



TouchDraw 2 for iOS

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1. Introduction

This is the home of the **TouchDraw 2 for iOS** documentation. The layout of the pages and information displayed in this documentation is based on the User Interface (UI) structure. It is broken down into seven main sections with pages describing each portion of the interface and available functionality:

Section Name	Description
Preface	The Preface section contains necessary legal and acknowledgement information regarding TouchDraw 2 for iOS.
Getting Started	The Getting Started section contains information for launching TouchDraw 2 and beneficial web page links.
Document Picker	The Document Picker section can be used to learn more about the picker user interface and how to view, access, and manage documents in TouchDraw 2.
Drawing Editor	The Drawing Editor section can be used to learn more about the editor interface and about the available features when working with a drawing in TouchDraw 2.
Tips and Techniques	The Tips and Techniques section can be used to learn about using the Function Key Feature to perform specific actions within TouchDraw 2.
Miscellaneous	The Miscellaneous section contains additional information outside of the main UI structure of the application such as file importing and exporting formats.

Information shown in the **Drawing Picker** and **Drawing Editor** sections, in particular, is organized based on the layout of the application interface.

For example, to find information about changing the text properties of a figure in the editor, go to the [Editing Drawings](#) section, expand these pages, and then select **Text**. To find information about importing or exporting a drawing document, go to the [File Management](#) section and select one of these pages.

Each of these documentation sections begins with pages describing the basic features of their user interface and subsequent pages provide further details about a particular feature. Use the links on a page to navigate to additional information about a particular subject or expand the pages to find a particular section.

The search feature can be also be used to find an item. Simply type in a keyword and a list of pages will appear for selection.

2. Preface

Please see the following pages for more information:

2.1. Legal Notice

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2.3. Acknowledgements

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

Additional thanks to all of our beta testers and users who have supplied endless amounts of great feedback and suggestions to help shape TouchDraw 2 into what it is today.

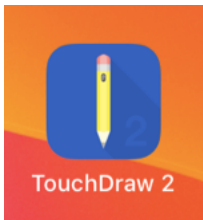
3. Getting Started

TouchDraw 2 supplies everything you need to create structured 2D vector graphics on the go with your device. Create charts, graphs, floor plans, architecture drawings, illustrations or most anything else you can image.

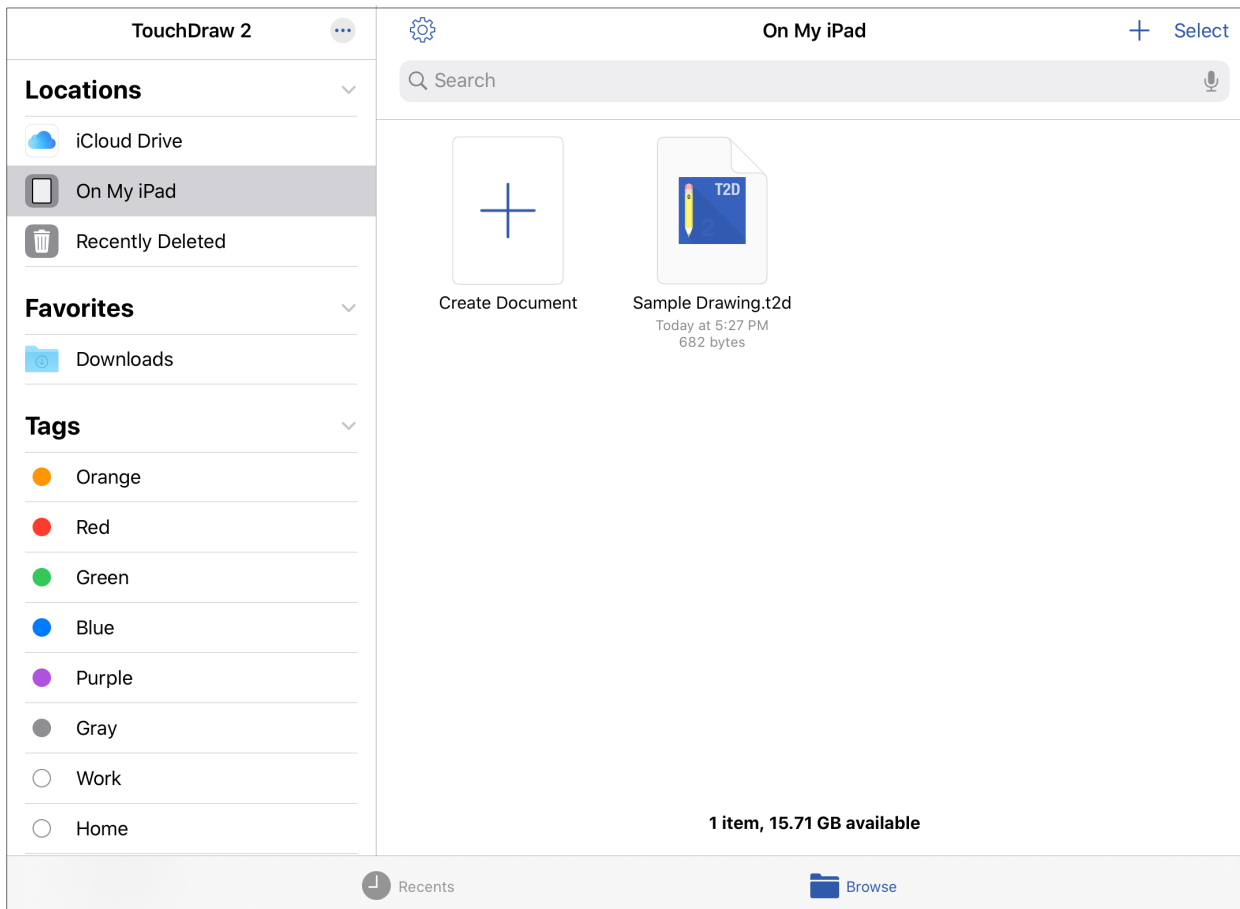
Not only does TouchDraw 2 make it easy to quickly create your drawings, it also delivers a simple to use environment where you will enjoy changing and manipulating each drawing.

3.1. Launching TouchDraw

The following icon will appear on your device after purchasing TouchDraw 2 and synchronizing the device with iTunes. Tap once on this icon to launch TouchDraw 2.

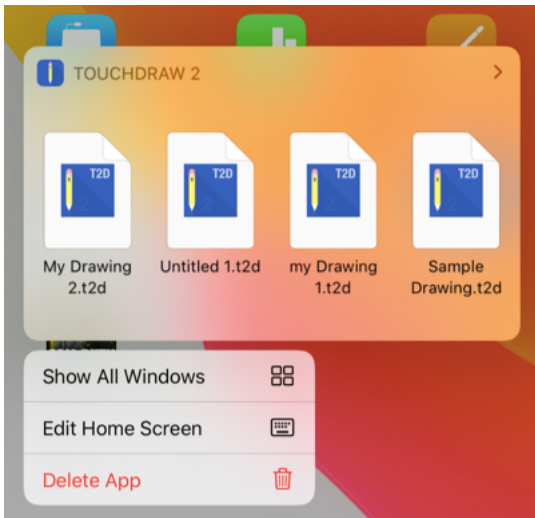
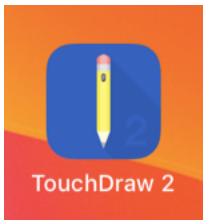


After launching TouchDraw 2, you will be presented with the [Document Picker](#). This screen may be used to create a new drawing document, open an existing drawing document, manage drawing documents in TouchDraw 2, and to manage tags for your drawing documents.

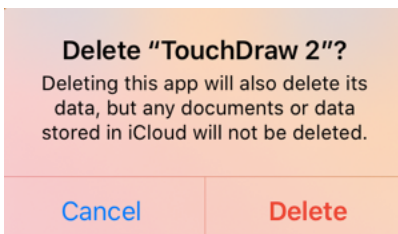


3.2. Uninstalling TouchDraw

We hope you will not want to remove TouchDraw 2 from your device; however, should you need to do so, simply press and hold on the TouchDraw 2 icon until the following pop-up menu appears.



To remove TouchDraw 2 from your device, press on the **Delete App** option and then press on the **Delete Button** in the confirmation message. Press **Cancel** to close this message without removing TouchDraw 2 from your device.



Should you want to re-install TouchDraw 2, you can do so by re-syncing your device with iTunes or by

re-downloading it using the App Store app.

3.3. Moving from TouchDraw 1 to TouchDraw 2

If you have used or are currently using TouchDraw 1 for iPad, then you may need to move your drawings to TouchDraw 2. There are multiple ways to accomplish the migration of your data:

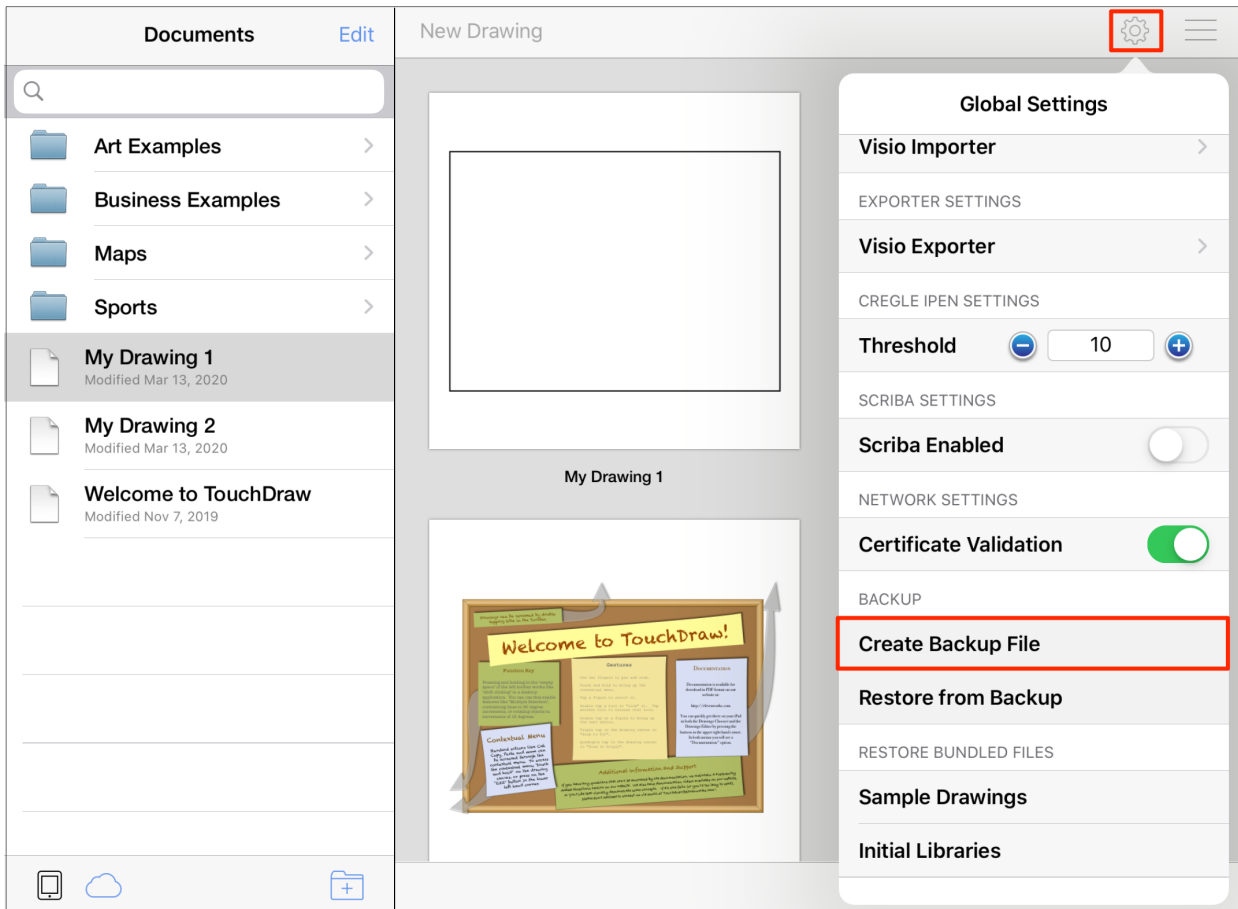
- **The backup approach:** With this approach, you use the "Backup and Restore" functionality in TouchDraw 1 to export your data to iCloud Drive or the local file system on the iPad itself.
- **The Mac approach:** With this approach, you use the iOS integration built-in to the Finder application on your Mac to copy your data to iCloud Drive.

3.3.1. Backup Approach

The easiest way to accomplish this is by using the backup feature in TouchDraw 1. It can create a Zip file containing all of your drawings and libraries, which can then be unzipped into the TouchDraw directory in your iCloud Files or in your local iPad storage.

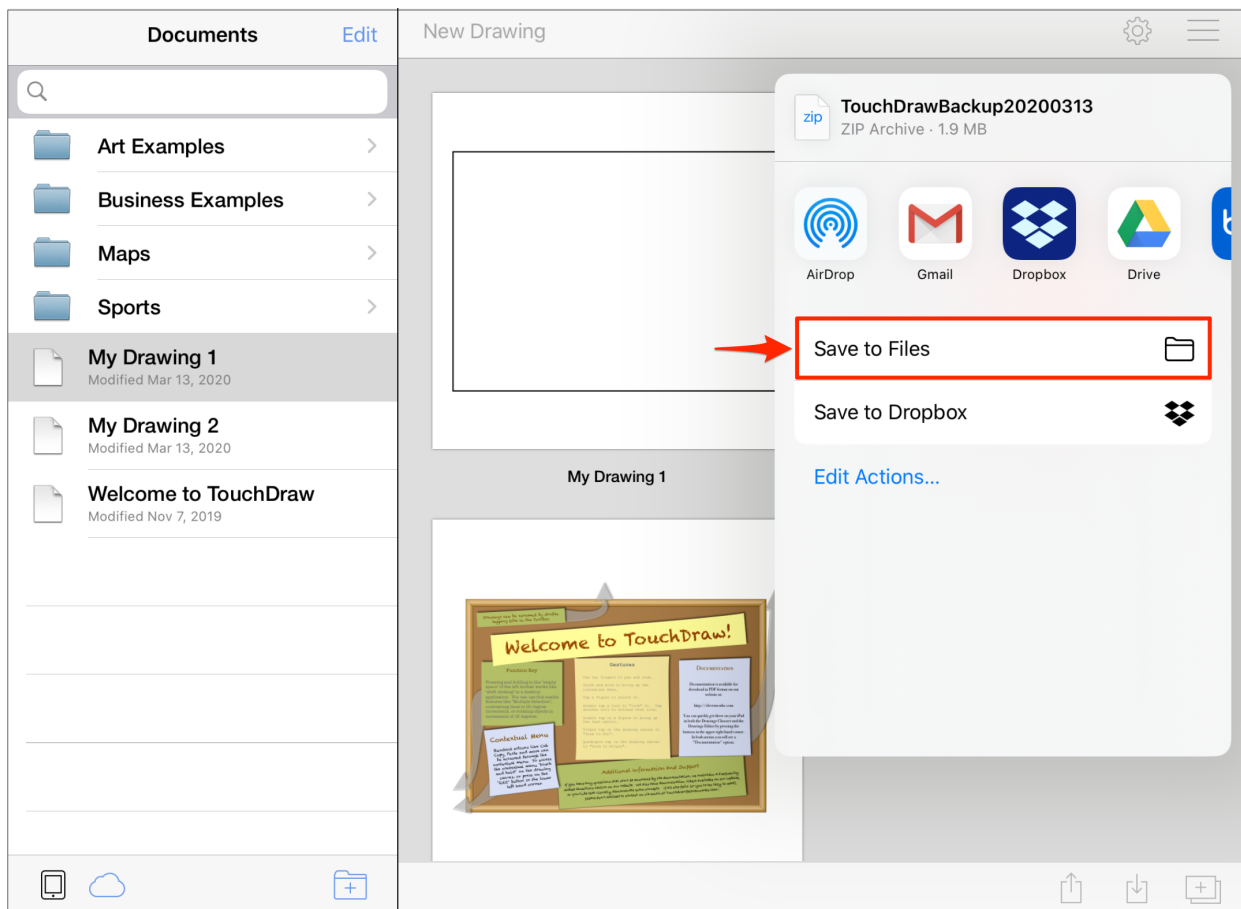
Step 1: Make sure you have run TouchDraw 2 at least once on your device. A **TouchDraw** folder will be created on your iPad or on iCloud the first time the app is run.

Step 2: Open TouchDraw 1 on your iPad. Press on the **Global Settings Button** and tap on the **Create Backup File** option. This option will create a backup file containing all of your TouchDraw 1 drawings and libraries.

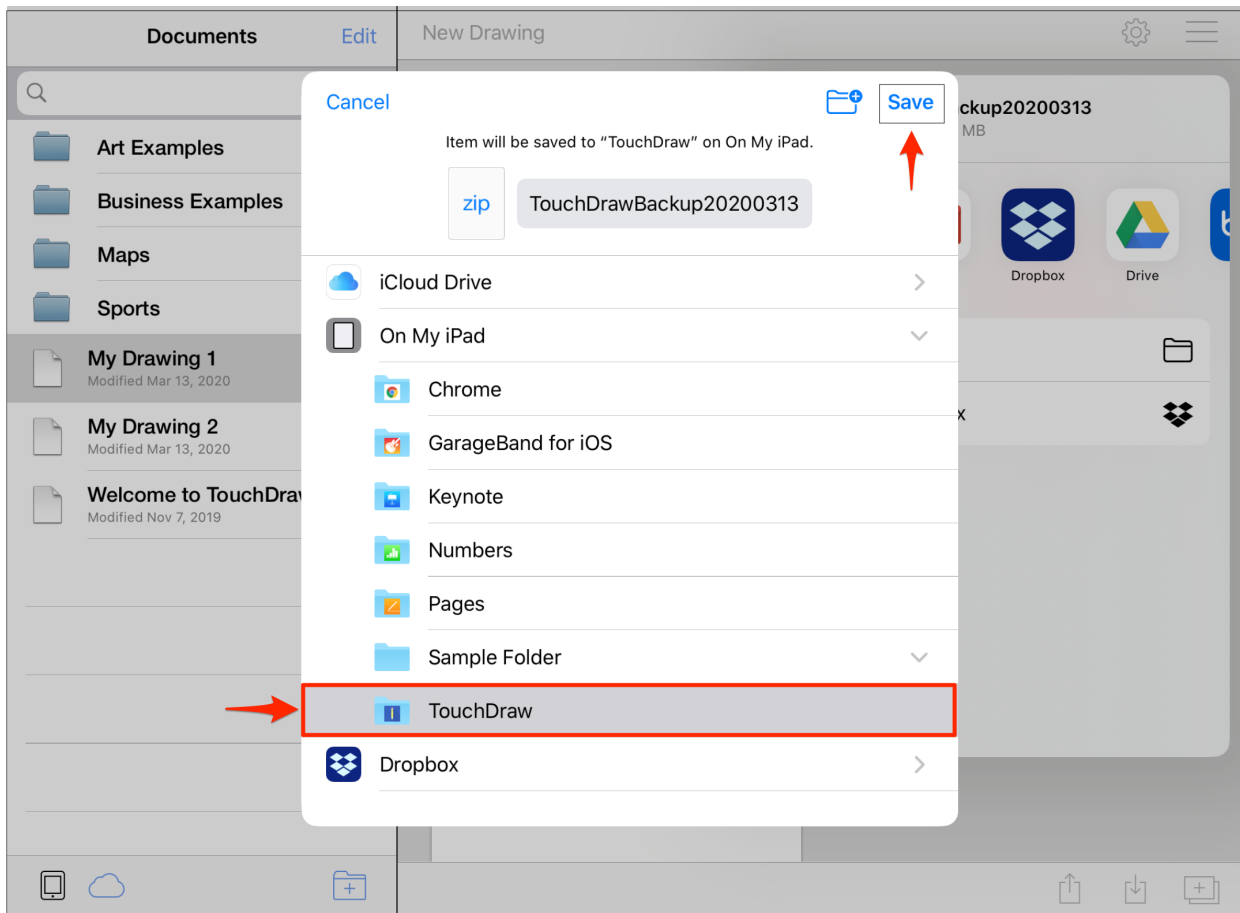


Step 3: Tap on the **Save to Files** option.

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Step 4: Select the TouchDraw folder within iCloud, the TouchDraw folder in local file system or another location of your choice and tap **Save**. This will save the Zip file with all of your drawings and libraries in that location.

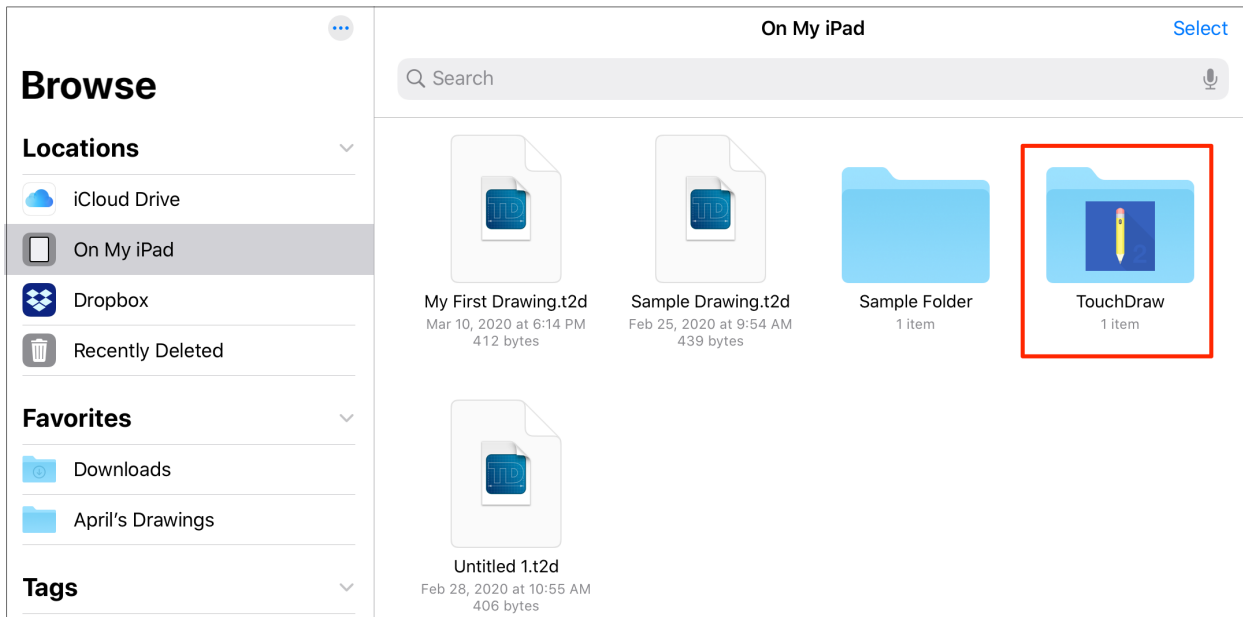


Step 5: Next, open the **Files app** on your iPad.

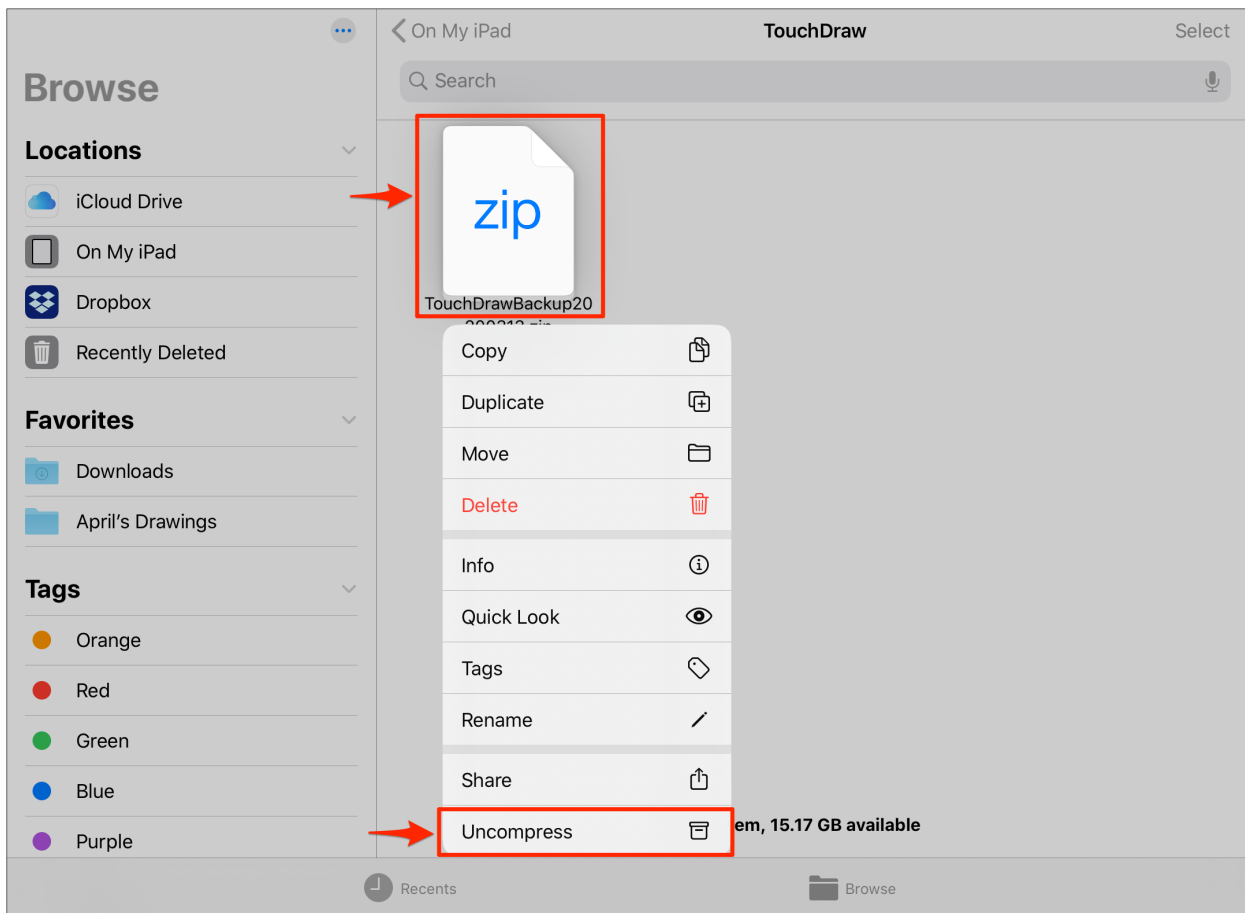


Step 6: Press on the **TouchDraw** folder (or the alternate location you selected in **Step 4**) to access the created backup file.

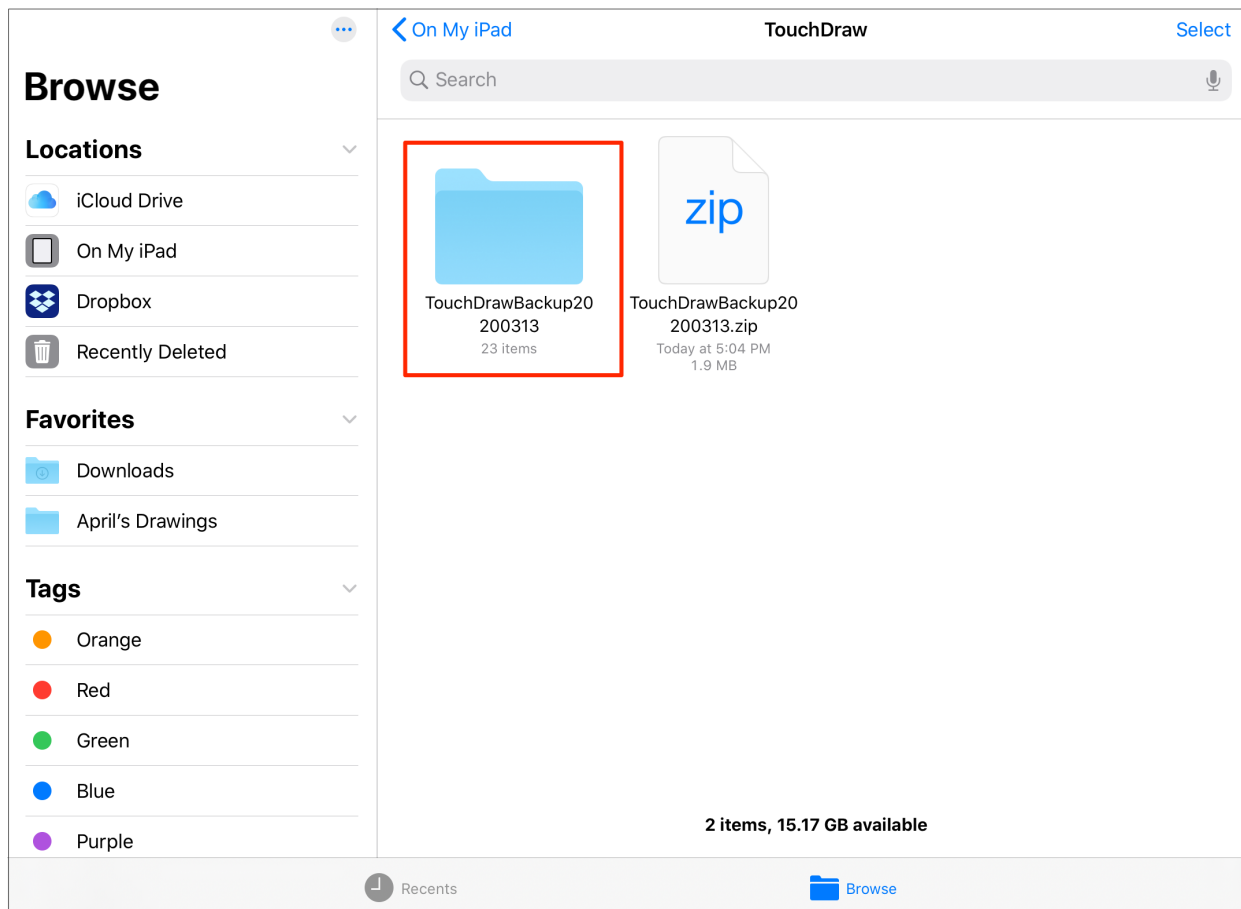
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Step 7: Perform an **extended Press** on the Zip file to open the Contextual Menu. Then tap on the **Uncompress** option.



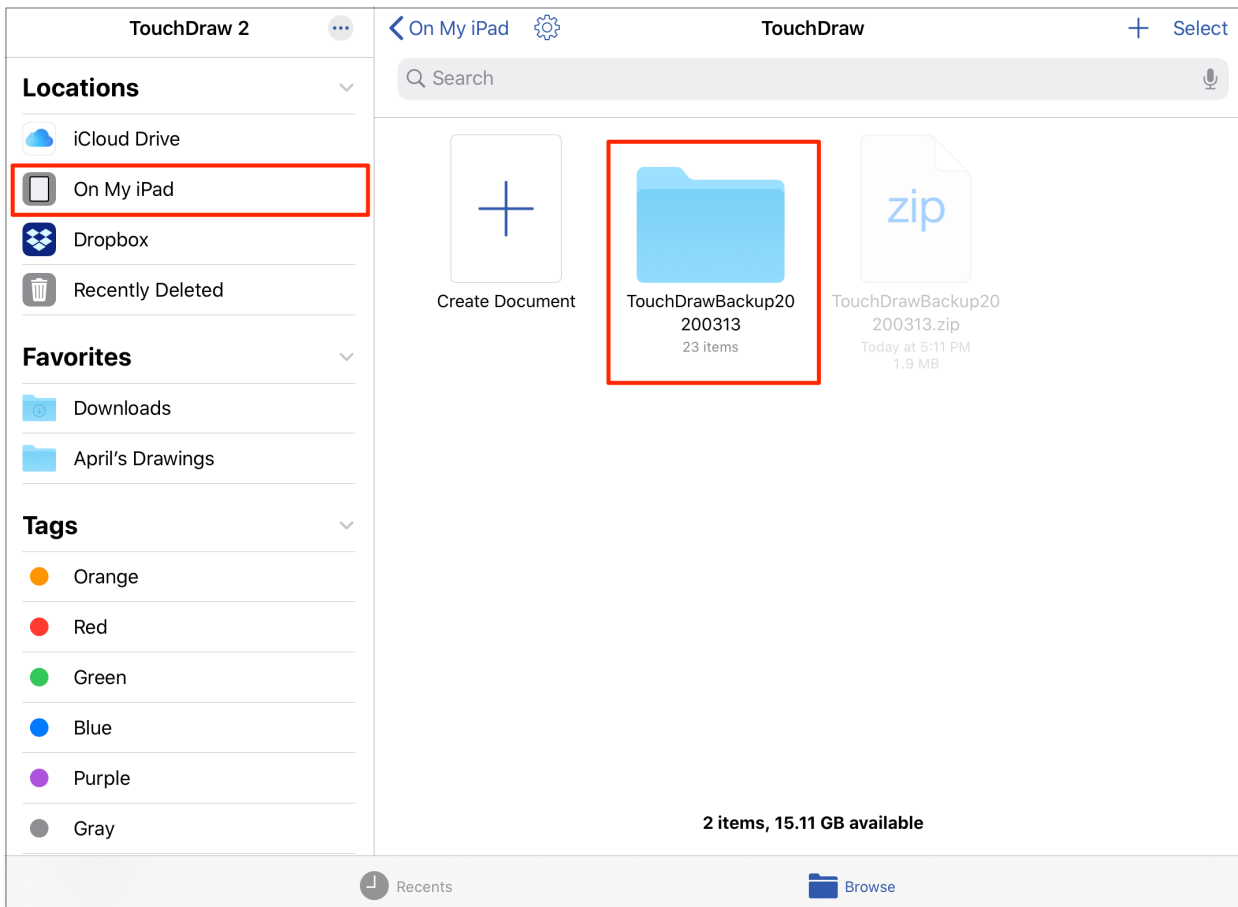
Step 8: Once the Zip file has been unzipped, a new folder will be present within the TouchDraw folder on your iPad. All drawings and libraries backed up from TouchDraw 1 will appear in this folder. The folder will have the same name as the created backup Zip file (i.e. TouchDrawBackup...), as shown below:



Note: The backup file will have numbers at the end that represent the Year/Month/Date that the file was created.

Step 9: This folder will be visible when viewing drawing documents within TouchDraw 2 on your iPad, as shown below:

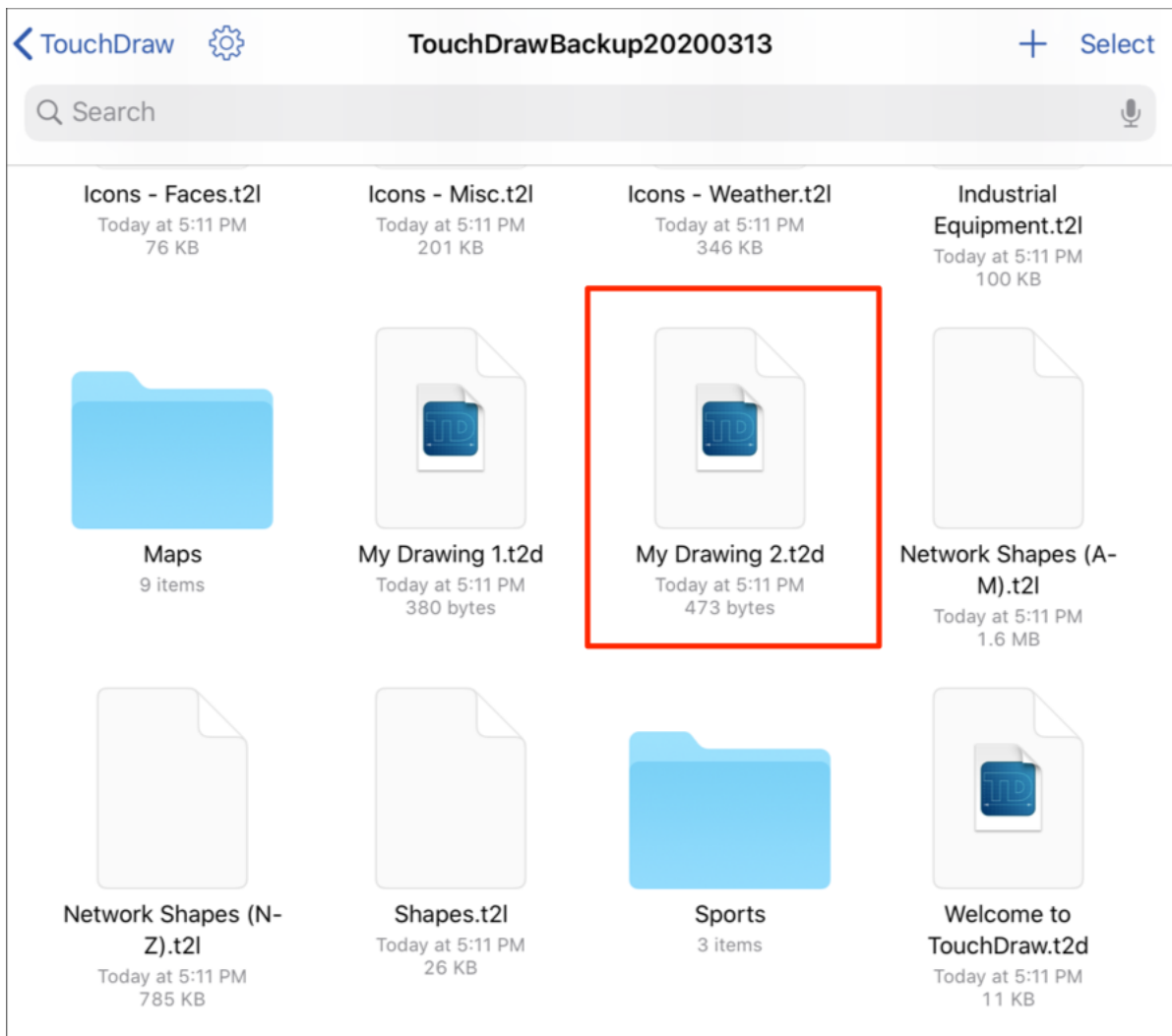
TouchDraw 2 for iOS



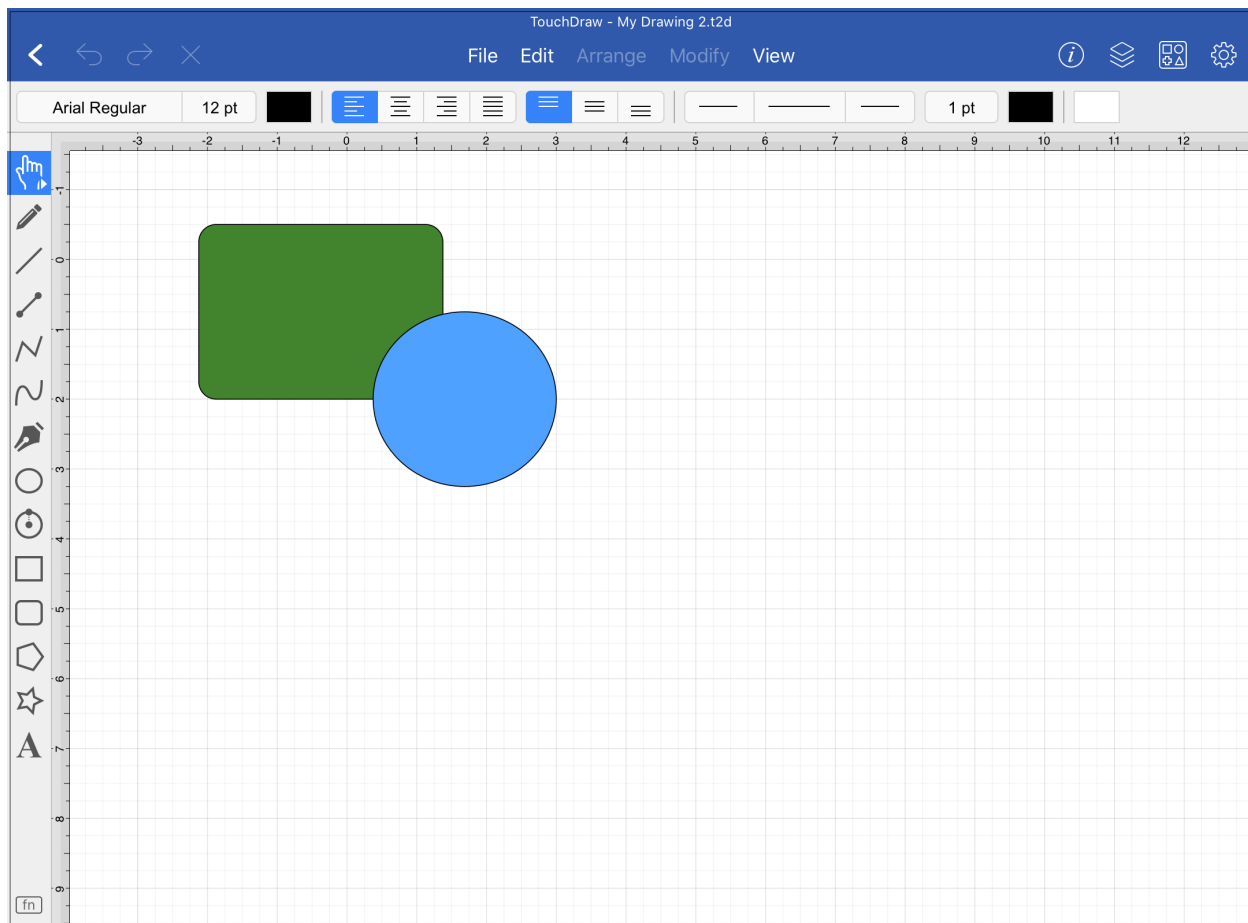
Opening Your Drawings

To open an imported drawing from TouchDraw 1, simply tap on the drawing within the [Document Picker](#).

TouchDraw 2 for iOS



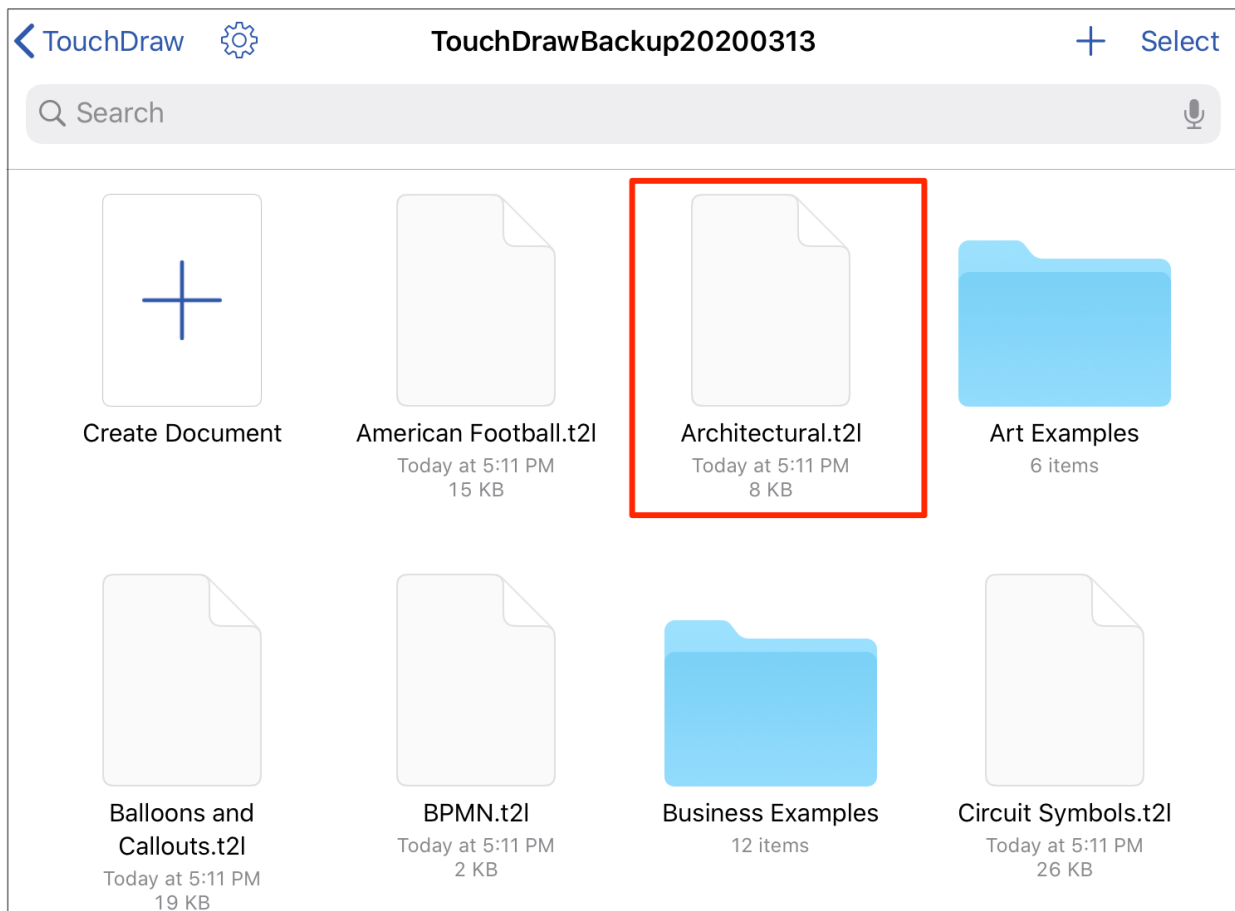
TouchDraw 2 for iOS



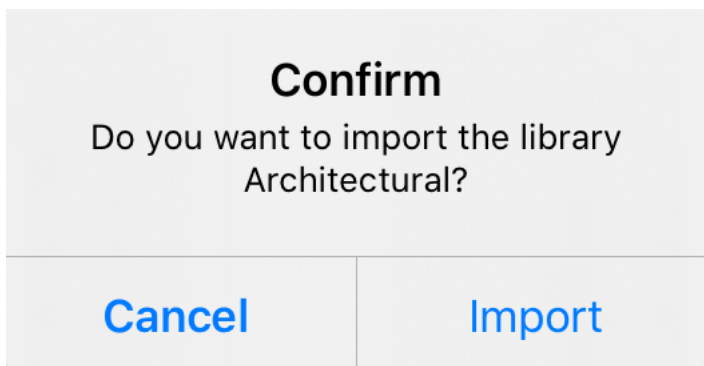
Importing Custom Libraries

Libraries can be imported into TouchDraw 2 from the TouchDraw 1 backup file as well. Complete the following steps to do so:

Step 1: To import any of your custom libraries into TouchDraw 2, tap on the library folder within the [Document Picker](#).



Step 2: Tap on **Import** to import the selected library into TouchDraw 2. You may also tap on **Cancel** to close this message without completing the import.



Step 3: If a library already exists in TouchDraw 2 with the same name, the following message will be provided. Tap on **New Name** to append a number to the end of the file and prevent an overwrite or tap on **Overwrite** to replace the current library with the imported one.

Import

A library with the name Architectural already exists. Do you want to overwrite it or import it with a new name?

New Name

Overwrite

Step 4: In this example, a new name was given to the library file. Tap **Dismiss** to close the message.

Success

The library Architectural 2 was successfully imported.

Dismiss

3.3.2. Mac Approach

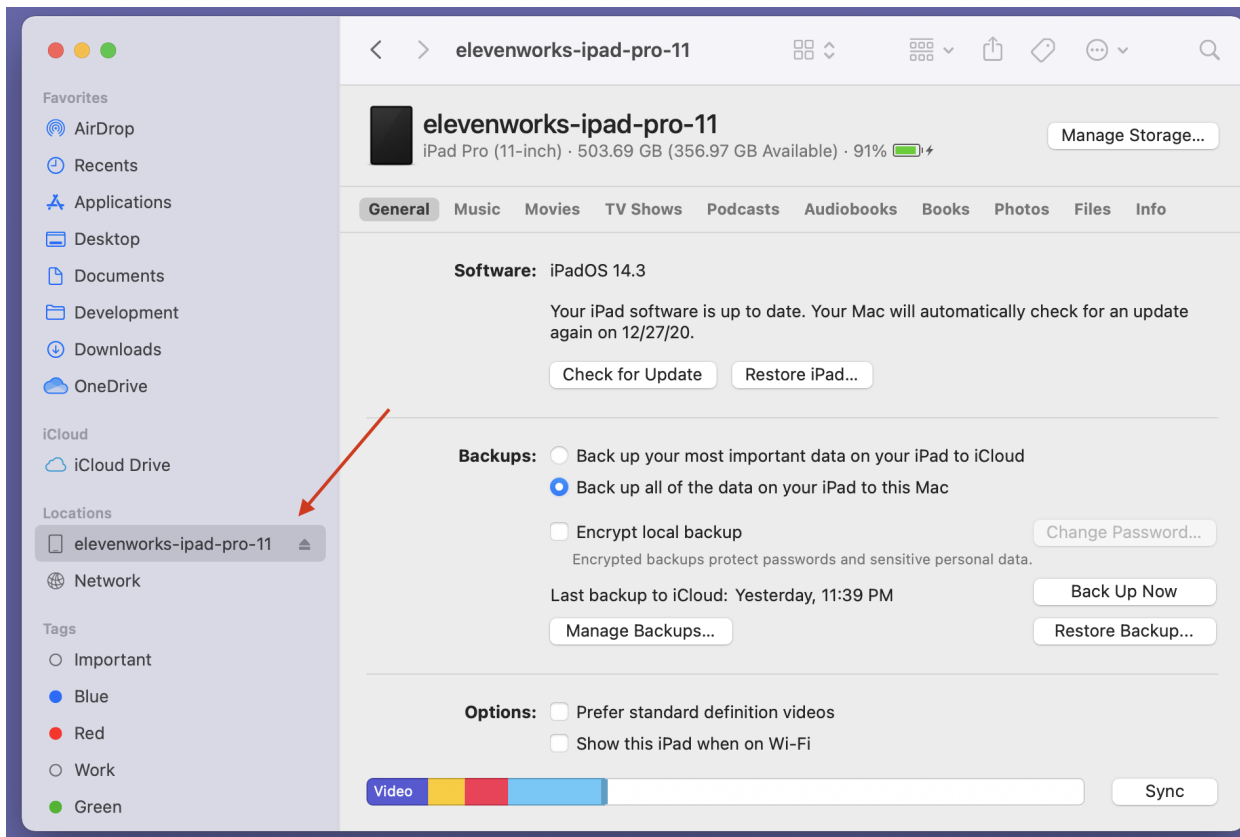
Moving your drawings from TouchDraw 1 to TouchDraw can also be accomplished with your iPad connected to your Mac.

Step 1: Make sure you have run TouchDraw 2 at least once on your device. A **TouchDraw** folder will be created on your iPad or within iCloud the first time the app is run.

Step 2: Connect your iPad to your Mac.

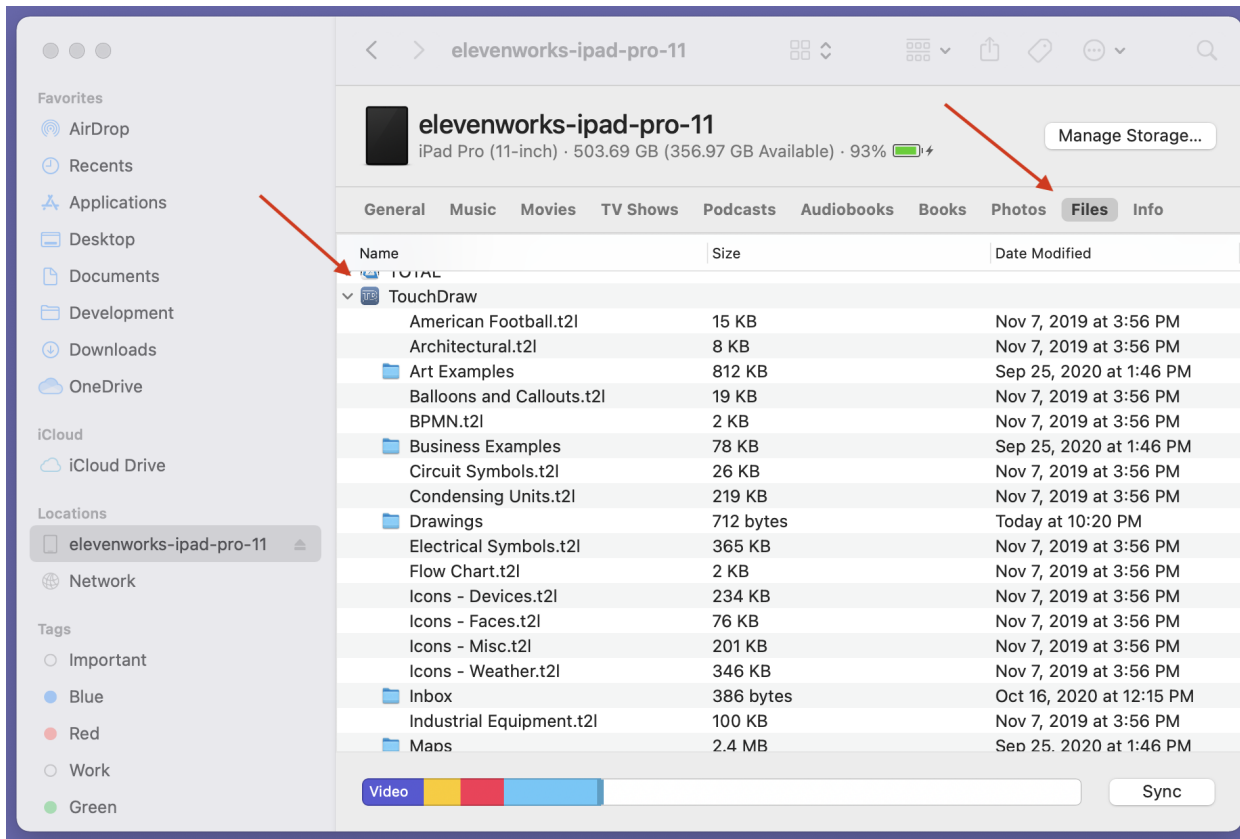
Note: If prompted, answer 'Trust' if prompted to 'Trust This Computer'

Step 3: Open the Finder and select your iPad in the "Locations" section of the left hand sidebar.



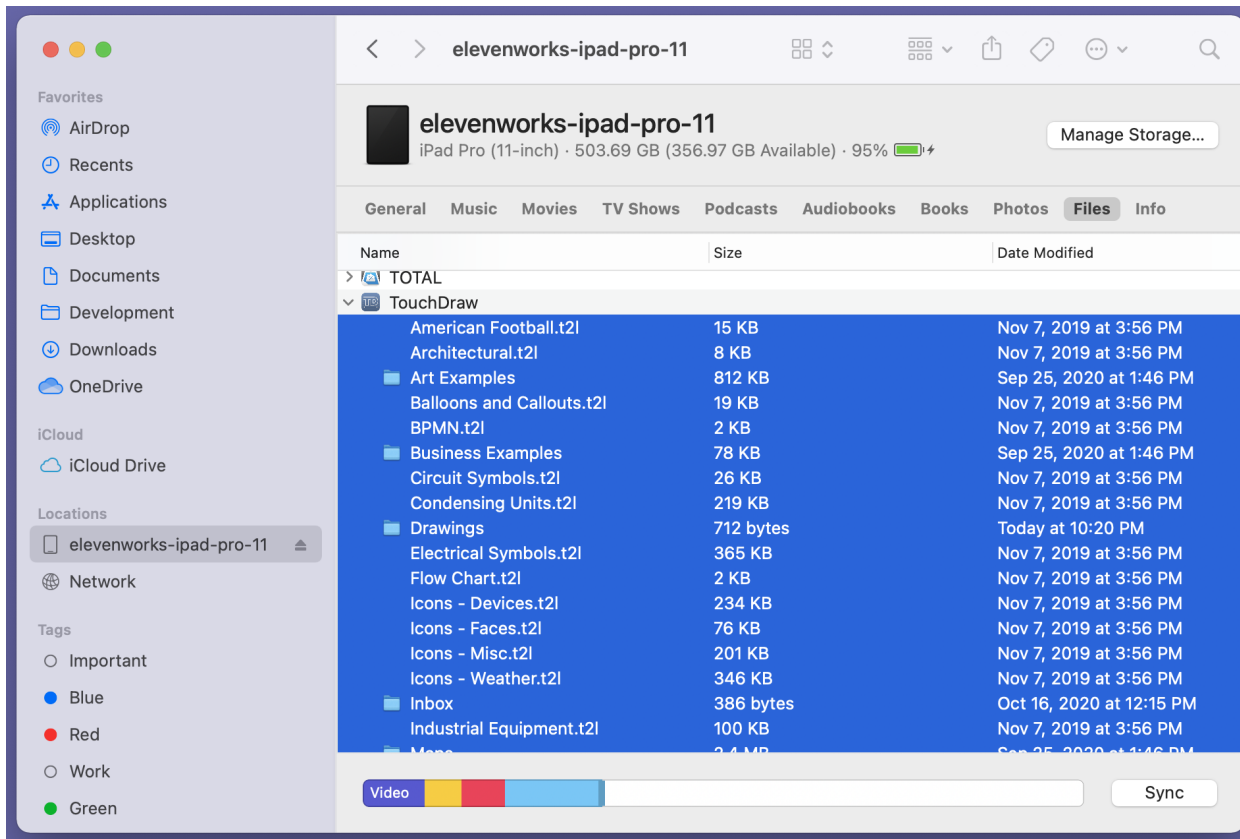
Step 4: Select the "Files" tab within the Finder, scroll down to "TouchDraw" in the list of files and click the expansion arrows to view the files located within TouchDraw.

TouchDraw 2 for iOS



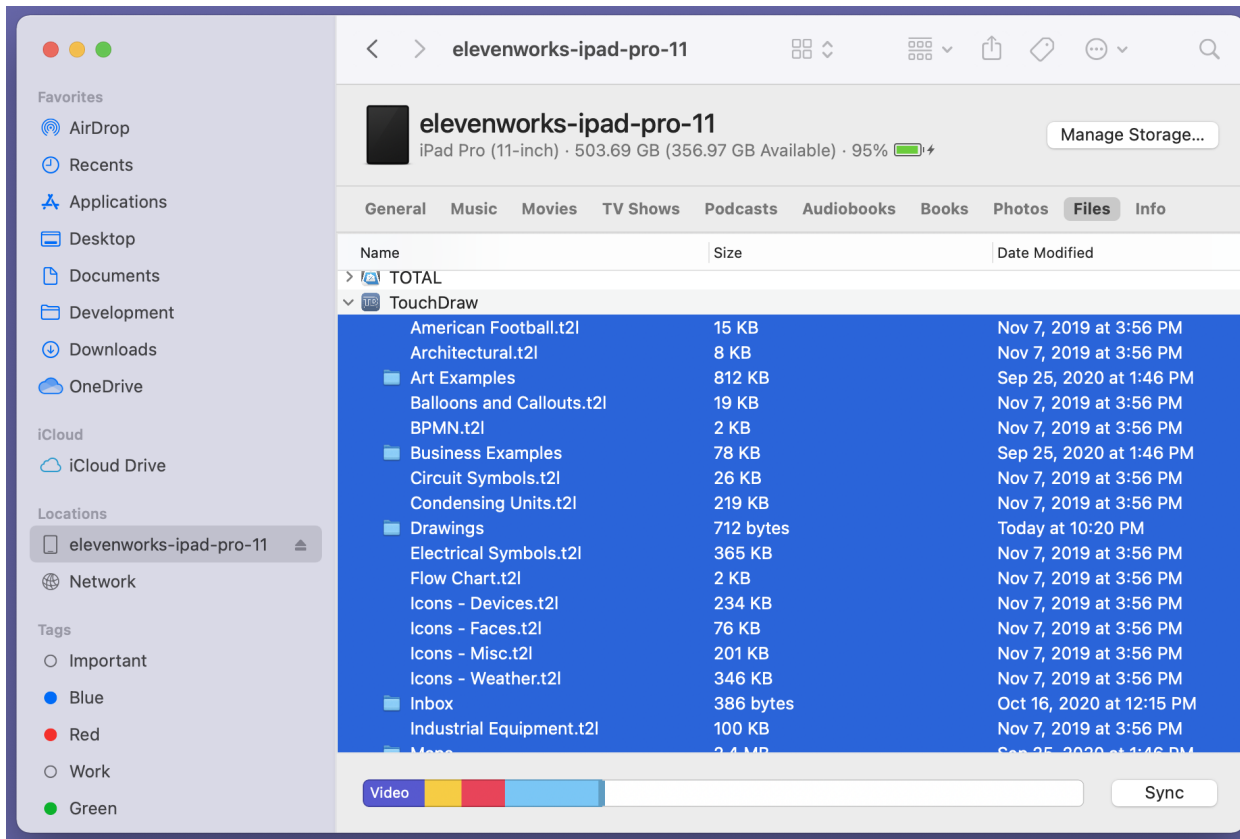
Step 5: Select the first file in the list (in the example show here, it's "American Football.t2l" and then press "Command-A" to select all of the files within TouchDraw.)

TouchDraw 2 for iOS



Step 6: Press "Command-N" to open a new Finder window, and select "iCloud Drive" within the "iCloud" section of the left hand sidebar.

TouchDraw 2 for iOS

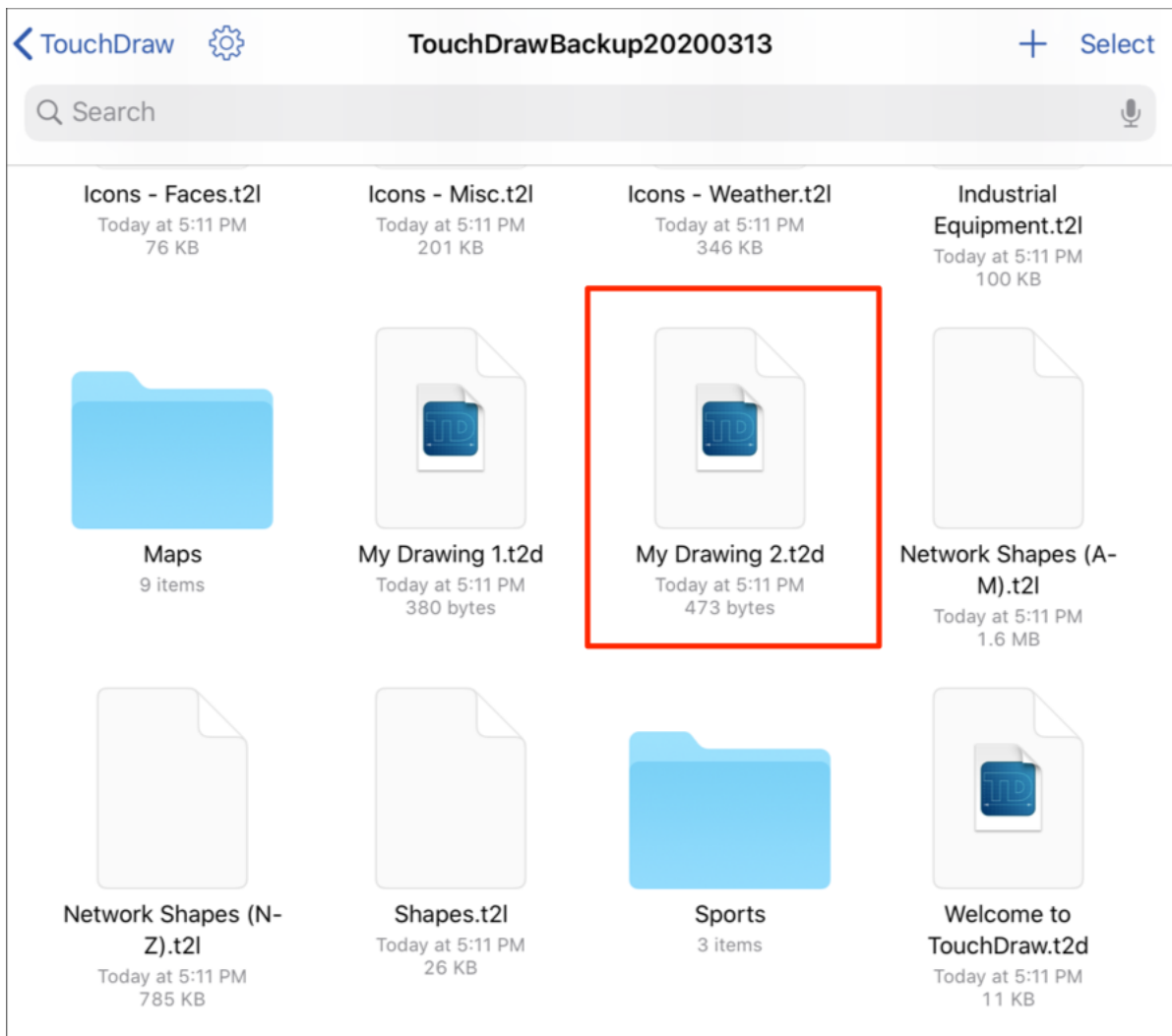


Step 7: Drag the files you selected in Step 5 over to the "TouchDraw" folder within iCloud. That will copy the files (and any files in sub-folders) to iCloud for accessing within TouchDraw 2.

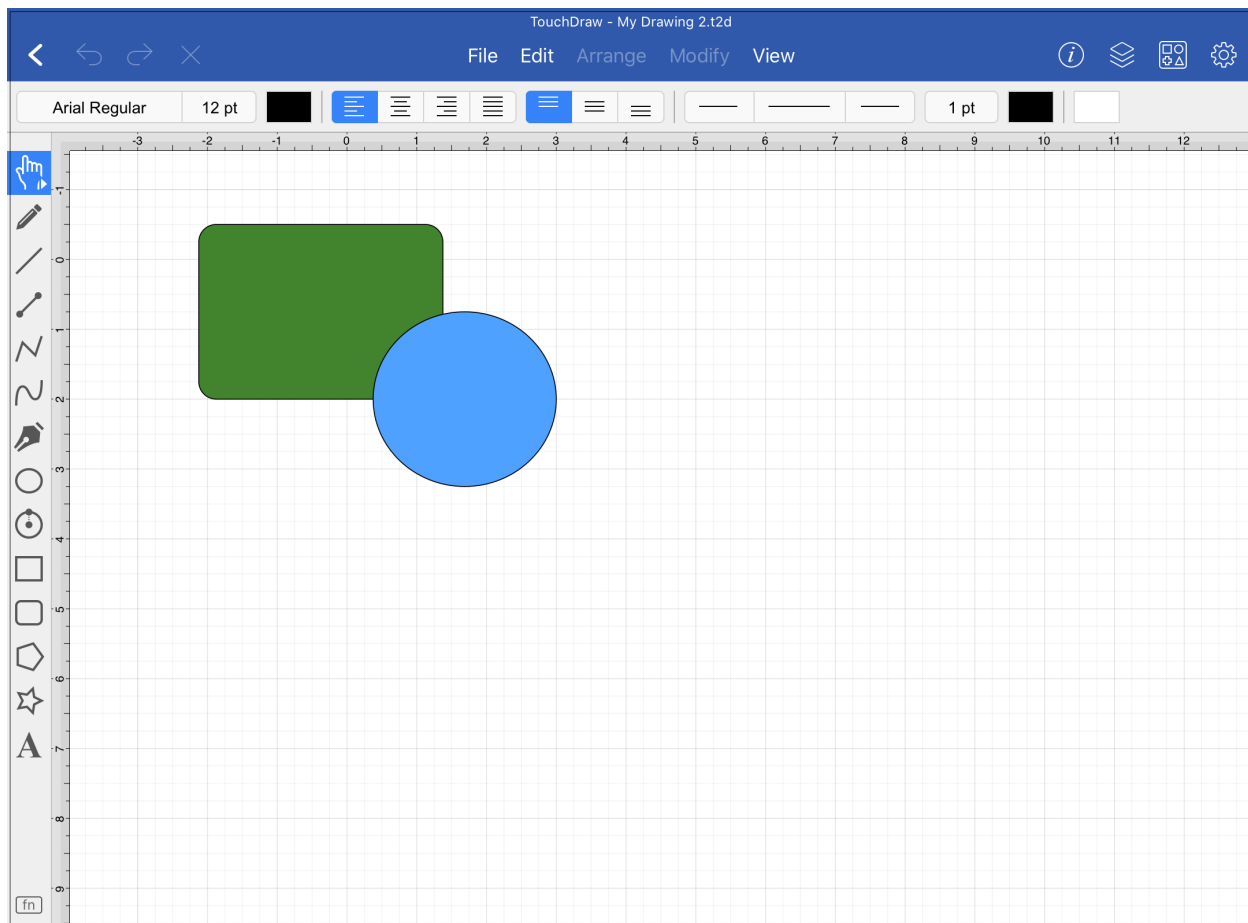
Opening Your Drawings

To open an imported drawing from TouchDraw 1, simply tap on the drawing within the [Document Picker](#).

TouchDraw 2 for iOS



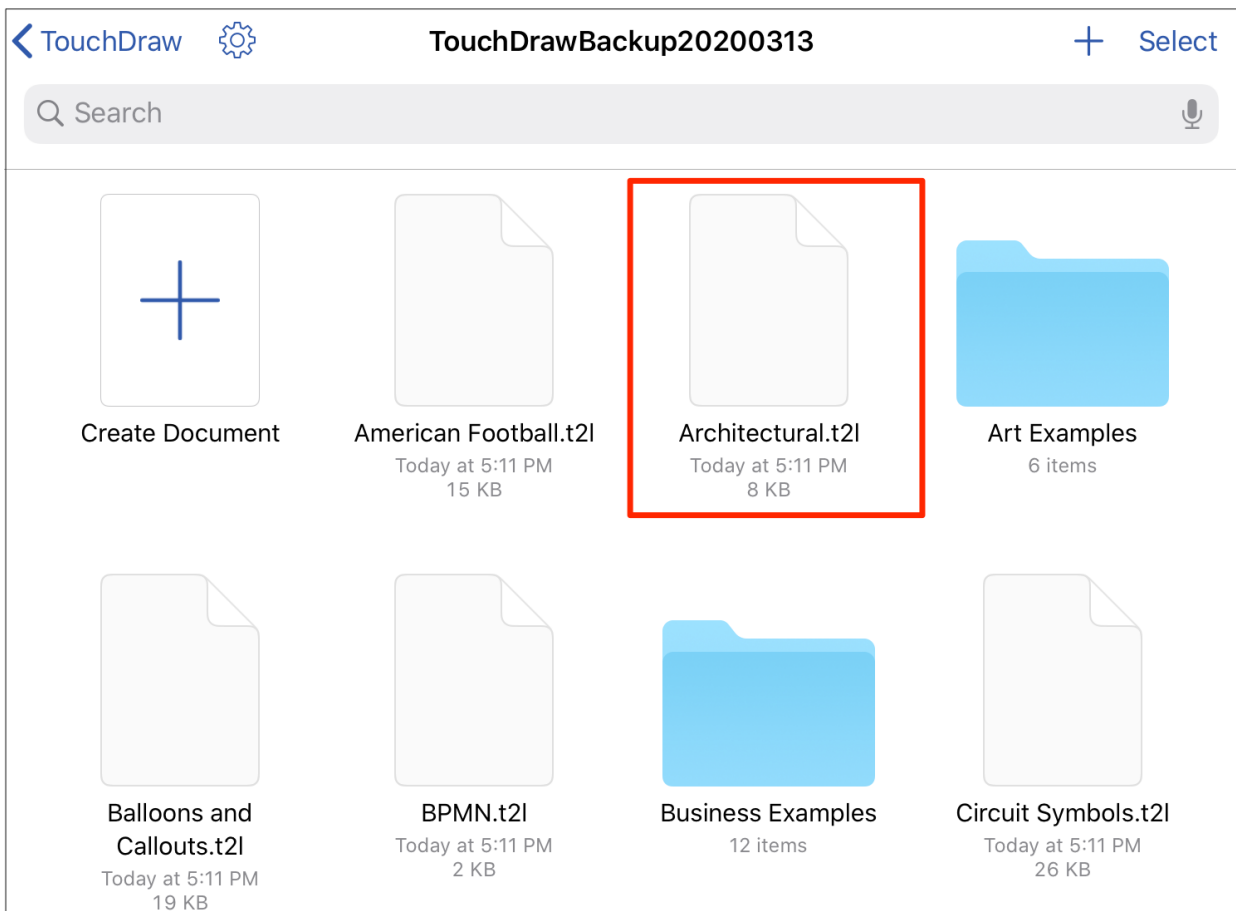
TouchDraw 2 for iOS



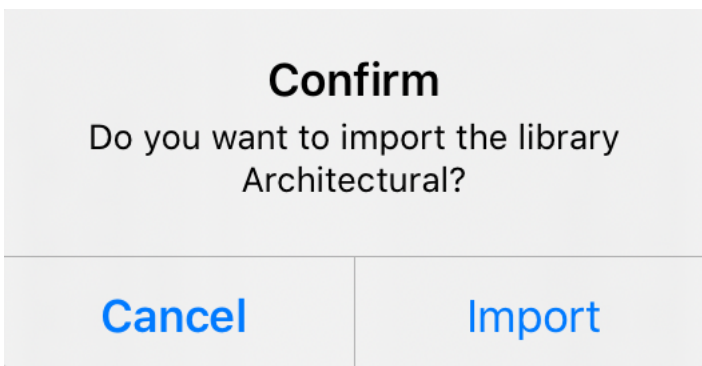
Importing Custom Libraries

Libraries can be imported into TouchDraw 2 from the TouchDraw 1 backup file as well. Complete the following steps to do so:

Step 1: To import any of your custom libraries into TouchDraw 2, tap on the library folder within the [Document Picker](#).



Step 2: Tap on **Import** to import the selected library into TouchDraw 2. You may also tap on **Cancel** to close this message without completing the import.



Step 3: If a library already exists in TouchDraw 2 with the same name, the following message will be provided. Tap on **New Name** to append a number to the end of the file and prevent an overwrite or tap on **Overwrite** to replace the current library with the imported one.

Import

A library with the name Architectural already exists. Do you want to overwrite it or import it with a new name?

New Name

Overwrite

Step 4: In this example, a new name was given to the library file. Tap **Dismiss** to close the message.

Success

The library Architectural 2 was successfully imported.

Dismiss

3.4. Useful Links

Elevenworks Website

Useful links on the Elevenworks.com website.

Description	Link
Elevenworks Main Website	https://www.elevenworks.com/
TouchDraw Main Web Page	https://www.elevenworks.com/touchdraw
TouchDraw 2 for iOS Documentation	https://www.elevenworks.com/documentation

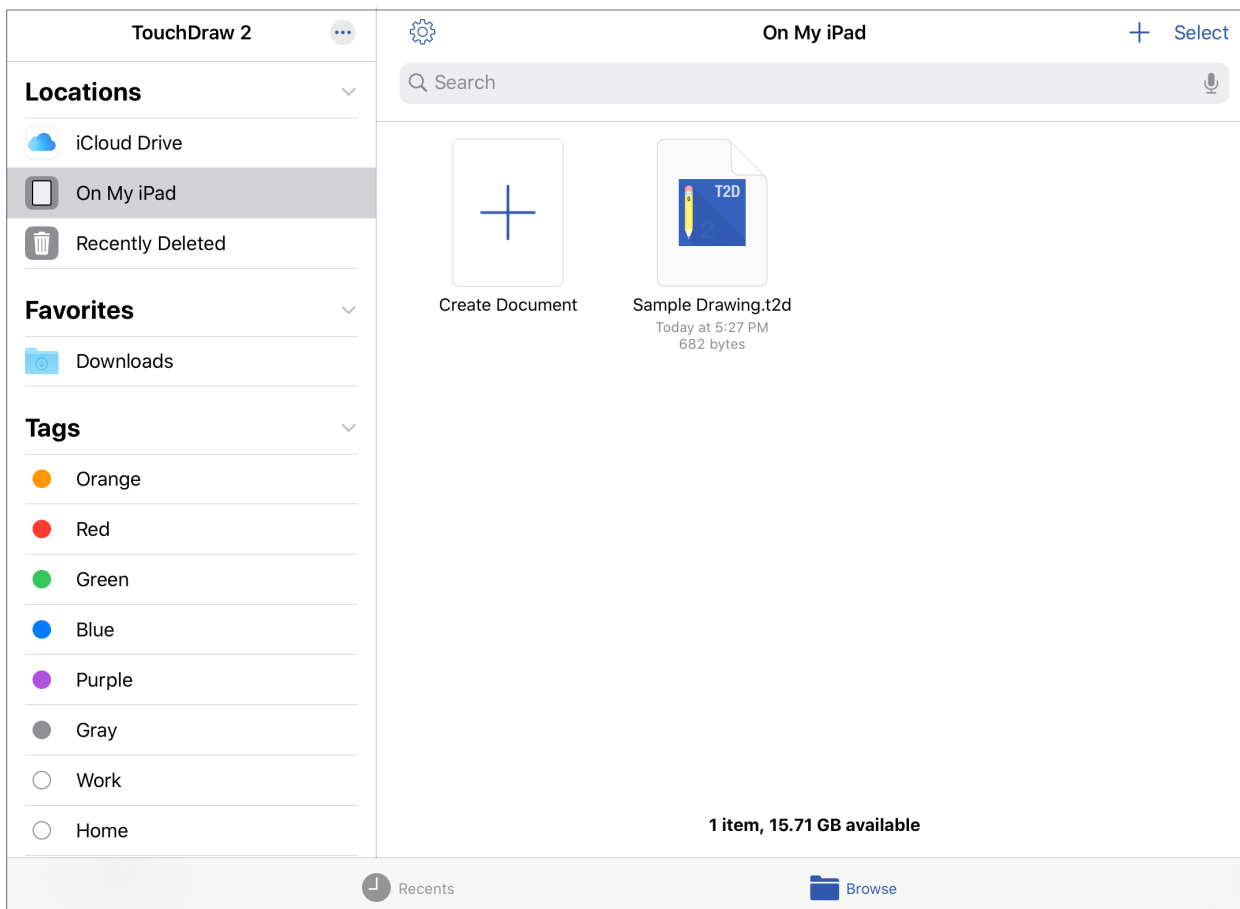
To get support and/or to provide feedback on TouchDraw 2, you can contact Elevenworks via our [Contact Form](#) or at the following email address: support@elevenworks.com.

4. Document Picker

The **Document Picker** will open when the TouchDraw 2 application is first launched. This screen functions as the user interface for managing drawing documents that have been stored on the iOS device, in iCloud, or within a cloud storage provider app (DropBox, Box, Google Drive, etc.).

As shown below, the **Document Picker** is split into two views. The **Document Menu** resides on the left hand side and the **Document View** resides on the right hand side of the screen.

It will appear as shown below when in *Landscape Mode*. When in *Portrait Mode*, the left panel will automatically be hidden and can be accessed by pressing on **Locations**.



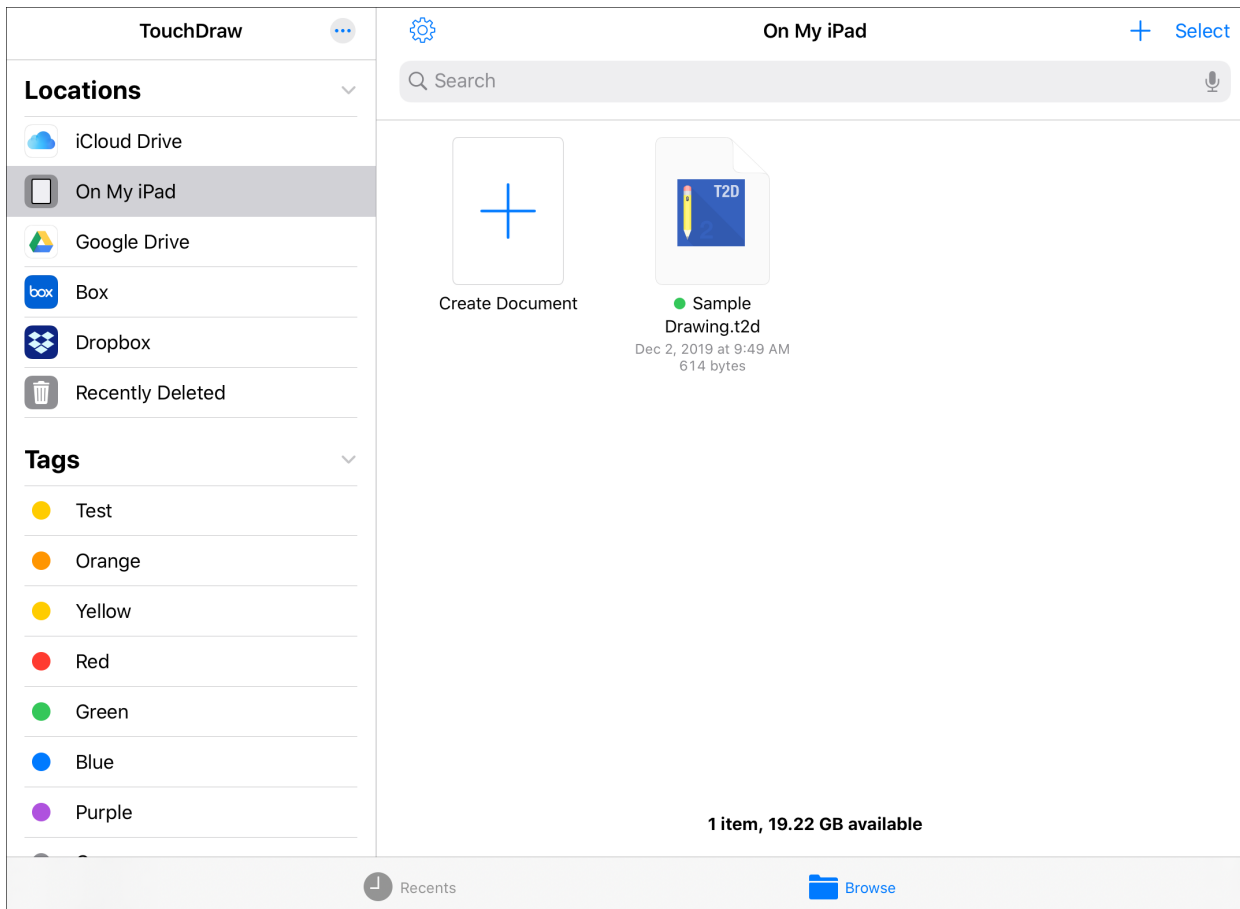
The **Document View** may contain folders and individual files depending on the selected document location within the *Document Menu*. To scroll through the drawing documents within the **Document View**, simply use

a downward or upward swipe gesture to move through the pages.

Note: Please refer to the [Document Picker User Interface](#) page to learn more about the [Top Toolbar](#), [Bottom Toolbar](#), [Document Menu](#), and [Document View](#) interface features of the **Document Picker**.

4.1. Document Picker User Interface

The **Document Picker** is divided into four sections: **Top Toolbar**, **Document Menu**, **Document View**, and the **Bottom Toolbar**. It can be used to create and manage drawing documents (or folders) within TouchDraw 2.



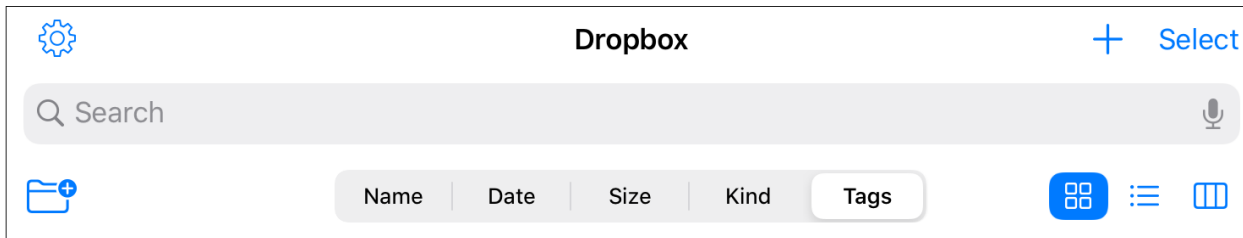
Click or Tap on the Document Picker section to learn more about its features.

Section Name	Description
Top Toolbar	The Top Toolbar provides access to preferences within the TouchDraw 2 application and can be used to create a new drawing document or to select drawing documents for File Management functions.
Document Menu	The Document Menu is located on the left hand side of the Document Picker (Landscape Mode) and can be used to access saved drawing documents or folders.

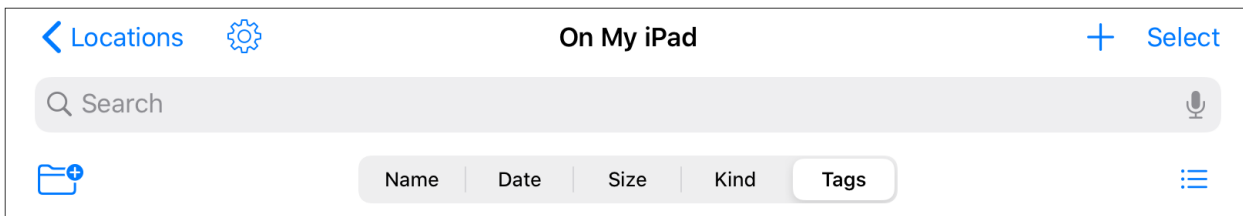
Section Name	Description
Document View	The Document View is located on the right hand side of the Document Picker (Landscape Mode) and shows all folders and drawing documents within a selected parent directory within the Document Menu .
Bottom Toolbar	The Bottom Toolbar provides access for browsing all folders and drawing documents within a selected location and the most recent documents. When one or more drawing documents are selected, it may also be used to access and perform File Management functions.

4.1.1. Top Toolbar

The **Top Toolbar** provides access to preferences and file management functions within TouchDraw 2. It appears as shown below when in **Landscape Mode**:






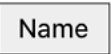



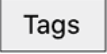



An additional option will be present when viewing the [Document Picker](#) in **Portrait Mode** for viewing the [Document Menu](#) and choosing a storage location.



Click or Tap on the Top Toolbar option name to learn more about its functionality.

Icon	Button Name	Description
	Locations	The Locations Button can be used to view the Document Menu and select a storage location when in Portrait Mode.
	Global Settings Menu	The Global Settings Button can be used to access additional information about TouchDraw 2, to send feedback, and for in-app purchases. It can also be used to alter Importers, User Interface, and Default Template Settings.
	Create Document Button	The Create (+) Button can be used to create a new drawing document within the selected storage location and/or directory within the Document Menu .
	Select	The Select Button can be used to select one or more drawing

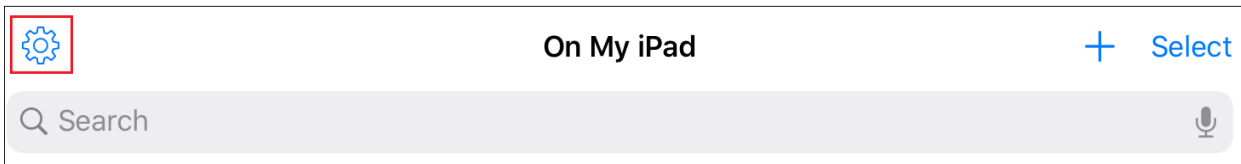
TouchDraw 2 for iOS

Icon	Button Name	Description
		documents within the Document View and share, duplicate, move, delete, or copy the selected drawing document(s).
	Search	The Search Field can be used to search for a specific drawing document within the selected storage location.
	Create Folder	The Create Folder Button can be used create a new folder within the currently selected storage location and/or selected folder directory.
	Name	The Name Button can be used to sort files and folders by name within the selected storage location.
	Date	The Date Button can be used to sort files and folders by date within the selected storage location.
	Size	The Size Button can be used to sort files and folders by size within the selected storage location.
	Kind	The Kind Button can be used to sort files and folders by kind (type) within the selected storage location.
	Tags	The Tags Button can be used to sort files and folders by assigned tags within the selected storage location.
	Tile View	The Tile View Button can be used to change the Document View to a tile view.
	List View	The List View Button can be used to change the Document View to a list view.
	Column View	The Column View Button can be used to change the Document View to a column view.

4.1.1.1. Global Settings Menu

The **Global Settings Menu** can be used to view more information about TouchDraw 2. It can also be used to access features such as in-app purchases as well as importers, user interface, and default template preferences.

It is accessed by pressing on the **Global Settings Button** located in the upper left corner of the [Top Toolbar](#).



The menu will appear as shown below:

INFORMATION	
About	
Send Feedback	
Documentation	
FEATURES	
In-App Purchases	
SETTINGS	
Importers	>
User Interface	>
Editor Defaults	>
New Drawing Defaults	>
Default Template	>

Click or Tap on the Global Settings Menu option name to learn more about its functionality.

