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TypeStudio

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The Flexible Text Manipulation Tool/
Highlight

TypeStudio
TypeStudio
TypeStudio

3-D effects
3-D effects

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TypeStudio

Text effects and Logo Generation for RISC OS

ProAction

3QD
DEVELOPMENTS LTD

APDL

TypeStudio

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Introduction

TypeStudio is an application primarily designed to produce a Draw object from the font data of a string of text. This object can then have a series of effects applied to it and the result can be exported into any DTP package. Also any Draw file can be imported into the package and be made to fit into a user defined mould. Although TypeStudio has been developed to complement DTP applications it has facilities, such as printing, which enable it to be used as a stand alone package.

Package contents

TypeStudio is supplied in a compressed archive. To install TypeStudio you will need to run the !TSinstall application and drag the TS icon from the installer window to the folder where you want TypeStudio to be installed. You will be asked to enter your name before the installer starts copying files.

You will need to be using RISC OS 3.1 or later to run TypeStudio. We strongly recommend using TypeStudio on a machine with a hard disc.

The Examples directory contains some of the 'suggestions for experimentation' that follow the examples in the manual. The !Fonts directory contains 7 outline fonts in 22 faces.

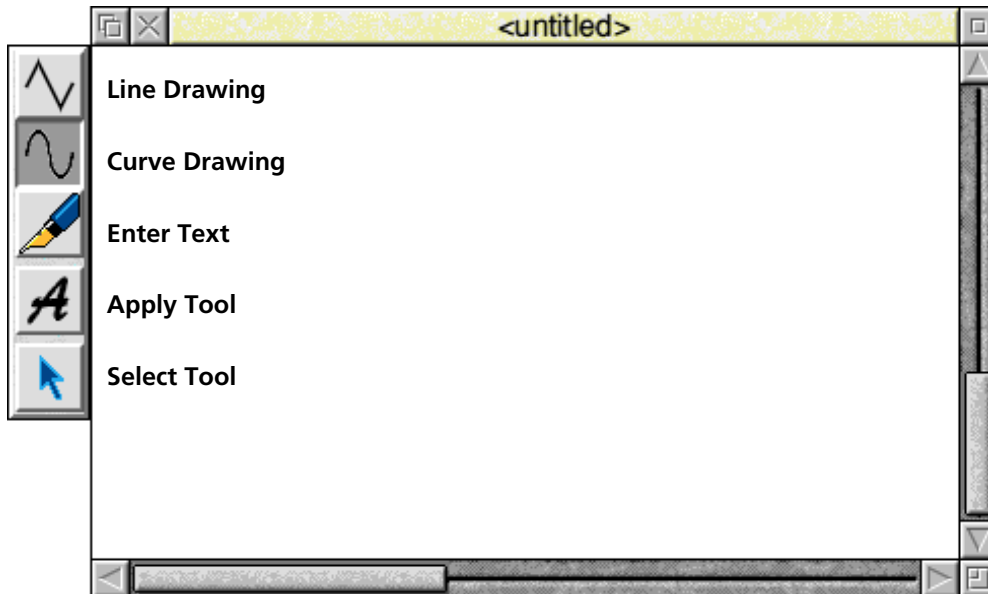
Using this manual

It is suggested that to get the most out of this package you should thoroughly read this manual. However, the program has been designed in a way which should enable an experienced RISC OS user to produce most of the effects available without any tuition.

The manual for TypeStudio takes the form of a tutorial. It has been designed to take you through various examples so that you can then adapt the techniques shown in the examples to your own needs. The package is flexible enough to allow many variations on a theme, and because it is easy to use it encourages experimentation. We recommend that you follow at least some of the examples through. A concise reference section is provided in Chapter 5 which describes the menu structure and toolbox options. Each of the examples starts on a new page with a picture of the final result. Therefore you can choose a point of entry into the manual that suits your understanding of the package or your current needs in producing an effect. It is hoped that you find the package interesting and easy to use and that it will provide you with satisfaction in producing whatever it is that you use the application to create.

Getting Started

Double click on the !TypStudio application and it will install on the icon bar. Clicking Select on the icon will open a window as shown.



The application performs manipulations on text in two major ways. It can place text along a 'path' so the text follows the 'path', or it can 'mould' text between two lines.

What is a 'path'?

A 'path' is a line drawn using the facilities in TypeStudio or that has been drawn in another application and imported into TypeStudio. The line can consist of a series of straight and/or curved lines drawn consecutively. A line is converted to a path as described in Chapter 3.

What is a 'mould'?

A 'mould' is created by grouping two lines in a special way. The text that is placed within the mould will conform as closely as possible to the two top and bottom lines of the mould. The way a mould is created is described in Chapter 3. Grouping objects is a concept used by Draw and TypeStudio. Moulds and paths are discussed in Chapter 3.

What is an 'object'?

An 'object' is anything created within TypeStudio. It can be a simple line segment, many line segments making up a path, a mould, or several objects grouped together as one. TypeStudio converts a text string into a grouped object.

The following section is an explanation is required of the toolbox, how to manipulate objects and how to enter text for conversion to an object.

The Toolbox

The toolbox contains five tools, three of which will be recognised by anyone familiar with Draw. The toolbox is attached to the main window as it is in Draw and can be removed if necessary and replaced by a menu. The toolbox appears as shown above.

The Line drawing tool

This allows straight line segments to be drawn and operates as the Line drawing tool in Draw. Click SELECT on it and then with the pointer over the main window click SELECT where you want the points of the line to be. Double click SELECT to finish drawing the line.

The Curve drawing tool

The Curve drawing tool is the same as the Line drawing tool but draws curved line segments. Both curved line and straight line segments can be incorporated within a single line by clicking on the appropriate tool whilst the drawing operation is still in progress. Both drawing tools draw 'open paths', that is, lines where the start point is not automatically joined to the end point when the drawing operation is completed.

The Enter Text Tool

This opens the Text Entry window which is described later.

The Apply tool

The Apply tool applies the effects chosen by the user to the currently selected object(s). It can also apply text objects to the currently selected path or mould. Its use will be explained within the context of the examples in Chapters 3 and 4.

The Select tool

The Select tool operates exactly as it does in Draw; it is that is used to select objects in the main window. Once the tool is selected, clicking SELECT over an object in the main window will draw a red dotted box around the object.

The box has two 'ears' at the top right and bottom right hand corners. Dragging with SELECT in the bottom of the two ears causes all the selected objects to be re-sized. Dragging in the top ear causes the selected object(s) to be rotated.

Selecting objects

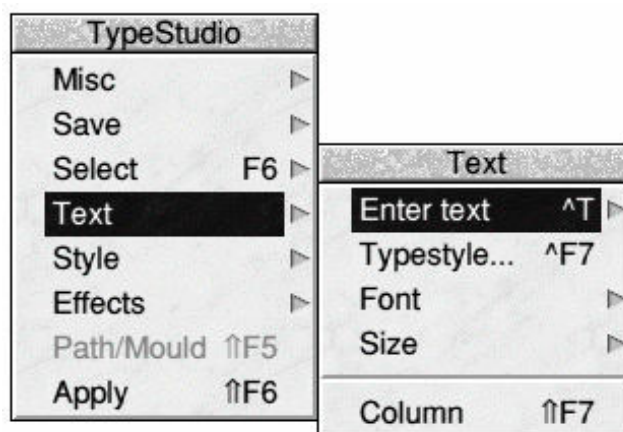
If several objects are overlaid on top of each other they are given a stacking order. This is the order of the objects from top to bottom. With the Select tool highlighted, clicking SELECT over the objects will select the top object. Repeated double-clicking with SELECT moves the selection down the stacking order. If the top object is selected, clicking twice with SELECT will remove its selection box and place one around the next object down. Repeating this process will remove the selection box on the second object and place it around the third object. All selections can be removed by clicking outside of any of the objects with SELECT. More than one object can be selected by clicking ADJUST over an object when another object is selected. If the object is already selected, clicking ADJUST over it will deselect it. All objects can be selected by using the Select all option on the Select sub-menu. If you drag with SELECT whilst the Select tool is highlighted a box will be drawn and all objects within the box will become selected.

Moving objects

A selected object or group of objects can be moved by placing the pointer in the selection box of the object and dragging with Select.

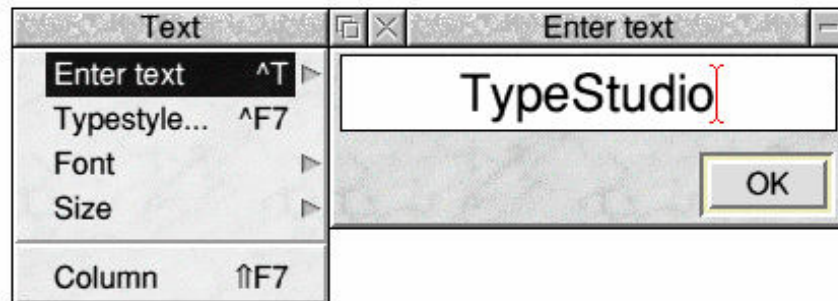
Entering text

To enter text for conversion you have to open the Text Entry window. You can do this either by clicking on the Text Entry tool or clicking MENU over the main window when the following menu will be displayed:



To the right of the Text option is a sub-menu with four options as shown.

Sliding the mouse pointer off Enter text leads to the Text Entry window. Here you can enter a string of up to 255 characters. The string is shown in the outline font currently selected. This is SwissB.Medium by default. If SwissB is not in your !Fonts directory the program will use the first font of those available. If you wish to use a different font move to the right of the Font option and this will display a menu of the fonts that were available when the program was started. Clicking on a different font and reopening the Enter text window will show the text string in the selected font.



When you are satisfied with the font and the text you are going to convert, move to the right of the Size option and choose from one of the sizes shown. The units are in points and the last option on the menu is writable so that you can enter a size yourself. This option can largely be ignored to begin with as once the conversion to an object has taken place re-sizing is a simple procedure. When all the options are correct clicking on Enter text or OK or pressing RETURN will convert the text then the text object will appear in the window.

The final option on the Text sub-menu is Column. This option when selected will convert the text vertically instead of horizontally so the characters will be placed one on top of another in a column.

