ArtLine™

English version 3

User's Guide

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Take care of your image with ArtLine. Comprehensive and easy to use, this high performance vectorization and retouching application provides quick and accurate results that match your demanding requirements.

With its vectorization of colour images and correction tools, ArtLine allows you to achieve even better results.

This fast and effective vectorization process enables you get the most out of your documents whatever their quality. Your designs may be used directly in your favourite graphics software and be enlarged easily without loss of definition.

So astounding are ArtLine's unique retouching tools, to which near perfect documents are achieved with just a few simple manipulations. Let ArtLine suggest what corrections to make, and you can supervise the results at each stage of the process. With ArtLine you can make sharply defined angles and near faultless alignments, straight lines are correctly oriented, unnecessary points are suppressed, parallel straight lines are indeed parallel, and connections between curves are smooth...

Distortions may also be applied (scaling, rotation, mirror, slanting, for example), using the mouse or via a dialogue box to achieve high precision.

ArtLine's interface is clear, simple to use and perfectly in keeping with the Macintosh's usual conventions and practices: menu bar, tool palette, dialogue zones, lists, windows, selections and so on. This is all familiar territory for the new or experienced user.

The tools are designed to be used intuitively, so they are clear-cut, fast to operate and provide a high user performance.

A whole variety of resources are available to make your work faster and easier to accomplish: selection modes, keyboard shortcuts, direct access to dialogue zones and lists, multi-unit value input, etc.

ArtLine's functional features

- Vectorizing of black and white or colour models
- Vectorizing an entire model or just a part
- Extracting colours automatically or manually
- Sharpening rounded or truncated corners
- Rectifying alignment of points
- Suppressing unnecessary points
- Converting flat curves into straight lines
- Smoothing curves almost tangent
- Simplifying curves whilst retaining their appearance
- Righting a logo in order to align it to an axis
- Scaling, turning, applying a symmetry, slanting, distorting in perspective, envelope...
- Aligning elements in relation to each other
- Vectorizing photos in bands
- Creating paths, circles and rectangles
- Adding and suppressing points
- Cutting paths
- Closing open paths and joining two ends
- Several undo-redo levels
- Colouring
- Element measuring
- Importing TIFF, PICT and MacPaint models
- Printing on Postscript or other printers
- Compatible with Colorsync™
- Compatible with Mac OS 8
- Compatible with Illustrator, FreeHand, Corel Draw, Canvas...

ArtLine offers you the facility and flexibility you need to ensure your aspirations are given full expression.

This User's Guide is designed to help you do so.

Free Soft wishes you pleasant reading and good luck in your work!

Install

CONFIGURATION REQUIRED

- Any Macintosh or Power Macintosh fitted with an ADB or USB port and 16 Mb of RAM
- Requires Colorsync 2 or later
- Operates on System 7.1 and higher

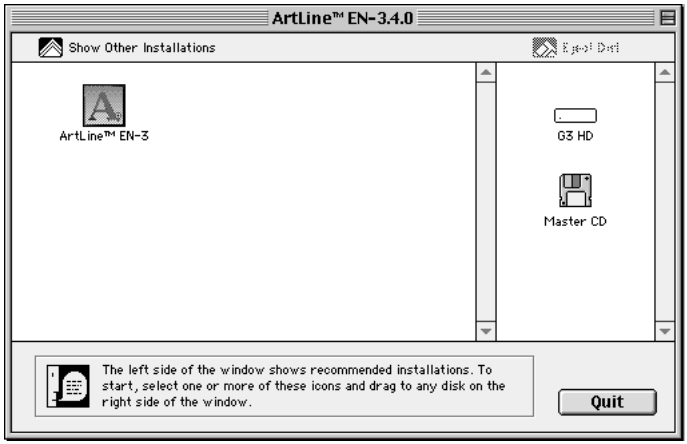
BACKUP COPY OF DISKS

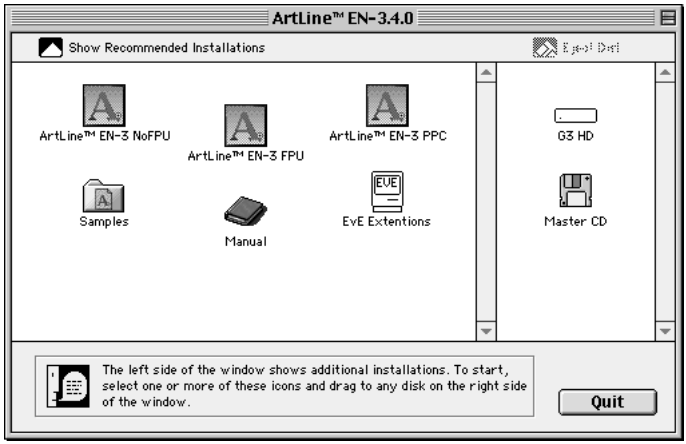
If your software is provided on disks, before installing Artline on your Macintosh, it is best to make a backup copy of the original disks in case you should inadvertently modify one.

The procedure is as follows
- Lock the floppy disk by sliding the tab in the corner to reveal the opening
- Place the original disk in the drive
- Choose Eject in Special menu. The disk will be ejected but its icon will remain on the Desktop.
- Insert disk on which the copy is to be saved (initialise it if necessary)
- Drag the icon of the original disk (the one with the dimmed icon) onto the icon for the backup disk
- Insert the two disks one after another as requested
- Eject the two disks by dragging their icons into the Trash (Wastebasket).
- Repeat the procedure for each original disk.

INSTALLING SOFTWARE

Double-click on installer icon.
- In order to install ArtLine on a Macintosh fitted with a PowerPC processor, click on the ArtLine icon and drag it onto a disk on the right-hand side of the window.
- In order to install ArtLine on a Macintosh fitted with a 600x0 processor, click on "Display other installations" and drag the FPU version for Macintosh systems fitted with a mathematical coprocessor (faster). Drag the NoFPU version for Macintosh systems with no mathematical coprocessor.


ArtLine™ EN-3.4.0
Show Other Installations
ArtLine™ EN-3
G3 HD
Master CD
The left side of the window shows recommended installations. To start, select one or more of these icons and drag to any disk on the right side of the window.
Quit


ArtLine™ EN-3.4.0
Show Recommended Installations
ArtLine™ EN-3 NoFPU
ArtLine™ EN-3 FPU
ArtLine™ EN-3 PPC
G3 HD
Samples
Manual
EvE Extentions
Master CD
The left side of the window shows additional installations. To start, select one or more of these icons and drag to any disk on the right side of the window.
Quit

INSTALLING THE PROTECTION KEY

When in use, ArtLine is protected by a key (Dongle). If the key is not installed, ArtLine can only be used in demonstration mode. It is impossible to save or print work in this mode.

To install the protection key

- Turn off your computer by choosing Shut Down in the Special menu.

APPLIANCES SHOULD ALWAYS BE TURNED OFF BEFORE CONNECTING CABLES OR ACCESSORIES TO AVOID ANY RISK OF DAMAGING THEM!

- Plug the Key in one of the ADB ( ) ports, or USB connector's located at the back of your Macintosh. The ADB key has an ADB connector where you may plug in the keyboard or mouse. The USB connector's are thin and flat.

- Turn on your Macintosh.

INSTALLING TWAIN

TWAIN is a standard system of communication between applications and image acquisition peripheries. As each peripheral has its own software, you should refer to the TWAIN installation instructions supplied with your scanner.
TWAIN files need to be correctly installed in order to be recognised by ArtLine. Otherwise the TWAIN commands in the File menu will become dimmed. If TWAIN is not recognised check to see that:
• The «Preferences» folder in the «System Folder» contains a folder called ”TWAIN”
• The «TWAIN» folder has a file called «Source Manager». If its name is “Gestionnaire de Source” you should rename it «Source Manager».
• If your scanner was not provided with a TWAIN driver, then use the scanning software that was provided with it, scan and save the image in TIF format, so it can be imported into ArtLine.

STARTING UP ARTLINE

To start up the ArtLine application:
• Open the ArtLine folder on your hard disk.
• Double-click on the application, recognisable by the icon 
• When the application is being launched a window appears showing information on the version being used

If you are using a demonstration version, a message will appear to remind you of this. Click on OK to be able to continue.
An untitled document is automatically created, so now you are ready to start work.

Artline can also be started up by opening a document created by ArtLine during an earlier working session.
In order to do so, double click on the document recognisable by the icon  instead of clicking on the application icon. It is this document that will be opened and not an untitled one.

UPDATING THE SOFTWARE

The latest versions may be downloaded from our Internet site (www.freesoft.be).

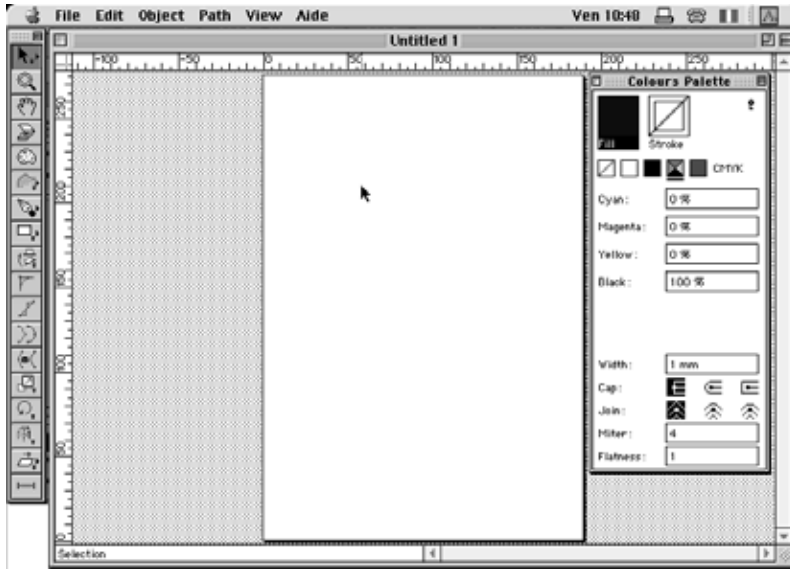
RUN-THROUGH

In this chapter we propose to take a brief look at the software. Follow the instructions and carry out the operations in their order of appearance: your working sessions will be very similar to this first run-through of the operations.
To start up the application :
• Open the ArtLine folder
• Double-click on the ArtLine icon 

When the application is being launched a new document is automatically created and the ArtLine screen
is displayed.

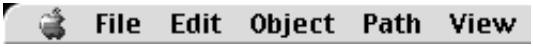
THE SCREEN

When the application is open, the ArtLine menu bar will appear at the top of the screen, a tool palette on the left-hand side and a colour palette on the right-hand side. The rest of the screen will be taken up by an active window.



Menu bar

The menu bar features the ArtLine Menus.



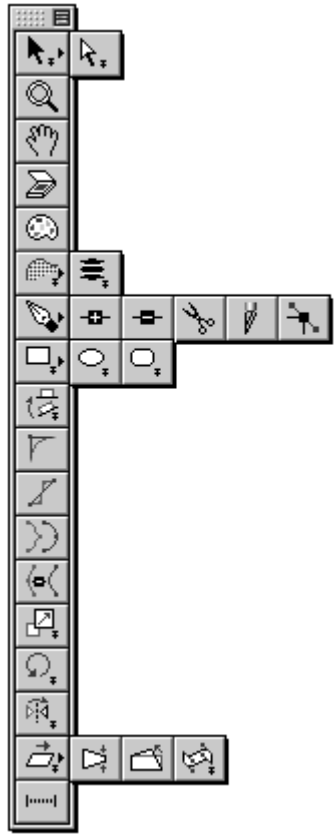
The File menu serves to manage documents (create, open, save, close, import and export designs), printing parameters. The last command is used for quitting the application.
The Edit menu features the standard commands (undo, cut-copy-paste, clear, select and so on) as well as the Preferences.
The Object menu features specific commands for processing paths : group, lock, alignment.
The Path menu features specific commands for handling paths, join, alignment
The View menu features Zoom options, viewing modes and display options.

Working window

The working window contains:
- the working panel where the objects are to be placed
- the scrolling bars with their boxes
- rulers to make it easier to position objects
- an information box at the bottom of the window showing a tool that has been activated or giving instructions relating to this tool.

