

User's Guide



VERSION 6



EDGE Diagrammer

Version 6 for Windows

User's Guide

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About This Manual

This *User's Guide* contains everything you need to know to work with this product. The first sections introduce the product and help you get started. The remaining chapters are organized by subject to help you find detailed information quickly when you need it.

Symbols and Conventions

The following special symbols and conventions are used throughout this guide.

- Names of keys on the keyboard are shown in small capital letters such as CTRL, ESC, and ENTER. Key combinations are shown as CTRL-C, ALT-F, and so on. Remember that keys may not be labeled exactly the same on your keyboard.
- Menus and commands in menus are shown in a bold font such as **File**.
- *Notes* like the paragraph below provide additional information about the current topic.

NOTE: This is a sample note. You will find notes throughout the manual to draw your attention to areas of special interest or concern. Often, a note will explain a special behavior that might not seem obvious.

Before You Begin

Before you begin, you must have Microsoft Windows installed on your computer. You must make sure your computer meets the minimum requirements. And you must install the program. If you need help with Windows, refer to your Windows documentation.

CHAPTER

1

INTRODUCTION

This program understands what makes diagrams special. It understands that a diagram is much more than a drawing. It knows what parts of a diagram should be easy to change, what parts should be kept consistent within the diagram, and what parts should be kept consistent among other diagrams of the same type. It knows how parts of a diagram should relate to one another, what items should stay connected, what items should line up, and what items should remain attached.

This program keeps track of a group of *figures* (shapes) that make up a particular type of diagram. It remembers how figures are connected, combined with text, and arranged. It automatically formats groups of figures to keep them properly sized, aligned, or arranged. It also helps you add text anywhere on your diagram including within figures. When you edit text in a figure, the figure can grow automatically to fit perfectly to the new amount of text. If you move a figure, any lines that are connected to that figure can automatically adjust. When these lines move, labels connected to the lines can move as well.

By taking care of the tedious tasks, this program frees you to concentrate on the diagram itself rather than on the process of creating it. By storing the building blocks and behaviors common to a type of diagram, it helps you to easily create more diagrams of the same type.

This program excels at the most common types of diagrams such as flowcharts, organization charts, and design diagrams. Here's just a sampling of other common diagrams which it is suited for:

- Process description and documentation
- Data flow diagrams
- Org charts
- Control flow diagrams
- State transition diagrams
- Block diagrams for high-level designs
- Object-oriented design diagrams
- Entity-Relation (ER) diagrams
- Logic diagrams
- Critical path diagrams

Moreover, you can create your own diagramming templates. You can decide how objects look and behave in your custom diagrams. We've included some basic diagramming templates and galleries of figure and connector shapes to get you started. When you outgrow the standard templates, you can build your own. You can even create your own custom symbol definitions.

We don't presume to know exactly how you want to diagram. Rather we attempt to provide the most complete set of advanced diagramming features possible, giving you freedom to diagram in the way that is best for you.

CHAPTER

2

BASICS













Before beginning you should acquaint yourself with a number of basic concepts. This chapter lays the foundation for understanding the diagram model and how to work with the tool. It introduces some terminology used throughout the program and this manual and answers some of the most frequently asked introductory questions about the diagramming package. It also introduces you to the different parts of the workspace and the different functional modes.

Using The Mouse

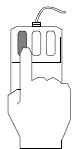
A mouse is required. You should understand some very basic terminology of mouse usage. Here's a quick review:

Cursor

The *cursor*, or more accurately the *mouse cursor*, is a small graphic image that indicates where on the screen the mouse is pointing. Different shapes for the mouse cursors indicate different actions that result when you click the mouse. The most common mouse cursors and their meaning are shown below.

 Standard Select Cursor (selects objects)	 Connect Cursor (create a connector)	 Pivot Connector Cursor (move end of a connect)
 Reshape Cursor (reshapes figures)	 Connect-to Cursor (attach connector to object)	 Split Cursor (split a connector)
 Move Cursor (drag selected objects)	 Text Cursor "Caret" (edit figure/label text)	 Zoom Cursor (Zoom in or to an area)
 Create Figure Cursor (add figure of this shape)	 Connection Point Cursor (set/move connection points)	 Resize Cursor (resize a figure)

Clicking



You *click* the mouse (press and release a mouse button) to initiate an action, usually related to the current location of the cursor. The **LEFT** mouse button is used for nearly everything. We might say *Click the mouse button* where we mean *Click the left mouse button*. We'll be explicit if we refer to any other button.

Dragging

You drag by pressing the mouse button, holding it down while moving the mouse, then releasing it at a new location. Dragging is a good way to move things and change their size.

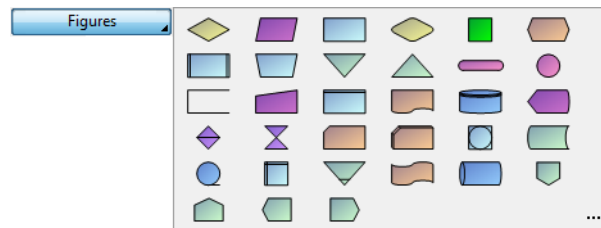
Right mouse button (shortcuts)

If you press the right mouse button while in Select mode (modes are explained later in this chapter), a menu appears near the cursor. You may then choose from a number of frequently used commands that make sense at the time, usually regarding the object that you clicked on. For example, if you click the right mouse button on a figure, the menu contains features that apply to that figure.

When you press the right mouse button while in any other mode, it serves as a shortcut method to return to Select mode.

Special Controls

The user interface contains standard Windows controls like buttons, scroll bars, list boxes, and pull-down lists. If you are unfamiliar with these terms, refer to your Windows documentation. There are also has a few unique controls that require some additional explanation.

Drop menus

Drop menu buttons are special buttons that cause a menu to pop-up. You can identify a drop menu button by the small black triangle in the lower right corner. Drop menus contain a number of selections to choose from, potentially including additional submenus. To make a selection, move the mouse over your choice and release, or just click on it.

Notice the ellipsis (three dots) at the lower right corner of the menu shown above. Some drop menus have this symbol to indicate that there may be additional selections that are not shown. By selecting the ellipsis, you can access the complete list of selections using a dialog box.

Height:

Measurement edit boxes

Some edit boxes have special behaviors. When entering a measurement, you can type “3 in.” to mean three inches, but you can also type “3.0 inches”, or just “3”; all are

equivalent. Your entries are always assumed to be in the current measurement units (inches or centimeters). If the field expects inches and you enter “3 ft.” or “3 cm”, it is treated as three inches. The same goes for point measurements for text size and line thicknesses. If a point measurement is called for, you can enter “2 pts” or “2 points” or “2.0”, and so on.

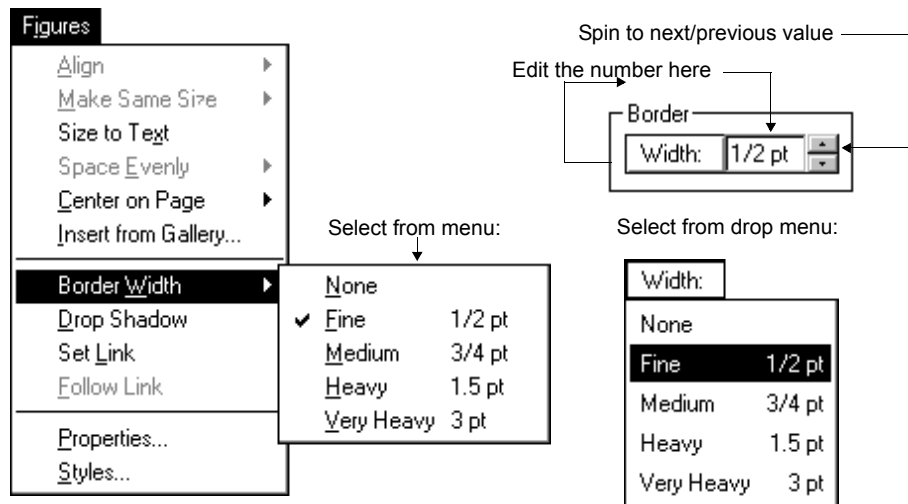
Point measurements are a bit confusing at first. Just remember that there are 72 points in an inch or that most typed text is usually 10 to 12 points tall.

Standard sizes

It can be challenging to choose sizes that look good and print attractively. For example, if you are creating a connector with an arrowhead, should you make the arrowhead 8 points, 15 points, 20 points? Should its width be 1/2 point or 2 points? It's hard to know without spending a lot of time trying different sizes AND printing them out. To greatly simplify choosing the sizes of some things, we've defined a set of standard sizes that you can select very easily. For example, arrowheads can be *Small*, *Medium*, or *Large* and line widths can be *Fine*, *Medium*, *Heavy*, or *Very Heavy*.

As you can see in the following illustration, the border width for a figure can be adjusted by selecting a standard size with a menu, selecting a standard size with a drop menu, typing any size you want, or using a spin control to make it bigger or smaller.

Different Methods for Selecting Standard Sizes



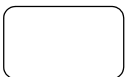
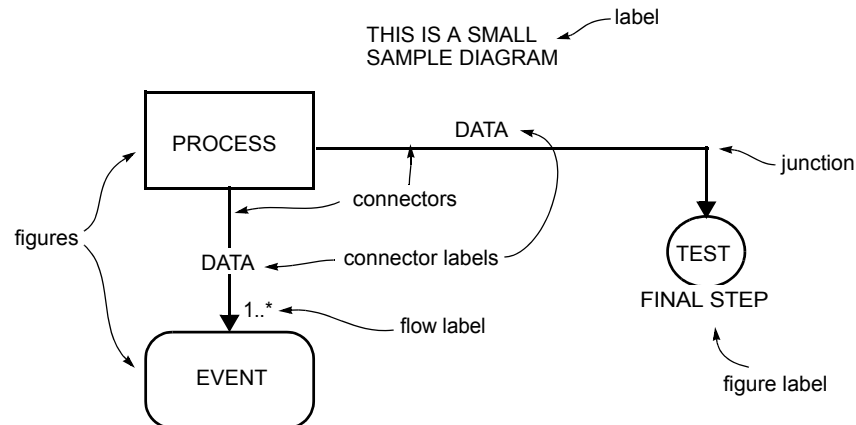
The Diagram

A diagram is a collection of symbols connected by lines, often including arrowheads to indicate flows, and annotated by text labels. The combination of these simple components in nearly unlimited variety leads to a very powerful and flexible model. With this model you can build diagrams that show complex procedures, demonstrate plans, express ideas, organize thoughts, present proposals, record decisions, and much more.

Structurally, a diagram is composed of one or more *sheets*. Each sheet is a portion of a diagram, like a page but of any size that you require. The sheet functions like a virtual chalkboard upon which to draw your diagram. For convenience, a sheet might correspond to a sheet of paper so that you can print your diagram sheet-by-sheet on individual pages of paper. This is the simplest way to begin. But a sheet can also be much larger than a printed page in which case each sheet get partitioned into multiple pages when printed.

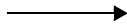
Diagram Components

The basic components of a diagram are *figures*, *connectors*, *labels*, and *junctions*.



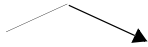
Figures

Figures are the primary components of a diagram. They often represent steps in a process or components of a design. A figure can have any shape or design such as a circle, square, or any illustration. A figure also has stylistic attributes such as color and border width. Additionally, a figure can contain one or more text areas in which you can add descriptive text.



Connectors

Connectors are lines that connect two figures. They usually represent a path between two figures or some other relationship between figures. Connectors can be straight, curved, smoothed, arced, or rounded. Each end of a connector can have an attached shape such as an arrowhead.



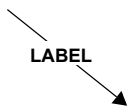
Junctions

Junctions are the points at which multiple *segments* of a connector meet. They often form a vertex for a line or a control point for a curve. Junctions make it possible for a connector to bend around corners, wrap around figures, and connect to other connectors.

LABEL

Labels

Labels are stand-alone text objects that serve as titles, annotations, and paragraphs. You can place any number of labels anywhere on a diagram. You can also have a variety of *specialty* labels such as Connector Labels, Figure Labels, and Flow Labels each with unique characteristics.



Connector Labels

Connector labels are special labels that attach themselves to a connector and remain attached when you move the connector. They can be *in-line* (as shown), or *lateral* (alongside) the connector.



Figure Labels

Figure labels are special labels that attach themselves to a figure and remain attached when you move the figure.



Flow Labels

Flow labels are special labels that attach themselves to a *flow point* where a connector meets a figure. If either the figure or the connector moves, the flow label moves accordingly. Flow labels can identify conditional branches (true and false) or further describe relationships defined by connectors.

Styles and Properties

Styles

Objects start from an object style - a set of default properties and characteristics. Styles are a lot like paragraph styles in word processors. Rather than describing paragraphs, they describe figures, labels, and connectors.

One thing to remember about styles is that they are stored in every diagram. Don't be reluctant to change them out of concern that you may affect future diagrams. To make a style change that will affect future diagrams, you must change a template file.

Diagram templates

The purpose of diagram templates is similar to the purpose of word processor template files, to group together a collection of styles that form the foundation of a diagram type. When you create a *New* diagram, you start from a template that defines a particular type of diagram.

Figure styles

Figure styles contain information about the shape of the figure, its color, text font, border width, and size. They also contain a set of rules that define how figures of the style behave and interact with other objects.

Label styles

Label styles are similar to figure styles except they include only those attributes which apply to labels.

Connector styles

Connector styles contain information about the thickness of the line, whether it is straight or curved, its color, and whether it has arrow heads on either end. They also contain a set of rules that define how connectors of the style behave and interact with other objects.

Properties

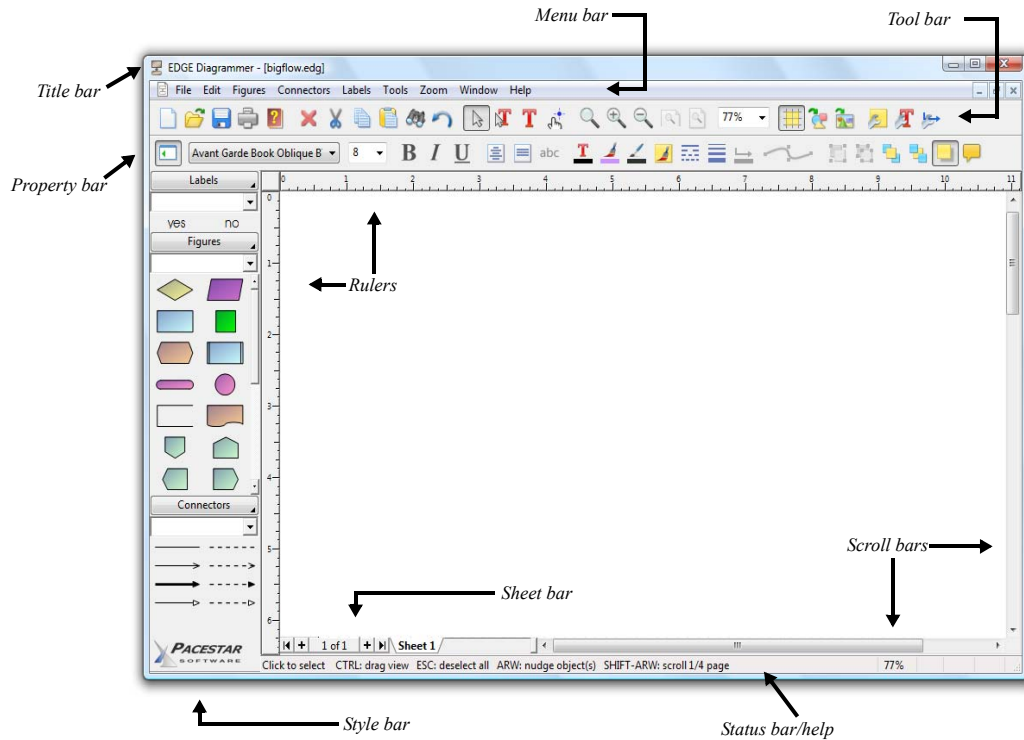
An individual object such as a figure, label, or connector, has its own properties which it initially receives from an appropriate object style.

For example, fill color is a property of a particular figure. The initial color comes from the figure style definition used to create the figure. You can change the fill color of this figure either by changing the figure style from which it was created (which also affects all other figures created from that style), or by changing the fill color property of the particular figure alone.

Remember, each object has *properties* of its own. A *style* defines the initial properties, of objects of that style.

The Workspace

The following illustration shows key components of the workspace followed by brief descriptions.



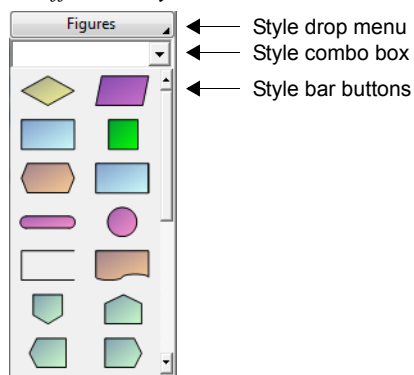
- Title bar** Shows the program name and the name of the active diagram.
- Menu bar** Contains menus of related commands.
- Tool bar** Contains buttons that provide easy access to frequently used commands.
- Property bar** A second optional toolbar that contain buttons and controls to easily change properties of figures, labels, and connectors.
- Style bar** Contains controls to access label, figure, and connector styles.
- Status bar** Shows brief help information, and shift key options.
- Scroll bars** Show your position in a diagram and allow you to move around.
- Sheet bar** Controls to change the active sheet.
- Rulers** Show real-life measurements of the diagram.

The Style Bar

The style bar is the area to the left of the diagram that contains controls to access label, figure, and connector styles. The purpose of the style bar is to make it very easy to choose a style to create an object.

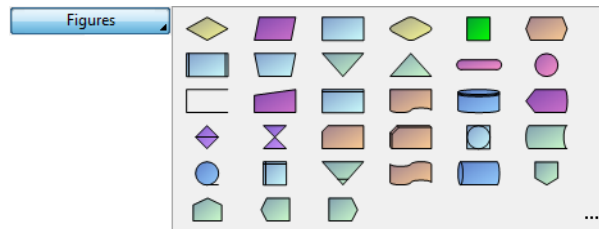
The style bar contains three main sections, one for labels, one for figures, and one for connectors. If the diagram contains no styles of one of these types, the section will not appear in the style bar.

Each of these sections contains three types of controls, *all of which do the same thing in different ways!*



Style drop menu

At the top of each section is a Style Drop Menu button. Use this button to choose a style from a drop menu, a pop-up menu that contains a graphic representation of every style of the type in this section. When pressed, it expands to show the styles:



The graphic representations in the drop menu are only approximations of the styles. For example, they do not include line thickness.

Style combo box

Under the drop menu button is the style combo box. The style combo box displays the name of the currently selected style and it also allows you to change the style by choosing another style by name. The end result is the same as if you had used the drop menu to choose the style.

Style bar buttons

Under the style combo box are optional style bar buttons. Each style bar button represents a single style. You can choose the style by simply pressing the button.

Though style bar buttons are the easiest way to choose a style, they also take up a lot of room. Therefore, they typically represent only the most frequently used styles. The representation of the style is only approximate. For example it does not show color.

For each style, you can choose whether or not it has a style bar button. Use the Define Styles dialog boxes or the Style selection dialog boxes to add style bar buttons.

Customizing the style bar

You can customize the style bar for a particular diagram or template. You can control its width, the size and arrangement of buttons of each type, and the styles that are available on buttons, plus some additional properties. The customization controls for the style bar are located in the Customization screen which is available in the Tools menu or by right-clicking on the style bar.

Collapsing the style bar

Some users may prefer to collapse the style bar leaving a less obtrusive method for selecting styles while freeing screen space for viewing and editing diagrams. To do so, click on the left-most button on the property bar (second tool bar). The style bar will disappear and instead three simple style drop menu buttons will appear in the property bar which perform the identical function as the drop menu buttons described above.

The Tool Bar



The tool bar provides convenient buttons to perform the most frequently used functions. The tool bar is always present. When you move the mouse over one of these buttons, a description of its function will appear in a small balloon called a *tooltip* as well as a help message in the status bar.

The Property Bar



The property bar is an optional second toolbar that contains buttons and controls to conveniently change object properties such as fonts, text formats, colors, and so on. The property bar is optional and can be toggled on and off by checking *Show property bar* from the View tab in the Options dialog box. When you move the mouse over one of these buttons, a description of its function will appear in a small balloon called a *tooltip* as well as a help message in the status bar.

You use the property bar by selecting one or more objects, then changing their properties with the property bar controls. All of these properties can also be changed through the object property dialog boxes, for example by selecting a figure and then choosing **Properties** from the **Figures** menu.

The property bar is also useful when creating objects. After you've selected the style of object to create, you can use the property bar to change the properties of the objects that will be created without changing the style itself. This is explained in more detail elsewhere.

Note that the property bar is optional and completely configurable. The descriptions above apply only to the default configuration.

The Snap Grid

The snap grid helps you line up figures in your diagram. The snap grid contains two components that you can use together or separately, the visible grid and the snap grid itself.

The visible grid

The visible grid is a set of horizontal and vertical grid lines or dots that appear behind your diagram. By itself, the visible grid is only a visual aid, it does not have an effect on your diagramming.

You can turn the visible grid on and off from within the **Grid and Snap** section of the **Diagram Properties** screen available from the **Tools** menu (see **Diagram Properties: Grid and Snap** on page 221). You can control whether the grid is displayed as lines or dots from within the **View** section of the **Options** screen also available from the **Tools** menu.

The snap grid

The snap grid is NOT visible. However, when it is enabled it affects the construction of your diagrams. The snap grid automatically controls where figures and paths can be placed and how large figures can be. For example, if you set the snap spacing to a half inch, you can place figures only at exactly one half inch intervals. Therefore, you know that if two figures look lined up, they are lined up. If they look the same size, they are the same size. If a line looks straight, it is straight. When you print your diagram you won't have to worry that what looked right on the screen is not right on paper.



You can turn snap on and off by pressing the tool bar button. control the snap spacing from within the **Grid and Snap** section of the **Diagram Properties** screen available from the **Tools** menu (see **Diagram Properties: Grid and Snap** on page 193).

You can use either the visible grid or the snap grid without using both. However, when you use both together, you get the greatest benefit. Most often, you will want to choose a grid spacing that is larger than your snap spacing, twice as large is the default.


Modes

While you are working on a diagram, you are always in one of several *modes*. There is a mode for selecting and moving objects, a mode for creating figures, a mode for creating labels and editing text, a mode for creating connectors, and a mode for zooming into a certain area of a diagram. Following is a brief summary of each mode.



Select mode


The default mode is select mode. In this mode you can select objects, move objects, size objects, and perform many other functions. You will probably spend most of your time in this mode since this is the mode in which most features are available.

To enter select mode, click on the select mode button in the tool bar or press ESC. You can tell that you are in select mode when the select mode tool bar button is pressed and the mouse cursor is the standard Windows cursor .



Text mode

You enter text mode to work with text. In this mode you can create labels, add text to figures, and edit figure text.

To enter text mode, click on the text mode button in the tool bar. You can tell you are in text mode when the text mode button in the tool bar is pressed and the text cursor  appears.



You will also enter text mode if you select a label style from the style bar.



Seltext mode

This mode is a special combination of text mode and select mode. It is just like select mode except that you can also edit text as if you were in text mode.

Using this mode rather than select mode will prevent you from having to switch modes as often. The trade-off is that both selection and text editing require more precise pointing with the mouse.

To enter seltext mode, click on the seltext mode button in the tool bar. You can tell you are in seltext mode when the seltext mode button is pressed and the mouse cursor is either a text mode cursor  or a select mode cursor .



Zoom mode

You enter zoom mode to zoom in to a part of your diagram and view it in greater detail.


To enter zoom mode, click on the zoom mode button in the tool bar. You can tell you are in zoom mode when the zoom mode button is pressed and the zoom cursor  appears. Zoom mode is described in more detail elsewhere.

Figure create mode

You enter figure create mode to add figures to your diagram.


To enter figure create mode, select a figure style from the style bar. There is no button on the tool bar because you must indicate the style of figure you want to create.

You can tell you are in figure create mode when the cursor is in the shape of a figure. If the figure style you are creating has a button on the style bar, that button will be pressed as well.

Connect mode

You enter connect mode to add connectors to your diagram.

To enter connect mode, select a connector style from the style bar. There is no button on the tool bar because you must indicate the style of connector you want to create.

The connect cursor appears  . If the connector style you are creating has a button on the style bar, that button will be pressed as well.

CHAPTER

3

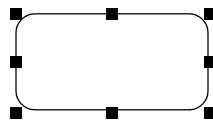
GENERAL EDITING

This chapter covers fundamental operations common to all object types including figures, connectors, and labels. Many of these operations are accessible through commands in the **Edit** menu.

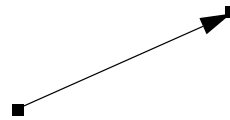
Selecting and Deselecting Objects

Most features affect one or more objects, but generally not all objects in a diagram. Before you perform a feature, you can select one or more objects to which the feature will apply. This section covers the different methods of selecting and deselecting objects.

When an object is selected, its *handles* become visible as small red squares along the border of the object. Here's how some common objects appear when selected:



A selected figure



A selected connector




A selected label

There are several different methods for selecting and deselecting objects.

Lasso select

One way to select objects is to form a *lasso* around a group of objects. A lasso is a box that you form to choose a rectangular area of the diagram.

To lasso select objects

1. In Select mode, move the cursor to an area of the diagram where there are no objects. The cursor becomes the standard arrow shape .
2. Press the left mouse button, keep it held, and move the mouse to form a rectangular lasso area. The lasso area displays as a dotted box.

3. Release the mouse button. All objects that are located entirely within the lasso area become selected.

Note that holding down the Alt key while performing a lasso selection causes objects belonging to both the foreground and background layers to be included in the resulting selection.

Click select

While in select mode select individual objects by clicking on the objects with the left mouse button. To select a particular object, move the mouse over the figure, connector, or label and click.

Select all

Select all the objects in a diagram by choosing **Select All** from the **Edit** menu.

Deselect all

To deselect all selected objects, click the left mouse button on the diagram where there are no objects, or press ESC, or choose **Deselect All** from the **Edit** menu.

Selecting more objects

Normally, if some objects are selected and you attempt to select objects with any of the prior methods, the previously selected objects become deselected before the new objects become selected. If you'd like the previously selected objects to remain selected in addition to the newly selected objects, hold down the SHIFT key while selecting objects with any above methods. This process is called *extending* a selection.

Deselecting Individual Objects

If a number of objects are selected, you can deselect individual objects by holding down SHIFT key while clicking on the object.

Moving Objects to the Front or Back

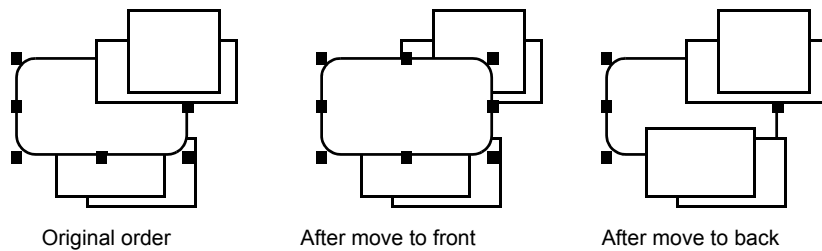
All objects have an order within the diagram. New objects are *in front of* previously created objects and are drawn on top of them. You can adjust an object's order in the diagram, and choose which objects are in front of or in back of other objects in the following ways.

 **To move one or more selected objects to the front**

1. Select one or more objects.
2. Choose **Front** from the **Edit** menu. The selected objects move in front of all other objects in the diagram.

 **To move one or more selected objects to the back**

1. Select one or more objects.
2. Choose **Back** from the **Edit** menu. The selected objects moves in back of all other objects in the diagram.



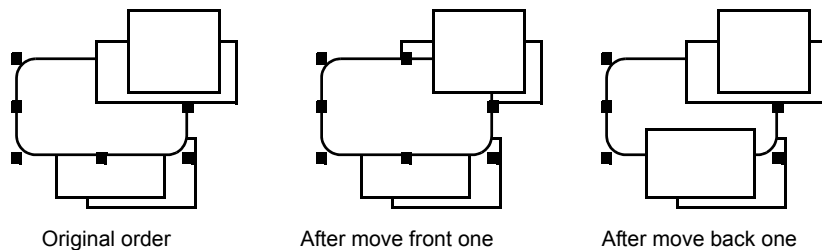
You can also move a single object one position toward the front of the diagram or towards the back of the diagram, effectively moving it in front or behind a single overlapping object.

 **To move one object in front of the next overlapping object**

1. Select the object to move.
2. Choose **Front One** from the **Edit** menu. The selected object moves forward by one object.

 **To move one object behind the next overlapping object**

1. Select the object to move.
2. Choose **Back One** from the **Edit** menu. The selected object moves back by one object.



Deleting Objects

Deleting objects is a little different than cutting objects (see the following section) because you cannot Paste following Delete. Delete is also slightly faster and does not modify the Windows clipboard.

Use Delete to remove objects permanently, and use Cut to remove objects from one location and Paste them to another location.

To delete objects from a diagram

1. Select one or more objects to delete.
2. Choose **Delete** from the **Edit** menu or press the DEL key.

When you delete selected objects, additional objects may be deleted automatically. For example, if you delete a connector, not only will all segments of the connector be deleted, but all connector labels that were attached to those segments will also be deleted whether or not they were selected.

If you delete a figure to which a connector is attached, that connector is also deleted. If you want to delete a figure but not delete an attached connector, detach the connector first.

A special exception occurs when you delete a figure that is within a flow (that is it has a single connector entering it and another of the same style leaving it). In this case, if you delete the figure, the two connectors will join into one.

Cutting Objects

Cutting is another way to remove objects from a diagram. Unlike delete, a copy of the deleted objects is first saved in the Windows clipboard. You can later Paste these objects back into the diagram or even into a different diagram.

Use Delete to remove objects permanently, and use Cut to remove objects from one location and Paste them to another location.

To cut objects from a diagram

1. Select the objects to cut.
2. Choose **Cut** from the **Edit** menu or press CTRL-X on the keyboard.

Like Delete, when you cut selected objects, additional objects may be cut automatically.

Cut or copied objects remain in the clipboard until you cut or copy more objects, leave Windows, turn off your computer, or cut or copy to the clipboard from another program.

Copying Objects

Use the Windows clipboard to copy a selected set of objects within the same diagram or to a different diagram.

To copy objects in a diagram

1. Select one or more objects to copy.
2. Choose **Copy** from the **Edit** menu or press CTRL-C on the keyboard.
3. Choose **Paste** from the **Edit** menu or press CTRL-V on the keyboard. A copy of the objects appear at the center of the screen selected for you.
4. Optionally, move the new objects.
5. You can **Paste** the same objects over and over again.

To copy objects from one diagram to another

1. Select one or more objects.
2. Choose **Copy** from the **Edit** menu or press CTRL-C on the keyboard.
3. Open a different diagram.
4. Choose **Paste** from the **Edit** menu or press CTRL-V on the keyboard. A copy of the objects appear at the center of the screen selected for you.
5. Optionally, move the new objects.
6. You can **Paste** the same objects over and over again.

In addition to copying objects within and between diagrams, you can also copy objects from diagrams to documents of other programs such as Microsoft Word. Diagram objects can be copied to Microsoft Word and similar programs as OLE objects (see Object Linking and Embedding (OLE) on page 271) or simply as graphics, namely a *Windows Metafile*. When you do a copy, both types of data are stored to the Windows clipboard and it is up to the program that pastes the data to choose the format (*Object* or *Picture* in this case).

To copy objects from a diagram to a different program

1. Select one or more objects to copy.
2. Choose **Copy** from the **Edit** menu or press CTRL-C on the keyboard.
3. Run the target program (MS Word in our example).
4. Choose **Paste** in the target program.

Cut or copied objects remain in the clipboard until you cut or copy more objects, leave Windows, turn off your computer, or cut or copy to the clipboard from another program.

Duplicating Objects

Another faster way to copy objects is to *duplicate* them. Duplicating does not use the Windows clipboard and therefore does not work between different diagrams or between this program and other Windows applications. You can, however, use this procedure to copy objects between one view of a diagram and another view of the same diagram (see *Opening an Additional View of a Diagram* on page 261).

To duplicate objects in the same diagram

1. Enter select mode.
2. Move the mouse over any object or over one in a group of selected objects.
3. While holding down the CONTROL key, drag the objects. A set of duplicate objects appears.
4. Position the duplicate objects and release the mouse button.

In addition, you can duplicate objects by right-clicking on them and choosing **Duplicate** from the right click menu or by selecting them and choosing **Duplicate** from the main **Edit** menu. You can of course select any number of objects and duplicate them as a group in the same way.

Pasting Objects

You can paste objects from the clipboard that were previously placed there by an earlier Cut or Copy operation. Pasting is most often the second half of a Cut-and-Paste or Copy-and-Paste operation.

To paste objects from the clipboard

1. Choose **Paste** from the **Edit** menu. If the **Paste** feature is grayed in the menu, it means that there is no diagram data in the clipboard.
2. A copy of the objects in the clipboard appears at the center of the screen.
3. Optionally, move the new objects.

Once you paste objects, they remain in the clipboard so you can paste them repeatedly to create multiple copies.

Pasting graphics

You can also Paste graphics that were copied to the clipboard by other programs. After copying a graphic from another program, simply use Paste as described above. This will work as long as the other program copies its graphics to the clipboard in a format that this program knows (WMF, EMF, BMP, DIB).

Pasting text

Pasting text is special because it can be done in two ways. One way is to enter text mode, position the caret in an existing figure or label at the point where you want text to appear, then choose **Paste** from the **Edit** menu. If you are not in text mode and you paste text into your diagram, a new label will automatically be created for you and positioned at the center of the screen with the text that was in the clipboard. The style of this label will be the last label style you selected.

Paste As

The clipboard can contain the same information in several different formats at once. Normally, when you use **Paste** as described above, the best format (or the one that the other program said was best) is chosen automatically. However, there is also a way to choose exactly which format to paste.

To paste objects from the clipboard in a particular format

1. Choose **Paste As** from the **Edit** menu and select one of the available formats “EDGE Diagram Objects”, “Picture”, “Bitmap”, “Formatted Text”, or “Text”. If a format is grayed in the menu, it means there is no such data in the clipboard.
2. A copy of the objects in the clipboard appears at the center of the screen.
3. Move the new objects to where you want them.

Copying Object Properties

A subset of the most commonly edited diagram object properties can be copied and pasted to other objects of the same kind using the **Copy Properties** and **Paste Properties** features. These features provide a convenient alternative to the more cumbersome and comprehensive properties screens. The properties that can be copied this way are those that affect the visual appearance of the objects such as the fill, outline, and font.

Each object type (figures, connectors, and labels) has its own properties that can be copied only to objects of the same type. For example, if you copy properties of a figure and paste properties to a label, the label will not adopt the font of the figure even though both figures and labels have fonts.

There is a separate Copy Properties and Paste Properties command for each type of object. However there are also two more convenient universal Copy Properties and Paste Properties features. These properties copy from and paste to selected objects based on their object types. It's these generic features that are available by shortcut keys and provide the main interface to these features.

To copy object properties to the clipboard

1. Select an object of a particular type (figure, connector, or label) or select a number of objects of the type, or select a variety of objects of multiple types. Alternately, simply right click on a target object - this is most clear if done with no objects selected but is equally valid if clicking on an object in the selection.
2. Choose **Copy Properties** from the **Edit** menu or use the shortcut key Shift+Ctrl+C to copy the object properties to the clipboard. If multiple objects are selected, the properties belonging to the last selected object of each type will be copied.
3. Or, choose **Copy Properties** from the right-click menu if you right-clicked on a particular object to copy its properties. If this case, only the properties of the type of object clicked on will be copied to the clipboard.

To paste object properties from the clipboard

1. Select the objects to paste the copied properties to, or right click on a target object.
2. Choose **Paste Properties** from the **Edit** menu or use the shortcut key Shift+Ctrl+V to paste the object properties from the clipboard.
3. Or, choose **Paste Properties** from the right-click menu if you right-clicked on a target object.

Note that not all objects are appropriate for all properties and will not necessarily acquire all of the pasted properties. For example, a graphic object will not acquire pasted font or fill properties.

You can selectively control which properties of which objects are subject to these features. See Edit category in the Tools Options screen.

Undo

The undo feature lets you undo changes to a diagram. If you make any changes by mistake, you can reverse the effects of the most recent operations by using the undo feature. The undo menu command contains a brief description of the operation that can be undone. Each corresponds roughly to one operation you performed. For example, deleting ten selected objects can be undone in one step just as it was done in one step. The last fifty operations can be undone, older ones cannot.

To undo any operation

Choose **Undo** from the **Edit** menu. The undo menu item indicates exactly which operation will be undone.

NOTE: Changes you make to styles cannot be undone. It is a good idea to save your diagram before making any changes to styles. You can assume that virtually all other operations can be undone. In rare cases where operations will not be undoable, you will be informed before the changes take place.

Moving Objects

Once you create figures, labels, and connectors in your diagram, you can use the mouse to move and arrange them. There are a couple methods available for moving objects.

To move a single object without selecting it first

1. Enter select mode.
2. Move the mouse over an object so that the move cursor appears.
3. Press the left mouse button and hold it.
4. Move the object to another location.
5. Release the mouse button.

Objects move in accordance with their properties. If the snap grid is enabled and the figure has the *snap center to grid* property, it will only move to points on the grid.

To move a group of selected objects

1. Enter select mode.
2. Select one or more objects to move.
3. Move the mouse over a selected object so that the move cursor appears.
4. Press the left mouse button and hold it.
5. Move the object to another location.
6. Release the mouse button.

You cannot drag objects from one diagram to another diagram in another window. Use cut/paste for that purpose. You can, however, drag objects between one view of a diagram and another view of the same diagram (see [Opening an Additional View of a Diagram](#) on page 261).

Moving Objects with Precision (“nudge”)

To move objects with greater precision

1. Enter select mode.
2. Select one or more objects.

3. Press the up, down, right, or left arrow keys on the keyboard to move the objects a small increment in any direction.

The amount the objects move each time you press an arrow key depends on the snap-to-grid diagram property (the button on the tool bar that resembles a square positioned on a grid). With snap enabled, each press of an arrow key moves the objects by a distance equal to the snap grid spacing. Otherwise, the objects move by one screen pixel.

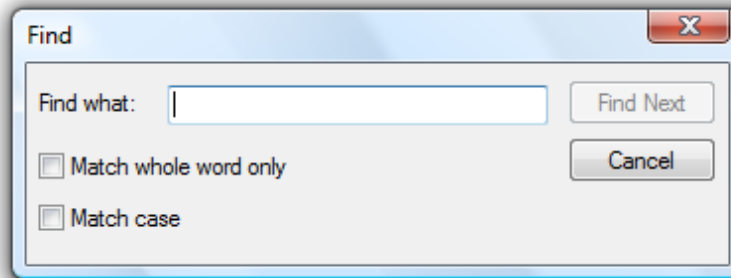
Finding and Replacing Text

You can use the Find and Replace features to locate figures and labels in the currently open diagram that contain some particular text and to replace that text with something else.

To find the figures and labels containing text

1. Change your zoom so that you can read your figure text clearly and still view a good portion of the diagram - 100% is good to start.
2. Choose **Find** from the **Edit** menu or press the shortcut key Ctrl-F.
3. The Find dialog box will appear. Enter the search text and select the options that apply, then press Find Next repeatedly to locate the figures and labels that contain the text. As you press Find Next, each occurrence of the text will become selected on the screen. If the figure is not already visible, it will move into view.

The Find dialog box looks like this:



Find what:

Type the text you wish to locate here.

Match whole word only

Check this box to locate only text that contains the search text as a complete word. For example, if your search text is “the”, it will not find the text within words like “these” or “other” only the word “the” by itself.

Match case

Check this box to locate only text that exactly matches the case of the search text. For example, if your search text is “the”, it will not find “The” or “THE”.

Find Next

Type the text you wish to locate here.

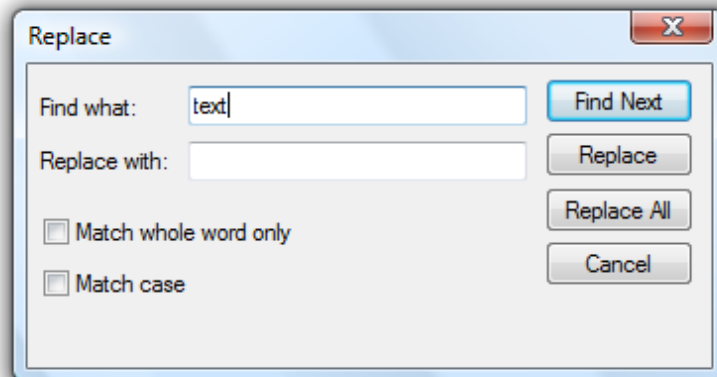
Cancel

Closes the dialog box.

☞ **To replace figure and label text**

1. Change your zoom so that you can read your figure text clearly and still view a good portion of the diagram - 100% is good to start.
2. Choose **Replace** from the **Edit** menu or press the shortcut key Ctrl-H.
3. The Replace dialog box will appear. Enter the search text, the replacement text, and select the options that apply, then press either Replace All or Find Next/ Replace repeatedly to locate and replace each occurrence of the search text.

The Replace dialog box looks like this:

**Find what:**

Type the text you wish to locate here.

Replace with:

Type the replacement text here. You can leave this field blank to remove the search text.

Match whole word only

Check this box to locate only text that contains the search text as a complete word. For example, if your search text is “the”, it will not find the text within words like “these” or “other” only the word “the” by itself.

Match case

Check this box to locate only text that exactly matches the case of the search text. For example, if your search text is “the”, it will not find “The” or “THE”.

Find Next

Type the text you wish to locate here.

Replace

After pressing Find Next to locate the next occurrence of the search text it will appear selected. Press the Replace button to replace the selected text with your replacement text. Pressing Find Next then Replace repeatedly lets you determine which occurrences of the search text you want to replace.

Replace All

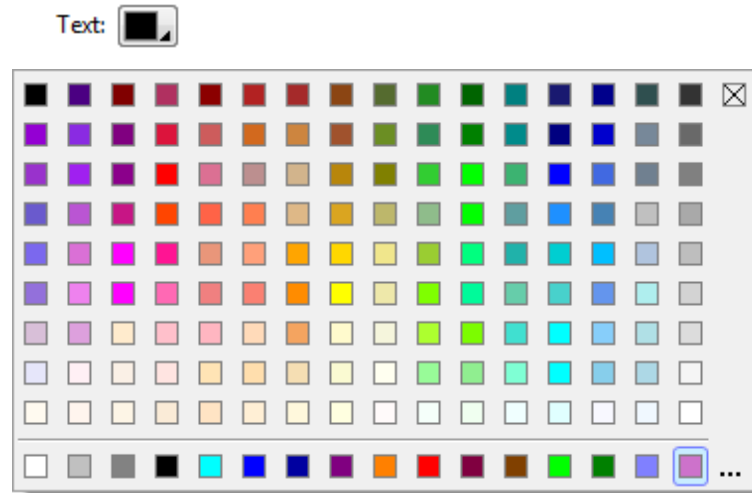
Press this button to replace all occurrences of the search text in the current diagram with the replacement text.

Cancel

Closes the dialog box.

Choosing Colors

Colors place an important role in diagrams and the program user interface. The usual way to select a color is with a color selection menu button which presents a color selection drop menu when pressed.



The colors available in the color selection drop menu are those of the current color palette, which is simply a collection of colors available for this purpose. You can choose from a number of different palettes containing different numbers and varieties of colors. Palette selection can be found in the **Colors** tab found in the **Options** screen (available from the **Tools** menu).

The color selection drop menu contains some different components:

Palette colors

The colors above the line are the colors of the color palette. They change only if you select a new palette as described above.

Custom diagram colors

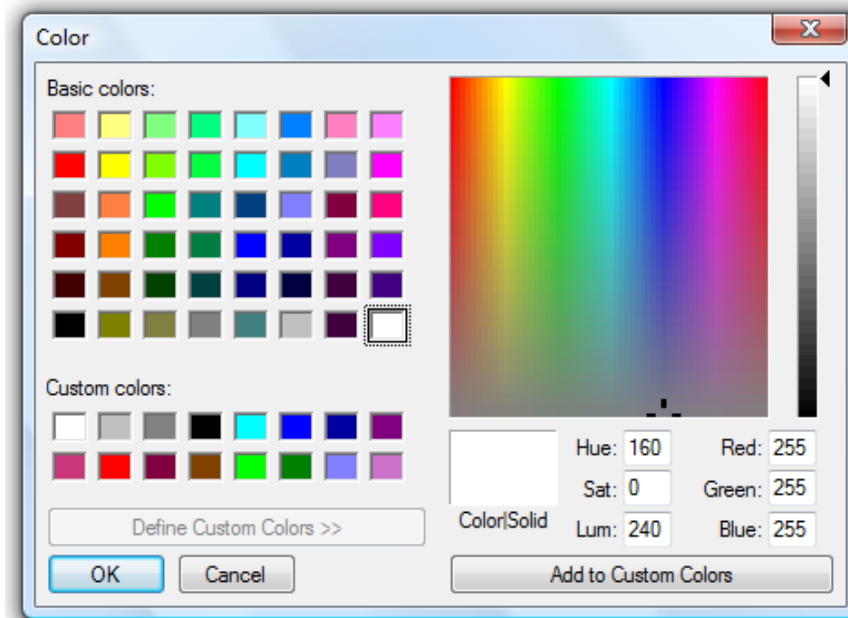
The colors below the line are the sixteen custom colors that you can set for each diagram you create. You can control which colors are shown here and saved in your diagram using the standard Windows color dialog box described below.

Transparent color

Under some circumstances, such as when setting a fill color, the color selection drop menu contains an entry for transparency rather than a color. This entry appears as a box with an “X” in the upper right corner of the drop menu.

Ellipsis (...)

The ellipsis (three dots) is located at the bottom right of the color selection drop menu. Click here to access the standard Windows color dialog box to choose a color that may not be represented in the drop menu, or to change the custom diagram colors.



Fill Colors, Transparency, and Tinting

Fill Colors

Nearly any figure in a diagram can be colored with a fill color in addition to a border (outline) color and text color. The fill color determines the color of the body of the symbol. If the symbol contains text areas, the fill color will also determine the background color for its text. For figures that are graphic images, such as imported clipart, the fill color controls the tint color of the image (see Tinting below).

Transparency

A figure with no fill color is transparent. You can remove the fill color by selecting the "X" from the fill color drop menu. When an ordinary geometric symbol is transparent, objects below it will be visible through the symbol. A side effect of a symbol with no fill color is that you will need to click on the border or outline of the symbol in order to

select it. A graphic image uses the fill color as a tint color. For graphic images, no fill color means the image will be drawn with its original colors rather than a tint color - no transparency is possible (see Tinting below).

Tinting

The fill color for graphic images such as imported clip art is a tinting color. Initially an imported graphic will have no tint color which is the same as having a transparent fill color. A graphic image with no tint color is drawn with its original colors. If you change a graphic's fill color it will change the tint color of the image. For black and white images, the black portions of the image will be replaced by the tint color and the white portions will remain unchanged. For gray-scale or multi-colored images, each color in the image will be replaced by a shade of the tint color. For gray-scale images for example, a blue fill color will have the effect of changing the image colors from shades of gray to shades of blue.

There are some limitations on the ability to control tinting of graphic images. Attempting to control tinting by changing the fill color of certain graphics will have no effect on (a) imported metafiles that contain their own embedded color palettes, (b) imported metafiles that contain bitmaps embedded within the metafile, and (c) APM metafiles. If you cannot control the tinting of an imported graphic by changing the fill color, you may need to edit the colors of the original graphic with a paint program and import the result.

CHAPTER

4

GETTING AROUND IN A DIAGRAM



Limitations of the computer screen present the single greatest obstacle to working on a diagram. Typical diagrams extend well beyond the size and degree of detail that you can view effectively within a single window. This chapter describes the methods provided to overcome this obstacle. With these features, you can control precisely both the portion of the diagram and the degree of detail that are shown.

Using the Scroll Bars

You can use scroll bars to move your view of the diagram up-and-down and left-and-right without affecting the degree of detail shown.

The scroll bar buttons scroll the diagram by a small amount in the direction of the arrow. Clicking in the region of the scroll bar between the slider and a button scrolls by a half screen in the direction of the button.

Using the Arrow Keys

You can also use the shifted Up, Down, Left, and Right arrow keys on your keyboard to move your view of the diagram. Each key press moves the diagram by one quarter of the screen area in the appropriate direction.

Drag Scrolling

One of the most convenient ways to scroll the screen is to press the middle mouse button or mouse wheel button and drag your view in any direction. If you don't have a mouse wheel or middle button, you can use the Control key plus the left mouse button, but when doing so be sure the mouse is not positioned above any objects because Control-drag is also how you duplicate objects.

Autoscroll

When you drag an object past the edge of the screen, the diagram automatically scrolls to follow the cursor. Autoscroll is only in effect when the current view is maximized to fill the entire workspace.

Zoom

Zoom features allow you to move quickly between different views of the diagram and to increase and decrease the degree of detail displayed in the diagram window. Some of these features allow you to *zoom-in* and *zoom-out* your view of the diagram. By changing the zoom magnification, you can control how much of the diagram is visible and how much detail is displayed. Other zoom features let you move instantly to a special view of the diagram.

For all zoom features, the absolute limit of the zoom range is from 10% (one tenth printed size) to 1000% (ten times printed size) but you will probably notice that more narrow limits are determined by your screen resolution and display mode.

Zooming to a special view

The following features move you directly to a special view of the diagram regardless of your present location. They are especially useful for returning to a known view when you become disoriented. These features are found at the top of the **View** menu.



☞ **To zoom to a view of the entire page area**

Choose **Whole Page** from the **View** menu or press the toolbar button.



☞ **To zoom to a view of the top of the page area**

Choose **Page Width** from the **View** menu or press the toolbar button.



☞ **To zoom to a view of all the objects in the diagram**

Choose **All Objects** from the **View** menu.



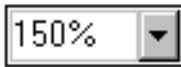
☞ **To zoom to a view of all selected objects in the diagram**

1. Select one or more objects.
2. Choose **Selected Objects** from the **View** menu.

Zooming in and out

These features increase or decrease the amount of detail in the diagram window.

To zoom the view to any magnification



Using the combo box located on the tool bar, choose a predefined zoom percentage, or type in any valid percentage and press enter. The valid zoom range depends on your particular configuration but must never be less than 10% or more than 1000%.

To zoom in and out - using the keyboard

Press the PLUS key on the keypad to zoom in or the MINUS key to zoom out. The view is magnified or reduced by a small amount so that objects appear larger or smaller. Normally, the view remains centered at the same location of the diagram prior to zooming in. However, if any objects were selected, the new view is centered on those objects.

To zoom to one of the preset zoom intervals

Choose a specific percentage from the **View** menu. The status bar at the bottom of the screen displays the current zoom percentage. At one hundred percent, the size of the diagram on the screen exactly matches the printed size - assuming your screen height is set accurately.



To zoom in to the next zoom interval

Press the tool bar button that looks like a magnifying glass with a big "+". The view will zoom to the next higher of the fixed zoom intervals.



To zoom out to the next zoom interval

Press the tool bar button that looks like a magnifying glass with a big "-". The view will zoom to the next lower of the fixed zoom intervals.


To set custom zoom intervals

1. Choose **Set** from the **View** menu.
2. Use the Zoom tab of the Options dialog box to set your own zoom intervals.
3. Press OK to make your changes. The new percentages are sorted and entered into the **View** menu. Choose the new percentage from the **View** menu to change the zoom magnification.

Using zoom mode



Zoom mode provides even greater control to select a view of your diagram. You enter zoom mode by clicking on the zoom mode button in the tool bar. You can tell you are

in zoom mode when the zoom mode button is pressed and the zoom cursor  appears.

 **To zoom in incrementally in zoom mode**

1. Enter zoom mode.
2. Move the mouse over a part of the diagram that you want to view in greater detail.
3. Click the left mouse button (press and release immediately) to zoom in a little closer.
4. Repeat until the view is sufficiently detailed.

 **To zoom in to a specific location in zoom mode**

1. First you might want to zoom out so that the entire area you want to view is visible on the screen. **Zoom Page** is useful for this purpose.
2. Enter zoom mode.
3. Choose the area of the diagram that you want to view in detail. Move the mouse to the upper left-hand corner of that area.
4. Press and hold the left mouse button.
5. Drag the mouse to create a rectangular region covering the area of interest.
6. Release the mouse button. The rectangular region will fill the entire window.

