figures horizontally:

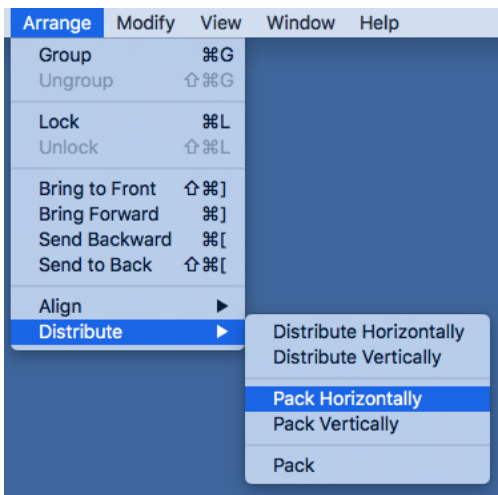
1

[Select](#) the figures or shapes to be packed horizontally.



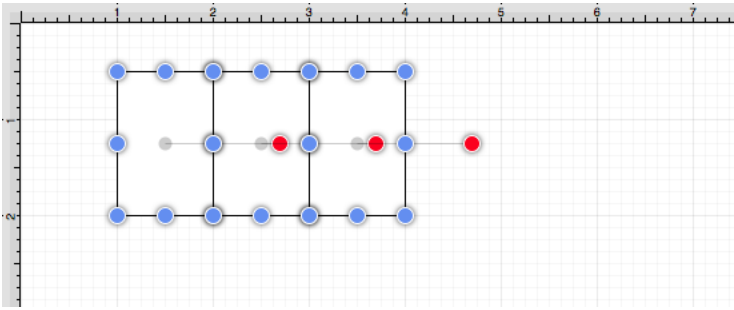
2

Then click on the [Arrange Menu](#), select the [Distribute Submenu](#), and choose **Pack Horizontally**.



3

The following image displays the positions of a selected set of figures after using the **Pack Horizontally** option.



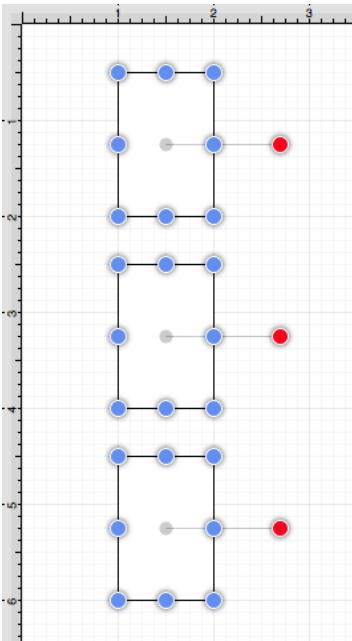
6.2.12.4. Pack Vertically

The **Pack Vertically** menu item takes a set of [selected](#) shapes and "packs" them into the smallest space possible vertically.

This option is enabled when three or more [unlocked](#) figures are [selected](#) in the drawing canvas. Complete the following steps to pack a set of figures vertically:

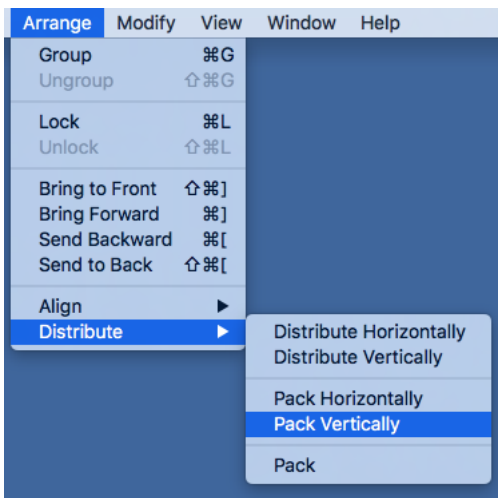
1

[Select](#) the figures or shapes to be packed vertically.



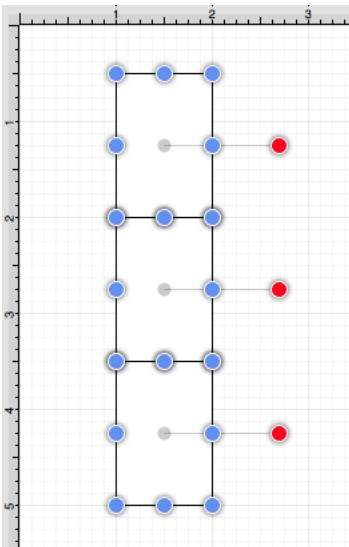
2

Click on the [Arrange Menu](#), select the [Distribute Submenu](#), and choose **Pack Vertically**.



3

The following image displays the positions of a selected set of figures after using the **Pack Vertically** option.

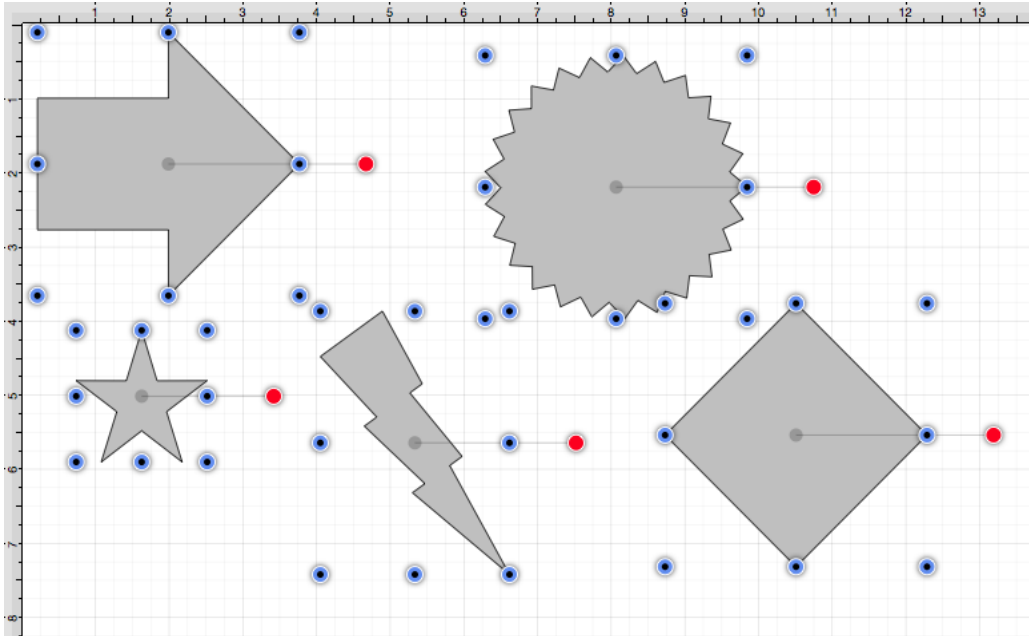


6.2.12.5. Pack

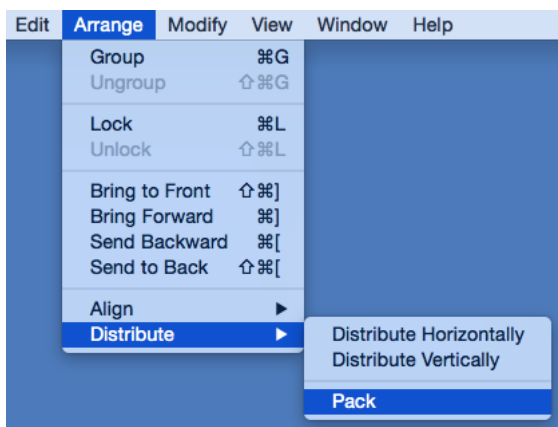
The **Pack** option can be used to "pack" a group of [selected](#) figures into the smallest possible rectangular space within the drawing canvas. This option is enabled when two or more [unlocked](#) figures are [selected](#) in the drawing canvas.

To pack a set of figures:

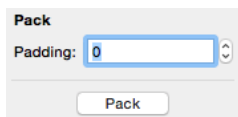
Select the figures to be packed in the [Drawing Canvas](#).



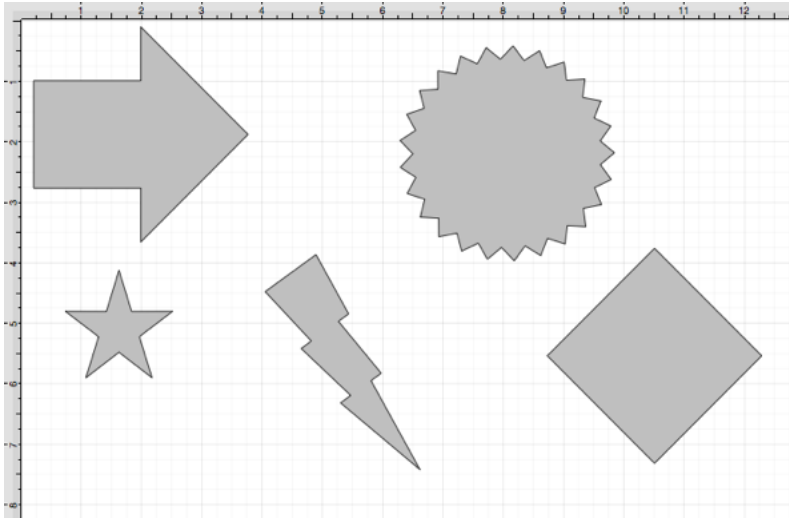
Click on the [Arrange Menu](#), select the [Distribute Submenu](#), and choose **Pack**.



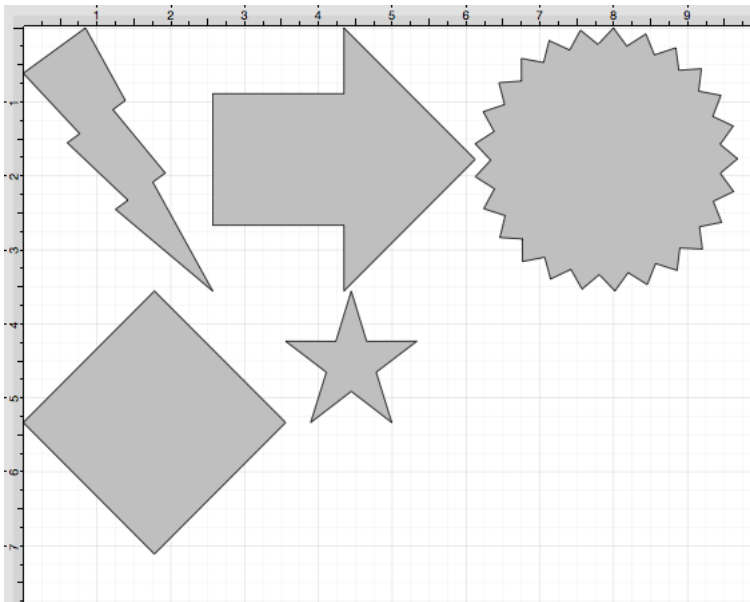
Enter a padding value (if desired) and then click on **Pack**.



The following images display the positions of a selected set of figures prior to and after using the **Pack** option. In the example shown below, various stencils have been added to the canvas from the **Shapes Library** and placed in random positions. This is how they appear **before** the action is performed:



After the pack, they appear as shown below:



6.2.13. Combining Shapes

TouchDraw offers multiple options for combining two shapes within the drawing canvas. Options for selected shapes include:

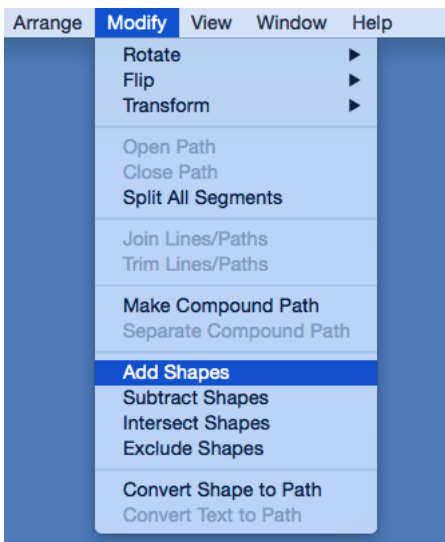
- [Add](#)
- [Subtract](#)
- [Intersect](#)
- [Exclude](#)

6.2.13.1. Add

The **Add** option combines two selected shapes into one figure. It remains disabled until two figures have been [selected](#). Use one of the following methods to **Add** selected shapes:

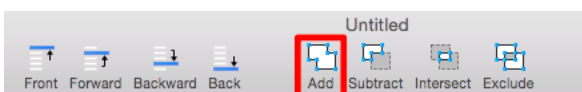
1

Select the [Modify Menu](#) and choose **Add Shapes**.



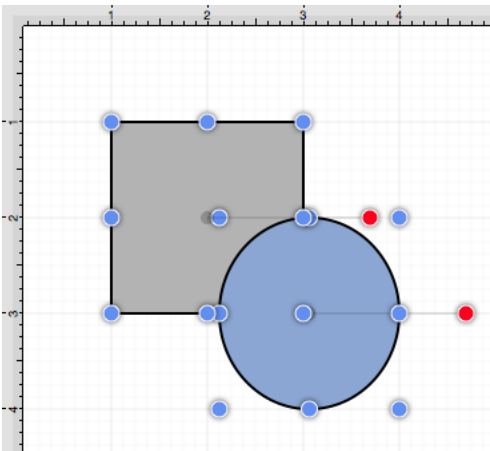
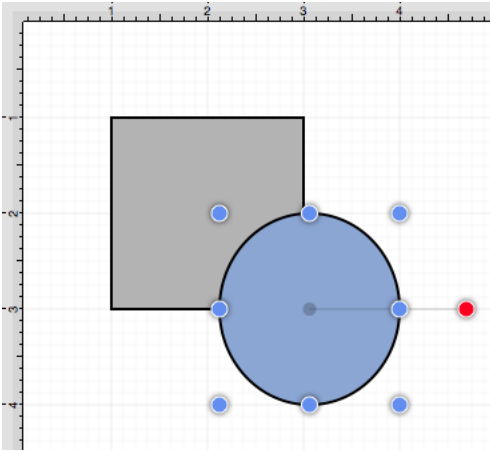
2

Use the **Add** button located on the [Main Toolbar](#).

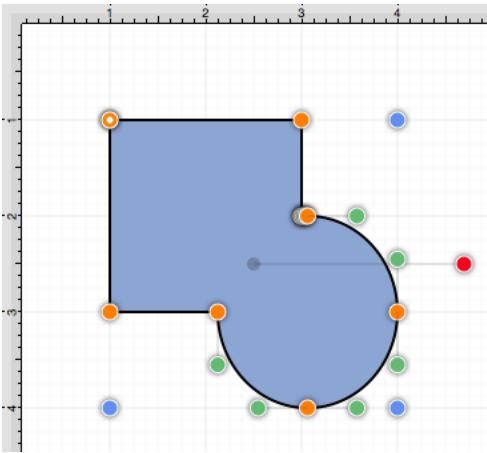
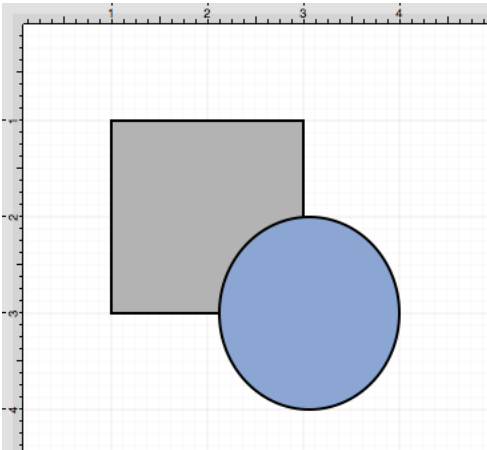


The selection of two non-intersecting shapes has no effect on their appearance, but does cause the figures to be treated as one shape.

The properties of the first selected shape will be applied to the combined shape. In the example below, the oval is selected first.



The following images display two selected shapes prior to and after using the **Add** option.

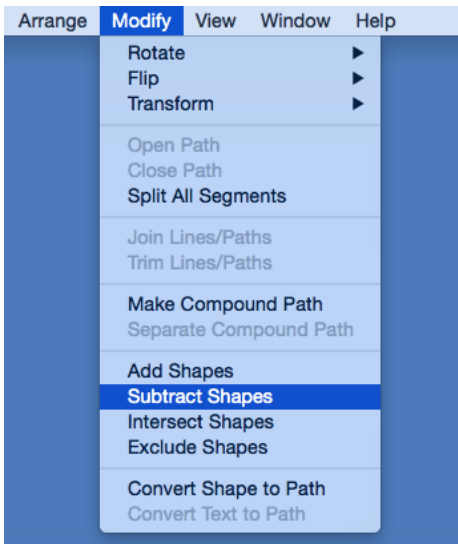


6.2.13.2. Subtract

The **Subtract** option removes the intersecting portions of the second selected shape from the first figure selected in the drawing canvas. This option remains disabled until two figures have been [selected](#). Use one of the following methods to **Subtract** selected shapes:

1

Select the [Modify Menu](#) and choose **Subtract Shapes**.



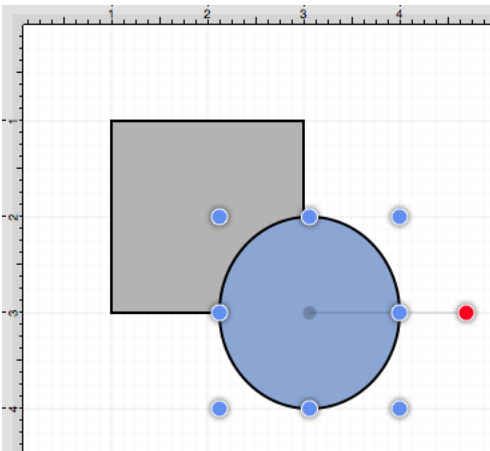
2

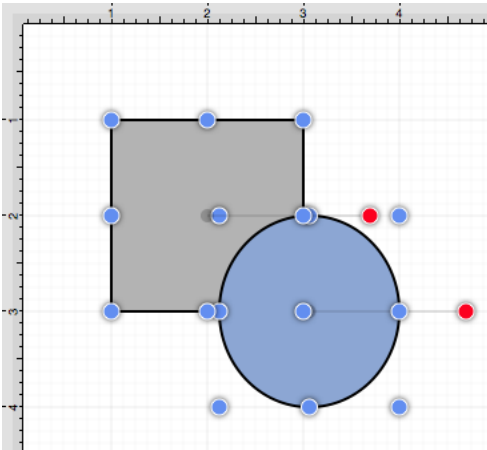
Use the **Subtract** button located on the [main toolbar](#).



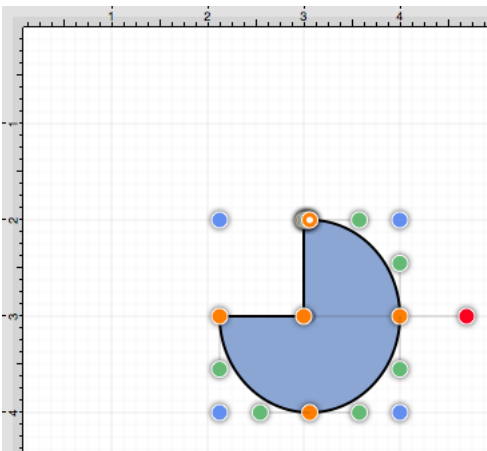
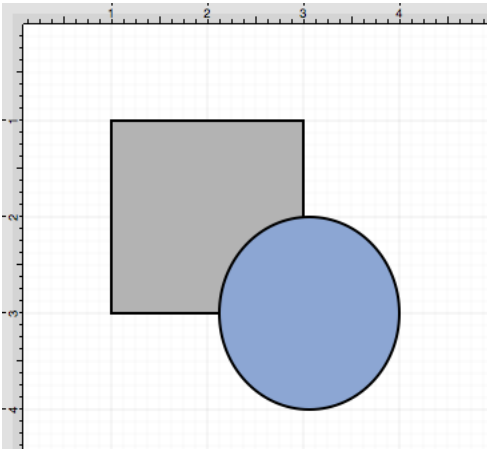
The selection of two non-intersecting shapes causes the second shape to be removed entirely.

The properties of the first selected shape will be applied to the combined shape. In the example below, the oval is selected first.





The following image shows the resulting shape after using the **Subtract** option.

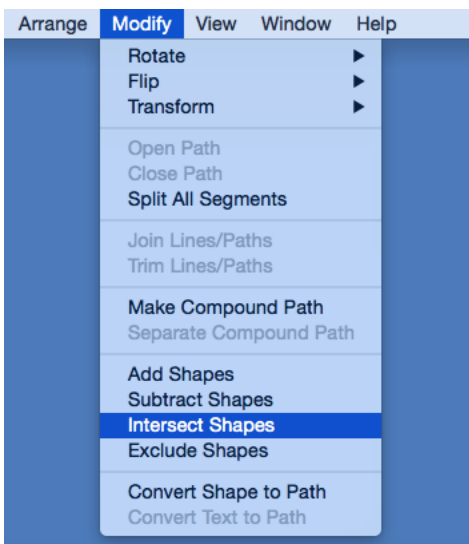


6.2.13.3. Intersect

The **Intersect** option removes all non-intersecting portions of selected figures from the drawing canvas. This option remains disabled until two figures have been [selected](#). Use one of the following methods to **Intersect** selected shapes:

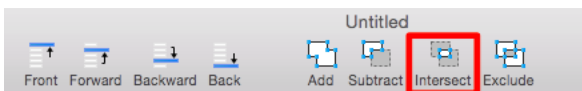
1

Select the [Modify Menu](#) and choose **Intersect Shapes**.



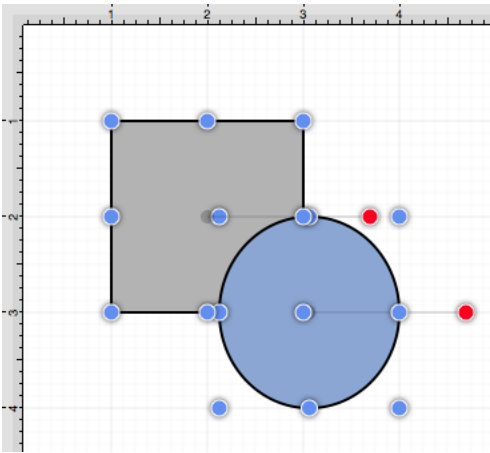
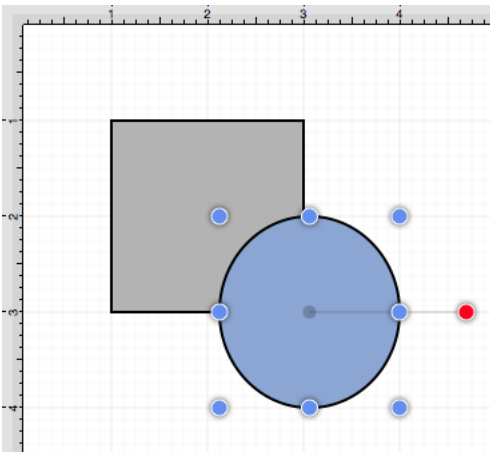
2

Use the **Intersect** button located on the [main toolbar](#).

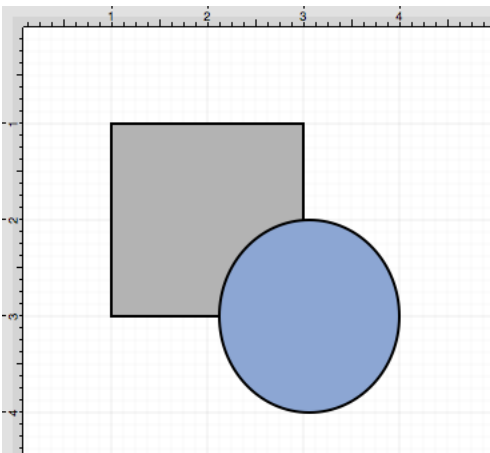


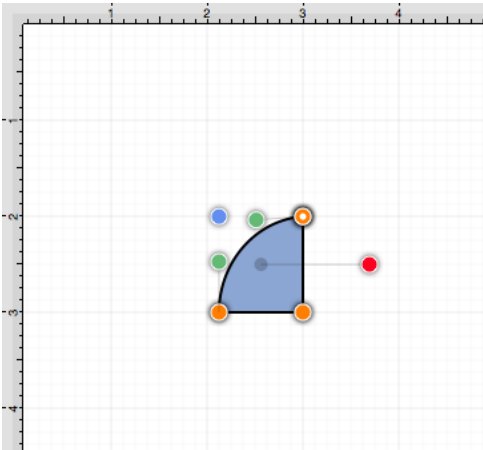
The selection of two non-intersecting shapes results in complete removal of both objects.

The properties of the first selected shape will be applied to the combined shape. In the example below, the oval is selected first.



The following images display two intersecting shapes prior to and after using the **Intersect** option.



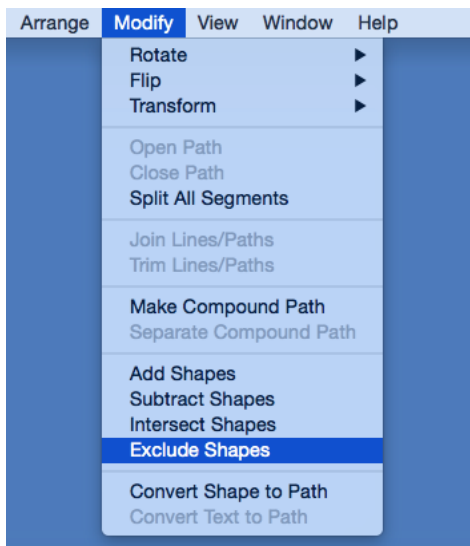


6.2.13.4. Exclude

The **Exclude** option removes the intersecting portions of selected figures from the drawing canvas. This option remains disabled until two figures have been [selected](#). Use one of the following methods to **Exclude** selected shapes:

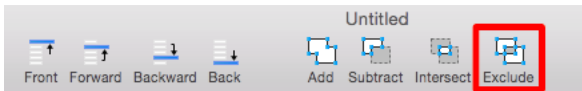
1

Select the [Modify Menu](#) and choose ****Exclude****Shapes****.



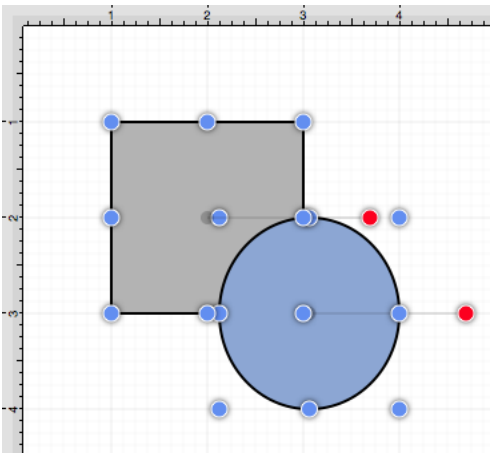
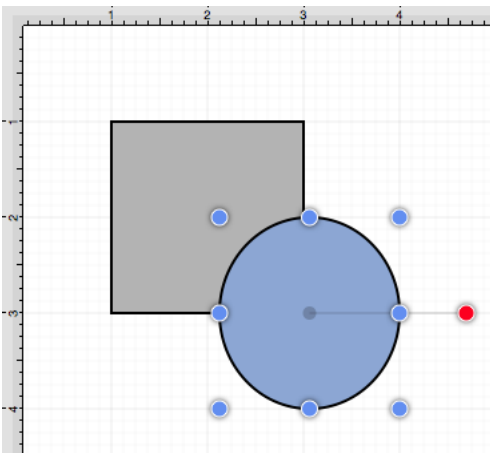
2

Use the **Exclude** button located on the [main toolbar](#).

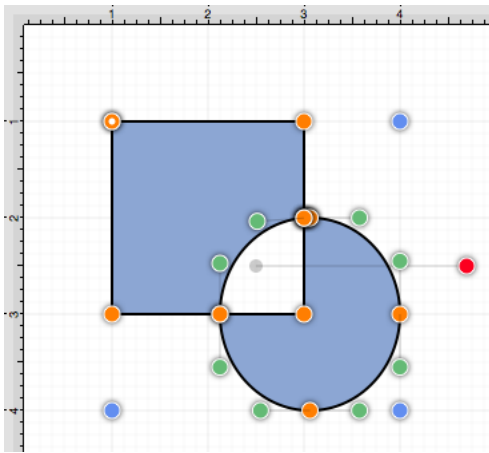
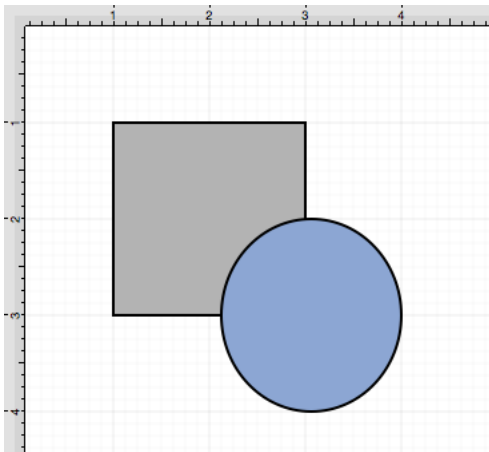


The selection of two non-intersecting shapes has no effect on appearance, but does cause the figures to be treated as one shape.

The properties of the first selected shape will be applied to the combined shape. In the example below, the oval is selected first.



The following images display two intersecting shapes prior to and after using the **Exclude** option.



6.3. Handling Colors

TouchDraw provides multiple ways to select and change the color attributes of figures or text within the drawing canvas. Color attributes can be changed for [shapes](#), [strokes](#), [text](#), and the [canvas background](#).

Color attributes are accessible in these three application areas:

- [Sidebar](#)
- [Format Bar](#)
- [View Menu](#)

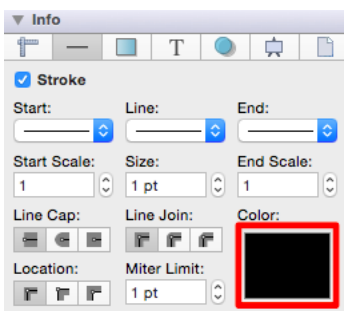
Additional attributes are available for changing the [shadow](#) and [fill style](#) of a selected figure(s).

6.3.1. Stroke Color

The **Stroke Color** of a selected figure can be changed to meet a desired preference. This attribute can be altered in one of the following ways:

1

In the **Stroke** tab of the [Info](#) portion of the [Sidebar](#), click on the color well to bring up the [standard OS X color picker](#). If the color picker is already visible then TouchDraw will inform the color picker that it's value and changes should be associated with the stroke color.

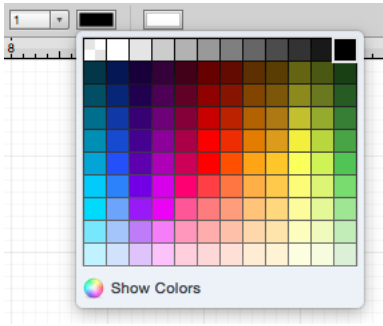


2

Use the **Stroke Color** button located in the [Format Bar](#).



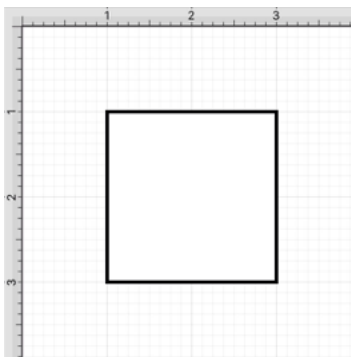
A popup menu showing standard color choices will appear after the **Stroke Color** button is pressed, as shown in the image below.

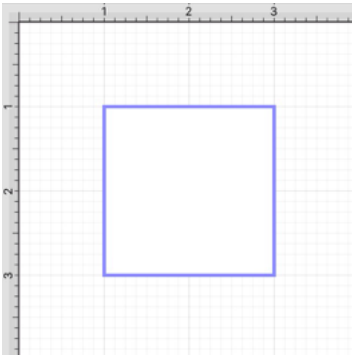


Click on a desired color to select it or click on the **Show Colors** button at the bottom to bring up the [standard OS X color picker](#). As with selecting the color well described in step 1, if the color picker is already visible then TouchDraw will simply inform the color picker that it's value and changes should be associated with the stroke color.

3

The example below shows a figure with the stroke color set to blue:





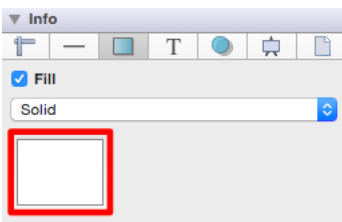
A color change will be seen instantaneously when a stroke figure is [selected](#). If no figures have been selected, the color change will apply to all subsequently created stroke figures.

6.3.2. Fill Color

The **Fill Color** of a selected figure can be changed to meet a desired preference. This attribute can be altered in one of the following ways:

1

In the **Fill** tab of the [Info](#) portion of the [Sidebar](#), click on the color well to bring up the [standard OS X color picker](#). If the color picker is already visible then TouchDraw will inform the color picker that it's value and changes should be associated with the fill color.

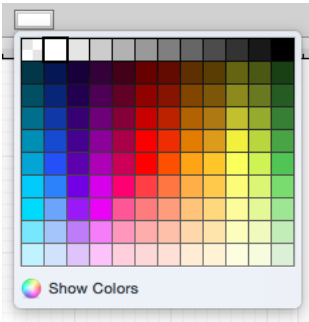


2

Use the **Fill Color** button located in the [Format Bar](#).



A popup menu showing standard color choices will appear after the ****Fill**Color**** button is pressed, as shown in the image below.



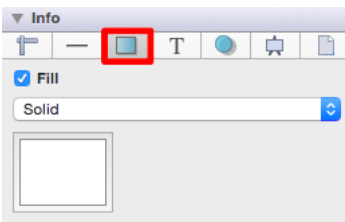
Click on a desired color to select it or click on the **Show Colors** button at the bottom to bring up the [standard OS X color picker](#). As with selecting the color well described in step 1, if the color picker is already visible then TouchDraw will simply inform the color picker that it's value and changes should be associated with the stroke color.

A color change will be seen instantaneously when a figure is [selected](#). If no figures have been selected, the color change will apply to all subsequently created figures.

The **Fill Style** of a selected figure can be changed to [solid](#), [linear gradient](#), or [radial gradient](#). To alter the style of a figure:

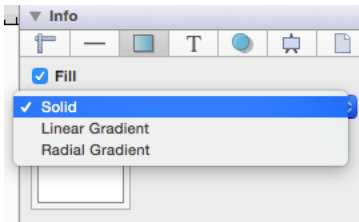
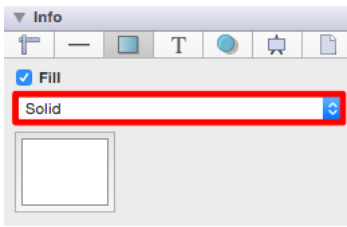
1

Select the **Fill** tab located in the [Info](#) portion of the [Sidebar](#).

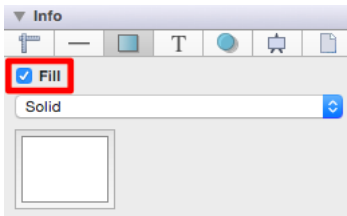
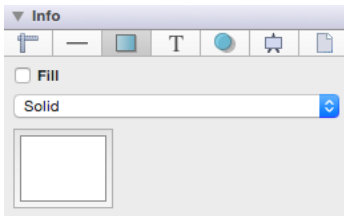


2

Click on the **Fill Style** drop down menu and choose a desired style.

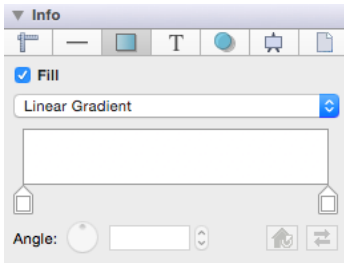
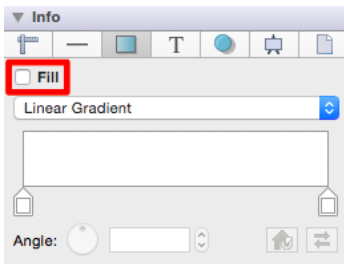


Changes made to these attributes are only reflected on current or new figures within the drawing canvas when the **Fill** option has been enabled. Click on the box next to the fill label to enable/disable this option. Refer to the screenshots below:



6.3.3. Solid

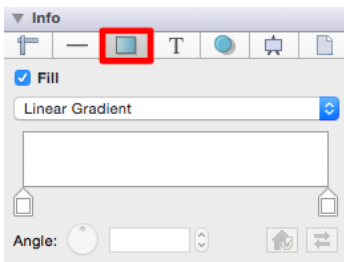
The **Solid** fill style option is located on the [Fill](#) tab in the [Info](#) portion of the [Sidebar](#). This attribute sets the fill of a [selected](#) or any created figure(s) to a solid color. The **Fill** option must be enabled for a change in this tab to be applied to currently selected or new figures. Click on the box next to the option name to enable/disable it, as shown below:



Follow the steps below to set this attribute to **Solid**:

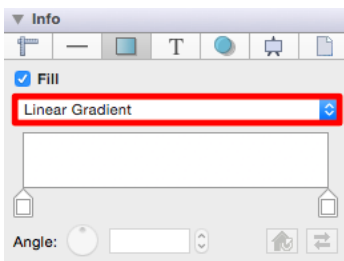
1

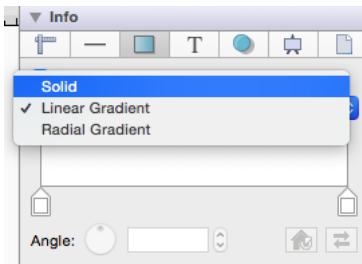
Select the [Fill](#) tab located in the [Sidebar](#).



2

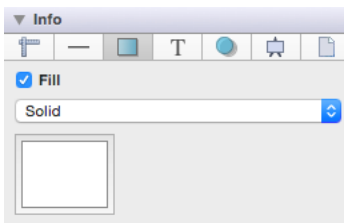
Click on the **Fill Style** drop down menu.



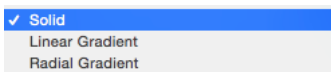


3

Choose the **Solid** fill style.

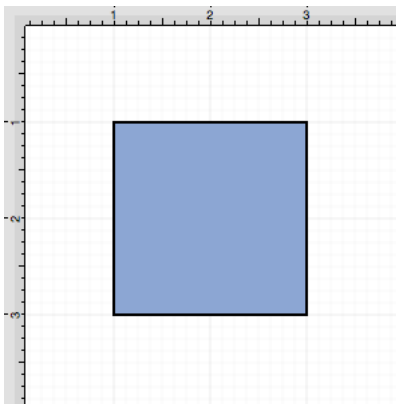


A checkmark is used to depict the currently selected style within the drop down menu.



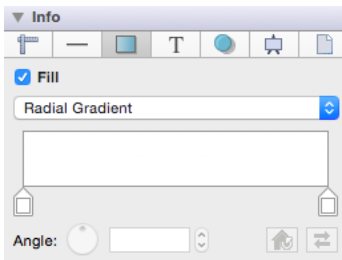
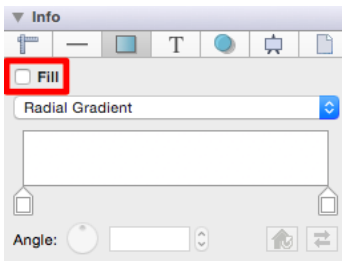
A style change will be seen instantaneously when a figure is [selected](#). If figures have not been selected, the style change will apply to all subsequently created figures.

The following example shows a rectangle with the **Fill Style** set to solid and [Color](#) set to blue:



6.3.3.1. Linear Gradient

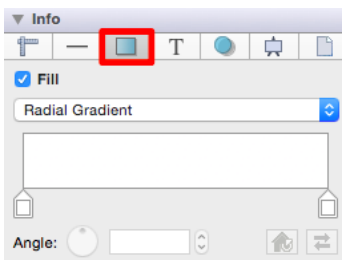
The **Linear Gradient** fill style option is located on the **Fill** tab in the **Info** portion of the **Sidebar**. This attribute transitions the fill from a specific start color to the specified end color at a designated angle within a **selected** or created figure(s). The **Fill** option must be enabled for a change in this tab to be applied to currently selected or new figures. Click on the box next to the option name to enable/disable it, as shown below:



Follow the steps below to set this attribute to **Linear Gradient**:

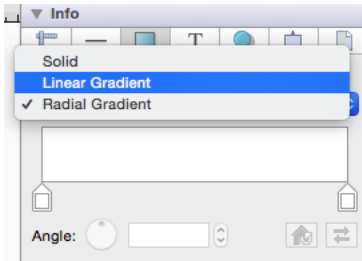
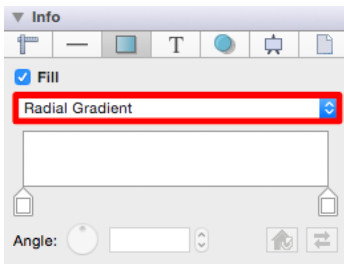
1

Select the **Fill** tab located in the **Sidebar**.