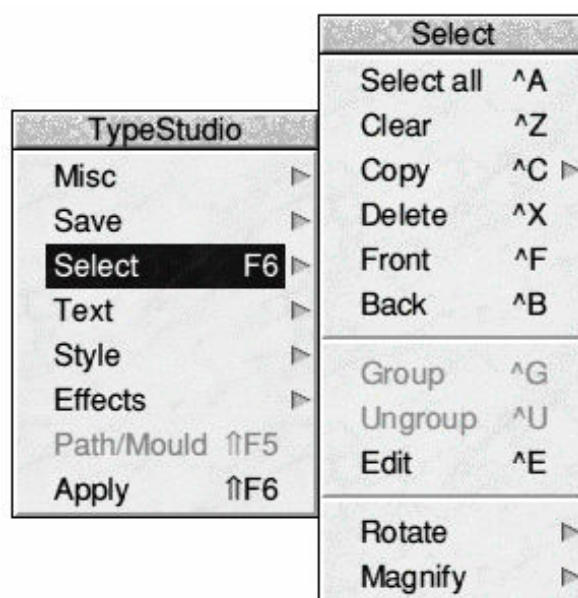
Example 1 - Outlining

TypeStudio

This effect can be produced very simply in Typestudio, and changes can be made in the colouring and positioning of the two objects used to give many effective variations on this theme. To produce this effect follow these instructions:

1. From the Text menu select the SwissB.Medium font, a size of 70pt and enter 'TypeStudio' into the Enter text window. Click on OK or press RETURN to convert the text to an object.
2. You may have to enlarge the window to accommodate the text. Centre the text object in the middle of the window by selecting it and dragging it there.
3. Make a copy of the object as follows. Ensure the object is still selected and click MENU over the window. Move to the right of the Select option on the menu and the menu will appear:

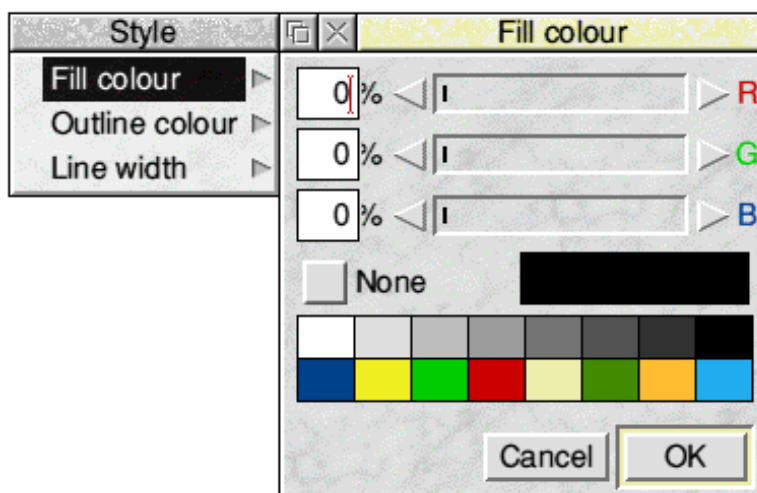
All the options perform the same operations as they do in Draw except Copy, which has a sub-menu in TypeStudio, and lets the user specify where a copy should be positioned by entering X and Y shift values in millimetres. The copy must positioned exactly over the original object, so move to the Copy sub-menu and for X shift enter 0 (do not press RETURN or click SELECT). Move to Y shift and enter 0, this time followed by RETURN or click SELECT. Nothing appears to happen because the new object has been copied exactly over the original.



4. To make the second object visible we need to alter the style of the two objects. As we have just made a copy, it is the copy that is currently selected, so we will start with that. Open the main menu and move to the right of the Style option and the Style menu will open.

The options once again are identical to those in Draw, so from this menu Fill colour, Outline colour and Line width can be defined. Set Fill colour to None, the Outline colour to red and the Line width to Thin.

5. Select the original text object by double-clicking over the two objects. Again nothing obvious will appear to happen as both objects occupy the same space. Now change its Fill colour to black, Outline colour to white and Line width to 3.
6. To finish the example it is best to group the two objects together. To do this select both objects by going to the Select menu and



choosing Select all. From the same menu click on Group, and the two selection boxes will be replaced by one.

7. Finally, save the final file by going to the right of the Save menu option and choosing either to save the whole file as a Draw file or to save just the Selection i.e. those objects that are selected. In this instance the two operations should be identical, since the only object present should be the grouped object created in point (6). The saving process is the same as in all other standard applications: give the file a name by editing the writable icon on the save as dialogue box and then drag the icon to a directory viewer.

Summary of new options used

1. Conversion of a text string to an object.
2. Selecting, moving and copying the object.
3. Copying an object using X and Y shift.
4. Changing the style of an object.
5. Using SELECT all to select objects.
6. Grouping objects together.
7. Saving the finished file or a selection of it as a Draw file.

Suggestions for experimentation

1. Try rotating and re-sizing the grouped object.
2. Ungroup the object and try changing the colour scheme used. You will find that it is best to change the fill colour of the original object and the outline of the copy.
3. Ungroup the object and bring the original object to the front using the Front command on the Select menu. Change its Line width to 2 and move the copy to the right so that you can see its outline. This gives a three dimensional effect.
4. Change the outline colour and width of the copy. Try setting the width to 6, and bringing the original to the front, using the Front command on the Select menu. Change the colour of the outline on the original and its width to 2.
5. Experiment with ungrouping and grouping. It is interesting to ungroup objects until all you have left is the letters that make up the words. You can then work individually on each letter and its associated outline letter. Try changing the colour scheme so that each letter has a different colour, or try rotating each set of letters by an increasing amount. Use the Rotate command on the Select menu for this; it takes a fixed value in degrees and will rotate all selected objects by that amount.

Example 2 - Highlight

Highlight

This attractive effect can be achieved very easily by following these steps:

1. Enter the text 'Highlight' with the font Bookmark.Demi and the Size set to 50pt.
2. Choose the Select tool and select the text. Using the Copy option on the Select menu make a copy of the object. Set X shift to -0.5mm (do not press RETURN or click with SELECT) and set Y shift to 0mm. Press RETURN or click SELECT.
3. Now set the Fill colour on the Style sub-menu to white. Your window should now look something like this:



4. Make a further copy of the first copy setting X shift to 0mm and Y shift to -0.5mm using the method described in point (2).
5. The second copy will be the object that is selected and we need to change the Fill colour of this object to black.
6. Group the objects together and save the file.

Suggestions for experimentation

1. Alter the positions of the white and original object to effectively change the position of the light source creating the highlight.
2. Delete the black copy and reposition the white copy to give a 3D effect.

Paths and Moulds

Now we have explored the potential for applying effects to text objects we shall explore placing text along a user-defined path or within a mould. The line that becomes the path can be created in TypeStudio or imported from other programs that export objects in Draw format. The line must be an open path, ie. its start and end points must not be joined. A closed path object can be changed into an open path object in Draw.

Most paths can easily be created with TypeStudio. The two drawing tools allow curved and straight line segments to be drawn in any combination and a cut-down version of Draw's path editing facility has been implemented to allow corrections to be made to a path that has been incorrectly drawn. To complement the drawing facilities a grid option is available from the Misc menu. The user controls whether it is shown, whether or not the grid lock is on and the spacing of the grid divisions.

Drawing and editing a line

Anyone familiar with Draw will probably not need to read this section as the procedures described for drawing and editing lines are exactly the same.

The best way to learn to use the drawing system is to use it to draw a line or curve. Choose one of the tools by clicking on it with SELECT, then wherever you click SELECT in the main window a control point will appear. To finish the drawing operation click on the last point twice.

You can change from one drawing tool to another at any stage by moving the pointer over to the other tool and clicking on it. When you move back over the window the line segment will change to the type selected.

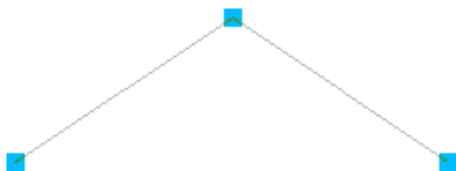
A drawing operation can be abandoned by clicking on the Select tool or if the tool box is turned off, by going to the Toolbox sub-menu and clicking on Abandon.

A curve has two other control points as well as the end points on a segment, these control the way the curve bends between the two end points.

Once you have drawn your path you can edit it by clicking ADJUST over it as long as one of the drawing tools is selected. This will change the solid line back into the control points designated by you when you drew the line. These points can be moved anywhere in the window by dragging with ADJUST over them. Clicking SELECT anywhere else in the window will change the edited line back. When you select a control point, one of the adjoining segments will become red. The curve or line segment can be manipulated using the options on the Edit menu which will appear if you click MENU over the window. This menu offers four options: Change to a line/curve will change the curve or line segment to the other type. Only one of these options will be available depending on the type of the currently selected segment. Add a point will add a point mid-way between the two end points. Delete a segment will remove the red segment and join the two end points together.

Creating a path

Using the instructions above you should be able to draw whatever lines you require. To designate that a line is a path, select the line and click MENU to display the main menu. Click on Path and the line will be changed into a path. To emphasize this the selection box surrounding the line will change from red to grey. When drawing a line that is to be used as a path always draw the line from left to right. If you do not, the text placed along the path will be upside down.



This diagram shows a line made up of two straight line segments ready to be edited



This diagram shows a line made up of two curved line segments ready to be edited. The yellow points are the extra control points for each curve segment.

Creating a mould

To create a mould select the top line of the mould and then the bottom line. Use ADJUST to select the bottom line. Click on the Mould option on the main menu, the two lines will be grouped and the selection box will change to grey. As with paths the lines that are to be used for a mould should always be drawn from left to right. Equally important is the order in which the lines are selected before creating the mould. The top line of the mould should be selected first and the bottom line last.

Editing paths and moulds

Once a path or mould has been created it becomes a grouped object. To edit a path or mould you need to select the object and click on Ungroup on the Select menu. A path will be changed back into a single line object and a mould into two line objects. These can be edited in the normal manner. After editing the lines can be converted back into a path or mould using the instructions given above.

Example 3 - Text along a straight path



This simple logo was designed entirely within TypeStudio. Simple designs are often more effective than complex or abstract ones. It is usually easy to incorporate the text of any logo within the graphics of the design, especially when you can flow text along stylised paths placed around the graphics. To create this logo follow these steps:

1. Open a new window and from the Misc menu turn the grid on by moving to the right of the Grid option and clicking ADJUST on Show and SELECT on Lock.
2. Select the Line drawing tool and draw a line. Move the crosshairs over a cross and click SELECT. Move 7cm to the right and 4cm up. (Each pair of crosses represents one centimetre.) Double-click SELECT on the cross to finish drawing the line. Repeat this process starting at the cross the first line finished at and moving 7cm to the right and 4cm down. Lines for paths must be drawn from left to right. If they are not then the text will be placed along the path upside down.
3. Select the first line by clicking on the Select tool and clicking over the line. Open the main menu and click on Path; the selection box of the line will change from red to grey. Repeat this process for the second line.
4. Bring up the main menu and move to the right of the Path option. Click on the Size to fit option if it is not already ticked. This will scale the size of the text so that it fits the path as closely as possible.
5. Go to the Text sub-menu and select the font Vogue.Book, and enter the text: 'The Hill Climbing Centre'. Press RETURN and the text will be placed along the selected path. Select the other path and go to the Enter text option and click on it and the text will be placed along that path.
6. Either delete the paths or select both of them and move them to one side. To create the triangle under the text, select the line drawing tool and starting at the same point as you did when drawing the first path, draw a line up to the same point (along 7cm, up 4cm). Click SELECT once and draw another line to the end point of the second path (along 7cm, down 4cm), and finally double click SELECT to finish the drawing operation.