Navigating among multiple sheets

Use the Sheet Bar and sheet tabs located in the lower left corner of the view window to change the active sheet. The individual sheet bar controls are described in the Sheets chapter.

CHAPTER

5 SHEETS



A diagram may contain multiple *sheets*. A sheet is essentially a page. However we use the term sheet instead so not to confuse it with a printed page. In its simplest form each sheet will correspond to a printed page such as a letter-sized area. However, you can use Page Set-up to define larger sheets of just about any size that may not be printable unless divided into multiple printed pages. Therefore a sheet is a continuous rectangular space of any size (but most conveniently that of a supported paper size) on which you can lay out a diagram. And a diagram may contain multiple sheets to improve organization and modularity.

Each diagram has at least one sheet. You may choose to add sheets as a diagram's size and complexity grows. While a diagram may have multiple sheets, it's important to understand that it remains a single diagram and all sheets share the same styles and diagram properties.

Adding a Sheet

You can add a sheet to a diagram before the first sheet, after the last sheet, or between any existing sheets.

To add a new sheet to a diagram

1. Right click on any tab in the *Sheet Bar* and select **Insert Before** or **Insert After** from the pop-up menu to add a new sheet before or after the corresponding sheet.
Or
2. Select the first or last tab of the diagram causing the *Previous Sheet* or *Next Sheet* button in the *Sheet Bar* respectively to change from a triangular arrow to "+". Click the button add a new first or last sheet to the diagram.

Deleting a Sheet

You can delete any sheet or sheets within a diagram. Deleting a sheet will delete all diagram objects contained within the sheet. Keep in mind that you cannot delete the last remaining sheet of a diagram, nor will you be allowed to delete all sheets at once.

To delete a sheet from a diagram

1. Right click on any tab in the *Sheet Bar* and select **Delete** from the pop-up menu to delete the corresponding sheet.
Or
2. Click the *Go to Sheet* button in the *Sheet Bar* to invoke the Go to Sheet screen. Then select one or more sheets and click the **Delete** button. This is the only way to delete more than one sheet at a time.

Changing the Active Sheet

The currently active sheet is displayed in the active window. It's the sheet that is affected by edits, copies, pastes, exports, searches, and so on. Changing the active sheet is like flipping to a different page in your diagram.

To change the active sheet

1. Click on the corresponding sheet tab within the *Sheet Bar*.
Or
2. Use the *Sheet Bar* to navigate among multiple sheets in a diagram changing the active sheet that is displayed in the active view window. Click on the arrow buttons to navigate to the *First Sheet*, *Last Sheet*, *Previous Sheet*, or *Next Sheet*.

To go to a specific sheet

1. Click on the *Go to Sheet* button in the *Sheet Bar*. It's the middle button that displays the current sheet number and total number of sheets in the form "3 of 5" representing the third sheet of five. This invokes the *Go to Sheet* screen. Select a single sheet and click Ok to make it the active sheet, or simply double-click on it.

Assigning a sheet a custom name

You can assign a name to any or all sheets in a diagram. By default the sheets are simply named in sequence as "Sheet 1", "Sheet 2", "Sheet 3", and so on. Assigning a custom name to sheet is both clearer and more stable. It's clearer in the obvious sense that "Checkout Procedure" is more descriptive than "Sheet 3". It's more stable as well because a custom name sticks with the particular sheet when other sheets are added or removed, whereas "Sheet 3" becomes "Sheet 2" if you delete "Sheet 1".

Referring to a sheet by name rather than by number is especially useful when exporting or saving as HTML in which case the sheet name is used to construct the filename of the output file. A stable custom sheet name results in a more easily understood and maintained relationship between a diagram, it's sheets, and their corresponding exported files or HTML pages. The same is true when hyperlinking to a particular sheet within a diagram.

Custom sheet names can be up to 64 characters in length. Each custom sheet name within a diagram must be unique. The name must not be blank or end in a space, and it must not contain characters not allowed within a Windows file name (“:”, “.”, “/”, “\”, “|”, “?”, “<”, “>”).

 **To assign a custom sheet name**

1. Double click on the sheet name on the sheet’s tab in the *Sheet Bar*.
2. Edit the sheet name complying with the naming rules above.
3. Press Enter or click on another control in the Sheet Bar when complete, or press ESC to cancel.

 **To unassign a custom sheet name**

1. Assign a custom name to the sheet as described above, but clear the name (make it blank) or assign it to the exact name it would have by default (such as “Sheet 2”). Once the custom sheet name is unassigned, the name will change such as from “Sheet 2” to “Sheet 3” reflecting its order in the diagram as other sheets get added and removed.

CHAPTER

6

FIGURES

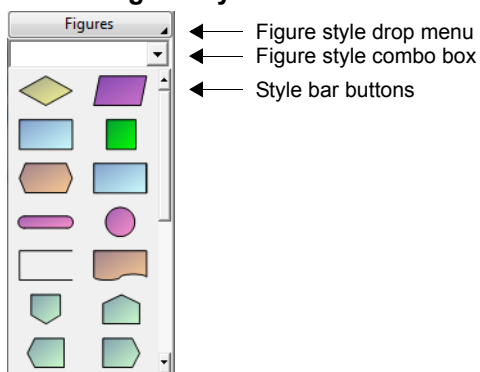
Figures are the shapes that form the building blocks of diagrams. A figure has a number of attributes or *properties*. The shape of a figure is one of its properties. It also has stylistic properties such as color and border thickness. And it has behavioral properties such as whether or not it remains aligned with the snap grid. The initial properties of a figure come from the figure style used to create it.

This chapter covers the properties, behaviors, and features that are unique to figures. There are also many operations not covered in this chapter that affect figures as well as other types of objects (see CHAPTER 3: General Editing, page 27). This chapter will assume you know some of that general information such as how to select objects.

Creating Figures

The most common way to add a figure to your diagram is to choose a figure style that represents the shape and initial properties of the figure object you are creating. This moves you into *create mode* where you drop the figure onto your diagram and optionally resize it.

To choose a figure style and initiate create mode

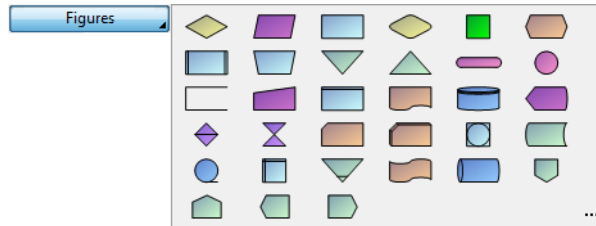


Perform one of the following:

1. Click on the style bar button of a figure style. If the style does not have a button in the style bar, use one of the following methods instead.

or

2. Press and hold the Figures button in the style bar to activate the figure style drop menu. Move to the representation of the style, and release the mouse button. Not



all styles are displayed in this menu so you may have to choose the three dots to see all of them (see the next section).

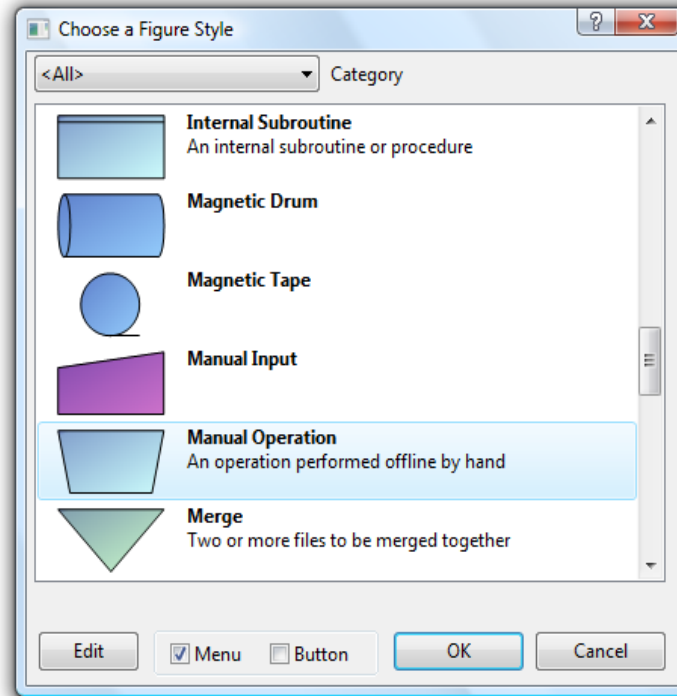
or

3. Choose the figure style by name from the figure style combo box. The combo box always contains all styles defined in the diagram.

Method 4: Choosing a figure style from the complete list of styles

A fourth method is available to select a figure style. This method contains all of the styles with complete names, pictures, and descriptions *and* lets you choose which styles appear on buttons and in drop menus.

Select the ellipsis (three dots) from the Figures drop menu to open the Choose a Figure Style dialog box.



To choose a figure style

1. Scroll to preview all of the available styles.
2. Click on the style to select it.
3. Press OK. Alternately, just double-click on the style.

Category

Use this control to show all styles or only styles of a certain category.

Edit

While you're here you may want to add, change, or delete styles from your diagram. This button just provides a convenient shortcut to the Styles dialog box. Also available by right-clicking any style in the list.

Menu

Check or uncheck this button for each style to control whether the drop menu contains a representation of the particular style. Also available by right-clicking any style in the list.

Button

Check or uncheck this button for each style to control whether the style is represented by a button in the style bar. Reserve buttons only for your most common styles. Also available by right-clicking any style in the list.

NOTE: Notice that this screen is resizable. If it is too narrow and cannot include the Edit, Button, and Menu controls, they remain available by right-clicking on a style.

Once you have selected the figure style to create...**☞ To create a new figure**

1. If the figure style has a default size, the cursor becomes an outline of the figure when you move the mouse over the diagram.
2. Use the mouse to position the new figure.
3. Press the mouse button.
4. If the figure has a default size and you want to create a figure of this size, release the mouse button immediately. Otherwise, while continuing to hold the mouse button, resize the figure to the desired size. Before releasing the mouse button, you can press ESC to cancel.
5. Release the mouse button

If the figure has default text, the newly created figure will contain the default text.

After selecting the figure style, but before you actually click on the diagram to create it, you can use the property bar to change properties of the figure that you are about to create such as the colors, font, text alignment and so on. Changes made in this way affect only the new figures that you are about to create not the style definition.

Inserting a Symbol

Although the usual way to add figures to your diagram is by creating them from a figure style, there are also times that you just want to add a single figure without first creating a new style. The *Insert Symbol* feature provides this capability.

 **To insert a single figure from the Figure Symbol Gallery**



1. In select mode, choose **Insert Symbol** from the **Figures** menu or from the right click menu. Or press the *Insert Symbol* button on the tool bar.
2. Select any figure symbol from the Figure Symbol Gallery dialog box.
3. A new figure with the selected symbol will appear on the screen. You may want to resize it and move it to a better location.

Changing the Size of Figures

A figure can be almost any size from a sixteenth of an inch to a hundred inches in height and width.

 **To change the size of a figure**

1. Select the figure.
2. Move the mouse over one of the eight handles (by default they are little red squares). The cursor's shape indicates how the figure will size with each handle.
3. Press the mouse button.
4. Drag the handle and resize the figure to the desired size. If you decide to cancel at this time before releasing the mouse button, press ESC.
5. Release the mouse button.

How the figure resizes depends on several things. If the figure has the *Center stationary when resizing* property (see page 75), then the figure gets larger or smaller in all directions as you drag the handle, but the center stays in the same place. This is useful if you want to keep the figure lined up with the center of other figures above or below. If the figure does not have this property, it extends only in the direction that you drag the handle.

If snap is enabled and the figure has the *Height and width snap to grid* (see page 75) property, the height and width can only change such that the edges of the figure are positioned along snap grid lines. In effect, this means that the height and width will always be a factor of *twice* the snap spacing. For example, if the snap spacing is a quarter inch, the figure width can be a half inch, one inch, one and a half inches and so on.

If the figure contains text, you will not be permitted to resize the figure such that it will be too small to contain the text. If the figure has the word-wrap property, the text will reformat when you resize the figure, in which case there is no minimum width.

There are also other ways to change the size of a figure. When you type text in a figure, the figure can resize automatically. You can change the size of figures by using the Make Same Size feature (see Making Figures the Same Size on page 57). You can also set the height and width of figures explicitly in the Figure Properties dialog box (see Orthogonal Connectors on page 100).

Moving Figures

There are several ways to move figures from one place in a diagram to another. When you move a figure, all text that is part of the figure, and all connectors that are attached to the figure move as well.

To move a single figure without first selecting it

1. Make sure you are in select mode.
2. Move the mouse over the figure. The move cursor appears.
3. Press the mouse button.
4. While holding the mouse button down, drag the figure to the new location.
5. Release the mouse button.

The procedure above works from seltex mode as well as from select mode. However, if you are in seltex mode, be sure that the cursor is actually over a figure and not over a text area within the figure before attempting to move it this way. You can tell that you can move the figure when the move cursor appears.

To move one or more selected figures

1. Move the mouse cursor over any selected figure. The move cursor appears.
2. Press the mouse button.
3. While holding the mouse button down, drag the figures to the new location. While dragging the figures, you can cancel by pressing ESC before releasing the mouse button.
4. Release the mouse button.

To move selected figures more precisely (nudge)

1. Enter select mode.
2. Select one or more objects.
3. Press the up, down, right, or left arrow keys on the keyboard to move the objects a small increment in any direction.



The amount the objects move each time you press an arrow key depends on the snap-to-grid diagram property (the button on the tool bar that resembles a rectangle over a grid). With snap enabled, each press of an arrow key moves the objects by a distance equal to the snap grid spacing. Otherwise, the objects move by one screen pixel.

There are also many indirect ways to move figures such as aligning, centering on the page, spacing, and so on. You can also set the location of figures explicitly in the Figure Properties dialog box (see [Orthogonal Connectors](#) on page 100).

Aligning Figures

To align a group of figures

1. Select the figures.
2. Choose one of the selected figures to be the *model figure*, the figure with which the other selected figures are aligned. By default the last figure selected is the model figure. To force a different selected figure to become the model figure, hold down the SHIFT key and click on a different figure.
3. Choose one of the alignment methods from the **Align** submenu under the **Figures** menu.
4. All of the selected figures are aligned with the model figure using the chosen method.

Making Figures the Same Size

There are many aids for creating figures with a uniform size. One way is to use the figure style default size property. Another is to use the snap grid. Yet another is the **Make Same Size** feature.

To make a number of figures the same size

1. Select the figures.
2. Choose one of the selected figures to be the *model figure*, the figure whose size indicates the size to make the other selected figures. By default the last figure selected is the model figure. To force a different selected figure to become the model figure, hold down the SHIFT key and click on a different figure.
3. Choose one of the sizing methods (**Height**, **Width**, or **Both**) from the **Make Same Size** submenu under the **Figures** menu.
4. All of the selected figures will become the same size as the model figure.

NOTE: There are cases where a figure cannot be made the exact size as the model figure. One example is a figure that has more text than would fit if it were made as small as the model figure. In this case, the figure is made as small as possible.

Sizing Figures to Text

A figure can be no smaller than the text it contains. Occasionally you may want to make a figure as small as possible for the current text. You can do this by dragging the figure's sizing handles, or more conveniently by using this feature.

☞ **To adjust the size of a figure to the text it contains**

1. Select a figure (or group of figures).
2. Choose **Size to Text** from the **Figures** menu.
3. Each selected figure will shrink to the smallest size possible for its text.

NOTE: If the snap grid is enabled and the figure's properties cause its height and width to snap to the grid, the figure's size may not be as small as possible to contain the text. If this is not the effect you want, turn off the snap grid first.

If you want a figure to remain sized to its text automatically when the text changes, you can set its *Keep sized to text* property (see page 75).

Spacing Figures Evenly

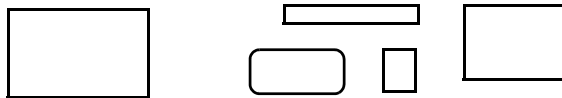
The **Space Evenly** feature is useful for spacing figures across the diagram or from top to bottom at equal intervals.

☞ **To space a group of figures evenly from left to right or top to bottom**

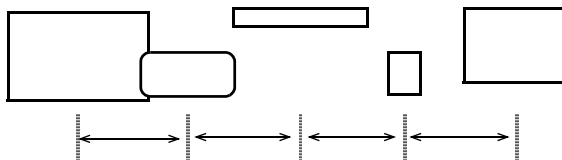
1. Select at least three figures.
2. Choose either **Across** or **Down** from the **Space Evenly** submenu under the **Figures** menu. And choose whether to space the figures evenly based on their centers, a particular edge, or based on the spacing between them.
3. The selected figures will be spaced evenly from right to left if you chose **Across**, or top to bottom if you chose **Down**.

The spacing is determined by the average spacing between the right-most and left-most of the selected figures (in the across case), therefore the left-most figure does not move. The left-to-right or top-to-bottom ordering of the figures does not change.

Spacing these figures evenly across (centers)...



Produces this result:



Centering Figures on the Page

This feature can center a group of figures on the page, length-wise, width-wise or both. This feature is available if the *Show Page Boundaries* option is enabled.

To center figures on the page

1. Select a number of objects (not necessarily only figures).
2. From the **Center on Page** submenu under the **Figures** menu, choose one of the centering options.
3. All selected objects are centered as a group on the current page.

Note that when you center many objects on the page, they do not all end up overlapped at the center of the page. Rather, they are centered as if they were one larger object (as a group). This feature is especially useful for final formatting of your diagram. For example, when your diagram is complete, you can **Select All** and then **Center on Page**, neatly centering your entire diagram on the page for printing.

The page referred to here is actually the active sheet which might not be the same as a printed page. Any subsequent change to Page Set-up that affects page size or orientation may necessitate re-centering your diagram.

Connections

Figures can have connectors attached to them. Connectors and their usage is described fully in the following chapter. This section describes the properties of figures that affect connections.

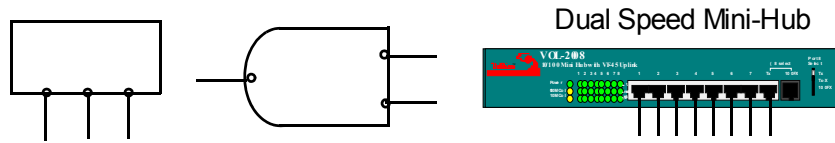
Center Connections

Most all figures support center connections. In a standard center connection, a connector attaches to a figure at its center point and remains attached there if the figure moves or the orientation of the connector changes. While the connector attaches to the center of the figure, it actually terminates at the edge of the figure where its end symbol drawn as well.

Connection Points

For added flexibility, figures may have *connection points* in addition to the center of the figure or in its place. A connection point is an alternate point within the shape

where connectors can attach. You can set connection points for figures and figure styles and attach connectors to them.



Sample uses for connection points

Setting Connection Points

You can set connection points for a figure by going to the figure's properties dialog box (double click on the figure or choose Properties from the right click menu) and select the Connections tab (see Figure Properties: Connections on page 75). You can set connection point in the same way in a figure style.

Connection Point Tool

An additional method for setting the connection points of a figure is to use the connection point tool. The connection point tool is a special mode that lets you add, move, and remove connection points right on the figure in your diagram.



To use the connection point tool, click on the icon in the tool bar. The cursor will change to a small hand. When you are done editing connection points you can quit using the connection point tool and return to another mode by clicking on the select mode button or any of the usual alternate modes.

Adding Connection Points with the Connection Point Tool

To add new connection points to a figure using the connection point tool, move the mouse over the figure and click (or right-click and choose **Add Connection Point** from the menu). Right click on the new point and choose **Connection Point Properties** to add a name or description for the new point.

Moving Connection Points with the Connection Point Tool

To move a connection point using the connection point tool, position the mouse over the connection point so that it is highlighted. Then click and drag the connection point to a new location. Use the snap grid to help by clicking on the Snap Grid On/Off toolbar button.

Deleting Connection Points with the Connection Point Tool

To delete a connection point using the connection point tool, position the mouse over the connection point so that it is highlighted. Then right-click on the connection point and choose **Delete Connection Point** from the menu.

After making changes to the connection points of a figure, you can update the figure style to reflect the new connection points. To do so, exit the connect point tool, right click on the figure, and choose **Update Style From..** This will update the style and all other figures of the style.

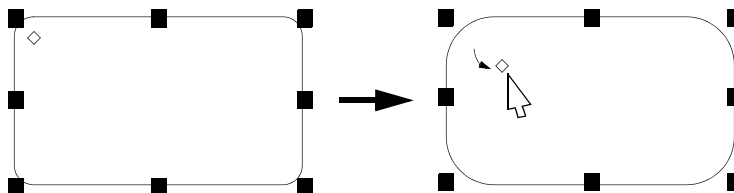
Connection Point Options

There are several options that let you control the use of connection points in your diagram. In addition to the ability to add, move, and delete connection points from figures, there are options to control how they are used for connections, how they appear on the screen, and how they are indicated on output. Each of these is covered in detail elsewhere:

- ❑ By selecting different attach methods (from the **Connector** menu), you can choose to attach to connection points, or ignore them while creating connectors.
- ❑ You can control how the connection points appear (on the screen) by turning them on or off from the View tab of the **Options** dialog box, and set their color in the Colors tab of the **Options** dialog box.
- ❑ You can control whether the point where a connector attaches to a connection point is marked with a dot (on screen and output), by setting *Dots where connectors attach to connection points* in the **Diagram Properties** dialog box.
- ❑ By choosing different options within the Connections tab of the Figure Properties (and Styles) dialog boxes, you can control whether only the connection points are attached to (i.e., not the centers of the figure) and whether connections to connect points extend all the way to the connect point or terminate at the edge of the figure.

Reshaping Figures

Certain figures (but not all of them) can be reshaped after you add them to your diagram. Reshaping a figure lets you adjust it to more precisely control its appearance.



To reshape a figure

1. Select the figure. If the figure can be reshaped (not all can), it will have one or more yellow diamond-shaped reshape handles.
2. Click on and drag the reshape handle to adjust the shape.

To update the style to the new shape

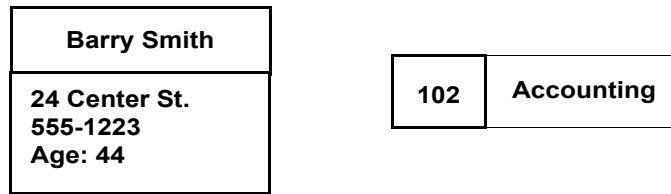
If you update the style to the same shape as the newly reshaped object, other objects that you create using the same style will initially have the same shape. To do so, right click on the object after you have reshaped it and choose **Update Style From...** in the right click menu.

Reshape handles are yellow by default. However, you can customize this color from the Colors tab in the Options dialog box (see Tools menu).

If a figure has multiple text areas that are reshapable, the text areas adjust automatically with the reshaping of the figure (see the following section).

Multiple Text Areas

Some figures contain multiple areas for text.



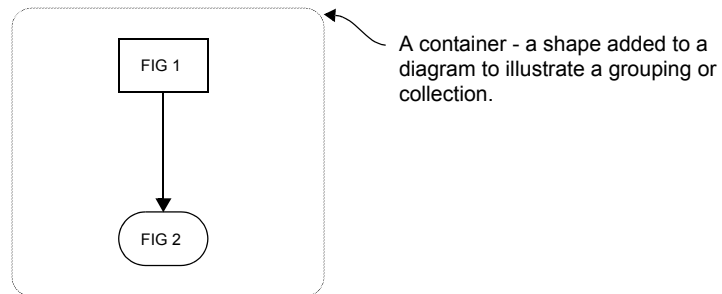
Generally, figures that contain multiple text areas are reshapable to allow you to select different sizes for each area. When you reshape them, the text areas reshape automatically. If the text area already contains text, reshaping will not be permitted if it would result in an area too small to contain the text.

Independent Justification within Text Areas

Text in each area can be justified independently. For example, in one area the text can be centered and in another it can be left-justified (as show in the example above). If you are in text mode editing the text within a particular text area and you press one of the justification control buttons on the toolbar, the justification for only that area will change. If you leave text mode, select the figure, and choose a justification, all text areas of the figure will change to the new justification. You can also set justification however you prefer by using the Text tab of the Figure Properties dialog box.

Containers

A *container* is a shape in your diagram that shows a group of objects, a subset, or some other collection or separation. The illustration below shows a portion of a diagram surrounded by a container.

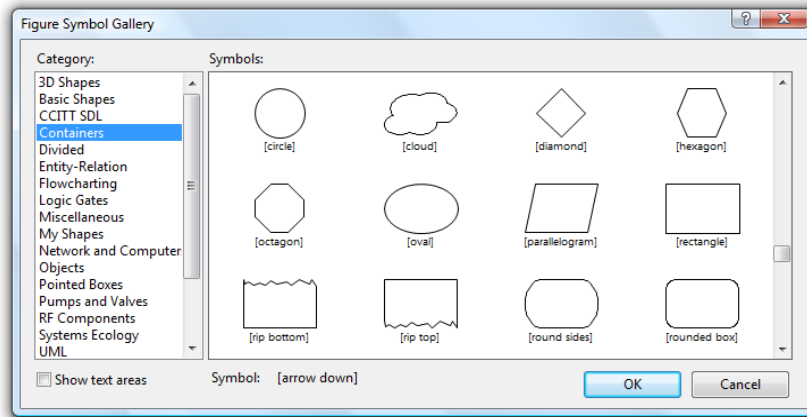


There are three ways to add a container to a diagram. The first and easiest way is to choose a style from the current diagram template. If the template has a *Containers* category in the *Figures* drop-down menu in the style bar, simply select it and place it on your diagram as you would any other figure shape.

If the template you are using does not include predefined container styles, the next easiest method is to invoke the **Insert Symbol** feature to insert a predefined container symbol from the Figure Symbol Gallery.

☞ To insert a container from the Figure Symbol Gallery

1. Without objects selected, right click on your diagram and select **Insert Symbol**. Or choose the **Insert Symbol** feature from the **Figures** menu. The Figure Symbol Gallery dialog box appears.
2. Select the *Containers* category. The large window displays the pre-defined



container shapes. Notice that containers are indicated by brackets surrounding their names.

3. In the large window, select a container shape and click OK.
4. Size and position the new container in your diagram.
5. Optionally, right click on the new container and toggle **Active Container** to activate the container so that objects within the container are kept together with the container (see below).

If you require a container of a shape that is not included in the template or the gallery, you can create one of your own based on any existing figure symbol.

☞ To create your own container from any figure symbol

1. Create any shape in one of the usual ways such as by using the **Insert Symbol** feature from the **Figures** menu.
2. Enlarge the shape and move it to the back of the diagram.

This method has some drawbacks. Most notably, the software will still treat the inside of the container as part of a figure making it a nuisance to select and connect objects within the container. To complete the construction of a container from any shape, adjust the figure properties as follows:

3. Remove the fill color by selecting the shape and choosing the “x” from the fill color drop menu. A figure with no fill color is treated as transparent. For example, you will be able to select and manipulate objects that are “beneath” the container. A figure that does not have a fill color can only be selected by clicking on its border or lassoing the whole object.
4. Hide the text areas of the container object. Do this by clicking the “Hidden” box in the Text tab of the Figure Properties dialog box - repeat for each text area if there is more than one in the figure. Hiding the text areas is an important step because text areas are selectable even when there is no fill. The result is that non-hidden text areas prevent you from selecting objects beneath the container (even if the text is blank).
5. Choose stylistic attributes. For example, you will often want a dashed or dotted container. Do this from the General tab of the Figure Properties dialog box.
6. Adjust behaviors for greater convenience. Do this from the Behaviors tab in the Figure Properties dialog box. We suggest the following settings:
 - (a) Horizontal expansion = Expand to right
 - (b) Vertical expansion = Expand down
 - (c) Center stationary when resizing = unchecked
 - (d) Center snaps to grid = unchecked
 - (e)(optional) Active container - keep contained objects together = checked

Active Containers - Keeping Objects Together

The “Active Container“ behavior adds great power and simplicity to containers elevating them beyond drawing objects.

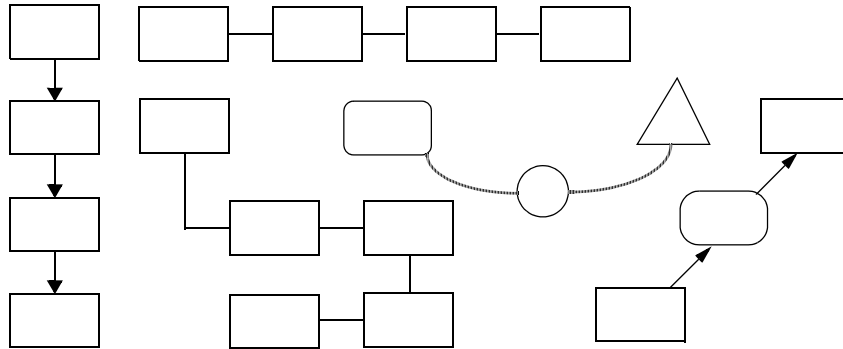
Containers with this property automatically keep any objects that are positioned within their bounds together for simple operations. If you move the container, all objects inside move along. If you copy it, the objects inside appear in the copy as well. If you delete it, the objects are removed. You can move individual objects into and out of the container simply by dragging them, but drag the container and them stay together.

Note, if the container is filled, only objects on top of the container are kept together. If it has no fill, all objects above or below are kept together.

It might seem that this behavior resembles a group (see Groups chapter). For simple operations like moving, copying, deleting, and so on, it is much like a group. However, it is more limited than a group and therefore more convenient for this purpose. For example, unlike a group, you never have to use the Group or Ungroup commands to change the contents, plus you always have full access to the included objects without having to ungroup first. Unlike a group, resizing a container expands its bounds rather than scaling it.

Figures in Flows

Figures within flows have some special features and behaviors to support this common usage. A *flow* is a sequence of figures connected by connectors such that the connector enters a figure, then exits it, enters another, exits that one, and so on. Flows commonly represent sequences of operations and hierarchies of relationships. For example, the following arrangements of figures and connectors are considered flows:



You do not need to identify a flow. The program will recognize these relationships and behave accordingly. For definition purposes, a figure is considered to belong to a flow if it has two attached connectors of the same style. Several features make it very easy to add a new figure at any point in a flow, remove a figure from a flow, or re-arrange the figures of a flow.

Creating a figure in a flow

During the normal process of adding a figure to a diagram, you can insert it into an existing flow by dropping it on a connector.

To create a figure inserted within a flow

1. First verify that the “Snap figures to flow” option is enabled (see the 'Edit' options within the Tools Options screen).
2. Begin the creation of a figure in the usual way by choosing a figure style and entering in to create mode.
3. Move the figure cursor over an existing connector such that the center point of the figure marked by cross hairs is directly over the connector. When you are directly over the connector and there is room to insert the figure into the flow the portion of the connector beneath the figure cursor will disappear.

4. Click to create the figure. The connector will now enter and exit the new figure. You can also resize the figure before letting go of the button, just make sure there is still enough room to insert the figure.

If the connector is not vertical or horizontal you may need to disable the snap grid in order to position the cursor correctly over the connector.

While in create mode, pressing the CTRL key triggers *freeform* creation. With the CTRL key held down, the connector beneath the figure cursor will not be recognized and creating a figure will not insert it into the flow even if you click on a connector.

Before you can insert a figure into a flow you must make sure there is room available for the new figure. This may mean extending or re-arranging parts of your diagram. For there to be enough room, there has to be ample room on a single segment so that no junctions that make up the connector are beneath the new location of the figure.

Attaching a figure to a flow

Another method for inserting a figure into a flow is to drag a figure from elsewhere in your diagram into the flow.

To attach an existing figure to a flow

1. First verify that the “Snap figures into flows” option is enabled (see the 'Edit' options within the Tools Options screen).
2. Click on a single figure to begin dragging it (you may select it beforehand or drag it without selecting it).
3. Move the figure over an existing connector such that the center point of the figure marked by cross hairs is directly over the connector. When you are directly over the connector and there is room to insert the figure into the flow the portion of the connector beneath the figure cursor will disappear.
4. Drop the figure on the connector. The connector will now enter and exit the figure.

If the connector is not vertical or horizontal you may need to disable the snap grid in order to position the figure correctly over the connector.

While dragging, pressing the CTRL key keeps the drag *freeform*. This means that you can drop the figure anywhere, including on a connector, and the figure will not be inserted into any flow.

Before you can insert a figure into a flow you must make sure there is room available for the new figure. This may mean extending or re-arranging parts of your diagram. For there to be enough room, there has to be ample room on a single segment so that no junctions that make up the connector are beneath the new location of the figure.

Detaching a figure from a flow

Any figure that is in a flow (having two connectors of the same style) can be detached from the flow. When you detach a figure from a flow, it will be free to move around without the attached connectors. In addition the connectors will join to continue the flow without the detached figure.

To detach a figure from a flow

1. Right click on the figure and select **Detach from Flow** from the menu.

Note that if the connector was vertical or horizontal, the connectors will merge into a single continuous segment. However, if they were not vertical or horizontal, a new junction will appear in place of the figure's old position in the flow. You can delete this junction by right-clicking on it and selecting **Delete Junction**.

Deleting a figure from a flow

Whenever you delete a figure in the usual way, it will be automatically detached from its flow first. To delete the figure AND all attached connectors, select the connectors as well as the figure when deleting.

Changing Figure Properties

Each figure has a set of properties that define how it looks, what text it contains, how it behaves, and more. Most of the initial properties of a figure come from its original figure style. This section describes how to change the figure properties of an existing figure.

To view and modify the properties of a figure

1. Select the figure.
2. Choose **Properties** from the **Figures** menu or from the right mouse button menu.

or

1. Double click on the figure. Note, double clicking on a figure will edit the figure properties only if you have chosen *Display/edit properties* in the 'Edit' options within the Tools Options screen.

The Figure Properties dialog box will appear on the screen near the selected figure. This dialog box contains several different groupings of properties organized under *tabs* with an appropriate heading. To change to a different grouping of properties and their controls, press the corresponding tab. Controls located under each tab are described below.

Once you've set all of the properties of the figure that you want to change, press one of the following buttons:

Apply

Applies the property changes to the selected figure or figures without exiting the dialog box.

OK

Applies the property changes to the selected figure or figures and exits.

Cancel

Exits the dialog box and discards any changes you made since last pressing the Apply button. Once you apply changes, those changes remain in effect even if you press Cancel.

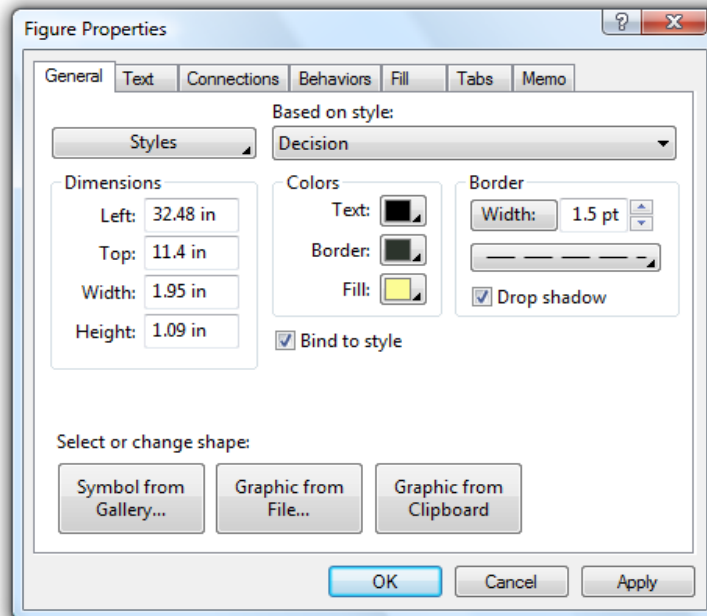
Changing properties for multiple figures

You can change a property, or any number of different properties, to a number of figures at the same time. To do so, select the figures and use the dialog box as usual. Only the properties you actually modify will be applied to the selected objects. For example, if you select five figures that all have different heights and widths, and you edit their properties and change only the Width field, all five figures will acquire the new width and retain their previous height.

NOTE: Several figure properties can also be changed simply by selecting the figure(s) and clicking on the buttons and controls on the property bar or under the Figure menu. These are simply shortcuts to the same changes in the Figure Properties dialog box.

Figure Properties: General

Use the General tab in the Figure Properties dialog box to view and edit the basic properties of the selected figure such as its location, size, appearance, and color.



Based on style

To change the figure's style, choose a new style from the combo box or the style drop menu located to the left. This will change the appearance of the figure and it will inherit all the properties from the new style you choose.

For example, use this control if you created a box and later determine that it should really be a circle.

Styles

This button is just a drop menu to choose a style graphically for the same purpose as *Based on style* described above.

Left

To change the position of the figure, enter a new location for the left-most edge. The value is the distance from the origin point on the ruler bar (0,0) or equivalently from the left edge of the page (positive measurements are to the right).

Top

To change the position of the figure, enter a new location for the top-most edge. The value is the distance from the origin point on the ruler bar (0,0) or equivalently from the top edge of the page (positive measurements are downward).

Width

To change the width of the figure, enter a new width here.

Height

To change the height of the figure, enter a new height here.

Text color

To change the color of the figure's text, choose a different color from the color selection drop menu.

Border color

To change the color of the figure's border, choose a different color from the color selection drop menu.

Fill color

To change the color of the interior of the figure, choose a different color from the color selection drop menu.

Bind to style

Check this box to choose whether or not a figure's properties are bound to the style. If a figure's properties are bound to its style, then anytime the style changes, the figure gets the new properties automatically.

Border width

To change the thickness of the lines that make up the border (outline) of the figure, enter a new border width. You can also change the border width by pressing the up and down spin buttons to the right. Or you can choose one of the standard border widths by pressing the Width drop menu button itself.

Line Pattern

Select a line pattern for drawing borders such as solid, dashed, dotted, and so on. The line style is used to draw for the entire outline of the shape, not just the outside edges so consider carefully before using a pattern other than solid. Also note that some older shapes cannot use this property.

Drop Shadow

Check this box to add a drop shadow to the figure to give it a three-dimensional look. You control the size and color from within the Diagram Properties dialog box (see page 220).

Select or change shape

The remainder of the controls in the General tab of the Figure Properties dialog box allow you to change the shape of the figure.

Symbol from Gallery

Press this button to select a shape from the collection of built-in symbols contained in the Figure Symbol Gallery.

Graphic from File

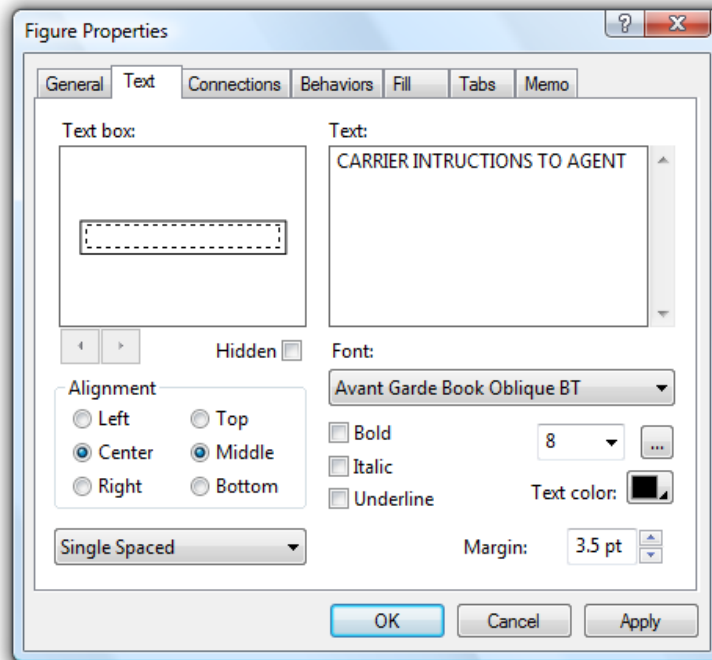
Press this button to select a graphic for the figure from an external graphics image file such as a Windows Metafile (.WMF or .EMF) or a Windows bitmap file (.BMP or .DIB).

Graphic from Clipboard

Press this button to select a graphic for the figure from an image that is stored in the Windows clipboard. For example, you can create an image in Microsoft Paintbrush and do a Copy of it, then return to this program and paste it right into a figure.

Figure Properties: Text

Use the Text tab of the Figure Properties dialog box to view and edit the figure's text and the properties of the figure that affect the display and format of the text.



Text box

This area shows a model of the shape of the figure. The dotted rectangles show the boundaries of the text region(s) in the figure. If the figure shape contains more than one text region, the arrows control which region is selected and marked by a dark gray dotted box.

Text

The text control to the right of the model displays the text that is contained in the figure in the selected text region. The text here can be edited using the usual Windows edit box controls including copy and paste. Notice that text in this box just shows the words. It does not reflect the font, text size, boldness, or alignment as it would in the figure itself. Furthermore, if you edit the text here, you will lose all embedded font controls. For example, if the text as a whole was not bold but you had bolded one word, then if you edit the text through this edit box, that bold word along with the rest of the text in the figure will revert back to the figure font attributes shown in this dialog box.

Hidden

When checked, the selected text area is hidden and cannot be edited on-screen. Hiding text areas is useful when creating transparent shapes that have outlines but no fill. To make a shape completely transparent you need to use a null fill *and* make the text areas hidden, otherwise objects beneath the shape will not be selectable.

Alignment

Use the alignment controls to determine how the text is aligned horizontally (left, center, or right) and vertically (top, middle, or bottom).

Font

Choose the font family to display the font.

Bold, Italic, and Underline

Select common font attributes.

Size

Use the drop down box to select a point size for the font.

Text color

To change the color of the figure's text, choose a different color from the color selection drop menu.

Line Spacing (at lower left)

Select the spacing between lines of text. Single spaced is the default and most common option.

Margin

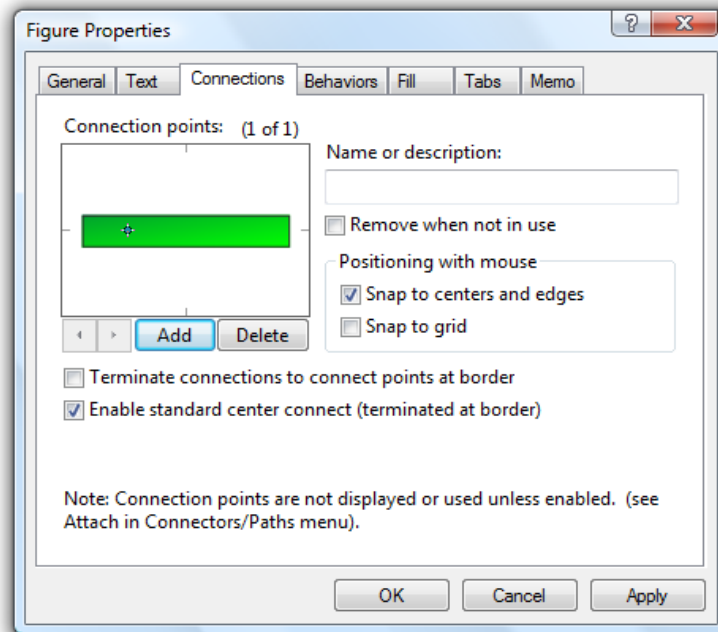
Select the internal text margin, the spacing between the text and the edges of the shape. Note that some shapes do not support fixed margins in which case their margins scale with the size of the shape.

Ellipsis (...)

Use the button with the three dots to choose the font attributes using the standard Windows font selection dialog box.

Figure Properties: Connections

Use the Connections tab of the Figure Properties dialog box to view and edit the figure's connection points and properties.



Connection points

This area shows the location of any connection points within the figure. One connection point is always selected and highlighted. You can use the mouse to drag and reposition connection points, select a different point, or right click to delete a connection point or add a new one. The arrow buttons cycle through the selected connection point. The Add button adds a new point, and the Delete button deletes the highlighted point.

Name or Description

Each connection point can have a name or description. Use this control to view and edit the name of the selected connection point.

Remove when not in use

When a connection point is added during the creation of a connector using the click point attach method, it is temporary by default and will remove itself when all attached

connectors are deleted. Using this control, you can make such a connection point permanent.

Snap to center and edges

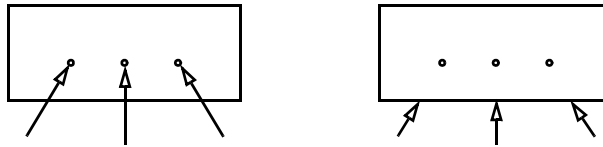
Check this box to have the mouse snap to the centers and edges of the figure while you drag a connection point with the mouse (in this dialog box).

Snap to grid

Check this box to have the mouse snap to the diagram grid while you drag a connection point with the mouse (in this dialog box).

Terminate connections to connection points at border

Check this box to cause connections to terminate at the border of the figure rather than extending all the way to the connection points.

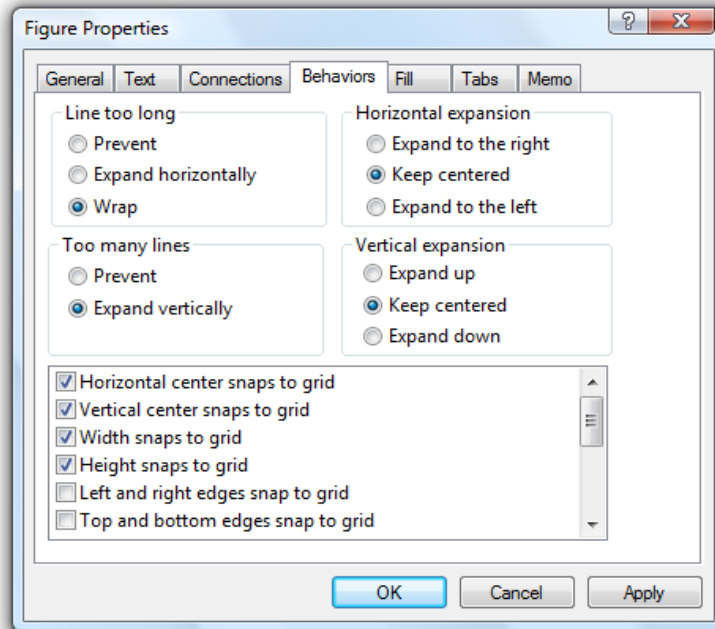


Enable standard center connect (terminated at border)

Check this box to enable connectors to attach at the center of the figure. This option is useful if you have a figure with connection points. You can choose to allow connectors to attach only at the connection points, or to the figure center also.

Figure Properties: Behaviors

Use the Behaviors tab of Figure Properties dialog box to view and edit the properties that affect the way the figure behaves within your diagram.



Line too long

This property controls what happens when typed text becomes too wide for the figure. If set to *Prevent*, additional characters are not allowed. If set to *Expand*, the figure automatically grows wider as you continue typing. The direction of expansion is controlled by the *Horizontal expansion* property. If set to *Wrap*, the width of the figure does not change and the text word-wraps automatically to the next line.

Horizontal expansion

This property controls in which direction the figure expands when it expands automatically in the horizontal direction, such as when you type more text than will fit in the current width of the figure.

Too many lines

This property controls what happens when typed text exceeds the number of lines that fit in a figure of this style. If set to *Prevent*, additional lines are not allowed. If set to *Expand*, the figure automatically grows taller as you add lines. The direction of expansion is controlled by the *Vertical expansion* property.

Vertical expansion

This property controls in which direction the figure expands when it expands automatically in the vertical direction, such as when you type more lines of text than will fit in the current height of the figure.

Horizontal center snaps to grid

Check this property to cause the figure's horizontal center to snap to the grid when you create it or move it, provided snap is enabled. You will generally want to set this property for figures that are connected to other figures as it will aid in keeping them aligned horizontally.

Vertical center snaps to grid

Check this property to cause the figure's vertical center to snap to the grid when you create it or move it, provided snap is enabled. You will generally want to set this property for figures that are connected to other figures as it will aid in keeping them aligned vertically.

Width snaps to grid

When this property is checked and the snap grid is enabled, the figure's width remains an even multiple of the snap grid when you resize it.

NOTE: When the height and width snap to the grid, both sides are aligned with snap grid lines which are not necessarily the same as the visible grid lines. In effect, the total width or height is always a multiple of *twice* the snap spacing. For example, if the snap spacing is one quarter of an inch and a figure has the *Width snaps to grid* property, that figure width can be 1/2 in., 1 in., 1 1/2 in. and so on, but it cannot be 3/4 in.

Height snaps to grid

When this property is checked and the snap grid is enabled, the figure's height remains an even multiple of the snap grid when you resize the figure.

Left and right edges snap to grid

When this property is checked and the snap grid is enabled, the figure's left and right edges snap to the grid when you move, create, or resize the figure. But not if you move or resize it along with a group of selected objects, or if you create it with its default size without intentionally resizing it.

If the figure's width is not an even multiple of the snap grid and you drag the figure, it would obviously not be possible for both edges to be aligned to the grid without resizing the figure. In this case, either edge (the one that is closest) is aligned to the grid. And if the center is closest to the grid and *Horizontal center snaps to grid* is also enabled, the figure can snap there as well. If the figure's width is not an even multiple of the snap grid and you resize it by dragging a resize handle, only the edge that the

handle is on (the one you are dragging) aligns to the grid. To resize it so that both edges are aligned to the grid, resize it using both the left handle and the right handle.

This property and *Horizontal center snaps to grid* are mutually exclusive. Only one can be in effect. This property is most useful when *Center stationary when resizing horizontally* is disabled.

Top and bottom edges snap to grid

When this property is checked and the snap grid is enabled, the figure's top and bottom edges snap to the grid when you move, create, or resize it. But not if you move or resize it along with a group of selected objects, or if you create it with its default size without intentionally resizing it.

If the figure's height is not an even multiple of the snap grid and you drag the figure, it would obviously not be possible for both edges to be aligned to the grid without resizing the figure. In this case, either edge (the one that is closest) is aligned to the grid. And if the center is closest to the grid and *Vertical center snaps to grid* is also enabled, the figure can snap there as well. If the figure's height is not an even multiple of the snap grid and you resize it by dragging a resize handle, only the edge that the handle is on (the one you are dragging) aligns to the grid. To resize it so that both edges are aligned to the grid, resize it using both the top handle and the bottom handle.

This property and *Vertical center snaps to grid* are mutually exclusive. Only one can be in effect. This property is most useful when *Center stationary when resizing vertically* is disabled.

Center stationary when resizing horizontally

Check this property to cause the center of the figure to remain in the same place when you resize it horizontally by dragging the handles.

This property is useful when figures are lined up vertically one on top of the other and potentially connected by a single connector from the horizontal center of one figure to the horizontal center of another above or below it. With this property, the figure will remain aligned with the others if it is resized horizontally.

Center stationary when resizing vertically

Check this property to cause the center of the figure to remain in the same place when you resize it vertically by dragging the handles.

This property is useful when figures are lined up horizontally one alongside the other and potentially connected by a single connector from the vertical center of one figure to the vertical center of another to its right or left. With this property, the figure will remain aligned with the others if it is resized vertically.

Keep sized to text

When this property is checked, the figure is always sized to exactly fit the amount of text it contains. For example, if you edit text for a figure such that the figure has less

text than it had before, the figure will automatically resize itself to shrink down around the new text as soon as you complete editing the text.

This property is primarily useful for labels. Used with non-labels, it can cause confusion.

Preserve aspect ratio

When this property is checked, the figure retains its current aspect ratio (its height compared to its width) when you resize the figure by dragging the corner handles or when the figure expands due to typing text. You can still change the aspect ratio of the figure by dragging the side handles, setting the size directly in the General tab, or using the From Selected button. Note: aspect ratio is always locked regardless of the value of this flag if the figure has the automatic text scaling property (see below).

Automatic Text Scaling

When this property is checked, the figure text scales automatically when you resize the figure. Figures having this property always maintain a fixed aspect ratio (height vs. width) over-riding the Preserve Aspect Ratio property.

Do not print or export

When this property is checked, the object will not appear in print-outs or when the diagram is copied or exported. This property is useful for hiding objects that exist only for visual notation on the screen, and for implementing hyperlinks to other diagrams or documents.