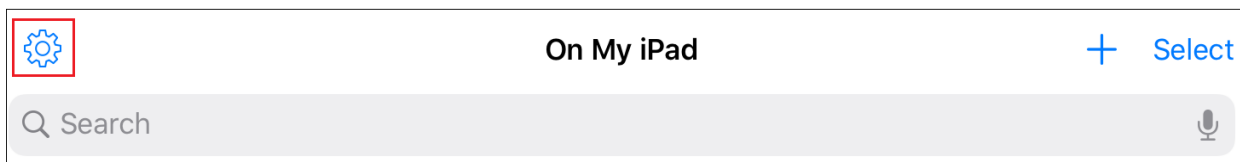
Option Name	Description
About	The About option can be used to view version information for TouchDraw 2.
Send Feedback	The Send Feedback option can be used to send feedback regarding TouchDraw 2.

TouchDraw 2 for iOS

Option Name	Description
Documentation	The Documentation option can be used to access the TouchDraw 2 documentation.
In-App Purchases Submenu	The In-App Purchases Submenu can be used to
Importers Submenu	The Importers Submenu can be used to enable or disable global importer settings for TouchDraw 2.
User Interface Submenu	The User Interface Submenu can be used to enable or disable global user interface settings for TouchDraw 2.
Editor Defaults Submenu	The Editor Defaults Submenu can be used to set default behaviors for newly created drawing sessions.
New Drawing Defaults Submenu	The New Drawing Defaults Submenu can be used to set default settings for all new drawing document in the Document Picker . These settings are used in Drawing Editor for individual drawings and can now be set globally for all new drawing documents in TouchDraw 2.
Default Template Submenu	The Default Template Submenu can be used to configure the default template selection for new drawing documents. When a specific template (Letter, Legal, A1, etc.) is chosen in this submenu, all new drawings will use the selected template.

4.1.1.1.1. In-App Purchases Submenu

The **In-App Purchases Submenu** can be used to manage in-app purchases for TouchDraw 2. These options are accessed by pressing on the **Global Settings Button** in the [Top Toolbar](#), as shown below:



Press on the **In-App Purchases Submenu** to view additional options.

INFORMATION	
About	
Send Feedback	
Documentation	
FEATURES	
In-App Purchases	>
SETTINGS	
Importers	>
User Interface	>
New Drawing Defaults	>
Default Template	>

Click or Tap on the In-App Purchases option to bring up the purchases that you can make within the app:

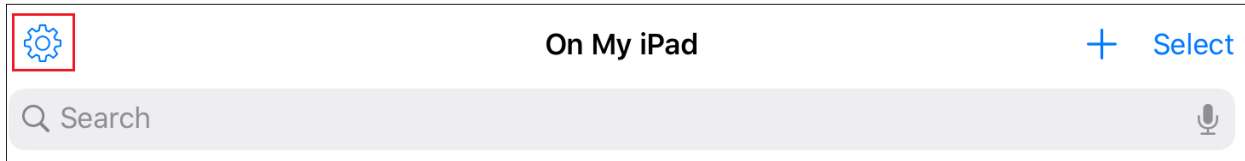
Option Name	Description
Free 7 Day Trial	With the Free 7 Day Trial , you can try all of the features of TouchDraw 2 without any commitment. After the trial expires, you can continue to use the app to view documents for free.
Unlock Editing	The Unlock Editing option can be used to permanently unlock all of the features of

TouchDraw 2 for iOS

Option Name	Description
	TouchDraw 2 through a one-time purchase (no subscription).
Restore Purchases	The Restore Purchases option can be used restore your purchases if you re-installed TouchDraw or have installed in on a new device.

4.1.1.1.2. Importers Submenu

The **Importers Submenu** can be used to access importers settings in TouchDraw 2. This menu is accessed by pressing on the **Global Settings Button** in the [Top Toolbar](#), as shown below.



Next, press on the **Importers Submenu**.

INFORMATION	
About	
Send Feedback	
Documentation	
FEATURES	
In-App Purchases	>
SETTINGS	
Importers	>
User Interface	>
New Drawing Defaults	>
Default Template	>

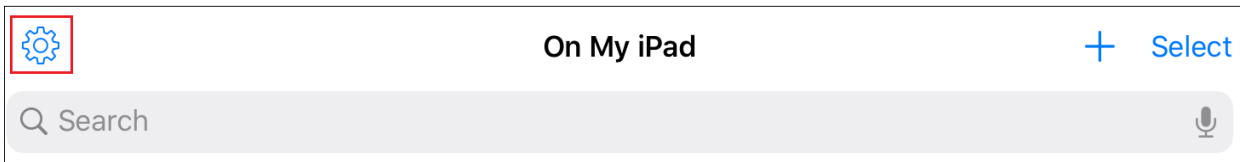
< Options Importers	
VISIOIMPORTER	
Import Connections	<input checked="" type="checkbox"/>

Click or Tap on the Importers Menu option names to learn more about their functionality.

Option Name	Description
Import Connections	The Import Connections option can be used to enable and disable import connections for Visio.

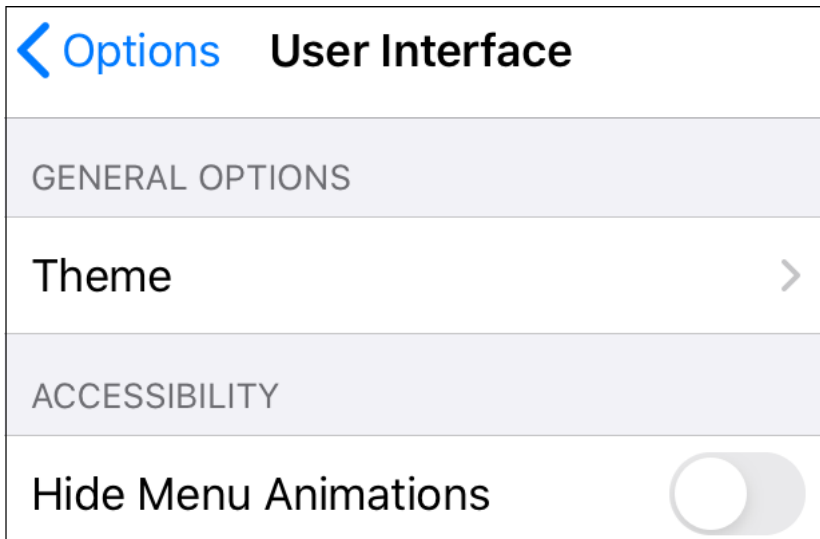
4.1.1.1.3. User Interface Settings

The **User Interface** options can be used to access global user interface settings for TouchDraw 2. These options are accessed by pressing on the **Global Settings Button** in the [Top Toolbar](#), as shown below.



Press on the **User Interface Submenu** to view additional options.

INFORMATION	
About	
Send Feedback	
Documentation	
FEATURES	
In-App Purchases	>
SETTINGS	
Importers	>
User Interface	>
New Drawing Defaults	>
Default Template	>



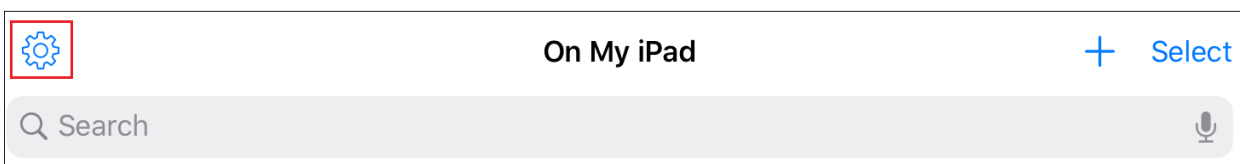
Click or Tap on the User Interface Menu option names to learn more about their functionality.

Option Name	Description
Theme	The Theme Submenu can be used to choose a theme for the Document Picker (light or dark).
Hide Menu Animations	The Hide Menu Animations option can be used to hide menu animations for TouchDraw 2. It will appear blue when enabled and gray when disabled.

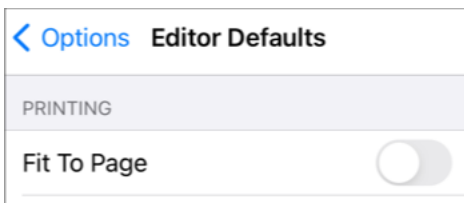
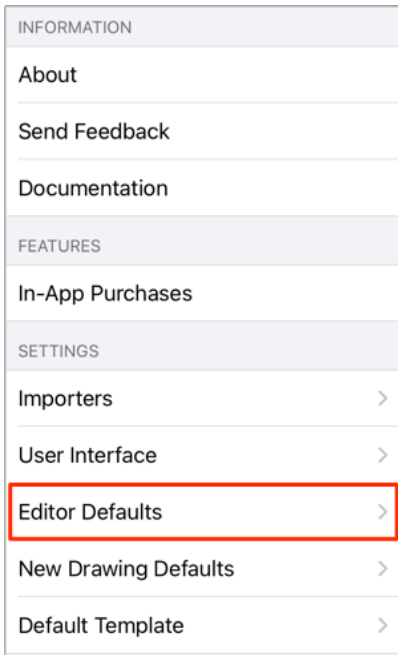
4.1.1.1.4. Editor Defaults Submenu

The **Editor Defaults Submenu** can be used to set default behaviors for newly created drawing sessions.

This menu is accessed by pressing on the **Global Settings Button** in the [Top Toolbar](#), as shown below.



Next, press on the **Editor Defaults Submenu**.



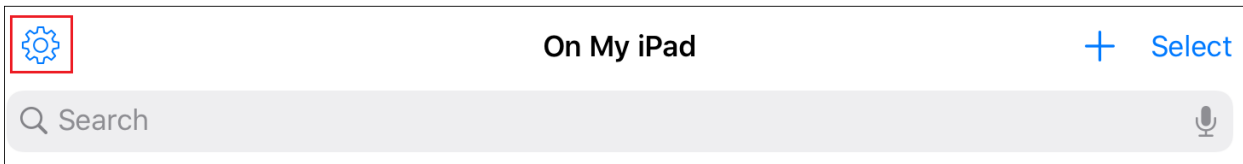
Click or Tap on the Editor Defaults Menu option names to learn more about their functionality.

Option Name	Description
Fit to Page	The Fit to Page option can be used disable (default) or enable the Fit to Page option for newly created editor sessions.

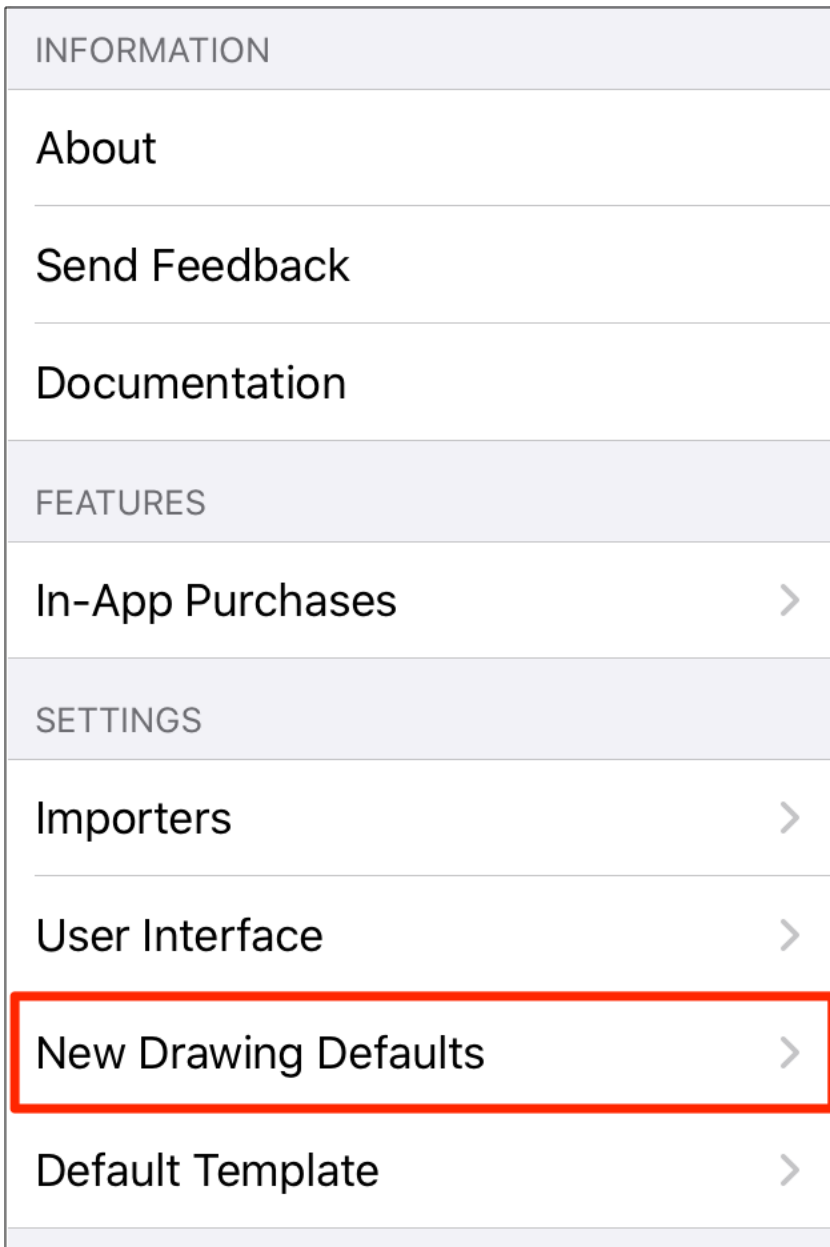
4.1.1.1.5. New Drawing Defaults Submenu

The **New Drawing Defaults Submenu** can be used to set default settings for all new drawing document in the [Document Picker](#). These settings are used in [Drawing Editor](#) for individual drawings and can now be set globally for all new drawing documents in TouchDraw 2.

These options are accessed by pressing on the **Global Settings Button** in the [Top Toolbar](#), as shown below.



Press on the **New Drawing Defaults Submenu** to view additional options.



[Back](#)
New Drawing Defaults

GRID

Show Grid
☒

SNAPPING

Snap to Grid
☒

Snap to Lines
☒

Snap to Points/Pixels
☒

Snap to Shapes
☐

MISCELLANEOUS

Show Page Bounds
☒

SELECTIONMODE

Selection As Group
☒

Select Individually (Classic)
☐

Click or Tap on the New Drawing Defaults Menu option names to learn more about their functionality.

Option Name	Description
Show Grid	The Show Grid menu item can be used to hide or display the background grid on the main application window to show a blank or grid canvas. A blue slider indicates that the option is enabled and a gray slider indicates the option is disabled.
Snap to Grid	The Snap to Grid menu item aligns objects to the grid for more precise drawing

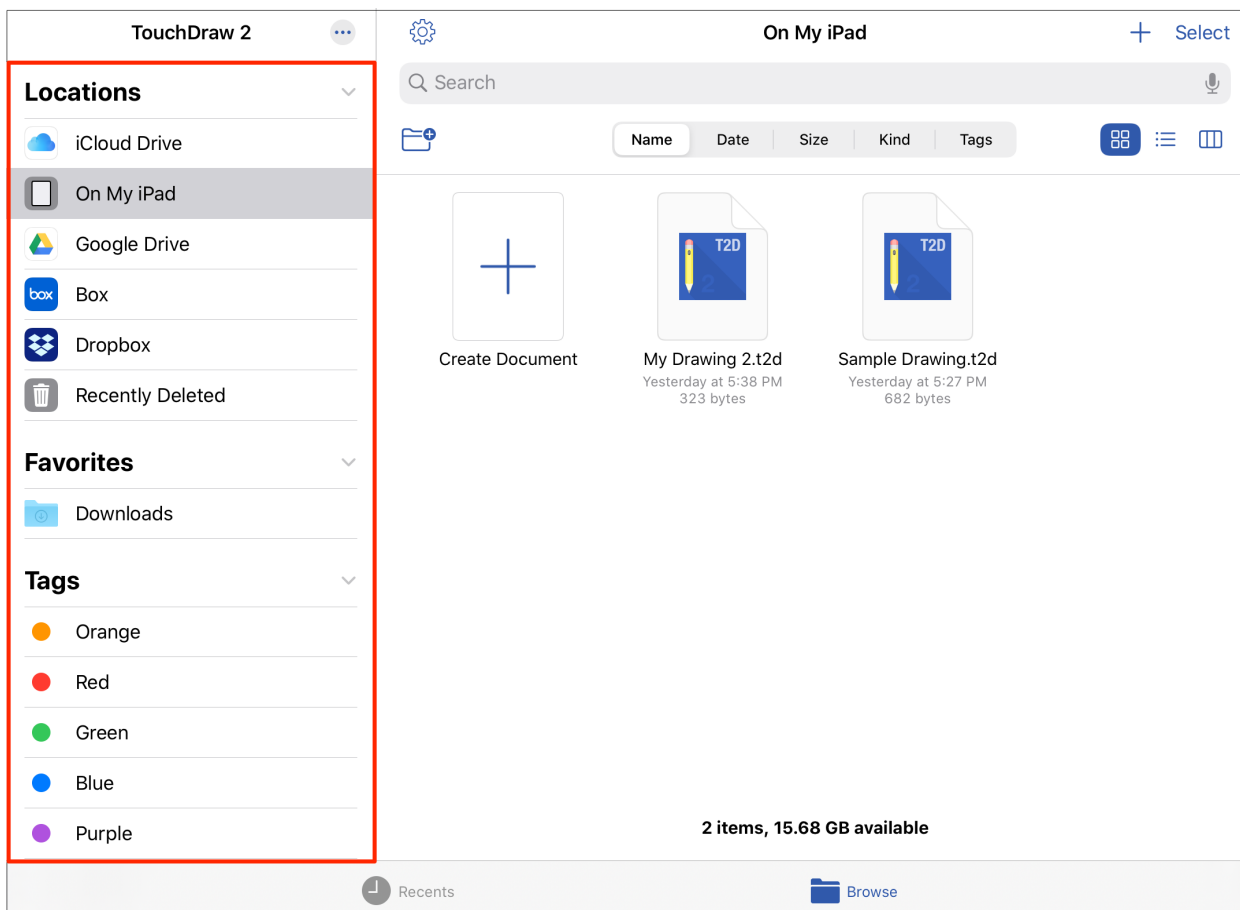
TouchDraw 2 for iOS

Option Name	Description
	modifications
Snap to Lines	The Snap to Lines menu item aligns objects with the nearest lines.
Snap to Points/Pixels	The Snap to Points/Pixels menu item aligns objects to whole pixel numbers for simplified object modification and increased accuracy.
Snap to Shapes	The Snap to Shapes option snaps a figure to a selected shape vertex or center point. To see this option in action, disable the Snap to Grid option, make certain Snap to Shapes is enabled, and then draw a star or rectangle. Once the shape is completed, select the Line Tool and try to draw a line from one of the vertexes of the shape or its center point. The drawn line will snap to one of these locations.
Show Page Bounds	The Show Page Bounds menu item places page boundary lines on the drawing canvas when enabled. This option is disabled by default within TouchDraw 2 and must be selected from the menu to be enabled. Select this menu option again to disable it and remove the boundary lines.
Selection as Group	The Selection As Group option is the default setting for TouchDraw 2. When enabled, multiple shapes selected at once will be treated as a group and can be resized, rotated, etc. as a group.
Select Individually (Classic)	The Select Individually (Classic) option enables the same behavior experienced when select shapes in TouchDraw 1. All of the handles for all of the the selected shapes will be displayed in the Drawing Canvas .

4.1.2. Document Menu

The **Document Menu** is located on the left hand side of the [Document Picker](#) and can be used to access saved drawing documents stored on your iOS device, in iCloud, or in an installed cloud storage provider app (Dropbox, Box, Google Drive, etc.).

Tap on an option within the [Document Menu](#) to view the folders and drawing documents for selection within the [Document View](#). In the example below, *On My iPad* has been chosen.



Click or Tap on a Document Menu item to learn more about its functionality.

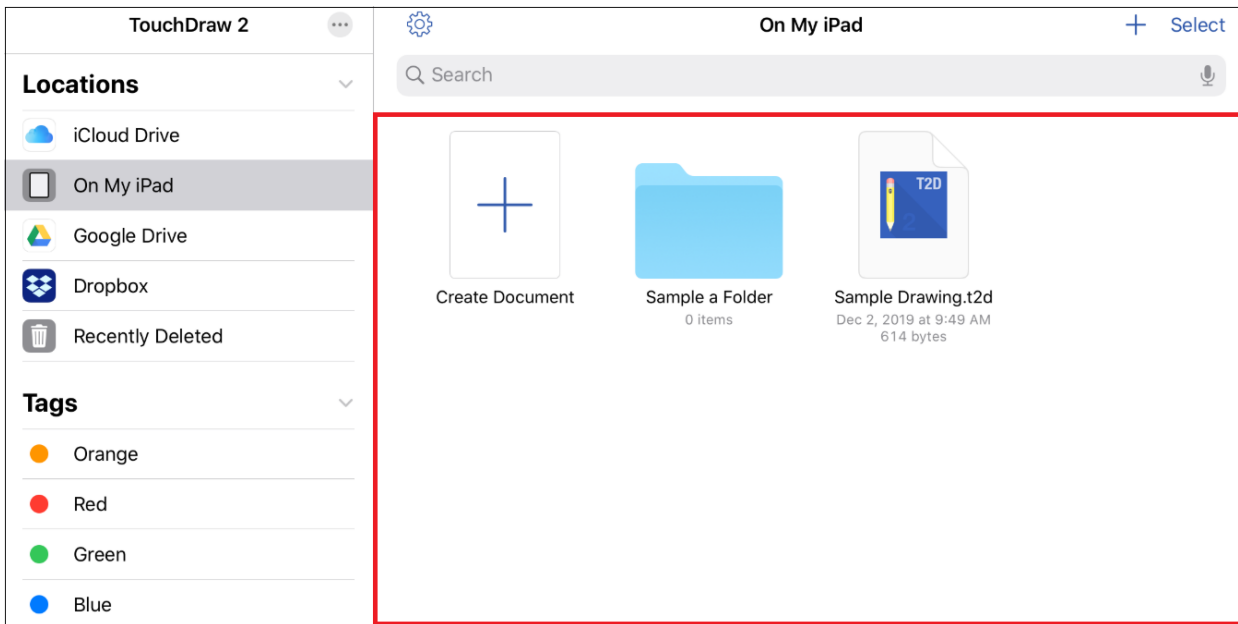
Name	Description
Locations	Local device and cloud storage locations may be added and managed from the

TouchDraw 2 for iOS

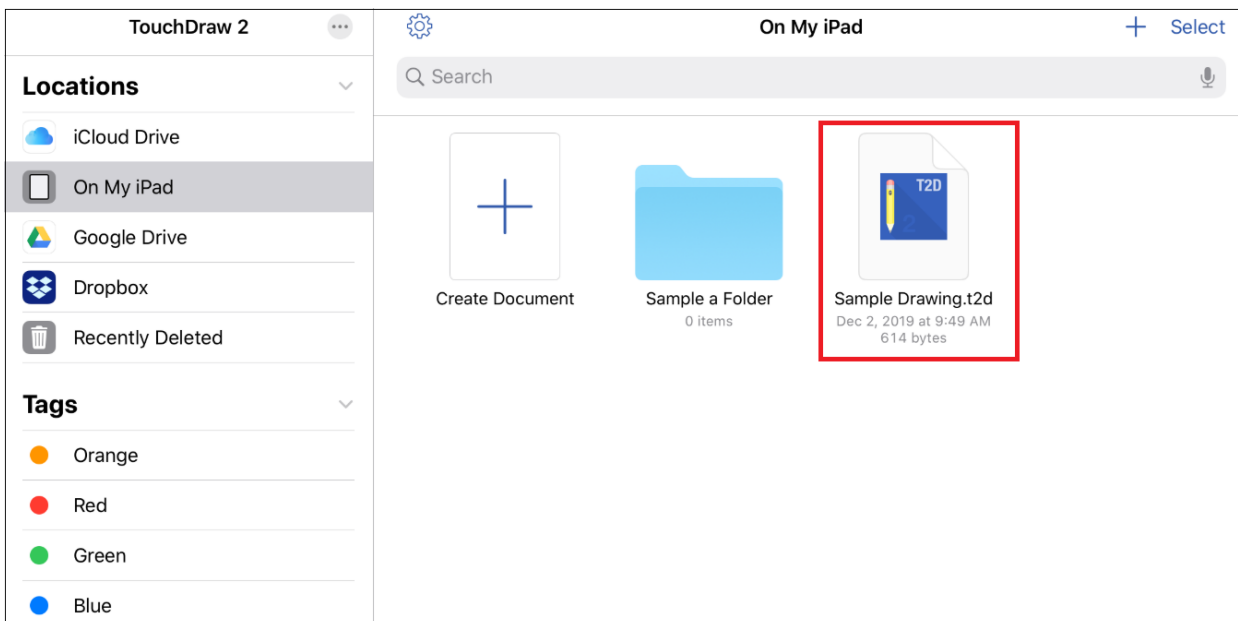
Name	Description
	Document Menu for access to drawing documents.
Favorites	Folders within a selected storage location may be added to the <i>Favorites List</i> in the Document Menu for faster access to drawings.
Tags	Tags can be used to sort drawing documents within the Document View for a selected storage location and folder.

4.1.3. Document View

The **Document View** is located on the right hand side of the [Document Picker](#) and shows a preview of drawing documents and folders for a selected parent directory within the [Document Menu](#).



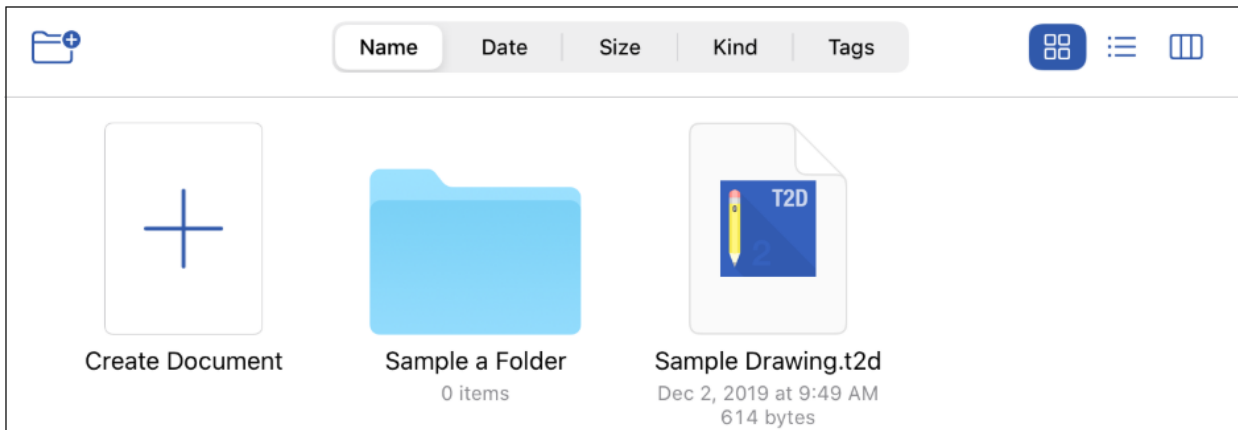
Tap on a drawing document to make a selection and open it within the [Drawing Editor](#).



TouchDraw 2 for iOS

Options are provided at the top of the **Document View** for creating folders, sorting files and folders, and changing the file/folder view.

These options are hidden by default and can be viewed by pressing and dragging downward on the **Document View**.



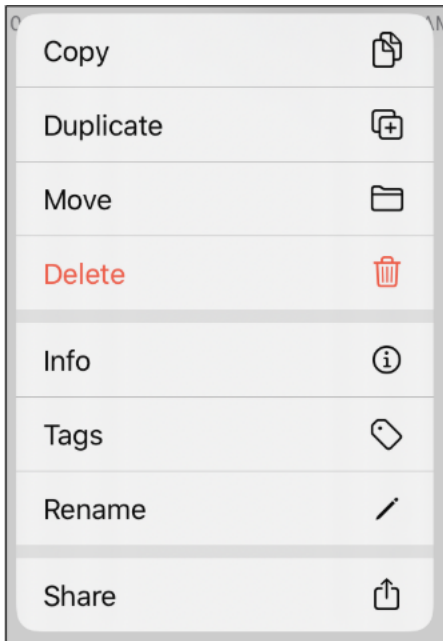
Use the [Bottom Toolbar](#) to view recent drawing documents or to browse through all available folders and drawing documents for a selection in the [Document Menu](#).











4.1.3.1. Document View Contextual Menu

The Contextual Menu may be opened within the [Document View](#) by performing an **extended press** on a drawing document or folder. Please note that the displayed options will vary depending on the selection.

This menu may be used to access the same file management options found within the [Bottom Toolbar](#) and a few additional options.



Copy	
Duplicate	
Move	
Delete	
Info	
Tags	
Rename	
Favorite	

Click or Tap on a Contextual Menu option to learn more about its features.

Option Name	Description
Copy	The Copy option can be used to create a copy the drawing document (or folder) to a selected storage location within the Document Menu .
Duplicate	The Duplicate option can be used to duplicate the drawing document (or folder) within the chosen storage location.
Move	The Move option can be used move a drawing document (or folder) to another storage location within the Document Menu .
Delete	The Delete option can be used to delete a drawing document (or folder) from the selected storage location within the Document Menu .
Info	The Info option can be used to view additional information about the selected drawing document (or folder). This includes the drawing document size, kind, creation date, last modified date, storage location, and assigned tags.
Tags	The Tags option can be used to assign, remove, or add new tags for a drawing document (or folder).
Rename	The Rename option can be used to rename a drawing document (or folder).
Share	The Share option can be used to access options for sharing a drawing document (or

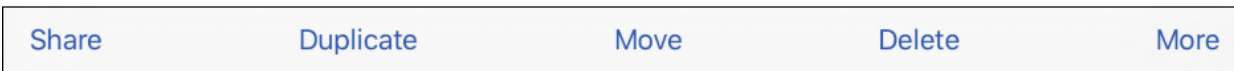
Option Name	Description
	folder).
Favorites	The Favorites option can be used to add or remove a folder from the <i>Favorites Section</i> in the Document Menu .

4.1.4. Bottom Toolbar

The **Bottom Toolbar** can be used to browse recent or all drawing documents. It defaults to the **Browse** selection. It is located at the bottom of the [Document Picker](#) screen and appears as shown below:



When one or more drawing documents are selected within the [Document View](#), additional file management options will be provided in this toolbar.



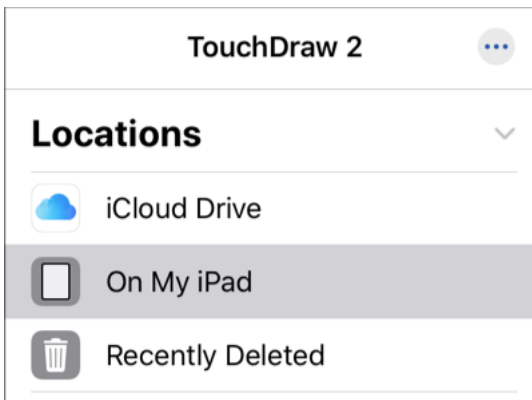
Click or Tap on a Bottom Toolbar Button to learn more about its functionality.

Button Name	Description
Browse	The Browse option can be used to view all drawing documents and folders for a selected parent directory.
Recent	The Recent option can be used to view the most recent files in TouchDraw 2.
Share	The Share option can be used to share one or more selected drawing documents (or folders).
Duplicate	The Duplicate option can be used to duplicate an existing drawing document (or folder) within the chosen parent directory.
Move	The Move option can be used move one or more selected drawing documents (or folders) to another parent directory.
Delete	The Delete option can be used to delete one or more selected drawing documents (or folders).
Copy	The Copy option can be used to copy one or more selected drawing documents (or folders) to another parent directory or folder.

4.2. Managing Locations

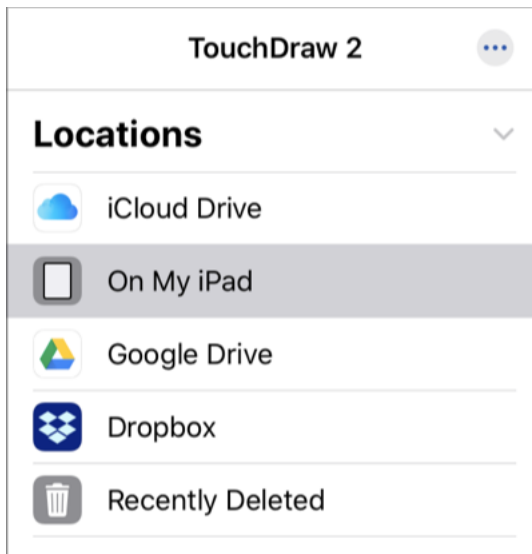
Locations shown in the [Document Menu](#) depend on what applications have been installed on the device. By default, the following locations will be automatically available and enabled:

- iCloud
- On My iPad (or other device)
- Recently Deleted



If you have installed a 3rd party cloud storage application such as Dropbox, Box, or Google Drive. To enable a application, it must be authenticated on the device.

When enabled, you will be able to browse files/folders, perform file management functions, and open drawing documents from a selected location.



To learn more, please see the following pages:

- [Authenticating Cloud Storage Service Apps](#)
- [Enabling and Disabling Storage Locations](#)
- [Re-Ordering Locations in the Document Menu](#)

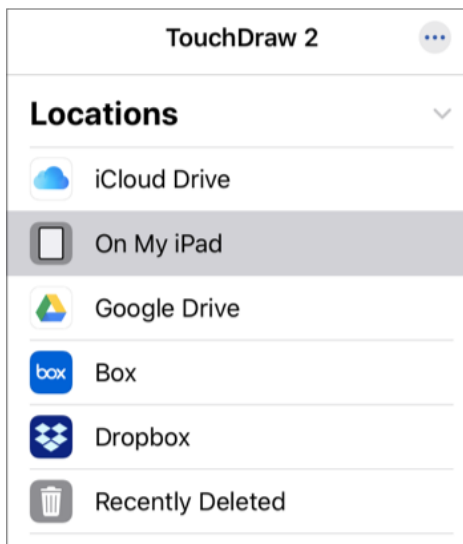
4.2.1. Authenticating Cloud Storage Service Apps

Cloud Storage Service Apps will appear as a storage location option within the Document Menu automatically once installed on the iOS device.

Each app must be authenticated before you will be able to view and select drawing documents within the [Document Picker](#).

If you have already signed into the app, then the authentication is complete. You will instantly be able to view, select, and open drawing documents in TouchDraw 2 for a selected app.

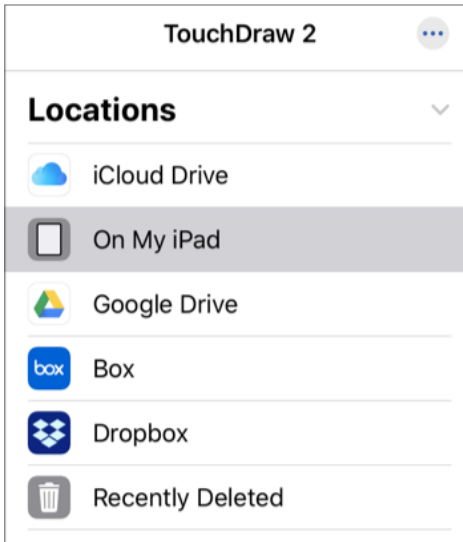
To authenticate an app, press on the app within the [Document Menu](#) and then enter your login credentials.



Note: Authenticated cloud storage provider apps can be enabled or disabled within the Drawing Menu. See [Enabling and Disabling Storage Locations](#) to learn more.

4.2.2. Enabling and Disabling Storage Locations

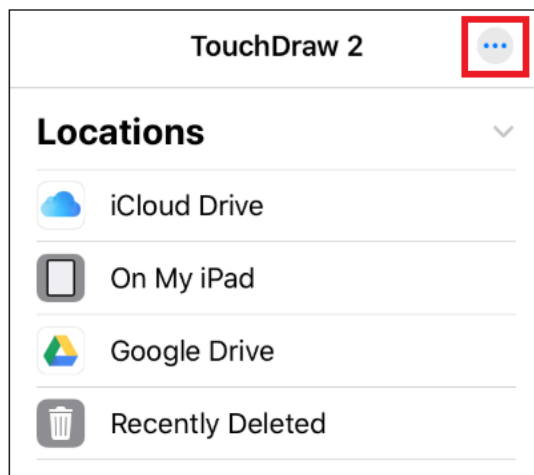
Storage locations may be enabled or disabled as needed within the [Document Menu](#). The order of storage locations may also be changed when this menu is in *Edit Mode*.



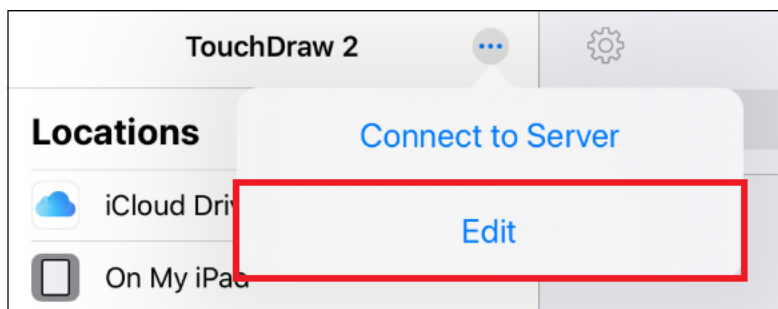
Note: Cloud storage services must be [authenticated](#) before you will be able to view and select drawing documents within the [Document Picker](#). Unauthenticated cloud storage service apps will appear grayed out until the authentication process has been completed.

To enable or disable a storage location within the [Document Menu](#), complete the following steps:

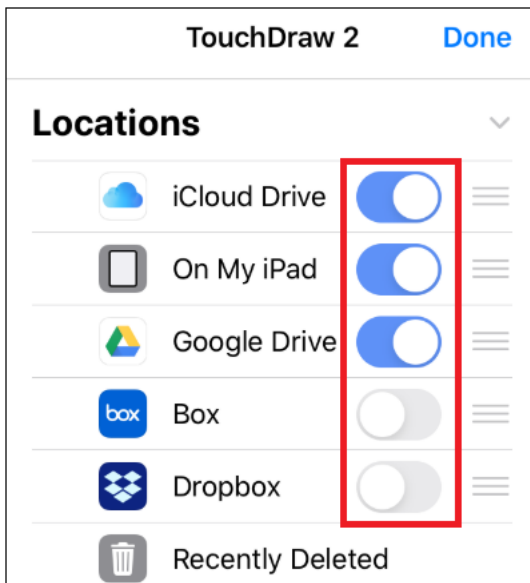
Step 1: Press on the **More Options (...)** Button located at the top right of the [Document Menu](#).



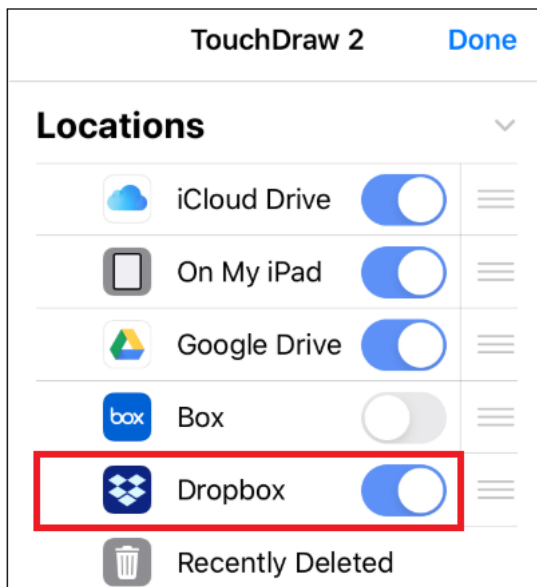
Step 2: Tap on the **Edit** option to enter *Edit Mode*.



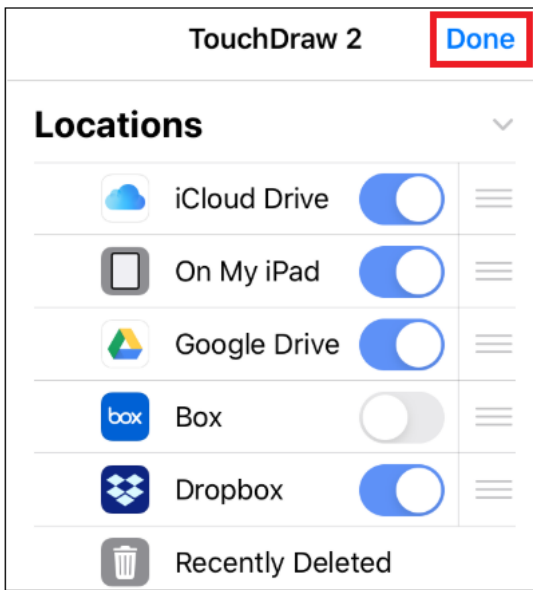
Step 3: Next, tap on the **Toggle Slider** for the desired storage location. In this example, Dropbox will be enabled as a storage location.



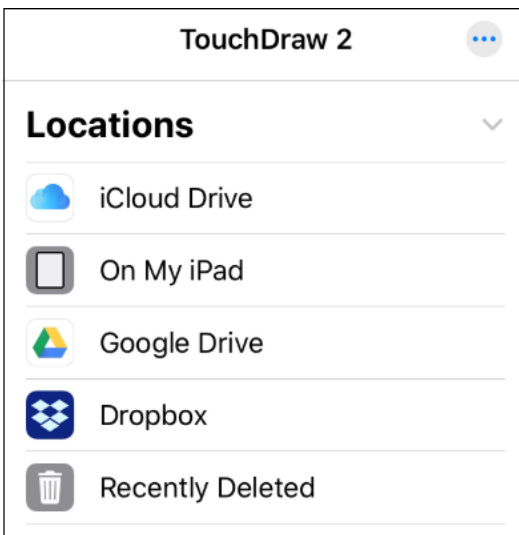
Step 4: The slider will appear blue when enabled. It will appear gray for disabled storage locations. Disabled locations do not appear in the [Document Menu](#) when in *Normal Mode*.



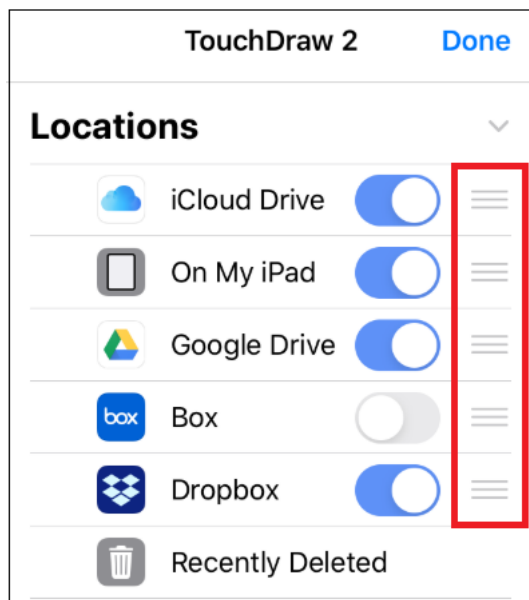
Step 5: Tap **Done** to exit *Edit Mode*.



Step 6: An enabled storage location will appear in the [Document Menu](#), as shown below:



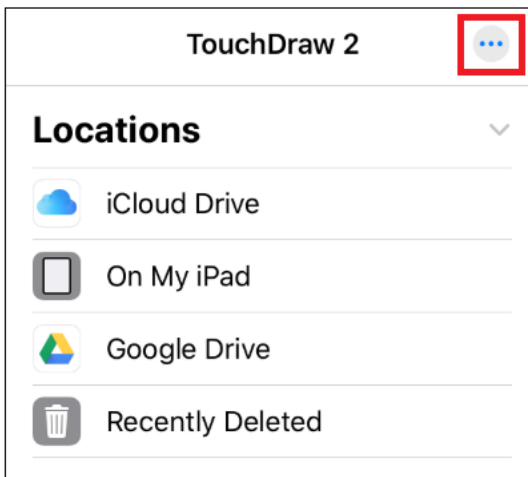
Note: The position of storage locations within the [Document Menu](#) may be changed by touching and dragging on the **Re-Ordering Handle** and dragging upward or downward in the *Locations List*.



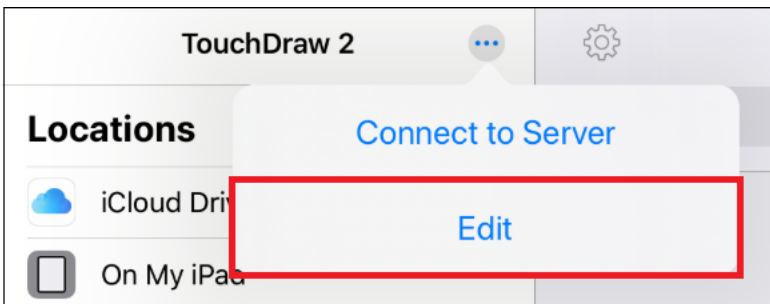
4.2.3. Re-Ordering Locations in the Document Menu

To re-order storage locations within the [Document Menu](#), complete the following steps:

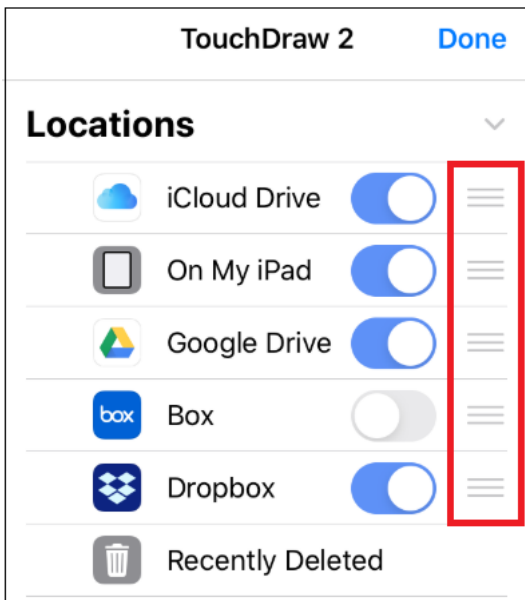
Step 1: Press on the **More Options (...)** Button located at the top right of the [Document Menu](#).



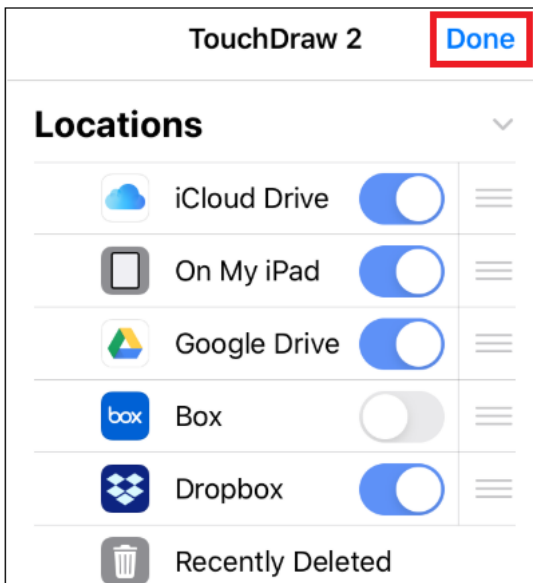
Step 2: Tap on the **Edit** option to enter *Edit Mode*.



Step 3: The position of storage locations within the [Document Menu](#) may be changed by touching and dragging on the **Re-Ordering Handle** and dragging upward or downward in the *Locations List*.

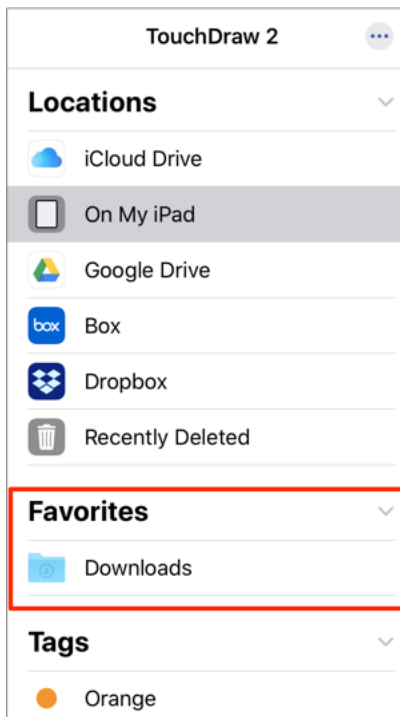


Step 4: Tap **Done** to exit *Edit Mode*.



4.3. Managing Favorites

Folders in a selected parent directory (local device, iCloud, etc.) may be added to the **Favorites List** within the [Document Menu](#).



To learn more about managing items in your *Favorites List*, please see the following pages:

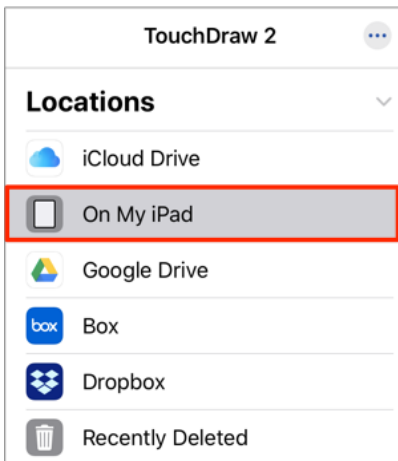
- [Adding a Folder to the Favorites List](#)
- [Removing a Folder from the Favorites List](#)
- [Re-Ordering the Favorites List](#)

Note: Please note that not all 3rd party cloud storage providers will support the ability to add a folder to the *Favorites List*. For example, this functionality is not available for Dropbox folders.

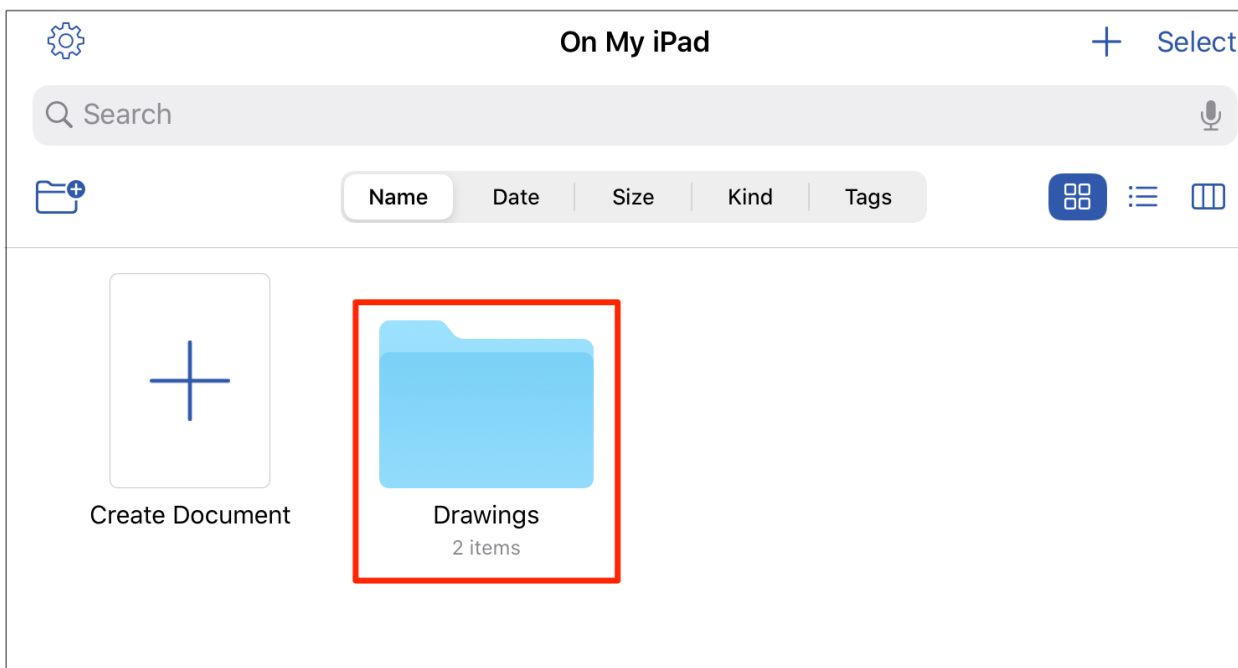
4.3.1. Adding a Folder to the Favorites List

Folders can be added as a favorite from the [Document View](#) for a selected **Storage Location**. To add a folder as a favorite, complete the following steps:

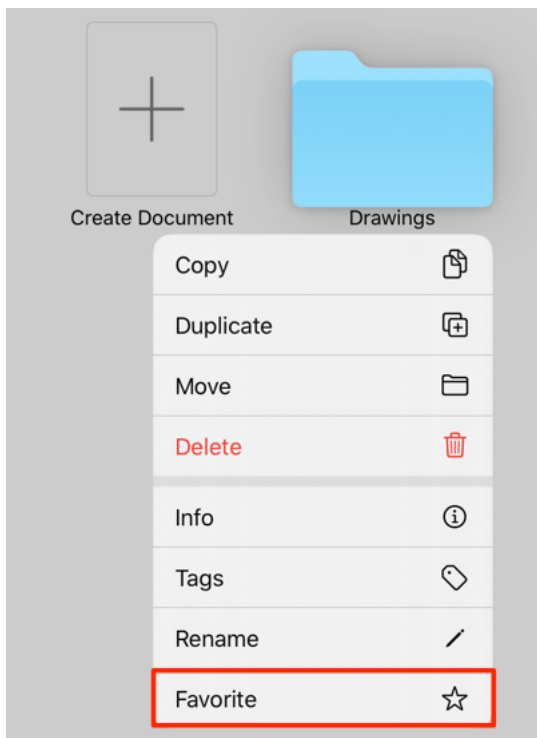
Step 1: Select a **Storage Location** in the [Document Menu](#). For this example, *On My iPad* has been selected.



Step 2: Perform an **Extended Press** on the desired folder.

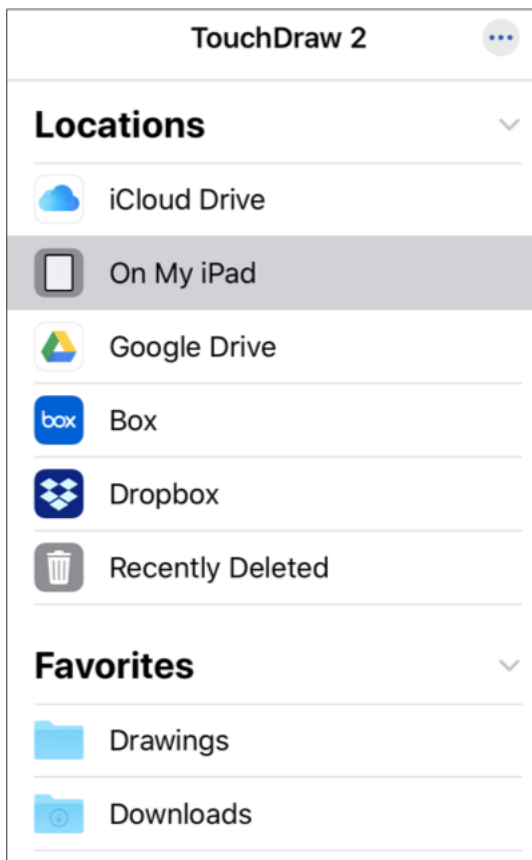


Step 3: Tap on the **Favorite** option within the [Contextual Menu](#) to mark the folder as a favorite.



Note: Please note that not all 3rd party cloud storage providers will support the ability to add a folder to the *Favorites List*. For example, this functionality is not available for Dropbox folders.

Step 4: The folder will appear in the **Favorites List** of the [Document Menu](#), as shown below:



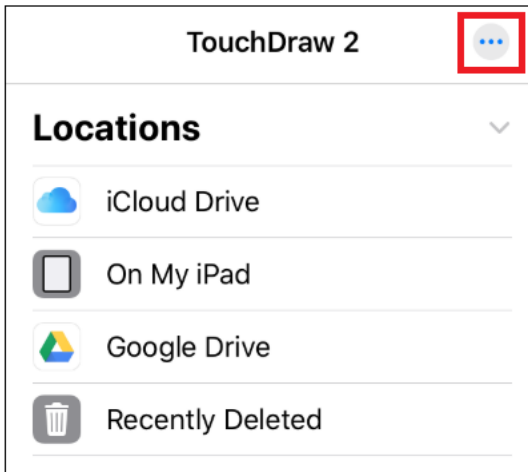
4.3.2. Removing a Folder from Favorites List

Folders added to the **Favorites List** of the [Document Menu](#) can be removed in one of two ways within TouchDraw 2.

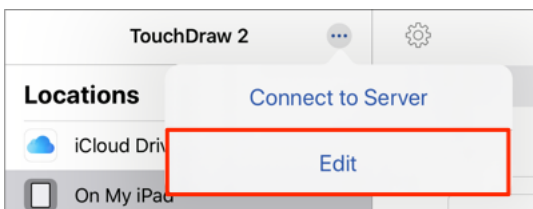
More than one folder may be removed from favorites through the [Document Menu](#) and single folders may be removed from favorites within the [Document View](#).

Document Menu (Edit Mode) - One or Multiple Folders

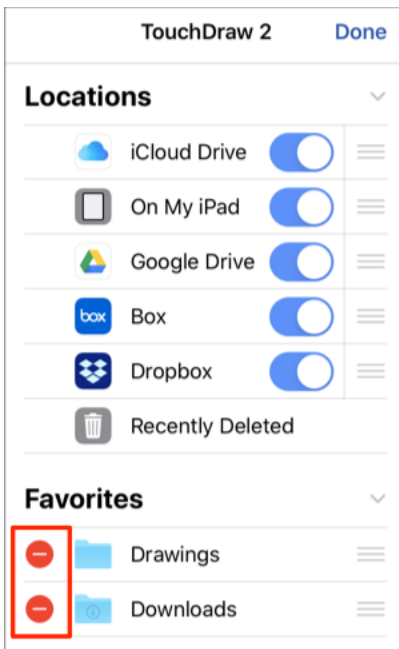
Step 1: Press on the **More Options (...)** Button in the upper right corner of the [Document Menu](#).



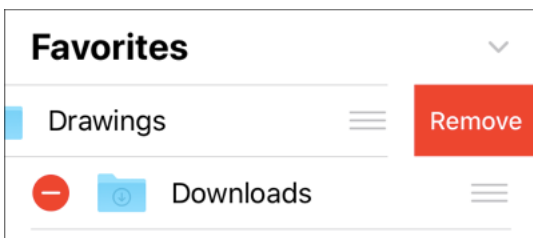
Step 2: Tap on the **Edit** option.



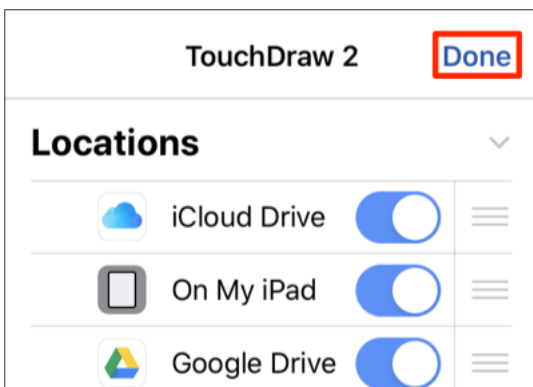
Step 3: Next, press on the **Delete Item Button** (red circle with white line) located to the left of the desired folder.



Step 4: Finally, press on the **Delete Button** to remove the folder.

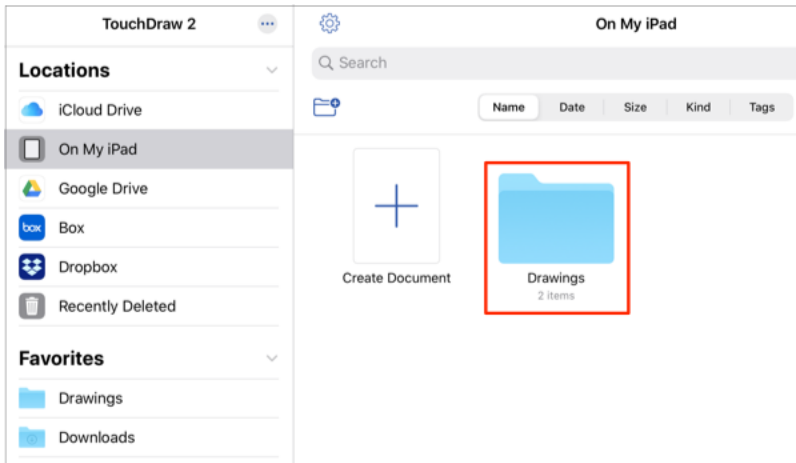


Step 5: Press **Done** in the upper right corner of the [Document Menu](#) to save the change.

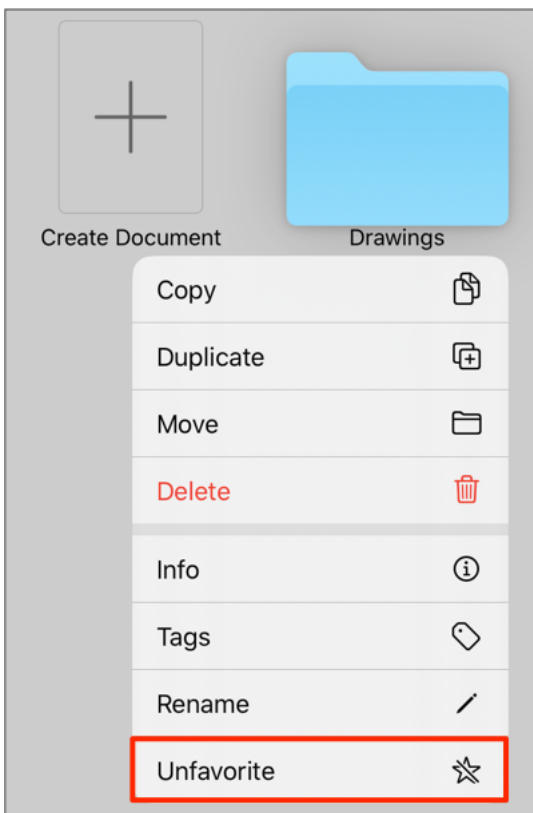


Document View - Single Folder

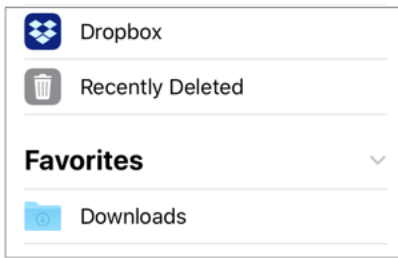
Step 1: Perform an **Extended Press** on the folder to bring up the [Contextual Menu](#).



Step 2: Tap on the **Unfavorite** option within the menu.



Step 3: The folder will no longer appear within the *Favorites List* within the [Document Menu](#).

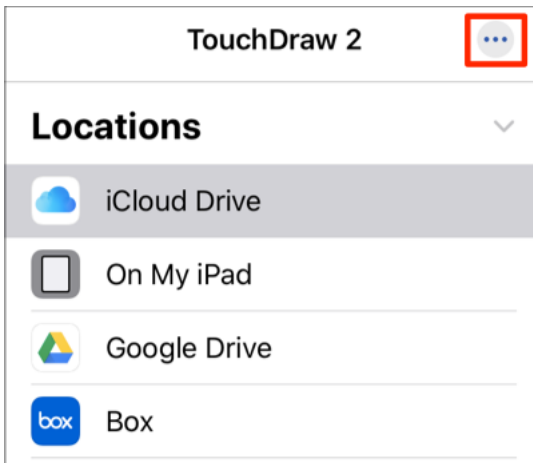


4.3.3. Re-Ordering the Favorites List

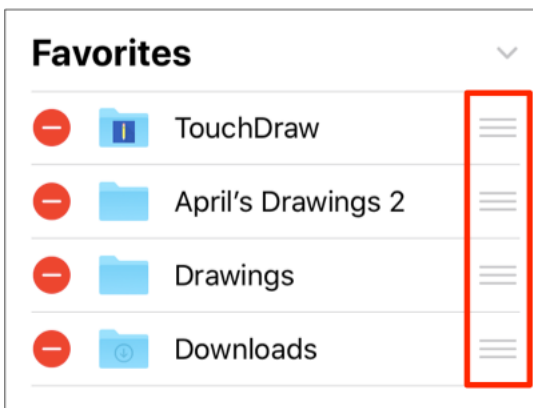
Items in the **Favorites List** may be re-ordered when more than one item has been added in the [Document Menu](#).

Complete the following steps to change re-order the **Favorites List** in TouchDraw 2:

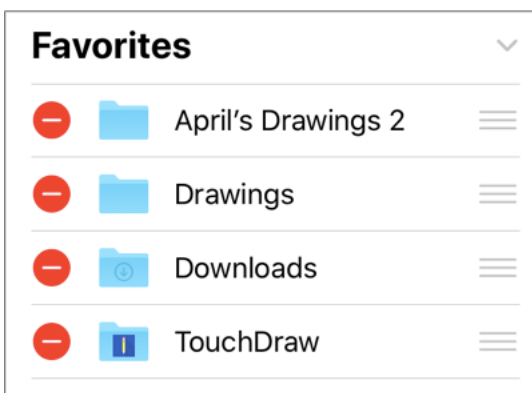
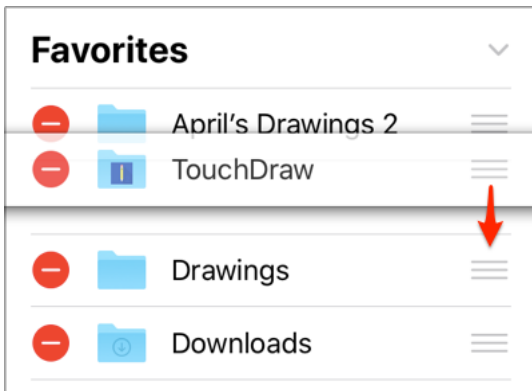
Step 1: Press on the **More Options (...)** Button in the upper right corner of the [Document Menu](#).



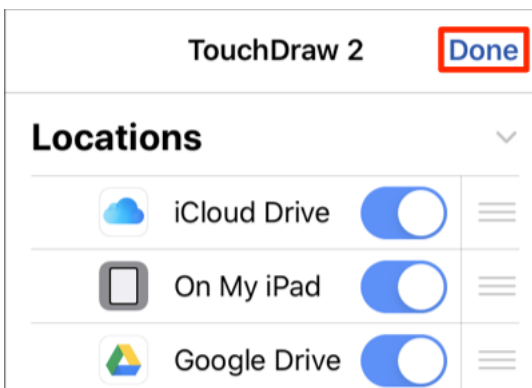
Step 2: Press on the **Re-Arrange Button** located on the right of the favorite folder and then drag upward or downward to change the position of the folder in the list.



Step 3: In this example, the TouchDraw folder is being moved down in the *Favorites List*.

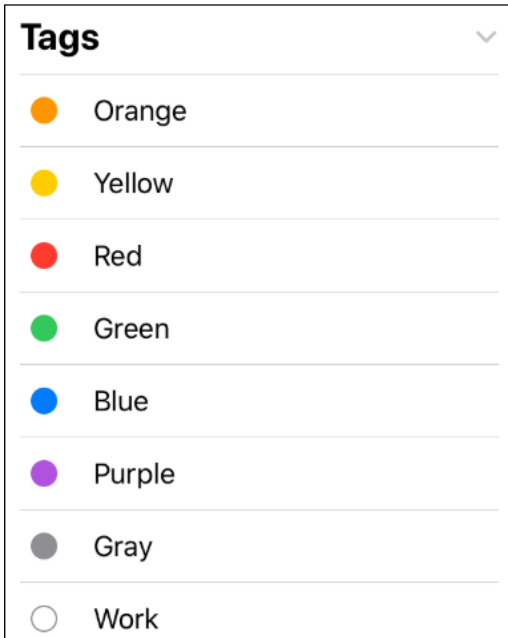


Step 4: Press **Done** in the upper right corner of the [Document Menu](#) to save the change.



4.4. Managing Tags

Several default tags are provided within the [Document Menu](#) and can be assigned to one or more drawing documents for sorting within the [Document View](#). These tags can be found at the bottom of the **Document Menu** as shown below.



Default Tags within the [Document Menu](#) can be assigned and used to filter drawing documents within the [Document View](#). Tags may be re-arranged, added, removed, and modified as needed within the Document Picker.

For more information about managing and using tags in the [Document Picker](#), please see the following pages:

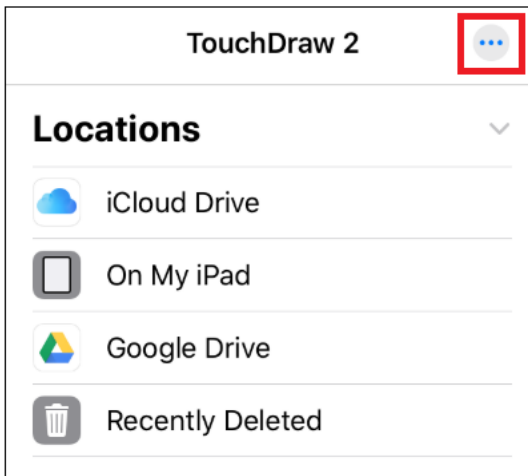
- [Re-Ordering Tags in the Document Menu](#)
- [Renaming Tags in the Document Menu](#)
- [Deleting a Tag from the Document Menu](#)
- [Assigning Existing Tags to Drawing Documents \(or Folders\)](#)
- [Assigning a New Tag to a Drawing Document \(or Folder\)](#)
- [Removing a Tag from a Drawing Document \(or Folder\)](#)

4.4.1. Re-Ordering Tags in the Document Menu

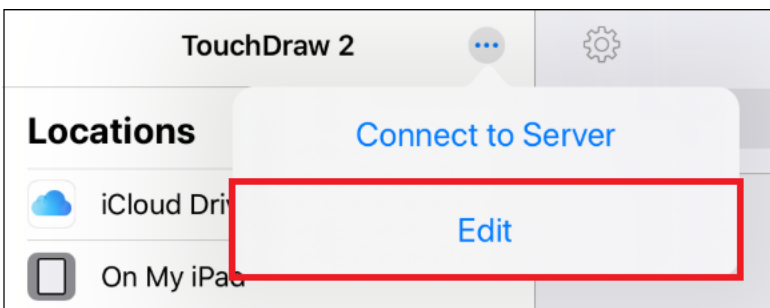
To change the order of tags, the [Document Menu](#) will need to be put into **Edit Mode**. Tags may be dragged upward or downward when the menu is in this mode.

Complete the following steps to change the order of tags within the [Document Menu](#).

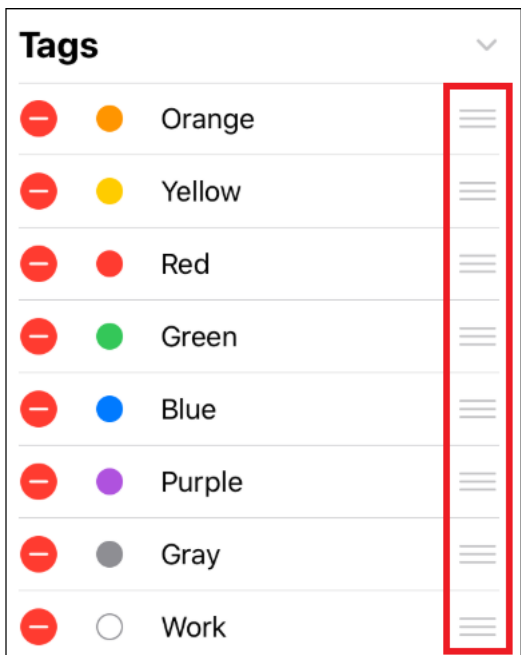
Step 1: Press on the **More Options (...)** Button located in the upper right corner of the [Document Menu](#) to enter *Edit Mode*.



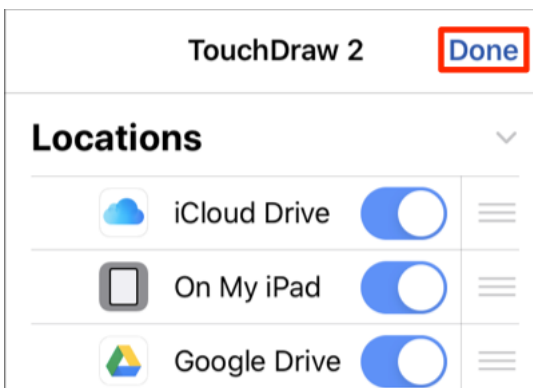
Step 2: Next, tap the **Edit** option within the menu.



Step 3: Touch and Drag upward or downward on the **Re-Ordering Handle** located to the right of the tag name to change the position of the tag in the list.



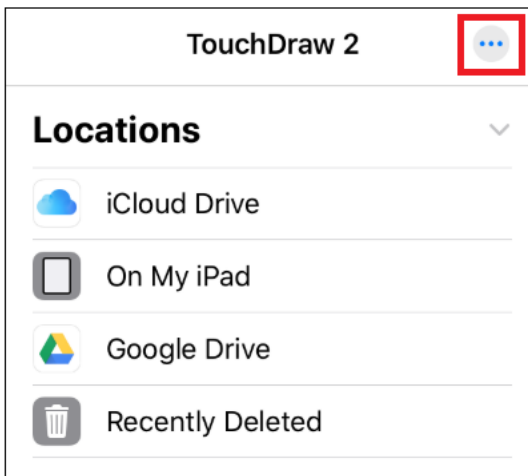
Step 4: Tap **Done** in the upper right corner of the [Document Menu](#) to save the change.



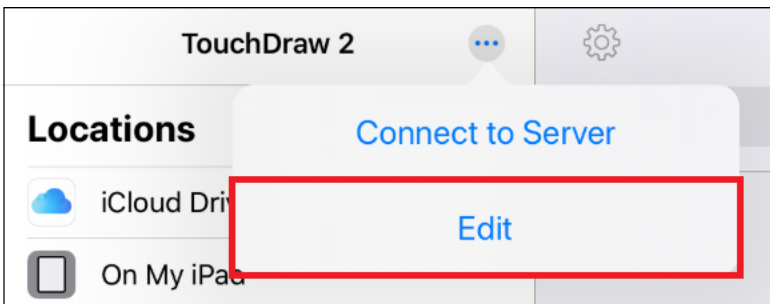
4.4.2. Renaming Tags in the Document Menu

To rename a tag, the [Document Menu](#) will need to be put into **Edit Mode**. Complete the following steps to rename one or more tags within the [Document Menu](#).

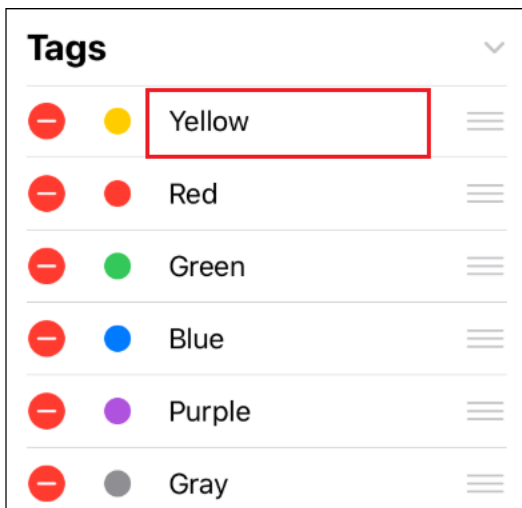
Step 1: Press on the **More Options (...)** Button located in the upper right corner of the [Document Menu](#) to enter *Edit Mode*.



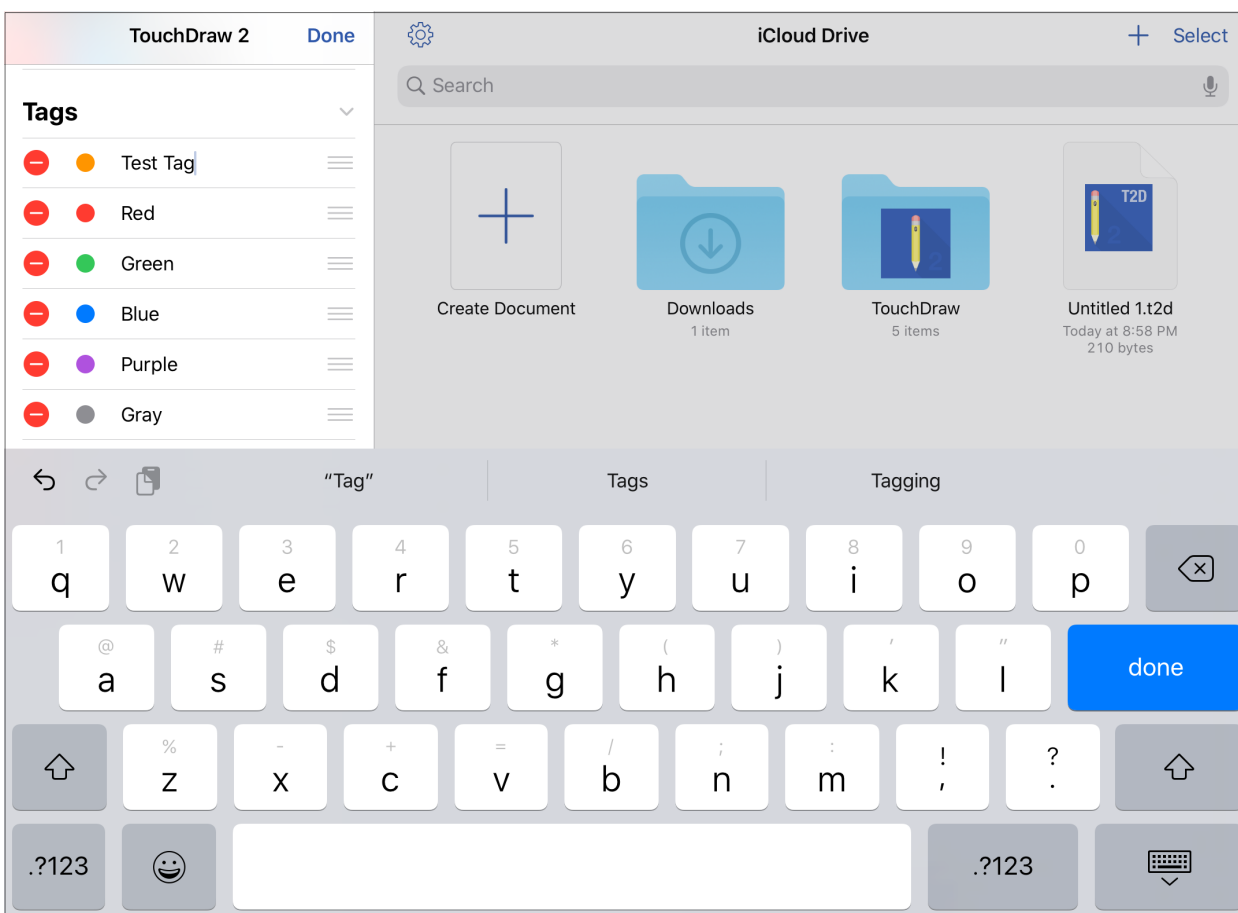
Step 2: Next, tap the **Edit** option within the menu.



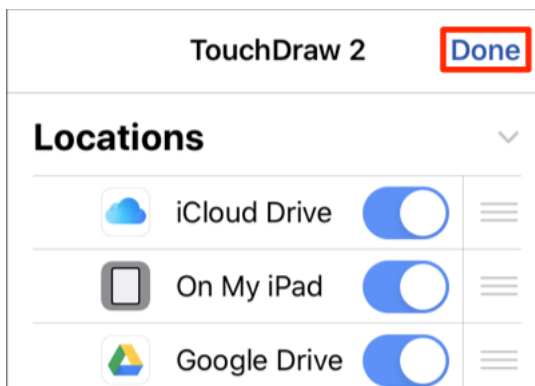
Step 3: Tap on the **Tag Name**.



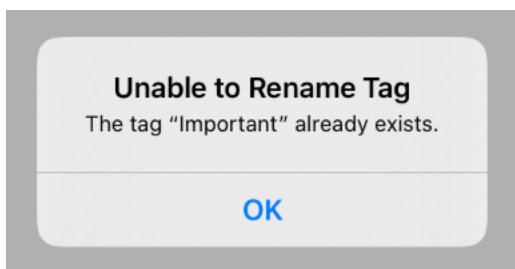
Step 4: Enter a new name using the keyboard. You will need to remove the current name before typing a new one. For this example, **Test Tag** will be entered. Tap **done** on the keyboard to finish the change.



Step 5: Tap **Done** in the upper right of the [Document Menu](#) to exit *Edit Mode*.



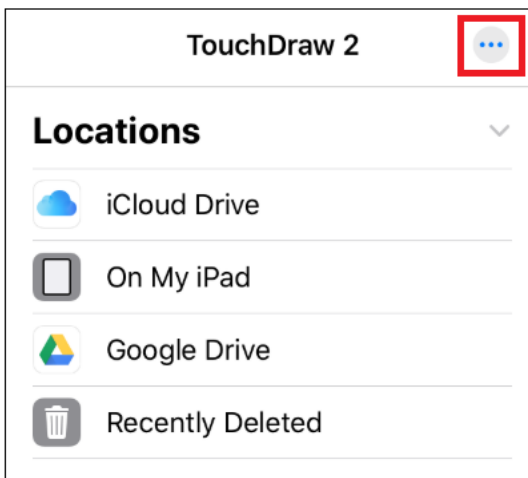
Note: If the entered name has already been used for a tag, then the following message will be provided. A name can only be used for one tag.



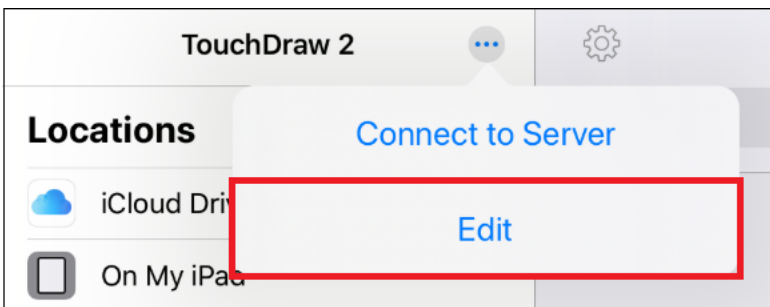
4.4.3. Removing a Tag from the Document Menu

To remove a tag from TouchDraw 2, the [Document Menu](#) will need to be put into **Edit Mode**. Complete the following steps to remove a tag from the [Document Menu](#).

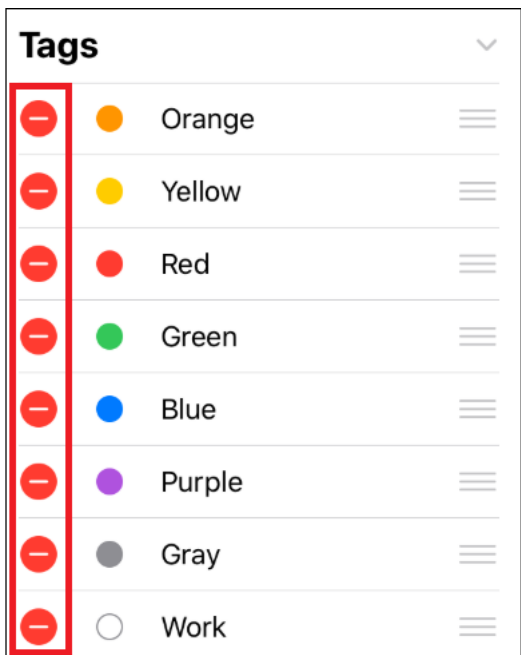
Step 1: Press on the **More Options (...)** Button located in the upper right corner of the [Document Menu](#) to enter *Edit Mode*.



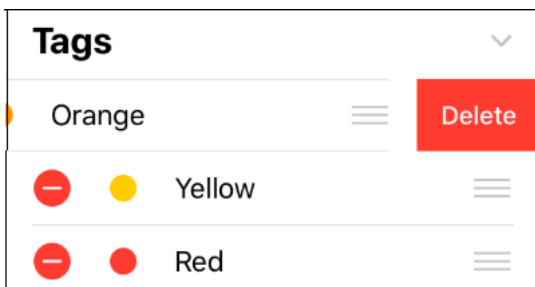
Step 2: Next, tap the **Edit** option within the menu.



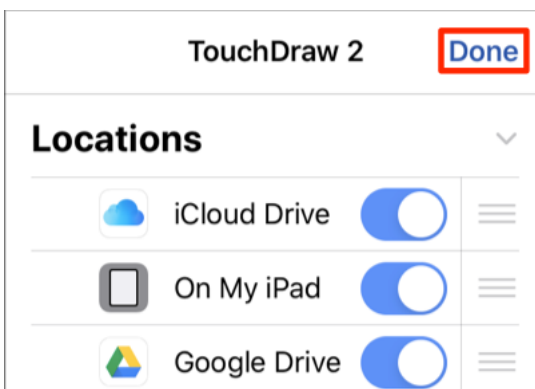
Step 3: Press on the **Delete Item Button** (red circle with white line) located to the left of the tag name.



Step 4: In this example, the **Orange** tag will be removed. Press on the **Delete Button** to remove the tag**. **



Step 5: Tap **Done** in the upper right corner of the [Document Menu](#) to save the change.

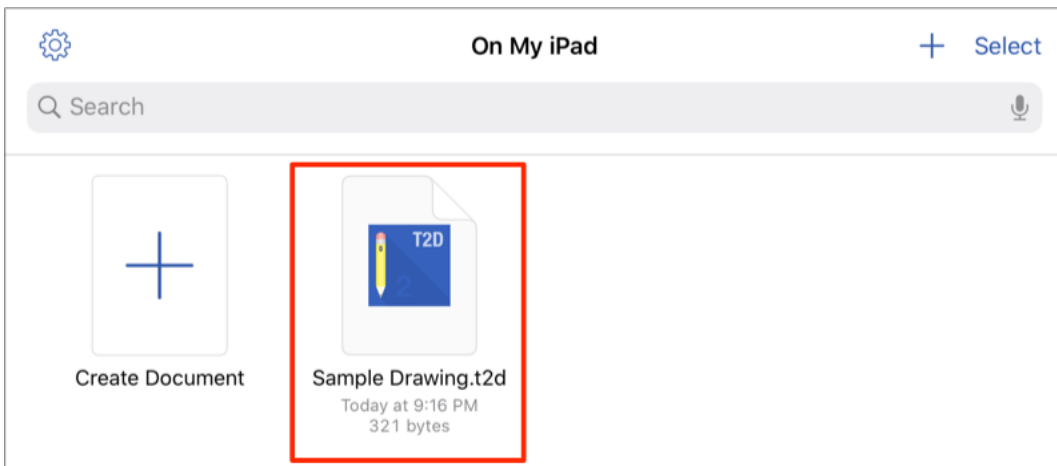


4.4.4. Assigning Existing Tags to Drawing Documents (or Folders)

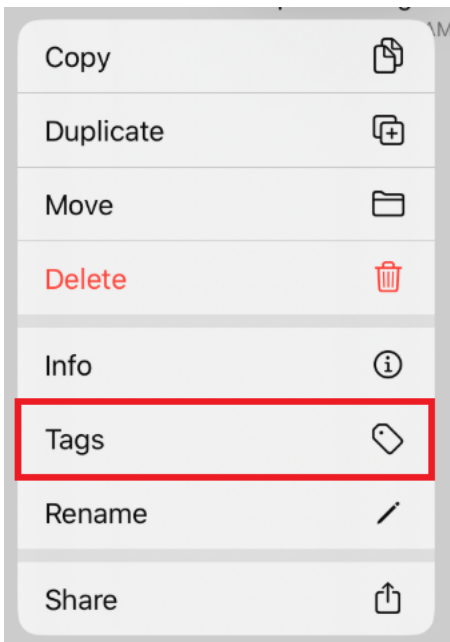
Tags in the [Document Menu](#) can be used to filter drawing documents based on the assigned tag. TouchDraw 2 contains default tags that can be modified and/or used to filter drawings and folders in the [Document Picker](#).