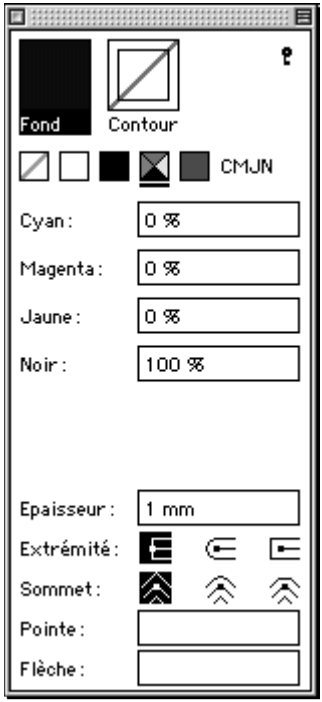
The tool palette

The tool palette contains tools for working with your document.



The colour palette

The colour palette attributes colours to the paths.



Setting the origin of the rulers

There is scope for altering the origin or zero point of the rulers.

- Click on the origin icon, in the top left-hand corner of the window, and drag the origin to the required spot.
- To position the origin of the rulers in the lower left-hand corner of the document: click on the icon without moving the mouse.

Placing guides

Horizontal and vertical lines may be placed in the document to make it easier to achieve a good layout.

- To create a horizontal guide, click on the ruler at the top of the window and drag the guide to the required spot.
- To create a vertical line, click on the ruler on the left-hand side of the window and drag the guide to the required spot.
- To move a guide, place the pointer on it, click and drag it to the required spot.
- To suppress a guide, place the pointer on it and drag it onto the ruler.

MODIFYING THE VIEW

The view of the document on the screen can be modified in different ways:

Scroll bars

The scroll bars are used to scroll the document from left to right and up and down.

- Click on the arrows to scroll by one step at a time
- Click in the gray area to scroll by steps
- Drag the scroll box to reach a specific location

Hand tool

This tool allows you to move the view manually.

- Click on the Hand tool
- “Place the hand” on the panel, press the mouse button and drag as required.

Magnifier tool 

This tool is for zooming in to “enlarge” or “reduce” the view.
- Click on the Magnifier tool
- Point the Magnifier to the area of the window that needs to be enlarged and click once, the area will be zoomed-in, enlarged.

The place where you clicked becomes the centre of the window.
To “reduce” the view, hold down the Option key before clicking.

- Holding down the mouse button and dragging diagonally over an area will enlarge that area to fit on the screen.

View menu

This menu provides options for setting the view :
- Zoom in : this produces the same result as clicking once with the Magnifier
- Zoom out : performs the same function as clicking once with the Magnifier, holding down Option key
- Fit in window: sets the view so that all the elements in the document become visible.
- Actual size : adjusts the view of objects according to their actual sizes (1 cm on the screen = 1 cm during printing).
- Fit selection in window : adjusts the selected items to the size of the window

BASIC PROCEDURES

The following instructions are designed to acquaint you with the techniques involved in manipulating objects. Before starting you first have to indicate whether all the objects, some or just one are going to be manipulated. To indicate which objects you wish to work with, you have to select them.

The range of possible selections is extremely wide, so for the sake of clarity, only the most common methods are described here. The other methods are described in the following chapters.

Select

The palette features two Arrow tools: a black arrow and a white one .

- The black arrow is for selecting objects and editing them, provided they are not grouped or made transparent.

- The white arrow is used for editing paths in a group or in a transparency.

Selecting a single object

- Click on the object. It is selected and its anchor points are highlighted, or alternatively.
- Hold down the mouse button and drag a rectangle around the object. Once the object is inside the rectangle, releasing the button selects the object and its anchor points appear.

Selecting several objects

- Drag a rectangle around all the objects decided upon. Release the mouse button to select all the objects inside the rectangle, or alternatively
- Select one object by drawing a rectangle or clicking once on the object. Hold down the Shift key and then select the next object. Keep the Shift key down until all the objects required have been selected.

An object already selected can be deselected by clicking again on

that object while still holding down the Shift key.

All the objects

- Choose Select All in the Edit menu in order to select all the objects.

Comment:
In order to cancel all the selections, click in the panel or in the gray area at a spot where there are no objects.

Cut-Copy-Paste

Cut-paste

- Select an object
- Choose Cut in the Edit menu

The selected object "disappears" but rather than being deleted it is temporarily stored in the "Clipboard".

- Choose Show Clipboard in the Edit menu and the window that opens will show the object that has been cut
- To copy the object on the working document, choose Paste in the Edit menu

The object is "pasted back" on the document.

Comment:
The Cut-Paste set of commands can also be used back and forth between two documents. There is nothing to stop you from opening two documents at the same time. This will give you two windows, two working documents, and you may "cut" an object from one document to "paste" it in another one.

Copy-paste

• Select an object
• Choose Copy in the Edit Menu
The object does not disappear from the document, it is copied in the Clipboard
• Choose Paste in the Edit menu
The object that has been copied in the Clipboard is put back on the document.

Comment:
The object placed in the Clipboard by the Cut or Copy commands remains in the Clipboard (even after being pasted) until a new object is put there by Cut or Copy. The object can therefore be pasted as often as you like.

Clear

• Select an object
• Choose Clear in the Edit menu
The object disappears without being transferred to the Clipboard.

Undo

• Choose Undo in the Edit menu
This cancels the previous command or operation, whenever possible. In the menu the name Undo is followed by the action that may be cancelled (Undo Cut, Undo Clear, and so on).

Displacements

Displacements are made with the mouse: to move the selected objects, position the pointer on a selected object, press the mouse button and keep it pressed down while dragging the object to the position decided upon.
Two tools may be used:

- Arrow tool 
• Select an object
• Drag the object to its new location.

Creating a path

- Choose the pen tool  in the palette
- Click in the panel to place the first point of a polygon or drag the mouse to place the first point of a curve.
- Click or drag the mouse to place the next point of the polygon or curve.

As you place the points, the path emerges..

- To close the path, click or drag the mouse on the first point.

Editing a path

- Select a point or a segment with the Arrow tool. If the selection applies to the whole path, this means it is grouped and the white Arrow then has to be used.
- When a curve point is selected, the tangent points of the curves surrounding it appear
- Click on a path or tangent point, hold down the mouse button and move the mouse

Importing an EPS Vector File

- Choose Import then Artwork... in the File menu.
- Click on name of the artwork to be imported.
- Select the editable Artwork option.
- Click on Open.

The artwork is placed in the panel, at the original point (on the bottom left-hand side).

ArtLine recognises the different objects that go to make up the artwork, as well as its groups, colours and attributes.

Importing an image for Vectorizing

- Choose Import in the File menu.
- Click on the “PAD.TIF” image in the "Samples" folder.
- The transformable Artwork option is selected.
- Click on Open.

The image is placed on the panel, at the original point (on the bottom left-hand side). If this is not visible, use the Image Display from the View menu.

Vectorize an image

- Select the vectorization tool in the palette.

- Click in the document

The image is vectorized and points appear in the window. A beep is heard when the vectorization process is over.

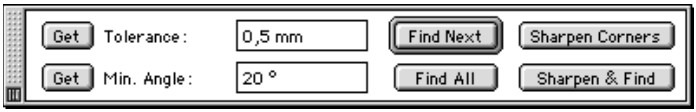
The vectorization process may be interrupted by pressing on the ⌘ and ”.” keys at the same time.

Righting the artwork and the image

- Select the points at the base of the logo by using the Arrow tool.
- Click on the Righting icon to set the image in a horizontal position.
- Or double click on the Righting icon to access the dialogue box and choose an angle.
- Click on OK

Sharpening corners

- Choose the tool in the palette.



- Click on Find All. You can modify the selection proposed by using the mouse: keep the Shift key pressed down so as avoid deselecting corners already found.
- Click on Sharpen Corners button

Aligning points of horizontal and vertical lines

- Choose the tool palette in the palette

- Enter an angle of 0 degrees and click on the Ref. Angle box
- Click on Find
- Click on Align & Find
- Repeat the process until a beep is heard to indicate the end of the process
- Repeat the same operations with an angle of 90 degrees

At this stage of the correction, horizontal and vertical lines are perfectly aligned.

Aligning points of oblique lines

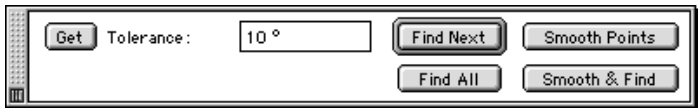
- Select one of the sides of the letter A
- Select the tool in the palette
- Click on Get next to Ref. Angle
- Click on Find
- Click on Align & Find
- Click on Align & Find next until a beep is heard to indicate the end of the process.

Aligning symmetrical oblique's:
- Reverse the sign of the reference angle
- Click on Find
  Click on Align & Find
- Click on Align & Find until a beep is heard to indicate the end of the process.

The sides of the letter A are now perfectly parallel

Smoothing curves

- Choose the tool



- Click on Find All
- Click on Smooth points

Saving the document

• Choose Save in the File menu.

A dialogue box will open. The temporary name is written and selected in the place reserved for this purpose.
• Type a more specific name to replace the temporary one.
• Click on Save to save the document on disk.

Comment:
If there is already a document with the same name in the same folder, the program will ask if you really want to substitute the former for the latter.

Quitting the application

• Choose Quit in the File menu.
• If any alteration has been made to the document since it was last saved, ArtLine will give you the opportunity to save the changes before quitting.

SAVE TIME

ArtLine is a production-based software. It therefore features a whole range of functions designed to save time when moving objects, choosing menu commands and so on.

KEYBOARD SHORTCUTS

Menus

Hold down the ⌘ key while pressing a second key in order to activate a command from the menu without using the mouse.

File Menu

Type	In order to
⌘ N	Create a new document
⌘ O	Open an existing document
⌘ B	Import Template
⌘ ⌥ B	Import Twain Template
⌘ W	Close the document
⌘ S	Save the document
⌘ ⇧ S	Save the document with another name
⌘ ⌥ V	Vectorization setup
⌘ ⇧ V	Vectorize the document
⌘ P	Print the document
⌘ Q	Quit the application

Edit Menu

Type	In order to
⌘ Z	Undoes the previous operation
⌘ ⇧ Z	Redoes the previous operation
⌘ X	Cut the selected objects
⌘ C	Copy the selected objects
⌘ V	Paste the contents of the Clipboard in the document
del	Clear the selected objects
⌘ A	Select all the objects
⌘ K	Set the preferences

Object Menu

Type	In order to
⌘ T	Repeat the previous transformation (Displacement, Scale, Rotation or Mirror)
⌘ ⇧ T	Repeat the previous inverse transformation.
⌘ G	Group (combine) selected paths or points
⌘ U	Ungroup selected paths or points
⌘ ⌥ G	Make a compound
⌘ ⌥ U	Cancel a compound
⌘ ⇧ +	Bring to front
⌘ ⇧ -	Send to back
⌘ ⇧ A	Align

Path Menu

Type	In order to
⌘ J	Joint two selected points of one or more paths

View Menu

Type	In order to
⌘ +	Zoom In
⌘ -	Zoom Out
⌘ *	Display everything on screen
⌘ =	Actual size view
⌘ /	Fit the selected objects on screen
⌘ Y	Show in full colours
⌘ ⇧ B	Show templates
⌘ ⇧ H	Hide templates
⌘ ⇧ G	Show guides
⌘ ⇧ R	Show grid
⌘ ⇧ C	Show colour palette

Dialogue's

The dialogue boxes, too, enable you to avoid using the mouse and thus save time.

Press	*Instead of clicking on the button…*
Return or Enter	Highlighted (OK, Open, Save, etc…)
Esc	Cancel
⌘ + key	the corresponding button

Press	*In order*
Tab	To select the next text field

Tools

Press	*In order to select for a temporary period*
⌘	Arrow tool
Space bar	Hand tool
Space bar + ⌘	Zoom In tool
Space bar +⌘ + *option*	Zoom Out tool

For the tools in the palette

For the add points tool
⇆ switch to the suppress points tool

For the suppress points tool
⇆ switch to the add points tool

DISPLACING SELECTED OBJECTS WITH ARROW KEYS

When an object is selected, it can be displaced in four directions by means of the arrows keys.
ArtLine makes it possible to set the distance covered by the displacement. The distance corresponds to the cursor step is defined in the Preferences command in the Edit menu.

COPYING OBJECTS WHILE TRANSFORMING THEM

When objects are displaced or transformed, the original one may be kept in the initial position.

- Select the object
- Choose the Transformation tool
- Apply the displacement or the transformation
- Hold down Option key

Release mouse button then the Option key: you have now copied the original, possibly by transforming it.

You may also produce a multiple copy by displacing the object with the arrow keys, holding the Option key down.

APPLYING METRIC VALUES

Some commands require measuring unit parameters: centimetres, points, inches and so on.

- In one field you may type a value in another unit of measurement: if you enter 4 m, it is automatically changed to 4000 mm.