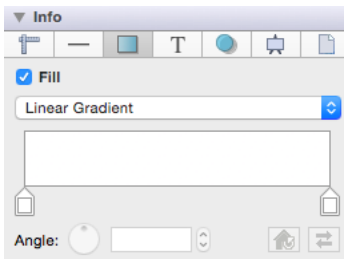
2

Click on the **Fill Style** drop down menu.



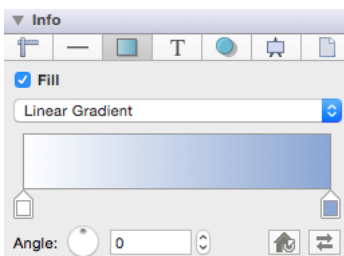
3

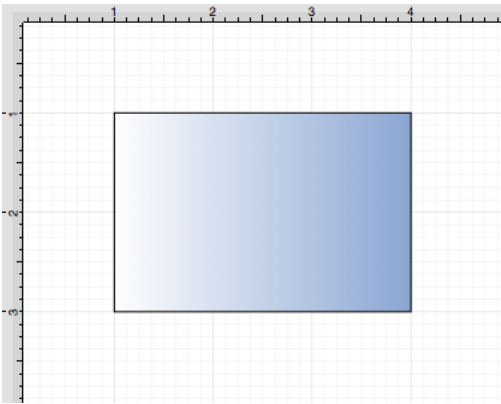
Choose the **Linear Gradient** fill style.



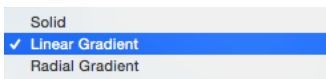
4

The following example shows a rectangle with the **Fill Style** set to linear gradient and **Color** set to blue:





A checkmark is used to depict the currently selected style within the drop down menu.

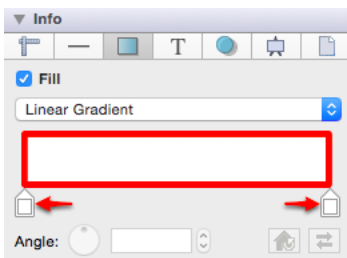


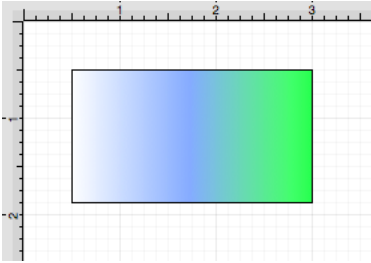
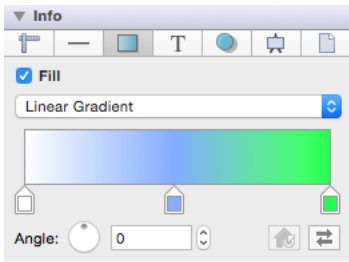
A style change will be seen instantaneously when a figure is [selected](#). If figures have not been selected, the style change will apply to all subsequently created figures.

Working with Linear Gradients

Click on a **Gradient Handle** to select a color from the [color picker](#) or click anywhere within the color slider to add additional handles. The **Gradient Handles** can be moved to any desired position by clicking and dragging to the right or left on the color slider.

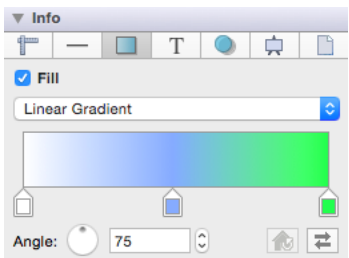
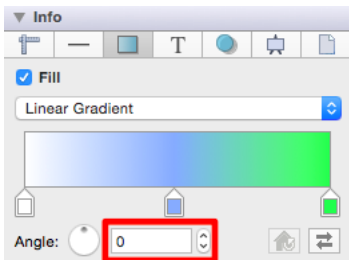
More than one color can be added by setting each individual gradient handle to one of the desired colors. In the example below, three gradient handles are used with these colors: white, blue, and green.

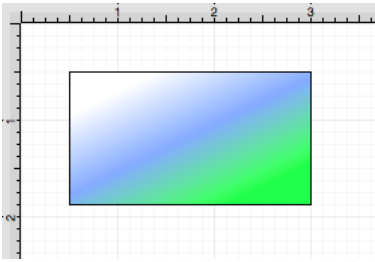




Angle

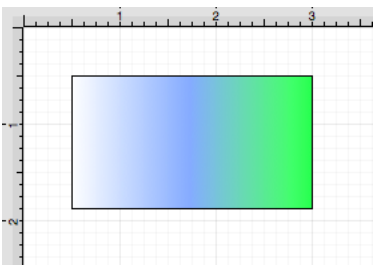
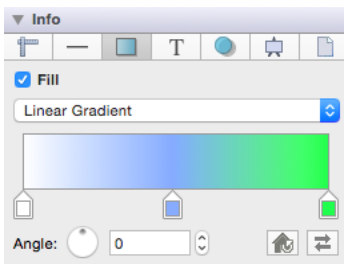
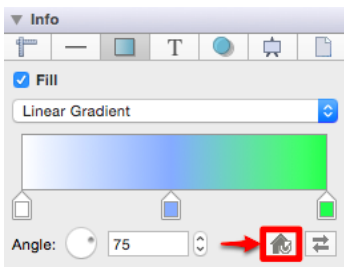
Type in a value or use the incremental buttons to change the **Angle** of the linear gradient. This option remains unavailable unless a figure has been selected within the [Drawing Canvas](#). In the example below, a value of 75 has been entered for the angle.



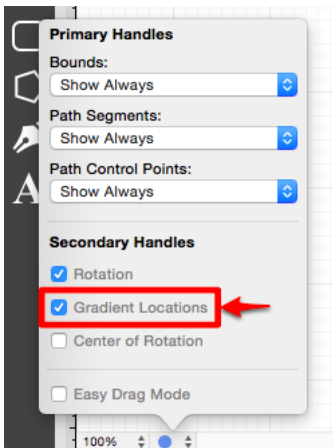


Reset Button

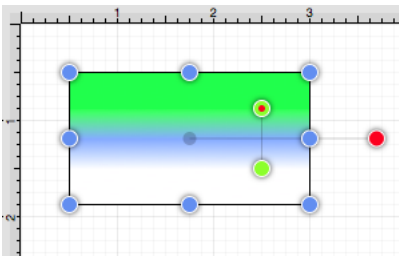
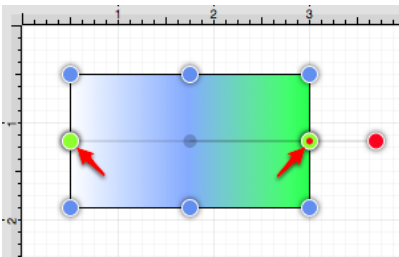
Click on the **Reset Button** to reset the angle back to zero and the gradient handles on the figure back to their original position.



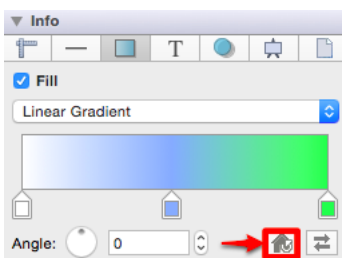
The **Reset Button** can also be used to reset the gradient handles on a figure(s) after they have been moved to another location. In order for this to be seen, you must have the [Gradient Locations](#) option enabled within the [Bottom Bar](#).

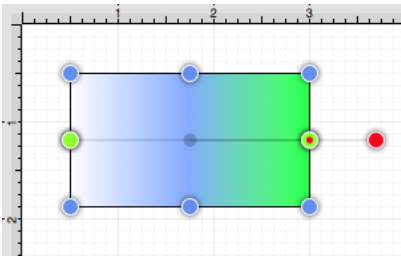


Once this option is enabled, you will be able to click and drag to move each gradient handle to another location within a figure (see below).



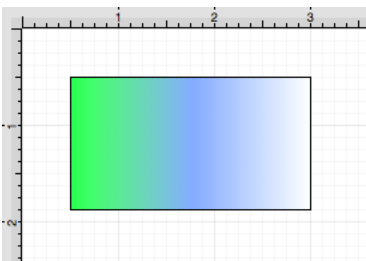
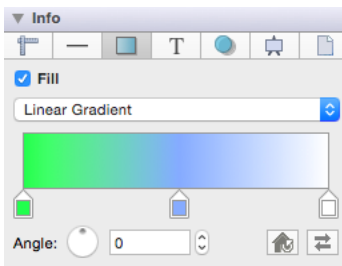
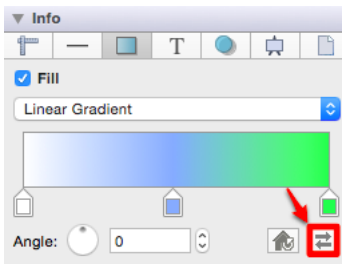
After one or both gradient handles has been moved, click on the **Reset Button** to set the linear gradient handles back to their original location.





Swap Button

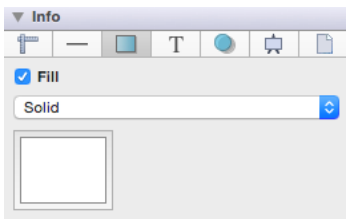
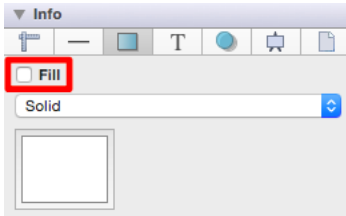
Click on the **Swap Button** to reverse the current color slider settings.



6.3.3.2. Radial Gradient

The **Radial Gradient** fill style option is located on the **Fill** tab in the **Info** portion of the **Sidebar**. This attribute

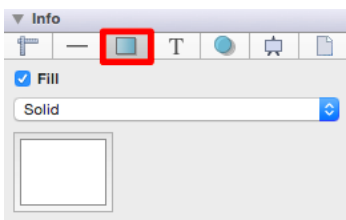
transitions the fill from the specified start color to the specified end color by starting from the center of a [selected](#) or created figure(s) and then moving outward in a circular manner. The **Fill** option must be enabled for a change in this tab to be applied to currently selected or new figures. Click on the box next to the option name to enable/disable it, as shown below:



Follow the steps below to set this attribute to **Radial Gradient**:

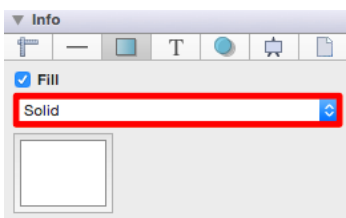
1

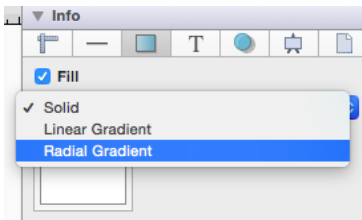
Select the [Fill](#) tab located in the [Sidebar](#).



2

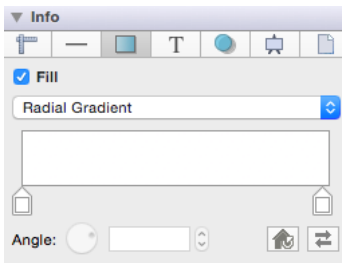
Click on the **Fill Style** drop down menu.





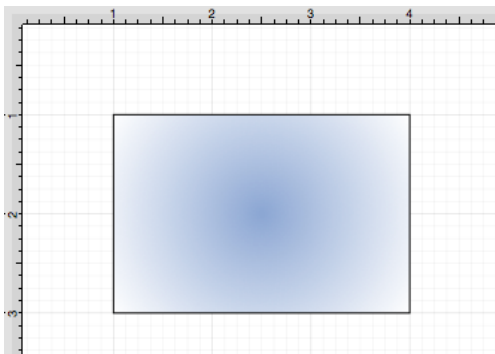
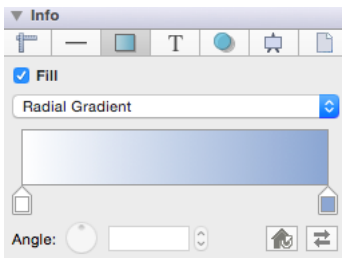
3

Choose the **Radial Gradient** fill style.

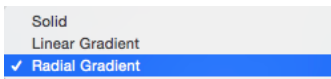


4

The following example shows a rectangle with the **Fill Style** set to radial gradient and **Color** set to blue:



A checkmark is used to depict the currently selected style within the drop down menu.

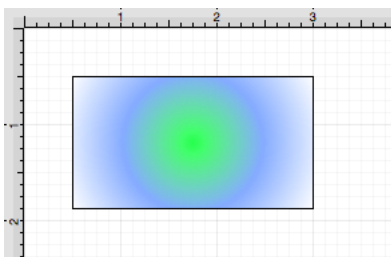
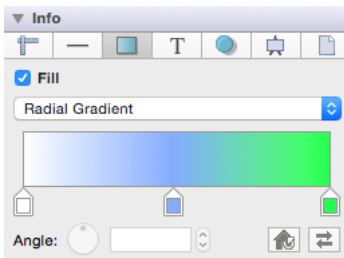
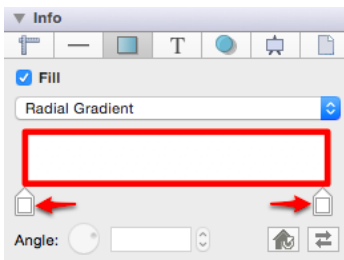


A style change will be seen instantaneously when a figure is [selected](#). If figures have not been selected, the style change will apply to all subsequently created figures.

Working with Radial Gradients

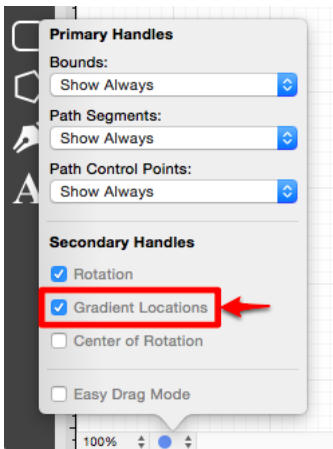
Click on a **Gradient Handle** to select a color from the [color picker](#) or click anywhere within the color slider to add additional handles. The **Gradient Handles** can be moved to any desired position by clicking and dragging to the right or left on the color slider.

More than one color can be added by setting each individual gradient handle to one of the desired colors. In the example below, three gradient handles are used with these colors: white, blue, and green.

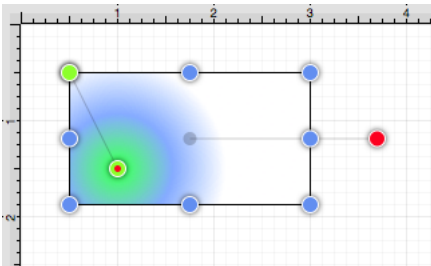
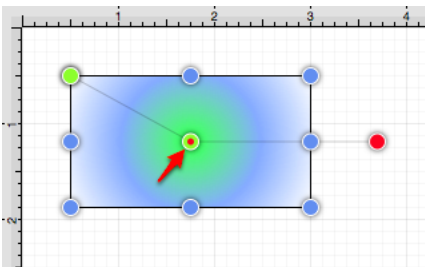


Reset Button

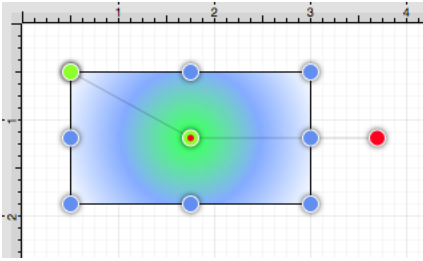
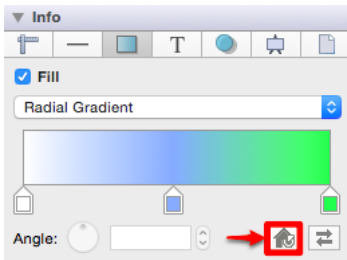
The **Reset Button** can be used to reset the center point of the radial gradient after it has been moved. In order for this to be seen, you must have the [Gradient Locations](#) option enabled within the [Bottom Bar](#).



Once this option is enabled, you will be able to click and drag to move the center point to another location within a figure (see below).

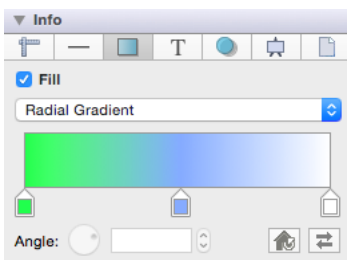
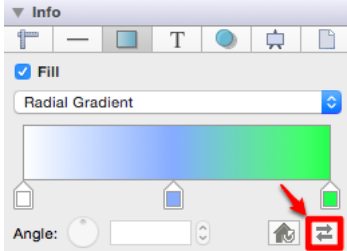


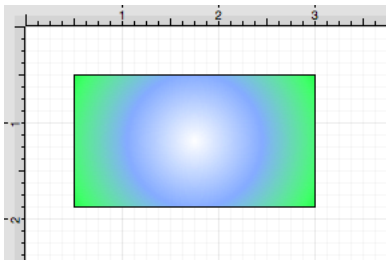
After the center point has been moved, click on the **Reset Button** to set the radial gradient back to its true center point.



Swap Button

Click on the **Swap Button** to reverse the current color slider settings.

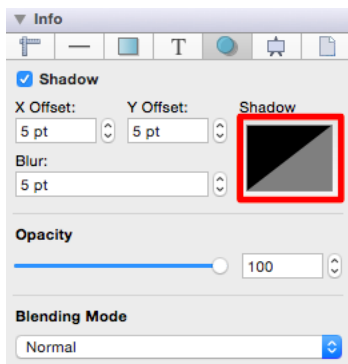
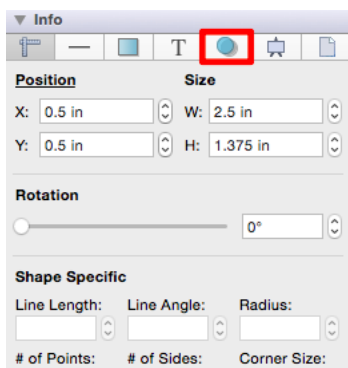




6.3.4. Shadow Color

The **Shadow Color** of a selected figure can be changed to meet a desired preference. Follow the steps below to alter the shadow color attribute:

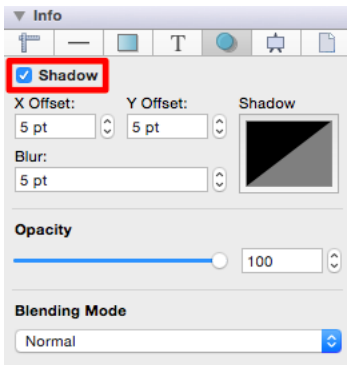
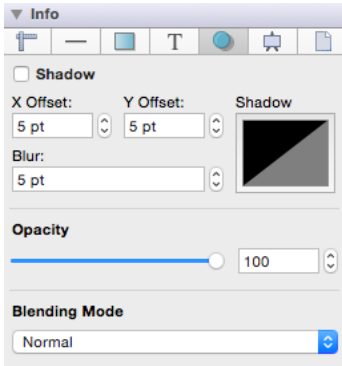
In the **Shadow** tab of the **Info** portion of the **Sidebar**, click on the color well to bring up the [standard OS X color picker](#). If the color picker is already visible then TouchDraw will inform the color picker that it's value and changes should be associated with the shadow color.



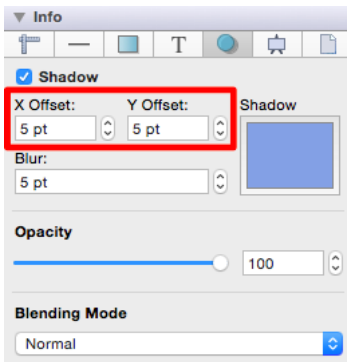
A color change will be seen instantaneously when a figure is [selected](#). If no figures have been selected, the

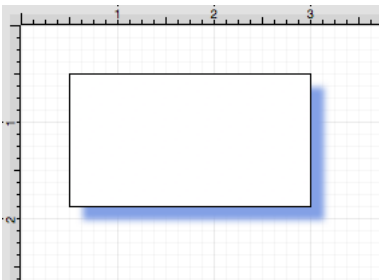
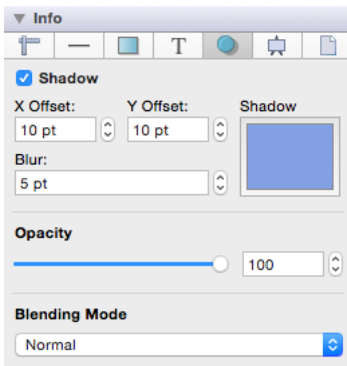
color change will apply to all subsequently created figures.

Changes made to this attribute are only reflected on current or new figures within the drawing canvas when the **Shadow** option has been enabled. Click on the box next to the shadow label to enable/disable this option. Refer to the screenshots below:

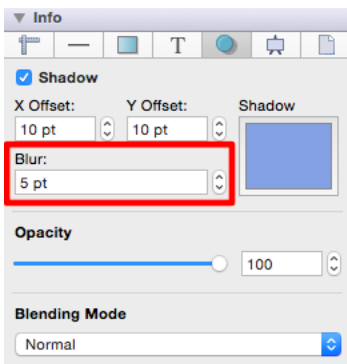


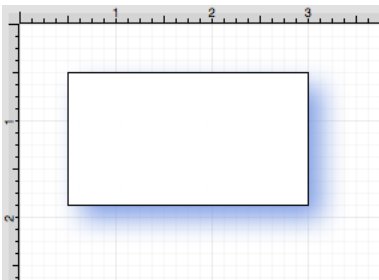
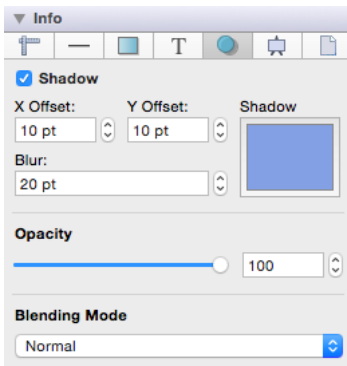
The **X Offset** and **Y Offset** attributes set the offset of the shadow in the X axis and Y axis. Type a value in the text field or use the "Up" or "Down" Buttons to alter the shadow offset for a figure(s). In the example below, the **X** and **Y Offset** has been changed to 10 points.



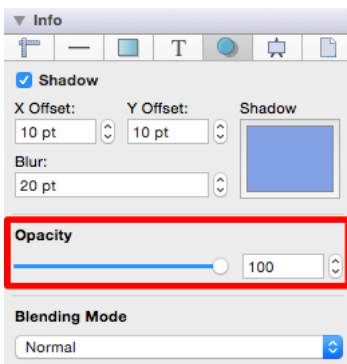


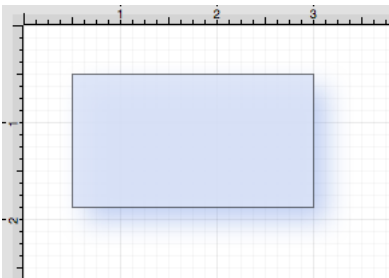
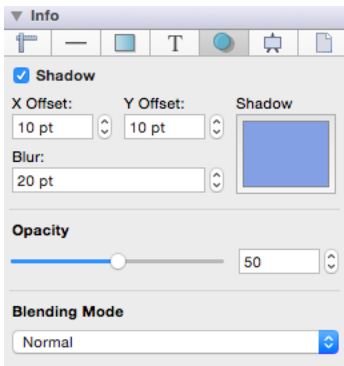
The **Blur** attribute sets the amount of blur applied to the shadow. Type in a number in the text field or use the "Up" or "Down" Buttons to alter the **Blur** value for the shadow. In the example below, the **Blur** value has been changed to 20 points.



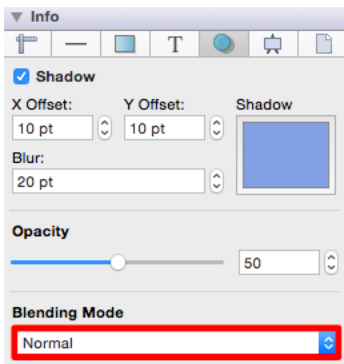


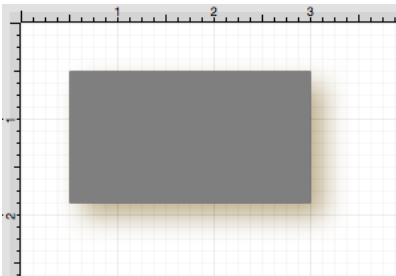
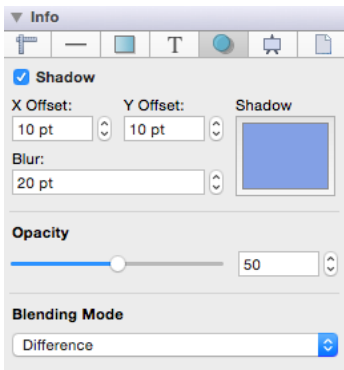
Use the **Opacity** slider, text field, or "Up" and "Down" Buttons to alter the opaqueness (opposite of transparency) of a selected color. In the example below, the **Opacity** has been changed to 50.



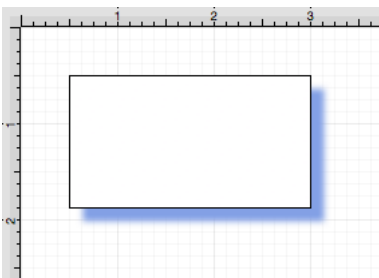
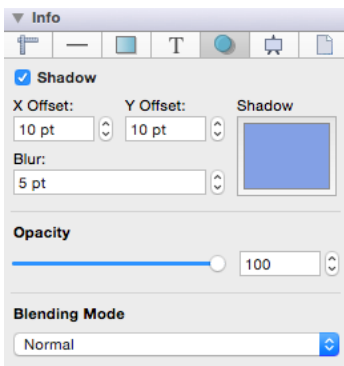


The **Blending Mode** drop-down menu can be used to set the style of blend applied to a figure(s). In the example below, the **Difference** blending mode has been chosen.





The following example shows a rectangle with the **Shadow Color** set to blue and the **X/Y Offsets** set to 10 points.

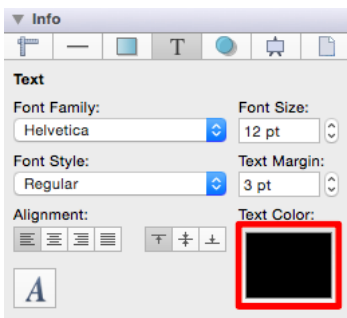


6.3.5. Text Color

The **Text Color** of a selected figure can be changed to meet a desired preference. This attribute can be altered in one of the following ways:

1

In the **Text** tab of the **Info** portion of the **Sidebar**, click on the color well to bring up the [standard OS X color picker](#). If the color picker is already visible then TouchDraw will inform the color picker that it's value and changes should be associated with the text color.

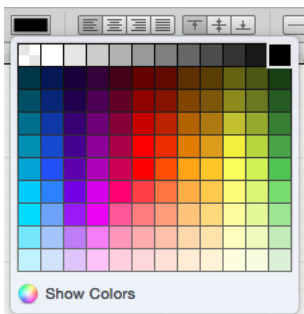


2

Use the **Text Color** button located in the **Format Bar**.



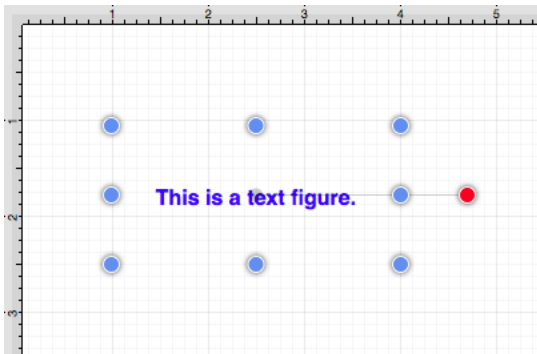
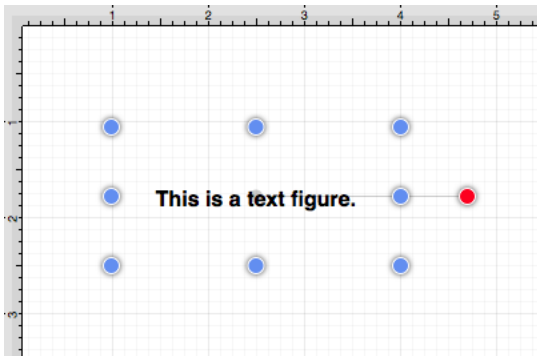
A popup menu showing standard color choices will be shown after the **Text Color** button is pressed, as shown in the image below.



Click on a desired color to select it or click on the **Show Colors** button at the bottom to bring up the [standard OS X color picker](#). As with selecting the color well described in step 1, if the color picker is already visible then TouchDraw will simply inform the color picker that it's value and changes should be associated with the stroke color.

3

The example below shows a [Text Figure](#) that has been changed to a blue Font.



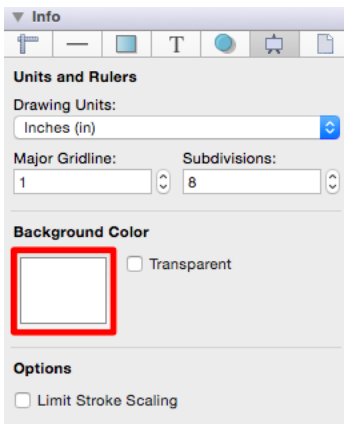
Note: A color change will be seen instantaneously when text is [selected](#). If text has not been selected, the color change will apply to all subsequent text entries.

6.3.6. Canvas Background Color

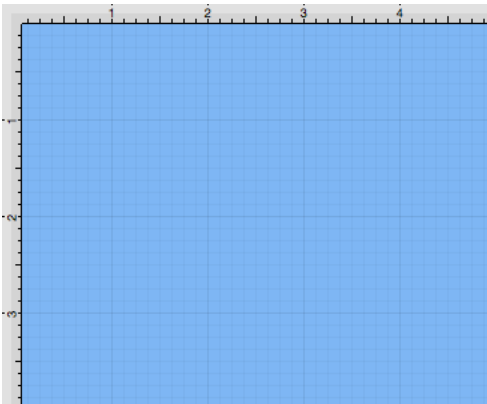
The **Canvas Background Color** can be changed to meet a desired preference. Follow the steps below to alter this attribute:

In the **Canvas** tab of the [Info](#) portion of the [Sidebar](#), click on the color well to bring up the [standard OS X color](#)

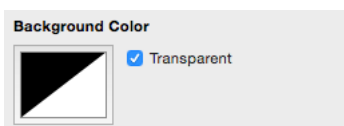
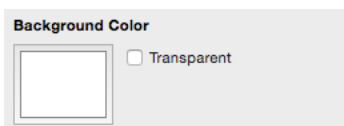
[picker](#) . If the color picker is already visible then TouchDraw will inform the color picker that it's value and changes should be associated with the canvas background color.



The image below shows the drawing canvas after the **Canvas Background Color** has been set to light blue.



A color change will be seen instantaneously when the transparent option is disabled. The drawing canvas will continue to appear white if the transparent option has been enabled. Refer to the screenshots below:



6.3.7. Standard Color Picker

The **OS X Standard Color Picker** is an available tool for setting [figure](#), [stroke](#), [shadow](#), and [text](#) color for objects within the drawing canvas. It can also be used to set the drawing [canvas background color](#).



This standard Mac tool supplies five ways to select a color and set its associated attributes.

- Color Wheel Pane (as shown above)
- Sliders Pane
- Palette Picker
- Image Palette
- Crayon Color Box

The **Color Wheel Pane** allows for selection of a hue and the amount of saturation from a wheel. It contains a slider bar to the right of the wheel for setting the brightness of a selected hue and an opacity slider at the bottom for setting the degree of color transparency. The **Sliders Pane** can be used to set the degree of a hue, the percentage of a particular color within a hue selection, or the percentage values for the selected hue's saturation, brightness, and opacity attributes. Use the **Palette Picker** to select a hue from currently supported palette groupings and to set its opacity. The **Image Palette** defaults to spectrum; however, an image can be pulled in from any file and used for color selection. Use the **Crayon Color Box** to select a standard color and alter its opacity value.

The **OS X Standard Color Picker** can be opened in one of the following ways:

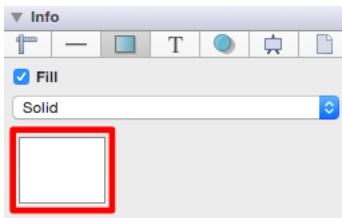
1

Click on the [View Menu](#) and choose **Show Colors**.



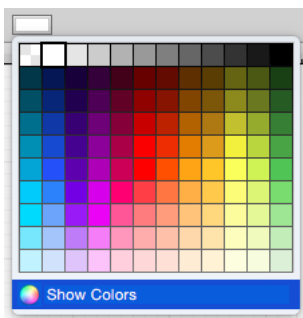
2

Click on the **color well** of a desired attribute in the [Sidebar](#).



3

Select a color well in the [Format Bar](#) and click on **Show Colors**.



4

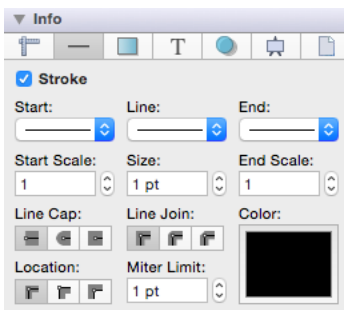
Use the **Command-C**[keyboard shortcut](#).

6.4. Handling Strokes

TouchDraw provides multiple options for altering the attributes of a stroke (line) for existing or new figures(s) within the drawing canvas. **Stroke** attributes are accessible through the [Info](#) of the [Sidebar](#) and can be used to change:

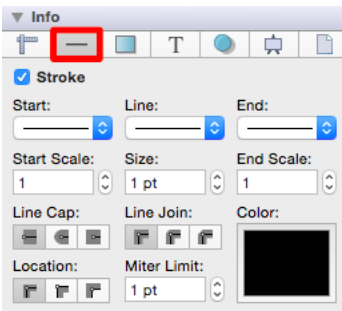
- [Stroke Size](#)
- [Start or End Scale](#)
- [Line or Endpoint Styles](#)
- [Line Caps](#)
- [Line Joins](#)
- [Line Location](#)
- [Line Colors](#)

The **Stroke Tab** appears as shown below:

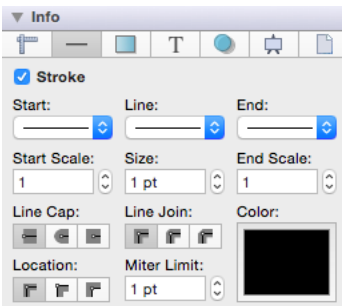
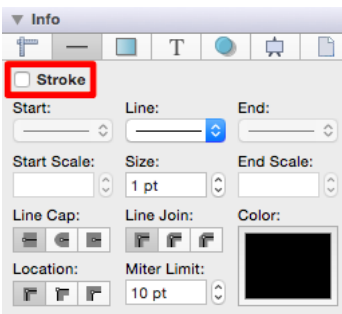


6.4.1. Stroke Visibility

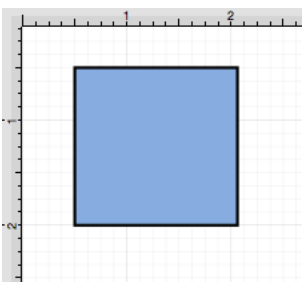
The **Stroke Visibility** option is an **On/Off** toggle used to set the visibility of strokes/lines of a figure(s). If the visibility option is turned off, the border/line of a selected or added figure(s) is not drawn at all. The **Stroke Visibility** toggle is accessed by clicking on the [Stroke Tab](#) in the [Sidebar](#), as shown below:

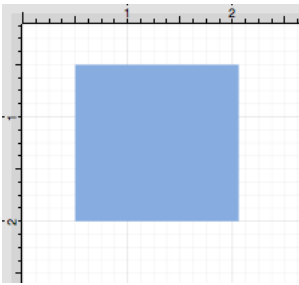


Click on the checkbox next to the **Stroke** label to enable or disable the **Stroke Visibility** option.



If **Stroke Visibility** is on, an outline around the figure will be present and if it is off and **Fill Visibility** is on, the figure will appear with no border, as shown below:

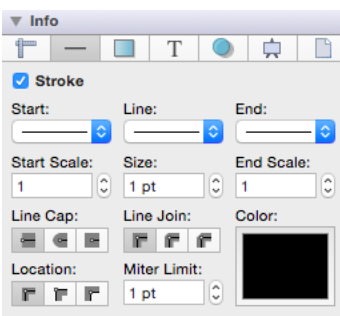
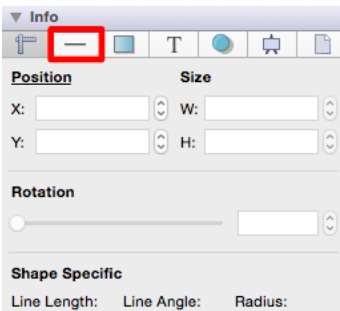




Note: Stroke attribute changes will not be reflected in a selected or added figure(s) until this option has been enabled.

6.4.2. Stroke Style

The **Stroke Style** or line dash pattern and end decorations of a figure can be altered by clicking on the [Stroke Tab](#) in the [Sidebar](#), as shown below.



The **Stroke Style** of a line can also be changed by using the [Format Bar](#).

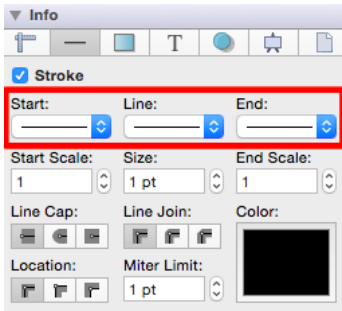


The [Stroke Visibility](#) option must be enabled for a **Stroke Style** change to appear in the [Drawing Canvas](#).

To alter the **Stroke Style** of a currently selected figure(s) or new figure(s):

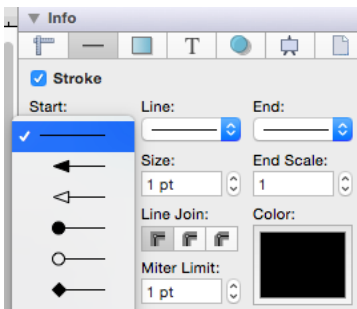
1

Click on the desired section (Start, Line, or End) of the **Line Style** section in the **Stroke Tab**.



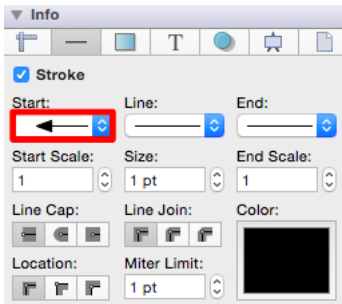
2

Select a style from the **Start**, **Line**, or **End** drop-down menus. In this example, the `_Start Stroke Style_` is altered.

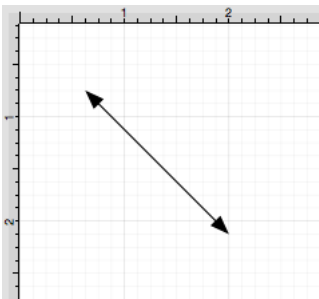
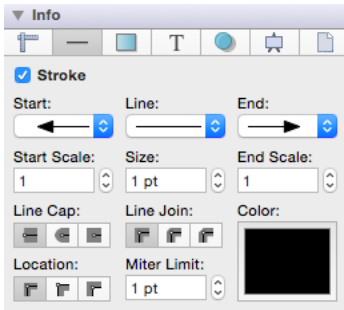


3

The new selection will appear in the **Stroke Panel**.



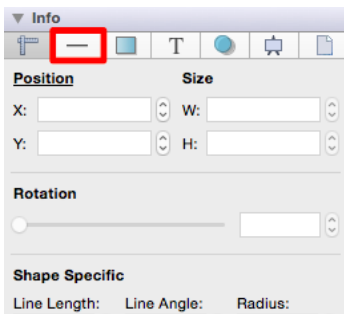
For example, a [Line](#) with an arrowed **Start** and **End Style** and a [Stroke Size](#) of 3 would appear as shown below:

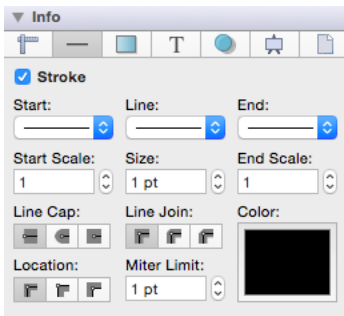


Note: A line style change will be seen instantaneously when a stroke figure is [selected](#). If no figures have been selected, the line style change will apply to all subsequently created stroke figures.

6.4.3. Start/End Scale

The **Start** or **End Scale** for the [Stroke Style](#) of a figure can be altered by clicking on the [Stroke Tab](#) in the [Sidebar](#), as shown below.