An existing tag can be assigned to a drawing document through the [Document View](#), by completing the following steps:

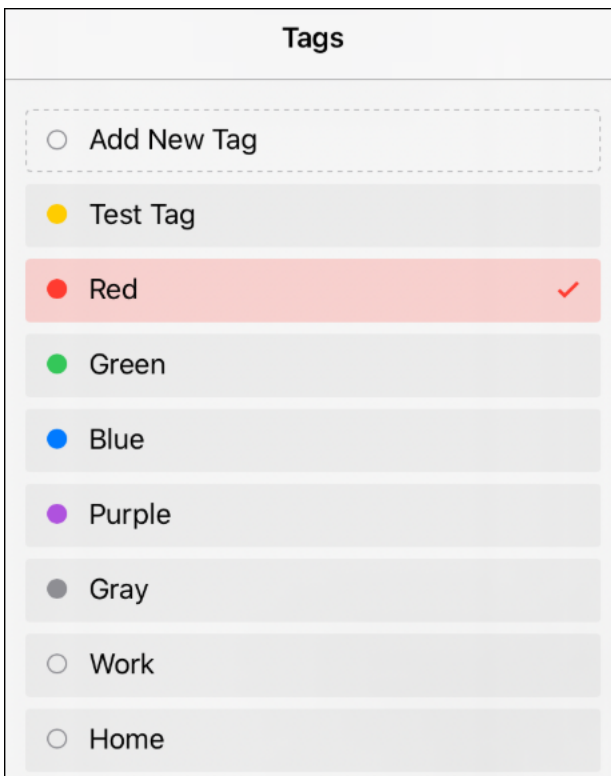
Step 1: Perform an **extended press** over the drawing document (or folder) to open the [Contextual Menu](#).



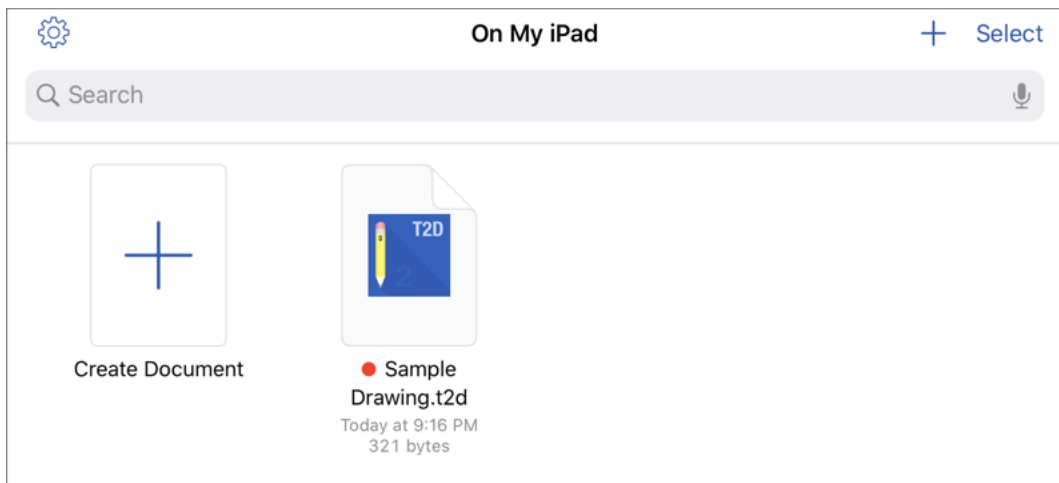
Step 2: Tap on the **Tags** option in the menu.



Step 3: Tap on an available tag to assign it to the document. Assigned tags will have a checkmark next to their name.



Step 4: The drawing document will have a dot matching the color of the assigned tag.



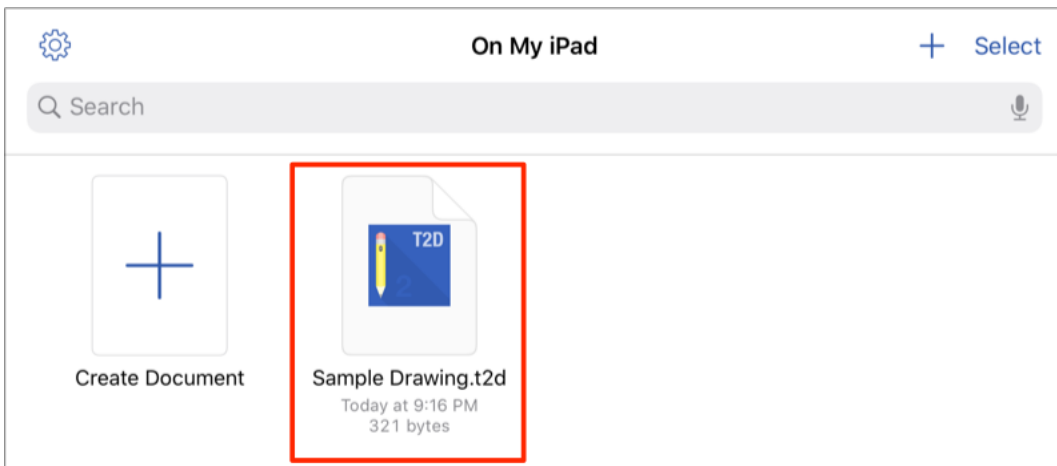
Note: More than one tag may be assigned to a drawing document or folder by performing the steps above.

4.4.5. Assigning a New Tag to a Drawing Document (or Folder)

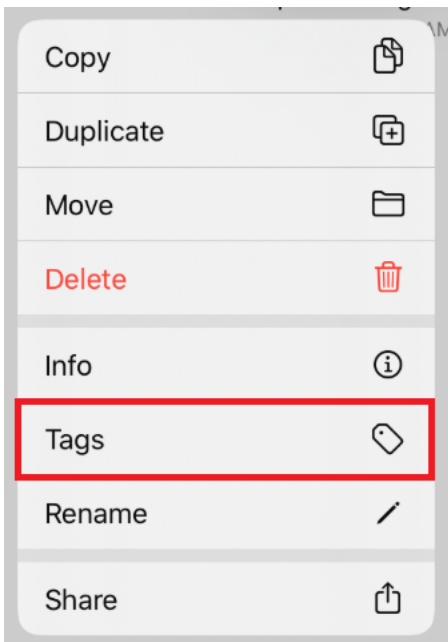
Tags in the [Document Menu](#) can be used to filter drawing documents based on the assigned tag. TouchDraw 2 contains default tags that can be modified and/or used to filter drawings and folders in the [Document Picker](#).

A new tag can be assigned to a drawing document (or folder) through the [Document View](#), by completing the following steps:

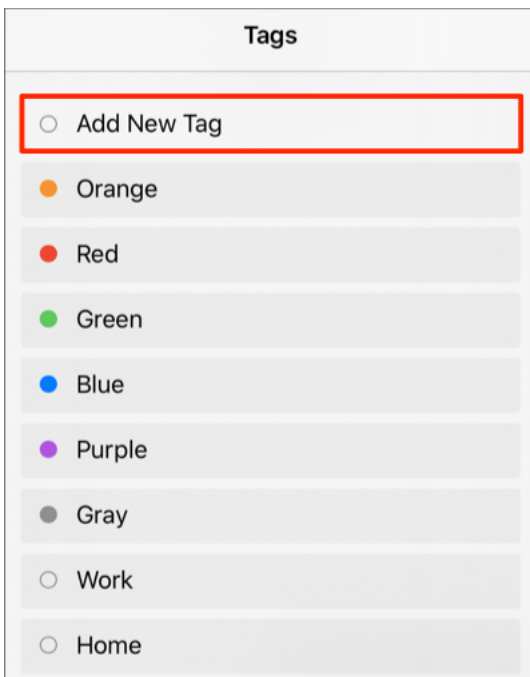
Step 1: Perform an **extended press** over a drawing document (or folder) within the [Document View](#).



Step 2: Tap on the **Tags** option in the [Contextual Menu](#).



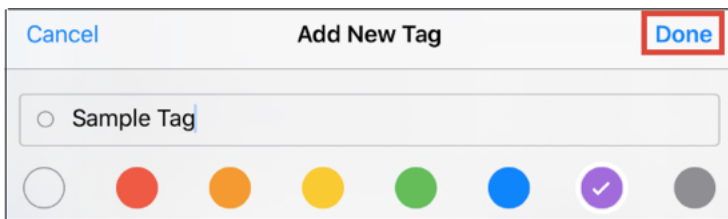
Step 3: Tap the **Add New Tag** option.



Step 4: Enter a **Name** for the new tag and select a **Color** (if desired). It will default to white.



Step 5: Tap **Done** in the upper right corner.

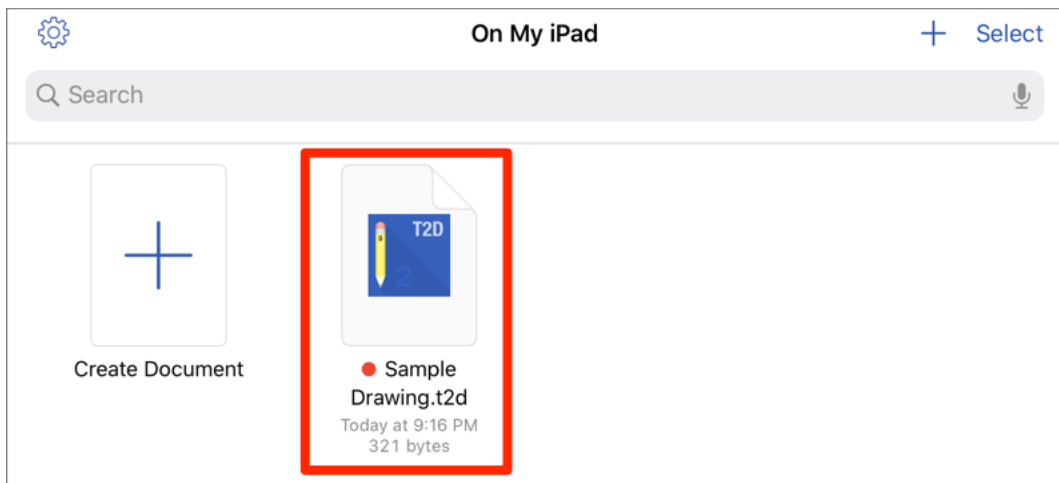


Note: Once the tag has been created, you will be able to assign it to the drawing document (or folder).

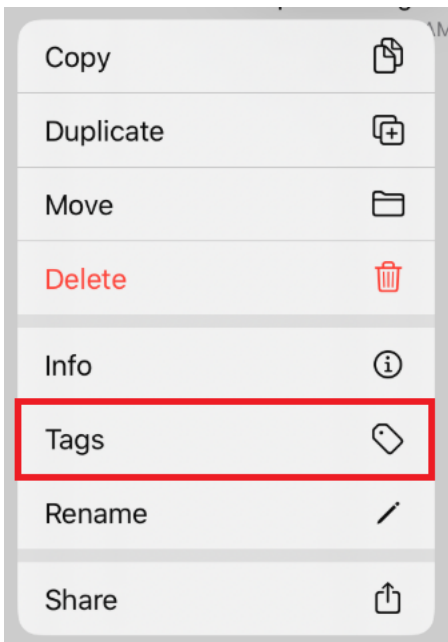
4.4.6. Removing a Tag from a Drawing Document (or Folder)

To remove a tag from a drawing document (or folder) An existing tag can be assigned to a drawing document through the [Document View](#), by completing the following steps:

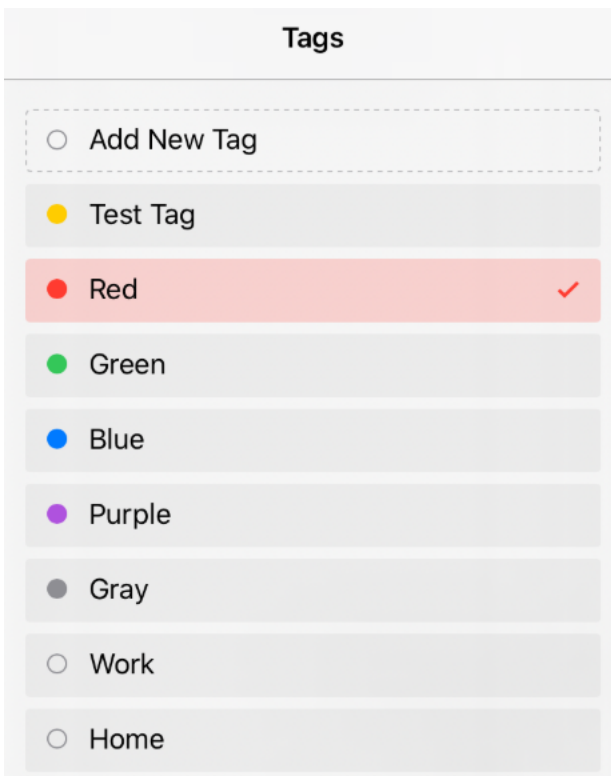
Step 1: Perform an **extended press** over the drawing document (or folder) to open the [Contextual Menu](#).

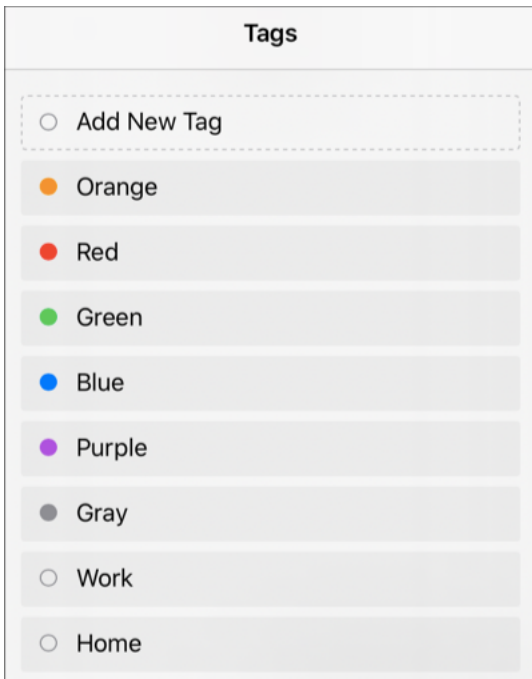


Step 2: Tap on the **Tags** option in the menu.

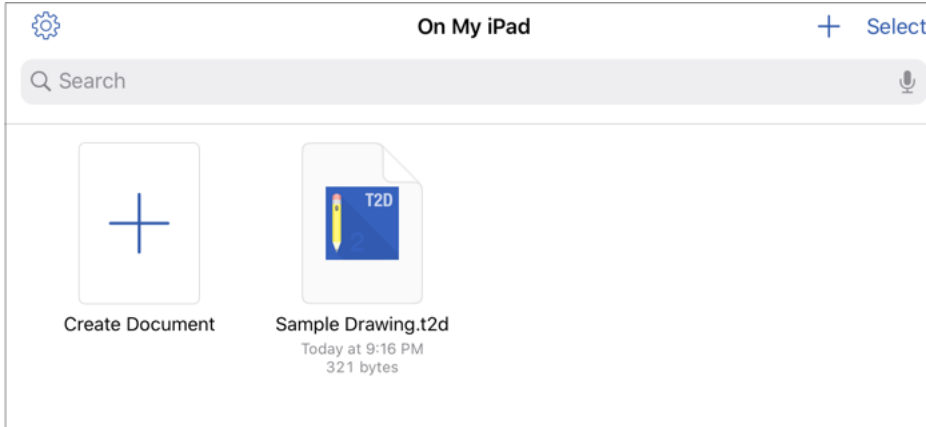


Step 3: Assigned tags will have a checkmark. To remove a tag, tap on the tag in the menu and the checkmark will be removed.





Step 4: The dot for the tag will no longer appear next to the drawing document or folder name.



4.5. File Management

TouchDraw 2 provides numerous **File Management** options to make working with new, saved, or imported drawing documents easier. The following pages explain how to perform basic file operations.

- [Creating a New Folder](#)
- [Creating a New Drawing Document](#)
- [Opening a Drawing Document](#)
- [Renaming a Drawing Document \(or Folder\)](#)
- [Moving a Drawing Document](#)
- [Copying a Drawing Document](#)
- [Duplicating a Drawing Document \(or Folder\)](#)
- [Deleting a Drawing Document \(or Folder\)](#)
- [Importing a Drawing Document](#)
- [Sharing a Drawing Document](#)

Note: Drawings and custom libraries can also easily be moved from TouchDraw 1 to TouchDraw 2. Please see this page to learn more: [Moving from TouchDraw 1 to TouchDraw 2](#).

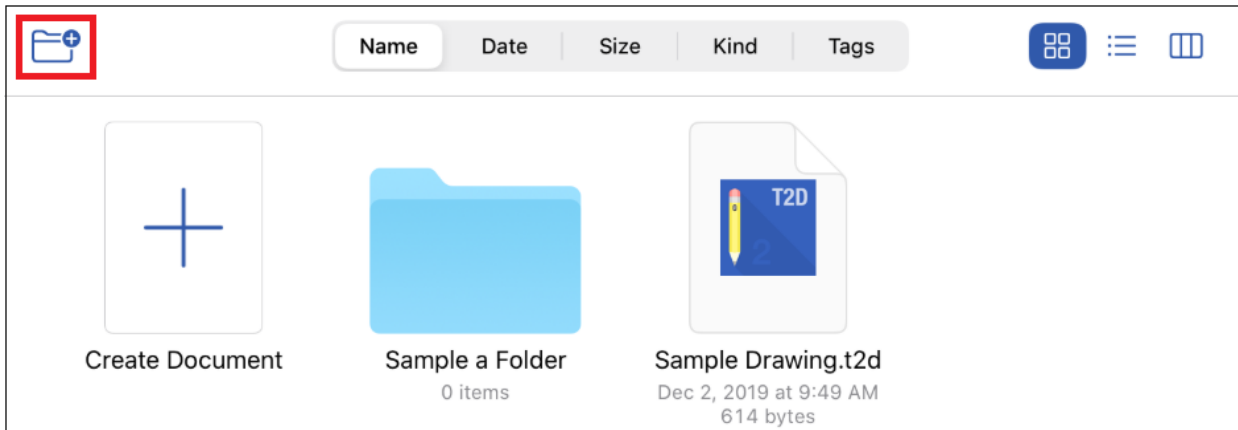
4.5.1. Creating a New Folder

Drawing documents may be stored locally on an iOS device, within iCloud, or through a third party cloud storage service app.

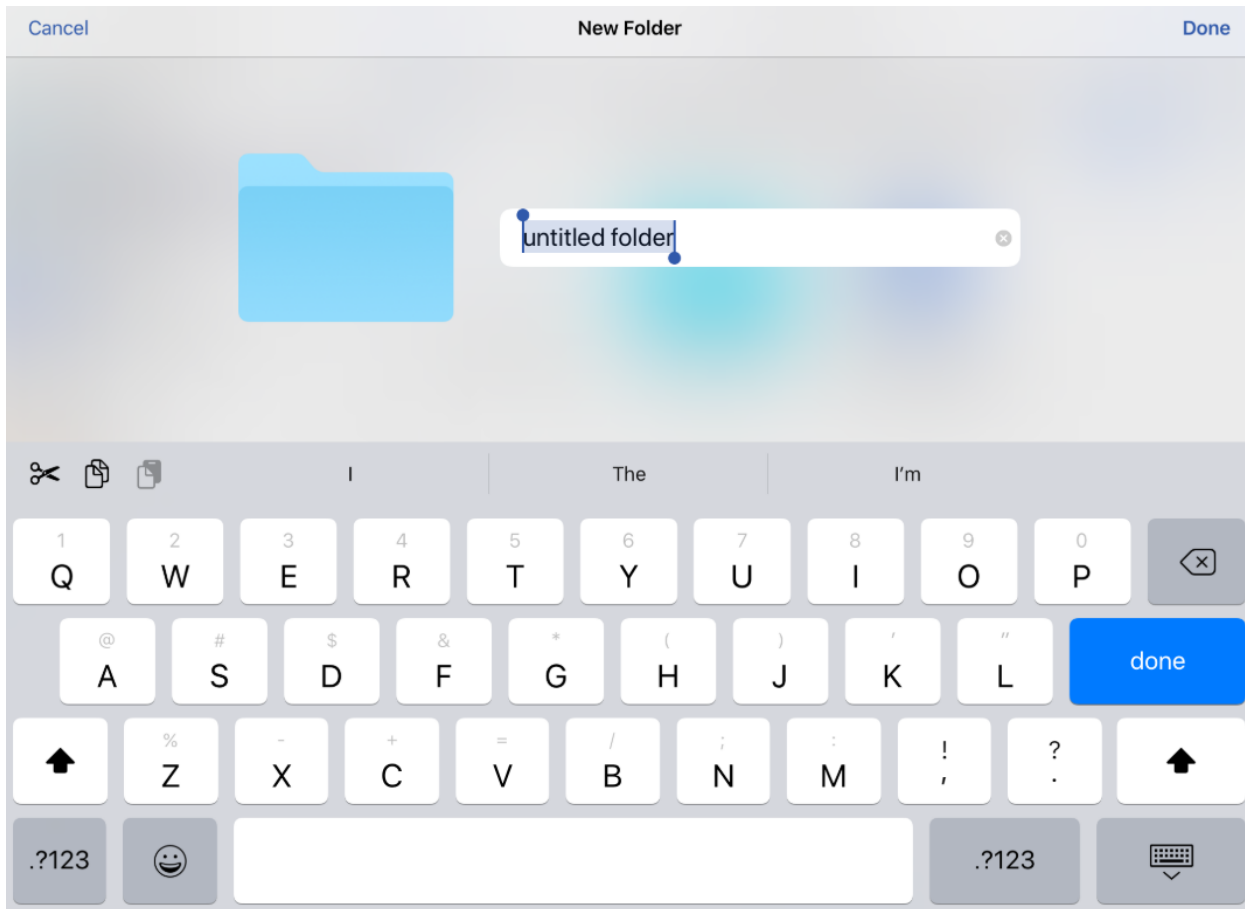
A drawing document can be saved to the parent directory or a new folder that has been created within the [Document Picker](#).

To create a new folder, complete the following steps:

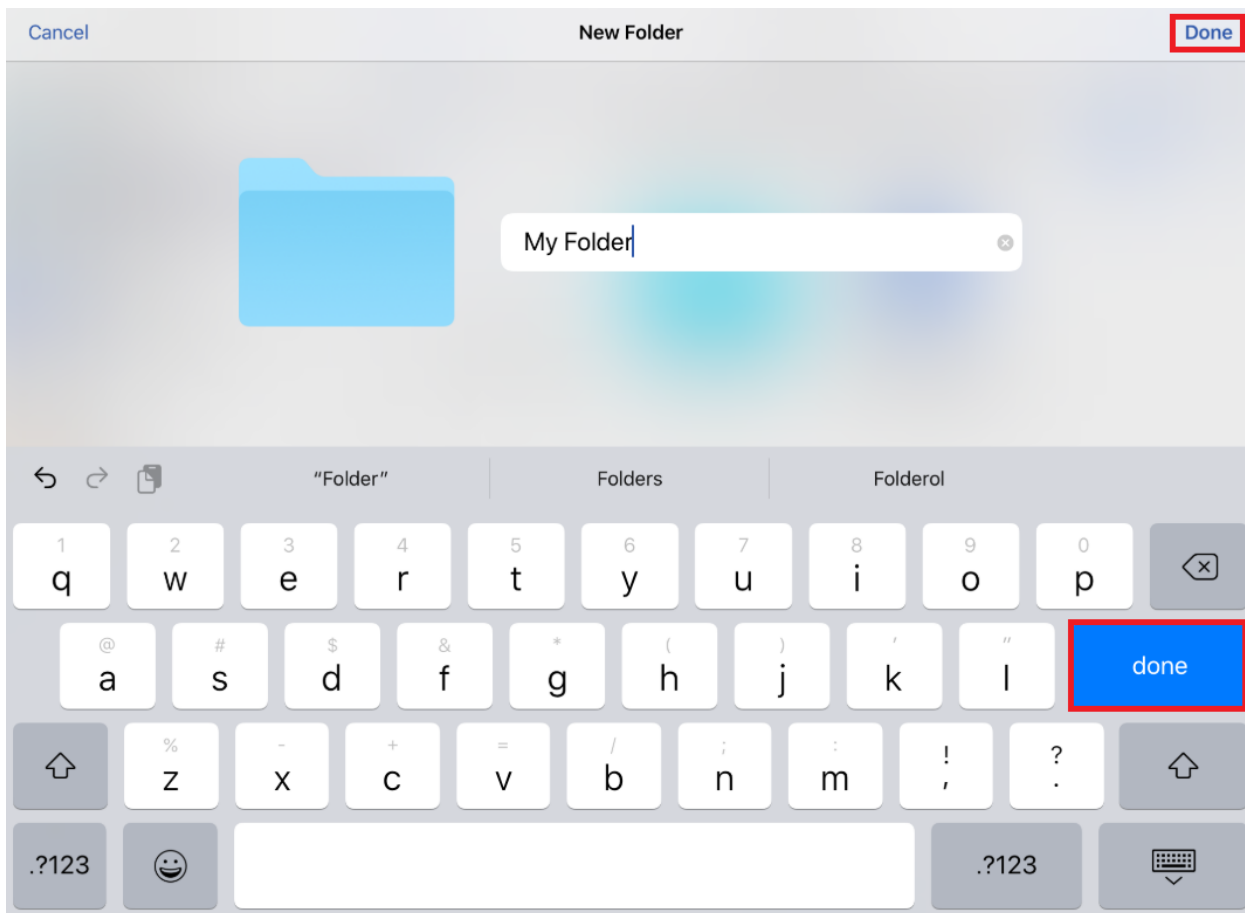
Step 1: Press on the **Create Folder** Icon located in the upper left corner of the [Document View](#).



Step 2: Enter a name in the **New Folder**.

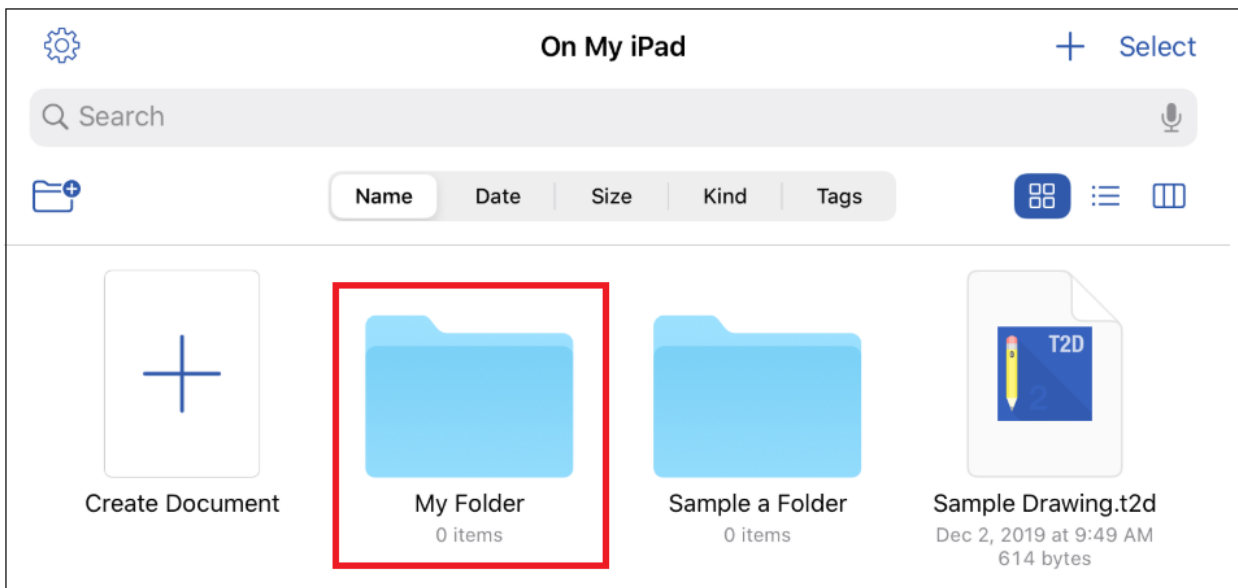


Step 3: Press **Done** on the keyboard or in the upper right corner to finish.

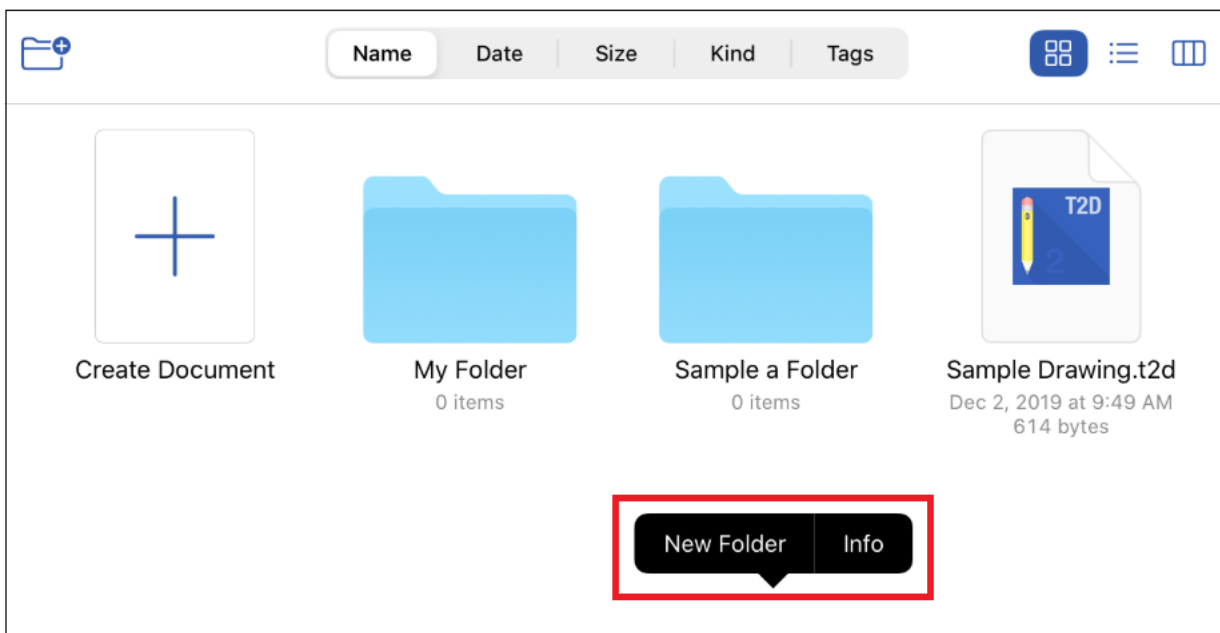


Step 4: The new folder will appear in the [Document View](#). Once added, you can copy or move other drawing documents or folders to the new folder.

TouchDraw 2 for iOS



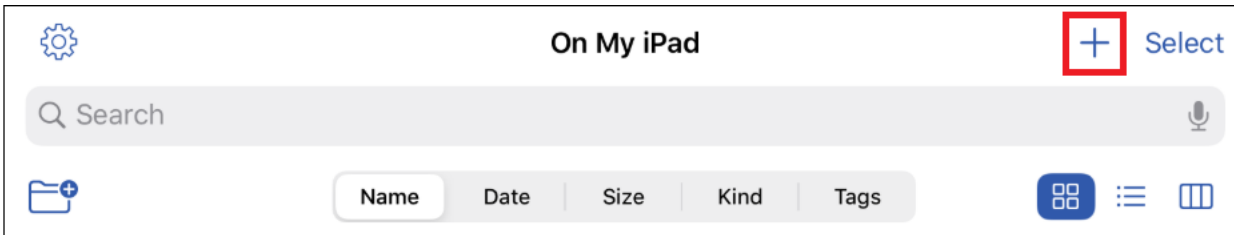
Note: You can also perform an **extended press** in a blank area of the [Document View](#) and tap on **New Folder** to create a new folder.



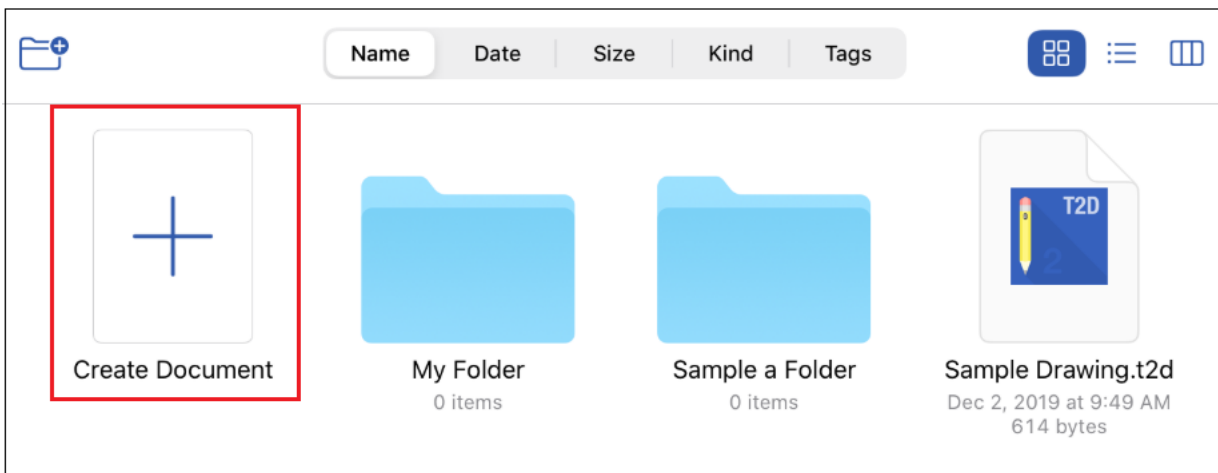
4.5.2. Creating a New Drawing Document

A drawing document can be created in one of two ways within the [Document Picker](#):

Method 1: Press the **Create (+) Button** within the [Top Toolbar](#).

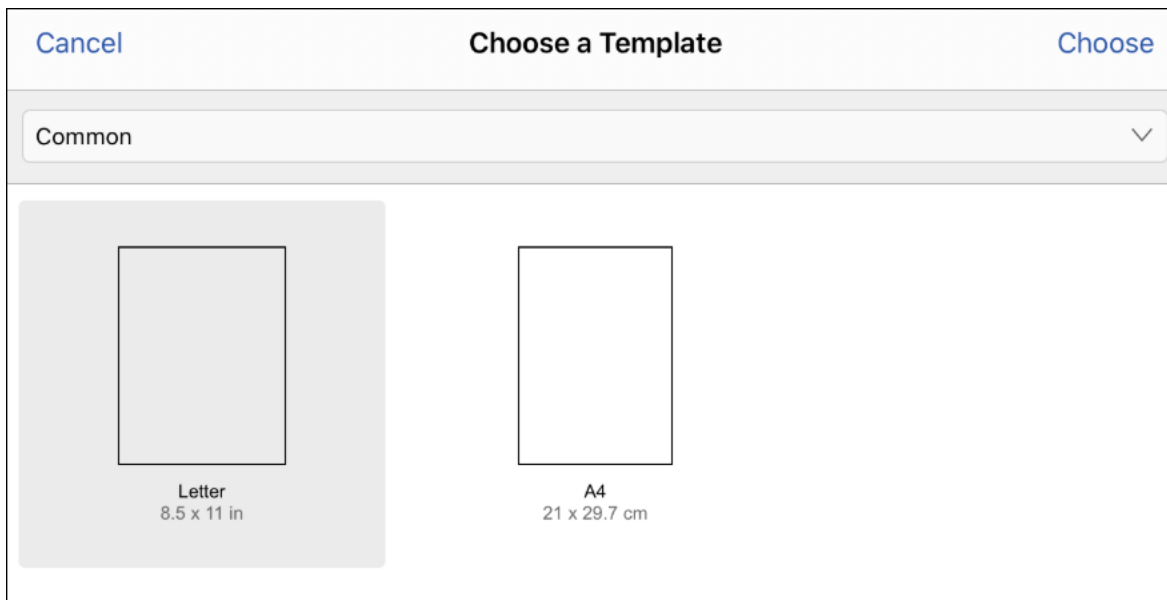


Method 2: Press **Create New Document** within the [Document View](#).

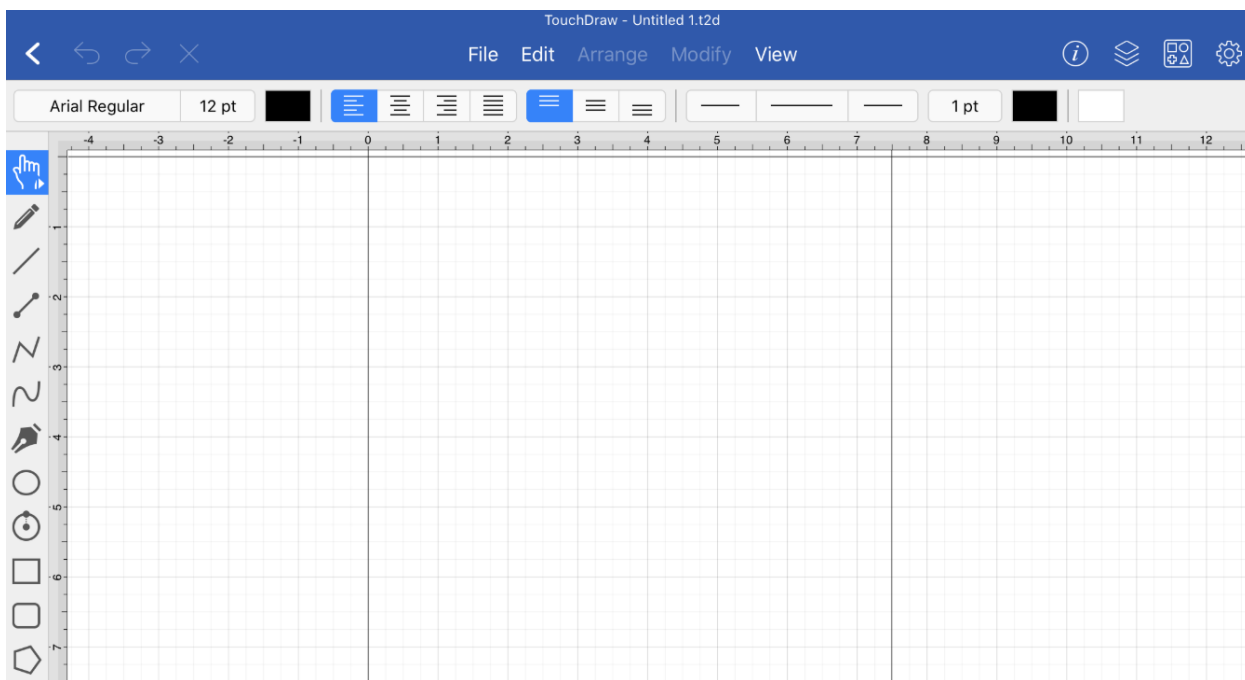


Choose a **Template** to use for the new drawing document. Letter is chosen by default. You can use the drop-down menu to select from additional template options.

Tap **Choose** in the upper right corner to finish creating the new drawing document.



The new drawing will be opened in the [Drawing Editor](#), as shown below:



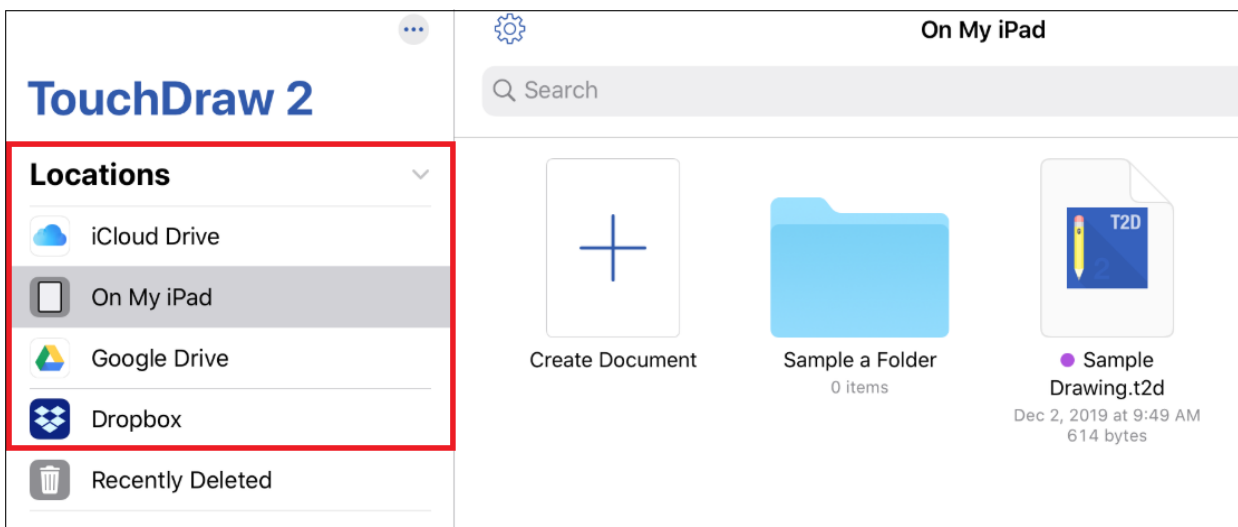
Note: New drawings are given the name "Untitled #". The drawing document may be [renamed](#) at any time.

4.5.3. Opening a Drawing Document

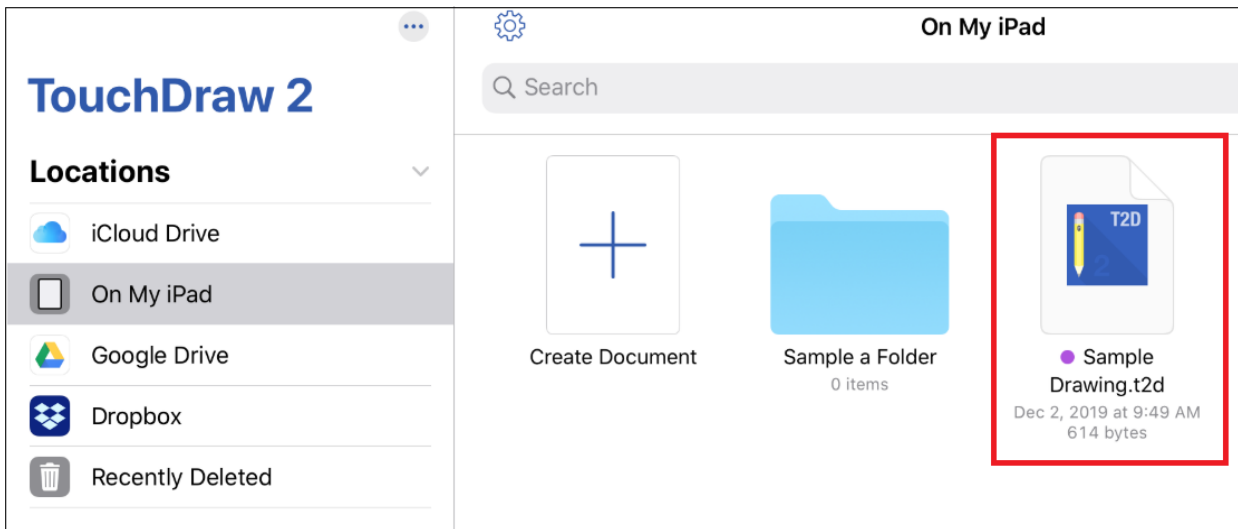
A drawing document may be opened from the local device, from iCloud, or an installed third party cloud storage service application (Dropbox, Box, Google Drive, etc.).

These options are provided for opening files in TouchDraw 2 and are accessible from the [Document Menu](#). To open a drawing document, complete the following steps:

Step 1: Perform a press to select one of these options and view drawing documents saved in the selected storage location.



Step 2: Press on a drawing document within the [Document View](#) to open and view it within the [Drawing Editor](#).

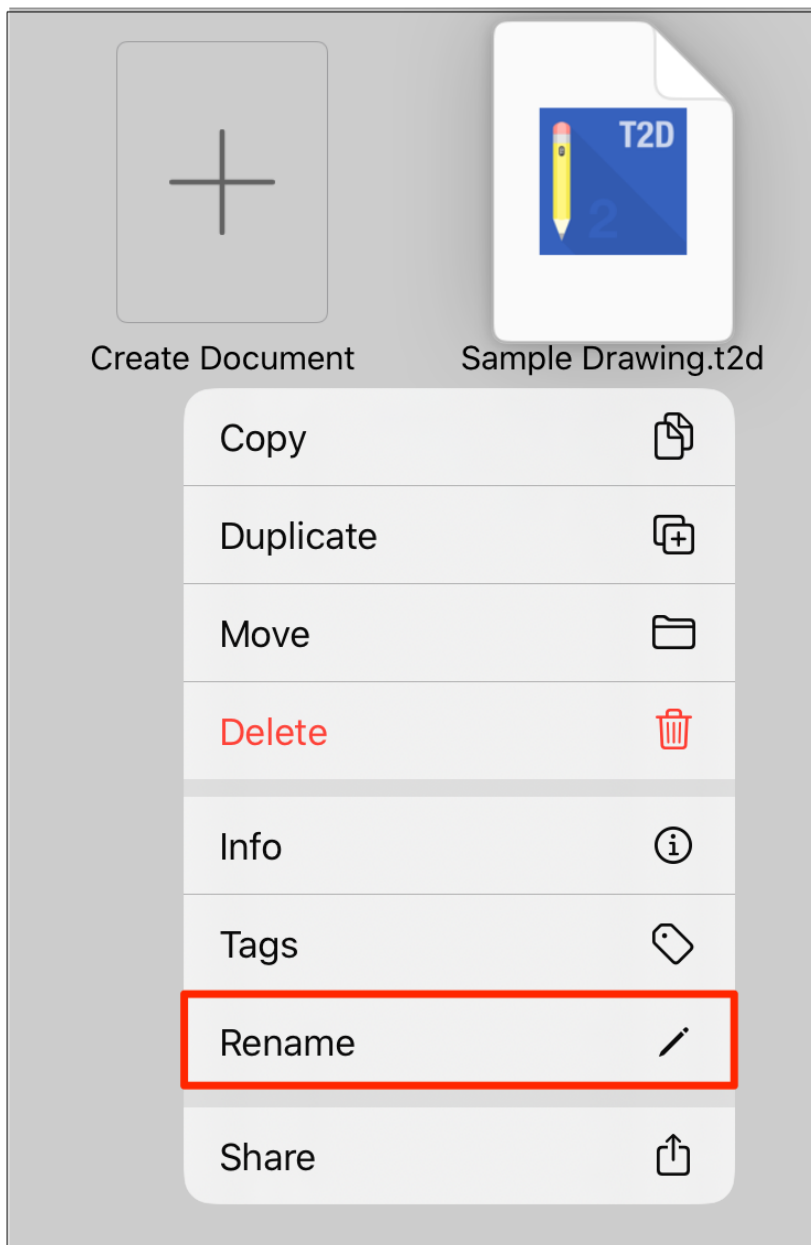


Note: When a drawing document is opened that is not in the native TouchDraw 2 format, it will automatically be converted and a TouchDraw 2 drawing will be created from it.

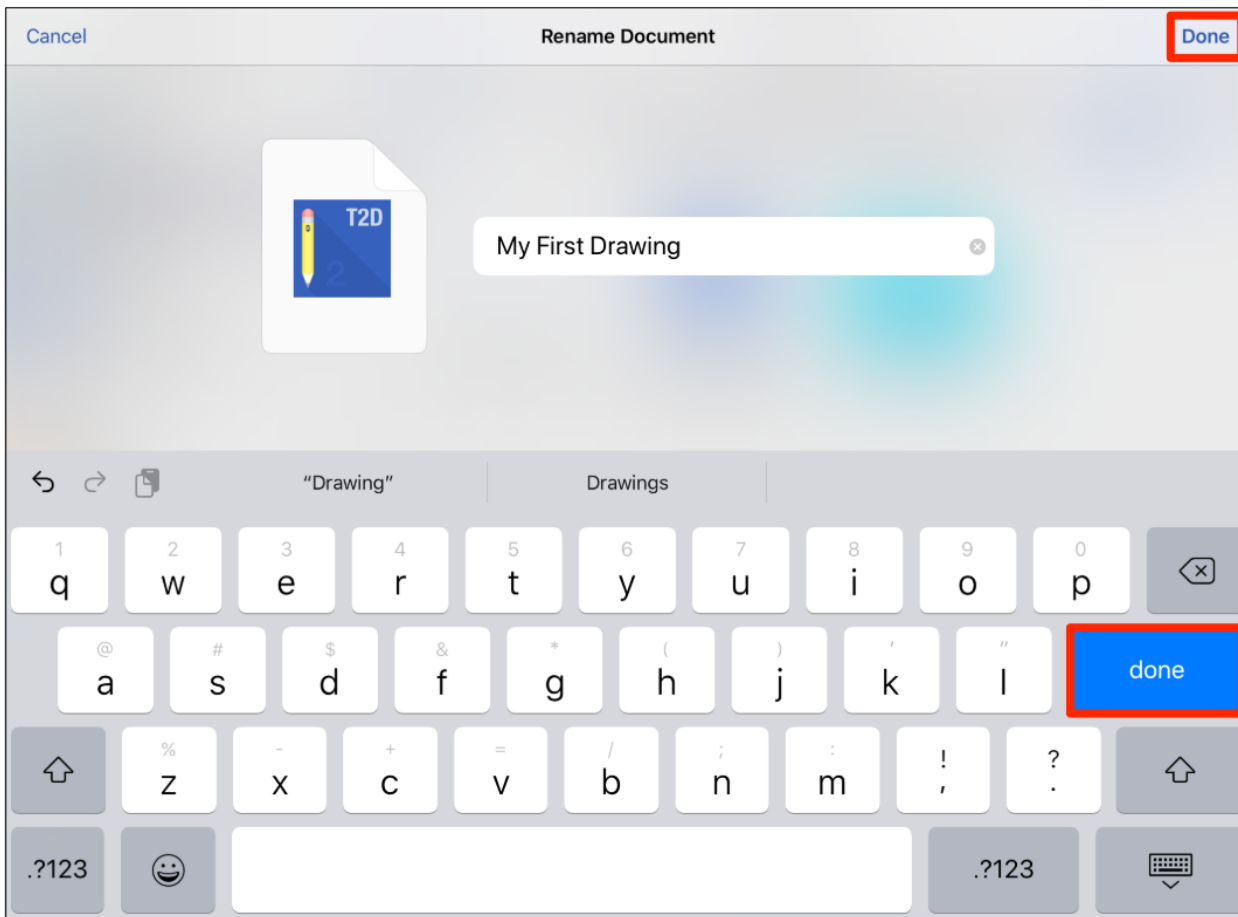
4.5.4. Renaming a Drawing Document (or Folder)

A drawing document (or folder) can be renamed in the [Document Picker](#). To rename a drawing document or folder, complete these steps:

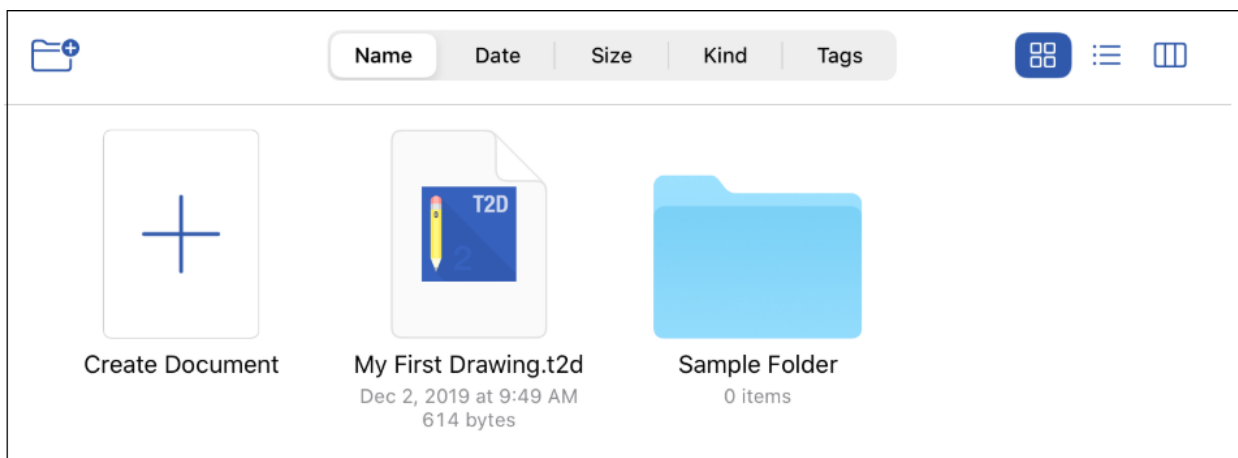
Step 1: Perform an **extended press** on the drawing document (or folder) within the [Document View](#). Then select the **Rename** option within the [Contextual Menu](#).



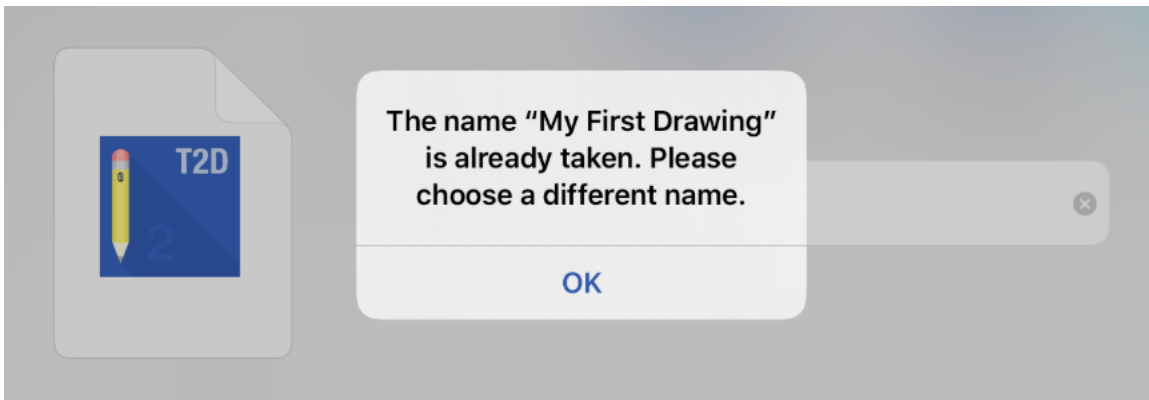
Step 2: Enter a new name for the drawing document. Press **done** in the upper right corner or on the keyboard once finished.



Step 3: The drawing document will appear in the **Document View** with the new name, as shown below.



Note: If the entered name is already taken or invalid, a pop-up message will appear after pressing on **Done**. Tap **OK** to close this message.

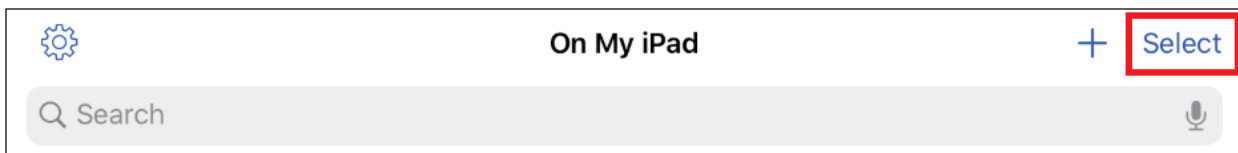


4.5.5. Moving a Drawing Document (or Folder)

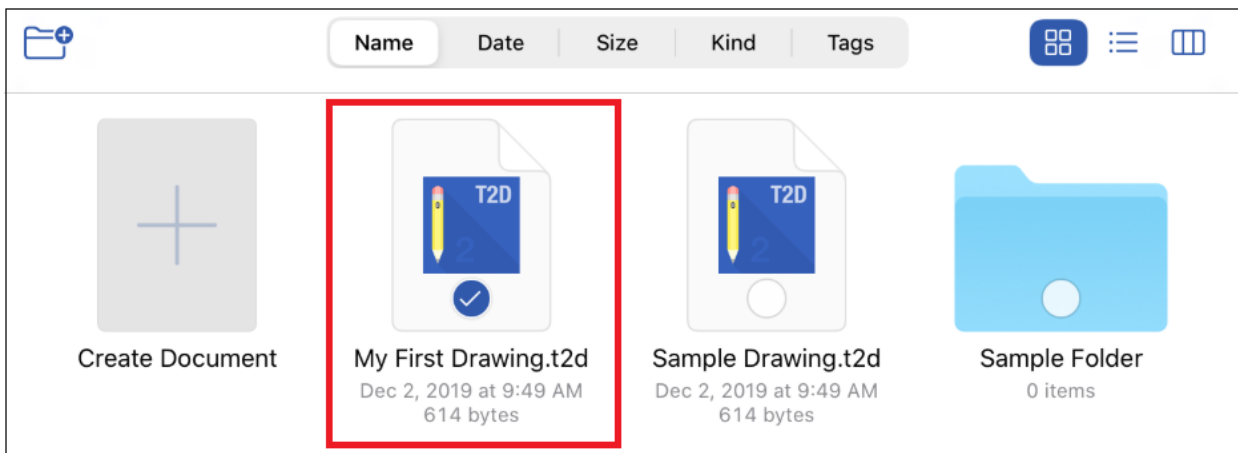
A drawing document can be moved to a specific location in one of two ways:

Method 1: This method may be used to move one or more drawing documents and/or folders at the same time.

Step 1: Press the **Select Button** in the [Top Toolbar](#).



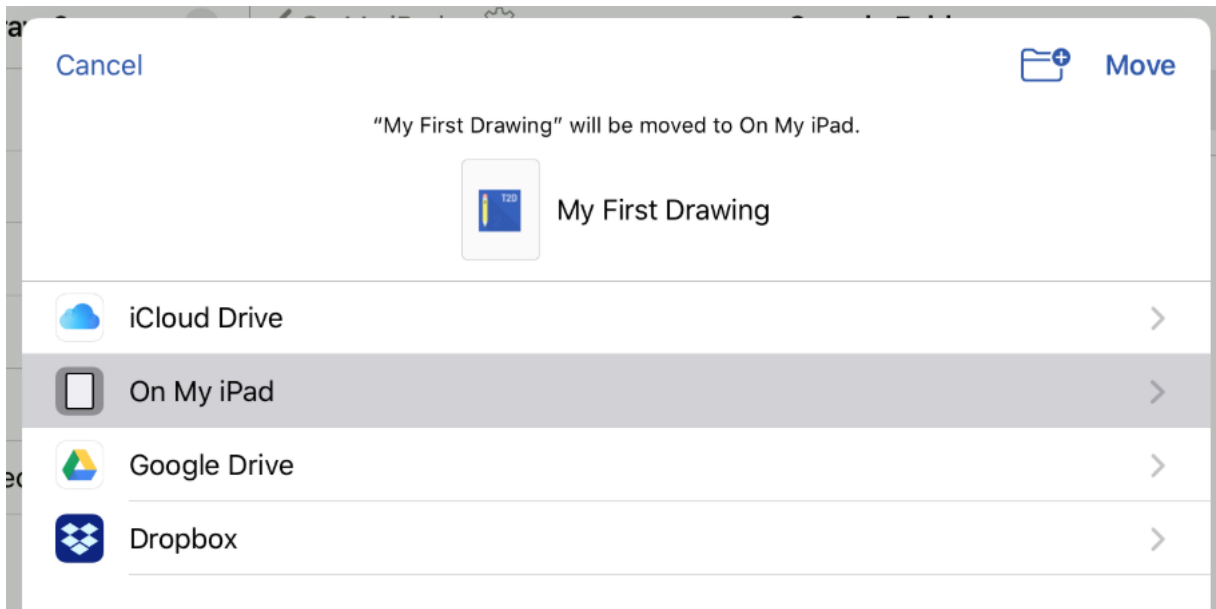
Step 2: Next, tap on a drawing document(s) to select it. Selected drawing documents or folders will have a checkmark within the [Document View](#).



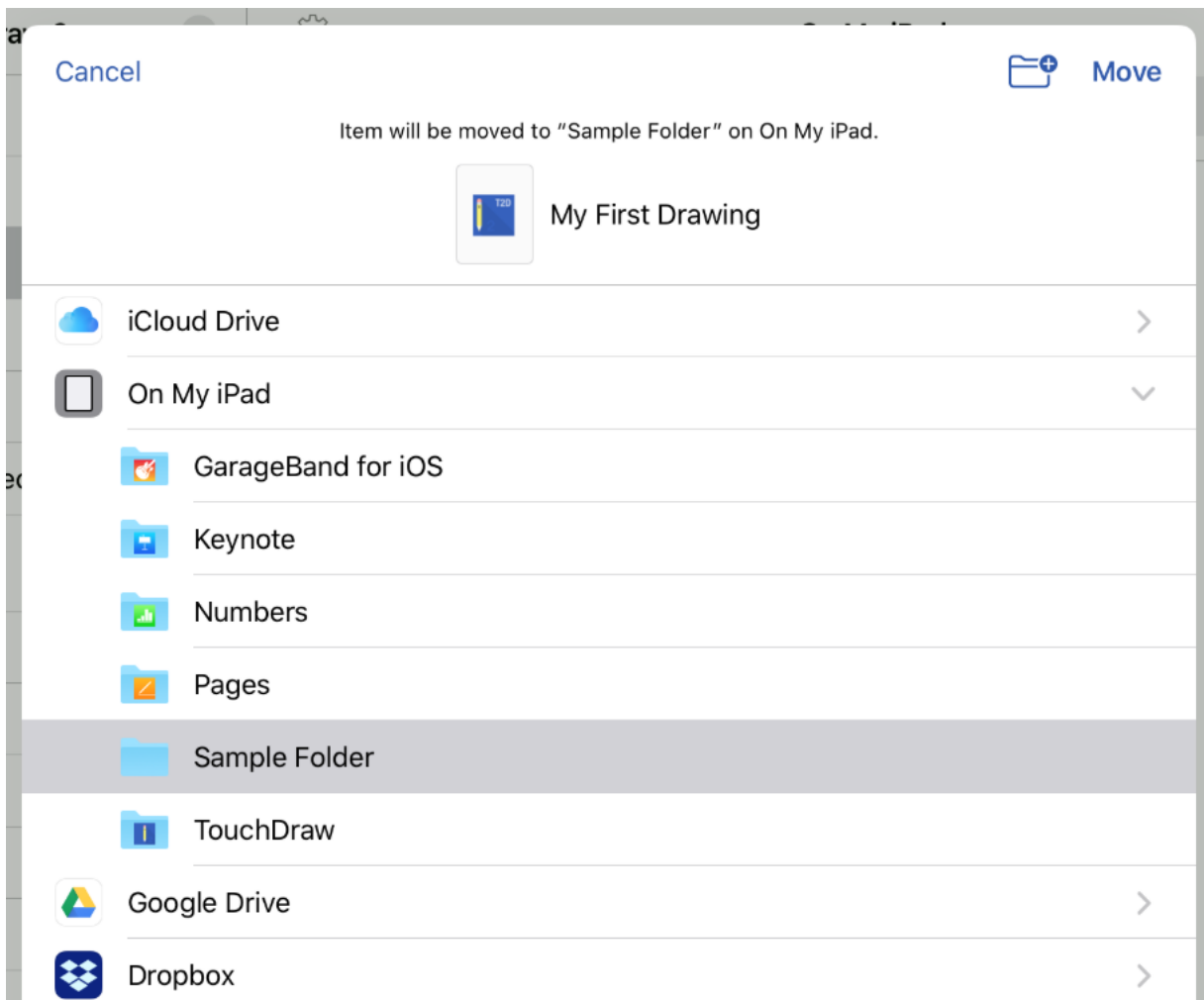
Step 3: Then press the **Move Button** in the [Bottom Toolbar](#).



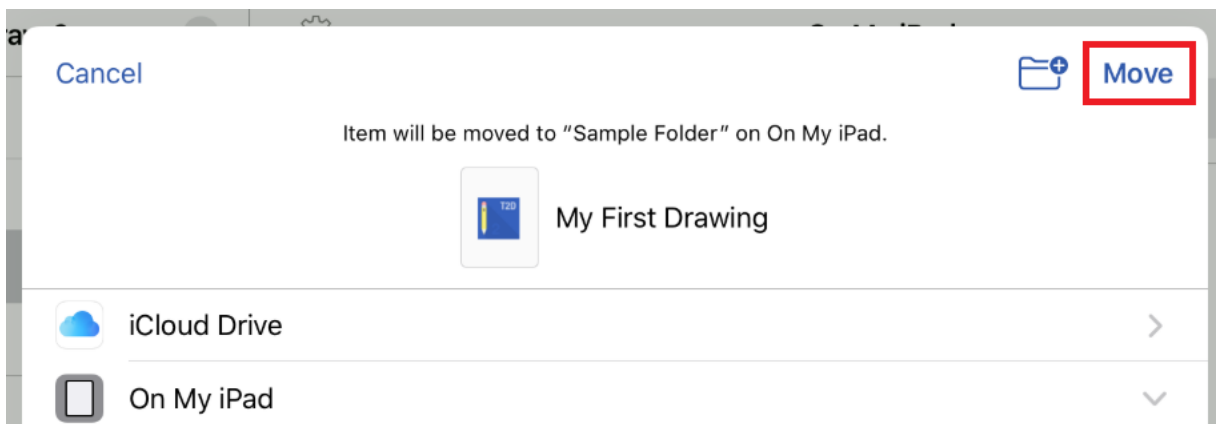
Step 4: Next, you will need to select the location where the selected file(s) will be moved. Tap on a parent directory location. If no folders are present, then the selected file(s) will be moved to the parent directory.



Step 5: The selection will expand when folders are present. Tap on a folder to move the document to a folder within the selected parent directory when needed.



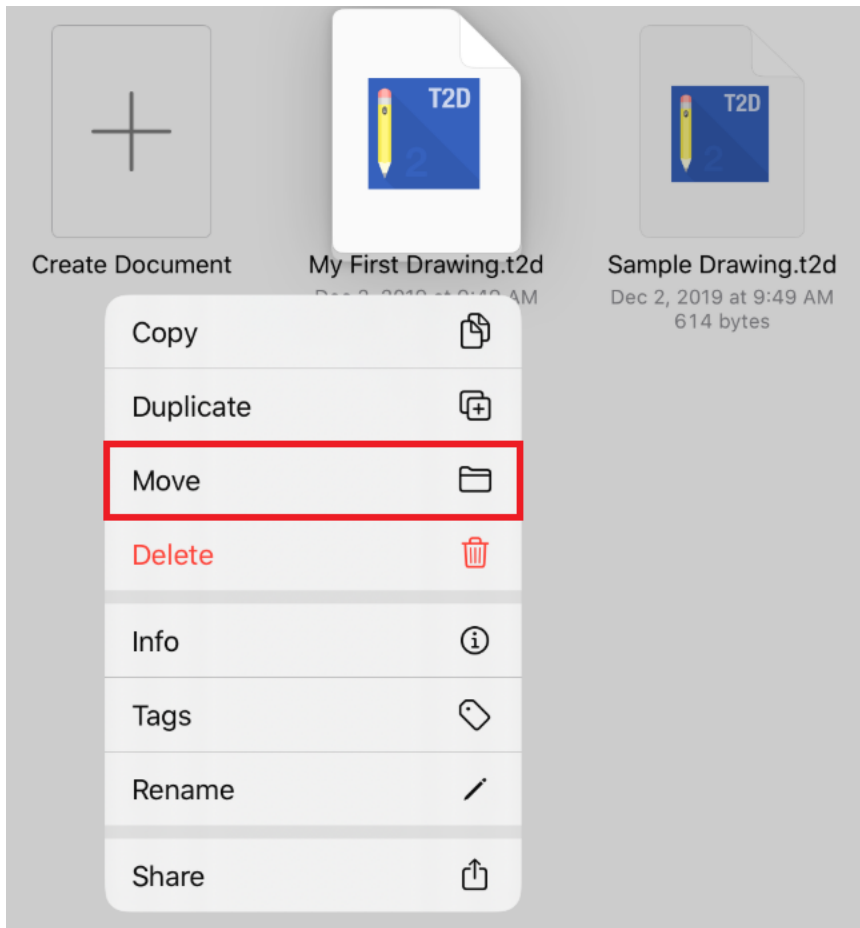
Step 6: Press **Move** when finished to move the selected drawing document(s).



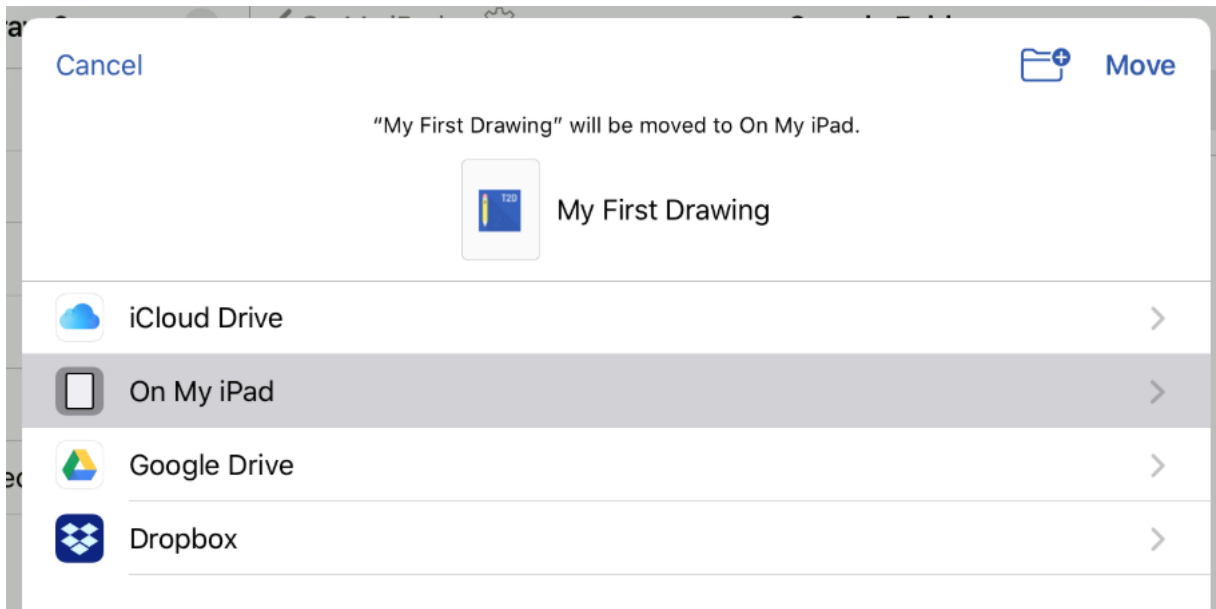
Method 2: This method may be used to quickly move a single drawing document or folder to another storage

location.

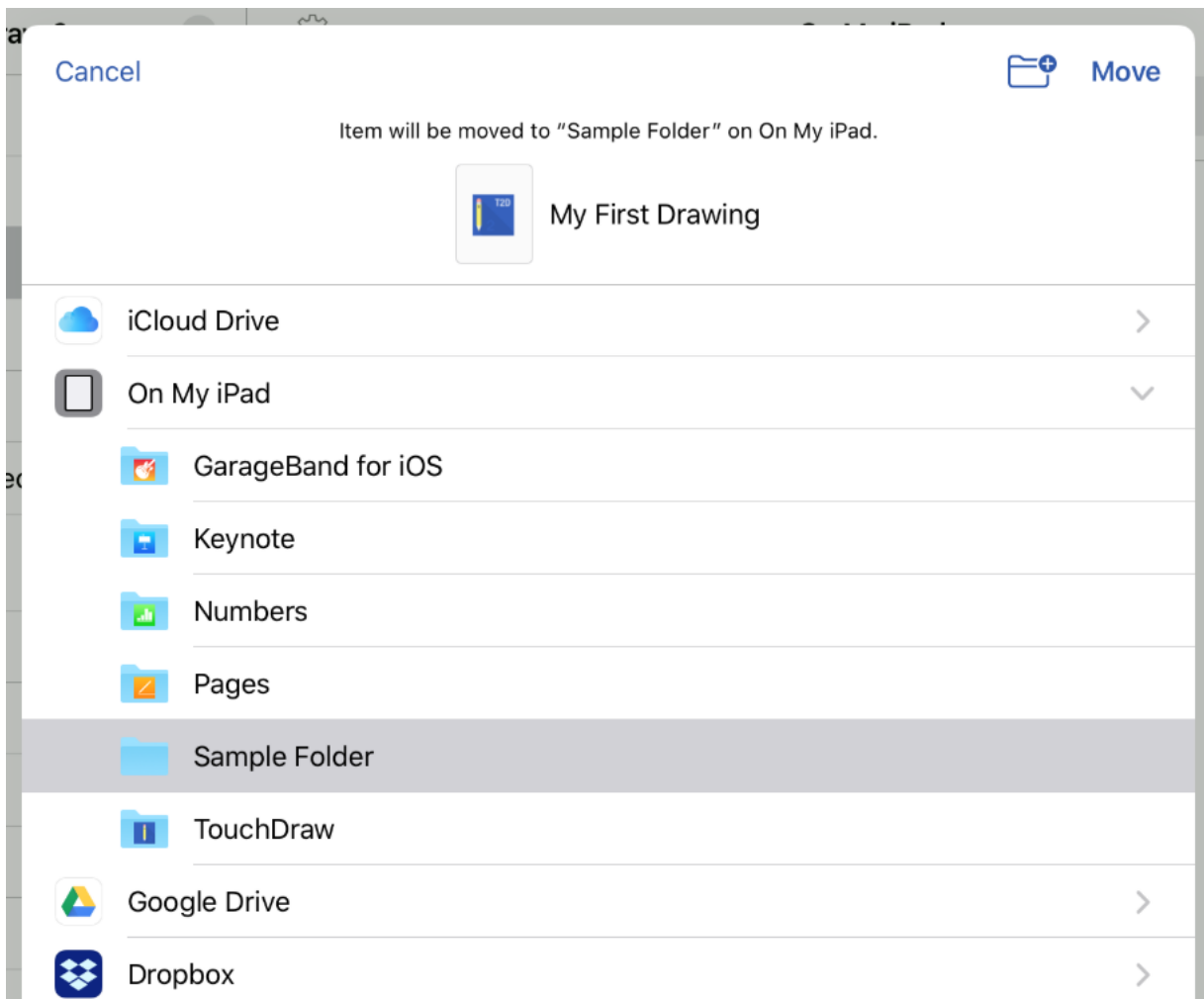
Step 1: Perform an **extended press** on the drawing document within the [Document View](#). Then select the **Move** option within the [Contextual Menu](#).



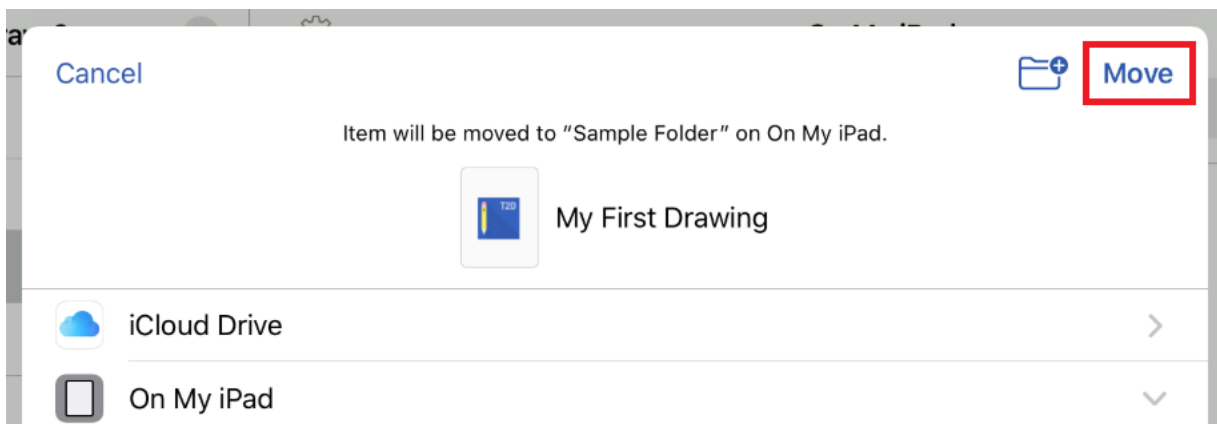
Step 2: Next, you will need to select the location where the selected file(s) will be moved. Tap on a parent directory location. If no folders are present, then the selected file(s) will be moved to the parent directory.



Step 3: The selection will expand when folders are present. Tap on a folder to move the document to a folder within the selected parent directory when needed.



Step 4: Press **Move** when finished to move the selected drawing document(s).

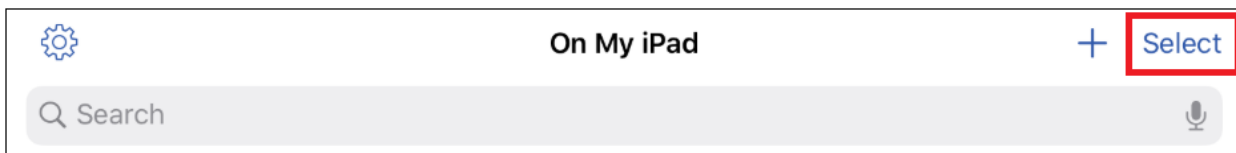


4.5.6. Copying a Drawing Document (Or Folder)

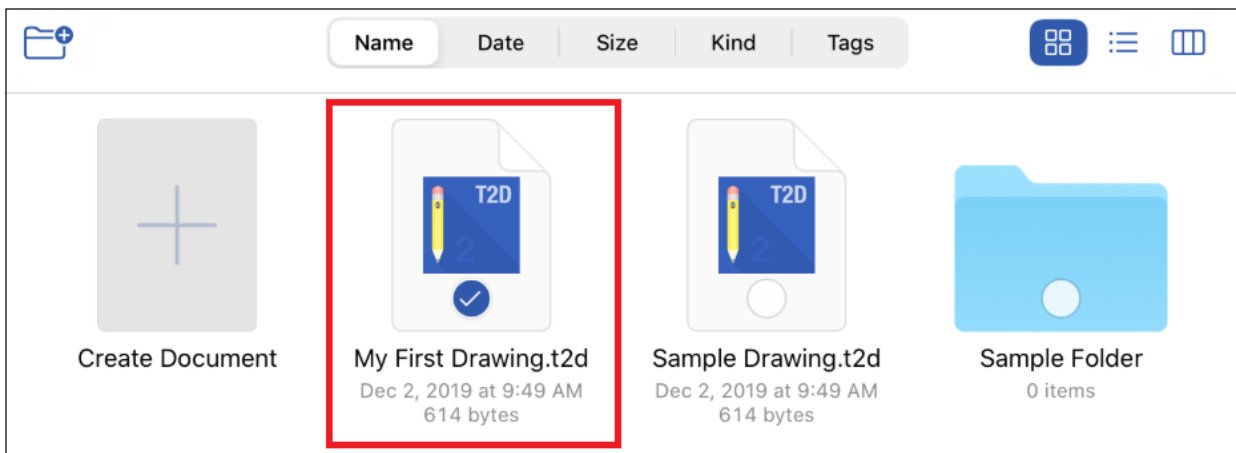
A copy of a drawing document (or folder) can be created within a parent directory in one of two ways:

Method 1: This method may be used to copy one or more drawing documents or folders at a time.

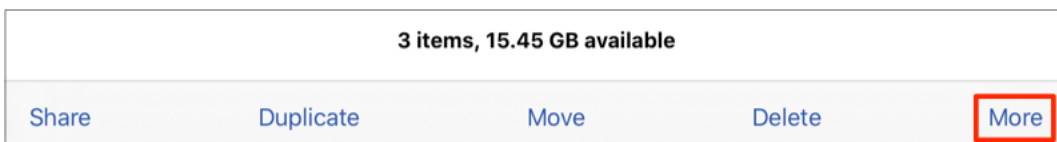
Step 1: Press the **Select Button** in the [Top Toolbar](#).



Step 2: Next, tap on a drawing document(s) or a folder(s) to select it. Multiple selections can be made at one time as well.

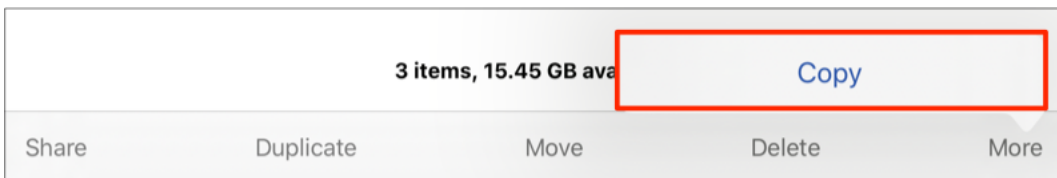


Step 3: Then press the **More options... Button** in the [Bottom Toolbar](#).

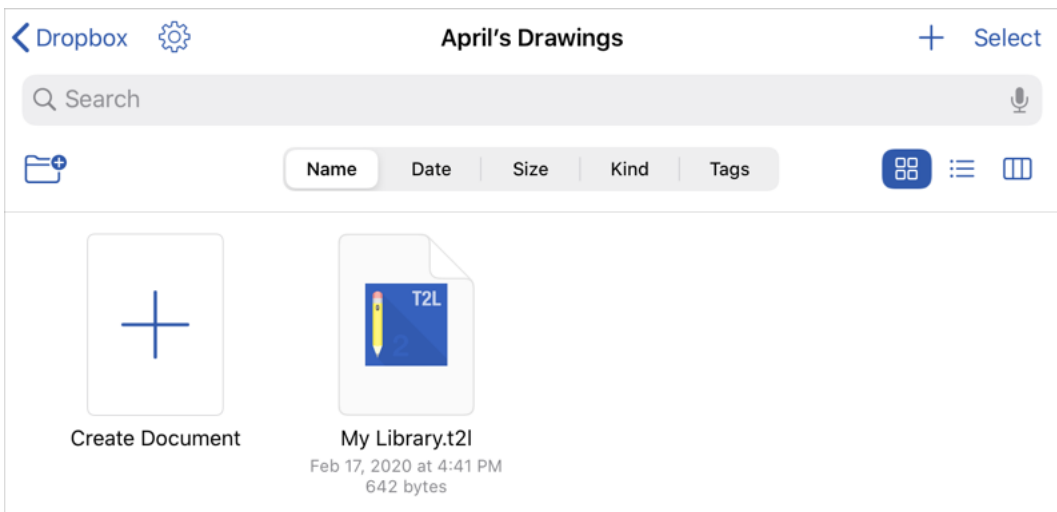


Step 4: Tap on the **Copy** option.

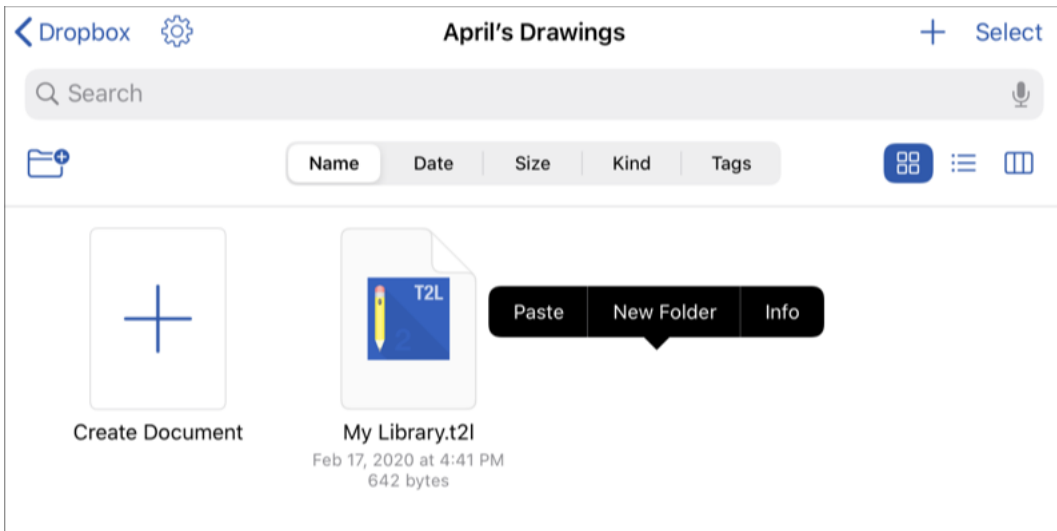
TouchDraw 2 for iOS



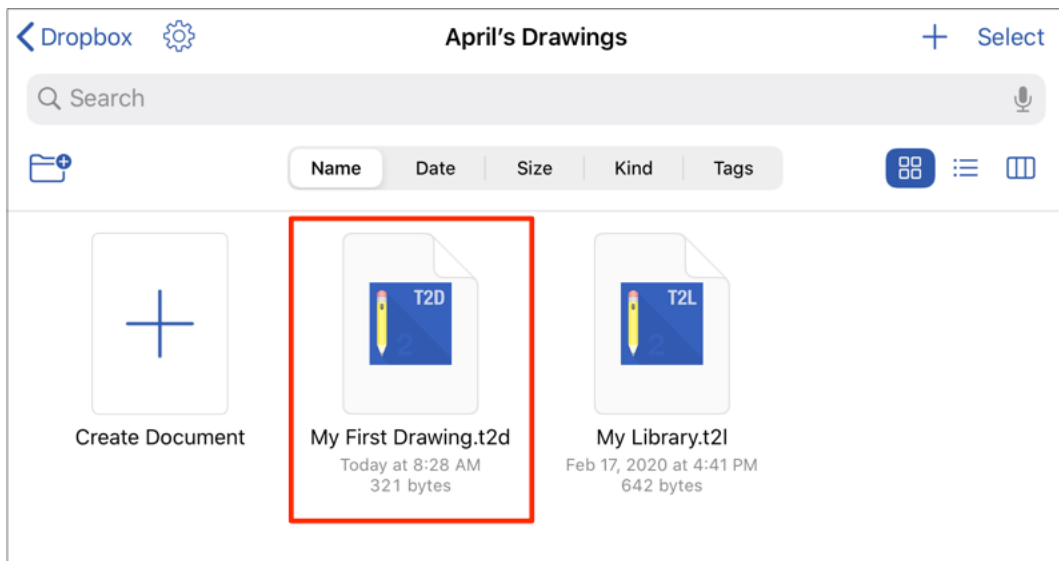
Step 5: A copy of the drawing document(s) or folder(s) will be created. Next, browse to the location where the copy should be placed. In this example, the file will be placed within a folder in Dropbox.



Step 6: Perform an **extended press** in a blank area of the [Document View](#). Tap on **Paste** to paste the copied file into the selected parent directory and/or folder.

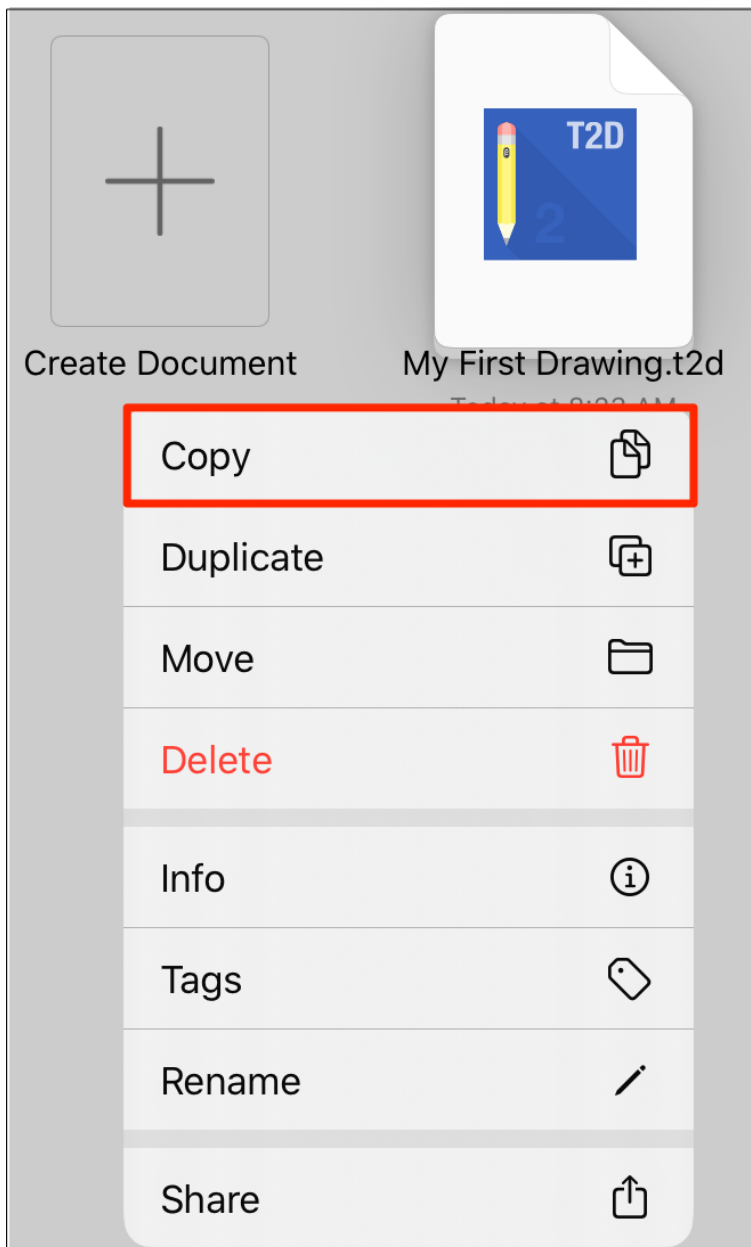


The drawing document or folder will appear in the new location, as shown below:

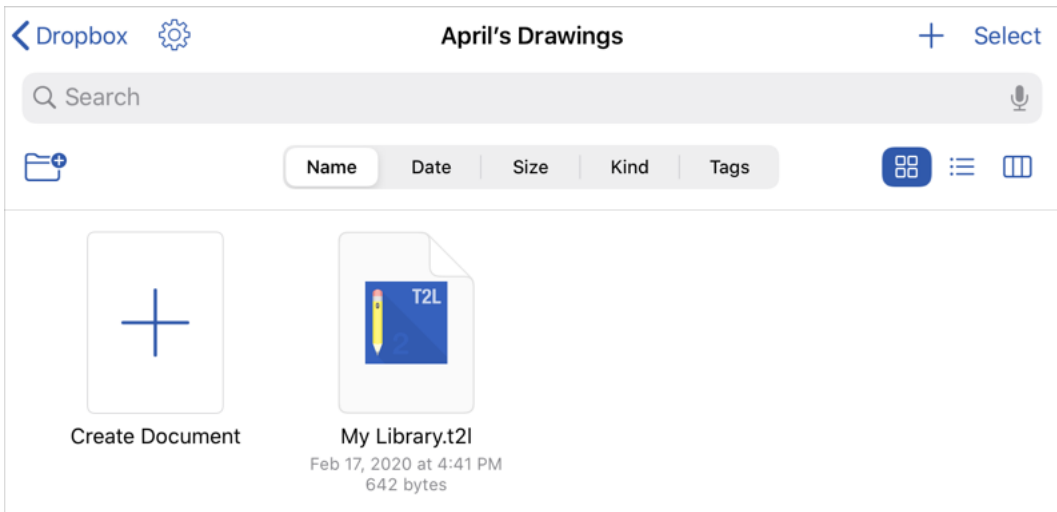


Method 2: This method can be used to quickly copy and paste a single drawing document or folder into another storage location.