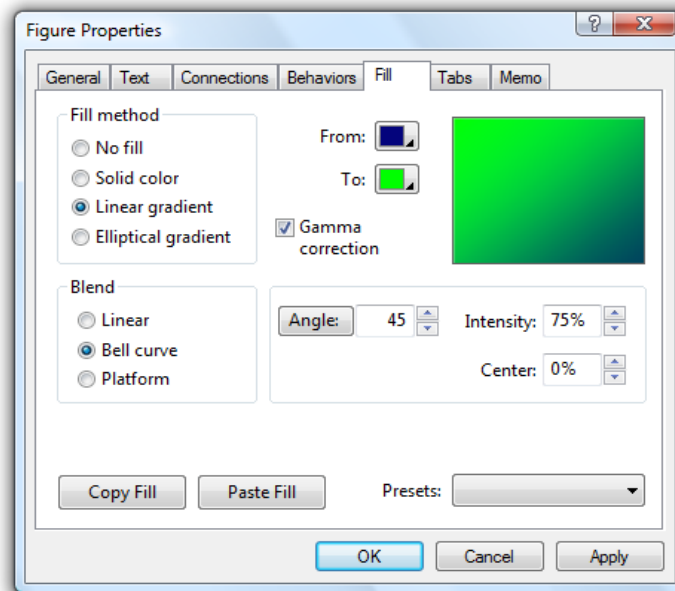
Active container - keep contained objects together

When this property is checked, the figure serves as a container object that automatically keeps objects contained within its bounds together as a unit. Moving the container results in moving along the contents. Copying the container copies the contents. Deleting the container deletes the contents, and so on. Note, if the container is filled, only objects on top of the container are kept together. If it has no fill, all objects above or below are kept together.

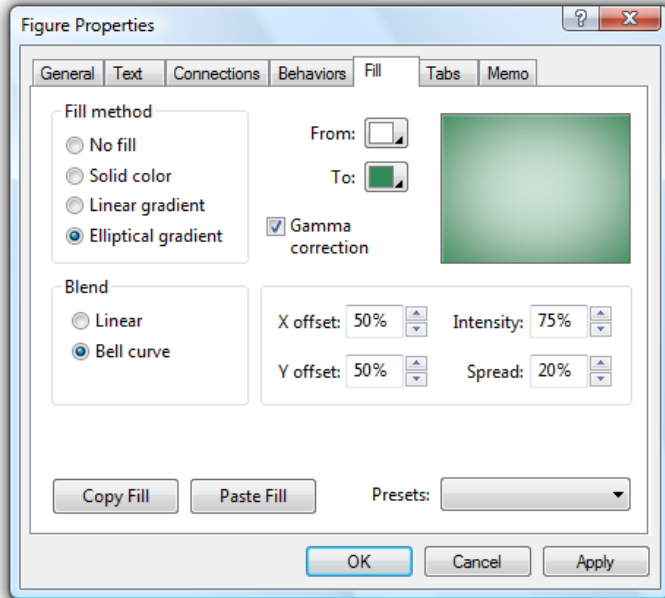
This property is usually set along with others for the purpose of creating a container, a special type of figure that identifies a subset of your diagram (see Active Containers - Keeping Objects Together on page 65).

Figure Properties: Fill

Use the Fill tab of the Figure Properties dialog box to view and edit the figure's fill properties. Linear gradient view:



Elliptical gradient view:



Fill method

Select the type of fill. The remainder of controls on this screen depend on which method is selected.

Color

A single color control is available when the fill method is 'Solid color'. Use this control to select the solid fill color.

From/To

The 'From' and 'To' color selection controls are available when the fill method is 'Linear gradient' or 'Elliptical gradient'. Use these controls to select the start and end colors that are blended across the gradient.

Blend

The 'Blend' control is available when a gradient fill method is selected. Use this control to choose how the 'From' color is blended into the 'To' color across the gradient. Linear blend means simply that the 'From' color is blended uniformly into the 'To' color. When 'Bell curve' is selected, the 'From' color blends into the 'From' color based on a normal distribution bell curve contributing to a natural 3D shading effect. When 'Platform' is selected, the gradient begins with the 'From' color, gradually blends to a color midway between 'To' and 'From', remains constant for a certain distance, and then blends to the 'To' color.

Angle

The 'Angle' control is available when the linear gradient fill method is selected. Use this control to select an angle for the blend. For cylindrical blends, angles of 180 or greater cause the swapping of the 'From' and 'To' colors.

Intensity

The 'Intensity' control is available when a gradient fill method is selected. Use this control to select how prominent the 'From' color appears in the blend. A value of 100 is most intense, while a value of zero makes the 'From' color undetectable. Intensity is most useful when used with a white or black 'From' color in order to achieve a gradient between two shades of the same color but without having to actually choose two shades of the color separately.

Center

The 'Center' control is available only with the linear gradient fill method. Use this control to position the midpoint of the gradient from 0 to 100. If the 'Blend' is set to 'Platform' this control affects the size of center rather than the position.

X Offset, Y Offset

These controls are available only for the elliptical gradient fill method. Choose values from 0 to 100 to position the center of the elliptical gradient anywhere on the figure. An off-center elliptical gradient produces a 3D appearance.

Spread

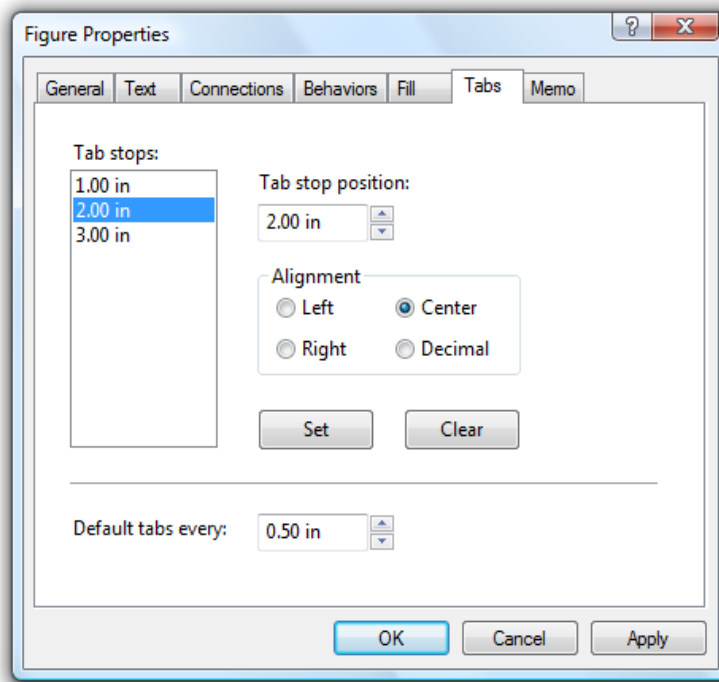
This control is available only for the elliptical gradient fill method. Choose a value from 0 to 100 to increase the size of the center region of the gradient.

Presets

Choose a preset fill as a shorthand for popular combinations of the above options. Presets combine all of the fill properties except for the 'To' color which is independently controllable.

Figure Properties: Tabs

Use the Tabs tab of the Figure Properties dialog box to view and edit the figure's tab stops.



Tab stop position

This box shows the position of a single tab stop that you can edit or create. It can reflect a tab stop highlighted in the tab stop list, or it can reflect a new tab to be added to the list.

Alignment

Select how text is aligned at the tab stop. Note that decimal tab stops, align text on the decimal point character which may vary by locale.

Set

Click to add the tab stop defined by the tab stop position and the alignment controls to the tab stop list. If the tab stop position corresponds to a tab stop already in the list, that tab stop will be updated. Otherwise, the new tab stop will be added. To change the position of an existing tab stop, add a tab stop at the new position, then clear the old one.

Clear

Click to remove the highlighted tab stop from the tab stop list.

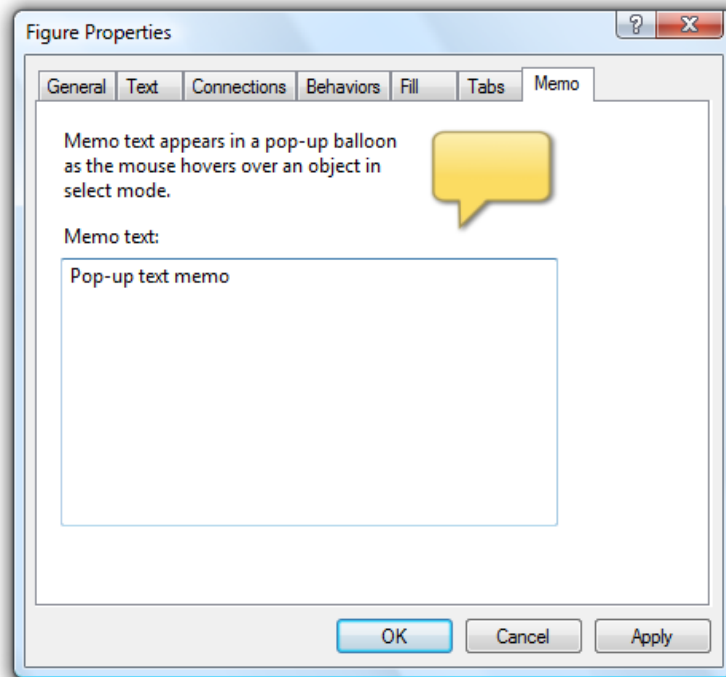
Default tabs every

In addition to individual tab stops defined in the tab stop list, you can define a default tab stop interval, or set this field to zero for none. Tab stops occur at every interval of this distance from the left margin, beyond any individually defined tab stops.

NOTE: Note that a figure must have simple left text justification in order for tabs to be expanded and tab stops to be in effect.

Figure Properties: Memo

Use the Memo tab of the Figure Properties dialog box to view and edit the figure's memo text. Memo text contains any information you would like to attach to the figure. It is displayed in a text balloon (tooltip) when you hover the mouse over the figure while in select mode.



Memo Text

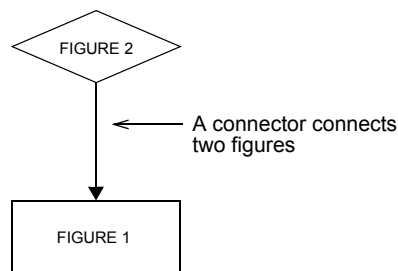
Enter the memo text. It can contain line breaks, but not formatting such as bold, underlines, italics, or different fonts or type sizes.

CHAPTER

7

CONNECTORS

Connectors identify relationships between figures. A typical connector is a line between two figures. Each end of a connector can have a symbol or geometric shape (commonly an arrowhead). A connector can have multiple straight segments that bend and turn corners, and each segment can have an attached label. Connectors can be straight, curved, smoothed, arced, or they can have rounded corners. They can be solid lines, or broken lines of a number of possible patterns and thicknesses.



A connector has a number of attributes or *properties*. Like figures, connectors have stylistic properties such as color and thickness. The initial properties of a connector come from the connector style used to create it.

About connectors...

- A single figure may have any number of connectors to other figures.
- Connectors remain attached to the figures they connect, even when those figures move.
- A connector need not be connected to a figure at either end.

This chapter covers the properties, behaviors, and features that are unique to connectors. There are also many operations not covered in this chapter that can affect connectors as well as other types of objects (see CHAPTER 3: General Editing, page 27).

Choosing an Attach Method

The attach method controls how connectors connect to figures when you click on the figure in connect mode. Select an attach method from the **Connectors** menu. The attach method applies only when you are creating a connector. Once it is created, changing the method does not affect whether it remains attached or where it attaches. The following attach methods are available:

Freeform (no attach)

With this attach method objects are ignored. The connector begins where you first click the mouse and terminates where you double-click, not becoming attached at either end. This method is helpful for free drawing such as adding an arrow pointing from one part of a diagram to another rather than from one figure to another. You will want to set this attach mode only when you are doing a lot of freeform connections. Normally, you can use the CTRL key to temporarily switch to freeform.

Centers

With this attach method, connectors attach to the centers of figures. The connector extends from the center of the first figure that you click on, to the center of the second figure you click on. Even though the connectors are attached to the center, they still terminate at the border of the figure for drawing purposes. When using this attach method, SHIFT key temporarily switches to the *Click Point* method described below, and the CTRL key temporarily switches to freeform.

Click Point

With this attach method, connectors attach to figures at the point where you click. A temporary connection point appears where you click. (However, “Use Connection Points” does not need to be enabled.) When clicking on a figure to initiate or terminate a connector, a form of *snap gravity* is used to snap to the center, the horizontal and vertical axes, and the edges. If the snap grid is enabled, click points can only occur on the grid or at a gravity point. When using this attach method, the SHIFT key temporarily switches to the *Centers* attach method described above.

Use Connection Points

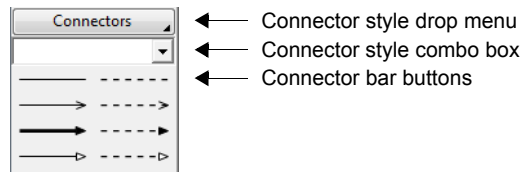
This option affects how connectors attach to figures independent of the attach method. Figures can have connection points either in their original definition or ones that you add. When this option is enabled, connection points are visible and enabled with any of the attach methods other than freeform (which doesn't attach anything).

NOTE: For most diagramming, Centers attach mode combined with occasional use of CTRL and SHIFT is the most useful.

Creating Connectors

The most common way to add a connector to your diagram is to choose a connector style that represents the shape and initial properties of the connector object you are creating. This moves you into *connect mode* where you attach the connector to figures in your diagram.

There are several methods for choosing a connector style. All are located in the Connectors area of the style bar. The Connectors style bar area contains three types of controls, all of which select a connector style in a different way.



To choose a connector style and initiate connect mode

Perform one of the following:

1. Click on the button in the style bar that represents the connector. If the style you want does not have a button, use one of the following methods instead.

or

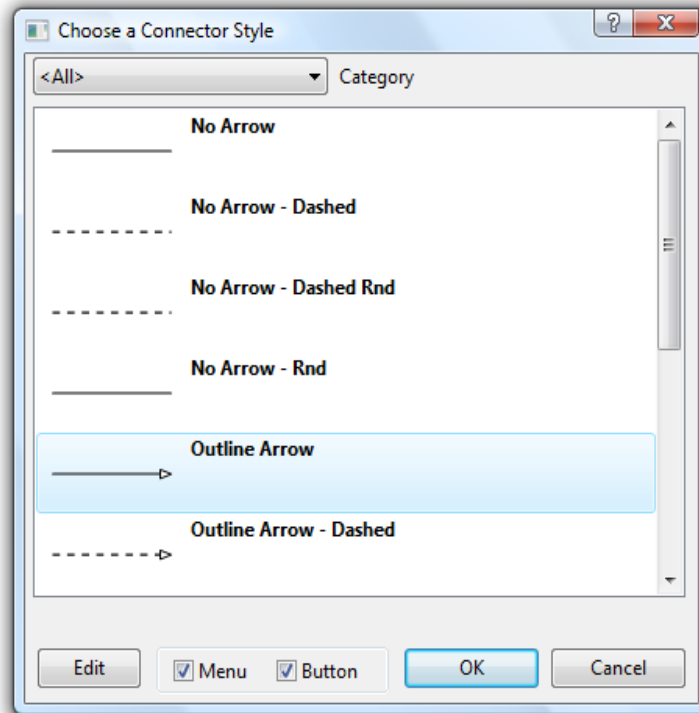
2. Press and hold the Connectors button in the style bar to activate the connector style drop menu. Move to the representation of the style, and release the mouse button. Not all styles are displayed in this menu so you may have to choose the three dots to see all of them (see the next section).

or

3. Choose the connector style by name from the combo box directly below the Connectors button. The combo box always contains all styles defined in the diagram.

Method 4: Choosing a connector style from the complete list of styles

To view all connector styles with names, pictures, and descriptions *and* to choose which styles appear on buttons and in drop menus, select the ellipsis (three dots) from the Connectors drop menu to open the Choose a Connector Style dialog box.



To choose a connector style

Scroll to preview all of the available styles and click on the style to select it. Then press OK or double-click on the style.

Category

Use this combo box to show all styles or only styles of a certain category.

Edit

While you're here you may want to add, change, or delete styles from your diagram. This button just provides a convenient shortcut to the Styles dialog box. Also available by right-clicking any style in the list.

Menu


Check or uncheck this button for each style to control whether the drop menu contains a representation of the particular style. Also available by right-clicking any style in the list.

Button

Check or uncheck this button for each style to control whether the style is represented by a button in the style bar. Reserve buttons only for your most common styles. Also available by right-clicking any style in the list.


NOTE: Notice that this screen is resizable. If it is too narrow and cannot include the Edit, Button, and Menu controls, they remain available by right-clicking on a style.

Once you have selected the connector style to create...

The connect cursor  indicates you are in connect mode.


Though will be normally skip ahead to the step below, this is a point where you may choose to deviate from the connector style you chose. In connect mode (after selecting the connector style) you can use the property bar to change properties of the connectors that you are about to create. For example, you may want this particular connector to be red. You can select red as the connector color using the connector color property bar button. The connector that you next create will be red. Changes at this point do not affect the style definition, only the properties of the new connectors.

 To connect two figures with a connector

1. Enter connect mode by choosing a connector style from the style bar.
2. Move the connect cursor over a figure. The cursor changes from white arrow to black  indicating that you are about to connect to a figure.
3. Press the mouse button. You can either release the mouse button immediately or keep it pressed until step five.
4. Move the mouse until it is over the second figure. The cursor color (white or black) indicates whether you are over the second figure.
5. Click the mouse button again (or release it for the first time). A connector of the style you chose now connects the two figures.

NOTE: To create only orthogonal connectors composed of lines that are all vertical or horizontal only, hold down the ALT key while creating the connections.

☞ To create an unattached connector

1. While in connect mode, move the mouse cursor to a position NOT over a figure. (If you select Freeform attach mode, it doesn't matter whether you are over a figure or not.) The white connect cursor  indicates that you are not over a figure.
2. Press the mouse button. You can either release the mouse button immediately or keep it pressed until step four.
3. Move the mouse to the point at which you want the other end to terminate (not over a figure, or holding the CTRL key).
4. Double click the mouse to force the end of the connector.

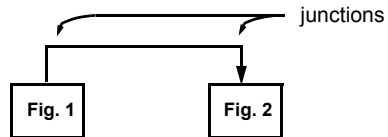
When you are creating a connector, you also have the option of attaching either end of the connector to the middle of a previously existing connector.

☞ To connect to another connector

Create the connector as described above but click either end on an existing connector. The previous connector is split in two and a junction is created with the new connector.

Segmented Connectors and Junctions

A connector can be more than a simple straight line. It can have multiple straight *segments* that meet at *junctions* where the connector can turn and bend along its path.



A connector with three segments and two junctions.

☞ To create a multi-segment connector

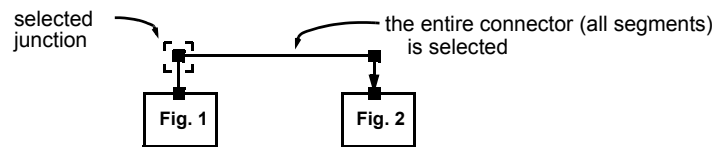
Create a connector by any of the methods described in the previous section. Instead of clicking the end in a figure or connector, click it where it is not above another object (do not double click or the connector will terminate.) A junction appears and a new segment of the connector forms. Add up to fifty segments this way. Finally, click on a figure or double click while not on a figure to terminate the connector.

NOTE: Arced connectors are special because they are normally composed of a single segment with a control point that defines the path of the arc. When creating an arc, you can click to position the control point as if you were defining a junction of a segmented connectors. However, the control point that you define in this manner is not actually a junction and you cannot click multiple times to add more control points. If necessary you can manually create arced connectors with more than one segment, but to do so you need to first create different type of segmented connector (such as straight), then change it to arced and adjust each segment manually.

To select a multi-segment connector

Select a multi-segment connector just like any other object (see *Selecting and Deselecting Objects* on page 27). If you select any segment of a connector or any junction of a connector, the entire connector (all segments) becomes selected. However, all junctions do not necessarily become selected.

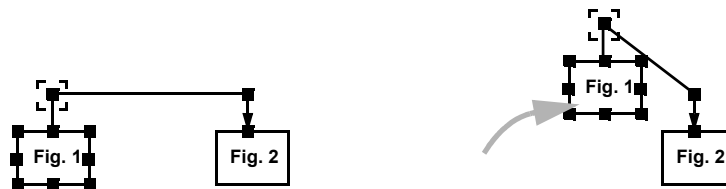
The following diagram shows a multi-segment connector that has been selected by clicking on the left-most junction. Notice that the entire connector is selected. Also notice that the left junction is selected but not the one on the right. Selected junctions are indicated by four corners of a small red box.



A connector that has been selected by clicking on the left junction.

If we were to choose **Cut** or **Delete** after selecting the above connector as shown, the entire connector above would be deleted including all segments and all junctions (not only those that are selected).

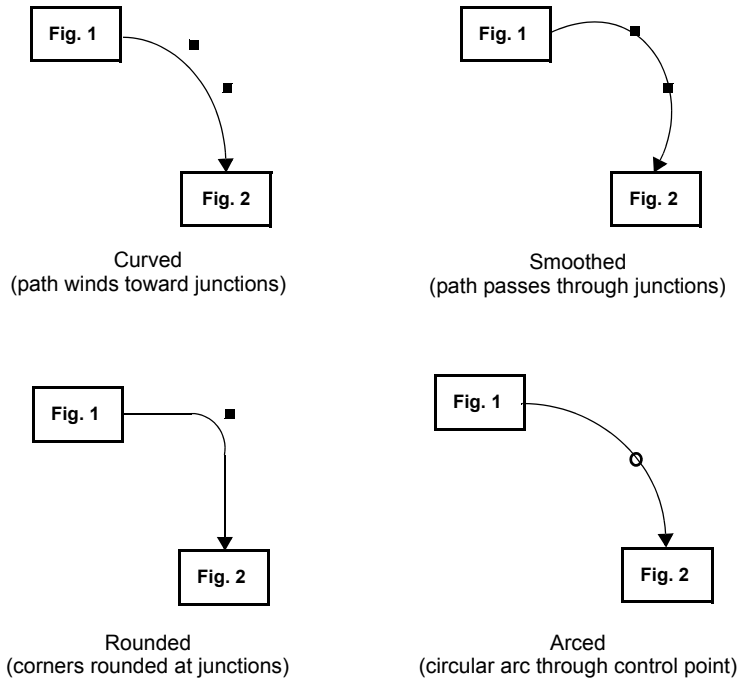
You can always re-arrange the connector by dragging any of its handles. If however, you drag a selected junction, all selected junctions and figures move together. The following diagram shows what happens when you select the left junction and the left figure then drag either.



The effect of dragging a selected junction plus a selected figure

Curved Connectors

The previous section described how you can create connectors that have multiple straight segments that can be created to wind around a diagram from one figure to another. Multiple-segment connectors can also be curved. Curved connectors can be of three types: simple curved, smoothed, rounded, or arced. Each is illustrated below:



Arcs are special because they typically have only a single segment and they are defined by a control point drawn as an open circle rather than by a series of junctions. All other curved connectors require at least one junction. If no junctions are included to define the path of a curve, the path reduces to a straight line. The different kinds of curved connectors and their relation to the junction points are described below.

Curved

Curved connectors are simply connectors that follow a curve starting at one end and always curving toward the next junction point but not passing through it. The curve is similar to a bezier curve or a b-spline, but it is actually much simplified in a way that the relation to the curve's path is intuitive from the position of the intermediate junction points.

Smoothed

Smoothed connectors get the name from the fact that the path of the curve is actually a *smoothing* operation performed on the polyline defined by the intermediate junction points. Therefore the resulting path of a smoothed connector is a line that curves smoothly through each of its junction points on the way to the next. A smoothed curve is the most intuitive way to define the path of a curved line from a small number of intermediate points.

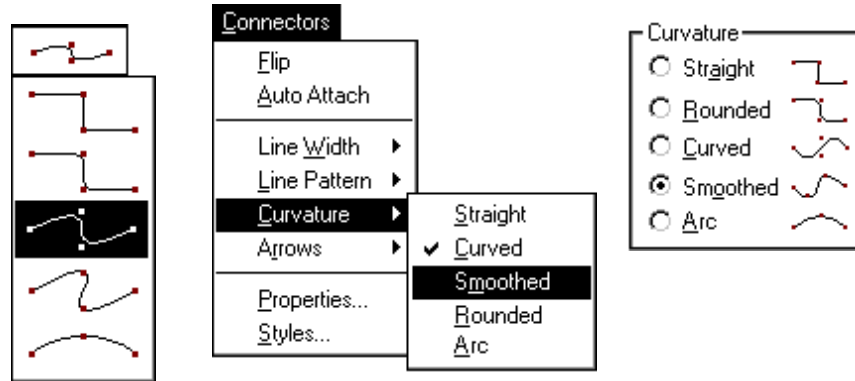
Rounded

A rounded connector is simply one in which the corners created by the intermediate junction points form rounded *s* from one line segment or the next. The radius of the *s* is a property of the diagram and can be set differently for each diagram through the Diagram Properties dialog box.

Arc

An arc connector follows a circular arc through a control point from one endpoint to another. Unlike for all other curved connectors, the control point is not a junction.

There are several ways to create a curved connector of any of the types described above.



To create a curved connector

1. Use an existing path style that has the desired curvature characteristic to create a connector with at least one junction point (vertex). This presumes that you have already created a curved connector style or are using a template that contains such a style. In the case of an arc, click to define the control point just as you would to define the first junction of a connector of another type.

or

2. While in connect mode to create a connector, use the menu or the toolbar button to alter the curvature of the connector that you are in the process of creating.

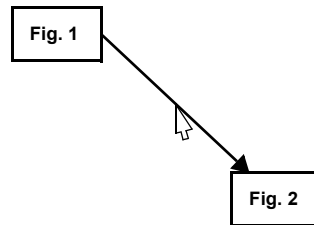
or

3. Select the connector and use the menu, the toolbar drop menu, or the Connector Properties dialog box to change the curvature.

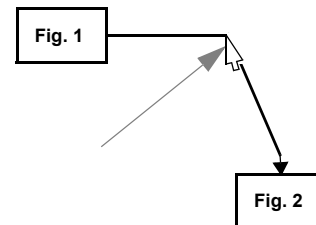
Splitting Connectors

You can *split* a single-segment connector into a multi-segment connector and create a junction in the process.

To split a connector (method one)



Before splitting the connector



After splitting the connector and dragging

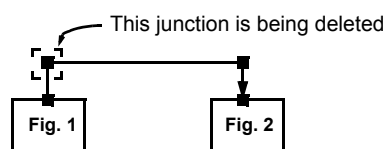
1. While pressing and holding the ALT key, move the mouse over the connector at the point you want it split.
2. While still holding the ALT key, press the mouse button. A new junction appears where the mouse points. Before releasing the mouse button you can move the new junction.
3. Release the mouse button.

To split a connector (method two)

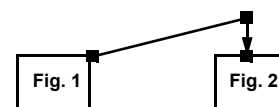
1. You can also split a connector (create a new junction) by right-clicking on the connector at the position where you want the split to occur and choosing the **Add Junction Here** command from the menu.
2. Reposition the junction as needed.

Deleting Connector Junctions

In addition to splitting connectors into multiple segments, you can also rejoin segments of a connector by deleting junctions. The following diagram shows how this is done.



Before deleting the selected junction



After deleting the junction

In the above example, if you were to delete both junctions, you would end up with a simple arrow connecting directly from figure one to figure two.

☞ **To remove a segment of a connector**

1. Right-click on a junction and choose the **Delete Junction** command from the right click menu.

OR


1. Select the junction that connects the two segments.
2. Choose **Delete Junctions** from the **Edit** menu.

When you delete a junction, two segments join to become one. Either or both of these segments could have an attached connector label. If just one of the segments has a connector label, the label moves to the final segment. If both original segments have attached connector labels, one moves to the final segment, the other is deleted.

Moving the Ends of Connectors

You can move either of the endpoints of a connector. If the endpoint is connected to a figure, you can detach it from the figure, or attach it to a different figure.

☞ **To move one end of a connector**

1. Select the connector. Red handles appear at both endpoints of the connector and at each junction if the connector has more than one segment.
2. Move the mouse cursor over one of the handles at the end of the connector. The resize cursor  appears.
3. Press the mouse button and hold it.
4. Move the end of the connector and release the mouse button.

A connector end can be separated from a junction of three or more connectors in this way by selecting only the one connector and dragging its endpoint. However, a connector segment cannot be divided at a junction of only two. In that case it not possible to select only one of the two - they are treated as one continuous connector. To divide or cut a connector anywhere along its length (see [Snipping Connectors](#) on page 99).

When dragging a connector endpoint, you can drop it anywhere you like. If you drop it onto another object indicated by a small plus sign in the mouse cursor, it will attach to that object. As when creating a new connector, when you drop it onto another connector, it will attach at a new junction. If you drop it onto the endpoint of another connector, the two will combine into one.

Snipping Connectors

You can snip a connector in two at any point along its length with the **Snip Connector** feature. Snipping a connector is like cutting a string with a scissors. Each half of the connector can then be moved independently.

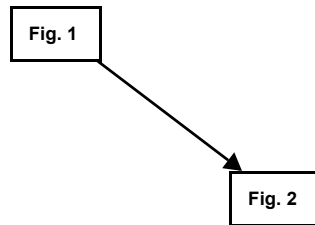
To snip a connector

1. Right click on the connector at any point along its length, even at a junction of two segments.
2. Select **Snip Connectors** from the right click menu.

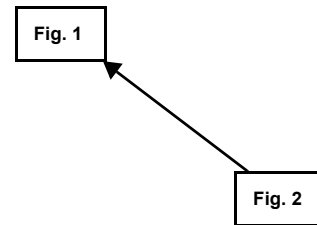
You can reverse this operation with **Undo** or by simply dragging one of the new free endpoints back over the other.

Flipping Connectors

You can flip connectors so that the ends swap with one another. Flipping works for both simple connectors and multi-segment connectors.



Before flipping the connector



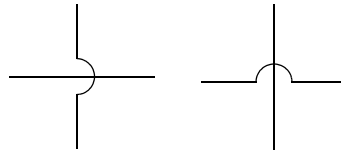
After flipping the connector

To flip one or more connectors

1. Select one or more connectors to flip.
2. Choose **Flip** from the **Connectors** menu.

Jogs

Jogs are small loops drawn when two connectors intersect visually but are otherwise unrelated. The jog helps to make it clear that the two connectors are independent and that one simply crosses the other without any kind of interaction.



Jogs on vertical and horizontal connectors

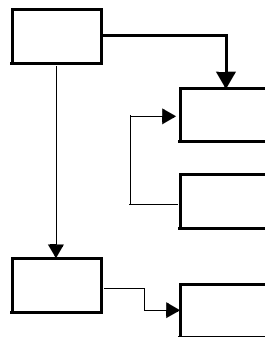
Jogs can be enabled and their size can be adjusted from the Connectors tab of the Diagram Properties dialog box.

Other notes about jogs:

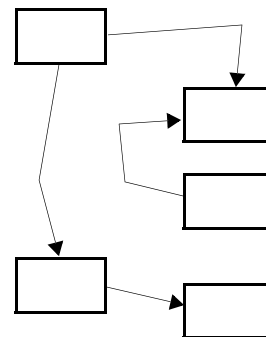
- The loop is always drawn on the top or right of the connector regardless of the direction of the connector.
- Jogs on one connector must be separated by enough distance to permit some spacing between each jog. If a connector overlaps multiple other connectors that are spaced too closely together, some jogs may be omitted.

Orthogonal Connectors

Orthogonal connectors contain only horizontal and vertical lines and right angles.



Orthogonal connectors



Non-orthogonal connectors

In some types of diagrams including flowcharts and org charts, orthogonal connectors are preferred and tend to appear much neater than non-orthogonal connectors. There are several features that help you create and maintain orthogonal connectors.

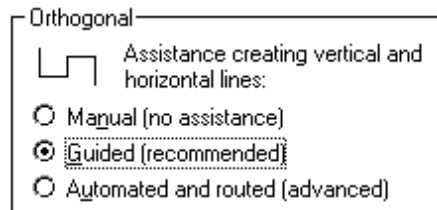
One way to assure orthogonal connectors is to make sure that all figures being connected are aligned properly, particularly so that their centers are directly in line. The figure alignment commands (see *Aligning Figures* on page 57) can help you align existing figures in this way.

The snap grid is another tool that is useful for keeping figures aligned. When you have a snap grid enabled and you use figure properties that keep the figure center aligned to the grid when moved or resized, it is relatively easy to keep your connectors orthogonal.

However, in any diagram, not all figures that you connect can be aligned and not all connectors are simply a straight line connecting two figures. Therefore, some additional connector properties are also required to help create and maintain orthogonal connections.

One aid is to hold down the ALT key while creating connections. Doing so will force all of the lines you create to be orthogonal when they are created.

There is also a related connector property. The orthogonal property of a connector has three possible conditions, *manual*, *guided*, and *automated*. This property can be viewed and modified from the General tab in the Connector Properties and Connector Styles dialog boxes.



Manual

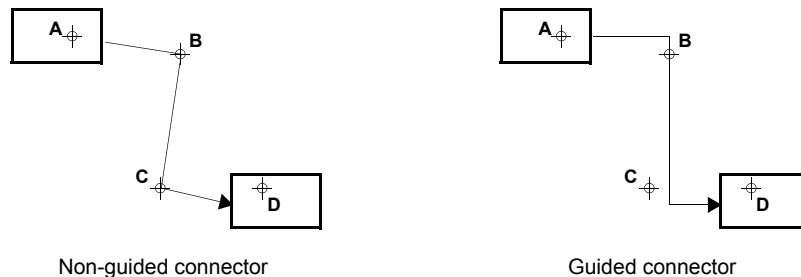
The manual option simply means that no assistance is provided by the connector properties to keep the connector orthogonal. Other than the effects of the snap grid if it is enabled, the connector will go exactly where you click. This is useful when orthogonal connectors are not important and when you want very precise control over the placement of connector junctions.

Guided

The guided option is the most generally useful. It helps you create orthogonal connectors when you want but does not limit you to only orthogonal connections. With

this option, the connectors *snap* to a straight angle when they are nearly straight. This behavior is independent of the snap grid. It works even if the snap grid is disabled and it overrides the snap grid if the snap grid is enabled.

Effect of the guided connector property when you connect two figures by clicking at A, B, C, and then D (no snap grid).



One stipulation with guided connectors is that the guiding only occurs when you are creating the connector. This is sufficient because there is a universal rule that favors straight connectors when you move a junction and the snap grid is enabled. Also notice that the guided property has no effect unless the connector point is nearly straight with regard to the previous point. Therefore it does not prevent you from creating a diagonal segment when you choose. This discretion is what makes this option ideal for most every connector.

Automated

The automated orthogonality property is the most extensive. With this property, you can create connectors that are always orthogonal and remain that way. To accomplish this result involves some advanced behaviors such as routing segments of connectors around interfering objects, and moving groups of objects when you move the connector. You should consider carefully whether you want this much help keeping your connectors orthogonal. To accomplish this degree of help in keeping connectors orthogonal, you must relinquish some control over routing and moving figures.

The remainder of this section provides some special instructions for using automated orthogonal connector.

Creating automated orthogonal connectors

The procedure for creating an automated orthogonal connector is very similar to the usual procedure for creating a connector. However, there are a few special

considerations that arise from the need to keep the connector segments straight and at right angles.

To create an automated orthogonal connector (automatic routing)

1. Choose a connector style in the usual way (see Choosing an Attach Method on page 88). We'll assume Auto Attach is checked.
2. After clicking on the figure from which the new connector will originate, move the cursor directly over the figure where the connector should terminate. This will cause the connector to automatically choose a route from the first connector to the second.
3. If you are happy with the route chosen in step two, click on the second figure and the connector will be created. Otherwise, proceed to the manual routing instructions below.

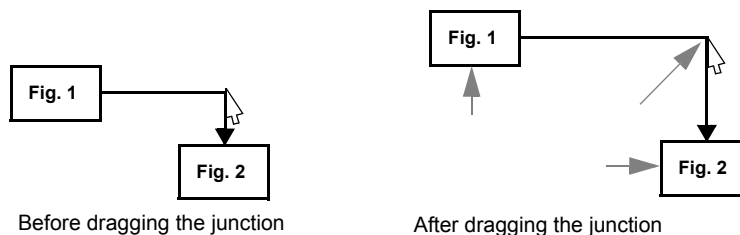
When a connector is automatically routed from one figure to another, it chooses a very simple path which conflicts with the fewest other objects. If you would prefer that the connector follow a different path, you can route it manually.

To create an orthogonal connector (manual routing)

1. Choose a connector style in the usual way (see Choosing an Attach Method on page 88).
2. Click on the figure from which the new connector will originate.
3. Click on the next point on the path that the connector will follow.
4. Repeat step three until you terminate the connector on the end figure. If you make a mistake, you can press ESC to cancel and start over.

Dragging figures attached by automated orthogonal connectors

Automated orthogonal connectors must always remain straight. This means that something special has to happen when you drag a figure connected to one end of a connector with this property. In order for the connector to remain straight, the attached figure(s) may also have to adjust. The following diagram illustrates how this works:



Re-routing automated orthogonal connectors

To re-route an automated orthogonal connector

1. Select the connector.
2. Move the cursor over the end of the connector where it attaches to a figure.
3. Press and hold the left mouse button.
4. Drag the end of the connector over a different figure.
5. Release the mouse button.

When re-routing an automated orthogonal connector, you have no choice but to use automatic routing. To re-route an orthogonal connector manually, delete the connector or recreate it. If the connector has labels, create the replacement connector first, then move the label(s).

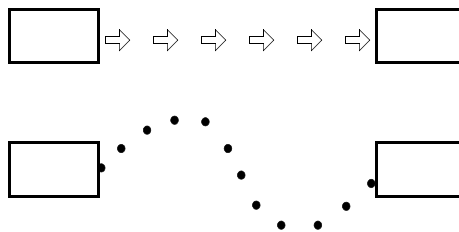
Notes

You cannot split an automated orthogonal connector.

You cannot delete junctions on an automated orthogonal connector unless deleting the junction will not affect the path of the connector.

Flow Symbols

Flow symbols are small shapes that are drawn along the path of a connector at a fixed spacing either in addition to a line or in place of a line. You can configure flow symbols through the Line tab in the Connector Properties and Connector Styles dialog boxes.



Examples of flow symbols on a connector.

Changing Connector Properties

Each connector has a set of properties that define how it looks and behaves. Most of the initial properties of a connector come from its original connector style. This section describes how to change the properties of an existing connector.

To view and modify the properties of a connector

1. Select the connector.
2. Choose **Properties** from the **Connectors** menu or from the right mouse button menu. (or double click on the connector.)

The Connector Properties dialog box will appear on the screen near the selected connector. This dialog box contains several different groupings of properties organized under *tabs* with an appropriate heading. To change to a different grouping of properties and their controls, press the corresponding tab. Controls located under each tab are described below.

Once you've set all of the properties of the connector that you want to change, press one of the following buttons:

Apply

Applies the property changes to the selected connector or connectors without exiting the dialog box.

OK

Applies the property changes to the selected connector or connectors and exits.

Cancel

Exits the dialog box and discards any changes you made since last pressing **Apply**. Once you apply changes, those changes remain in effect even if you press **Cancel**.

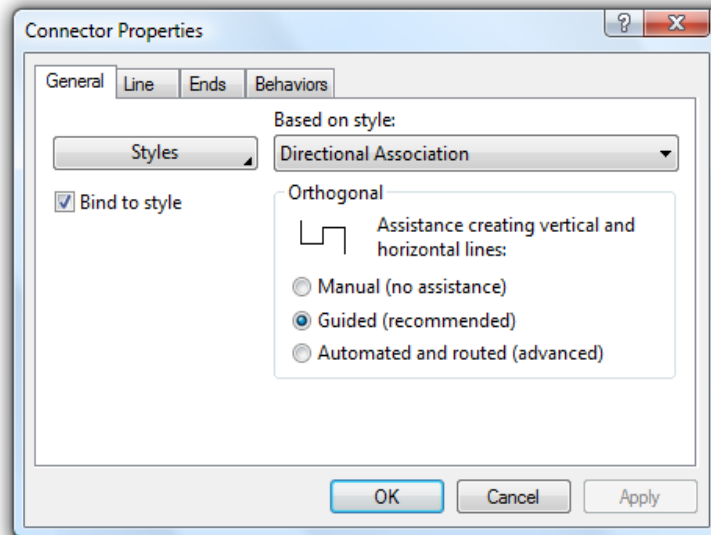
Changing properties for multiple connectors

You can change any number of different properties to a number of connectors at the same time. To do so, select the connectors and use the dialog box as usual. Only the properties you actually modify will be applied to the selected objects. For example, if you select five connectors that all have different colors and widths, and you edit their properties and change only the color not touching the width, all the figures will acquire the new color and retain their previous width.

NOTE: Several properties can also be changed by selecting the connector(s) and clicking on the buttons and controls on the property bar or the **Connectors** menu. These are simply shortcuts to the same changes in the connector properties dialog box.

Connector Properties: General

Use the General tab of the Connector Properties dialog box to view and edit the style that the connector is based on and some other general properties.



Based on style

To change the connector's style, choose a new style from the combo box or the style drop menu located to the left. This will change the appearance of the connector and it will inherit all the properties from the new style you choose.

Styles

This button is a drop menu for the same purpose as Based on style described above.

Bind to style

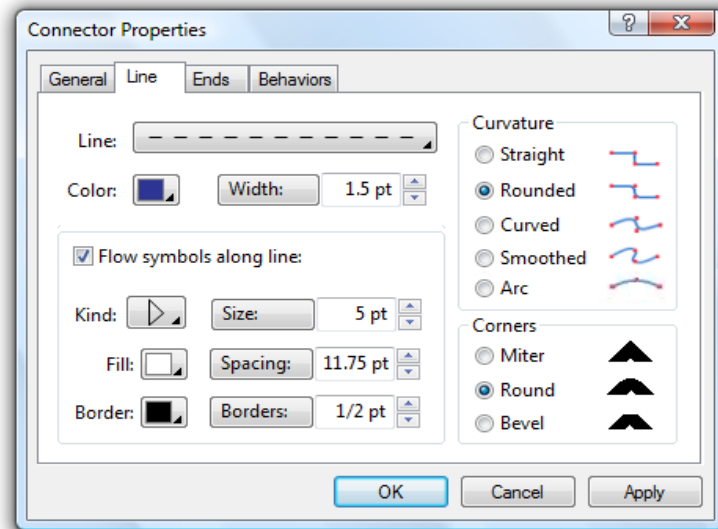
Check this box to choose whether or not a connector's properties are bound to the style. If a connector's properties are bound to its style, then anytime the style properties change, the connector gets the new properties automatically.

Orthogonal

This property can provide some assistance in creating and keeping connectors orthogonal (all lines vertical or horizontal). Guided provides adequate help for most cases. Automated is more extensive (see Orthogonal Connectors on page 100).

Connector Properties: Line

Use the Line tab of the Connector Properties dialog box to view and edit the appearance of the line that is drawn along the connector's path.



Line

A connector line can be one of many line styles such as solid, dashed, dotted, and so on. To change the connector's line style, choose a new line style from the drop menu.

Color

To change the color of the connector, choose a different color from the color selection drop menu.

Width

To change the line width of the connector, enter a width or use the up and down spin buttons. You can also choose a standard width by clicking on the drop menu.

Curvature

Select one of the curvature options for the connector. The path of the connector can be straight, curved, smoothed, rounded, or arced (see [Curved Connectors](#) on page 94).

Corners

Choose a corner style (also known as a line join style). These options apply to the way that thick straight connectors appear when two segments meet. Note that corners will appear rounded when imported into other documents.

Flow symbols along line

Check this box to enable flow symbols to be drawn along the path of the connector.

Kind

Choose the kind of flow symbol from the flow symbol drop menu.

***Fill color***

Choose a fill color for the flow symbols.

Border color

Choose a border color for the flow symbols.

Size

Choose the size for the flow symbols.

Spacing

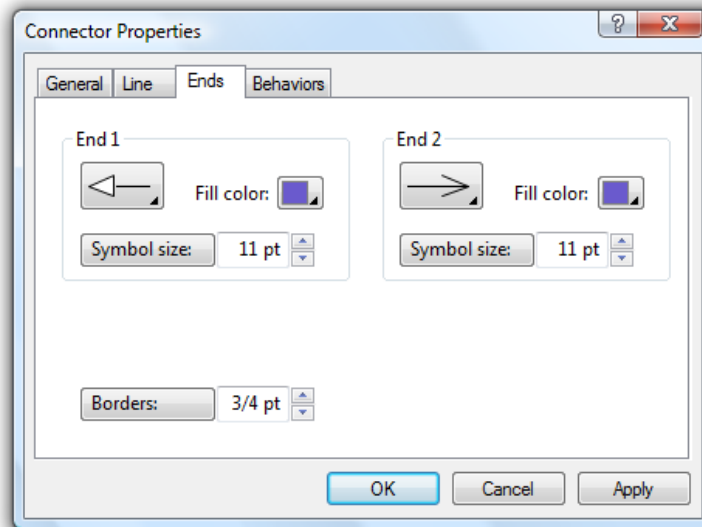
Choose the spacing interval between flow symbols.

Border width

Choose the line width of the borders of the flow symbols.

Connector Properties: Ends

Use the Ends tab of the Connector Properties dialog box to view and edit the appearance of the symbols that are drawn at the ends of the connector (such as arrowheads).

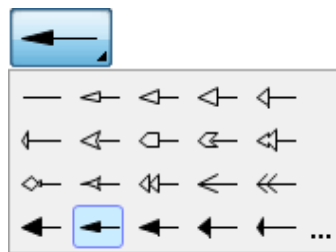


End 1

To change the originating end of the connector, choose a color, size, and end symbol.

Symbol

Select an end symbol shape from the end symbol drop menu.



The symbols above the line are always available. The symbols below the line (if any) are the non-built-in symbols used in this diagram. Click on the three dots on the lower right to choose from more symbols in the End Symbol Gallery.

Fill color

Choose a fill color for this end symbol.

Symbol size

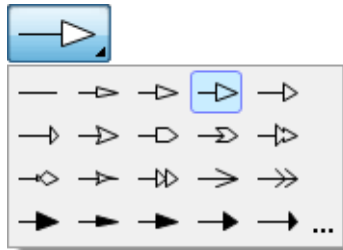
Choose a size for this end symbol.

End 2

To change the terminating end of the connector, choose a color, size, and end symbol.

Symbol

Select an end symbol shape from the end symbol drop menu.



The symbols above the line are always available. The symbols below the line (if any) are the non-built-in symbols used in this diagram. Click on the three dots on the lower right to choose from more symbols in the End Symbol Gallery.

Fill color

Choose a fill color for this end symbol.

Symbol size

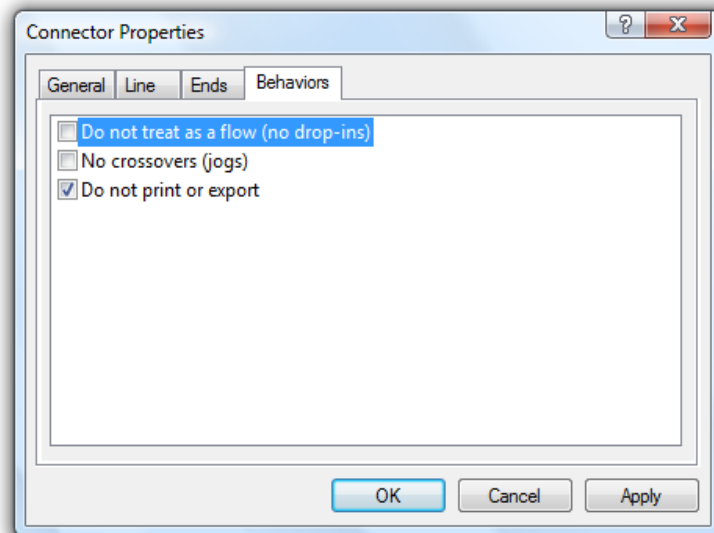
Choose a size for this end symbol.

Borders

To change the width of the borders around the connector ends, enter a border width or use the up and down spin buttons.

Connector Properties: Behaviors

Use the Behaviors tab of the Connector Properties dialog box to view and edit the properties that affect the way the connector behaves within your diagram.



Do not treat as a flow (no drop-ins)

When checked, “flow” properties will be disabled for this connector. For example, you will not be able to drop a new or existing figure into the flow of the connector, automatically connecting the figure in-line with the connector. This behavior only has meaning if the “Snap figures into flows” option is enabled in the Snap Labels section under Edit in the Tools Options screen. This property is useful when a connector is used as a simple line rather than for connecting figures.

No crossovers (jogs)

When checked, this connector will not use jogs when crossing over other connectors, nor will other connectors use jogs when crossing over this connector. This behavior only has meaning if jogs are enabled in the diagram properties (see Diagram Properties Paths). This property is useful when a connector is used as a simple line rather than for connecting figures.

Do not print or export

Self-explanatory.

CHAPTER 8

LABELS

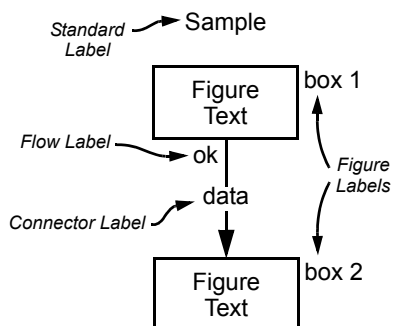
Labels are words, phrases, sentences, and paragraphs that you can position anywhere in your diagram. Use labels for titles, notes, descriptions, and to label elements of your diagram.

A label consists of text and a set of properties such as justification, font, and color. The initial properties of a label come from the label style you use to create it.

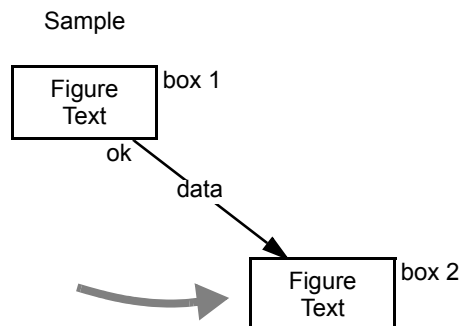
This chapter covers the properties, behaviors, and features that are unique to labels. There are also many operations not covered in this chapter that can affect labels as well as other types of objects (see CHAPTER 3: General Editing, page 27).

Types of Labels

There are several types of labels, each with different uses and properties. In addition to standard labels, there are a number of *specialty* labels that retain an attachment to various objects within a diagram.



A sample portion of a diagram showing different types of labels.



Label movements after the lower box is moved to the right. Notice that the standard label is unaffected and the specialty labels each move to remain near an associated object.

Standard Labels

A standard label is simply text added to a diagram that is not associated with any particular object in the diagram. Standard labels are useful for adding titles, headings, and explanations. They add meaning to the diagram or describe a portion of the diagram. Standard labels do not adjust to movements of any other parts of the diagram.

Connector Labels

A *connector label* labels a connector that connects (usually) one figure to another. A connector label is drawn either in-line within the connector, or laterally alongside the connector. As the connector is adjusted, the connector label moves along to remain within the connector.

Figure Labels

A *figure label* labels a particular figure and is attached to the figure. When the figure moves, all attached figure labels move with it and retain their positions relative to the figure. Figure labels are useful for adding notes or comments about a figure. They are also useful for figures that cannot contain internal figure text, such as *glyphs*, *icons*, or imported graphics.

Flow Labels

A *flow label* labels a *flow point*, the point at which a connector meets a figure. When either the figure or the attached connector moves in any way, the flow label adjusts its position to remain near the final location of the flow point. Flow labels are useful for labeling connector endpoints in class diagrams.

All label types are similar and can be manipulated in similar ways. But there are also some special properties and behaviors of each of the specialty labels. There are also some features to enable the most convenient usage of these labels in their intended ways.

The following section describes features common to labels of all types. It covers common methods for creating and destroying labels, editing their appearance and position, and changing their properties. Later sections describe features and characteristics unique to each type of label.

Working with Labels

The following apply to ALL kinds of labels.

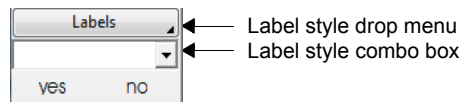
Creating Labels

Specialty labels can be created in other ways as well, but any kind of label can be created by entering text mode, clicking on the origin point in your diagram, and typing the label text, followed by ESC when done.