7. Change the style of the triangle by first selecting it and then from the main menu go to the Style sub-menu and change the Fill colour to a light grey and the Outline colour to None.
8. Now position the text over the drawing and you have the finished logo. Group the objects and save them. To maintain the paths you have created you will need to save the file in the format special to TypeStudio. To do this use the TypeStudio option on the Save sub-menu. Saving the file is achieved in the normal manner.

Suggestions for experimentation

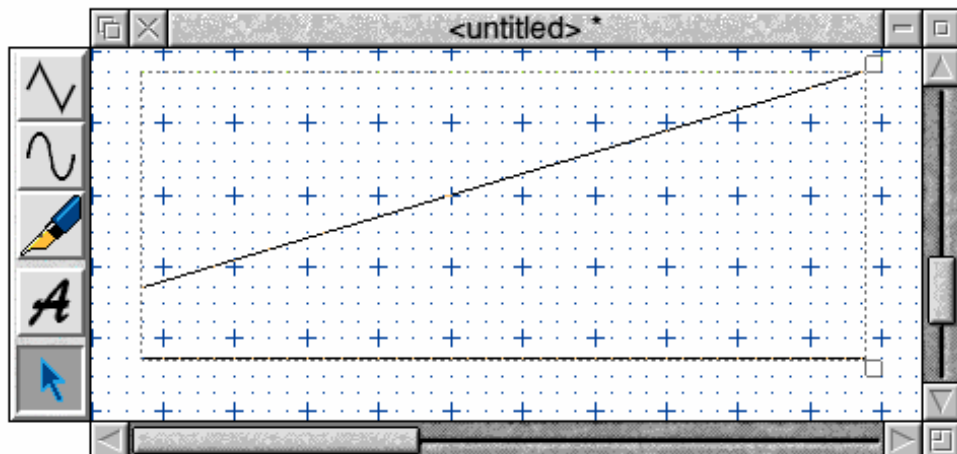
1. Experiment drawing various lines, changing them into paths and placing text along them.
2. If you wish to have text at a certain angle, draw a horizontal line and when you have made it into a path use the Rotate option on the Select menu to rotate the line to the required angle. You can then be sure that any text placed along the path will be at that angle.
3. Place some text along a path at an angle of 30 degrees, then rotate the path by 5 degrees and place the text along the path again. Repeat this process to give an interesting effect which can be enhanced by changing the colours of the copies.

Example 4 - A simple mould

KEEP YOUR DISTANCE

This is an example of how a mould can be used to shape the text so that the final result reflects the content of the message. Moulds can be used to this effect with many slogans. However, it is when the idea is simple that the results can be most effective. To produce this example follow these instructions:

1. Go to the Misc sub-menu and turn on the Grid as described in Example 3.
2. Select the Line drawing tool and, from the left, draw a horizontal line 15cm across to the right, (each pair of crosses represents 1cm). Now draw another line, starting 1cm above the starting point of the first line and draw this line moving across 15cm and up 4cm. As with paths the lines for a mould have to be drawn from left to right.
3. Choose the Select tool and select the second line drawn by clicking SELECT over it. Select the first line drawn by clicking ADJUST over it. It is important to select the line for the top of the mould first and the bottom line second. If you do not the moulded text will come out upside down. Click MENU and you will see the entry on the menu which had previously shown Path/Mould will now have changed to Mould. Select this option and the two lines will become a mould. The selection box will turn from red to grey. Your mould should look like this:



4. From the Text sub-menu choose SwissB.Bold as the font and enter the text into the Enter text option. Pressing Return will mould the text if the mould is still selected. If it is not, select it, click on Enter text and the text will be moulded. If you accidentally pressed Return or clicked on OK then the text will be transformed not moulded. To mould the text select the mould by clicking ADJUST over it, and click SELECT on the Apply tool.
5. The moulded text can now be moved away from the mould, stretched or rotated in the normal manner.
6. Now save the file in the TypeStudio file format. To do this use the TypeStudio option on the Save sub-menu. Saving the file is achieved in the normal manner.

Suggestions for experimentation

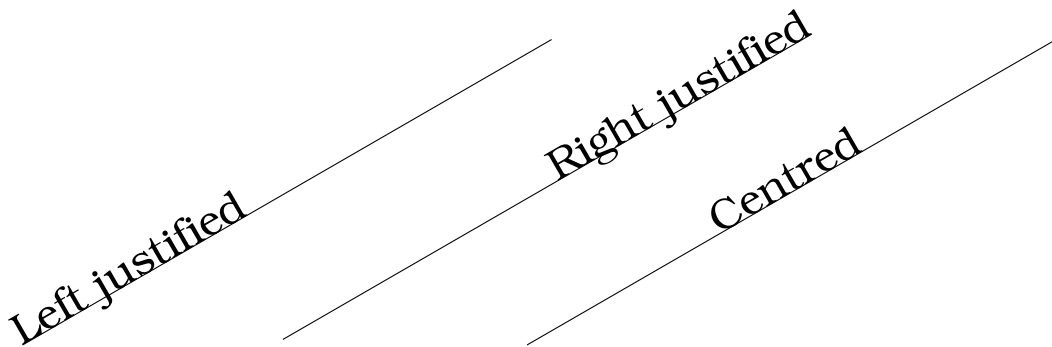
1. Try altering the spacing of the two lines.
2. Try different colour schemes for the logo.
3. Instead of moulding the three words together, try moulding each word separately each one in a larger mould than the previous. To do this you could start with a small mould with a length of 3cm. After moulding 'KEEP' use the Magnify option on the Select menu to increase the size of the mould one and a half times by entering 1.5. Now mould 'YOUR' and increase the size of the mould again and mould 'DISTANCE'.
4. Experiment drawing and editing the lines of the mould (you will need to ungroup the mould first), try starting the top line of the two 1cm to the right of the bottom line. This will give the text a slanted appearance.

Format of text along a path

You will have noticed that when a path is selected the Path option on the main menu becomes ticked and gains a sub-menu. This sub-menu lets you specify how text is to be formatted along the selected path. If you create a path and then move to the sub-menu you will see that the option Size to fit is selected, this is the default, but this option is not always ideal for placing text along a path. Size to fit will adjust the size of the text so that it fits along the length of the path evenly. If one of the other options is selected then the size of the text that is going to be placed along a path becomes very important. The size of text is defined by the Size option on the Text sub-menu. To show how each of the options to format text along a path works we will work through some examples:

Justified text along a path

1. Draw a line 10cm long, select it and convert it to a path. Rotate it by 30 degrees using the Rotate option on the Select menu.
2. Move to the Path sub-menu and click on Left.
3. Select Bookmark.Light as the Font and the Size as 20pt, type the text into the Enter text option and press RETURN or click on OK.
4. Repeat steps (2) and (3) changing the option in step (2) to Right and Centre and the text appropriately to get the following:

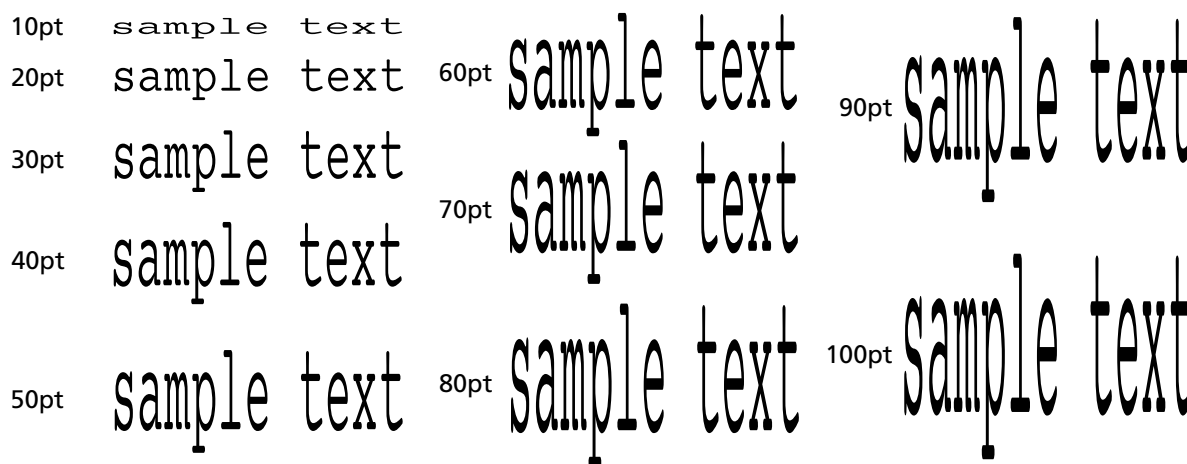


With each of the justification options the size of the text to be placed along the path is very important. If the size is too large only the text at that size that will fit along the path will be placed along it. For example, if you change the size in the first example to 100pt the result would be as shown on the right above.

If you select Right and a size that is too big the characters that will be missing will be from the left of the text string. If you select Centre and the size is too big then the characters will be missing from both left and right of the text string.