- This also applies from one system to another so that if you type 4 pt instead of 4 cm, the adjustment will be made by accepting the points as the unit. Use the following table in order to enter the unit abbreviations:

Metres	m
Centimetres	cm
Millimetres	mm
Inches	“
Feet	‘
Points	pt

- If you are using a localised Macintosh operating system, you may type in the localised decimal separator (e.g. a comma) instead of the dot (.). Open the Number Control panel, under the Apple menu, to see the localised decimal separator.
- The Cut-Copy-Paste techniques operates between text fields.

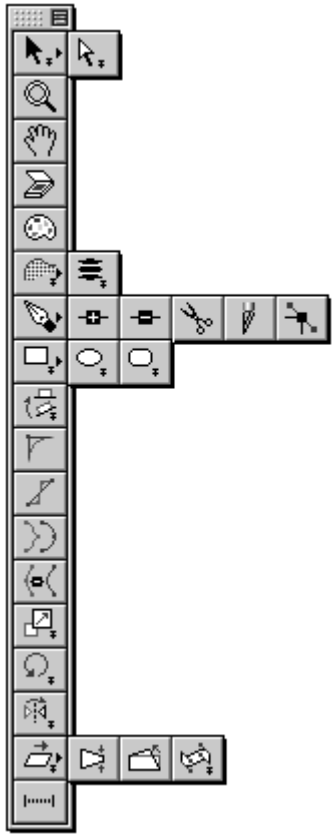
SHORTCUTS FOR CORRECTIONS TOOLS

If a corrections tools is selected, (, , ,), hold down the ctrl key in order to apply the correction immediately.

TOOLS PALETTE

TOOLS PALETTE

The tool palette is independent of the working window and can be moved to any spot on the screen by dragging it through the desktop.



Some tools have a in the lower ▪ right corner of their icon. This means that a double click on this tool brings a dialogue box on screen. This dialogue box enables you to determine the chosen modifications: measures of the displacement, reference angle in degrees, etc.

A sign ▸ at the right top of the icon means that other tools are available but not visible at the time. In order to visualise these tools and choose them, hold down the mouse button and move the pointer on the desired tool.Release the mouse button.The new tool replaces the old one.

TOOLS PALETTE

The palette comprises six groups of tools:

Selecting, zooming and scrolling view

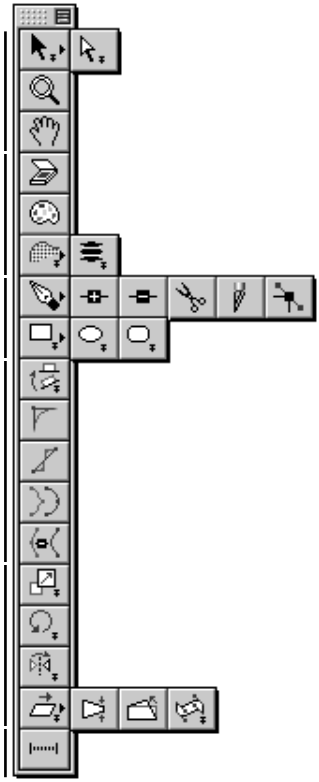
Colours extraction and vectorization

Creating and modifying paths

Corrections tools

Transforming objects

Measure



Arrow

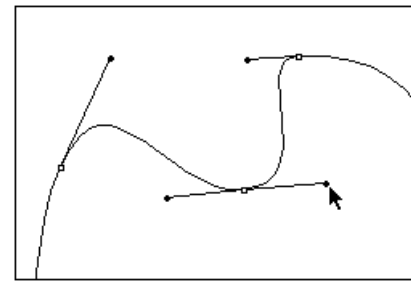
The palette has two arrow tools: the normal arrow and the white arrow .

- **The normal arrow** allows you to select and edit objects if they are not grouped or a compounded.
- **The white** allows you to edit path even if they are grouped or compounded.

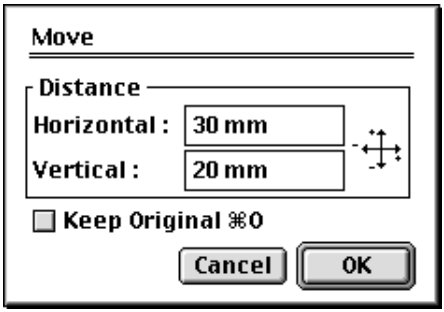
• **SELECTION TOOL:** click on elements to select.
Keep the Shift key held down to extend or reduce the number of selected objects.
Keep the Option key held down to select all the points on a path.

• **DISPLACEMENT TOOL**: move selected paths by dragging on an anchor point.
Holding down the Shift key, you constrain a displacement horizontally, vertically or at 45°.
Holding down the Option key, you displace a copy of the original

• **CURVES EDIT TOOL**: drag on a tangent point to modify a curve.
If the Control key is held down when displacing a tangent point, the tangents are ungrouped to form an angle. The tangents may be brought together again by clicking on the ungrouped tangents while holding down the Control key.



Double-click on arrow tool
Opens the dialogue box (if at least one object is selected)



- Enter the required displacement (negative values allowed)
- Click on the Keep Original option if necessary (displacements are then made with a copy)
- Click OK

White arrow

This functions like the Arrow tool, the difference being that it makes it easier to work on objects that have been grouped or made compound. You may select and edit just one section of these objects without having to ungroup or release the compound.

Magnifier

- Point to the section of the document that needs to be enlarged
- Click to enlarge the view: the point at which the click is made becomes the centre of the window.

Comments:

- Hold down Option key to reduce (becomes).
- When the + or the - disappear from the Magnifier, the tool has reached its maximum level of enlargement or reduction.
- Draw a rectangle with the Magnifier to “frame” a section of the window. Hold down the Shift key to produce a framing in proportion to the window sizes.
- Choose the Zoom commands in the View menu to retain the same window centre (⌘+, ⌘-, ⌘*, ⌘=, ⌘/)

Scroll 

- Place the hand on the window and drag it to scroll the view.

Pen 

This tool is used for creating paths made up of straight lines and Bézier curves.
The tool creates anchor points, with each click, through which the path will pass.

Designing straight lines:

- Choose the pen tool
- Click on the document to make a point appear that will act as the first anchor point of the segment
- Click in another area to determine the second anchor point for the segment and the straight line segment will appear
- Continue clicking to add straight line segments
- The path is closed by clicking on the initial point or choosing Join in the Path menu

Designing curves:

Designing curves with the pen tool is a matter of defining Bézier curves by means of their tangents.

- Choose the pen tool
- Click on the document and move the pointer whilst holding down the mouse button so as to define an initial tangent line
- Release the mouse button and click on another area of the document by dragging on the new point so as to create a new tangent line. The first curve of the path will appear
- Continue adding tangents so as to add curves

You will see that the direction of the tangents defines the direction of the curve.

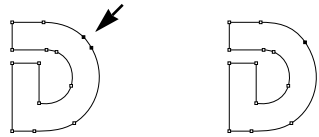
To close the path, click on the initial point or choose Join in the Path menu.

Add points

- Choose the add points tool
- Click on the line segment or curve: a new point is added at the position of the mouse
- Hold the Option key to change to Suppress points tool.

Suppress points

- Click on the point that needs to be deleted
- Click on a segment to delete it. The segments around it are extended up to the point clicked.
- Hold the Option key to change to Add points tool.



Scissors

Allow you to cut a path. Click on a segment or on a point to cut the path. A path previously closed becomes open. Its end points are on top of each other at the mouse location. A path previously open becomes two paths.
Use the Scissors tool to drag a straight line across several paths so as to cut them in relation to this line. The Shift key constrains to a 45° angle.

Scalpel

The scalpel operates in a similar way to the scissors but it closes paths where they have been cut.

Converting corners

Transforms straight line points into curve points (bringing the tangents into view) or vice verse. Ungroups the path so as to be able to work on the tangents.

Rectangle

This provides a means of creating rectangles or squares with the mouse, of a specific size, or around the selected objects (frame).

Drawing rectangles with the mouse

- Choose the Rectangle tool
- Click on the document to produce a corner of the rectangle and move the pointer to create the entire rectangle. To obtain a square, press down the Shift key. To put the centre of the rectangle at the first point, press down the Option key.
- Release the mouse button as soon as the desired rectangle has been obtained.
- The size of the rectangle is displayed in the information area at the bottom of the window.

Drawing a rectangle of a specific size

- Double-click in the rectangle tool
- Set the height and width of the rectangle
- Do not Click on the Fit to Selection option
- Click the OK button
- Each time a click is made in the document, a rectangle of a particular size will be created. The centre of the rectangle will be defined by the position of the pointer

- Click again on the rectangle tool in order to draw rectangles with the mouse

Drawing a frame around the selected objects

- Select, with the arrow tool, the objects that need to be framed
- Double-click in the rectangle tool
- Click on Fit to Selection
- Insert the value of the margin between the selected objects and the frame
- Click on the OK button

Oval

This provides a means of creating ovals or circles with the mouse or of a specific size.

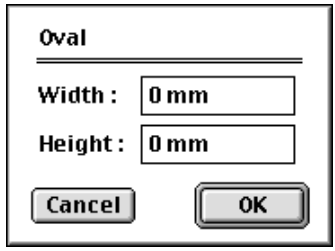
Drawing ovals with the mouse.

- Choose the Oval tool
- Draw in the document the rectangle containing the oval. To obtain a circle press down the Shift key. To put the centre of the oval at the first point, press down the Option key.
- Release the mouse button as soon as the desired oval has been obtained.

- The size of the oval is displayed in the information area at the bottom of the window.

Drawing an oval of a specific size.

- Double-click in the oval tool
- Set the height and width of the oval
- Click the OK button
- Each time a click is made in the document, an oval of the given size will be created. The centre of the oval will be defined by the position of the pointer.

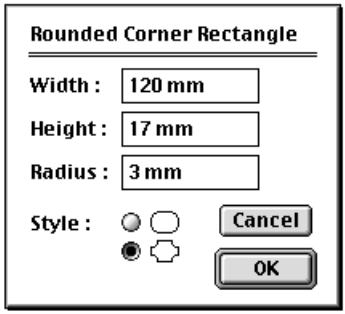


- Click again on the oval tool in order to draw ovals with the mouse.

Rounded rectangle

This provides a means of creating rounded rectangles or squares with the mouse or of a specific size.

Drawing a rounded rectangle with the mouse.



- Double-click in the Rounded Rectangle tool
- Set the rounded corner radius and set the height and width to zero
- Click the OK button
- Draw a rectangle in the document with the mouse. To obtain a square press the shift key. To put the centre of the rectangle at the first point, press down the Option key.
- Release the mouse button as soon as the desired rectangle has been obtained
- The size of the rectangle is displayed in the information area at the bottom of the window.

Drawing a rounded rectangle of a specific size.

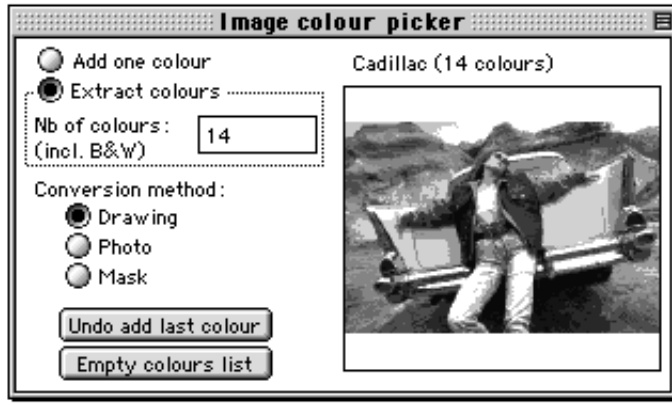
- Double-click in the rounded rectangle tool
- Set the width and height of the rectangle
- Set the rounded corner radius
- Choose the desired corner style
- Click the OK button
- Each time a click is made in the document, a rounded rectangle of the given size will be created. The centre of the rectangle will be defined by the position of the mouse
- Click again in the rounded rectangle tool in order to draw rounded rectangle with the mouse.

Scanner

When TWAIN has been installed (see installation), the Scanner tool enables you to gain access to the scanner driver and to acquire a template directly in ArtLine. Be sure to consult the instruction manual provided with your scanner .

Colours extraction

To vectorize an image, the software has to know the list of colours to be extracted. Prior to vectorizing an image that is coloured (or in gray scale), the list of colours to be vectorized has to be created.
Each image in the document has its colour library in the palette.
By default, it invariably features two colours (black and white). If the image to be vectorized is in black and white, the colour extraction process is pointless.