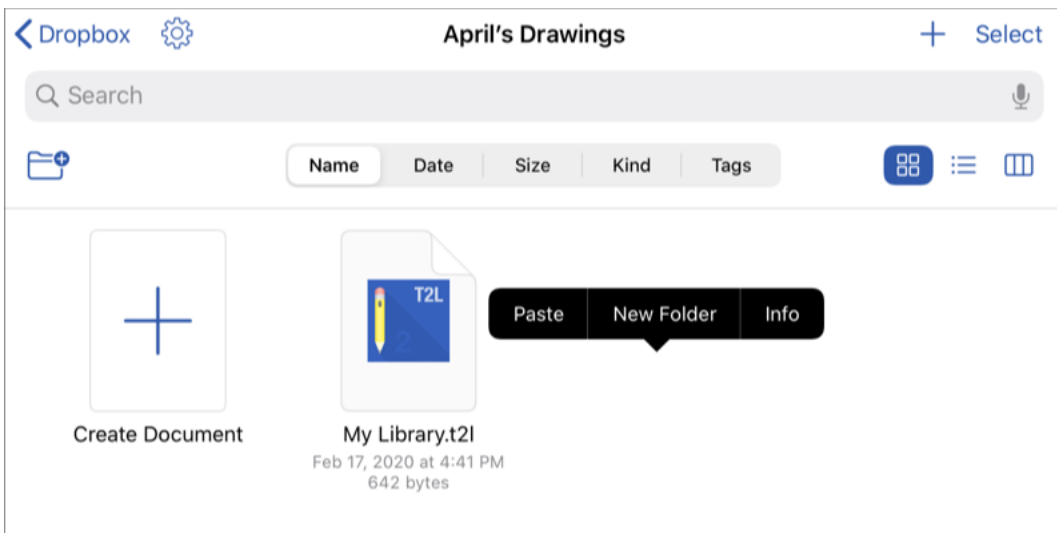
Step 1: Perform an **extended press** on the desired drawing document or folder to bring up the [Contextual Menu](#). Then tap on the **Copy** option.



Step 2: A copy of the drawing document (or folder) will be created. Next, browse to the location where the copy should be placed. In this example, the file will be placed within a folder in Dropbox.

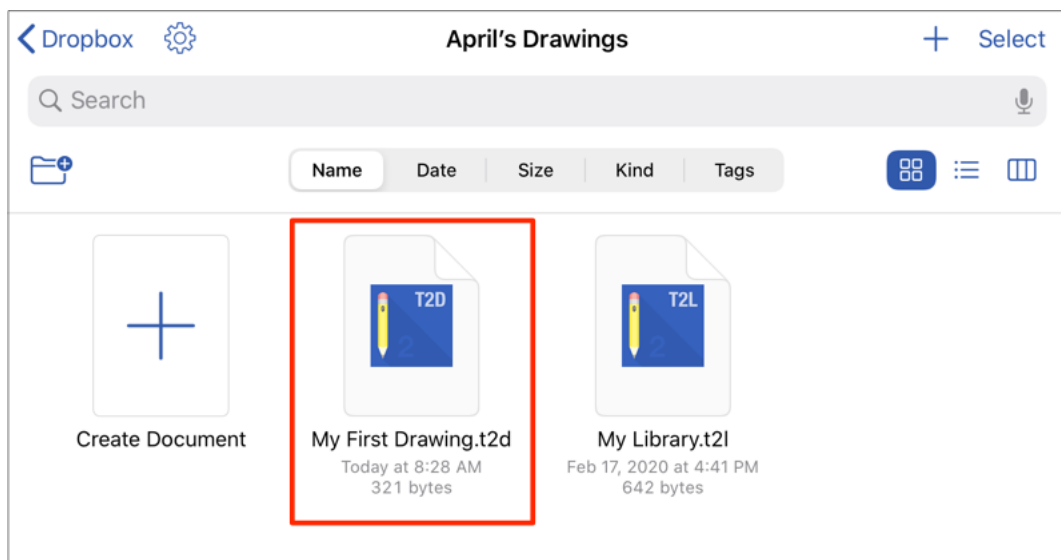


Step 3: Perform an **extended press** in a blank area of the [Document View](#). Tap on **Paste** to paste the copied file into the selected parent directory and/or folder.



The drawing document or folder will appear in the new location, as shown below:

TouchDraw 2 for iOS



4.5.7. Duplicating a Drawing Document (Or Folder)

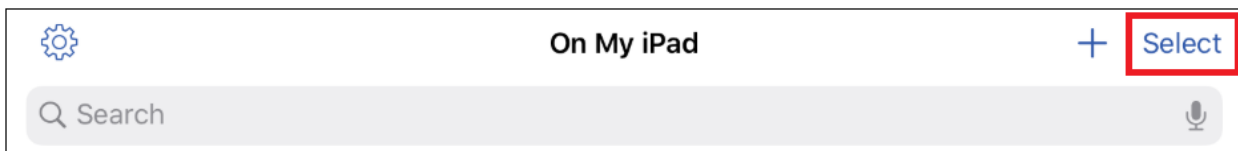
Drawing documents and folders can be duplicated within the [Document Picker](#) to inherit the same properties and preferences of the original without having to manually recreate them.

Once a drawing document or folder has been duplicated, the newly created file may be [renamed](#) and [edited](#) separately from the original.

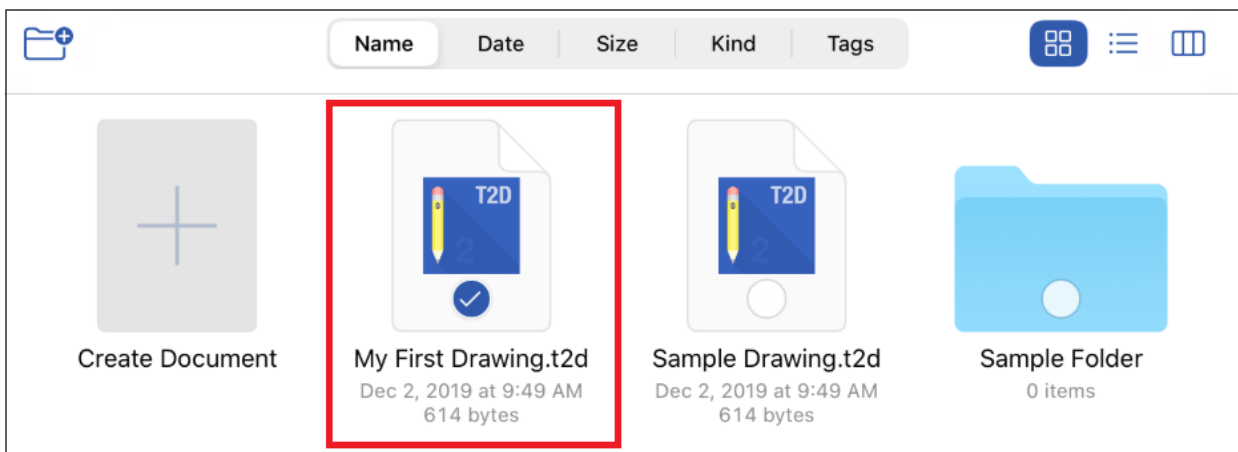
A drawing document or folder may be duplicated in one of the following ways:

Method 1: This method may be used to duplicate one or more drawing documents or folders at a time.

Step 1: Press the **Select Button** in the [Top Toolbar](#).



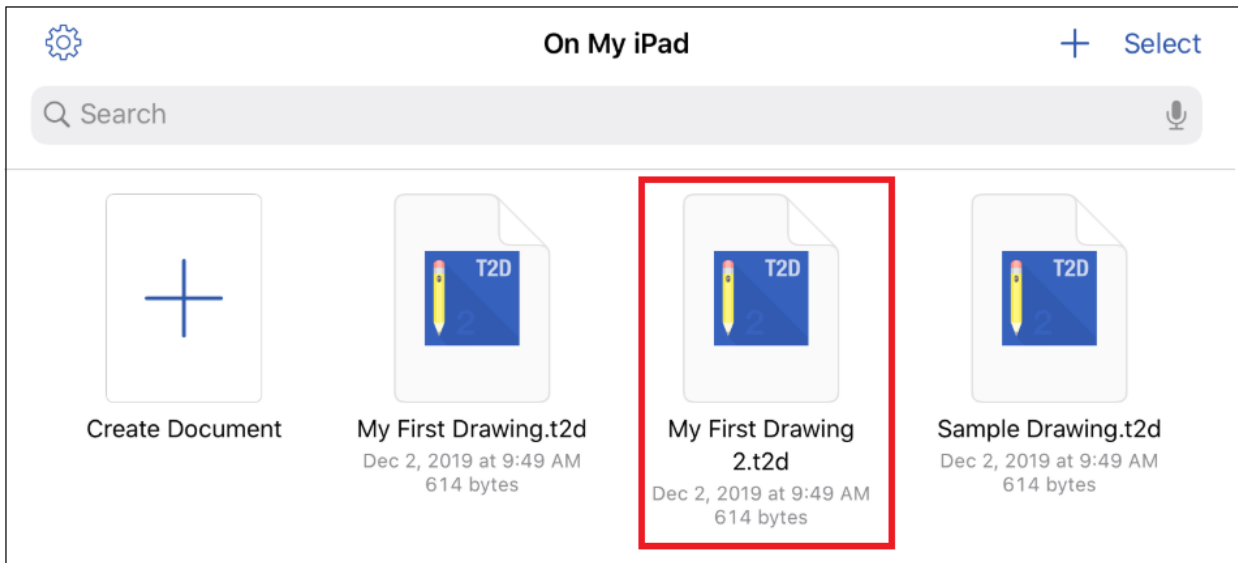
Step 2: Next, tap on a drawing document (or folder) to select it. More than one drawing document (or folder) can be selected as well.



Step 3: Press the **Duplicate Button** within the [Bottom Toolbar](#).

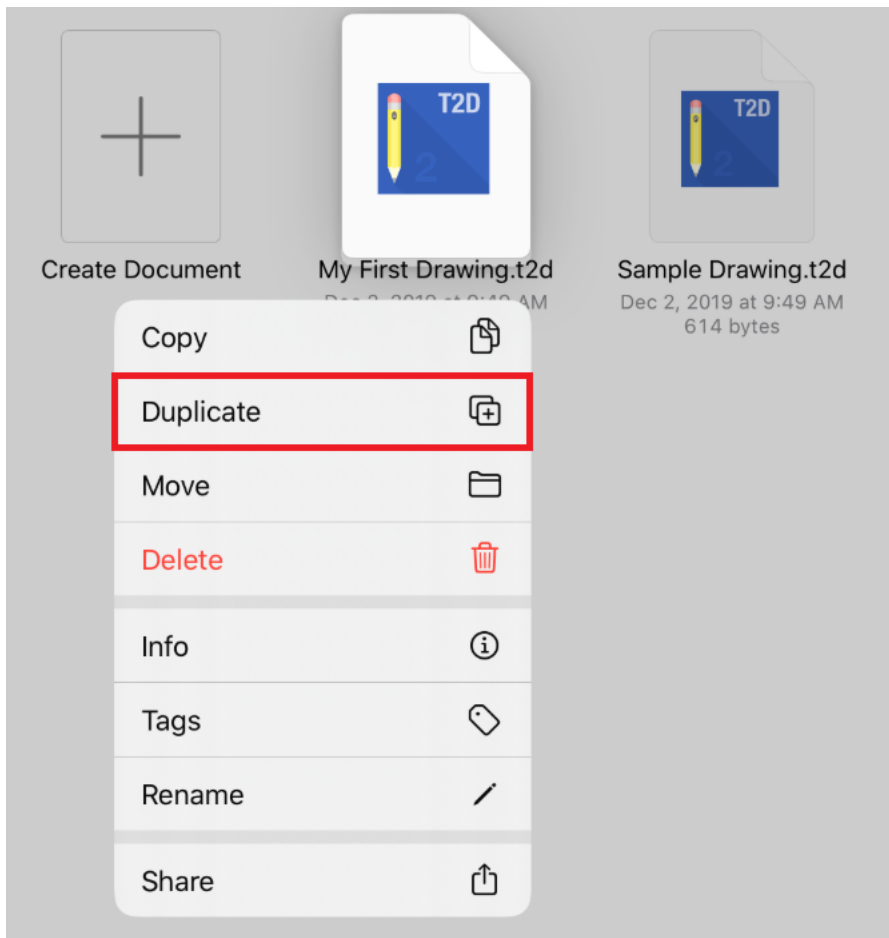


Step 4: A number will be placed at the end of the drawing document name to indicate that it is a duplicate.

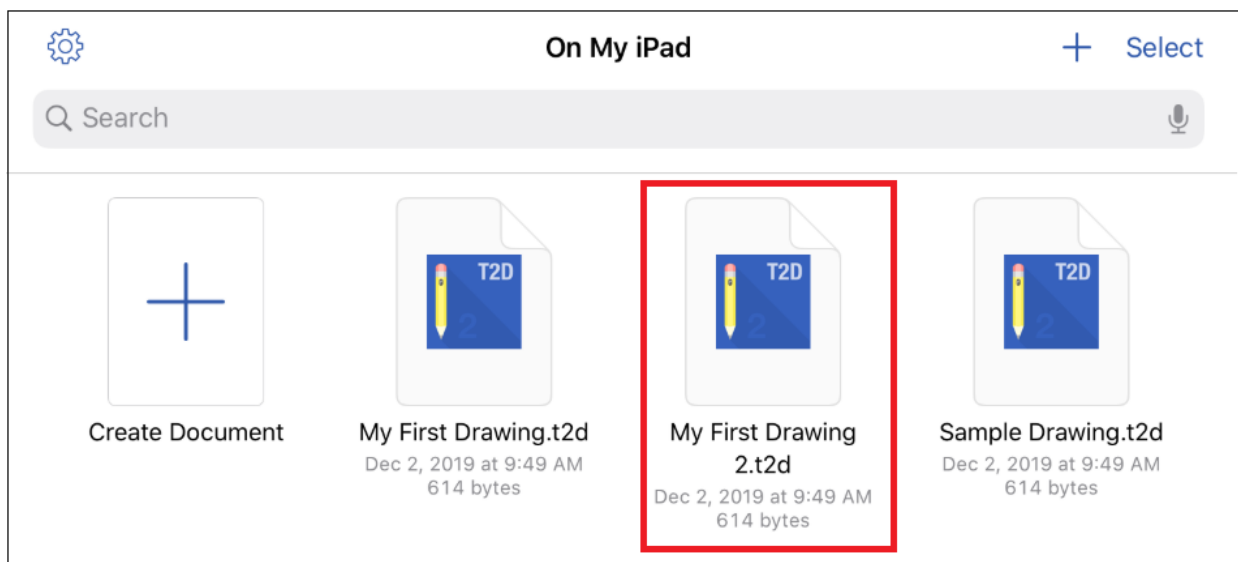


Method 2: This method can be used to quickly duplicate a single drawing document or folder in the current location.

Step 1: Perform an **extended press** on the drawing document within the [Document View](#). Then select the **Duplicate** option within the [Contextual Menu](#).



Step 2: A number will be placed at the end of the drawing document name to indicate that it is a duplicate.



Note: A duplicated document is saved in the same folder directory as the original, but can be [moved](#) to another location by choosing **Move or Copy** in the [Bottom Toolbar](#) when selected.

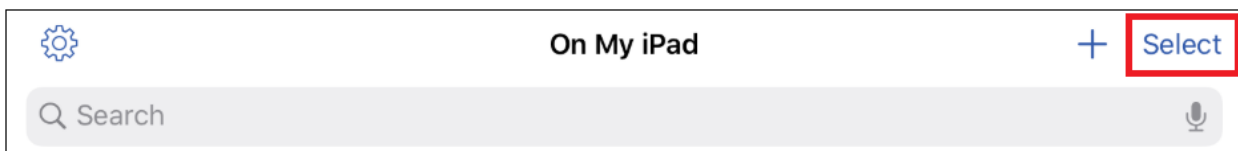
4.5.8. Deleting a Drawing Document (or Folder)

A drawing document (or folder) can be deleted from the local device storage, iCloud, or a third party cloud storage application through the [Document View](#) within the **Document Picker**.

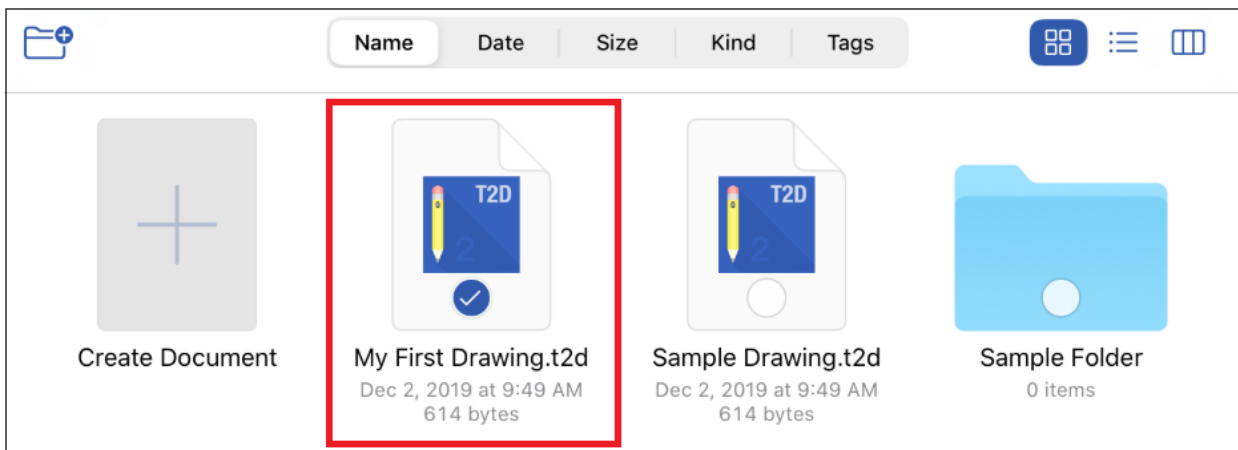
A drawing document (or folder) may be deleted in one of the following ways:

Method 1: This method may be used to delete one or more drawing documents or folders at a time.

Step 1: Press the **Select Button** in the [Top Toolbar](#).



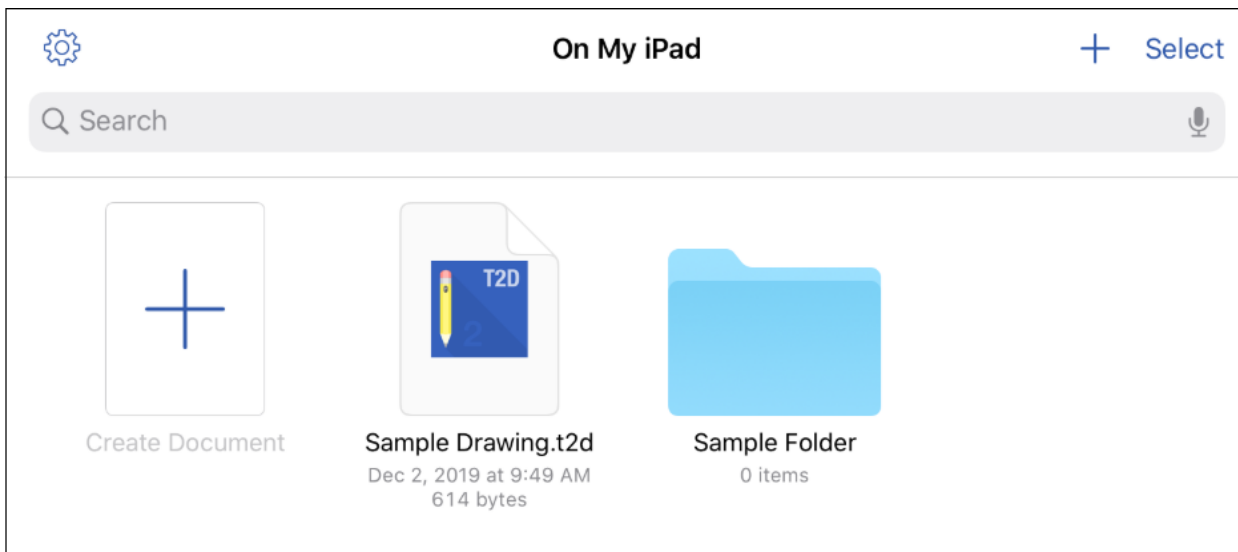
Step 2: Next, tap on the drawing document or folder to select it. Multiple items can be selected at one time using this method.



Step 3: Press the **Delete Button** within the [Bottom Toolbar](#).

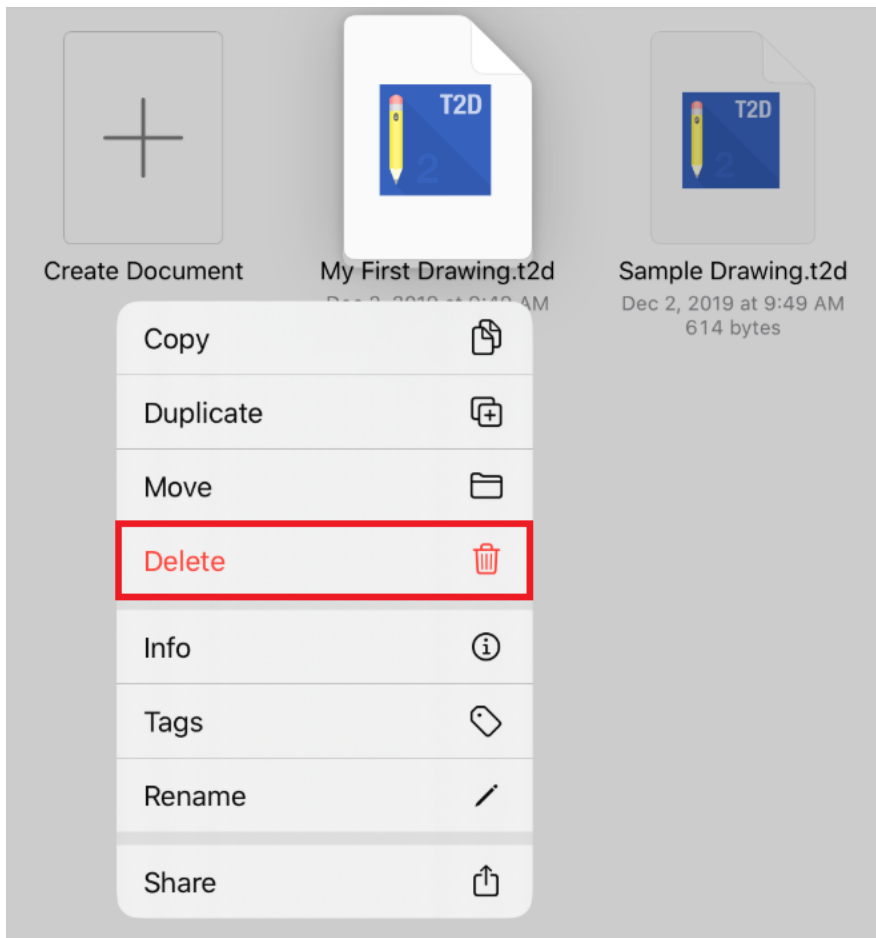


Step 4: The drawing document (or folder) will be removed from the selected location.

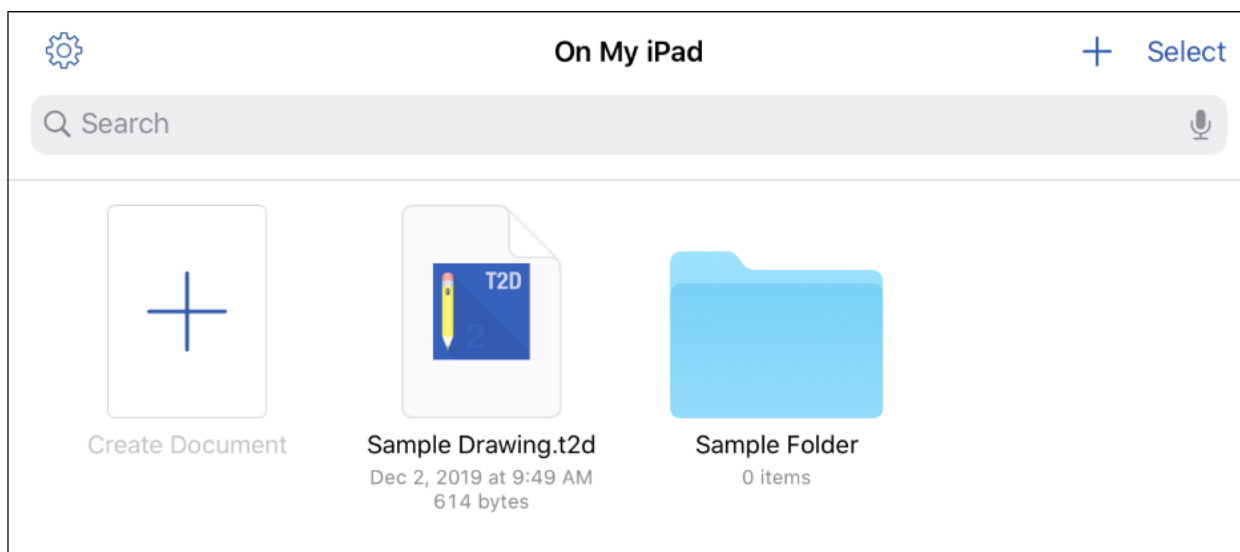


Method 2: This method can be used to quickly delete a single drawing document or folder.

Step 1: Perform an **extended press** on the drawing document (or folder) within the [Document View](#). Then select the **Delete** option within the [Contextual Menu](#).



Step 2: The drawing document (or folder) will be removed from the selected location.



4.5.9. Importing a Drawing Document (or Folder)

In addition to being able to open native TouchDraw 2 documents, TouchDraw 2 also has support for opening other file types. The list of supported file types are:

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

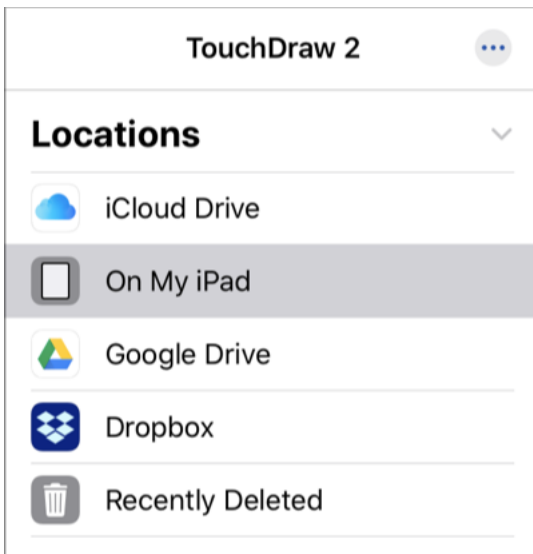
Note: When a drawing document is opened that is not in the native TouchDraw 2 format, it will automatically be converted and a TouchDraw 2 drawing document will be created from it.

Files may be accessed and imported into TouchDraw 2 using one of two methods:

- Directly within the TouchDraw 2 Application
- Import from 3rd Party Applications (Mail, Gmail, Dropbox, etc.).

TouchDraw 2 Application

Drawing documents can be opened directly from a parent directory outside of the local device storage and can be copied or moved from other parent directories to local storage.



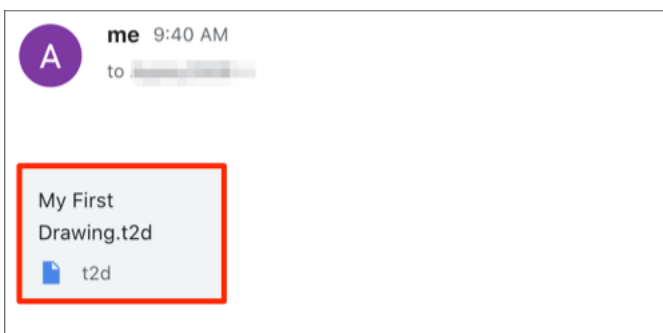
To learn more, please see the following pages:

- [Opening a Drawing Document](#)
- [Moving a Drawing Document \(Or Folder\)](#)
- [Copying a Drawing Document \(Or Folder\)](#)

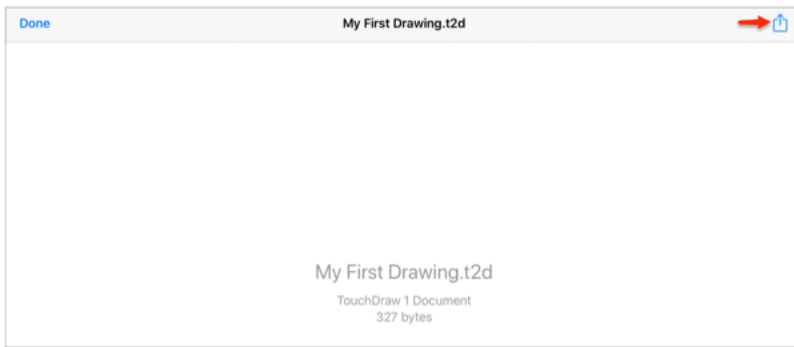
Import from 3rd Party Application

If a drawing in another application is accessible, use the built-in **Open in.../ Copy to TouchDraw 2** capability to send the drawing to TouchDraw 2 from the other application.

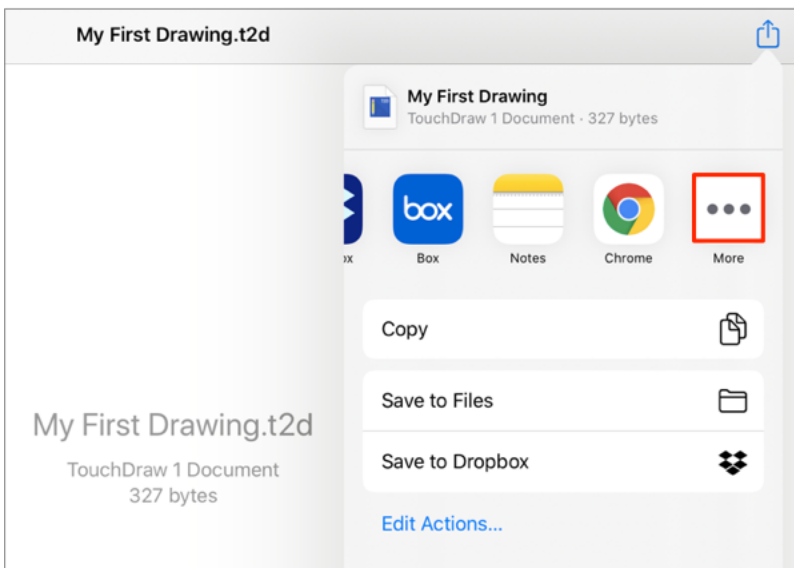
For example, if a TouchDraw 2 drawing is received via an email message, tap on the drawing document to open the preview pane and then press to view more options.



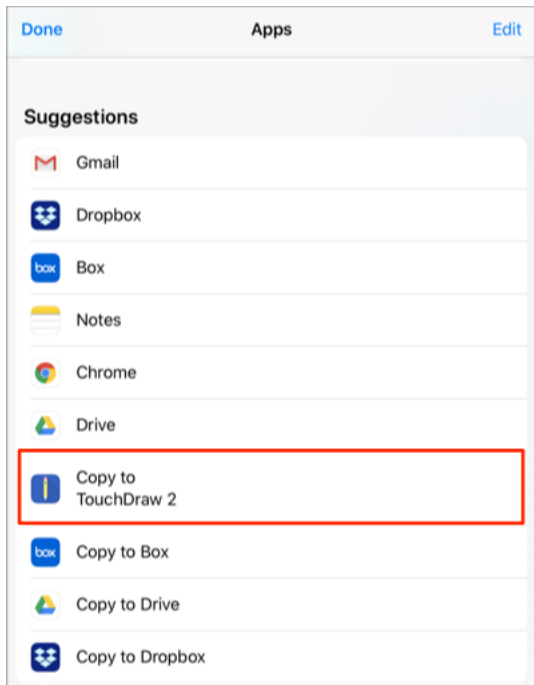
TouchDraw 2 for iOS



Touch and Drag to the right in the pop-up window. Then press on the **More (...)**Button.



Finally, tap on the **Copy to TouchDraw 2** option in the menu. The file will be converted to the TouchDraw 2 format and opened within the [Drawing Editor](#).



Note: The steps will vary per application when importing a drawing from a third party application.

4.5.10. Sharing a Drawing Document (Or Folder)

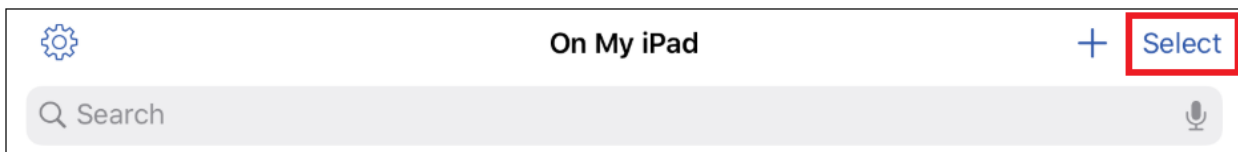
TouchDraw 2 supports several different methods of sharing (exporting) drawing documents or folders.

All sharing options are reachable by selecting a drawing document or folder within the [Document Picker](#).

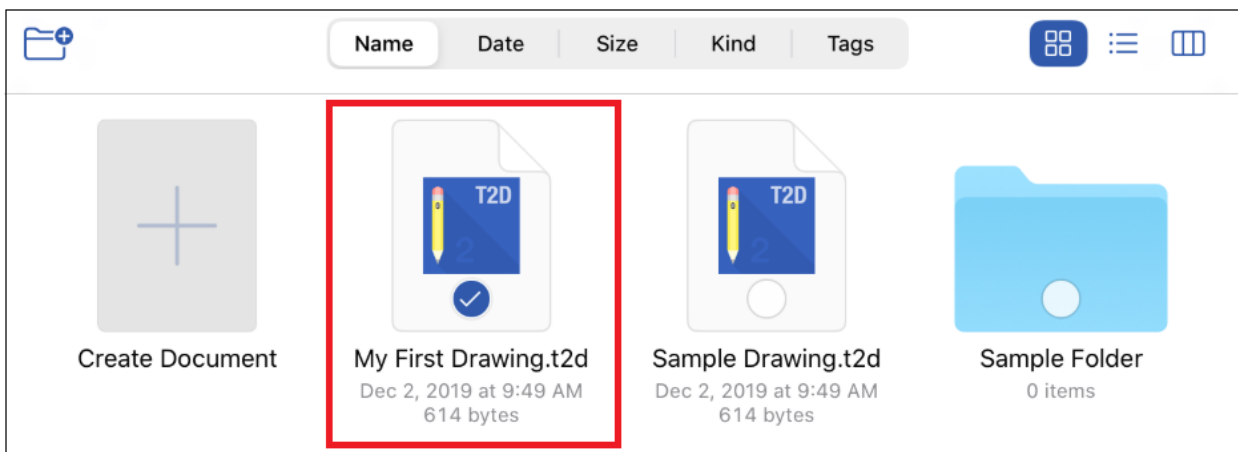
A drawing document or folder may be shared/exported in one of two ways:

Method 1: This method can be used to share/export one or more drawing documents or folders at one time.

Step 1: Press the **Select Button** in the [Top Toolbar](#).



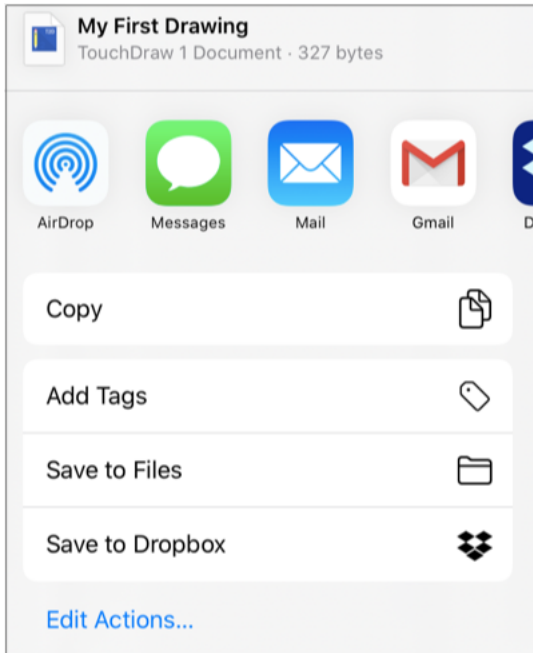
Step 2: Tap on a drawing document (or folder) to select it within the [Document View](#).



Step 3: Press the **Share Button** in the [Bottom Toolbar](#).



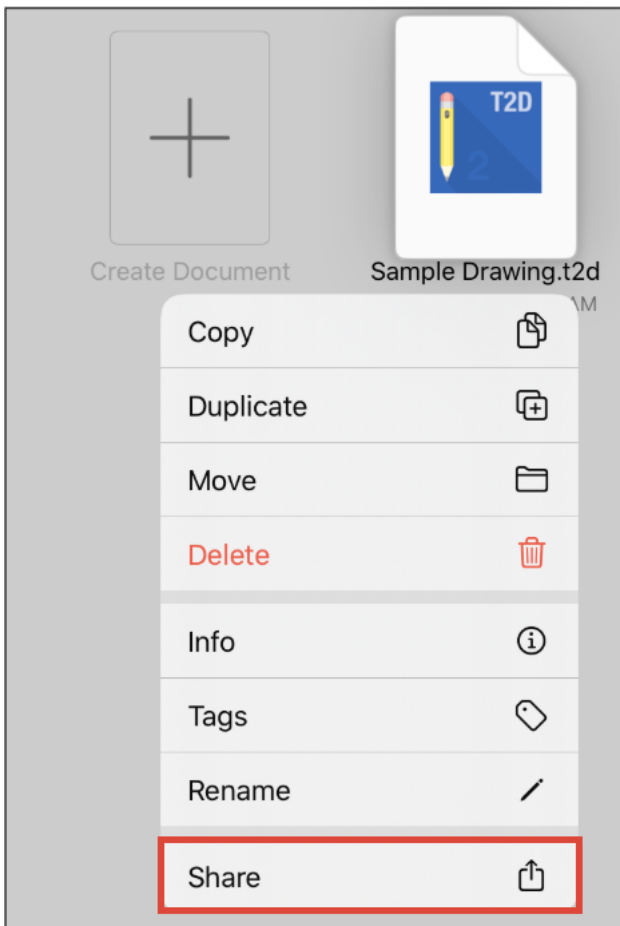
Step 4: Next, press on an option within the pop-up window. Drawing documents (or folders) can be shared via messages, mail, cloud storage services (Dropbox, Box, Google Drive, etc.), and using other options.



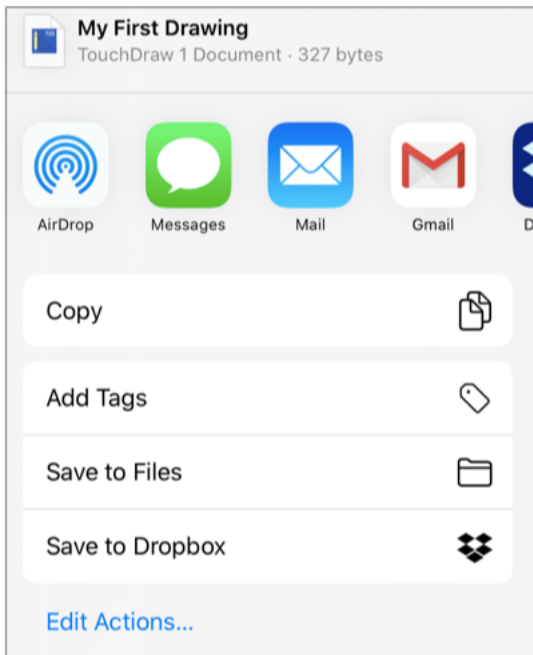
Note: Options shown here will depend on what has been installed and is available on your iOS device.

Method 2: This method can be used to quickly share a single drawing document or folder.

Step 1: Perform an **extended press** on the drawing document (or folder) within the [Document View](#). Then select the **Share** option within the [Contextual Menu](#).



Step 2: Next, press on an option within the pop-up window. Drawing documents (or folder) can be shared via messages, mail, cloud storage services (Dropbox, Box, Google Drive, etc.), and using other options.

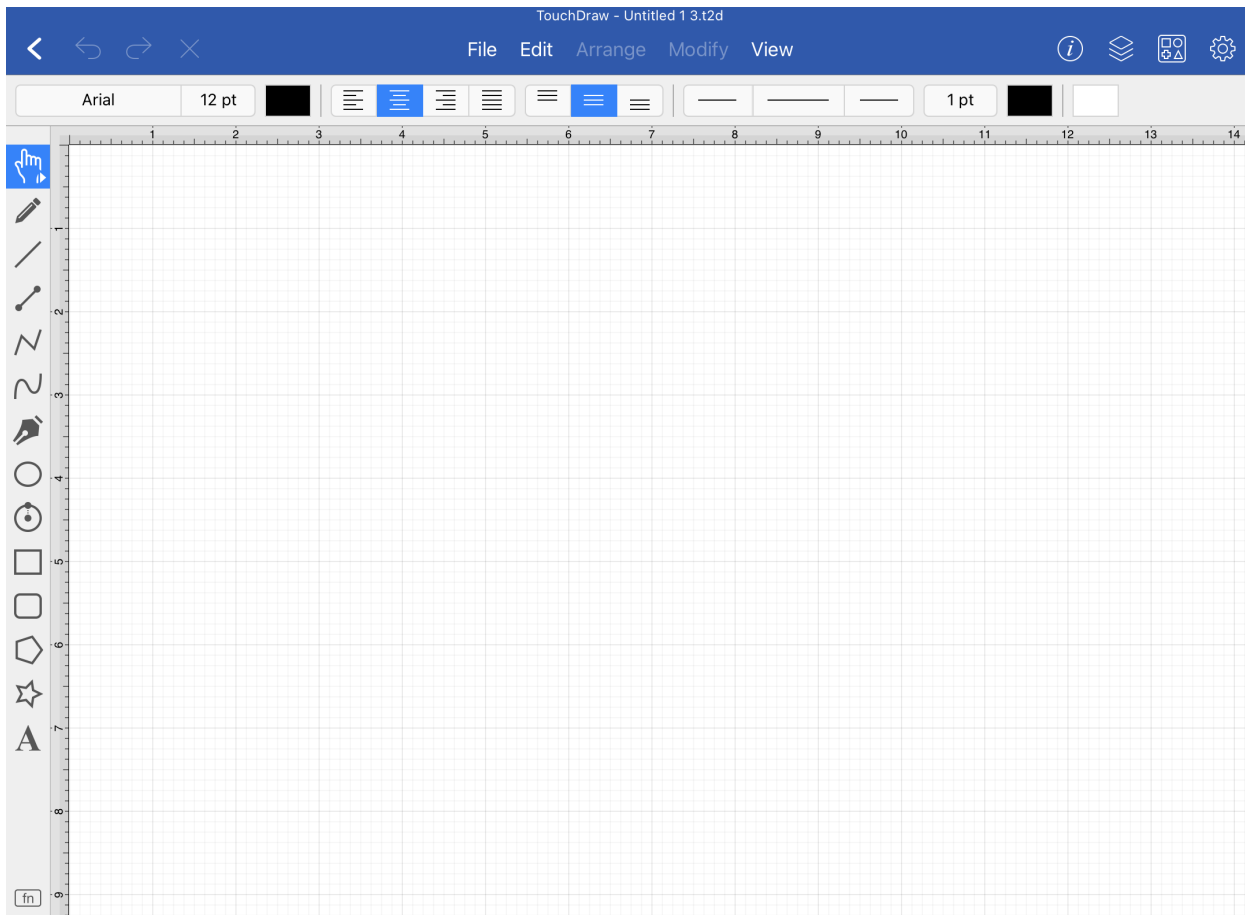


Note: Options shown here will depend on what has been installed and is available on your iOS device.

5. Drawing Editor

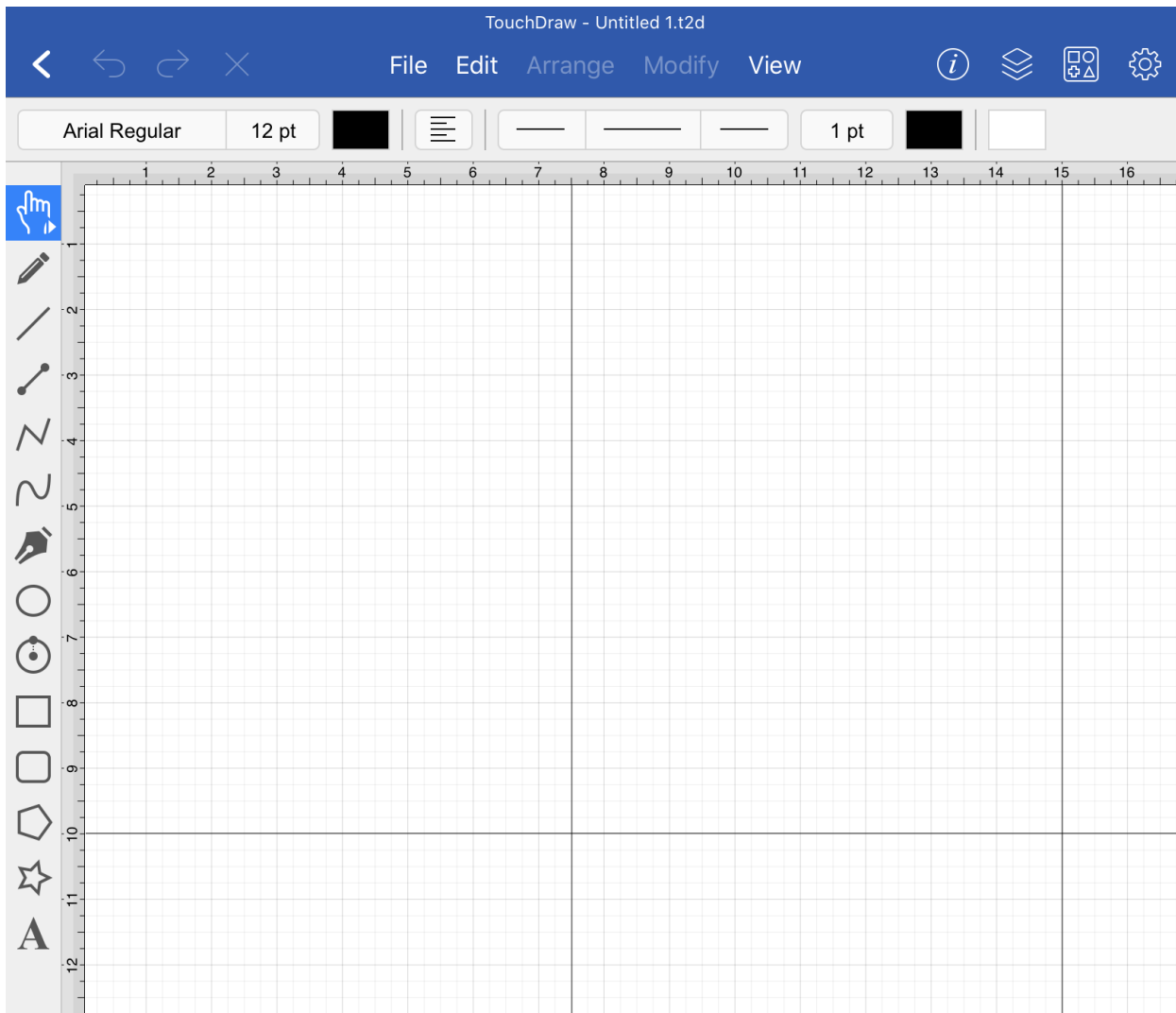
The options for **Editing Drawings** in TouchDraw 2 are designed to make working with figures, lines, paths, and handles easier.

The following pages explain how to create, manage, and edit figures within a drawing through the **Drawing Editor**.



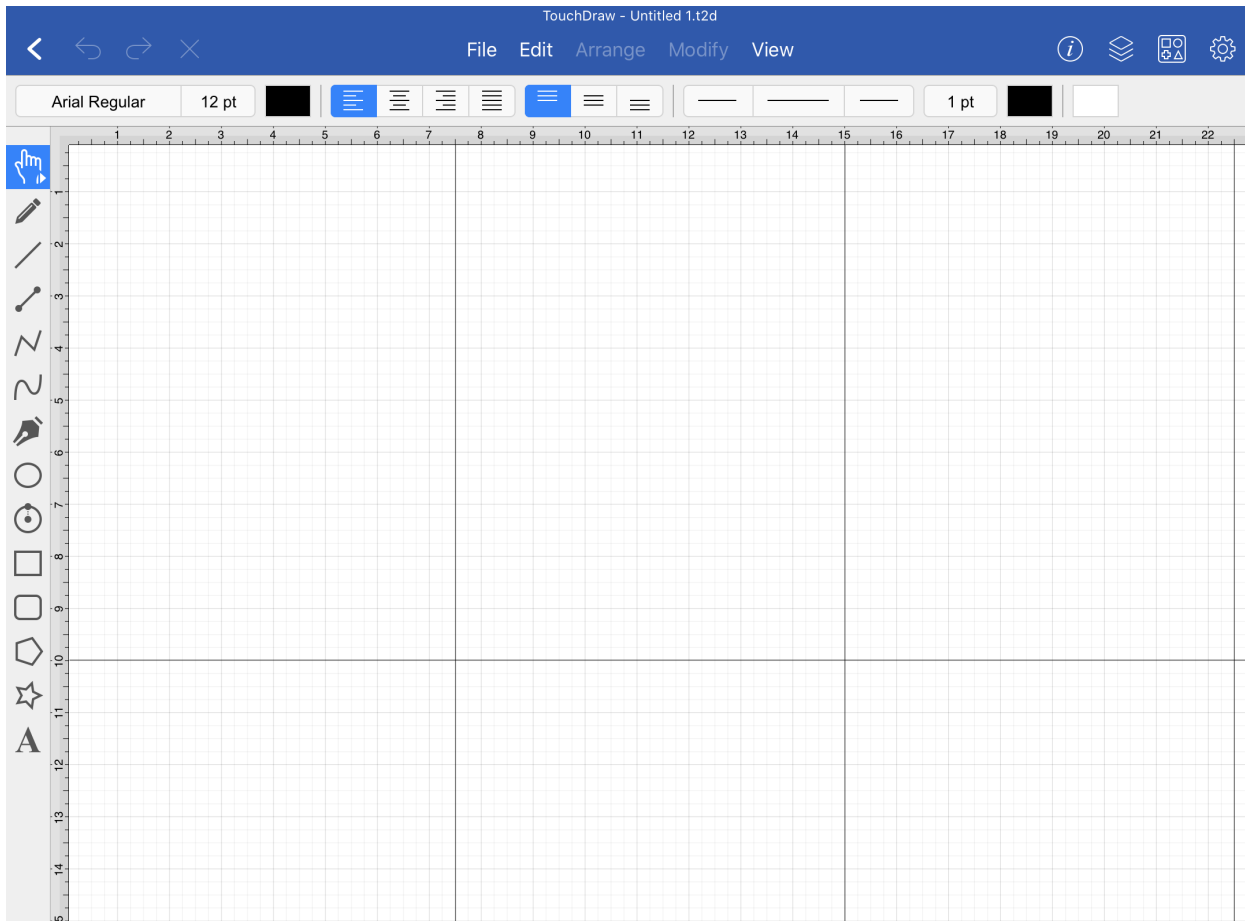
5.1. User Interface

The [Drawing Editor](#) will be displayed when a new drawing is created or an existing drawing is opened within TouchDraw 2.



The screen will may also be viewed in landscape mode and will appear as shown below:

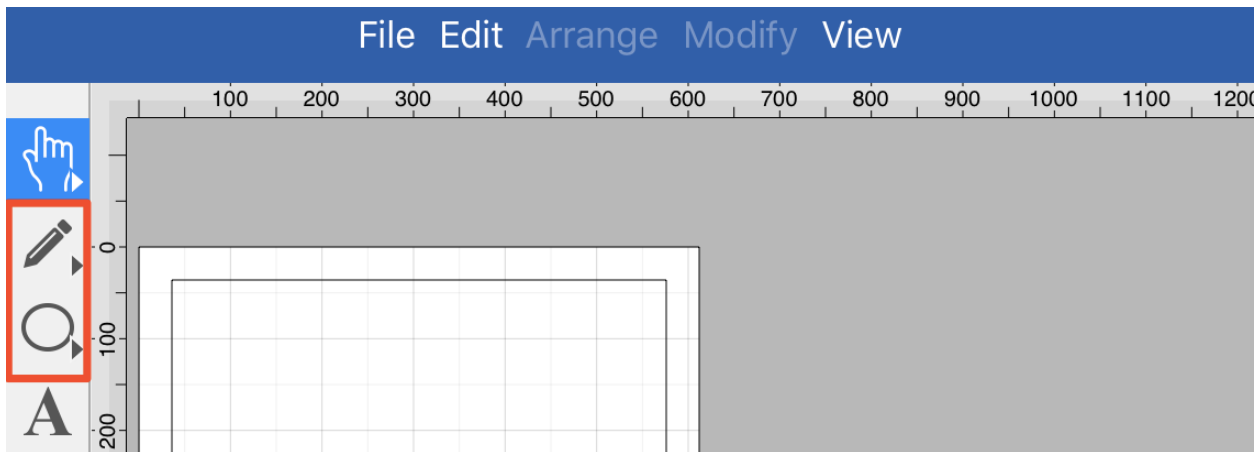
TouchDraw 2 for iOS



This screen functions as the user interface for creating and managing drawings in TouchDraw 2. The [Drawing Tools](#) are located on the left portion of the application window and the [Drawing Canvas](#) is located on the right. A [Toolbar](#) can be found on the top portion of the screen.

The [Drawing Toolbar](#) is designed to adjust based on the screen size of the device. When your iOS device has a smaller screen, some of the options will collapse into selectable menus within the toolbar.

The [Drawing Toolbar](#) will appear similar to what is shown below when the screen of an iOS device is a small phone, etc.



5.1.1. Menus

TouchDraw 2 contains 5 menus to access actions, options and settings related to the application, file management and drawing manipulation. Simply press on a menu and choose the desired option.

File Edit Arrange Modify View

Click or Tap on the corresponding Menu name to learn more about its options.

Menu Name	Description
File	The File menu contains file management options for saving drawings, inserting images, exporting drawings, and printing drawings.
Edit	The Edit menu contains common editing, duplication, and text manipulation choices.
Arrange	The Arrange menu contains options for grouping, locking, moving, aligning, and distributing objects within a drawing.
Modify	The Modify menu contains options for modifying shapes, lines, and paths within a drawing.
View	The View menu contains options for changing what is viewed in the main application window.

5.1.1.1. File Menu

Use the **File Menu** to access actions related to the file management such as inserting images into a drawing, exporting a drawing, or printing a drawing.

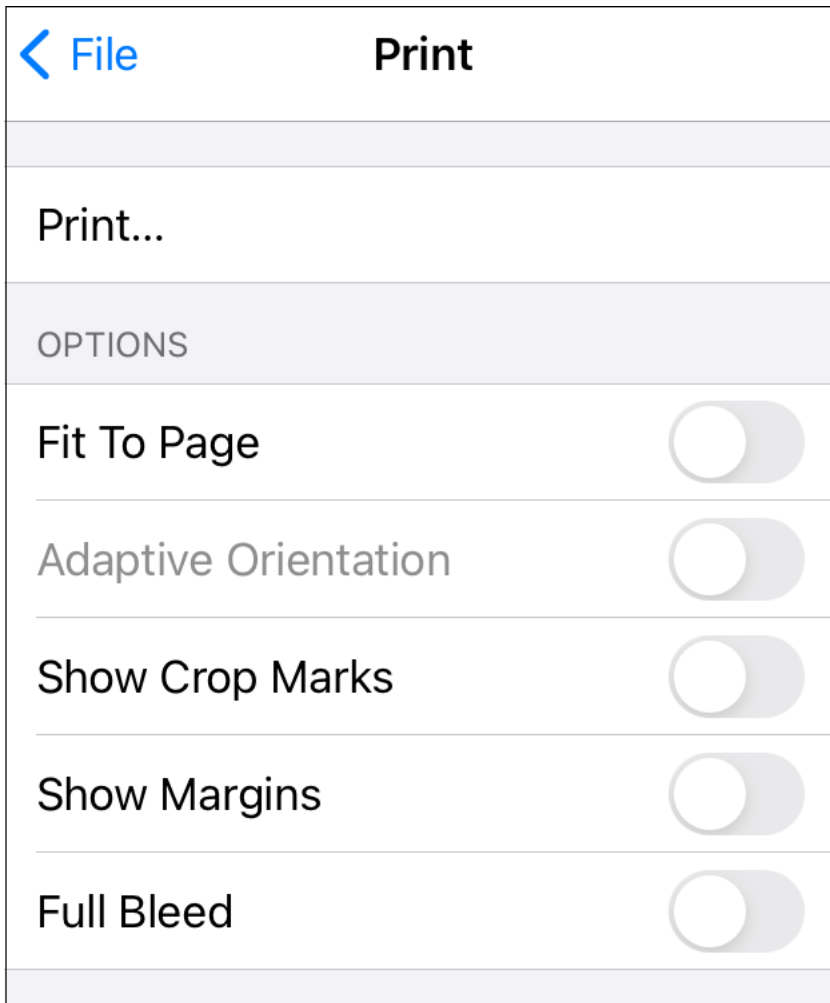
FILE
Save
Save As...
Rename
INSERT
Insert From Photos
Insert From Camera
Insert From...
SHARE
Export >
Print >

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

TouchDraw 2 for iOS

Menu Item	Description
	available if a change has been made to the drawing.
Save As...	The Save As... menu item saves the current drawing as a new drawing in a selected parent directory or folder within the chosen parent directory.
Insert from Photos	The Insert from Photos menu item can be used to import an image stored in photos.
Insert from Camera	The Insert from Camera menu item can be used to import an image from the camera.
Insert From...	The Insert From... menu item can be used to import images stored in iCloud into the current drawing.
Export	The ExportSubmenu can be used to access options for exporting a drawing from TouchDraw 2.
Print	The PrintSubmenu menu be used to print single or multiple pages of a drawing straight to a computer or to save a drawing as a PDF.

The **Print Submenu** can be used to print single or multiple pages of a drawing straight to a computer or to save a drawing as a PDF.



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

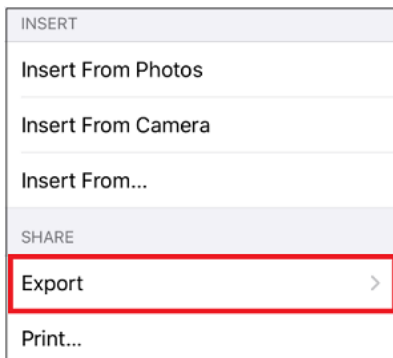
Menu Item	Description
Print...	The Print... option can be used to print single or multiple pages of a drawing straight to a computer or to save a drawing as a PDF.
Fit to Page	The Fit to Page option can be used to scale down a drawing spanning multiple pages into one singular page.
Adaptive Orientation	The Adaptive Orientation option controls which page orientation will be used when the <i>Fit to Page</i> option is enabled. If the option is off, the page orientation will match the orientation selected for the drawing. If the option is on, the orientation will adapt

Menu Item	Description
	to best fill the specified paper size.
Show Crop Marks	The Show Crop Marks option will display the crop marks within the printed drawing when enabled.
Show Margins	The Show Margins option will display the margins within the printed drawing when enabled.
Full Bleed	The Full Bleed option can be used to ensure the printed drawing is Full Bleed rather than cropped at the margins.

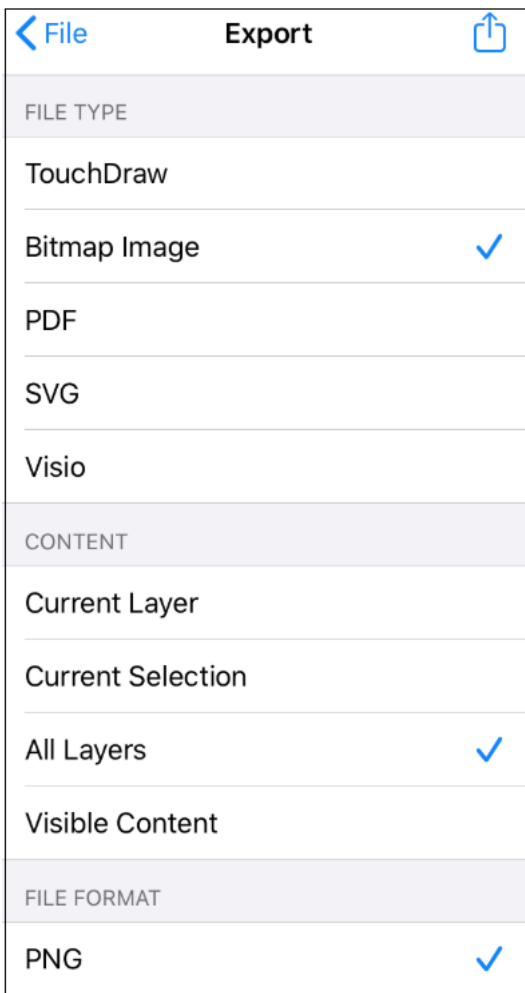
5.1.1.1.1. Export Submenu

The **Export Submenu** provides options exporting a TouchDraw 2 drawing from the [Drawing Editor](#).

To access this menu, press on the [File Menu](#) and then press on the **Export Submenu**.



The **Export Submenu** will appear as shown below:

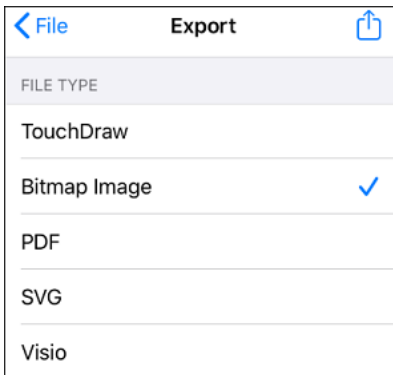


Note: Options displayed within this submenu will vary depending on what file type has been chosen.

Export File Types

TouchDraw 2 drawings may be exported as six different file types. When using the **Export Submenu**, tap on a file type to make a selection.

The selected file type will have a checkmark and all options for the currently selected type will be displayed.

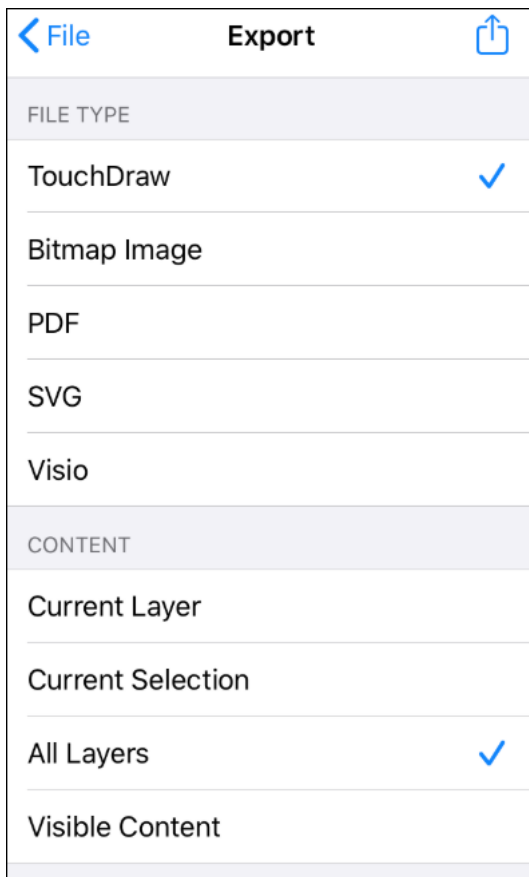


Click or Tap on a drawing export option to learn more about its features.

Option Name	Description
TouchDraw	Export a drawing in the TouchDraw 2 (Native) file type.
Bitmap Image	Export a drawing as a Bitmap Image (BMP) file type.
PDF	Export a drawing as a Portable Document Format (PDF) file type.
SVG	Export a drawing as a Scalable Vector Graphics (SVG) file type
Visio	Export a drawing as a Visio (VSD) file type.

5.1.1.1.1. TouchDraw

A drawing may be exported in the native TouchDraw format by selecting the **TouchDraw** option within the [Export Submenu](#).

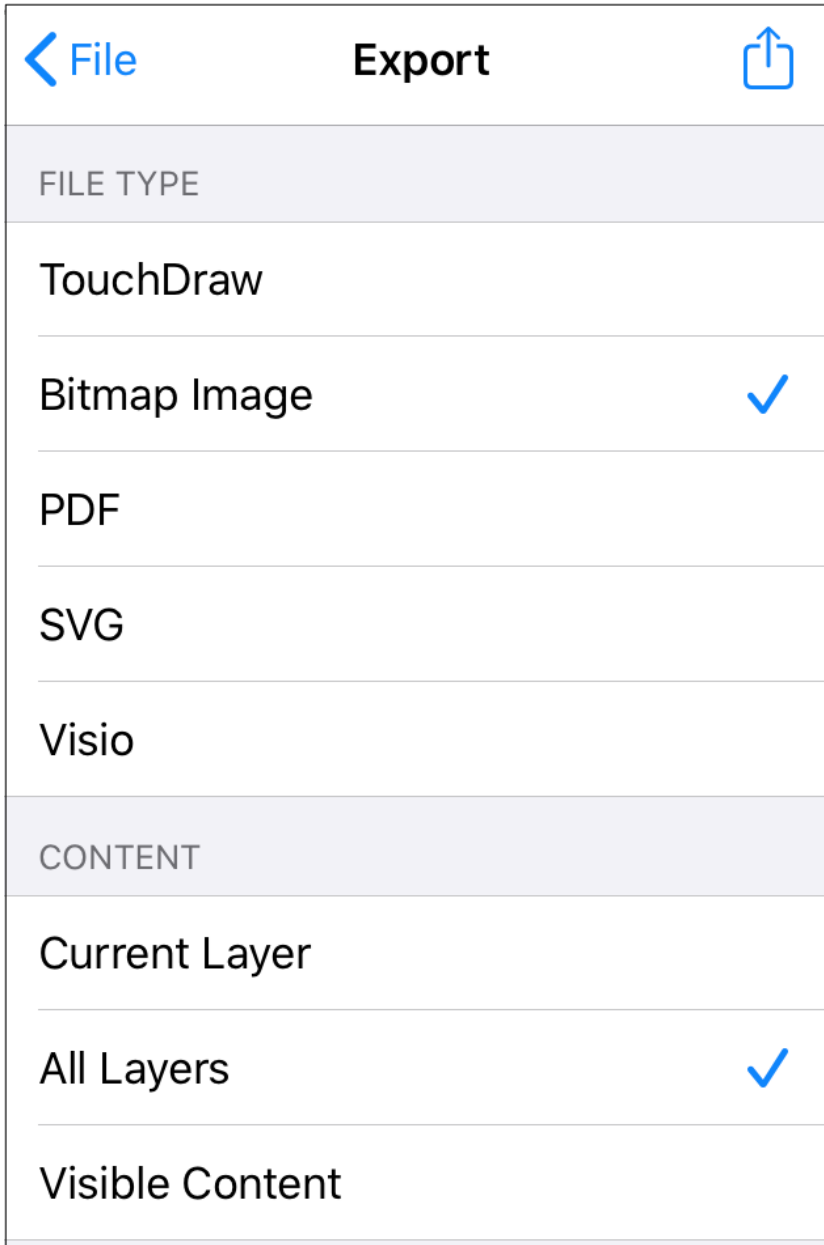








Click or Tap on an export option to learn more about its features.

Option Name	Description
Current Layer	The Current Layer option exports the currently selected layer within the TouchDraw 2 Drawing.
Current Selection	The Current Selection option exports the current selection within the TouchDraw 2 Drawing.
All Layers	The All Layers option exports all layers within the TouchDraw 2 drawing.
Visible Content	The Visible Content option exports what is currently visible within the TouchDraw 2 drawing.

5.1.1.1.1.2. Bitmap Image

A drawing may be exported as a Bitmap Image by selecting the **Bitmap Image** option within the [Export Submenu](#).



FILE FORMAT		
PNG		
JPEG		
IMAGE SIZE		
Width	<div> <div>—</div> <div>397</div> <div>+</div> </div>	
Height	<div> <div>—</div> <div>182</div> <div>+</div> </div>	
Constrain Proportions		
Scale	<div> <div>—</div> <div>100%</div> <div>+</div> </div>	
OPTIONS		
Transparent Background		
Half Pixel Shift		
Include Grid		
Include Margin		

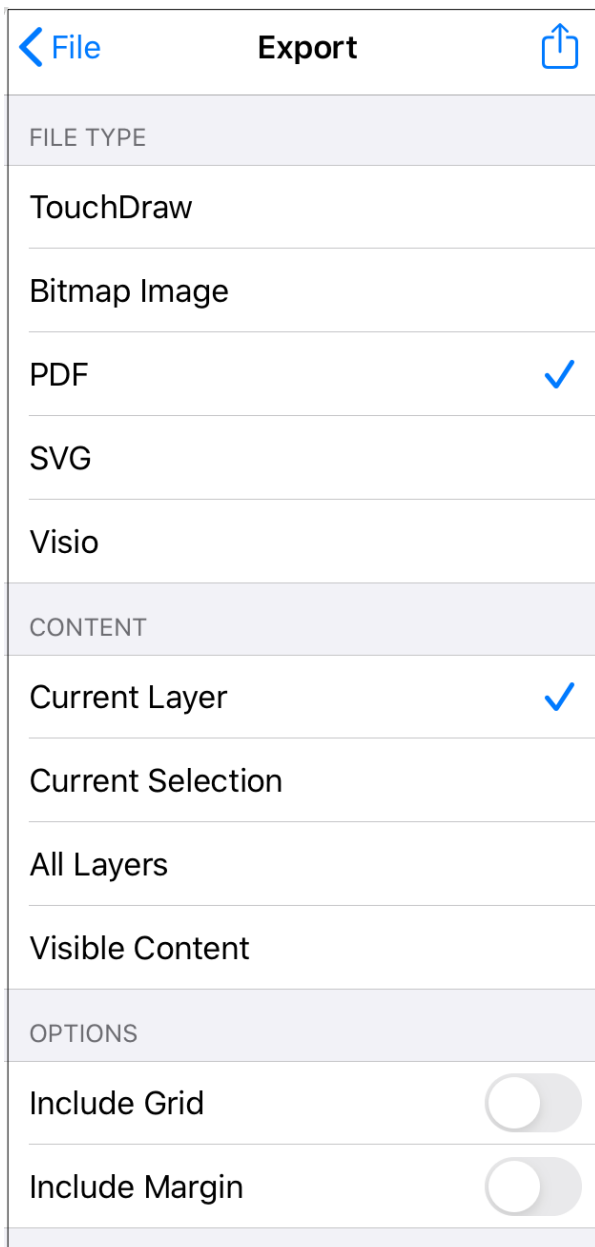
Click or Tap on an export option to learn more about its features.

Option Name	Description
Current Selection	The Current Selection option exports the current selection within the TouchDraw 2 Drawing.
Current Layer	The Current Layer option exports the currently selected layer within the TouchDraw 2 Drawing.

Option Name	Description
Current Selection	The Current Selection option exports the current selection within the TouchDraw 2 Drawing.
All Layers	The All Layers option exports all layers within the TouchDraw 2 drawing.
Visible Content	The Visible Content option exports what is currently visible within the TouchDraw 2 drawing.
PNG	The PNG option exports the Bitmap Image file in the Portable Network Graphics (PNG) format.
JPEG	The JPEG option exports the Bitmap Image file in the JPEG format.
Width	The Width option may be used to manually alter the width of the image size.
Height	The Height option may be used to manually alter the height of the image size.
Constrain Proportions	The Constrain Proportions option may be used to ensure the proportions of the exported drawing remain the same. For example, if the original drawing is 100 width by 50 height and the width configuration option is changed to 200, then the height will be adjusted to 100. It will be scaled by the same proportions in both directions. If this option is disabled, then the file can be exported with less standard sizing such as 400w x 25h.
Scale	The Scale option sets the dimension of the exported image to a specific percentage relative to the drawings actual size.
Transparent Background	The Transparent Background option makes the background transparent to only show the images to be exported.
Half Pixel Shift	The Half Pixel Shift option shifts pixels half a pixel-width toward the right.

5.1.1.1.1.3. PDF

A drawing may be exported as a PDF file by selecting the **PDF** option within the [Export Submenu](#).



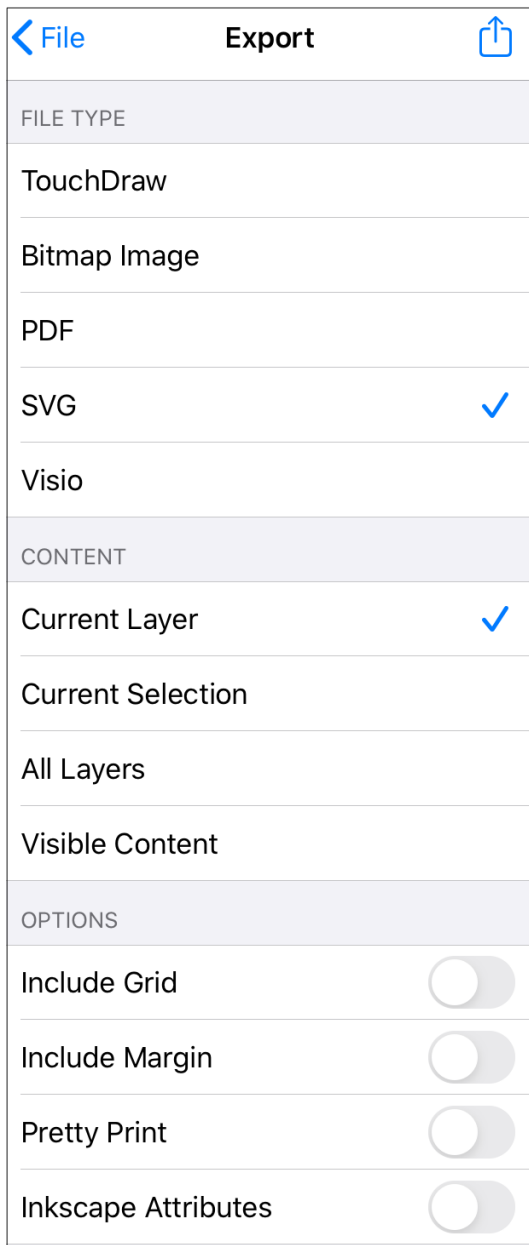
Click or Tap on an export option to learn more about its features.

Option Name	Description
Current Layer	The Current Layer option exports the currently selected layer within the TouchDraw 2 Drawing.
Current Selection	The Current Selection option exports the current selection within the TouchDraw 2 Drawing.

Option Name	Description
All Layers	The All Layers option exports all layers within the TouchDraw 2 drawing.
Visible Content	The Visible Content option exports what is currently visible within the TouchDraw 2 drawing.
Include Grid	The Include Grid option tells TouchDraw 2 to include (or not include) the grid in the generated file.
Include Margin	The Include Margin option tells TouchDraw 2 to include (or not include) margins in the generated file.

5.1.1.1.1.4. SVG

A drawing may be exported as a SVG file by selecting the **SVG** option within the [Export Submenu](#).



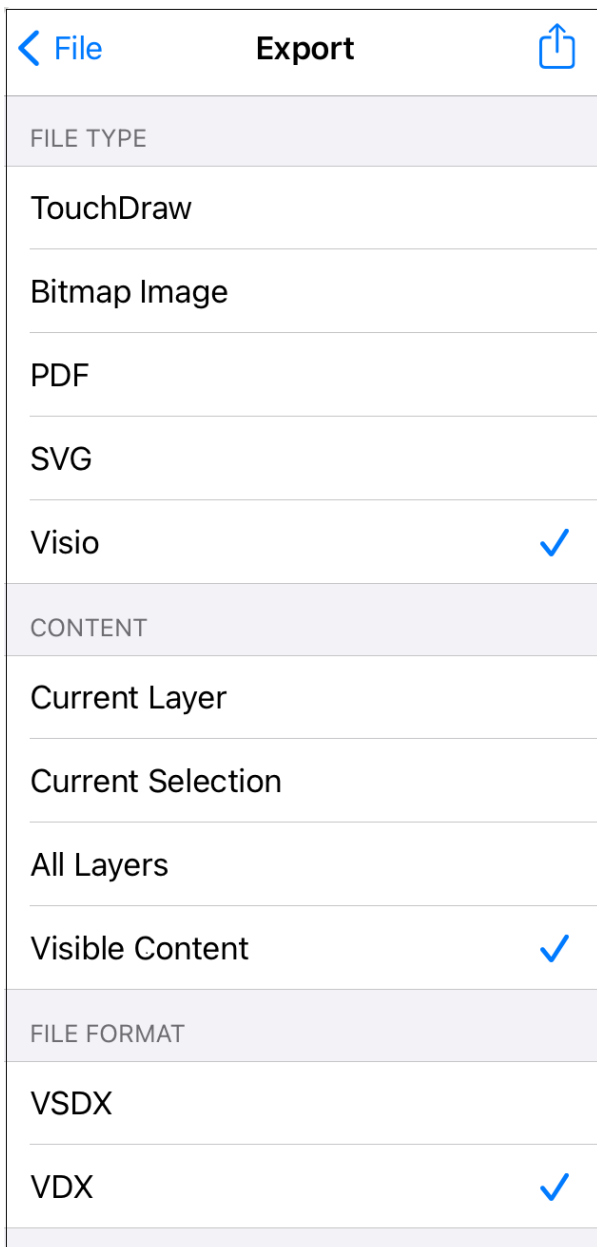
Click or Tap on an export option to learn more about its features.

Option Name	Description
Current Layer	The Current Layer option exports the currently selected layer within the TouchDraw 2 Drawing.
Current Selection	The Current Selection option exports the current selection within the TouchDraw 2 Drawing.

Option Name	Description
All Layers	The All Layers option exports all layers within the TouchDraw 2 drawing.
Visible Content	The Visible Content option exports what is currently visible within the TouchDraw 2 drawing.
Include Grid	The Include Grid option tells TouchDraw 2 to include (or not include) the grid in the generated file.
Include Margin	The Include Margin option tells TouchDraw 2 to include (or not include) margins in the generated file.
Pretty Print	The Pretty Print option formats the exported SVG into a form that is human readable. Rather than one big line, it uses spaces, returns, and tabs to make the structure understandable.
Inkscape Attributes	The Inkscape Attributes option informs TouchDraw 2 to include Inkscape specific attributes when exporting a drawing as an SVG File.

5.1.1.1.1.5. Visio

A drawing may be exported as a Visio file by selecting the **Visio** option within the [Export Submenu](#).



Click or Tap on an export option to learn more about its features.

Option Name	Description
Current Layer	The Current Layer option exports the currently selected layer within the TouchDraw 2 Drawing.
Current Selection	The Current Selection option exports the current selection within the TouchDraw 2 Drawing.

TouchDraw 2 for iOS

Option Name	Description
All Layers	The All Layers option exports all layers within the TouchDraw 2 drawing.
Visible Content	The Visible Content option exports what is currently visible within the TouchDraw 2 drawing.
VSDX	The VSDX option can be used to select the VSDX file format for the exported TouchDraw 2 drawing.
VDX	The VDX option can be used to select the VDX file format for the exported TouchDraw 2 drawing.

5.1.1.2. Edit Menu

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

UNDO
Undo
Redo
CLIPBOARD
Cut
Copy
Paste
Paste Special >
Duplicate
Duplicate In Place
Delete
SELECTION
Select All
Deselect All
Invert Selection

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

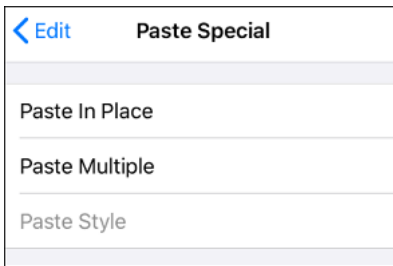
Undo	The Undo menu item removes drawing changes in the order they were applied
----------------------	--

Menu Item	Description
	starting with the most recent.
Redo	The Redo menu item reapplies drawing changes in the order they were removed starting with the most recent.
Cut	The Cut menu item removes the currently selected item from the active drawing and places it in the clipboard.
Copy	The Copy menu item places a copy of the currently selected item into the clipboard.
Paste	The Paste menu item adds the most current item residing in the clipboard to the active drawing.
Paste Special	The Paste Special submenu contains special options related to pasting the contents of the clipboard into the active drawing.
Duplicate	The Duplicate menu item creates a copy of a selected item in the active drawing.
Duplicate in Place	The Duplicate in Place menu item creates a copy of a selected item and places it in the same location as the original.
Delete	The Delete menu item permanently removes an item from the active drawing.
Select All	The Select All menu item selects all items residing in the currently active drawing.
Deselect All	The Deselect All option deselects all currently selected figures within the active drawing.
Invert Selection	The Invert Selection option deselects currently selected figures within the active drawing and selects all figures that were previously not chosen.

5.1.1.2.1. Paste Special Submenu

The **Paste Special... Submenu** contains options for pasting the most current clipboard item into the active drawing.

It is accessed by either touching and pressing on the [Drawing Canvas](#) for ~1 second or by pressing on the **Paste Special Submenu** within the [Edit Menu](#) in the toolbar.



Note: This menu choice only appears if a figure has been cut or copied and currently resides in the clipboard.

Click or Tap on the corresponding **Paste Submenu** item name to learn more about what the option does.

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

5.1.1.3. Arrange Menu

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

GROUPING
Group
Ungroup
LOCKING
Lock
Unlock
ORDER
Bring to Front
Bring Forward
Send Backward
Send to Back
ALIGNMENT
Align to Grid
Align Top
Align Vertical Center
Align Bottom
Align Left

Bring Forward
Send Backward
Send to Back
ALIGNMENT
Align to Grid
Align Top
Align Vertical Center
Align Bottom
Align Left
Align Horizontal Center
Align Right
DISTRIBUTE
Distribute Horizontally
Distribute Vertically
Pack Horizontally
Pack Vertically

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

Menu Item	Description
Group	The Group menu item allows currently selected shapes on the Drawing Canvas to be manipulated and treated as a single figure. This menu item is enabled when two or more groupable figures are selected in the Drawing Canvas . Shapes residing on the Drawing Canvas can be manipulated.

TouchDraw 2 for iOS

Menu Item	Description
Ungroup	The Ungroup menu item removes the grouping attribute for selected shapes to allow for individual manipulation. This menu item is enabled when one or more grouped figures are selected in the Drawing Canvas.
Lock	The Lock menu item prevents a selected figure(s) or group of figures from being moved or resized. This menu item is enabled when one or more unlocked (and lockable) figures are selected in the Drawing Canvas.
Unlock	The Unlock menu item removes a previously instated lock on a figure(s) or group of figures to allow for moving and resizing. This menu item is enabled when one or more locked figures are selected in the Drawing Canvas.
Bring to Front	The Bring to Front menu item moves a currently selected figure(s) to the front of all figures residing in the same layer. This menu item is enabled when one or more figures are selected in the Drawing Canvas.
Bring Forward	The Bring Forward menu item moves a currently selected figure(s) one step closer to the top of the stack within the layer they reside in. This menu item is enabled when one or more figures are selected in the Drawing Canvas.
Send Backward	The Send Backward menu item moves a currently selected figure(s) one step closer to the bottom of a stack within their residing layer. This menu item is enabled when one or more figures are selected in the Drawing Canvas.
Send to Back	The Send to Back menu item moves a currently selected figure(s) behind all other figures residing within the same layer. This menu item is enabled when one or more figures are selected in the Drawing Canvas.
Align to Grid	The Align To Grid option aligns figures with the grid. This menu item is enabled when two or more unlocked figures are selected in the Drawing Canvas.
Align Top	The Align Top option moves all currently selected figures to match the top (Y position) of the first selected figure. This menu item is enabled when two or more unlocked figures are selected in the Drawing Canvas.
Align Vertical Center	The Align Vertical Center option moves all currently selected figures to match the vertical center (Y position + 1/2 of the height of all figures) of the first selected figure. This menu item is enabled when two or more unlocked figures are selected in the Drawing Canvas.

TouchDraw 2 for iOS

Menu Item	Description
Align Bottom	The Align Bottom option moves all currently selected figures to match the the bottom (Y position + Height) of the first selected figure. This menu item is enabled when two or more unlocked figures are selected in the Drawing Canvas.
Align Left	The Align Left option moves all currently selected figures to match the left (X position) of the first selected figure. This menu item is enabled when two or more unlocked figures are selected in the Drawing Canvas.
Align Horizontal Center	The Align Horizontal Center option moves all currently selected figures to match the horizontal center (X position + 1/2 of the width) of the first selected figure. This menu item is enabled when two or more unlocked figures are selected in the Drawing Canvas.
Align Right	The Align Right option moves all currently selected figures to match the right (X position + Width) of the first selected figure. This menu item is enabled when two or more unlocked figures are selected in the Drawing Canvas.
Distribute Horizontally	The Distribute Horizontally option adjusts the positioning of selected figures to create an even amount of horizontal space between each figure. This menu item is enabled when three or more unlocked figures are selected in the Drawing Canvas.
Distribute Vertically	The Distribute Vertically option adjusts the positioning of selected figures to create an even amount of vertical space between each figure. This menu item is enabled when three or more unlocked figures are selected in the Drawing Canvas.
Pack Horizontally	The Pack Horizontally menu item takes a set of selected shapes and "packs" them into the smallest space possible horizontally.
Pack Vertically	The Pack Vertically menu item takes a set of selected shapes and "packs" them into the smallest space possible vertically.