Width to fit

This is similar to Size to fit except that it adjusts the width of the text to fit the path instead of adjusting the overall size of the text. As with other justification options the size of the text is important. If the size of the text is too small and the path too long the characters of the text will be too wide. If the size of the text is too large and the path too short then the characters will be too thin. You will therefore have to experiment with this for any given path. The following shows how this option will transform the same text string along the same path at different sizes for the text:

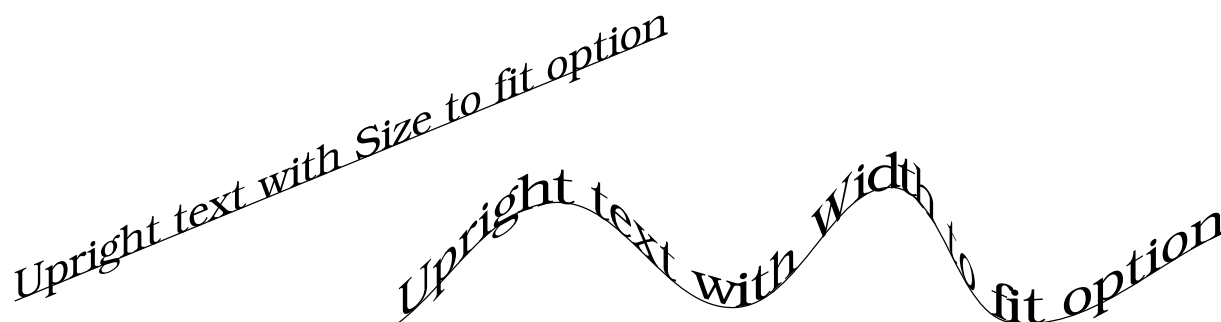


Upright

This is the last option on the Path sub-menu and is an effect that can be applied to text flowing along paths. The feature keeps the vertical strokes of a character upright whilst the horizontal strokes follow the path as they would normally. It can be used with other options on the Path sub-menu and looks equally good on a straight line or curved path. The illustration shows how Upright can be used along a curved path with the three justification options:



This type of effect is often used on packaging as the text is easier to read when it follows the path but remains upright. Used in conjunction with the Size to fit and Width to fit options it can give impressive results:



When using Upright it is important to note that if the path that the text is applied to curves back under itself the text will be placed along this part of the path back to front.

Example 5 - Text formatted along several paths



1. Open a new window to full size and from the Grid sub-menu select the Show and Lock options.
2. Using the Line drawing tool draw a box of dimensions 3 x 15cm.
3. Draw three further lines 11, 6, and 4cm long. Select all three lines and rotate them by 10 degrees using the Rotate option on the Select sub-menu.
4. For the filled corners to the box draw two triangles, with the shortest side being 1cm long and the horizontal side being 5.75cm long. Change the Fill colour of both of the triangles to dark blue.
5. Move the 11cm line onto the box and with it still selected click MENU. Click on Path with ADJUST, move to the right of the Path option and choose Left with ADJUST and Upright with SELECT.
6. Open the main menu again and from the Text sub-menu choose the font Paladin.Roman and the Size as 50pt. Enter 'mintyfresh' and press RETURN or click on OK.
7. Change the format option on the Path sub-menu to Right by clicking ADJUST on it, then from the Text sub-menu choose Size of 10pt and enter the text 'with fluoride'. Ensure the same path is selected as in point (6) and click on OK or press RETURN.
8. Select the 6cm line and change it into a path, move it onto the box. Choose Size as 14pt and enter the text 'the toothpaste for all'. Upright and Right justification should still be selected.
9. Repeat point (8) for the 4cm line using the text 'the family'. Ensure that the lines are equally spaced vertically and that they end on the same vertical grid line when you move them onto the box.
10. Remove the paths, group the remaining objects and save your work

Suggestions for experimentation

1. If you have not tried justifying text along a path with different sizes of text as described in the preceding section then it is recommended that you try each of the options not used in the example i.e. Centre and Width to fit.
2. Try the formatting options with curved lines. To extend the example above you could have the product name following the top of a wave shape, with smaller wave shapes for the other text. You could combine text placed along a curved line with text placed along straight line paths. You may have to reduce the size of the product name text to incorporate a wave shape on the narrow box.
3. The idea of placing text on packaging can be extended to the curved surface of a tin or bottle. You can simulate the three dimensional effect of text on a tin by drawing a curved path and applying text to it with Upright selected. Either draw the path to be smaller than the width of the tin and use the Size to fit option, or use the Centre option and experiment with the size of the text you can place along the path you have drawn. The drawing can be finished off by drawing a tin or bottle for the design to go on.



Further ideas using paths and moulds

Expanding the ideas from previous examples we can produce some interesting effects. All the examples are supplied on the CD. A detailed set of instructions for producing them are not provided, but each example is followed by a short description of how the effect was produced and suggestions for extending the idea shown in the example.

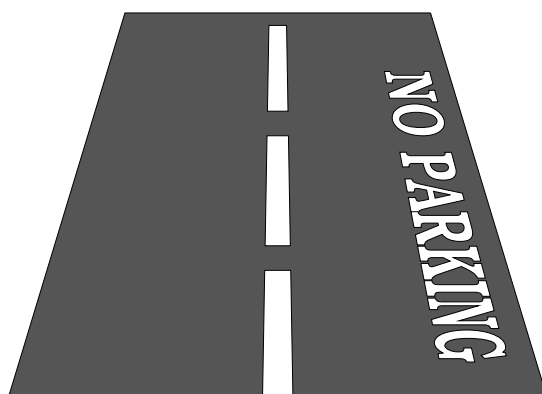
This example was produced using two moulds. Each mould is made up of a pair of straight lines with the bottom line being longer than the top and positioned centrally below it. This idea can be extended by increasing the difference in the length of the two lines. Alternatively, if several lines of text are to be represented in this way an interesting effect can be produced by increasing the vertical spacing of the lines that make up the moulds to give the appearance of the text starting in the distance and getting closer.

*MUSIC
POWER*

Moulding can be used to good effect if two or more moulds are applied to the same piece of text. In the logo shown below the first three letters and the last three letters have been moulded separately with the middle letter transformed and scaled to fit. This process of splitting a text string into portions which are moulded separately can give good results especially when the moulds are symmetrical. The idea can be taken one stage further by moulding each character of a text string. This almost creates a new typeface, and although it is time consuming the effect can be worth the effort.

EXPLORE
PLC

Using moulds can create the effect of distance. The example below was produced by drawing the objects to make up the road, transforming the text without having a mould selected and then grouping all the objects together. A wedge shaped mould was produced and the grouped object moulded to it. After moulding the object was rotated by -90 degrees. This method can be used on any object to give a sense of distance. It is possible to mould several objects separately with the same mould so that they could be used together to give perspective to a drawing. Areas for experimentation include modifying the mould to give varying amounts of perspective and application of this type of mould to other Draw objects that can be drawn or imported into TypeStudio.

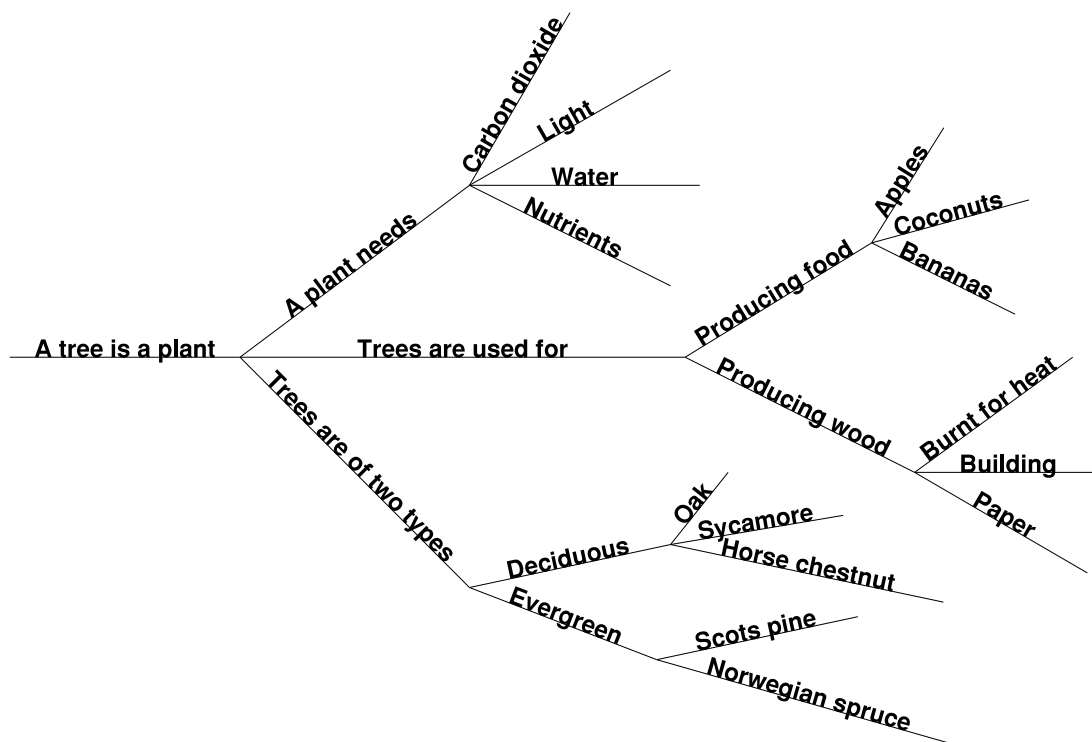


This effect was produced using a path and two moulds. The path was used to place the diamonds around the text in a circle and the two moulds to mould the text to fit inside the circle. The character used along the path is available in the font SymbolB. There are many others that can be used from this font. To get the character you have to type in the ASCII code for the character on the numeric keypad whilst holding down the ALT key. A table of the characters and their codes can be found in Appendix B.



From the Font option on the Text sub-menu choose SymbolB. Go to the Enter text option and holding down the ALT key type on the numeric keypad 224 and the diamond shape will appear. The character used for the path could be any character or pair of characters. Instead of using the circle for decorative purposes text could be placed along it, giving information about the design award. The circle could be replaced with a semicircular path and the text centred along it, the text below might then look better if it was not moulded but scaled to fit inside the semicircle.

In this final example, several paths have been used to display information. The information is arranged so that it becomes more and more specific as you move along a path. This method for arranging information is very useful, it provides an interesting method of gathering and sorting data and encourages learning since the act of classifying information aids retention as does a visual approach to displaying facts. This type of structure can be produced for virtually any group of related facts and the contents of each path could be supplemented with graphics.



Text effects

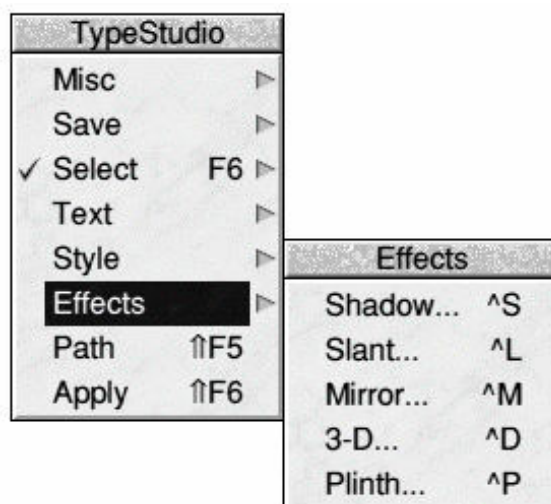
Apart from being able to place text along paths and within moulds, TypeStudio can also produce a series of effects on text. These effects can be applied to text that has been transformed, placed along a path or moulded. Alternatively, the effects can be applied first and then the object can be placed along a path or within a mould. Also an effect can be removed or amended at any stage without affecting any other effects that may be applied to the object.