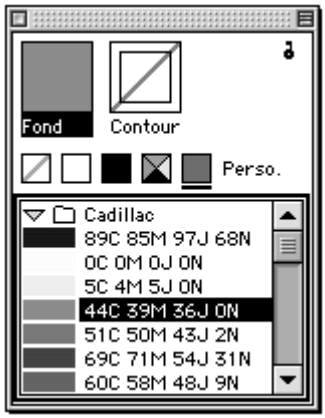
There are two colour extraction methods:

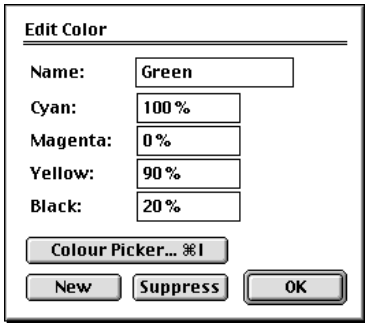
Manual:
Click the Add one colour box and then click on the colour required for the image. The colour will be extracted and added to the list of colours to be vectorized in the colour palette.
The colour extraction dialogue window may be used to check the rendering of the colours extracted from the image.

- Click Undo Add a colour to withdraw the previous colour extracted.

• Click Empty colours list to have a blank list. (Two colours must be featured there at all times: black and white).

Automatic:
Click the Extract colours, specify the number of colours to be extracted and then click on the image required. The program will automatically create the list of colours required.
To modify the colours extracted:
The colours extracted may be modified by double-clicking on the colours in the list: enter the cyan, magenta, yellow and black values of the colour via the system's colour picker by clicking on Colour Picker





A colour from another library may be moved so as to use predetermined colours, such as Pantone colours.
This may be achieved by clicking on the colour required, dragging it into the image library and releasing the mouse.

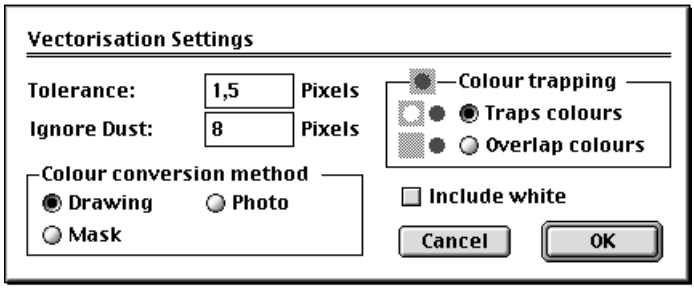
Conversion method.
Colour conversion method :
Click on Artwork to suppress non-solid colours in the scanned image
Click on Photo so as to respect all the colours and gradations .
Click on Mask in order to vectorize its path.
The list of colours extracted corresponds to the background colours. If, for example, the idea is to mask an image against a background of sky and lawn, select the colour extraction tool, click on the Add a colour box and click on the sky and lawn.

Comments:
The conversion method is of key importance: use Artwork for few colours and solids (logos).
Use Photo for images with lots of colours and gradations.
The View menu provides a means of seeing the rendering of the colours extracted by selecting Preview the Vectorization.

Vectorization

The vectorization and correction tools are used to vectorize colour or black and white templates, photos or drawings and to correct paths if need be. A template (bitmap) is a scanned image made up of points (pixels).
This tool is used to vectorize part of the template or all of it. Each part may have a different setup. First of all, a template file as to be imported and selected.

Double-click on the vectorisation tool . A dialogue box opens to enable you to set the parameters for the vectorisation process.



Tolerance :
This setup determines the number of points obtained and has to be chosen in the light of the resolution, quality and complexity of the template.

Increasing the tolerance reduces the number of points produced. If certain details are missing or if the paths fail to provide a sufficiently accurate representation of the template, the tolerance needs to be reduced.

Reducing the tolerance increases the number of points produced. Unwanted details or template defects are reduced by increasing the tolerance.

The tolerance needs to be set as accurately as possible in order to achieve the best result, so it is best to make a few trials first on a representative part of the template.

Ignore Dust:
This makes it possible to ignore small unwanted areas of the template such as specks of dust. Adjust the value to the maximum size of the unwanted areas of the template.

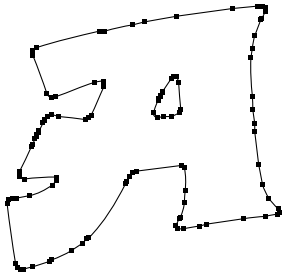
Colour conversion method :
Click on Drawing to suppress parasite and/or intermediary colours in the planes of the scanned template. Click on Photo so as to respect all the colours and gradations .
Click on Mask in order to vectorize the outline path of the image.

Trap or overlap :
If Trap is chosen, the paths that have been vectorised do not overlap (the different colours fit into each other like a puzzle). If Overlap is chosen, the paths overlap, possibly in several layers.

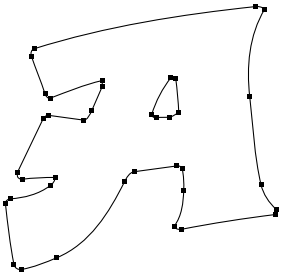
Include white :
if the box is clicked on, uncoloured sections of the logo are regarded as a white path to be vectorised.
Click on OK to use your settings.
Click in the document in order to vectorize the entire template or use the mouse to draw a rectangle with which to define a zone to be vectorised.
NB : This makes it possible to vectorize several sections of a template in different ways.

Sample vectorisation settings

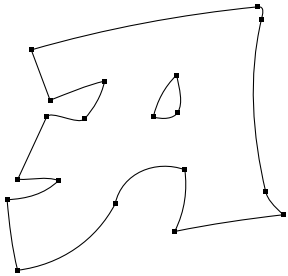
Imported template



Tolerance: 0.5



Tolerance: 1.8



Tolerance: 5

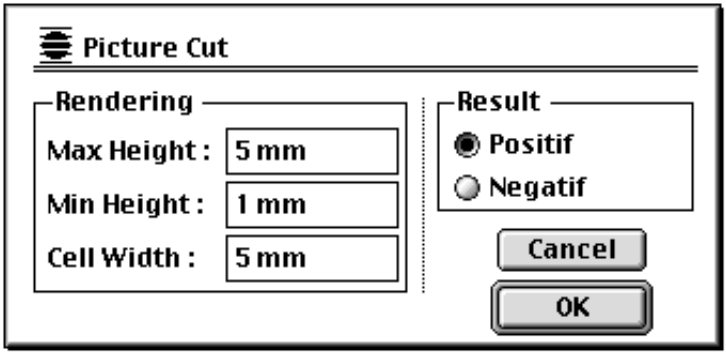
Original

Vectorization in 2 colours

Vectorization in 10 colours

Vectorization in bands

This tool is used to Vectorize an image into bands, so an image may be vectorized in black and white.



The image is vectorized in bands whose thickness varies according to the density of the original.
The following settings determine the size of the basic cell.

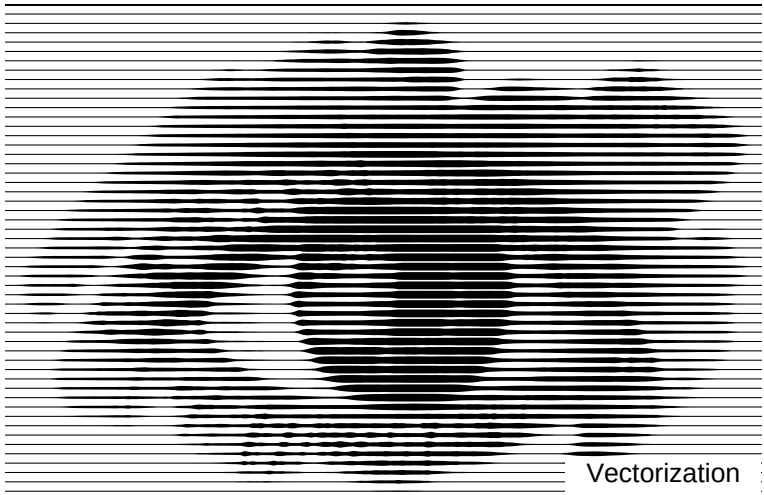
Max.Height :
Specifies the maximum height of each band.

Min.Height :
Specifies the minimum height of each band.

Cell Width :
Specifies the space between the bands.

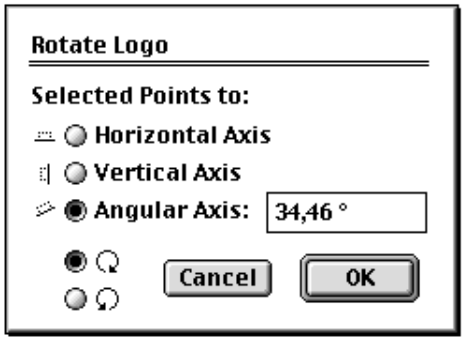
Rendering :
Provides a positive or negative rendering of the image.

Original



Vectorization

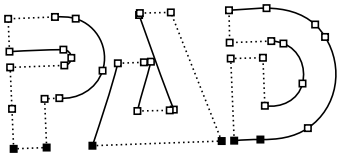
Aligning the logo



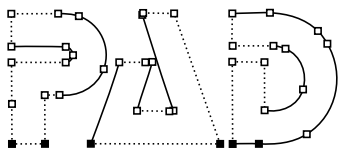
Use the arrow tool to select at least two points determining a reference axis that you require.
For example, the base lines on a 2 characters a line of text.

- Double-click on the righting icon to open the dialogue.
- Click on the axis to which the selected points are due to be aligned.
- Click on the direction to rotate the logo.
- Click on OK to rotate the entire logo as well as the image.

Comment:
Clicking on the aligning icon in the palette causes the program to rotate the entire logo automatically so it is aligned on the horizontal axis.



Logo wrongly positioned



Rightened logo

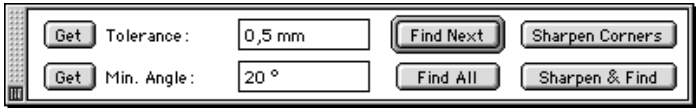
Sharpening Corners

This is used for finding and rectifying rounded or bevelled corners.

Comments:

Objects cannot be moved with this tool.

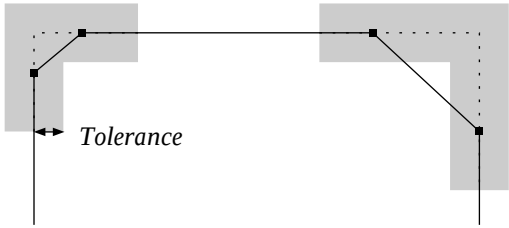
The selected lines are not displayed in the same way as with other tools: lines selected (straight lines and curves) are displayed thicker.



Tolerance :

The small lines of the corners being sought are at the maximum distance from the tolerance in relation to the extension of the lines surrounding the corner.

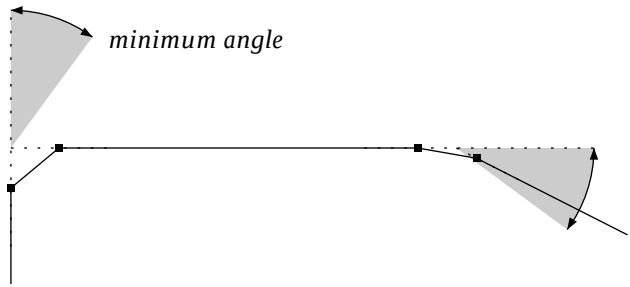
Clicking on Get provides the value of the angle formed by the selected corners.



The corner is found: all the segments of the corner are in the tolerance zone.

This corner is not found: one part of the segments of the corner are outside the tolerance zone.

Min. Angle :
During a search, only corners forming this minimum angle are found.
Clicking on Get provides the value of the angle formed by the selected corners.



This corner is found: the angle between the segments surrounding it is greater than the minimum angle

This corner is not found, the angle between the segments surrounding it is less than the minimum angle

Find:
Finds the next corner starting from the selected point, meeting the tolerance and angle criteria is selected. If no objects were selected beforehand, the search will be made from the start of the logo. A beep indicates that no corner has to be rectified, they can be de-selected with the mouse by holding down the shift key corners meeting the tolerance and angle criteria.

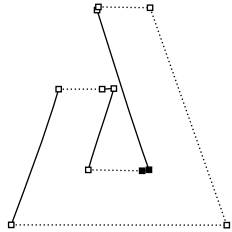
If the selected objects have corners that do not need to be rectified, they can be de-selected with the mouse by holding down the shift key.

If the corners found needs to be extended to other corners, click on them with the mouse while holding down the shift key.

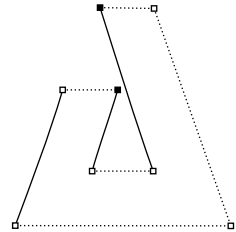
Find All:
Find and select all corners meeting the tolerance and angle criteria.
You can modify the selection by holding down the shift key and deselecting corners.