5.1.1.4. Modify Menu

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

TRANSFORM	
Dimensions	>
Flip	>
Resize	>
Rotate	>
Move By...	
Scale By...	
Scale Attached...	
PATHS	
Open Path	
Close Path	
Split All Segments	

Join Lines/Paths
Trim Lines/Paths
Reverse Lines/Paths
Switch Arc Direction
Make Compound Path
Split Compound Path
SHAPE OPERATIONS
Add Shapes
Subtract Shapes
Intersect Shapes
Exclude Shapes

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

Menu Item	Description
Dimensions	The Dimensions Submenu contains options for changing the arrow locations on dimension lines within a drawing.
Flip	The Flip submenu contains options to flip the selected figures within a drawing.
Resize	The Resize submenu can be used to resize selected figures based on the largest or smallest size, width, or height.
Rotate	The Rotate submenu contains options to rotate the selected figures within a drawing.
Move By...	The Move By option changes the location of a figure based on input coordinates.
Scale By...	The Scale By option alters figure size based on input coordinates to create a smaller

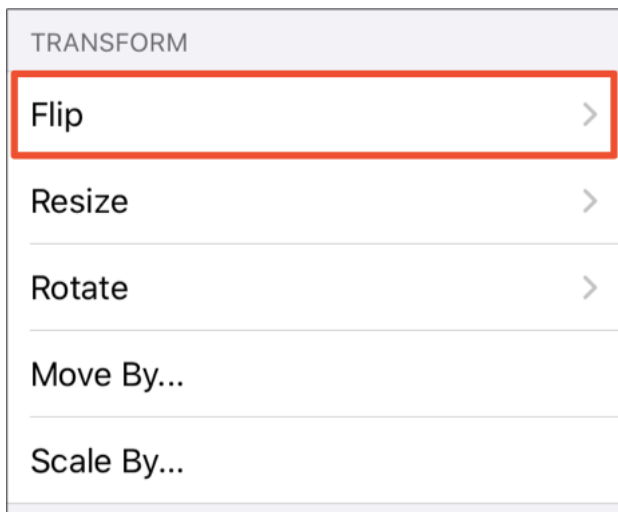
TouchDraw 2 for iOS

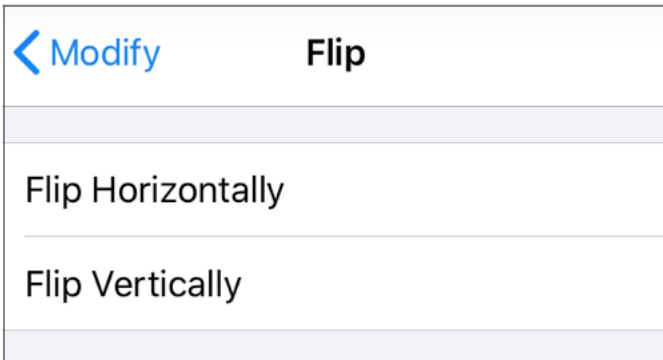
Menu Item	Description
	or larger figure spanning over a specific area.
Scale Attached...	The Scale Attached... option can be used to scale an image, such as a floor plan, to match the grid and trace or perform other actions within the drawing "at scale".
Open Path	The Open Path menu item is enabled when one or more closed paths are selected. This option removes a line segment or simply separates the last end/start points into two separate handles to transform a closed path into an open path.
Close Path	The Close Path menu item is enabled when one or more open paths are selected. This option adds a line segment between the last end point and the start point of a selected path or connects the start and end points of a curve segment to create a closed path.
Split All Segments	The Split All Segments menu item is enabled when one or more paths are selected. This option splits a selected path into segments at each end point handle to create multiple individual path figures.
Join Lines/Paths	The Join Lines/Paths menu item is enabled when two or more lines and/or open paths are selected. This option joins the end point handles of segments to create a single path figure.
Trim Lines/Paths	The Trim Lines/Paths menu item is enabled when two or more shapes are selected and at least one of those shapes is a line or open path. This option trims the ends of intersecting lines, paths, or connections when the intersection is near the end of the line/path.
Reverse Lines/Paths	The Reverse Lines/Paths menu item flips or reverses the direction of the decorations (arrowhead, diamond, square, etc.) within selected lines and/or paths.
Make Compound Path	The Make Compound Path menu item is enabled when two or more paths are selected. This option combines two or more selected paths into one compound path to provide attribute sharing capabilities.
Split Compound Path	The Split Compound Path menu item is enabled when one ore more compound paths are selected. This option separates a compound path into individual paths.
Add Shapes	The Add Shapes menu item is enabled when two shapes and/or closed paths are selected. This option combines two selected shapes into one figure.
Subtract Shapes	The Subtract Shapes menu item is enabled when two shapes and/or closed paths are selected. This option removes the intersecting portions of the second selected shape

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

5.1.1.4.1. Flip Submenu

The **Flip Submenu** can be used to flip a [selected](#) figure(s) within a drawing. To access these options, press on the [Modify Menu](#) and then press on **Flip**.





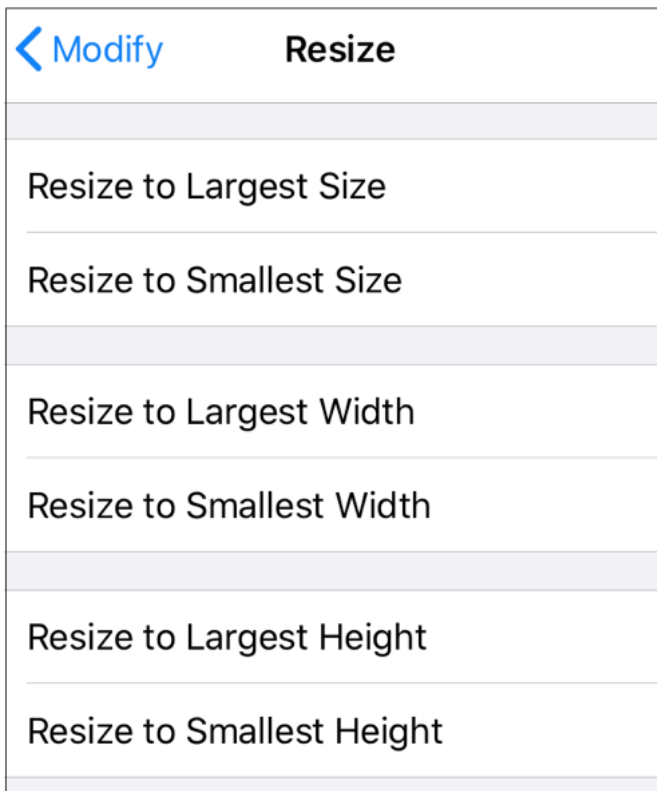
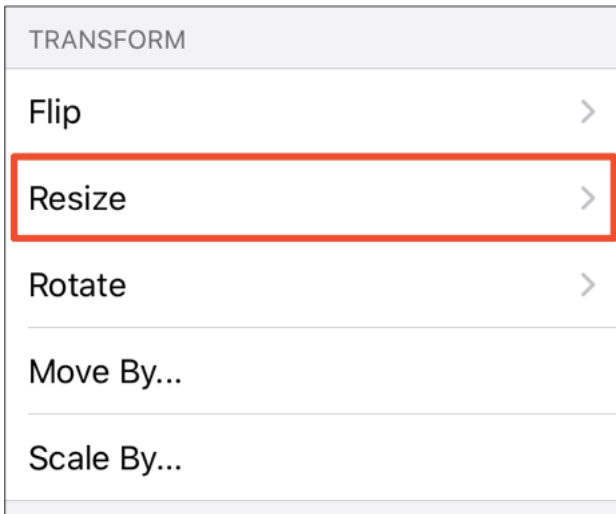
Click or Tap on an option to learn more about what it does.

Option Name	Description
Flip Horizontally	The Flip Horizontally option will flip the currently selected figures on the X axis.
Flip Vertically	The Flip Vertically option will flip the currently selected figures on the Y axis

5.1.1.4.2. Resize Submenu

The **Resize Submenu** can be used to resize selected figures based on the largest or smallest size, width, or height. At least two figures must be selected within the drawing for these options to appear within the [Modify Menu](#).

TouchDraw 2 will resize all figures to match either the size, width, or height of the smallest or largest figure among the selections in the drawing.



Click or Tap on a Resize option to learn more about what it does.

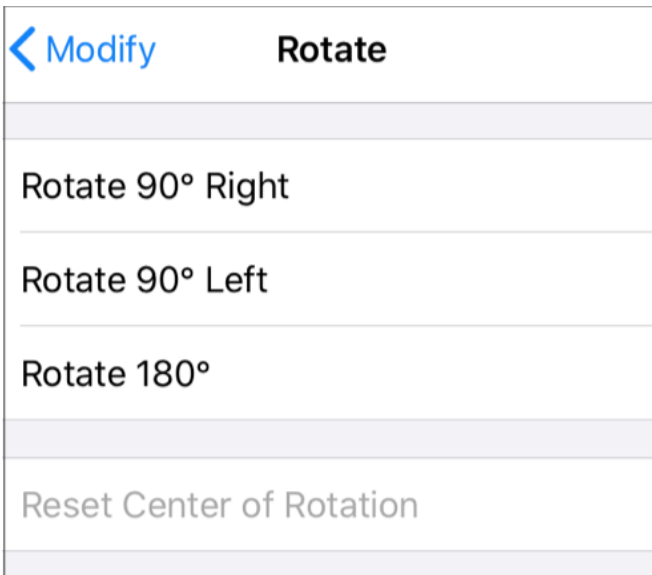
Option Name	Description
Resize to Largest Size	The Resize to Largest Size option can be used to resize all selected figures within the drawing to match the largest sized figure.

Option Name	Description
Resize to Smallest Size	The Resize to Smallest Size option can be used to resize all selected figures within the drawing to match the smallest sized figure.
Resize to Largest Width	The Resize to Largest Width option can be used to resize all selected figures within the drawing to match the largest width within the selections.
Resize to Smallest Width	The Resize to Smallest Width option can be used to resize all selected figures within the drawing to match the smallest width within the selections.
Resize to Largest Height	The Resize to Largest Height option can be used to resize all selected figures within the drawing to match the largest height within the selections.
Resize to Smallest Height	The Resize to Smallest Height option can be used to resize all selected figures within the drawing to match the smallest height within the selections.

5.1.1.4.3. Rotate Submenu

The **Rotate Submenu** can be used to access actions for rotating the [selected](#) figures within a drawing. To access these options, press on the [Modify Menu](#) and then press on **Rotate**.

TRANSFORM	
Flip	>
Resize	>
Rotate	>
Move By...	
Scale By...	



Click or Tap on an option to learn more about what it does.

Option Name	Description
Rotate 90° Right	The Rotate 90° Right option will rotate the currently selected figures by 90° in a clockwise direction.
Rotate 90° Left	The Rotate 90° Left option will rotate the currently selected figures by 90° in a counter clockwise direction.
Rotate 180°	The Rotate 180° option will rotate the currently selected figures by 180° in a counter clockwise direction.
Reset Center of Rotation	The Reset Center Rotation menu item is enabled when the "Center of Rotation" option in the Handles Submenu popup menu is selected and has been altered on a shape. This option changes the "Center of Rotation" for a shape back to its original centered location.

5.1.1.5. View Menu

Use the **View Menu** to access actions for changing settings of the currently visible [Drawing Canvas](#). When this menu is selected, the options shown below will appear.

ZOOM	
Zoom In	
Zoom Out	
Zoom To	>
SELECTION MODE	
Selection As Group	✓
Select Individually (Classic)	
RULERS AND GRID	
Show Rulers	<input checked="" type="checkbox"/>
Show Grid	<input checked="" type="checkbox"/>
Show Page Bounds	<input type="checkbox"/>
Crosshairs	<input type="checkbox"/>
Snapping	>
Grid Level	>
HANDLES AND LAYERS	
Easy Drag Mode	<input type="checkbox"/>
Handles	>

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

Zoom In	The Zoom In menu item increases the magnification level of the Drawing Canvas to
---------	---

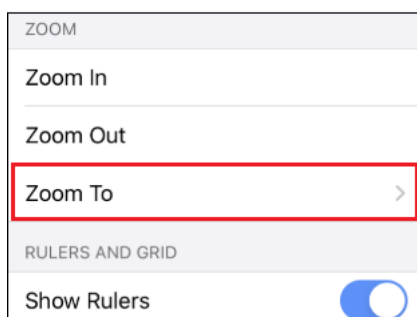
TouchDraw 2 for iOS

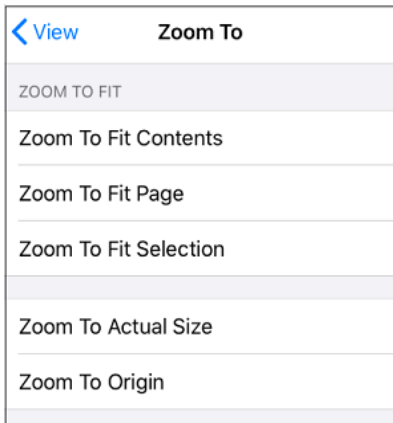
Menu Item	Description
	allow for working on the drawing in more detail.
Zoom Out	The Zoom Out menu item decreases the magnification level of the Drawing Canvas make a larger portion of the drawing viewable in the window at once.
Zoom To Submenu	The Zoom To Submenu options can be used to dynamically resize the magnification level and the location of the drawing within the Drawing Canvas to make the complete drawing visible in the window based on the drawing contents, page, or current selection.
Selection as Group	The Selection As Group option is the default setting for TouchDraw 2. When enabled, multiple shapes selected at once will be treated as a group and can be resized, rotated, etc. as a group.
Select Individually (Classic)	The Select Individually (Classic) option enables the same behavior experienced when select shapes in TouchDraw 1. All of the handles for all of the the selected shapes will be displayed in the Drawing Canvas .
Show Rulers	The Show Rulers menu item can be used to hide or show the left and top rulers on the main application window. A blue slider indicates that the option is enabled and a gray slider indicates the option is disabled.
Show Grid	The Show Grid menu item can be used to hide or display the background grid on the main application window to show a blank or grid canvas. A blue slider indicates that the option is enabled and a gray slider indicates the option is disabled.
Show Page Bounds	The Show Page Bounds menu item places page boundary lines on the drawing canvas when enabled. This option is disabled by default within TouchDraw 2 and must be selected from the menu to be enabled. Select this menu option again to disable it and remove the boundary lines.
Crosshairs	The Crosshairs option displays crosshairs on the Drawing Canvas when enabled. Crosshairs are visible when adding, moving, and modifying items within the drawing.
Snapping Submenu	The Snapping Submenu contains options related to the snapping behavior of the active Drawing Canvas.
[Grid Level Submenu]	The Grid Level Submenu can be used to chooose whether or not the grid is rendered in the background (underneath the drawing) or in the foreground (above the drawing). The default selection is Background.

Menu Item	Description
Easy Drag Mode	The Easy Drag Mode option hides all handles to prevent a selected figure from being altered as it is moved. The option can be applied to single figure by selecting the object prior to choosing this setting or set when no figures are selected to apply the setting to every item on the drawing canvas.
Handles Submenu	The Handles Submenu contains options for configuring which handles are visible for a selected figure.
Layers Submenu	The Layers Submenu contains options for application setup and operational characteristics of TouchDraw 2 for layers .
Show Overlays	The Show Overlays option can be used to toggle Overlay Mode in TouchDraw 2. This mode superimposed contextual tools over the drawing based on the context of the current selection. When enabled, three types of overlay modes may be available: nudge, line, and connector type.
Show Format Bar	The Show Format Bar option may be used to hide or show the Format Bar , which is located directly above the Drawing Canvas .

5.1.1.5.1. Zoom To Submenu

The **Zoom To Submenu** options can be used to dynamically resize the magnification level and the location of the drawing within the [Drawing Canvas](#) to make the complete drawing visible in the window based on the drawing contents, page, or current selection. You can also return the drawing back to fit its normal magnification level in this submenu.





Click or Tap on a Zoom To menu item to learn more about what it does.

Option Name	Description
Zoom To Fit Contents	The Zoom To Fit Contents option can be used to zoom in and fit the drawing figures so that they are shown within the window.
Zoom To Fit Page	The Zoom To Fit Page option can be used to fit the entire page within the window.
Zoom To Fit Selection	The Zoom to Fit Selection option can be used zoom in on the drawing so that the selected figures are shown within the window.
Zoom To Actual Size	The Zoom to Actual Size option can be used to 100% drawing size based on the page size (8 1/2 by 11, etc.).
Zoom To Origin	The Zoom to Origin menu item returns a drawing back to it's normal magnification level (100%) and resets the visible portion of the drawing canvas so that the coordinates 0,0 are in the upper left hand corner.

5.1.1.5.2. Snapping Submenu

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

ZOOM	
Zoom In	
Zoom Out	
Zoom To	>
SELECTION MODE	
Selection As Group	✓
Select Individually (Classic)	
RULERS AND GRID	
Show Rulers	<input checked="" type="checkbox"/>
Show Grid	<input checked="" type="checkbox"/>
Show Page Bounds	<input type="checkbox"/>
Crosshairs	<input type="checkbox"/>
Snapping	>
Grid Level	>
HANDLES AND LAYERS	

< View Snapping	
SNAP SETTINGS	
Snap to Grid	<input checked="" type="checkbox"/>
Snap to Lines	<input checked="" type="checkbox"/>
Snap to Points/Pixels	<input checked="" type="checkbox"/>
Snap to Shapes	<input type="checkbox"/>

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

Menu Item	Description
Snap to Grid	The Snap to Grid menu item aligns objects to the grid for more precise drawing modifications.
Snap to Lines	The Snap to Lines menu item aligns objects with the nearest lines.
Snap to Points/Pixels	The Snap to Points/Pixels menu item aligns objects to whole pixel numbers for simplified object modification and increased accuracy.
Snap to Shapes	The Snap to Shapes option snaps a figure to a selected shape vertex or center point. To see this option in action, disable the Snap to Grid option, make certain Snap to Shapes is enabled, and then draw a star or rectangle. Once the shape is completed, select the Line Tool and try to draw a line from one of the vertexes of the shape or its center point. The drawn line will snap to one of these locations.

5.1.1.5.3. Grid Level Submenu

The **Grid Level Submenu** can be used to choose whether or not the grid is rendered in the background (underneath the drawing) or in the foreground (above the drawing). The default selection is Background.

To access these options, press on the **Grid Level Submenu** within the [View Menu](#).

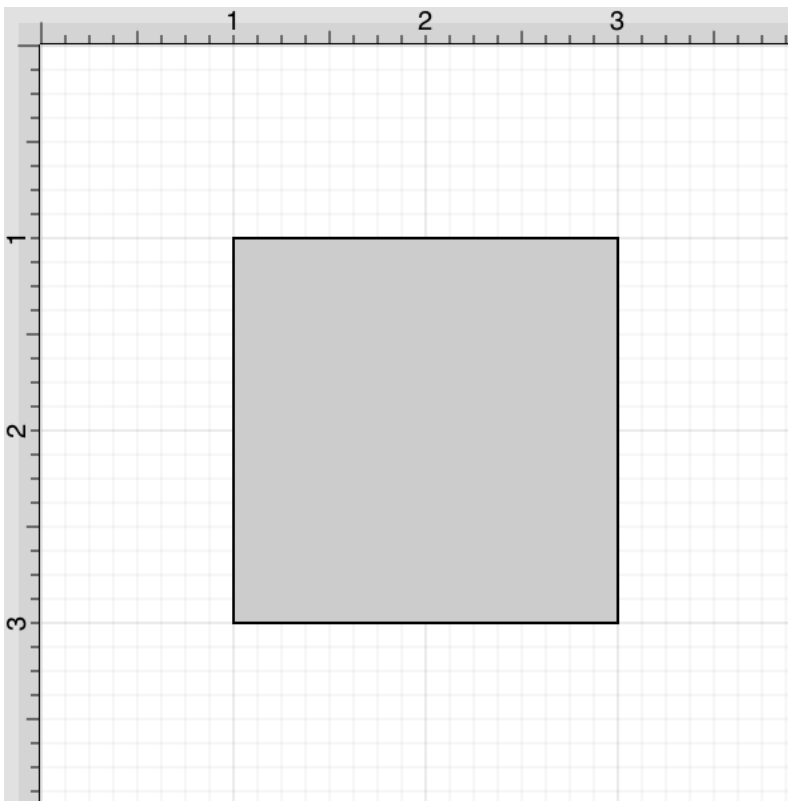
ZOOM	
Zoom In	
Zoom Out	
Zoom To	>
SELECTION MODE	
Selection As Group	✓
Select Individually (Classic)	
RULERS AND GRID	
Show Rulers	<input checked="" type="checkbox"/>
Show Grid	<input checked="" type="checkbox"/>
Show Page Bounds	<input type="checkbox"/>
Crosshairs	<input type="checkbox"/>
Snapping	>
Grid Level	>
HANDLES AND LAYERS	
Easy Drag Mode	<input type="checkbox"/>
Handles	>

< View	Grid Level
Background	✓
Foreground	

Menu Item	Description
Background	The Background option can be used to render the grid in the background of the drawing. When enabled, the grid will be rendered underneath the drawing. This is the default selection.
Foreground	The Foreground option can be used to render the grid in the foreground of the drawing. When enabled, the grid will be rendered above the drawing.

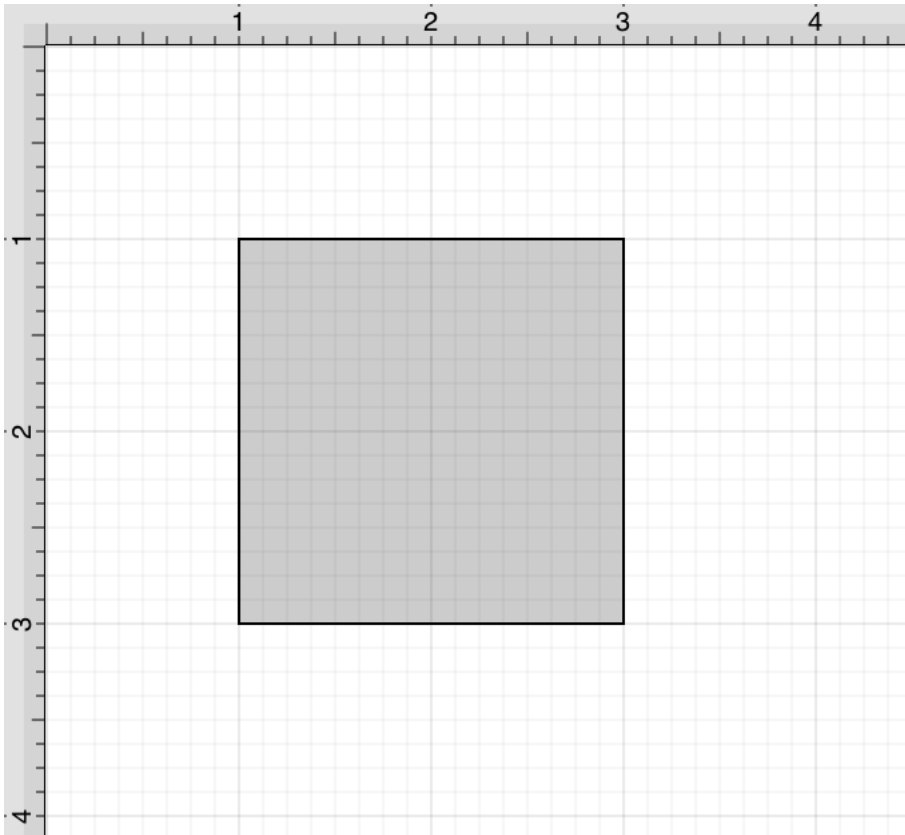
Background

Below is an example of a drawing where the grid is rendered in the background.



Foreground

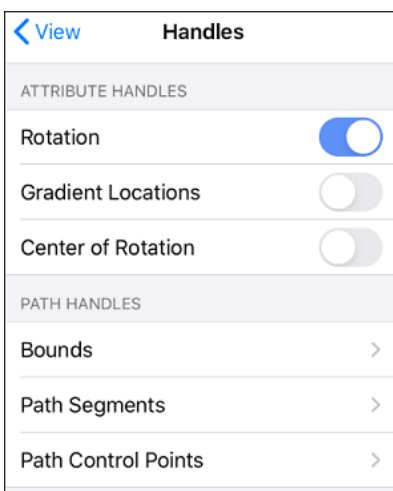
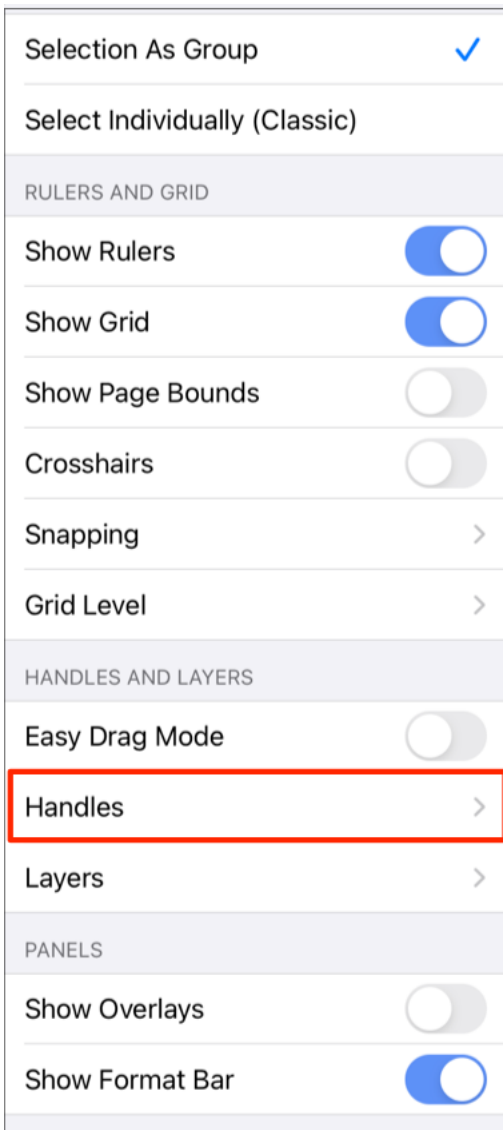
Below is an example of a drawing where the grid is rendered in the foreground.



5.1.1.5.4. Handles Submenu

The **Handle Submenu** is used to configure which handles are visible for a selected figure. The menu is broken up into two sections: **Attribute Handles** and **Path Handles**.

To access these settings, press on the [View Menu](#) and then press on **Handles**.



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

Attribute Handles

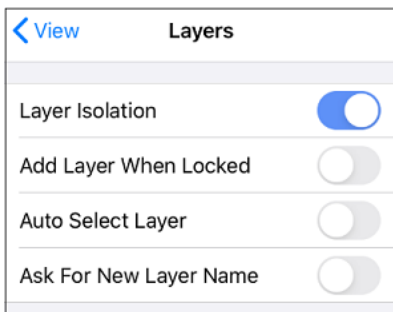
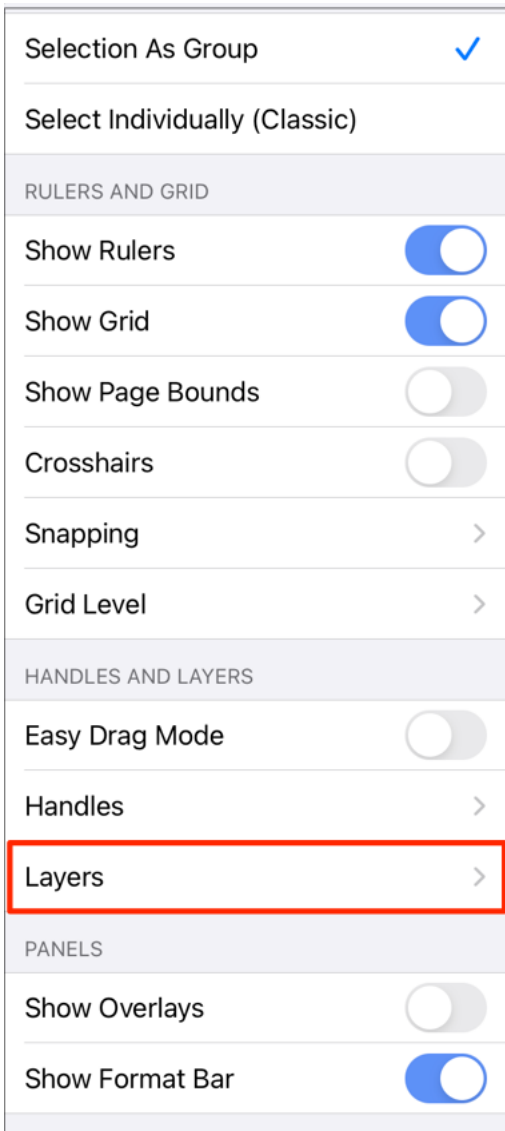
Handle Name	Description
Rotation	The Rotation option toggles the visibility of the rotation handle on the Drawing Canvas.
Gradient Locations	The Gradient Locations option toggles the visibility of the gradient location handle within a figure(s) on the Drawing Canvas.
Center of Rotation	Enabling the the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

Path Handles

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

5.1.1.5.5. Layers Submenu

The **Layers Submenu** contains options for application setup and operational characteristics of TouchDraw 2 for [layers](#). It is accessed by pressing on the [View Menu](#) and then pressing on **Layers**.



Note: Enabled options will have a blue background and toggle button, which is located to the right of the option.

Preference Name	Description
Layer Isolation	The Layer Isolation preference isolates modifications to the currently selected layer and prevents other existing layers from being selected for editing. **This preference is enabled by default.
Add Layer When Locked	The Add Layer When Locked preference automatically creates another layer if a figure is added to the Drawing Canvas when the current layer is locked.
Auto-Select Layer	The Auto-Select Layer preference alters the currently active layer to the residing layer of a selected figure unless the layer has been locked. Note: This option does not work when Layer Isolation is on, since that setting only allows you to select figures within the currently selected layer.
Ask For New Layer Name	The Ask For New Layer Name preference opens a prompt window for naming a layer any time a new layer is created.

5.1.2. Toolbar

The **Toolbar** has eight buttons available for performing actions within the TouchDraw 2 application and displays the title of the currently selected drawing.





The buttons on the right hand side of the toolbar supply access to most of the functions for modifying drawing figure attributes and changing application settings.

Click or Tap on one of the **Toolbar Button** names to learn more about its functionality.

Button Icon	Button Name	Description
	Back	The Back Button may be used to return to the Document Picker .
	Undo	The Undo Button reverts the last change that was made to a drawing. This button is disabled (dimmed) when no changes have been made and enabled as soon as something is altered in the Drawing Canvas .
	Redo	The Redo Button cancels the last undone change made to the Drawing Canvas . This button is disabled (dimmed) when nothing has been undone and is enabled as soon as the Undo command has been used or something is altered.
	Delete	The Delete Button removes currently selected figure(s) from the Drawing Canvas .
	Info	The Info Button can be used to access options for changing the attributes of a figure that is about to be drawn or any currently selected figure.
	Layers	The Layers Button can be used to access options for creating and managing layers within a currently open drawing.
	Stencil Libraries	The Stencil Libraries Button provides the capability to add,

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Button Icon	Button Name	Description
		remove, and manage stencils for use in drawings. A stencil is a pre-defined object that can be saved, name accordingly, and dragged/dropped into drawings as needed. TouchDraw 2 provides a vast array of choices and you can create/store your own objects as well.
	Settings	The Settings Button can be used to access general purpose actions within TouchDraw 2.

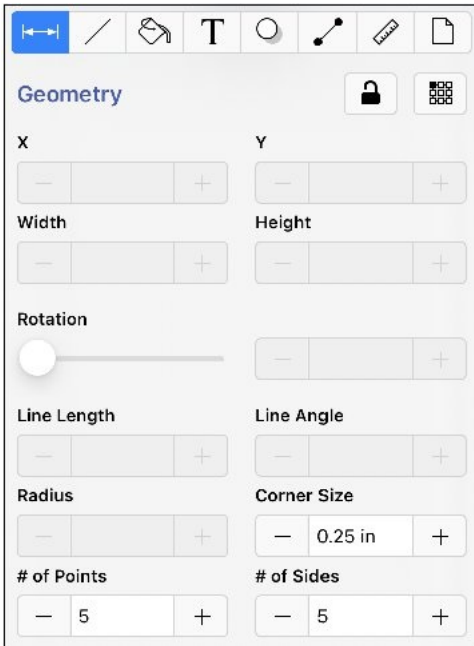
Note: Menus may also appear in the toolbar when using a tablet. To find out more, see [Menus](#).

5.1.2.1. Info

The **Info Button** is used to change attributes for a figure that is about to be drawn or any currently selected figure. A popover menu with multiple selection choices will appear when the button is pressed.



Pressing on the **Info Button** causes the **Info Menu** to open. This popover menu provides options for changing the attributes of multiple types of created figures and will appear as shown below.



Click or Tap on the corresponding **Info Menu** item name to learn more about what the option does.

Icon	Attribute Name	Description
	Geometry Tab	The Geometry Tab contains options for altering attributes on a selected figure or to make path related changes to a figure.
	Stroke Tab	The StrokeTab can be used to alter the attributes of a stroke (line) for existing or new figures(s) within the Drawing Canvas .

Stroke







Dash Pattern

Start

Size

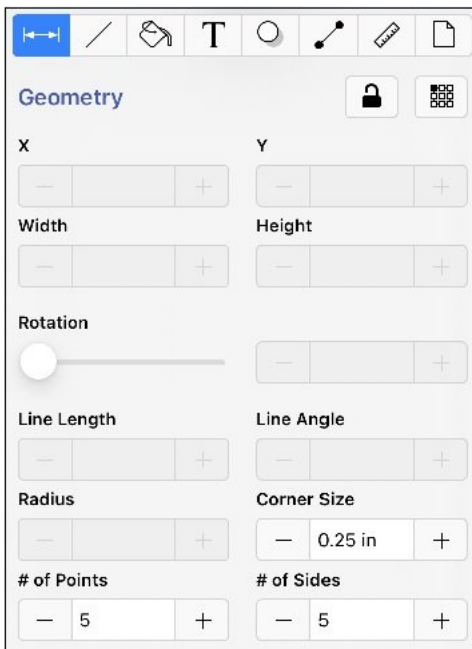
1 pt

End



Icon	Attribute Name	Description
	Fill Tab	The Fill Tab can be used to alter the fill attributes (color, opacity, etc.) of selected or new figure(s).
	Text Tab	The Text Tab can be used to alter the text attributes of any figure capable of displaying text.
	Shadow and Opacity Tab	The Shadow and Opacity Tab contains options for altering shadowing, opacity, and blending attributes of a figure(s).
	Connections Tab	The Connections Tab contains options for altering the type of connector used for the Connection Tool .
	Units and Rulers Tab	The Units and Rulers Tab can be used to set the units of measure for the current drawing. In addition to controlling the layout and divisions of the ruler, the units are also used when exporting the drawings to other formats such as PNG Images and PDF files.
	Page Setup Tab	The Page Setup Tab contains options for altering printing units, page width, page height, and print margin attributes.

5.1.2.1.1. Geometry Tab

The **Geometry Tab** contains options for gaining enhanced control of a [selected](#) figure or to make path related changes to a figure. The tab will appear as shown below when selected in the **Info Menu**. Values displayed in the **Geometry Tab** default to **Inches** or **Degrees**.



Click or Tap on the corresponding Geometry Attribute name to learn more about what the option does.

Attribute Name	Description
	The Lock button, when enabled or locked, constrains the proportions of the shape as the width or height is changed.
	The Reference Point Selection Button can be used to set/specify the reference point for the current selection (or future selections) in the Drawing Canvas. The selection defaults to the Top Left, but may be changed to Top Center, Top Right, Center Left, Center, Center Right, Bottom Left, Bottom Center or Bottom Right. When used, the X and Y coordinates will change based on the selection to reflect the reference point change.
X	The X attribute can be used to set the X position of the currently selected figure to the entered value. It functions as a nudge tool when multiple figures are selected by moving all figures in a manner relative to the entered change.
Y	The Y attribute can be used to set the Y position of the currently selected figure to the entered value. It functions as a nudge tool when multiple figures are selected by moving all figures in a manner relative to the entered change.
Width	The Width attribute can be used to set the width of all currently selected figures to the

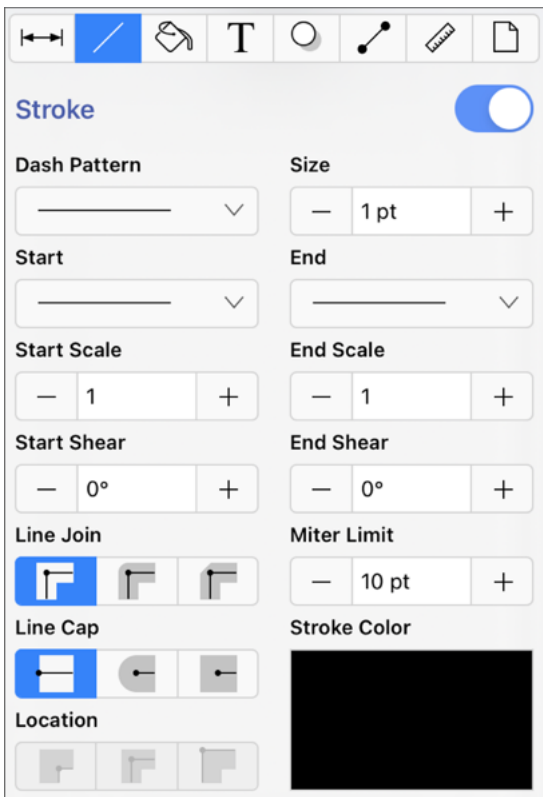
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Attribute Name	Description
	entered value. The width of all figures is set to this value when multiple items are selected. To scale the width based on the relative size within the selected figures, group all of the figures and then resize.
Height	The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

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

5.1.2.1.2. Stroke Tab

The **Stroke Tab** contains options for setting the attributes of a line (stroke). The tab will appear as shown below when selected in the **Info Menu**. Values displayed in the **Stroke Tab** default to **Points**.



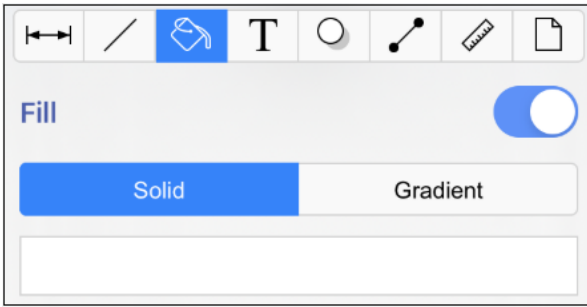
Click or Tap on the corresponding Stroke Attribute name to learn more about what the option does.

Attribute Name	Description
Stroke	The Stroke attribute is an "On/Off" toggle button for setting the visibility of strokes or lines of a figure(s). The border or line of a figure is not drawn when this option is disabled.
Dash Pattern	The Dash Pattern attribute can be used to set the style of the line being created.

Attribute Name	Description
Start	The Start attribute can be used to set the style of the beginning portion of a created line.
End	The End attribute can be used to set the style of the ending portion of a created line.
Size	The Size attribute can be used to set the width of a stroke <i>in pixels</i> .
Start Scale	The Start Scale attribute can be used to scale the start of a line independently from the stroke size.
End Scale	The End Scale attribute can be used to scale the end of a line independently from the stroke size.
Start Shear	The Start Shear attribute can be used to shear or skew the arrowhead at the start of lines.
End Shear	The End Shear attribute can be used to shear or skew the arrowhead at the end of lines.
Line Join	The Line Join attribute can be used to set the join of a line to Mitered, Rounded, or Beveled.
Line Cap	The Line Cap attribute can be used to set the cap of a line to Butt, Rounded, or Square.
Location	The Location attribute can be used to set the location where the line will join with another object.
Miter Limit	The Miter Limit attribute can be used to set the angle of connected line segments where they join. The join will be more jagged or sharp depending on the entered or selected value. Miter limits are relative to stroke size and become increasingly noticeable for line segments with increased thickness.
Stroke Color	The Stroke Color attribute can be used to specify the color of a stroke. Refer to the Handling Colors section to learn more about color attribute changes.

5.1.2.1.3. Fill Tab

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

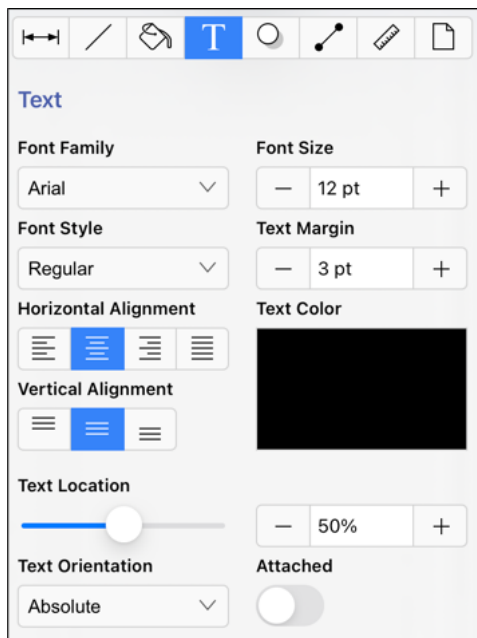


Click or Tap on the corresponding Fill Attribute name to learn more about what the option does.

Attribute Name	Description
Fill	The Fill attribute is an "On/Off" button for toggling the visibility of the fill of a figure(s). Shapes have no fill when this option is disabled.
Fill Style	<p>The Fill Style attributes are located in a drop down menu underneath the Fill button. This option sets the type of fill pattern used for a figure(s).</p> <ul style="list-style-type: none"> • Solid - Fills a figure with solid color. • Linear Gradient - Transitions from the specified start color to the specified end color at a designated angle. • Radial Gradient - A radial gradient transitions from the specified start color to the specified end color by starting from the center of the figure and then moving outward in a circular manner.
Color	The Color attribute is used to choose the fill color for a figure(s). See the Handling Colors section for additional details.

5.1.2.1.4. Text Tab

The **Text Tab** contains options for setting the text attributes of a figure(s). The tab will appear as shown below when selected in the **Info Menu**. Values displayed in the **Text Tab** default to **Points**.



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

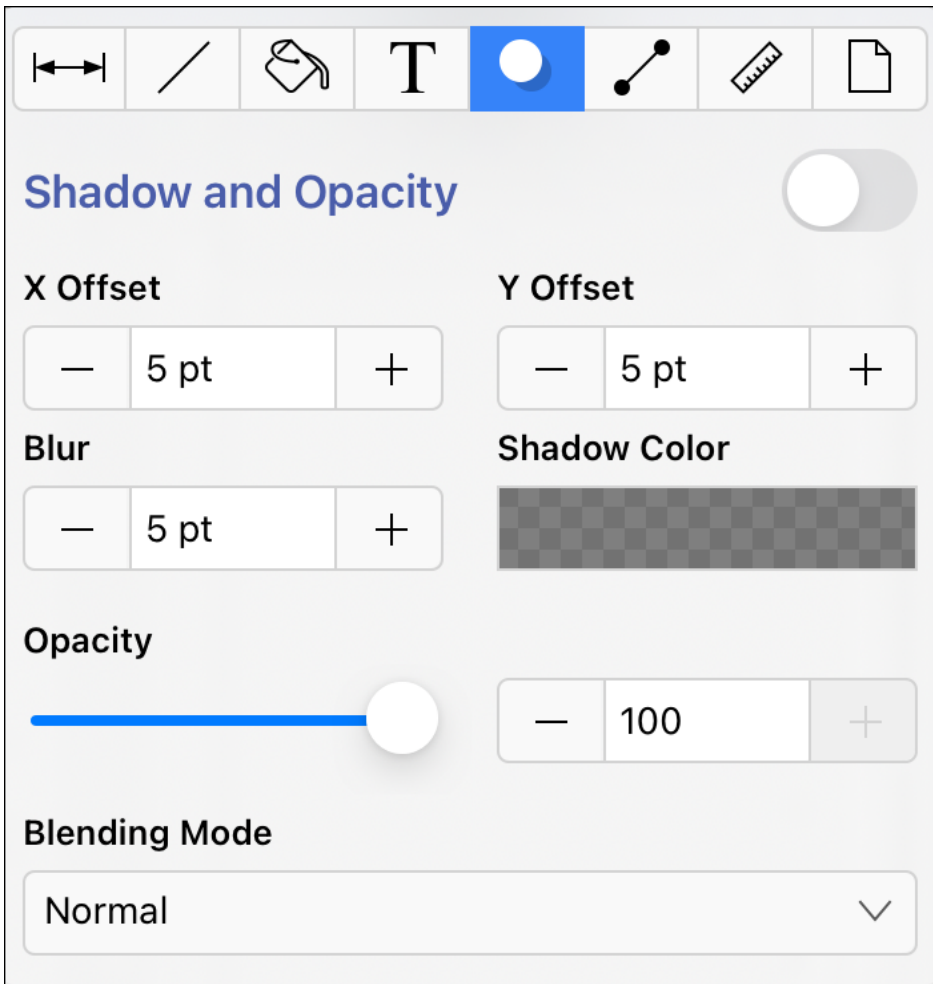
Attribute Name	Description
Font Family	The Font Family attribute is used to choose a set of fonts with the same typeface, but varying qualities such as size and weight.
Font Size	The Font Size attribute sets the height of characters in a selected font family.
Font Style	The Font Style attribute sets the style or angle of text within a figure(s).
Text Margin	The Text Margin attribute sets the margins for text within a figure(s). The measurement spans from the text box edge to the actual text.
Horizontal Alignment	The HorizontalAlignment attribute sets the horizontal text alignment modes for text within a figure(s).
Vertical Alignment	The Vertical Alignment attribute sets the vertical text alignment modes for text within a figure(s).
Text Color	The Text Color attribute sets the color of text appearing in a figure(s).
Attached	The Attached option is disabled by default. When enabled, the location and orientation of attached text can be altered for a line or path.
Text Location	The Text Location option can be used to change the location of text that is attached to

Attribute Name	Description
	a line or path.
Text Orientation	The Text Orientation option can be used to change the orientation of text that is attached to a line or path. Text orientation can be Absolute or Relative.

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

5.1.2.1.5. Shadow and Opacity Tab

The **Shadow and Opacity Tab** contains options for altering shadowing, opacity, and blending attributes of a figure(s). The tab will appear as shown below when selected in the **Info Menu**. Values displayed in the **Shadow and Opacity Tab** default to **Points**.



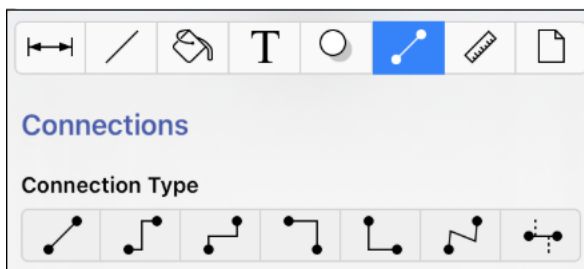
Click or Tap on the corresponding **Shadow Attribute** name to learn more about what the option does.

Attribute Name	Description
Shadow	The Shadow attribute is used to toggle the shadow visibility of a figure(s). A shadow is not drawn if this option is disabled.
X Offset	The X Offset attribute sets the offset of the shadow in the X axis.
Y Offset	The Y Offset attribute sets the offset of the shadow in the Y axis.
Blur	The Blur attribute sets the amount of blur applied to the shadow.
Shadow Color	The Shadow Color attribute sets the shadow color for a figure(s). Refer to the Handling Colors section of this documentation to learn more about color attribute alterations.

Attribute Name	Description
Opacity	The Opacity attribute can be used to alter the opaqueness (opposite of transparency) of a selected color.
Blending Mode	The Blending Mode attribute sets the style of blend applied to a figure(s).




5.1.2.1.6. Connections Tab

The **Connections Tab** contains options for altering the type of connection used between figures in your drawing when using the [Connection Tool](#).



To alter the type of connection line, tap on the **Connections Tab** and then tap on the a desired connection type option. The selected type will be used automatically when using the **Connection Tool** in TouchDraw 2.

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

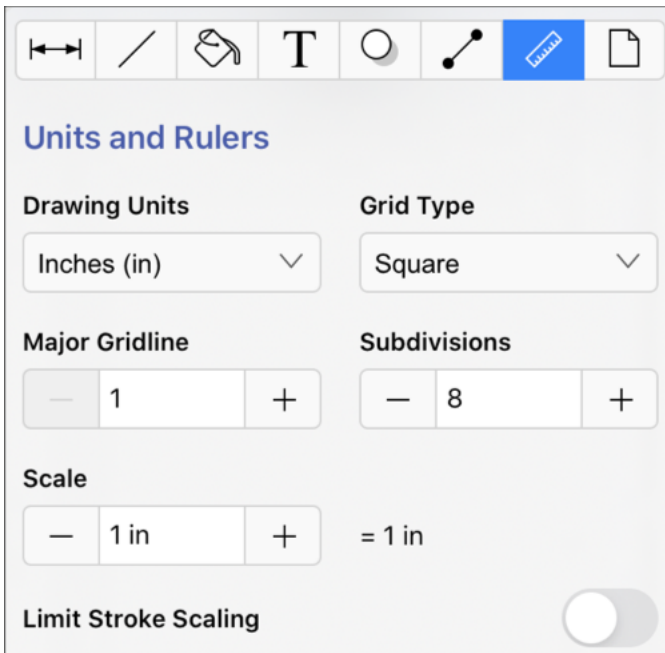
Icon	Name	Description
	Connection Tool	line that originates horizontally from the right or left side of the source figure and connects vertically to the side (top) of the target figure.
	Vertical-Horizontal Connection Tool	The Vertical-Horizontal Connection Tool draws a connection line that originates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

5.1.2.1.7. Units and Rulers Tab

The **Units and Rulers Tab** contains options for altering the unit of measure, background, and additional Drawing Canvas related settings.

These options are used to control the layout and divisions of the ruler. Unit settings are additionally used when drawings are exported in alternative formats such as a PDF file.

The tab will appear as shown below when selected in the **Info Menu**.



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

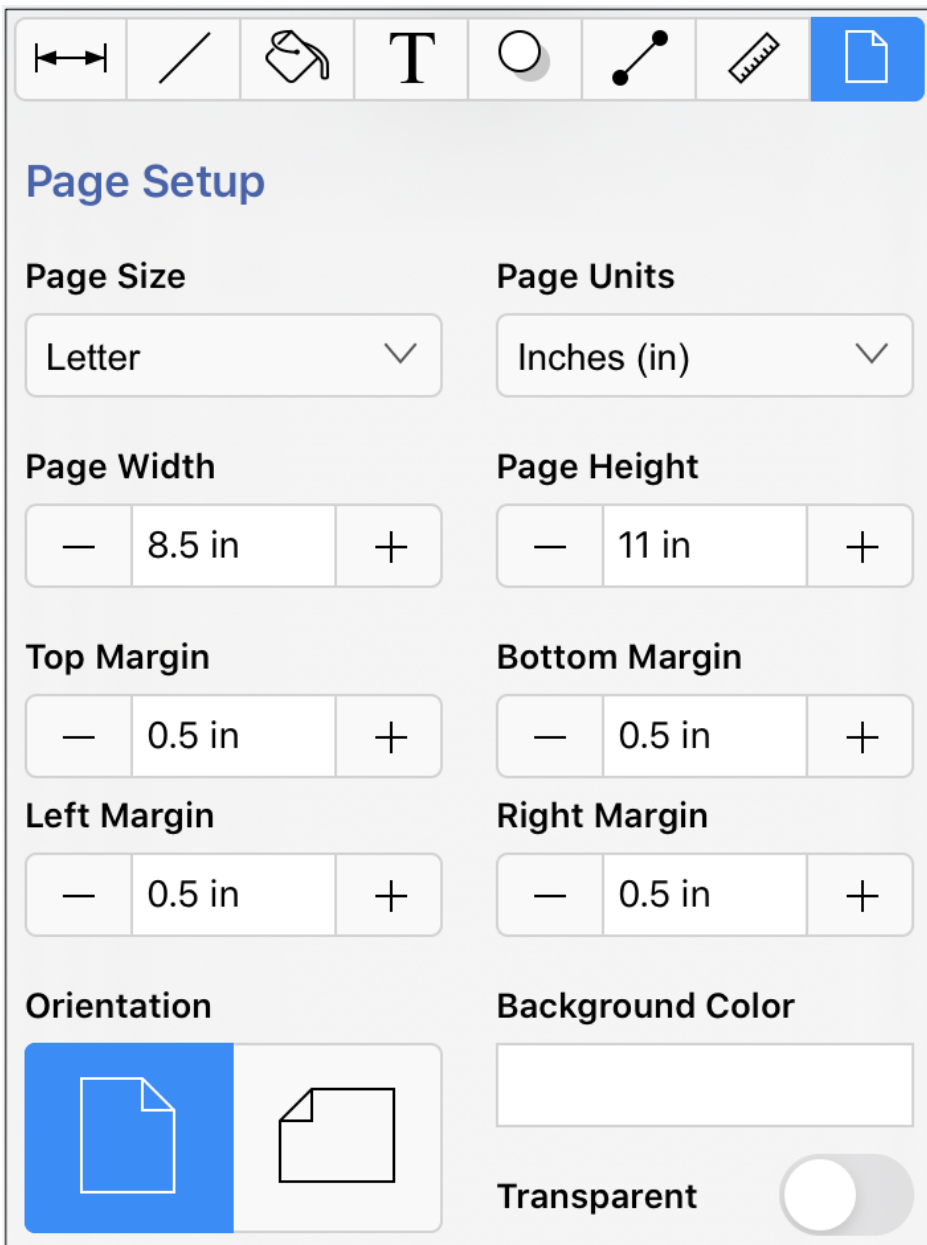
Attribute Name	Description
Drawing Units	The Drawing Units attribute sets the form of unit measurement on the Drawing Canvas (inches, pixels, etc.).
Grid Type	The Grid Type attribute sets the grid type for the Drawing Canvas. It can be square (default) or isometric.
Major Gridline	The Major Gridline attribute sets the interval (in the current unit of measure) that a major gridline will be drawn. For example, if the unit of measure is centimeters and the major gridline is set to 2, it will draw the major gridline every two centimeters.
Subdivisions	The Subdivisions attribute sets the number of subdivisions (minor gridlines) that are drawn between the Major Gridlines. For example, if the unit of measure is centimeters and the major gridline is set to 2, and the subdivisions is set to 4, it will draw a minor gridline every 1/2 cm (5mm).
Scale	The Scale attribute can be used to change the scale of the drawing to the size of the printed drawing.
Limit Stroke Scaling	The Limit Stroke Scaling attribute is used to configure TouchDraw 2 so that lines having a thickness smaller than 1 (based on the current zoom level) are drawn at 1

Attribute Name	Description
	pixel. This setting makes certain these lines are always visible.

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

5.1.2.1.8. Page Setup Tab

The **Page Setup Tab** contains options for altering the print margins of a drawing. The tab will appear as shown below when selected in the **Info Menu**. Values displayed in the **Page Setup Tab** default to **Inches**.



The image shows the 'Page Setup' menu in TouchDraw 2 for iOS. At the top is a toolbar with icons for selection, line, shape, text, circle, path, and ruler. The 'Page Setup' menu is open, showing various settings. The 'Page Size' is set to 'Letter' and 'Page Units' is set to 'Inches (in)'. 'Page Width' is 8.5 in and 'Page Height' is 11 in. All four margins (Top, Bottom, Left, Right) are set to 0.5 in. The 'Orientation' section shows two options: a portrait orientation (selected) and a landscape orientation. The 'Background Color' section shows a white color swatch and a 'Transparent' toggle switch which is currently turned off.

Page Setup

Page Size
Letter

Page Units
Inches (in)

Page Width
8.5 in

Page Height
11 in

Top Margin
0.5 in

Bottom Margin
0.5 in

Left Margin
0.5 in

Right Margin
0.5 in

Orientation
Portrait (selected)

Background Color
White

Transparent (toggle off)

Click or Tap on the corresponding **Page Setup Attribute** name to learn more about what the option does.

Attribute Name	Description
Page Size	The Page Size attribute sets the size of the entire page (i.e. letter, legal, A4, etc.). By default the page size is set to letter.
Page Units	The Page Units attribute sets the unit of measurement used to define the attributes on this page.

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Attribute Name	Description
Page Width	The Page Width attribute sets the width of the page in printing units.
Page Height	The Page Height attribute sets the height of the page in printing units.
Top Margin Bottom Margin Left Margin Right Margin	The Top Margin , Bottom Margin , Left Margin and Right Margin attributes can be used to set the page margins in user specified printing units.
Orientation	The Orientation attribute sets the Drawing Canvas to portrait or landscape mode. By default the canvas is set to portrait.
Background Color	The Background Color attribute sets the background color of the drawing. Refer to the Handling Colors section in this documentation to learn more about color selection.
Transparent	The Transparent attribute toggles whether or not the background of the drawing is transparent. For example, if you want to export your drawing as a transparent PNG, then you'd want this option selected.

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

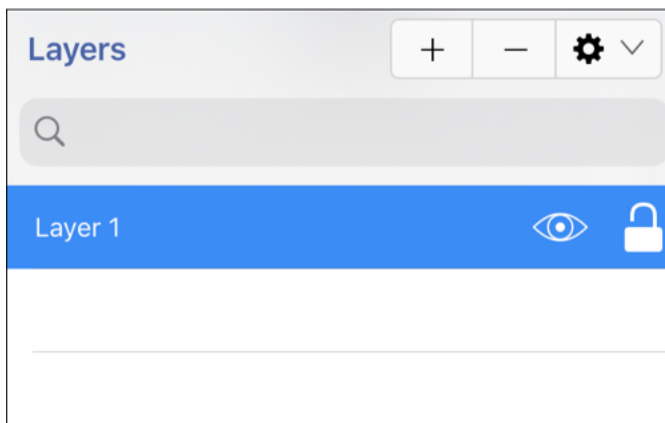
5.1.2.2. Layers

Layers provide the capability to incorporate more than one level of objects into a drawing. Each added layer builds on top of the previous added layer to create a multi-dimensional drawing. They are managed and controlled through the **Layers Menu**.




Press on the **Layers Button** in the [Top Toolbar](#) to access this menu.





The **Layers Menu** will appear as shown below:



Click or Tap on the corresponding Layers Menu item name to learn more about what the option does.

Icon	Option Name	Description
	Add	The Add function adds a layer to the bottom of the layer list.
	Delete	The Delete function removes the top layer from the layer list.
	Layers Settings Menu	The Layer Settings Menu contains options for adding, deleting, re-ordering, and merging layers.

Icon	Option Name	Description
	Visibility	The Visibility option is an "On/Off" toggle for setting the visibility of each created layer. It appears to the right of each layer name in the list as an "eye" icon and indicates the visibility of the layer. To hide (or show) a layer, simply Press on the eye icon of the layer to be toggled. An eye icon with a line through it indicates that a particular layer is not visible, whereas an eye with no line indicates a layer is visible.
	Lock	The Lock option is an "On/Off" toggle for locking or unlocking a layer. It is located to the right of the visibility icon and indicates whether or not a layer is locked. To lock (or unlock) a layer, simply Press on the lock icon of the layer to be toggled. A closed lock icon indicates that a layer is locked and an open lock icon indicates a layer is unlocked.

Note: Layers located at the top of the **Layers Menu List** are drawn above the layers residing below it.

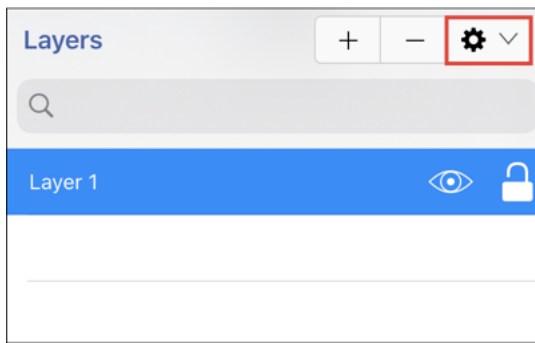
5.1.2.2.1. Layers Settings Menu

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

To access the **Layers Settings Menu**, press on the **Layers Button** in the [Top Toolbar](#).



Tap on the **Layers Settings Menu** to access additional options.



The menu will appear as shown below:

Add Layer
Duplicate Layer
Move Layer Up
Move Layer Down
Merge Layer Up
Merge Layer Down
Merge All Layers
Rename Layer
Delete Layer
Show All Layers
Hide All Layers
Lock All Layers
Unlock All Layers
Sort Layers (Ascending)
Sort Layers (Descending)

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

Option Name	Description
Add Layer	The Add Layer option adds a layer above existing layers. A new layer appears at the top of the layers list.
Duplicate Layer	The Duplicate Layer option creates an exact copy of a selected layer and adds it to the top of the layers list.

Option Name	Description
Move Layer Up	The Move Layer Up option moves a selected layer up one level in the layers list.
Move Layer Down	The Move Layer Down option moves a selected layer down one level in the layers list.
Merge Layer Up	The Merge Layer Up option merges the selected layer with the one residing above it in the layers list.
Merge Layer Down	The Merge LayerDown option merges the selected layer with the one residing below it in the layers list.
Merge All Layers	The Merge All Layers option merges all existing layers into a single layer.
Rename Layer	The Rename Layer option can be used to change the current name of a selected layer in the list.
Delete Layer	The Delete Layer option permanently removes a selected layer from the layers list.
Show All Layers	The Show All Layers option makes all layers within the currently open drawing visible.
Hide All Layers	The Hide All Layers option hides all layers within the currently open drawing.
Lock All Layers	The Lock All Layers option locks all layers within the currently open drawing.
Unlock All Layers	The Unlock All Layers option unlocks all layers within the currently open drawing.
Sort Layers (Ascending)	The Sort Layers (Ascending) option sorts all layers within a drawing in ascending order alphabetically by name.
Sort Layers (Descending)	The Sort Layers (Descending) option sorts all layers within a drawing in descending order alphabetically by name.

Note: The **Move** and **Merge** options are enabled when two or more layers exist in the drawing. Corresponding up and down options for these categories require a layer to be available above or below the selected layer to appear as a menu selection.

Note: For more information about managing layers, please see the [Handling Layers](#) section of the user guide.

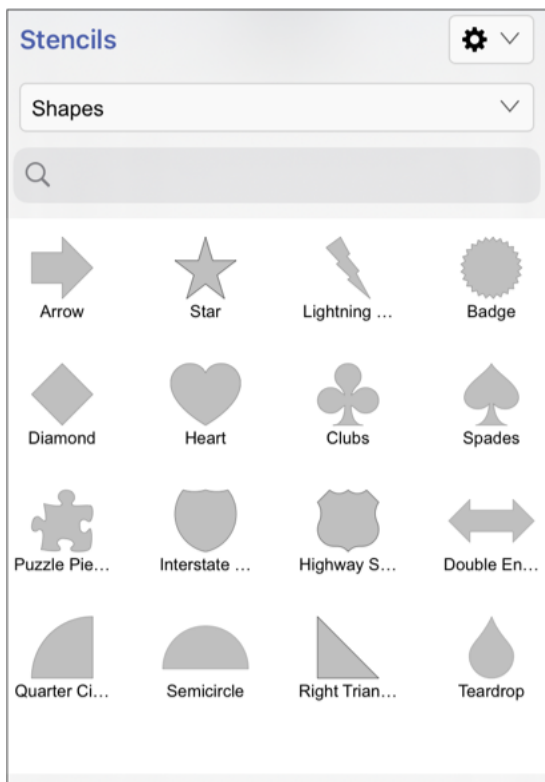
5.1.2.3. Stencil Libraries

Stencils are predefined or custom objects you can insert into a drawing as needed. **Libraries** are used to add and manage [Stencils](#) stored within the application and for adding these objects to a drawing.


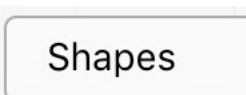




Both **Stencils** and **Libraries** are managed through the **Stencils Menu**, which can be accessed by performing a **Press** on the **Stencil Libraries Button** in the [Top Toolbar](#).



The **Stencils Menu** can be used to view each library and the stencils stored in it.



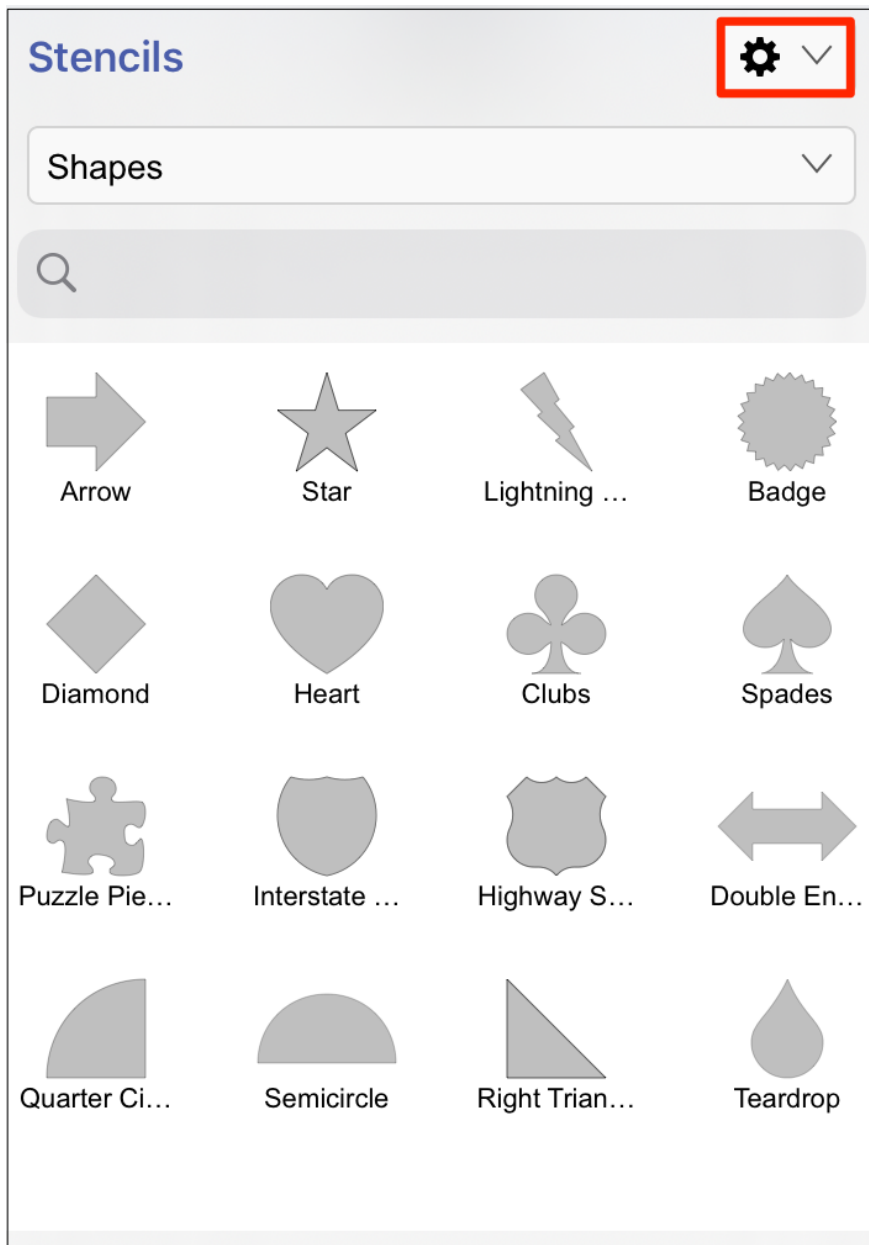
Click or Tap on the corresponding Stencil Menu item name to learn more about what the option does.

Icon	Option Name	Description
	Stencil Libraries Settings Menu	The Stencil Libraries Settings Menu contains options for adding, removing, and renaming libraries as well as options for managing stencils within each library.
	Library Selection Menu	The Library Selection Menu can be used to choose a specific library stored within the application.
	Search 	The Search Feature can be used to find a specific stencil within the selected library.
 	Stencil Selection Area	The Stencil Selection Area shows all stencils within a selected library and can be used to make drawing additions.

5.1.2.3.1. Stencil Libraries Settings Menu

The **Stencil Libraries Settings Menu** is used to manage libraries and stencils in TouchDraw 2. It can be used to create, alter, and remove libraries. It may also be used to add single stencils or a group of stencils to a library and for managing stencils in TouchDraw 2.

It is located in the upper right corner of the [Stencils Menu](#), as shown in the image below:



Tap on this menu to access additional options:

View	>
Add Selection To Library As Group	
Add Selection To Library Individually	
New Library	
Rename Library	
Delete Library	
Import Library	
Export Library	
Rename Stencil	
Delete Stencil	
Set Stencil Origin	>
Export All Libraries...	
Reinstall Default Libraries	

Tap on the corresponding Stencil Libraries Settings Menu item name to learn more about what the option does.

Option Name	Description
Add Selection To Library As Group	The Add Selection To Library As Group menu option inserts a group of stencils into the selected library.
Add Selection To Library Individually	The Add Selection To Library Individually menu option inserts a new stencil into the selected library.
New Library	The New Library option creates a new stencil library in TouchDraw 2.

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Option Name	Description
Rename Library	The Rename Library menu option assigns a new name to a selected stencil library.
Delete Library	The Delete Library menu option removes a stencil library from TouchDraw 2.
Import Library	The Import Library menu option imports a stencil library into TouchDraw 2 from another location.
Export Library	The Export Library menu option exports a stencil library from TouchDraw 2 to a chosen directory.
Rename Stencil	The Rename Stencil menu option assigns a new name to a selected stencil.
Delete Stencil	The Delete Stencil menu option removes a selected stencil from a stencil library.
Set Stencil Origin	The Set Stencil Origin menu option can be used to set the anchor (origin) point used to insert the shape. The stencil origin can be changed to the following: Top Left, Top Center, Top Right, Center Left, Center, Center Right, Bottom Left, Bottom, or Bottom Right. Example: By default, the stencil origin is the center of the shape meaning that if the stencil is dropped at a specific position in the Drawing Canvas(5,5 for example) , then the center point of the shape would be at 5,5. If the stencil origin is changed to top left and the stencil is dropped into the drawing at 5,5, then the top left of the shape would be at 5,5 rather than the center.
Export All Libraries...	The Export All Libraries... menu option exports all libraries from TouchDraw to a chosen directory.
Reinstall Default Libraries	The Reinstall Default Libraries menu option re-installs the default/bundled stencil libraries.

Note: For more information about managing libraries and stencils, please see the [Handling Stencil Libraries](#) section of the user guide.

5.1.2.4. Settings

The **Settings Menu** can be used to view current version information, send feedback regarding the TouchDraw 2 application, and to access additional resources. It opens when the **Settings Button** is pressed in the [Top Toolbar](#).



The **Settings Menu** appears as shown below:

INFORMATION	
About	
Send Feedback	
Documentation	
SETTINGS	
Drawing Editor	>
User Interface	>
Defaults	>
Refresh Fonts	

Click or Tap on the Feedback Menu item name to learn more about its functionality.

Option Name	Description
About	The About option provides application specific information about TouchDraw 2 including the version number.
Send Feedback	The Send Feedback option opens a mail composer view for sending feedback as an

Option Name	Description
	email, bug report, suggestion, etc... to the TouchDraw 2 development team without leaving the application. To determine the current version of TouchDraw 2 on the iOS, view the title of the feedback popover. It will contain the version number of TouchDraw 2.
Documentation	The Documentation option will launch Safari and open the TouchDraw 2 Documentation web page, where the latest version of this documentation can be downloaded as well as other information.
Drawing Editor Settings Submenu	The Drawing Editor Settings Submenu contains options to support usability preferences such as what side the Drawing Toolbar will appear on within TouchDraw 2 and Drawing Editor performance.
User Interface Settings Submenu	The User Interface Settings Submenu contains options to support the usability preferences of the user interface within TouchDraw 2. This submenu includes options for selecting a specific theme, auto correction, auto capitalization, etc.
Defaults Submenu	The Defaults Submenu contains options for updating the default values used for new Drawing Editor sessions based on the currently selected values for stroke, fill, text, and shadow defaults.
Refresh Fonts	The Refresh Fonts option can be used to forcibly refresh the fonts in TouchDraw 2 after installing new fonts on the device.

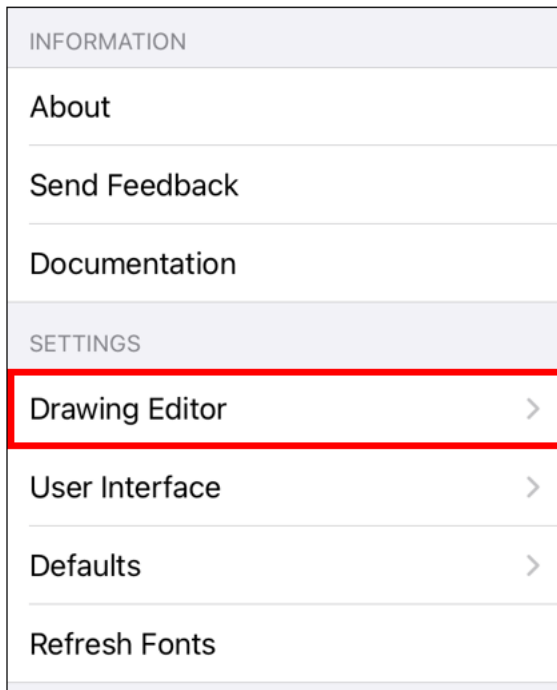
5.1.2.4.1. Drawing Editor Submenu

The **Drawing Editor Submenu** contains options to support usability preferences and handling [Drawing Editor](#) performance.

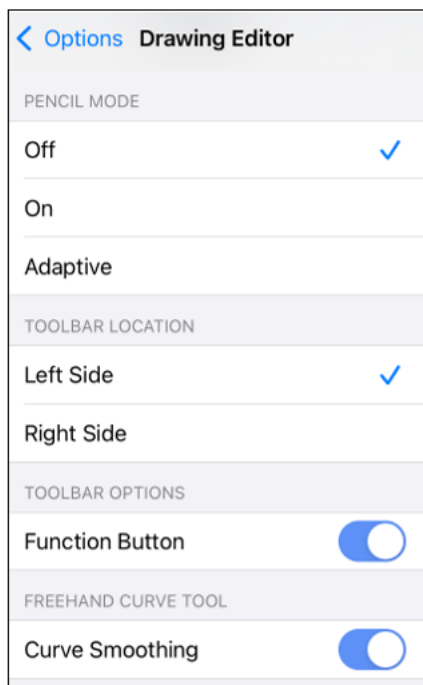
To access these options, first press on the **Settings Button** in the [Top Toolbar](#).



Then press on the **Drawing Editor Submenu** within the [Settings Menu](#).



The **Drawing Editor Submenu** will appear as shown below:



ADVANCED	
Smart Fill	<input checked="" type="checkbox"/>
Orthogonal Connectors	<input type="checkbox"/>
Orthogonal Dimensions	<input type="checkbox"/>
RENDERING OPTIONS	
Show Gradients	<input checked="" type="checkbox"/>
Show Images	<input checked="" type="checkbox"/>
Show Shadows	<input checked="" type="checkbox"/>
Show Handle Shadows	<input checked="" type="checkbox"/>
Show Outlines	<input type="checkbox"/>
During Move and Resize	>
During Pan and Zoom	>
IMAGE SIZING	
Downsize Images	<input checked="" type="checkbox"/>
Max Size (px)	<input type="button" value="-"/> <input type="text" value="2048"/> <input type="button" value="+"/>
POPOVERS	
Close Adjustment Popovers	<input type="checkbox"/>
Close Menu After Alignment	<input checked="" type="checkbox"/>

Tap on an option to enable or disable it. Enabled options will have either a blue background or a checkmark. Disabled options will have a gray background or no checkmark.

Option Name	Description
Pencil Mode	Pencil Mode informs TouchDraw 2 to ignore all "touch" input with the exception of pan and zoom gestures. It is disabled by default, but can be enabled to prevent touch input from altering the drawing while using an Apple Pencil. Three options are provided:
	- Off - Pencil Mode is disabled.
	- On - Pencil Mode is enabled and always on. If the pencil is disconnected or out of batteries, Pencil Mode will need to be disabled in order to draw something using a

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Option Name	Description
	finger.
	- Adaptive - Pencil Mode is enabled; however, TouchDraw 2 accesses bluetooth to check to see if the Apple Pencil is connected and available. If it is available, then it uses Pencil Mode. If the pencil is not connected, then it treats it like Pencil Mode is off.
Left Side	The Left Side option places the vertical toolbar on the left side of the Drawing Editor . This is the default position and the natural choice for right handed users. This is the default setting.
Right Side	The Right Side option places the vertical toolbar on the right side of the Drawing Editor . This is the natural choice for left handed users.
Function Button	The Function Button option can be used to lock the Function Key Feature . This option can be helpful for maintaining the aspect ratio of multiple figures during resizing without having to hold down the toolbar. It is also a useful option for enabling the one handed operation of TouchDraw 2.
Curve Smoothing	The Curve Smoothing option enables or disables the creation of a smooth curve when the Pen Tool is used to create a figure.
Smart Fill	The Smart Fill option tries to detect if individual lines or paths with touching endpoints have been selected when selecting a fill color. If detected, it will automatically convert those lines/paths to a path object and then fill that path object. This option is enabled by default.
Orthogonal Connectors	The Orthogonal Connectors option can be used to toggle orthogonal constraining of connector lines.
Orthogonal Dimensions	The Orthogonal Dimensions option can be used to toggle orthogonal constraining of dimension lines.
Show Gradients	The Show Gradients option toggles whether or not gradient fills (both linear and radial) are rendered in the Drawing Editor . If gradients are hidden, that does not mean they have been removed from your drawing. It simply means that they won't be drawn in the editor to increase rendering speed.
Show Images	The Show Images option toggles whether or not images are rendered in the Drawing Editor . If images are hidden, that does not mean they have been removed from your drawing. It simply means that they won't be drawn in the editor to increase rendering

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Option Name	Description
	speed.
Show Shadows	The Show Shadows option toggles whether or not shadows are rendered in the Drawing Editor . If shadows are hidden, that does not mean they have been removed from your drawing. It simply means that they won't be drawn in the editor to increase rendering speed.
Show Handle Shadows	The Show Handle Shadows option shows handle shadows while images are being rendered within the Drawing Editor . This does not mean that shadows have been removed from the drawing. Instead, shadows are not drawn in the editor to provide increased rendering speed.
Show Outlines	The Show Outlines option only shows the outlines of shapes within the Drawing Editor . All fills and shadows are disabled when this option is enabled.
During Move and Resize Submenu	The During Move and Resize Submenu may be used to enable or disable options for showing gradients, images, shadows, and text when moving or resizing within the Drawing Editor .
During Pan and Zoom Submenu	The During Pan and Zoom Submenu may be used to enable or disable options for showing gradients, images, shadows, and text when panning and zooming within the Drawing Editor .
Downsize Images	The Downsize Images option tells TouchDraw 2 whether or not it should downsize images when they are imported. If it is enabled, then it will use the value of the "Max Size (px)" setting to limit the width or the height of the imported imaged. This option is on by default in order to limit memory usage
Max Size (px)	The Max Size (px) option sets the maximum pixel size (either width or height) of imported images if the "Downsize Images" option is on.
Close Adjustment Popovers	The Close Adjustment Popovers option may be enabled to automatically close popovers within the Drawing Editor after a change is made (e.g, Move By popover, Scale By popover).
Close Menu After Alignment	The Close Menu After Alignment option, when enabled, will automatically close the Arrange Menu after using one of the available alignment options to align selected figures. When disabled, the Arrange Menu will remain open after aligning the selected figures. This option is enabled by default.

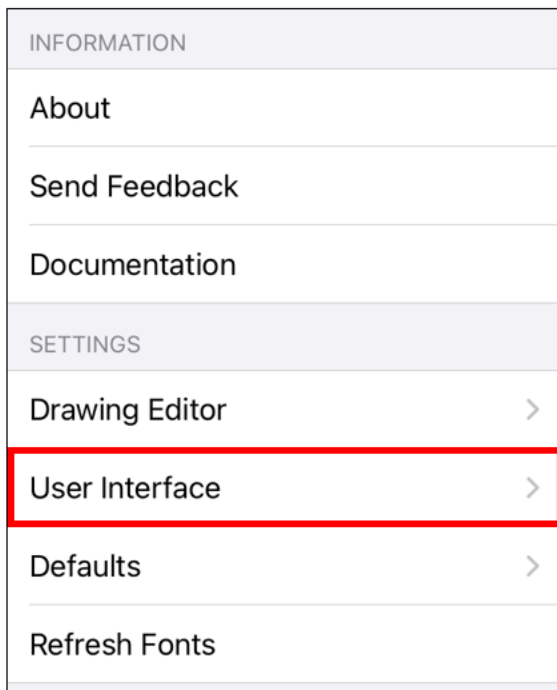
5.1.2.4.2. User Interface Submenu

The **User Interface Submenu** contains options to support the usability preferences of the user interface within TouchDraw 2.

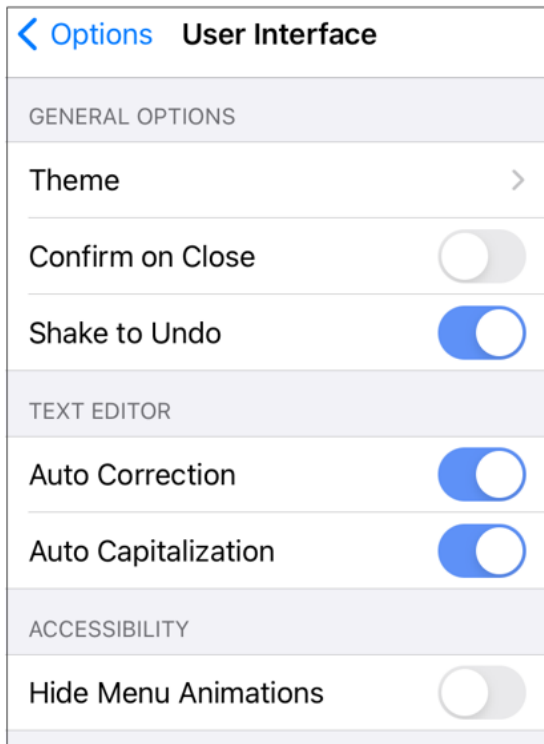
To access these options, first press on the **Settings Button** in the [Top Toolbar](#).



Then press on the **User Interface Submenu** within the [Settings Menu](#).



The **User Interface Submenu** will appear as shown below:

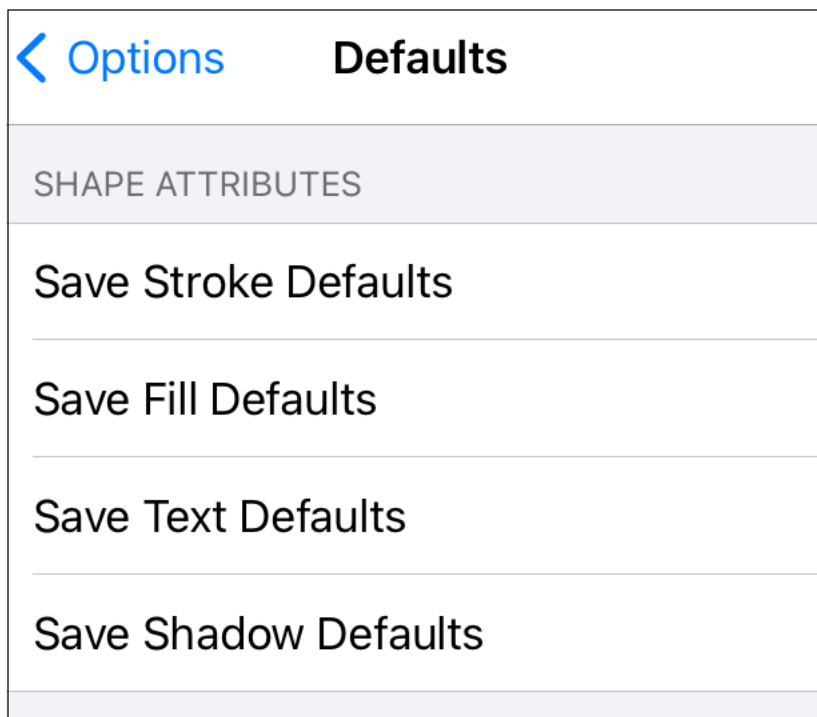


Tap on an option to enable or disable it. Enabled options will have either a blue background. .

Option Name	Description
Theme	The Theme option can be used to select a theme for the Drawing Editor (Automatic, Blue (light), Light, or Dark).
Confirm on Close	The Confirm to Close option enables a confirmation dialog to prevent an accidental exit from the Drawing Editor to the Document Picker . This is useful for many users who inadvertently press the Back Button . The confirmation dialog will only present itself if the drawing has been modified. TouchDraw 2 will return to the Document Picker without confirmation if a drawing has been viewed only and no changes were made.
Shake to Undo	The Shake to Undo option will undo a change when the device is shaken. Each time the device is shaken, the last change will be undone. Shake multiple times to undo more than one change.
Auto Correction	The Auto Correction option enables or disables automatic correction as text is entered within a currently open drawing.

Option Name	Description
Auto Capitalization	The Auto Capitalization option can be used to make the first value entered into the Text Editor either lower or uppercase. It automatically defaults to Off and must be turned On for the first letter to be automatically capitalized when entering text into the editor.
Hide Menu Animations	The Hide Menu Animations option can be used to turn off the "fade in/fade out" animations for all of the menus. This option is disabled by default; however, power users interested in speed and usability over eye-candy may want to turn this option on.

The **Defaults Submenu** contains options for updating the default values used for new [Drawing Editor](#) sessions based on the currently selected values for stroke, fill, text, and shadow defaults.



Option Name	Description
Save Stroke Defaults	The Save Stroke Defaults option can be used to set the default stroke values for new Drawing Editor sessions to the currently selected default values within the Stroke Tab .
Save Fill Defaults	The Save Fill Defaults option can be used to set the defaultfill values for new Drawing Editor sessions to the currently selected default values within the Fill Tab .

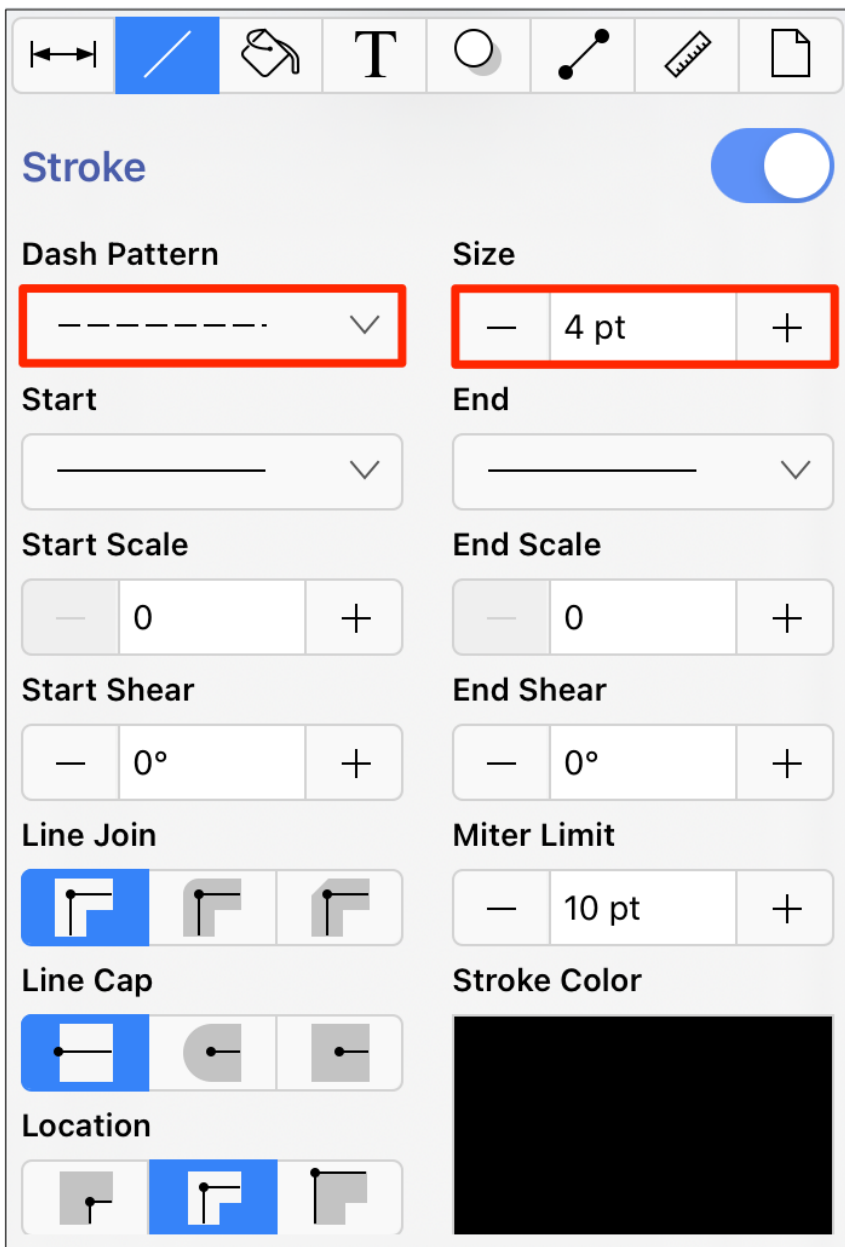
Option Name	Description
Save Text Defaults	The Save Text Defaults option can be used to set the default text values for new Drawing Editor sessions to the currently selected default values within the Text Tab .
Save Shadow Defaults	The Save Shadow Defaults option can be used to set the default shadow values for new Drawing Editor sessions to the currently selected default values within the Shadow and Opacity Tab .

Example: Save Stroke Defaults

In this example, we will show how to use the **Save Stroke Defaults** option within this menu.