To create a label, you can use one several methods. Each provide different control over the appearance and style of the label. You can choose to create a label based on a defined style using the defined characteristics of that style, or you can create a label without any such affiliation.

To initiate creation of a label of a defined style

Choose a label style to provide the initial properties of the label, then use that style to create a label on the diagram. Locate the “Labels” section of the style bar:



Perform one of the following:

1. Press and hold the Labels button in the style bar to activate the label style drop menu. Move to the representation of the style, and release the mouse button. Not all styles are displayed in this menu so you may have to choose the three dots to see all of them (see below).



or

2. Choose the label style by name from the label style combo box.

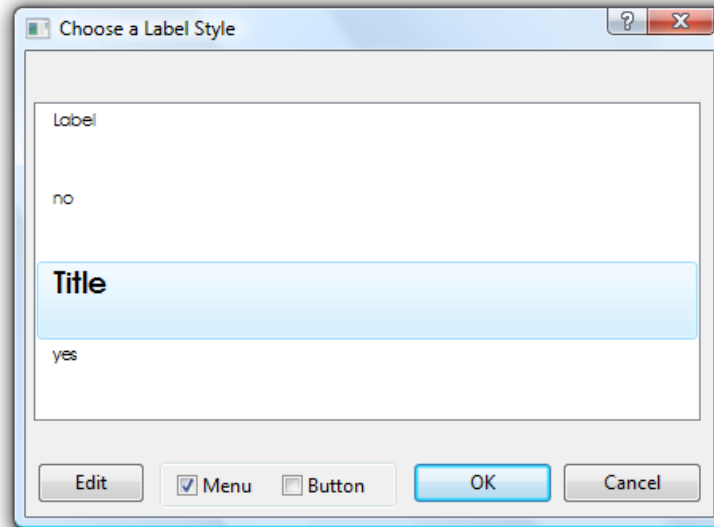
or

3. If the label has a style bar button, click that button.

Choosing a label style from the complete list of styles

Another method is available to select a label style. This method contains all of the styles with complete names, pictures, and descriptions *and* lets you choose which styles appear on buttons and in drop menus.

Select the ellipsis (three dots) from the Labels drop menu to open the Choose a Label Style dialog box.



To choose a label style

1. Scroll to preview all of the available styles.
2. Click on the style to select it.
3. Press OK. Alternately, double-click on the style.

Edit

While you're here you may want to add, change, or delete styles from your diagram. This button just provides a convenient shortcut to the Styles dialog box. Also available by right-clicking any style in the list.

Menu

Check or uncheck this button for each style to control whether the drop menu contains a representation of the particular style. Also available by right-clicking any style in the list.

Button

Check or uncheck this button for each style to control whether the style is represented by a button in the style bar. Reserve buttons only for your most common styles. Also available by right-clicking any style in the list.

NOTE: Notice that this screen is resizable. If it is too narrow and cannot include the Edit, Button, and Menu controls, they remain available by right-clicking on a style.


To initiate creation of a label without a defined style

There is no requirement that you go through the steps described above (choosing a label style) just to create a simple text label. If you don't care to use a defined style for the label, just click on the text mode button.




Clicking the text mode button places you in text mode without selecting any particular label style. The font properties and text color will reflect the last properties you used in text mode.

Once you have entered text mode

Now that you are in text mode, the text mode button will appear depressed and the cursor will appear as a caret .

In text mode you can use the property bar to change properties of the label that will be created such as the color, font, text size, and justification. If you started by selecting a label style, any such change will cancel the label style.

To create a label

1. Use the mouse to position the new label. The text cursor  points to the position where the bottom left corner of the label will be located (for a left-justified label).
2. Click the mouse button.
3. Type the label text.
4. When you are done adding or changing the text, you can either press ESC to save your changes and remain in text mode, press the right mouse button to save your changes and return to select mode, or simply click on the diagram to create another label.

To create a label (automatic method)

1. From text mode or select mode or seltext mode...
2. Point the mouse at the location where you want to place the label.
3. Start typing text on the keyboard. A label is created automatically containing the text you type.

Deleting Labels

Deleting labels is similar to deleting figures or any other object in your diagram.

To delete a label (standard method)

1. Select the label.
2. Choose **Delete** from the **Edit** menu, or press the DEL key.

To delete a label (automatic method)

1. Edit the text in the label, and delete all the text.
2. Labels that contain no text are deleted automatically.

Moving Labels

Moving labels is just like moving any other objects in your diagram. However, special considerations occur for specialty labels. See the later sections of this chapter regarding each of the specialty label types.

Changing Label Properties

Each label has a set of properties that define how it looks, what text it contains, how it behaves, and more. Most of the initial properties of a label come from its original label style. This section describes how to change the label properties of an existing label.

To view and modify the properties of a label

1. Select the label.
2. Choose **Properties** from the **Labels** menu or from the right mouse button menu.

or

1. Double click on the label. Note, double clicking on a label will edit the label properties only if you have chosen *Display/edit properties* in the 'Edit' options within the Tools Options screen.

The Label Properties dialog box will appear on the screen near the selected label. This dialog box contains several different groupings of properties organized under *tabs* with an appropriate heading. To change to a different grouping of properties and their controls, press the corresponding tab. Controls located under each tab are described below.

Once you've set all of the properties of the label that you want to change, press one of the following buttons:

Apply

Applies the property changes to the selected labels without exiting the dialog box.

OK

Applies the property changes to the selected label or labels and exits the dialog box.

Cancel

Exits the dialog box and discards any changes you made since last pressing the Apply button. Once you apply changes, those changes remain in effect even if you press Cancel.

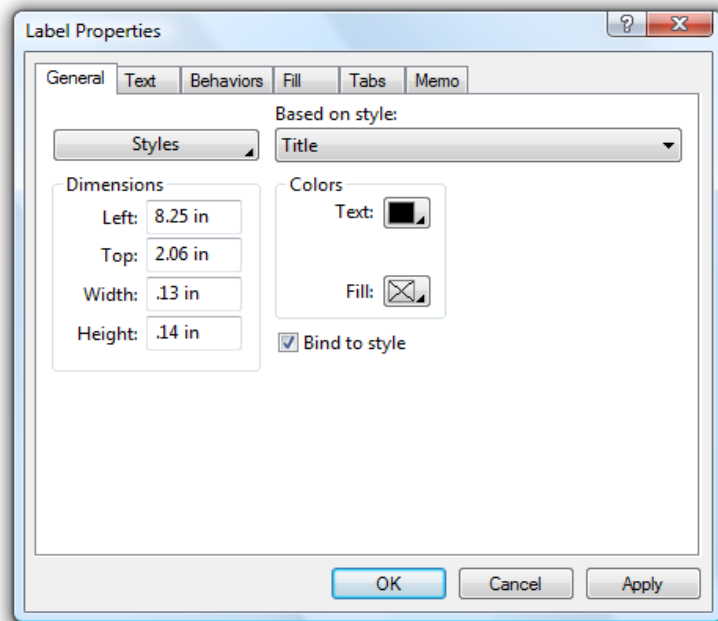
Changing properties for multiple labels

You can use the Label Properties dialog box to change a property, or any number of different properties, to a number of labels at the same time. To do so, select the labels and use the Label Properties dialog box as usual. Only the properties you actually modify will be applied to the selected objects. For example, if you select five labels that all have different heights and widths, and you edit their properties and change only the Width field not touching the Height field, all five labels will acquire the new width and retain their previous height.

NOTE: Several label properties can also be changed simply by selecting the label(s) and clicking on the buttons and controls on the property bar. These are simply shortcuts to the same changes in the label properties dialog box.

Label Properties: General

Use the General tab of the Label Properties dialog box to view and edit the basic properties of the selected label such as its location, size, appearance, and color.



Based on style

To change the label's style, choose a new style from the combo box or the Styles drop menu located to the left. This will change the appearance of the label and it will inherit all the properties from the new style you choose.

Styles

This is a drop menu for choosing a style for the same purpose as Based on style.

Left

To change the position of the label, enter a new location for the left-most edge. The value is the distance from the origin point on the ruler bar (0,0) or equivalently from the left edge of the page (positive measurements are to the right).

Top

To change the position of the label, enter a new location for the top-most edge. The value is the distance from the origin point on the ruler bar (0,0) or equivalently from the top edge of the page (positive measurements are downward).

Width

To change the width of the label, enter a new width here.

Height

To change the height of the label, enter a new height here.

Text color

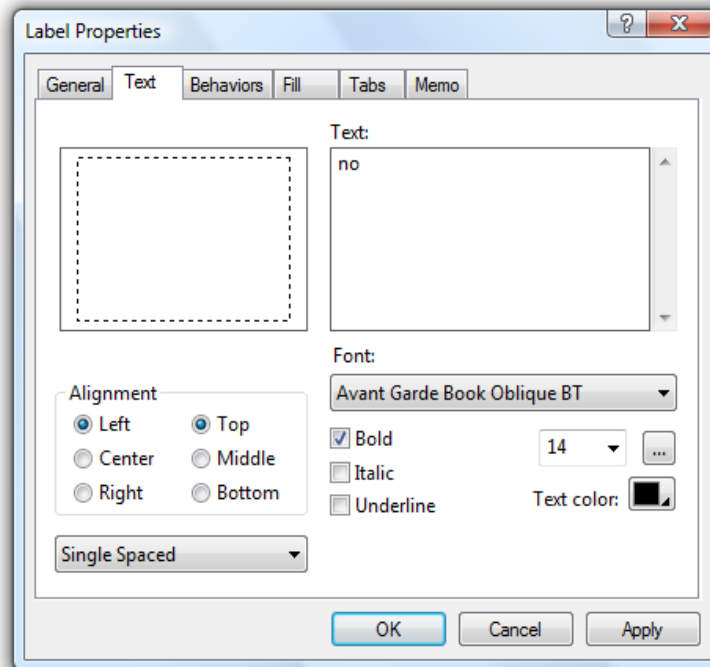
To change the color of the label's text, choose a different color from the color selection drop menu. Use of this drop menu is described elsewhere (see page 39). If you select a color that cannot be drawn solid, Windows draws the text in the nearest solid color.

Bind to style

Check this box to choose whether or not a label's properties are bound to the style. If a label's properties are bound to its style, then anytime the style properties change, the label gets the new properties automatically.

Label Properties: Text

Use the Text tab of the Label Properties dialog box to view and edit the label's text and the properties of the label that affect the display and format of the text.



Text

The text control to the right of the model displays the text that is contained in the label in the selected text region. The text here can be edited using the usual Windows edit box controls including copy and paste. Notice that text in this box just shows the words. It does not reflect the font, text size, boldness, or alignment as it would in the label itself. Furthermore, if you edit the text here, you will lose all embedded font controls.

With rotated labels (those whose lettering is top-to-bottom or bottom-to-top instead of left-to-right), you will not be able to edit the text directly on screen. Therefore, this will be the primary way to edit the text. Because doing so removes embedded font controls, for example a single word within the label that is bold or underlined, it is less convenient to have rotated text with mixed font attributes. However, it can still be done. Just rotate the label back to normal (left-to-right), edit the text attributes on screen rather than with this edit box, and rotate the label back.

Alignment

Use the alignment controls to determine how the text is aligned horizontally (left, center, or right) and vertically (top, middle, or bottom).

Font

Choose the font family to display the font.

Bold, Italic, and Underline

Select common font attributes.

Size

Use the drop down box to select a point size for the font.

Text color

To change the color of the label's text, choose a different color from the color selection drop menu. Use of this drop menu is described elsewhere (see page 39). If you select a color that cannot be drawn solid, Windows draws the text in the nearest solid color.

Line Spacing (at lower left)

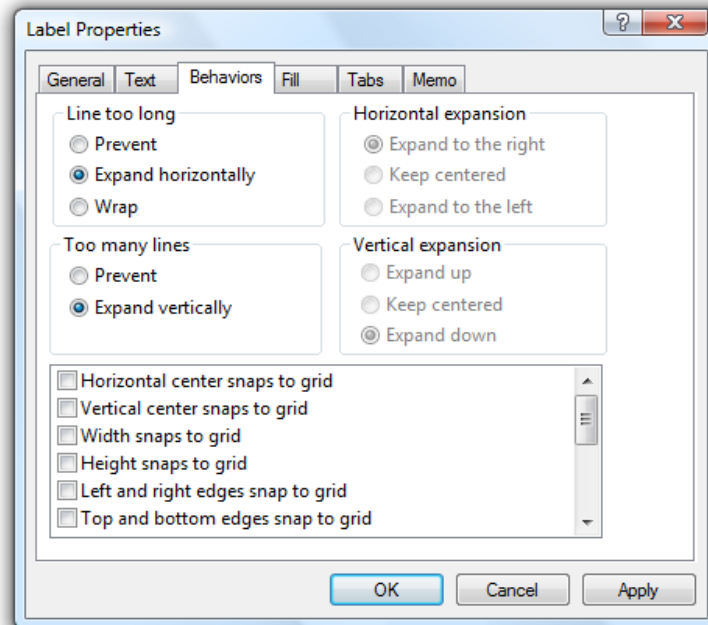
Select the spacing between lines of text. Single spaced is the default and most common option.

Ellipsis (...)

Use the button with the three dots to choose the font attributes using the standard Windows font selection dialog box.

Label Properties: Behaviors

Use the Behaviors tab of the Label Properties dialog box to view and edit the properties that affect the way the label behaves within your diagram.



Line too long

This property controls what happens when typed text becomes too wide for the label. If set to *Prevent*, additional characters are not allowed. If set to *Expand*, the label automatically grows wider as you continue typing. The direction of expansion is controlled by the *Horizontal expansion* property. If set to *Wrap*, the width of the label does not change and the text word-wraps automatically to the next line.

Horizontal expansion

This property controls in which direction the label expands when it expands automatically in the horizontal direction, such as when you type more text than will fit in the current width of the label.

Too many lines

This property controls what happens when typed text exceeds the number of lines that fit in a label of this style. If set to *Prevent*, additional lines are not allowed. If set to *Expand*, the label automatically grows taller as you add lines. The direction of expansion is controlled by the *Vertical expansion* property.

Vertical expansion

This property controls in which direction the label expands when it expands automatically in the vertical direction, such as when you type more lines of text than will fit in the current height of the label.

Horizontal center snaps to grid

It is generally best to disable this property for labels.

Vertical center snaps to grid

It is generally best to disable this property for labels.

Width snaps to grid

It is generally best to disable this property for labels.

Height snaps to grid

It is generally best to disable this property for labels.

Left and right edges snap to grid

It is generally best to disable this property for labels.

Top and bottom edges snap to grid

It is generally best to disable this property for labels.

Center stationary when resizing horizontally

Check this property to cause the center of the label to remain in the same place when you resize it horizontally by dragging the handles.

Center stationary when resizing vertically

Check this property to cause the center of the label to remain in the same place when you resize it vertically by dragging the handles.

Keep sized to text

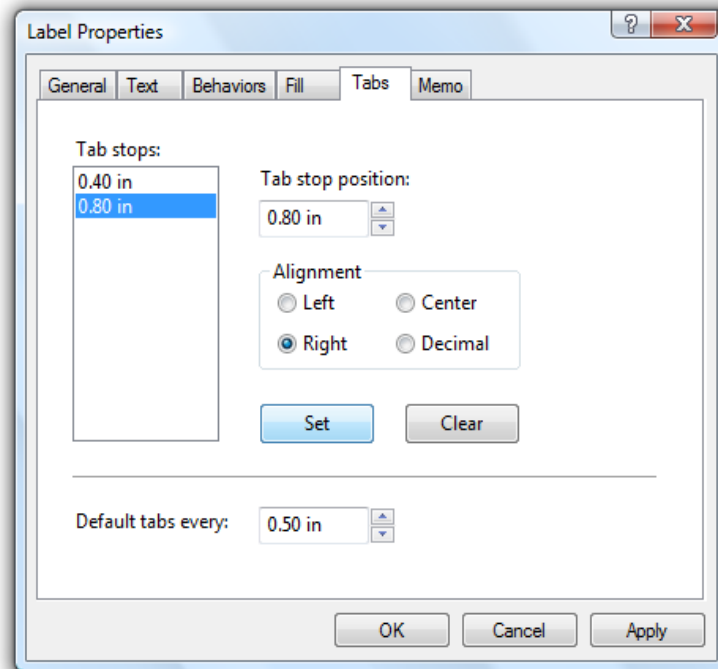
When this property is checked, the label is always sized to exactly fit the amount of text it contains. For example, if you edit text for a label such that the label has less text than it had before, the label will automatically resize itself to shrink down around the new text as soon as you complete editing the text. You will generally want to set this property for labels.

Automatic Text Scaling

When this property is checked, the label text scales automatically when you resize the label. Labels having this property always maintain a fixed aspect ratio (height vs. width).

Label Properties: Tabs

Use the Tabs tab of the Label Properties dialog box to view and edit the label's tab stops.



Tab stop position

This box shows the position of a single tab stop that you can edit or create. It can reflect a tab stop highlighted in the tab stop list, or it can reflect a new tab to be added to the list.

Alignment

Select how text is aligned at the tab stop. Note that decimal tab stops, align text on the decimal point character which may vary by locale.

Set

Click to add the tab stop defined by the tab stop position and the alignment controls to the tab stop list. If the tab stop position corresponds to a tab stop already in the list, that tab stop will be updated. Otherwise, the new tab stop will be added. To change the position of an existing tab stop, add a tab stop at the new position, then clear the old one.

Clear

Click to remove the highlighted tab stop from the tab stop list.

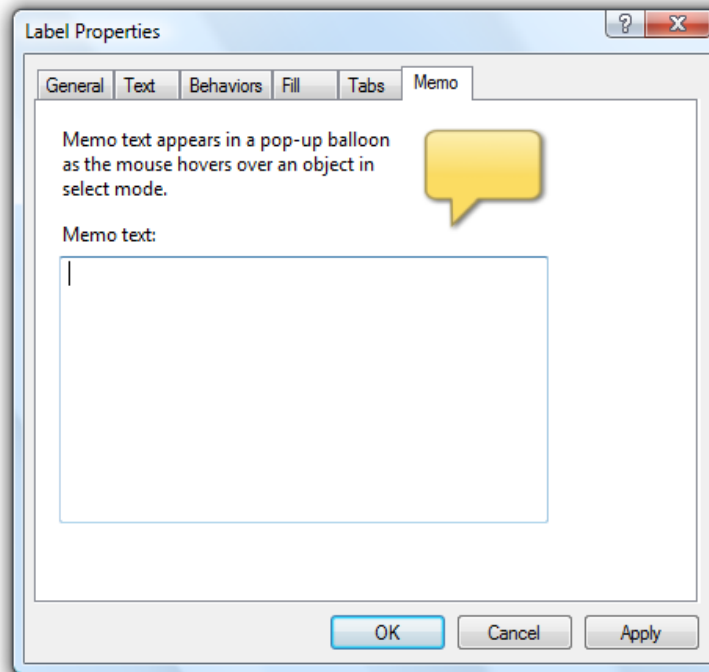
Default tabs every

In addition to individual tab stops defined in the tab stop list, you can define a default tab stop interval, or set this field to zero for none. Tab stops occur at every interval of this distance from the left margin, beyond any individually defined tab stops.

NOTE: Note that a label must have simple left text justification in order for tabs to be expanded and tab stops to be in effect.

Label Properties: Memo

Use the Memo tab of the Label Properties dialog box to view and edit the label's memo text. Memo text contains any information you would like to attach to the label. It is displayed in a text balloon (tooltip) when you hover the mouse over the label while in select mode.



Memo Text

Enter the memo text. It can contain line breaks, but not formatting such as bold, underlines, italics, or different fonts or type sizes.

Working with Specialty Labels

Connector labels, figure labels, and flow labels are collectively known as *specialty* labels. Unlike ordinary labels, specialty labels serve a specific purpose in a diagram and they automatically make adjustments in accordance with their roles. The primary adjustment is in position. For example, one type of specialty label is a *Connector Label*. A connector label labels a connector, and accordingly its position adjusts to remain with the connector as the connector moves. Specific behaviors of the different specialty labels are described in the following section.

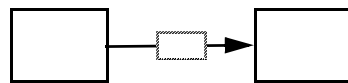
Creating Specialty Labels

Specialty labels can be created in different ways. Each type has special creation method(s) described in one of the following sections.

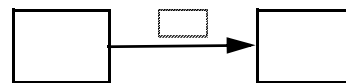
A common way to create any of the specialty labels is to create a label in the usual way but to place it on your diagram so that the software can deduce that it should be a specialty label. For example, if you select a label style, then click on a connector to create a label, the label will automatically be created as an *in-line connector label* for the connector.

Specialty Label Slots

The locations where specialty labels can be added to your diagram are called *slots*. Slot locations for the different types of specialty labels are described in the sections below.



Connector Label Slots (in-line)
Anywhere along a connector.



Connector Label Slots (lateral)
Anywhere alongside above or below
a connector.

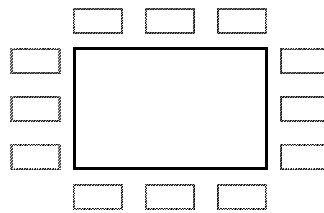
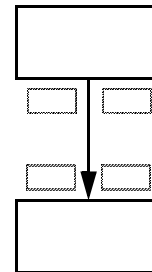


Figure Label Slots
Alongside the figure, centered
and at all corners.



Flow Label Slots
Near the point where a connector
attaches to a figure, on either side of
the connector.

In order for specialty labels to be created automatically based on placement, the corresponding snap-to-slot option must be enabled. These are located in the Snap Labels section under Edit in the Tools Options screen. They are as follows:

Snap labels to connector label slots (in-line) - enabled by default

Snap labels to connector label slots (lateral)- enabled by default

Snap labels to figure label slots - disabled by default
in conjunction with *Snap labels to figure label primary position only*

Snap labels to flow label slots - enabled by default

Specialty Labels - Freeform

If you disable the above options, labels will instead become standard labels regardless of their placement. In other words, the diagram content will be ignored when you place the label. If you enable these options, you can coerce this *freeform* behavior case-by-case by holding down the CTRL key.

Creating Specialty Labels with Default Text

A special case occurs when you create a specialty label from a style for which default text is defined. In this case, the cursor is replaced by a representation of the text for you to drop onto your diagram. Position the text where you like. If you want it to become a specialty label, position it over the proper slot and drop it there. Use the CTRL key for freeform.

Attaching Specialty Labels

Specialty labels can be created from existing standard labels simply by dragging them one at a time over a specialty label slot and dropping them into place.

To attach an existing label as a specialty label

1. Make sure the appropriate snap-to-slot options are enabled (see above).
2. Drag a single existing standard label over a specialty label slot. When you are properly over a slot, the slot will appear as a dashed or dotted gray line and the status bar will reflect this as well.
3. Drop the label onto the slot at the new position. Do not hold down the CTRL key unless you want to prevent the label from becoming a specialty label.

In some cases, attaching a label as a specialty label causes some of its properties to change. For example, if you start with a left-justified label and drag it to become a connector label, it will become center-justified. See the specific specialty label types for more details.

Detaching Specialty Labels

A specialty label can easily be detached and made a standard label using the **Detach Label** feature.

To detach a specialty label:

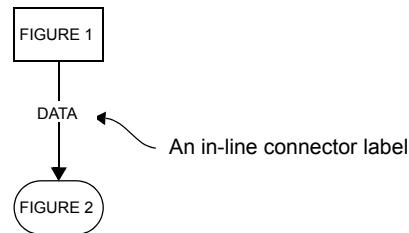
1. Select the label.
2. Choose Detach Label from the **Labels** menu.

Or

1. Right click on the label and choose Detach Label from the right-click menu. Once detached the label will no longer adjust to the position of other objects. It will be converted to a standard label that you can move anywhere.

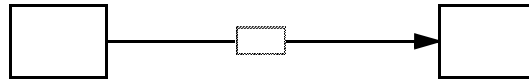
Connector Labels

Labels can be attached to connectors to form *connector labels*. Connector labels are useful for describing the purpose of a connector or the relationship that the connector represents between two figures. The illustration below shows a typical in-line connector label.



Connector Label Slots (in-line)

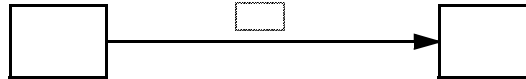
In-line connector labels can be placed anywhere along a connector. Therefore, the in-line connector label slots are located anywhere such that the center point is on the connector. This is the location where creating a label or dragging a label will result in the label becoming an in-line connector label.



In-line Connector Label Slots - Anywhere along a connector

Connector Label Slots (lateral)

Lateral connector labels can be placed anywhere alongside a connector. Therefore, the lateral connector label slots are located just above or below (or to the right or left) of the connector. This is the location where creating a label or dragging a label will result in the label becoming a lateral connector label.



Lateral Connector Label Slots - Anywhere alongside a connector

Special properties and behaviors

- A connector can have only one connector label. Multi-segment connectors, described later in this chapter, can have one label per segment.
- The center of an in-line connector label attaches to any point on the connector. When the connector is drawn, it *breaks around* the label rather than going through it. Regardless of the label properties, the text in a connector label is always center-justified and the center always remains stationary when the label is sized.
- The text justification of a lateral connector label is self-determined based on the position of the label and the orientation of the connector such that the distance from the connector to the text is fixed if the text expands.
- When the connector moves, any attached connector label moves as well. The connector label remains attached to the same point on the connector at the connector's new location.

Creating Connector Labels

You create a connector label just like an ordinary label except that you attach it to a connector.

To create a connector label

1. Enter text mode by pressing the text mode button on the tool bar or by choosing a label style from the style bar. Be sure that at least one of *Snap labels to connector label slots (in-line)* or *Snap labels to connector label slots (lateral)* is enabled in Tools Options.
2. Move the mouse over a connector label slot. You will notice that the connector label slot is highlighted with a dashed gray box and the status bar also reflects that you are in position to create a connector label.
3. Click the left mouse button to create the connector label.
4. Type in the text for the label. ESC when done.

There is another way to create a connector label that does not require *Snap labels to connector label slots (in-line)* or *Snap labels to connector label slots (lateral)* to be enabled.

To create a connector label (method 2)


1. Go to Select (or SelText) mode.
2. Right click the mouse on the connector to label at the point where you want the new label placed.
3. Choose **Add In-line Connector Label Here** or **Add Lateral Connector Label Here** from the right click menu. The label will appear with default label text “label”.
4. Enter your own text for the label and press ESC when done.

NOTE: A single segment of a connector can have only one in-line connector label or one lateral connector label.

Moving Connector Labels

Once you've created a connector label, you can adjust its position on the connector, or move it to a different connector.

To move a connector label

1. In select mode, move the mouse over the connector label. The move cursor  appears.
2. Press the left mouse button and hold it down.

3. Drag the connector label. The label slides across to the point on the connector nearest the mouse, or to a point on a different connector.
4. Release the mouse button. If the label does not move to the new location, there is something wrong with the location - the connector may already have a label.

Detaching Connector Labels

A connector label can be detached and made a standard label using the **Detach Label** feature.

To detach a connector label

1. Select the label.
2. Choose Detach Label from the **Labels** menu.
Or
 1. Right click on the label and choose Detach Label from the right-click menu.

Deleting Connector Labels

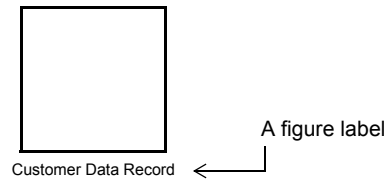
Deleting a connector label is just like deleting an ordinary label with a few minor exceptions.

To delete a connector label

1. Select the label.
2. Choose **Delete** from the **Edit** menu, or press the DEL key.
or
 1. Edit the text in the label, and delete all the text.
 2. A connector label, like any other label, is automatically deleted when it contains no text.

When you delete the connector to which the label is attached, the label is deleted automatically.

Figure Labels



Labels can be attached to figures to form *figure labels*. Figure labels are useful for describing the purpose of a figure or adding some information about the figure. This illustration shows a typical figure label. The figure label here is positioned beneath the figure. If the figure is moved, the figure label will move along to remain below the figure at its new location.

Figure labels form a grouping of the label and the figure so that many operations affect them together. They have many applications. Here are a few examples:



Some common uses for figure labels.

Figure Label Slots

Figure label slots are located above, below, to the right and left of each figure, and at the four corners as illustrated. These are the locations where creating a label or dragging a label will result in the label becoming a figure label.

Each figure label slot is “attached” to the figure at a different point so that it can adjust properly of the figure is moved or resized. Each slot also enforces a text justification (and growth directions) of the label so that the label can grow as well and remain properly positioned relative to the figure.

For example, if you create a figure label in the most popular slot (the center slot beneath the figure), that label will be center-justified and top-justified. As you type more text into the label it will remain centered beneath the figure, and as you add new lines, it will grow downward to maintain the same distance from the figure. Similarly, at this particular slot position, the top center of the label is “attached” to the bottom

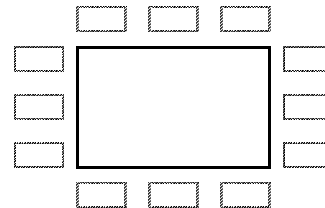
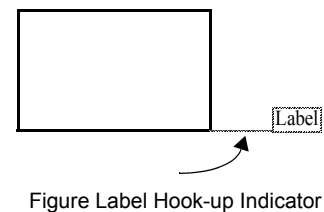


Figure Label Slots
Alongside the figure, centered
and at all corners.

center of the figure so that when the figure resizes, the label remains centered below it and at the same distance from the figure. All nine standard slot positions function similarly using different attach points and text justifications.

The *Snap labels to figure label slots* option and the *Snap labels to figure label primary position only* options control which if any of the slots are sensed when dragging or creating figure labels. See Tool Options for details.

After you create a figure label in a slot, or attach a label to a figure label slot, you can move the label as you like to adjust its position relative to the figure. When you do so, you'll see a hook-up indicator (a dotted line from the label to the figure) which shows that the label is a figure label belonging to the figure. The hook-up also shows which point on the label is bound to which point on the figure.



If you use the slots to create a figure label or to attach a figure label, you can later adjust the position of the figure label relative to the figure by dragging it, and you can change its text justification in the usual way, but you cannot change the hook-up.

If you create the figure label by using the **Attach Label to Figure** feature rather than creating a label on a slot or attaching an existing label to a slot, then the hook-up extends from the center of the label to the center of the figure. As a result the label position may need to be re-adjusted manually if the figure changes size.

Special properties and behaviors of figure labels

- A figure may have any number of figure labels though only one can occupy each figure label slot.
- Figure labels move along with the figure when the figure position changes.
- If the figure changes size, the figure label *may* adjust automatically. Figure labels that occupy standard figure label slots are attached to the figure in a way that specifically forces the figure label position to adjust to repositioning or resizing of the figure. The text justification of figure labels in slots adjusts as well for this purpose. Figure labels that were attached to the figure using the **Attach Label to Figure** feature may need to be adjusted manually if the figure is resized (these attach center-to-center).
- If a figure is deleted or copied all of its attached figure labels are deleted or copied as well. To prevent this, detach each figure label before deleting or copying the figure.

Creating Figure Labels

The easiest way to create a figure label is to enable the *Snap labels to figure label slots* option and create a label in the usual way but over one of the figure's unoccupied figure label slots, or to drag an existing label onto a figure's unoccupied figure label slot. These methods have been described earlier in this chapter. The sense of the *Snap labels to figure label primary position only* option affects this as well. See Tools Options for details.

Another method to create a figure label is to use the **Add Figure Label** feature. This method is only for figure labels and does not require you to enable the *Snap labels to figure label slots* option.

We have disabled the *Snap labels to figure label slots* option by default because the presence of many figure label slots can be distracting and frustrating until you understand figure labels. If you become familiar with figure labels and want the added convenience you can enable this option. You can also limit the exposed figure label slots to only the one slot designated as the primary position by enabling the *Snap labels to figure label primary position only* option. The **Add Figure Label** feature and the **Attach Label to Figure** feature DO NOT require this option to be enabled and they still provide all of the power you need to work with figure labels.

To add a figure to a figure

1. Right click on the figure and choose **Add Figure Label** from the right-click menu.
2. Choose a slot from the pop-up submenu (above, below, right, left, and so on). A label with default text "label" will be created in the slot you chose.
3. Edit the label text as you like and press ESC when done.

Attaching Figure Labels

The easiest way to attach a label to a figure is to enable the *Snap labels to figure label slots option* and drag the label onto one of the figure's unoccupied figure label slots. This method was described earlier in the chapter. The sense of the *Snap labels to figure label primary position only* option affects this as well. See Tools Options for details.

Another method is to use the **Attach Label to Figure** feature.

To attach an existing label to a figure

1. Position the label where you want it relative to the figure.
2. Select the label and the figure (and no other objects).
3. Right click and choose **Attach Label to Figure** from the menu.

The label will become a figure label attached to the figure in its current position, not in a figure label slot. The label will move with the figure in the usual way. You can detach the label from the figure by right-clicking on it and choosing **Detach Label**.

Re-positioning Figure Labels

After you have attached a figure label to a figure in any of the ways described in this section you can reposition the label relative to the figure.

To re-position a figure label

1. Drag the label only (make sure the figure is not selected).
2. As you drag the label, the figure that it is attached to will remain stationary and you will see a gray dashed line extending from the label to the figure.

The gray line indicates that the label is a figure label, which figure it is attached to, and where it is hooked up to on both the label and the figure. When you release the mouse button, the figure label will be re-positioned. When the figure is moved the label will move as well but will remain in this new relative position.

Detaching Figure Labels

A figure label can be detached from the figure and made a standard label using the **Detach Label** feature.

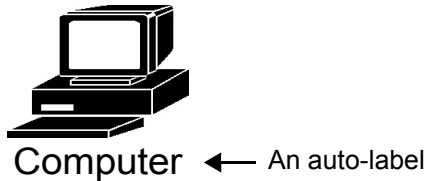
To detach a figure label

1. Select the label.
2. Choose Detach Label from the **Labels** menu.
Or
1. Right click on the label and choose Detach Label from the right-click menu.

Figure Labels as Auto-Labels

A label can be added to a created figure automatically through the use of Auto-labels. An auto-label is a text label defined for a figure style. When you create a figure of a style and the Auto-label option is enabled (see *Options: Start-up* on page 233), a label with the preset text is automatically created beneath the new figure. The auto-label is

actually an automatically added figure label that uses the figure label *Primary Position* slot (initially directly below the figure).

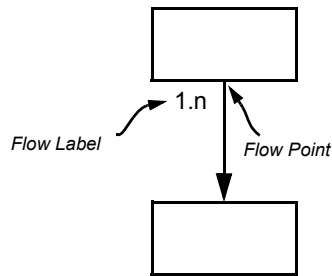


Example of a figure created from a style with the auto-label text "Computer". The label appears centered directly

The auto label is a figure label of new figure. If you move the figure, the auto-label will move along. However, if you move just the auto-label, you can re-position it relative to the figure.

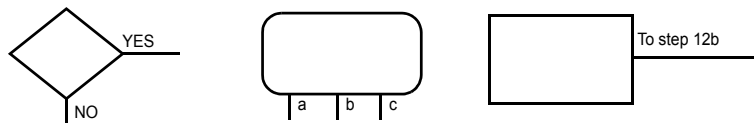
By default the label style used for auto-labels (including font, size, color and so on) is the last label style you used in the diagram. However, you can set the label style used for a particular diagram in Diagram Properties. You can also set the *Primary Position* in Diagram Properties.

Flow Labels



Labels can be attached to the point where a connector attaches to a figure (a *flow point*) to form *flow labels*. Flow labels are useful for describing the relationship between figures represented by a connector. The most common use for flow labels is in labeling branch conditions in flow charts, but they are also useful in E-R modeling and similar diagrams. This illustration shows a typical flow label. If the figure or the connector is moved, the flow label will move along to remain near the point where the connector meets the figure.

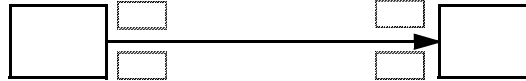
Flow labels have a variety of uses such as these:



Some common uses for flow labels.

Flow Label Slots

Flow labels can be placed only in flow label slots. The flow label slots are located near the figure on either side of the point where a connector attaches to a figure. This is the location where creating a label or dragging a label will result in the label becoming a flow label.



Flow Label Slots - Near the point where a connector attaches to a figure, on either side of the connector.

Special properties and behaviors of flow labels

- A figure/connector connection may have a flow label on either side of the connection or on both sides.
- Flow labels adjust their position when either the figure or the connector moves.
- Flow labels cannot be dragged or re-positioned by themselves.
- The flow labels for a figure/connector pair get deleted if either the figure, the connector, or both are deleted.
- The text justification of a flow label is adjusted automatically to assure that it grows in the proper directions.
- You can resize a flow label using the resize handles. After resizing it will snap back to its proper location.

Creating Flow Labels

The easiest way to create a flow label is to enable the *Snap labels to flow label slots* option and create a label in the usual way but over an unoccupied flow label slot, or to drag an existing label onto an unoccupied flow label slot. These methods are described earlier in this chapter.

Another method to create a flow label is to use the **Add Flow Label** feature. This method is only for flow labels and does not require you to enable the *Snap labels to flow label slots* option.

To add a flow label

1. Right click on a flow point and choose **Add Flow Label** from the right-click menu.
2. Choose which side of the connector to add the flow label from the pop-up submenu (above/left or below/right). A label with default text “label” will be created in the slot you chose.

3. Edit the label text as you like and press ESC when done.

Attaching Flow Labels

The only way to make a standard label into a flow label is to enable the *Snap labels to flow label slots option* and drag the label onto an unoccupied flow label slot. This method was described earlier in the chapter.

Detaching Flow Labels

A flow label can be detached using the **Detach Label** feature. For example, to move the flow label to the other side of the connector, detach it, move it, and re-attach it.

To detach a flow label

1. Select the label.
2. Choose Detach Label from the **Labels** menu.

Or

Right click on the label and choose Detach Label from the right-click menu.

CHAPTER 9

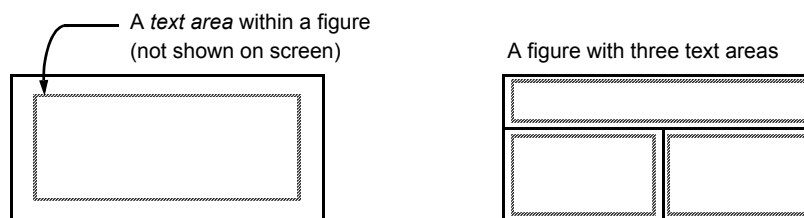
TEXT

Text plays a very important role in most diagrams. You can use text to add descriptions for figures, labels for connectors, titles, comments, annotations, instructions, and so on. You can add text just about anywhere quickly and easily.

This chapter describes how to work with text in labels and figures.

The Text Area

Most figures have an outline shape and reserve the majority of the inside of the shape for text. The portion of the figure that is reserved for text is called a *text area* also referred to as a *compartment*. You cannot see the text area on the screen but it is the only part of a figure that can contain text. The following diagram shows a text area for a common figure shape.



When you are in text mode, moving over an existing text area or over a “slot” for a specialty label (see previous chapter) results in a highlighted dashed rectangle outlining the text area. This rectangle is simply an indicator of a place where you can add or edit text on an object or associated with an object.

A label always has one and only one text area that is the same size as the label. A figure, on the other hand, can have no text areas, or as many as you want. If a figure has no text area, you cannot add any text to the figure. If it has multiple text areas, you can add text to each of the areas independently.

The number of text areas, and their locations within a figure are part of the figure symbol definition.

Adding Text to Figures and Labels

You can add text to a text area of any label or figure (see previous section for a discussion of text areas).

To add text to a figure or label

1. Enter text mode.
2. Move the cursor anywhere over a label or over a figure's text area. The cursor changes as shown in the diagram above.
3. Click the mouse button to begin adding text.

Figures can have multiple text areas. You can add text to any of these areas by clicking on different parts of the figure.

To add text to a figure (automatic method)

1. Move the cursor over a figure's text area.
2. Start typing text on the keyboard. You are automatically placed in text mode entering text. If the figure contained any previous text, the typed text replaces it.

See Editing Text below for additional ways to edit the figure text after the figure is created.

Rotating Text

Labels can be rotated so that the text is drawn vertically top to bottom or bottom to top.

To rotate a label

1. Select one or more labels.
2. Press the toolbar button that represents the way that you want the text rotated. The text rotation toolbar buttons show ABC at different angles.
3. OR, choose one of the commands in the **Rotate** submenu of the **Labels** menu.
4. OR, right click and choose a command from the **Rotate** submenu.

When a label is rotated, you cannot edit the text by clicking on it while in text mode. Instead, use the **Edit Text** command to edit the text through the figure's property dialog box.

Editing Text

To edit figure or label text

1. Enter text mode.
2. Move the cursor anywhere over a label or over a figure's text area.

3. Click the mouse button to begin editing the text.

Note, the above procedure cannot be used to edit rotated text. To edit rotated label text, use one of the additional methods described below.

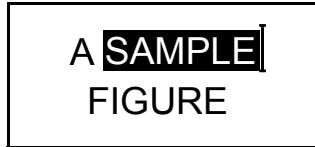
Additional methods for editing figure or label text

There are also some other methods available for editing the text of a figure or label. Use the method you find most convenient.

1. Select the figure or label and choose **Edit Text** from the **Edit** menu.
2. Select the figure or label and choose **Edit Text** from the right click menu.
3. Select the figure or label and press the F2 key.
4. Double-click on the figure or label. This works to edit text only if you have selected *Display/edit properties* in the 'Edit' options within the Tools Options screen.

Selecting Text

To perform operations such as **Cut**, **Copy**, and **Delete**, you need to select a range of text.



An example of a figure with some selected text. The word “SAMPLE” is selected.

To select a range of text

1. Enter text mode.
2. Move the cursor anywhere over a label or over a figure’s text area.
3. Press the left mouse button and hold it down to begin selecting the text.
4. Drag the mouse to select text. The selected text becomes highlighted.

To select a word of text

1. Enter text mode.
2. Move the cursor anywhere over a label or over a figure’s text area.
3. Double-click the left mouse button to select the word beneath the cursor.

To select all text within a label or figure

1. Enter text mode.
2. Move the cursor over a label or a figure’s text area.
3. Triple-click the left mouse button.

To extend a text selection

While holding down the **SHIFT** key, click the mouse on additional text to select.

Using the Keyboard to Edit Text

The following table lists the functions available from the keyboard when working with text: You can use any of the keys that move the cursor in combination with the SHIFT

Table 1: Text Editing Keys

KEY	FUNCTION
ESC	Quit editing text
RIGHT	Move the cursor to the right one character
LEFT	Move the cursor to the left one character
UP	Move the cursor up one line
DOWN	Move the cursor down one line
CTRL-RIGHT	Move the cursor right one word
CTRL-LEFT	Move the cursor left one word
HOME	Move the cursor to the beginning of the current line
END	Move the cursor to the end of the current line
CTRL-HOME	Move the cursor to the beginning of all text
CTRL-END	Move the cursor to the end of all text
TAB	In a figure with multiple text areas, move to next area
SHIFT-TAB	In a figure with multiple text areas, move to previous area
BACKSPACE	If any text is selected, delete the selected text. Otherwise, delete the character to the left of the cursor.
DEL	If any text is selected, delete the selected text. Otherwise, delete the character to the right of the cursor.
ENTER	Add a "hard" line break
Invalid	Many control keys, and a few obscure punctuation keys are not allowed
Valid	Standard characters such as letters, numbers, and punctuation are valid. As you type valid characters, they are inserted in the text at the cursor position. There is no <i>overstrike</i> mode. If any text is selected, the typed character replaces the selected text.
CTRL-B	Toggle Bold for the current word or text being typed
CTRL-I	Toggle Italics for the current word or text being typed
CTRL-U	Toggle Underline for the current word or text being typed
CTRL-L	Left-justify the text
CTRL-E	Center-justify the text
CTRL-R	Right-justify the text
CTRL-Z	Undo text edit
CTRL-Y	Redo text edit

key to extend the current text selection.

Some international characters, for example the German umlaut, may not be available on all keyboards. To type these characters, use the ALT key with the ANSI character code entered from the numeric keypad. For example, the ANSI code for an “ae” character is 230. To type this character, while holding down the ALT key, type 0230 on the numeric keypad. (Always include the leading zero.)

Guillemets (also known as chevrons, French quotation marks, or double angle brackets) «» can be added by entering their ANSI codes as described above (0171 and 0187 respectively) or by typing two greater-than or less-than signs in a row.

Cutting, Copying, and Pasting Text

Selected text can be cut to the Windows clipboard, copied to the clipboard, and pasted from the clipboard. The combination of these features allows you to move text from one figure to another, copy text from one figure to another, or copy text from one diagram to another. You can also copy text to and from other programs.

To delete text (without moving it to the clipboard)

1. Select a range of text.
2. Press the DEL key or choose **Delete** from the **Edit** menu.

To cut text (and move it to the clipboard)

1. Select a range of text.
2. Choose **Cut** from the **Edit** menu.

To copy text to the clipboard

1. Select a range of text.
2. Choose **Copy** from the **Edit** menu.

To paste text from the clipboard

1. Position the cursor to the location in the text where you want to add the text from the clipboard.
2. Choose **Paste** from the **Edit** menu. The text from the clipboard is added at the cursor position. If any text was selected, the pasted text replaced the selected text.

When you are not in text mode, you can still paste text from the clipboard. In that case, a new label will automatically be created for you and positioned at the center of the screen with the text that was in the clipboard. The style of this label will be the last label style you selected.

Replacing Text

If any text is selected when you type from the keyboard or **Paste**, the selected text is first deleted before the new text is entered. This is a handy way to replace text.

To replace a range of text

1. Select the range of text to replace.
2. Type the replacement text from the keyboard or **Paste** the replacement text from the clipboard.
3. The text that was originally selected is deleted before the new text is added.

Setting Text Attributes

Text attributes such as the font, size, color, and styles (bold, italic, and underline) can be set for the entire figure or label or for any portion of text within the figure or label. If you want all of the text within a figure or label to have the same attributes, you can set those attributes in the Text tab of the Figure or Label Properties dialog boxes, or you can select the figure or label and use the property bar buttons (for instance the Bold button) to change the font attributes of the entire figure or label.

However, you can also change the text attributes of a portion of the text for a single figure or label in the following ways:

To set the text attributes of a portion of text within a figure or label

1. In text mode, select the range of text.
2. Use the property bar buttons to change the font, font size, color or styles such as bold, italic, and underline for the range of text. Some of these attributes are also available through the right-click menu. By default, subscript, superscript, and all-caps are available only through the right-click menu.

To set the text attributes of an individual word within a figure or label

1. In text mode, select the word of text. There are a couple of ways to do this. The obvious way is just to click and drag until the whole word is selected. Another is to double click on the word. Another convenient way is to just place the cursor within the word after the first letter but before the last without any selection.
2. Use the property bar buttons to change the font, font size, color or styles such as bold, italic, and underline for the word. Some of these attributes are also available through the right-click menu. By default, subscript, superscript, and all-caps are available only through the right-click menu.

You can also control the text attributes of the text that you are about to type. Normally, text that you type will appear in the base font attributes of the figure or label. In

addition, if the cursor is located within the text in a place with its own text attributes (such as in the middle of a word that is bolded), typed text will naturally appear accordingly. However, you can also choose to select different text attributes to appear as you type.

 **To set the text attributes for text that you are about to type**

1. In text mode, move the cursor to a position that is not within a word. It can be in front of or immediately following a word, or at the start or end of all the text.
2. Use the property bar buttons to change the font, font size, color or styles such as bold, italic, and underline for the text that you are about to type. Some of these attributes are also available through the right-click menu. By default, subscript, superscript, and all-caps are available only through the right-click menu.
3. Without moving the cursor, type your text. The attributes of the typed text will reflect those you just chose. If you move the cursor, for example by pressing the arrow keys, Typed text will return to using the text attributes already at the new cursor location.

Text Fields

Text fields are sections of text such as a date or filename that can be added to text within a diagram. For example, you can place the text caret within your text and instruct that the filename for the current diagram file be added to the text. Once the text field is added, its contents are updated automatically when it is displayed or printed.

Text fields include the diagram's filename, the time and date that the diagram was created, and the time and date that the diagram was last saved. Each of these fields can be displayed in either a short or long version. Fields that indicate a time can be further customized to one of many short or long display formats.

Table 2: Text Fields

FIELD	DESCRIPTION	EXAMPLE
Filename (Short)	Simple filename	File.edg
Filename (Long)	Full file path	c:\Folder\File.edg
Create Time (Short)	Short format (programmable) time/date file was created	09/07/08
Create Time (Long)	Long format (programmable) time/date file was created	August 25, 2008 9:54 PM
Save Time (Short)	Short format (programmable) time/date file was last saved	09/07/08
Save Time (Long)	Long format (programmable) time/date file was last saved	August 25, 2008 9:54 PM

☞ To insert a field into diagram text

1. Enter text mode using the text tool and clicking on the text area of a diagram object or label. (Fields cannot be inserted when editing text from the Text tab of the Properties screen.)
2. If the diagram is new, save it to a file before inserting a text field. Text fields display information about the current file which is not available if the diagram has never been saved.
3. Place the text caret where you want the text field inserted.
4. Select **Insert Field** from either the main **Edit** menu or from right-click menu and then select one of the fields to insert.

After inserting a text field, you can treat it like typed text. For example, you may want to set attributes for the field using Bold, Italics, Underline, or All Caps (the All Caps style can be found in the **Character Style** submenu within the right click menu). The main difference between the field text and typed text is that characters within the field text cannot be edited individually, and the field text will not break when wrapped, even if it contains spaces.

The display formats for the fields that reflects times can be customized using the **Fields** category within the **Tools Options** screen.

Special Considerations

- ❑ When typing in a figure or label with word-wrap active, This program remembers the difference between *hard* carriage returns (those you insert by pressing the RETURN key), and *soft* carriage returns that are inserted automatically during word wrap. Hard carriage returns remain in effect until you delete them. Soft carriage returns get added and deleted automatically every time the text is reformatted, such as when you resize the figure.
- ❑ A single figure or label can contain a maximum of 4095 characters including those that are not visible such as carriage returns. This limit applies to the sum of all text in all text areas of a figure.
- ❑ Within a single figure or label, you are limited to a maximum of 20 different text colors and 20 different fonts.
- ❑ Text entry is always *insert mode* as opposed to *overstrike mode*. In overstrike mode, each new character you type would replace the next character in the previous text. Some other programs use the INSERT key to toggle between insert and overstrike mode. This program does not.
- ❑ **Undo** is not supported for individual operations within text mode, for example, to undo the deletion of a single word. You can use Undo to undo all text changes since you started editing the figure or label.

CHAPTER

10

FIGURE STYLES

Like paragraph styles in word processors, styles are the true definitions of objects. In order to create any object, a figure, label, or connector, you must start with a predefined *style*. The style defines the initial characteristics and behaviors of the object.

One example of a style is the *decision* figure style from the flowcharting template. In flowcharting, a diamond-shaped figure with centered text marks decision points. The shape, the location of the text, the text justification, the initial color, and so on, are all parts of the figure style. When you create a figure, you choose one of the predefined styles to become the basis for the new figure.

To work with figure styles choose **Styles** from the **Figures** menu. If no styles are defined, you will be immediately prompted to create a new style. Otherwise, the Define Figure Styles dialog box appears. This dialog box allows you to view and modify attributes of the existing styles.

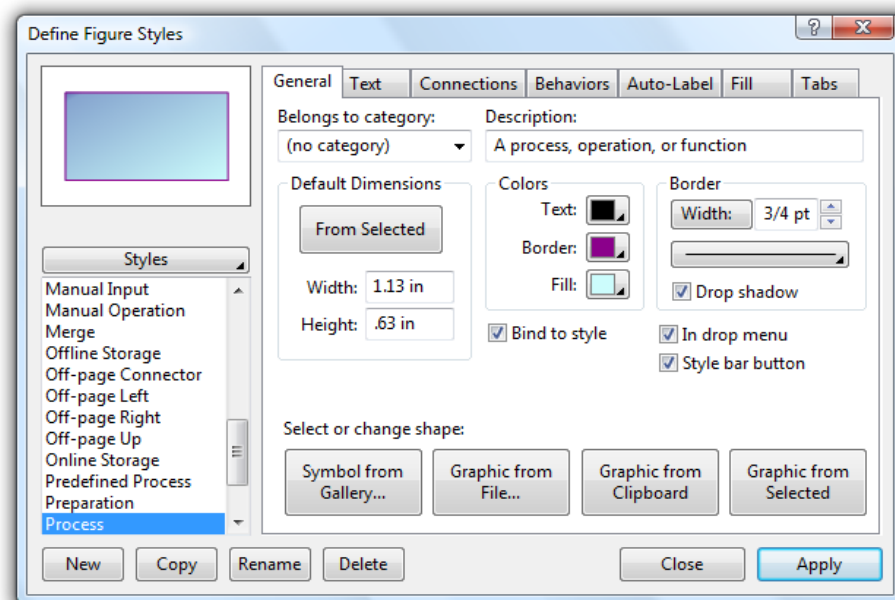


Figure Styles: Common Controls

The Define Figure Styles dialog box contains tabs for General, Text, and Behavior styles which are described in following sections. This section describes the dialog controls that are always visible.