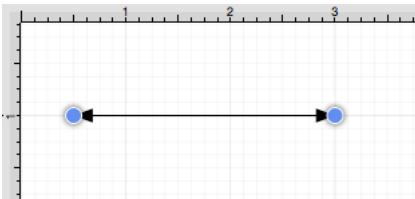


The [Stroke Visibility](#) option must be enabled for a **Start/End Scale** change to appear in the [Drawing Canvas](#).

To alter the **Start/End Scale** of a currently selected figure(s) or new figure(s):

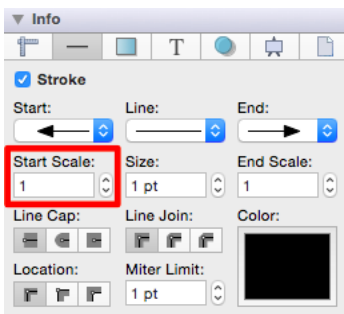
1

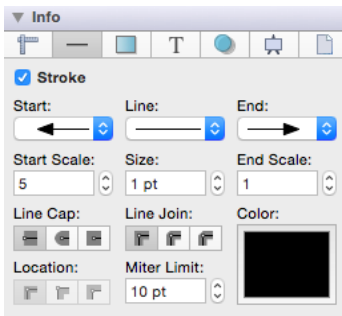
Click on the figure to make a selection and alter the start/end scale for a single figure or simply change the value within **Stroke Tab** to change it for all new figures within the drawing.



2

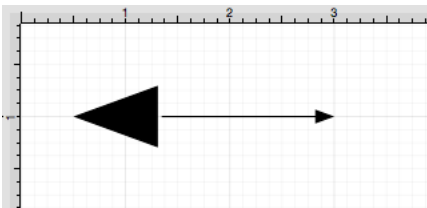
The **Start Scale** can be used to change the size of the **Start Line** for a figure. Click on the text field to type in a value or use the "Up" or "Down" Buttons to change the value by 1. In this example, the value has been changed to 5.





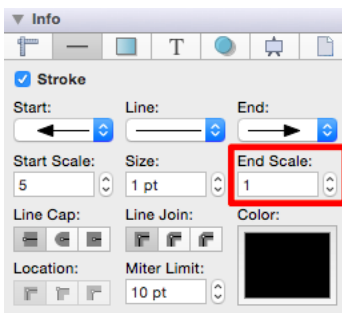
3

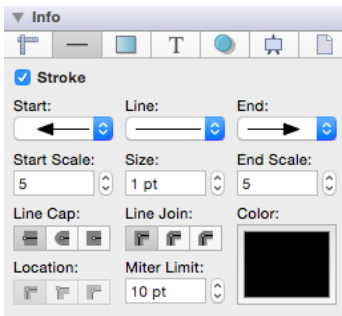
The figure will appear as shown below when the **Start Scale** has been altered.



4

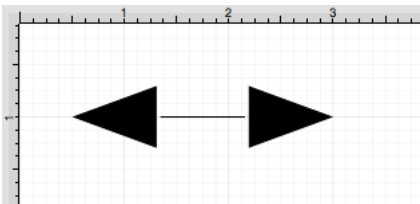
The **End Scale** can be used to change the size of the **End Line** for a figure. Click on the text field to type in a value or use the "Up" or "Down" Buttons to change the value by 1. In this example, the value has been changed to 5.





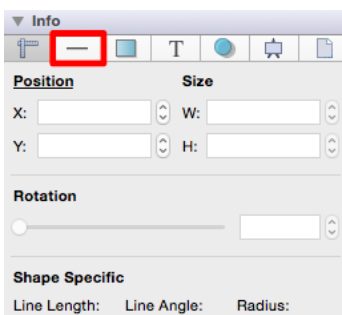
5

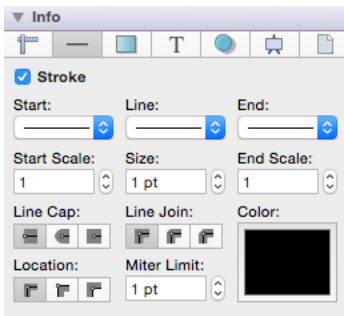
The figure will appear as shown below after both the **Start** and **End Scale** values have been changed.



6.4.4. Stroke Size

The **Stroke Size** of a figure (width of a stroke *in pixels*) can be altered by selecting the [Stroke Tab](#) in the [Sidebar](#), as shown below.



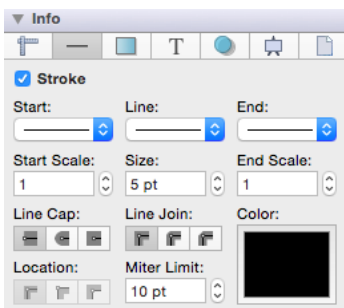
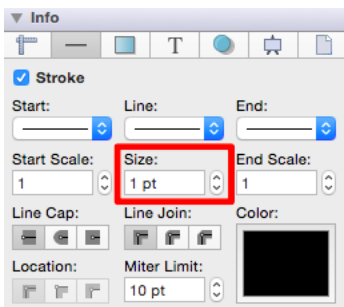


The **Stroke Size** may also be altered through the [Format Bar](#).



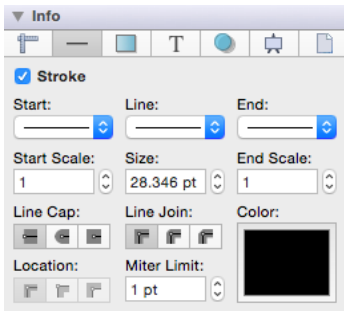
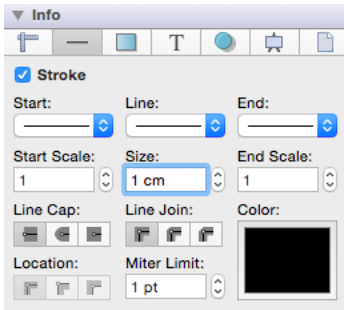
The [Stroke Visibility](#) option must be enabled for a **Stroke Size** change to appear in the [Drawing Canvas](#).

To alter the **Stroke Size**, click on the "Up" or "Down" arrow buttons next to the text entry field to increase or decrease the size by increments of one or click on the text entry field to open the text editor and type in a value.

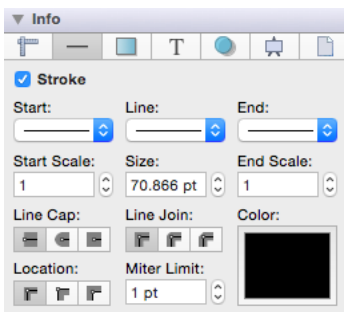
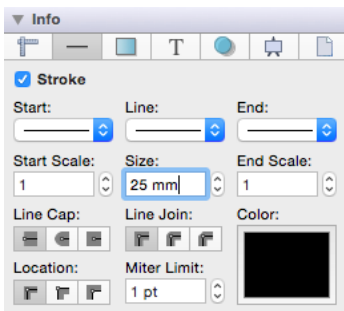


The **Stroke Size** attribute provides the ability to convert other measurements (Pixels, Millimeters, Centimeters, Inches, Feet, Meters, Kilometers, Yards, etc.) into points.

For example, if 1 centimeter (cm) is typed into this field, it will automatically be converted to its equivalent in points when the **Enter Key** is pressed or you click in another area of the application.



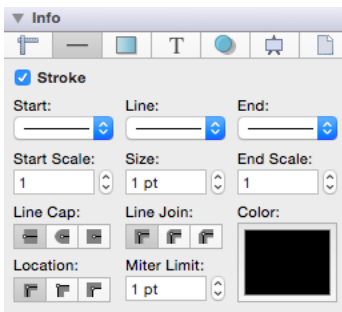
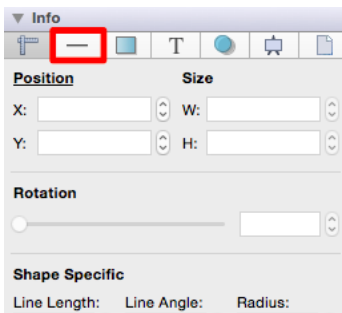
If 25 millimeters (25 mm) is entered as the **Stroke Size**, it will be converted to 70.866 points.



Note: A size change will be seen instantaneously when a stroke figure is [selected](#). If no figures have been selected, the size change will apply to all subsequently created stroke figures.

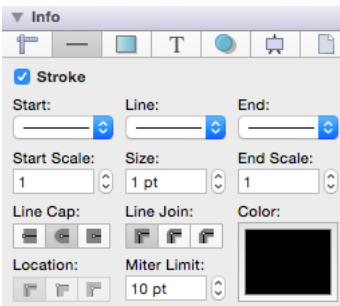
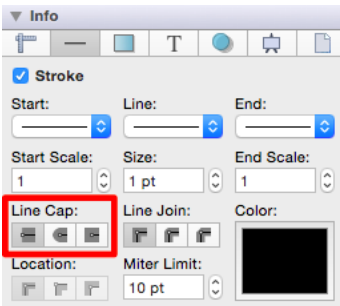
6.4.5. Line Cap

The **Line Cap** (Butt, Rounded, or Square) of a figure can be altered by clicking on the [Stroke Tab](#) in the [Sidebar](#), as shown below.

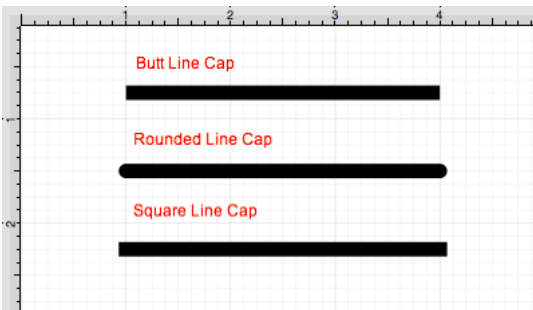


The [Stroke Visibility](#) option must be enabled for a **Line Cap** change to appear in the [Drawing Canvas](#).

To alter the ****Line Cap Type,****click on one of the choices (Butt, Rounded, or Square) under the line cap heading. The selection will appear in dark grey as a visual indicator of the currently active line cap type.



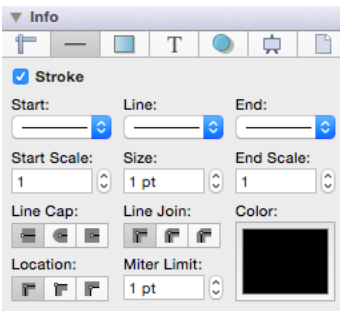
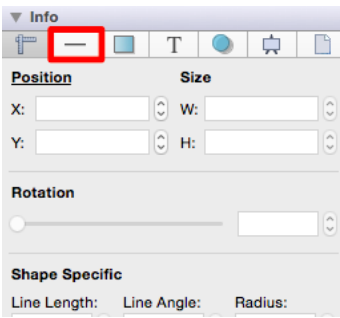
For example, the image below shows what a [Line](#) would look like with a **Butt**, **Rounded**, and **Square Line Cap**.



A line cap change will be seen instantaneously when a stroke figure is [selected](#). If no figures have been selected, the line cap change will apply to all subsequently created stroke figures.

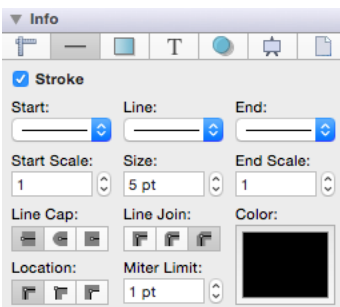
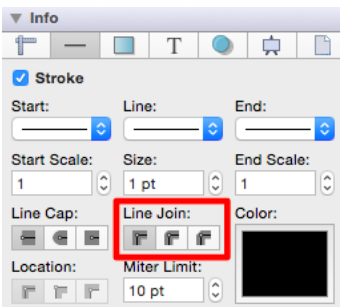
6.4.6. Line Join

The **Line Join** (Mitered, Rounded, or Bevelled) of a figure can be altered by clicking on the [Stroke Tab](#) in the [Sidebar](#), as shown below.

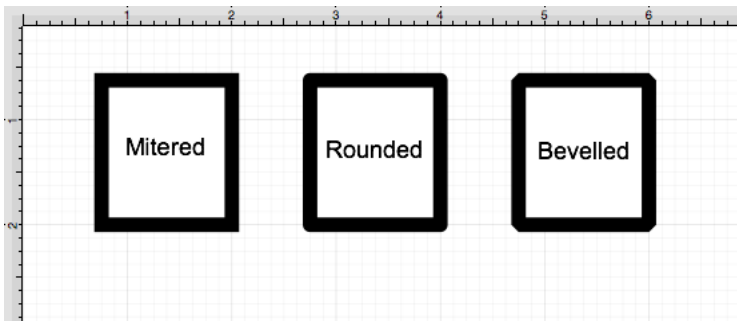


The [Stroke Visibility](#) option must be enabled for a **Line Join** change to appear in the [Drawing Canvas](#).

To alter the **Line Join Type**, click on one of the choices (Mitered, Rounded, or Bevelled) under the line join heading. The selection will appear in dark grey as a visual indicator of the currently active line join type.



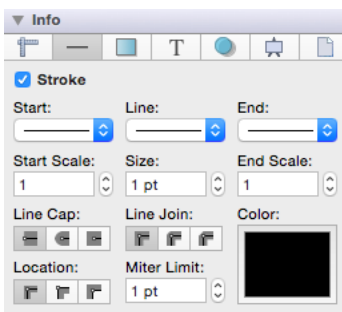
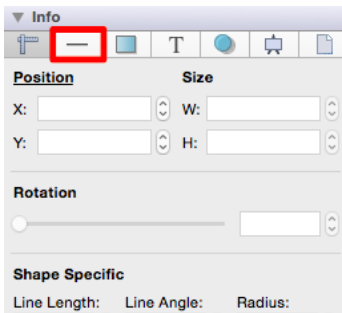
The image below shows what a [Square](#) would look like with a **Mitered**, **Rounded**, and **Bevelled Line Join**.



A line join change will be seen instantaneously when a stroke figure is [selected](#). If no figures have been selected, the line cap change will apply to all subsequently created stroke figures.

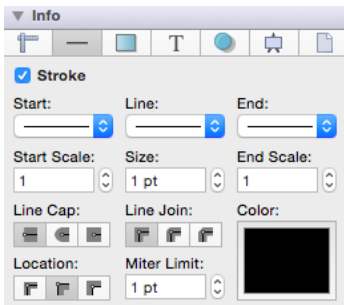
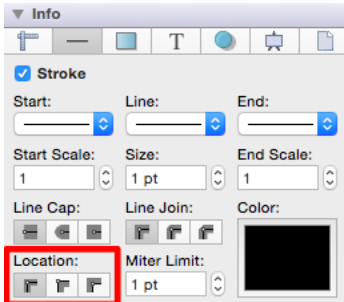
6.4.7. Line Location

The **Line Location** of a figure can be altered by clicking on the [Stroke Tab](#) in the [Sidebar](#), as shown below.

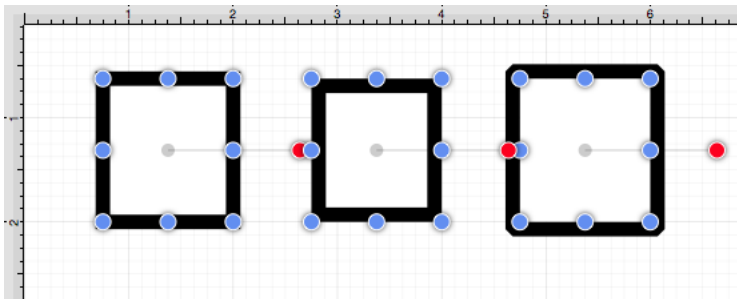


The [Stroke Visibility](#) option must be enabled for a **Line Location** change to appear in the [Drawing Canvas](#).

To alter the **Line Location**, click on one of the choices under the line location heading. The selection will appear in dark grey as a visual indicator of the currently active line location setting.



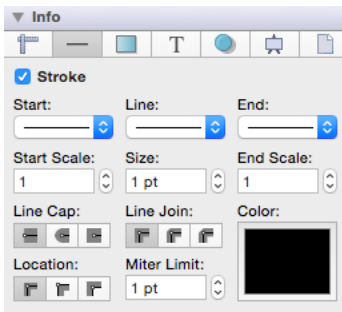
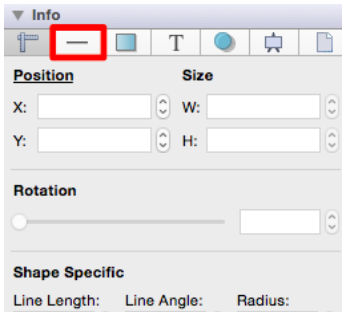
The example below shows what a [Rectangle](#) looks like when each **Line Location** choice is selected: *Center*, *Outside*, and *Inside*.



A line location change will be seen instantaneously when a stroke figure is [selected](#). If no figures have been selected, the line join change will apply to all subsequently created stroke figures.

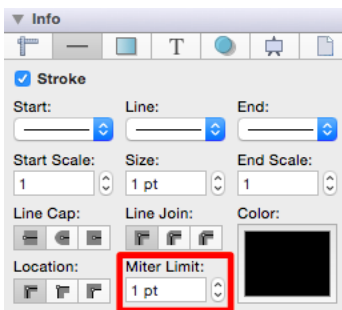
6.4.8. Miter Limit

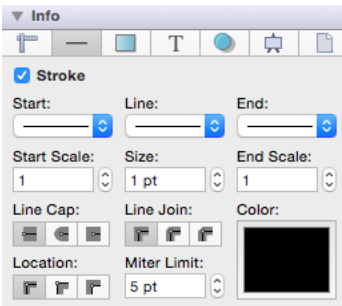
The **Miter Limit** attribute can be used to set the angle of connected line segments where they join. The join will be more jagged or sharp depending on the entered or selected value. Miter limits are relative to stroke size and become increasingly noticeable for line segments with increased thickness. The **Miter Limit** of a stroke (or line) can be altered by selecting the [Stroke Tab](#) in the [Sidebar](#), as shown below.



The [Stroke Visibility](#) option must be enabled for a **Miter Limit** change to appear in the drawing canvas.

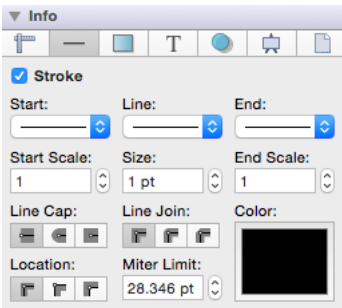
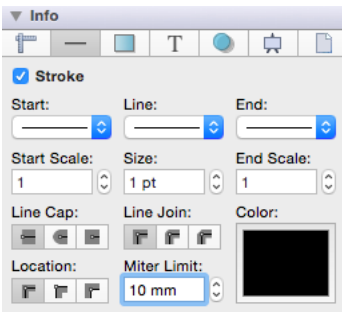
To alter the **Miter Limit**, click on the "Up" or "Down" arrow buttons next to the text entry field to increase or decrease the miter limit by increments of one or click on the text entry field to open the text editor and type in a value.



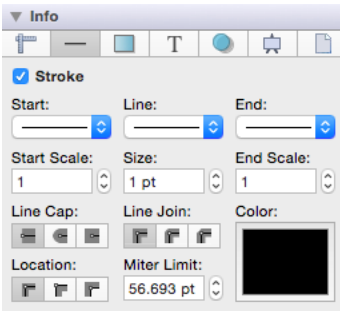
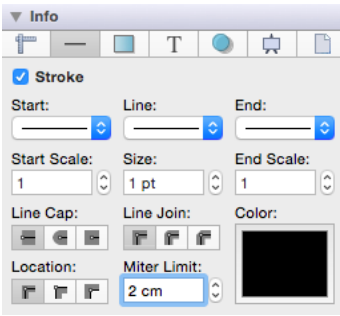


The **Miter Limit** attribute provides the ability to convert other units of measurement (Pixels, Millimeters, Centimeters, Feet, Meters, Kilometers, Yards, etc.) into points.

For example, if 10 millimeters (mm) is typed into this field, it will automatically be converted to its equivalent in points when the **Enter Key** is pressed or you click in another area of the application.



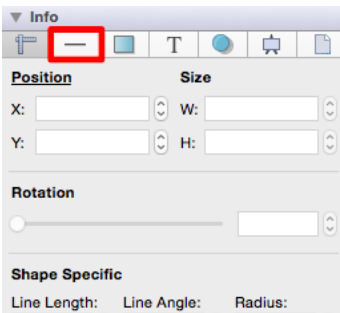
If 2 centimeters (2 cm) is entered as the **Miter Limit**, then it will be converted to 56.693 points.

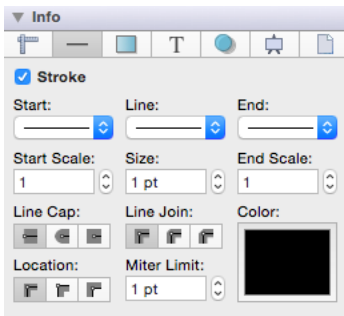


A miter limit change will be seen instantaneously when a stroke figure is [selected](#). If no figures have been selected, the line cap change will apply to all subsequently created stroke figures.

6.4.9. Line Color

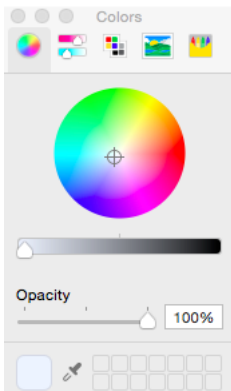
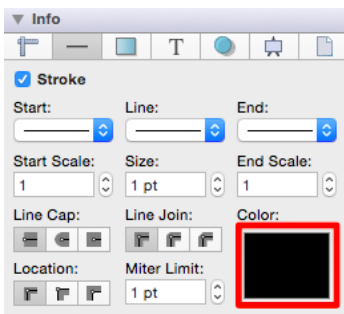
A figure must be [selected](#) to alter the **Line Color** of a stroke. In the [Stroke Tab](#) of the [Sidebar](#), as shown below.



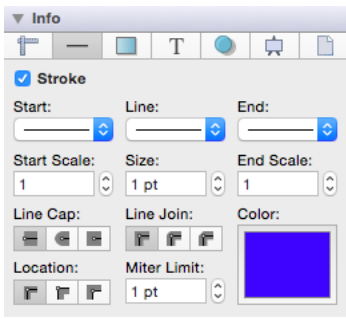


The [Stroke Visibility](#) option must be enabled for a **Line Color** change to appear in the drawing canvas.

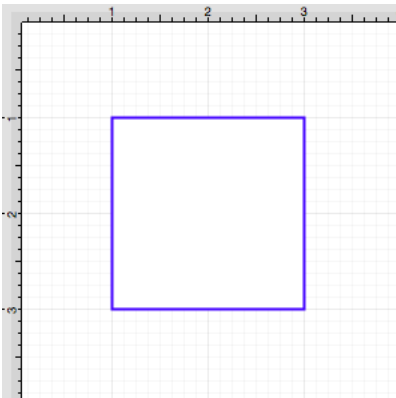
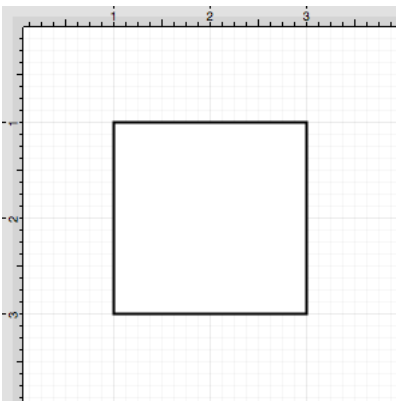
To alter the **Line Color** of a selected figure(s) or new figures, click on the color well to bring up the [standard OS X color picker](#). If the color picker is already visible then TouchDraw will inform the color picker that it's value and changes should be associated with the line color.



Select a color from the **standard OS color picker** and then close it.



The example below shows a figure with a white fill, stroke size of 2, and the line color set to blue.



Note: A color change will be seen instantaneously when a figure is [selected](#). If a figure has not been selected, the color change will apply to all subsequent text entries.

6.5. Handling Text

TouchDraw provides multiple options for changing the text attributes of figures that are capable of displaying text. The **Text Tool** can be used to add a text box anywhere on the **Drawing Canvas**. Text may also be added as part of these shapes:

- **Rectangles**
- **Rounded Rectangles**
- **Ovals**
- **Circles**
- **Polygons**
- **Closed Paths (Custom Shapes)**

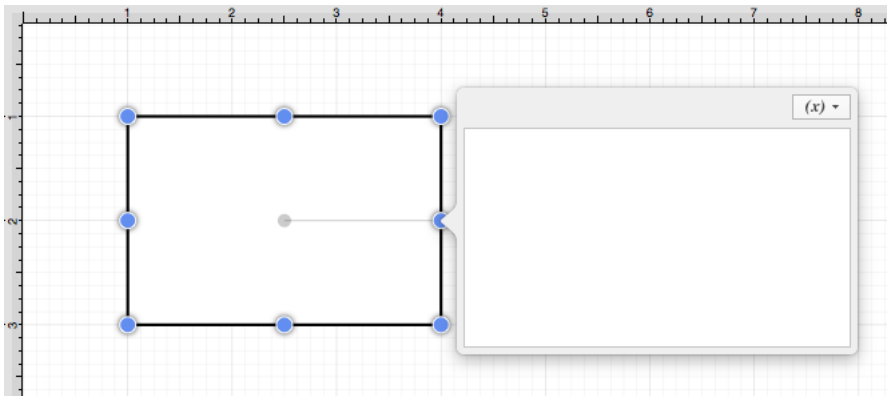
The attributes for entered text can be changed to meet specific preferences and include:

- **Font Family**
- **Font Size**
- **Font Style**
- **Font Color**
- **Text Alignment**
- **Text Margin**

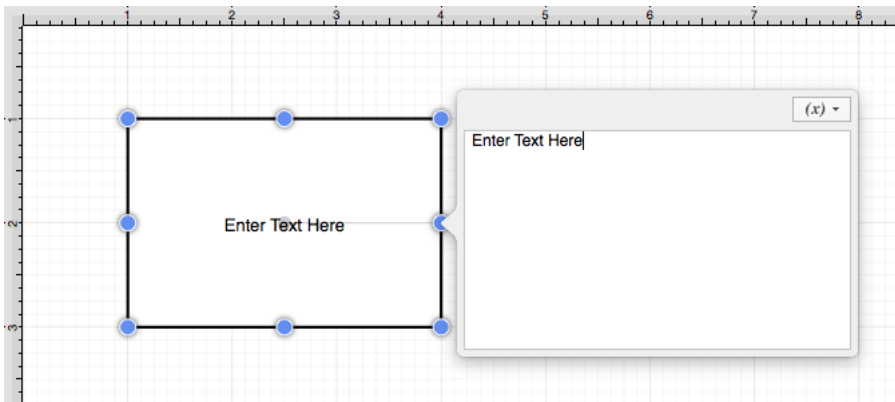
Variables may also be used to input a certain pre-formatted value as part of the displayed text within a figure.

6.5.1. Editing Text

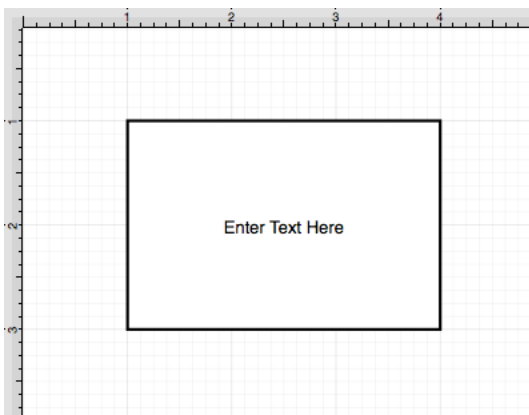
The **Text Editor Popover** must be opened to edit the text content of a **selected** figure. Double click on a figure to bring up the **Text Editor**.



Entered text will be reflected within the drawing view in realtime to provide instant feedback regarding how it will appear, wrap, etc.. within the figure.



Click in any location outside of the supplied popover to dismiss the editor.

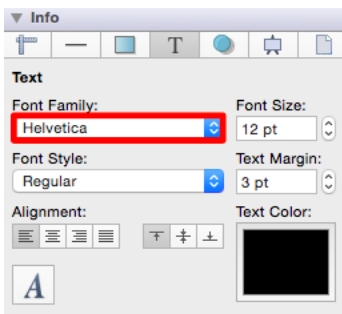
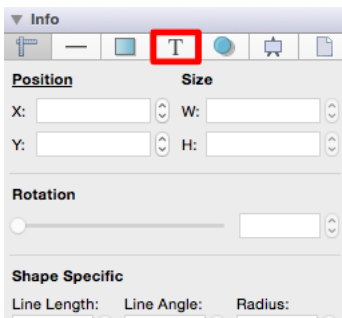


6.5.2. Font Family

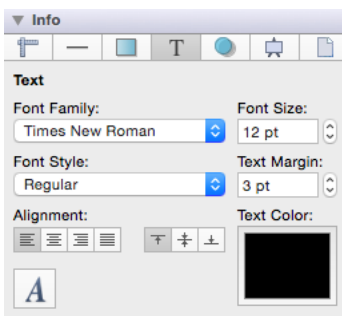
A figure must be [selected](#) to alter the **Font Family** of entered text. Use one of the following methods to change the font family for a selected figure(s):

1

Select the **Text** tab located in the [Info](#) portion of the [Sidebar](#) and click on the **Font Family** drop down menu.



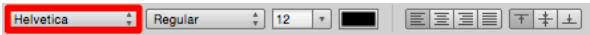
Click on a family name in the provided list to make a selection and the drop down menu will close automatically. The selection will appear in the **Font Family** section of the [Text Tab](#), as shown below.



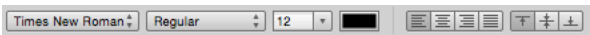
In the above example, the **Font Family** was changed from Helvetica to Times New Roman.

2

Select the **Font Family** drop down menu located in the [Format Bar](#).

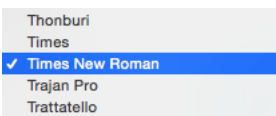


Click on a family name in the provided list to make a selection and the drop down menu will close automatically. The selection will appear in the **Font Family** section of the [Format Bar](#) and will be applied to the selected figures as well as new text additions.



In the above example, the **Font Family** was changed from Helvetica to Times New Roman.

The currently applied **Font Family** will have a checkmark next to its name, as shown below.

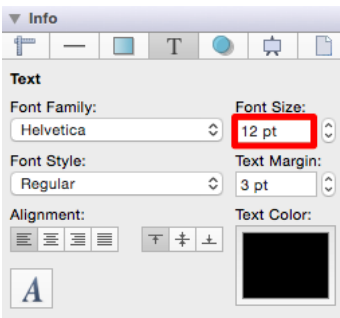
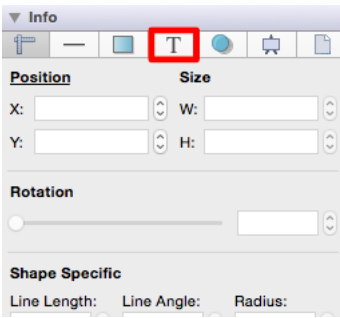


6.5.3. Font Size

A figure must be [selected](#) to alter the **Font Size** of entered text. Use one of the following methods to change the font size for a selected figure(s):

1

Click on the **Text** tab located in the [Info](#) portion of the [Sidebar](#).



Use the "up" or "down" selection buttons to alter the size or click on the actual field to make a keyboard entry.

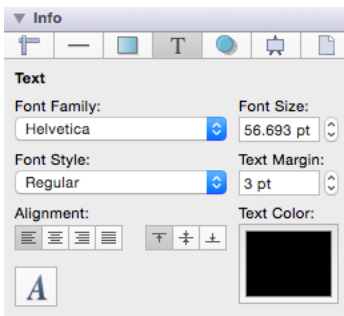
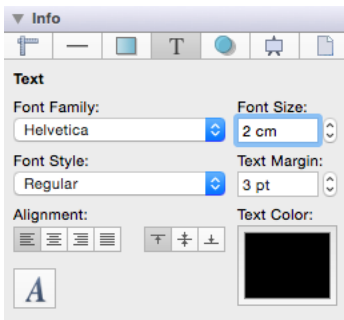
2

Click on the **Font Size** drop down menu located in the [Format Bar](#). Use the drop down size menu button or click on the actual field to make a keyboard entry.

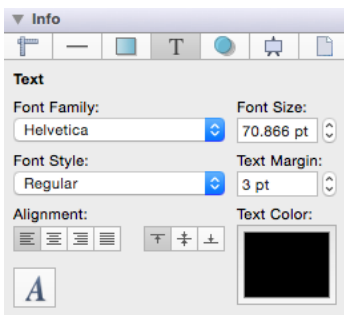
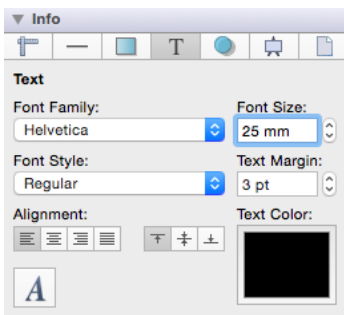


The **Font Size** attribute provides the ability to convert a different unit of measurement (Pixels, Millimeters, Centimeters, Meters, Kilometers, Feet, etc.) into their equivalent measurement in points. To use the conversion feature, simply type in the value for the unit of measurement and its abbreviation (px, mm, cm, m, km, ft, etc.) and then press the **Enter Key** or click in another area of the application.

In the example below, the **Font Size** value has been entered as 2 centimeters (cm), which is equivalent to 56.693 points.



If the **Font Size** is entered as 25 millimeters (25 mm), it is converted to 70.866 points.

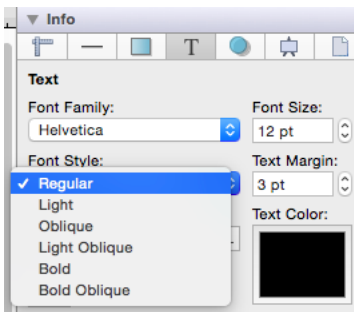
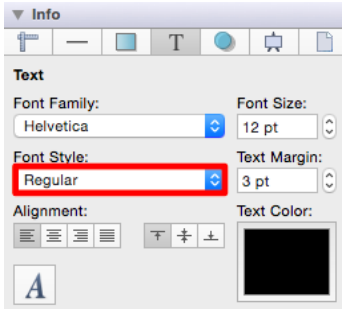


6.5.4. Font Styles

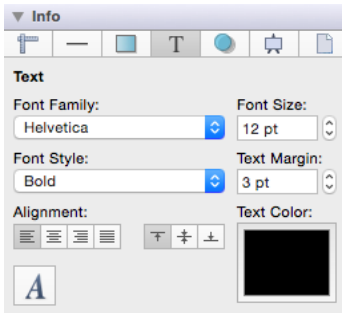
A figure must be [selected](#) to alter the **Font Style** of entered text. Use one of the following methods to change the font style for a selected figure(s):

1

Select the **Text** tab located in the [Info](#) portion of the [Sidebar](#). Click on the **Font Style** selection drop down menu.



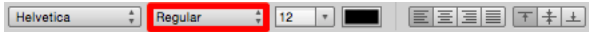
Click on a style to make a selection and the drop down menu will close automatically. The selection will appear in the **Font Style** section of the [Text Tab](#), as shown below.



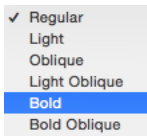
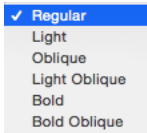
In the above example, the **Font Style** was changed from Regular to Bold.

2

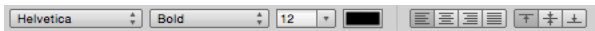
Select the **Font Style** drop down menu located in the [Format Bar](#).



Click on a style to make a selection and the drop down menu will close automatically.



The selection will appear in the **Font Style** section of the [Format Bar](#) and will be applied to the selected figures as well as new text additions. In this example, the **Font Style** was changed from Regular to Bold.



The currently selected style will have a checkmark next to its name, as shown below.

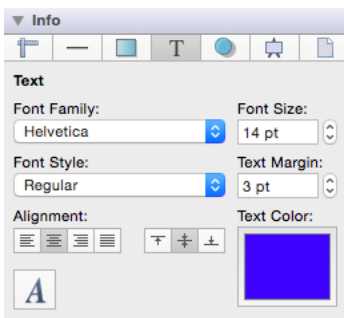
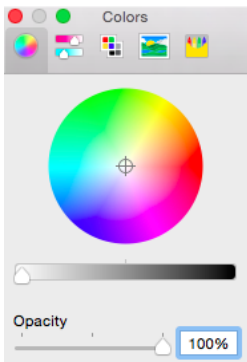
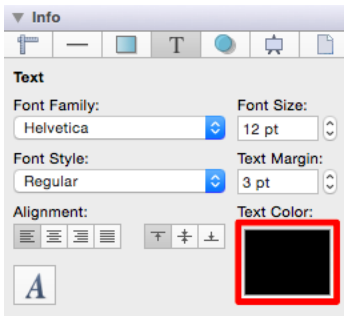


6.5.5. Font Color

A figure must be [selected](#) to alter the **Font Color** of entered text. Use one of the following methods to change the font color for a selected figure(s):

1

In the **Text** tab of the [Info](#) portion of the [Sidebar](#), click on the color well to bring up the [standard OS X color picker](#). If the color picker is already visible then TouchDraw will inform the color picker that it's value and changes should be associated with the font color.

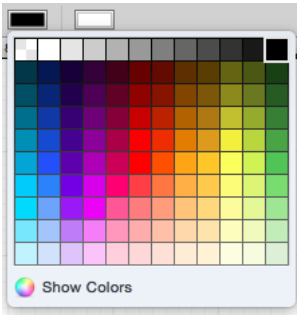


2

Use the **Text Color** button located in the [Format Bar](#).

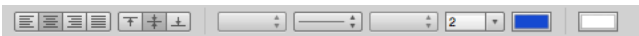


A popup menu showing standard color choices will be shown after the **Text Color** button is pressed, as shown in the image below.



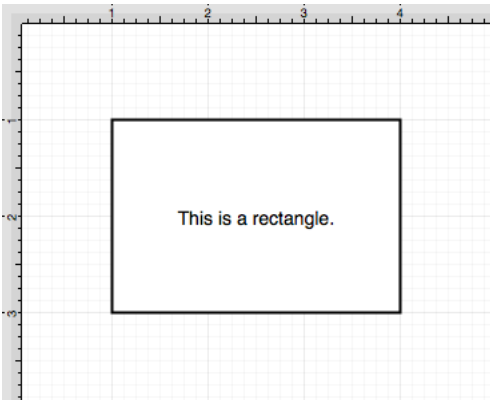
Click on a desired color to select it or click on the **Show Colors** button at the bottom to bring up the [standard OS X color picker](#). As with selecting the color well described in step 1, if the color picker is already visible then TouchDraw will simply inform the color picker that it's value and changes should be associated with the stroke color.

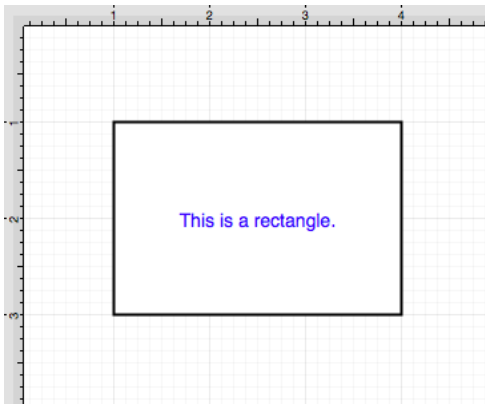
The selection will appear in the **Text Color** section of the [Format Bar](#).



3

The example below shows a figure with text that has been changed from black to blue.





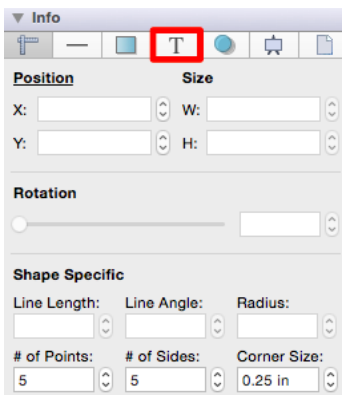
Note: A color change will be seen instantaneously when a figure is [selected](#). If a figure has not been selected, the color change will apply to all subsequent text entries.

6.5.6. Text Alignment

The **Text Alignment** option alters the vertical and horizontal positioning of text within its bounding box. A figure must be [selected](#) to alter the alignment position of entered text. To change the text alignment position within a selected figure(s):

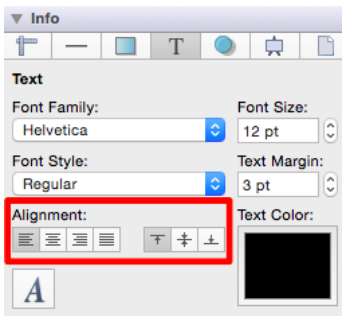
1

Select the **Text** tab located in the [Info](#) portion of the [Sidebar](#).