Sharpen Corners:
Rectifies the selected corner or corners in extending the lines surrounding them.

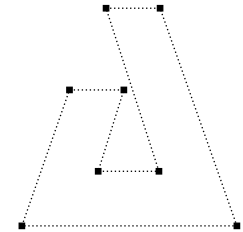
Sharpen & Find:
Rectifies the selected corner or corners and finds the next one. Verifying the rectification's can be done in a two-stage process : first click on Sharpen Corners and then on Find.



Find a corner to be corrected

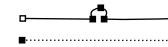


Sharpen the selected corner



Find and sharpen all corners

Tip:
This tool is also extremely useful for removing small imperfections or defects concerning a path, even when the lines surrounding it are almost an extension of each other.



Shortcut:
If the control key is held down when selecting a corner, the corner is automatically sharpened.

Aligning Points

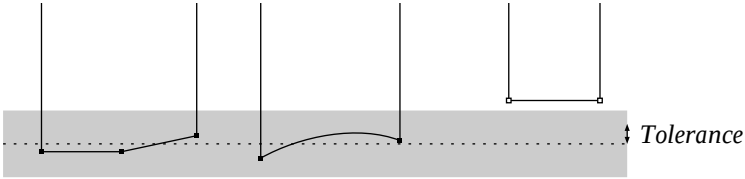
This tool is for aligning points, deleting unnecessary points and converting flat curves into straight lines.

Tolerance:
The lines being sought are a maximum distance from this tolerance in relation to the reference axis.

Clicking on Get provides the tolerance value of the selected points

Ref. Angle:
When this box is clicked on, the angle is taken into account, otherwise it is ignored and the reference axis will pass through the selected points. If the box is clicked on during a search, the reference axis will always have the angle indicated.

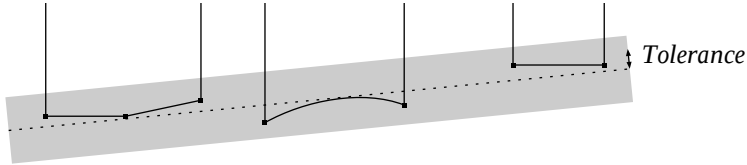
Clicking on Get calculates the reference angle of the axis through the selected points. At least two points have to be selected in order to read their angle. If more points are selected the average axis between them is calculated.



Ref. Angle is clicked off and equals 0°

These points are found: they are located in the tolerance zone oriented according to the reference angle

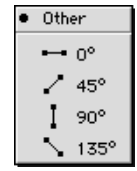
These points are not found: they are located outside the tolerance zone oriented according to the reference angle



Ref. Angle is not clicked off

These points are found: they are located in the tolerance zone oriented according to an average angle

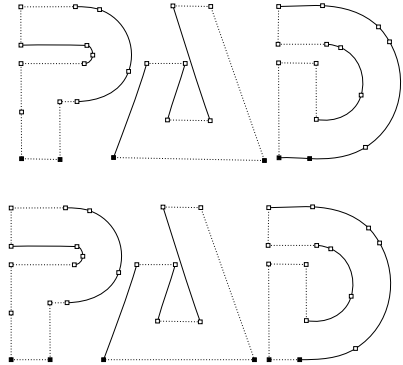
This popup menu allows you to use predefined angles.



Find Next:
Finds and selects the next alignment meeting the tolerance and angle criteria. If no objects were selected beforehand, the search is made from the start of the logo. A beep indicates that no alignment has been found or that the end of the logo has been reached. The search for alignments is carried out from the longest lines to the shortest ones.

Align Points:
Aligns the selected points by placing them on the reference axis. If two successive points are selected, the line between them is converted into a straight line. If more than two successive points are chosen, the ones in the middle are deleted as they are deemed to be unnecessary. If an isolated point is selected, it will be placed on the axis. The alignment respects the position of the lines around the selected points as much as possible by extending them until the reference axis.

Align & Find:
Aligns the selected points and finds the next alignment. Verifying the rectification can be done in a two-stage process: click first on Align Points and then on Find.



Find and align points on an axis.

RECTIFYING HORIZONTAL ALIGNMENTS :

- Click on the Ref. Angle box.
- Enter a reference angle of 0 degrees.
- Click on Find in order to find an alignment of points.
- If some of the lines to be aligned are not found increase the tolerance.
- Click on Align Points in order to place the selected parts on a horizontal axis. Curves are converted into straight lines and unnecessary points are deleted.
- Continue to find and align points until the end of the logo is reached (beep) or until the the lines found are too short to be aligned.

RECTIFYING VERTICAL ALIGNMENTS :

- Click on the Ref. Angle box and enter a reference angle of 90 degrees.
- Continue as with the horizontal angles.

RECTIFYING DIAGONAL ALIGNMENTS OF KNOWN ORIENTATION :

- Click on the Ref. Angle box and enter a reference angle.
- Continue as with the horizontal alignments.

RECTIFYING DIAGONAL ALIGNMENTS OF UNKNOWN ORIENTATION :

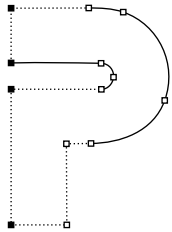
- Do not click on the Ref. Angle box.
- Continue as with the horizontal alignments.

MAKING DIAGONALS PARALLEL:

- Select or find a diagonal alignment.
- Click on Get Angle. The angle of the alignment appears in the reference angle and the Ref. Angle box is clicked on.
- Find and align the lines at the angle indicated.

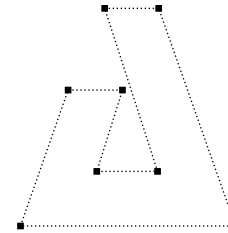
Tip:
Reversing the reference angle sign make the orientation symmetrical in relation to the vertical axis

Shortcut:
If the control key is held down when selecting an alignment, the points are automatically corrected.



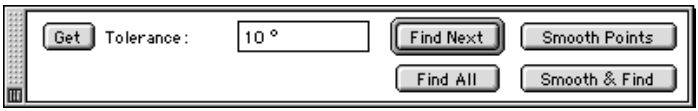
Suppress unnecessary points

Convert flat curves into straight lines

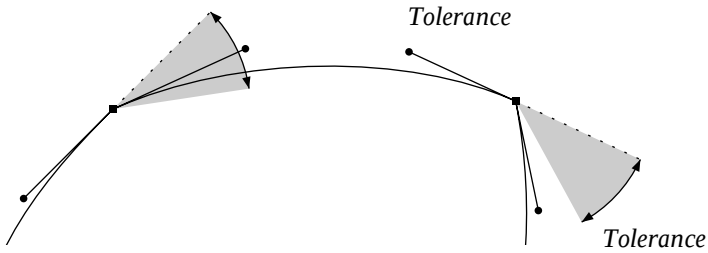


Smoothing curves

This is used for finding and rectifying curves that are almost tangent to a straight line or another curve.



Tolerance:
During a search only curves reaching the maximum tolerance are found.
Clicking on Get provides the angle value of the curve formed by the selected points.



This point is found: the angle between the tangents surrounding it is less than the tolerance

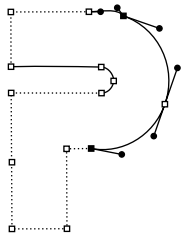
The corner is not found: the angle between the tangents surroundings it is greater than the tolerance

Find :
Finds the next curve point starting from the selected point. The next point meeting the tolerance criterion is selected. If no object was selected beforehand, the search is made from the start of the logo. A beep indicates that no point has been found or the end of the logo has been reached.

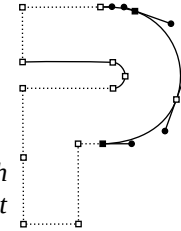
Find All :
Finds and selects all points meeting the criterion.
If the selected objects have points that do not need to be rectified, they may be de-selected with the mouse by holding down the shift key.
The points found may be extended to other points by clicking on them with the mouse and holding down the shift key.

Smooth Points :
Rectifies a selected point or points in aligning their tangent.

Smooth & Find :
Rectifies a selected point or points and finds the next one.
Verifying the rectification can be done in a two-stage process: click first of all on Smooth Points and then on Find.
Shortcut:
If the control key is held down when selecting an point, the point is automatically smoothed.



Find points to smooth

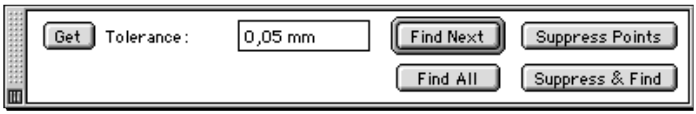


Smooth selected point

Shortcut:
If the control key is held down when selecting an alignment, the points are automatically corrected.

Simplifying curves

Allows you to find and suppress unnecessary points in curves while keeping the curve's shape.



Tolerance:
The tolerance defines the maximum surface allowed between the original curve and the simplified curve.

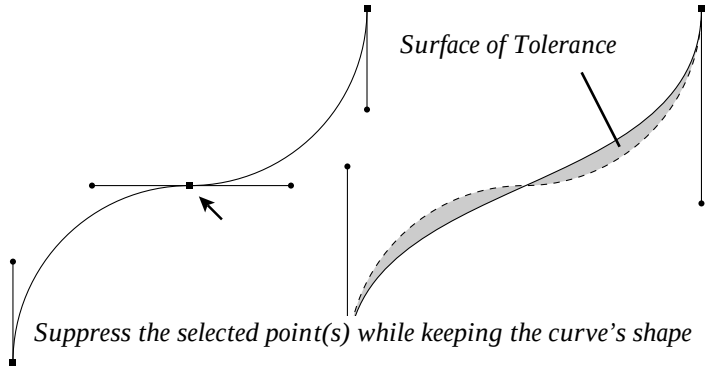
Find:
Finds the next point starting from the selected point. The next point meeting the tolerance criterion is selected. If no object was selected beforehand, the search is made from the start of the logo. A beep indicates that no point has been found or the end of the logo has been reached.

Find all:
Finds and selects all points meeting the criterion.
If the selected objects have points that do not need to be rectified, they may be de-selected with the mouse by holding down the shift key.
The points found may be extended to other points by clicking on them with the mouse and holding down the shift key.

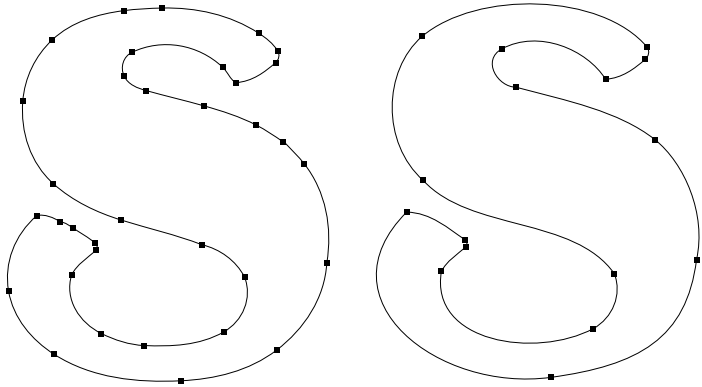
Suppress Points:
Suppress selected point(s) while keeping the curve's shape.

Suppress & Find:
Suppress selected point(s) while keeping the curve's shape and finds the next point.
Shortcut:
If the control key is held down when selecting an point or a group of points, the curves are automatically simplified.