Model

The upper left corner of the dialog box contains a model of the figure style. The model is an illustration of how a figure of this style will appear in your diagram. As you modify style attributes that affect the appearance of the style, the model helps you to visualize the outcome.

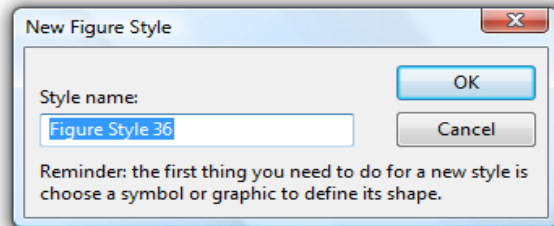
Style Selection

Below the model is a list box containing names of all the figure styles presently included in your diagram. The style that is selected is the one being shown in the model and reflected throughout all the other controls in the dialog box. When you make a change, this is the style that is altered.

Above the list box is a button labeled *Styles* that provides a drop menu for changing the selected style.

New

Press this button to create a new style. The New Figure Style dialog box appears to prompt for the name of the new style.



Press OK immediately to accept the default name, or enter a more descriptive name of your own. The name must not match the name of any existing style.

We strongly recommend that you enter a descriptive name for the style. This will help you remember the style's purpose. Now is the time to do it, because if you want to change the name later, the only way to do it is to copy the style to one of a new name and delete the old style. This can be inconvenient because you may have to go back and define and existing objects of the old style to the new style (by editing its properties).

Immediately after you create a new style, you will need to select a figure shape by pressing one of the *Select or change shape* buttons.

Copy

Press this button to create a new style that is a copy of the current style. Enter a descriptive name for the style as with New above.

Rename

Press this button to change the name of a style.

Delete

Press this button to delete the currently selected style. You will be asked to confirm the deletion before it takes effect. Be very careful. Deleting a style cannot be undone. If you have any doubts, save your diagram before deleting any styles.

When you delete a style, any objects in the diagram that were created with this style and bound to it become unbound.

Close

Press this button to exit the dialog box. If you have made changes to the currently selected style that you have not yet applied, you will be asked to do so before exiting.

Apply

Press this button to apply all the changes you have made to the currently selected figure style. You should apply your changes before switching to select a different style or closing the dialog box. If you forget, you will be asked whether to apply or discard the changes before going on.

The selected figure style

The Define Figure Styles dialog box usually displays the attributes of a single selected figure style. Each of the tabs groups a different set of attributes belonging to this same selected figure style.

You can tell which style is currently selected because its name is highlighted in the list box of styles at the left side of the dialog box, and a picture of the style is shown in the model area above the list box.

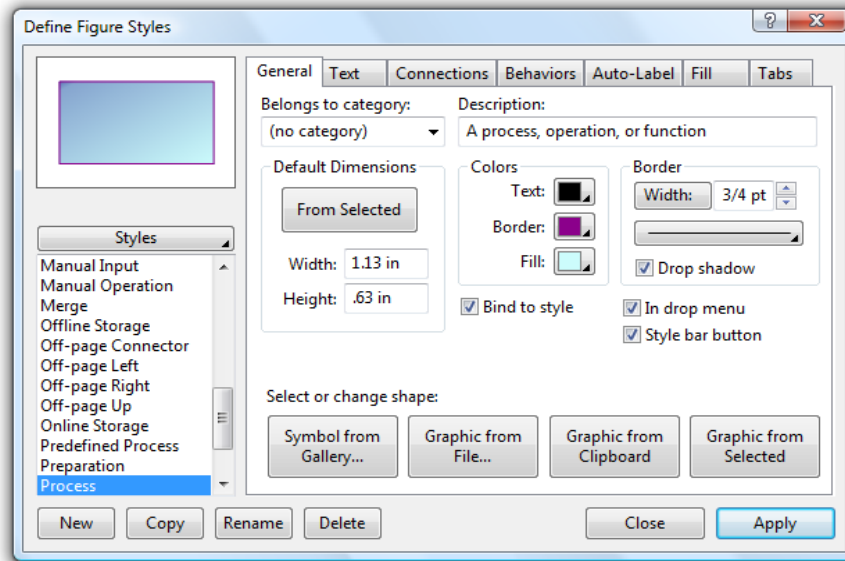
You can select a different style by clicking on its name in the list box located at the left of the dialog box or by choosing a new style from the **Styles** drop menu. As you move from style to style changing or viewing attributes of the style, you will see the right half of the dialog box change to reflect the new style's attributes.

If you attempt to switch styles after making changes to the current style properties but before you apply those changes to the style, you will be asked whether you want to apply the changes before switching to the new style.

You can also select *<All>* instead of a single style. Changes you make to *<All>* will affect all styles in your diagram.

Figure Styles: General

Use the General tab of the Define Figure Styles dialog box to view and edit the basic properties of the selected figure style such as its description, default dimensions, and colors.



Description

The description is a short text description of the style. This description is displayed in the status bar when the style is selected.

Width

Enter the default width for figures of this style here. Figures that you create of this style will begin at this size. Choose zero to indicate no default width.

Height

Enter the default height for figures of this style here. Figures that you create of this style will begin at this size. Choose zero to indicate no default height.

From Selected

Rather than typing dimensions for Width and Height, you can select a single figure before entering the figure style dialog box, then press this button to use the width and height of that figure as the style's defaults. This button will be grayed unless a single figure is selected in your diagram when you invoke the dialog box.

Text color

To change the color of the text for figures of this style, choose a color from the color selection drop menu. If you select a color that cannot be drawn solid, Windows draws the text in the nearest solid color.

Border color

To change the color of the border for figures of this style, choose a color from the color selection drop menu. Borders must be a color that can be drawn solid on your screen. If you select a color that cannot be drawn solid, Windows draws the border in the nearest solid color.

Fill color

To change the interior fill color for figures of this style, choose a color from the color selection drop menu. There are no restrictions on the fill color, it does not have to be solid.

Border width

To change the thickness of the lines that make up the border (outline) of figures of this style, enter a new border width. You can also change the border width by pressing the up and down spin buttons to the right.

Drop Shadow

Check this box to add a drop shadow to the figure style to give it a three-dimensional look. All drop shadows in a diagram are the same size and color. You control the size and color from within the Diagram Properties dialog box.

Line Pattern

Select a line pattern for drawing borders such as solid, dashed, dotted, and so on. The line style is used to draw for the entire outline of the shape, not just the outside edges so consider carefully before using a pattern other than solid. Also note that some older shapes cannot use this property.

Bind to style

When this property is checked, any object created with this style is automatically *bound* to the style. This means that if the style changes in the future, the object will change as well. If an object is not bound to the style, future changes to the style will not effect the object.

In drop menu

If this button is checked, the style appears in the figure style drop menus, otherwise it does not. This is the same as checking Menu in the Choose a Figure Style dialog box (see page 52).

Style bar button

If this button is checked, a button with a representation of the style is included in on the style bar. Style bar buttons are useful for frequently used styles. Because the representation on a style bar button is not exact (contains no color or line thickness), they are not useful for every style. This is the same as checking **Button** in the Choose a Figure Style dialog box (see page 52).

Select or change shape

The remainder of the controls in the General tab of the Define Figure Styles dialog box help you to set the shape (graphic definition) of the figure style.

Symbol Gallery

This button shows a graphic representation of the figure symbol. Press this button to select a shape for the figure style from the collection of built-in symbols contained in the symbol gallery. See the following section for detailed instructions.

Graphic from File

Press this button to select a graphic definition for the figure style from an external graphics image file such as a Windows Metafile (.WMF or .EMF) or a Windows bitmap file (.BMP or .DIB). See the following section for detailed instructions.

Graphic from Selected

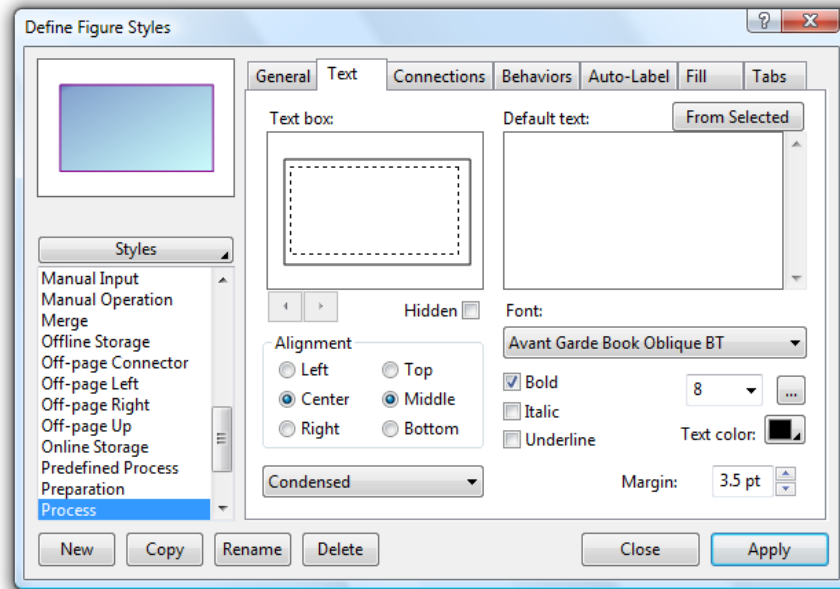
Press this button to copy a shape (symbol or graphic definition) for the figure style from a single figure that you selected in your diagram prior to entering this dialog box. For example, suppose you have copied and pasted a clipart image into your diagram and want to use that image as the shape of a figure style. Select the lone figure that appeared when you pasted the image into your diagram. Then open this dialog box, select the figure style (or create a new one), and press this button. This button will be grayed unless a single figure is selected in your diagram when you invoke the dialog box. See the following section for more details.

Graphic from Clipboard

Press this button to select a shape (graphic definition) for the figure style from an image that is stored in the Windows clipboard. For example, you can create an image in Microsoft Paintbrush and do a Copy of it, then return to this program and paste it right into a style definition. See the following section for detailed instructions.

Figure Styles: Text

Use the Text tab of the Define Figure dialog box to view and edit the style's text and the properties of the style that affect the display and format of the text.



Text box

This area shows a model of the shape of the figure. The dotted rectangles show the boundaries of the text region(s) in the figure. If the figure shape contains more than one text region, the arrows control which region is selected and marked by a dark gray dotted box.

Text

The text control to the right of the model displays the text that is contained in the figure in the selected text region. The text here can be edited using the usual Windows edit box controls including copy and paste. Notice that text in this box just shows the words. It does not reflect the font, text size, boldness, or alignment as it would in the figure itself.

Hidden

When checked, the selected text area is hidden and cannot be edited on-screen. Hiding text areas is useful when creating transparent shapes that have outlines but no fill. To make a shape completely transparent you need to use a null fill *and* make the text areas hidden, otherwise objects beneath the shape will not be selectable.

Alignment

Use the alignment controls to determine how the text is aligned horizontally (left, center, or right) and vertically (top, middle, or bottom).

Font

Choose the font family to display the font.

Size

Use the drop down box to select a point size for the font.

Text color

To change the color of the figure's text, choose a different color from the color selection drop menu. If you select a color that cannot be drawn solid, Windows draws the text in the nearest solid color.

Line Spacing (at lower left)

Select the spacing between lines of text. Single spaced is the default and most common option.

Margin

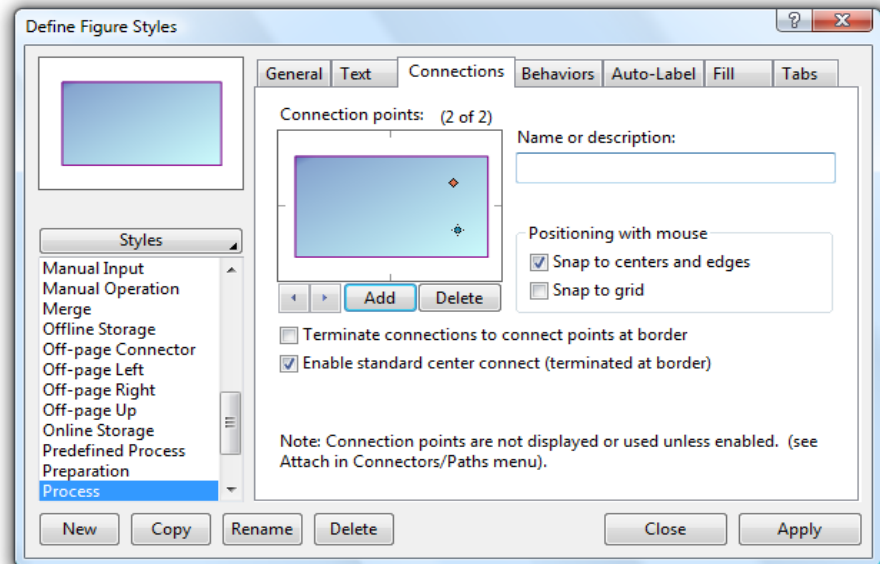
Select the internal text margin, the spacing between the text and the edges of the shape. Note that some shapes do not support fixed margins in which case their margins scale with the size of the shape.

Ellipsis (...)

Use the button with the three dots to choose the font attributes using the standard Windows font selection dialog box.

Figure Styles: Connections

Use the Connections tab of the Figure Properties dialog box to view and edit the figure's connection points and properties.



Connection points

This area shows the location of any connection points within the figure. One connection point is always selected and highlighted. You can use the mouse to drag and reposition connection points, select a different point, or right click to delete a connection point or add a new one. The arrow buttons cycle through the selected connection point. The Add button adds a new point, and the Delete button deletes the highlighted point.

Name or Description

Each connection point can have a name or description. Use this control to view and edit the name of the selected connection point.

Snap to center and edges

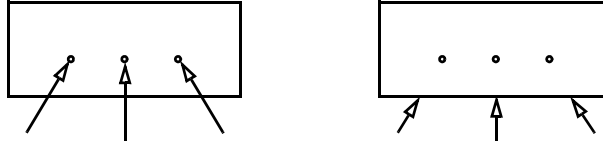
Check this box to have the mouse snap to the centers and edges of the figure while you drag a connection point with the mouse (in this dialog box).

Snap to grid

Check this box to have the mouse snap to the diagram grid while you drag a connection point with the mouse (in this dialog box).

Terminate connections to connection points at border

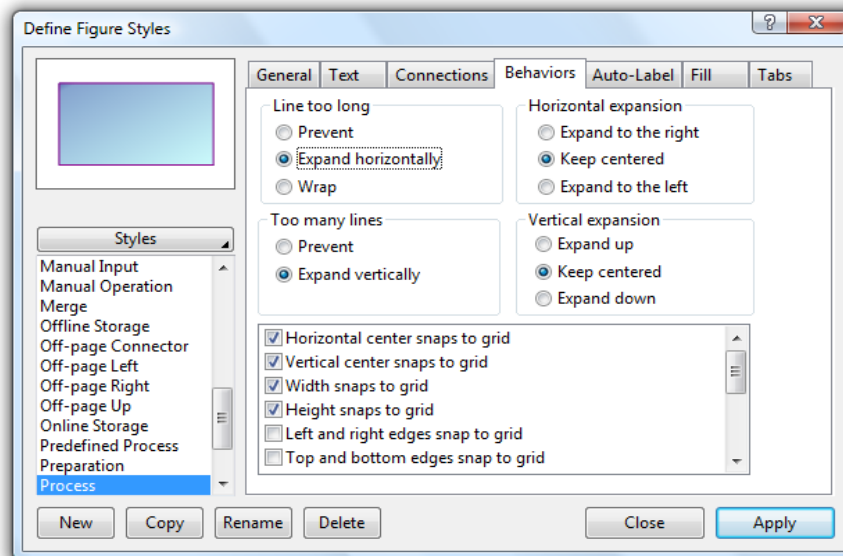
Check this box to cause connections to terminate at the border of the figure rather than extending all the way to the connection points.

***Enable standard center connect (terminated at border)***

Check this box to enable connectors to attach at the center of the figure. This option is useful if you have a figure with connection points. You can choose to allow connectors to attach only at the connection points, or to the figure center also.

Figure Styles: Behaviors

Use the Behaviors tab of the Define Figure Styles dialog box to view and edit the properties that affect the way figures of this style behave within your diagram.

***Line too long***

This property controls what happens when typed text becomes too wide for the figure. If set to *Prevent*, additional characters are not allowed. If set to *Expand*, the figure automatically grows wider as you continue typing. The direction of expansion is

controlled by the *Horizontal expansion* property. If set to *Wrap*, the width of the figure does not change and the text word-wraps automatically to the next line.

Horizontal expansion

This property controls in which direction the figure expands when it expands automatically in the horizontal direction, such as when you type more text than will fit in the current width of the figure.

Too many lines

This property controls what happens when typed text exceeds the number of lines that fit in a figure of this style. If set to *Prevent*, additional lines are not allowed. If set to *Expand*, the figure automatically grows taller as you add lines. The direction of expansion is controlled by the *Vertical expansion* property.

Vertical expansion

This property controls in which direction the figure expands when it expands automatically in the vertical direction, such as when you type more lines of text than will fit in the current height of the figure.

Horizontal center snaps to grid

Check this property to cause the figure's horizontal center to snap to the grid when you create it or move it, provided snap is enabled. You will generally want to set this property for figures that are connected to other figures as it will aid in keeping them aligned horizontally.

Vertical center snaps to grid

Check this property to cause the figure's vertical center to snap to the grid when you create it or move it, provided snap is enabled. You will generally want to set this property for figures that are connected to other figures as it will aid in keeping them aligned vertically.

Width snaps to grid

When this property is checked and the snap grid is enabled, the figure's width remains an even multiple of the snap grid when you resize it.

NOTE: When the height and width snap to the grid, both sides are aligned with snap grid lines which are not necessarily the same as the visible grid lines. In effect, the total width or height is always a multiple of *twice* the snap spacing. For example, if the snap spacing is one quarter of an inch and a figure has the *Width snaps to grid* property, that figure width can be 1/2 in., 1 in., 1 1/2 in. and so on, but it cannot be 3/4 in.

Height snaps to grid

When this property is checked and the snap grid is enabled, the figure's height remains an even multiple of the snap grid when you resize the figure.

Left and right edges snap to grid

When this property is checked and the snap grid is enabled, the figure's left and right edges snap to the grid when you move, create, or resize the figure. But not if you move or resize it along with a group of selected objects, or if you create it with its default size without intentionally resizing it.

If the figure's width is not an even multiple of the snap grid and you drag the figure, it would obviously not be possible for both edges to be aligned to the grid without resizing the figure. In this case, either edge (the one that is closest) is aligned to the grid. And if the center is closest to the grid and *Horizontal center snaps to grid* is also enabled, the figure can snap there as well. If the figure's width is not an even multiple of the snap grid and you resize it by dragging a resize handle, only the edge that the handle is on (the one you are dragging) aligns to the grid. To resize it so that both edges are aligned to the grid, resize it using both the left handle and the right handle.

This property and *Horizontal center snaps to grid* are mutually exclusive. Only one can be in effect. This property is most useful when *Center stationary when resizing horizontally* is disabled.

Top and bottom edges snap to grid

When this property is checked and the snap grid is enabled, the figure's top and bottom edges snap to the grid when you move, create, or resize it. But not if you move or resize it along with a group of selected objects, or if you create it with its default size without intentionally resizing it.

If the figure's height is not an even multiple of the snap grid and you drag the figure, it would obviously not be possible for both edges to be aligned to the grid without resizing the figure. In this case, either edge (the one that is closest) is aligned to the grid. And if the center is closest to the grid and *Vertical center snaps to grid* is also enabled, the figure can snap there as well. If the figure's height is not an even multiple of the snap grid and you resize it by dragging a resize handle, only the edge that the handle is on (the one you are dragging) aligns to the grid. To resize it so that both edges are aligned to the grid, resize it using both the top handle and the bottom handle.

This property and *Vertical center snaps to grid* are mutually exclusive. Only one can be in effect. This property is most useful when *Center stationary when resizing vertically* is disabled.

Center stationary when resizing horizontally

Check this property to cause the center of the figure to remain in the same place when you resize it horizontally by dragging the handles.

This property is useful when figures are lined up vertically one on top of the other and potentially connected by a single connector from the horizontal center of one figure to the horizontal center of another above or below it. With this property, the figure will remain aligned with the others if it is resized horizontally.

Center stationary when resizing vertically

Check this property to cause the center of the figure to remain in the same place when you resize it vertically by dragging the handles.

This property is useful when figures are lined up horizontally one alongside the other and potentially connected by a single connector from the vertical center of one figure to the vertical center of another to its right or left. With this property, the figure will remain aligned with the others if it is resized vertically.

Keep sized to text

When this property is checked, the figure is always sized to exactly fit the amount of text it contains. For example, if you edit text for a figure such that the figure has less text than it had before, the figure will automatically resize itself to shrink down around the new text as soon as you complete editing the text.

Preserve aspect ratio

When this property is checked, the figure retains its current aspect ratio (its height compared to its width) when you resize the figure by dragging the corner handles or when the figure expands due to typing text. You can still change the aspect ratio of the figure by dragging the side handles, setting the size directly in the General tab, or using the From Selected button.

Automatic Text Scaling

When this property is checked, the figure text scales automatically when you resize the figure. Figures having this property always maintain a fixed aspect ratio (height vs. width) over-riding the Preserve Aspect Ratio property.

Do not print or export

When this property is checked, the object will not appear in print-outs or when the diagram is copied or exported. This property is useful for hiding objects that exist only for visual notation on the screen, and for implementing hyperlinks to other diagrams or documents.

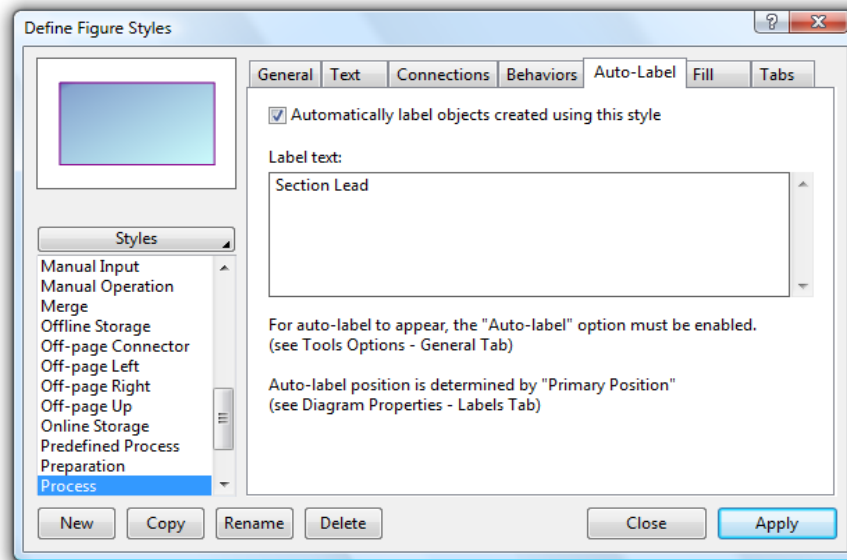
Active container - keep contained objects together

When this property is checked, the figure serves as a container object that automatically keeps objects contained within its bounds together as a unit. Moving the container results in moving along the contents. Copying the container copies the contents. Deleting the container deletes the contents, and so on. Note, if the container is filled, only objects on top of the container are kept together. If it has no fill, all objects above or below are kept together.

This property is usually set along with others for the purpose of creating a container, a special type of figure that identifies a subset of your diagram (see *Active Containers - Keeping Objects Together* on page 65).

Figure Styles: Auto Label

Use the Auto Label tab of the Define Figure Styles dialog box to view and edit the style's auto label.



Automatically label figures created using this style

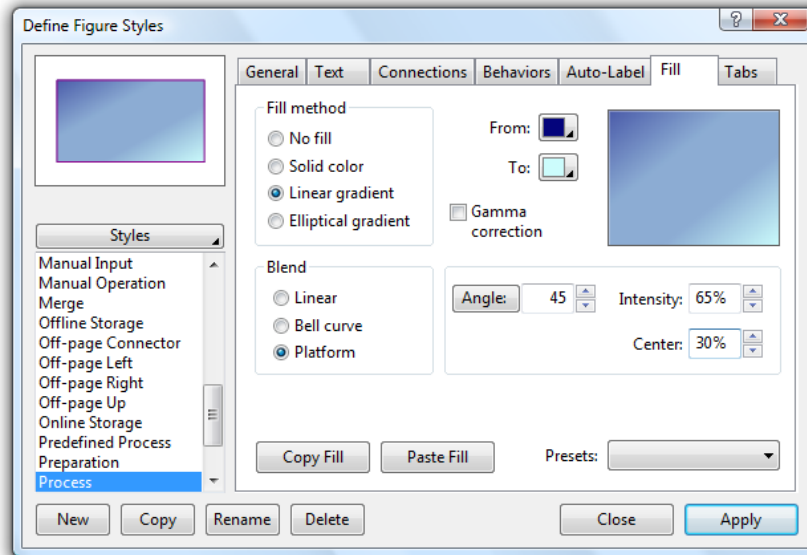
Check this box to enable auto-label for this style.

Label Text

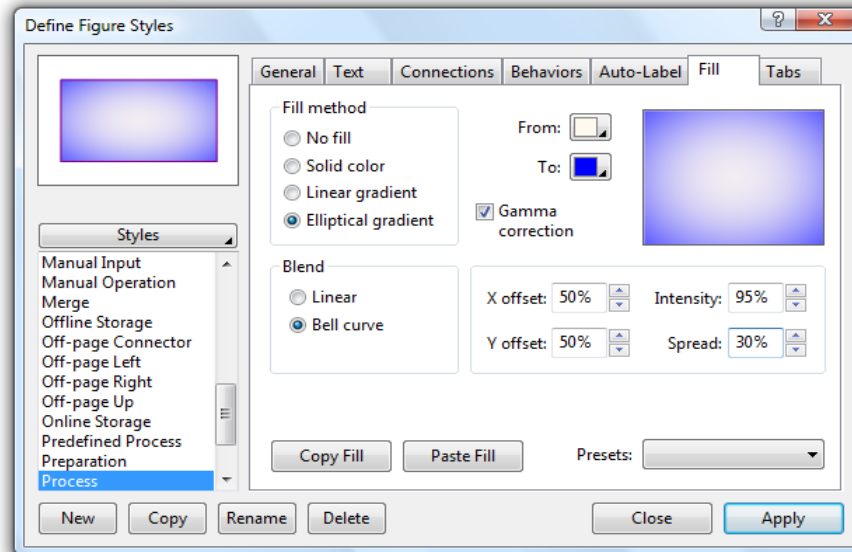
Enter the text for the auto label.

Figure Styles: Fill

Use the Fill tab of the Figure Styles dialog box to view and edit the figure style's fill properties. Linear gradient view.



Elliptical gradient view:



Fill method

Select the type of fill. The remainder of controls on this screen depend on which method is selected.

Color

A single color control is available when the fill method is 'Solid color'. Use this control to select the solid fill color.

From/To

The 'From' and 'To' color selection controls are available when the fill method is 'Linear gradient' or 'Elliptical gradient'. Use these controls to select the start and end colors that are blended across the gradient.

Blend

The 'Blend' control is available when a gradient fill method is selected. Use this control to choose how the 'From' color is blended into the 'To' color across the gradient. Linear blend means simply that the 'From' color is blended uniformly into the 'To' color. When 'Bell curve' is selected, the 'From' color blends into the 'From' color based on a normal distribution bell curve contributing to a natural 3D shading effect. When 'Platform' is selected, the gradient begins with the 'From' color, gradually blends to a color midway between 'To' and 'From', remains constant for a certain distance, and then blends to the 'To' color.

Angle

The 'Angle' control is available when the linear gradient fill method is selected. Use this control to select an angle for the blend. For cylindrical blends, angles of 180 or greater cause the swapping of the 'From' and 'To' colors.

Intensity

The 'Intensity' control is available when a gradient fill method is selected. Use this control to select how prominent the 'From' color appears in the blend. A value of 100 is most intense, while a value of zero makes the 'From' color undetectable. Intensity is most useful when used with a white or black 'From' color in order to achieve a gradient between two shades of the same color but without having to actually choose two shades of the color separately.

Center

The 'Center' control is available only with the linear gradient fill method. Use this control to position the midpoint of the gradient from 0 to 100. If the 'Blend' is set to 'Platform' this control affects the size of center rather than the position.

X Offset, Y Offset

These controls are available only for the elliptical gradient fill method. Choose values from 0 to 100 to position the center of the elliptical gradient anywhere on the figure. An off-center elliptical gradient produces a 3D appearance.

Spread

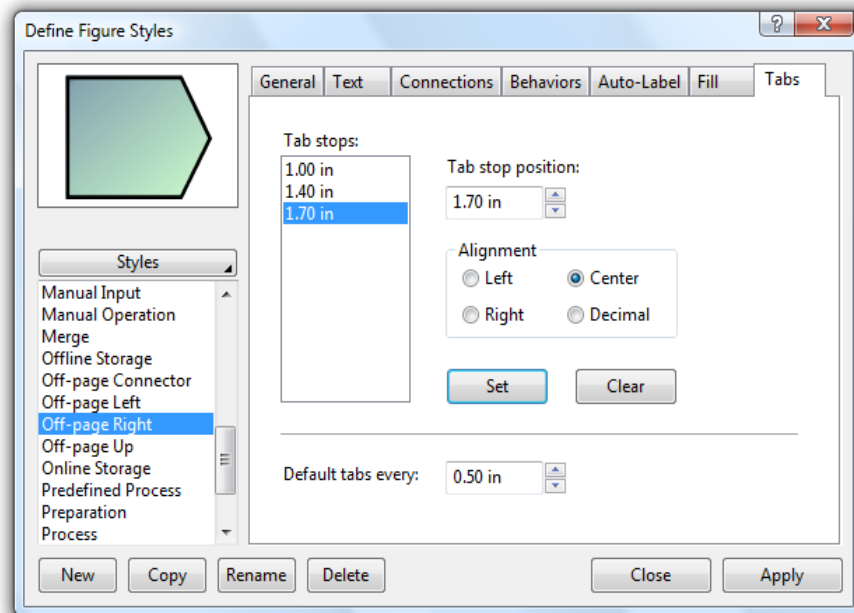
This control is available only for the elliptical gradient fill method. Choose a value from 0 to 100 to increase the size of the center region of the gradient.

Presets

Choose a preset fill as a shorthand for popular combinations of the above options. Presets combine all of the fill properties except for the 'To' color which is independently controllable.

Figure Styles: Tabs

Use the Tabs tab of the Figure Styles dialog box to view and edit the style's tab stops.



Tab stop position

This box shows the position of a single tab stop that you can edit or create. It can reflect a tab stop highlighted in the tab stop list, or it can reflect a new tab to be added to the list.

Alignment

Select how text is aligned at the tab stop. Note that decimal tab stops, align text on the decimal point character which may vary by locale.

Set

Click to add the tab stop defined by the tab stop position and the alignment controls to the tab stop list. If the tab stop position corresponds to a tab stop already in the list, that tab stop will be updated. Otherwise, the new tab stop will be added. To change the position of an existing tab stop, add a tab stop at the new position, then clear the old one.

Clear

Click to remove the highlighted tab stop from the tab stop list.

Default tabs every

In addition to individual tab stops defined in the tab stop list, you can define a default tab stop interval, or set this field to zero for none. Tab stops occur at every interval of this distance from the left margin, beyond any individually defined tab stops.

NOTE: Note that a style must have simple left text justification in order for tabs to be expanded and tab stops to be in effect.

Setting Figure Style Symbol or Graphic

The graphic definition can be a predefined symbol or an imported graphic image.

Using a predefined symbol as a figure style graphic

Press the **Symbol from Gallery** button to access the Figure Symbol Gallery dialog box to select a figure symbol. See the following section for instructions.

Using a graphic image as a figure shape

You can define a figure style using a graphic or clipart image imported from a file, from a figure in your diagram, or from the Windows clipboard.

Several import formats are supported. A complete discussion of supported formats is contained elsewhere (see *Importing Graphics* on page 213).

To import a graphic image from a file to serve as the figure style shape

1. Press the **Graphic from File** button in the Define Figure Style dialog box.
2. Choose the graphic file type in the *List files by type* box.
3. Select a graphics file and press OK.

☞ **To copy a graphic image or symbol from an existing figure to serve as the figure style shape**

1. In your diagram, select the single figure that contains the graphic that you want to use as your figure style shape. This might be a figure that was created when you pasted a clipboard image into your diagram from another program.
2. Enter the Define Figure Styles dialog box by choosing **Styles** from the **Figures** menu.
3. Press the Graphic from Selected button in the General section of the dialog box.

☞ **To import a graphic image from the Windows clipboard to serve as the figure style shape**

1. Copy a graphic image into the Windows clipboard. In another program, this is usually as simple as selecting the image and choosing copy.
2. Enter the Define Figure Styles dialog box by choosing **Styles** from the **Figures** menu.
3. Press the Graphic from Selected button in the General section of the dialog box.

Figure Symbol Gallery

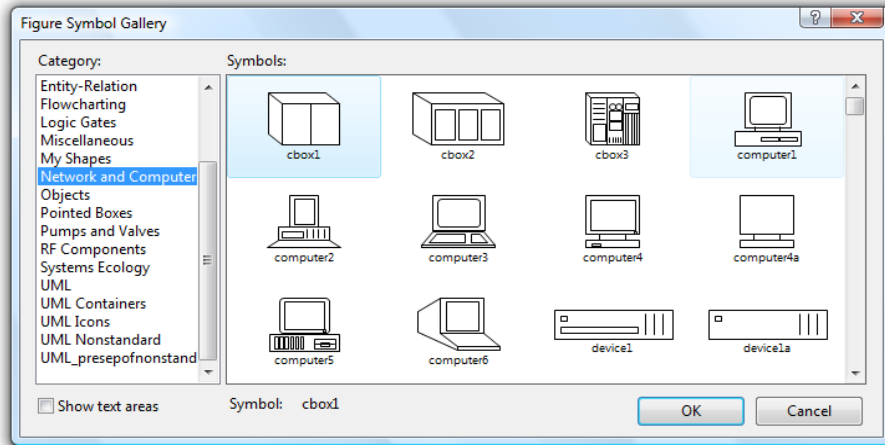
The Figure Symbol Gallery is a library of the pre-defined symbols available to your diagram. Use the figure symbol gallery to select a symbol when (a) changing a figure shape in the Figure Properties dialog box, (b) selecting Symbol from Gallery in the Define Figure Styles dialog box, or (c) using the *Insert Symbol* feature.

The figure symbols

The program comes with an initial collection of figure symbols. These are categorized by shape and by diagram type such as flowcharting symbols. You can add new symbols to your gallery by obtaining extension packs from the publisher.

Using the Figure Symbol Gallery dialog box

Invoke the Figure Symbol Gallery dialog box to find, preview, and select a figure symbol.



The dialog box displays the installed figure symbols. The highlighted box indicates the selected symbol. At the left is a list of categories. Check *Show text areas* to display the text areas within the symbols.

Select a symbol by clicking on it and pressing OK, or by double-clicking on it.

Defining a Style Based on a Figure in your Diagram

When you create a figure, it starts out as defined by the style you chose to base it on. You may then set the properties of that new figure in special ways such as giving it a specific color, or a new font size. Once you have altered the figure you may then want to update the style it was based on to reflect the changes such that all existing objects of that style, and all new objects of that style reflect the properties of the figure.

Update Style From

With the Update Style From feature you can use an existing figure to redefine the style that it was created from.

To update a style based on an existing figure of the style

1. Right-click on the figure and choose **Update Style From..** from the right-click menu.
- OR
2. Select the figure and choose **Update Style From..** from the **Figures** menu.

New Style From

With the New Style From feature you can use an existing figure to define a new style.

To define a new style based on an existing figure

1. Right-click on the figure and choose **New Style From..** from the right-click menu.
OR
2. Select the figure and choose **New Style From..** from the **Figures** menu.
3. Enter a name for the style when prompted. The style will appear in the style bar on the left of the screen by default. If you don't want it there just right-click on the button and choose Hide.

Reapplying a Figure Style

Use the Reapply Style feature to restore a figure to the properties of its initial style. This will work for any figure with an associated style. Most figures have an associated style because they were created by choosing from a style. Those that do not have an associated style are created in other ways, such as by importing graphics or inserting symbols directly without specifying a style. You can review and change the associated style in the Figure Properties screen.

To reapply the properties of the original style to one of more figures

1. Select one or more figures that have an associated style.
2. Right-click on the figure and choose **Reapply Style** from the right-click menu.
OR
3. Choose **Reapply Style** from the **Figures** menu.

NOTE: Certain properties that are judged to be critical to a specific object will not be restored from the style when you reapply. One example is the figure text.

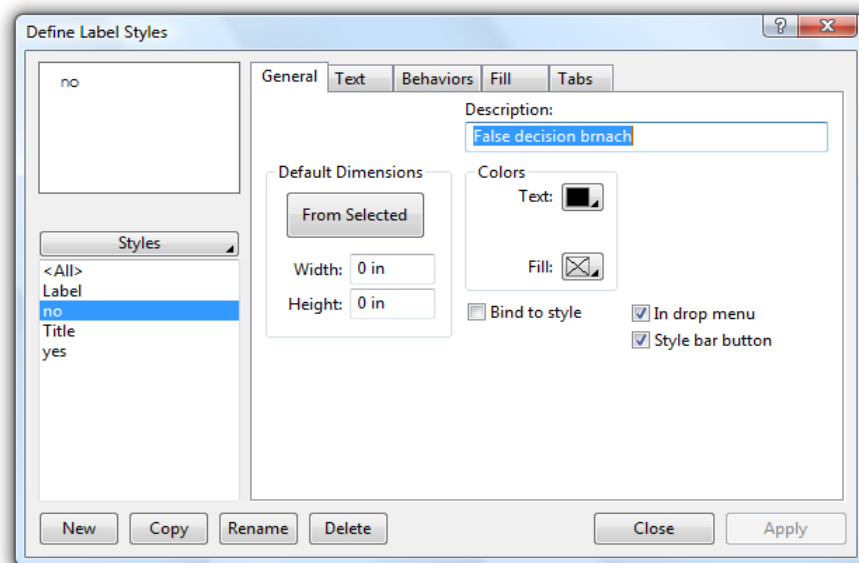
CHAPTER

11

LABEL STYLES

Label styles are similar to figure styles. Label styles define the initial characteristics and behaviors of labels. Labels are essentially specialized figures. Therefore, working with label styles is very much like working with figure styles.

To work with label styles, choose **Styles** from the **Labels** menu. If no styles are defined, you are immediately prompted to create a new style. If any styles are defined, the Define Label Styles dialog box appears. This dialog box allows you to view and modify attributes of the existing styles.



Label Styles: Common Controls

The Define Label Styles dialog box contains tabs for General, Text, and Behavior styles which are described in following sections. This section describes the dialog controls that are always visible.

Model

The upper left corner of the dialog box contains a model of the label style. The model is an illustration of how a label of this style will appear in your diagram. As you modify style attributes that affect the appearance of the style, the model helps you to visualize the outcome.

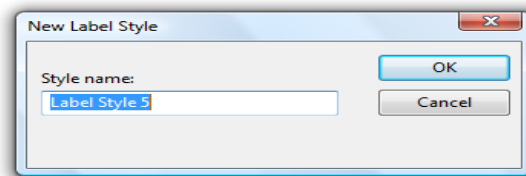
Style Selection

Below the model is a list box containing names of all the label styles presently included in your diagram. The style that is selected is the one being shown in the model and reflected throughout all the other controls in the dialog box. When you make a change, this is the style that is altered.

Above the list box is a button labeled **Styles** that provides a drop menu for changing the selected style.

New

Press this button to create a new style. The New Label Style dialog box appears to prompt for the name of the new style.



Press OK immediately to accept the default name, or enter a more descriptive name of your own. The name must not match the name of any existing style.

We strongly recommend that you enter a descriptive name for the style. This will help you remember the style's purpose. Now is the time to do it, because if you want to change the name later, the only way to do it is to copy the style to one of a new name and delete the old style. This can be inconvenient because you may have to go back and define and existing objects of the old style to the new style (by editing its properties).

Copy

Press this button to create a new style that is a copy of the current style. Enter a descriptive name for the style as with New above.

Rename

Press this button to change the name of a style.

Delete

Press this button to delete the currently selected style. You will be asked to confirm the deletion before it takes effect. Be very careful. Deleting a style cannot be undone. If you have any doubts, save your diagram before deleting any styles.

When you delete a style, any objects in the diagram that were created with this style and bound to it become unbound.

Close

Press this button to exit the dialog box. If you have made changes to the currently selected style that you have not yet applied, you will be asked to do so before exiting.

Apply

Press this button to apply all the changes you have made to the currently selected label style. You should apply your changes before switching to select a different style or closing the dialog box. If you forget, you will be asked whether to apply or discard the changes before going on.

The selected label style

The selected label style is similar in function to the selected figure style described in the previous chapter.

 To view a different style

1. Choose a different style by name from the style list box by clicking on the current style name.

or

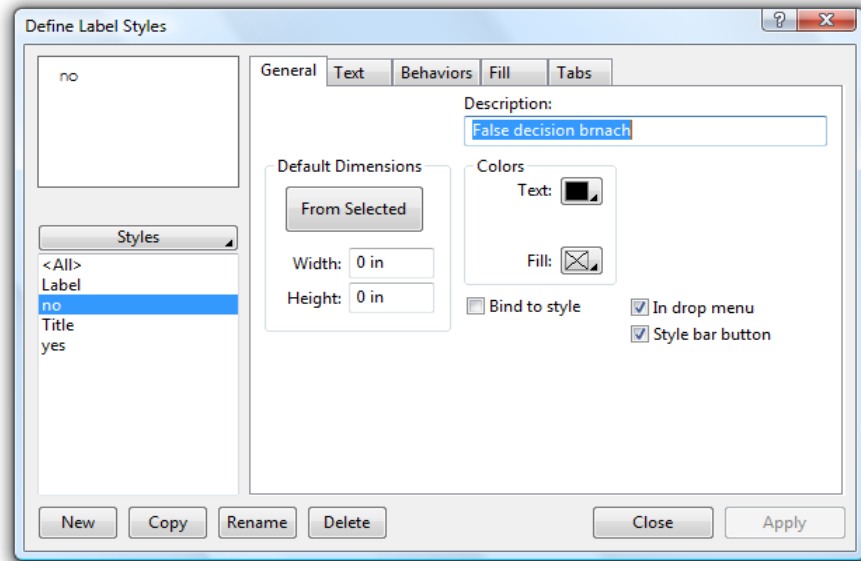
2. Use the style drop menu button **Styles** located above the style list box to select a different style by its appearance.

When you choose a different style, the controls reflect the properties of the style and the style model at the upper left displays a sample of the style with its current properties.

If you attempt to switch styles after making changes to the current style properties but before you apply those changes to the style, you will be asked whether you want to apply the changes before switching to the new style.

Label Styles: General

Use the General tab of the Define Label Styles dialog box to view and edit the basic properties of the selected label style such as its description, default dimensions, and colors.



Description

The description is a short text description of the style. This description is displayed in the status bar when the style is selected.

Width

Enter the default width for labels of this style here. This field is not particularly important for labels because they resize automatically to fit their text.

Height

Enter the default height for labels of this style here. This field is not particularly important for labels because they resize automatically to fit their text.

From Selected

Rather than typing dimensions for Width and Height, you can select a single figure or label before entering the label style dialog box, then press this button to use the width and height of that object as the style's defaults. This button will be grayed unless a single figure is selected in your diagram when you invoke the dialog box.

Text color

To change the color of the text for label of this style, choose a color from the color selection drop menu. If you select a color that cannot be drawn solid, Windows draws the text in the nearest solid color.

Bind to style

When this property is checked, any object created with this style is automatically *bound* to the style. This means that if the style changes in the future, the object will change as well. If an object is not bound to the style, future changes to the style will not effect the object.

In drop menu

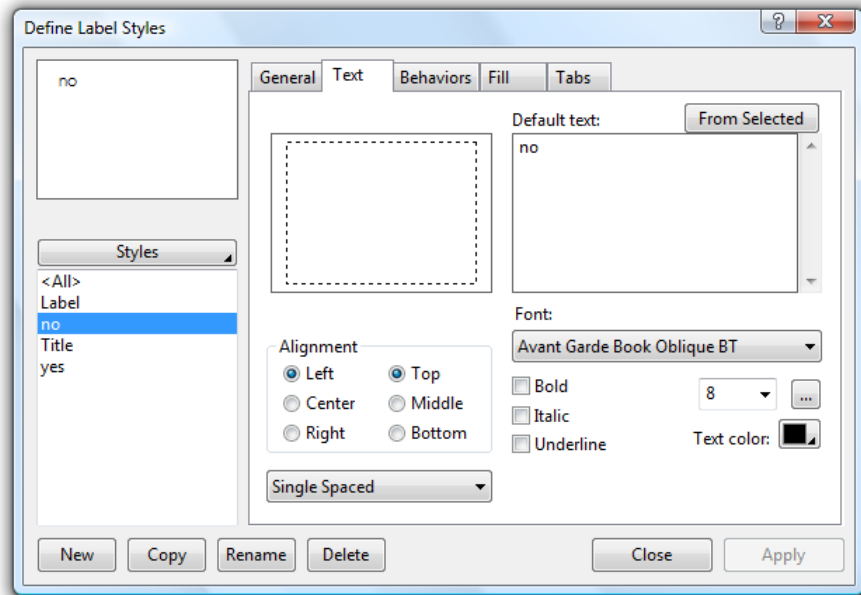
If this button is checked, the style appears in the label style drop menus, otherwise it does not. This is the same as checking Menu in the Choose a Label Style dialog box (see page 52).

Style bar button

If this button is checked, a button with a representation of the style is included in on the style bar. Style bar buttons are useful for frequently used styles. Because the representation on a style bar button is not exact (contains no color or line thickness), they are not useful for every style. This is the same as checking Button in the Choose a Label Style dialog box (see page 52).

Label Styles: Text

Use the Text tab of the Define Label Styles dialog box to view and edit the style's text and the properties of the style that affect the display and format of the text.



Text

The text control to the right of the model displays the text that is contained in the figure in the selected text region. The text here can be edited using the usual Windows edit box controls including copy and paste. Notice that text in this box just shows the words. It does not reflect the font, text size, boldness, or alignment as it would in the figure itself.

Alignment

Use the alignment controls to determine how the text is aligned horizontally (left, center, or right) and vertically (top, middle, or bottom).

Font

Choose the font family to display the font.

Bold, Italic, and Underline

Select common font attributes.

Size

Use the drop down box to select a point size for the font.

Text color

To change the color of the figure's text, choose a different color from the color selection drop menu. If you select a color that cannot be drawn solid, Windows draws the text in the nearest solid color.

Line Spacing (at lower left)

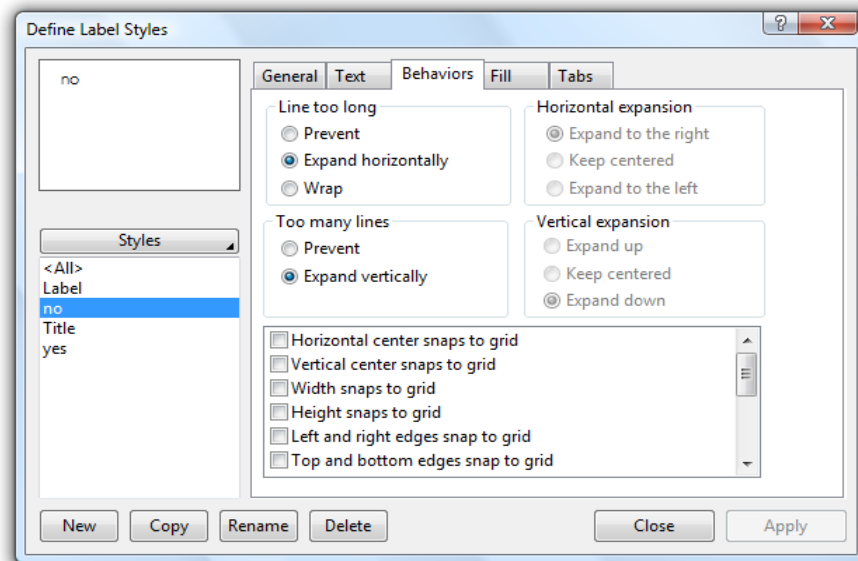
Select the spacing between lines of text. Single spaced is the default and most common option.

Ellipsis (...)

Use the button with the three dots to choose the font attributes using the standard Windows font selection dialog box.

Label Styles: Behaviors

Use the Behaviors tab of the Define Label Styles dialog box to view and edit the properties that affect the way labels of this style behave within your diagram.

**Line too long**

This property controls what happens when typed text becomes too wide for the figure. If set to *Prevent*, additional characters are not allowed. If set to *Expand*, the figure automatically grows wider as you continue typing. The direction of expansion is controlled by the *Horizontal expansion* property. If set to *Wrap*, the width of the figure does not change and the text word-wraps automatically to the next line.

Horizontal expansion

This property controls in which direction the figure expands when it expands automatically in the horizontal direction, such as when you type more text than will fit in the current width of the figure.

Too many lines

This property controls what happens when typed text exceeds the number of lines that fit in a figure of this style. If set to *Prevent*, additional lines are not allowed. If set to *Expand*, the figure automatically grows taller as you add lines. The direction of expansion is controlled by the *Vertical expansion* property.

Vertical expansion

This property controls in which direction the figure expands when it expands automatically in the vertical direction, such as when you type more lines of text than will fit in the current height of the figure.

Horizontal center snaps to grid

It is generally best to disable this property for labels.

Vertical center snaps to grid

It is generally best to disable this property for labels.

Width snaps to grid

It is generally best to disable this property for labels.

Height snaps to grid

It is generally best to disable this property for labels.

Left and right edges snap to grid

It is generally best to disable this property for labels.

Top and bottom edges snap to grid

It is generally best to disable this property for labels.

Center stationary when resizing horizontally

Check this property to cause the center of the label to remain in the same place when you resize it horizontally by dragging the handles.

Center stationary when resizing vertically

Check this property to cause the center of the label to remain in the same place when you resize it vertically by dragging the handles.

Keep sized to text

When this property is checked, the figure is always sized to exactly fit the amount of text it contains. For example, if you edit text for a figure such that the figure has less

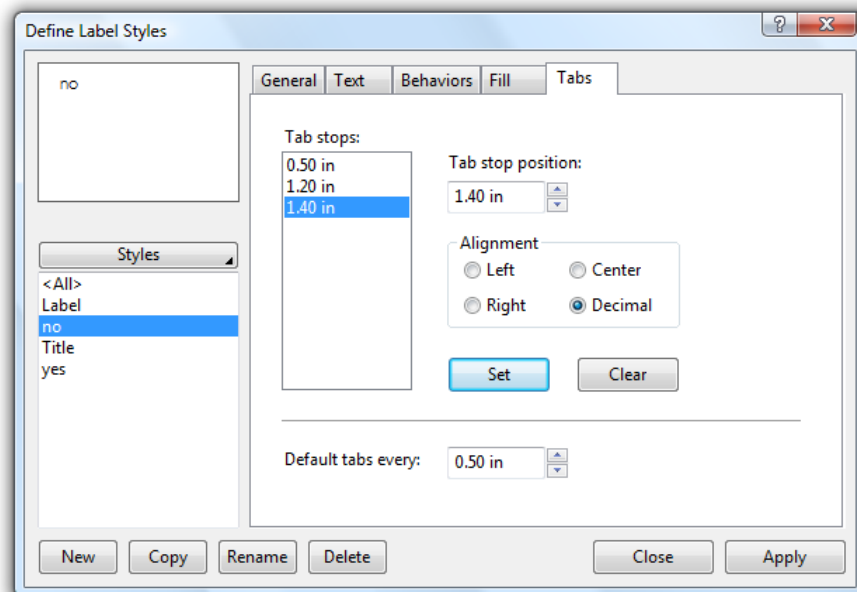
text than it had before, the figure will automatically resize itself to shrink down around the new text as soon as you complete editing the text.