2

Click on a horizontal or vertical alignment button to make a selection.

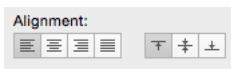


3

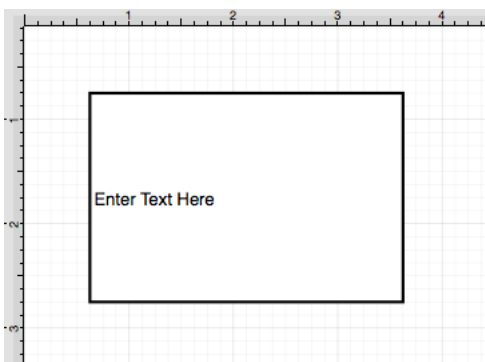
The alignment of text can also be changed by using the [Format Bar](#).

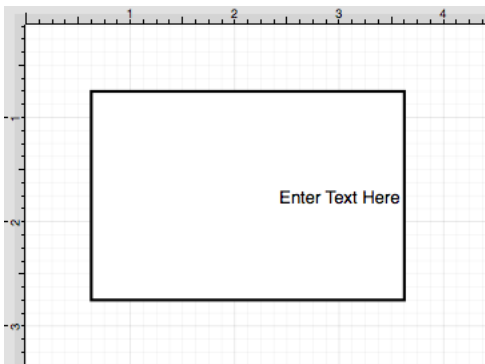


The currently selected horizontal and vertical alignment choices will appear dark gray, as shown below.



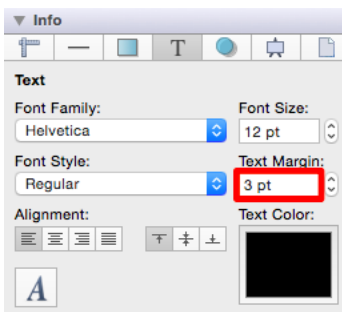
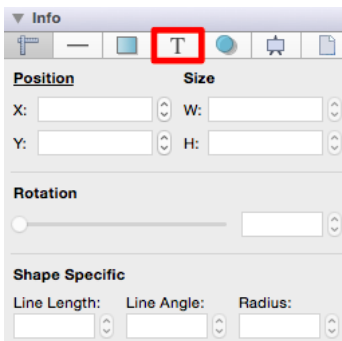
The following example shows the alteration of text within a figure from a left horizontal alignment to a right horizontal alignment.





6.5.7. Text Margin

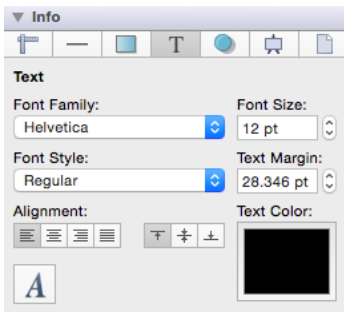
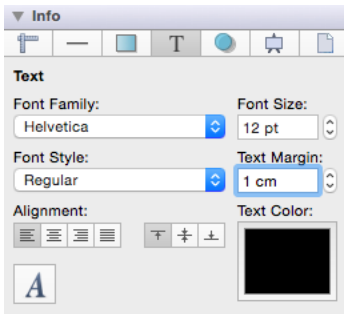
A figure must be [selected](#) to alter the **Text Margin** of entered text. Click on the **Text** tab located in the [Info](#) portion of the [Sidebar](#). Use the "up" or "down" selection buttons to alter the margin value or click on the actual field to make a keyboard entry.



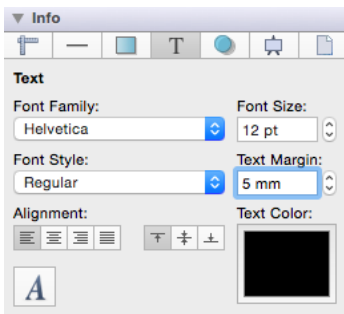
The **Text Margin** attribute provides the ability to convert alternative units of measurement (Pixels, Millimeters, Centimeters, Meters, Kilometers, Feet, etc.) into their equivalent measurement in points. To use the conversion feature, simply type in a number value and the abbreviation for the desired unit of measurement

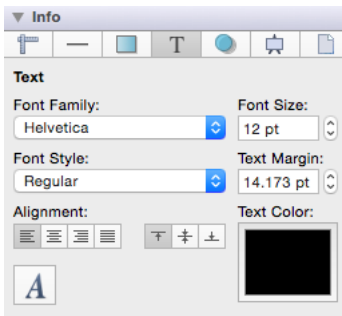
(px, mm, cm, m, km, ft, etc.) and then press the **Enter Key** or click in another area of the application.

In the example below, the **Text Margin** value has been entered as 1 centimeter (1 cm), which is equivalent to 28.346 points.

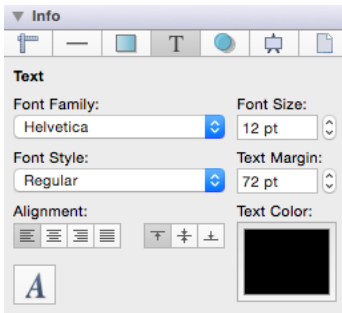
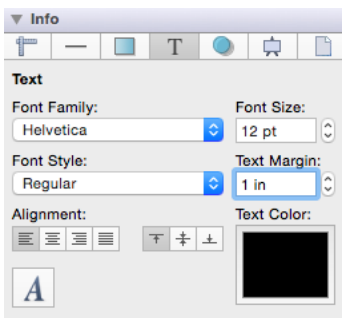


In this example, the **Text Margin** is entered as 5 millimeters (5 mm) and is converted to 14.173 points.





If you enter 1 inch (1 in) as the **Text Margin**, then it will be converted to 72 points (1 inch = 72 points).



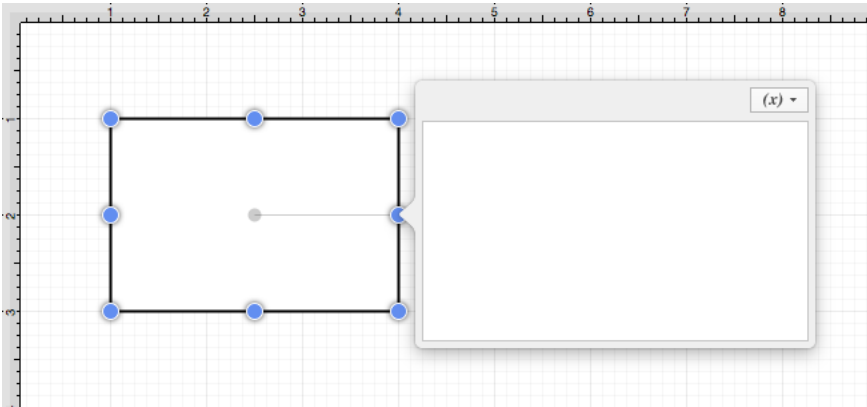
6.5.8. Adding Variables to Text

A **Variable** can be added to text within a figure through the **Text Editor Popup Window** by hand keying the desired variable as part of the text or completing an insertion with the **Variable Popup Menu**.

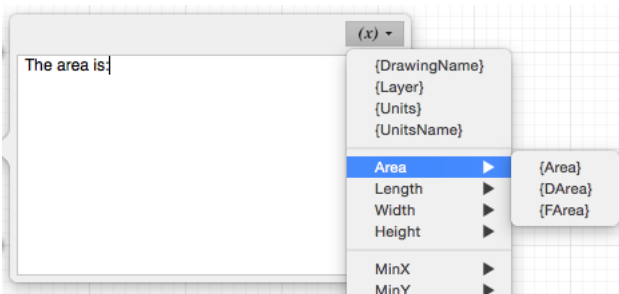
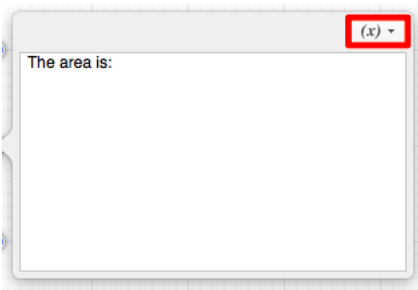
On a subsequent page, there is a [list of available variables](#).

In the following example, the **Area** variable is included as part of the [selected](#) rectangle's text.

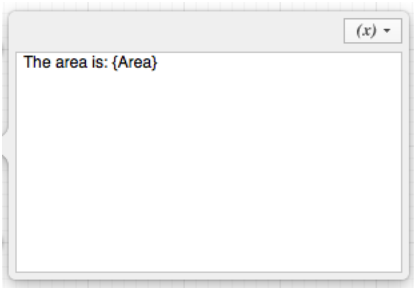
Double Click on a desired figure to open the **Text Editor**.



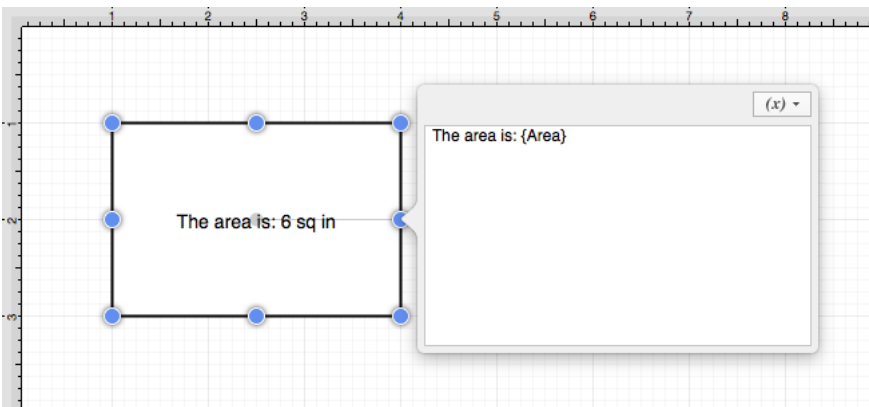
Begin entering text and then click on the **Variable Popup Menu** to select a currently [supported variable](#) from the provided list.



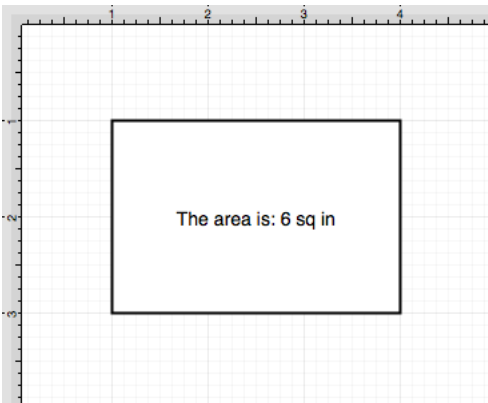
The variable will appear in the **Text Editor Popup Window** after it has been selected.



The selected variable shows as the actual value within the selected figure as it is entered.



The final text within the selected figure appears as shown below.



6.5.8.1. Available Variables

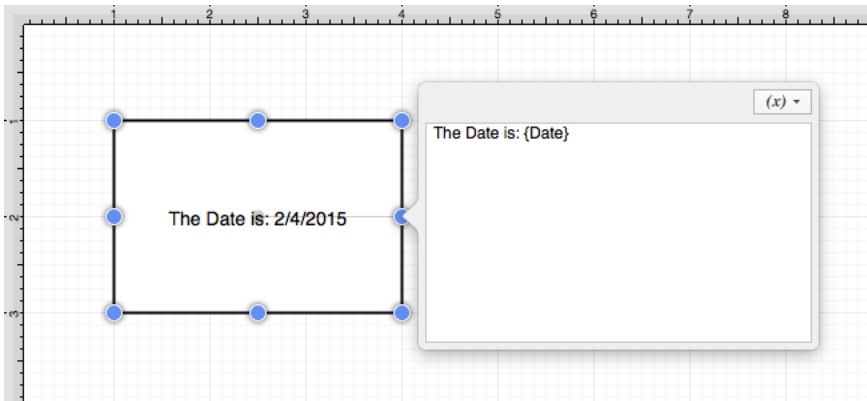
TouchDraw supports inserting **Variables** into a text area. Entered variables are replaced with the actual value

when the drawing is rendered. The table below provides a list of currently supported **Text Variables** :

Variable Name	Variable Type	Description
	Pre-formatted	The minimum X-axis position of the figure bounds + the units abbreviation.
	Pre-formatted	The maximum X-axis position of the figure bounds + the units abbreviation.
	Pre-formatted	The minimum Y-axis position of the figure bounds + the units abbreviation.
	Pre-formatted	The maximum Y-axis position of the figure bounds + the units abbreviation.
	Pre-formatted	The length of the line (if the text is added to a line or line connection) + the units abbreviation.
	Pre-formatted	The width of the figure bounds + the units abbreviation.
	Pre-formatted	The height of the figure bounds + the units abbreviation.
	Pre-formatted	The area of the figure + the units abbreviation.
	Decimal	The decimal representation (to 4 decimal points) of one of the 7 variables above where xxxx is the name of the variable. For example, {DLength} would return the decimal value of a line length.
	Fractional	The fractional representation of one of the 7 variables above where xxxx is the name of the variable. For example, {FLength} would return the fractional value of a line length.
	Pre-formatted	The name of the current drawing.
	Pre-formatted	The abbreviation of the unit of measure specified for the drawing.
	Pre-formatted	The full name of the unit of measure specified for the drawing.
	Pre-formatted	The name of the layer that the figure is currently in.
	Date	The current date.

6.5.8.2. Formatting Date Variables

By default, the `{Date}` variable will expand into a date formatted in the `mm/dd/yyyy` (or `dd/mm/yyyy` for non-US locales) format as shown in the screenshot below:



TouchDraw allows the exact formatting style to be specified in scenarios where the date must be formatted differently than the default setting. Use one of the following `{Date:format}` options to insert a desired format. Refer to the sample table below:

Variable	Description	Examples
<code>{Date:d}</code>	Default - Short Date Formatting	6/15/2009 (US) 15/06/2009 (France) 2009/06/15 (Japan)
<code>{Date:D}</code>	Long Date Formatting	Monday, June 15, 2009 (US) 15 2009 . (Russia) Montag, 15. Juni 2009 (Germany)
<code>{Date:f}</code>	Full Date/Time (short time) Formatting	Monday, June 15, 2009 1:45 PM (US) den 15 juni 2009 13:45 (Sweden) , 15 2009 1:45 (Greece)
<code>{Date:F}</code>	Full Date/Time (long time) Formatting	Monday, June 15, 2009 1:45:30 PM (US) den 15 juni 2009 13:45:30 (Sweden) , 15 2009 1:45:30 (Greece)
<code>{Date:g}</code>	General Date/Time (short	6/15/2009 1:45 PM (US) 15/06/2009 13:45 (Spain) 2009/6/15 13:45 (China)

TouchDraw for Mac

Variable	Description	Examples
	time) Formatting	
{Date:G}	General Date/Time (long time) Formatting	6/15/2009 1:45:30 PM (US) 15/06/2009 13:45:30 (Spain) 2009/6/15 13:45:30 (China)
{Date:m}	General Month/Day Formatting	June 15 (US) juni 15 (Denmark) Juni 15 (Indonesia)
{Date:M}	General Month/Day Formatting	June 15 (US) juni 15 (Denmark) Juni 15 (Indonesia)
{Date:o}	Round-Trip Date/Time Formatting	06-15T13:45:30.0900000
{Date:O}	Round-Trip Date/Time Formatting	06-15T13:45:30.0900000
{Date:r}	RFC1123 Formatting	15 Jun 2009 20:45:30 GMT
{Date:R}	RFC1123 Formatting	15 Jun 2009 20:45:30 GMT
{Date:s}	Sortable Date/Time Formatting	2009-06-15T13:45:30
{Date:t}	Short Time Formatting	1:45 PM (US) 13:45 (Croatia - Hrvatska) 01:45 (Egypt)
{Date:T}	Long Time Formatting	01:45:30 PM (US) 13:45:30 (Croatia - Hrvatska) 01:45:30 (Egypt)
{Date:u}	Universal Sortable Date/Time Formatting	2009-06-15 20:45:30Z

Variable	Description	Examples
{Date:U}	Universal Full Date/Time Formatting	Monday, June 15, 2009 8:45:30 PM (US) den 15 juni 2009 20:45:30 (Sweden) , 15 2009 8:45:30 (Greece)
{Date:y}	Year Month Formatting	June, 2009 (US) juni 2009 (Denmark) Juni 2009 (Indonesia)
{Date:Y}	Year Month Formatting	June, 2009 (US) juni 2009 (Denmark) Juni 2009 (Indonesia)

In addition to the formatting variables above, you can also use the variable below to create your own custom date formats. For example, we could do something like the following

{Date:MM/dd/yy H:mm:ss}

which would create something like:

06/10/12 15:24:16

Variable	Description	Examples
{Date:d}	The day of the month, from 1 through 31.	6/1/2009 1:45:30 PM -> 1 6/15/2009 1:45:30 PM -> 15
{Date:dd}	The day of the month, from 01 through 31.	6/1/2009 1:45:30 PM -> 01 6/15/2009 1:45:30 PM -> 15
{Date:ddd}	The abbreviated name of the day of the week.	6/15/2009 1:45:30 PM -> Mon (US) 6/15/2009 1:45:30 PM -> (Russia) 6/15/2009 1:45:30 PM -> lun. (France)
{Date:dddd}	The full name of the day of the week.	6/15/2009 1:45:30 PM -> Monday (US) 6/15/2009 1:45:30 PM -> (Russia) 6/15/2009 1:45:30 PM -> lundi (France)
{Date:f}	The tenths of a second in a date and time value.	6/15/2009 13:45:30.617 -> 6 6/15/2009 13:45:30.050 -> 0

TouchDraw for Mac

Variable	Description	Examples
{Date:ff}	The hundredths of a second in a date and time value.	6/15/2009 13:45:30.617 -> 61 6/15/2009 13:45:30.005 -> 00
{Date:fff}	The milliseconds in a date and time value.	6/15/2009 13:45:30.617 -> 617 6/15/2009 13:45:30.0005 -> 000
{Date:ffff}	The ten thousandths of a second in a date and time value.	6/15/2009 13:45:30.6175 -> 6175 6/15/2009 13:45:30.00005 -> 0000
{Date:ffffff}	The hundred thousandths of a second in a date and time value.	6/15/2009 13:45:30.61754 -> 61754 6/15/2009 13:45:30.000005 -> 00000
{Date:fffffff}	The millionths of a second in a date and time value.	6/15/2009 13:45:30.617542 -> 617542 6/15/2009 13:45:30.0000005 -> 000000
{Date:fffffff}	The ten millionths of a second in a date and time value.	6/15/2009 13:45:30.6175425 -> 6175425 6/15/2009 13:45:30.0001150 -> 0001150
{Date:F}	If non-zero, the tenths of a second in a date and time value.	6/15/2009 13:45:30.617 -> 6 6/15/2009 13:45:30.050 -> (no output)
{Date:FF}	If non-zero, the hundredths of a second in a date and time value.	6/15/2009 13:45:30.617 -> 61 6/15/2009 13:45:30.005 -> (no output)
{Date:FFF}	If non-zero, the milliseconds in a date and time value.	6/15/2009 13:45:30.617 -> 617 6/15/2009 13:45:30.0005 -> (no output)
{Date:FFFF}	If non-zero, the ten thousandths of a second in a date and time value.	6/1/2009 13:45:30.5275 -> 5275 6/15/2009 13:45:30.00005 -> (no output)
{Date:FFFFF}	If non-zero, the hundred thousandths of a second in a date and time value.	6/15/2009 13:45:30.61754 -> 61754 6/15/2009 13:45:30.000005 -> (no output)
{Date:FFFFFF}	If non-zero, the millionths	6/15/2009 13:45:30.617542 -> 617542 6/15/2009

Variable	Description	Examples
	of a second in a date and time value.	13:45:30.00000005 -> (no output)
{Date:FFFFFF}	If non-zero, the ten millionths of a second in a date and time value.	6/15/2009 13:45:30.6175425 -> 6175425 6/15/2009 13:45:30.0001150 -> 000115
{Date:g} , {Date:gg}	The period or era.	6/15/2009 1:45:30 PM -> A.D.
{Date:h}	The hour, using a 12-hour clock from 1 to 12.	6/15/2009 1:45:30 AM -> 1 6/15/2009 1:45:30 PM -> 1
{Date:hh}	The hour, using a 12-hour clock from 01 to 12.	6/15/2009 1:45:30 AM -> 01 6/15/2009 1:45:30 PM ->
{Date:H}	The hour, using a 24-hour clock from 0 to 23.	6/15/2009 1:45:30 AM -> 1 6/15/2009 1:45:30 PM -> 13
{Date:HH}	The hour, using a 24-hour clock from 00 to 23.	6/15/2009 1:45:30 AM -> 01 6/15/2009 1:45:30 PM -> 13
{Date:m}	The minute, from 0 through 59.	6/15/2009 1:09:30 AM -> 9 6/15/2009 1:09:30 PM -> 9
{Date:mm}	The minute, from 00 through 59.	6/15/2009 1:09:30 AM -> 09 6/15/2009 1:09:30 PM -> 09
{Date:M}	The month, from 1 through 12.	6/15/2009 1:45:30 PM -> 6
{Date:MM}	The month, from 01 through 12.	6/15/2009 1:45:30 PM -> 06
{Date:MMM}	The abbreviated name of the month.	6/15/2009 1:45:30 PM -> Jun (US) 6/15/2009 1:45:30 PM -> juin (France) 6/15/2009 1:45:30 PM -> Jun (South Africa)
{Date:MMMM}	The full name of the month.	6/15/2009 1:45:30 PM -> June (US) 6/15/2009 1:45:30 PM -> juni (Denmark) 6/15/2009 1:45:30 PM -> uJuni (South Africa)

TouchDraw for Mac

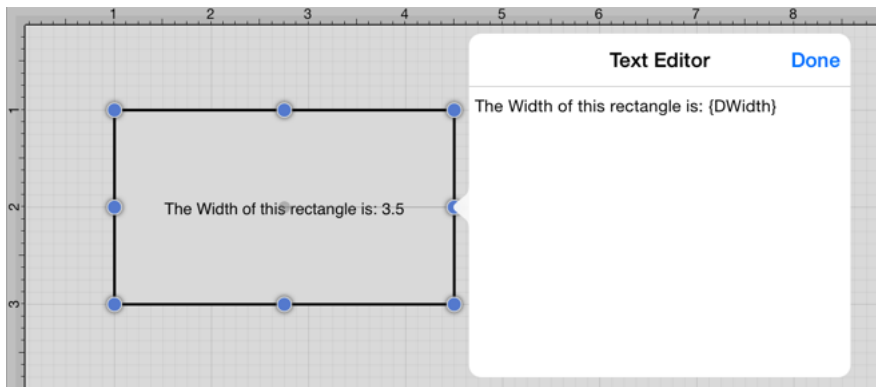
Variable	Description	Examples
{Date:s}	The second, from 0 through 59.	6/15/2009 1:45:09 PM -> 9
{Date:ss}	The second, from 00 through 59.	6/15/2009 1:45:09 PM -> 09
{Date:t}	The first character of the AM/PM designator.	6/15/2009 1:45:30 PM -> P (US) 6/15/2009 1:45:30 PM -> (Japan) 6/15/2009 1:45:30 PM -> (France)
{Date:tt}	<The AM/PM designator.	6/15/2009 1:45:30 PM -> PM (US) 6/15/2009 1:45:30 PM -> (Japan) 6/15/2009 1:45:30 PM -> (France)
{Date:y}	The year, from 0 to 99.	1/1/0001 12:00:00 AM -> 1 1/1/0900 12:00:00 AM -> 0 1/1/1900 12:00:00 AM -> 0 6/15/2009 1:45:30 PM -> 9
{Date:yy}	The year, from 00 to 99.	1/1/0001 12:00:00 AM -> 01 1/1/0900 12:00:00 AM -> 00 1/1/1900 12:00:00 AM -> 00 6/15/2009 1:45:30 PM -> 09
{Date:yyy}	The year, with a minimum of three digits.	1/1/0001 12:00:00 AM -> 001 1/1/0900 12:00:00 AM -> 900 1/1/1900 12:00:00 AM -> 1900 6/15/2009 1:45:30 PM -> 2009
{Date:yyyy}	The year as a four-digit number.	1/1/0001 12:00:00 AM -> 0001 1/1/0900 12:00:00 AM -> 0900 1/1/1900 12:00:00 AM -> 1900 6/15/2009 1:45:30 PM -> 2009
{Date:yyyyy}	The year as a five-digit number.	1/1/0001 12:00:00 AM -> 00001 6/15/2009 1:45:30 PM -> 02009
{Date:z}	Hours offset from UTC, with no leading zeros.	6/15/2009 1:45:30 PM -07:00 -> -7
{Date:zz}	Hours offset from UTC, with a leading zero for a single-digit value.	6/15/2009 1:45:30 PM -07:00 -> -07
{Date:zzz}	Hours and minutes offset from UTC.	6/15/2009 1:45:30 PM -07:00 -> -07:00

Variable	Description	Examples
{Date::}	The time separator.	6/15/2009 1:45:30 PM -> : (US) 6/15/2009 1:45:30 PM -> . (Italy) 6/15/2009 1:45:30 PM -> : (Japan)
{Date:/}	The date separator.	6/15/2009 1:45:30 PM -> / (US) 6/15/2009 1:45:30 PM -> - (Algeria)

6.5.8.3. Formatting Decimal Variables

The **Decimal Variable** can be inserted as part of entered text to show the value of another variable in decimal form within the text of a figure. Refer to the [Text Variable Table](#) for a list of all supported variables.

Any of the listed pre-formatted numerical variables can have a "D" placed in front of it (as long as they correspond with the type of selected figure) to insert the value as a decimal. The following screenshot shows an example of this:



Both the D and first letter of the entered variable must be capitalized for the value to appear in the selected figure.

By default, the decimal value will be presented with at most 4 digits after the decimal point. An alternative formatting style can be specified by using the `{Dxxxx:format}` pattern. The table below outlines the options for formatting the decimal value.

Format Specifier	Name	Description	Examples
0	Zero Placeholder	Replaces the zero with the corresponding digit if one is present, otherwise zero appears in the result.	Width = 1234.5678 Variable = Result = 01234 Width = 0.45678 Variable = Result = 0.46
#	Digit Placeholder	Replaces the pound sign with the corresponding digit if one is present; otherwise, no digit appears in the result string.	Width = 1234.5678 Variable = {DWidth:#####} Result = 1234 Width = 0.45678 Variable = {DWidth:###} Result = .46
.	Decimal Point	Determines the location of the decimal separator in the result string.	Width = 0.45678 Variable = Result (US) = 0.46 Width = 0.45678 Variable = Result (Germany) = 0,46
,	Group Separator	Inserts a group separator character between each group.	2147483647 ("# #,") = 2,147,483,647 (US) 2147483647 ("# #,") = 2.147.483.647 (Estonia)
,	Number Scaling	Divides a number by 1000 for specified commas.	2147483647 ("#,.,") = 2,147

TouchDraw for Mac

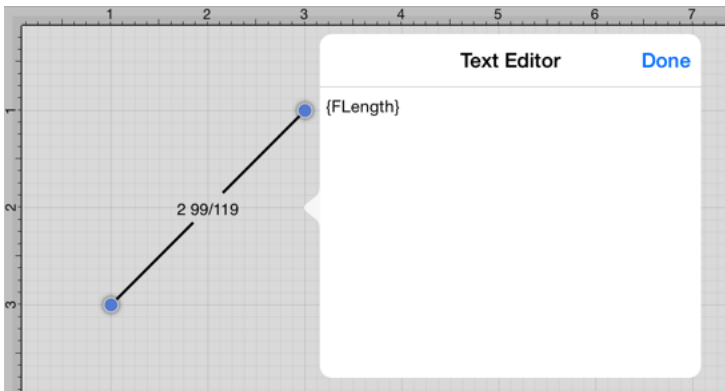
Format Specifier	Name	Description	Examples
			(US) 2147483647 ("#, #, .") = 2.147 (Estonia)
%	Percent Placeholder	Multiplies a number by 100 and inserts a localized percentage symbol in the result string.	0.03697 ("%, #0.00") = %36.97 (US) 0.03697 ("%, #0.00") = %36,97 (Greece) 0.03697 ("# #.0%") = 37.0% (US) 0.03697 ("# #.0%") = 37,0% (Greece)
‰	Per Mille Placeholder	Multiplies a number by 1000 and inserts a localized per mille symbol in the result string.	0.03697 ("# 0.00‰") = 36.97‰ (US) 0.03697 ("# 0.00‰") = 36,97‰ (Russia)
EO, E+0, E-0, e0, e+0, e-0<	Exponential Notation	<i>Zero</i> - Formats in exponential notation. <i>E/e</i> - Indicates case of the exponent symbol in the resulting string. <i>Plus Sign</i> - Indicates that the sign character precedes the exponent. <i>Minus Sign</i> - Indicates that a sign character precedes only negative exponents. The number of zeros following the E/e symbol determines the minimum number of digits in the exponent (Must have at least one zero).	987654 ("# 0.0e0") = 98.8e4 1503.92311 ("0.0 # # e +00") = 1.504e+03 18901385E-16 ("0.0e +00") = 1.9e-16
'string', "string"	Literal String Delimiter	Indicates that the enclosed characters should be copied to the result string	68 ("# ' degrees'") = 68 degrees 68

Format Specifier	Name	Description	Examples
		without changes.	("# 'degrees") = 68 degrees
;	Section Separator	Defines sections using separate format strings for positive, negative, and zero numbers.	12.345 ("# 0.0#; (#0.0#); -\0-") = 12.35 0 ("# 0.0#; (#0.0#); -\0-") = -0- -12.345 ("# 0.0#; (#0.0#); -\0-") = (12.35) 12.345 ("# 0.0#; (#0.0#)") = 12.35 0 ("# 0.0#; (#0.0#)") = 0.0 -12.345 ("# 0.0#; (#0.0#)") = (12.35)
Other	All Other Characters	The character is copied to the result string unchanged.	68 (" # °") = 68 °

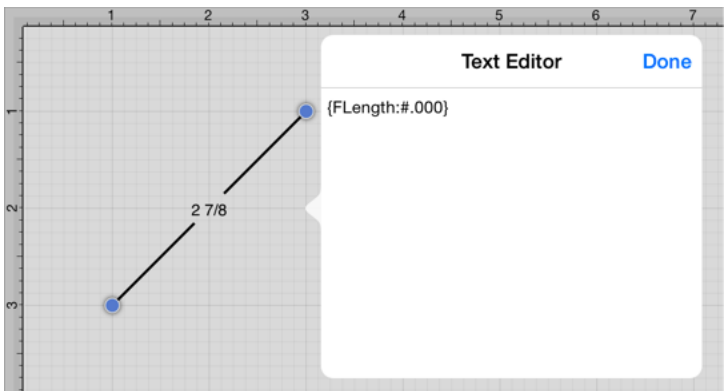
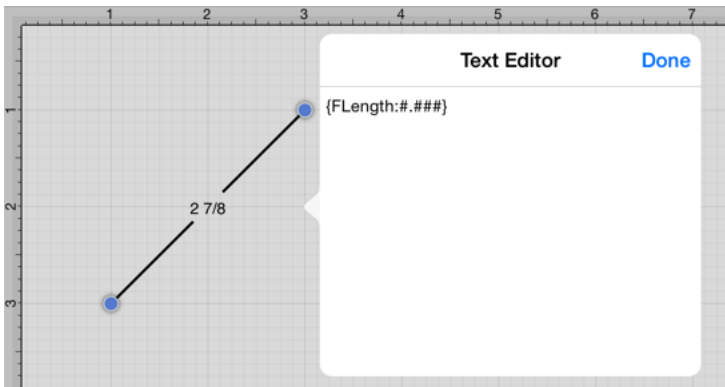
6.5.8.4. Formatting Fractional Values

The **Fractional Variable** can be inserted as part of entered text to show the value of another variable in fractional form within the text of a figure. Refer to the [Text Variable Table](#) for a list of all supported variables.

Any of the listed pre-formatted numerical variables can have an "F" placed in front of it (as long as they correspond with the type of selected figure) to insert the value as a fraction. The following screenshot shows an example of this:



Additional format specifiers may be added at the end of the variable to alter the number of shown placeholders of a fractional value or to round the supplied value. Rounding is accomplished by placing a **semi-colon (;)** after the variable followed by either **#####** or **.000**. The screenshots below are two examples of ways to round a fractional value in the [Text Editor](#).



Both the F and first letter of the entered variable must be capitalized for the value to appear in the selected figure.

By default, the numerator and denominator making up the fractional value will be presented with at most three digits. An alternative formatting style can be specified by using the `{Fxxxx:format}` pattern. The table below outlines the options for formatting the fractional value.

Format Specifier	Name	Description	Examples
0	Zero Placeholder	Replaces the zero with the corresponding digit if one is present, otherwise zero appears in the result.	Length = 4 148/249 Variable = Result = 5 Length = 4 148/249 Variable = Result = 4 63/100
#	Digit Placeholder	Replaces the pound sign with the corresponding digit if one is present; otherwise, no digit appears in the result string.	Length = 4 148/249 Variable = {FLength:#####} Result = 5 Length = 4 148/249 Variable = {FLength:###} Result = 4 63/100
.	Decimal Point	Determines the location of the fractional separator in the result string.	Length = 4 148/249 Variable = Result (US) = 4 63/100
Other	All Other Characters	The character is copied to the result string unchanged.	68 (" # °") = 68 °

6.6. Handling Paths

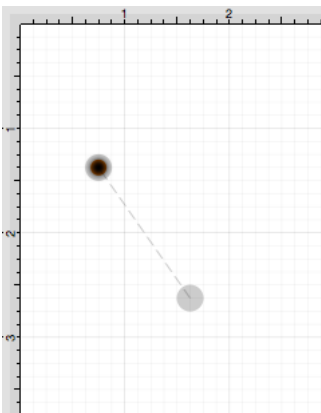
TouchDraw supplies multiple actions for altering handles or segments within a created path. A handle may be [inserted](#) or [deleted](#) at any point within the path and a figure can be [split](#) at a selected handle. Segments may be [removed](#) from a figure or converted to a [line](#), [quadratic curve](#), or [cubic curve](#) segment by adding or deleting corresponding control points. These additional actions are available for altering an existing figure:

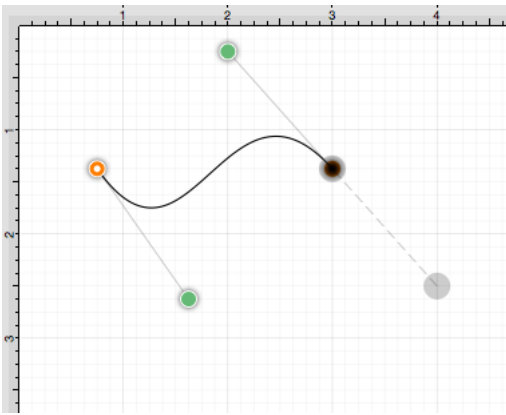
- [Opening a Path](#)
- [Closing a Path](#)
- [Joining Lines and Paths](#)
- [Trimming Lines and Paths](#)
- [Splitting Segments](#)
- [Creating](#) and [Separating](#) Compound Paths
- Conversion of [Shape](#) or [Text](#) Figure(s) to Paths

A control point is displayed in gray when it has not been used and is referred to as a "phantom" control point. This characteristic provides a hint to the TouchDraw application that it should function as a control point in scenarios where the next drawn segment is a curve. A few basic actions can be used to alter the "phantom" control point position as a path is edited. Refer to the sections below to learn more about each available action.

Click/Drag

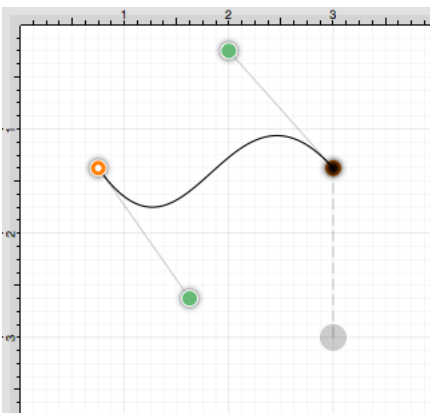
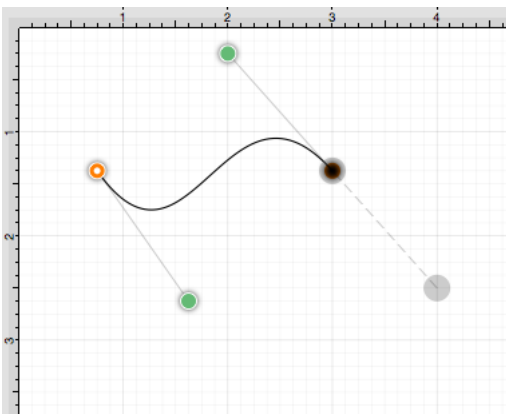
A **Click/Drag** combination on any position in the drawing canvas creates the end handle of a curve segment in relevance to the current "phantom" control point position. The "phantom" control point is re-positioned in accordance to the newly created end handle while this action occurs.





Option/Click

An **Option/Click** combination allows the "phantom" control point position to be set to a desired location on the drawing canvas after a curve segment has been created.



Option/Click/Drag

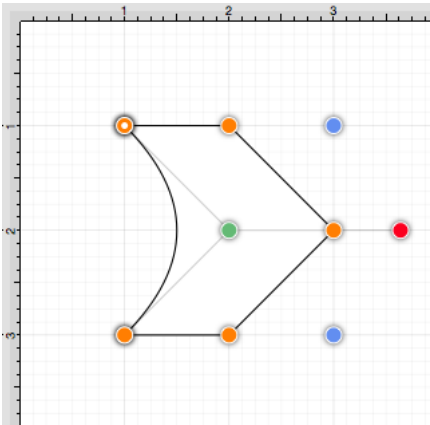
An **Option/Click/Drag** combination allows the "phantom" control point to be dragged to any point on the drawing canvas and changes a corner point back to a smooth curve after a curve segment has been created.

6.6.1. Opening a Path

TouchDraw supplies options for opening and [closing](#) an existing path. A path can be opened to make individual alterations such as segment additions. Follow the steps below to open a currently closed path:

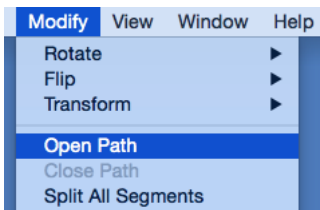
1

[Select](#) the path to be opened.



2

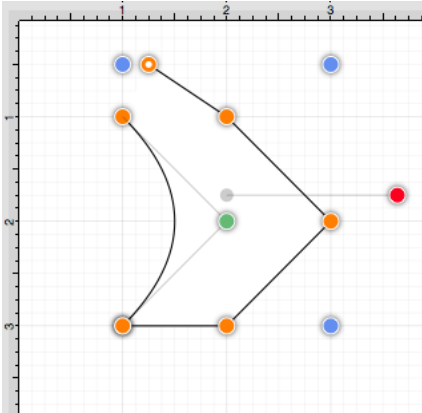
Select the [Modify Menu](#) and choose **Open Path**.



3

The end/start handle of the closed path is separated into two individual handles. Once a path has been opened, the connecting segments are treated as individual path segments. They can be moved or expanded to any point on the drawing canvas, have handles added, be converted to a quadratic or curve segment, and be combined

with additional paths.

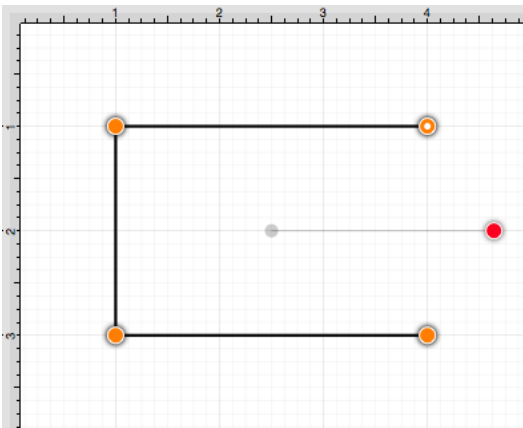


6.6.2. Closing a Path

The **Close Path** option draws a straight line segment from the last segment end handle to the path start handle to close an open path. Follow the steps below to close a currently open path:

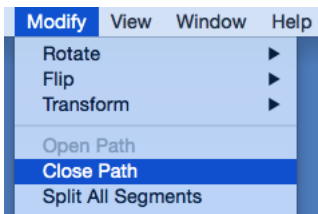
1

Select the path to be closed.



