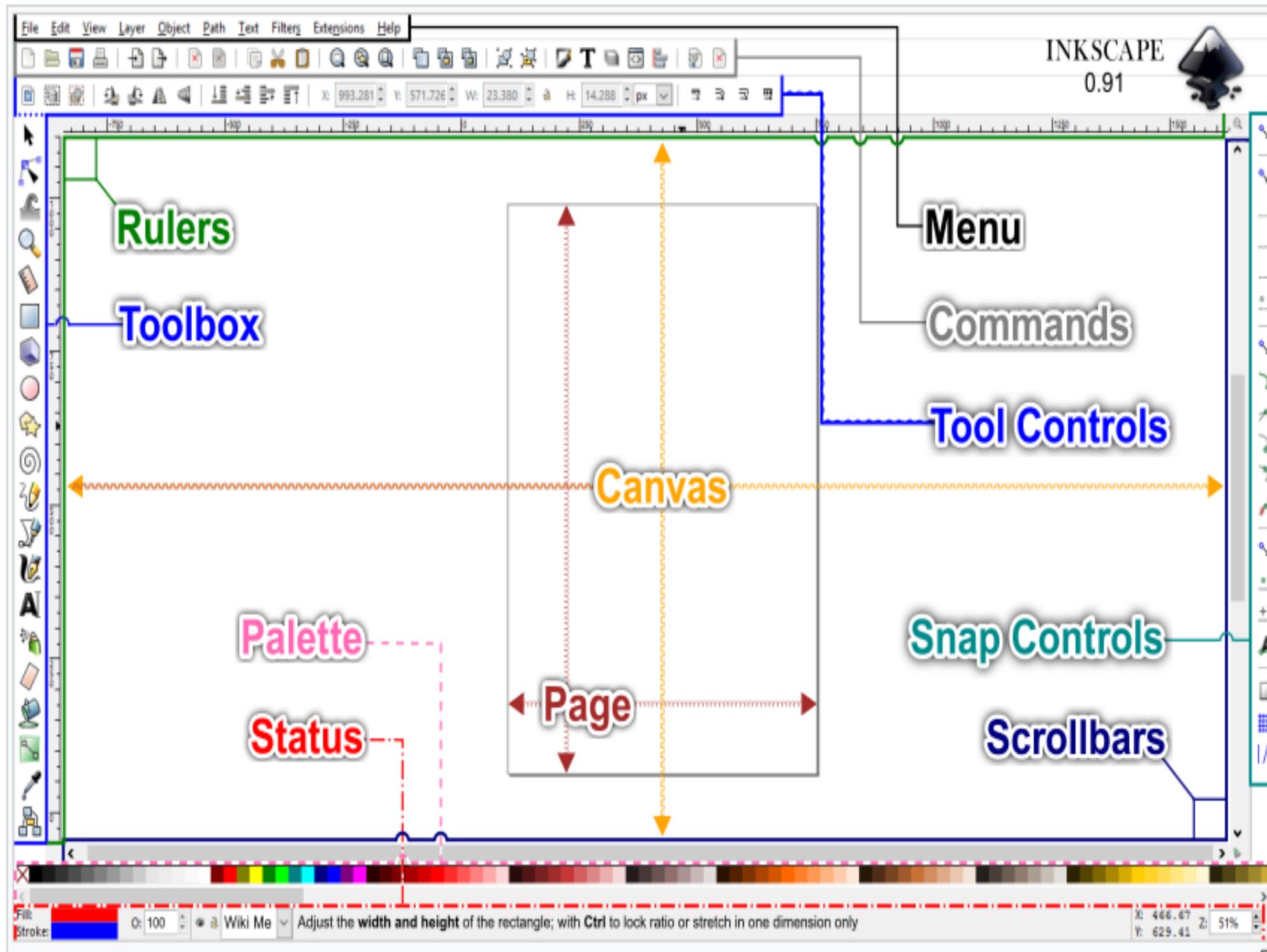


## User Interface



## User Interface Meaning

- The Menu bar across the top contains file and graphic based editing, using a number of drop-down menus. The menu titles are displayed, and if assigned the titles keyboard shortcut key(s) are also displayed.
- The Commands bar contains common commands associated with file and graphic editing. Related commands are grouped together and separated by vertical lines (|).
- The Tool Controls bar displays editing option buttons (icons), numeric-value (if applicable) and unit of measure boxes for the currently enabled Toolbox bar tool.
- The Rulers bar shows the x and y axis positioning of the cursor on the canvas and is one source for placing Guidelines over the canvas.
- The Scrollbars are placed to the right and bottom, adjacent to the canvas.
- The Snap Controls bar is displayed on the right side of the user interface and sets the snapping methods (modes).
- The Palette bar below the bottom Scrollbar and above the Statusbar displays customizable colour palletes.
- The Statusbar at the very bottom of the interface, displays common editors, dynamic tool-tip messages of the current on Canvas node/handle mouseover □, edits and Menu bar interaction being performed.
- The Canvas area is the play area for your creations, the canvas has no borders.
- The Page can be seen as the print area and is restricted by its 'page border'. One can still export based on page, selection, drawing and custom.