For this example, these values have been changed within the Stroke Tab for the current Drawing Editor session.

- **Stroke Size** = 4 pt
- **Stroke Dash Pattern** = dashes



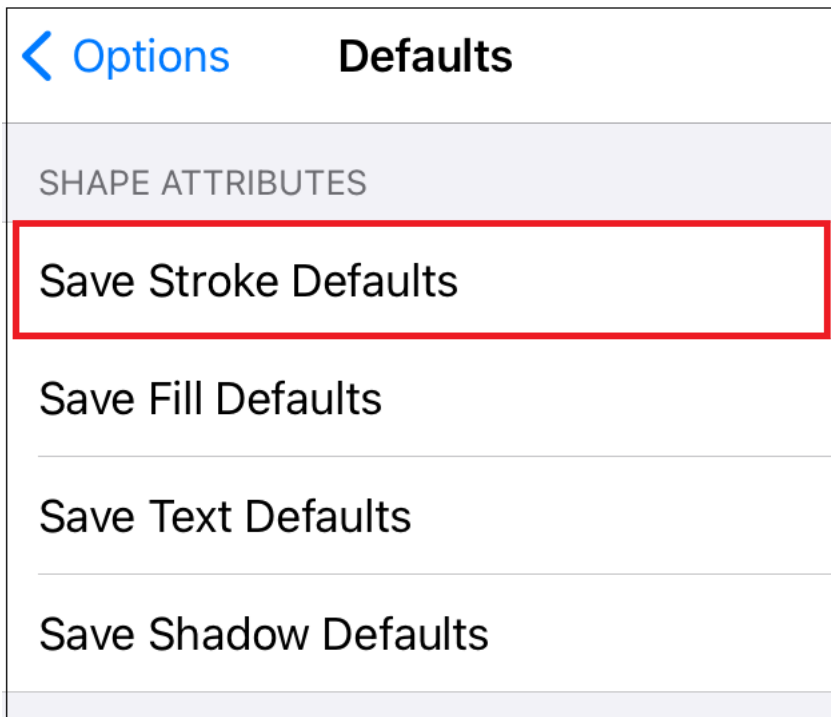
Step 1: Press on the **Settings Button** within the [Top Toolbar](#).



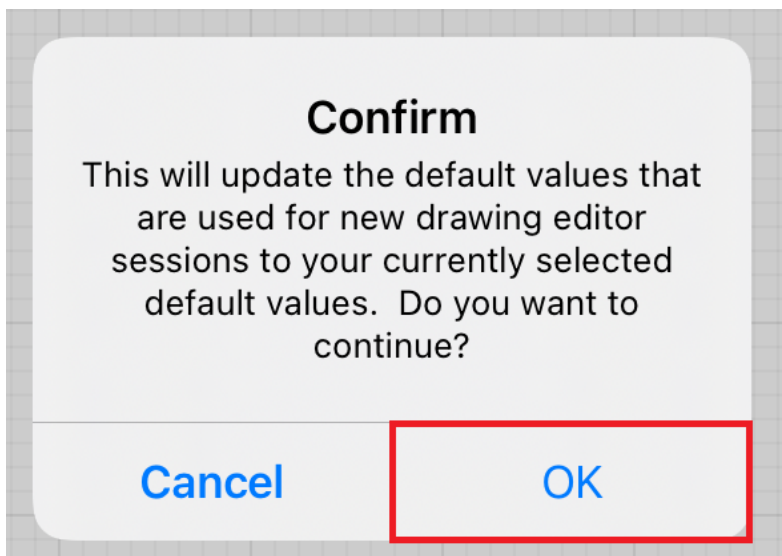
Step 2: Press on the **Defaults Submenu**.

INFORMATION	
About	
Send Feedback	
Documentation	
SETTINGS	
Drawing Editor	>
User Interface	>
Defaults	>

Step 3: Press on the **Save Stroke Defaults** option.

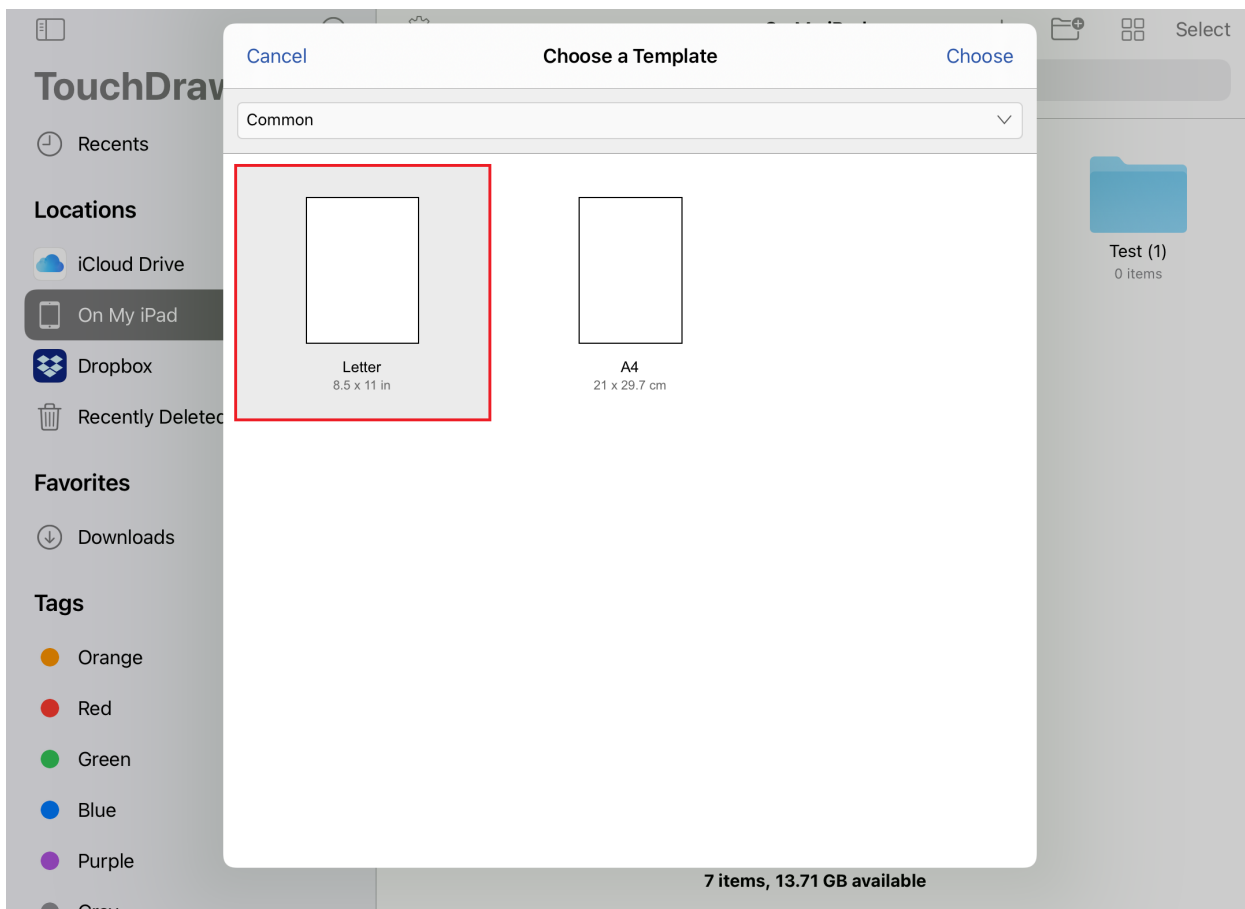
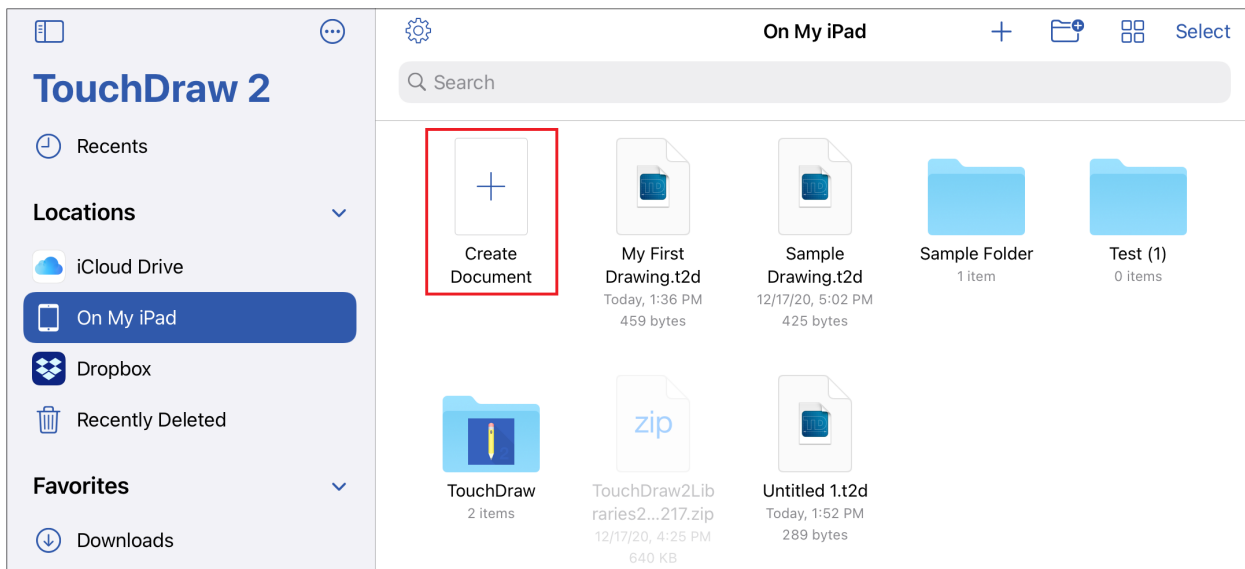


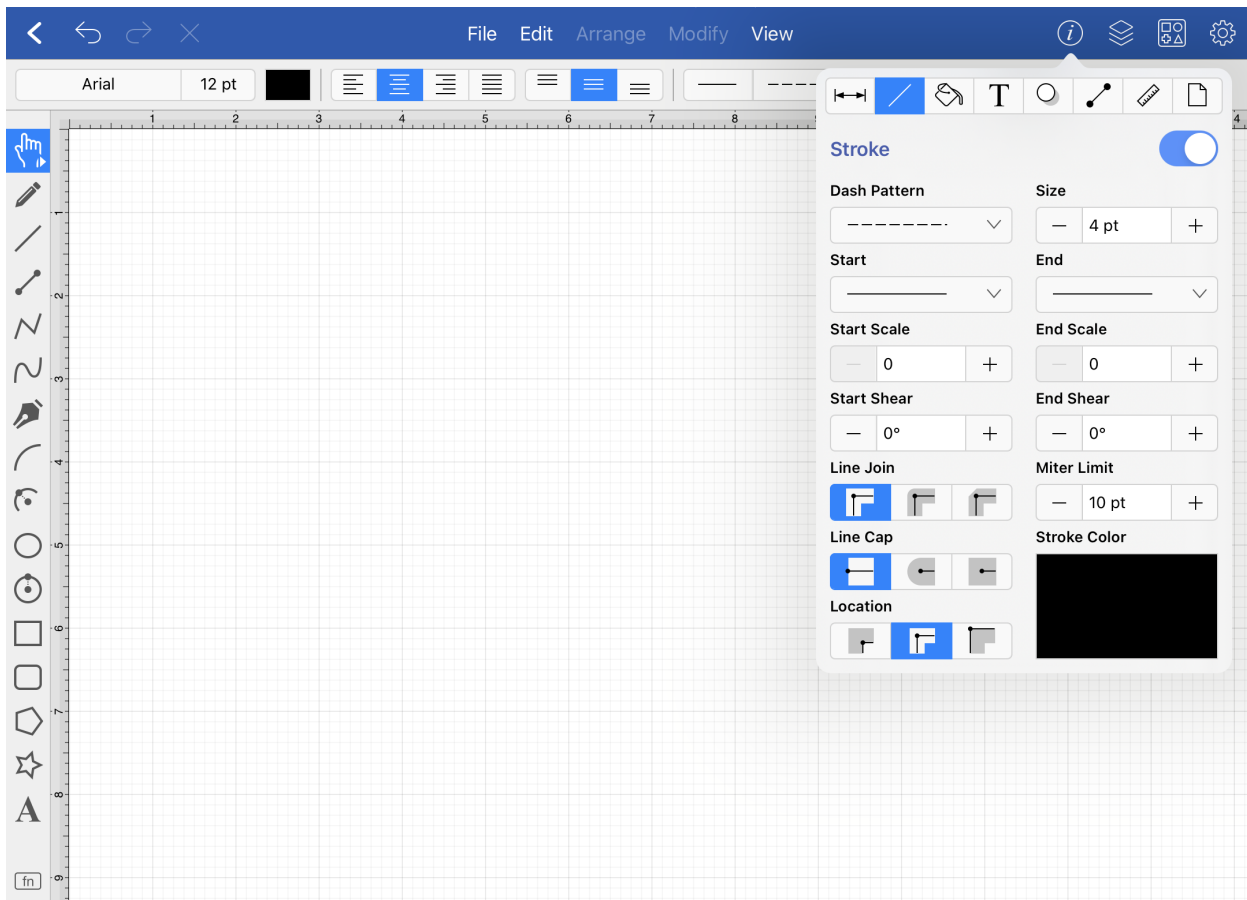
Step 4: Press on **OK** to confirm.



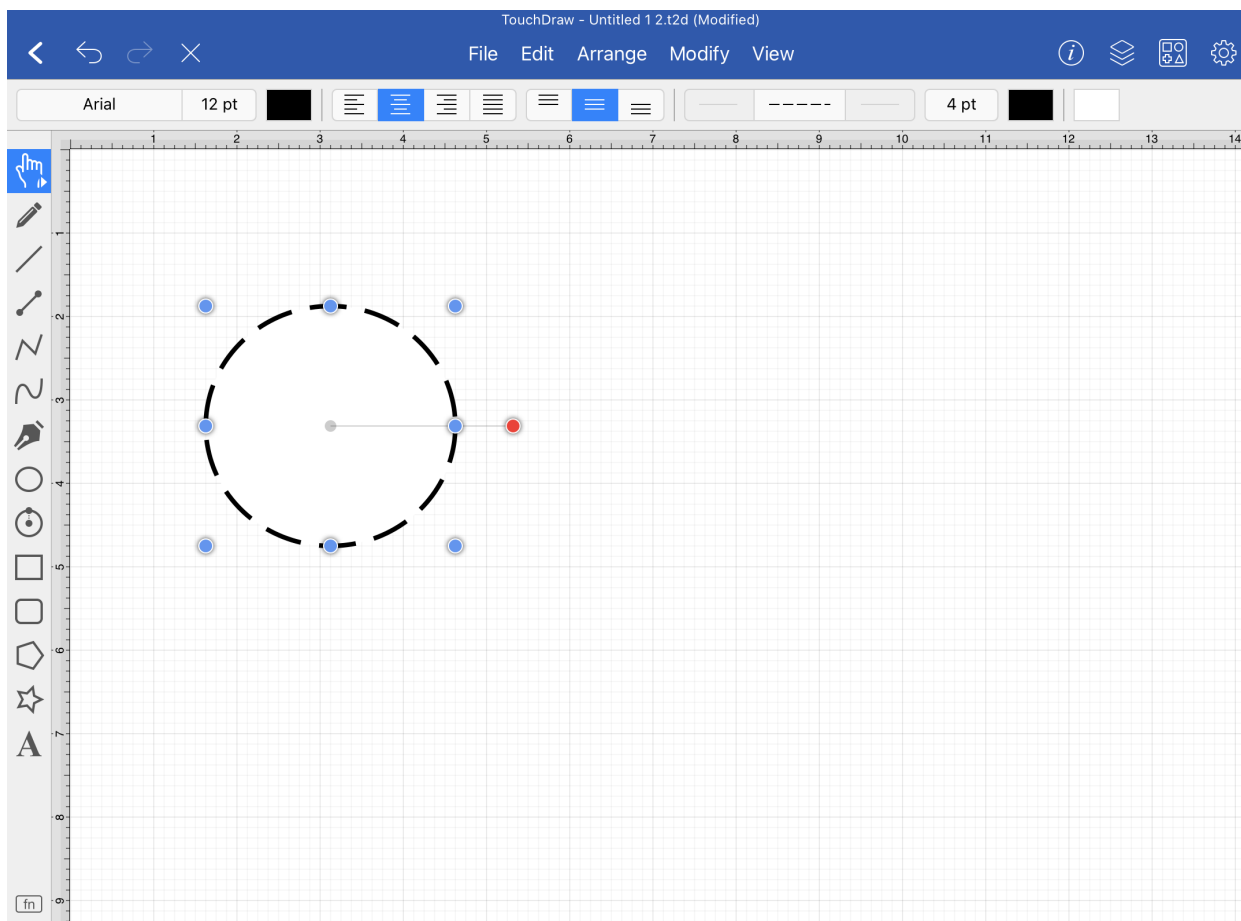
Now, when a new drawing is created, these will be the new default Stroke settings.

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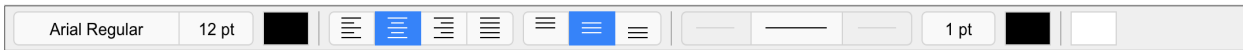


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5.1.3. Format Bar

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



When in *Portrait Mode*, the **Text Attributes** will be combined to save space and accessible from one button:



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

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

5.1.4. Contextual Menu

The **Contextual Menu** provides quick access to various editing functions made available through the TouchDraw 2 application.

This menu may be opened by performing an **extended press** anywhere within the [Drawing Canvas](#) or on a [selected figure\(s\)](#).

CLIPBOARD
Cut
Copy
Paste
Paste Special
PATHS
Insert Handle
Split Path At Handle
Delete Handle
Delete Segment
LAYERS
Move To Layer
OTHER ACTIONS
Set Origin

Note: Choices may or may not be enabled depending on the selected figure where the extended press occurs.

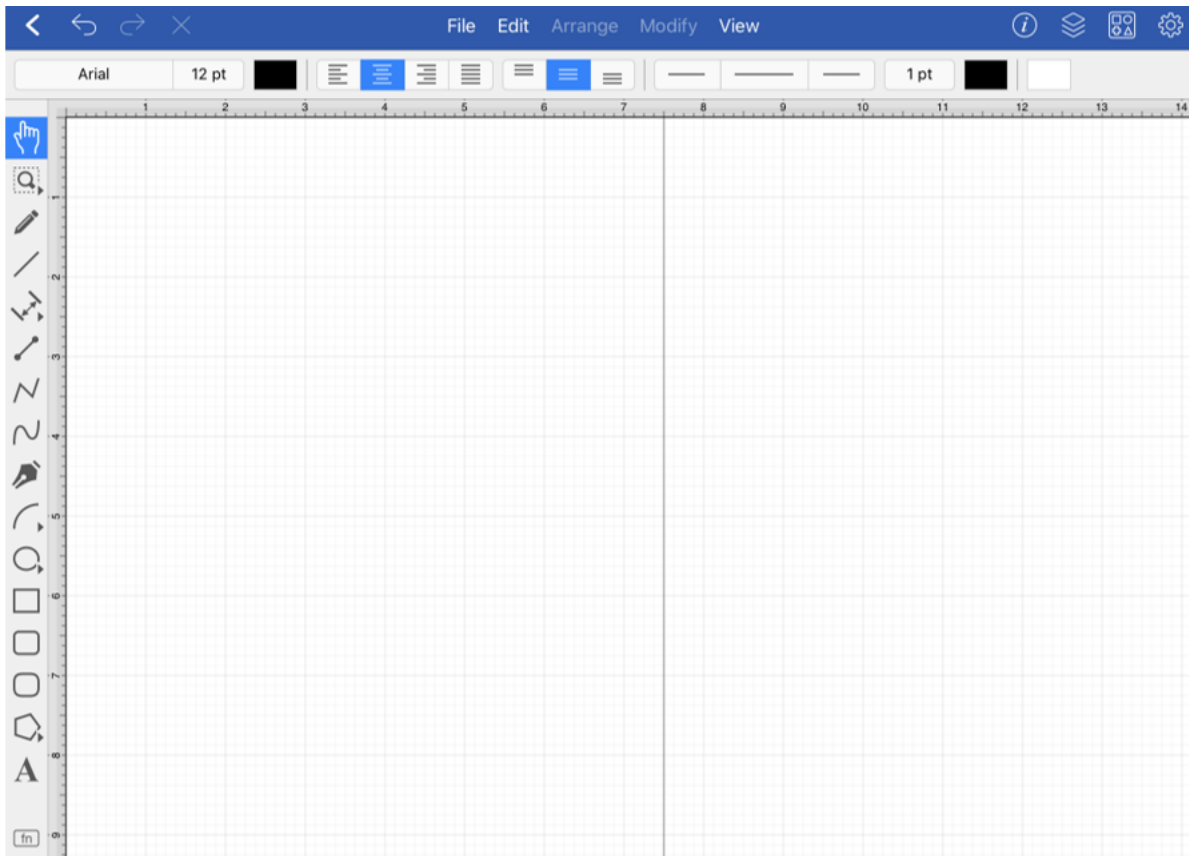
Click or Tap on the name of the menu item to find out more details about what action occurs when it is selected.

Option Name	Description
Cut	The Cut menu item removes the currently selected item from the active drawing and places it in the clipboard.
Copy	The Copy menu item places a copy of the currently selected item into the clipboard.
Paste	The Paste menu item adds the most current item residing in the clipboard to the active drawing.
Paste Special Submenu	The Paste Special Submenu contains special options related to pasting the contents of the clipboard into the active drawing.
Reset Center of Rotation	The Reset Center Rotation menu item is enabled when the "Center of Rotation" option in the Handles Submenu popup menu is selected and has been altered on a shape. This option changes the "Center of Rotation" for a shape back to its original centered location.
Insert Handle	The Insert Handle menu item inserts a handle into the currently selected path segment.
Delete Handle	The Delete Handle menu item deletes the currently selected handle from a path segment.
Split Path at Handle	The Split Path at Handle menu item divides a path into two separate sections at the chosen handle and allows each section to be altered as an individual figure.
Delete Segment	The Delete Segment menu item deletes the currently selected segment from a path.
Convert Shape to Path	The Convert Shape to Path option allows a selected shape(s) on the Drawing Canvas to be converted into a path figure.
Segment to Line	The Segment To Line option can be used to convert a quadratic or cubic path segment into a line segment.
Segment to Quad	The Segment To Quad option can be used to convert a line or cubic path segment into a quadratic segment.
Segment to Cubic	The Segment To Cubic option can be used to convert a line or quadratic path

Option Name	Description
	segment into a cubic segment.
Move to Layer Submenu	The Move To Layer Submenu contains options for moving selected figure(s) to a new or existing layer.
Set Origin	The Set Origin menu option resets (moves) the top left of the drawing (0,0) to the specified point on the Drawing Canvas . This will be the point where the extended press has been performed to bring up the Contextual Menu.
Style as Dimension Line	The Style as Dimension Line option adds arrowheads and a {Length} variable to a selected line(s). At least one line must be selected in the drawing canvas for this option to appear.

5.1.5. Drawing Canvas

The **Drawing Canvas** is the area of the screen where the currently active drawing can be viewed and modified. All added figures appear in this portion of the TouchDraw 2 application.



Note: TouchDraw 2 includes an [Overlay Mode](#) feature to provide finer control over a selected shape, figure, or line when making alterations to figures.

Changing the Drawing Canvas Orientation

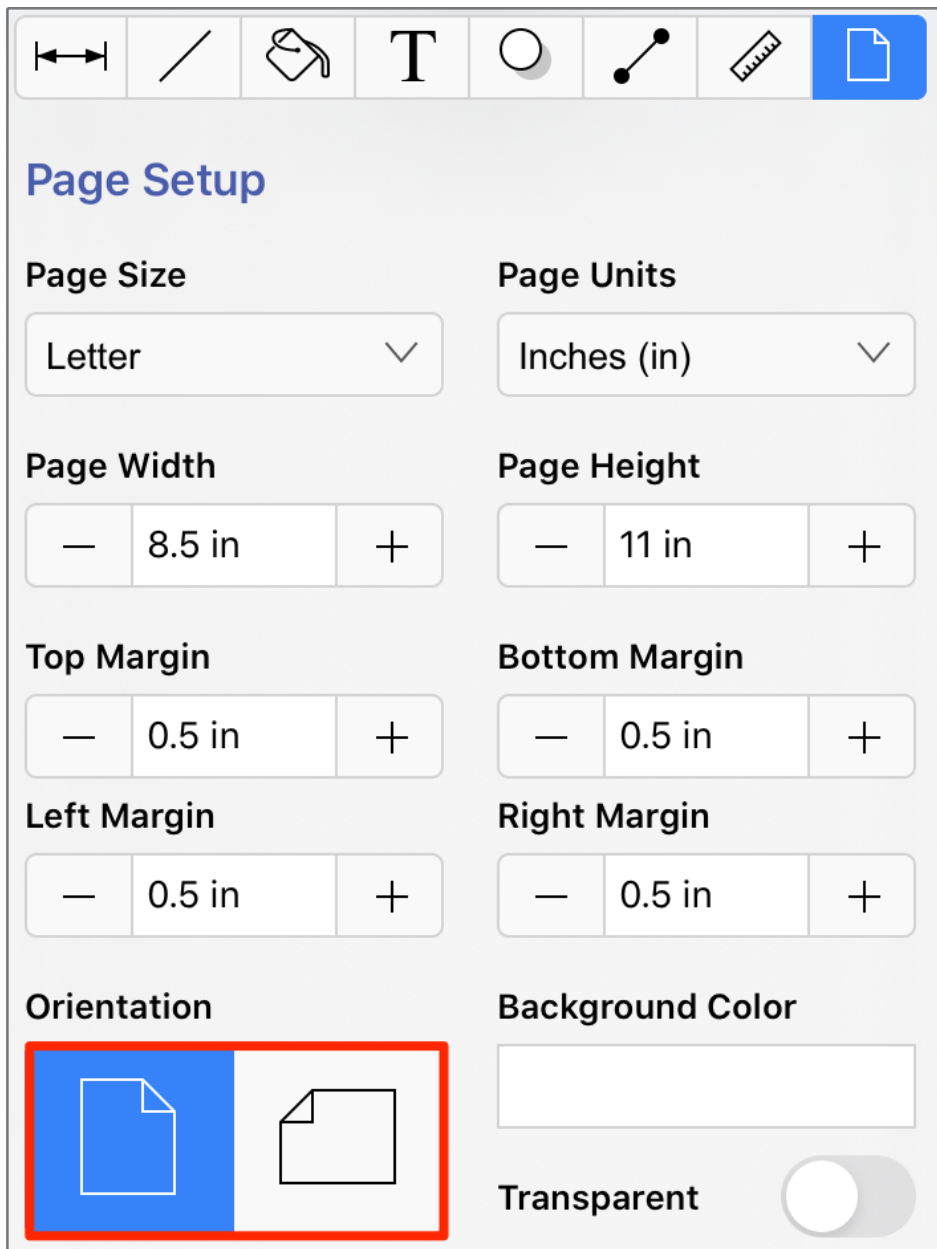
Besides being able to switch the entire application between landscape and portrait mode on the device, the orientation for the Drawing Canvas itself may also be changed from portrait to landscape.

By default, the setting is configured for portrait mode, but can be changed by completing the following steps:

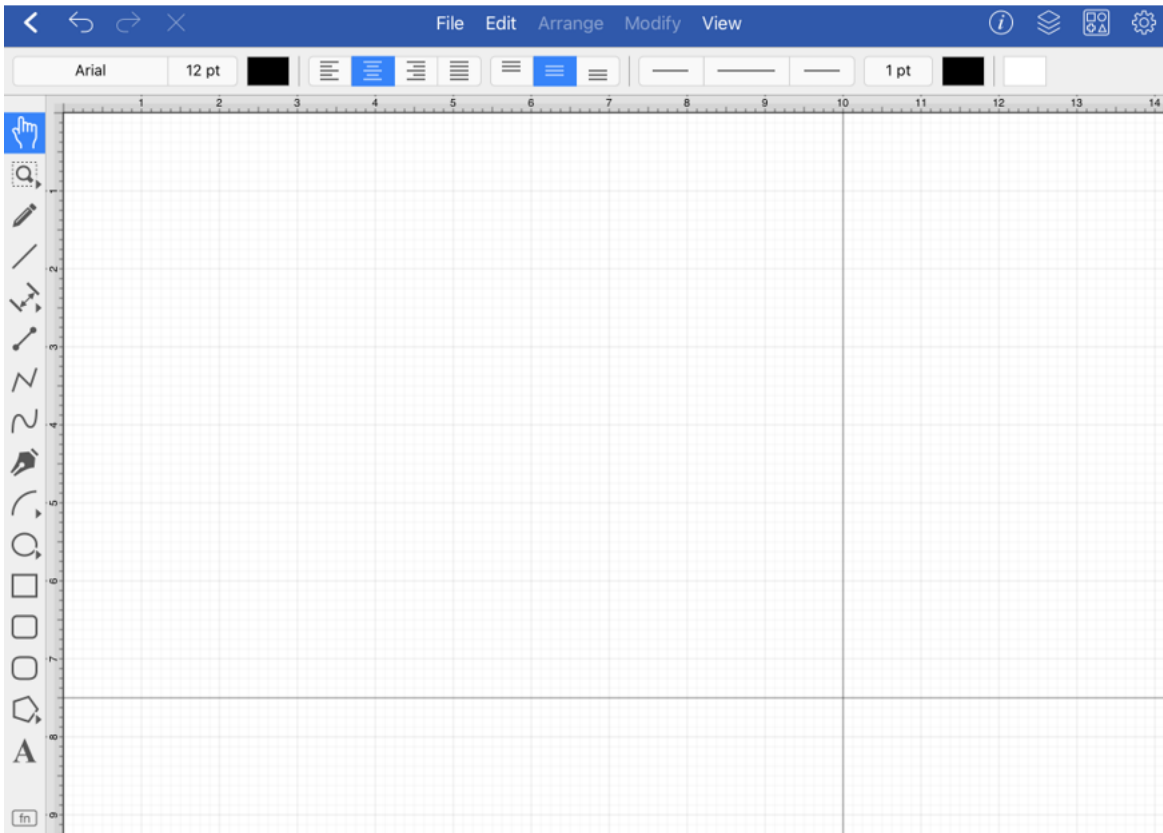
Step 1: Press on the **Info Button** in the [Top Toolbar](#).



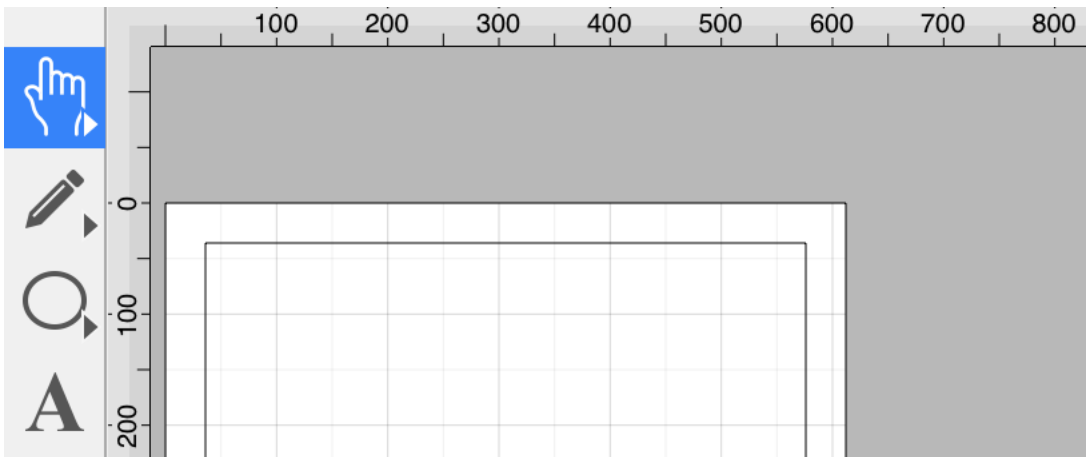
Step 2: Press on the [Page Setup Tab](#) and then tap on the desired option (portrait or landscape).



Step 3: The following image shows the **Drawing Canvas** in landscape mode.



Note: The [Drawing Toolbar](#) has an intuitive design meaning that the available tools will be condensed into expandable groups when the device has a smaller screen area.



5.1.5.1. Overlays

Overlay Mode superimposes contextual tools over the drawing based on context of the current selection.

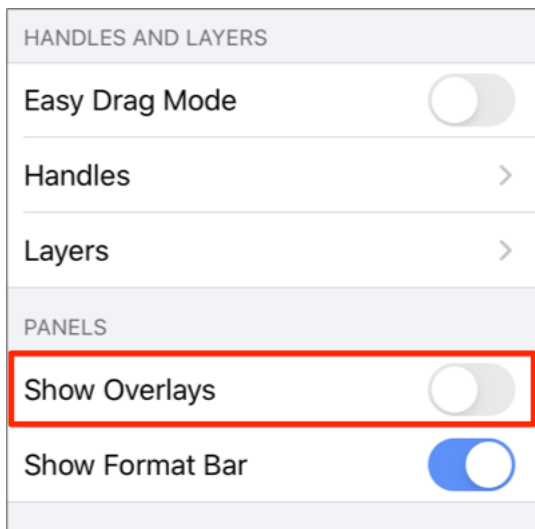
TouchDraw 2 currently supports three types of overlay modes: [Nudge](#), [Line](#), and [Connection Type](#).

The **Show Overlay** toggle must be enabled in the [Settings Menu](#) to use this application feature. To turn on this feature, complete the following steps:

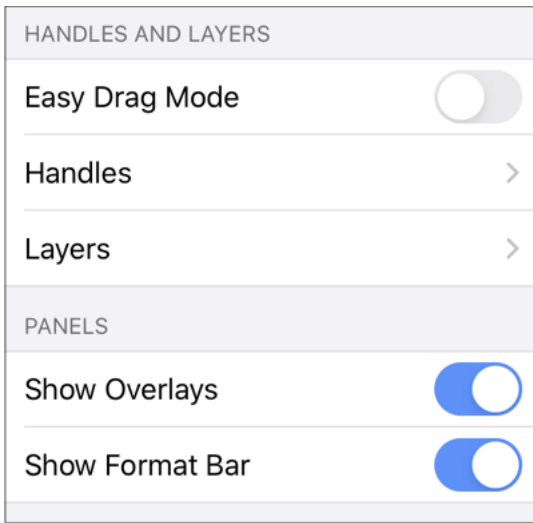
Step 1: Press the **View Menu** in the [Top Toolbar](#).



Step 2: Touch and drag downward to view options at the bottom of the menu. The **Show Overlays** option will be disabled by default.

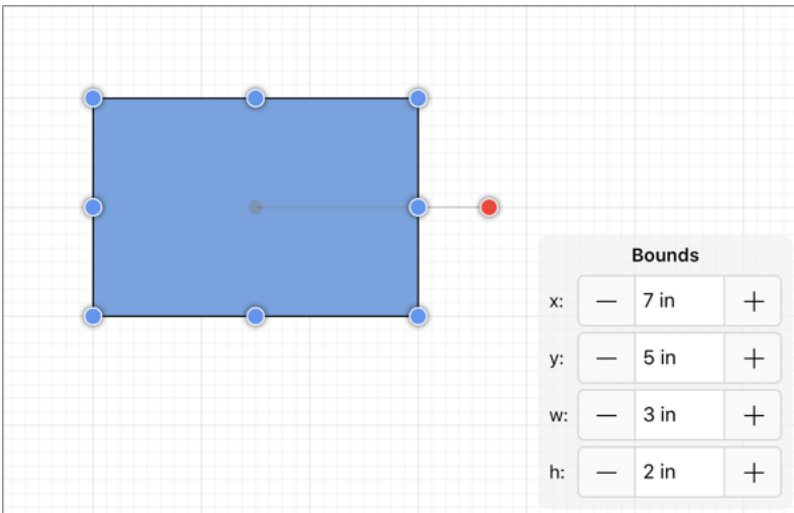


Step 3: Tap on the **Show Overlays Toggle** to enable this feature. It will appear blue when enabled.



5.1.5.1.1. Nudge Overlay

When [Overlay Mode](#) is enabled and a shape (as opposed to a line) or multiple figures has been [selected](#), a **Nudge Overlay** will fade into the lower right hand corner of the [Drawing Canvas](#).

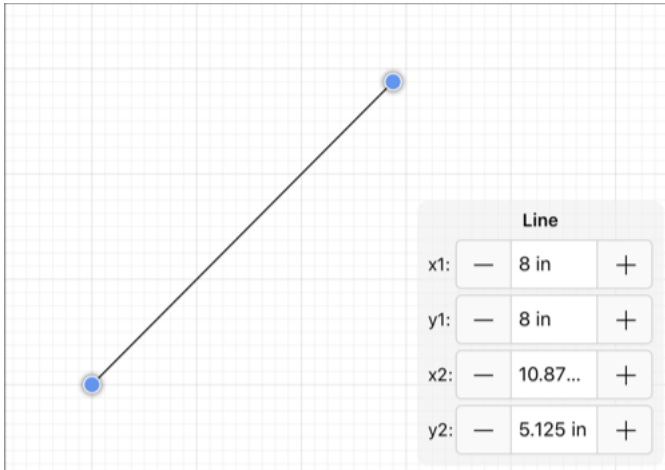


The **Nudge Overlay** application feature provides finer control over the x location, y location, width and height of a selected figure (or figures) without having to bring up additional menus to make these changes.

Tap on the "plus" or "minus" buttons next to a desired bounds selection to alter the position or size of a selected figure(s).

5.1.5.1.2. Line Overlay

When **Overlay Mode** is enabled and one or more lines have been **selected**, a **Line Overlay** will fade into the lower right hand corner of the **Drawing Canvas**.

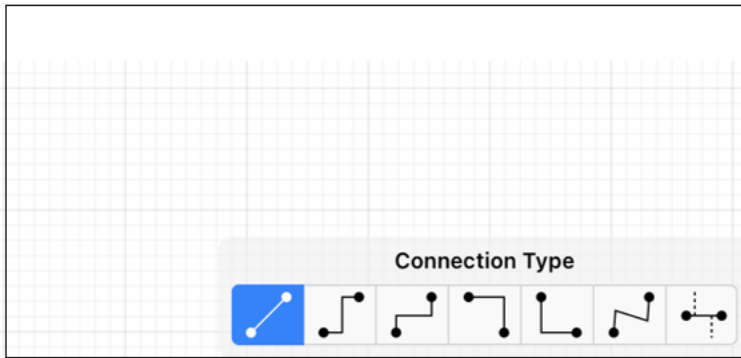


The **Line Overlay** application feature provides finer control over the x position and y position of both the starting and ending points of a line. This feature also provides finer control over the angle and length of a selected line(s).

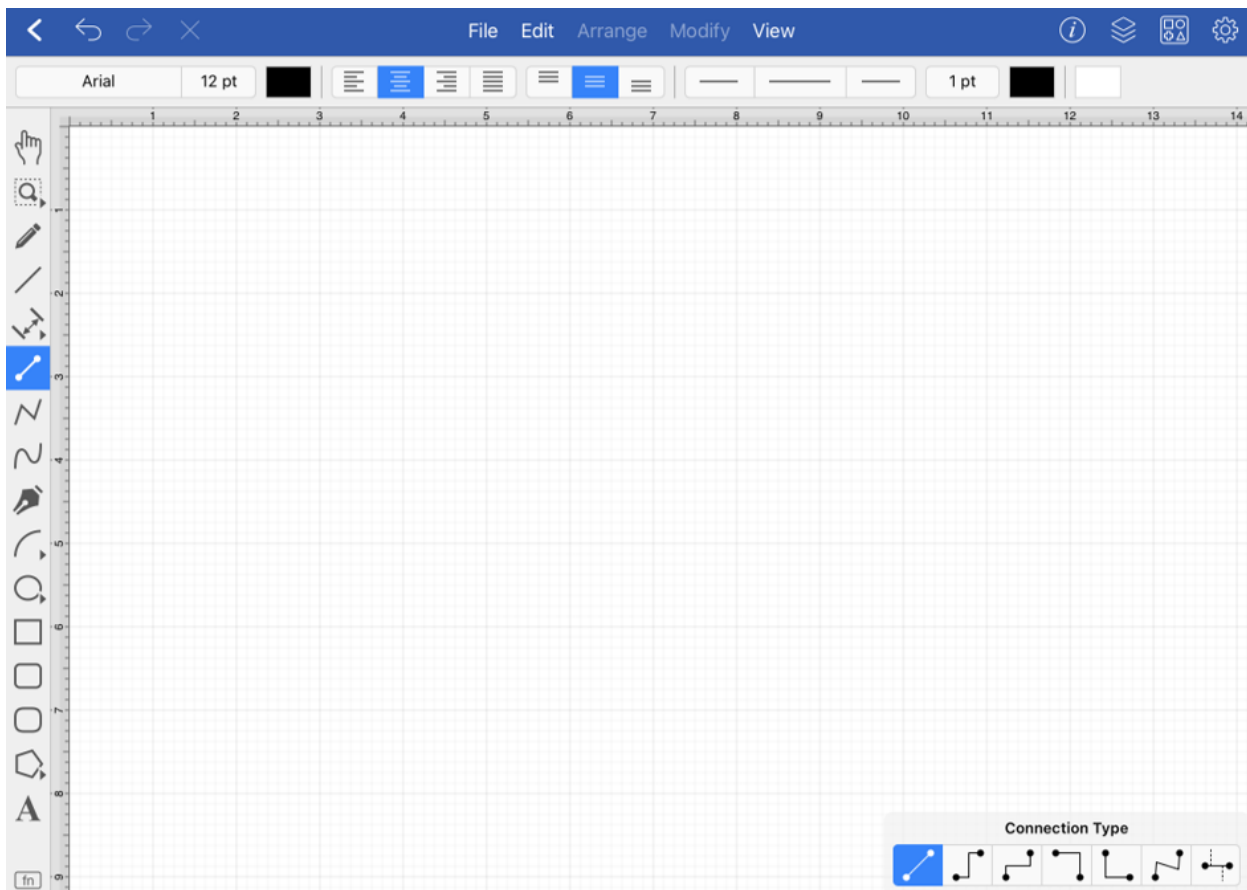
Tap on the "plus" or "minus" buttons next to the desired position, length, or angle selection to alter its value.

5.1.5.1.3. Connection Type Overlay

When **Overlay Mode** is enabled and the **Connection Tool** is selected, a **Connection Type Overlay** will fade into the lower right hand corner of the **Drawing Canvas**.

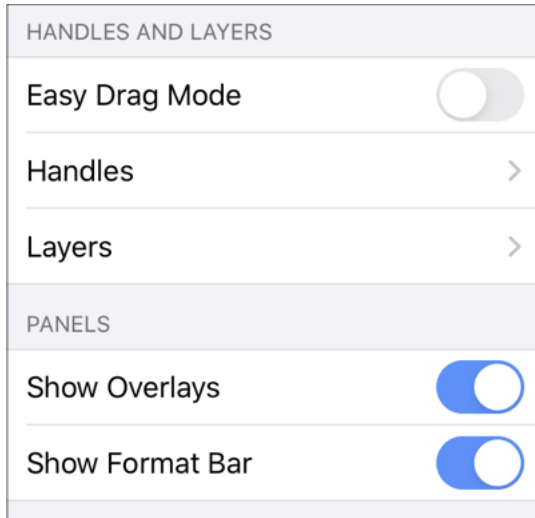


The **Connection Type Overlay** application feature can be used to select the connector type before creating a connection line in the [Drawing Canvas](#). Select the **Connection Tool** and then **tap** on the desired **Connector Type** in the overlay panel to change the current connection line type.



TouchDraw 2 will remember the current selection in the **Connection Type Overlay** and apply it to new connection lines created with the [Connection Tool](#).

You must have the **Show Overlays** preference enabled for the **Connection Type Overlay** panel to appear in TouchDraw 2. See [Overlays](#) to learn more.



Note: To learn more about using connection lines in TouchDraw 2 and the available **Connector Types**, please refer to the [Connection Tool](#) section of the wiki documentation.

5.1.6. Drawing Toolbar

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

Normal Mode

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



Sticky Mode

Sticky Mode, which is activated by selecting a tool by a double tap, makes it possible to add many figures into the drawing without having to reselect the tool. Upon completion of creating a figure, the tool will remain selected, and additional figures of the same type can be created/inserted immediately.

To cancel/end creating the selected figure type, simply select another tool. A tool is in **Sticky Mode** when it's background is highlighted with a blue gradient and contains a lock symbol in the lower right hand corner as shown in the figure below.



Easy Drag Mode

The "empty" area between the tools and the edit menu at the bottom can also be used, in conjunction with a vertical swipe, to toggle the **Easy Drag Mode**.

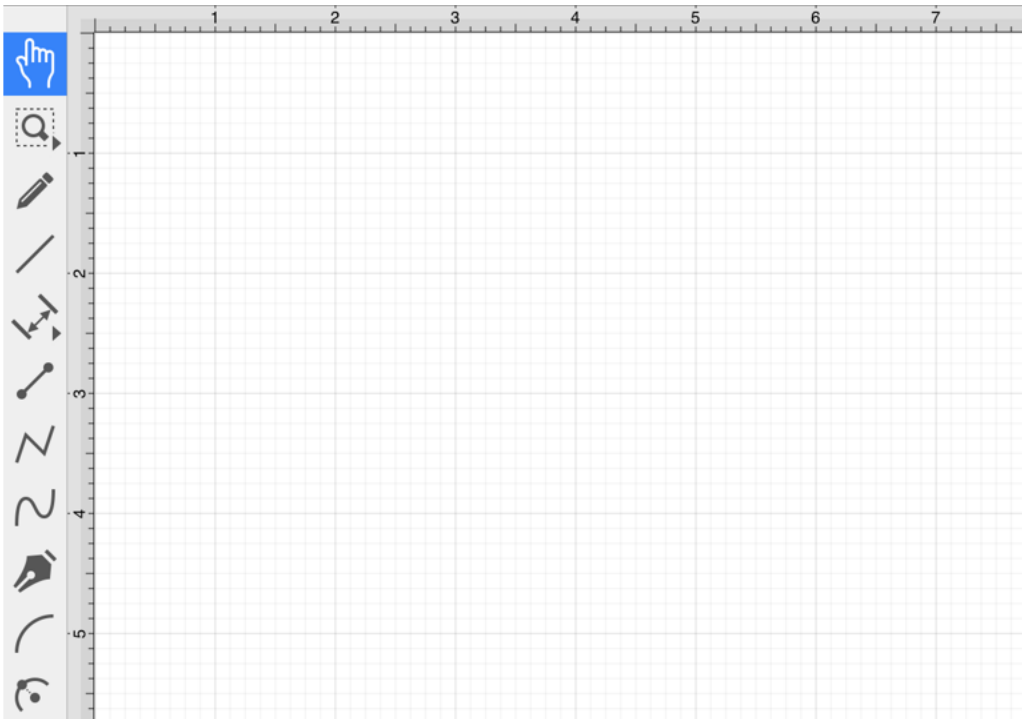


In this mode, TouchDraw 2 will hide the handles and instead highlight the selected figures. This mode makes it

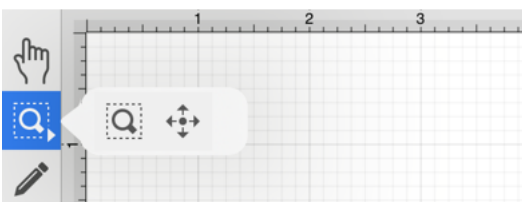
easier to move smaller figures without worrying about inadvertently resizing them. This is explained in more detail in the [Easy Drag Mode](#) section of the documentation.

Collapsed Drawing Tool Options

The drawing toolbar has an intuitive design where certain drawing tools are grouped into expandable menus for smaller devices such as tablets or smartphones. For example, the [Pan and Zoom Tool](#), Arc Tool, and [Oval Tool](#) can have additional options as indicated by the arrow at the bottom right of each button in the toolbar.



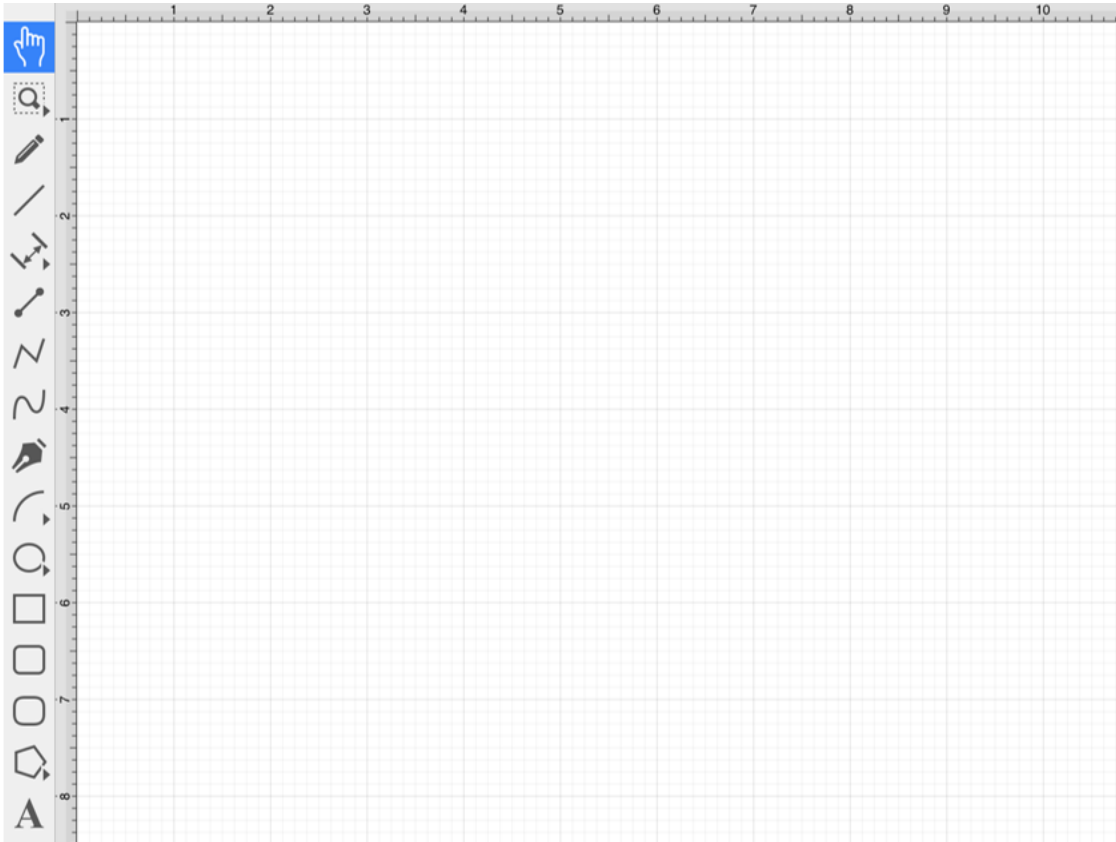
Perform an **Extended Press** to access these features and then **Tap** on the provided choices to make a selection. Available choices will appear as shown below:





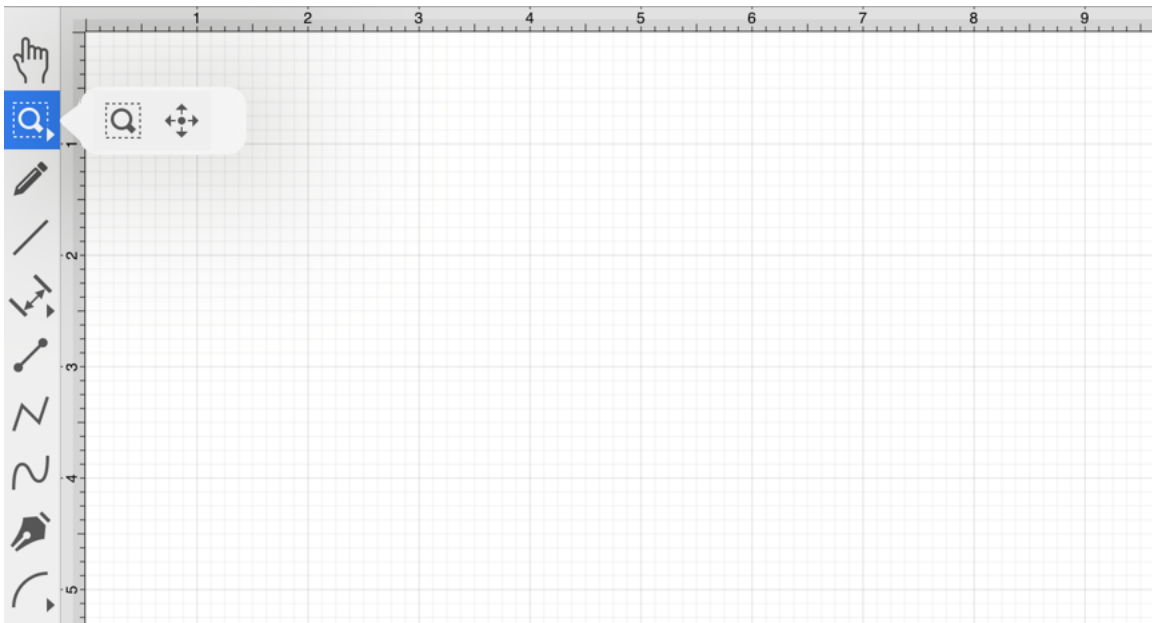
5.1.6.1. Drawing Toolbar Options

The **Drawing Toolbar**, located on the left side of the screen, contains all available drawing tools for adding to or manipulating the current drawing.







The **Drawing Toolbar** has an intuitive design where similar drawing tools collapse into groups when there is not enough room on the screen to display them all individually.




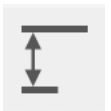




To access these tools when collapsed, you will need to perform an **Extended Press** on the displayed drawing tool in the toolbar and then **Tap** on the desired tool in the expanded selection menu.













Click or Tap on the corresponding Drawing Toolbar item name to learn more about its functionality.

Icon	Option Name	Description
	Selection Tool	The Selection Tool is the chosen tool default within the application each time a drawing is created or opened. It can be used to pan the Drawing Canvas, zoom in or out, and for figure selection.
	Pan and Zoom Tool	The Pan and Zoom Tool can be used to move the visible portion of the drawing with a Touch/Drag gesture combination for performing panning or zooming actions on an entire drawing rather than moving the objects residing on the Drawing Canvas .
	Zoom Rectangle Tool	The Zoom Rectangle Tool can be used to draw a rectangle over a portion of the Drawing Canvas to specify a precise zooming location. It provides finer control than the Pinch and Zoom gesture when zooming in on specific figures within the Drawing Canvas .
	Free Form Tool	The Free Form Tool is a gesture-recognizing tool that can be used to draw freehand lines, circles, ovals, etc. It detects what is

TouchDraw 2 for iOS

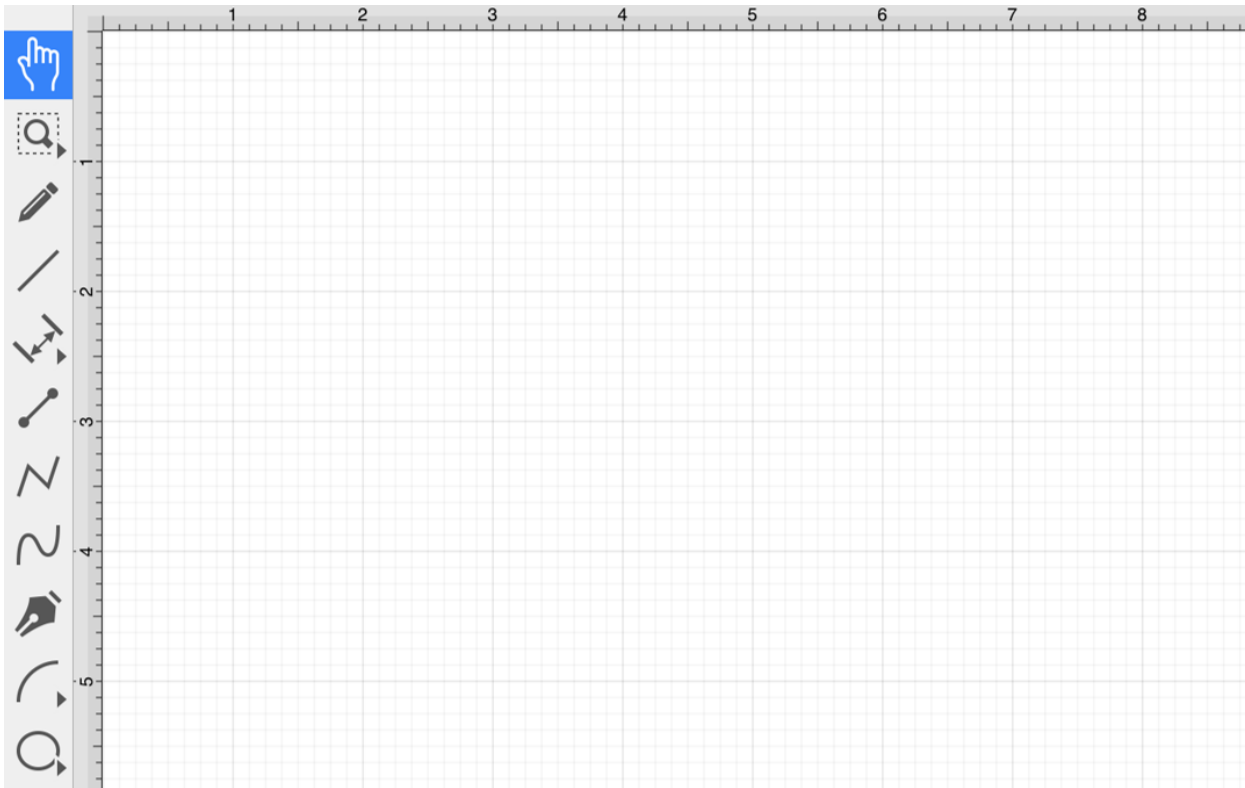
Icon	Option Name	Description
		being drawn and automatically turns into the appropriate shape. For lines between shapes, the Free Form Tool will convert the line into a connection line.
	Line Tool	The Line Tool can be used to draw straight lines.
	Linear Dimension Tool	The Linear Dimension Tool can be used to draw a linear dimension line.
	Horizontal Distance Dimension Tool	The Horizontal Distance Dimension Tool can be used to draw a horizontal dimension line.
	Vertical Distance Dimension Tool	The Vertical Distance Dimension Tool can be used to draw a vertical dimension line.
	Callout Tool	The Callout Tool can be used to draw a callout to a location in the drawing.
	Connection Tool	The Connection Tool can be used to draw lines for connecting one figure to another and makes it easy to create connected graphs such as flow charts.
	Polyline Tool	The Polyline Tool can be used to draw line segments only and works similar to the Path Tool . Dragging your finger on the Drawing Canvas will result in line endpoints. A Double Tap ends the current polyline creation. A Triple Tap will end the creation of the current polyline and close it to create a closed polygon.
	Pen Tool	The Pen Tool uses a technique called curve fitting to create a smooth curve from a drawn freehand path.
	Path Tool	The Path Tool is the most powerful and complex tool available within TouchDraw 2. It can be used to create complex curves and shapes with detailed control on every aspect of the shapes

TouchDraw 2 for iOS

Icon	Option Name	Description
		appearance.
	Elliptical Arc	The Elliptical Arc Tool is used to create a shape consisting of half of an ellipse.
	Circular Arc	The Circular Arc Tool creates a perfect circular arc where the position, length, and angle increases in proportional increments as the size of the shape increases.
	Oval Tool	The Oval Tool can be used to create ovals or circles within a drawing.
	Circle Tool	The Circle Tool can be used to create a perfect circle where the radius increases in increments as the size of the shape increases.
	Rectangle Tool	The Rectangle Tool can be used to create rectangles or squares within a drawing.
	Rounded Rectangle Tool	The Rounded Rectangle Tool can be used to create rounded rectangles or rounded squares within a drawing.
	Squircle Tool	The Squircle Tool can be used to create squircles within a drawing.
	Polygon Tool	The Polygon Tool can be used to create regular polygons within a drawing.
	Star Tool	The Star Tool can be used to create stars within a drawing.
	Text Tool	The Text Tool can be used to create a text area within a drawing.

5.1.6.2. Selection Tool

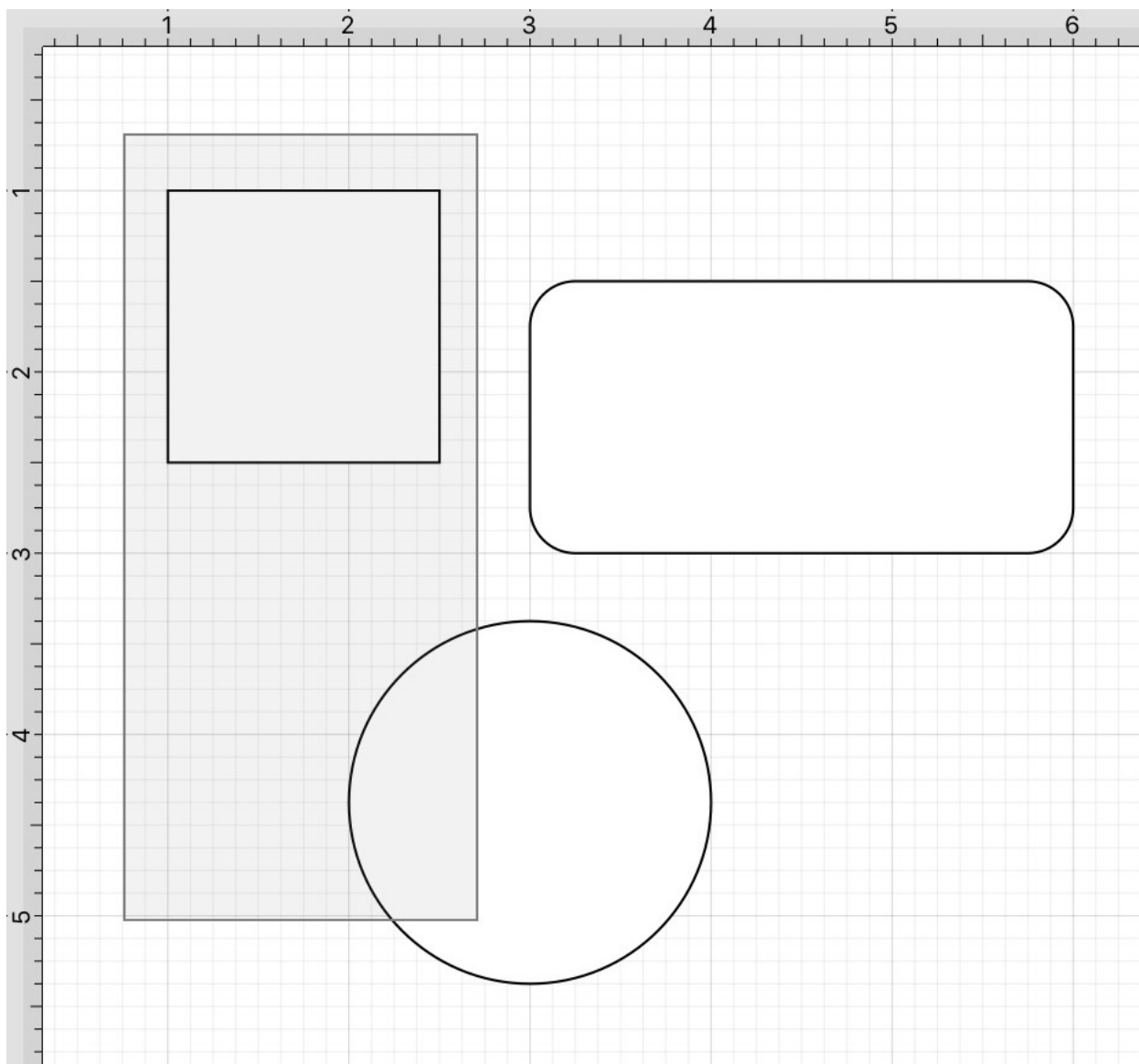
The **Selection Tool** is the chosen tool default within the application each time a drawing is created or opened. The following described functions can be performed when this tool is selected.

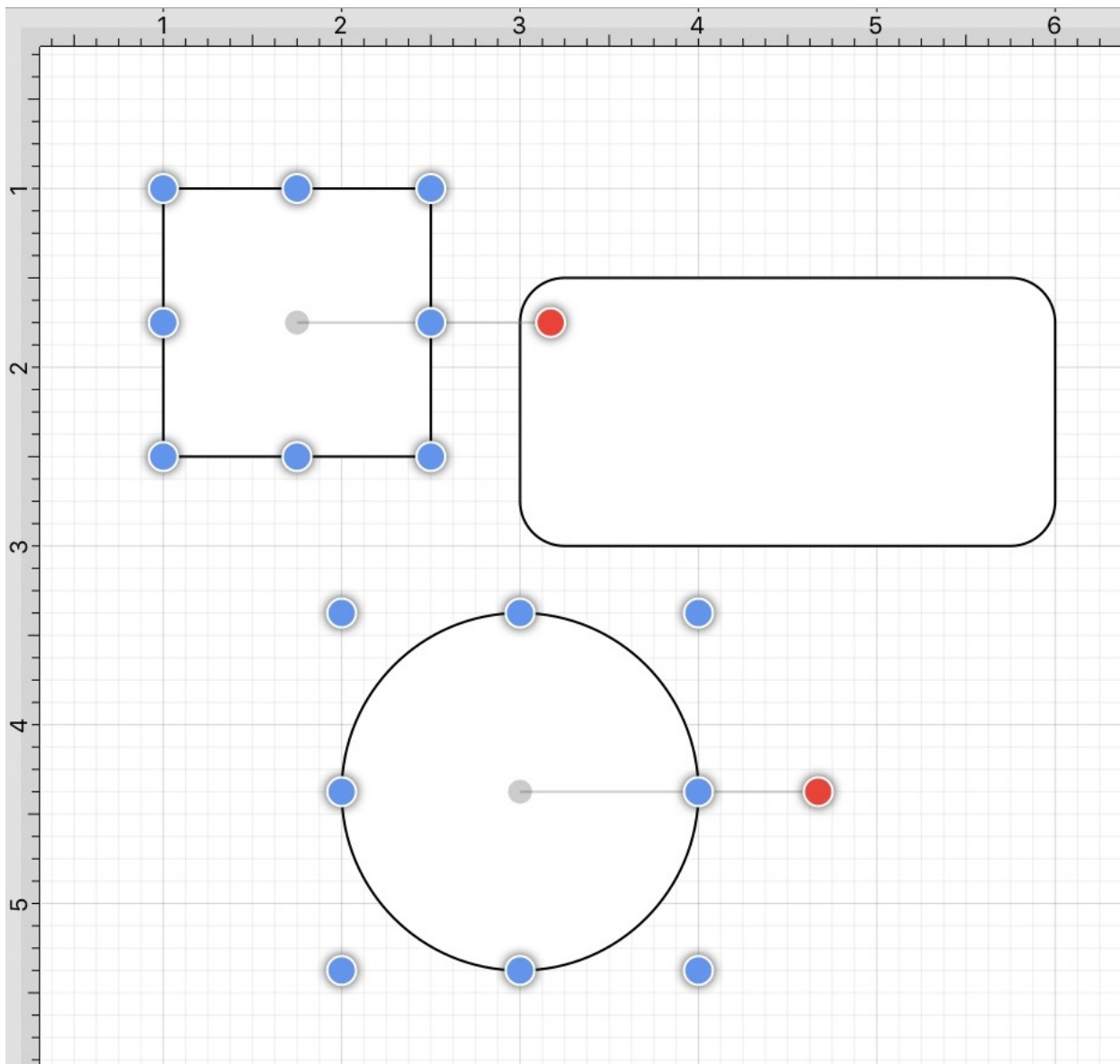


Selecting Figures

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

Figures can also be selected by outlining an area within the grid. Touch and drag within the [Drawing Canvas](#) in an area where there are no figures to draw a selection rectangle over all objects within a desired area in the [Drawing Canvas](#). All figures residing in or intersecting the defined area are automatically selected when the drag action is completed.





Single Selection

Using the methods above, without the [Function Key Feature](#) enabled, results in what TouchDraw 2 considers to be single selection. By single selection, we mean that only the figure or figures selected within the enactment of one gesture will be selected.

Multiple Selection

To select multiple figures in an individual manner by tapping (or dragging) multiple times, use the [Function](#)

Key Feature to tell TouchDraw 2 to enable multiple selection mode. Each tap (or drag) will add the figure as part of the overall selection when not already selected or deselect the figure if it is already selected. This application option allows you to have fine grained control over the selected figures.

Zooming

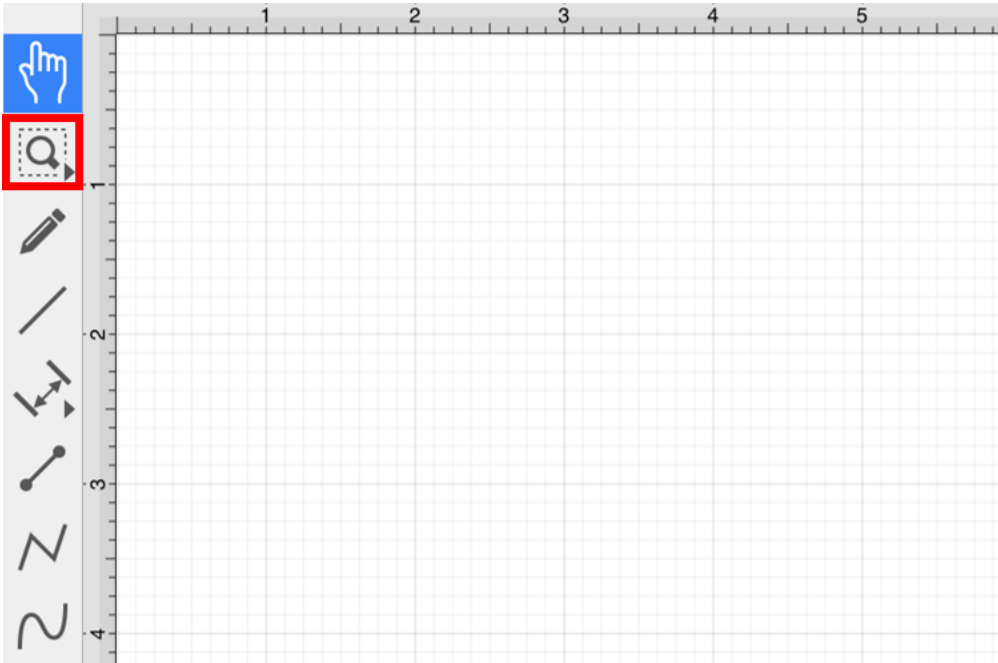
To zoom in on a drawing, put two fingers within the drawing panel and either pinch them to zoom out, or spread your fingers to zoom in. Feedback regarding the exact zoom level is given at the top of the Drawing Canvas as these gestures are performed.

Moving (Panning)

To move around in a drawing, put two fingers within the drawing panel and drag them around (without pinching or expanding them). The current position of the drawing will track with the position of your fingers. The ruler will also track these movements to provide feedback regarding the current location within the drawing.

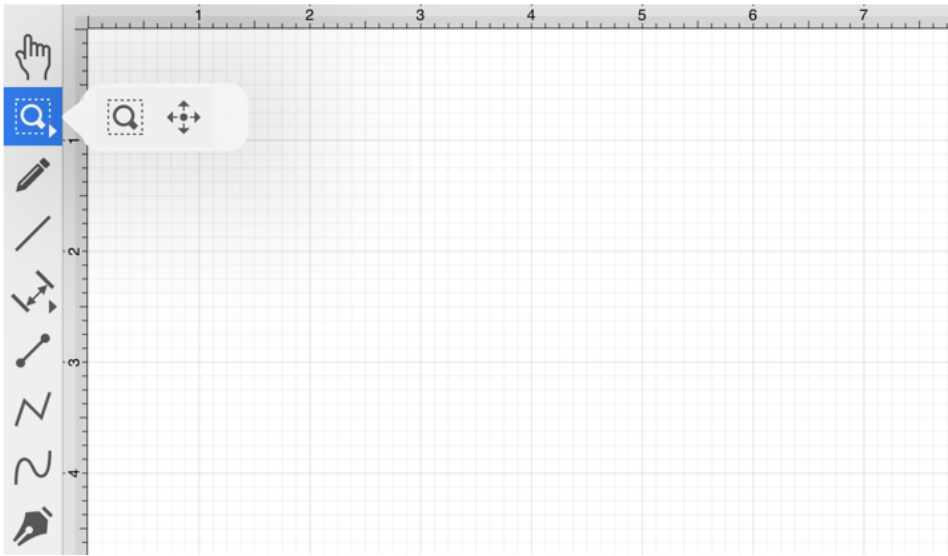
5.1.6.3. Pan and Zoom Tool

The **Pan and Zoom Tool** allows the visible portion of the drawing to be moved with a **Touch/Drag** gesture combination for performing panning or zooming actions on an entire drawing rather than moving the objects residing on the [Drawing Canvas](#).



Zoom Rectangle Tool

An additional **Pan and Zoom** option is made available when an extended **Press** is performed over the tool button.

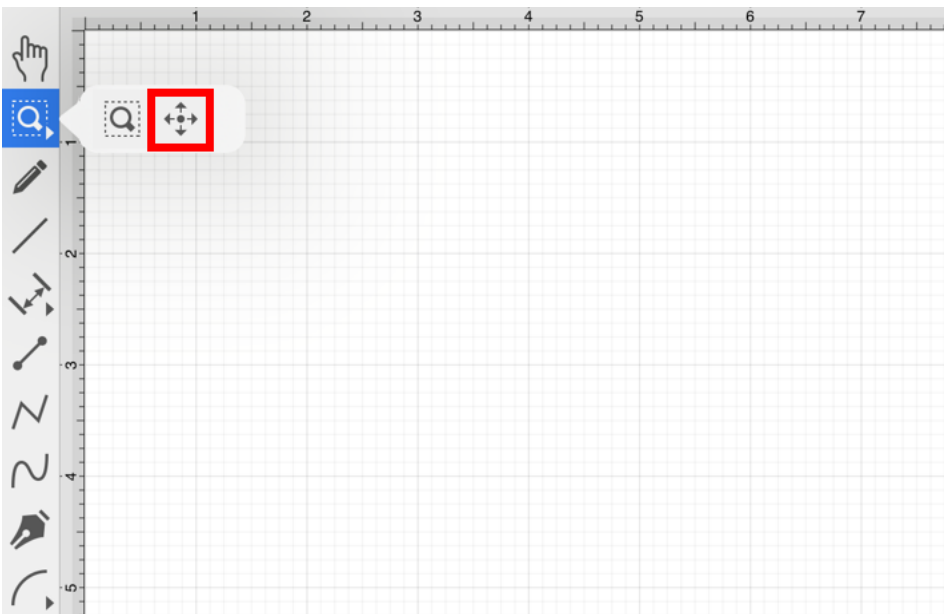


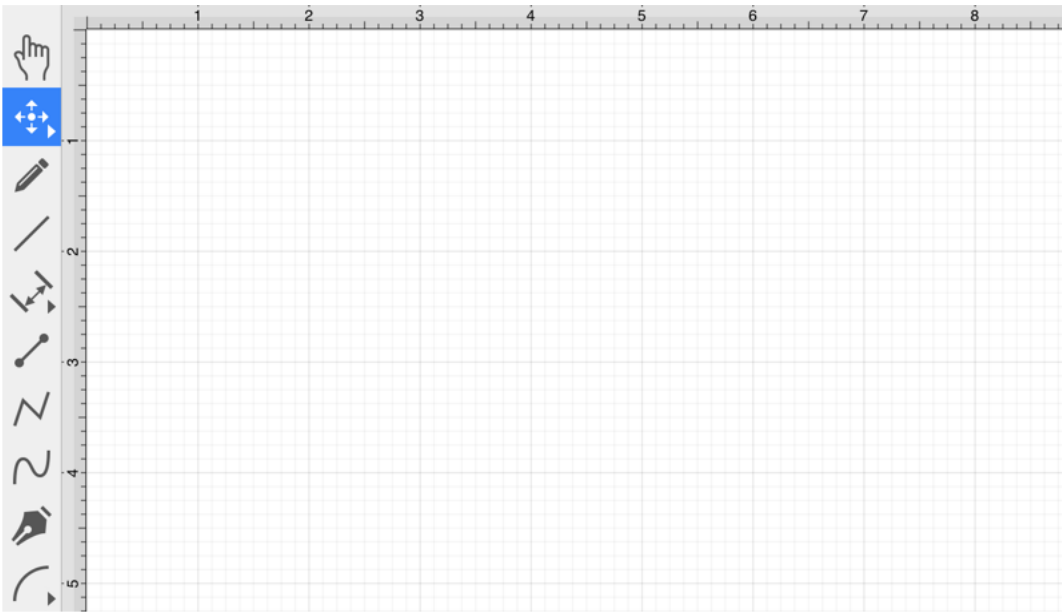
The [Zoom Rectangle Tool](#) can be used to draw a rectangle over a portion of the [Drawing Canvas](#) to specify a precise zooming location.

5.1.6.4. Zoom Rectangle Tool

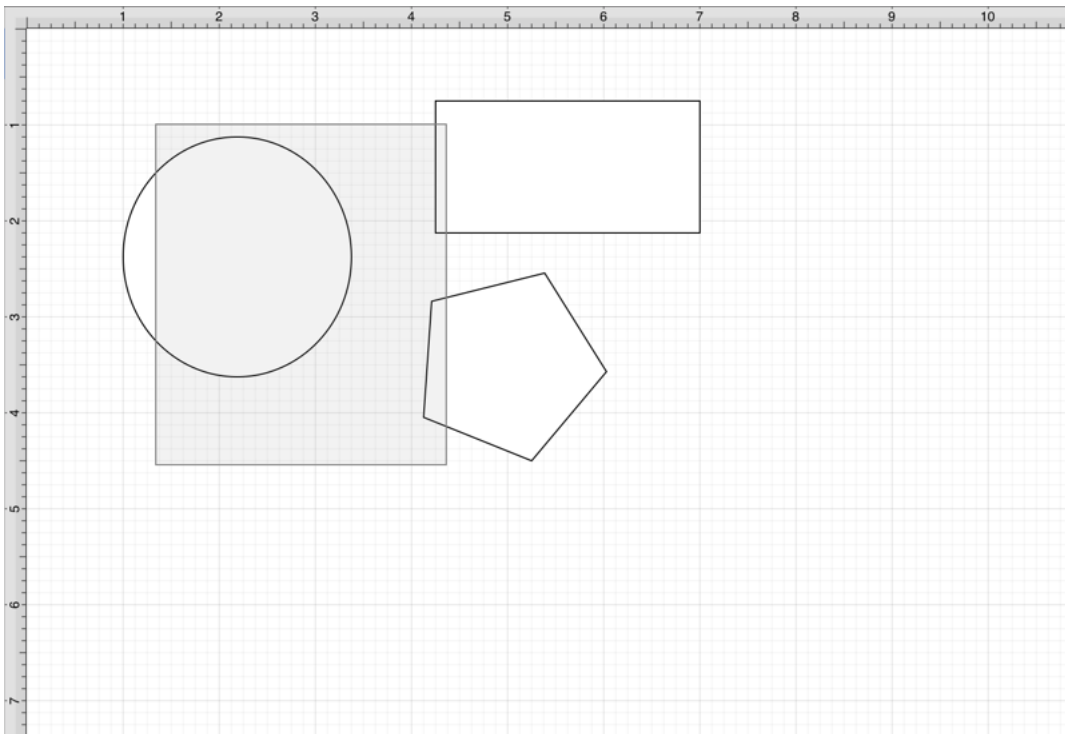
The **Zoom Rectangle Tool** selection can be used to draw a rectangle over a portion of the Drawing Canvas to specify a precise zooming location. It provides finer control than the Pinch and Zoom gesture when zooming in on specific figures within the [Drawing Canvas](#).

This option is accessible when an extended **Press** is performed over the [Pan and Zoom Tool](#). Press on the Zoom Rectangle Tool and it will appear in place of the standard Selection Tool in the [Drawing Toolbar](#).

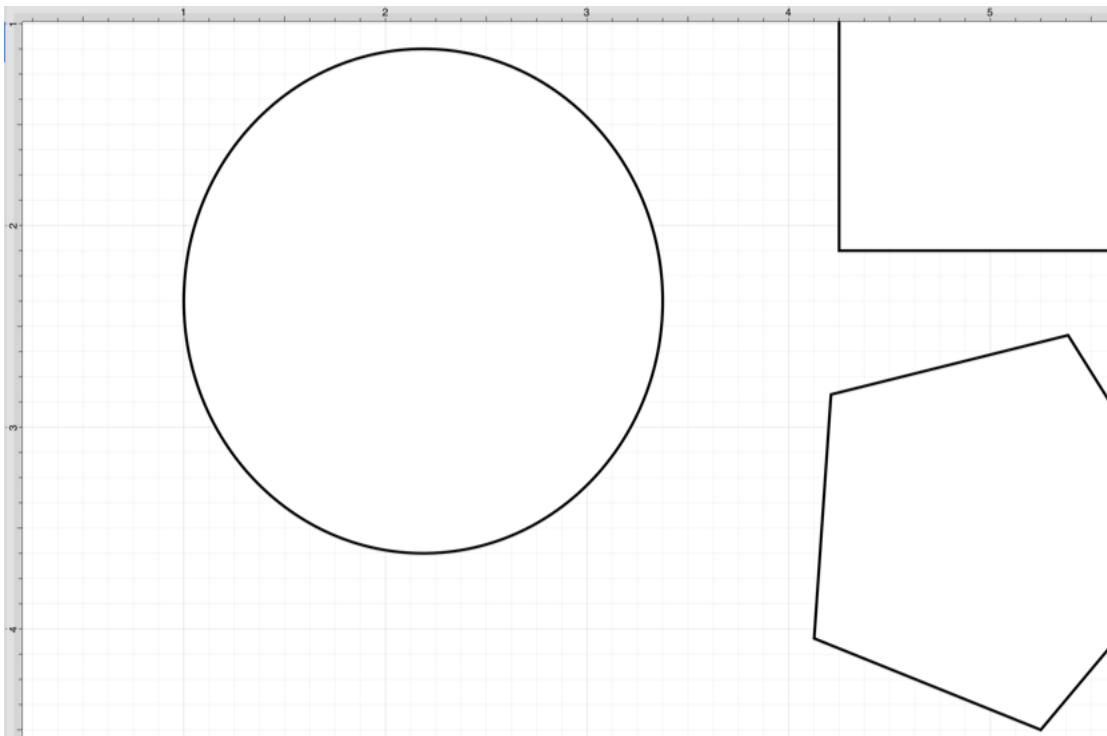




Touch, Hold, and Drag the rectangle over a desired area and then release this action to complete the selection. In this example, the blue square and red circle are selected with the **Zoom Rectangle Tool**.

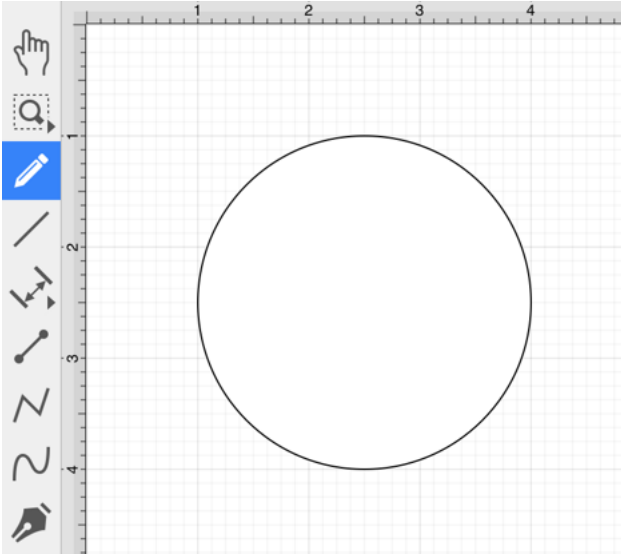


The [Drawing Canvas](#) will automatically zoom in on the figures within the selected area.



5.1.6.5. Free Form Tool

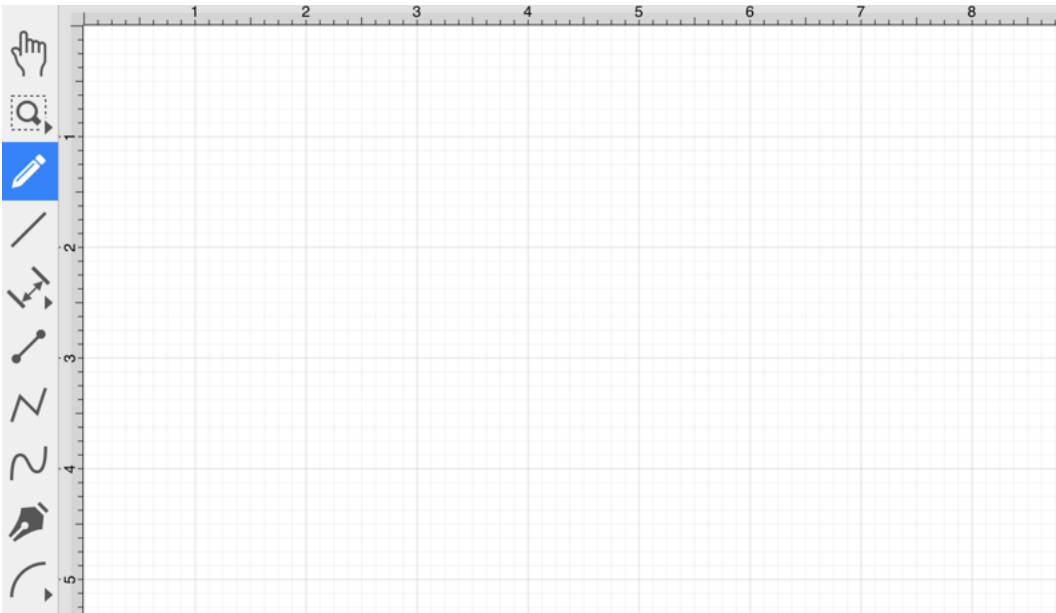
The **Free Form Tool** is a gesture-recognizing tool that can be used to draw freehand lines, circles, ovals, etc. Once you have started drawing, the tool will automatically detect what is being drawn and turn it into that shape.



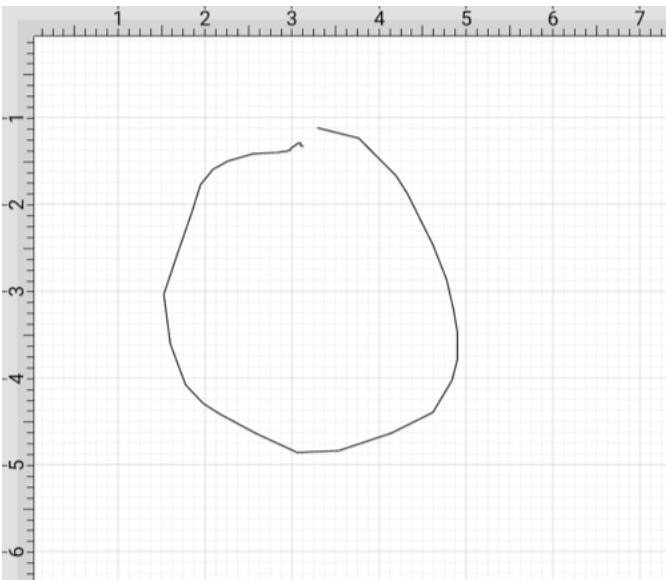
Note: For lines between shapes, the **Free Form Tool** will convert the line into a connection line automatically.

To use the **Free Form Tool**, complete the following steps:

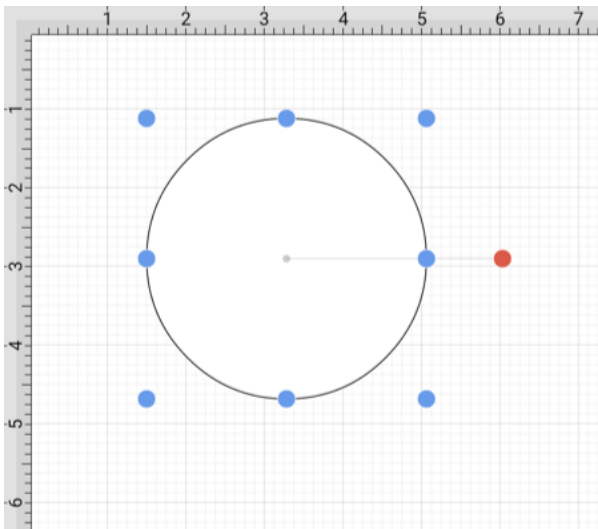
Step 1: Press on the **Free Form Tool** within the [Drawing Toolbar](#).