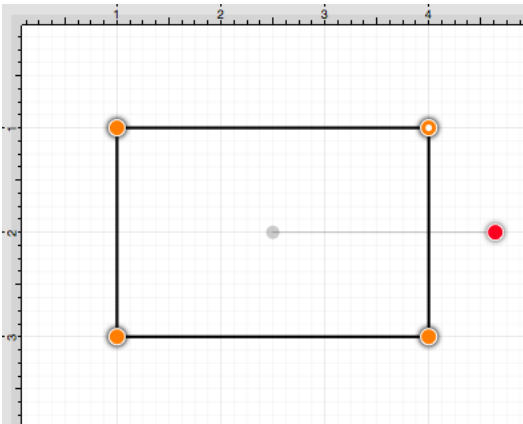
2

Select the **Modify Menu** and choose **Close Path**.



3

A straight line segment will be drawn from the last segment end point to the start handle of the chosen path.



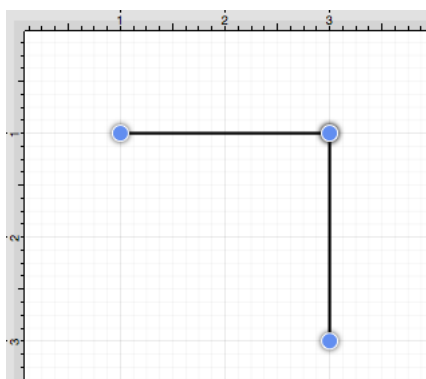
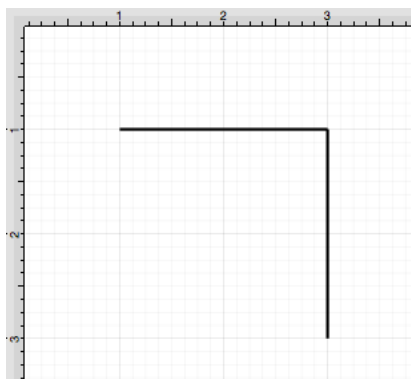
Note: A straight line segment can be converted to a [quadratic](#) or [cubic](#) curve segment by using the [contextual menu](#).

6.6.3. Joining Lines and Paths

The **Join Lines/Paths** option allows the intersecting end points of two or more selected lines or paths to be joined to form a single path. A minimum of two intersecting lines or paths must be [selected](#) for a join to occur. Follow the steps below to join two line end points:

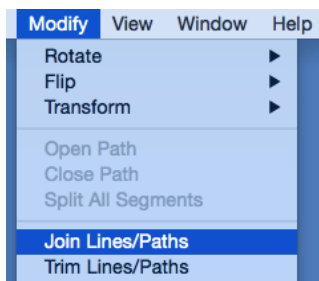
1

Create two lines on the drawing canvas using the [Line Tool](#) and then select both line figures by holding down the **Shift Key** while clicking.



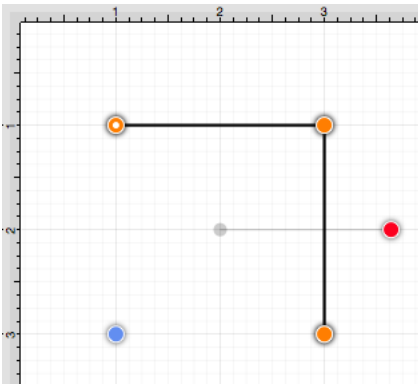
2

Select the [Modify Menu](#) and choose **Join Lines/Paths**.



3

The line end points are joined to create two path segments with corresponding end points (orange), a start handle (orange circle with white center), and a rotation handle (red). To learn more about the types of handles used within TouchDraw, refer to the [handles reference table](#).

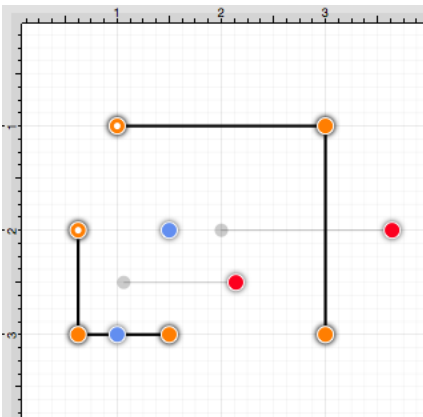


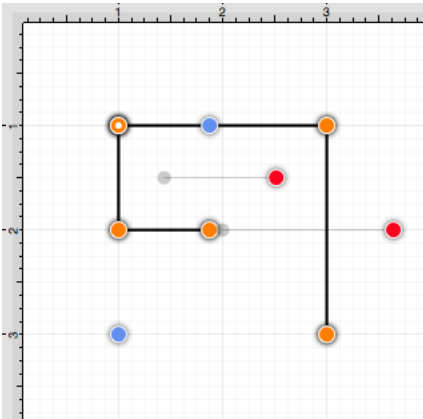
Additional lines can be included as part of the join by adding another line object and repeating the above steps.

Two or more path end points may also be combined with the **Join Lines/Paths** menu option. Follow the steps below to join two path end points:

1

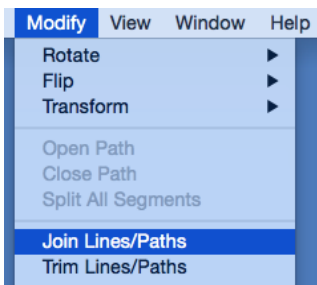
Create two paths with at least one shared segment end point on the drawing canvas using the [Path Tool](#) and then select both paths by holding down the **Shift Key** while clicking.





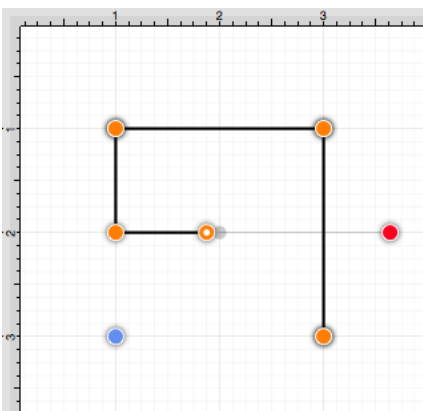
2

Select the [Modify Menu](#) and choose **Join Lines/Paths**.



3

As shown below, the intersecting end points are joined to form a single segment end point (orange) and a new start point handle (orange with white dot) is added to the beginning of the first selected path to visually indicate the formation of a single path. To learn more about the types of handles used within TouchDraw, refer to the [handles reference table](#).



Note: Intersecting path and line end points can be joined in the same manner as shown above.

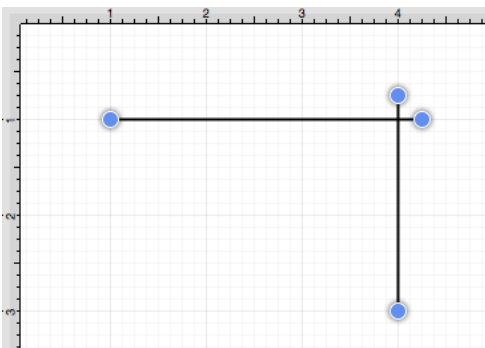
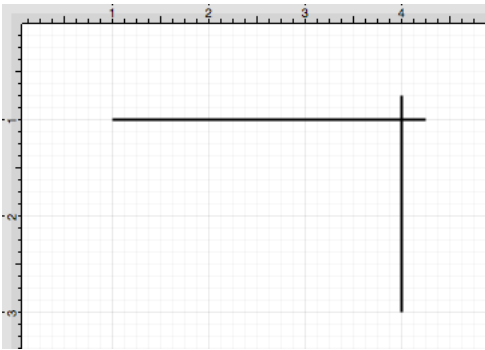
6.6.4. Trimming Lines and Paths

The **Trim Lines/Paths** option trims a line or path when it intersects near it's end with another shape or line. TouchDraw considers "near" to be when an intersection is within the first or last eighth ($1/8$ th) of the line. If the intersection is within the middle $6/8$ ths, then the line is not trimmed.

Follow the steps below to trim the ends of intersecting lines or paths:

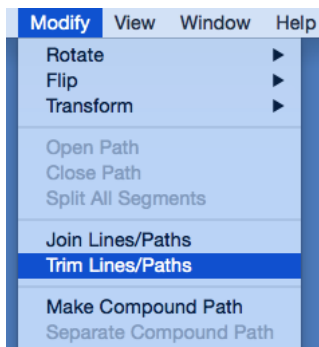
1

Select the items to be trimmed.



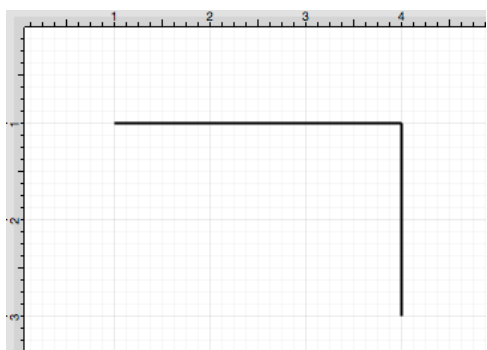
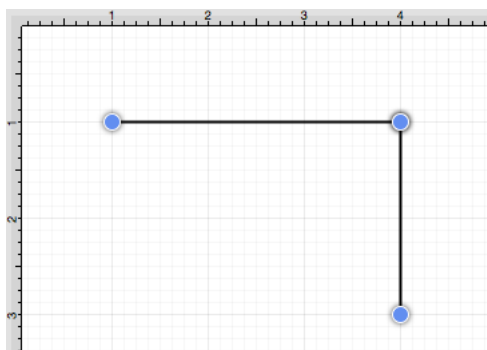
2

Select the **Modify Menu** and choose **Trim Lines/Paths**.



3

All lines or paths intersecting within the last 1/8th are trimmed. In this example, the additional portions of the path extending past the straight line are trimmed.

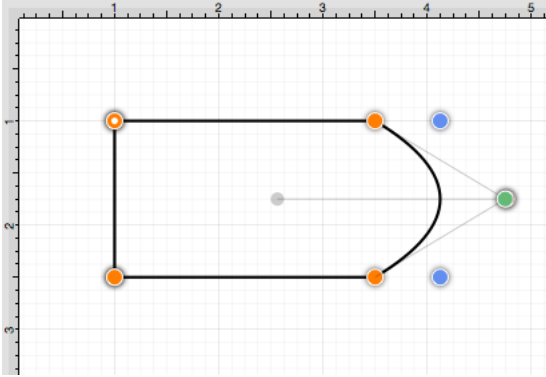


6.6.5. Splitting Segments

The segments of a path can be split into individual segments. Follow the steps below to **Split All Segments** within a [selected](#) path(s):

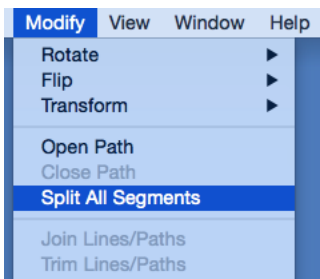
1

Click on the path to be split.



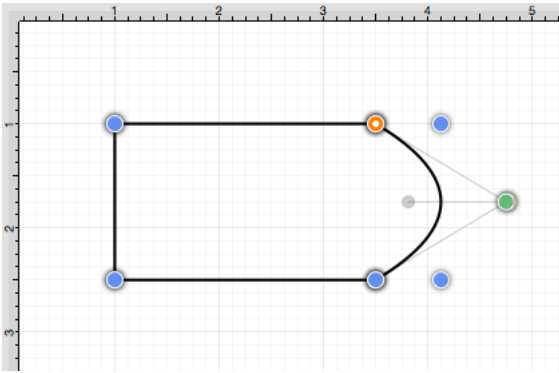
2

Select the [Modify Menu](#) and choose **Split All Segments**.



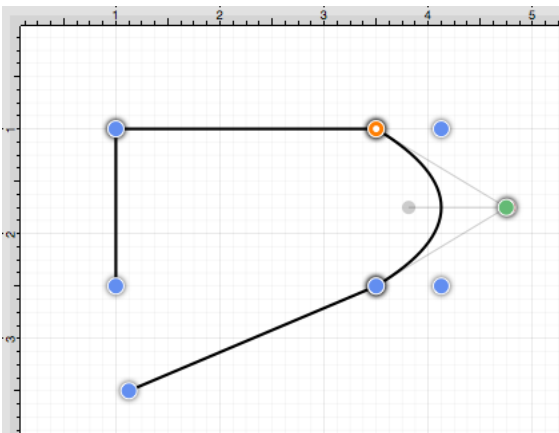
3

As shown below, specific visual indicators are changed to show that all segments have been separated within a path and are able to be moved or altered as individual objects. Segment end point handles (orange) are changed to a bounds handle (blue). The start handle (orange with white center) remains at one end of each split segment since they are still considered by the application to be a path and the control points (green) are left untouched to allow for alterations to existing quadratic or cubic curve segments. To learn more about handles, refer to the [handles reference table](#).



4

Click on a bounds handle (blue) to move or resize a segment. Attribute alterations are made just as with any other created figure on the drawing canvas.



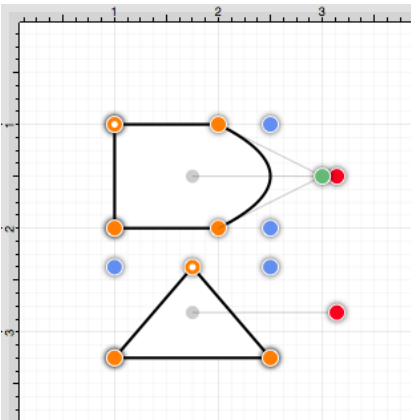
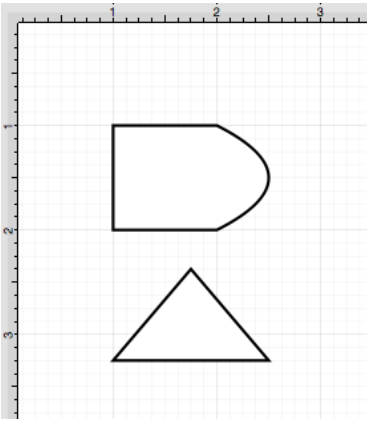
Note: The [Join Lines/Paths](#) option can be used to connect segments after changes have been made.

6.6.6. Creating a Compound Path

The **Make Compound Path** option can be used to combine two or more paths into one figure (compound path) that shares the same attributes and is treated as one object. At least two paths must be [selected](#) for this option to be available. Follow the steps below to create a compound path:

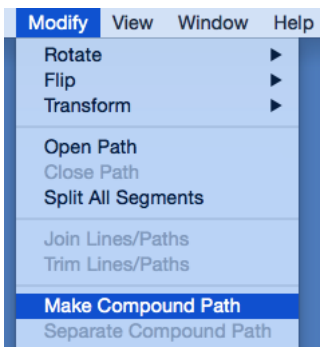
1

Select the paths to be combined.



2

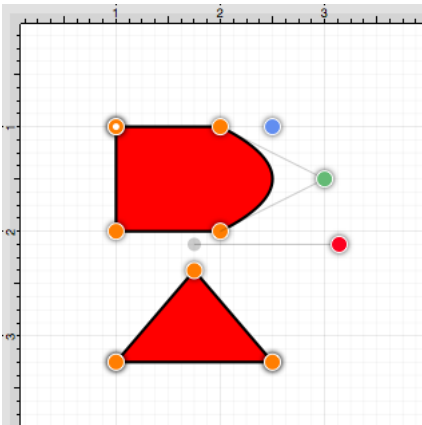
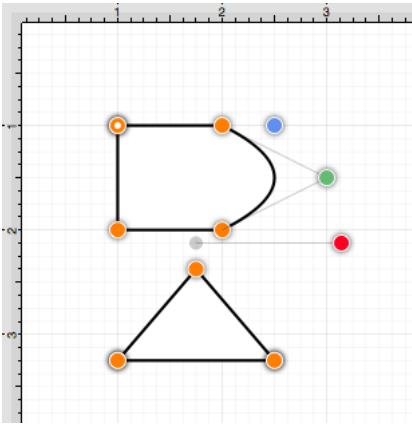
Select the [Modify Menu](#) and choose **Make Compound Path**.



3

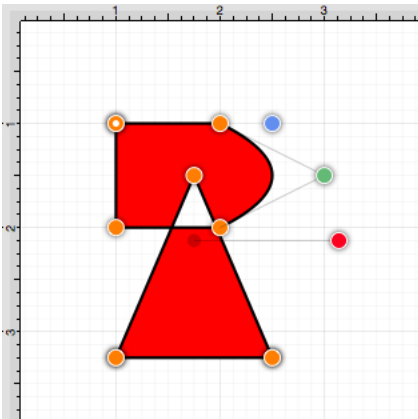
The two paths are combined to form a compound path with shared bounds handles (blue) and a shared rotation handle (red). Attribute changes now affect both paths as if they were a single path. For example, if the [fill color](#) is changed to red, all paths included in the compound path are altered to have this attribute. Refer to the images

below:



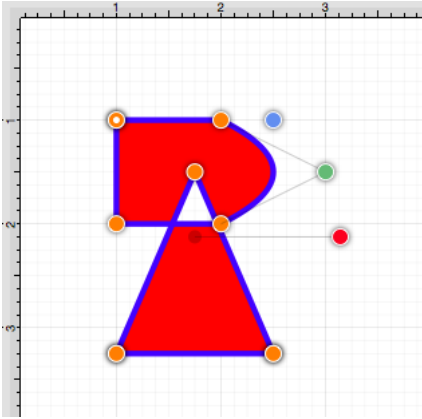
4

If the top handle of the triangle is dragged into the other compound figure, the intersecting portion of these two paths will appear in white.



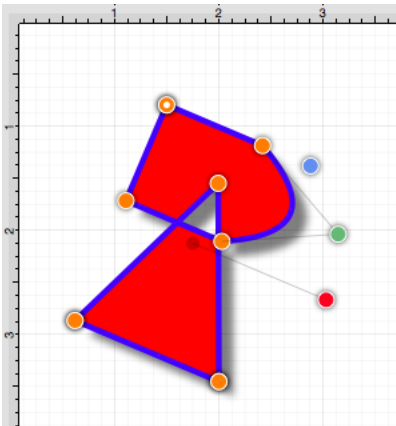
5

An attribute change of [stroke color](#) to blue with a [stroke size](#) increase alters the attribute for every segment in the compound path.



6

The addition of a [shadow](#) with a [rotation angle](#) of twenty degrees would result in the image below.

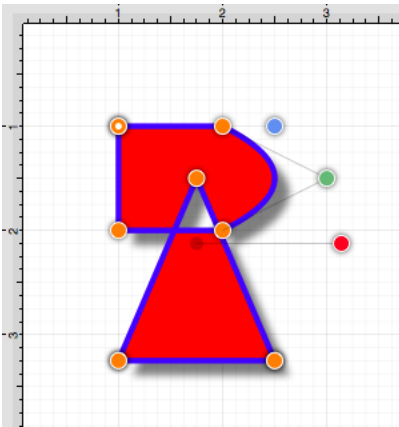


6.6.7. Separating a Compound Path

The **Separate Compound Path** option separates a compound path into its individual paths. Follow the steps below to separate a compound path:

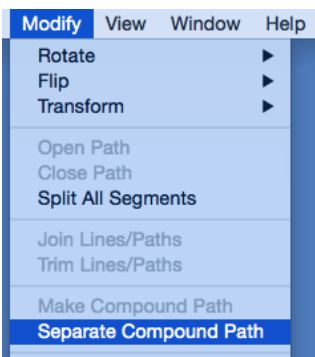
1

[Select](#) the compound path.



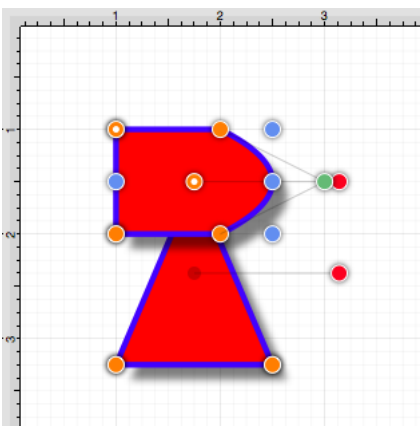
2

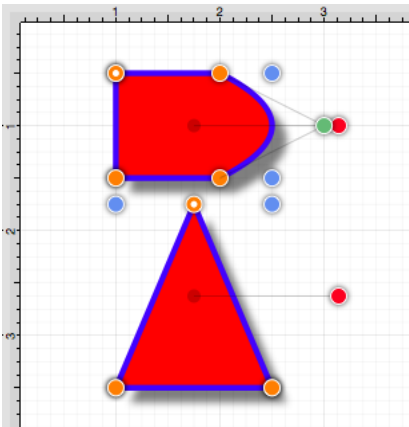
Select the [Modify Menu](#) and choose **Separate Compound Path**.



3

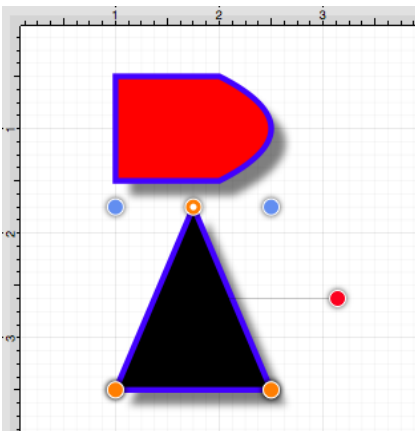
The previously combined paths are now two individual paths, which can be altered separately.





4

Attribute changes will be applied to the selected path only rather than both paths. For example, if the [fill color](#) of the bottom path is changed to black, the upper path remains red. Refer to the image below:

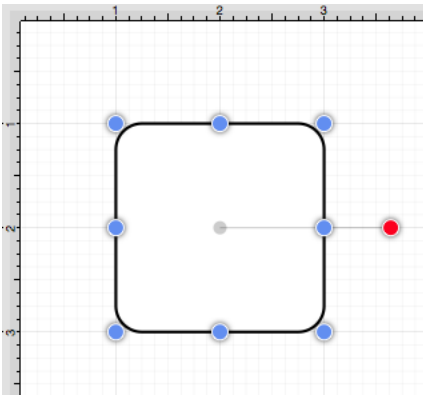


6.6.8. Converting Shapes to Paths

The **Convert Shape to Path** option allows a [selected](#) shape(s) on the drawing canvas to be converted into a path figure. Follow the steps below to convert a shape to a path:

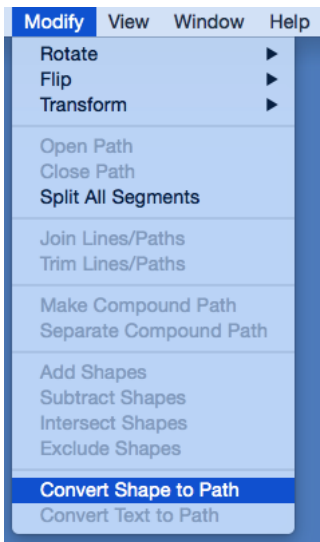
1

Select the shape to be converted.



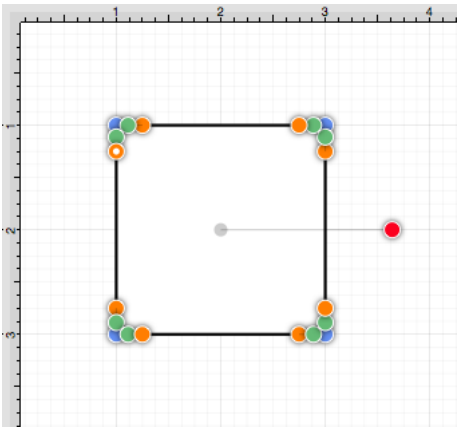
2

Select the [Modify Menu](#) and choose **Convert Shape to Path**.



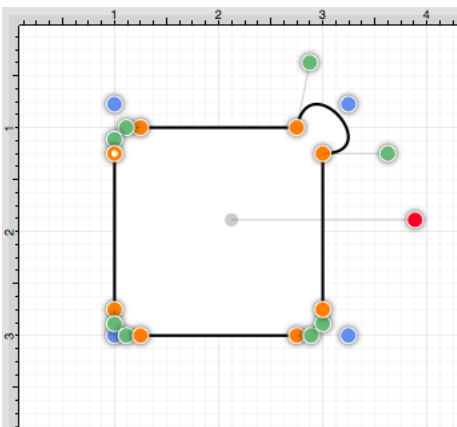
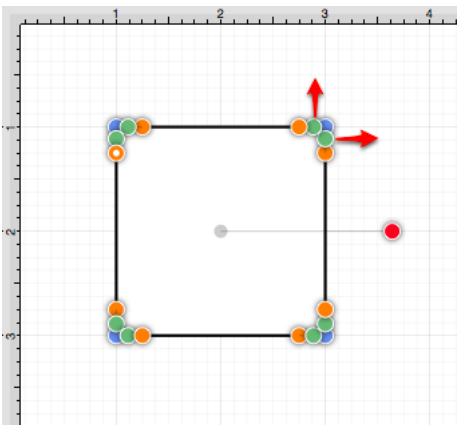
3

Each individual segment used to create the shape will be converted into a path segment with corresponding segment end point handles (orange). A start handle (orange with white dot) shows the initial starting point of the path. New bounds handles (blue) are assigned in relation to the created path and control point handles (green) are added to each curved segment.



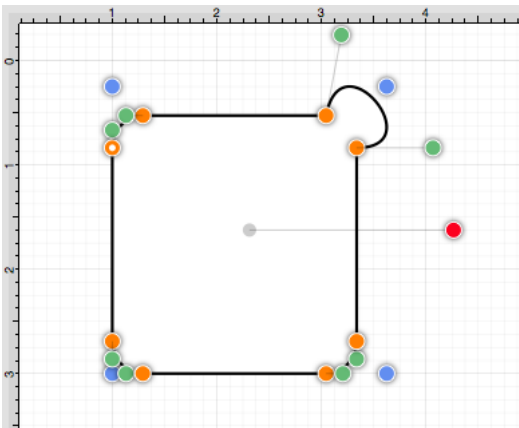
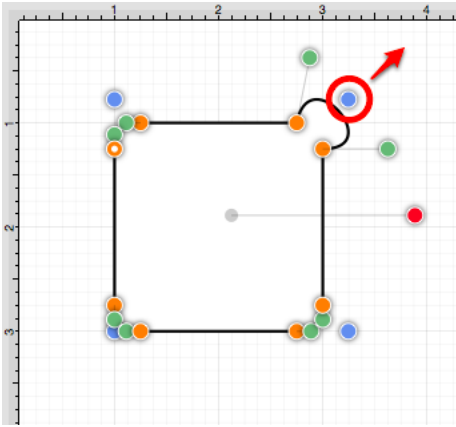
4

Any attribute changes available for a path can be performed on the converted object. For example, the upper right curve of the rounded rectangle can be dragged to another location to alter its size or shape. In the image below, one control point is moved upward and the other is moved to the right to alter the path figure.



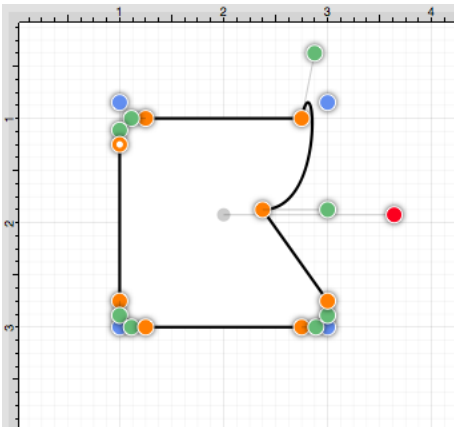
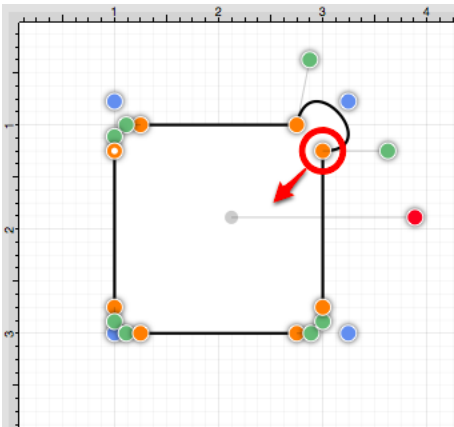
5

Perform a **Click/Drag** combination on one of the bounds handles (blue) to alter the size of the path.



6

Perform a **Click/Drag** combination on a segment end point handle (orange) to alter the size of individual path segments. In the image below the circled segment end point handle is dragged to the left and downward within the path object to create the shown change.



Note: Refer to the [handles reference table](#) to learn more about individual handles used within TouchDraw. Additional information about altering paths can be found in the [handling paths](#) section of this documentation.

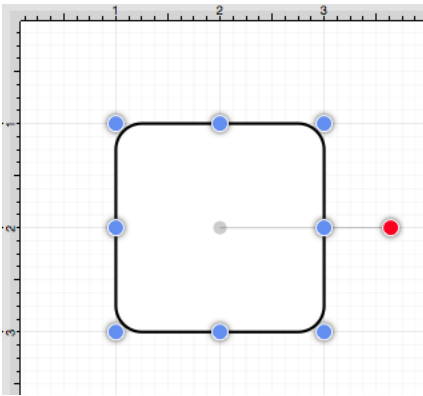
6.6.9. Converting Shapes to Paths

New

The **Convert Shape to Path** option allows a [selected](#) shape(s) on the drawing canvas to be converted into a path figure. Follow the steps below to convert a shape to a path:

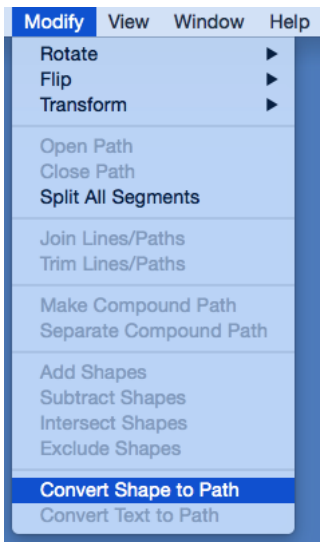
1

Select the shape to be converted.



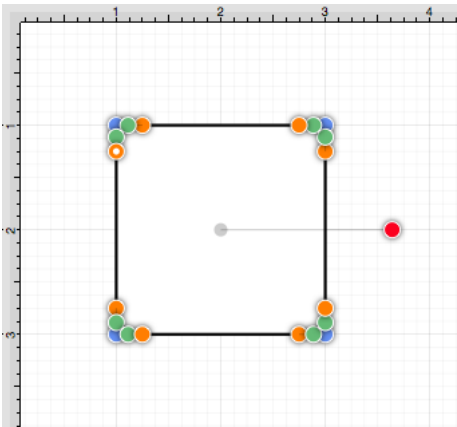
2

Select the [Modify Menu](#) and choose **Convert Shape to Path**.



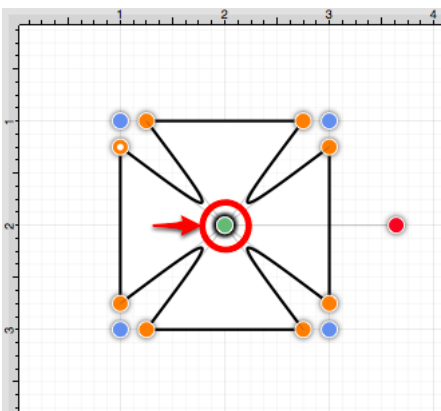
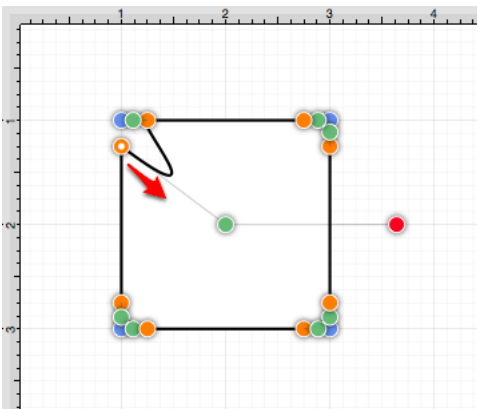
3

Each individual segment used to create the shape will be converted into a path segment with corresponding segment end point handles (orange). A start handle (orange with white dot) shows the initial starting point of the path. New bounds handles (blue) are assigned in relation to the created path and control point handles (green) are added to each curved segment.



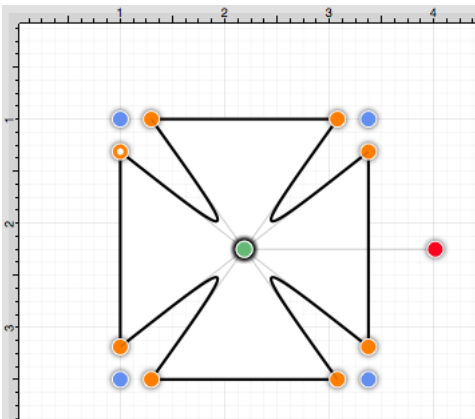
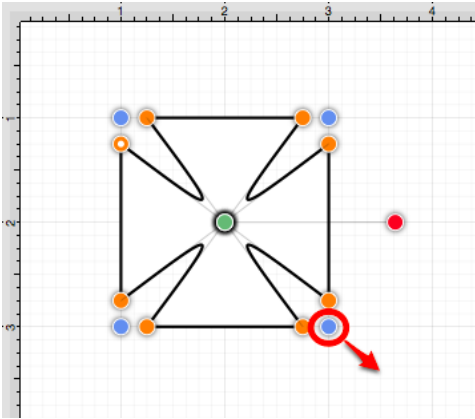
4

Any attribute changes available for a path can be performed on the converted object. For example, the upper right curve of the rounded rectangle can be dragged to another location to alter its size or shape. In the image below, each control point is moved toward the center of the path figure.



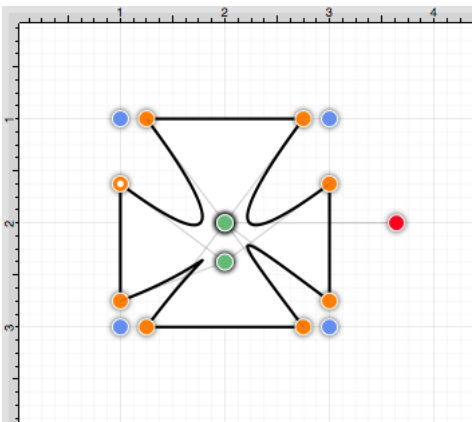
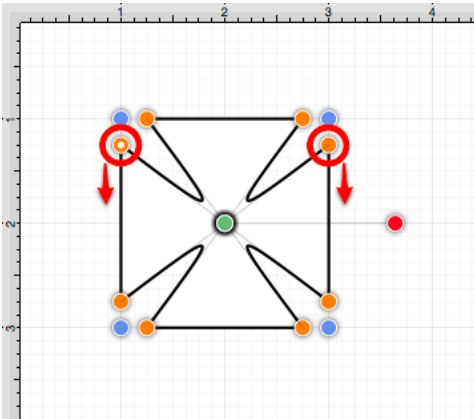
5

Perform a **Click/Drag** combination on one of the bounds handles (blue) to alter the size of the path.



6

Perform a **Click/Drag** combination on a segment end point handle (orange) to alter the size of individual path segments. In the image below the circled segment end point handles are dragged downward within the path object to create the shown change.



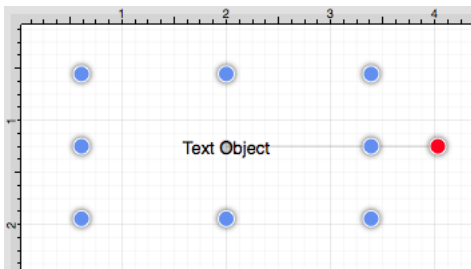
Note: Refer to the [handles reference table](#) to learn more about individual handles used within TouchDraw. Additional information about altering paths can be found in the [handling paths](#) section of this documentation.

6.6.10. Converting Text To a Path

The **Convert Text to Path** option converts a [selected](#) text figure(s) to a path. Size, color, rotation, scaling, and moving alterations are performed as a path rather than by using the traditional text figure selection methods. Follow the steps below to convert a text figure to a path:

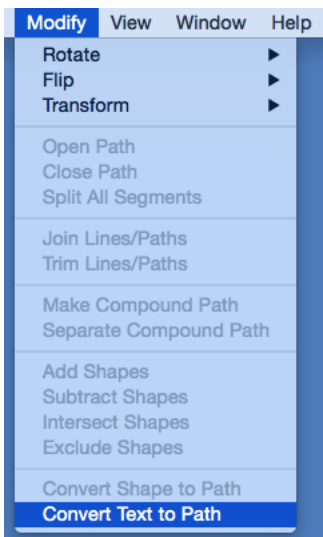
1

Select the text figure to be converted.



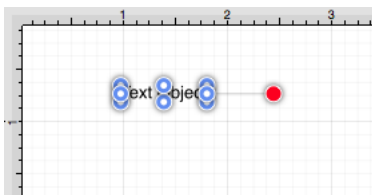
2

Select the [Modify Menu](#) and choose **Convert Text to Path**.



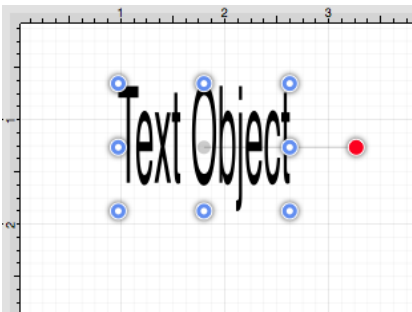
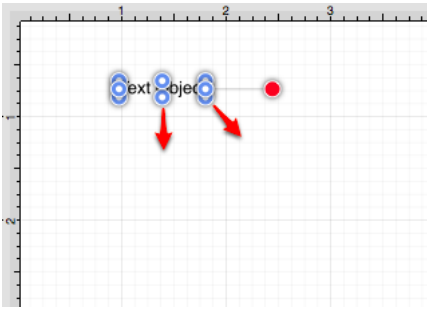
3

The selected text figure is converted to a path figure.



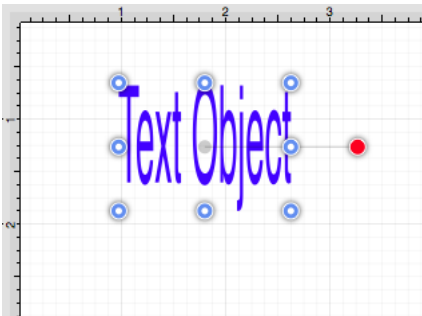
4

Perform a **Click/Drag** combination on a bounds handle (blue) to alter path size. In the images below, the bottom bounds handle is dragged downward to increase the height of the path.



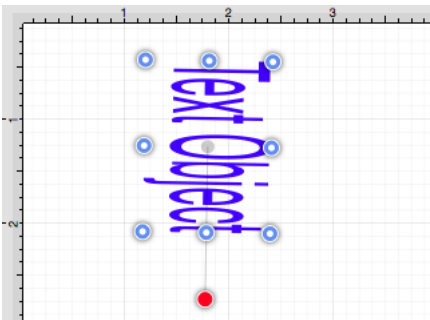
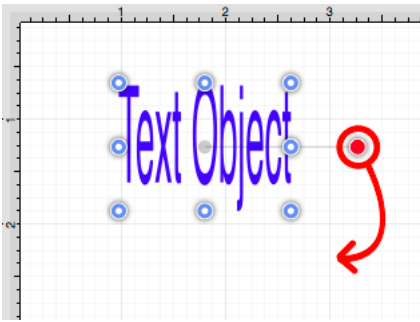
5

Attribute changes are performed in the same manner as figures created with the [path tool](#). For example, a [fill color](#) change to blue would result in the following image.



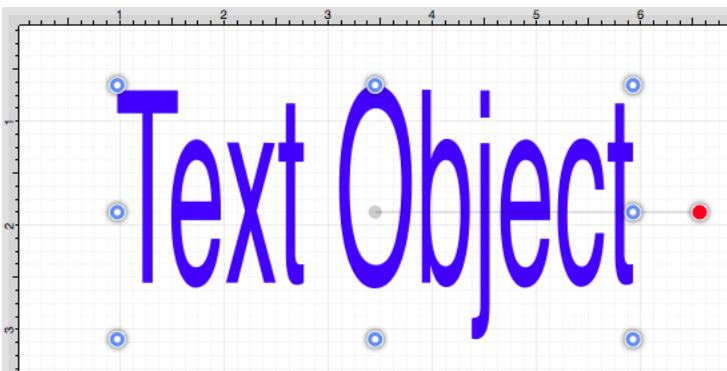
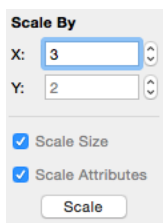
6

The added rotation handle (red) can be dragged clockwise or counterclockwise with a **Click/Drag** combination to change the angle of the newly created path.