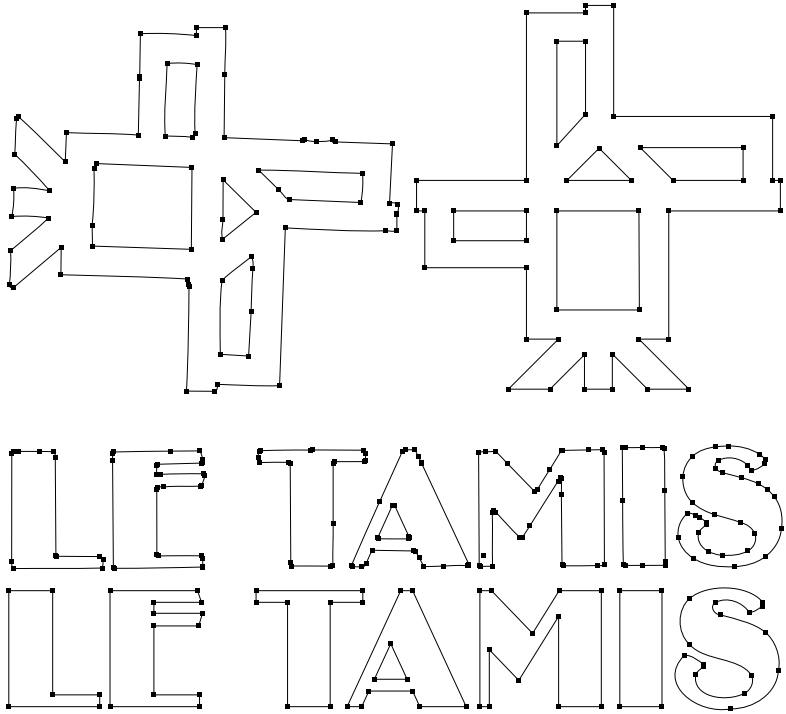
Samples of vectorization after corrections



Suppress the selected point(s) while keeping the curve's shape



Sample of suppression of points in curves



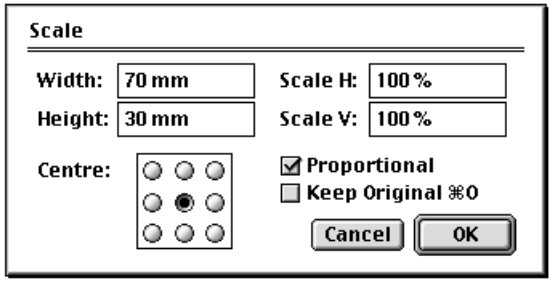
Scale

- Click anywhere in the document to specify the centre of the transformation
- Click and drag to scale selected path. The scale factor will be displayed in the information zone.

Comments:

- For proportional scaling, hold down the Shift key before releasing the mouse button
- To copy the original, hold down the Option key and release the button.

Double-click on icon



Opens the Scale dialogue, which is used to alter the actual size of selected objects

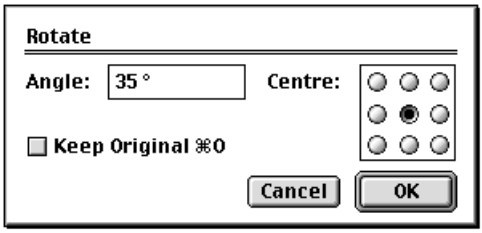
- Modifies the horizontal and / or vertical percentage
- To alter just one of the two percentages, click off the Keep Proportion option
- Set a width and / or height
- To transform a copy of the original path, Click on Keep Original
- Set the centre of scaling
- Click OK

Rotation

Makes the selected objects rotate around a point determined in relation to the centre you click on and the movement of the mouse

- Click to indicate the centre of the rotation
- Click and drag to make the selected objects turn according to the angle formed with the centre
- Hold down Shift key to constrain according to a 45° angle
- The information zone will display the rotation angle.

Double-click on icon



Opens Rotation dialogue

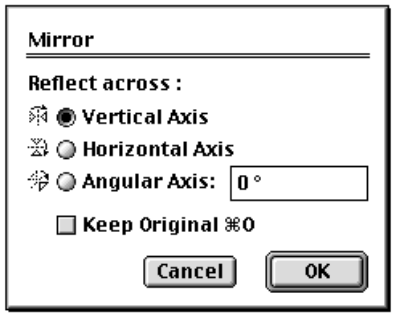
- Set the required angle. Positive angles are anti-clockwise, negatives angle are clockwise.
- Set the centre of rotation
- To transform a copy of the original path, Click on Keep Original
- Click OK

Mirror

Mirror the selected objects around an axis.

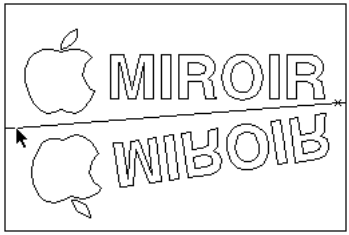
- Click to set one point of the mirror axis
- Click and drag the second point of the mirror axis

Double-click on icon



Opens the Mirror dialogue

- Click on the required axis : horizontal, vertical or oblique
- Indicate the angle for oblique axis
- To transform a copy of the original path, Click on Keep Original
- Click OK

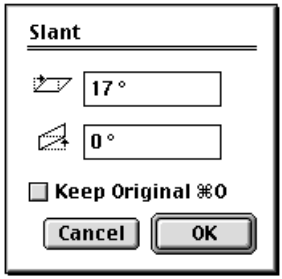


Slant

A rectangle with four control points will surround the selected objects as soon as the tool is chosen.

- Drag the required control point to apply the slant.

Double-click on icon



Opens the Slant dialogue

- Set the horizontal and / or vertical angles (negative values allowed)
- To transform a copy of the original path, Click on Keep Original
- Click OK

Perspective

A rectangle with four anchor points will surround the object as soon as the tool is chosen.

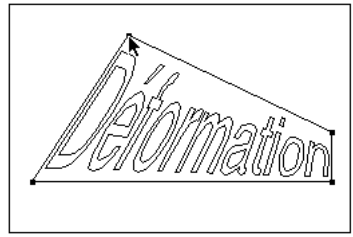
- Drag on the required anchor point to apply the perspective.

Comment:
The perspective may be applied horizontally or vertically, depending on the direction in which the anchor point is first displaced. By holding down the Shift key, two opposite sides of the rectangle become symmetric

Distortion

A rectangle with four anchor points will surround the object as soon as the tool is chosen

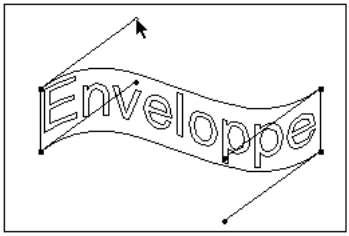
- Drag on the anchor point required to apply the distortion



Comments:
- With the Distortion tool, just one anchor point at a time is displaced.

Envelope

A rectangle with four anchor points will surround the object as soon as the tool is chosen.

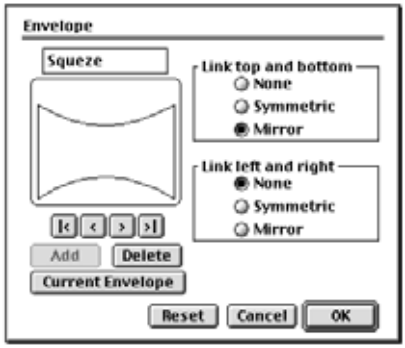


- Drag on the anchor or tangent point required to shape the envelope.

Comment:
The four anchor points and the four tangent points are independent of each other.

Double-click on the icon
Opens the Envelope dialogue box. This enables you to apply an envelope that has already been stored or to save a new envelope.

- The |<, < > and > buttons are used to scroll the existing envelopes which may also be modified and saved.



If a distortion has already been applied to the envelope:

- The tangent point constraints may still be accessed
- The distortion already applied is displayed in the viewing zone
- The envelope is saved by giving it a name then clicking on Add.

Dialogue zone options

- Link top to bottom: click on Symmetric or Mirror to connect the higher and lower tangent points
- Link left and right : click on Symmetric or Mirror to connect the left and right tangent points
- Click OK
- Next displace the envelope points
- The Remove button suppresses the envelope on display
- The Reset button brings the original envelope back on display again.
- The OK button returns you to the document by applying the envelope and constraints that have been chosen to the selected objects. The envelope's anchor points may still be displaced.

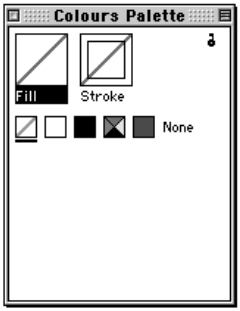
Measure

The information zone shows the distances and angle between the two points as the mouse is being displaced. The Shift key constrains to a 90 and 45 angle°.

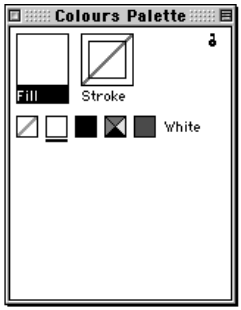
COLOURS PALETTE

COLOURS PALETTE

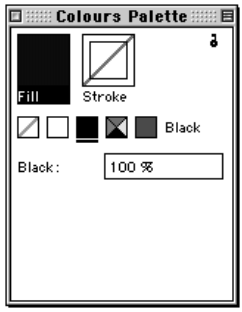
This palette specifies the colour for the fill and stroke of the items selected.
When no item is selected, the default attributes are specified.
Specifying a colour for an element involves using the arrow tool to select it and then clicking in the colour palette on the Fill zone to specify a Fill colour for the item and on the Stroke zone to specify a stroke colour.
Next specify the kind of colour required: None, White, Black, CMYK, Customised.



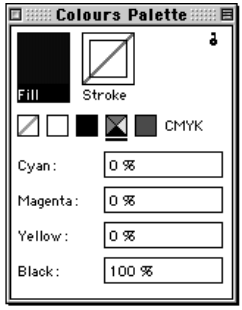
- The None attribute specifies that the item has no Fill colour and / or Stroke.



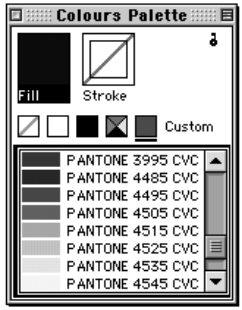
- The White attribute specifies the white colour for the Fill and / or Stroke



- The black attribute specifies a black colour for the Fill and/or Stroke. Use the field to specify the density required.

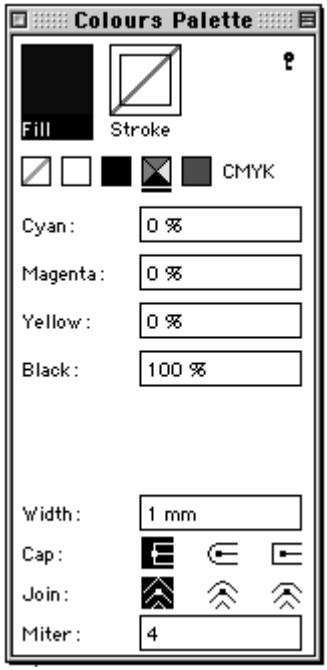


- The CMYK attribute specifies a colour composed of the four Cyan, Magenta, Yellow, black values for the Fill and/or Stroke. Use the field, to specify the densities required.



- The Custom attribute specifies a colour from a colour library for the Fill and/or Stroke.
- The palette may be opened to specify a tone percentage for the colour chosen.
  When a custom colour is selected, the palette displays the list of colour libraries available.

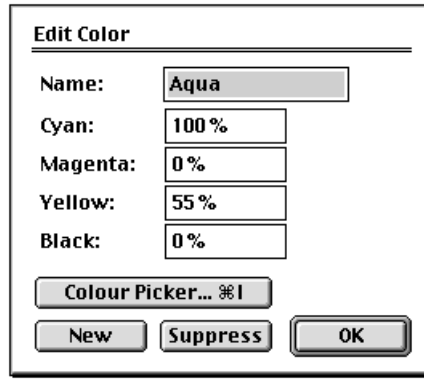
The hook in the top right-hand corner may be used to open the palette and display all the attributes.



- **Width**: defines the thickness of the stroke colour.
- **Cap**: defines the form of the caps of the open paths.
- **Join**: defines the form of the junctions between segments (straight lines or curves).
- **Mitre**: defines the ratio of the maximum summit distance and the axis of the path so as to prevent points forming. When the mitre is too sharp, the summit is truncated.

EDITING THE COLOURS

To edit a customised colour, double-click in the colour.



- Specify the colour name and enter the various CMYK components.
- Click on the Colour Picker to modify a colour visually using the Colour Picker.
- Click on New or Suppress to add or remove a colour in a library. (The colour libraries may be edited within the colour file: see next chapter).

IMPORTING COLOURS

To import customised colours, import an Illustrator file containing custom colours. The colours are placed in a library with the name of the file.
Libraries are saved when you close the ArtLine program.

EDITING THE COLOURS LIBRARY FILE

This text-type file may be edited in any text editor. To ensure a correct reading, the syntax has to be observed.
Several libraries may be defined.

The command is:
* ColorLib
(library name)

Followed by the colours.
(colour name) C M J N
(CMYK are the cyan, magenta, yellow and black values from 0 to 100)

The brackets are optional and are apposite only if there is a space in the name.