Objects and effect attributes

The ability to add and remove effects gives TypeStudio a great deal of flexibility, but adds a level of complexity to creating effects. When an object has an effect applied to it, the original object and the effect become a grouped object. That object has the effect as an 'attribute' and when that object is selected the Effects sub-menu will show this by having the relevant effect option on the menu ticked. Also, the values associated with that effect will be set in the effect sub-menus. Therefore, if you select an object that has a wall shadow effect, look at the Position dialogue box and the values for Angle and Distance will be set correctly. When no objects, or only objects with no effects as attributes, are selected, the menus are reset, no ticks are shown and the sub-menus will have their default values. If more than one object that has an effect is selected, then the menu shows the attributes of the object nearest the top in the stacking order. It is important to understand that the attributes that a grouped object has, will be removed if that object is ungrouped and re-grouping the object with its effect will not add that effect to the object again. Thus it is important that you do not ungroup objects that have effects that you may wish to amend or remove. This fact can be used to our advantage since by ungrouping an object and its effect we can interfere with the order in which effects are applied. Example 12 will give further details of this process.

Object and effect style

The Effects menu is shown below. Each of the effects has a sub-menu which sets up the position and style attributes of the effect. It should be noted that the Style menu option on the main menu only affects the style of the original text object.



Applying, removing and adjusting effects

Once you have created a text object an effect can be applied to it. To do this select the effect that you want, such as Shadow, set up the position and style and click on either the Apply tool or the Apply option on the main menu. This effect can now be removed or adjusted. To remove the effect select the object. Go to the Effects sub-menu and click on the ticked Shadow option. If it is not ticked then either the object is not selected, or it has been ungrouped after the effect has been applied, or it is not the only object selected. If the option is ticked then clicking on it will untick it. Now if you click on the Apply option on the main menu, or you click on the Apply tool the effect will be removed.

If you just wanted to change the shadow from wall to floor or you wanted to adjust the position of the shadow then make your adjustments in the Position dialogue box. Click on OK and then on one of the Apply options. The adjustment will be made.

Changing the style of an effect

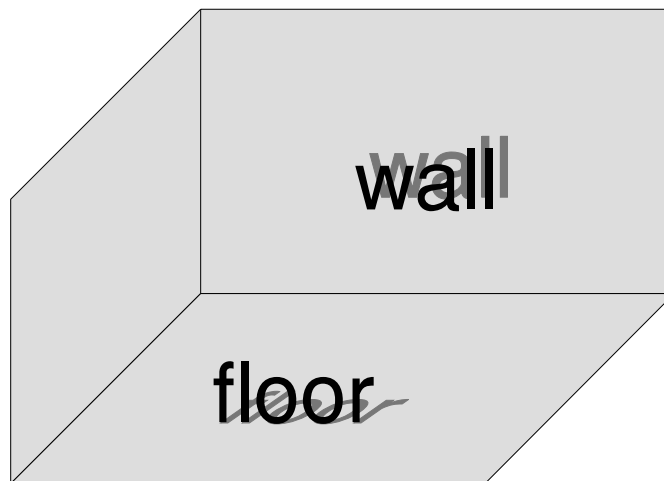
The style of an effect is defined in the same way as the style of the original object, except that each effect has its own style attributes. These can be found on the various effect sub-menus. Changes that you make to the style of an effect will be actioned immediately, there is no need to click on one of the Apply options. If you wish to experiment with different styles then it is recommended that you apply the effect with the default style and then amend the style using ADJUST instead of SELECT. This will maintain the menu structure and will speed up the process of setting several style attributes. For example, if you wanted to change the Fill colour of a shadow to red, the Outline colour to black and the Line width to 2 then follow these steps:

1. Select the object with the shadow.
2. Go to the Shadow sub-menu and across to the Fill colour dialogue box. Click on red and then click on OK with ADJUST.
3. Move the pointer back onto the Shadow sub-menu and then onto the Outline colour option. Click on black and on OK with ADJUST.
4. Finally, move the the Line width sub-menu and click Select on 2.

We will now proceed to use examples to illustrate the effects available in TypeStudio. The principles described above for applying, adjusting and removing an effect are the same for all of these examples.

Example 6 - Wall and floor shadows

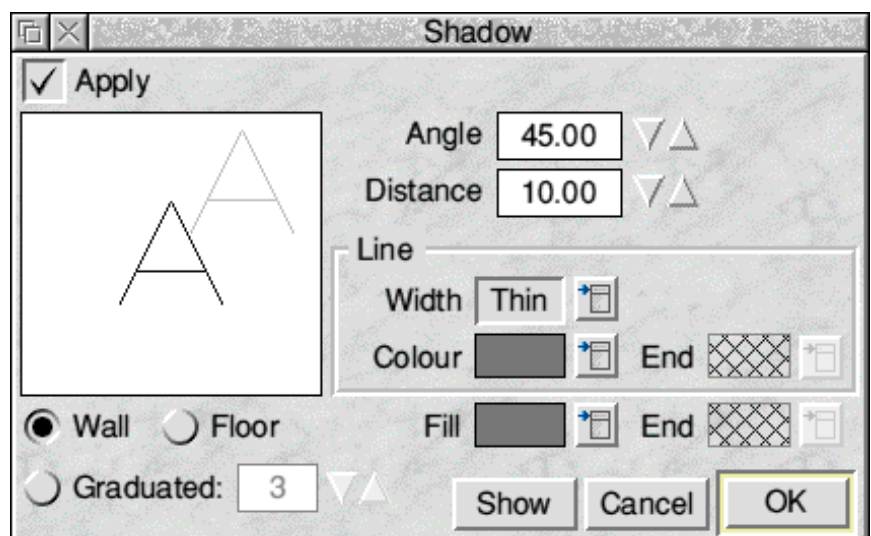
This example simply shows the wall and floor shadow options in operation.



1. Type in and transform the words 'wall' and 'floor'. Please refer to earlier examples for instructions on how to do this.

2. Select 'wall' and open the Effects sub-menu. Move to the right of the Shadow option and to the right of the Position entry, opening the following dialogue box: By default the values should read as they do above.

If the Wall option is not selected then select it by clicking on the radio icon. The position of the shadow can be



altered in one of three ways, you can manually alter the values for the Angle and Distance by deleting and typing in new value. This will not affect the shadow representation in the window to the left of these options until you click on Show. Alternatively you can click on the arrow icons. This will change the values in the writable icons by 5 degrees and 1 millimetre for each click respectively. The 'A' shadow will be updated automatically with each click. Lastly, you can click into the area containing the 'A'. Wherever you click the apex of the 'A' will be positioned. Dragging with Select will move the shadow around keeping the apex under the pointer. Using any of these methods set the Angle for the wall shadow to be 50 degrees and the Distance to 4mm. Click on OK and the values will be accepted. Now click on the Apply tool and the shadow will be applied to the text.

3. Select the word 'floor' and repeat the process described in point (2) except you need to select the Floor option and the values for Angle and Distance are 55 degrees and 12mm respectively. Distance when applied to a floor shadow is an absolute value of the size of the shadow, so by selecting 12mm we get a shadow 12mm long.
4. Save the file in the TypeStudio file format.

Suggestions for experimentation

1. Use all of the methods for positioning a shadow on an object.
2. Experiment by changing the style of a shadow(s) using the style options: Fill colour, Outline colour and Line width on the Shadow sub-menu.

Example 7 - Graduated shadows



1. From the Text sub-menu, choose the font as Bookmark.Light.Italic and type in the word 'graduated'. Click on OK or press RETURN to transform the text.
2. Select the word and go to the shadow Position dialogue box, click on the Graduated radio icon and set Angle to 40 degrees and Distance to 2mm. Click on OK and then click on the Apply tool.
3. The shadow will be applied. Now from the Select sub-menu click on Ungroup; this will split the object up into four parts and remove the shadow attribute of the object.
4. Click outside of all of the objects so they all become deselected. Click over the objects and the first object will become selected. Double-click and the second object will be selected. Go to the Select sub-menu and use the Rotate option to rotate the selected object by 5 degrees.
5. Double-click over the objects once again and the second shadow object will be selected. Rotate this by 10 degrees. Repeat this for the third object, but rotate it by 15 degrees.
6. Select all the objects by clicking on the Select all option on the Select sub-menu with ADJUST and then group them together by clicking on Group. Save the file in whatever format you require.

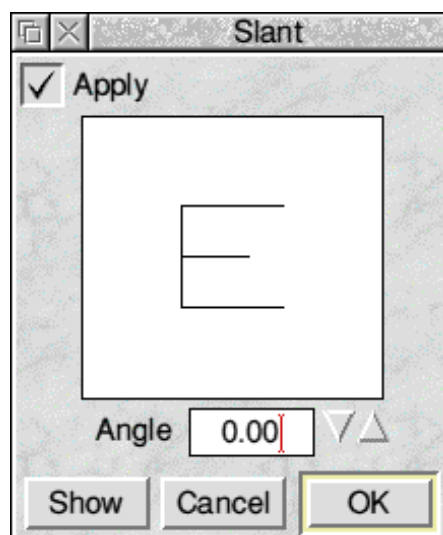
Suggestions for experimentation

1. Ungroup the objects and rotate the shadows on each individual letter.

Example 8 - Slanted text

slanted text

1. Choose Font as Vogue.Demi, type in the text and transform it.
2. Select the text object and move to the Slant dialogue box as shown below:
3. Choose a slant of 30 degrees. You do this by typing in the value and clicking on Show. This will then show you what this would look like on the 'E'. Alternatively click on the arrow icons to change the value, this will update the slant representation automatically, or finally, as with shadows, click and drag in the area with the 'E' and the slant value will change to reflect where the pointer is in this area. If the value of the slant is between 90 and 270 degrees then the slant option will slant the text, but it will be upside down. When you have set the value click on OK. Click on one of the Apply options and the text will be slanted.



4. Save the file in the format required.

Suggestions for experimentation

1. Try ungrouping a word and applying a different slant to each letter.
2. Combine this effect with others. All the other effects will become slanted also or compensate for the slant.
3. Ungroup the two words and apply a 15 degree slant to 'slanted' and a 345 degree slant to the word 'text'.

Example 9 - Mirrors



1. Choose the Font Chaucer.Medium.Italic, type in the text and transform it.
2. Select the text object and go to the Mirror sub-menu. Move to the right of the Position option and click on Above, Left and Right with Adjust. Type in 2 in the Gap option and press Return. This will place mirrors on all sides of the original object (Below is on by default), and the Gap specifies the distance between the mirror object and the original in millimetres.
3. Click on one of the Apply options.
4. Save the file in the required format.