7

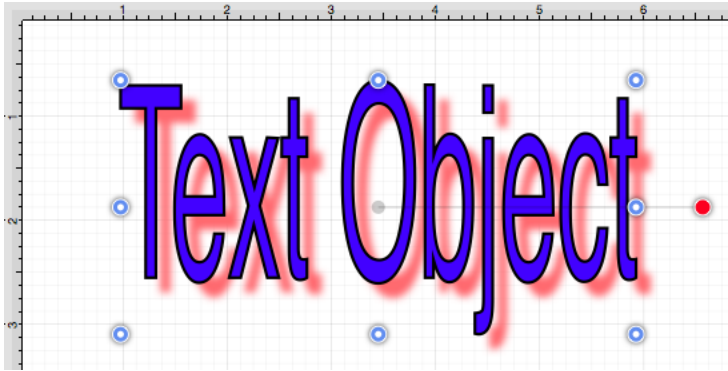
A converted path can be moved to any location on the drawing canvas or [scaled](#) to a specific size.



8

[Adjustment](#), [Stroke](#), and [Shadow](#) attributes may also be altered to change the look of the path. In the example

below, the stroke cap, stroke location, and shadow characteristics have been altered.



6.6.11. Delete Handle

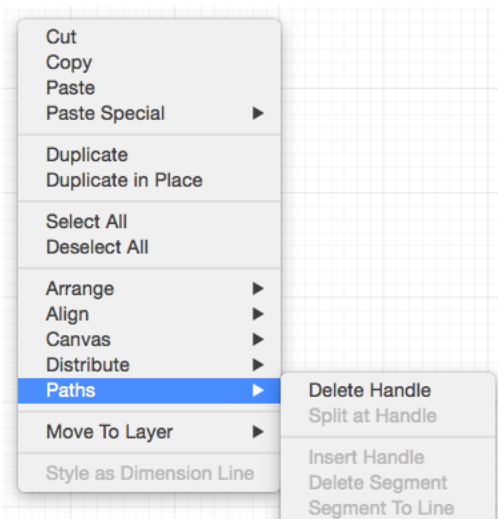
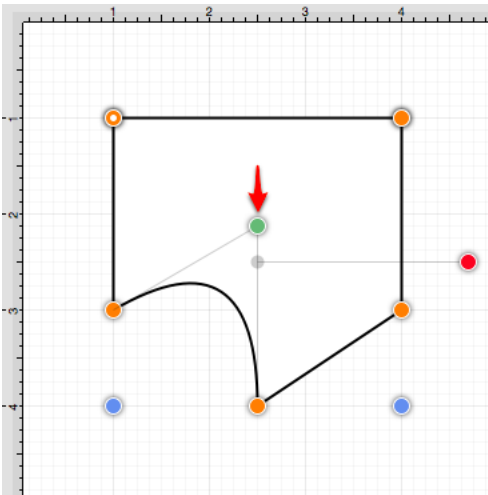
TouchDraw supports the [insertion](#) and deletion of handles or segments from an existing path. A different behavior is received depending on the type of handle chosen for deletion:

- **Cubic Curve Control Point Handle** - Segment is converted to a quadratic curve segment upon deletion.
- **Quadratic Curve Control Point Handle** - Segment is converted to a line segment upon deletion.
- **Segment End Point** - The entire segment is removed including the control points (cubic or quadratic curves).

Follow the steps below to delete a **Path Handle**:

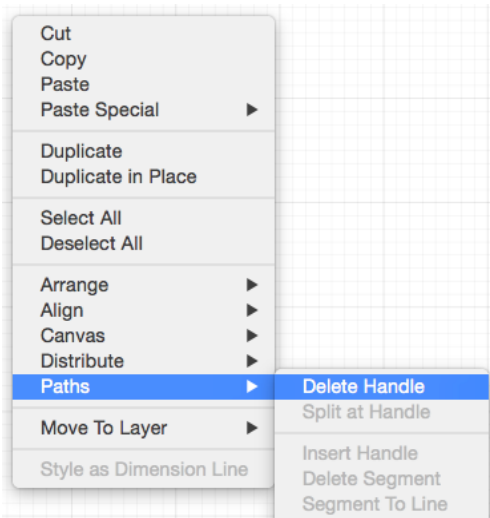
1

Click on the desired handle to [select](#) it and then **Right Click** (Control-Click) to open the [contextual menu](#). In this example, the **Quadratic Curve Control Point Handle** (indicated by the color green) is being removed from the path.



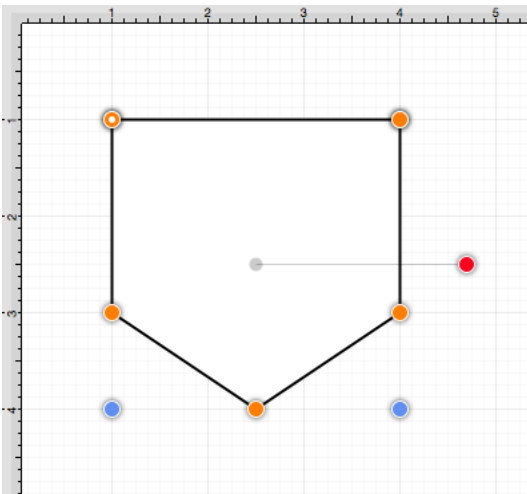
2

Select the **Paths Submenu** and then choose **Delete Handle**.



3

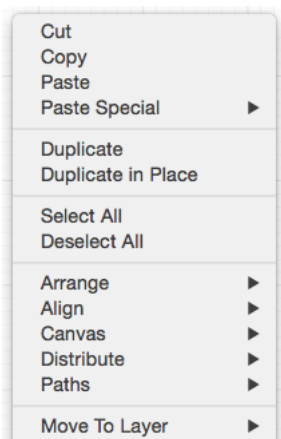
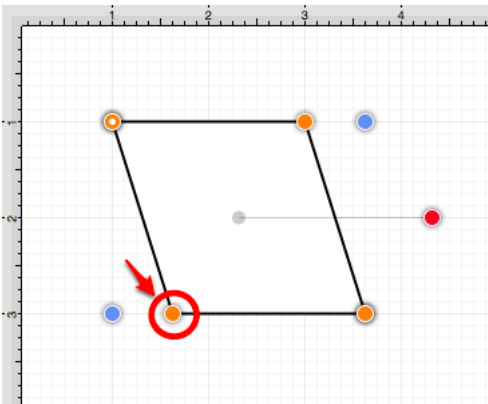
The selected **Quadratic Curve Control Point Handle** is removed and the segment is converted into a **Line Segment**.



Follow the steps below to delete a **Path Segment**:

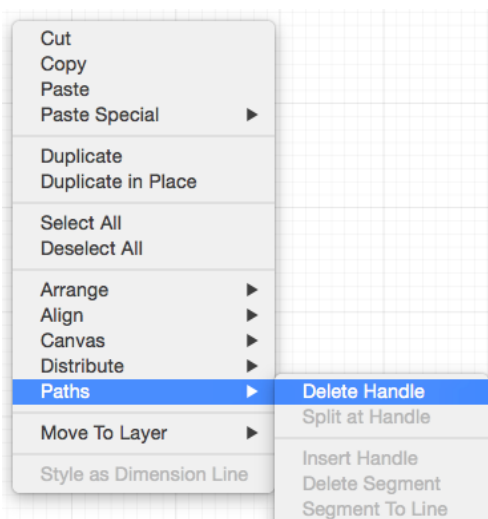
1

Right Click (Control-Click) on the desired **Segment End Point** to open the [contextual menu](#). In this example, the bottom left **Segment End Point** is chosen for deletion.



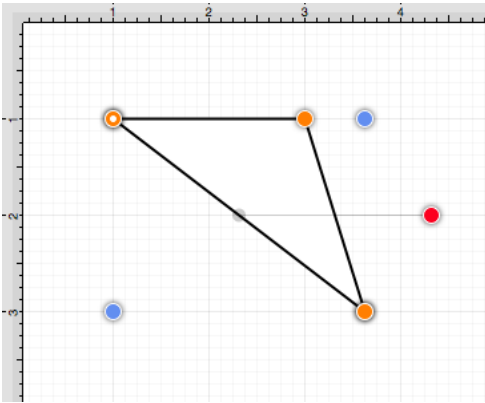
2

Select the **Path Submenu** and then choose **Delete Handle**.



3

The selected handle and segment are removed, as shown below.



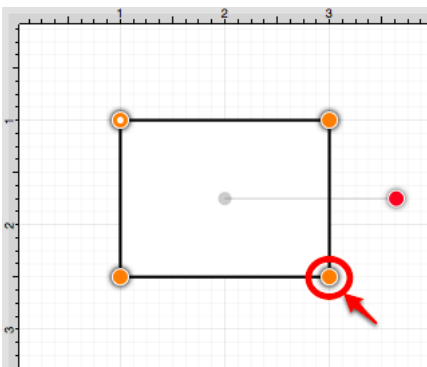
Note: Refer to the [Handles Reference](#) section of this documentation to learn more about each handle.

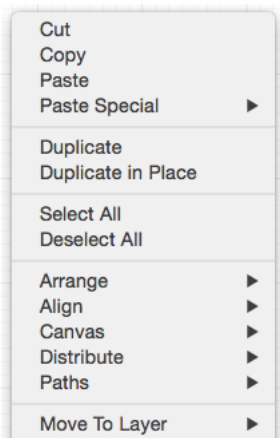
6.6.12. Split at Handle

The **Split at Handle** action divides a path into two separate sections at the chosen handle and allows each section to be altered as an individual figure. In the following example, the **End Point Handle** located at the bottom right of the path is chosen.

1

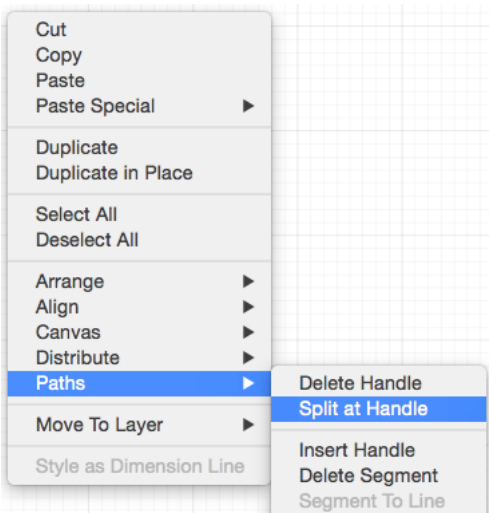
Click on the desired **End Point Handle** to [select](#) it and then **Right Click** (Control-Click) to open the [contextual menu](#).





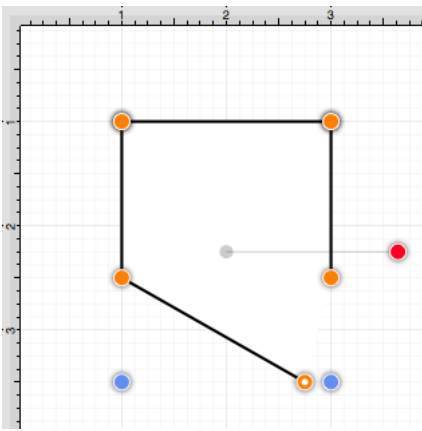
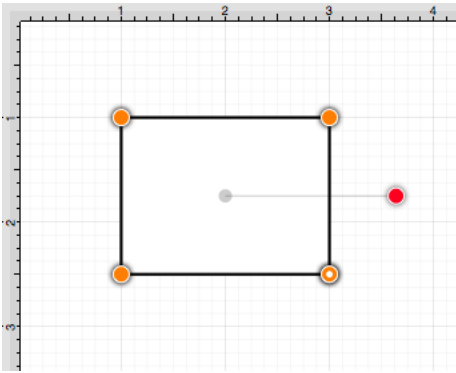
2

Select the **Paths Submenu** and then choose **Split at Handle**.



3

The path is now separated at the chosen **End Point Handle**, as shown below.



Note: Refer to the [Handles Reference](#) section of this documentation to learn more about each handle.

6.6.13. Insert Handle

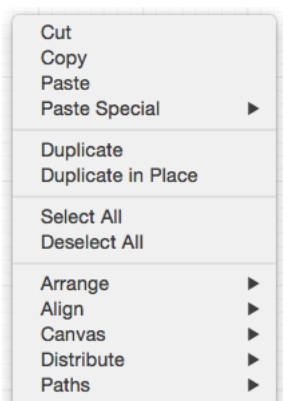
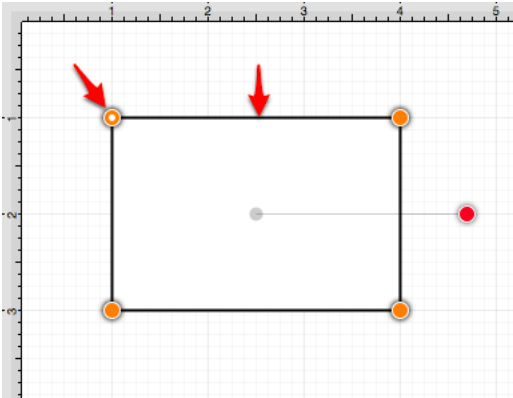
TouchDraw supports the insertion and [deletion](#) of handles or segments from an existing path. A different behavior is received depending on the type of segment chosen for handle insertion:

- **Line Segment** - The inserted handle splits the line segment into two connected lines.
- **Quadratic Curve Segment** - The inserted handle splits the quadratic curve into two quadratic curves and the shape of the original curve is maintained.
- **Cubic Curve Segment** - The inserted handle splits the cubic curve into two cubic curves and the shape of the original curve is maintained.

A new handle can be inserted into a segment or at the same location as an existing handle. In the provided example, the bottom line segment is chosen for a handle addition. Follow the steps below to insert a handle or segment into a path:

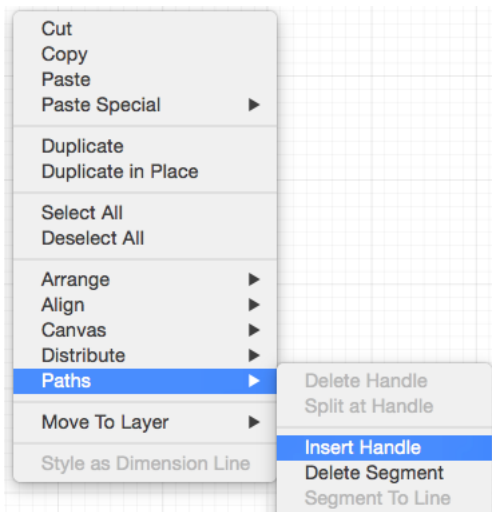
1

Click on the desired handle or segment to **select** it and then **Right Click** (Control-Click) where a new handle will be inserted to bring up the **contextual menu**.



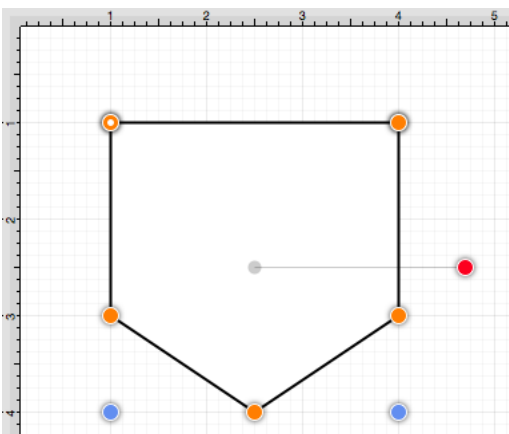
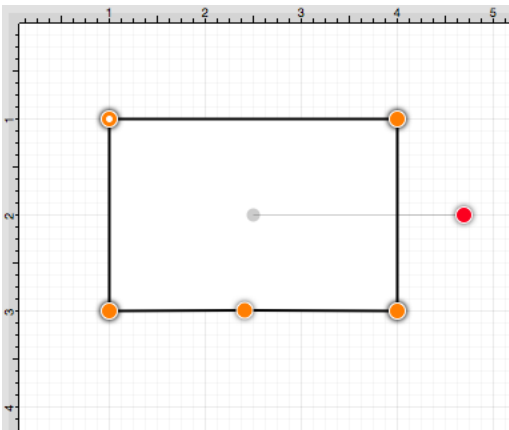
2

Select the **Paths Submenu** and then choose **Insert Handle**.



3

A new **Segment End Point Handle** appears in the center of the selected line segment and can be used to alter the path.



Note: Refer to the [Handles Reference](#) section of this documentation to learn more about each handle.

6.6.14. Delete Segment

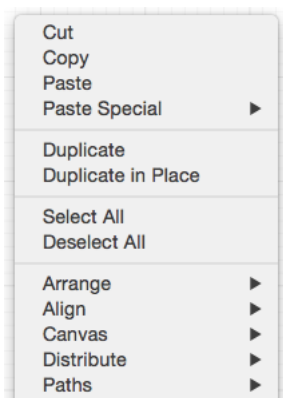
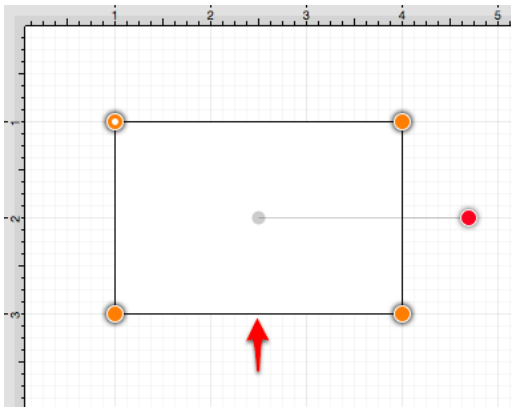
The **Delete Segment** action removes a selected segment from an existing path. A different behavior is received depending on the type of segment chosen for handle insertion:

- **Line Segment**- The entire segment is removed.
- **Quadratic Curve Segment** - The entire segment and corresponding quadratic control point are removed.
- **Cubic Curve Segment** - The entire segment and all cubic curve control points are removed.

In the provided example, the bottom **Line Segment** of the figure is chosen. Follow the steps below to delete a segment:

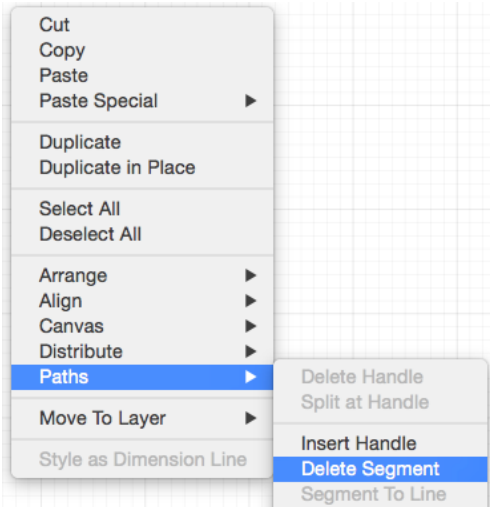
1

Click on the desired segment to [select](#) it and then **Right Click** (Control-Click) to open the [contextual menu](#).



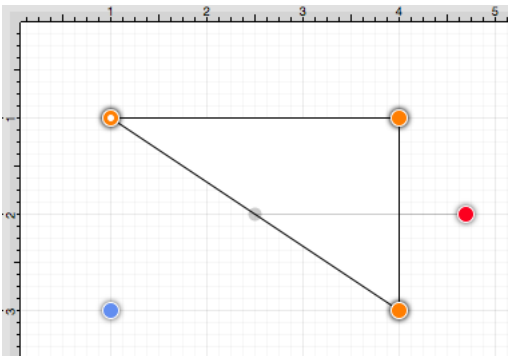
2

Select the **Paths Submenu** and choose **Delete Segment**.

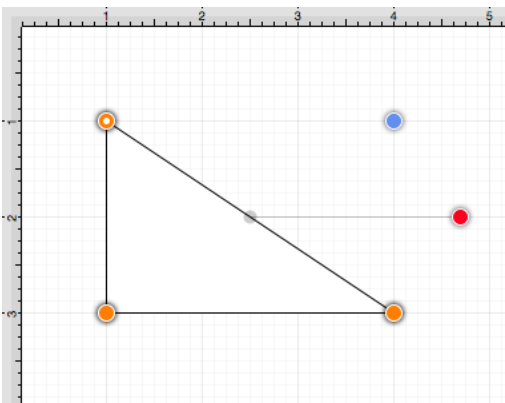
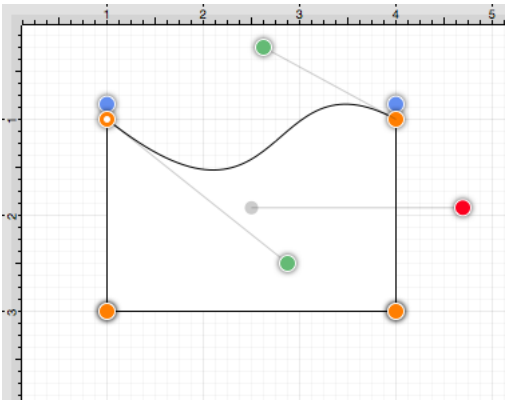


3

The **Line Segment** and corresponding end point (orange) are removed. The remaining segment end points are joined.



The following screenshots show the resulting control point and segment changes when a **Cubic Curve Segment** is deleted from a figure. In this example, the top cubic curve is chosen for deletion. The selected segment and both control points are removed.



Note: Refer to the [Handles Reference](#) section of this documentation to learn more about each handle.

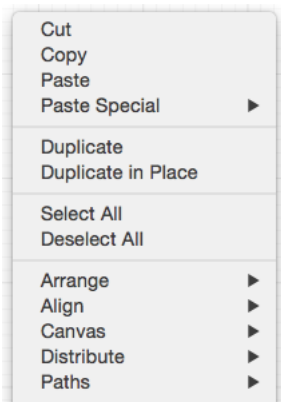
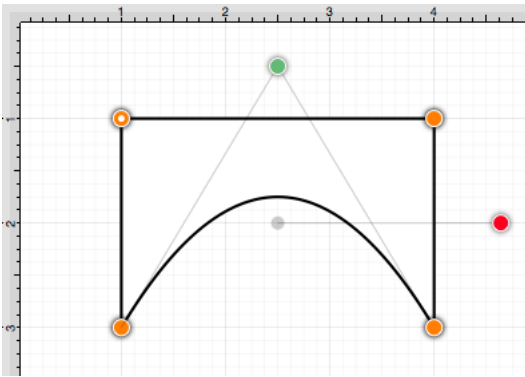
6.6.15. Segment to Line

The **Segment To Line** action will convert either a quadratic or a cubic curve segment into a straight line segment. Essentially, it discards the control points of the curve.

In the provided example, a **Quadratic Curve Segment** is changed to a **Line Segment**. Follow the steps below:

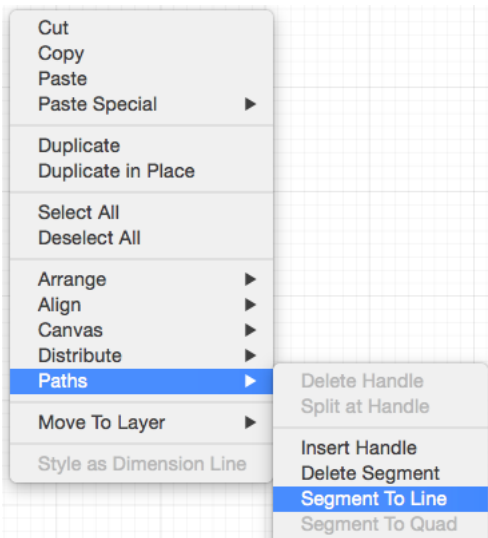
1

Click on the desired segment to [select](#) it and then **Right Click** (Control-Click) to open the [contextual menu](#).



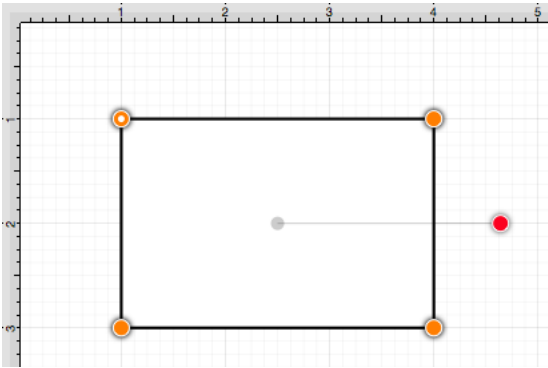
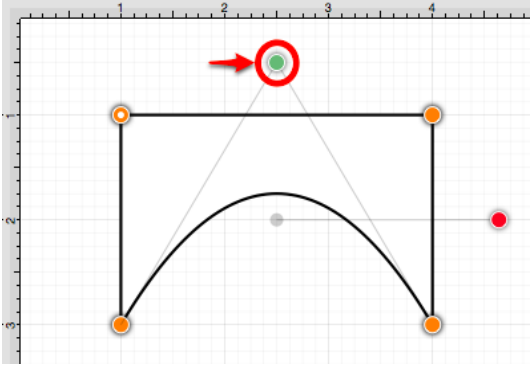
2

Select the **Path Submenu** and then choose **Segment to Line**.

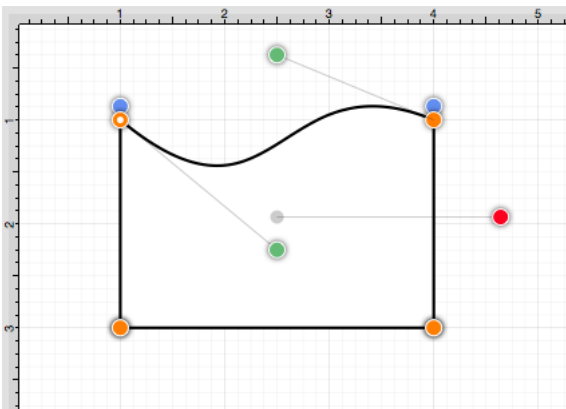


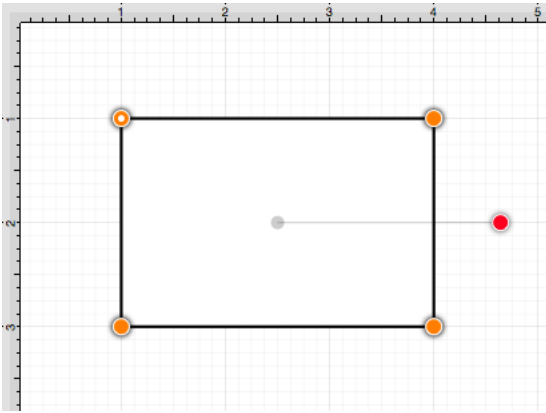
3

The control point (green) of the **Quadratic Curve Segment** is removed and the segment is changed to a **Line Segment** to create a rectangle, as shown below.



The following screenshots show the resulting line when the **Segment to Line** action is performed on a **Cubic Curve Segment**.





Note: Refer to the [Handles Reference](#) section of this documentation to learn more about each handle.

6.6.16. Segment to Quad

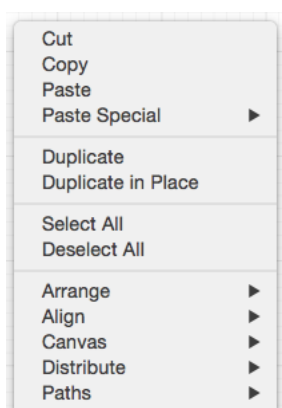
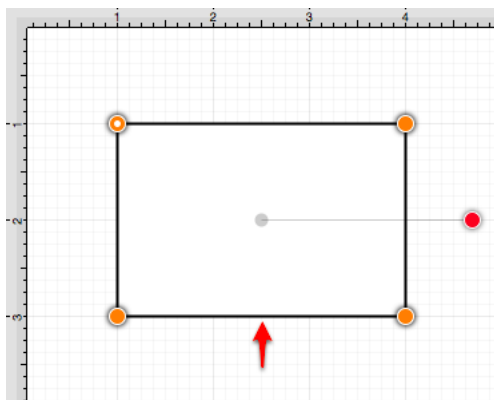
The **Segment to Quad** action will convert either a line segment or cubic curve to a quadratic curve segment. A different behavior is received when the handle is inserted depending on the chosen segment type:

- **Line Segment** - A curve control point will be inserted at the center point of the line and can be used to create the exact desired quadratic.
- **Cubic Curve Segment** - The two control points of the cubic curve segment will be averaged to create a new control point for the quadratic curve, which is replacing the cubic curve.

In the provided example, the **Line Segment** located on the right side of the figure is converted into a **Quadratic Curve Segment**. Follow the steps below:

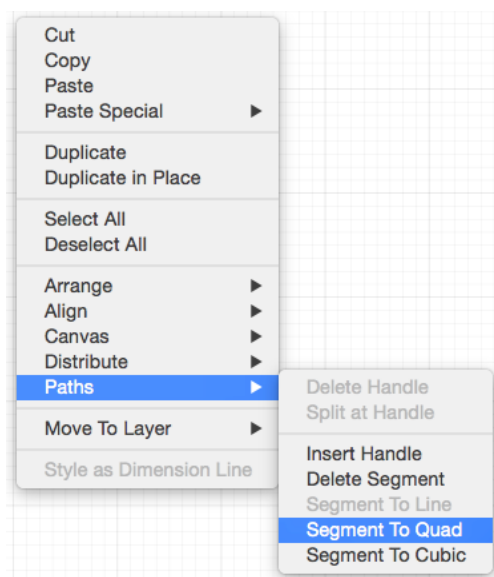
1

Click on the desired segment to [select](#) it and then **Right Click** (Control-Click) to open the [contextual menu](#).



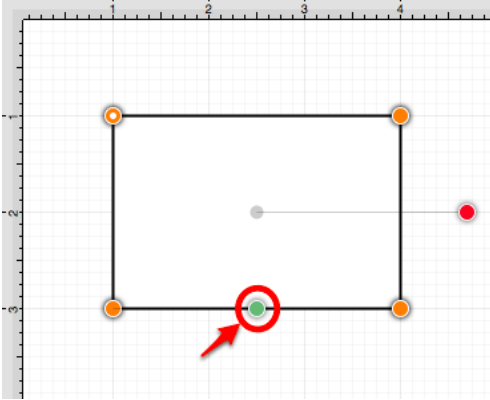
2

Select the **Path Submenu** and then choose **Segment to Quad**.



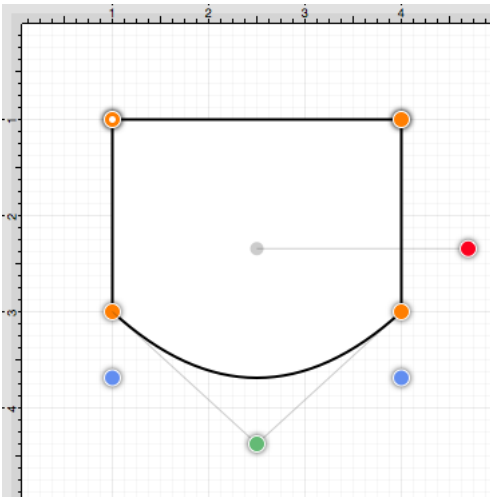
3

A **Quadratic Curve Control Point** (green) is added to the center of the selected segment.

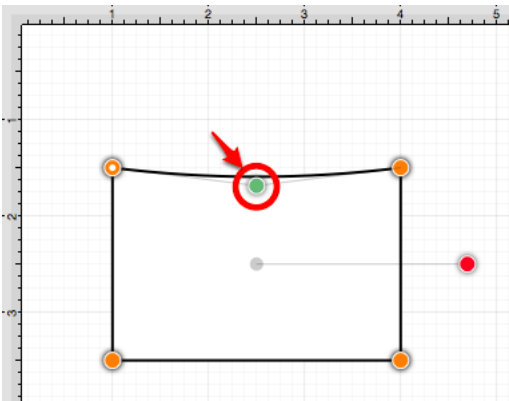
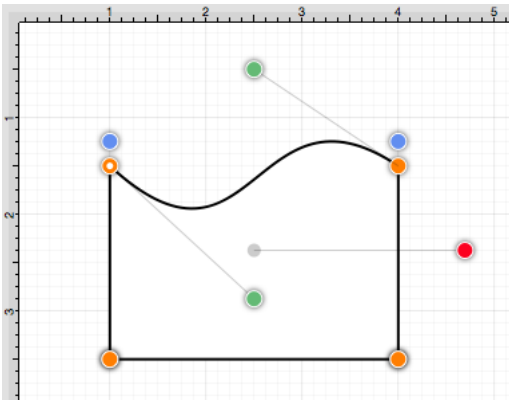


4

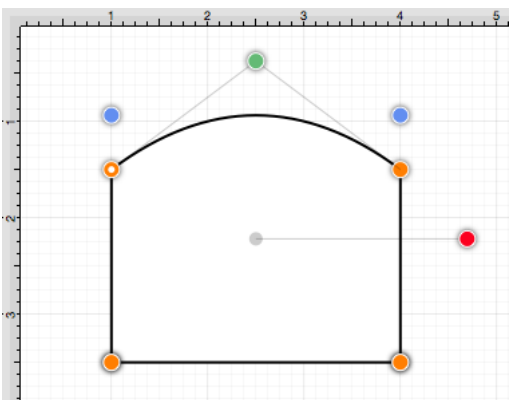
Perform a **Click/Drag** combination on the **Quadratic Curve Control Point** to create the desired curve segment. In this example, the control point is dragged in a downward direction.



The following screenshots show the resulting control point and line changes when a **Cubic Curve Segment** is converted to a **Quadratic Curve Segment**. In this example, the top cubic curve is chosen for conversion. The two existing **Cubic Curve Control Points** (green) are averaged to generate a single **Quadratic Curve Control Point**.



The provided **Quadratic Curve Control Point** can be moved in any direction by performing a **Click/Drag** combination. In this example, the new control point is dragged upward.



Note: Refer to the [Handles Reference](#) section of this documentation to learn more about each handle.

6.6.17. Segment to Cubic

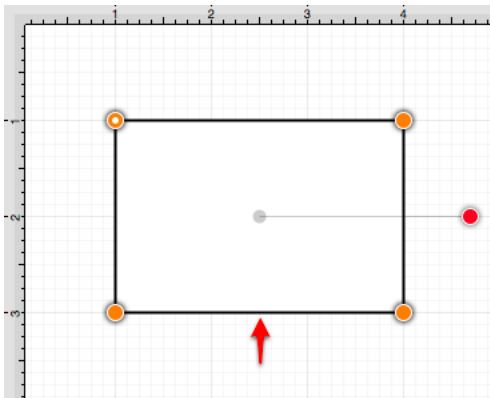
The **Segment to Cubic** action will convert either a line or quadratic curve into a cubic curve segment. A different behavior is received depending on the type of segment chosen for handle insertion:

- **Line Segment** - Two curve control points will be inserted at the 40% and 60% locations along the line and can be used to create the exact desired cubic curve.
- **Quadratic Curve Segment** - The shape of the quadratic curve will be approximated with a new cubic curve segment.

In the provided example, the **Line Segment** located on the left side of the figure is converted into a **Cubic Curve Segment**. Follow the steps below:

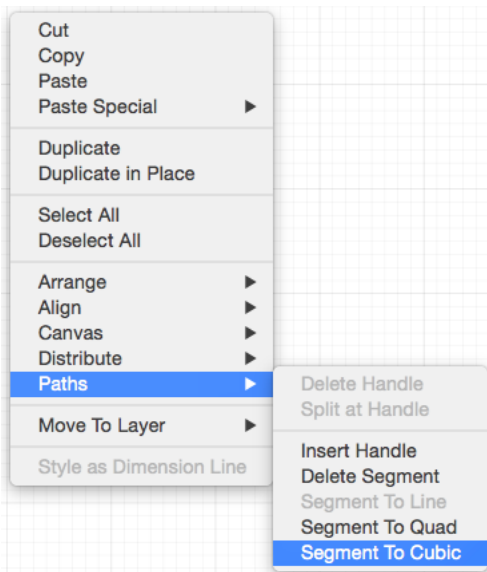
1

Click on the desired segment to [select](#) it and then **Right Click** (Control-Click) to open the [contextual menu](#).



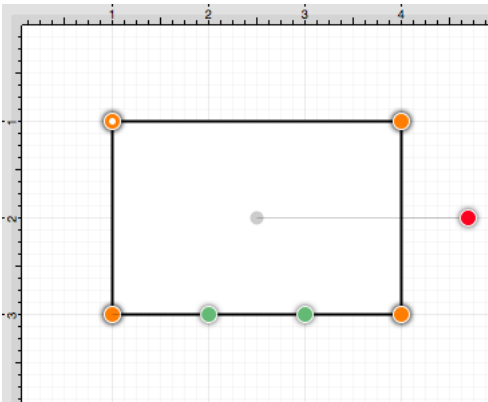
2

Select the **Path Submenu** and then choose **Segment to Quad**.



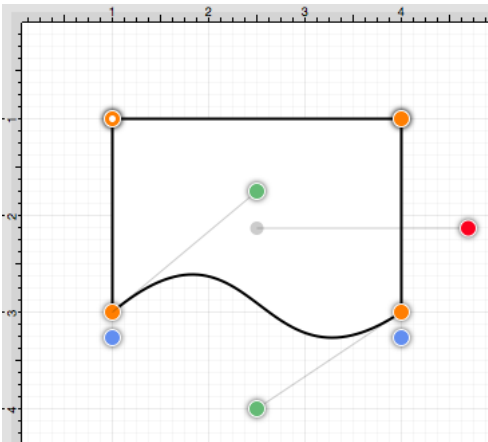
3

Two **Cubic Curve Control Points** (green) are inserted at the 40% and 60% locations on the chosen **Line Segment**.

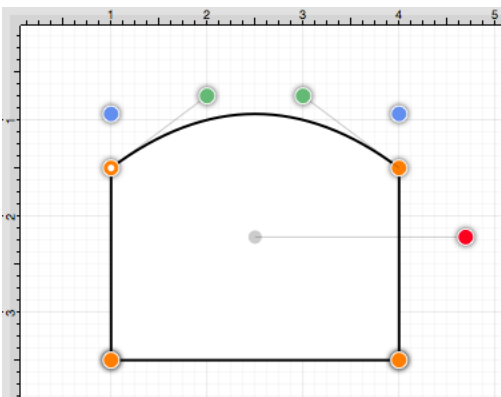
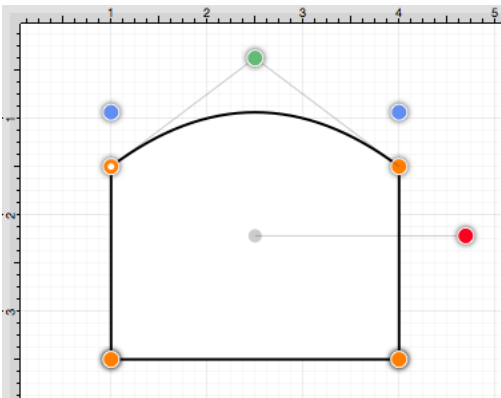


4

Perform a **Click/Drag** combination to move either **Cubic Curve Control Point** in any direction. In this example, the left control point is dragged upward and the right control point is dragged downward. Refer to the image below:

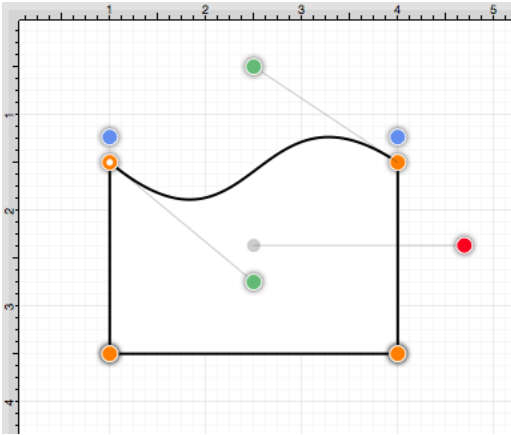


The following screenshots show the resulting control point and line changes when a **Quadratic Curve Segment** is converted to a **Cubic Curve Segment**. In this example, the top cubic curve is chosen for conversion. The **Quadratic Curve Control Point** (green) is approximated to create two **Cubic Curve Control Points** and the associated segment.



The provided **Cubic Curve Control Points** can be moved in any direction by performing a **Click/Drag**

combination. In this example, the left control point is dragged downward and to the right. The right control point is dragged upward and to the left to create the desired **Cubic Curve**.



Note: Refer to the [Handles Reference](#) section of this documentation to learn more about each handle.

6.7. Calculations

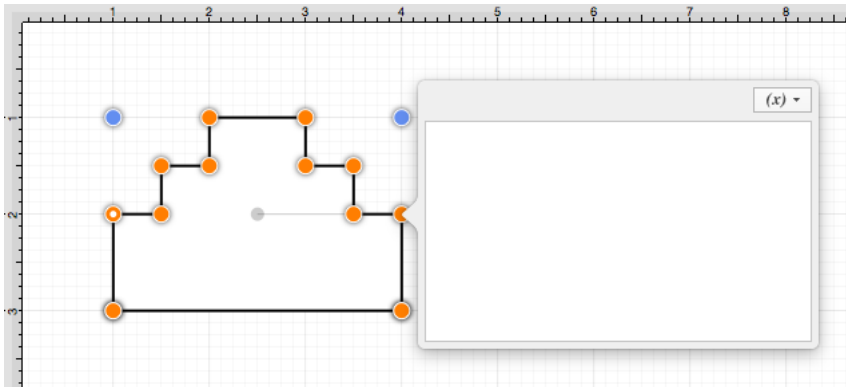
TouchDraw provides an easy method for calculating the [area](#) and [dimensions](#) of a [selected](#) figure(s) by entering variables within the [Text Editor Popup Window](#). Refer to the [Available Variables](#) table to find out more about what can be obtained as part of the text of a figure.