Example:

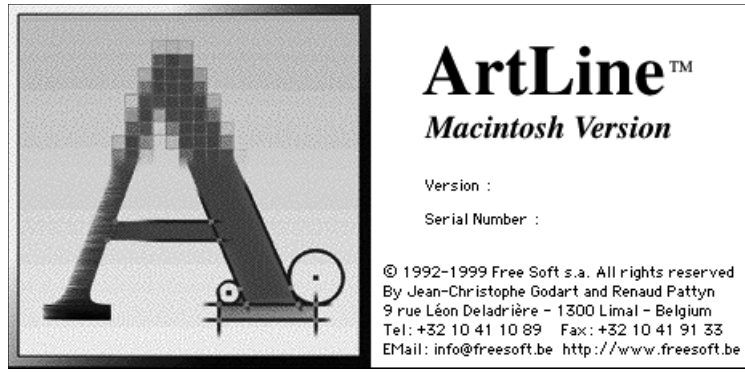
```
* ColorLib
(3M-Scotchlite Refl.)

(Blanc) 56 0 21 0
(Brown) 92 18 81 11
(Red) 84 0 88 0
(Jaune) 52 0 31 0
(Green) 87 92 15 55
(Blue) 47 42 21 94

* ColorLib
(3M-Scotchlite High Int. Refl.)

(Argent) 88 17 36 16
(Jaune) 76 0 39 0
(Rouge) 83 0 87 0
(Bleu) 37 29 26 98
(Vert) 95 99 17 24
(Brun) 92 21 80 22
```

Menus

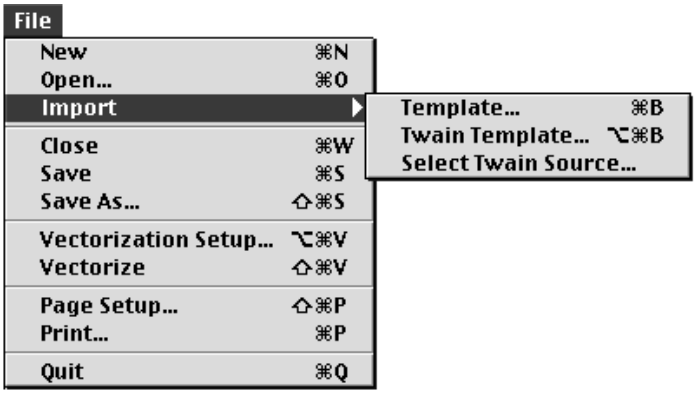
APPLE

About ArtLine™

About ArtLine™... shows the following information: application version and serial number.



FILE

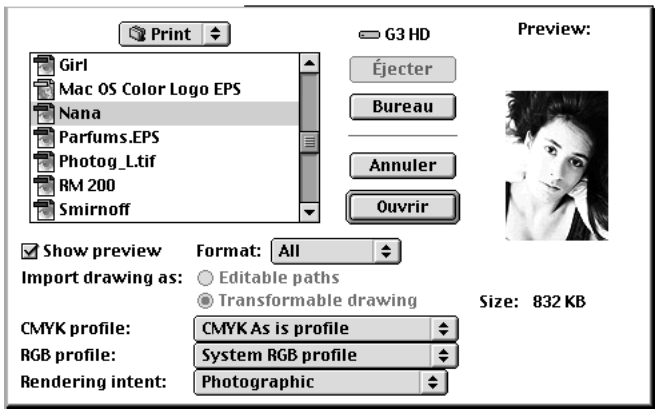


New

Creates a new empty document. Its window will be named Untitled #. Several documents may be created.

Open…

Displays the Open dialogue box, which provides access to a EPS file (Illustrator, FreeHand, LetraStudio,etc..) saved on your disk.



Import

Import Template

Displays the dialogue for importing a file into the document.

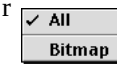
- Display preview.: Enlarges the dialogue so as to display the preview of the file selected if it is in the file.

- Format: This menu defines the types of files to be displayed in the dialogue.

- Import as editable path: solely EPS-type files in Illustrator, FreeHand, LetraStudio format may be imported. Once imported, the paths comprising the files may be edited.

- Import as transformable artwork: solely TIFF-type files may be imported. The image may be resized or displaced solely for the purpose of vectorizing it.

- CMYK profile: the default CMYK profile for the type of document selected is displayed in this menu (see default Profiles in the preferences dialogue). It will be used for calculating the preview, providing the file uses the CMYK colour model.



- RGB profile: the default RGB profile for the type of document selected is displayed in this menu (see default Profiles in the preferences dialogue). It will be used for calculating the preview, providing the file uses the RGB colour mode.

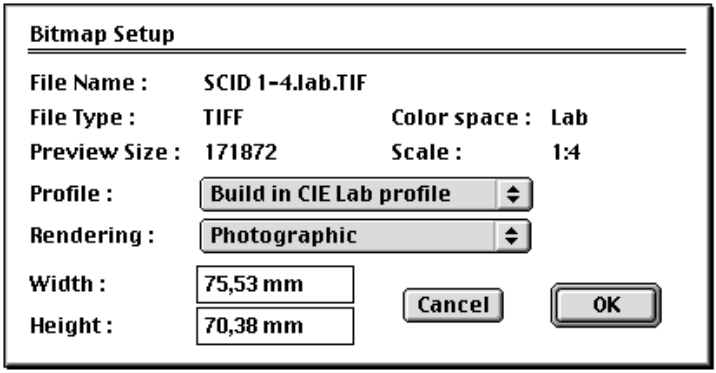
- Rendering: default rendering for the type of document selected is displayed in this menu (see default Profiles in the preferences dialogue).

Comments:

- When importing files in TIFF format: the files may be in black and white, in gray scale or in colour, compressed or otherwise.

When an image is imported, no more than a low resolution preview is stored in the memory. The purpose of this is to avoid placing an unnecessary strain on the program and to help to make it more flexible to use.

- Double-clicking on an image in TIFF format opens a dialogue where you may check its file format, colour, physical size and the size needed to store it.



You may also specify its profile and rendering for colour separation. There is scope, too, for specifying the image size.

Import Twain Template

Lets you import a Black and White, greyscale or coloured Bitmap file in the formats TIFF, PICT or MacPaint, directly from your scanners TWAIN driver. The TIFF template files may be compressed or not.

Select Twain Source

Displays TWAIN Source Selector so as to be able to select the scanner used by Twain. (Some scanners do not support TWAIN)

Close

Closes the active window (the one whose name is framed by horizontal lines). If the latest modifications have not been saved, ArtLine asks if you want to save them before closing the window.
Yes : saves and closes the document.
No : closes the document without saving it. The latest modifications will be lost.
Cancel : takes you back to the document without saving it.

Save

Saves the document on the disk in EPS format compatible with Illustrator. The file can be opened in Illustrator, Aldus FreeHand or any application compatible with Illustrator.
The first time you save a new document, the Save dialogue box is displayed to allow you to give it a name.
Thereafter the document is saved under the chosen name by replacing the previous version.

Selecting the type of preview :

- ***None (without EPS header)***. The document content does not include an EPS header, therefore, you will not automatically see a preview when opening the file in other software's.
- ***None (with EPS header)***. The document content does include an EPS header, therefore, you will automatically see a preview

when opening the file in other software's.
- ***Colour.*** The document content includes a colour EPS header, therefore, you will automatically see a colour preview when opening the file in other software's.

Save as

Displays the Save dialogue box to allow the document to be saved under another name. Intermediary versions may therefore be kept on file.
- Choose the format of the file to export.
- Choose the desired preview.

Vectorisation setup

Setup the vectorization parameters for the whole document (see vectorization tool).

Vectorization

Vectorize all images in the document (see vectorization tool).

Page Setup

Shows a standard dialogue box for setting the options and page size of the printer selected with the Chooser. Consult the instruction manual of your printer for more information.

Print

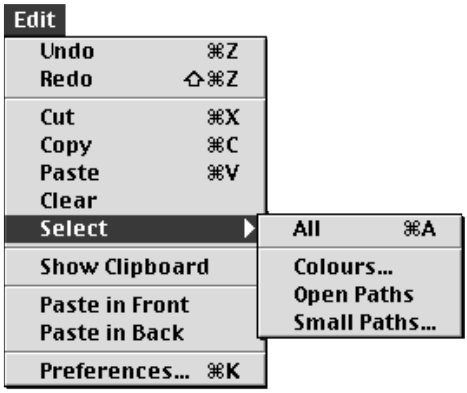
Shows a dialogue box for setting the printing options of the printer selected with the Chooser.
Used to print a document on a printer whether it is PostScript™ or not. The top part of the dialogue box is a standard one, so consult the instruction manual of your printer.

- Click on the required colour separation option: None, in order not to separate the colours, CMYK to separate into a four-colour process, or Custom so as to produce each colour on a different page.
- Click on the Registration mark option to print the marks.
  NB: Depending on the printer, the Artline options will be displayed on this or a separate page.

Quit

Exits the ArtLine application.
If the latest modifications have not been saved, ArtLine gives you the opportunity to save them
Yes : saves the document and quits the application.
No : quits the application without saving the document. The latest modifications will be lost.
Cancel : does not save the document and leaves the application open.

EDIT



Undo- Redo

Undo or redo the previous command or action (these are specified on opening the Edit menu).

The Undo Command operates on eight levels: if you have performed 10 modifications, you are able to «go back in time» to the third one. When you have gone back over all the levels, the word Undo is dimmed to indicate that no more are possible.
The Redo command revokes the effect of the previous Undo command.

- Create a rectangle in a new document
- The Edit menu displays the command: Undo Rectangle, whereas Redo is dimmed.
- Choose Undo Rectangle
- The Edit menu displays the command: Redo Rectangle, whereas Undo is dimmed as you have performed but one operation.

Cut

Transfers the selected objects to the clipboard and deletes it from the document.

Copy

Copies the selected objects in the clipboard and leaves it in the document.

Paste

Places the contents of the clipboard back in the document, but in a different position from the original according to the “Cursor Step” setting in the Preferences option (see below). You can easily position the copy on top of the original by using the arrow keys to move the copy.

Clear

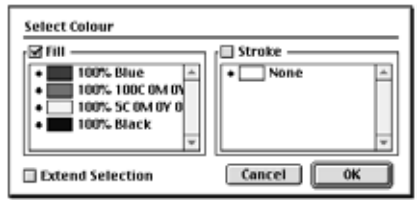
Deletes the selected objects without modifying the clipboard.

Select

SELECT ALL

Selects all the objects of the front most window.

SELECT COLOURS...



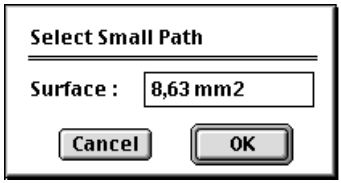
The dialogue box that is opened provides a list of all the fill and stroke colours used in the document. Selected colours are indica-

ted by a diamond and the selection can be modified by clicking on the diamonds. The Extend Selection box adds colours you have decided upon to those already selected in the document. If this box is not clicked on , only colours you have chosen in the dialogue box will be selected.

SELECT OPEN PATHS

Selects the paths that are open

SELECT SMALL PATHS



Selects paths with a surface that is greater than or equal to the one shown in the Surface dialogue. If you select a small path in the document prior to activating the dialogue box, the surface of this small path will appear in the Surface dialogue.

Show Clipboard

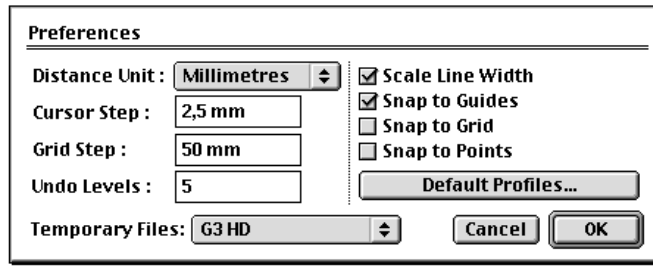
Opens a window displaying the contents of the clipboard.

Paste in front - Paste in back

Pastes the contents of the clipboard in front of or behind the selected objects without any dislocation.

Preferences

Shows the dialogue box for the Preferences options.
It provides the following alternatives:



- Unit: of measurement for the rulers, distances and dimensions

- Cursor step: value of the displacement by the arrow keys and the distance at which the copy (achieved by Paste) is placed in relation to the original.

- Grid step: determines the spacing of the grid pattern helping to place the objects.

- Undo levels: Indicate here the undo level. Be aware, this feature consumes memory!