Automatic Text Scaling

When this property is checked, the label text scales automatically when you resize the label. Labels having this property always maintain a fixed aspect ratio (height vs. width).

Label Styles: Tabs

Use the Tabs tab of the Label Styles dialog box to view and edit the style's tab stops.



Tab stop position

This box shows the position of a single tab stop that you can edit or create. It can reflect a tab stop highlighted in the tab stop list, or it can reflect a new tab to be added to the list.

Alignment

Select how text is aligned at the tab stop. Note that decimal tab stops, align text on the decimal point character which may vary by locale.

Set

Click to add the tab stop defined by the tab stop position and the alignment controls to the tab stop list. If the tab stop position corresponds to a tab stop already in the list, that

tab stop will be updated. Otherwise, the new tab stop will be added. To change the position of an existing tab stop, add a tab stop at the new position, then clear the old one.

Clear

Click to remove the highlighted tab stop from the tab stop list.

Default tabs every

In addition to individual tab stops defined in the tab stop list, you can define a default tab stop interval, or set this field to zero for none. Tab stops occur at every interval of this distance from the left margin, beyond any individually defined tab stops.

NOTE: Note that a style must have simple left text justification in order for tabs to be expanded and tab stops to be in effect.

Defining a Style Based on a Label in your Diagram

When you create a label in your diagram, it will start out as defined by the style you chose to base it on. You may then set the properties of that new label in special ways such as giving it a specific color, or a new font size. Once you have altered the label you may then want to update the style it was based on to reflect the changes such that all existing objects of that style, and all new objects of that style reflect the properties of the label.

Update Style From

With the Update Style From feature you can use an existing label to redefine the style that it was created from.

To update a style based on an existing label of the style

1. Right-click on the label and choose **Update Style From..** from the right-click menu.
OR
2. Select the label and choose **Update Style From..** from the **Labels** menu.

New Style From

With the New Style From feature you can use an existing label to define a new style.

To define a new style based on an existing label

1. Right-click on the label and choose **New Style From..** from the right-click menu.
OR

2. Select the label and choose **New Style From..** from the **Labels** menu.
3. Enter a name for the style when prompted.

Reapplying a Label Style

Use the Reapply Style feature to restore a label to the properties of its initial style. This will work for any label with an associated style. Only those labels that were created from a style have an associated style unless you assign one yourself. When you simply click on the Text tool rather than using a test style button to create a label, that label will not have an associated style. You can review and change the associated style in the Label Properties screen.

To reapply the properties of the original style to one of more labels

1. Select one or more labels that have an associated style.
2. Right-click on the label and choose **Reapply Style** from the right-click menu.
OR
3. Choose **Reapply Style** from the **Labels** menu.

NOTE: Certain properties that are judged to be critical to a specific object will not be restored from the style when you reapply. One example is the figure text.

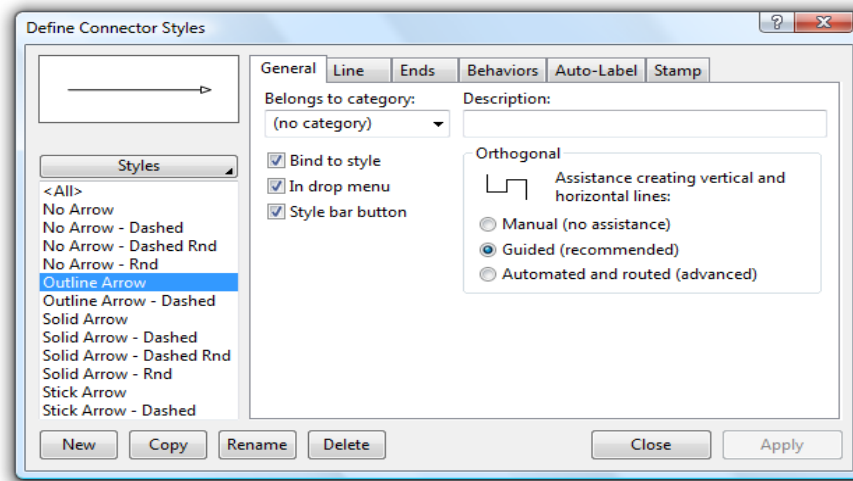
CHAPTER

12

CONNECTOR STYLES

Connector styles define the initial characteristics and behaviors of connectors. This chapter describes how to define, create, modify and delete connector styles.

To work with connector styles choose **Styles** from the **Connectors** menu. If no styles are defined, you are immediately prompted to create a new style. If any styles are defined, the Define Connector Styles dialog box appears.



Connector Styles: Common Controls

The Define Connector Styles dialog box contains tabs for General, Line, and Ends styles which are described in following sections. This section describes the dialog controls that are always visible.

Model

The upper left corner of the dialog box contains a model of the connector style. The model is an illustration of how a connector of this style will appear in your diagram. As you modify style attributes that affect the appearance of the style, the model helps you to visualize the outcome.

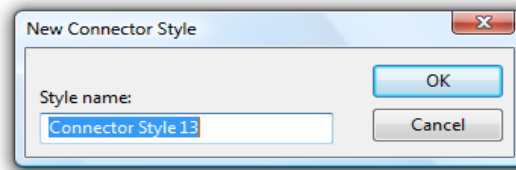
Style Selection

Below the model is a list box containing names of all the connector styles presently included in your diagram. The style that is selected is the one being shown in the model and reflected throughout all the other controls in the dialog box. When you make a change, this is the style that is altered.

Above the list box is a button labeled **Styles** that provides a drop menu for changing the selected style.

New

Press this button to create a new style. The New Connector Style dialog box appears to prompt for the name of the new style.



Press OK immediately to accept the default name, or enter a more descriptive name of your own. The name must not match the name of any existing style.

We strongly recommend that you enter a descriptive name for the style. This will help you remember the style's purpose. Now is the time to do it, because if you want to change the name later, the only way to do it is to copy the style to one of a new name and delete the old style. This can be inconvenient because you may have to go back and define and existing objects of the old style to the new style (by editing its properties).

Copy

Press this button to create a new style that is a copy of the current style. Enter a descriptive name for the style as with New above.

Rename

Press this button to change the name of a style.

Delete

Press this button to delete the currently selected style. You will be asked to confirm the deletion before it takes effect. Be very careful. Deleting a style cannot be undone. If you have any doubts, save your diagram before deleting any styles.

When you delete a style, any objects in the diagram that were created with this style and bound to it become unbound.

Close

Press this button to exit the dialog box. If you have made changes to the currently selected style that you have not yet applied, you will be asked to do so before exiting.

Apply

Press this button to apply all the changes you have made to the currently selected connector style. You should apply your changes before switching to select a different style or closing the dialog box. If you forget, you will be asked whether to apply or discard the changes before going on.

The selected connector style

The selected connector style is similar in function to the selected figure style described in a previous chapter.

 To view a different style

1. Choose a different style by name from the style list box by clicking on the current style name.

or

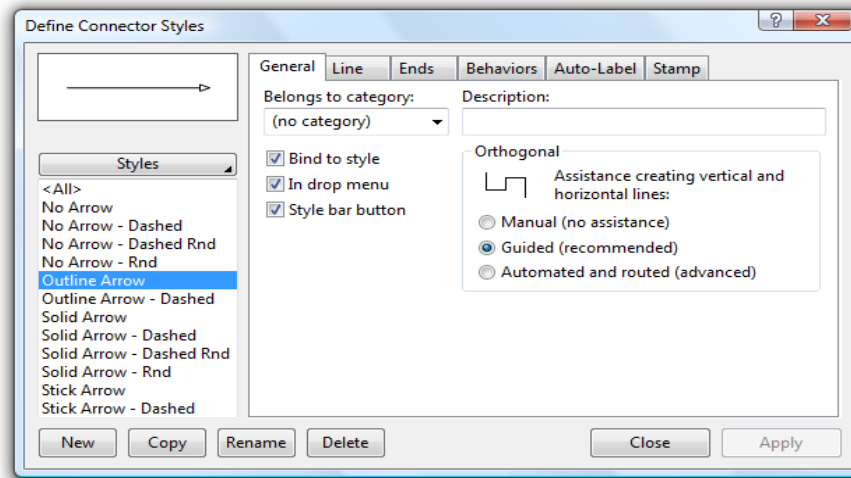
2. Use the style drop menu button **Styles** located above the style list box to select a different style by its appearance.

When you choose a different style, the controls reflect the properties of the style and the style model at the upper left displays a sample of the style with its current properties.

If you attempt to switch styles after making changes to the current style properties but before you apply those changes to the style, you will be asked whether you want to apply the changes before switching to the new style.

Connector Styles: General

Use the General tab of the Define Connector Styles dialog box to view and edit the basic properties of the selected connector style.



Description

The description is a short text description of the style. This description is displayed in the status bar when the style is selected.

Bind to style

Check this box to choose whether or not a connector's properties are bound to the style. If a connector's properties are bound to its style, then anytime the style properties change, the connector gets the new properties automatically. You will generally want to set this option for normal connector.

In drop menu

Check this box to have this style appear in the Connectors style drop menu.

Style bar button

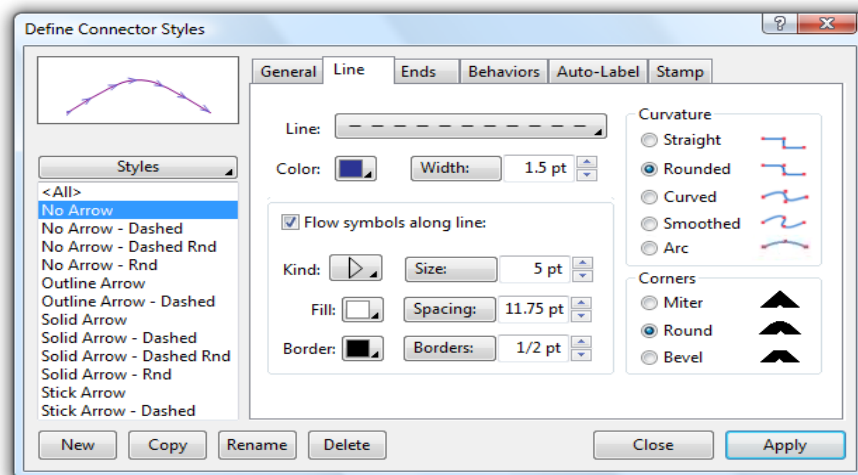
Check this box to have the style appear on a button on the style bar.

Orthogonal

This property can provide some assistance in creating and keeping connectors orthogonal (all lines vertical or horizontal). Guided provides adequate help for most cases. Automated is more extensive (see Orthogonal Connectors on page 100).

Connector Styles: Line

Use the Line tab of the Define Connector Styles dialog box to view and edit the line of the selected connector style.



Line

A connector line can be one of many line styles such as solid, dashed, dotted, and so on. To change the connector's line style, choose a new line style from the drop menu.

Color

To change the color of the connector, choose a different color from the color selection drop menu. Use of this drop menu is described elsewhere (see [Choosing Colors](#) on page 39).

Width

To change the line width of the connector, enter a width or use the up and down spin buttons. You can also choose a standard width by clicking on the drop menu.

Curvature

Select one of the curvature options for the connector. The connector of the connector can be straight, curved, smoothed, rounded, or arced (see [Curved Connectors](#) on page 94).

Corners

Choose a corner style (also known as a line join style). These options apply to the way that thick straight connectors appear when two segments meet. Note that corners will appear rounded when imported into other documents.

Flow symbols along line

Check this box to enable flow symbols to be drawn along the connector of the connector.

Kind

Choose the kind of flow symbol from the flow symbol drop menu.

***Fill color***

Choose a fill color for the flow symbols.

Border color

Choose a border color for the flow symbols.

Size

Choose the size for the flow symbols.

Spacing

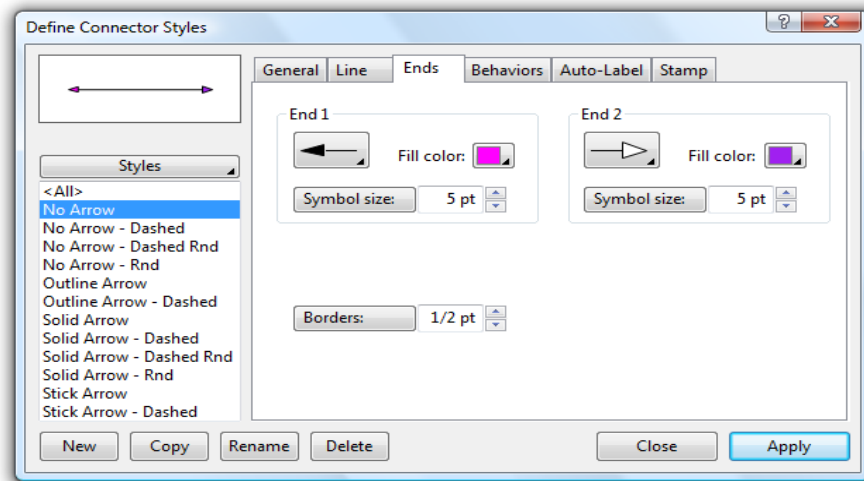
Choose the spacing interval between flow symbols.

Border width

Choose the line width of the borders of the flow symbols.

Connector Styles: Ends

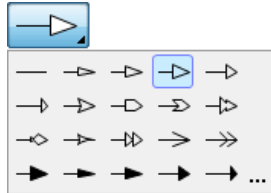
Use the Ends tab of the Define Connector Styles dialog box to view and edit the appearance of the symbols that are drawn at the ends of the connector (arrowheads).



To change the originating or terminating end of the connector, choose a color, size, and end symbol.

Symbol

Select an end symbol shape from the end symbol drop menu.



Click on the three dots on the lower right to choose from more symbols in the End Symbol Gallery.

Fill color

Choose a fill color for the interior of the symbol.

Symbol size

Choose a size for the symbol.

Borders

To change the border widths, enter a width or use the up and down spin buttons.

End Symbol Gallery

The End Symbol Gallery is a library of the pre-defined end symbols (arrowheads and such) available to your diagram. Use the end symbol gallery to select an end symbol to use as the shape of a connector's arrowhead.

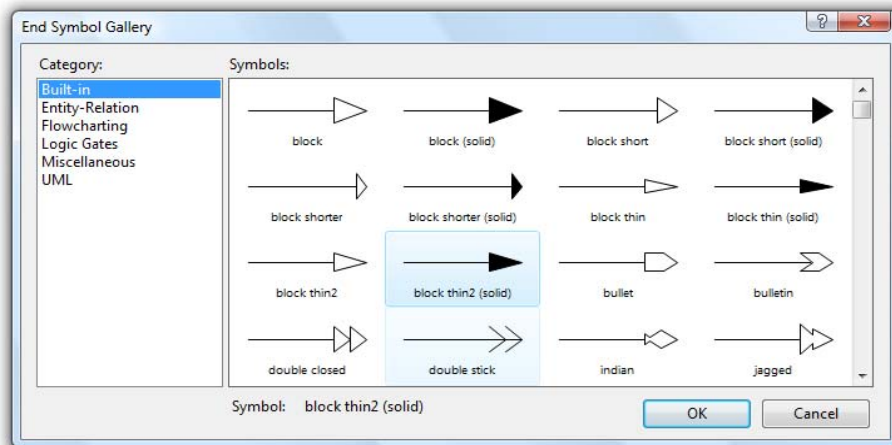
The end symbols

The program comes with an initial collection of end symbols including a number of built-in arrows that are always visible in the drop menu. These are categorized by shape and by diagram type. You can add new symbols to your gallery by obtaining extension packs from the publisher.

End symbols are stored in .EDE files (one per category) on your hard disk in the program's *Symbols* folder. These are ASCII text files that you can use to create new symbols. For a complete reference to creating and editing custom symbols see the *Formats and Customization Guide* available for download on the Pacestar Software web page.

Using the End Symbol Gallery dialog box

Invoke the End Symbol Gallery dialog box to find, preview, and select an end symbol.

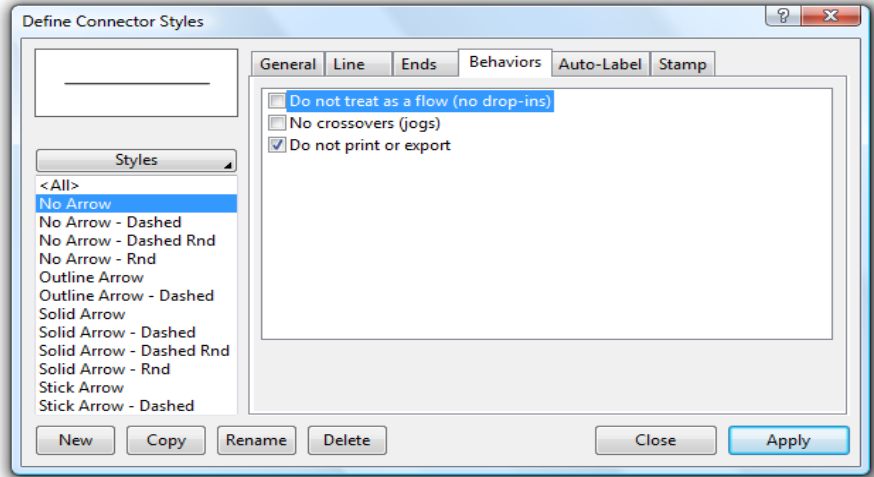


The dialog box displays the installed end symbols. The highlighted box indicates the selected symbol. At the left is a list of categories.

Select a symbol by clicking on it and pressing OK, or just by double-clicking on it.

Connector Styles: Behaviors

Use the Behaviors tab of the Connector Styles dialog box to view and edit the properties that affect the way connectors of this style behave within your diagram.



Do not treat as a flow (no drop-ins)

When checked, “flow” properties will be disabled for connectors of this style. For example, you will not be able to drop a new or existing figure into the flow of the connector automatically connecting the figure in-line with the connector. This behavior only has meaning if the “Snap figures into flows” option is enabled in the Snap Labels section under Edit in the Tools Options screen. This property is useful when a path is used as a simple line rather than for connecting figures.

No crossovers (jogs)

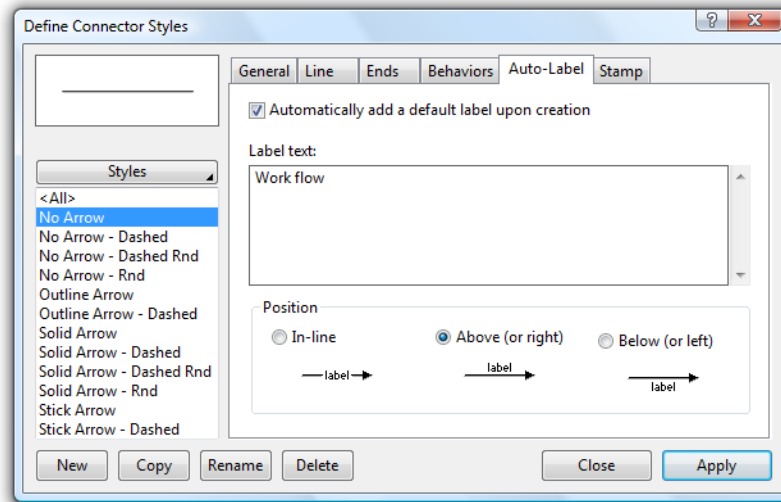
When checked, connectors of this style will not use jogs when crossing over other connectors, nor will other connectors use jogs when crossing over connectors of this style. This behavior only has meaning if jogs are enabled in the diagram (see Diagram Properties Connectors). This property is useful when a connector is used as a simple line rather than for connecting figures.

Do not print or export

Self-explanatory

Connector Styles: Auto-Label

Use the Auto-Label tab of the Define Connector Styles dialog box to view and edit the properties that affect the automatic labeling of connectors created with this style.



Automatically add a default label upon creation

Check this box to cause connectors of this style to be labeled with default text automatically when created. The label's style and hence its size, color, font and so on are controlled by the current Connector Label Style defined in the Labels tab of the Diagram Properties dialog box.

Label Text

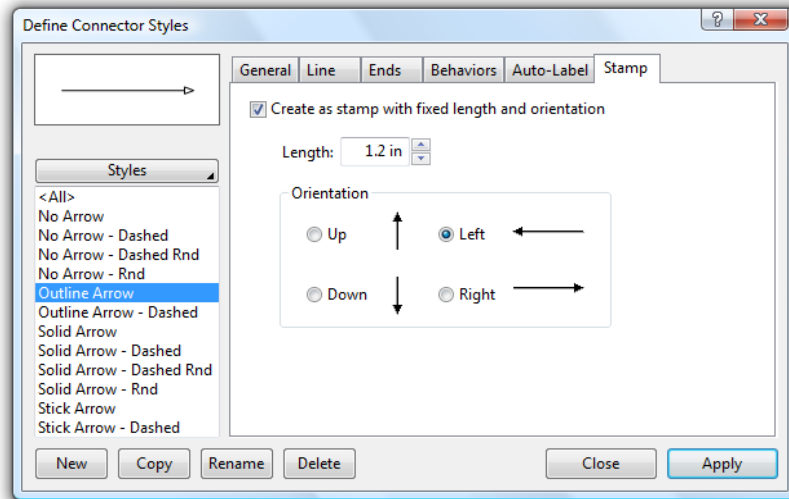
Enter the default text of the auto-label.

Position

Select whether the automatically created label will appear in-line or alongside the connector above or below (or to the right or left of vertical connectors). The label will always be centered along the length of the connector and the text will be center-justified. Also note that if you create the connector with multiple segments, the label will appear on the first segment.

Connector Styles: Stamp

Use the Stamp tab of the Define Connector Styles dialog box to control how a connector of the style gets created. Whereas normally a connector is created by clicking one endpoint then the other, it can also be created as a stamp with a predetermined length and orientation. Use this dialog box to define these attributes.



Automatically add a default label upon creation

Checking this property allows you to create connectors of this style as a stamp similar to how you create figures. In other words, when you select the label style and enter connect mode, the cursor will become a representation of a fixed size segment of the connector that you can “stamp” onto your diagram rather than clicking twice to define the endpoints of the connector.

Length

A stamp connector requires a fixed (non-zero) length. This is the size of the connector that will be created when you stamp it onto your diagram.

Orientation

A stamp connector requires an orientation. The stamp connector can point in any of the directions provided.

NOTE: Note that the stamp attribute controls only how a connector is created. Once it is created it is identical to any other connector and can be adjusted in any of the usual ways.

Defining a Style Based on a Connector in your Diagram

When you create a connector in your diagram, it will start out as defined by the style you chose to base it on. You may then set the properties of that new connector in special ways such as giving it a specific color. Once you have altered the connector you may then want to update the style it was based on to reflect the changes such that all existing objects of that style, and all new objects of that style reflect its properties.

Update Style From

With the Update Style From feature you can use an existing connector to redefine the style that it was created from.

To update a style based on an existing connector of the style

1. Right-click on the connector and choose **Update Style From..** from the right-click menu.
OR
2. Select the connector and choose **Update Style From..** from the **Connectors** menu.

New Style From

With the New Style From feature you can use an existing connector to define a new style.

To define a new style based on an existing connector

1. Right-click on the connector and choose **New Style From..** from the right-click menu.
OR
2. Select the connector and choose **New Style From..** from the **Connectors** menu.
3. Enter a name for the style when prompted.

Reapplying a Connector Style

Use the Reapply Style feature to restore a connector to the properties of its initial style. This will work for any connector with an associated style. Most connectors do have an associated style because they were created by choosing from a style. You can review and change the associated style in the Connector Properties screen.

 **To reapply the properties of the original style to one of more connectors**

1. Select one or more connectors that have an associated style.
2. Right-click on a connector and choose **Reapply Style** from the right-click menu.
OR
3. Choose **Reapply Style** from the **Connectors** menu.

NOTE: Certain properties that are judged to be critical to a specific object will not be restored from the style when you reapply. One example is the connector's curvature.

CHAPTER

13

GROUPS

You can combine diagram objects into a *group* so you can work with them as though they were a single object. You can then move, copy, delete, and resize the group as a single unit. You can also use groups to apply property changes to all of the included objects without being required to select each object separately. Groups are convenient for positioning and aligning objects as a set as well, and you can even create groups containing other groups to help you construct complex diagrams.

Creating a Group

You can create a group from almost any set of objects from your diagram using the **Group** feature.

To create a group

1. Select a number of objects or existing groups. You can use the lasso selection to select objects within a rectangular area and/or use Shift-Click to add other objects to the selection.
2. Choose the **Group** command from the **Grouping** submenu of the main **Edit** menu, or from the right click menu, or use the hot key combination Ctrl-G.
3. The newly created group will now appear as a single selectable item.

When you create a new group, two changes will automatically take place to the set of objects making up the group. First, certain objects may be excluded or included despite whether they were selected or not; this occurs to preserve other relationships between objects. Also, the members of the group become re-ordered with respect to objects outside the group such that all objects in the group are immediately in front of, or behind one another. The objects within the group will retain their relative ordering so the re-ordering will rarely be noticed.

Breaking Apart a Group

You can break a group apart into its original components using the **Ungroup** and **Ungroup All** commands.

To break a group apart

1. Select the group (or groups).
2. Choose the **Ungroup** command from the **Grouping** submenu of the main **Edit** menu, or from the right click menu, or use the hot key combination Ctrl-U.
3. Each selected group will be broken apart leaving the components as individual objects once again. If the group was composed of other groups, those groups will once again be accessible as individual groups.

To break a group apart completely

1. Select the group (or groups).
2. Choose the **Ungroup All** command from the **Grouping** submenu of the main **Edit** menu, or from the right click menu.
3. Each selected group will be broken apart leaving the components as individual objects once again. If the group was composed of other groups, those groups will also be broken apart, and so on until the selection contains no more groups just individual ungrouped objects.

Ungroup All is the same as doing **Ungroup** repeatedly until all groups and nested groups, and nested groups and so on are broken apart. The only difference is that the **Regroup** feature described below is not available following **Ungroup All**.

Re-establishing a Group

You can use the **Regroup** feature to re-establish a single group that you just broke apart. You can also accomplish this by immediately undoing the Ungroup command but the Regroup feature provides the added capability to re-establish the group after performing additional steps. The most common usage of Regroup is to temporarily break apart a group for the purpose of editing some components individually (changing their size, position, color etc.). The regroup feature makes this common task easier and less error prone because you don't need to remember exactly which objects were in the group and then select them afterwards without error to regroup them.

Note that you can only regroup a single group, the last group that you ungrouped individually. Therefore, to have the option of regrouping a group, select a single group and ungroup it alone, not within a selection containing other groups, and not using the Ungroup All.

To re-establish the more recent group

1. Right click either with nothing selected or on an object that belonged to the group and select **Regroup** from the menu.
2. The original group will be re-established with all of its members.

You can regroup the last ungrouped group only until you perform a function that affects the identify of the group or its members. These include deleting an original member of the group, creating any new group, or performing another Ungroup or Ungroup All. If Regroup is not available in the menu, you will need to select the members of the group again and use the Group feature to re-establish the group.

Working with Groups

With most operations you can treat a group as if it were a normal diagram object. You can select it, move, copy, and delete it in all of the usual ways. In most respects, once individual objects are placed within a group, their individual properties are no longer accessible and you cannot perform operations such as moving, resizing, or editing the individual object. Some exceptions exist for added convenience. They are described in the following sections as well as some special properties and behaviors of groups.

Selecting Groups

Select groups by clicking on any item that is a member of the group. You can also select groups using the lasso select but only groups that are entirely within the lasso rectangle become selected.

Aligning, Spacing, and Centering Groups

When aligning, spacing evenly, or centering on page, a group of objects will be treated as if it were one object. For example, if you select two groups and left align them, the left edge of one group will become aligned with the left edge of the other. The left edge is identified by the left most edge of the left most member of the group. To change the relative alignment and spacing of members of a group you must ungroup them first.

Changing Properties of Group Members

You can change properties (such as fill color, line widths, and so on) of individual group members while they remained grouped. However, you must apply any property changes to all members of the group or none. You can select a group and attempt to change properties of objects within it by using the toolbar buttons or the Properties commands located in the main menus, but the right click menu will not provide access to properties in its usual way. When you apply property changes to a group, you will

be asked whether to apply the changes to the group members or not. You may answer how you like and you can also choose to make your answer permanent to future questions of the same nature by checking the “Don’t ask again” box. If you tell it not to ask again, you can later change your mind by unchecking the option “Prompt to apply property edits to selected objects” located in the Tools Options dialog box at the bottom of the General area.

Individual Operations Allowed for Group Members

Even though objects are placed in a group, there are certain operations still allowed on the member objects.

- ❑ **Hyperlinks:** If a grouped object contained a hyperlink, you can still follow the link by double-clicking on the object. However, you will not be able to right click on it and select the Follow Link feature.
- ❑ **Text Editing:** You can edit the text of a grouped object using the text tool in the usual ways. Methods other than the text tool cannot be used to edit the text of grouped objects. Text can however be changed indirectly by using the Find and Replace feature.
- ❑ **Connecting:** You can connect to grouped objects in the usual way as if they were not in a group.

Resizing and Scaling Groups

Groups can be resized as if they were one item. To resize a group, drag one of the eight red resize handles as you would with an ordinary object. When you resize a group, all objects in the group scale including the text, line widths, connectors and so on.

There are some special considerations to keep in mind when resizing groups:

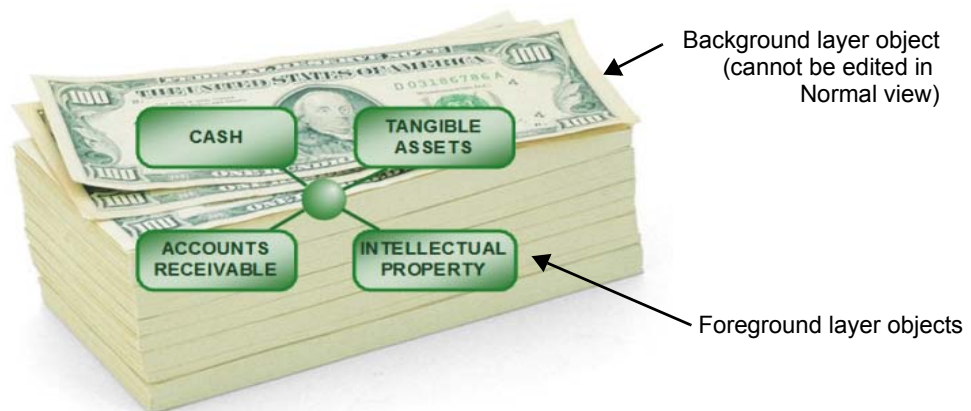
- ❑ Unlike most ordinary objects, a can only be resized to keep the same aspect ratio. It cannot be stretched more in one direction than another.
- ❑ When making a group smaller, the minimum size of the group is determined by the smallest text (or text attribute) of any member of the group. For example, the minimum text size allowed by the program is 4 points. If one of the objects within the group contains 8 pt text, the whole group can only be shrunk by 50%.
- ❑ If you shrink and then expand the size of a group back to its original size, it is possible that all aspects of the group may not end up exactly as they began. This is especially true of line widths and text sizes which can lose resolution when scaled too small.
- ❑ After resizing a group you may have to manually adjust some lines to make sure they are straight. The program will attempt to keep most lines straight through a group resize, but some, particularly non-center connections may require manual adjustment.

CHAPTER

14

LAYERS

In addition to the foreground layer of a diagram, you may also choose to add a background layer. Objects, labels, and graphics contained within the background layer appear behind the foreground of the diagram but are unaffected by normal editing.




Typically a background layer may contain:

- A solid colored backdrop
- A gradient backdrop for a 3D appearance
- A graphic image such as a company logo or watermark
- Informational text such as headers or footers

Using foreground and background layers is simple. Use the **View** menu to switch the active layer between **Normal**, **Foreground**, or **Background** then edit objects normally within the active layer. *Normal* is a special view in which the foreground and background layers are both visible, but only objects in the foreground layer can be edited. Typically, you'll do most of your diagram editing in the Normal layer view and switch to the Background layer view temporarily to create or edit the background.

NOTE: When a diagram consists of multiple sheets, each sheet has a distinct background. There is no common shared background. To implement a common background, copy the background of an existing sheet when you create a new sheet.

 **To switch the active layer view**

1. Select **Normal** from the **View** menu to display both the foreground and background layers. Only objects in the foreground layer will be editable.
2. Select **Foreground** from the **View** menu to display only the foreground layer. Only objects in the foreground layer will be editable.
3. Select **Background** from the **View** menu to display only the background layer. Only objects in the background layer will be editable.

 **To move objects between layers**

1. Select object(s) in the active view.
2. Cut or Copy the selected objects.
3. Switch the active layer.
4. Paste the objects into the active view.

NOTE: The foreground and background layers should not be confused with the ordering features such as **Front** and **Back**. The ordering features control the order of objects within the active layer. If for example, you move an object to the **Back** from within the foreground layer view, it will then appear behind all other objects in the foreground layer, but it will still appear in front of the background layer and all objects contained within the background layer. Consider that the entire background layer is drawn before anything in the foreground layer is drawn.

Selecting Objects from Multiple Layers

In Normal layer view and Foreground layer view, most selection operations will only select objects belonging to the foreground layer. Likewise in Background layer view, most selection operations will only select objects belonging to the background layer.

There are two exceptions that allow the selection of objects from multiple layers simultaneously. The **Select All** feature (available from the **Edit** menu or by using the Ctrl-A shortcut key) selects all objects in diagram including both foreground *and* background objects. And *lasso selection* from within the Normal layer view can be made to select objects from all layers within the selection lasso (including background objects) by holding down the Alt key simultaneously to performing the selection.

Selecting objects from multiple layers can be useful when copying or exporting selections in which you prefer to include both foreground and the background objects.

Copying Objects from Multiple Layers

When a diagram contains foreground and background objects, copy operations require special attention. Selecting only foreground objects (not selecting the underlying background objects) causes only the foreground objects to be copied. The background objects will not appear behind them when you paste the copied selection into another document. To include the background objects as well, use the Alt+Lasso Selection method described in the previous selection to select both the foreground and background objects. The bounds of the entire selection (foreground and background objects) will define the size and extent of the copied area.

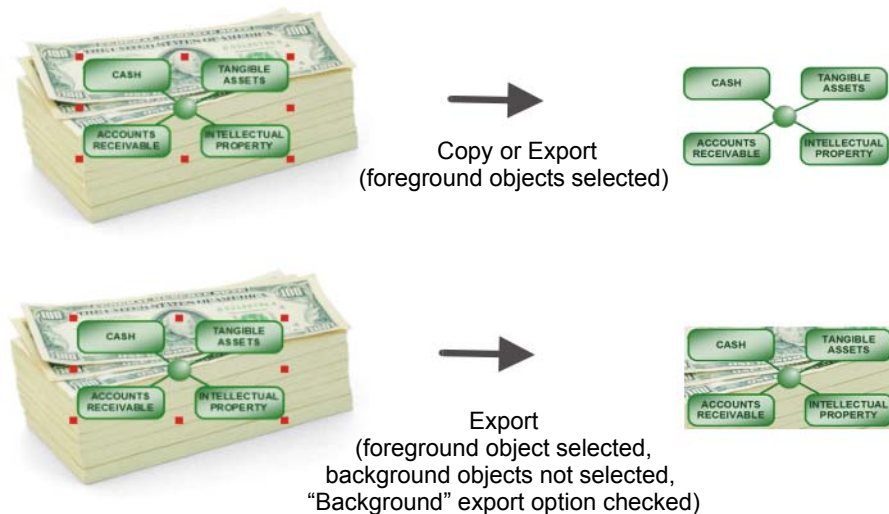
In the special case where the background objects are larger than the foreground object selection, you may prefer to include the background layer only partially, as a backdrop to the selection, cropped to the selection rectangle but not necessarily including the entire background object extents. In this case, you will need to use the Export feature instead of Copy as described in the following section.



Exporting Objects from Multiple Layers

Exporting objects from multiple layers also requires some special considerations. When exporting an entire diagram sheet, with no selection, the result of the export is exactly as you would expect. The foreground objects appear on top with the background objects beneath, just like the normal view on the screen, and just like when printing. However, when exporting a selection, the exported contents will normally contain only the selected objects, just as described in the previous section in regard to the Copy operation.

However, exporting a selection allows an additional option that in some cases is more in keeping with the true intent of the background layer. When you export a selection and the selection contains any unselected background objects behind it, the export screen will include a “Background” checkbox which allows you the choice of including the background objects cropped to the selection rectangle. Unlike copying, where background objects must be selected to be included (thus expanding the copied rectangle if the background objects are larger than the foreground selection), this option allows the background to appear partially, as a simple backdrop image behind the foreground objects, and cropped to the rectangle defined by the export selection rather than contributing to it.



CHAPTER

15

HYPERLINKS

Hyperlinks make it possible to link any figure in your diagram to another diagram, a document of a different application, or to a web page. They work a lot like hypertext links on the internet except that it's the figure that contains the link rather than the text.

With hyperlinks you can enhance your diagrams in these ways:

- Link a figure to another diagram. When you double click on the figure, the linked diagram opens in another window much like how an internet browser works. This is especially useful for expanding the detail of a figure (such as a process) into an entirely separate diagram.
- Link a figure to a document. For example, you can link a figure to a spreadsheet that contains data relating to that figure. When you double-click on the figure, the document opens in its proper application (Microsoft Excel for example).
- Link a figure to a web page (URL). When you double click on the figure, your browser is launched at the appropriate web page.

NOTE: Hyperlinks are an extension of this tool and are not part of most standard diagramming specifications. In fact some such specifications advise against using such features because they make diagrams dependent on specific tools and therefore less portable. We recommend that you use hyperlinks to create shortcuts and to supplement your diagrams rather than creating a dependency upon them. With this in mind, you can quite easily develop diagrams that stand on their own without any hyperlinks, and still make full use of hyperlinks to add shortcuts for navigation between diagrams, to organize related documents, and to reference web pages and internet resources.

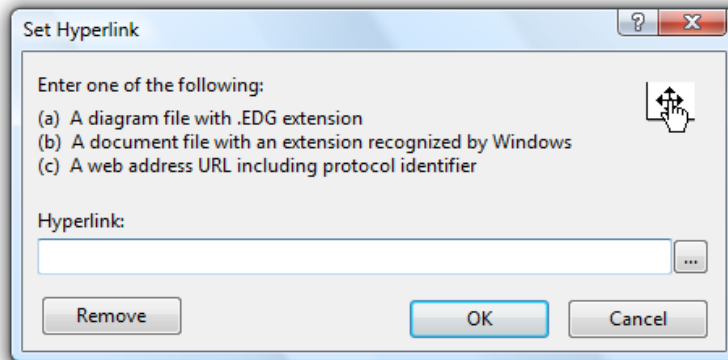
The following features permit you to set hyperlinks for figures, open hyperlinks to navigate between diagrams and documents, and maintain a rudimentary history of diagram links for backtracking.

Setting a Hyperlink

Any figure or label can contain one (and only one) hyperlink to another diagram, document, or web page.

To link a figure or label to another diagram or document

1. Select one figure or label.
2. Choose **Set Hyperlink** from the **Figures** (or **Labels**) menu, or right-click the figure and choose **Set Hyperlink**.
3. Use the dialog box to select a file (diagram or document) for the hyperlink or replace a previous hyperlink. You can also use the *Remove* button to eliminate the hyperlink.



It's a good practice to keep all diagrams and documents that have links to one another in one folder. Doing so will make it much easier to move the set of diagrams to another folder. The reason is that links are stored as full path names (e.g. "C:\DATA\ABC.EDG") unless both the diagram that contains the link, and the link diagram or document are in the same folder. Whenever you move a diagram or set of diagrams, you will have to manually re-adjust each link UNLESS all inter-linked diagrams are in the same folder.

Setting a Hyperlink to a Web Page

Setting a hyperlink to a web page is the same as setting a hyperlink to a document. Follow the procedure above but instead of specifying a document on your hard disk or network, instead specify a web address (URL).

Hyperlink URLs should begin with a protocol identifier such as "http:" and may contain *fragments* such as "http://www.pacestar.com/edge/eddsc.htm#reqs" or *query strings* such as "http://www.pacestar.com?id=1233".

Opening a Hyperlink to a Diagram or Document

When a figure or label contains a hyperlink to another diagram or to a document, you can *open* or *follow* that hyperlink to cause the link diagram to be opened in place of the current diagram. If the link is to a document other than another diagram, following the hyperlink will open that document.

To follow a hyperlink to another diagram or document

1. Make sure you are in Select mode (or Seltext mode)
2. Move the mouse cursor over a figure or label that contains a hyperlink. The figure or label can be selected or not selected. The cursor will show a combination hand and move cursor and the status bar will indicate the name of the diagram or document that will be opened if you double-click.
3. Double click the mouse on the figure or label. If the hyperlink is to another diagram, the current diagram will be saved automatically if it has been modified and the linked diagram will be opened in its place. If the hyperlink is to a document, that document will be opened.

alternately

1. Select the figure or label
2. Choose **Open Hyperlink** from the **Figures** (or **Labels**) menu

Following hyperlinks to documents other than diagrams makes use of Windows file associations. The extension of the link file must be known to Windows as being associated to a program. Once the program is identified, Windows will launch it with an “open” action on the specified document. In order for this to work, you must have the file association set-up in advance. To set a file association, choose “View” and “Folder Options” under My Computer. Refer to your Windows documentation for further details.

NOTE: If the current diagram is maximized and you follow a hyperlink to another diagram, the new diagram will replace the current diagram which will be saved automatically and closed. If the current diagram is not maximized, the new diagram will be opened in another window and the current diagram will not be affected.

Returning to the Parent of a Diagram

When you open a hyperlink to a diagram for the first time, the original diagram becomes the *parent* of the diagram.



To return to the parent of a diagram

Click on the *Go To Parent* button in the toolbar - it looks like an upward pointing arrow.

alternately

Choose Open **Parent Hyperlink** from the **Tools** menu.

To manually set the parent of a diagram

1. Choose **Set Parent Hyperlink** from the **Tools** menu
2. Select a diagram to be the new parent of a diagram or press *Remove* to eliminate the parent hyperlink.

Moving Back and Forward Among Previous Diagrams

When you move between diagrams by opening hyperlinks, you can use the Back and Forward features to return to diagrams that you previously visited.



To go back to the previously visited diagram, choose **Back Hyperlink** from the **Tools** menu, or press the Back Hyperlink button on the toolbar - it is a small link symbol with a blue arrow pointing left.



To go forward to the diagram that you left with Back, choose **Forward Hyperlink** from the **Tools** menu, or press the Forward Hyperlink button on the toolbar - it is a small link symbol with a blue arrow pointing right.

CHAPTER

16

TOOLS

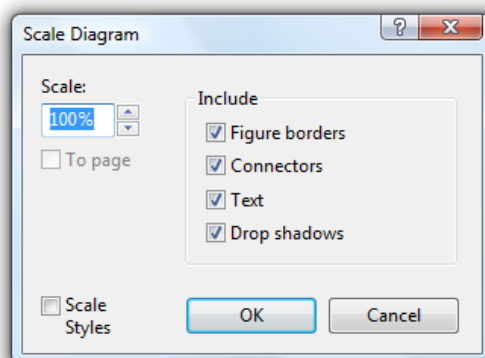
The **Tools** menu contains a variety of tools for manipulating diagrams and controlling program options.

Scale

Choose **Scale** from the **Tools** menu to access the diagram scaling feature. This feature allows you to scale the entire diagram or any part of it to any desired size. Scaling the diagram will actually make the objects larger or smaller when printed, unlike which affects only how the objects appear on the screen.

To scale the diagram or any part of the diagram

1. Select the objects you want to scale if you want to scale only a portion of the diagram. If no objects are selected, all objects in your diagram will be scaled.
2. Choose **Scale** from the **Tools** menu.
3. The Scale Diagram dialog box will appear. Choose the proper options and press OK to scale the diagram.



Scale

Enter the percentage to scale the diagram or use the spin buttons to increase or decrease the percentage. A percentage of 50% makes the diagram objects half as big while a percentage of 200% makes them twice as big.

To page

Click this box to force the diagram to be scaled so that it fills the center of the currently defined page (or all the poster pages).

Include

Choose the parts of the diagram that will be scaled in addition to the figures. You can choose to scale figure border widths, connector widths, figure and label text size, drop shadows (for the entire diagram).

Scale Styles

If checked the diagram's styles will be scaled as well as the objects in the diagram so that objects created will reflect the new scale as well. Scaling styles is not undoable so you may want to save a copy of your diagram before using this option.

NOTE: Scaling the diagram is also useful for producing scaled printer output. Save the diagram, scale it how you like, print the result, then restore the original.

Copying Styles From a Diagram

You can copy all of the figure, label, and connector styles from another diagram into the current diagram, merging the other diagram styles with those in the current diagram.

 **To copy styles from another diagram**

1. Choose **Copy Styles From** from the **Tools** menu.
2. Select the diagram by file name.

If the file you choose contains styles that have the same names as any in the current diagram, you will be asked whether the duplicate style should replace the current style by the same name or whether it should be ignored.

Importing Graphics

This program supports several methods of importing graphics such as images and clip art from other programs and from disk. The simplest method, that of simply cutting and pasting a graphic picture from another program into a diagram, has been covered in another section (see Pasting Objects on page 32). This section describes how to import graphic files directly from disk without necessarily using another program.

Supported graphics file types

There are many different file types that may contain graphics or clip art. Each graphics file type is considered either raster (bitmap) or vector (scalable). Either type can be resized, but when you resize bitmaps, they tend to distort and become unattractive. Scalable vector graphics are popular because they scale smoothly.

This program can import several popular bitmap graphics formats including:

- Windows Bitmaps (.BMP)
- Windows Device-Independent Bitmaps (.DIB)
- JPEG Bitmaps (.JPG).
- Graphic Interchange Format Bitmaps (.GIF)
- Portable Network Graphics Bitmaps (.PNG)
- PaintBrush Bitmaps (.PCX)

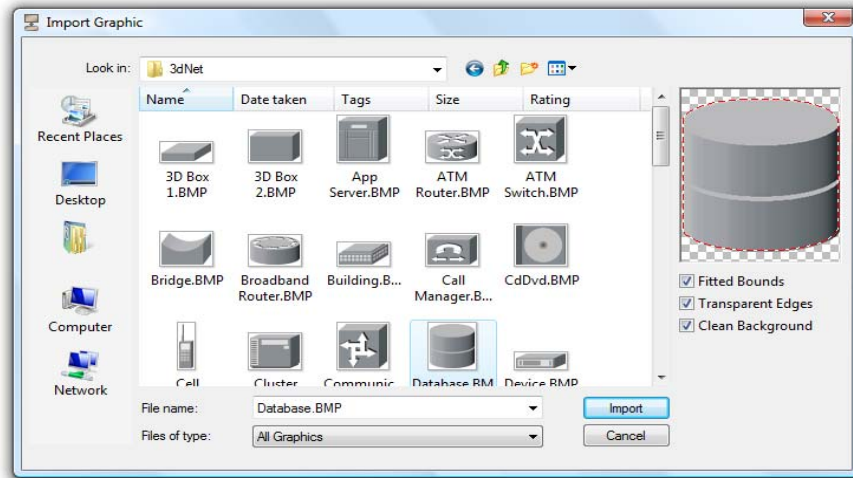
This program can also import scalable vector graphics formats including:

- Windows Metafiles (.WMF)
- Windows Enhanced Metafiles (.EMF).

There are other graphics file types which you might come across that cannot be imported directly. For example, there are Encapsulated Postscript (*.EPS) files, Computer Graphics Metafiles (*.CGM), and so on. Even though you cannot import these directly, you can still use them fairly easily. One way of importing such files is to load them into another program, copy them to the clipboard, then paste them into a diagram. There are also many programs that will let you import all different graphics types and then export as one of the supported import formats.

Inserting graphics

You can import supported graphics files directly from disk by using the **Insert Graphic** feature in the **Figures** menu or equivalently with the **Import Graphic** feature in the **Tools** menu. The Import Graphic Dialog box looks like this:



To insert a graphic into your diagram

1. Choose **Insert Graphic** from the **Figures** menu or the right click menu.
2. Select the file that you wish to insert and choose the *Graphics Importation Options* that work best for the particular file (see below).
3. Click the Import button. A new figure containing the imported graphic will appear in the active view.

Once you have inserted the graphic, you can manipulate it just like any other figure, moving, resizing, connecting, and so on.

Graphics Importation Options

The following options are available in the Insert Graphic dialog box and can be used to control how a particular graphic appears and behaves after it is imported. They are remembered once the dialog box is closed and remain in effect when drag-and-dropping graphics into the diagram, and when pasting them from the clipboard.

Fitted Bounds (Recommended ON in most cases)

Checking this option causes the creation of a bounding polygon shown in flashing red that serves as an approximation of the boundaries of the graphic. The outlined area is used for two purposes neither of which affects how the image appears. The first is to define a Hot Zone, an irregularly shaped area that delineates the edges of the image

that are sensitive to clicking by the mouse. The second purpose of the fitted bounds is to provide a border where attached connectors terminate. Without the fitted bounds the edges of the image will reflect the simple bounding rectangle. When importing clip-art to use as diagram elements, we recommend enabling this feature. However, when importing large images for the purposes of a background, turning off this option will decrease the time it takes to import.

Transparent Edges (Recommended ON in most cases)

Some graphics such as GIF files can have included transparency information which improves how the image will appear against a background or near other diagram elements. This option simulates this effect for graphics that do not have built-in transparency. When checked, the white space around the edges of the graphic become transparent. This allows you to import an image in any format and have an alternative to a basic rectangular image. For a good result, this feature requires that the image have a white background color and that the edges be fairly sharp. However, the *Clean Background* option described below may help to improve the result as well. Note that transparency affects only how the imported image appears, whereas the fitted bounds above affects only how it behaves. Often an imported image will appear and behave slightly differently.

Clean Background (Recommended ON in most cases)

This option supplements the *Transparent Edges* option above. Some clipart images have white backgrounds and surrounding edges, but due to the methods that produced the image, the background is not a single color of pure white. This condition is very common for images that use data compression such as JPEG files. To achieve acceptable results when using the *Transparent Edges* option, a range of near-white colors must be treated as pure white. When this option is checked, every color in the image that appears white is converted to a true white greatly improving the sharpness of the transparency border. In some cases, you may prefer to uncheck this option because it can cause white parts of the image to become transparent inadvertently.

Inserting a graphic with drag and drop

Another convenient way to insert graphics is to drag-and-drop them into your diagram.

 **To insert a graphic file into your diagram with Drag and Drop**

1. Open a diagram. If you have more than one diagram open, make sure the one you want to import into is active.
2. Go to the Windows Explorer. Locate and select the graphics files that you want to insert into your diagram. You can use the shift key to select more than one.
3. Drag the selected files over the program and drop them (let go of the mouse button). The graphics will be inserted and appear as new figures in the active

view. Note that the last *Graphic Importation Options* you set will affect how the dropped graphics appear and behave.

More about graphics

Figures that contain imported graphics will retain their shape (aspect ratio) when you resize them using the corner handles.

Inserted graphics are actually imported copies of images NOT links. If you cause a change to the graphics file, that change will not appear in your diagram unless you re-import the file.

The fill color for imported graphic images serves as a tinting color. Initially there is no tint color (fill color) for the imported graphic and all of the colors are unaffected. If you change the tint color by selecting a fill color, the colors will appear as shades of the tint color (see *Tinting* on page 41).

Exporting Graphics

You can export a diagram to a disk file in a standard graphic format so that you can later import the diagram into a different program. Note that exporting objects does not remove them from your diagram.

For example, if you export a diagram to a file as a Windows Metafile, you can then use Microsoft Word's **Insert Picture** feature to add the diagram to a Microsoft Word document. You can export a diagram as a JPG file for use on a web page.