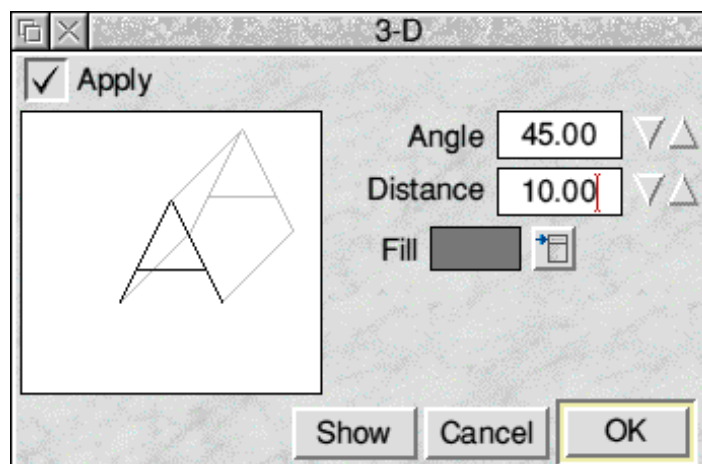
Suggestions for experimentation

1. Experiment with changing the style and position of the mirrors.
2. Try changing the value for the Gap option. This value can be negative.
3. This option can be useful for creating a mirror of a line to form a pair of lines for a mould.

Example 10 - 3-D effects



1. Choose the Font as SwissB.Bold, type in the text and transform it.
2. Select the text object.
3. Go to the 3-D sub-menu and open the Position dialogue box as shown.



The values for Angle and Distance can be set in the same manner as in the Slant and Shadow dialogue boxes. Set Angle to 60 degrees and Distance to 3mm, click on OK and then click on one of the Apply options. The effect will be applied.

4. Save the file in the required format.

Suggestions for experimentation

1. Try altering the values for the 3-D effect.
2. The 3-D option can be used in conjunction with moulding to produce a good effect. Create a mould of two horizontal lines, with the top line being shorter than the bottom line, and the top line centred over the bottom line. Mould the text required and apply a 3-D effect to the text with Angle set to 180 degrees and Distance set to 5mm. It is quicker to mould the text before applying a 3D effect since the time required to mould an object is directly proportional to the number of points that make up the object. The 3-D effect is achieved by creating a large number of objects, so moulding an object with a 3-D attribute can take a considerable amount of time.

Example 11 - Plinth effects



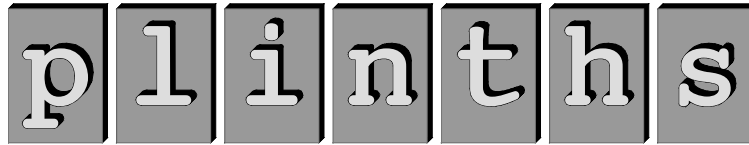
1. Choose the Font as Bookmark.Light.Italic, type in the text and transform it.
2. Select the text object.
3. The plinth used above takes the default values, so click ADJUST on the Plinth option and SELECT on Apply.
4. Change the Fill colour of the text to the second lightest grey, using the Style sub-menu off the main menu.
5. Save the file in the required format.

Suggestions for experimentation

1. The plinth shown above uses the default values specified. These values are the Position of the plinth effect and its style. The Position options are Gap and Edge and these values determine the size of the plinth and the spacing between each of them. Gap specifies in millimetres the space between each of the plinths, and Edge specifies the distance in millimetres to the edge of the plinth from the bounding box of the largest character in the text string. Experiment by changing these values.
2. The value for Gap can be negative. By applying a plinth with either a negative or a positive value, ungrouping the text from the plinth and then deleting the plinth, a form of kerning can be achieved.
3. Try altering the Line width to 4 so that the space between the plinths is taken up.

Note: If a plinth effect is removed from a text object the application will place a 1mm gap between each of the characters in an attempt to restore the original text object.

Example 12 - Combining effects



The above example is a combination of a Plinth and a 3-D effect. This effect cannot be created in the same way as those described previously because of the order in which effects are applied to objects. If you just specify that a text object should have 3-D and Plinth attributes then the 3-D effect for the text will be lost behind the plinth, which will have the 3-D effect applied correctly. To overcome this problem ungroup the text object from its Plinth effect and apply the same 3-D effect to the plinth and the text object. We discussed the removal of attributes at the beginning of the chapter and it was stated that if an object with an effect is ungrouped from that effect then it is no longer recognised by the application as having that effect as an attribute. To create this effect follow these steps:

1. Choose the Font as Curator.Bold, type in the text and transform it.
2. Select the text object.
3. Apply a Plinth effect with the Gap set to 2mm.
4. Ungroup the text object and the plinth and change the Fill colour of the text to the lightest of the greys available. Change the Fill colour of the plinth object to the third lightest grey. Note that to change the style of the plinth use the Style option on the main menu, since after ungrouping the plinth object is a separate object with no effect attributes.
5. Select both objects and apply a 3-D effect. Set Angle to 45 degrees, Distance to 1mm and Colour to black. Now group the objects together and save the file in the format of your choice.

Suggestions for experimentation

1. Try moulding the object after creation as in point (2) of the suggestions for Example 10.
2. Experiment with the values used for the Plinth and 3-D effects.

Reference section

This section gives a summary of the menus, dialogue boxes and the toolbox used within TypeStudio and outlines those areas not covered in the main tutorial section.

Many of the menu options have keyboard shortcuts. These are indicated on the menus. As you become more familiar with TypeStudio you will be able to use these instead of going through the menu system.

The Toolbox

This has five tools. From the top they are Line drawing tool, Curve drawing tool, Text Entry tool, Apply tool and Select tool. The use of these tools is covered in the main section of this manual, but here is a brief description of their functions:



Line drawing tool - for drawing straight line segments; operates in exactly the same way as its counterpart in Draw.

Curve drawing tool - for drawing curved line segments; operates in exactly the same way as its counterpart in Draw.

Text entry tool - to enter text on which TypeStudio will operate.

Apply tool - to apply, remove or adjust effects for the selected object. Also to place previously transformed text along a selected path or within a selected mould. This is more easily achieved by selecting the mould or path before transforming the text.

Select tool - to select objects. Operates in the same way as its counterpart in Draw.



The Main menu

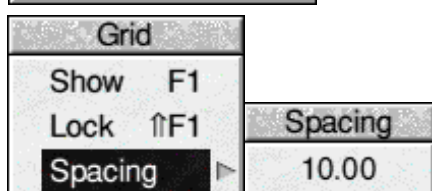
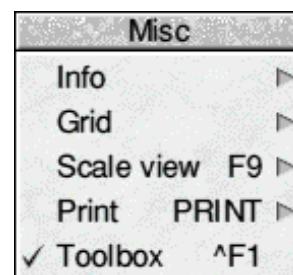
The main menu gives access to all the options for TypeStudio. The last two items perform actions which we will discuss nearer the end of this chapter.

The Misc menu

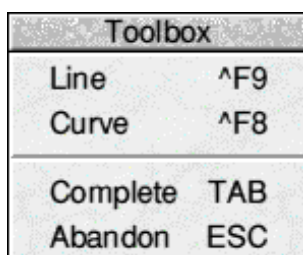
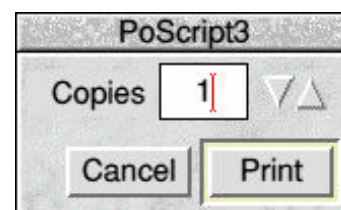
Info - This leads to a window giving details about the application such as the version number, program serial number and the name of the Registered User.

Grid - This opens the Grid sub-menu. **Show** draws the grid in the window and **Lock** turns gridlock on. Both of these are ticked when selected. **Spacing** defines the gap between the crosses on the grid in millimetres. The default value is 10mm, the minimum 5mm and the maximum 100mm.

Zoom - This has a zoom dialogue box which lets the user zoom in and out on a document.



Print - This opens the Print dialogue box. The name on the title bar tells the user what printer driver is installed, in the case shown no driver has been loaded. The centre icon is writable and will take the number of copies the user requires to print. Clicking SELECT on the Print icon starts the printing process. To cancel printout press ESCAPE.



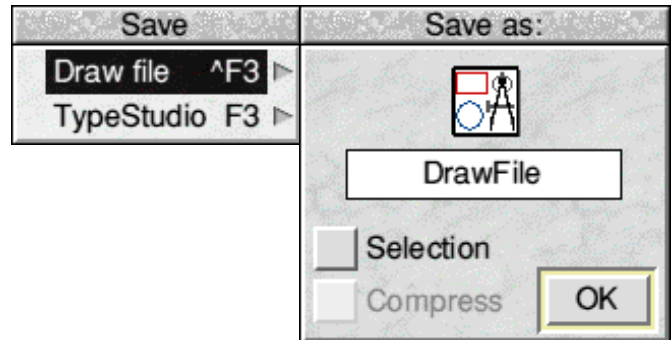
Toolbox - This controls whether the toolbox is displayed or not. By default the toolbox is on and this option is ticked. If the toolbox is removed by selecting this option then the menu is changed to give Toolbox a sub-menu as shown.

The menu shows which of the drawing tools was selected when the toolbox was turned off by ticking Line or Curve. Abandon will abandon a drawing operation in the same way as clicking on the Select tool would. The Select tool is represented

on the main menu by the Select option, clicking on Select will turn on select mode. The Apply tool is represented by the Apply option on the main menu.

Save menu - The Save menu has two options both of which open a 'Save as' dialogue box:

The first option 'Draw file' saves the file as a Draw file. If you do this, moulds, paths and text objects that have effects applied will become ordinary grouped objects. Saving files in this form will let you export your work to any package that imports Draw files.



When saving a Drawfile if a part of the drawing has been selected then, if Selection is ticked, just the selected part of the drawing will be saved instead of the whole drawing. If the object is a mould, path or text object that has effects applied to it then it is saved as an ordinary grouped object.

Saving using the TypeStudio format will maintain paths, moulds and objects with effects as attributes. Use this format when you want to keep paths and moulds either to be used again or so they can be modified later. When saving in TypeStudio format you can only save the entire drawing.

Select menu

The Select menu gives options to allow objects created within TypeStudio, or imported into it, to be manipulated. This menu is similar to that in Draw and most options have the same effect.

Select	
Select all	^A
Clear	^Z
Copy	^C ▶
Delete	^X
Front	^F
Back	^B
Group	^G
Ungroup	^U
Edit	^E
Rotate	▶
Magnify	▶

Select all - This will select all the objects in the current document.