- Scale line width: the width of the stroke, the path, varies according to the scale applied to the object

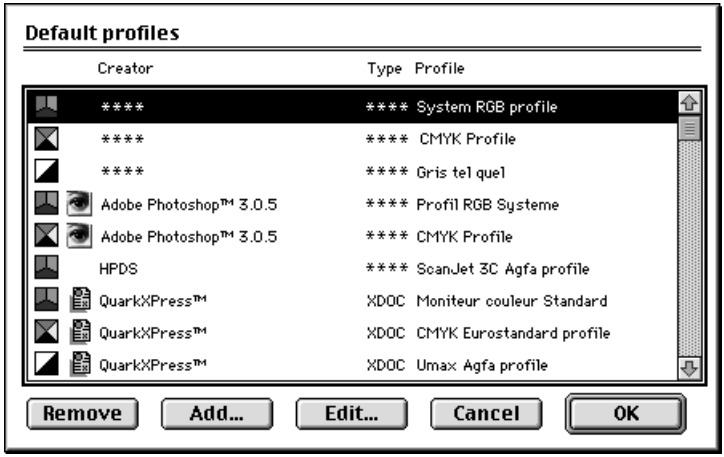
- Snap to guides: objects are «attracted» by vertical and/or horizontal guides.

- Snap to grid: the objects are «attracted» by the grid pattern.

- Snap to points: the element anchor points are magnetic, which means that when a point is moved, it is automatically positioned precisely on any point it approaches.
  Comment: this functionality may slow down the program in the case of a low-powered 68K type Macintosh.

• Temporary files: Specify the volume of the temporary files.

• Default profiles:
This dialogue allows you to associate a profile with a type of file and / or or files created by a specific application.



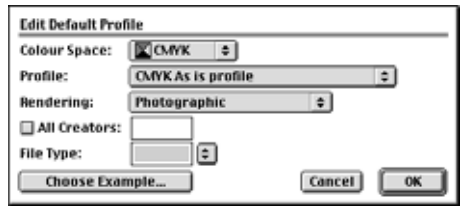
For example, you may associate a profile with any type of files your image scanner creates. When you import a scanned image with this application, the profile will be proposed. It is up to you to decide whether to choose another profile. You may also associate a profile with all the TIFF-type files irrespective of the application they were created by. When a TIFF file is imported, the profile is proposed. You may also associate a profile with a specific type of file created by a specific application.

When a file is imported, ArtLine seeks the profile associated both with the type of file and its creator. If no profile is found, ArtLine seeks a profile associated solely with the file creator, whatever type. If no profile is discovered, ArtLine seeks a profile associated solely with the file type, irrespective of its creator. If no profile is found, ArtLine proposes the profile associated with any file type and creator.

The dialogue displays the list of profile associations. Each association features the icon on the colour mode (RGB, CMYK, gray scale),the icon of the file type, if available, the name of the application that created the file or four asterisks to indicate any application, the four file type characters or four asterisks to indicate any type of file, and the name of the associated profile.

The associations are memorised in the ArtLine preferences file. The first time ArtLine is activated, three associations are proposed, one for each colour mode and for each type of file and creator.

To add a new profile association, click on “Add...”. Another dialogue is displayed:



Specify the colour mode : RGB, CMYK, or gray scale.
Specify the profile to be associated.
Specify the rendering used during colour conversion : Photographic, Relative Colourmetric, Saturation or Absolute Colourmetric.

To associate a profile with a specific file created by a specific application, click on Choose Example... and select a file of the same type.

To associate a profile with any type of file created by a specific application, choose an example and then specify all file types.

To associate a profile with a specific file type created by any application, choose an example and then select the all creators box.

If you know the four characters of the type of file or creator, you may type them in.

Click on OK to return the list of profile associations.

To modify a profile association, double-click above or select it and click on Edit... The same edit dialogue appears as during add.

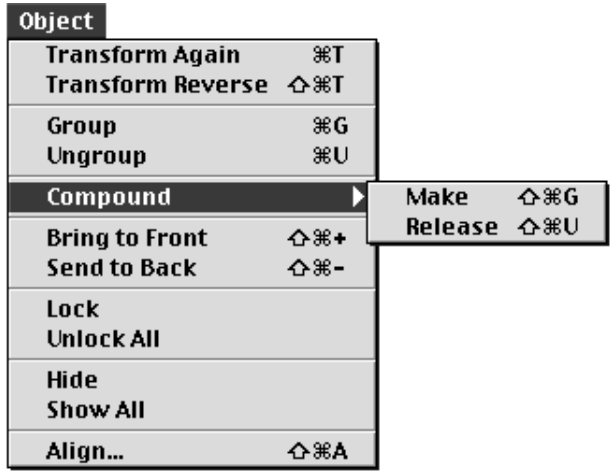
To clear a profile association, select it and click on Suppress. Only the profile association with the type or file creator is suppressed. The profile continues to be installed.

Click on OK or Cancel to return to the preferences dialogue.

Click OK to save your preferences.
They are saved in a file named ArtLine Preferences, found in the System folder's Preferences folder.

OBJECT

At least one object has to be selected, before choosing any of the commands in this menu.



Transform again

Re-applies to the selected objects the last transformation made: displacement, rotation or scale, making a copy of the original etc.

Transform reverse

Applies to the selected objects the reverse effect of the last transformation.

Group

Combines into a single group the selected objects. Establishes independence among the anchor points of the selected paths.

Ungroup

Separates the sets of objects in selected groups.
Ungroups the anchor points of selected paths not belonging to another group. Ungrouped anchor points may be set separately.

Compound

Make

Makes nested paths transparent and allows paths in the background to be displayed.
NB : all paths made compound take on the same colour.

Release

Release the compound.

Bring to front

Sends the selected objects into the foreground.

Send to back

Sends the selected objects into the background, which makes it easier when selecting one object superimposed on another.

Lock

Selected objects remain visible but can no longer be selected, displaced or modified.

Unlock all

Locked objects are unlocked and selected, making it easy to extend the selected objects to cover other objects.

Hide

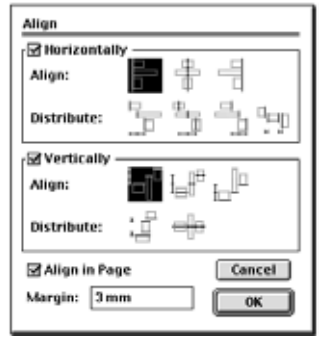
Selected objects become invisible.

Show all

Hidden objects become visible and are selected making it easy to extend the selected objects to cover other objects.

Align…

- Use the arrow tool to select the objects that need to be aligned
- Click on the kind of alignment required: Horizontal or/and Vertical
- Select the alignment icons to indicate the point of reference for aligning or distributing the objects
- Click on Align in Page and enter a margin value for the purpose of aligning or distributing on the surface of the page
- Click OK




Align elements to the left edge


Align horizontally centre of elements


Align elements to the right edge.


Distribute left edge of elements


Distribute horizontally centre of elements


Distribute right edge of elements


Distribute horizontally space between elements


Align elements to the top edge


Align vertically centre of elements


Align elements to the bottom edge.


Distribute top edge of elements


Distribute vertically centre of elements


Distribute bottom edge of elements


Distribute vertically space between elements

Align elements with speed of operation

These functions allow an object to be aligned with another one, without affecting the latter's position.
The key shortcuts allows this function to be applied at a rapid pace.

The operation is in several stages.
• Select the object that has to stay in position.
• Use the numerical keypad to select the destination point for the alignment of the object chosen. The zero point on the rulers is moved onto this point).

Numerical keypad	Function
7 8 9	7 top left-hand corner
4 5 6	8 at the top in the middle
1 2 3	9 top right-hand corner
	4 left hand side in the middle
	5 centre
	6 right-hand side in the middle
	1 lower left-hand corner
	2 at the bottom in the middle
	3 lower right-hand corner

• Select the object to be displaced
• Use the numerical keypad with the command key held down to select the source point for the alignment of the object chosen.
• The source point chosen places itself on the specified destination point.
This command aligns objects. To align points, choose the Align command in the Path menu.

PATH

Join

This makes it possible to connect end points of open paths with a line

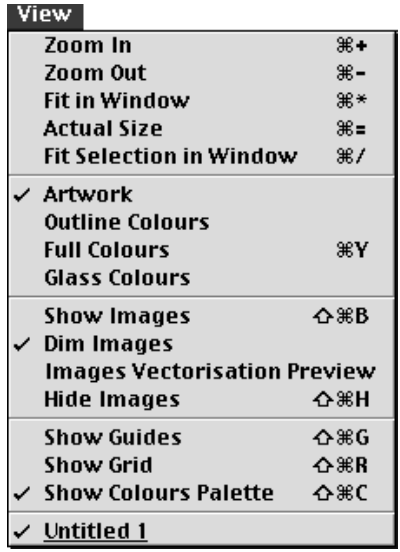
- When the end points of two separate paths are selected, they are joined using a line.
- When several paths are entirely selected, they are closed using a line.

Average...

- Align the points selected or paths decided upon to a horizontal or vertical axis.

NB : this command does not close open paths, but superimposes them (in order to join them, use the Join command)

VIEW



Zoom in

Enlarge the view on the document.

Zoom out

Reduce the view on the document.

Fit in window

Alters the view so that all the objects become visible.

Actual size

Alters the view of objects according to their actual sizes.

Fit selection in window

Objects selected take up the whole screen.

Artwork

Displays the work without colours.

Outline colours

Displays the path of each object in its fill colour.

Full colours

Displays objects to which a fill colour and/or path is assigned in full colours.

Glass colours

This view mode allows you to see colours overlapping

Show Images

Displays templates

Dim Images

Allows you to show templates at 50%

Image vectorization preview

Displays images according to the extracted colours.

Hide images

Hides the templates

Show guides

Displays or hides guides placed in the document.

Show grid

Displays or hides the grid.

Name of window

Displays the name of open documents. Names that are underlined refer to modifications that have not been saved.

HELP

This menu is part of the Macintosh system. No Balloon help is supported in Artline.

IMPORTING DRAWINGS

GENERAL COMMENTS

- ArtLine recognises vector paths with stroke colours and attributes without transforming them.
- The gradations and patterns are ignored by ArtLine so it is best not to use them.
- Most graphic software programmes permit exporting to Adobe Illustrator and are thus compatible with ArtLine.
- Some software programmes cut strokes and characters in stripes during the exporting process. This stripe cutting may be avoided by using just one stroke colour and no background or fill colour.
- To use files from IBM or IBM-compatible PCs, the files need to be transferred to the Macintosh hard disk by means of a utility such as Apple File Exchange from Apple Computer or Access PC from Insignia Solutions .

ADOBE ILLUSTRATOR FOR MACINTOSH OR WINDOWS

ArtLine is compatible with all versions of Illustrator.
Save your document by choosing Save in the File menu. Select the folder where the file is to be stored.
All file formats are accepted by ArtLine.
The embedded Pict image is not used: to save space, it is best to use the Save as.. Preview “None (without EPSF header)” option.
As for compatibility, ArtLine accepts the various types of Illustrator format (1.1, 88, 3, 5, 6,7,8). However, it is advisable to use the most recent version to avoid losing certain bits of information or settings.

FREEHAND FOR MACINTOSH

ArtLine is compatible with all versions of Freehand.
To avoid cutting in stripes do not use fill.
Choose Export in the File menu. You may choose any format, but it is best to use Generic EPS to save disk space.

LETRASTUDIO FOR MACINTOSH BY ESSELTE LETRASET

ArtLine is compatible with LetraStudio version 2.
Choose Save as Other in the File menu and choose the EPSF format or Illustrator 1.1. format. Any PICT quality may be chosen, but Standard quality is recommended to save disk space.

TYPESTYLER FOR MACINTOSH BY BRODERBUND/STRIDER

ArtLine is compatible with TypeStyler versions 1, 2 and 3.
Choose Export in the File menu and choose the Illustrator format.
Warning: shadows are lost during the exporting process.

COREL DRAW FOR WINDOWS AND MACINTOSH

ArtLine is compatible with Corel Draw.
To avoid cutting in stripes do not use fill.
Choose Export in the File menu and choose the Adobe Illustrator (AI) format. Choose the Text as Curves option for exporting. ArtLine recognises the different variations of the file format.

ARTS & LETTERS FOR WINDOWS BY COMPUTER SUPPORT CORP.

ArtLine is compatible with Arts & Letters versions 3.
To avoid cutting in stripes, do not use fill (Internal = None)
Choose Export in the File menu and choose Encapsulated PostScript format. Click on Setup and choose the Adobe Illustrator option. De-activate the Windows Metafile and TIFF options in order to reduce file size.

MICROGRAFX DESIGNER FOR WINDOWS

ArtLine is compatible with Designer version 3.
To avoid cutting in stripes, do not use fill (Pattern = None) .
Choose Export in the File menu and choose the Adobe Illustrator AI format. Click on Export and in the dialogue activate the Adobe Illustrator and Macintosh options.

CANVAS FOR MACINTOSH

ArtLine is compatible with exported paths from Canvas.
To avoid cutting in stripes, do not use fill (Pattern = None) .
Choose Export in the File menu and choose the Adobe Illustrator format.

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