Step 2: Begin to draw a shape or line by performing a **Touch/Drag** gesture combination within the [Drawing Canvas](#). Do not release the gesture until your freehand shape or line has been completed.

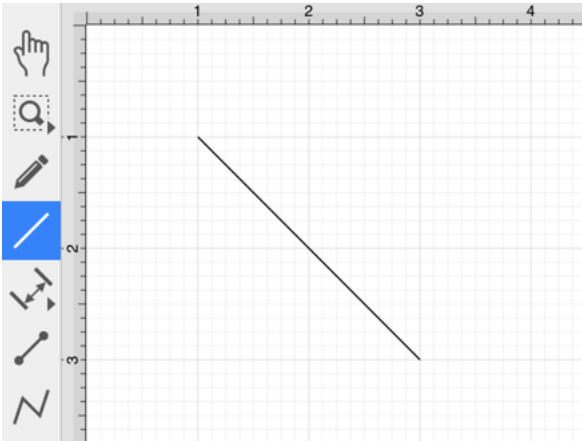


Step 3: Release the **Touch/Drag** action once you have finished drawing the shape or line. The application will then complete the shape or line accordingly.



5.1.6.6. Line Tool

The **Line Tool** can be selected to draw straight lines. Use a **Touch/Drag** gesture combination to draw the line from a set starting point to a desired end point and then release the used finger to complete the drawing action.



Note: If the [Function Key Feature](#) is enabled during line creation, the line is constrained to increments of 90°.

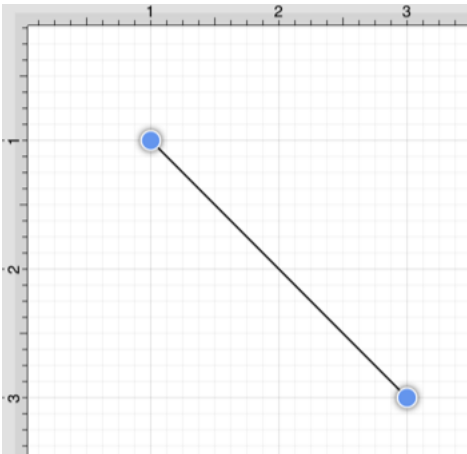
Table of Contents

- Altering the Line Length and Angle
- Style as Dimension Line
- Orthogonal Dimensions Setting for Dimension Lines
- Text Location and Orientation

Altering the Line Length and Angle

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

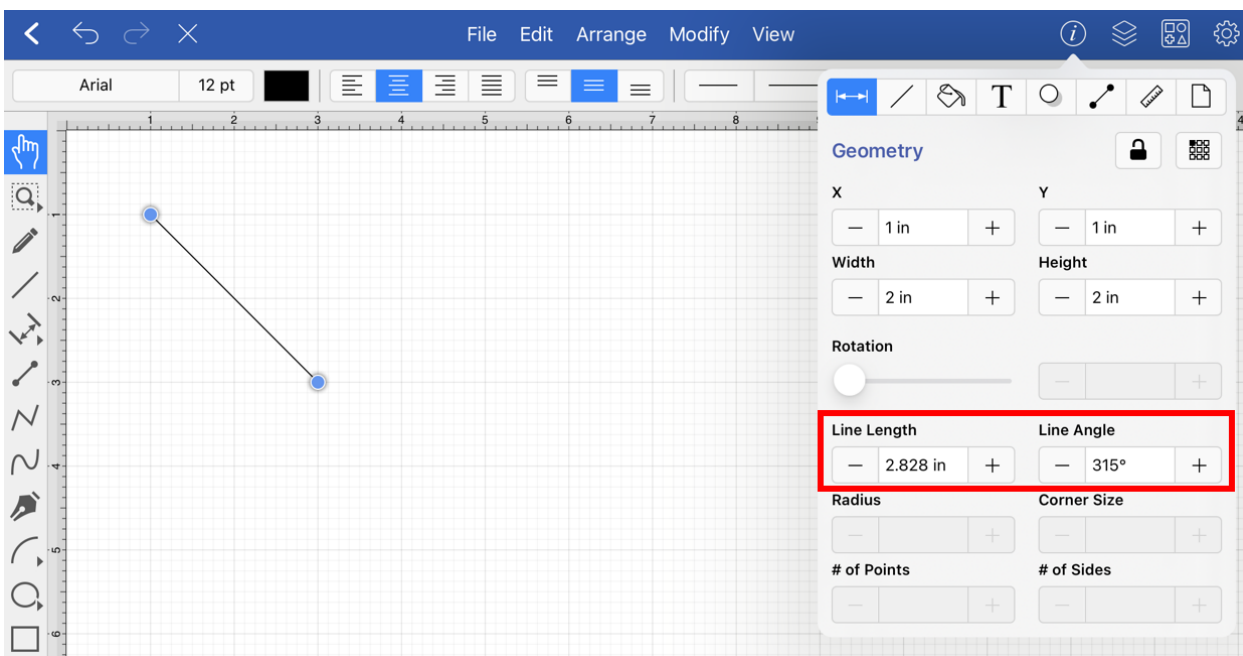
Step 1: Select the line within the [Drawing Canvas](#).

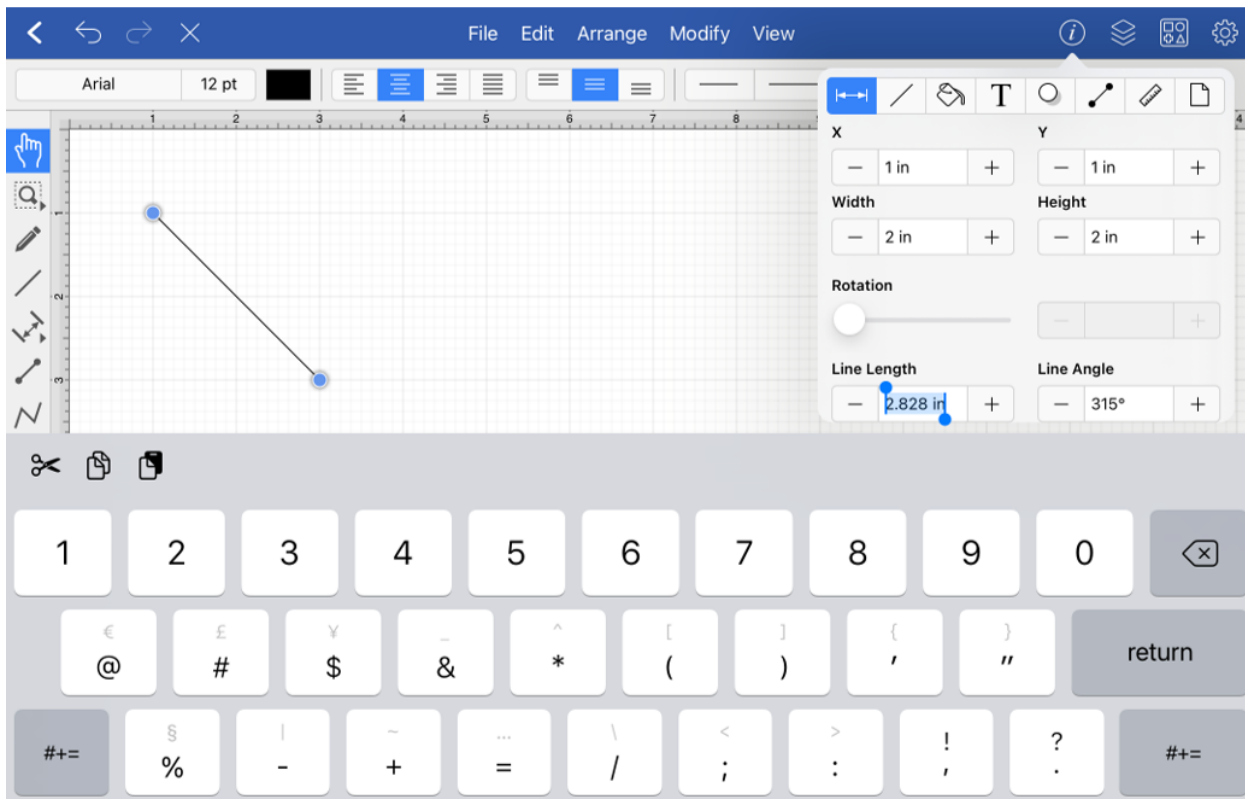


Step 2: Press on the **Info Button** in the [Top Toolbar](#).



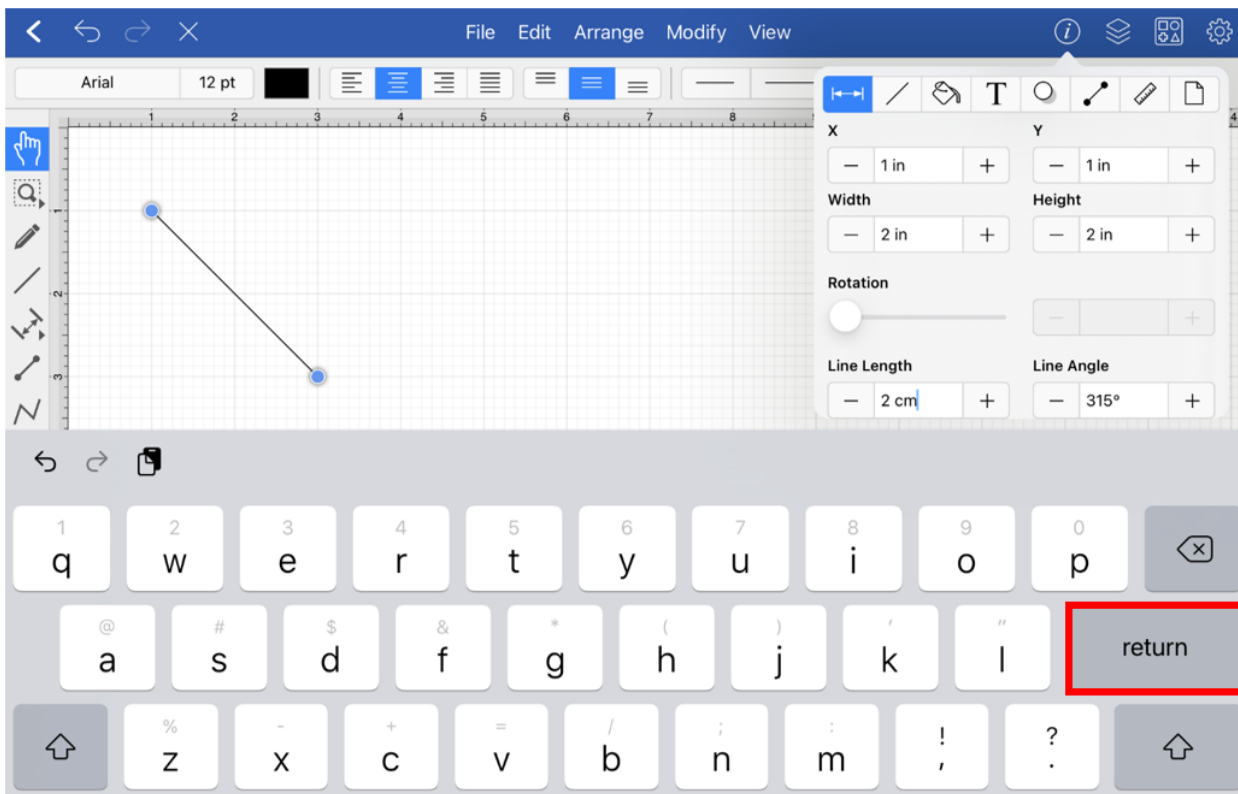
Step 3: The **Line Length** and **Line Angle** options are located toward the bottom of the [Geometry Tab](#). Use the "plus" or "minus" buttons to change either value or tap on the text entry field to key in a value.



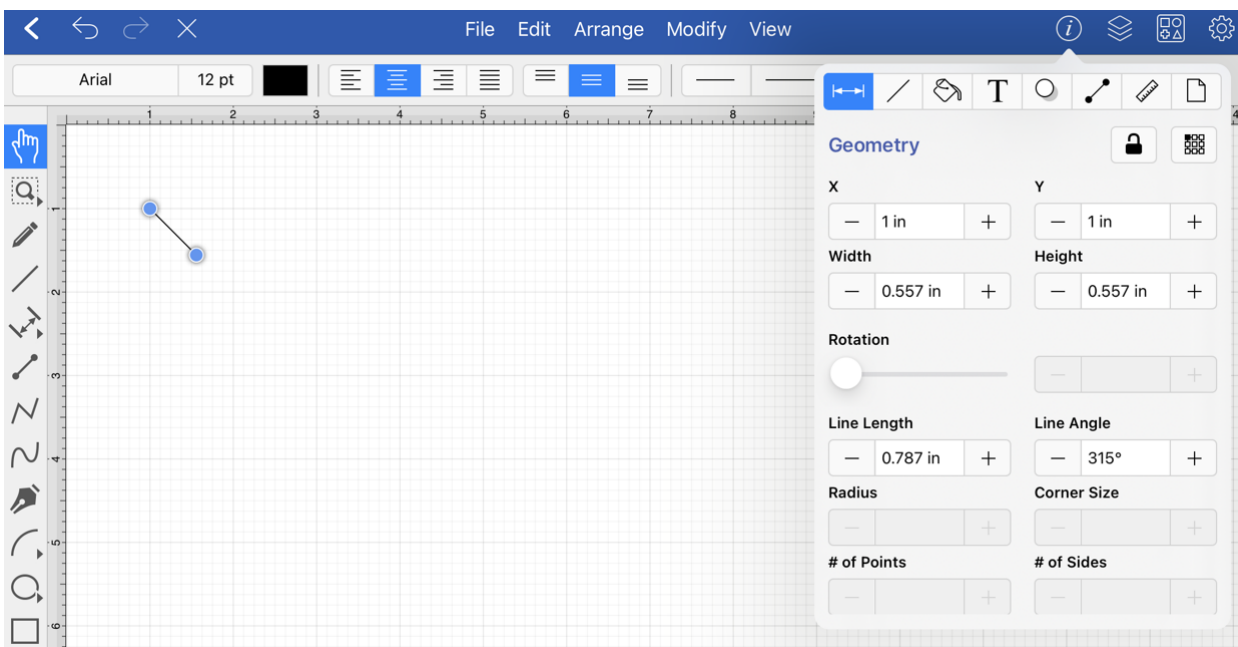


Step 4: When entering a value into the **Line Length** or **Line Angle** options, a different unit of measure other than the default of *Inches* or *Degrees* can be entered. Enter the desired value and unit of measurement. For this example, 2 cm has been entered.

Then press the **Return Button** on the keyboard or tap in another area of TouchDraw 2 and the entered value will automatically be converted to its equivalent value in *Inches*.

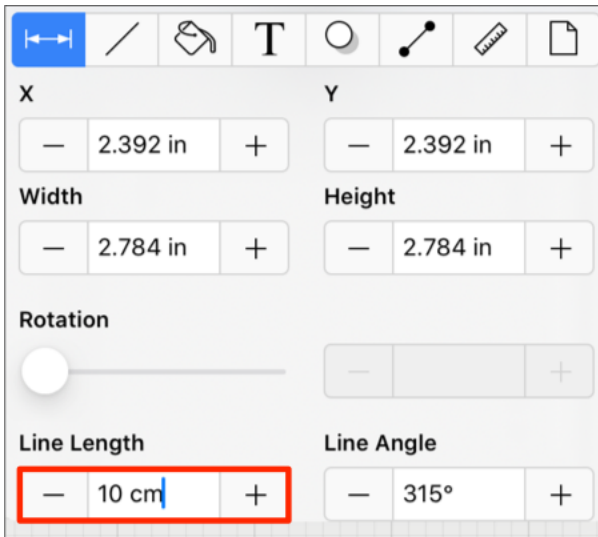


Step 5: The selected line and line length within the [Geometry Tab](#) will appear as shown below. For this example, the entry of 2 cm has been converted to its equivalent in inches (0.787 in) and appears much shorter than the original line figure.

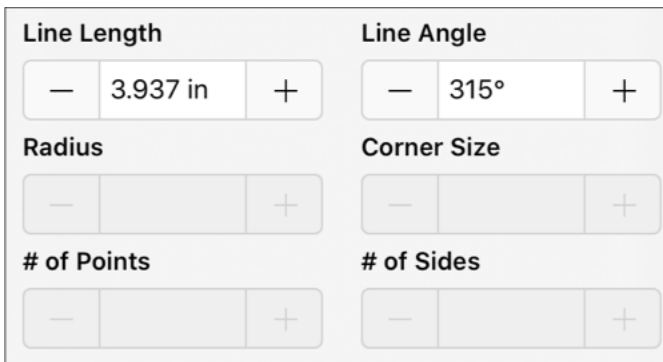


For example, the **Line Length** value could be 10 centimeters (10 cm) or 50 millimeters (50 mm) and the **Line Angle** could be 5 radians (5 rad). Once the desired value and unit of measurement have been entered, TouchDraw 2 will automatically convert it to the equivalent value in *Inches* or *Degrees*.

Example 1: Entering 10 cm for the Line Length

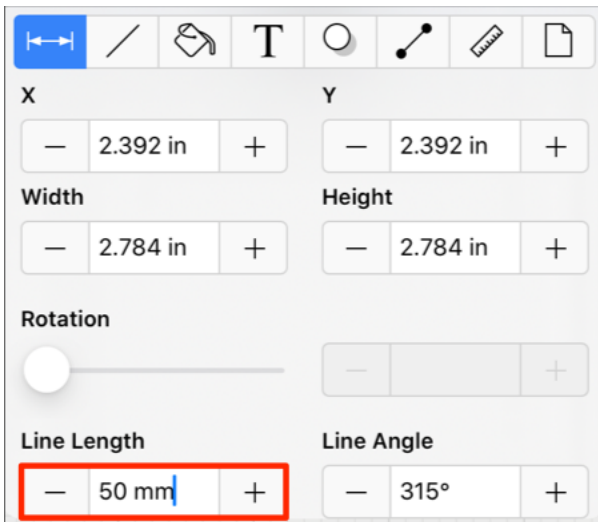


The screenshot shows the TouchDraw 2 iOS interface. At the top is a toolbar with icons for selection, line, curve, text, circle, arc, line segment, and a ruler. Below the toolbar are input fields for X and Y coordinates, both set to 2.392 in. Below these are Width and Height fields, both set to 2.784 in. A Rotation slider is shown below Width. At the bottom, the Line Length field is highlighted with a red box and contains the text "10 cm". The Line Angle field is set to 315°.



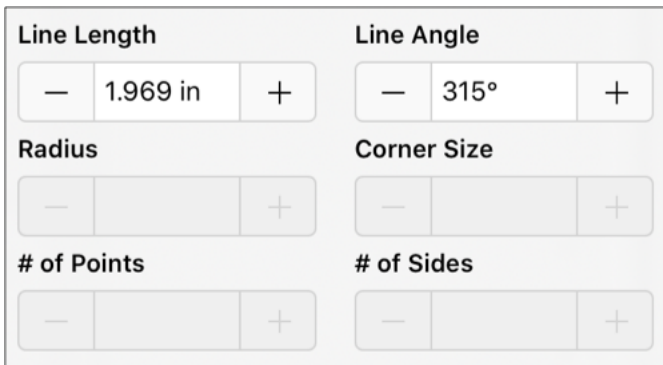
The screenshot shows the TouchDraw 2 iOS interface with the Line Length field set to 3.937 in. The Line Angle field is set to 315°. Below these are fields for Radius, Corner Size, # of Points, and # of Sides, all of which are currently empty.

Example 2: Entering 50 mm for the Line Length



The screenshot shows the TouchDraw 2 iOS interface with the line tool selected. The top toolbar contains icons for selection, line, curve, text, circle, arc, line segment, and a document icon. The main panel displays various properties for the selected line:

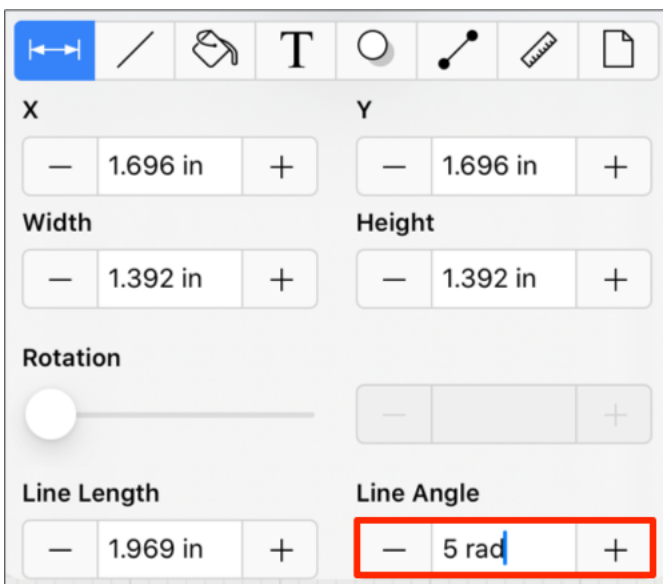
- X** and **Y** coordinates: Both are set to 2.392 in.
- Width** and **Height**: Both are set to 2.784 in.
- Rotation**: A slider is present, but no numerical value is displayed.
- Line Length**: Set to 50 mm, highlighted with a red box.
- Line Angle**: Set to 315°.



This screenshot shows a different section of the TouchDraw 2 iOS interface, displaying additional properties for the selected line:

- Line Length**: Set to 1.969 in.
- Line Angle**: Set to 315°.
- Radius**: A text input field with a plus button.
- Corner Size**: A text input field with a plus button.
- # of Points**: A text input field with a plus button.
- # of Sides**: A text input field with a plus button.

Example 3: Entering 5 rad for the Line Angle



This screenshot shows the TouchDraw 2 iOS interface with the line tool selected, illustrating the process of entering a value in radians for the line angle:

- X** and **Y** coordinates: Both are set to 1.696 in.
- Width** and **Height**: Both are set to 1.392 in.
- Rotation**: A slider is present, but no numerical value is displayed.
- Line Length**: Set to 1.969 in.
- Line Angle**: Set to 5 rad, highlighted with a red box.

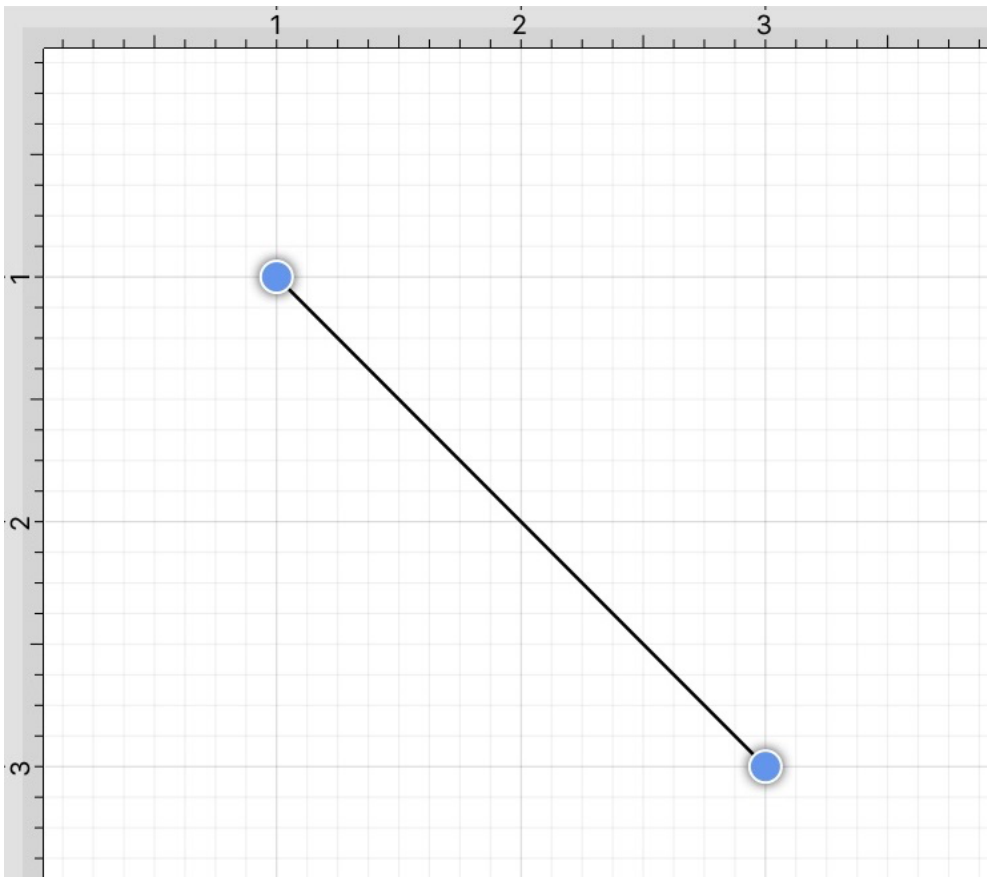
Line Length	Line Angle
<input type="button" value="−"/> 1.969 in <input type="button" value="+"/>	<input type="button" value="−"/> 286.479° <input type="button" value="+"/>
Radius	Corner Size
<input type="button" value="−"/> <input type="text"/> <input type="button" value="+"/>	<input type="button" value="−"/> <input type="text"/> <input type="button" value="+"/>
# of Points	# of Sides
<input type="button" value="−"/> <input type="text"/> <input type="button" value="+"/>	<input type="button" value="−"/> <input type="text"/> <input type="button" value="+"/>

Style As Dimension Line

The **Style As Dimension Line** option within the [Contextual Menu](#) may be used to add dimensional aspects to an existing line figure.

When this option is used, TouchDraw 2 automatically adds arrowheads and a {Length} variable to the selected line(s). At least one line must be selected in the [Drawing Canvas](#) for this option to appear within the [Contextual Menu](#). Follow the steps shown below to use this option:

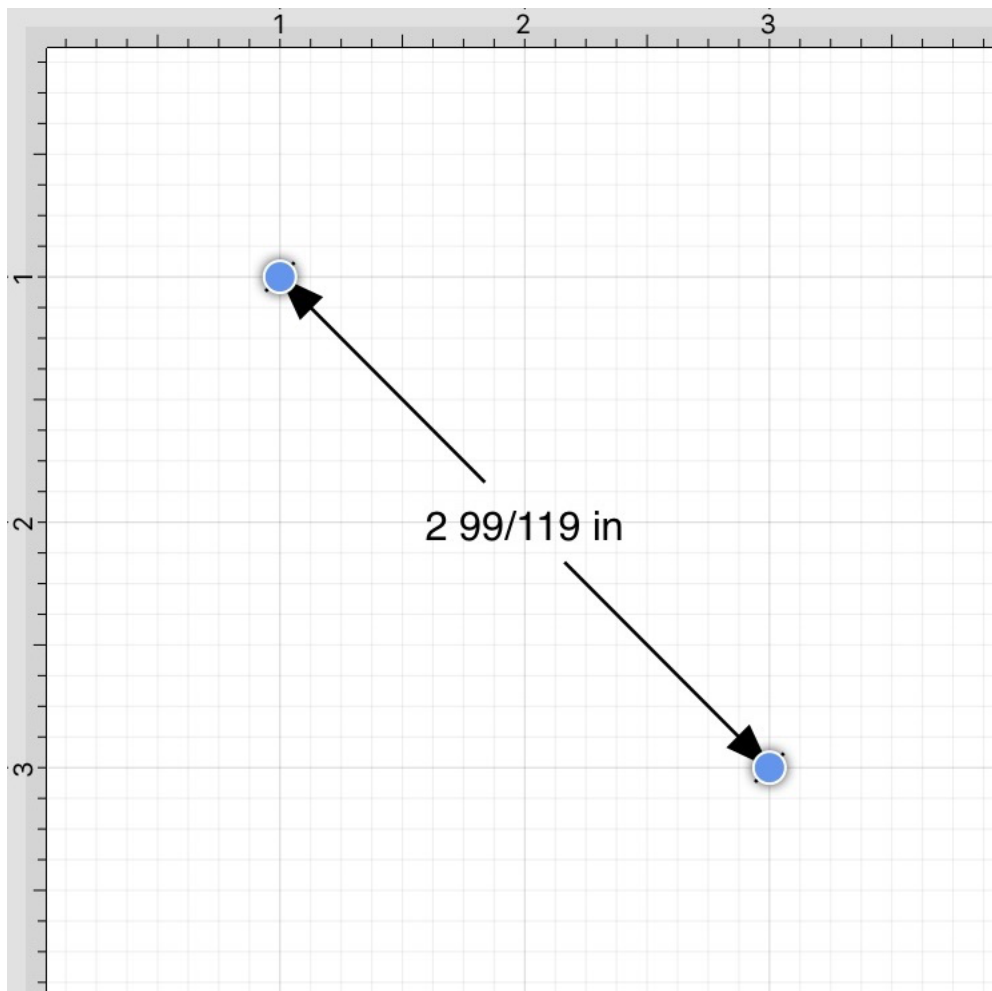
Step 1: [Select](#) the line figure you would like to alter.



Step 2: Then press and hold on the [Drawing Canvas](#) for ~1 second or use the **Contextual Menu Button** in the [Top Toolbar](#).

CLIPBOARD	
Cut	
Copy	
Paste	
Paste Special	>
PATHS	
Convert Shape to Path	
LAYERS	
Move To Layer	>
OTHER ACTIONS	
Set Origin	
Style As Dimension Line	

Step 3: Tap on **Style As Dimension Line** and the selected line figure(s) will appear similar to the example shown below:



Orthogonal Dimensions Setting for Dimension Lines

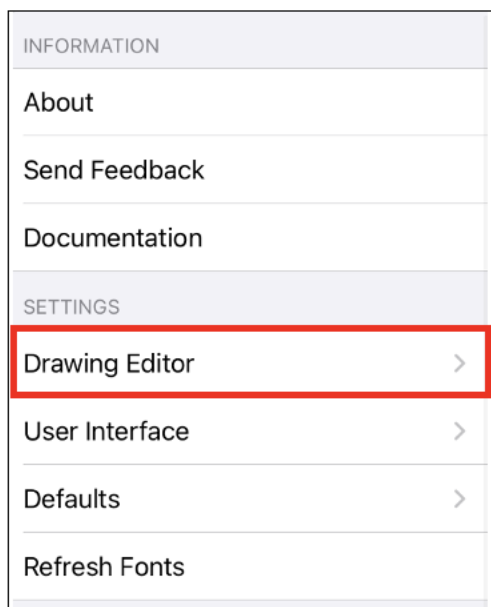
The **Orthogonal Dimensions** setting can be enabled to automatically constrain dimension lines to be orthogonal.

Complete the steps below to enable this option (if disabled):

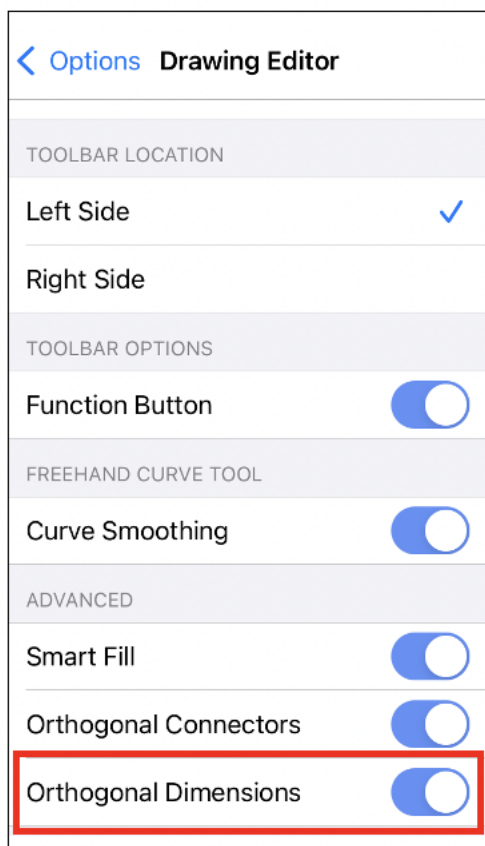
Step 1: Press on the **Settings** icon within the [Top Toolbar](#).



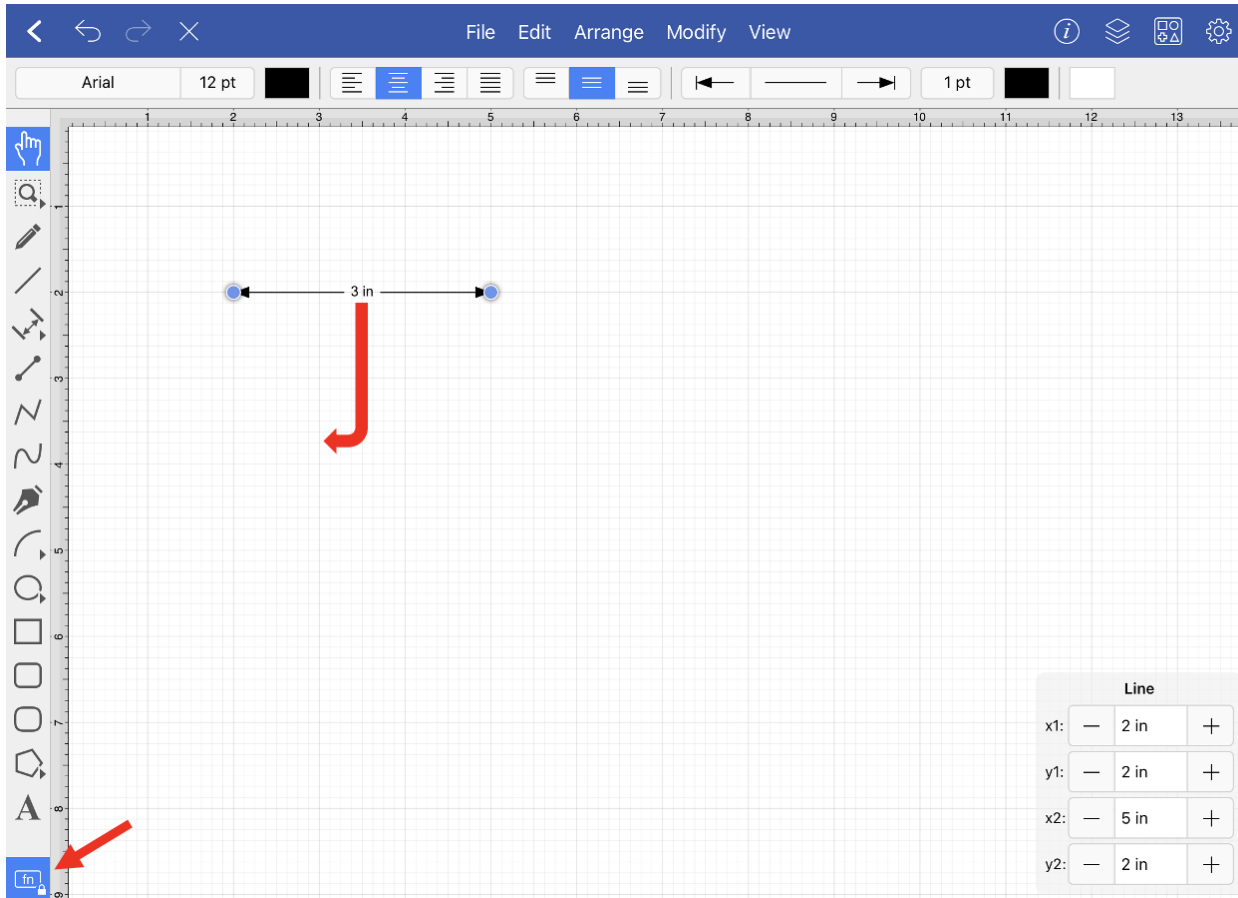
Step 2: Tap on **Default Settings**.

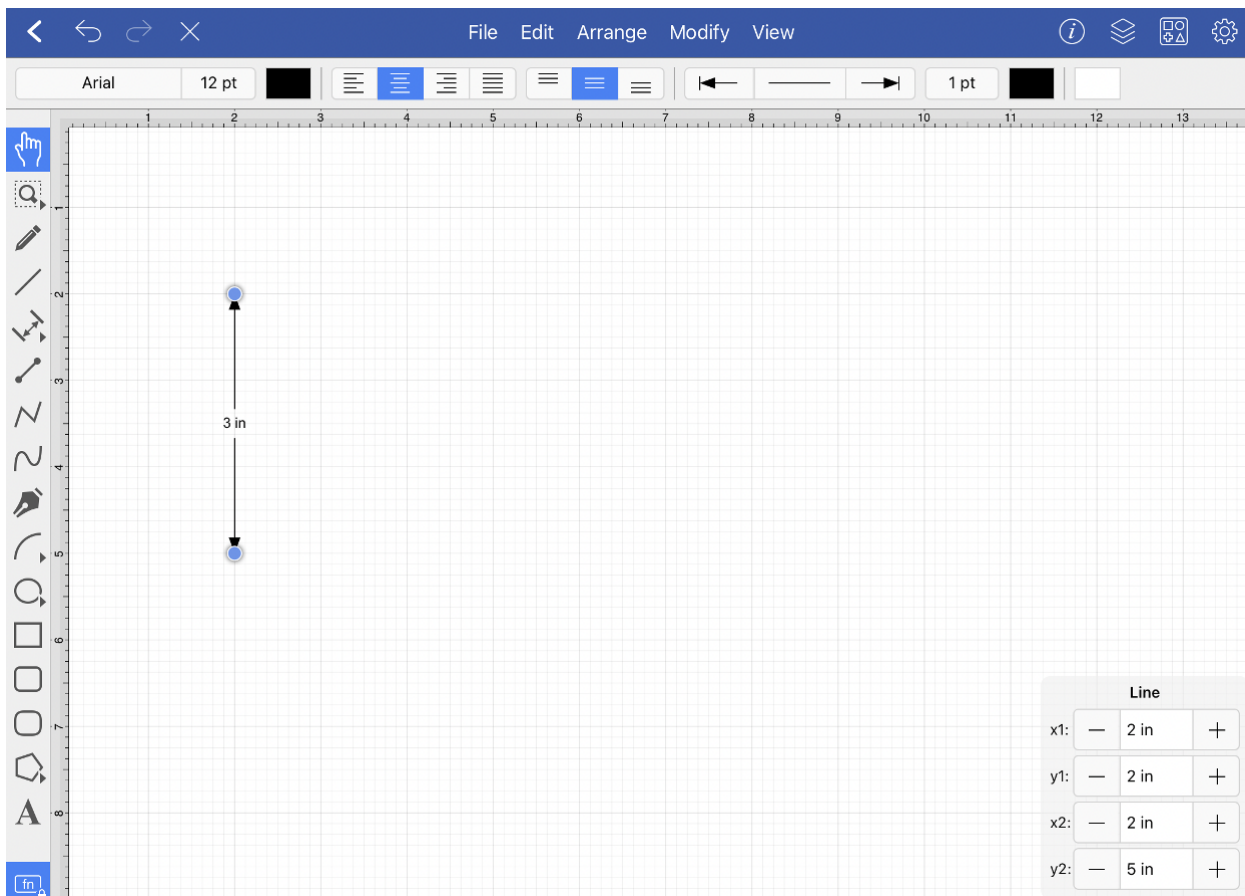


Step 3: Tap on the **Orthogonal Dimensions** option toggle slider to enable. It will be **blue** when enabled.



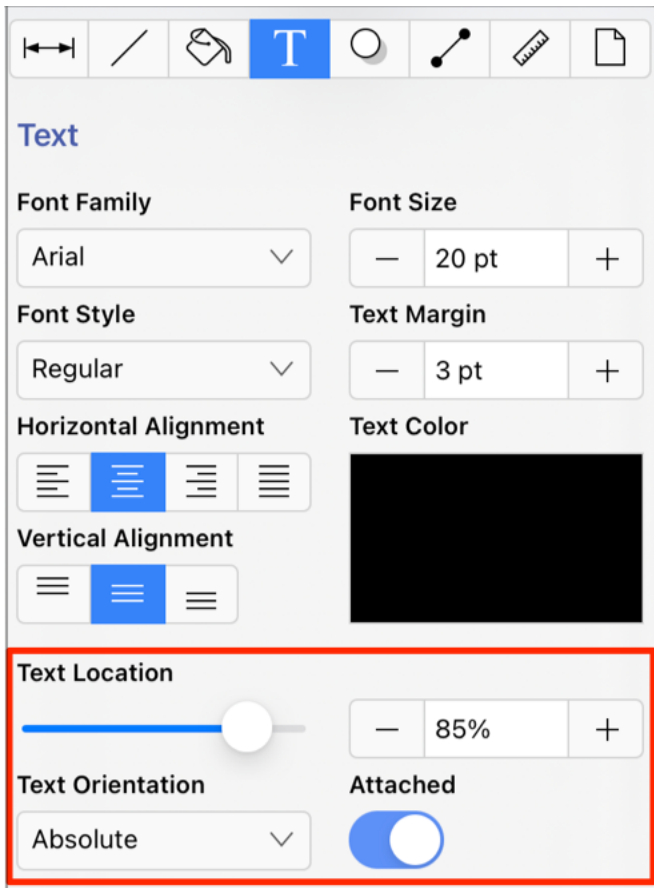
Step 4: After this setting has been enabled, use the [Function Key Feature](#) in combination with a **Touch/Drag** action to constrain the **Dimension Line** orthogonally.





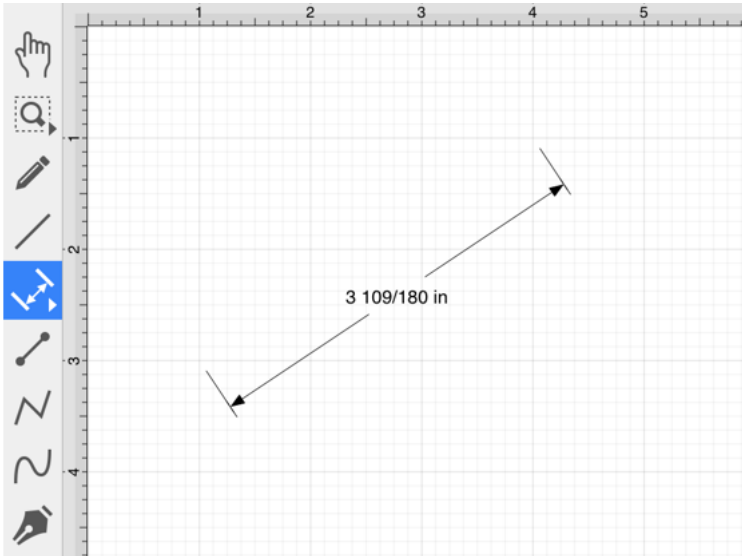
Text Location and Orientation

Text can be added to a Line. The [location](#) and [orientation](#) of attached text can be altered for Line Figures within the **Text Tab**.



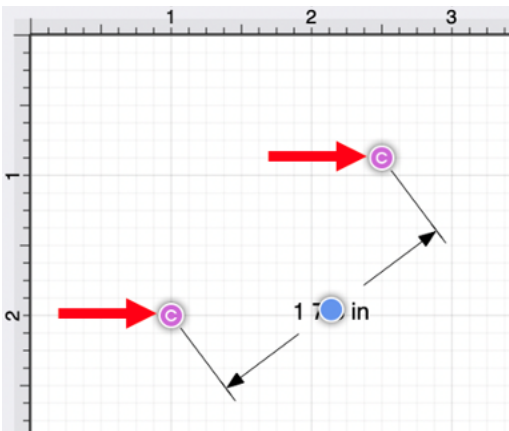
5.1.6.7. Linear Dimension Tool

The **Linear Dimension Tool** can be selected to draw a linear dimension line. Use a **Touch/Drag** gesture combination to draw the linear dimension line from a set starting point to a desired end point and then release the used finger to complete the drawing action.



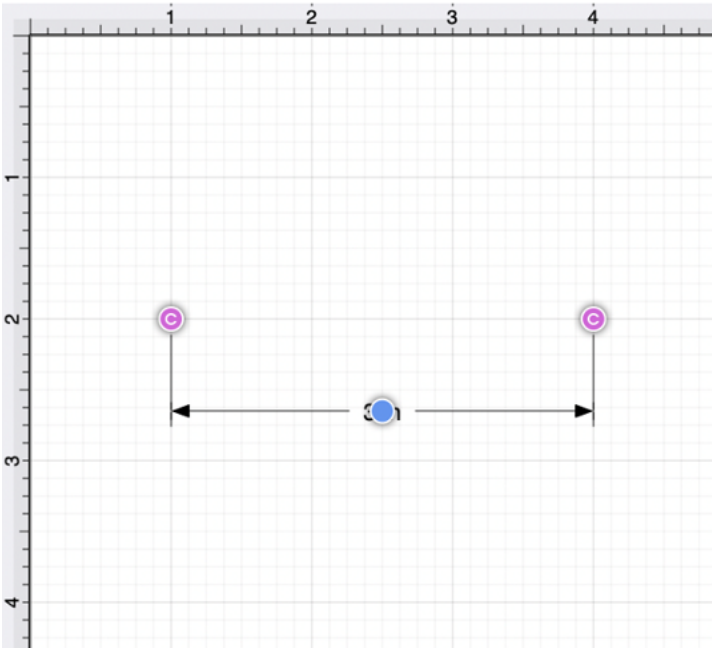
How to Alter Dimension Line Size, Angle, and Position

To alter the length or angle of a linear dimension line, touch and drag using one of the connection handles on each end of the dimension line.

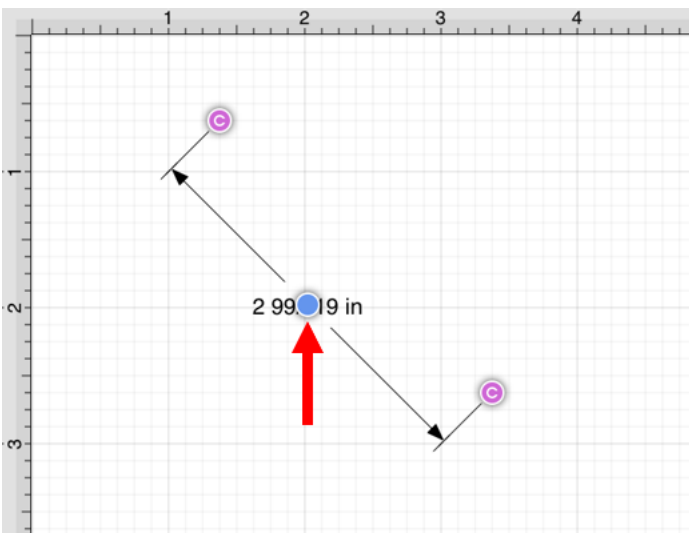


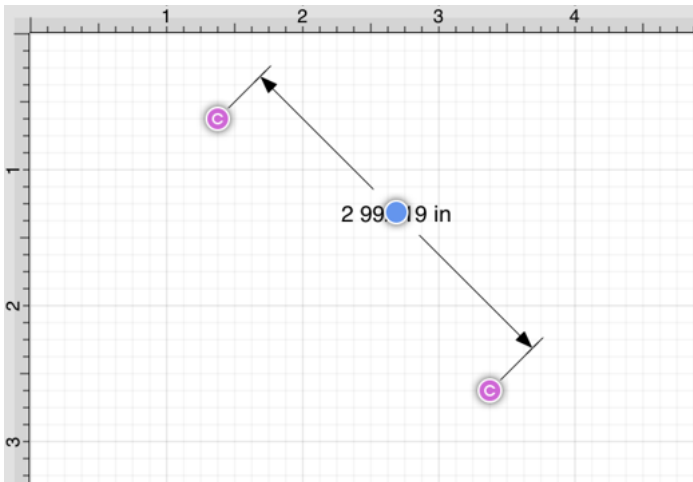
Do not lift your finger until the end of the dimension line is in the desired location. In the example below, the

right connection point has been moved down and to the left.

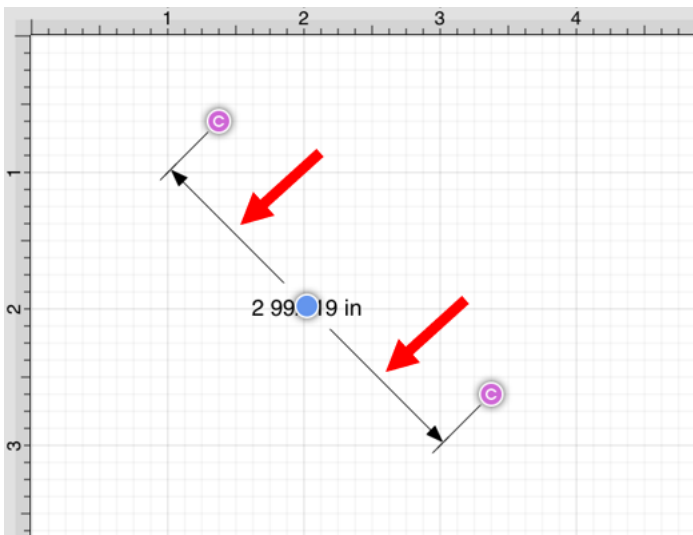


Touch and Drag on the blue bounds handle to change the position of the dimension line between the connection handles.





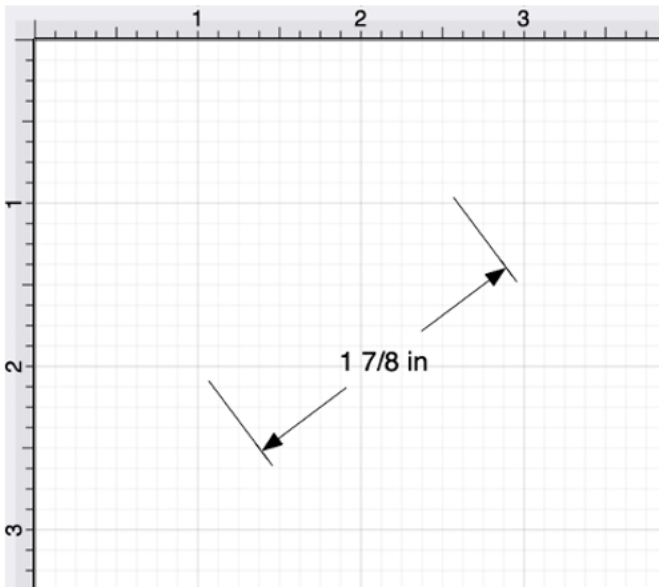
Touch and Drag on the dimension line to change its position within the Drawing Canvas.



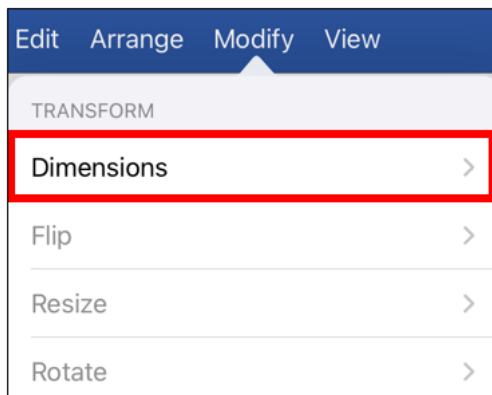
How to Alter the Arrowhead Locations

The arrowhead locations within a linear dimension line can be located on the inside or outside.

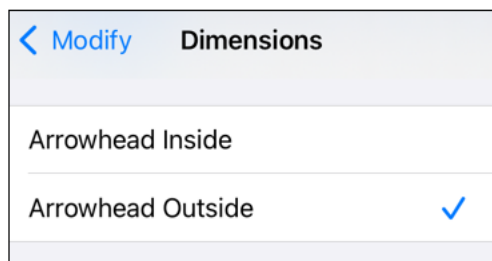
When located on the inside, a dimension line will appear as shown below. This is the default selection.



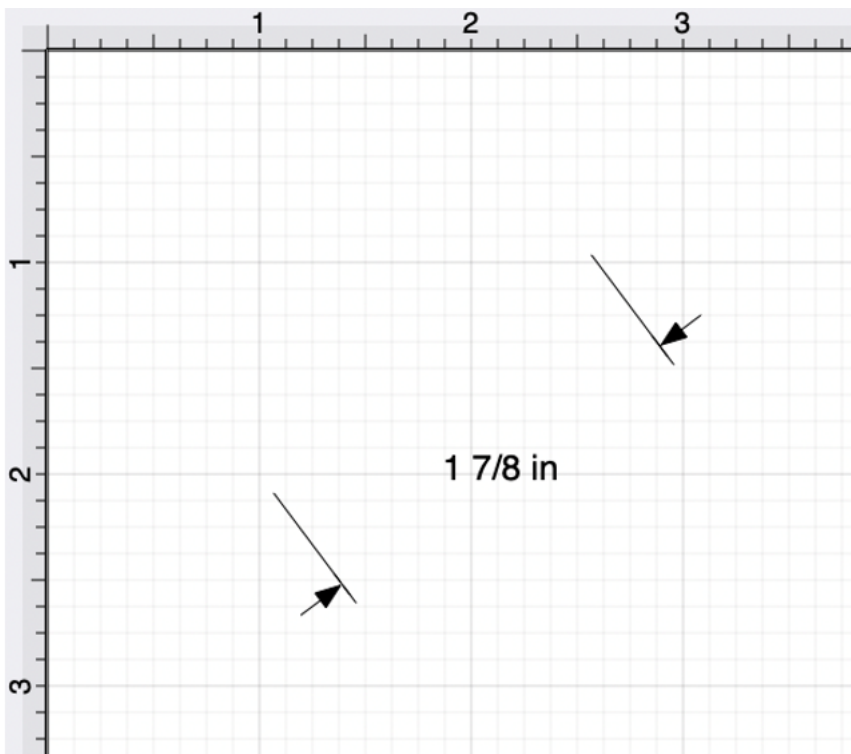
To change the arrowhead location to the outside for a [selected](#) dimension line, press on the [Modify Menu](#) and then tap on the **Dimensions Submenu**.



Next, tap on the **Arrowhead Outside** option to change the arrowhead location to outside. A checkmark will be present for the currently enabled arrowhead option.

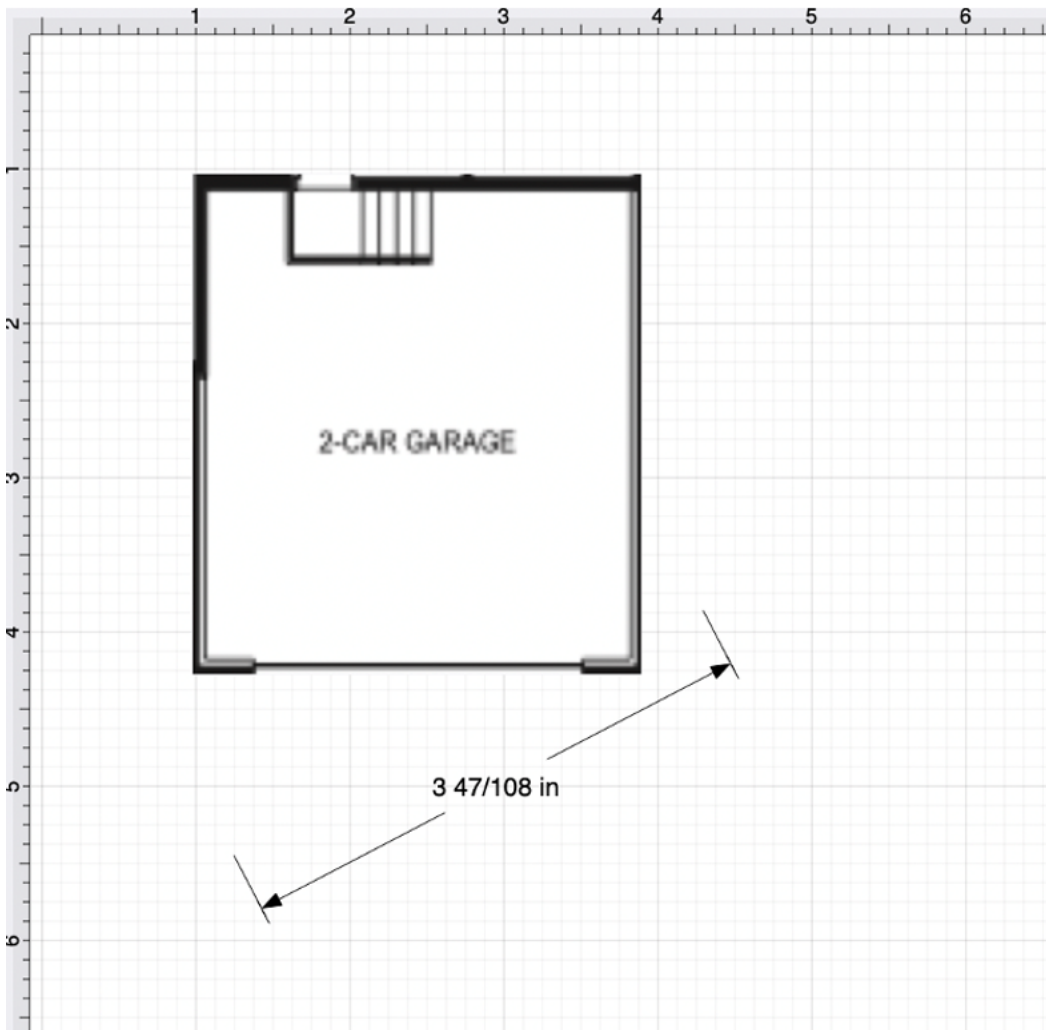


The linear dimension line will appear as shown below when arrowheads are on the outside.



How to Connect a Linear Dimension Line to Figures

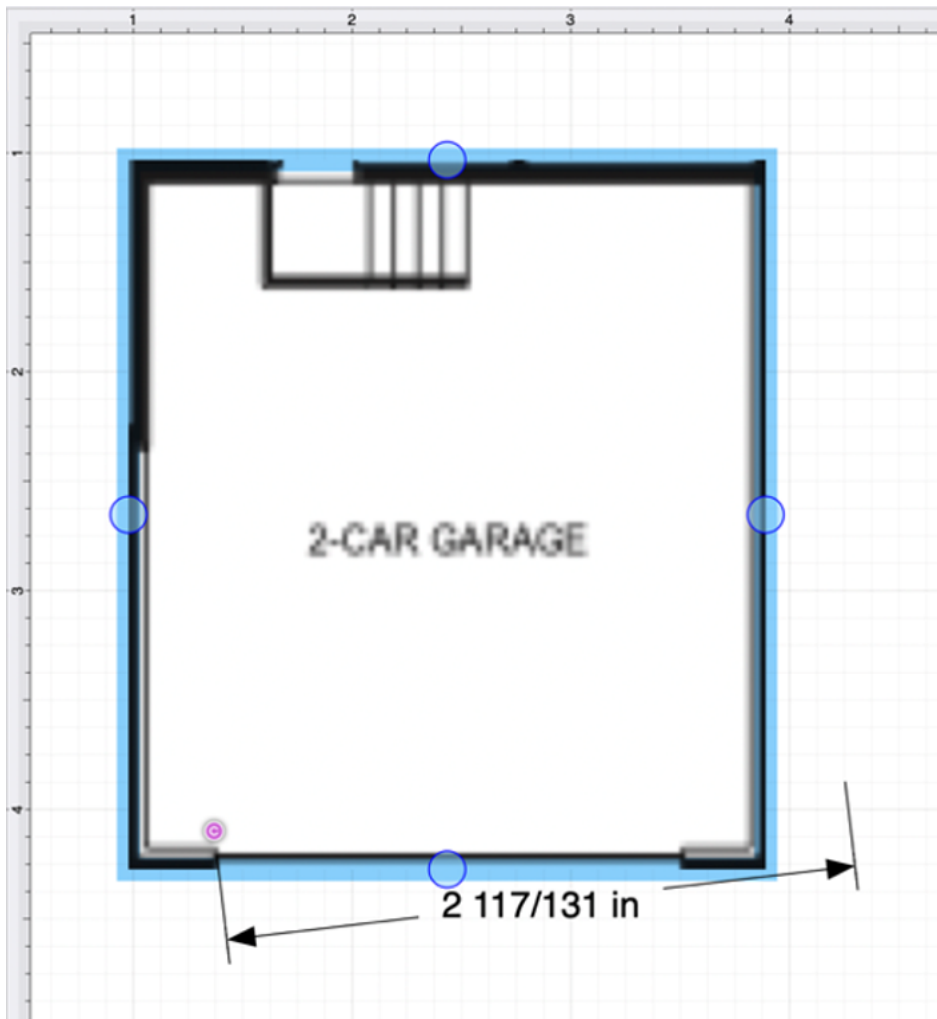
For this example, the **Linear Dimension Line** will be connected to two points within a simple garage floor plan image. The image and **Linear Dimension Line** have already been added to the drawing, as shown below.



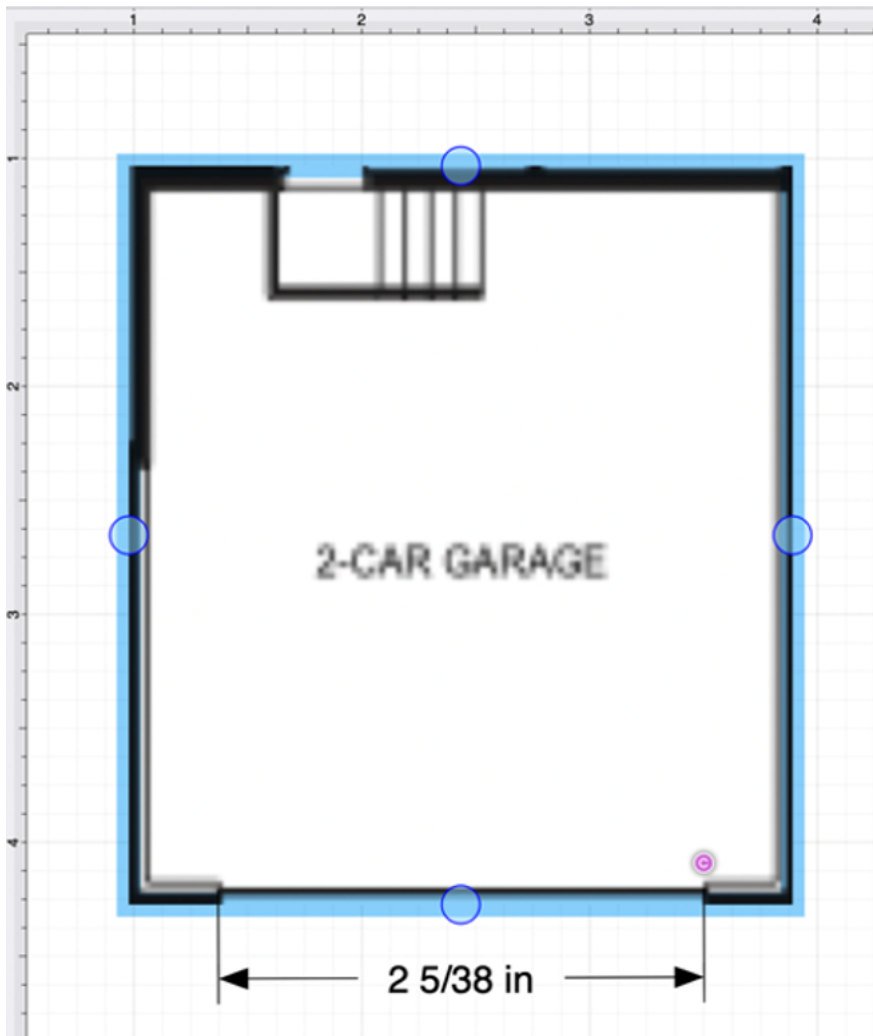
Note: A linear dimension line can also be connected to two points on a figure or two separate figures at the time it is drawn.

Perform a **Touch/Drag** action on a connection handle within the dimension line to connect it to a point within a figure.

For more control over the position of each end of the dimension line, disable the [Snap to Grid](#) and/or the [Snap to Lines](#) options. The [Function Key Feature](#) can also be used for more control when moving each connection handle.



Perform this action again for the second connection handle within the dimension line.

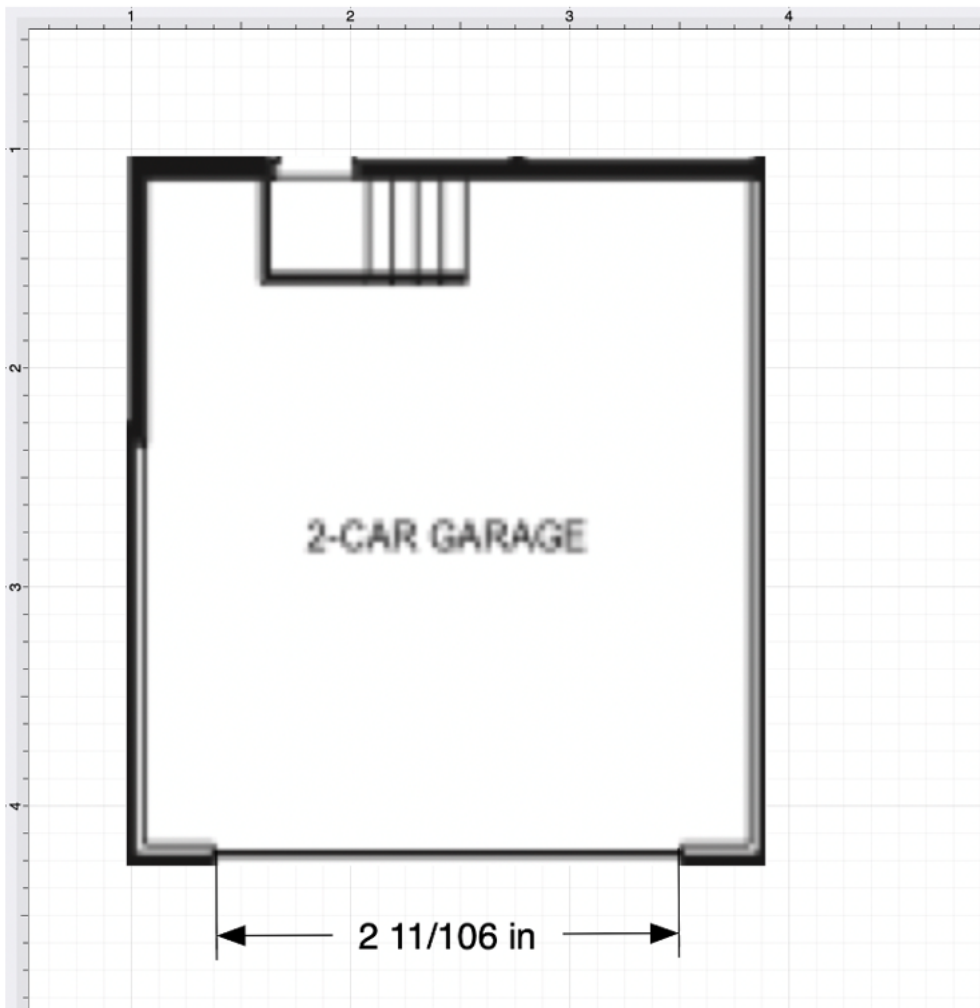


Note: A **Linear Dimension Line** can also be drawn between two points on any figure or from one point on a figure to a point on another figure.

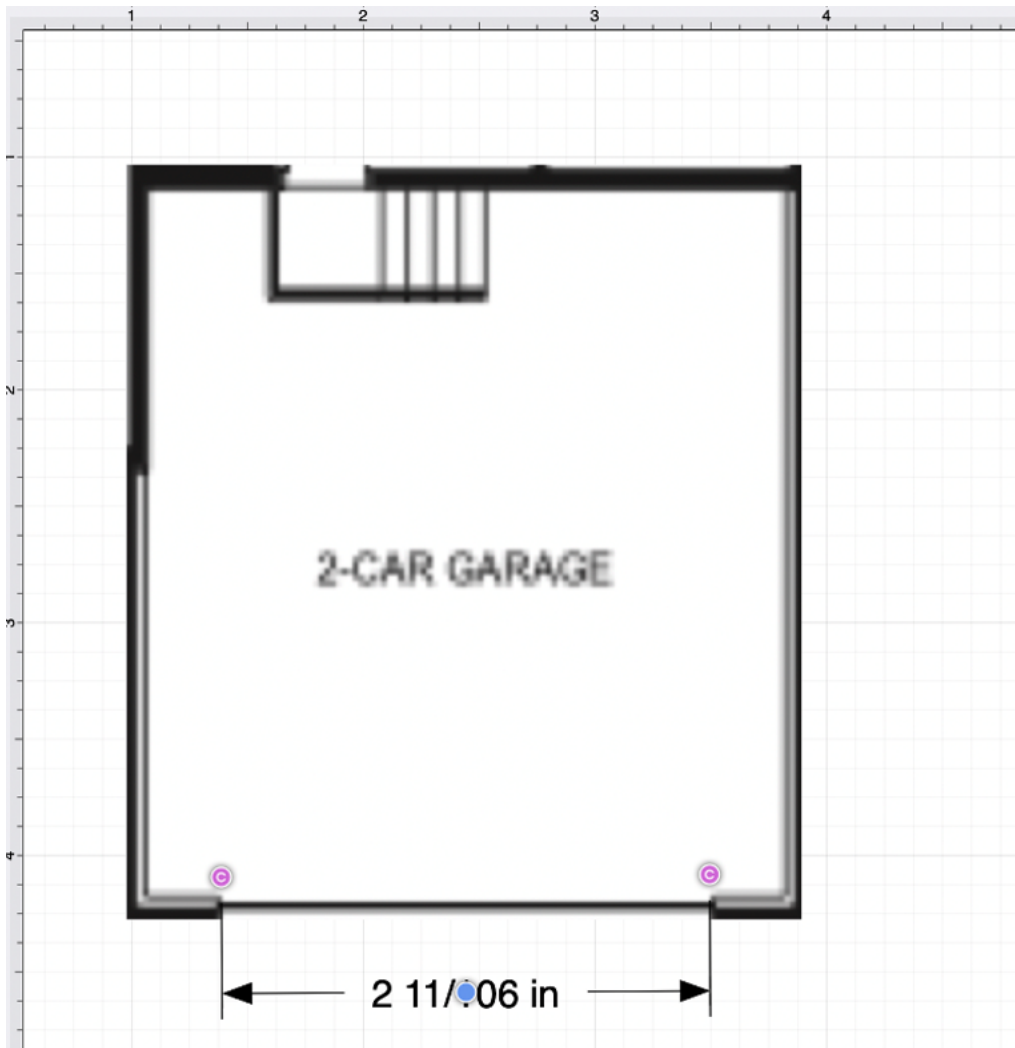
Using the Scale Attached... Option

The **Linear Dimension Tool** can be paired with the **Scale Attached...** option within the [Modify Menu](#) to scale an image, such as a floor plan, to match the grid and trace or perform other actions within the drawing "at scale".

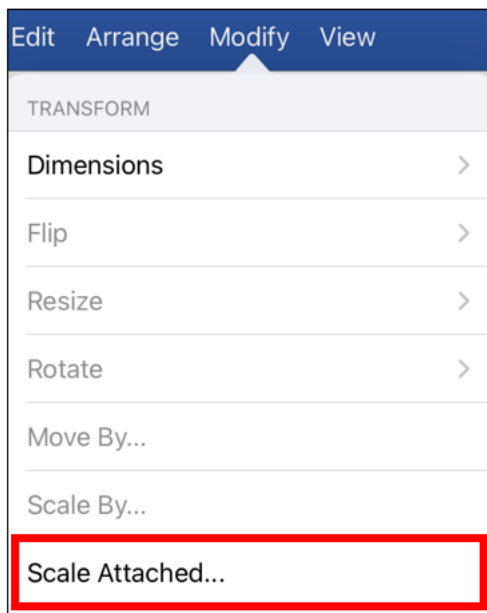
For this example, a simple garage floor plan image will be used to demonstrate the **Scale Attached...** option. The **Linear Dimension Line** has been connected to each end of the garage opening, as shown below.



Step 1: Tap on the **Linear Dimension Line** to select it within the drawing.

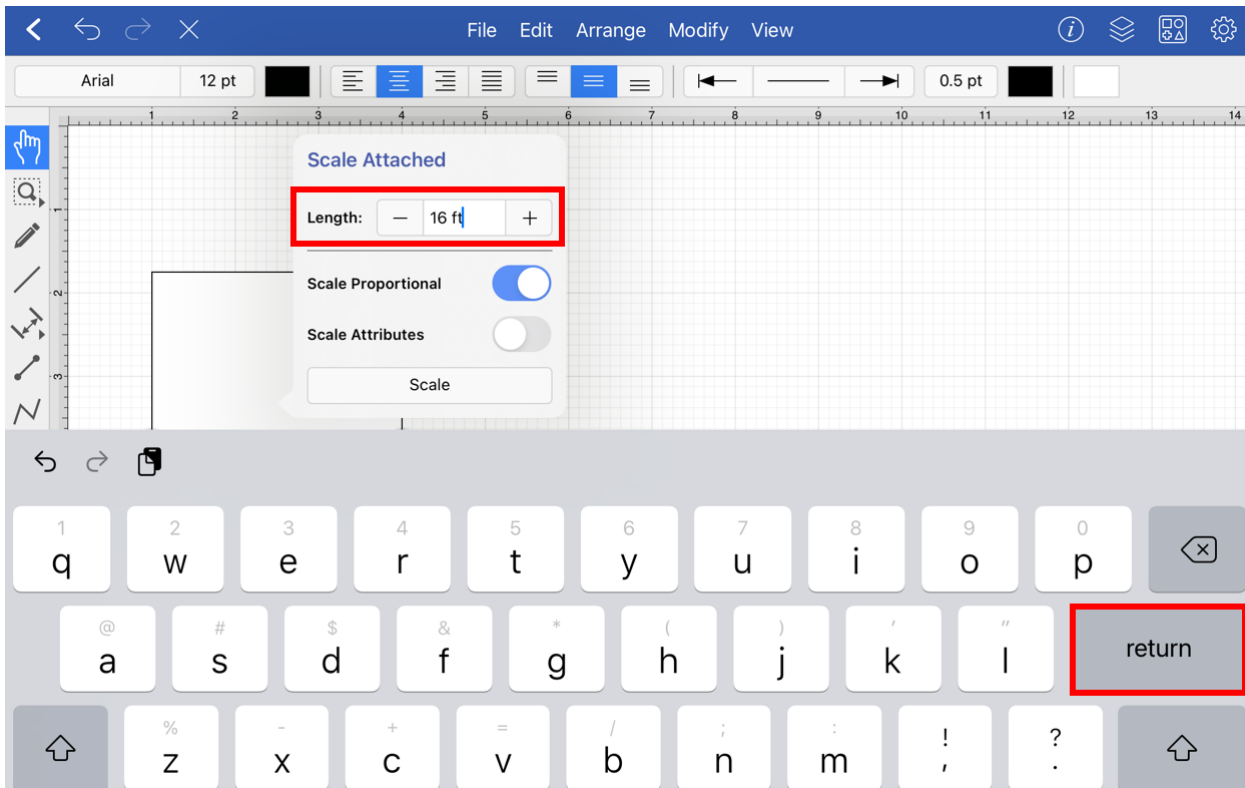


Step 2: Press on [Modify Menu](#) and then press on the **Scale Attached...** option.



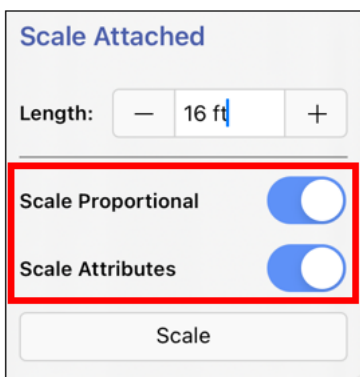
Step 4: Change the linear dimension line length by tapping on the **Length** field and using the keyboard to enter a new value.

The "-" and "+" buttons can also be used to increase or decrease the **Length** value by 1. Once finished, press on **return** within the keyboard.



Step 5: Next, use the toggle sliders to enable or disable the **Scale Proportional** and **Scale Attributes** options before scaling the image or figure.

- **Scale Proportional** - Scale the image up to match the grid based on the entered dimension line length.
- **Scale Attributes** - Scale the attributes (stroke, text, etc) based on the entered dimension line length.



Step 6: Once finished, press on **Scale** within the pop-up window.

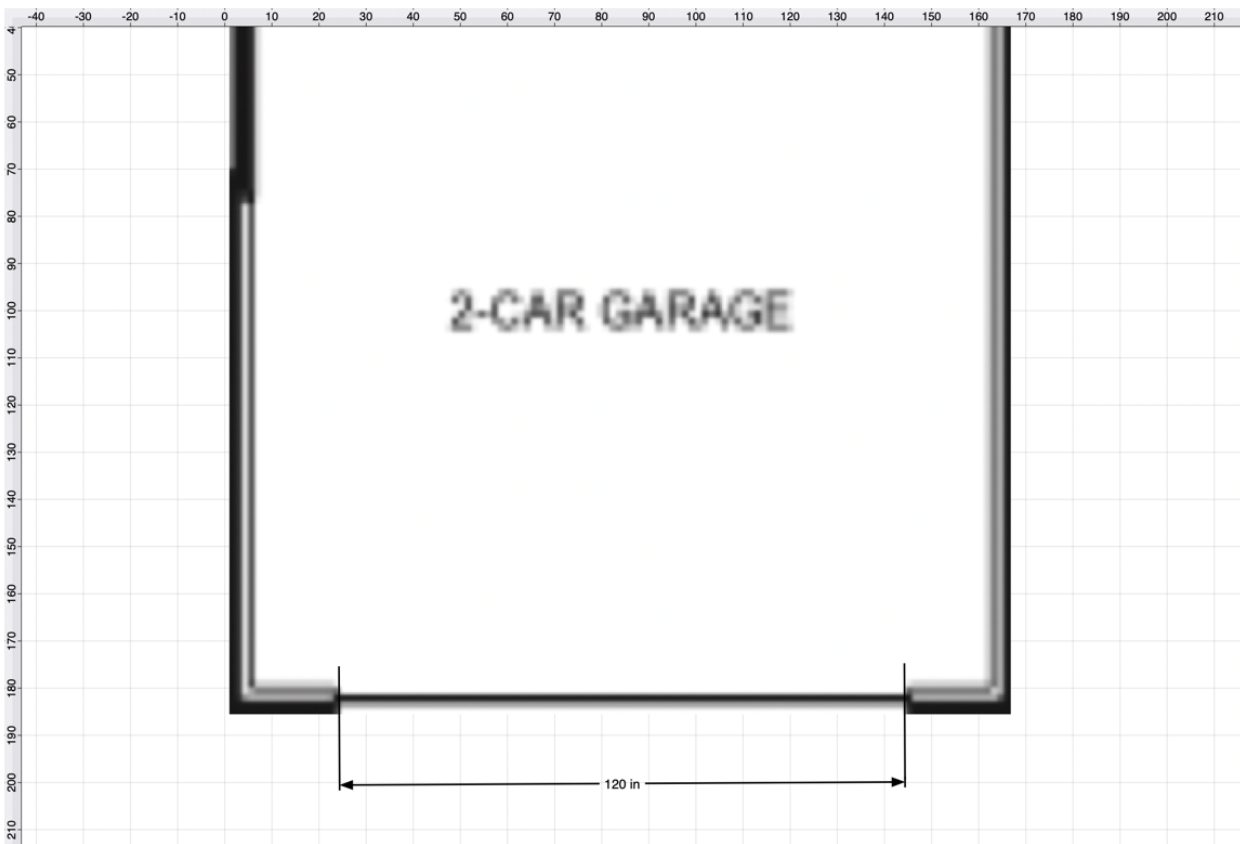
Scale Attached

Length:

Scale Proportional ☒

Scale Attributes ☒

Scale

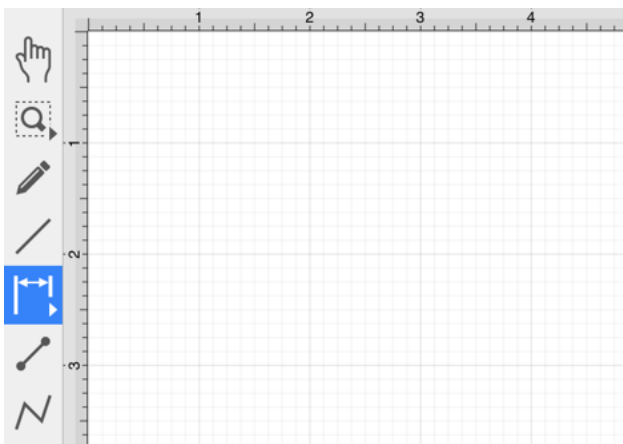
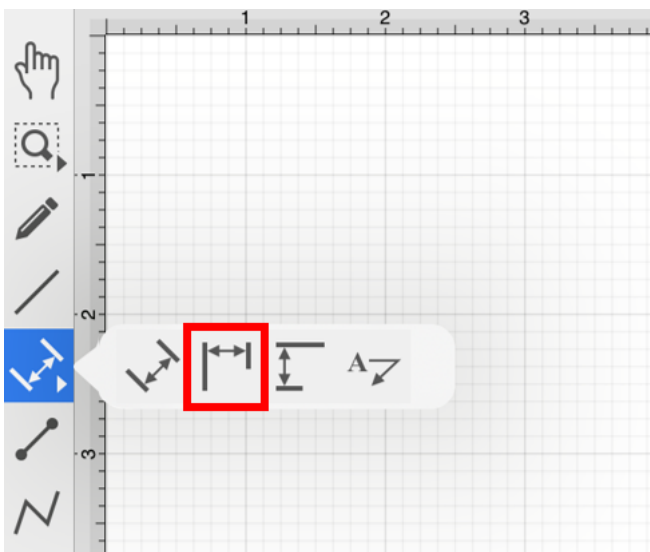


Note: If the **Scale Attributes** option is disabled, then Attributes will not be scaled.

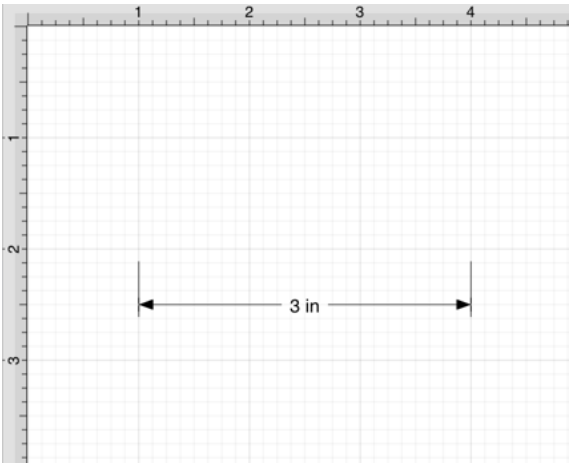
5.1.6.8. Horizontal Distance Dimension Tool

The **Horizontal Distance Dimension Tool** can be used to draw a horizontal distance dimension line. The dimension line can be drawn between any two points on the grid or be connected to selected connection points on figures within a drawing.

This tool can be selected by performing an extended **Press** on the [Linear Dimension Tool](#) button. **Tap** on the tool to select it.

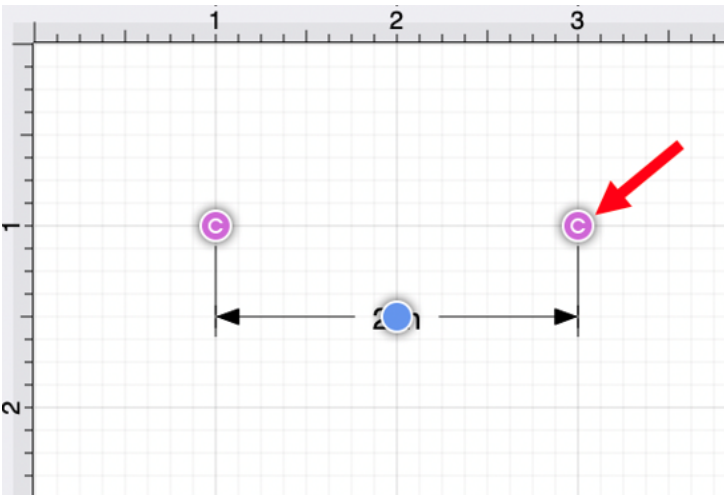


Use a **Touch/Drag** gesture combination to draw the horizontal dimension line from a set starting point to a desired end point and then release the used finger to complete the drawing action.



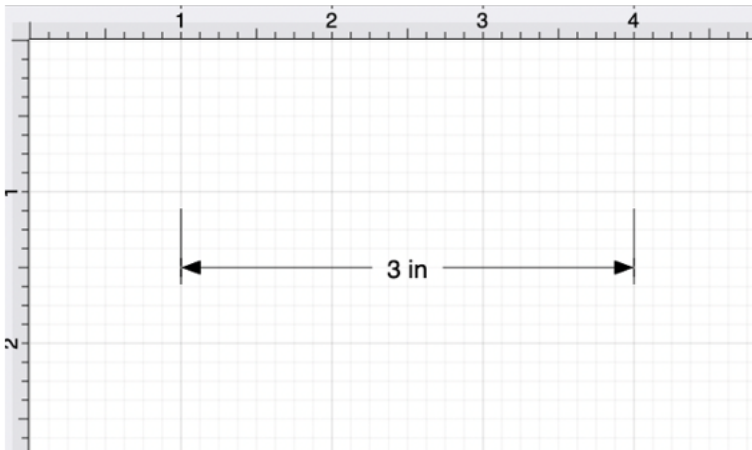
How to Alter Dimension Line Size and Position

To alter the length of a dimension line, perform a **Touch/Drag** action on one of the dimension line's connection handles.

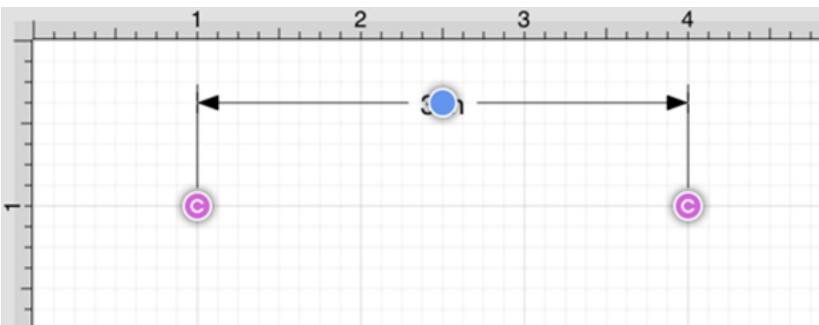
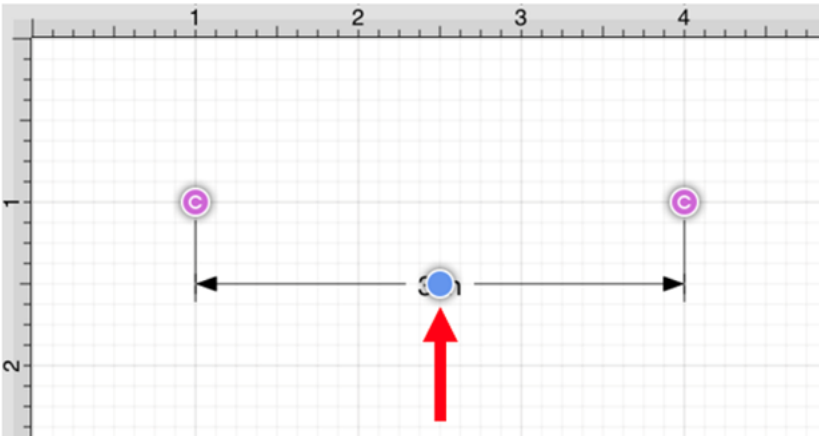


Do not lift your finger until the end of the dimension line is in the desired location.

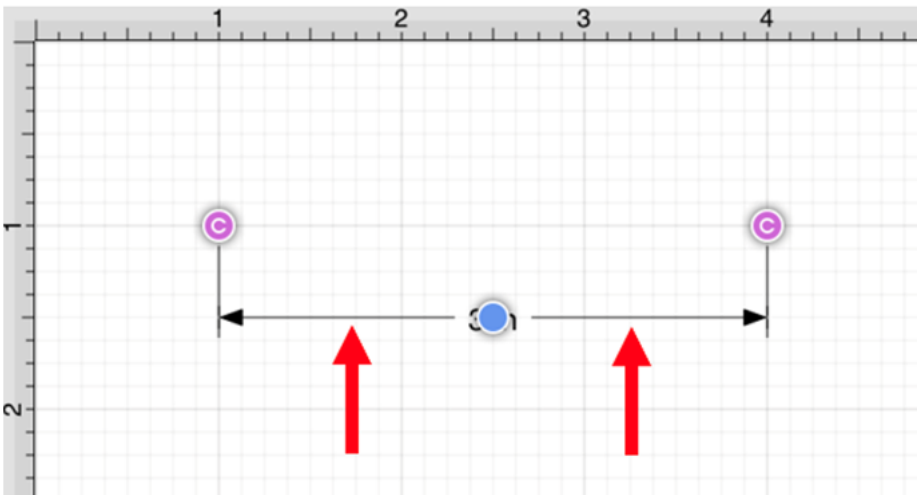
In the example below, the right connection handle has been moved to the left to make the dimension line smaller.