6.7.1. Calculating Area

TouchDraw supplies the ability to enter [variables](#) into the text editor for a figure(s). The calculated area of a figure can be obtained and included within the figure's text by:

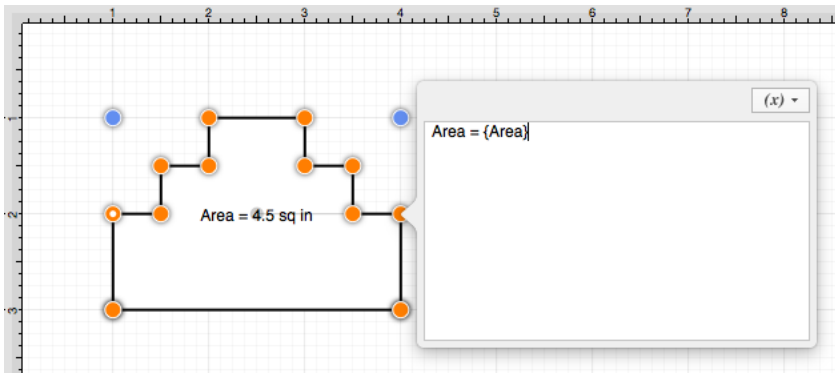
1

Double Clicking on a figure to open the [Text Editor Popup Window](#).



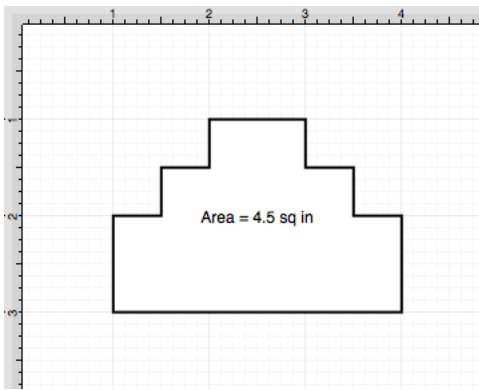
2

Entering `{Area}` as part of the text within the **Text Editor Popup Window**. The value will appear within the selected figure in real time.



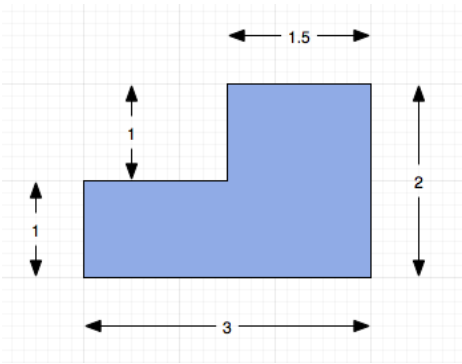
3

The figure will appear as shown below:



6.7.2. Dimensioning

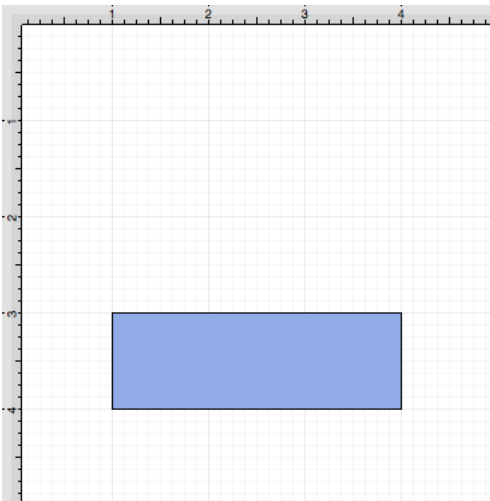
TouchDraw provides variables for determining the dimensions of a selected figure(s). The MinX, MaxX, MinY, MaxY, Width, and Height can be entered as part of the displayed text within a figure. Refer to the [available variables](#) table to learn more about what variables can be inserted. These values can be applied to show the dimensions of a drawn object, as shown below:



Follow the steps below to create the images shown above:

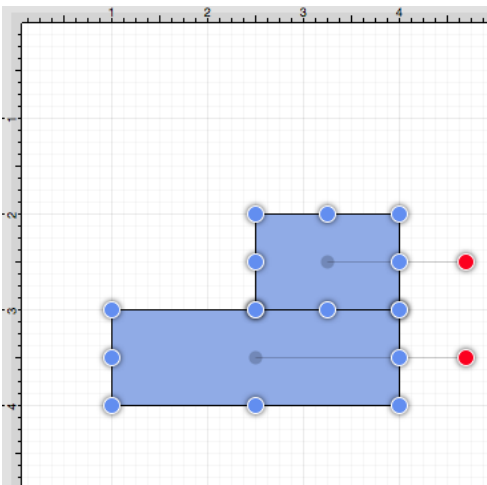
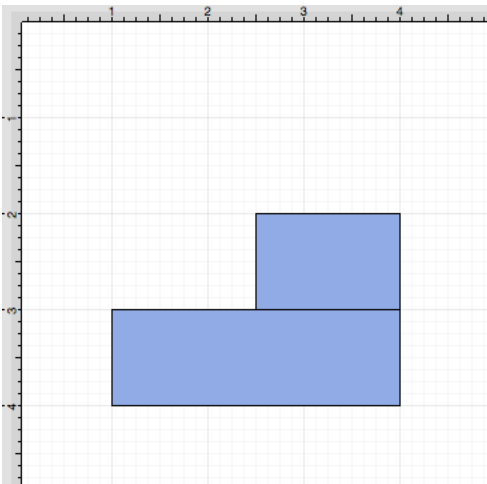
1

Select the [Rectangle Tool](#) and draw a rectangle.



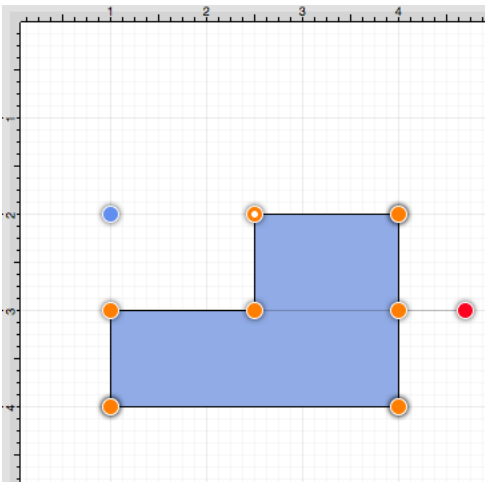
2

Select the **Rectangle Tool** again and draw a square on top of the right half of the rectangle. Use a **Shift/Click** combination to select both figures.



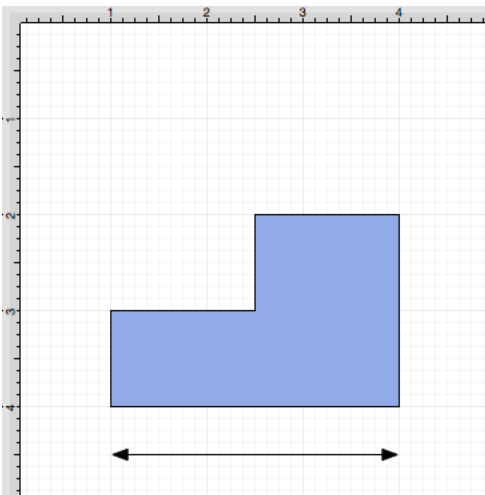
3

Select the [Modify Menu](#) and choose **Add Shapes** to combine the two shapes.



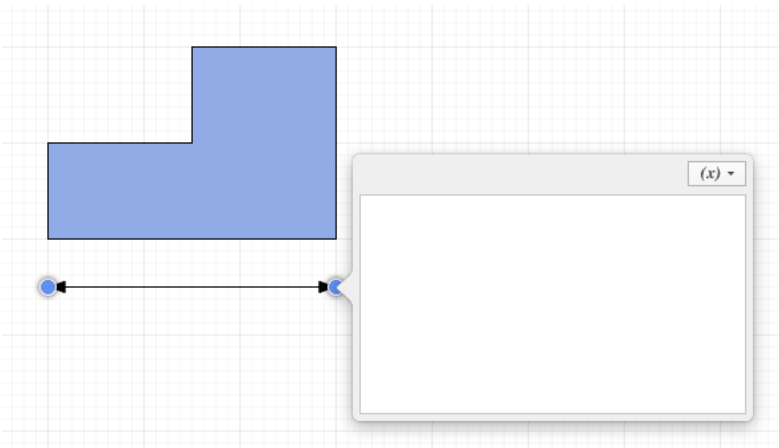
4

Select the [Line Tool](#) and create a line with two black arrow end points along the bottom of the rectangle.



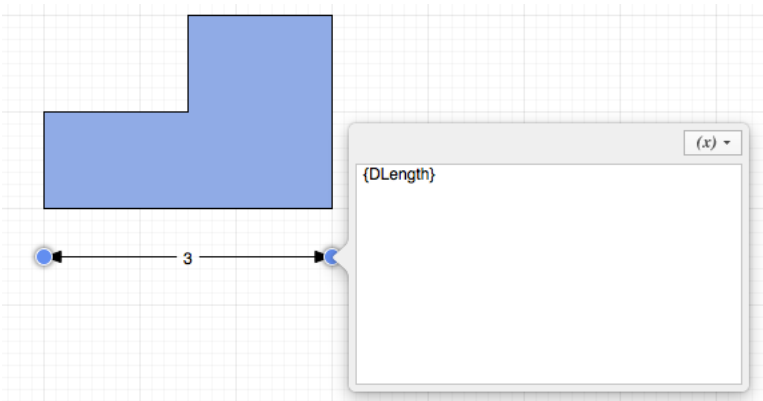
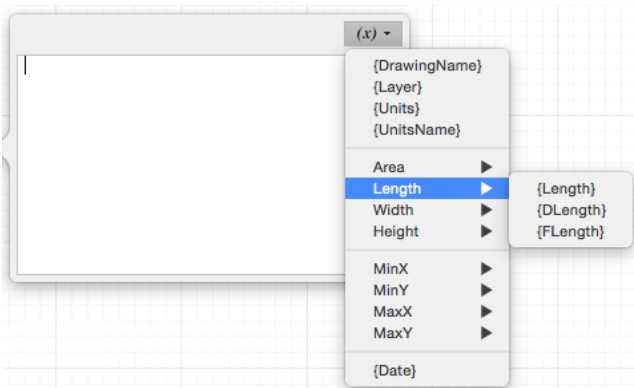
5

Double Click on the figure to open the [Text Editor Popup Window](#).



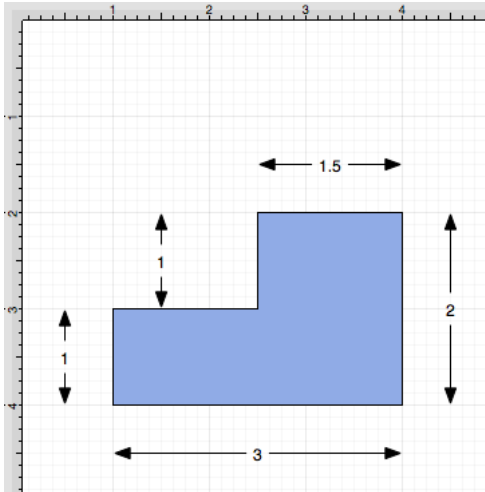
6

Click on the **Variable** drop down menu, choose **Length**, and then choose . The value will be entered into the **Text Editor Popup Window** and be updated on the line in real time.



7

Follow steps 4 through 6 to create a dimension line for each side. The figure below shows the completed dimensions for the drawn shape.



7. Tips and Techniques

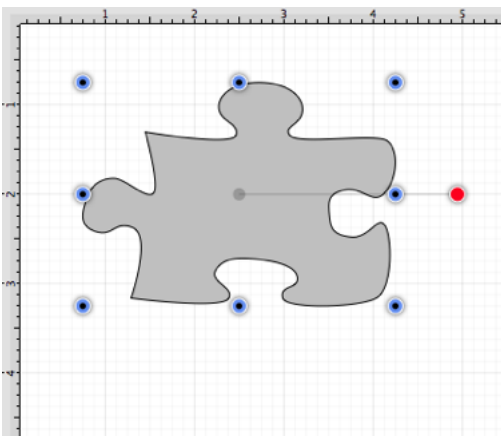
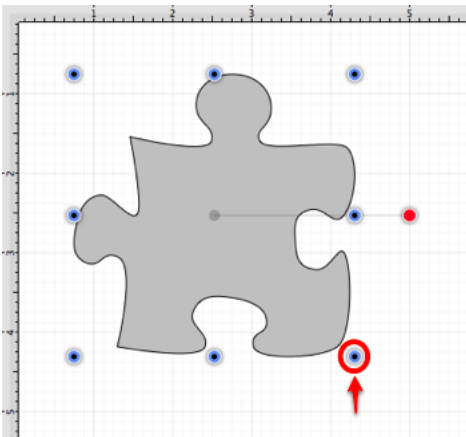
This section provides information on how to perform specific actions within TouchDraw and can be used to master the basic features of the application. Listed below are links to several quick tips designed to help you become more familiar with TouchDraw.

- [Resizing a Figure Proportionally with Handles](#)
- [Creating Proportional Shapes](#)
- [Using the Selection Rectangle](#)

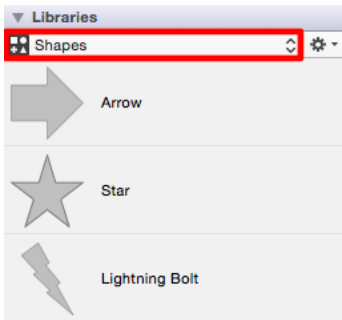
7.1. Resizing a Figure Proportionally with Handles

TouchDraw provides several features for resizing shapes when you are working with figures in a drawing. If a bounds handle is dragged to a location within the [Drawing Canvas](#) without using application features for constraining proportions, the shape is resized to that specific location. The **Shift Key** on your keyboard may be used to constrain proportions as you drag to ensure the original shape is maintained.

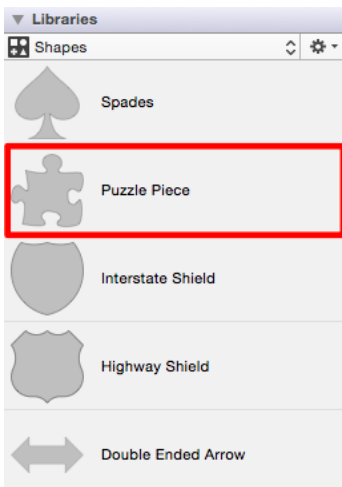
For example, a simple drag of the bounds handle without this feature enabled can result in a perfect square becoming a rectangle or a circle becoming an oval, but by using this feature, the shape will remain as a square or circle and only change in size, not proportions. The example below shows what the puzzle piece from the [Stencil Library](#) would look like if the bottom right bounds handle is moved upward **without using the Shift Key**.

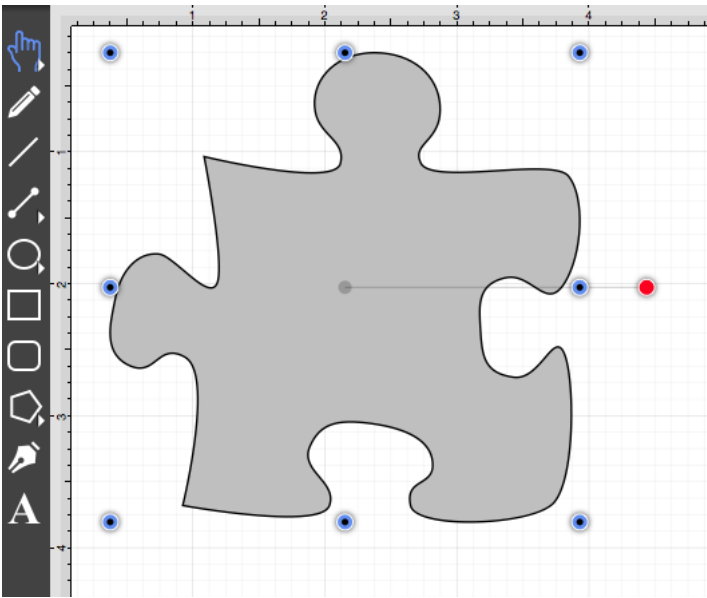


This tutorial will show you how to use the **Shift Key** to alter the size of a figure while constraining its proportions to maintain the original shape. We will be using the **Puzzle Piece** (as in the above example) from the [Stencil Library](#) to demonstrate how this feature can be used to easily constrain proportions when resizing shapes in a drawing. View the [Libraries](#) section of the [Sidebar](#) and then select the **Shapes** category in the library menu to locate this stencil.



You will see the puzzle piece as an available selection. Click on the stencil and drag it into your drawing. The stencil will appear as shown below once it has been inserted into a drawing.

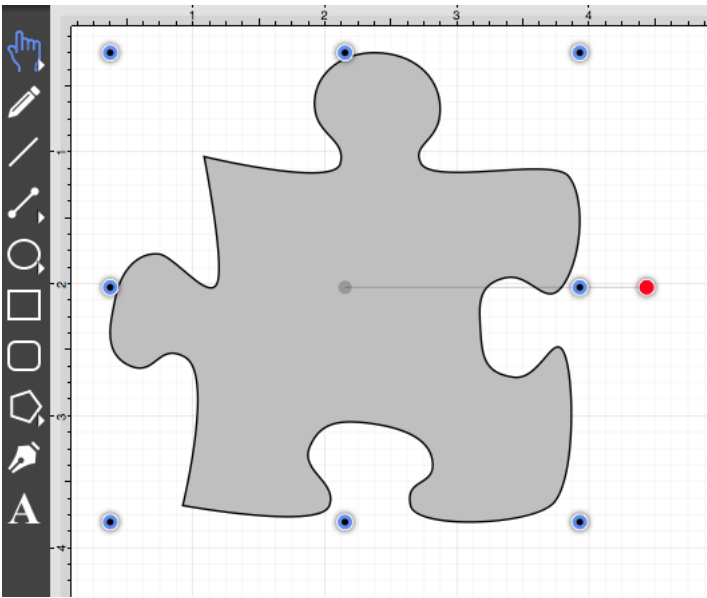




Proportions are not constrained for a resized shape when the **Shift Key** is not used. When the **Shift Key** is pressed during figure drawing, TouchDraw makes certain that the proportions are constrained during shape resizing to maintain the original shape. For example, the puzzle piece will remain as a puzzle piece as a [bounds handle](#) is dragged and only change in size. This feature can be used for any of a shapes bounds handles. Follow the steps below to learn how to use the **Shift Key** to constrain proportions while resizing a shape.

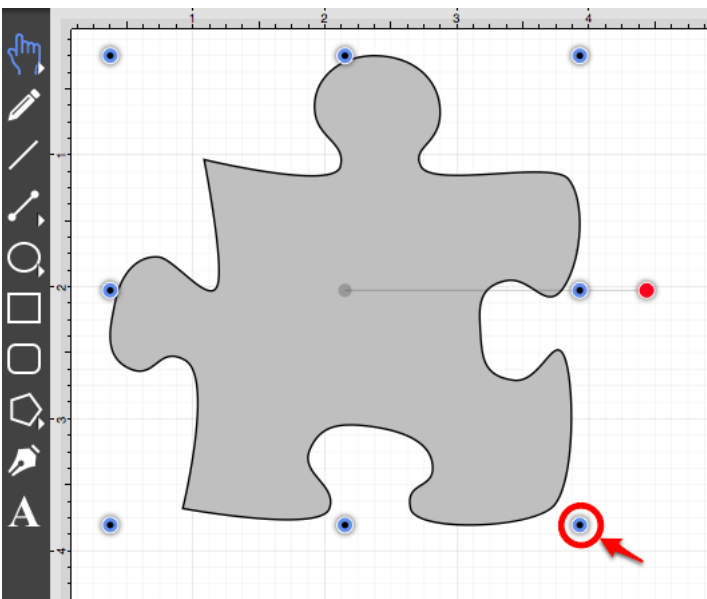
1

Select the shape in your drawing by tapping on the figure. [Bounds handles](#) will appear around the chosen figure once it has been selected.



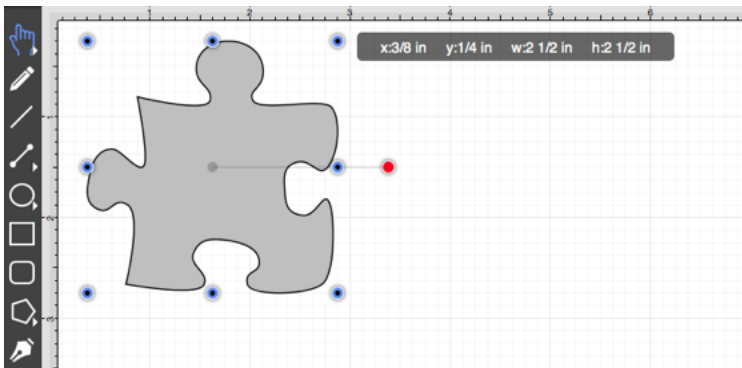
2

Next, you will need to hold down the **Shift Key** on your keyboard to constrain proportions during shape resizing. Click and Drag (without releasing the Shift Key) on a bounds handle to begin resizing the shape. In this example, the bottom right bounds handle is selected and drag inward toward the shape.



3

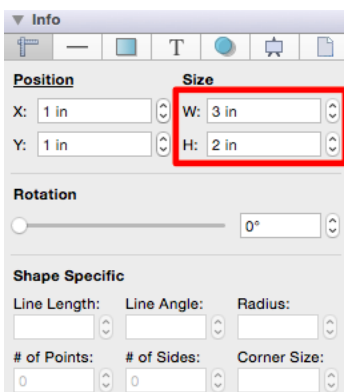
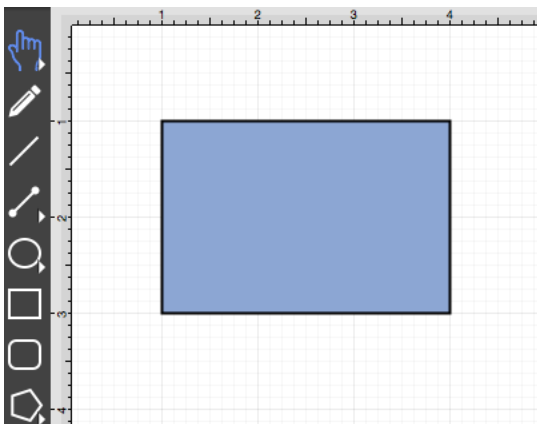
The puzzle piece becomes smaller in size, but retains its shape as its proportions are constrained. Release the **Shift Key** once resizing is completed



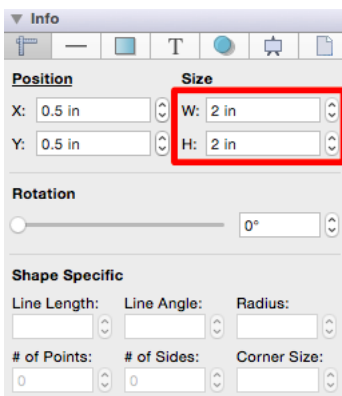
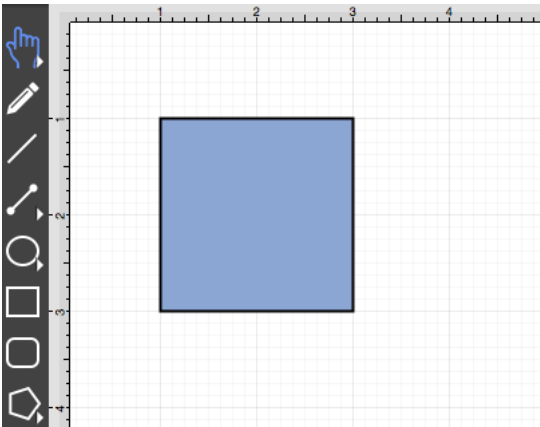
7.2. Creating Proportional Shapes

TouchDraw offers a great amount of flexibility when creating shapes or figures in a drawing. A click and drag action in combination with a selected drawing tool results in the addition of rectangles, squares, circles, ovals, and additional shapes of any size and/or proportion to a drawing. The **Shift Key** can be used when adding a shape such as a circle or square to your drawing to make certain it retains its proportions and only changes in size. This prevents the shape from becoming a rectangle or oval.

For example, if you select the [Rectangle Tool](#) and insert the shape into your drawing, it can either be a square or rectangle depending on where you click and drag on the [Drawing Canvas](#). Dragging toward the bottom right results in a rectangle with non-proportional **Width** and **Height** measurements, as shown below.



By holding down the **Shift Key** as you click and drag, you can create a proportional shape. In the example above, a perfect square would be created when this feature is enabled and the same click/drag action is performed. As shown in the [Info Sidebar](#), the **Width** and **Height** of the square are proportionally the same.

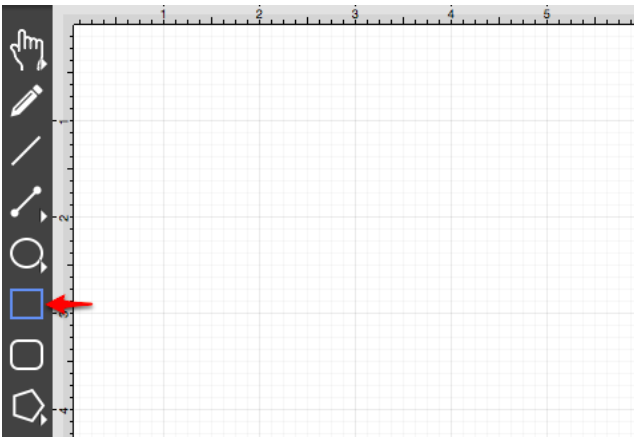


TouchDraw constrains the **Width** and **Height** to generate a proportional shape when the **Shift Key** is used in conjunction with a **Click/Drag** action. This tutorial will show you how this feature can be used to create a proportional shape.

We will be using the [Rectangle Tool](#) for this demonstration. Follow the steps below to learn how to use the **Shift Key** to create a proportional shape in your drawing.

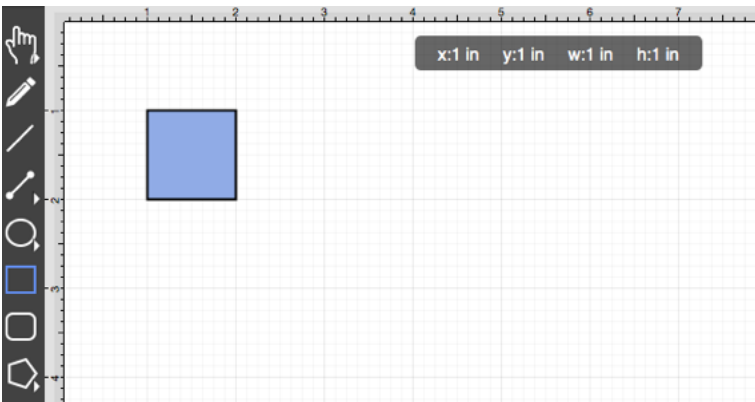
1

Select the [Rectangle Tool](#) in the [Drawing Toolbar](#).



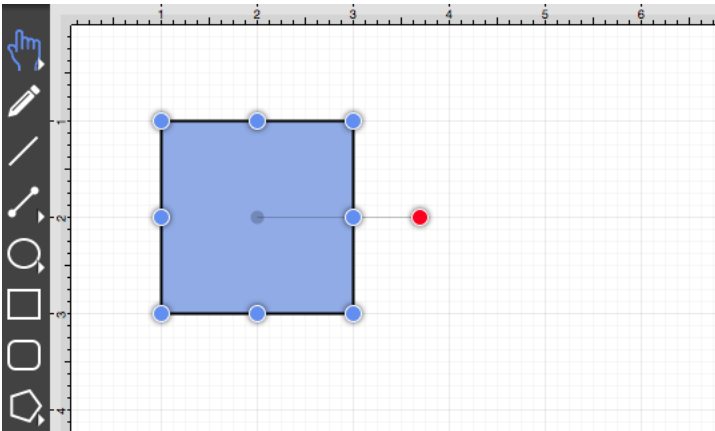
2

Hold down the **Shift Key** on your keyboard, click in a desired location on the [Drawing Canvas](#), and then **Drag** downward or in another direction without releasing the **Shift Key**.



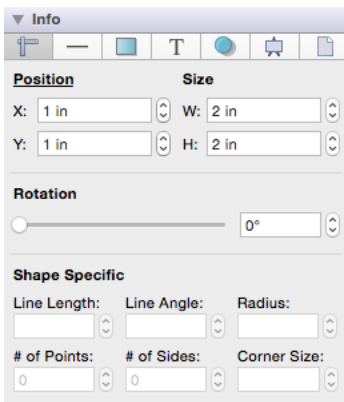
3

Release the **Shift Key** once the shape is completed to disable this feature. You will have a perfectly shaped square when finished.



4

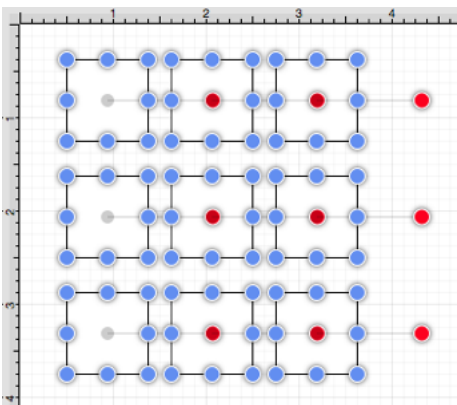
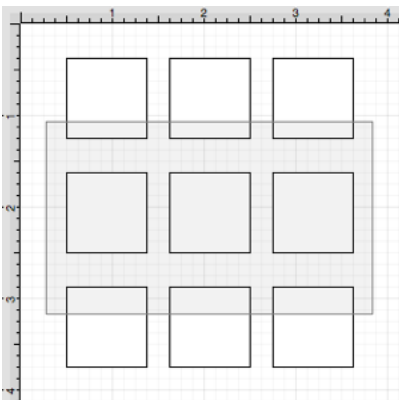
To view the **Width** and **Height** of your shape, open the [Sidebar](#) (if not already open) and then view the [Adjustment Tab](#). The dimensions of the shape will appear under the **Size** section.



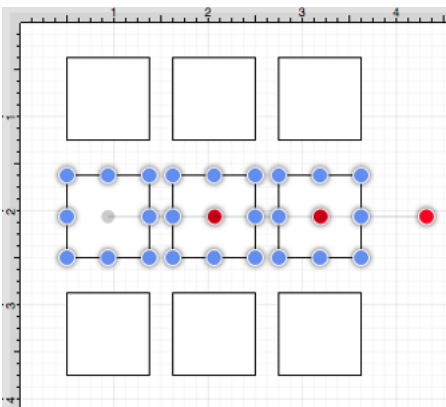
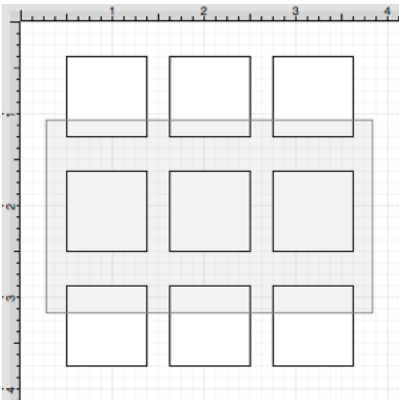
7.3. Using the Selection Rectangle

The **Selection Rectangle** provides an easy method for selecting multiple figures within a drawing. Click and drag from left to right or right to left on any point in the [Drawing Canvas](#) and then release the click action once the **Selection Rectangle** resides over the desired area. Figure selection will vary depending on the direction the mouse is dragged.

If you drag the **Selection Rectangle** from left to right, it will select all figures within its bounds as well as any figures it intersects.



While this approach is a great choice for making a quick selection in a defined area, it does not offer the amount of control that is sometimes needed during figure selection. You can drag the **Selection Rectangle** from right to left to select figures residing in its bounds without selecting intersecting figures. This provides finer control for using the **Selection Rectangle** to select multiple figures in a specified area of the [Drawing Canvas](#).



For more information about selecting figures within a drawing, please refer to the [Selecting a Figure](#) page of the documentation.

8. Miscellaneous

TouchDraw supports specific file formats for importing or exporting and provides options for setting application preferences. The following documentation sections supply information regarding:

- [File Format Support](#)
- [Keyboard Shortcuts](#)
- [Handle Types](#)
- [Application Preferences](#)

8.1. File Format Support

Images or drawings from outside applications can be imported for editing within TouchDraw. A created drawing in TouchDraw can also be exported into an alternative file format. See the [Importers](#) and [Exporters](#) tables for additional information about supported file formats. Known issues during exporting or importing of specific formats are noted in the the following documentation pages.

8.1.1. Importers

Importer Type	Supported Import Methods
Image Importer	TouchDraw supports inserting or pasting bitmap images into a drawing.
SVG Importer Notes SVG (Scalable Vector Graphics)	TouchDraw supports importing SVG files using the Open menu item in the File menu .
VDX (Visio XML Drawing Format)	TouchDraw supports importing VDX files using the Open menu in the File menu .
EMF (Enhanced Metafile)	TouchDraw supports importing EMF files using the Open menu in the File menu .
WMF (Windows Metafile)	TouchDraw supports importing WMF files using the Open menu in the File menu .

8.1.1.1. Image Importer Notes

TouchDraw for Mac supports importing the following bitmap image formats.

- PNG
- JPEG
- GIF
- BMP
- TIFF

Limitations

- None Known

Known Issues

- None Known

8.1.1.2. SVG Importer Notes

TouchDraw supports importing Scalable Vector Graphics (SVG) files. This page documents the known issues and limitations of the importer.

Limitations

Not every SVG feature is supported by the importer. When an SVG feature has no equal within TouchDraw, the original SVG command is ignored. As SVG is large and complex specification, the following is a non-exhaustive list of limitations we are aware of:

- Elliptical gradients cannot be imported.
- Clipping regions are not imported.

Known Issues

- None Known

8.1.1.3. VDX Importer Notes

TouchDraw supports importing Microsoft Visio XML Drawing (VDX) files. This page documents the known issues and limitations of the importer.

Limitations

Not every Visio feature is supported by the importer as TouchDraw does not have every feature that Visio does, nor does Visio have every feature TouchDraw does. When a feature has no equal within TouchDraw, the original command and/or data is ignored. As the Visio file format is very extensive, the following is a non-exhaustive list of limitations we are aware of:

- Only visual information (the look/layout of the drawing) is imported. Any semantic information (associated metadata) stored in the Visio file will be lost.

Known Issues

- None Known

8.1.1.4. EMF Importer Notes

TouchDraw supports importing Enhanced Metafile (EMF) files mainly for the purpose of importing embedded stencil file in Visio documents. This page documents the known issues and limitations of the importer.

Limitations

- None known

Known Issues

- None Known

8.1.1.5. WMF Importer Notes

TouchDraw supports importing Windows Metafile (WMF) files mainly for the purpose of importing embedded stencil file in Visio documents. This page documents the known issues and limitations of the importer.

Limitations

- None known

Known Issues

- None Known

8.1.2. Exporters

File Formats	Options
Image (PNG, JPEG, TIFF, GIF,	Refer to the Exporting a Bitmap Image section of the documentation.

File Formats	Options
BMP)	
Scalable Vector Graphics (SVG)	None
Portable Document Format (PDF)	Include Grid
Microsoft Visio (VDX)	None
Encapsulated Postscript (EPS)	Include Border , Border Sizing

8.1.2.1. Image Exporter Notes

TouchDraw for Mac supports exporting drawings in the following bitmap image formats:

- PNG
- JPEG
- GIF
- BMP
- TIFF

Limitations

- None Known

Known Issues

- None Known

8.1.2.2. SVG Exporter Notes

TouchDraw supports exporting drawing files to the Scalable Vector Graphics (SVG) file format. The following page outlines the known issues and limitations of the exporter.

Limitations

- Only the visual information will be exported as SVG does not support some TouchDraw features such as connections.

Known Issues

- None known

Notes

- Many SVG viewers and/or editors do not support all of the features of SVG that TouchDraw may possibly use to export your drawing. Specifically, many SVG views do not correctly render shadows. The Elevenworks team recommends using the Google Chrome web browser to view and validate that your drawing was exported as expected. In our testing, Chrome has been found to have the most full feature (freely available) SVG rendering support.

8.1.2.3. PDF Exporter Notes

TouchDraw supports exporting drawing files to the Portable Document Format (PDF) file format. The following page outlines the known issues and limitations of the exporter.

Limitations

- None known

Known Issues

- None known

8.1.2.4. VDX Exporter Notes

TouchDraw supports exporting drawing files to the Microsoft Visio XML Drawing (VDX) file format. The following page outlines the known issues and limitations of the exporter.

Limitations

- Font, font color and font size are the only font (text) attributes currently exported.
- Exporting of the drawing background color is not supported.

Known Issues

- None

8.1.2.5. EPS Exporter Notes

TouchDraw supports exporting drawing files to the Encapsulated Postscript (EPS) file format. The following page outlines the known issues and limitations of the exporter.

Limitations

- The EPS exporter is not supported on Mac OS 10.10 (Yosemite) or newer.

Known Issues

- None known

8.2. Keyboard Shortcuts

The **Keyboard Shortcuts** within TouchDraw are available to provide fast access to application, file, editing, etc... functions. Refer to the table below to learn more about each available shortcut:

Keyboard Shortcut	Option Name	Description
Command-Comma	Preferences	The Preferences... shortcut can be used to change general, handle, and performance options for the application.
Command-H	Hide TouchDraw	The Hide TouchDraw shortcut hides all of the open TouchDraw related windows.
Option-Command-H	Hide Others	The Hide Others shortcut hides all of the open windows from other applications while leaving the windows for TouchDraw open.
Command-Q	Quit TouchDraw	The Quit TouchDraw shortcut closes the application.
Command-N	New	The New shortcut can be used to create a new drawing.
Command-O	Open	The Open shortcut can be used to open an existing TouchDraw document or it can be used to import a drawing or image in one of the 3rd party file formats that TouchDraw supports.
Command-W	Close	The Close shortcut closes the current drawing.
Command-S	Save	The Save shortcut saves the current drawing.
Shift-Command-S	Save As...	The Save As shortcut saves the current drawing under a different name.
Command-I	Insert Image...	The Insert Image shortcut can be used to import a bitmap image stored on the local file system into the current drawing.
Command-E	Export	The Export shortcut can be use to export the currently active drawing.
Shift-Command-P	Page Setup	The Page Setup shortcut can be used to bring up a window used to specify page attribute, formatting, orientation, and scaling options.