To export the objects from your diagram to a graphics file

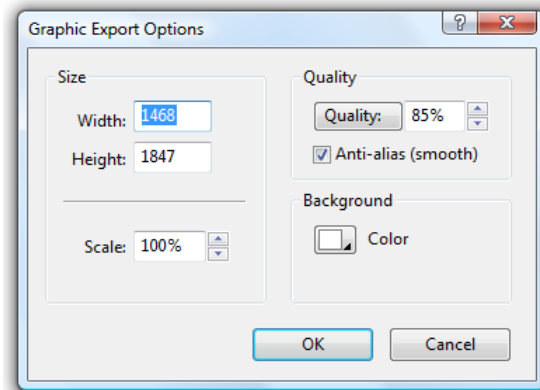
1. Select all the objects that you want to be exported. If you do not select any objects, ALL objects in your diagram will be exported. If your diagram contains multiple sheets, only objects in the active sheet will be exported.
2. Choose **Export Graphics** from the **Tools** menu.
3. Select a file name and a file format and press the Save button.

You can transfer diagrams and portions of diagrams to other programs more conveniently through the Windows clipboard by using **Cut** and **Copy**. However, there are a few advantages to using Export instead. Once you export a diagram to a file, you can easily store and transport that file. You can also use other commercially available programs to convert the file to other graphics formats that this program does not support.

Once you export a diagram to a file, you cannot reload that file into as a diagram. The exported file is essentially a snapshot of the image of the diagram and does not contain the actual diagram definition.

Graphic Export Options

When exporting to a bitmapped graphics format, you may specify the size of the resulting output graphic using the Graphic Export Options dialog box.



Width, Height

You can choose a specific dimension in pixels by entering a desired Height and Width.

Scale

Use this control to select an image size as a percentage of “true” size. The true size is the size that is shown by the rulers within your diagram. For example, if you have a box that is one inch square as shown by the rulers in your diagram and you export it scaled by 200%, the resulting bitmap will be two inches by two inches when displayed on your monitor.

Quality

Use this control to select a quality level for JPEG images. The quality can range from 10 (lowest) to 100 (highest). Highest quality images best represent the original but they also require the largest file size. The default is 85% which produces a reasonable file size but a very good image.

Background

Select a background color for the image. Don’t confuse this color with the page color (set in Tools Options) that controls the appearance of your diagram workspace.

Anti-alias (smooth)

Check this option to apply anti-aliasing (smoothing) to an exported bitmap. Anti-aliasing removes the jagged lines and drop-outs that result from rendering a diagram on a low resolution bitmap. It is especially superior when scaling down the diagram under 100% and when creating bitmaps for display on the screen, such as web page

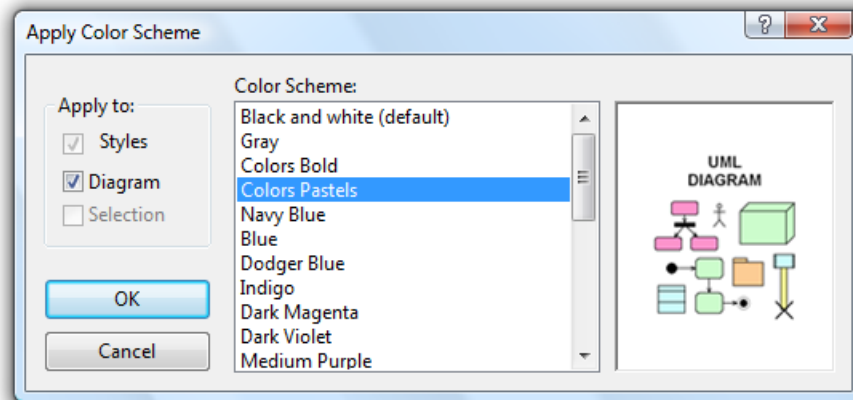
graphics. Anti-aliasing is available only when exporting to a full color bitmap format rather than a scalable vector format. Also, anti-aliasing is not available when exporting as a transparent bitmap.

Apply Color Scheme

After you have begun work on a diagram you can change object and style colors individually by modifying the style attributes and object properties manually. However, if the original template offered color scheme options, you can also use the Apply Color Scheme feature to change to an alternate color scheme.

To apply a new color scheme to your existing diagram, choose **Apply Color Scheme** from the **Tools** menu. Then use the Apply Color Scheme dialog box to select and apply the color scheme. If the feature is grayed it is unavailable for the diagram, most likely because the diagram was not created from a template having color scheme options.

The Apply Color Scheme dialog box looks like this:



Color Scheme

Scroll to a color scheme and select it. The preview window will show how the diagram will appear with the selected color scheme.

Apply to: Styles

This box is always checked. It serves as a reminder that the color scheme will always affect the styles. If you prefer to change the colors of the diagram objects without affecting the styles, do so by selecting the objects individually and adjusting their color properties.

Apply to: Diagram

When checked all objects in the current diagram that are based on styles are included and adopt the new color scheme. Note that the color scheme will not be applied to objects that are not based on an existing diagram style such as imported clip art images. To change the color of imported graphics, select the object and change its color individually.

Apply to: Selection

When checked all of the selected diagram objects adopt the new color scheme. As with the Diagram option above, imported clip art images are not included. This box is enabled only when diagram objects are selected.

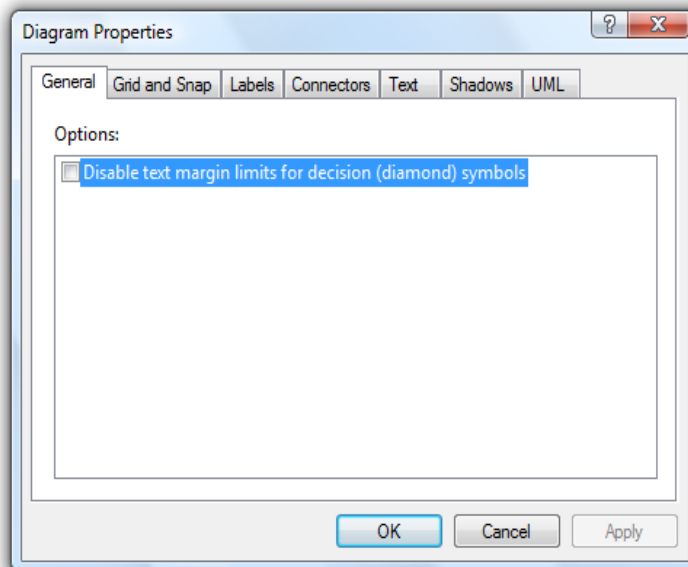
Diagram Properties

Each diagram has a set of properties that are saved with the diagram. To view and modify the properties of the diagram, choose **Diagram Properties** from the **Tools** menu.

The Diagram Properties dialog box contains groupings of properties organized under *tabs* with an appropriate heading. To change to a different grouping and their controls, press the corresponding tab. Controls located under each tab are described below.

Diagram Properties: General

Use the General tab in the Diagram Properties dialog box to set the basic properties of your diagram.

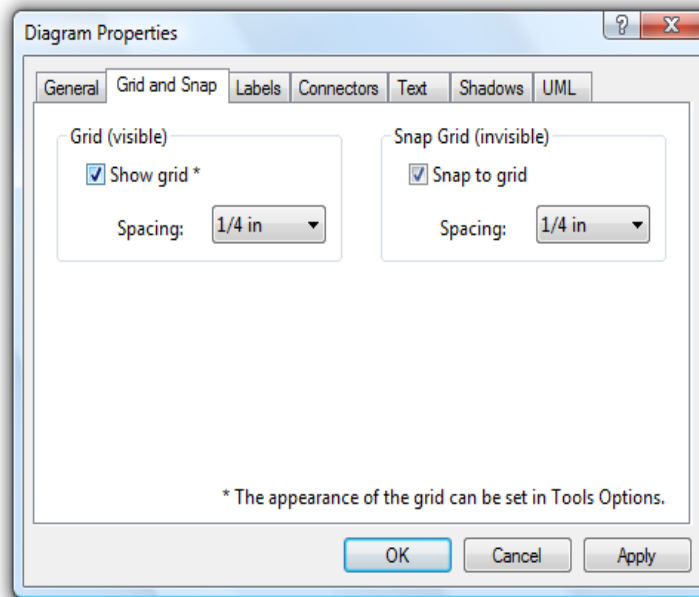


Disable text margin limits for decision (diamond) symbols

Check this box to use the whole rectangular bounds of diamond-shaped symbols for text. With the limits disabled you can fit more text into the diamond but you will have to manage the placement manually and keep it from overlapping the edges.

Diagram Properties: Grid and Snap

Use the Grid and Snap tab in the Diagram Properties dialog box to set the visible grid and the snap grid for your diagram.



Show grid

Check this box to display a grid over your diagram. This box controls only the appearance of the grid as a visual guide, not whether objects snap to the grid. The grid is displayed either as dots or lines based on options set in the Options dialog box.



You can also turn the grid on and off with the grid button on the tool bar.

Spacing (for visible grid)

Choose the spacing between the drawing of grid lines in your diagram.

Snap to grid

Check this box to have your diagram objects snap to the underlying snap grid. you will usually want this to be the same as the visible grid and use them together. Take note that figures and label have a property that tells them whether that particular figure or label snaps to the grid. Therefore, for any particular object to snap to the grid, it must have its *Snap center to grid* property set and the *Snap to grid* diagram property must be set.



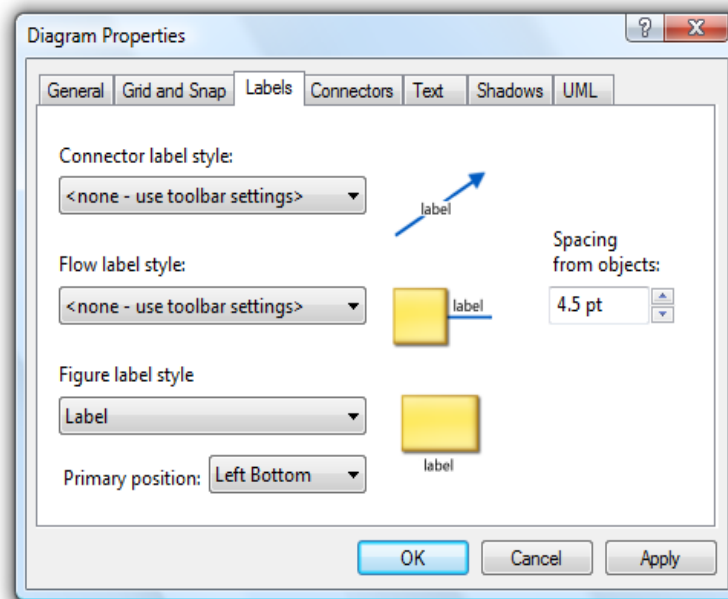
You can also turn snap on and off with the snap button on the tool bar.

Spacing (for snap grid)

Choose the spacing for snap alignment. A snap spacing that is smaller than the visible grid spacing works well. For instance, try a snap spacing of an eighth inch and a grid spacing of a quarter inch.

Diagram Properties: Labels

Use the Labels tab in the Diagram Properties dialog box to set properties of your diagram relating to labels.



Connector Label Style

Use the control to choose an existing label style for all connector labels or choose <none> to use the usual toolbar text settings.

Flow Label Style

Use the control to choose an existing label style for all flow labels or choose <none> to use the usual toolbar text settings. When you set any of the above to a label style and apply, you will be asked whether or not to apply the change to all existing labels of the kind. Also note that if you are placing a label of a specific style that contains default text, that style will prevail even if a style is defined here.

Figure Label Style

Use the control to choose an existing label style for all figure labels or choose <none> to use the usual toolbar text settings.

Primary position

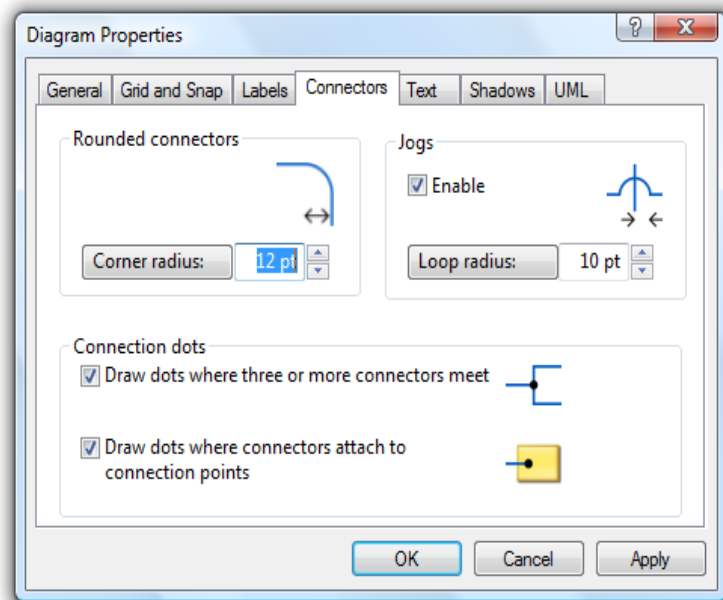
The Primary Position for figure labels identifies one of the nine standard slots as the one to use for (a) all Auto-labels and (b) the single slot to snap to if the *Snap labels to figure label primary position only* option is enabled.

Spacing from objects

Choose the spacing between labels and the objects they label attached figures and connectors.

Diagram Properties: Connectors

Set diagram properties that affect the appearance of connectors and their intersections.

**Rounded connectors - Corner radius**

Enter the corner radius for this diagram. This is the amount of rounding that occurs for all corners of rounded connected (see Rounded on page 95).

Jogs - Enable / Loop radius

Choose whether to enable jogs (small loops drawn when connectors intersect but do not interact). Also set their radius in this diagram.

Draw dots where three or more connectors meet

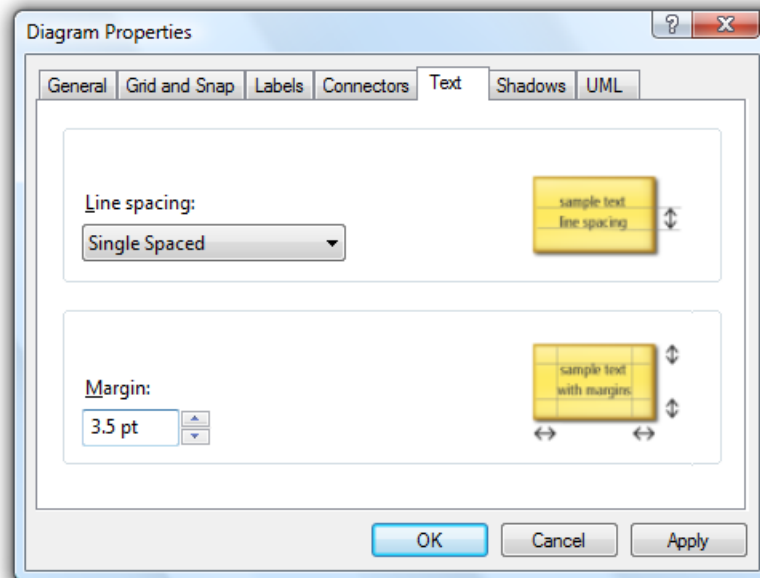
Check this box to cause small dots to be drawn at the point where three or more connectors attach to one another. These are opposite in function to jogs. These dots DO appear when printing.

Draw dots where connectors attach to connection points

Check this box to cause small dots to be drawn at the point where a connector attaches to a figure at a connection point. These dots DO appear when printing.

Diagram Properties: Text

Set diagram properties that affect how text is displayed and formatted.



Line Spacing

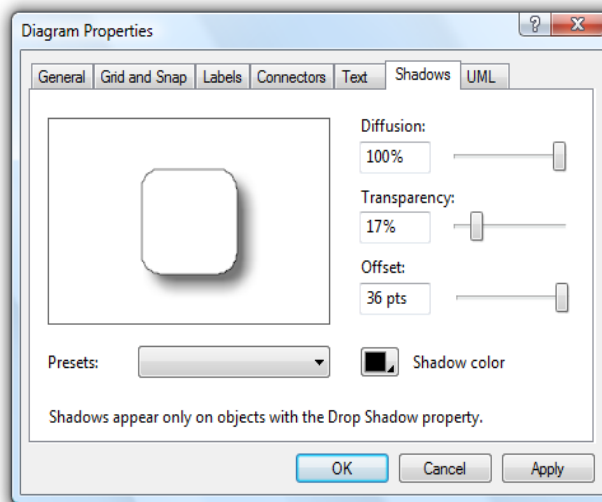
Enter a value for line spacing. Single spaced is the default. Spacing applies to all text including labels. To set the line spacing for a single object or for a single style, use the Line Spacing field in the object properties Text screen or the style Text screen instead.

Margin

Text margins are the spaces between figure text and the edge of the figure. Changes made here will apply to all existing figure in your diagram and all figure styles and will not be undoable! To set the margins for a single figure or for a single style, use the Margin field in the figure properties Text screen or the style Text screen instead. Note that not all shapes support fixed margins, some require the internal margins to scale with the shape rather than remain constant.

Diagram Properties: Shadows

Use the Shadows tab in the Diagram Properties dialog box to change the appearance of drop shadows throughout your diagram.



Diffusion

Set the diffusion to a higher value to add more blurring to the shadows. Shadows become larger as the diffusion increases.

Transparency

Set the transparency to make the entire shadow appear more or less faded.

Offset

Set the offset so that drop shadows are drawn a different distance from the object. The offset is always positive and equidistant below and to the right. Setting the offset to zero with non-zero diffusion creates a halo effect around the object.

Color

To change the color of drop shadows in your diagram, choose a different color from the color selection drop menu.

Customize

Toolbars are highly flexible. While most features are available by other means such as through menus and hot keys, toolbars offer the most convenient access to common features and styles. This is particularly true when you customize the toolbars to contain the controls you find most useful and arrange them to your personal liking.

To customize toolbars including the style bar, choose **Customize** from the **Tools** menu, or right click on any toolbar and choose **Customize** from the drop menu. The Customize dialog box will appear.

The Customize dialog box contains groupings of options organized under *tabs* with an appropriate heading. To change to a different grouping and their controls, press the corresponding tab. Unlike other similar screens, you do not need to click on OK for the changes you make to take effect. All changes occur immediately.

Using the Customize Dialog Box

The Customize dialog box helps you choose which toolbars are visible, select which buttons and controls are available, and arrange them to your preference. You can perform the following operations from the Customize dialog box. The operations described below apply regardless of which tab you are viewing unless indicated otherwise.

To remove a button or control from a toolbar (including the Style Bar)

Click on the button or control and drag it off the toolbar until the cursor is no longer over any toolbar and shows an 'x'. Then release the mouse button to remove the control.

To add a button or control to a toolbar

Use the Commands tab to select commands and add them to toolbars. Or use the Styles tab to select object styles and add them to the appropriate section of the Style Bar (see below).

To move a button or control on a toolbar (including the Style Bar)

Click on the button or control, drag it to a new location indicated by the cursor, and release the mouse button. The control will be removed from its previous location and reposition where it was dropped.

 **To add spacing between buttons or controls**

Click on the button or control to the right of the location where you want the space inserted. Drag the button to the right but not past the next control. Release the mouse button and the new space will appear to the left of the button. You can add only one space between controls. You cannot add spaces to the Style Bar.

 **To remove a space between buttons or controls**

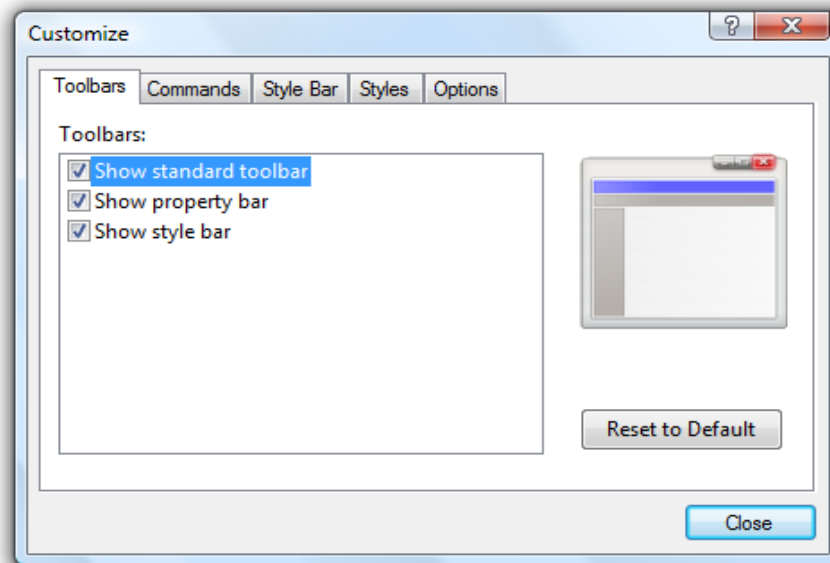
Click on the button or control to the right of the space that you want to remove. Drag the button to the left but not past the next control. Release the mouse button and the space will be eliminated. This does not apply to the Style Bar.

Using Customize Dialog Box Tabs

The previous page listed operations that are available in the Customize dialog box regardless of the tab selection. In addition, each tab contains some specific controls for further customizing toolbars. The contents of each of these tabs is described below.

Customize: Toolbars

Use the Toolbars tab to hide or show toolbars or to reset toolbars to their default layout.



Toolbars

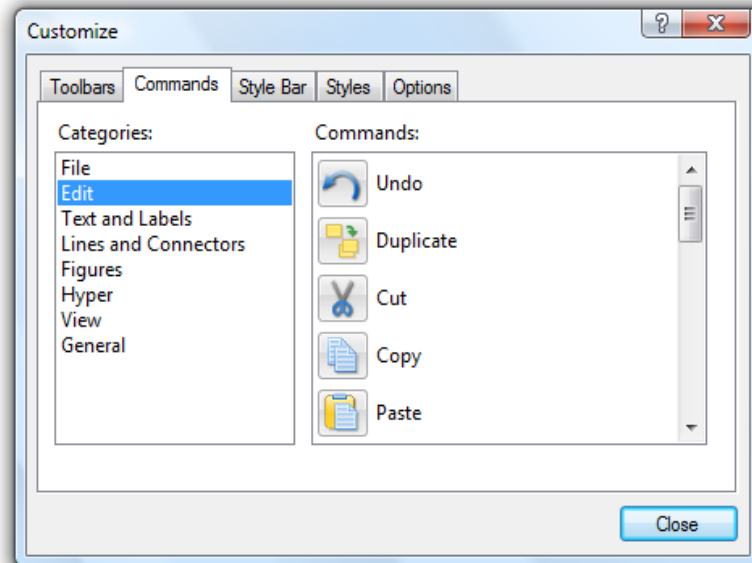
Use the check boxes to select which toolbars are visible. The illustration to the right shows the location of the selected toolbar when it is visible.

Reset To Default

Select a toolbar and click the Reset to Default button to return the layout of the toolbar to its initial configuration. For the Style Bar, the default configuration is how the particular diagram or template was originally designed.

Customize: Commands

Use the Commands tab to add buttons and controls to toolbars. The controls and commands shown here can only be added to simple toolbars and NOT to the style bar.



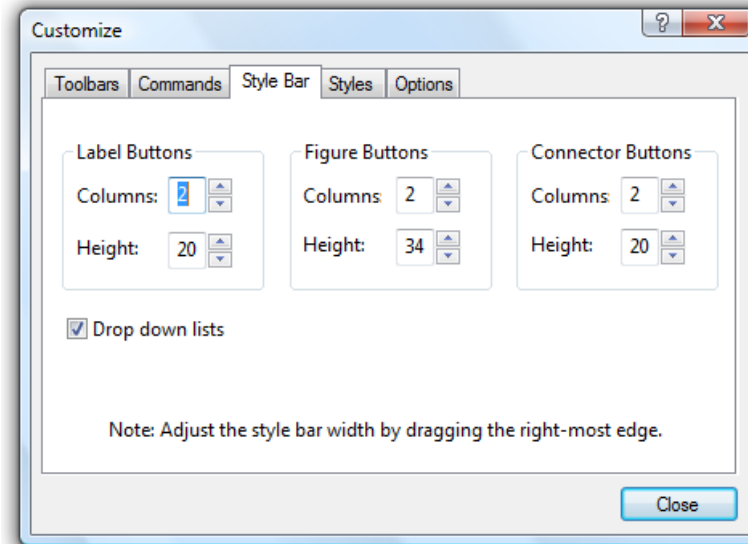
To add a command to a control bar

Locate the command in the command list box. Select a category on the left side and locate the command on the right side. Then simply drag the command to the location on the toolbar where you want it to be positioned.

Notice that any button or control can only be located on one toolbar. If you add a control that is already on a toolbar, the control will be moved from the old position to the new position rather than being duplicated. If the command is already located on a toolbar it will become highlighted as you drag it.

Customize: Style bar

Use the Style Bar tab to customize the layout of the Style Bar including the size of buttons and the number of columns of each type.



Columns

Select the number of columns of buttons for each style type. You can also adjust the width of the entire Style Bar for complete control of the button widths (see below).

Height

Select the height of the style buttons for each type of style. Choose a height that permits proper display of the styles but also displays as many as possible on the screen.

Drop down lists

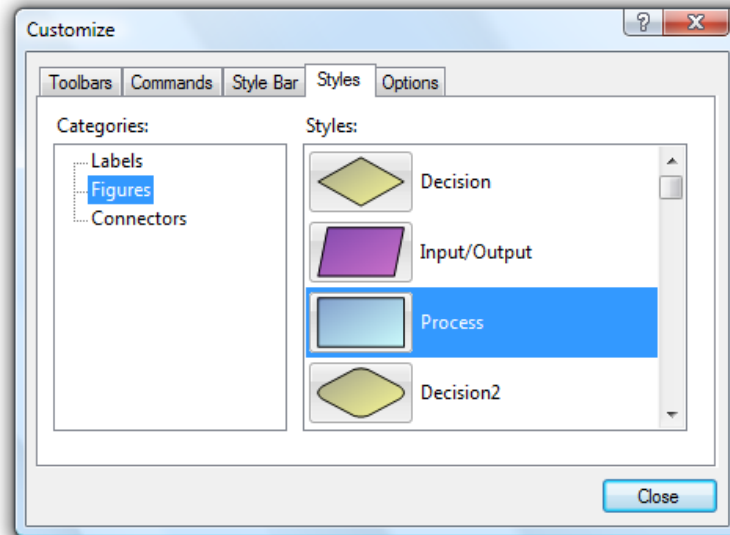
The drop down lists are useful for displaying style names as well as for selecting styles that may not be available on a button or even some that may not be available from a drop menu. However, the drop down lists can be hidden to add more room for style buttons. Use this check box to show/hide the drop down lists for all style types.

Width of Style Bar

You can adjust the width of the entire style bar by simply dragging the right hand edge with the mouse.

Customize: Styles

Use the Styles tab to add styles to the Style Bar.



To add a style button to the Style Bar

Locate the style in the Styles list box. Select a category on the left side and locate the style on the right side. You can choose from all styles of a major style category, or if subcategories exist you can focus on styles of the subcategory.

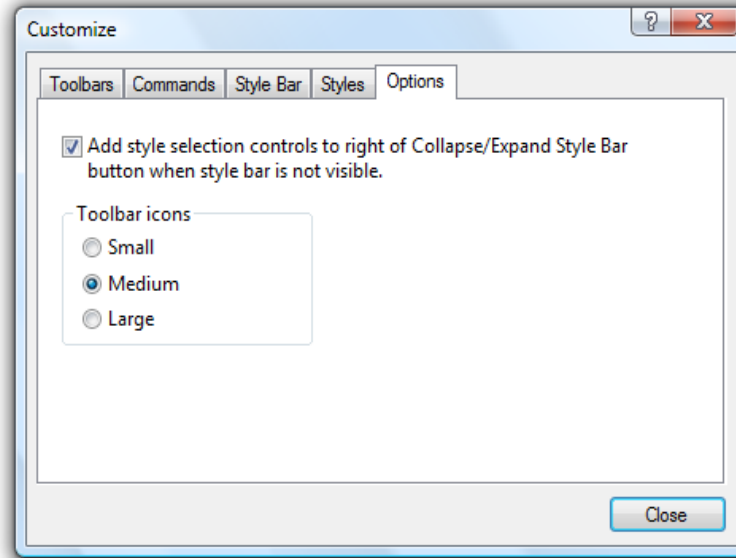
Then simply drag the style to the location on the Style Bar where you want it to be positioned.

Notice that a style button cannot be duplicated on the style bar and style buttons of a type can only be positioned within the appropriate section of the Style Bar. For example, you can only place a label style button in the Labels section and only once.

If you add a style that is already on the Style Bar, the button will be moved from the old position to the new position rather than being duplicated. If the style button is already located on the Style Bar it will become highlighted as you drag it.

Customize: Options

Use the Options tab to select options related to customizing toolbars.



Add style selection controls to right of Collapse/Expand Style Bar button when style bar is not visible

When you collapse the Style Bar and this option is checked, three controls will be added to the toolbar to replace the capability of the Style Bar. These three controls are the style drop-down menu buttons for the three types of diagram objects. The controls will appear immediately to the right of the Collapse/Expand button. When the style bar is restored, these controls will be removed. With this option, you can use the Collapse/Expand Style Bar button to switch between the standard user interface and a more compact user interface that is still fully capable.

Toolbar Icons

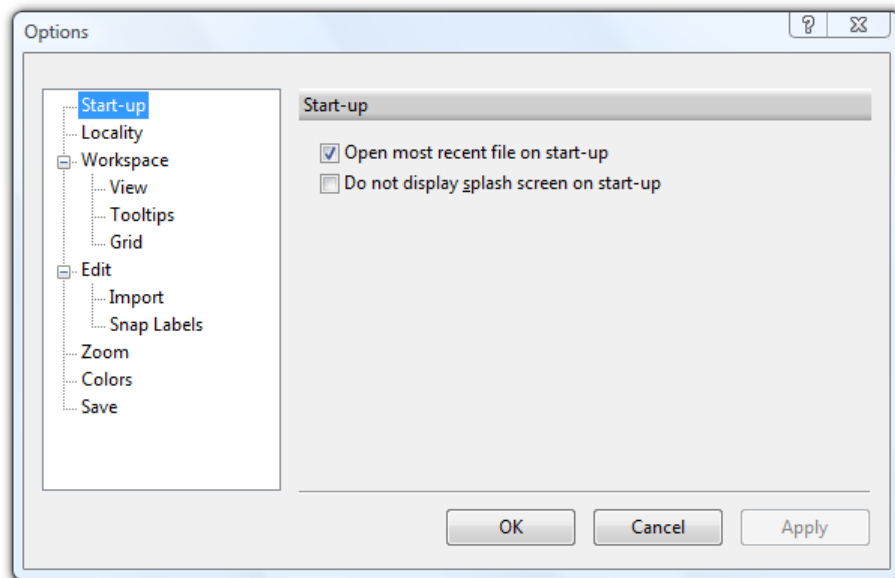
Adjust the size of the toolbar icons. Small icons are standard Windows 16x16 icons as appear in Vista menus. Medium icons are 24x24 (default and recommended). Large icons are 32x32 for greater visibility.

Options

To view and modify program options, choose **Options** from the **Tools** menu. Options are organized by categories as described below.

Options: Start-up

The Start-up category includes options controlling the initial state of the program.



Open most recent file on start-up

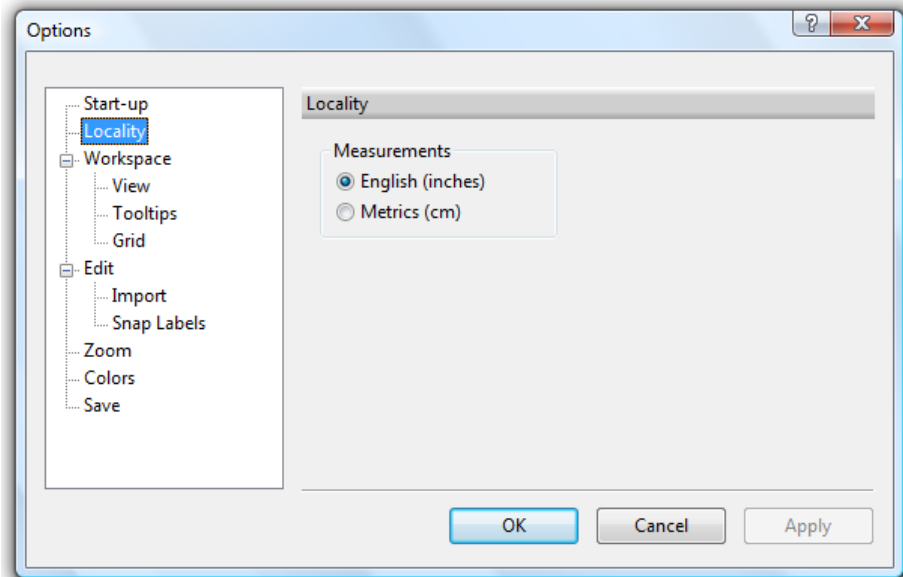
When this option is checked, the most recently edited diagram will be opened automatically when you start the program.

Do not display splash screen on start-up

When this option is checked, the introductory splash screen will no longer be displayed each time you start the program.

Options: Locality

The Locality category contains options related to your country or culture.



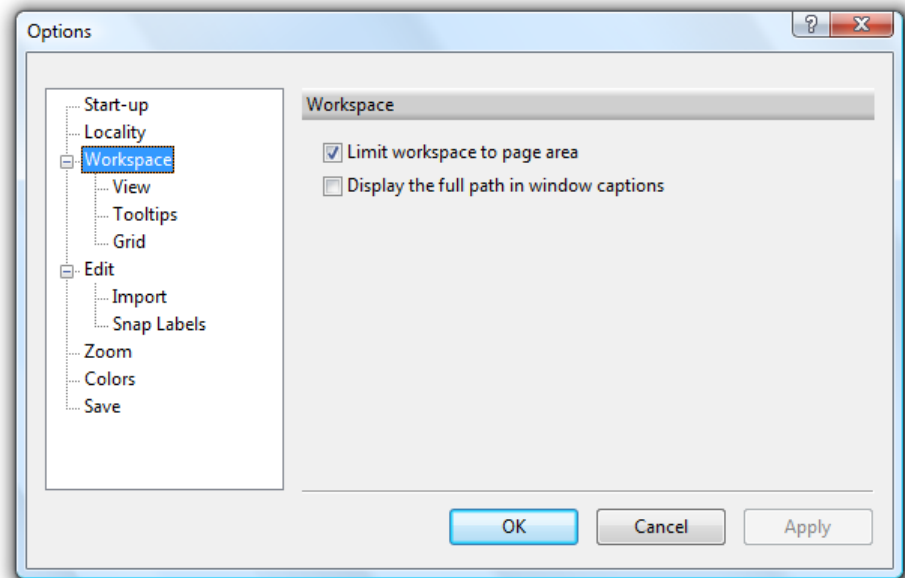
Measurements

Choose either English (inches) or Metrics (centimeters) as your measurement units. All measurements are displayed in these units.

Measurements such as line widths and font sizes are measured in points (abbreviated pts). There are 72 points to the inch.

Options: Workspace

The Workspace category contains options related to the program appearance and operation. Some miscellaneous workspace options are located in this category while others are organized into subcategories.



Limit workspace to page area

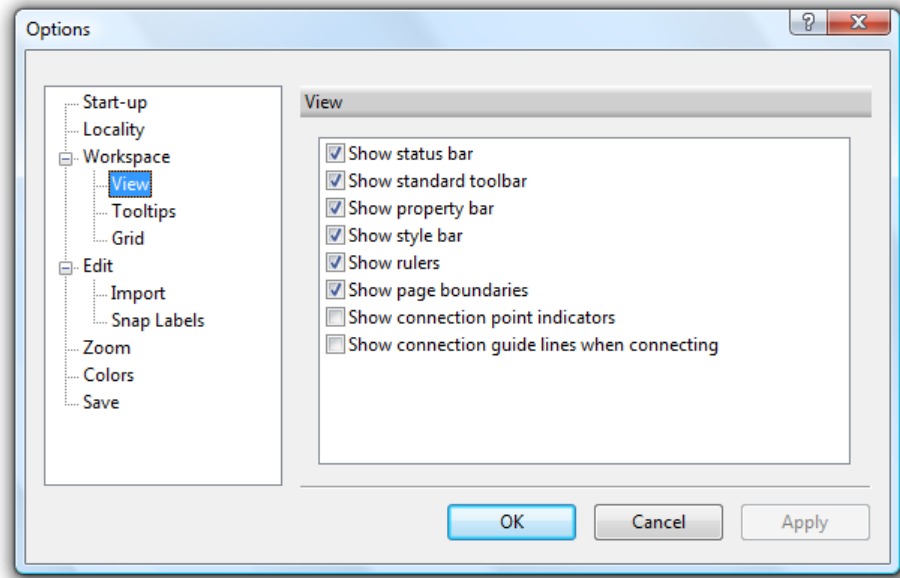
When this option is checked (the default), the off-page area surrounding the white page area of the diagram is decreased to simplify scrolling and navigating. The scrollable workspace extends if necessary to include any objects located outside the page area.

Display the full path in window captions

When this option is checked, window captions show the full path of the diagram rather than simply the diagram name. This option is useful when editing files with the same name but located in different folders or on different machines. If your path names are too long to be displayed you may need to uncheck this option.

Options: View

The View category contains options to enable or disable certain optional user interface elements like toolbars and status bars.



Show status bar

Check this box to display the status bar, also known as a message bar, at the bottom of the screen. The status bar displays brief help and status information.

Show standard toolbar

Check this box to display the standard (top) toolbar. The toolbar contains important controls. We recommend it remain enabled.

Show property bar

Check this box to display the property bar. The property bar is located directly beneath the tool bar - it is the second button bar. The property bar is very useful for changing certain figure, label, and connector properties conveniently.

Show style bar

Check this box to display the style bar. The style bar is located on the left edge of the screen. It contains controls for selecting a new style for creating an object in your diagram. When you disable the style bar to free up screen space for viewing your diagram, three new compact controls (drop down menu buttons) appear in the property

bar to perform the function of selecting a style for creating the three types of diagram objects.

Show rulers

Check this box to display rulers on the top and left of the diagram views. Rulers help you lay out your diagram as it will appear on the printed page. They are also useful for providing an indication of the view's location within your diagram and the current amount of magnification.

Show page boundaries

Check this box to turn on the display of page boundaries and margins. Page boundaries are determined by your print settings which you can adjust with print set-up. They reflect the current paper size, printer selection, page orientation, and so on. We recommend that you display page boundaries in most cases. They are required in order to perform certain features such as (obviously) *Center on page*. The time when they are not necessary or even particularly useful is when you are editing an embedded OLE diagram that really belongs to another document and therefore has no page layout information of its own.

Margins displayed are *hard* margins. They reflect the outer limit that you can print to on your selected printer - as opposed to *spacing* margins that you can set.

Show connection point indicators

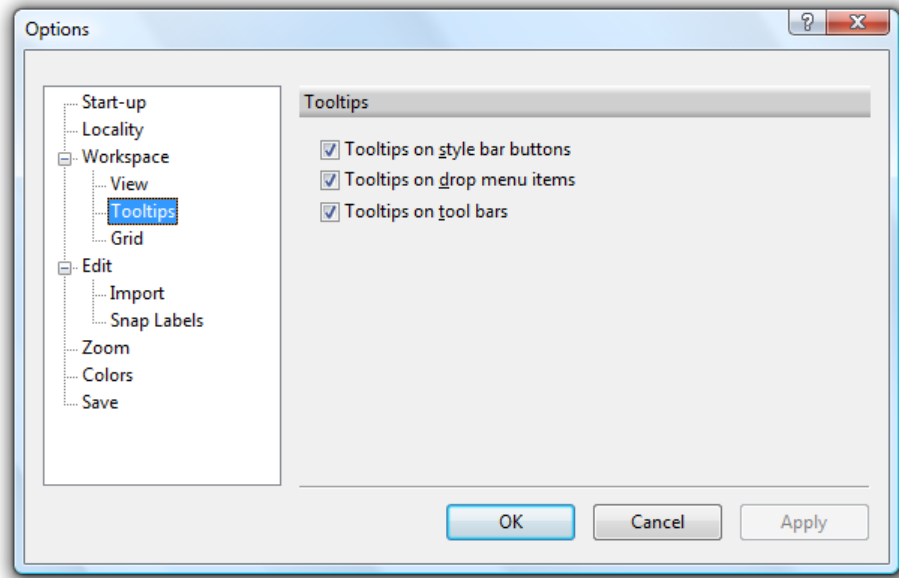
Check this box to display small dots where connection points are located within a figure.

Show connection guide lines when connecting

Check this box to display guide lines horizontal and vertical to the cursor when creating connectors.

Options: Tooltips

The Tooltips category contains options to enable or disable the display of tooltips (hint balloons).



Tooltips on style bar buttons

When checked, tooltip text balloons will appear when you hover over a style selection button on the style bar.

Tooltips on drop menu items

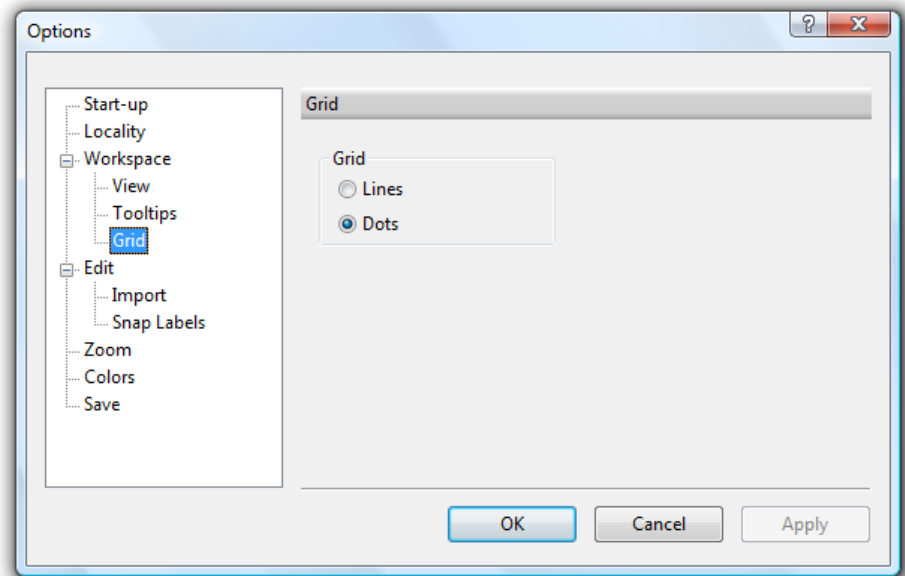
When checked, tooltip text balloons will appear when you hover over an item within certain drop menus. Tooltip information is included for style selection menus and color palette menus.

Tooltips on tool bars

When checked, helpful tooltip text balloons will appear when you hover over a toolbar button.

Options: Grid

The Grid category contains options that affect the display and operation of the snap grid. Note that another set of grid options are saved for each diagram and therefore are controlled from the Diagram Properties screen instead.

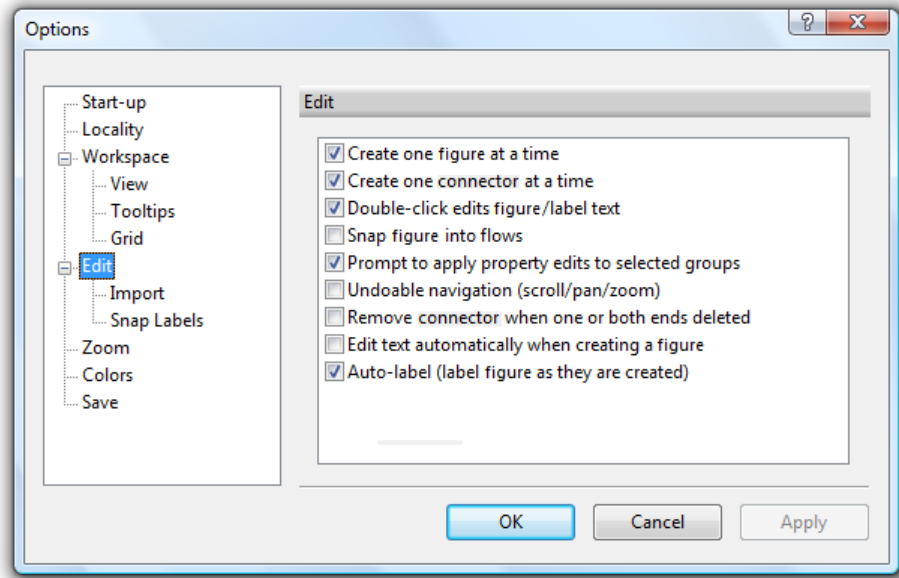


Grid

Choose whether the visible grid appears as lines or dots. This is how the grid will appear if it is displayed. However, each diagram may choose to have a grid shown or not shown. See the Grid tab on the Diagram Properties screen.

Options: Edit

The Edit category contains options related to editing diagrams. Some miscellaneous editing options are located here while others are organized into subcategories.



Create one figure at a time

When you create a figure and this option is checked, the new figure automatically becomes selected and the mode changes back to select mode as soon as one figure is created. To create another figure, you have to press the figure style button again and repeat the process. Without this option checked, you remain in create mode until you change modes yourself.

Create one connector at a time

When you create a connector and this option is checked, the new connector automatically becomes selected and the mode changes back to select mode as soon as one connector is created. To create another connector, you have to press the connector style button again and repeat the process. Without this option checked, you remain in connect mode until you change modes yourself.

Double-click edits label/figure text

When this option is checked, double-clicking the mouse on a figure in your diagram initiates text editing for that figure. Otherwise double-clicking will pop up the figure properties for that figure.

Snap figures into flows

When this option is checked you can create and drag figures onto a flow (a connector) and it will become part of the flow (the connector will enter and exit the figure).

Prompt to apply property edits to selected groups

When this option is checked (the default) and you apply a property change to a selection that includes a group, you will be asked whether the change should apply to grouped objects. If you answer and check the “Don’t ask again” box, it will remember your response until you return to uncheck this option.

Undoable navigation (scroll/pan/)

When this option is checked you can undo movement within your diagram such as scrolling and zooming in addition to edits. Otherwise, only actions that change the diagram will be undoable.

Remove connectors when one or both ends deleted

When this option is checked (the default), connectors are automatically deleted if you delete a figure that either end is attached to.

Edit text automatically when creating a figure

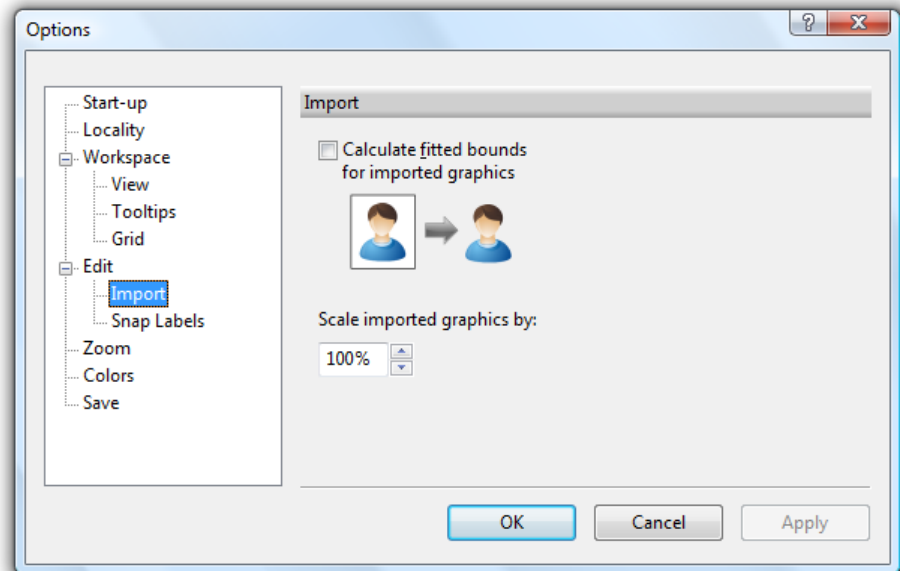
When this option is checked, each time you create a figure in your diagram you are automatically entered into text mode to edit the text of the figure.

Auto-label (label figures as they are created)

When this option is checked and you create a new figure AND that figure’s style has auto-label text configured, a figure label containing the auto-label text is automatically created below the new figure.

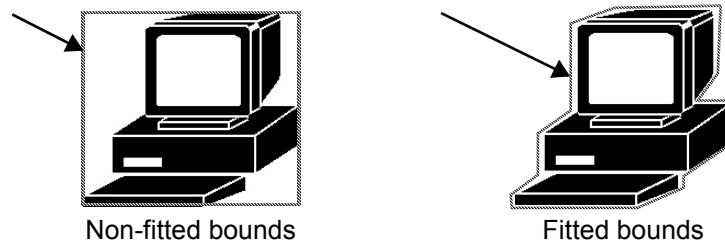
Options: Import

The Import category contains options affecting the import of graphic images into diagrams.



Calculate fitted bounds for imported graphics

When this option is checked and you import (or drag-and-drop) a graphic image into your diagram, a bounding shape is fitted in the shape of the content of the graphic rather than simply a rectangle of the same size as the graphic. The fitted shape is used to determine the clickable select area of the figure and to attach line ends right up to the image on all sides.



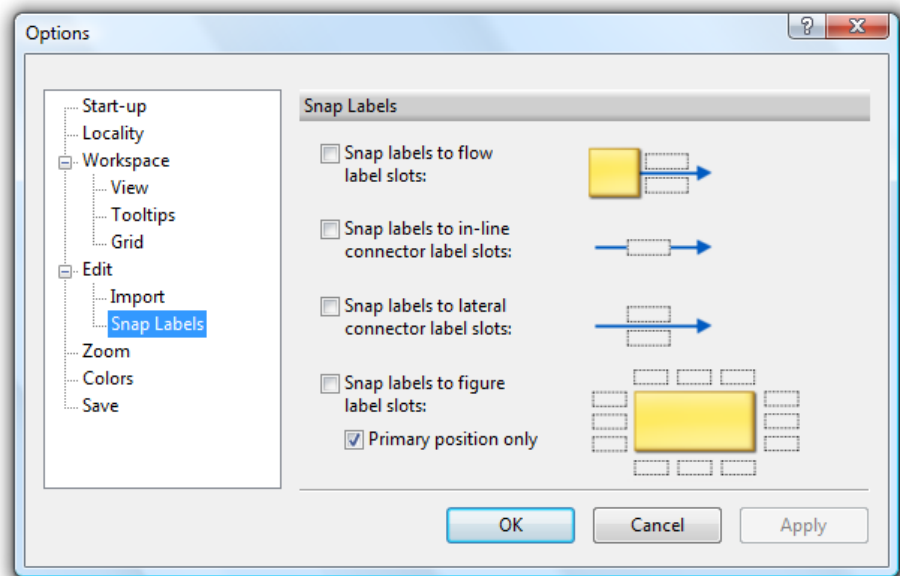
We recommend this option be enabled. However, for some complex or detailed images, the approximation of the bounding shape may not be appropriate. In such cases you might want to uncheck this option while importing the graphic.

Scale imported graphics by

You can choose to scale all graphics that you import or drag-and-drop into your diagram. For example, if you set this to 200%, graphic images will be imported at twice their original size.

Options: Snap labels

The Snap labels category contains options affecting whether different types of text labels snap automatically into place, attaching to other objects when dragged or created near the “slot” areas of each type of label.



Snap labels to flow label slots

When this option is checked you can create and drag labels onto flow label slot areas and they will become flow labels. Flow label slot areas are located on either side of the point where a connector attaches to a figure. If this option is not checked, then the only way to create a flow label is to right click on the flow point and use the **Add Flow Label** feature.

Snap labels to in-line connector label slots

When this option is checked you can create and drag labels onto in-line connector label slot areas and they will become in-line connector labels. In-line connector label slot areas are anywhere in which the center of the label lies on the connector. If this option is not checked, then the only way to create an in-line connector label is to right click on the connector and use the **Add In-line Connector Label Here** feature.

Snap labels to connector label slots (lateral)

When this option is checked you can create and drag labels onto lateral connector label slot areas and they will become lateral connector labels. Lateral connector label slot areas lie along the length of a connector slightly above or below the connector. If this option is not checked, then the only way to create a lateral connector label is to right click on the connector and use the **Add Lateral Connector Label Here** feature.