Clear - This option will deselect the currently selected objects.

Copy - Copy makes a copy of the selected object as in Draw, but has the additional facility to specify an offset for the copy so that you can position the copy precisely. The sub-menu for Copy is shown.

X shift specifies the distance in millimetres that copy is to be shifted horizontally. Y shift does the same in the vertical direction. Either can be negative. An X shift negative value moves the copy to the left, a Y shift negative value moves the copy down. The values are retained so there is no need to click SELECT or to press RETURN until both values have been entered.

Delete - This option will delete any selected objects.

Front - Selecting this option will bring the selected object to the top of the stacking order.

Back - This option will put the selected object at the bottom of the stacking order.

Group - This option will be grey unless two or more objects are selected. Clicking on this option will group the selected objects together and they will then have one selection box which encompasses all of the previously selected separate objects.

Ungroup - This option will be grey until a grouped object is selected. Clicking on this option will split the grouped object into its component parts. Use this option to change paths and moulds back into ordinary Draw objects.

Edit - This will be grey unless a single object is selected that can be edited, i.e. it is not a grouped object. Clicking on this option will change the selected object back into line segments and control points so it can be edited. This is equivalent to clicking with Adjust over an ungrouped object when one of the line drawing tools is selected. If you click on this option with Adjust the menu will be closed and the Edit menu opened.

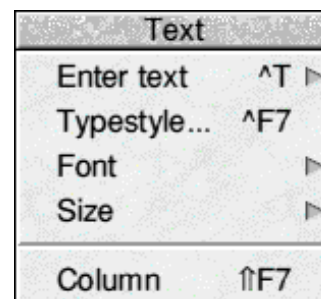
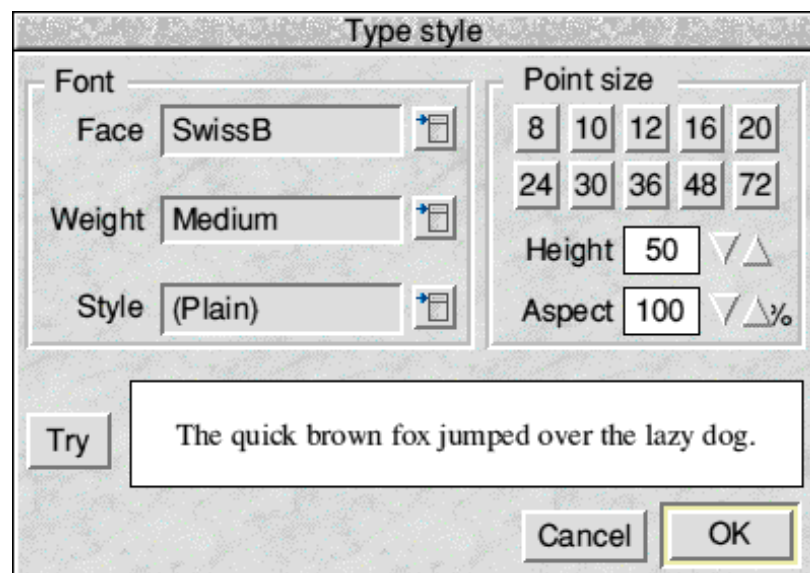
Rotate - This option needs a value to be entered. Its units are degrees and when SELECT is clicked or RETURN pressed the selected object will be rotated by the amount given. This option can take negative and positive values for the angle of rotation.

Magnify - This needs the user to enter a value. When it is selected the object will be magnified by the amount given. The minimum value for Magnify is 0.01, the maximum value 100.

Text menu

Enter text - This leads to the Text Entry window described earlier.

Typestyle - This opens a window where you can specify and preview the font you wish to use.



As you can see it lets you set most of the options associated with the chosen font. Once you have set the parameters you can click on Try and this will let you preview the text with your chosen settings before you transfer it to the main window.

Font - Font has a sub-menu showing all the fonts available when the application was started. Select a font by clicking on the menu entry. The default is SwissB.Medium, if this is not in !Fonts then the first font of those available will be used.

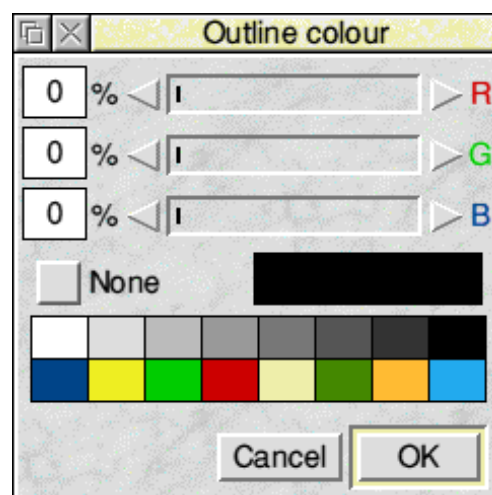
Size - This specifies the point size of the text to be transformed. Choose one of the standard values or enter a value into the last option in the range 1-1000 pt.

Column - This converts the transformed text into a column.

Style menu

Fill colour / Outline colour - These both open a colour selector dialogue box. Colours can be picked from those shown or mixed using the slider icons. Note that the style of Effects is controlled from the Effects sub-menu, options set here only affect the style of the original text object.

Line width - This opens a sub-menu similar to the one in Draw from which you can choose or enter the width of the outline for the selected object.



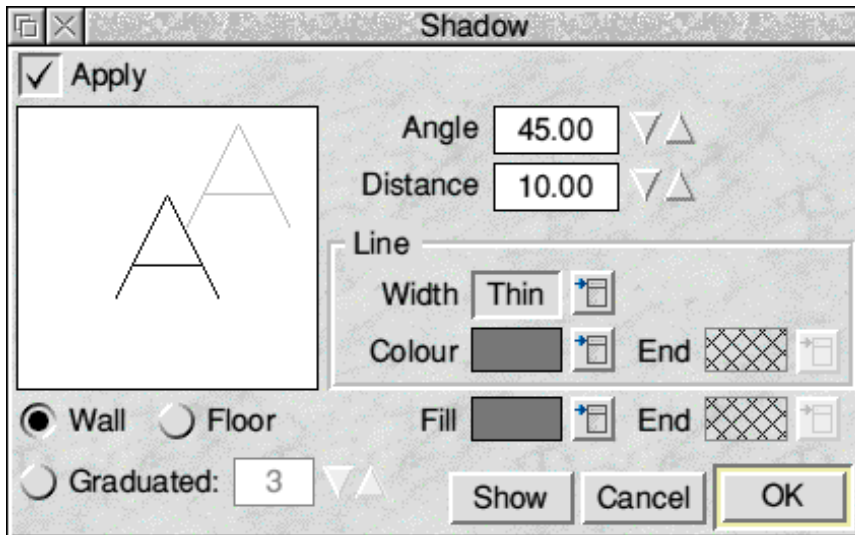
Effects menu

Shadow - The Shadow dialogue box lets the user choose between three types of shadow by clicking on the radio icons. Changing the type of shadow changes the shadow representation in the white box.

Values for Angle and Distance can be set in three ways. After setting the values clicking on OK will store them so that they can be applied when the Apply option or the Apply tool is clicked on. There are three methods for setting the values.

1. Type in the values as normal. Clicking on the Show button will update the representation of the shadow in the white box.

Effects	
Shadow...	^S
Slant...	^L
Mirror...	^M
3-D...	^D
Plinth...	^P



2. Clicking on the arrow icons changes the Angle in 5 degree steps and the Distance in 1mm steps. The shadow representation is updated automatically.

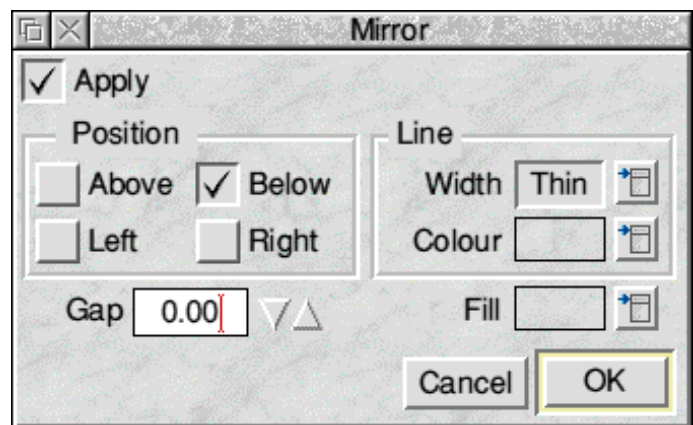
3. Clicking in the shadow representation positions the apex of the 'A' under the pointer, and dragging with SELECT moves the shadow around under the pointer.

The last three options on the Shadow sub-menu set the style for the shadow selected from the dialogue box shown above. The style options operate in the same way as those described for the Style entry on the main menu, but only affect the shadow.

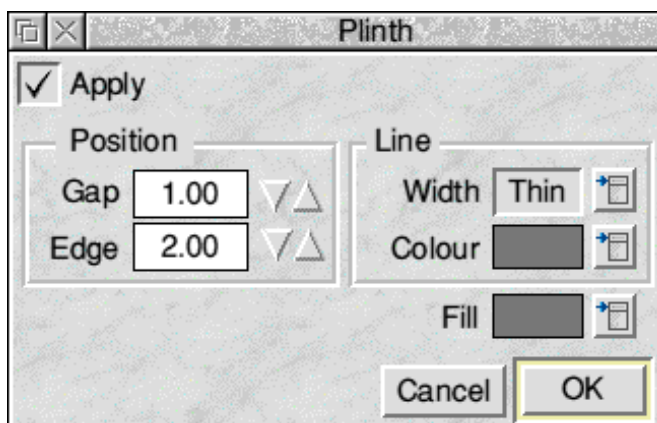
Graduated shadow - When graduated shadow is used several shadows of differing shades will be applied to the text object. The number of gradual shadows is dependent on the Fill colour of the original object. If you change the Fill colour to a colour, such as red, the shadows will be changed to shades of red. In 16 colour modes the shades cannot be represented.

Slant - The Angle value for Slant can be set in exactly the same way as the values were set in Shadow as described above. If the value is set to between 90-270 degrees the text will be slanted but will be upside down.

Mirror - This lets you place a mirrored object Above, Below, or to the Left or Right of the original. Gap specifies the distance between the original and the mirrored objects and can be between -100 to 100mm. Style options for Mirror are the same as those described above for the Style option on the main menu except that they only apply to the mirror effect.