TouchDraw for Mac

Keyboard Shortcut	Option Name	Description
Command-P	Print	The Print shortcut can be used to print single or multiple pages of a drawing.
Command-Z	Undo	The Undo shortcut removes drawing changes in the order they were applied starting with the most recent.
Shift-Command-Z	Redo	The Redo shortcut reapplies drawing changes in the order they were removed starting with the most recent.
Command-X	Cut	The Cut shortcut removes the currently selected item from the active drawing and places it in the clipboard.
Command-C	Copy	The Copy shortcut places a copy of the currently selected item into the clipboard.
Command-V	Paste	The Paste shortcut adds the most current item residing in the clipboard to the active drawing.
Shift-Command-V	Paste in Place...	The Paste in Place shortcut copies the current clipboard item into the exact location of the original.
Control-Command-V	Paste Multiple	The Paste Multiple... shortcut can be used to paste multiple copies of a clipboard item at specific offsets.
Option-Command-V	Paste Style	The Paste Style shortcut applies the formatting properties of one object to the currently selected object.
Delete Key	Delete	The Delete shortcut permanently removes a selected item from the active drawing.
Command-D	Duplicate	The Duplicate shortcut creates a copy of a selected item in the active drawing.
Shift-Command-D	Duplicate in Place	The Duplicate in Place shortcut creates a copy of a selected item and places it in the same location as the original.
Command-A	Select All	The Select All shortcut selects all items residing in the currently active drawing.
Shift-Command-A	Deselect All	The Deselect All shortcut deselects all items residing in the currently active drawing.
Command-Semicolon	Check	The Check Spelling and Grammer shortcut opens the spelling

TouchDraw for Mac

Keyboard Shortcut	Option Name	Description
	Spelling/Grammar	and grammar popup window and runs a spell check when this window is currently open.
Command-G	Group	The Group shortcut combines selected shapes residing on the drawing canvas into a group to manipulate and treat them as a single figure. It is enabled when two or more groupable figures are selected in the drawing canvas.
Shift-Command-G	Ungroup	The Ungroup shortcut removes the grouping characteristic for individual shape manipulations. It is enabled when one or more grouped figures are selected in the drawing canvas.
Command-L	Lock	The Lock shortcut prevents a selected figure(s) from being moved or resized until it has been unlocked . Attributes such as stroke, fill, shadow, etc... can still be manipulated on a locked figure. It is enabled when one or more unlocked (and lockable) figures are selected in the drawing canvas.
Shift-Command-L	Unlock	The UnLock shortcut removes a previously set lock on a selected figure(s) or group of figures to allow for moving and resizing . It is enabled when one or more locked figures are selected in the drawing canvas.
Shift-Command-Closing Bracket	Bring to Front	The Bring to Front shortcut moves a currently selected figure(s) to the front of all figures residing in the same layer . It is enabled when one or more figures are selected in the drawing canvas.
Command-Closing Bracket	Bring Forward	The Bring Forward shortcut moves a currently selected figure(s) one step closer to the top of the stack within the layer they reside in. It is enabled when one or more figures are selected in the drawing canvas.
Command-Opening Bracket	Send Backward	The Send Backward shortcut moves a currently selected figure(s) one step closer to the bottom of a stack within their residing layer . It is enabled when one or more figures are selected in the drawing canvas.
Shift-Command-Opening Bracket	Send to Back	The Send to Back shortcut moves a currently selected figure(s)

TouchDraw for Mac

Keyboard Shortcut	Option Name	Description
Bracket		behind all other figures residing within the same layer . It is enabled when one ore more figures are selected in the drawing canvas.
Command-Right Facing Arrow	Rotate 90° Right	The Rotate 90° Right shortcut rotates a selected figure to the right by 90°.
Command-Left Facing Arrow	Rotate 90° Left	The Rotate 90° Left shortcut rotates a selected figure to the left by 90°.
Command-Plus Symbol	Zoom In	The Zoom In shortcut increases the magnification level of the drawing canvas to allow for working on the drawing in more detail.
Command-Minus Symbol	Zoom Out	The Zoom Out shortcut decreases the magnification level of the drawing canvas make a larger portion of the drawing viewable in the window at once.
Command-1	Zoom to Fit	The Zoom to Fit shortcut will dynamically resize the magnification level and the location of the drawing within the drawing canvas to make the complete drawing is visible in the window.
Command-2	Zoom to Actual Size	The Zoom to Actual Size shortcut returns a drawing back to the normal magnification level (100%).
Command-3	Zoom to Origin	The Zoom to Origin shortcut returns a drawing back to it's normal magnification level (100%) and resets the visible portion of the drawing canvas so that the coordinates 0,0 are in the upper left hand corner.
Command-R	Hide Rulers	The Hide Rulers shortcut removes the left and top rulers from the main application window. Select this menu option again for the rulers to reappear.
Command-Apostrophe	Hide Grid	The Hide Grid shortcut toggles the visibility if the grid in the drawing canvas.
Shift-Command-Apostrophe	Snap to Grid	The Snap to Grid shortcut toggles whether or not figures are aligned to the grid for more precise drawing.

TouchDraw for Mac

Keyboard Shortcut	Option Name	Description
Control-Command-F	Enter Full Screen	The Enter Full Screen shortcut switches the main application window from the current setting to full screen mode.
Shift-Command-R	Hide Format Bar	The Hide Format Bar shortcut removes the formatting bar from the TouchDraw application window. Select this menu option again for the formatting bar to reappear.
Control-Command-R	Hide Side Bar	The Hide Side Bar shortcut removes the side bar from the TouchDraw application window. Select the menu option again for the side bar to reappear.
Shift-Command-C	Show Colors	The Show Colors shortcut can be used to toggle the visibility of the standard Mac OS X color picker.
Option-Command-T	Hide Toolbar	The Hide Toolbar shortcut removes the main toolbar from the TouchDraw application window. Select the menu option again for the Toolbar to reappear.
Command-M	Minimize	The Minimize shortcut minimizes the main application window.
Left Arrow Key	Nudge Figure to Left	The Left Arrow Key nudges a selected figure to the left on the drawing canvas.
Right Arrow Key	Nudge Figure to Right	The Right Arrow Key nudges a selected figure to the right on the drawing canvas.
Up Arrow Key	Nudge Figure Upward	The Up Arrow Key nudges a selected figure upward on the drawing canvas.
Down Arrow Key	Nudge Figure Downward	The Down Arrow Key nudges a selected figure downward on the drawing canvas.
S	Selection Tool	The S key activates the selection tool for selecting objects within the drawing canvas.
M	Move and Zoom Tool	The M key activates the Move and Zoom Tool for panning or zooming within the drawing canvas.
F	Freehand Tool	The F key activates the Freehand Tool (Pen Tool) for drawing freehand objects within a drawing.
L	Line Tool	The L key activates the Line Tool for creating line objects

TouchDraw for Mac









Keyboard Shortcut	Option Name	Description
		within a drawing.
1	Line Connection Tool	The 1 key activates the Line Connection Tool for creating connection objects within a drawing.
2	East/West Connection Tool	The 2 key activates the East/West Connection Tool to draw connection lines that originate from the side (either west/left or east/right) of the source figure and connect to the side (either west/left or east/right) of the target figure.
3	North/South Connection Tool	The 3 key activates the North/South Connection Tool to draw connection lines that originate from the side (either north/top or south/bottom) of the source figure and connect to the side (either north/top or south/bottom) of the target figure.
4	Horizontal/Vertical Connection Tool	The 4 key activates the Horizontal/Vertical Connection Tool to draw connection lines that originate horizontally from the right or left side of the source figure and connect vertically to the side (top) of the target figure.
5	Vertical/Horizontal Connection Tool	The 5 key activates the Vertical/Horizontal Connection Tool to draw connection lines that originate vertically from the side (either top or bottom) of the source figure and connect to the side (either left or right) of the target figure.
6	Path Connection Tool	The 6 key activates the Path Connection Tool for creating a path connection that connects two shapes.
7	Hub Connection Tool	The 7 key activates the Hub Connection Tool to create connection lines that are able to receive connections. The connection line can originate from any side of the source figure and connects to any side of the target figure or to another hub connection line.
O	Oval Tool	The O key activates the Oval Tool for creating ovals or circles within a drawing.
C	Circle Tool	The C key activates the Circle Tool for creating perfect circles where the radius increases in increments as the size of the shape increases.

TouchDraw for Mac




Keyboard Shortcut	Option Name	Description
R	Rectangle Tool	The R key activates the Rectangle Tool for creating rectangles or squares within a drawing.
RR	Rounded Rectangle Tool	An RR key combination activates the Rounded Rectangle Tool for creating rounded rectangles or rounded squares within a drawing.
H	Polygon Tool	The H key activates the Polygon Tool for creating regular polygons within a drawing.
P	Path Tool	The P key activates the Path Tool for creating complex curves and shapes with detailed control on every aspect of the shapes appearance.
T	Text Tool	The T key activates the Text Tool for creating text areas within a drawing.
+	Zoom In	The + key can be used to zoom in on the drawing canvas.
-	Zoom Out	The - key can be used to zoom out on the drawing canvas.

8.3. Handles Reference

TouchDraw uses color and decoration attributes to differentiate the varying functions of handles to allow for quick identification regarding what a handle does. The following table lists the different handles and their individual function:

Image	Handle Name	Handle Description
	Bounds Handle	The Bounds Handle is used to change the width and height of a shape.
	Group Bounds Handle	The Group Bounds Handle is used to change the width and height of a group. The white center dot is provided to show that a group of figures has been selected, as opposed to a single figure.
	Path Start Handle	The Path Start Handle indicates which point or a path is the starting point.
	Path End Point Handle	The Path End Point Handle indicates which point is an end (or start) point of a line or curve segment within a path.
	Path Control Point Handle	The Path Control Point Handle indicates which points of a path are control points. Control points are used to alter the shape of a Quadratic or Cubic curve segment to be altered.
	Phantom Path Control Handle	The Phantom Path Control Handle is a control handle displayed in gray to indicate that it has not been used. This characteristic provides a hint to the TouchDraw application that the handle should function as a control handle in scenarios where the next drawn segment is a curve.
	Rotation Handle	The Rotation Handle is displayed on shapes (or groups) which can be rotated around their center point. This handle can be rotated in increments of 15° when the Shift Key is held in conjunction with the Click/Drag action.
	Center of Rotation Handle	The Center of Rotation Handle indicates where the current center of rotation point lies in a selected shape(s) or group of

TouchDraw for Mac

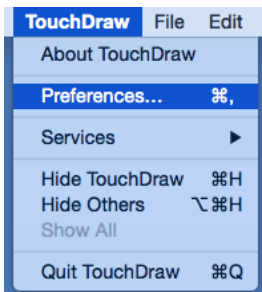
Image	Handle Name	Handle Description
		shapes. The Center of Rotation option must be selected in the Handle Settings popup menu for this handle to be visible.
	Lock Handle	The Lock Handle indicates that the selected figure (or group) is currently locked, which means it cannot be resized or moved. The white center dot is provided to show that the figure (or group) cannot be altered.
	Connection Handle	The Connection Handle indicates that the selected line can be used to connect to figures.
	Gradient Location Handle	The Gradient Location Handle indicates the current center location of a gradient fill within a figure(s) or group of figures. The Gradient Location option must be selected in the Handle Settings popup menu for this handle to be visible.

8.4. Application Preferences

TouchDraw provides a preferences popup window for setting [general](#), [handle](#), and [performance](#) preferences within the application. Use one of the following methods to open **Application Preferences**:

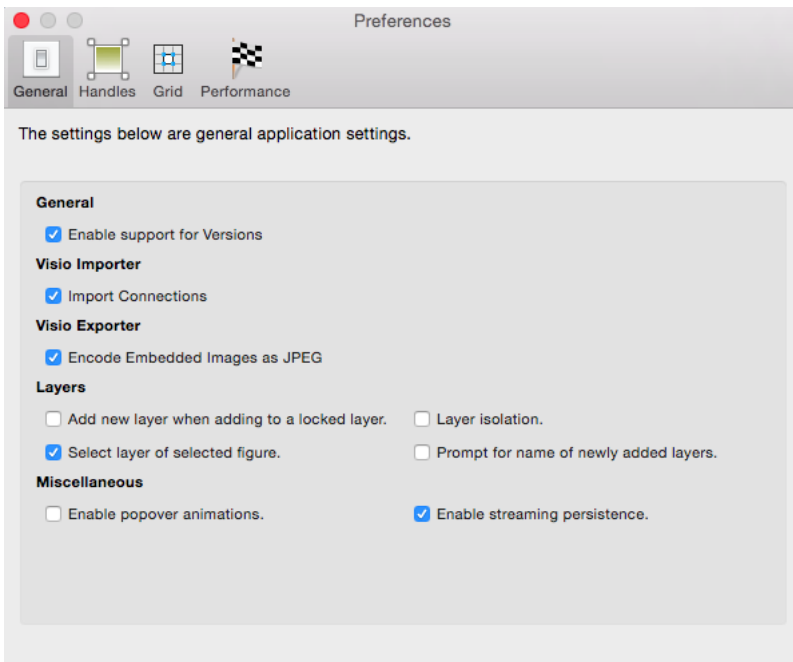
1

Click on the [Application Menu](#) and choose **Preferences**.



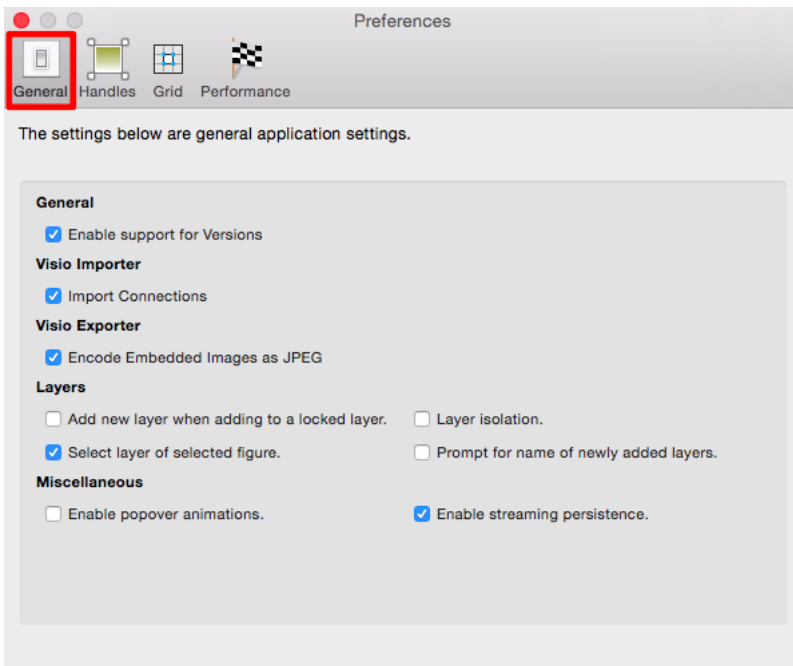
2

Use the **Command-Comma** keyboard shortcut.



8.4.1. General

General Preferences are grouped into three categories: General, Visio Importer, and Layers. These preferences are located in the **General** section of the [Application Preferences](#) popup window, as shown below.



Enabled preferences have a check mark in their associated box.

General Preferences

Preference Name	Description
Enable Support for Versions	The Enable Support for Versions preference provides support for "Versions" feature of Mac OS X 10.7 or newer. TouchDraw must be closed and reopened for this option to take effect. For more information about this feature, see the following Apple Knowledge Base entry .

Visio Importer Preferences

Import	The Import Connections preference imports all connections in an imported Visio
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TouchDraw for Mac

Preference Name	Description
Connections	Drawing when enabled. This option should disabled when you want to preserve the visual look of a Visio diagram when TouchDraw routes connections differently due to differences in it's drawing/layout engine from Visio.

Visio Exporter Preferences

Preference Name	Description
Encode Embedded Images as JPEG	The Encode Embedded Images as JPEG preference encodes any embedded images residing within an exported Visio file as a JPEG image type to reduce the total size of the exported file. This preference is automatically enabled (checked) by default.

Layers Preferences

Preference Name	Description
Add new layer when adding to a locked layer.	The Add new layer when adding to a locked layer preference automatically creates another layer if a figure is added to the drawing canvas when the current layer is locked.
Select layer of selected figure.	The Select layer of selected figure preference alters the currently active layer to the residing layer of a selected figure unless the layer has been locked.
Layer Isolation	The Layer Isolation preference isolates modifications to the currently selected layer and prevents other existing layers from being selected for editing.
Prompt for name of newly added layers.	The Prompt for name of newly added layers preference opens a prompt for entering a layer name when a new layer is added to a drawing and is disabled (not selected) by default.

Miscellaneous

Preference Name	Description
Enable Popover Animations	The Enable Popover Animations preference toggles the fade in/fade out animation of the popover windows that appear in the application. These animations are part of

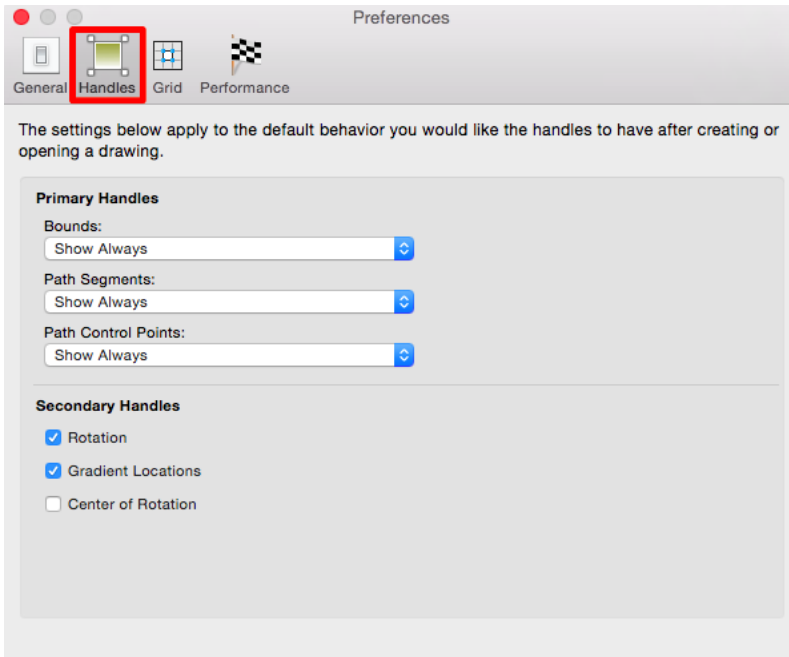
Preference Name	Description
	the extended toolbar and appear when a right click is performed in the drawing toolbar or when a double click is performed to bring up the text editor popover. It is a usability preference designed to make TouchDraw run faster when disabled.
Enable Streaming Persistence	The Enable Streaming Persistence preference toggles TouchDraw to use the new (or old) code for reading (opening) drawings. The new streaming approach performs the necessary actions in one pass by analyzing the file as it is read to reduce memory usage and make the application 2 to 5 times faster. When this option is enabled, TouchDraw will use the new streaming approach for reading (opening) drawing. The old version reads the data in two steps by reading the data into memory and then analyzing the data to create the drawing. This type of reading is performed when this option is disabled.

8.4.2. Handles

The **Handles Preferences** are used to configure which handles are visible for figures residing on the drawing canvas for **newly created or newly opened documents**.

These preferences are located in the **Handles** section of the [Application Preferences](#) popup window, as shown below.

If you want to change the handle visibility for the drawing you are currently editing, then you should use the [Handle Settings](#) popup menu to do that.



Enabled **Secondary Handles** have a check mark in their associated box.

Primary Handles

Preference Name	Description
Bounds	The Bounds preference toggles the visibility of the boundaries of path handles. Boundaries can be shown on handles for all figures, strokes, and paths or for everything but paths.
Path Segments	The Path Segments preference toggles the visibility of segment handles for paths.
Path Control Points	The Path Control Points preference toggles the visibility of path control points between always showing, only showing active points, or showing none at all.

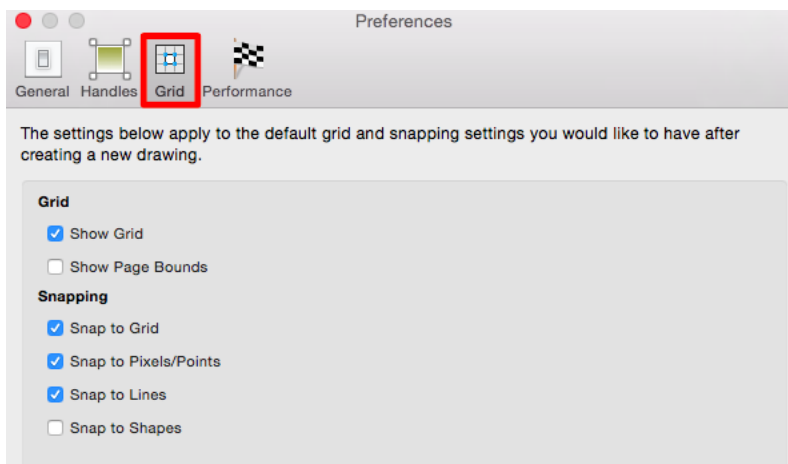
Secondary Handles

Preference Name	Description
Rotation	The Rotation preference toggles the visibility of the rotation handle on the drawing canvas.

Preference Name	Description
Gradient Locations	The Gradient Locations preference toggles the visibility of the gradient location handle within a figure(s) on the drawing canvas.
Center of Rotation	Enabling the the Center of Rotation preference allows the point at which a figure or shape is rotated around to be edited.

8.4.3. Grid and Snapping

The **Grid and Snapping Preferences** are used for altering grid appearance and snapping objects to the grid, lines or points on the drawing canvas.



Enabled **Grid and Snapping** preferences have a check mark in their associated box.

Grid Preferences

Preference Name	Description
Show Grid	The Show Grid preference toggles the visibility of the grid. The grid visibility is an application level preference. It will remember what you have selected through the application restart and will apply to all drawings that you edit/view.
Show Page Bounds	The Show Page Bounds preference toggles the visibility of bounds of a page within the drawing canvas. Any figure surpassing this line will appear on another page when

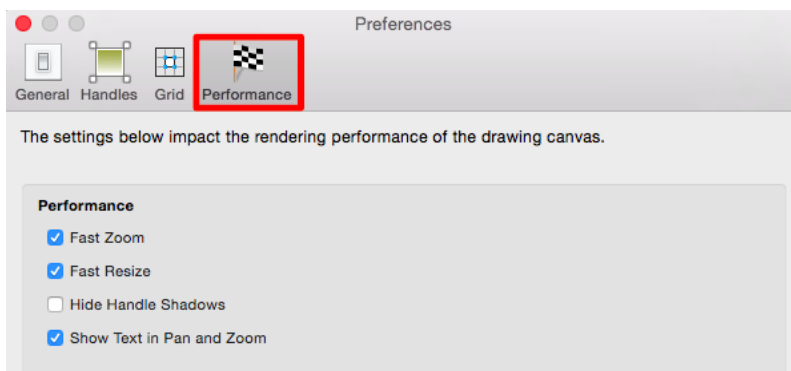
Preference Name	Description
	printing.

Snapping Preferences

Preference Name	Description
Snap to Grid	The Snap to Grid preference aligns objects to the grid for more precise drawing modifications.
Snap to Pixels/Points	The Snap to Pixels/Points preference aligns objects to whole pixel numbers or points for simplified object modification and increased accuracy.
Snap to Lines	The Snap to Lines preference aligns objects with the nearest lines.
Snap to Shapes	The Snap to Shapes preference snaps a figure to a selected shape vertex or center point. It is disabled by default as an application preference.

8.4.4. Performance

TouchDraw supplies preference options for turning off certain features as images are rendered on the drawing canvas. These preferences are located in the **Performance** section of the [Application Preferences](#) popup window, as shown below.



Enabled preferences have a check mark in their associated box.

Fast Zoom	The Fast Zoom preference hides text and additional items during zooming to increase
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Preference Name	Description
	rendering speed within the drawing editor. These items are not actually removed from the drawing.
Fast Resize	The Fast Resize preference hides text and additional items during resizing to increase rendering speed within the drawing editor. These items are not actually removed from the drawing.
Hide Handle Shadows	The Hide Handle Shadows preference hides handle shadows while images are being rendered within the drawing editor. This does not mean that shadows have been removed from the drawing. Instead, shadows are not drawn in the editor to provide increased rendering speed.
Show Text in Pan and Zoom	The Show Text in Pan and Zoom preference toggles the visibility of text while panning and zooming actions are being performed in the drawing editor. This does not mean that text is removed from the drawing. Instead, text is not drawn in the editor to provide increased rendering speed.

8.5. Manually Accessing the Libraries

While TouchDraw for Mac allows you to import and export libraries through the UI, it's sometimes handy to be able to install (or remove) libraries through the Finder. This page takes you through the steps necessary to access the folder that contains the libraries.

1

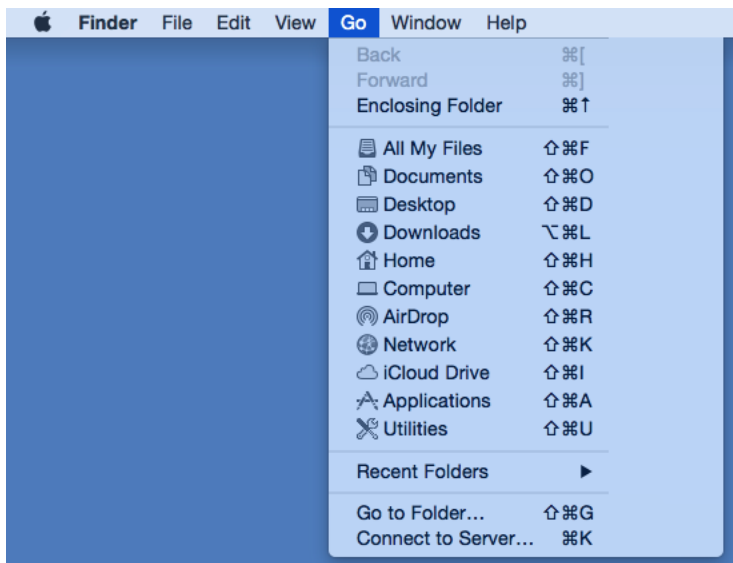
Make sure that TouchDraw for Mac is not running.

2

Switch to the Finder.

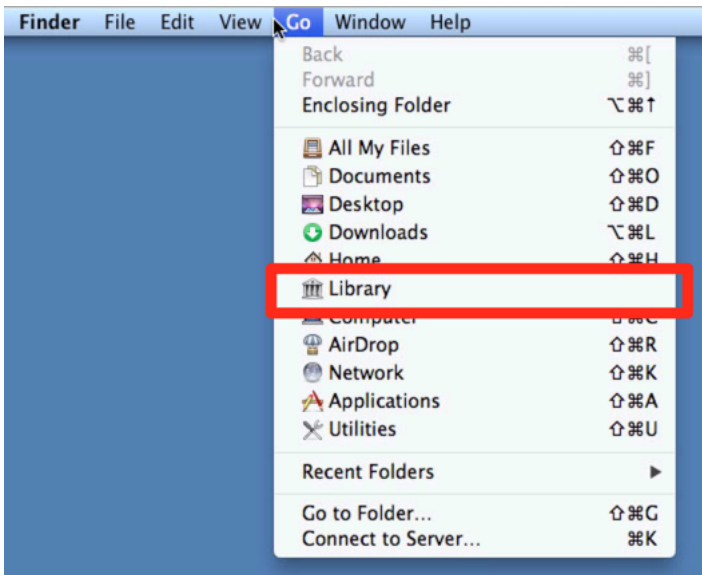
3

Open the **Go** menu.



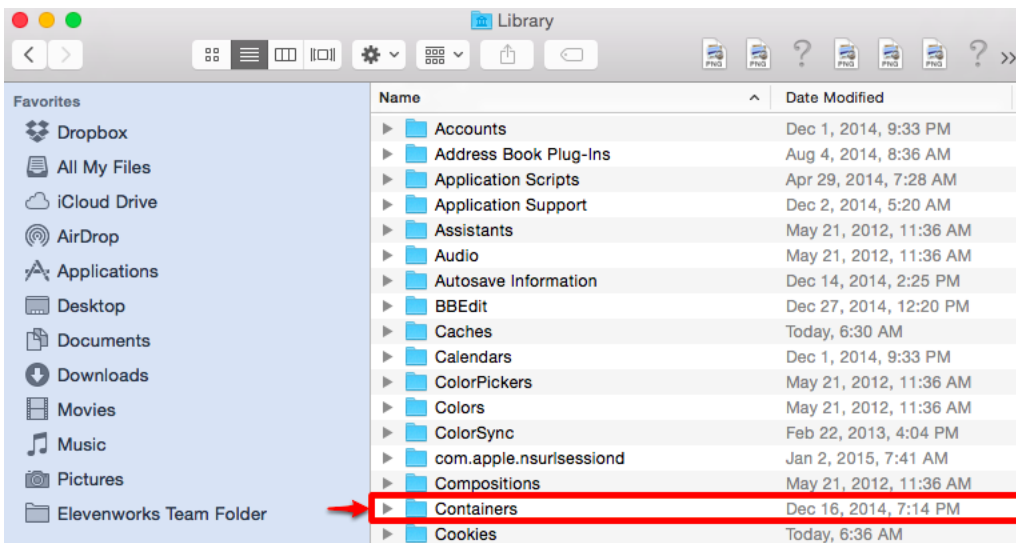
4

Press the "Option" key on your keyboard, which will add a "**Library**" menu into the **Go** menu which should click.



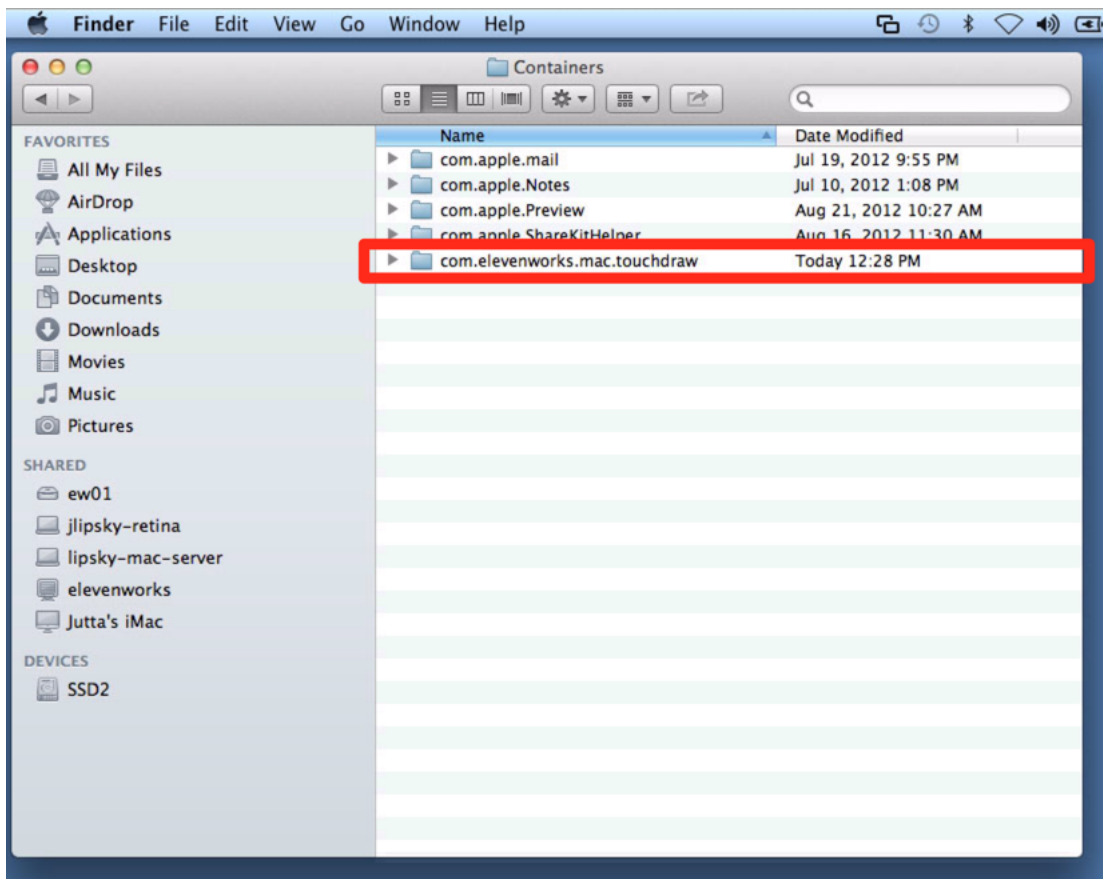
5

Open the "Containers" folder.



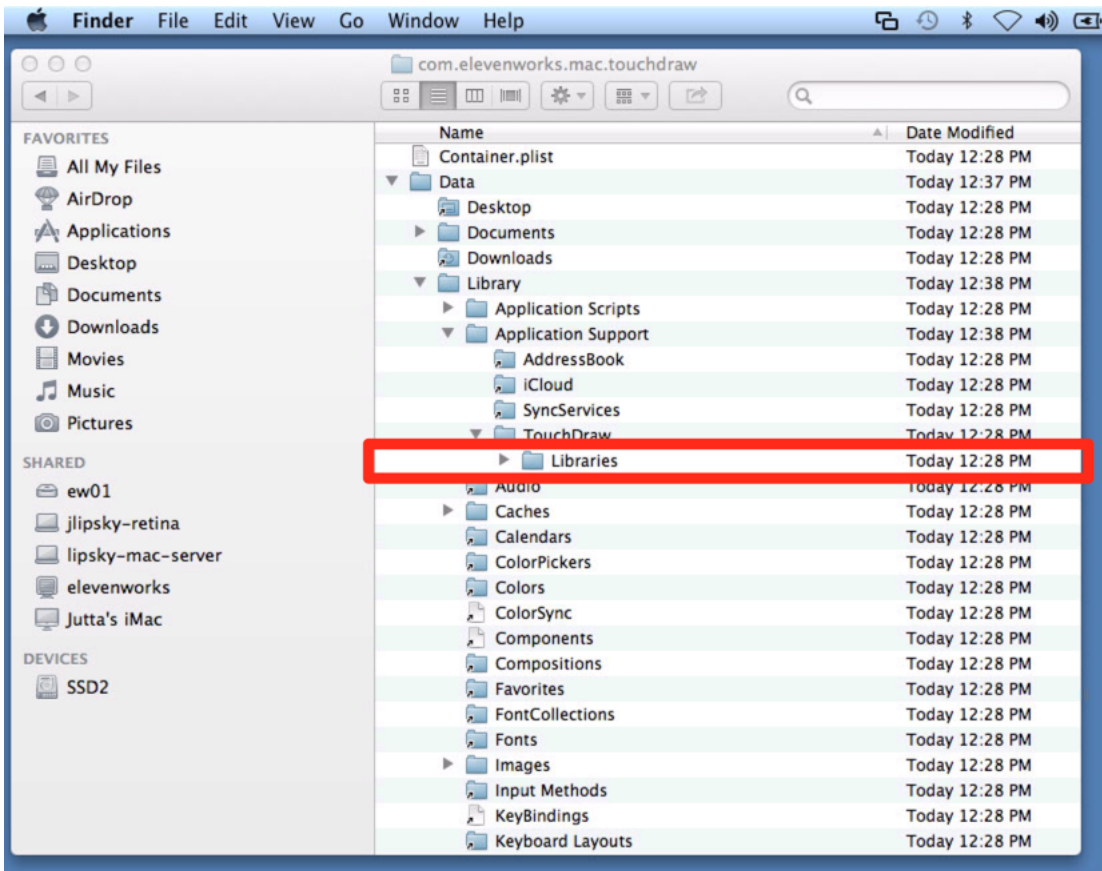
6

Open the "com.elevenworks.mac.touchdraw" folder.



7

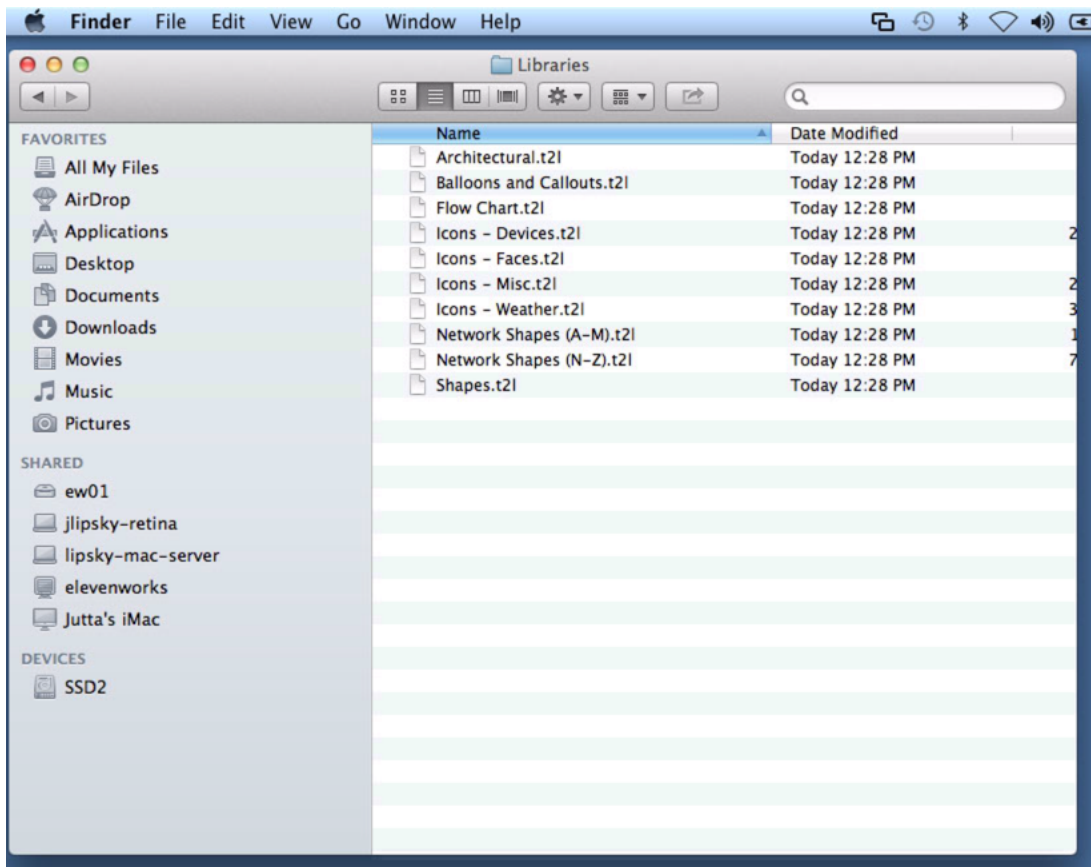
Continue navigating the hierarchy by navigating to the "Data->Library->Application Support-> TouchDraw -> Libraries" directory.



8

The "Libraries" directory that you (finally) navigated to contains all of the TouchDraw for Mac libraries. You can add or remove files to this directory to install or remove libraries.

TouchDraw for Mac

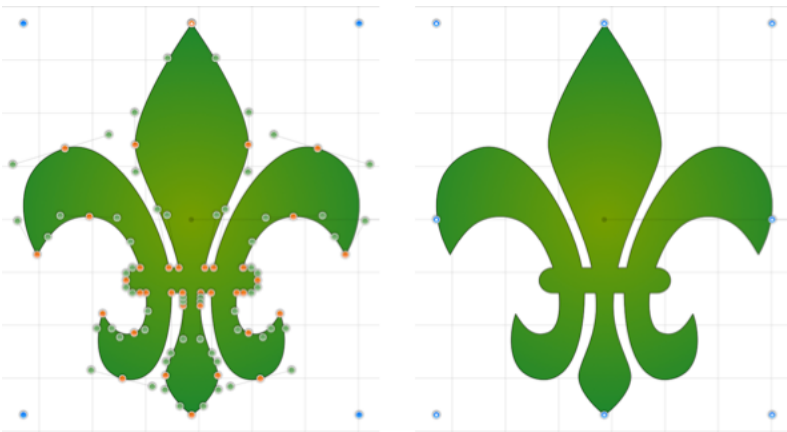


9

Restarting TouchDraw will allow your changes to be viewed.

8.6. Grouping a Path

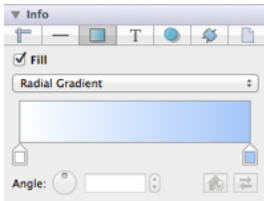
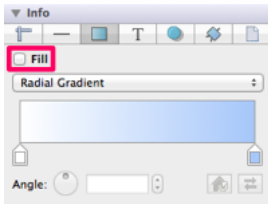
Once you have created a path and have all of the control points where you like them, it is recommended to group your path using the *Group* tool available under the *Arrangement* popover menu. This will allow you stretch, resize and move your path (or path figure) without worry of changing the points. The following screenshots show a before and after for the Fleur de Lis example drawing included with TouchDraw.



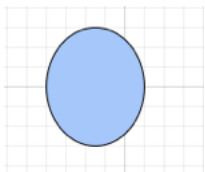
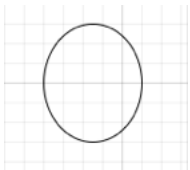
The path figure is the only figure that is allowed to be grouped by itself. Normally, you need one or more figures selected before you can create a group.

8.7. Hide Gradients

The **Hide Gradients** option toggles the rendering of gradient fills (linear and radial) in the drawing editor. This option is located on the **Fill Tab** in the **Info Old** portion of the **sidebar**. Click on the box located next to the **Fill** label to hide or show gradient fills. Refer to the images below:



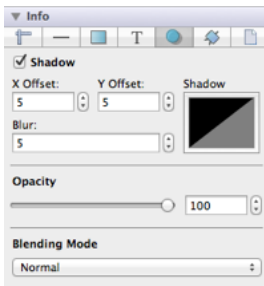
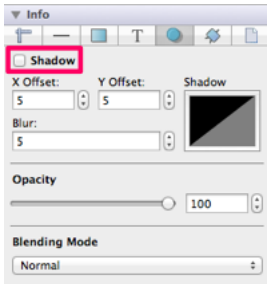
The following image examples show what a figure looks like with this option turned on and off.



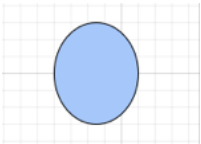
If gradients are hidden, that does not mean they have been removed from the drawing. It simply means that they won't be drawn in the editor to increase rendering speed.

8.8. Hide Shadows

The **Hide Shadows** option toggles the rendering of shadows in the drawing editor. This option is located on the [Miscellaneous Tab](#) in the [Info Old](#) portion of the [sidebar](#). Click on the box located next to the **Shadow** label to hide or show shadows. Refer to the images below:



The following image examples show what a figure looks like with this option turned on and off.



If shadows are hidden, that does not mean they have been removed from the drawing. It simply means that they won't be drawn in the editor to increase rendering speed.