Snap labels to figure label slots

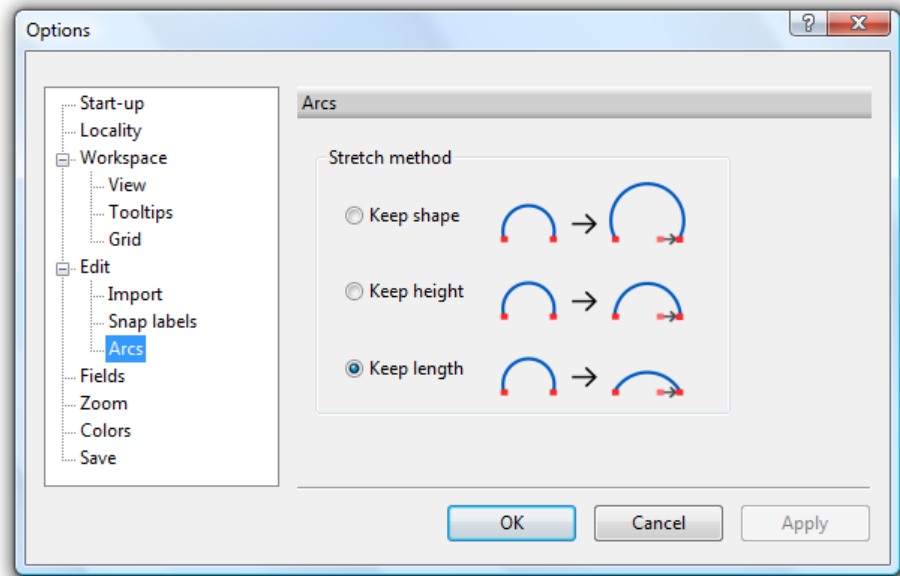
When this option is checked you can create and drag labels onto figure label slot areas and they will become figure labels. Figure label slot areas are located in nine positions surrounding a figure. If this option is not checked, then you can create a figure label by selecting a figure and a label and using the **Attach Label to Figure** feature, or by using the auto-label style property.

Snap labels to figure label primary position only

This option matters only when the *Snap labels to figure label slots* option is set. If this option is set as well, labels will only snap to the single figure label slot defined as the *Primary Position* in the Diagram Properties dialog box (Labels tab).

Options: Arcs

The Fields category contains options controlling the editing of arcs.

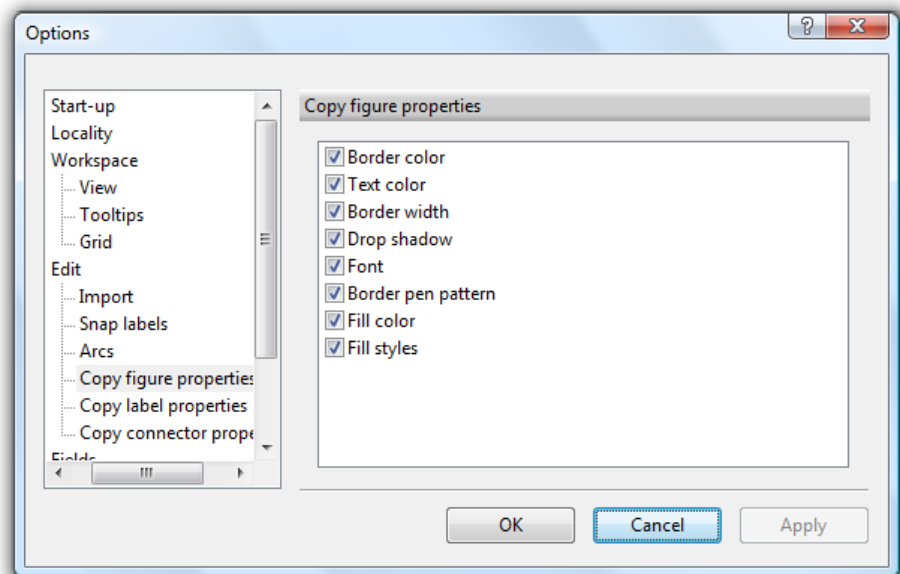


Stretch method

Select a method for stretching arcs, such as when dragging one end. The method controls how the arc shape changes as the end is moved. One method is to keep the original shape, another is to keep the original height, and another is to keep the original line length. Keep shape has the disadvantage that some arcs, especially those exceeding a half circle, can grow unmanageably large very easily. Keep length has the disadvantage that when stretching an arc it can quickly stretch into a straight line and will then require further adjustments. Keep height is the default because it provides a good compromise. Stretching to open or close a full circle loop is a special case compatible with any stretch method.

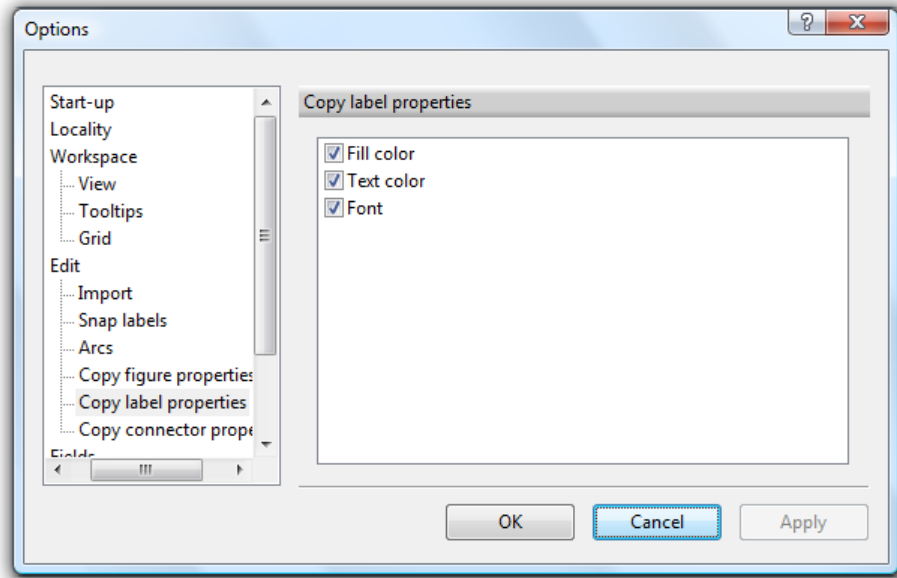
Options: Copy figure properties

The copy figure properties category allows you to select which properties are included when using the **Copy Properties** feature between nodes.



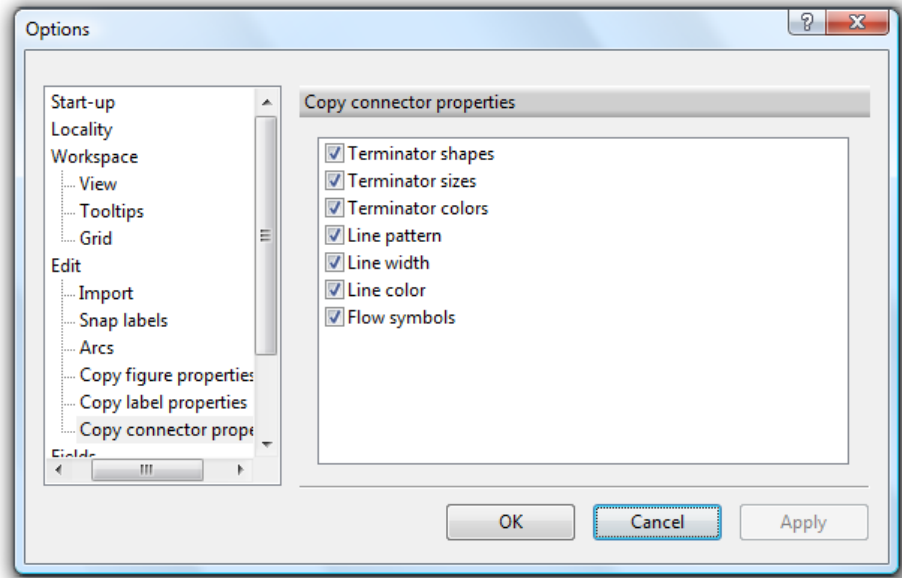
Options: Copy label properties

The copy label properties category allows you to select which properties are included when using the **Copy Properties** feature between labels.



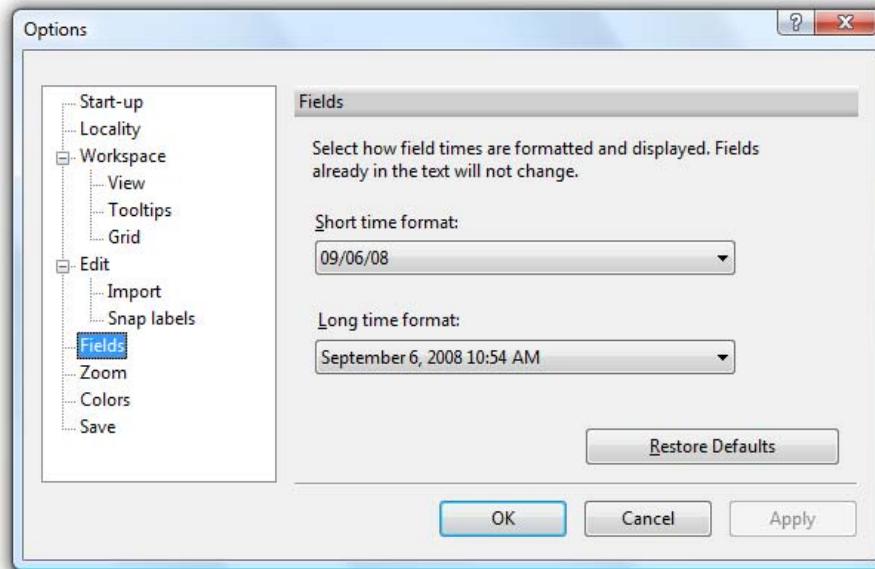
Options: Copy connector properties

The copy connector properties category allows you to select which properties are included when using the **Copy Properties** feature between labels.



Options: Fields

The Fields category contains options controlling the format of text fields.



Short time format

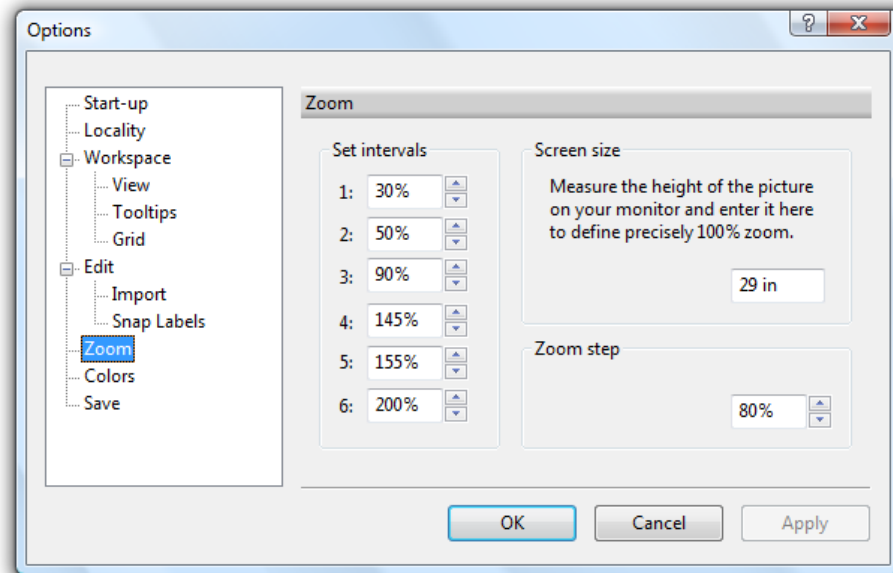
Select a format to be used for displaying times represented by short versions of text fields. **Create Date (Short)** or **Save Date (Short)** text fields use this format to display the corresponding date and time.

Long time format

Select a format to be used for displaying times represented by short versions of text fields. **Create Date (Long)** or **Save Date (Long)** text fields use this format to display the corresponding date and time.

Options: Zoom

The Zoom category contains options controlling the zoom features.



Set intervals

Although you can always go to any magnification you choose, you can also set up six preferred magnifications for convenient use. These are the percentages that appear in the main menu and are used as stopping points when you press the plus and minus buttons on the tool bar or when you press the plus or minus keys on the keypad.

Enter any intervals you prefer. The valid range is from 10% to 300% though the upper range may vary based on your display.

Screen size

Provide the exact measurement (use a ruler) of the actual picture on your monitor from the top to the bottom. The default is set for a standard fourteen inch monitor.

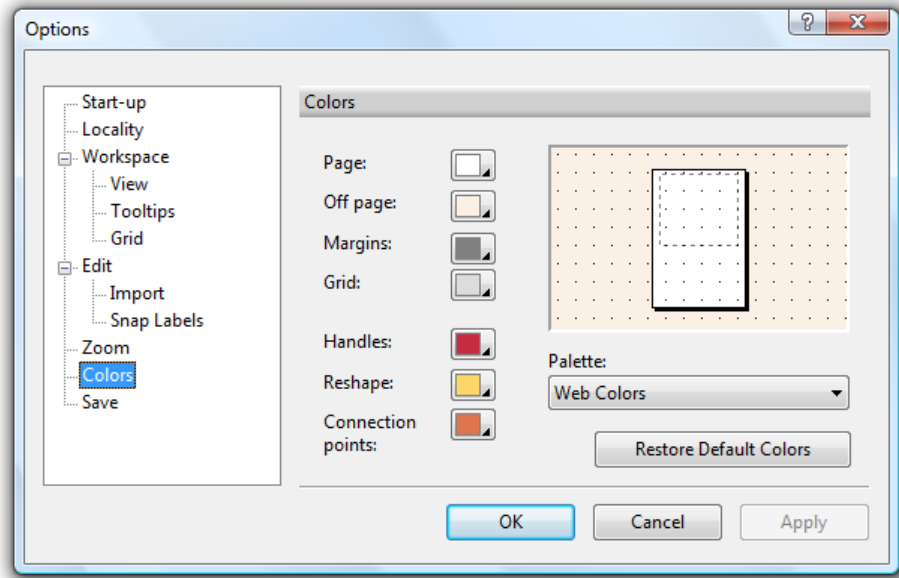
The program needs to know this measurement so that it knows what 100% means. If you have this value set correctly and is set to 100%, you can actually measure the object on the screen and it will match its true size. This only affects the display, printed size is always correct.

Zoom step

Set the step interval when zooming in or out using the Zoom-in key (keypad plus), Zoom-out key (keypad minus) or mouse wheel (with Ctrl pressed).

Options: Colors

The Colors category contains options that affect the color of the display and the color palette used to select colors for diagram elements.



Page

The *page* color is the color of the background area of your diagram that falls within the boundaries of the page. You can choose any color you like. Because most paper is white, choosing white will most accurately represent the printed result.

Off page

The *off page* color is the color of the background area of your diagram that falls outside the boundaries of the page. You will usually want to avoid this area when you create your diagram.

Margins

Choose a color for the margins that is visible on top of the page color. The margins are drawn as dashed lines surrounding the edges of the page. If you select a color that cannot be drawn solid, Windows draws the margins in the nearest solid color.

Grid

Choose a color for the grid that is visible on top of the page color and the off page color. The grid color only applies if the grid is drawn as lines. If it is drawn as dots, the dots are always black. If you select a color that cannot be drawn solid, Windows draws the grid in the nearest solid color.

Handles

The handles are the small squares that appear on the corners and edges of objects that you select. The color you choose is purely a personal preference.

Reshape

Choose the color for reshape handles.

Connection Points

Connection point indicators are small circles drawn only on the screen to identify the location of connection points within figures. The color you choose is purely a personal preference.

Restore Default Colors

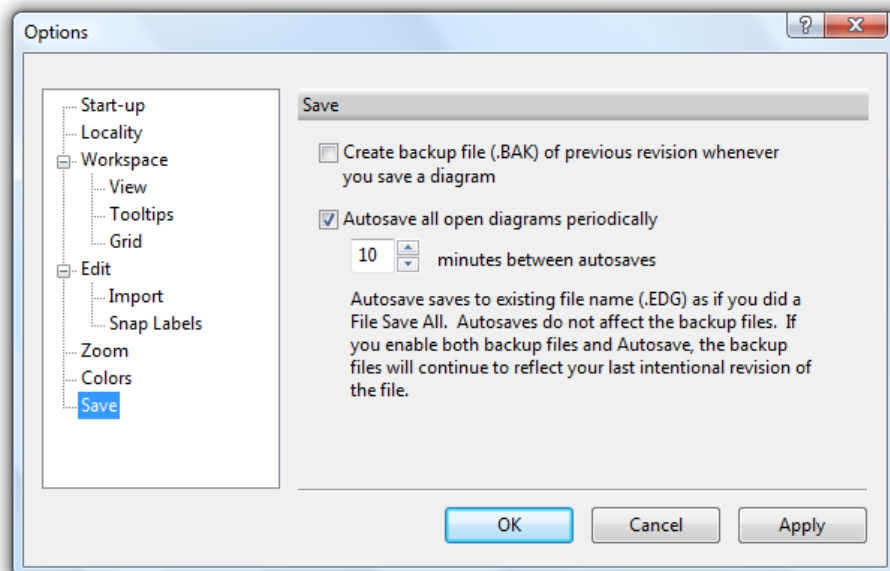
Press the Restore Default Colors button to return all of the colors to their preset values.

Palette

Select from any of the pre-defined color palettes. The color palette provides a choice of colors available in color selection drop menus, in addition to the sixteen user-defined colors saved with every diagram. Selecting a different palette will not immediately affect any colors in your diagram.

Options: Save

The Save category contains options for auto-save and auto-backup.



Create backup file (.BAK) of previous revision whenever you save a diagram

When checked, every time you save a diagram, the previous revision of the diagram is saved as a.BAK file in the same folder as the diagram file. For example, if you open the diagram MYCHART.EDG, edit it and save it, MYCHART.EDG will contain the latest changes you made and MYCHART.BAK will contain MYCHART.EDG as it was before you made any changes. If you later decide that you want to revert to the previous version, just open the .BAK file and Save As the original file name. Remember that each time you intentionally save your diagram, the.BAK file is updated. This includes any time that you save *except* for Autosaves (see below).

Autosave all open diagrams periodically

When this box is checked, the program will automatically save your diagrams every so often based on the value of “minutes between autosaves” which can be from 2 to 60. This feature is useful to minimize loss of data from power outages, crashes, or bugs.

Autosave saves your diagram to disk as if you performed the Save All feature, that is to say that the file is written back to the same .EDG file that was opened. You don't need to do anything special to regain your most recent diagram after a system failure. We recommend that if you use the Autosave feature you also use the backup feature so that if the Autosave feature accidentally saves changes that you didn't like you can always go back to the version you last saved intentionally.

CHAPTER

17

MANAGING FILES AND WINDOWS

A number of features are available from the **File** menu to perform *file-level* or *system* operations. These features allow you to load files (diagrams), save files, print files, and so on. This chapter describes each of these features and the features that manage the windows in which files are displayed.

Multiple Document Interface

This program supports the Microsoft Windows *Multiple Document Interface* standard also known by the abbreviation MDI. As a multiple document interface, this program allows you to open a number of different documents (in our case diagrams) simultaneously in different windows and to open multiple windows that view different parts of the same document. The MDI model is very powerful for working with several diagrams at once or for managing large or complex diagrams.

Whenever you create a new diagram or open an existing diagram as described in this chapter, a new window is created from which to view the diagram. You can have several such windows at a time. You can also create additional views of loaded diagrams and use the window arrangement commands to minimize, maximize, cascade, and tile all of the windows.

Managing Windows

You can use the following commands found in the Window menu to manage the arrangement of diagram windows.

Cascade

Choose this command to arrange all of the non-minimized diagram windows so that they overlap one another and are offset slightly by the upper-right corners.

Tile

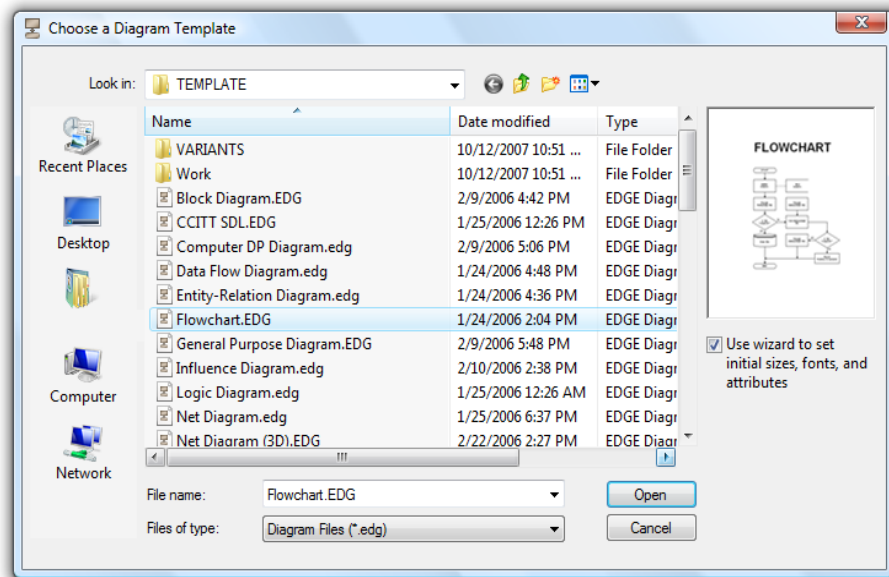
Choose this command to arrange all of the non-minimized diagram windows so that they are side-by-side filling the entire program area.

Arrange icons

Choose this command to automatically arrange the icons of all minimized windows.

Creating a New Diagram

When you create a new diagram, you begin from one of the existing *diagram templates* that contain predefined figure, connector, and label styles. You can use one of the templates provided with the software or you can choose on that you saved yourself. When you choose **NEW** from the **FILE** menu, the following dialog box appears



To create a new diagram from a diagram template

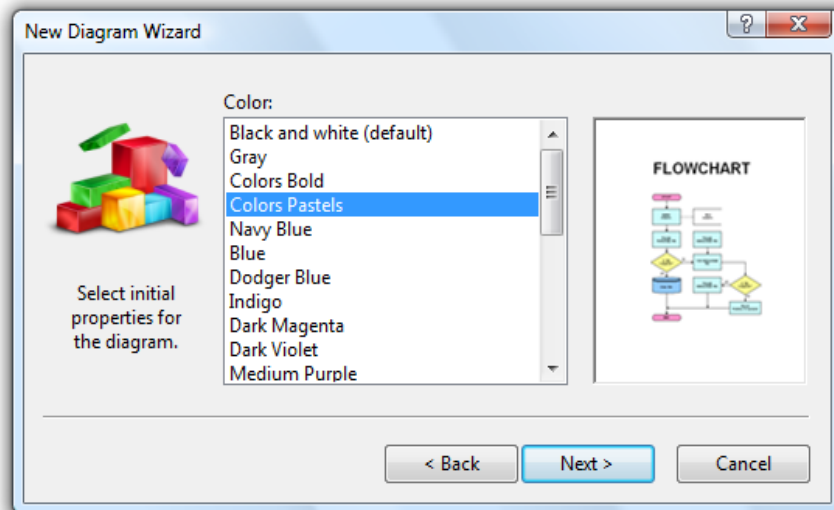
1. Choose **New** from the **File** menu.
2. Select a diagram template file (in the Template folder) from the Choose a Diagram Template dialog box.
3. To conveniently set some initial options like object size and fonts, check the box indicating that wish to use the New Diagram Wizard to configure the diagram.
4. Click **Open** to create a diagram from the selected template.
5. If you chose to use the Wizard to configure the file, the *New Diagram Wizard* will appear (see the following section).

New Diagram Wizard

The final step when creating a new diagram is using the *New Diagram Wizard* to conveniently select options for the diagram. The wizard appears after you have chosen the template for your new diagram. Use the wizard to select options from those that are available for the template you have chosen. Possible options include color scheme, diagram size, font, font size, and so on.

Template Variants

The first options that the wizard presents are known as *variants*, predefined template variations that provide choices of color schemes, diagram sizes, and so on. When you are viewing variants, a preview will help display your choice. Variants are carefully crafted by diagram designers to provide functional and attractive diagrams. They are available for many of the common diagram types.



Color Scheme

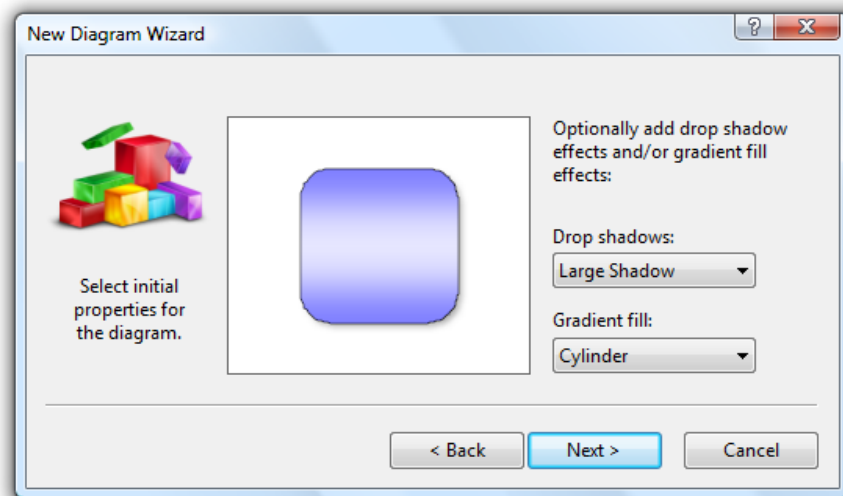
Choose a predefined initial color scheme (if available) and click Next. The colors are chosen to be attractive and clear when printed. The colors visible on your monitor can be darker or lighter than those that are printed, so it is possible for some color schemes to be less than ideal for the screen. Lighter color schemes are usually the best all around. The color scheme you choose will be remembered when you create future diagrams using the same template.

Diagram Size

Choose a predefined diagram size to control how large or small the objects in your diagram appear. The predefined sizes are designed to be clearest when printed. The smallest size is just large enough to read comfortably. Larger sizes are easier to read but limit the amount of information you can fit on a page. It is possible to adjust sizes later, but setting sizes later for each style is far more difficult. The size you choose will be remembered when you create future diagrams using the same template.

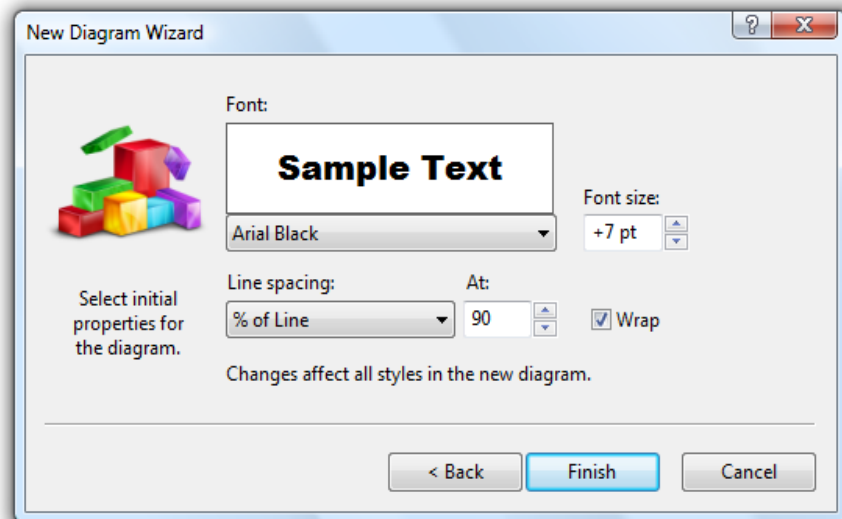
Effects

An additional screen of the New Diagram Wizard permits you to add some optional shadow and fill effects to the new diagram. Choose from among the presets available for drop shadows and gradient fills.



Template Overrides

Additional wizard options are available for all diagram templates. These options appear on the final page of the diagram wizard and currently control text appearance and formatting.



Font

You may choose to select a special font for your diagram. If you leave this “<As Is>” it will use the fonts as they are defined in the diagram template. Templates are defined with a common font that can be assumed to be present on every computer, usually Arial or Times. You can choose a custom font here with one step. If you choose to change the diagram font using the wizard, the new font will be used everywhere in the diagram unless you change it later for particular styles or objects. For example, if you saved a custom template using many different fonts but select a font from the wizard rather than “<As Is>”, the wizard-selected font will be substituted for all of your custom fonts in the new diagram.

Font Size

You may choose slightly larger or smaller font sizes in your diagram than are defined in the diagram template. If you leave this field “<As Is>” the font sizes used are those chosen to be optimal by the designer of the template. However, if you have a diagram that requires especially large or small text you can adjust it here. Note that small increments (a point size or two) are usually enough. Also note that if you choose a font size increment other than “<As Is>”, ALL font sizes in the new diagram will adjust accordingly.

Line Spacing

By default text lines are single spaced. However, you may choose to space lines closer together to squeeze more text per shape, or further apart for easier reading. Several options are available. These can easily be changed later from within the Diagram Properties dialog box.

Wrap

Most diagram templates are defined such that shapes automatically expand when you type more text than can fit on a line within the confines of the shape. If you prefer to use automatic word wrap, check this box.

Creating Custom Templates

When you create a new diagram, you start from a diagram template that contains an initial set of styles and diagram properties. In addition to the templates that come with the program, you can create custom templates to save diagram types you design.

Templates are similar to saved diagram files. The only difference is that when you open them as a template (the New command) any actual objects saved in the diagram are ignored. When you create a new diagram by choosing New from the File menu, you can choose any diagram template located in the Template folder. Therefore, all you have to do to create your own diagram template is to copy a diagram to this folder. In fact, you can open any existing diagram using the New command and it will be used as a template to create a blank copy of a new untitled diagram.

However, to further simplify the process of saving the diagram you are working on as a template for future diagrams, the program has a Save Template feature.

Save Template

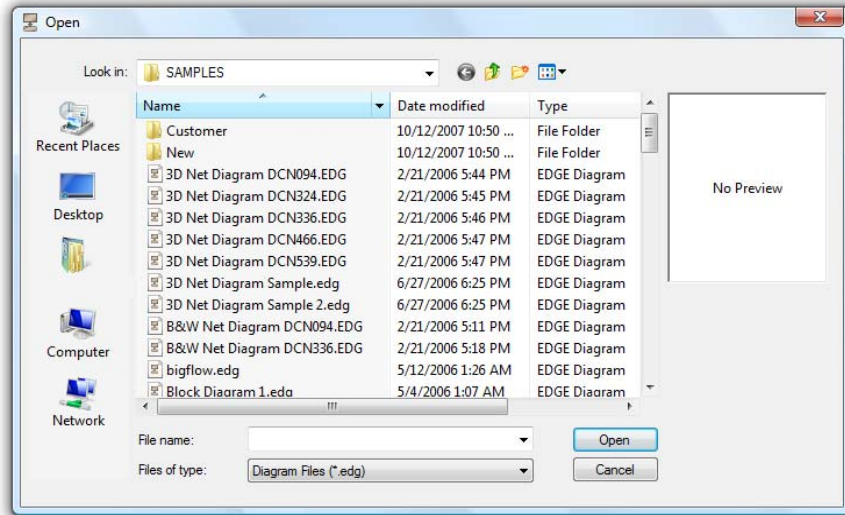
The Save Template feature saves the open diagram as a template for use as the starting point for new diagrams. Once you save a diagram as a template, it will be available as a new diagram type the next time you use the New command.

To create a custom diagram template

1. Create a custom diagram with all of your own styles and diagram properties.
2. Choose **Save Template** from the **File** menu.
3. Select a file name for your template. We recommend that you save templates with your own name rather than updating the original templates. This will insure that they don't get over-written the next time you upgrade.
4. If you do update an existing template, you will be asked whether to keep the existing preview from the old file. This is often a good idea. The alternative is to include diagram objects in your file so that a new preview will be generated.
5. The next time you create a new diagram, you can choose your custom template as the starting point.

Opening an Existing Diagram

All of the following methods open an existing file and create a new window to view the diagram. The Open File dialog box looks like this:



To open a diagram that was previously saved

1. Choose **Open** from the **File** menu.
2. Select the file that contains the diagram. You can select multiple files to open simultaneously by holding down the shift and control keys and clicking on additional files.

If the file is one of the four that you most recently used, you can open it more conveniently.

To open a recently used diagram

Choose the diagram by filename from the **File** menu.

To open a file by dragging and dropping from the File Manager or Explorer

In the Windows File Manager or Explorer, select a single diagram file or a number of files and drag them on top of the program icon or the running program. Release the mouse button and the diagrams will be opened and ready for editing.

Opening an Additional View of a Diagram

To open a new window for an open diagram

1. If you have multiple diagrams open, make sure the one that you want another view of is active.
2. From the **Window** menu, choose **New Window**.

A new window will be created with an identical view of the diagram. You can now scroll, zoom, and edit the same diagram through two independent views. You can even drag objects from one view of the diagram to another, something that you cannot do between views of different diagrams.

Saving a Diagram

To save changes to a diagram

If the diagram already has a file name and you want to save your changes back to the same file, simply choose **Save** from the **File** menu.

To save changes to all open diagrams

You can choose **Save All** from the **File** menu to save all your open files to disk with one command.

To save a diagram to a file

If the diagram is new and has never been saved to a file, or to save a diagram to a different file, choose **Save As** from the **File** menu and select the file name.

NOTE: Autosave and autobackup also affect how files are saved, backed up, and recovered.

Reverting to the Last Saved Version

At any time while editing a diagram you can choose to revert back to the last saved version of the file. Doing so will abandon all of the changes you have made since opening the file, or the last time you saved it. You will be prompted to confirm that you really do want to revert the file.

NOTE: Use this feature with caution. It cannot be undone! Be especially careful if you have multiple open files, that you revert the right one. If you have any hesitancy, we suggest you avoid using this feature altogether.

☞ **To revert to the last saved version of a diagram**

1. Choose **Revert** from the **File** menu. There is no shortcut key intentionally.
2. Read the warning carefully to be sure you are reverting the correct diagram and click OK to confirm.

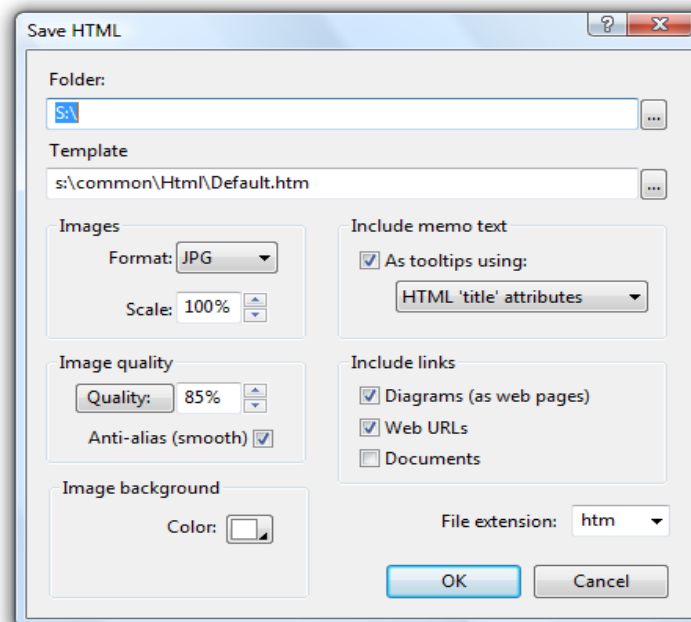
Once reverted, the changes you made since the last save are permanently lost and there is no way to recover them. A safer alternative is to **Save As** to a different filename, then re-open the original file using **File Open**. You will then have the option of recovering your changes by simply re-opening the **Save As** file.

Saving as an HTML Web Page

You can save a diagram as an HTML web page. The HTML source consists of a number of files within a destination folder that you upload to your web server to make your diagram visible (and optionally navigable) to anyone with a web browser. If your diagram contains multiple sheets, only the active sheet is exported.

To save a diagram as a simple web page in HTML

Choose **Save HTML** from the **File** menu. Use the Save HTML dialog box to select options:



Folder

Select a folder where generated files should be stored. Multiple files will be generated in this folder so it is best to select a new folder or an existing empty folder. The files that are generated are named for the diagram file for which they correspond. For example, if you open MYFILE.EDG and save it as HTML, the generated files might be MYFILE.HTM for the web page and MYFILE.JPG for the image.

Template

Select a template file to define the format of the resulting HTML page. The template file is required. You can use either the Default.htm supplied with the software or a file of your own creation (see [Creating an HTML Template](#) on page 265).

Scale

Use this control to select image size as a percentage of “true” size. The true size is the size that is shown by the rulers within your diagram.

Format

Use this control to select a graphic image format. Select from JPG (JPEG) or GIF (Graphics Interchange Format). GIF is limited to 256 colors so your diagram colors may be altered when reduced. JPG, on the other hand, handles 24-bit color and is more highly compressed. The amount of compression of a JPG image is controlled by the 'Quality' setting below. When JPG output is highly compressed (low quality), the image will become increasingly blurred. This is especially true around the edges of text. For truest color and the least distortion, use JPG at 100% quality.

Quality

This option is available only for JPEG images. Use this control to select a quality level for JPEG images. The quality can range from 10 (lowest) to 100 (highest). Highest quality images best represent the original but they also require the largest file size. The default is 85% which produces a reasonable file size but a very good image.

Background

Select a background color for the image. Don't confuse this color with the page color (set in Tools Options) that controls the appearance of your diagram workspace.

Include links - Diagrams (as web pages)

Check this option to include links from the image to hyperlinked diagrams (as an HTML image map), and to generate the linked diagrams as web pages. For example, if your diagram contains hyperlinks from symbols to other diagrams and this option is not checked, only one web page and one image will be created. However, if you check this option, the hyperlinks will be included in the original page as HTML links. Also the hyperlinked diagram will be saved as a web page in this same folder, as well as all other diagrams that it is linked to and so on. By checking this option, you can save a hierarchy of hyperlinked diagrams as an equivalent hairy of linked web pages.

Include links - Web URLs

Check this option to include links to web URL hyperlinks in your diagram as HTML links in the saved web page (as an HTML image map). A web URL hyperlink is one that you have linked to an external web page or other resources on the internet.

Include links - Documents

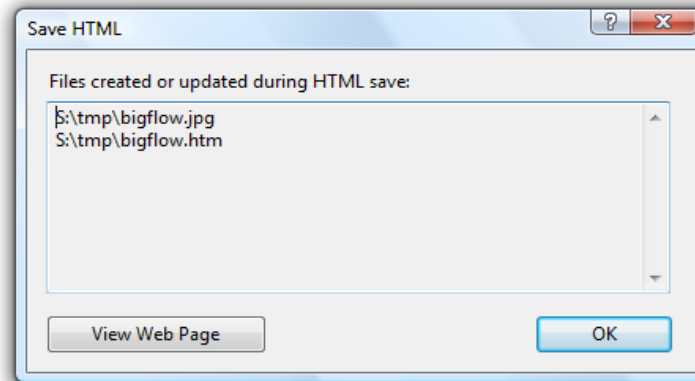
Check this option to include links to documents in your diagram as HTML links in the saved web page (as an HTML image map). A hyperlink is considered a document if it is linked to anything other than another diagram or a web URL. Normally a document is a file located on your computer such as a spreadsheet that you want to open when a user clicks on a symbol in a diagram. When you check this option and your diagram

contains document links, a copy of the document is added to the save folder to later be uploaded to your server with the rest of the web page files.

File Extension

Select a file extension for the web page (HTML) files. The default is “htm”.

The web page will consist of (at least) two files, an HTML file and an image file



referenced from within the HTML file. Upload all the files that were created to the same folder on your web server or adjust them as needed. Click on View Web Page to inspect the result by opening the main HTML page in your browser. Note the your web page will not be visible to others until you upload the files to a web server.

Creating an HTML Template

When saving your diagram as an HTML web page from the **Save HTML** screen, a template file is required that defines how the HTML page will be composed. A default file named **Default.htm** located in the HTML folder is provided for simple cases. However you can also create your own custom HTML template to control exactly how your exported HTML pages appear.

It's best not to simply edit the **Default.htm** file because then you will lose your changes next time you upgrade the software. Instead, you can create your own template file, perhaps by simply copying Default.htm and editing it with an ordinary text editor. You may locate your custom templates in the HTML folder where Default.htm is located.

Substitution Macros

You can include substitution macros in your template file and they will be replaced by values determined by the software as the HTML gets created. For example, you can designate exactly where in your template the diagram content should be inserted, or you can choose to insert the date and time, or you could use the name of the file

as the title. Macros are simply short text strings beginning with a macro delimiter (dollar sign). Following is a list of supported macros. See Default.htm for example usage.

\$PATHNAME

Substitute the full path of the diagram file such as "c:\folder\filename.edg".

\$FILENAME

Substitute the full file name of the diagram file such as "filename.edg".

\$FILENAMEOEXT

Substitute the file name of the diagram file excluding the file extension such as "filename".

\$DATELONG

Substitute the long format date such as "January 14, 2007".

\$DATESHORT

Substitute the short format date such as "01/14/07".

\$DATEABBREV

Substitute the abbreviated date such as "14-JAN-07".

\$TIMESTAMP

Substitute a time/date time stamp in a format suited to the locale such as "01/14/07 12:34:09AM".

\$TIME

Substitute the time of day such as "12:15 PM".

\$GENERATOR

Substitute the program name and version number (of this program) that is generating the HTML code such as "EDGE Diagrammer v5.08.1830".

\$CONTENT

Substitute the diagram content. This macro is the only one that **MUST** be included in the template. It should be located within the <body> block and on a line of its own. It will be replaced by an block in the case of a simple diagram without any included internal links, or by a combination of an and a <map> block in the case of a more complex diagram.

Style Class

You cannot customize the composition of the content (and optional <map> blocks) that are substituted for **\$CONTENT**. However, the block will contain a CSS (Cascading Style Sheet) class designator in the form **class="pacestardiagram"**. You can therefore include a style definition such as "img.pacestardiagram" either in the head of the template or in an externally included css file. This will allow you to use the template file to more precisely control the appearance of the diagram image. For example, you could add a border around the image. See **Default.htm** for a very simple example.

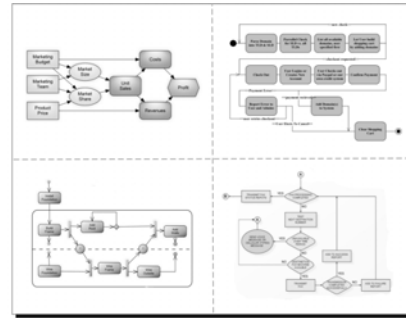
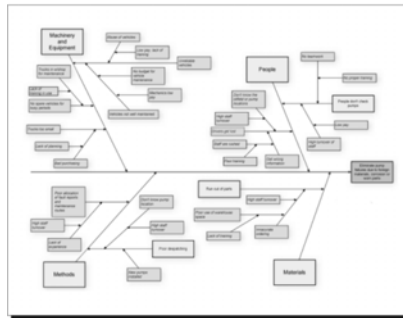
Page Setup

The page setup area helps you layout your diagram for printing and display. You can control paper size, page orientation, and postering. You can change the page layout at any point. However, to minimize the amount of re-organizing of your diagram, it's usually best to setup the page layout before constructing your diagram.

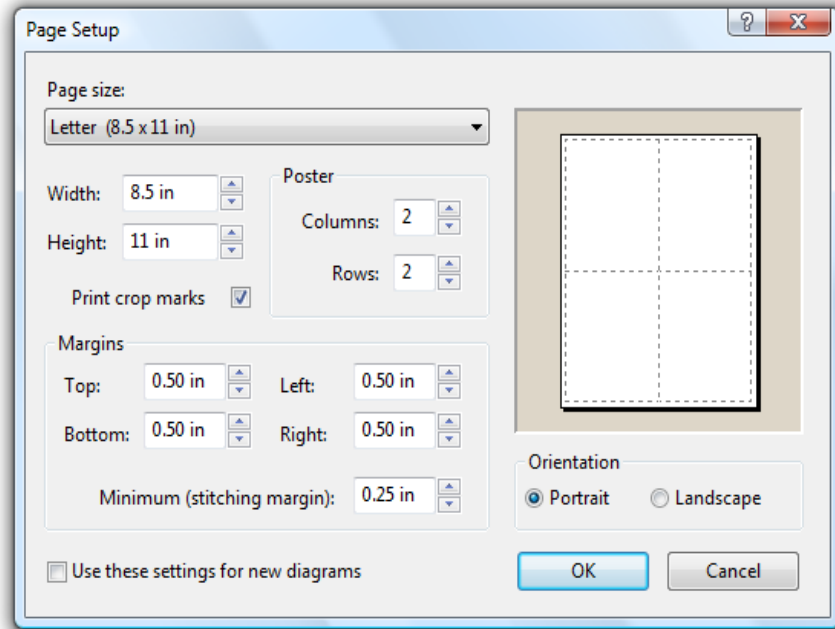
Poster layouts

An important concept to understand when setting up your page layout is *postering*. When the page defined for a diagram is larger than the paper size set for your printer, the diagram will be divided into multiple pages for the purpose of printing. Therefore you can choose a larger page size than can be printed on your printer simply by increasing the page height and width and leaving the poster grid (rows and columns) set to one. The division into multiple pages is highly dependent on the printer, even if the paper size is unchanged. Therefore the use of a large page size with rows and columns set to one is best for diagrams that are not designed with the locations of page divisions in mind. For example, this would be best for laying out a large continuous complex diagram such as the one shown below on the left.

You may also choose to layout your diagram as an actual poster. To do so, choose a standard paper size that will be available on any printer to which the diagram will be printed in the future (such as letter size), and then increase rows and/or columns as necessary to create a grid of such pages to comprise your poster layout. The page size you choose when rows and columns are larger than one must fit onto the paper size you print to! Use this technique when the layout of your diagram is specifically divided into multiple pages and the position of the page divisions within your diagram must be maintained when printing. For example, if you design a complex diagram with multiple pages in mind, such as shown below on the right, use a standard paper size and increase rows and columns as needed to add pages. This will assure that the page divisions shown in the diagramming screen will accurately reflect paper boundaries when printed on different printers (if at all possible).



Choose **Page Setup** from the **File** menu. Use the Page Setup dialog box to change the page layout::



Paper Size

Select a page size from the standard page sizes available. The sizes listed are not necessarily all available on your current printer. If you intend to use poster layout (more than one row or column), be sure to choose a page size that matches a paper size available on your printer and on any printer you anticipate printing on in the future.

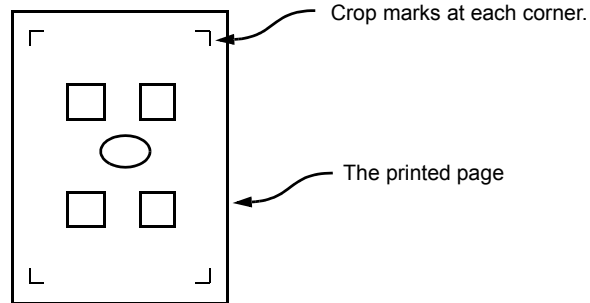
Width and Height

The height and width boxes display the exact size of the paper you have selected. These are for display purpose only.

Poster

If your diagram is too large to fit on one sheet of paper that your printer can print, you may choose to use postering to spread your design onto a grid of pages. Choose the number of rows and columns of pages for your diagram. (the maximum number is limited to a total of about 62 inches by 62 inches depending on the paper size). Select

“Print crop marks” to print guides in the corners of each printed page indicating where they should be cut in order to be joined into a continuous poster.



Margins

Margins are displayed to show the extents of the printable portion of the page. The margins are for display purposes only. Use the margins to guide where on the page you place objects. Objects placed outside the margins will be truncated or not print at all.

Minimum (stitching margin)

Use this control to set the minimum size of margins. This is also the margin width used for stitching together multiple pages when the diagram cannot be printed on a single page.

Choose the minimum margin carefully. The value should be at least as large as the smallest margin supported by any printer you anticipate using. If you select too small a minimum, you run the risk when printing a multi-page diagram, that the page break locations and possibly the combined page size will be different for each printer. In that case, changing the printer set-up may cause your diagram’s page layout to change and possibly require manual adjustment of the contents. A diagram’s page layout will remain consistent unless it is required to be adjusted for a printer setting that cannot support the minimum margin. Note that for diagrams that span multiple printed pages, a layout change may be necessary based on the value of the minimum margin alone even if the four margins you set are all valid for the printer.

Portrait and Landscape

Use the portrait and landscape controls to choose page orientation. There’s no need to rotate objects to print width-wise or “landscape” on a page - this is done automatically when the page is printed.

Sheets

All of the above pertains to a single sheet in a diagram. A diagram may have multiple sheets each set up identically as described above.

Printing

Printing diagrams is similar to printing in any other Windows program.

To print a diagram

1. Use **Print Setup** to make sure that your printer is set up properly with the correct paper and so on. You do not need to set-up your printer each time you print.
2. Choose **Print** from the **File** menu.
3. Choose the options you want in the Print dialog box then press OK.

When you print a diagram that has more than one page, you can select a range of pages to print rather than printing the whole diagram. Page numbering is from left to right and top to bottom. The following illustration shows page numbering for a two row by three column poster.

1	2	3
4	5	6

A diagram can also have multiple sheets. Each sheet may be divided as above. Page numbering continues as shown, repeating for each sheet. The Print screen also contains an option to print only the current sheet.

To print all open diagrams

You can choose **Print All** from the **File** menu to print all your open diagrams with one command.

Object Linking and Embedding (OLE)

This program supports Microsoft's *Object Linking and Embedding* specification version 2.0. OLE (oh-lay) as it is commonly called, makes it simple and convenient to insert or *embed* diagrams within documents created by other applications which can serve as OLE *containers*.

Microsoft Word™ is one example of a very popular application that exploits the ability to be an OLE container. Throughout this section, we'll refer to Word as a typical OLE container application. But don't forget that there are MANY such applications on the market and all will work more or less the same with this program's OLE features.

Using OLE, you can embed diagrams directly inside Word documents such that they become a part of the document, are saved within the document file, and nevertheless can later still be edited. In addition, you can choose to store only a reference called a

link to a diagram file within Word. With a link, you can simply edit the diagram file and the changes will automatically appear in the Word document. Linking and embedding together provide the capability to use diagrams anywhere that a diagram would be convenient without the hassle of having to store and maintain the diagram elsewhere at the same time.

OLE embedding diagrams

A diagram can be embedded into a document created by an application like Microsoft Word™. When a diagram is embedded in a document, it becomes part of the document but remains a complete diagram that can later be edited and updated.

To insert a new diagram into a Word (or similar) document

1. From Microsoft Word, choose **Object** from the **Insert** menu.
2. Choose the *Create New* tab.
3. From the types list, choose *EDGE Diagram*.
4. Follow the procedure to create a new diagram (see *Creating a New Diagram* on page 254).
5. When the diagram is complete, choose **Exit & Return to Document** from the **File** menu.
6. Resize the resulting diagram if you like.

To insert a copy of an existing diagram into a Word (or similar) document

1. From Microsoft Word, choose **Object** from the **Insert** menu.
2. Choose the *Create From File* tab.
3. Select the name of the diagram file.
4. Resize the resulting diagram if you choose.

To embed a portion of a diagram into a Word document

1. Open any diagram file.
2. Select the portion of the diagram that you'd like to embed in the Word document (see *Selecting and Deselecting Objects* on page 27).
3. Choose **Copy** or **Cut** from the **Edit** menu.
4. In Word, choose **Paste** from the **Edit** menu.
5. Resize the resulting diagram if you like.

OLE linking to diagrams

A diagram can be linked to a document created by an application like Microsoft Word™. When a diagram is linked in a document, it remains a separate diagram file and a reference or link is saved in the document. If you later make changes to the diagram, those changes will be reflected automatically in the document that contains the link.

To insert a link to a diagram into a Word document

1. Create a diagram in the usual way (see *Creating a New Diagram* on page 254).
2. Save the diagram to a file.
3. In Word, choose **Object** from the **Insert** menu.
4. Choose the *Create from File* tab.
5. Check the *Link to File* box.
6. Select the name of the diagram file.
7. Resize the resulting diagram if you choose.

When an OLE document contains links to diagrams or other OLE objects, those objects must remain in place when the document is used. If you delete a diagram that is referenced from an OLE document, the reference will not know where to find the diagram. Likewise, if you copy the document that contains the link, you should also copy the linked diagrams so that the links remain valid.

Exiting

To exit

1. Choose **Exit** from the **File** menu.
Other standard Windows methods of exiting programs work also, such as pressing ALT-F4 or choosing **Close** from the **System** menu.
2. If your diagram contains changes that have not been saved, you will be prompted to save them before exiting.

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