3-D - The interface for the positioning of the 3-D effect is similar to Shadow. The Colour option defines the Fill colour for the 3-D effect. Outline colour and Line width options are unnecessary for this effect.



Plinth - The positioning of the plinths is set by two values. Edge specifies the distance from the largest bounding box of all the characters in the text string to the edge of the plinth. By default this is 2mm, but can be between 0 - 100mm. Gap sets the spacing between each of the plinths. By default this is 1mm, but can be between -100 to 100mm. Again the style options for plinth operate in the same way as the options off the main Style menu except that they only apply to the plinth effect.

Path/Mould - This is not available until a valid object or objects are selected from which a path or mould can be created.

Path menu

If one line is selected the option will change from Path/Mould to Path. Clicking on Path changes the selected line into a path. The selection box around the line will then change from red to grey. Any text that is now transformed will be placed along the selected path. If some text has already been transformed, selecting the text and the path and clicking on Apply will place the text along the path. When a path is selected, the option on the main menu becomes ticked and gains a sub-menu as shown.

Path	
Left	^F4
Right	^F6
Centre	^F5
✓ Size to fit	^I
Width to fit	^W
Upright	^Y

The first five options are mutually exclusive and specify how text is to be formatted along the path. By default Size to fit is selected.

Left - Selecting this will left-justify the text along the path. With all except Size to fit the point size of the text is important. If it is too small the text will only flow along the first part of the path, if too big characters will be lost off the right end of the path.

Right - This selects right-justification of the text along the path. The same consideration about point size of text apply as mentioned above, except that if the size selected is too big then characters will be lost off the left end of the path.

Centre - When selected this option will centre text along the path. If the size of text is too large then characters will be lost off both ends of the path.

Size to fit - This is the only option where the user can ignore the size of text, since selecting Size to fit will alter the size of the text so that it will fit the path perfectly.

Width to fit - Size of text is less important with this than the first three because the width of the text is automatically adjusted to fit the path. However, if the size is too large the characters can become too thin or if too small then the characters can become excessively wide.

Upright - This option is really an effect, but as it can only apply to text flowing along paths then it has been placed on the Path sub-menu. It can be selected with any of the formatting options that have been described above. The result of selecting Upright will be to cause the vertical strokes of the characters that are placed along the line to remain upright, whereas the horizontal strokes will follow the line of the path.

Editing a path

A path can be edited by changing it back into a line. To do this select the path and then click on the Ungroup option on the Select sub-menu. The selection box will change from grey to red. If you click on Ungroup with ADJUST then the Edit option will become available. Selecting this will place the program directly into edit mode.

Mould

This option appears on the main menu when two lines are selected. Clicking on it will group the two lines together and change the selection box colour from red to grey. If a mould is selected then entered text will be transformed and moulded directly. If text has previously been transformed, it can be moulded by selecting the mould and the text object and clicking on one of the Apply options.

Important notes about moulding

As with paths, the lines that are used for the mould must be drawn from left to right. Equally important is the order in which the lines are selected when you create the mould. The first line selected will be the top line, the second the bottom. If you do not get the order right then the moulding will be out upside down.

Editing a mould

A mould can be changed back into the two lines from which it was created and these can then be edited. To do this select the mould and click on the Ungroup option on the Select sub-menu. The selection box will change from one grey box to two red ones.

Moulding other Draw objects

TypeStudio can mould any Draw object just as well as it can mould text objects.

In some of the examples given earlier you saw how a simple object drawn in TypeStudio could be moulded. In the example here the flag was imported in to the application and moulded. The mould was made up of two identical lines to give the ripple effect. The text was placed along a path created from one of the lines of the mould, using the Upright effect.

The speed of moulding is directly proportional to the number of points there are within the object that you are moulding. With text objects the number of points used is generally quite low, but if you import complex Draw files into TypeStudio it is quite possible that moulding may take some time on slower machines.



It is important to note that TypeStudio will strip out sprites and text areas from imported Draw files.

Apply

This final option on the Main Menu is the same as clicking on the Apply tool. It applies whatever effects have been chosen to the currently selected object or places previously transformed text along a selected path or within a selected mould.

Edit menu

The Edit menu is a separate menu which is available when a line is being edited.

To edit a line either select one of the line drawing tools and click with ADJUST over the line or select the line and from the Select menu choose Edit. The line will be changed back into the points specified when the line was drawn. Dragging with ADJUST over any of these points will move them accordingly. Clicking with ADJUST on a control point will turn part of the line red; this is the selected segment which three of the menu options will affect.

Change to curve - This changes the selected straight line segment segment into a curved line segment.

Change to line - This changes the selected curved line segment segment into a straight line segment.

Edit	
Change to curve	^F8
Change to line	^F9
Change to move	
Add point	F7
Delete segment	^X
Flatten join	
Open path	
Close path	
Enter coordinate	F5 ►
Snap to grid	^S

Add a point - This adds a point to the selected segment midway between the two control points. In this way a line can be extended.

Delete segment - This will delete the selected segment and join the two control points at the end of the segment together.

Icon bar menu

The Icon bar menu gives the two normal options for RISC OS compliant applications; Info and Quit.

Info - This opens the standard info dialogue box, giving information about the application. It also shows the serial number and version number of the program which you should include in any correspondence with APDL about the package.

Quit - This will terminate TypeStudio. If any windows are open with files that have not been saved in TypeStudio format then a dialogue box will appear to warn you of this and give you the option to save your file before quitting.

Appendix A - Examples

This shows the results of the 'Suggestions for experimentation' that followed the examples in the tutorial section of this manual. They have also been included on the Program disc for reference purposes. This is not possible in all cases because some the suggestions given were too general, but where specific instructions were supplied or where the an interesting effect has been produced the final results are shown below.

Example 1, point 3

TypeStudio

Example 1, point 4

TypeStudio

Example 1, point 5

TypeStudio

Example 2, point 1

Highlight

Example 2, point 2

Highlight

Example 3, point 3

Rotated text

Example 4, point 1

KEEP YOUR DISTANCE

Example 4, point 3

KEEP YOUR DISTANCE

Example 4, point 4

KEEP YOUR DISTANCE

Example 5, point 2

min ty fresh with fluoride the toothpaste for all the family

Example 5, point 3



Example 7, point 1

graduated

Example 8, point 1

slanted text

Example 8, point 3

slantedtext

Appendix B - Character Sets

The table below lists the characters in each Latin font together with the characters in the Greek and mathematical font called SymbolB. The first column gives the ASCII character code, the second the Latin characters, and the third the SymbolB characters. Characters not available directly from the keyboard may be obtained by holding down the left-hand ALT key and typing the appropriate ASCII code on the numeric keypad. As soon as ALT is released the character will appear at the caret position.

For example to enter an upper case A using this method you would need to hold down the left ALT and type 6, then 5 on the numeric keypad, then release ALT.

Built into ROM you have the !Chars program accessed by clicking on the Apps icon, then double-clicking on !Chars. The MENU button provides access to a font list menu so you can choose/identify all the characters available from all fonts on your system.

32	Space	Space	64	@	≡	96	`	—
33	!	!	65	A	A	97	a	α
34	"	∀	66	B	B	98	b	β
35	#	#	67	C	X	99	c	χ
36	\$	∃	68	D	Δ	100	d	δ
37	%	%	69	E	E	101	e	ε
38	&	&	70	F	Φ	102	f	φ
39	'	ə	71	G	Γ	103	g	γ
40	(	(	72	H	H	104	h	η
41	)	)	73	I	I	105	i	ι
42	*	*	74	J	ϑ	106	j	φ
43	+	+	75	K	K	107	k	κ
44	,	,	76	L	Λ	108	l	λ
45	-	—	77	M	M	109	m	μ
46	.	.	78	N	N	110	n	ν
47	/	/	79	O	O	111	o	ο
48	0	0	80	P	Π	112	p	π
49	1	1	81	Q	Θ	113	q	θ
50	2	2	82	R	P	114	r	ρ
51	3	3	83	S	Σ	115	s	σ
52	4	4	84	T	T	116	t	τ
53	5	5	85	U	Υ	117	u	υ
54	6	6	86	V	ς	118	v	ϖ
55	7	7	87	W	Ω	119	w	ω
56	8	8	88	X	Ξ	120	x	ξ
57	9	9	89	Y	Ψ	121	y	ψ
58	:	:	90	Z	Z	122	z	ζ
59	;	;	91	[	[	123	{	{
60	<	<	92	\	∴	124		
61	=	=	93	]	]	125	}	}
62	>	>	94	^	⊥	126	~	~
63	?	?	95	—	—			

143	•		
144	‘		
145	’		
146	‹		
147	›		
148	“		
149	”		
150	„		
151	—		
152	—		
153	—		
154	Œ		
155	œ		
156	†		
157	‡		
158	fi		
159	fl		
160			
161	ı	Ÿ	
162	ø	’	
163	£	≤	
164	€	/	
165	¥	∞	
166		fff	
167	§	♣	
168	“	♦	
169	©	♥	
170	ª	♠	
171	«	↔	
172	¬	←	
173	-	-	
174	®	→	
175	-	↓	
176	◦	◦	
177	±	±	
178	²	”	
179	³	≥	
180	´	×	

181	μ	∞	
182	¶	∂	
183	·	•	
184	¸	÷	
185		≠	
186	º	≡	
187	»	≈	
188	¼	...	
189	½		
190	¾	—	
191	¿	↵	
192	À	ℵ	
193	Á	℔	
194	Â	℞	
195	Ã	℘	
196	Ä	⊗	
197	Å	⊕	
198	Æ	∅	
199	Ç	∩	
200	È	∪	
201	É	⊃	
202	Ê	⊇	
203	Ë	⊄	
204	Ì	⊂	
205	Í	⊆	
206	Î	∈	
207	Ï	∉	
208	Ð	∠	
209	Ñ	∇	
210	Ò	®	
211	Ó	©	
212	Ô	™	
213	Õ	Π	
214	Ö	√	
215	×	·	
216	Ø	¬	
217	Ù	^	
218	Ú	∨	

219	Û	↔	
220	Ü	⇐	
221	Ý	⇑	
222	Þ	⇒	
223	ß	⇓	
224	à	◊	
225	á	⟨	
226	â	®	
227	ã	©	
228	ä	™	
229	å	Σ	
230	æ		
231	ç		
232	è		
233	é		
234	ê		
235	ë		
236	ì		
237	í		
238	î		
239	ï		
240	ð	⟩	
241	ñ	、	
242	ò		
243	ó		
244	ô		
245	õ		
246	ö		
247	÷		
248	ø		
249	ù		
250	ú		
251	û		
252	ü		
253	ý		
254	þ		
255	ÿ		

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