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## Toolbox Bar Descriptions



Icon	Key(s)	Action	Description
	[S]	Select and Transform tool	From this option you can, select, freehand move, rotate, flip, raise and lower in steps, raise to top, lower to bottom, change width/height with WH numeric-value boxes, position with x/y numeric-value boxes, scale, rotate, and skew objects
	[N]	Edit Node tool	Edit object's nodes, handles and segments to set geometry
	[W]	Tweak tool	Tweak objects by sculpting or painting
	[Z], [Q]	Zoom tool	Allows you to access a wide set of zoom operations, [Q] allows quick (temporary) zoom
	[M]	Measurement tool	Live on-canvas update with measurements of length and angles as you pass over objects in your drawing.
	[R]	Rectangles and Squares tool	For creating and editing rectangles and squares, with optional rounded corners (Rx, Ry)
	[X]	3D Box tool	Used to create 3D boxes
	[E]	Circles, Ellipses and Arcs tool	For creating and editing circles, ellipses and arcs
	[*]	Star and Polygon tool	For creating and editing stars and polygons
	[I]	Spiral tool	For creating and editing spirals
	[P]	Pencil tool	Draw lines in freehand or spiroal modes, creating dots
	[B]	Bézier curves and lines tool	For drawing bézier curves and straight lines, spiroal, straight line segments and paraxial lines, creating dots
	[C]	Calligraphy tool	For drawing calligraphic or brush objects
	[T]	Text tool	For creating and editing text
	[A]	Spray tool	Spray clones, copies or single objects by sculpting or painting
	[Shift+E]	Eraser tool	Used to erase an area from an object or to delete an entire object
	[U]	Fill (Bucket) tool	Used to fill objects with a color or gradient and can also color a stroke (border)
	[G]	Gradient tool	Used to add and edit radial or linear gradients to an object's stroke and fill separately
	[D]	Color Picker (Dropper) tool	Used to pick and or drop a color from any image/object to any object within the canvas
	[O]	Connector tool	Used to create diagram connectors

## Objects

Object	an independent editable thing on the canvas. May be a path, a shape, a text object, a group, etc.
Path	object, with nodes, but without handles. For example a line created using the Freehand tool.
(Live) Shape	an object that does not display nodes but may have controls. An example is a circle or star.
Node	point of a path that you can manipulate with. If you use Node tool, then it is displayed as grey or blue (if selected) rectangle on a path.
Stroke	a visible outline of a shape or path. Not the same as path; a path may or may not have a stroke.
Fill	is an optional attribute for objects and their strokes. It can be a colour, a pattern, a gradient or even unset.
Pattern	a type of fill consisting of a repeating tiling of objects.
Gradient	a type of fill consisting of multiple colours. Radial and Linear gradients are available. Consists of two or more colours which have the intermediary shades coloured by the computer.
Group	a collection of objects that stay together. Individual elements can be edited by double-clicking, holding Ctrl and clicking, or ungrouping.
Layer	one vertical slice of an entire image.
Clone	a new object that has the exact same properties as the object cloned. Some of its properties can be separately edited from the initial object, but not all.
Gradient stop	Gradient stop: a point in the course of a gradient which has been assigned a specific colour. Colour and position can be modified. The space between gradient stops is filled with a transition between both stop colours.

## Canvas

Document	the file as a whole. Objects, layers, effect, and everything are contained in the document.
Canvas	What the objects reside on. Only the canvas is visible. Objects placed off of the canvas are not visible.
Page	The area in the document that will be printed, and that will be displayed when you view the file using a web browser.
Grid	a regular arrangement of drawing guidelines. Objects can be snapped to it.
Guide	another drawing guideline which can be turned on and moved as desired. Objects can be snapped to it.

## Toolbar

To make the toolbar visible, select View -> Show/Hide -> Toolbar from the menu.

### Selector tool

Shortcut: F1 or s

Shortcut: (Alt + ) Left Drag

Allows selection of objects with the mouse. Left-clicking on the object will select it. Clicking objects with "Shift" clicked will select additional objects. Clicking again on the object will enter rotation mode. Holding Alt and dragging the mouse around the canvas will produce a red line. All objects that this red line passes through will be selected. Dragging the mouse around the canvas without any other key will select the objects which are fully inside the rectangle opened by dragging.

### Node tool

Shortcut: F2 or n

Allows editing of individual nodes in objects. Resizing shapes, morphing their shape.

### Tweak tool

Shortcut: Shift+F2 or w

### Zoom tool

Shortcut: F3 or z

Shortcut: Ctrl + Scroll Wheel

Allows the user to hold the canvas either closer or further away. When the tool is selected it can be used two ways.

### Rectangle tool

Shortcut: F4 or r

## Toolbar

### Ellipse tool

Shortcut: F5 or e

Draws polygons with an infinite number of sides. The "Ctrl" key can be held to draw perfect circles.

### Star tool

Shortcut: \*

Allows stars and other multi-sided polygons to be created. The number of corners and the spoke ratio can be edited making it possible to create pentagons, stars, and pentagrams, each consisting of only one object.

### Spiral tool

Shortcut: F9 or l

Creates spirals. The numbers of turns, the inner radius, and the divergence from normal inside spacing.

### Pencil tool

Shortcut: F6 or p

### Pen tool

Shortcut: Shift + F6 or b

### Text tool

Shortcut: t

Shortcut: F8

### Gradient tool

Shortcut: g

### Color dropper tool

Shortcut: d

### Connector tool

Shortcut: Ctrl + F2

### Paint Bucket tool

Shortcut: u

### Eraser tool

Shortcut: Shift + e

### 3D Box tool

Shortcut: x



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