Touch and Drag on the blue bounds handle to change the position of the dimension line.



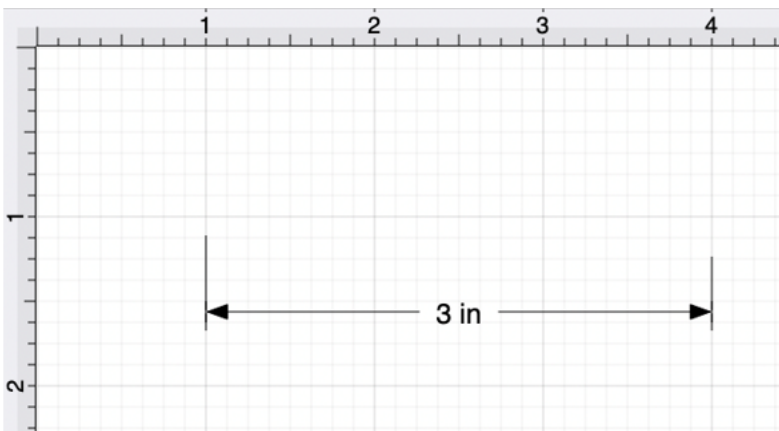
Touch and Drag on the dimension line to change its position within the Drawing Canvas.



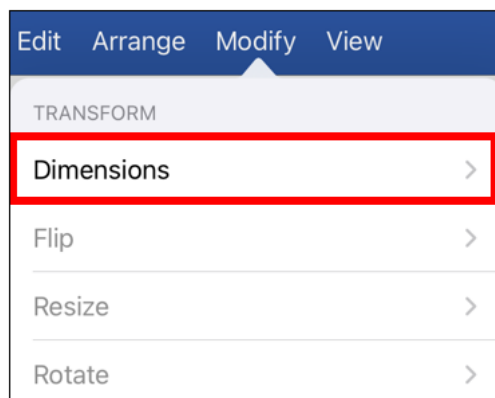
How to Alter the Arrowhead Locations

The arrowhead locations within a horizontal distance dimension line can be located on the inside or outside.

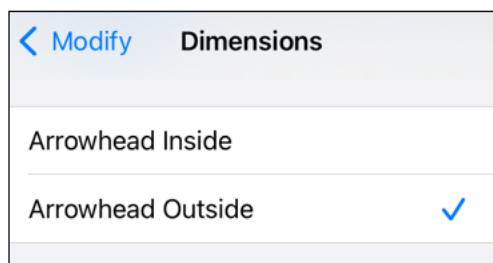
When located on the inside, a horizontal distance dimension line will appear as shown below. This is the default selection.



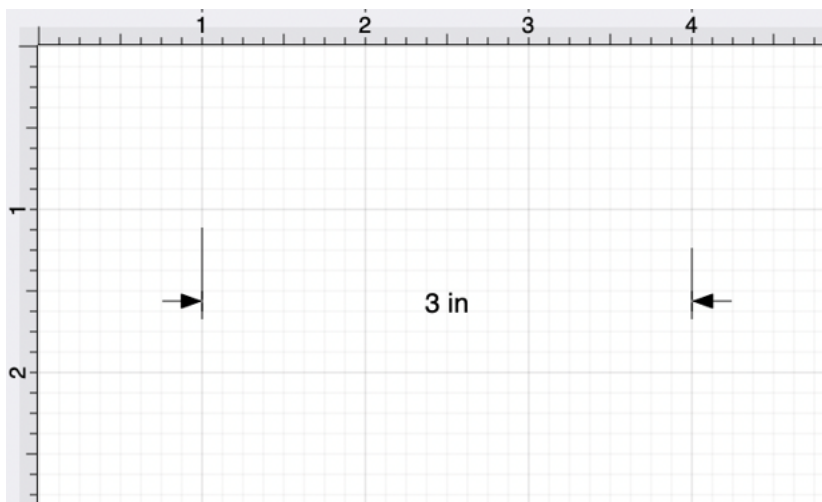
To change the arrowhead location to the outside for a [selected](#) dimension line, press on the [Modify Menu](#) and then tap on the **Dimensions Submenu**.



Next, tap on the **Arrowhead Outside** option to change the arrowhead location to outside. A checkmark will be present for the currently enabled arrowhead option.



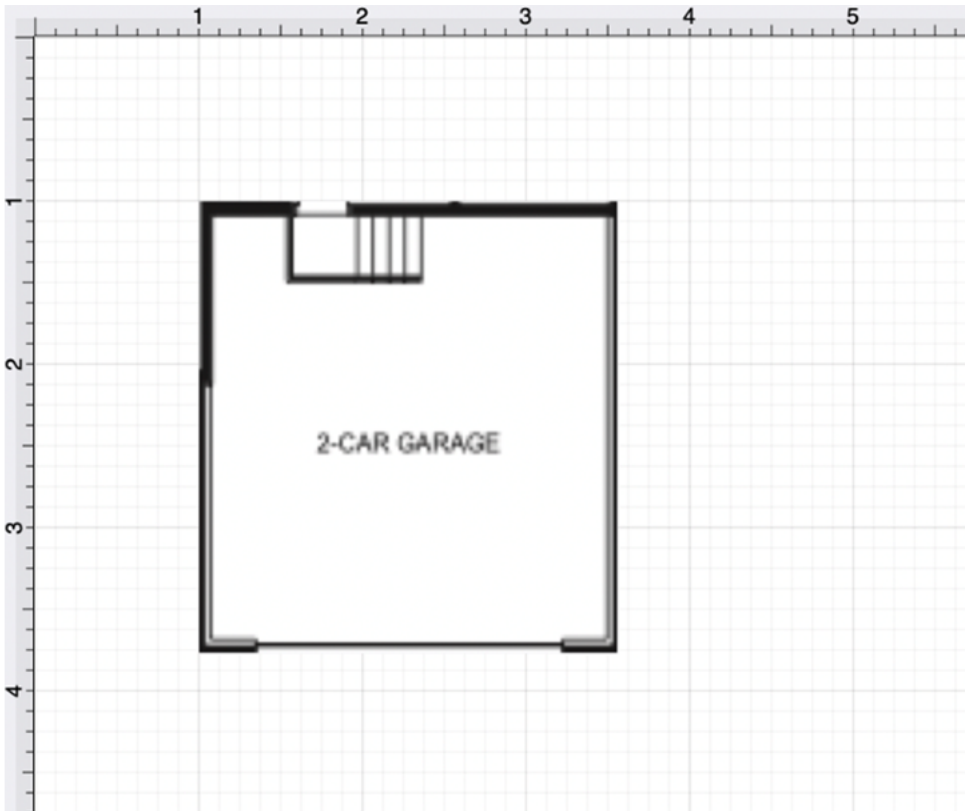
The horizontal distance dimension line will appear as shown below when arrowheads are on the outside.



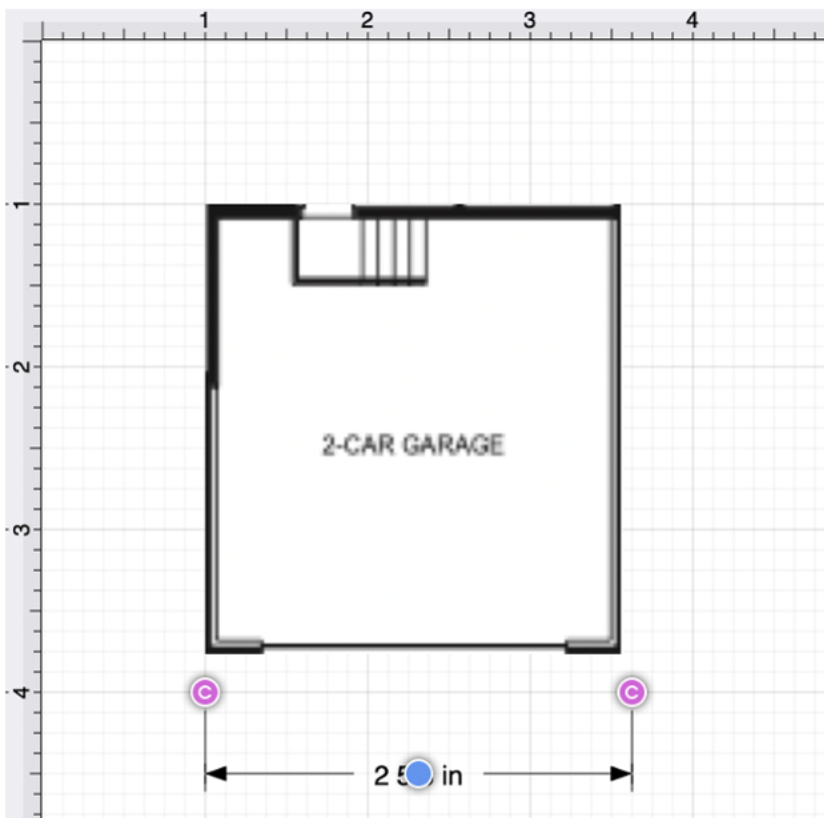
How to Connect a Horizontal Distance Dimension Line to Figures

A **Horizontal Dimension Line** can be connected to specific locations within an image and used to scale the image. It can also be connected to points within one or more figures.

A garage floor plan image has already been added to the drawing for this example.

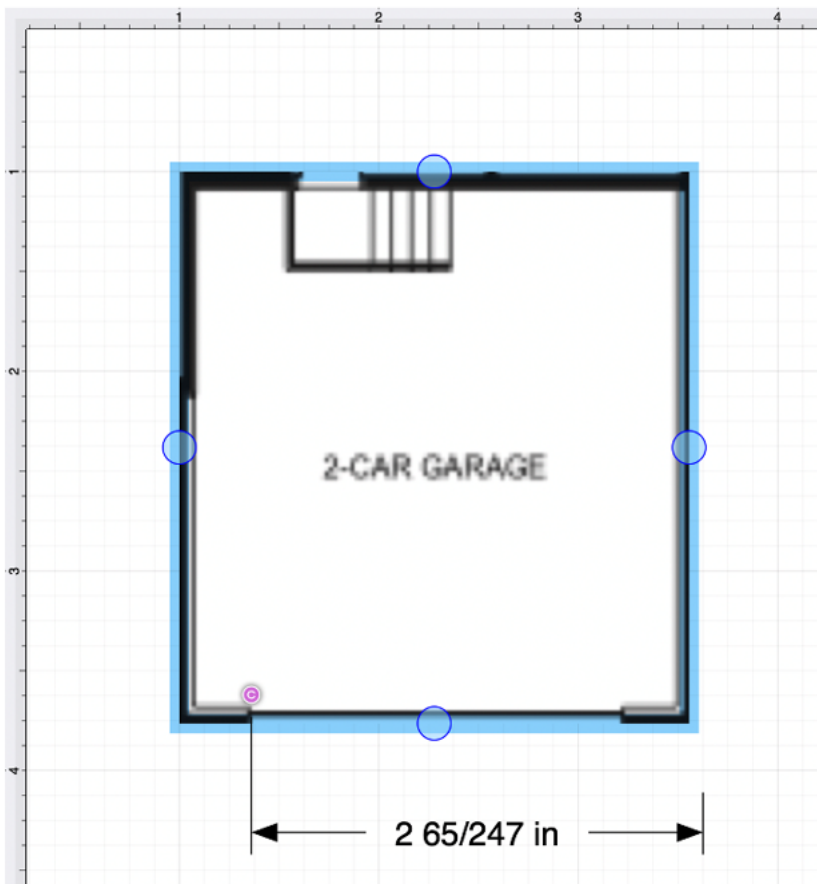


Next, a **Horizontal Distance Dimension Line** will be drawn along the garage opening.

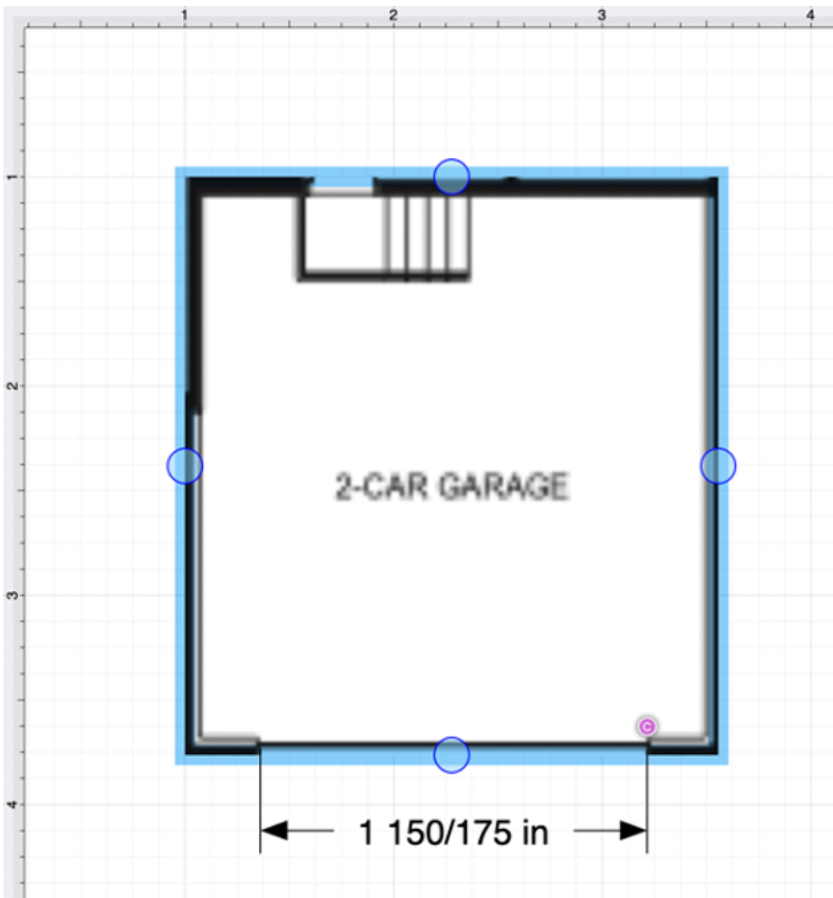


Perform a **Touch/Drag** action on a connection handle within the dimension line to connect it to a point within a figure.

For more control over the position of each end of the dimension line, disable the [Snap to Grid](#) and/or [Snap to Lines](#) options. The [Function Key Feature](#) can also be used for finer control when moving each connection handle.



Perform this action again for the second connection handle within the dimension line.

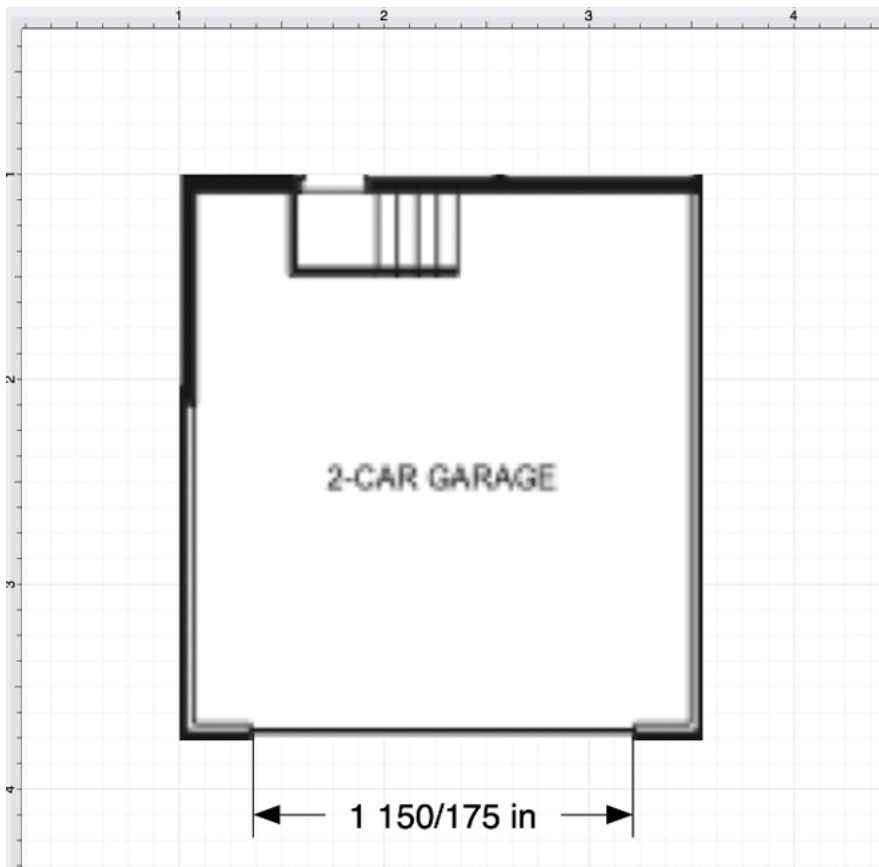


Note: A **Horizontal Distance Dimension Line** can also be drawn between two points on any figure or from one point on a figure to a point on another figure.

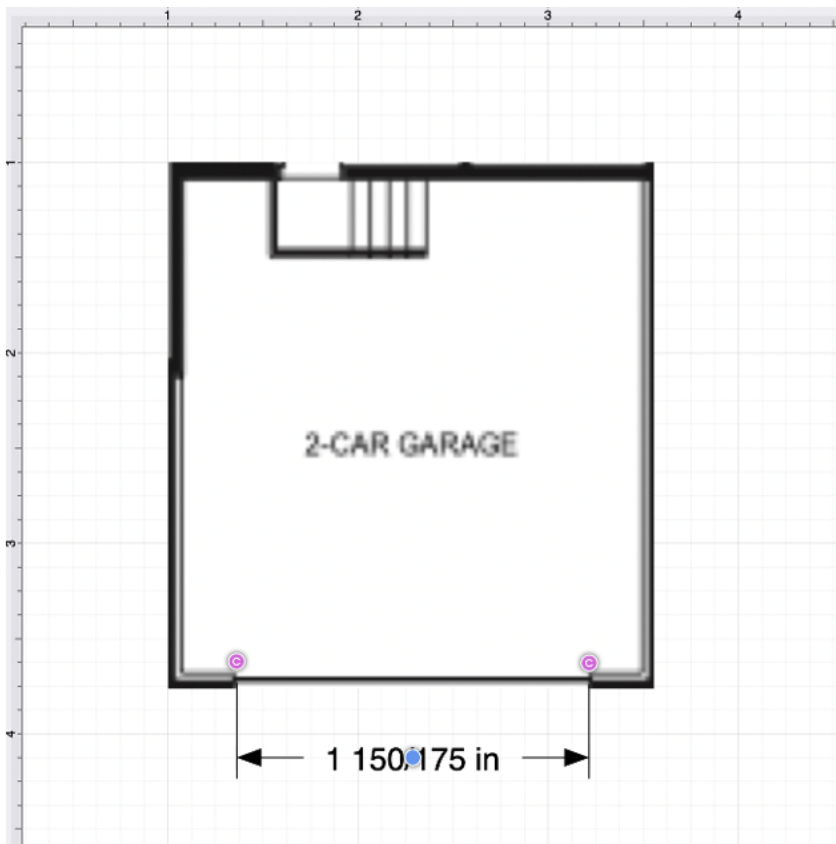
Using the Scale Attached... Option

The **Horizontal Distance Dimension Tool** can be paired with the **Scale Attached...** option within the [Modify Menu](#) to scale an image, such as a floor plan, to match the grid and trace or perform other actions within the drawing "at scale".

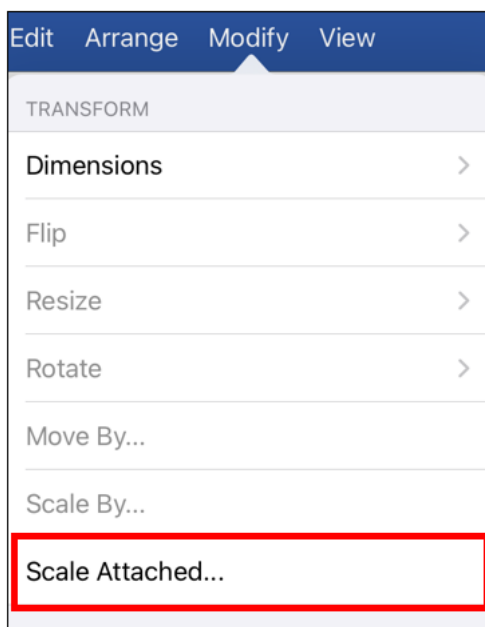
For this example, a simple garage floor plan will be used to demonstrate the **Scale Attached...** option. The **Horizontal Distance Dimension Line** has been connected to each end of the rectangle.



Tap on the **Horizontal Distance Dimension Line** to select it within the drawing.

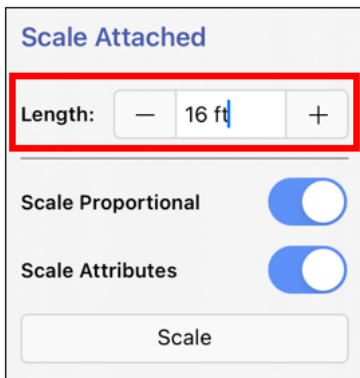


Press on [Modify Menu](#) and then press on the **Scale Attached...** option



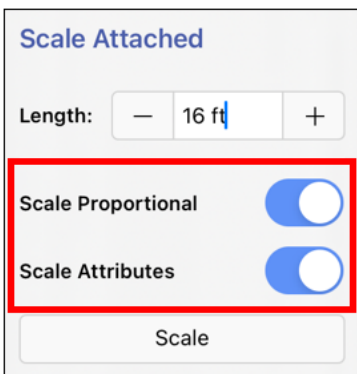
Change the horizontal distance dimension line length by tapping on the **Length** field and using the keyboard to enter a new value.

The "-" and "+" buttons can also be used to increase or decrease the **Length** value by 1. Once finished, press on **return** within the keyboard.

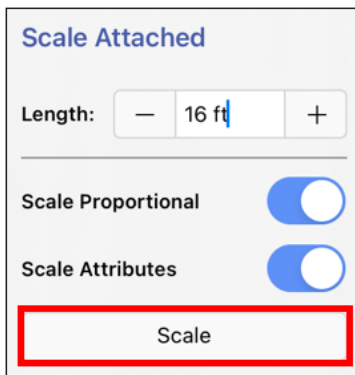


Next, use the toggle sliders to enable or disable the **Scale Proportional** and **Scale Attributes** options before scaling the image or figure.

- **Scale Proportional** - Scale the image up to match the grid based on the entered dimension line length.
- **Scale Attributes** - Scale the attributes (stroke, text, etc) based on the entered dimension line length.



Once finished, press on **Scale** within the pop-up window.

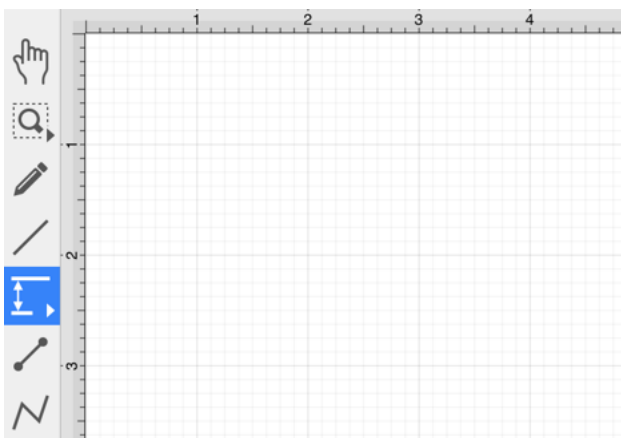
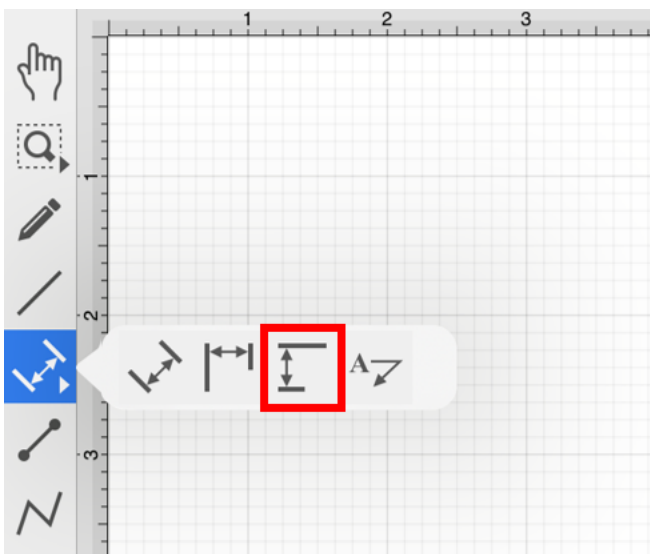


Note: If **Scale Attributes** has been disabled, the Attributes will not scale, only the image or figure.

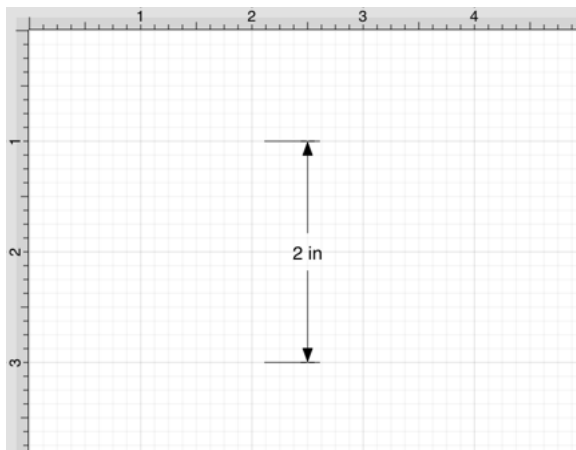
5.1.6.9. Vertical Distance Dimension Tool

The **Vertical Distance Dimension Tool** can be used to draw a vertical distance dimension line. The dimension line can be drawn between any two points on the grid or be connected to selected connection points on figures within a drawing.

This tool can be selected by performing an extended **Press** on the [Linear Dimension Tool](#) button. **Tap** on the tool to select it.



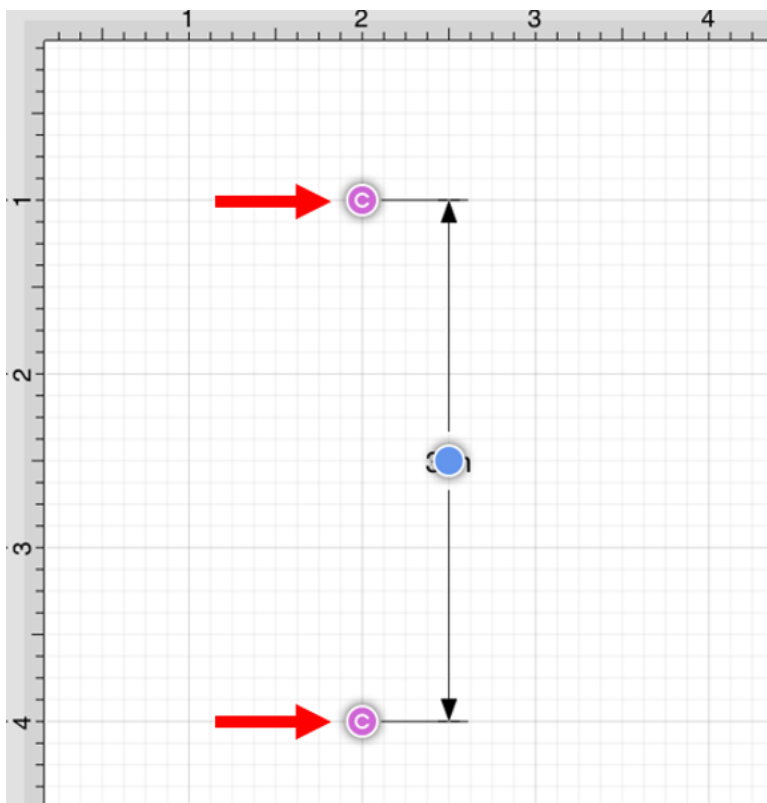
Use a **Touch/Drag** gesture combination to draw the horizontal dimension line from a set starting point to a desired end point and then release the used finger to complete the drawing action.



How to Alter Dimension Line Size and Position

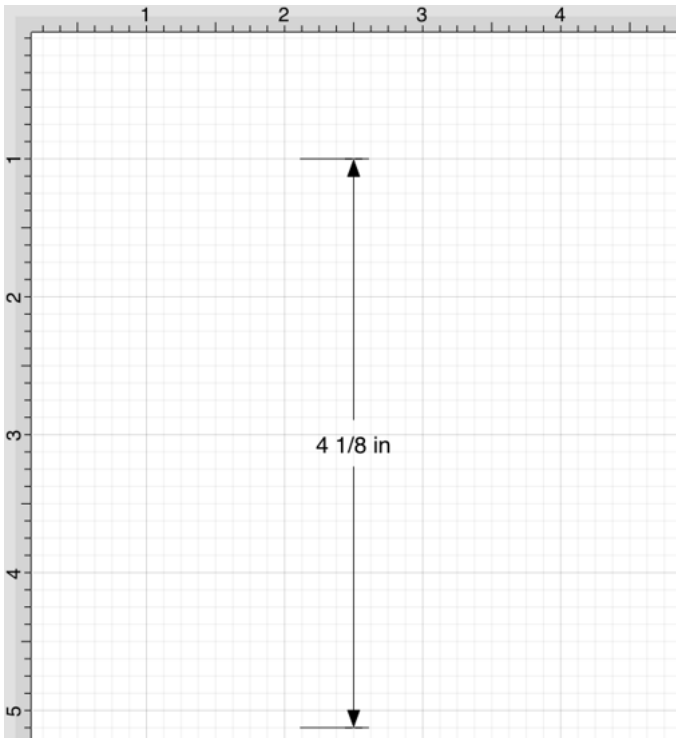
The length of a vertical distance dimension line can be altered any time after it has been created.

To alter the length of a dimension line, perform a **Touch/Drag** action on one of the dimension line's connection handles.

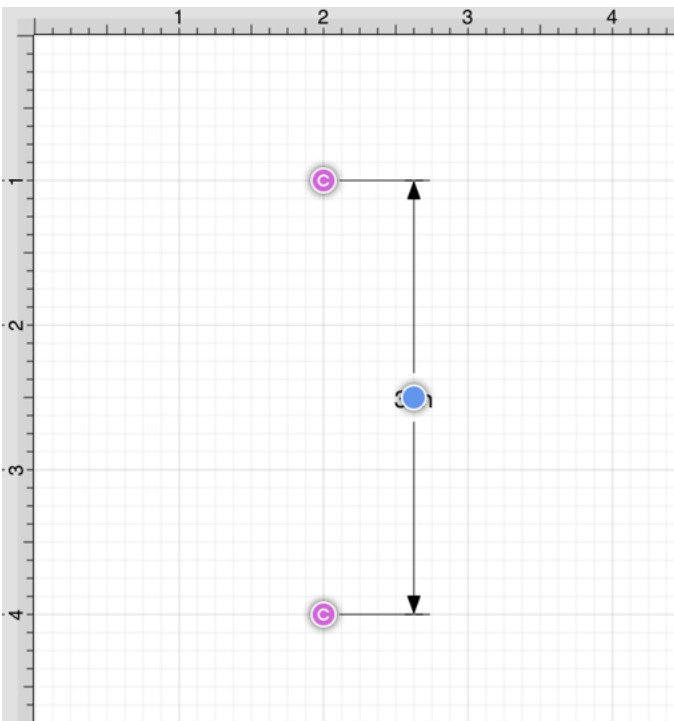
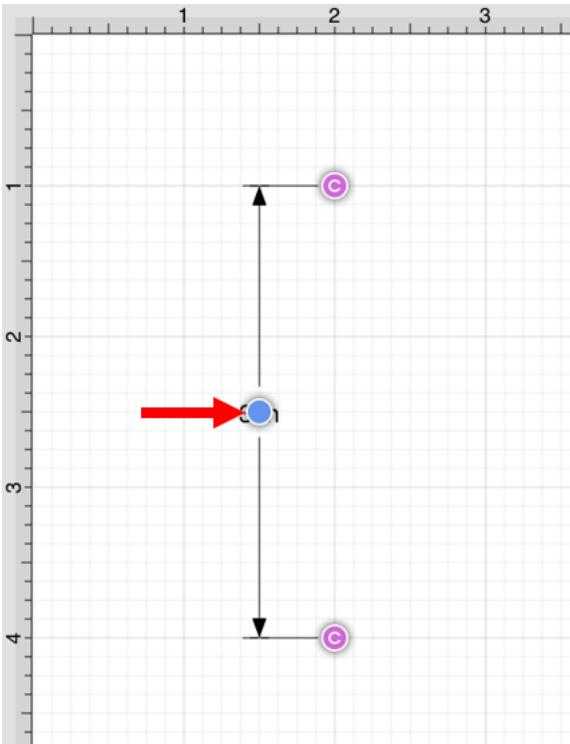


Do not lift your finger until the end of the dimension line is in the desired location.

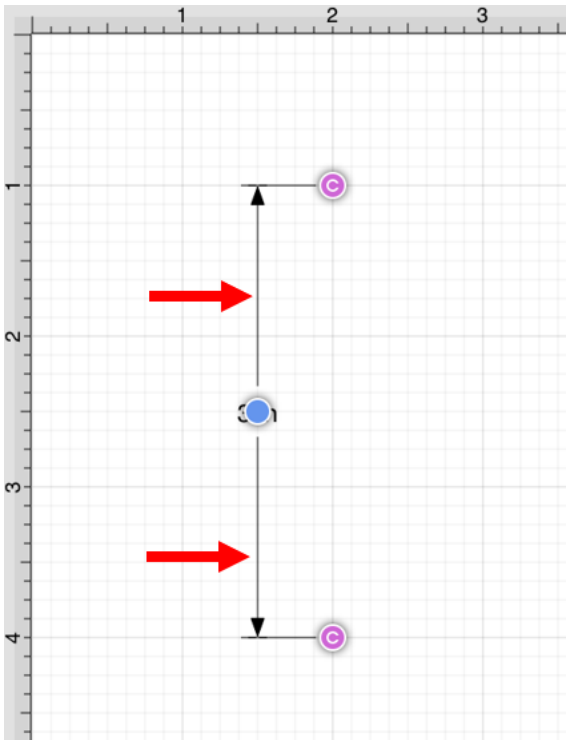
In the example below, the right connection handles has been moved to the down to make the dimension line larger.



Touch and Drag on the blue bounds handle to change the position of the dimension line.



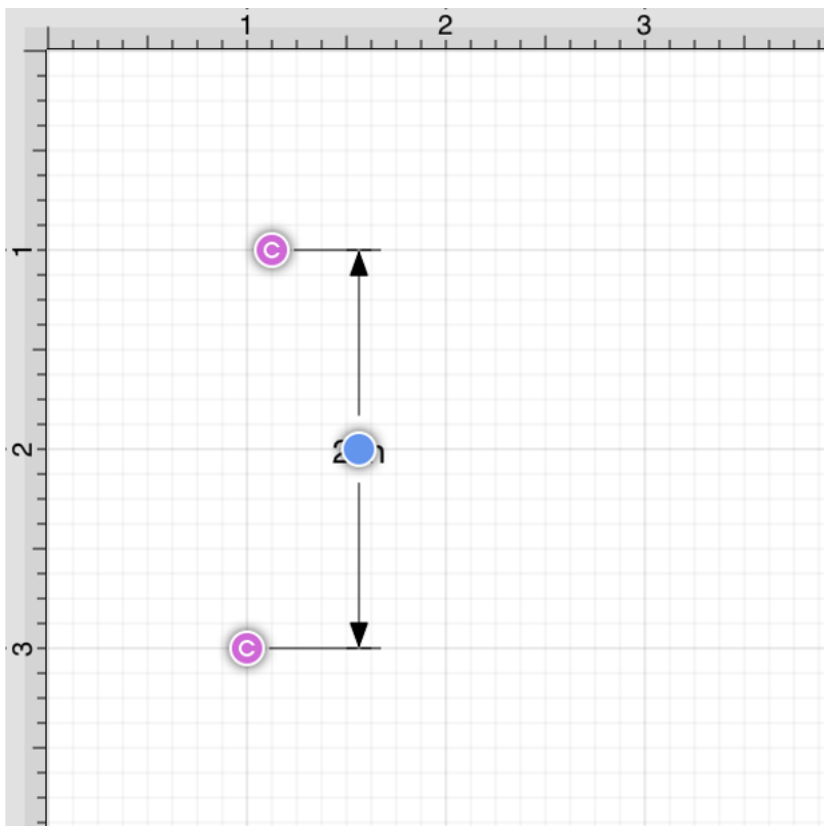
Touch and Drag on the dimension line to change its position within the Drawing Canvas.



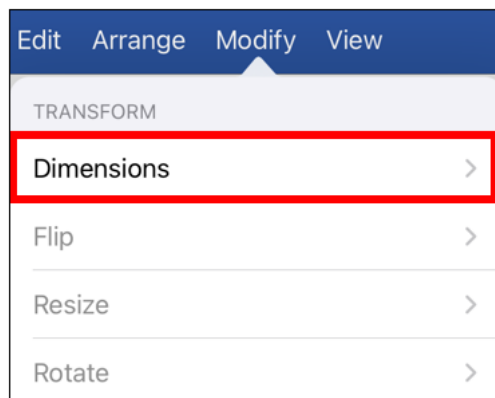
How to Alter the Arrowhead Locations

The arrowhead locations within a vertical distance dimension line can be located on the inside or outside.

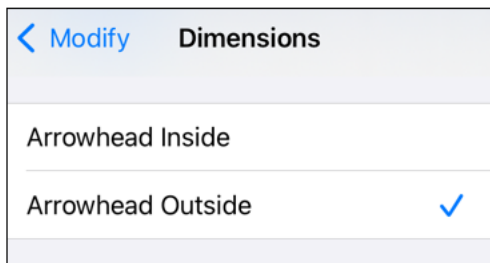
When located on the inside, a vertical distance dimension line will appear as shown below. This is the default selection.



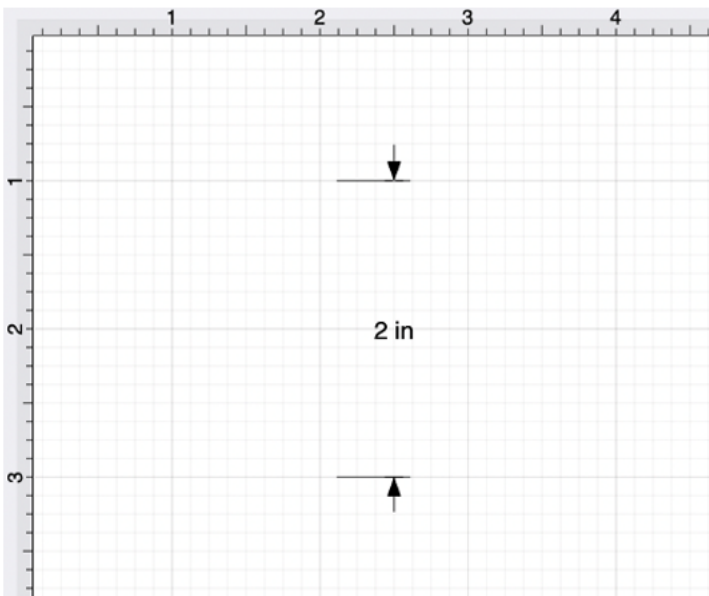
To change the arrowhead location to the outside for a [selected](#) dimension line, press on the [Modify Menu](#) and then tap on the **Dimensions Submenu**.



Next, tap on the **Arrowhead Outside** option to change the arrowhead location to outside. A checkmark will be present for the currently enabled arrowhead option.



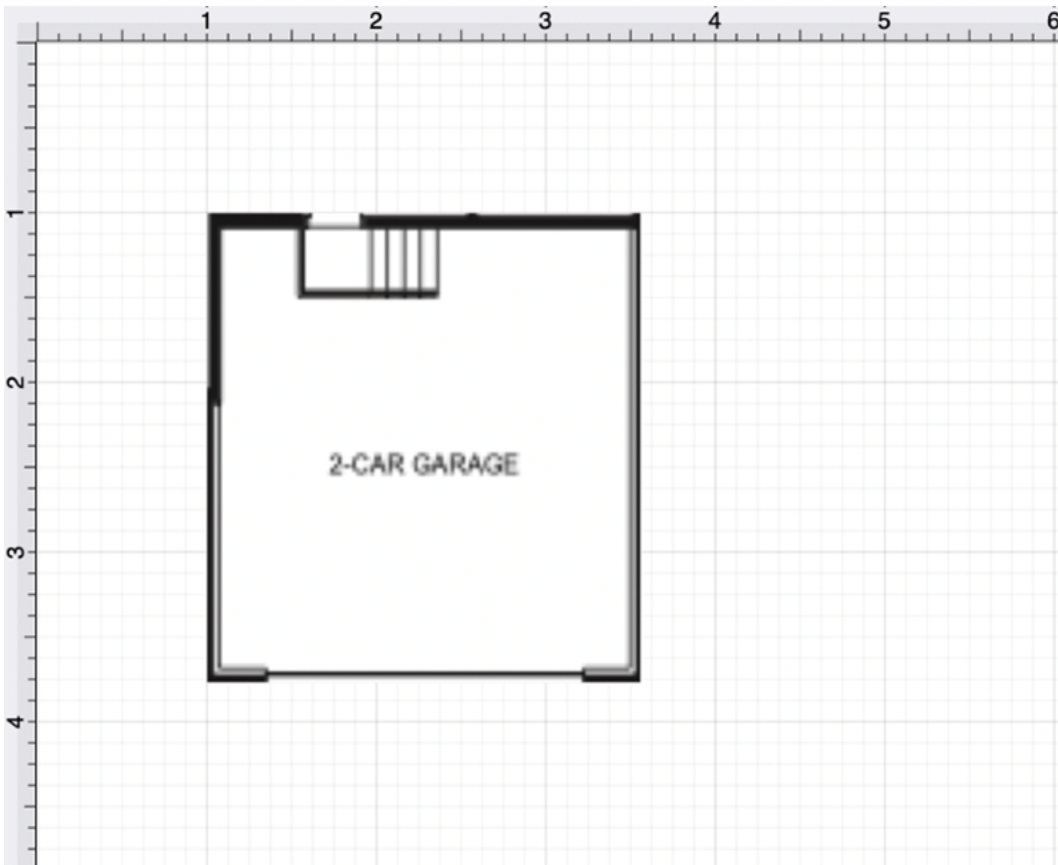
The vertical distance dimension line will appear as shown below when arrowheads are on the outside.



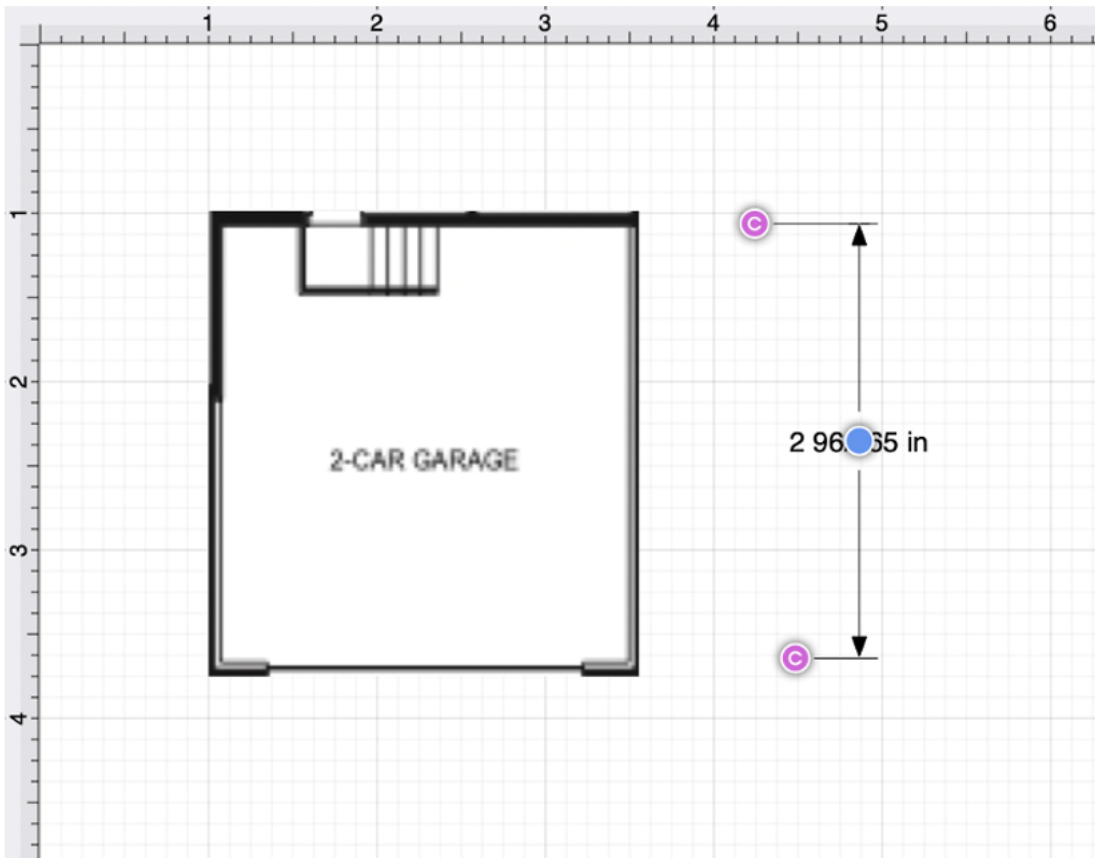
How to Connect a Vertical Distance Dimension Line to Figures

A **Vertical Distance Dimension Line** can be connected to any two locations within an image or figure. It can also be connected to two separate figures in a drawing.

An image of a garage floor plan has already been added to the drawing for this example.

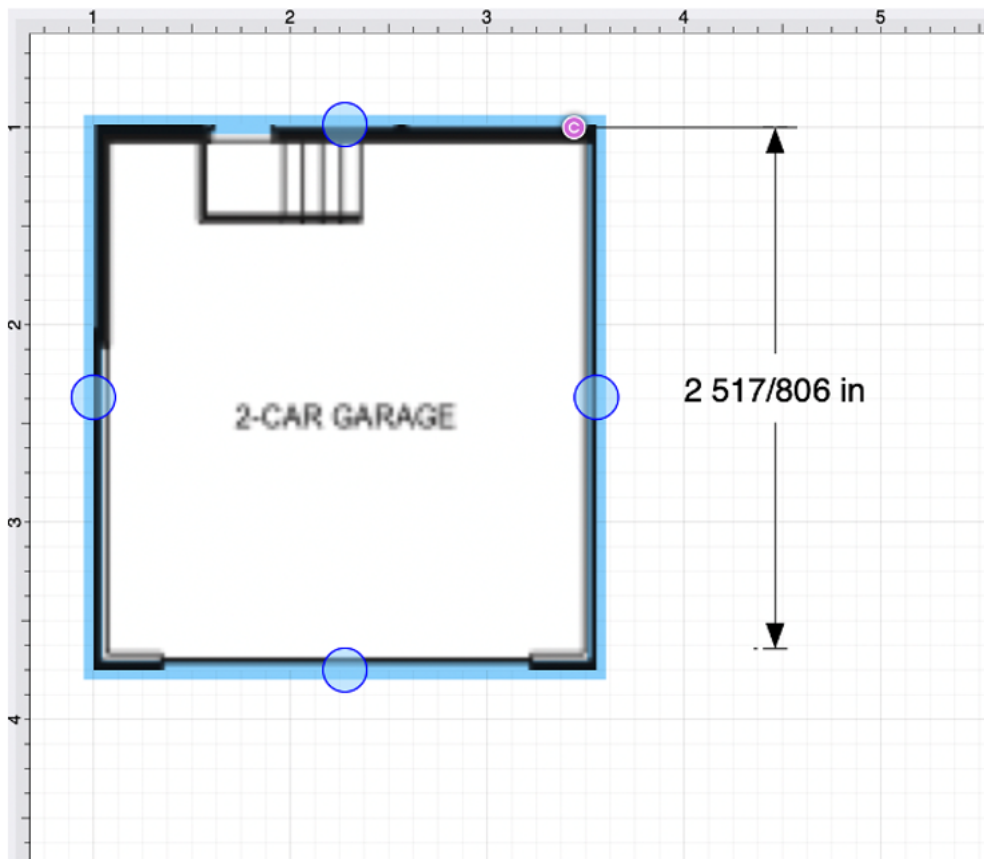


Next, a **Vertical Distance Dimension Line** will be drawn on the right side of the garage floor plan image.

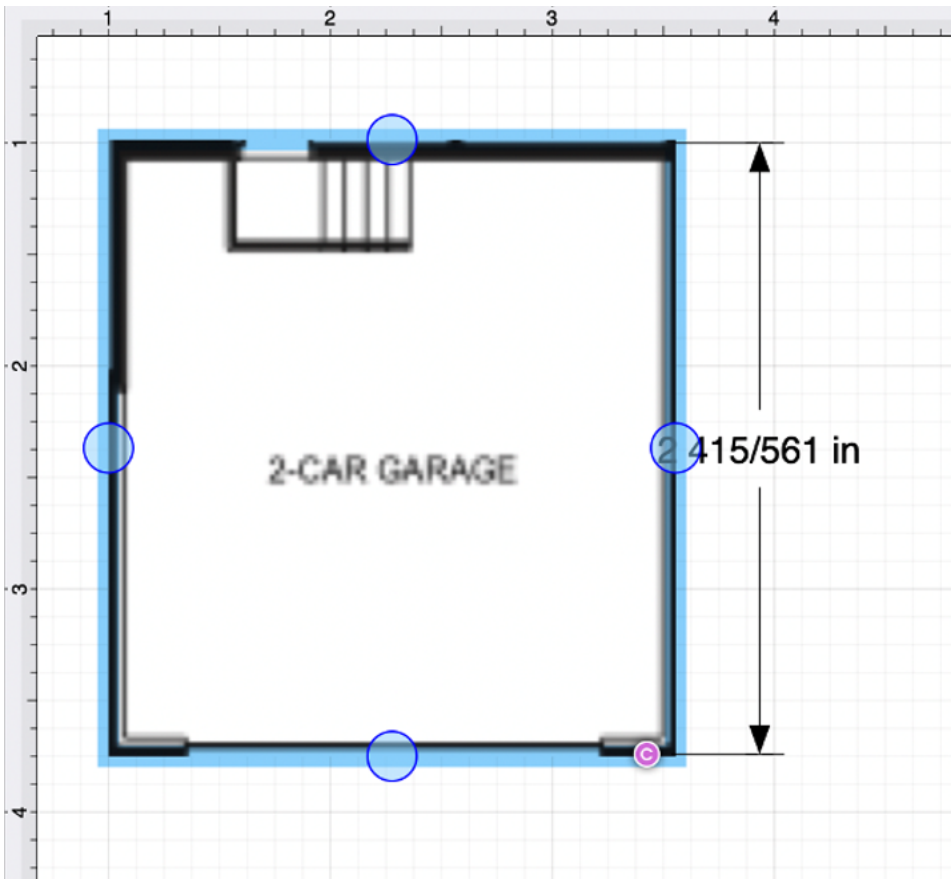


Perform a **Touch/Drag** action on a connection handle within the dimension line to connect it to a point within a figure.

For more control over the position of each end of the dimension line, disable the [Snap to Grid](#) and/or the [Snap to Lines](#) options. The Function Key Feature can be used for finer control when moving each connection handle.



Perform this action again for the second connection handle within the dimension line.

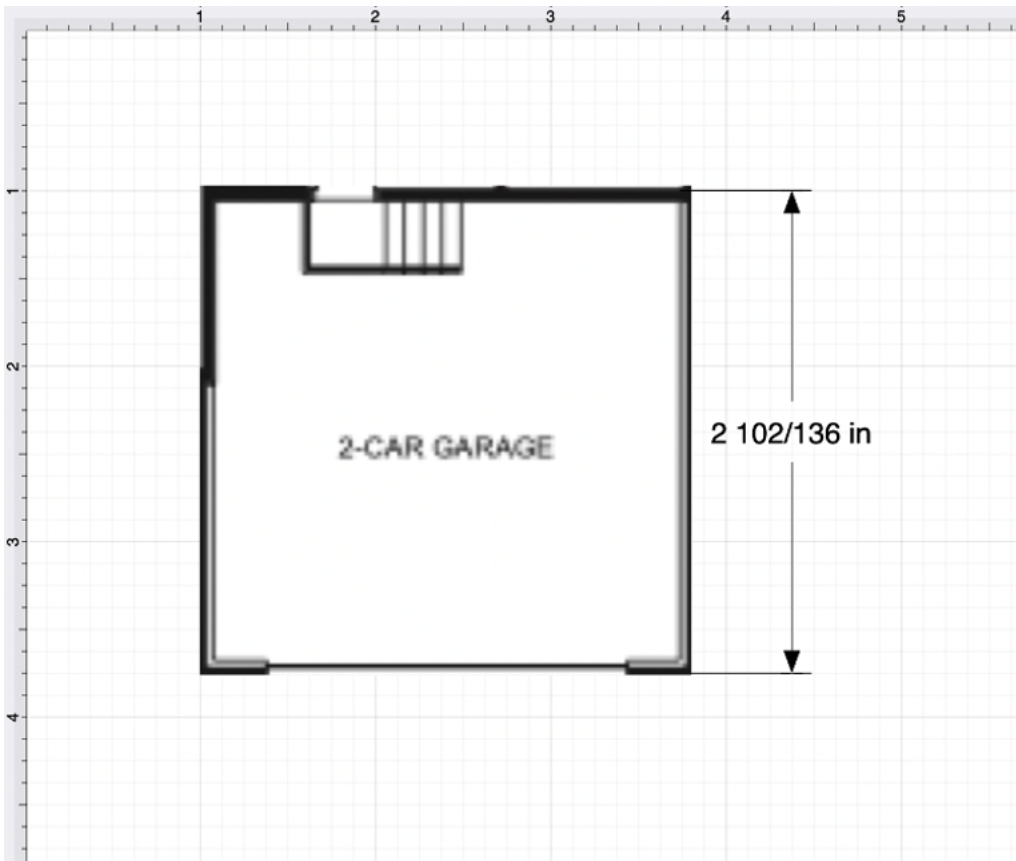


Note: A **Vertical Distance Dimension Line** can also be drawn between two points on any figure or from one point on a figure to a point on another figure.

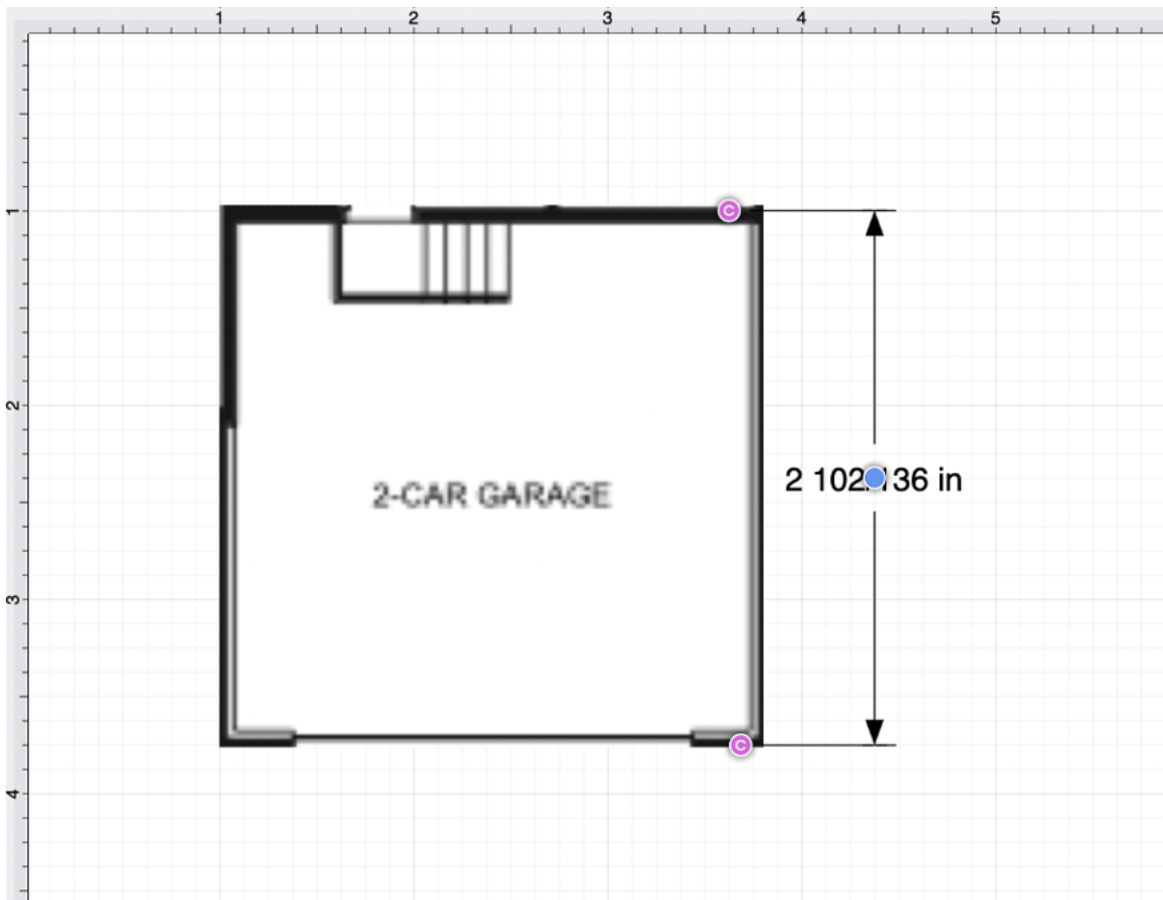
Using the Scale Attached... Option

The **Vertical Distance Dimension Tool** can be paired with the **Scale Attached...** option within the [Modify Menu](#) to scale an image, such as a floor plan, to match the grid and trace or perform other actions within the drawing "at scale".

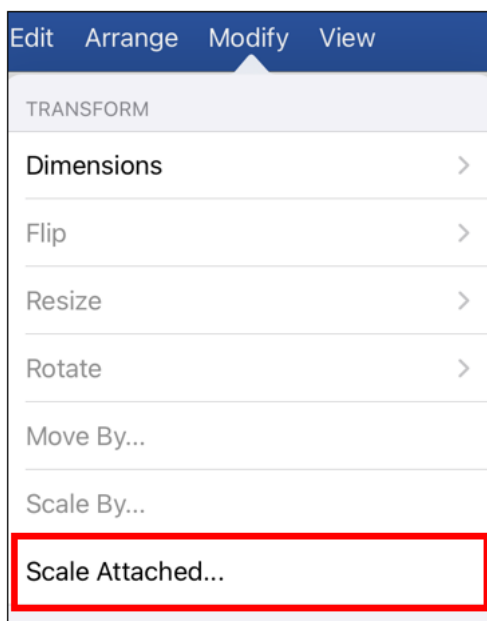
For this example, a Garage portion of a floor plan will be used to demonstrate the **Scale Attached...** option. The **Vertical Distance Dimension Line** has been connected to the right side of the garage.



Tap on the **Vertical Distance Dimension Line** to select it within the drawing.

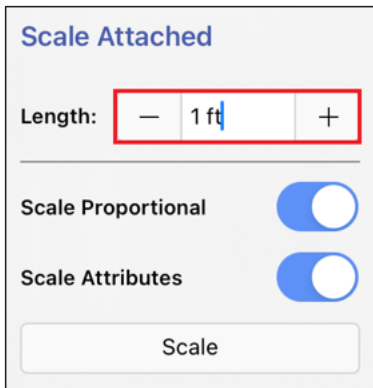


Press on [Modify Menu](#) and then press on the **Scale Attached...** option



Change the vertical distance dimension line length by tapping on the **Length** field and using the keyboard to enter a new value.

The "-" and "+" buttons can also be used to increase or decrease the **Length** value by 1. Once finished, press on **return** within the keyboard.



Next, use the toggle sliders to enable or disable the **Scale Proportional** and **Scale Attributes** options before scaling.

- **Scale Proportional** - Scale the image up to match the grid based on the entered dimension line length.
- **Scale Attributes** - Scale the attributes (stroke, text, etc) based on the entered dimension line length.



Once finished, press on **Scale** within the pop-up window.

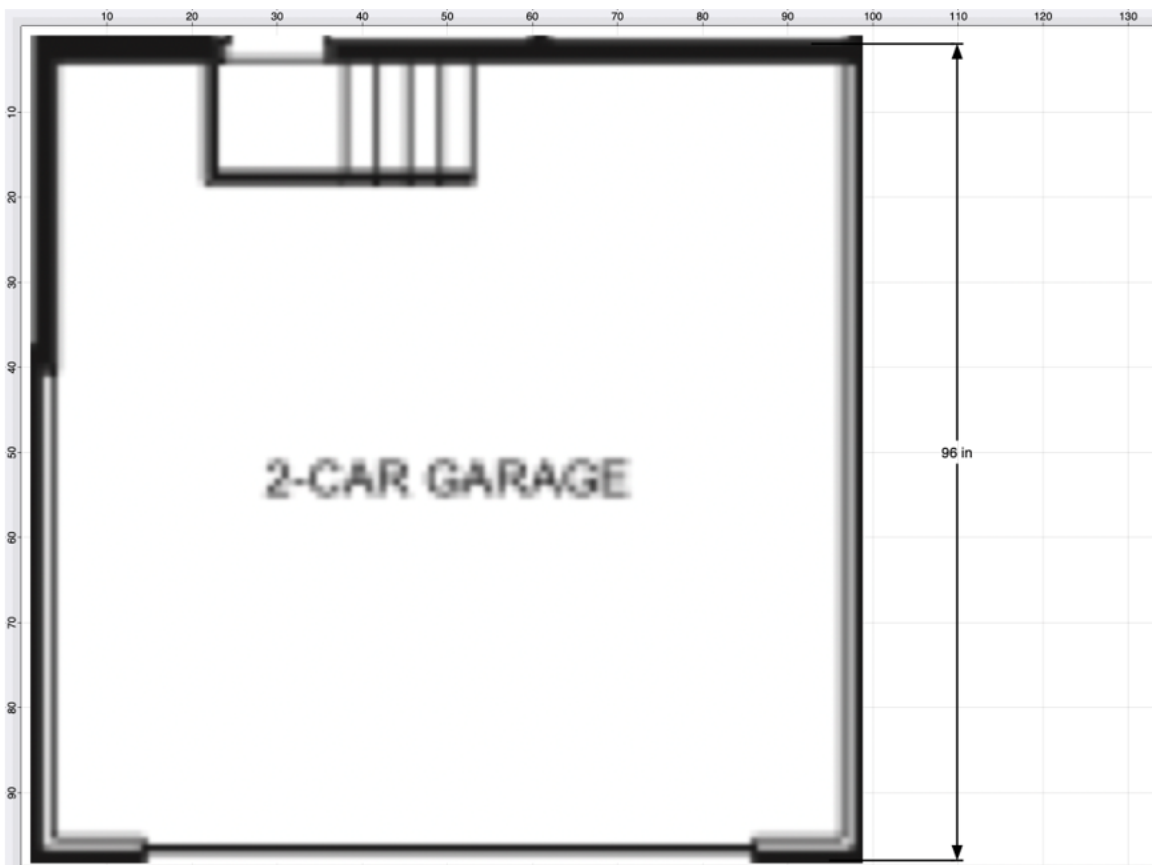
Scale Attached

Length: — 16 ft +

Scale Proportional ☒

Scale Attributes ☒

Scale

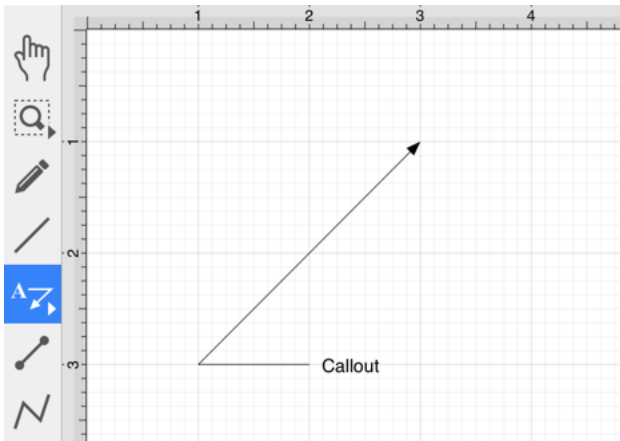


Note: If **Scale Attributes** has been disabled, then Attributes (text, stroke, etc.) will not scale according to the entered length value.

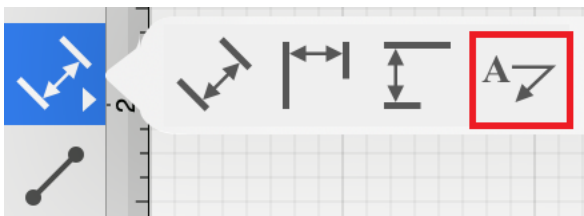
5.1.6.10. Callout Tool

The **Callout Tool** can be used to add a callout to any location within a drawing. A callout figure contains one connection handle, two bounds handles, and default text.

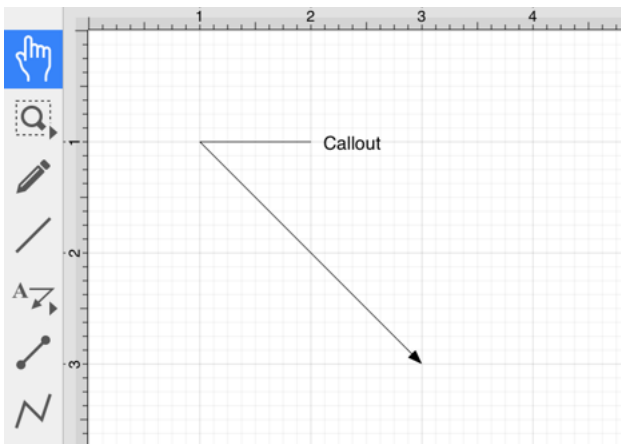
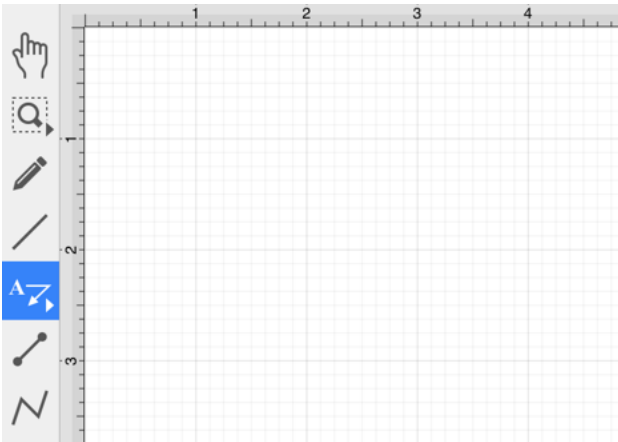
The connection handle can be used to connect the callout to a figure and the bounds handles can be used to alter the appearance of the callout.



This tool can be selected by performing an extended **Press** on the [Linear Dimension Tool](#) button. **Tap** on the tool to select it.

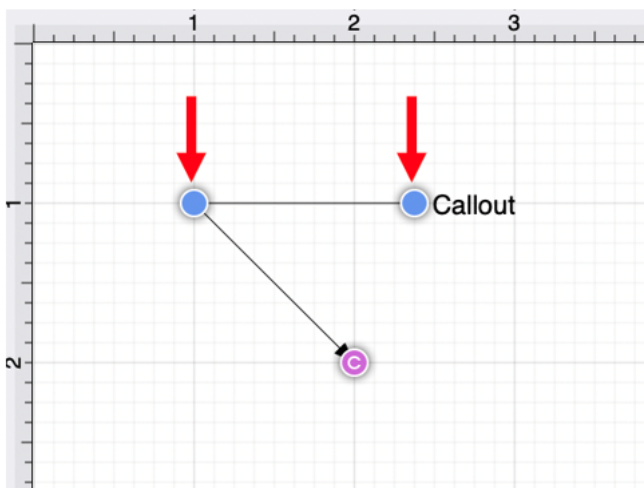


Use a **Touch/Drag** gesture combination to draw the callout from a set starting point to a desired end point and then release the used finger to complete the drawing action. The arrow will be where the action is completed.

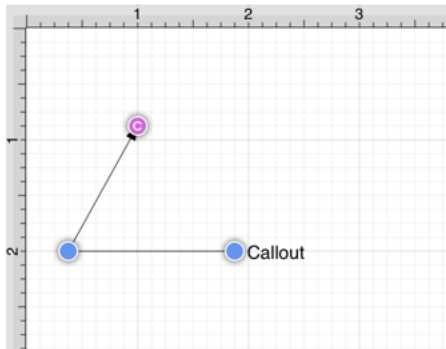
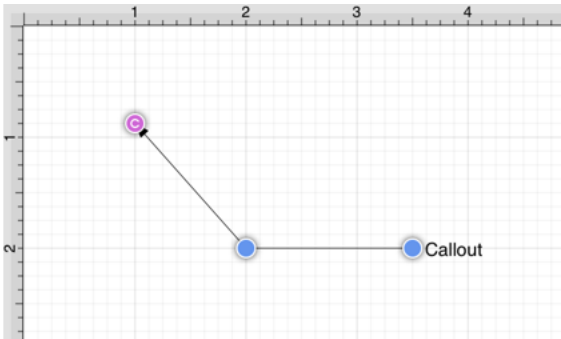


Using the Bounds Handles

A callout has two **Bounds Handles** (blue), which can be used to alter it's position and size.

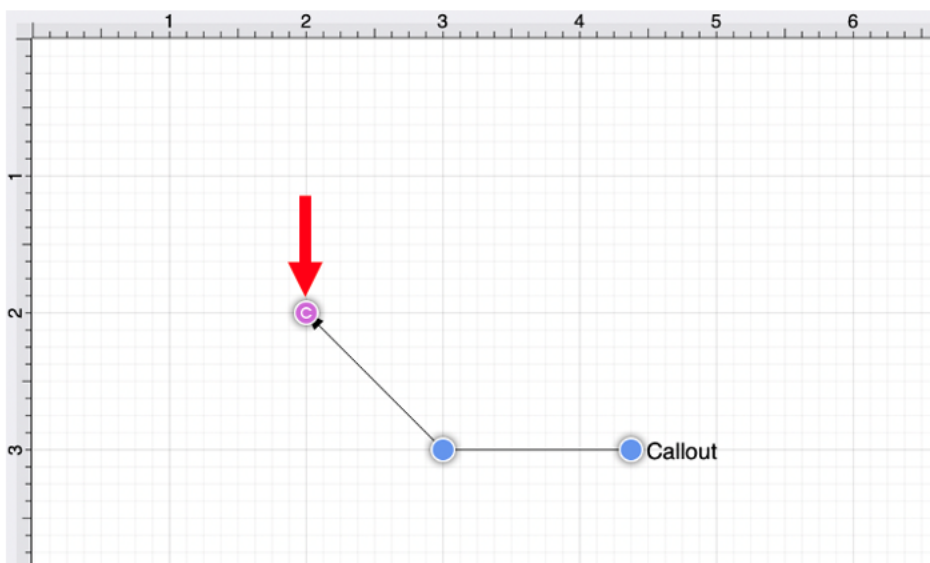


In this example, the bounds handle connecting the two lines will be moved to the left.

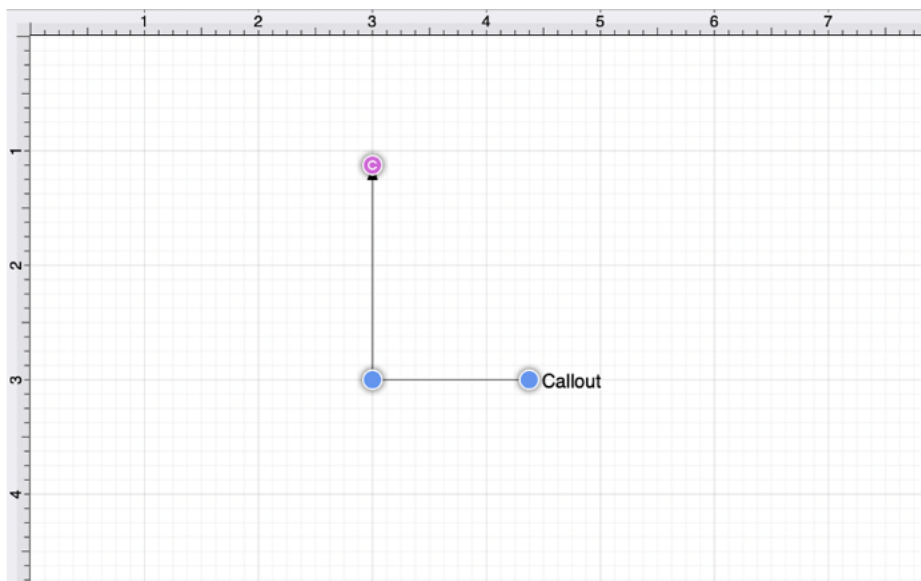


Using the Connection Handle

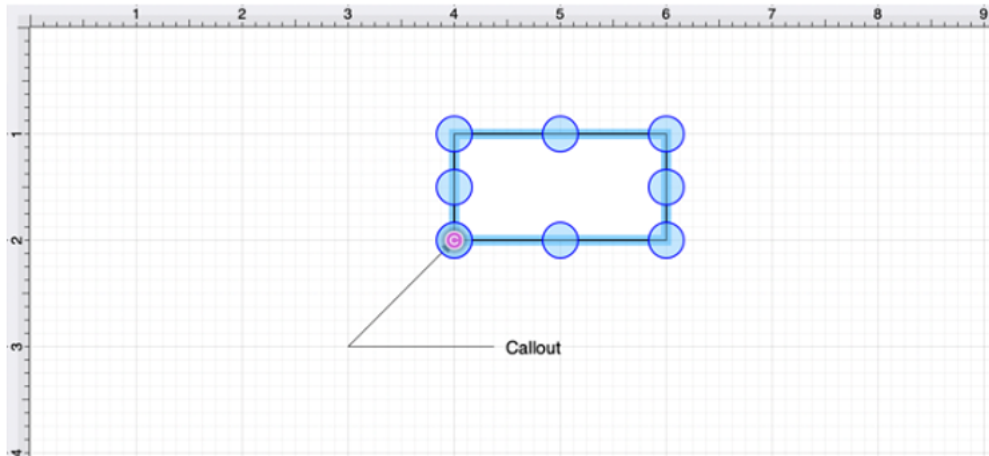
The **Connection Handle** can be used to alter where the callout figure points to within the drawing.



Perform a **Touch/Drag** action to change the connection handle's position within the Drawing Canvas.

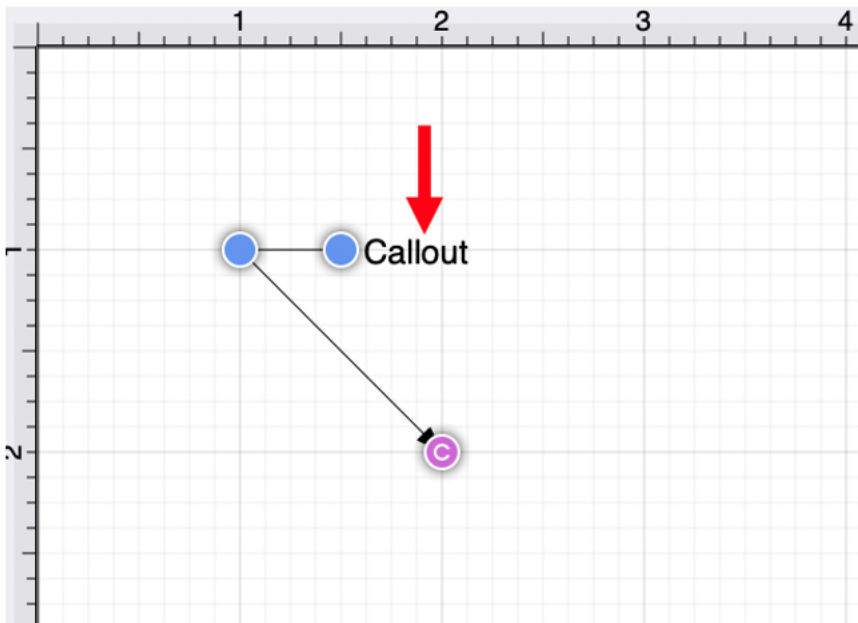


The connection handle can also be dragged to a specific connection point on a figure.



How to Change Callout Text

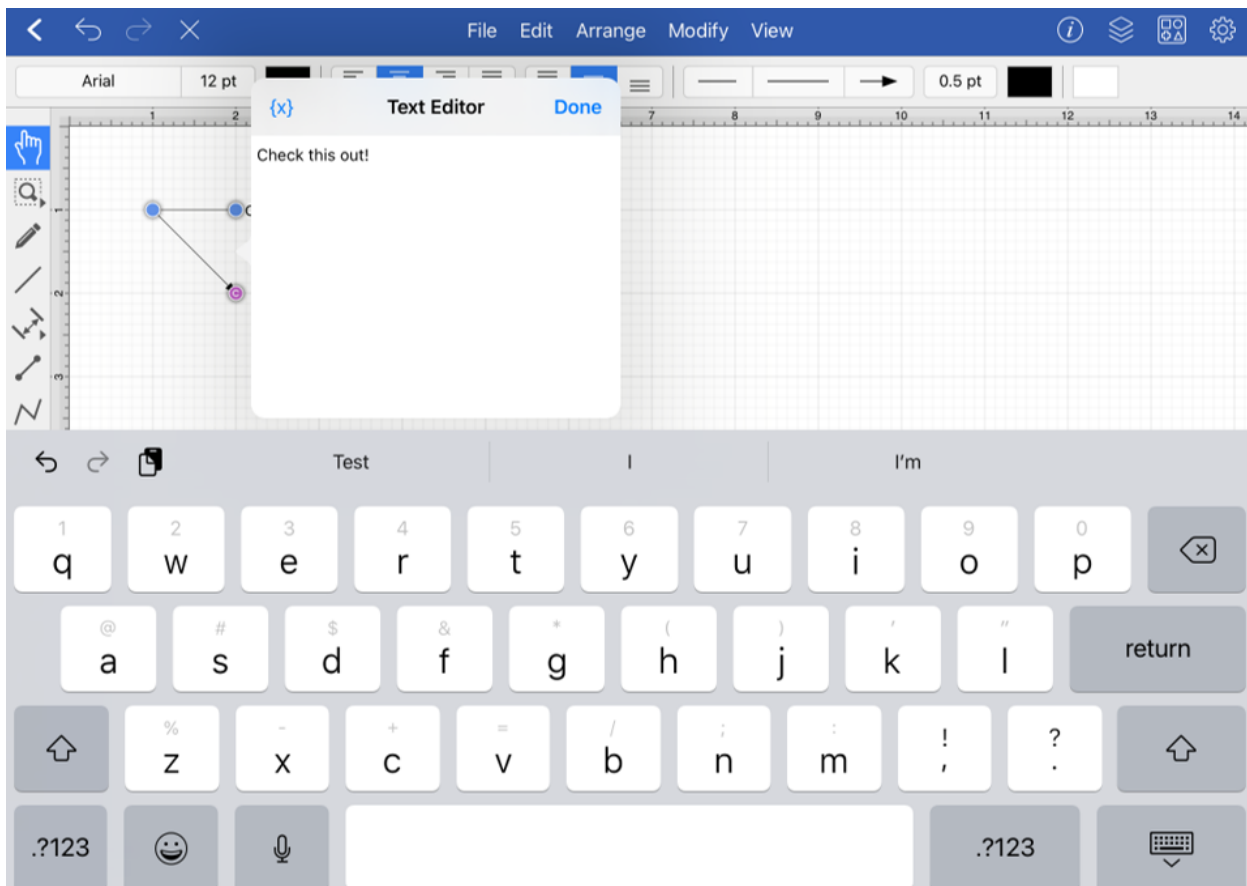
Perform a **Double Tap** on the default "Callout" text to alter the text for the figure.



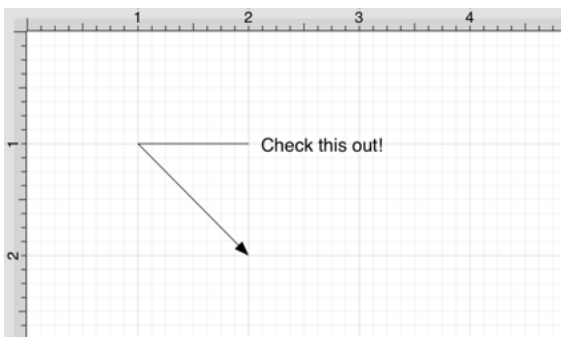
After double tapping, the **Text Editor** will appear as shown below.

Use the keyboard to enter different text for the callout figure. Once finished, **Tap** in any location outside of the supplied popover or **Press** on the **Done Button** to dismiss the editor.

TouchDraw 2 for iOS



The figure will appear as shown below:



5.1.6.11. Connection Tool

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

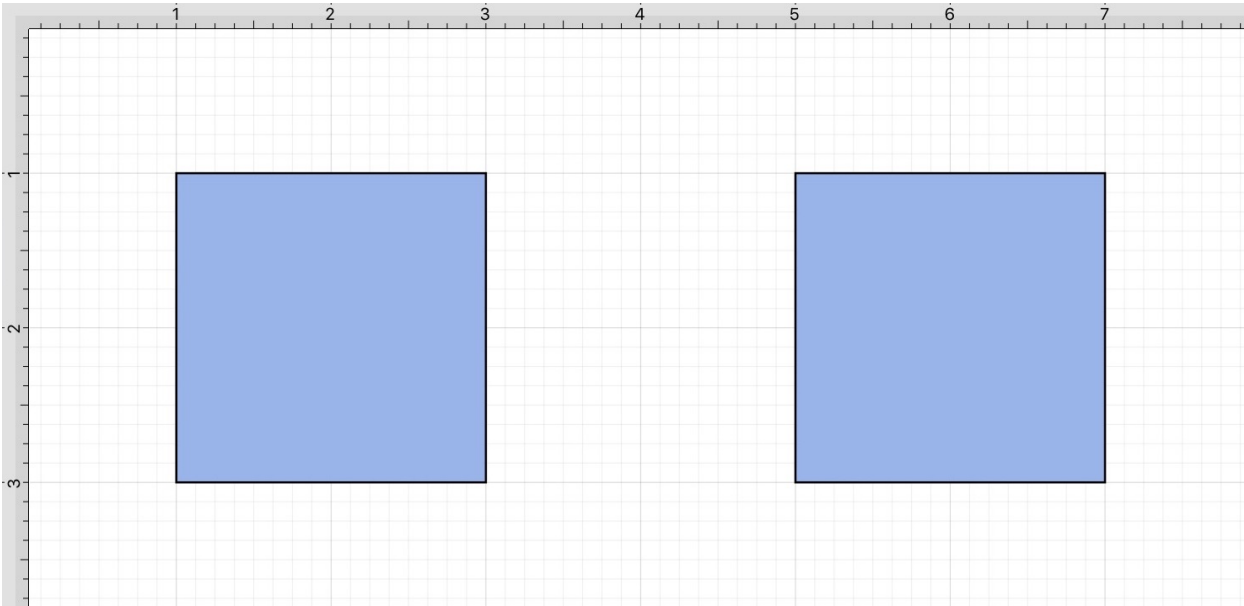


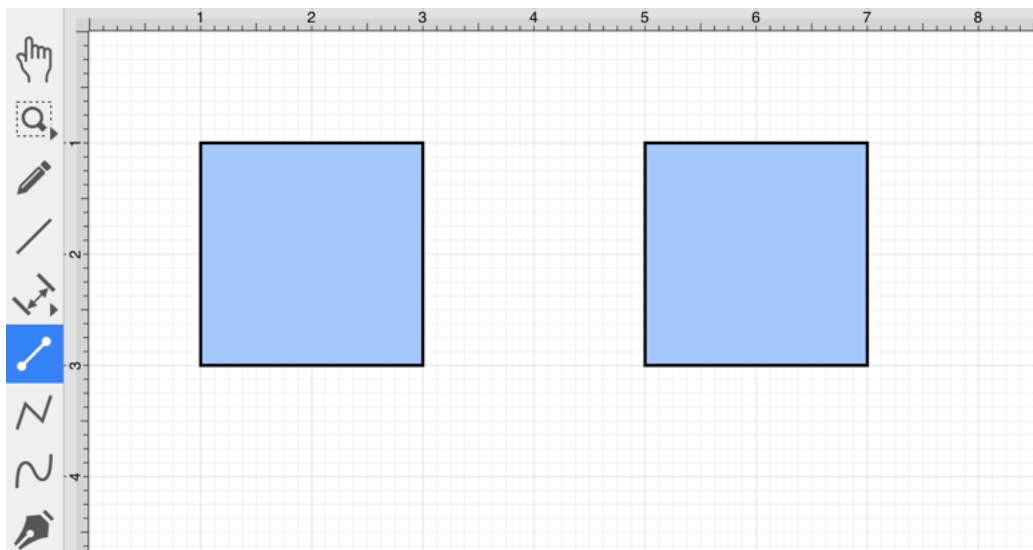
Table of Contents

- Creating a Line Connection Between Two Figures
- Text Location and Orientation
- Orthogonal Connectors Setting for Connection Lines
- Additional Information

Creating a Line Connection Between Two Figures

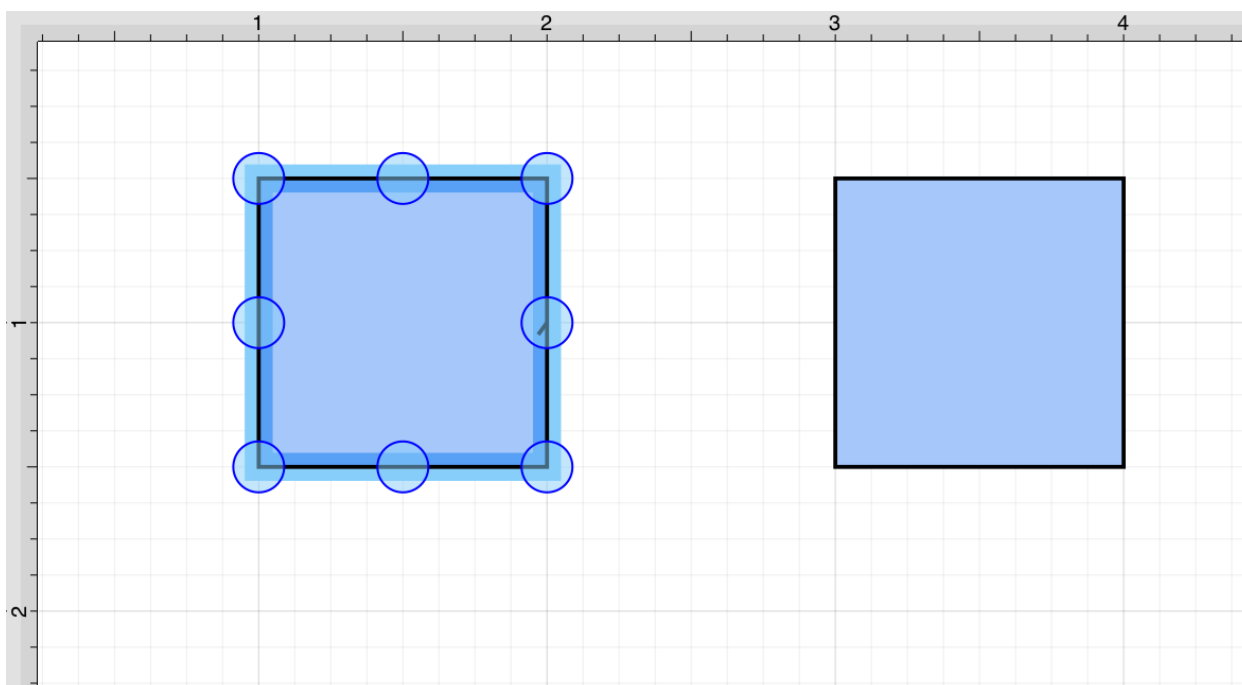
Complete the following steps to add a line connection between 2 figures:

Step 1: Begin by creating two figures and then select the **Connection Tool**. All figures including path shapes, text blocks, and images can be connected with the exception of lines and open paths.



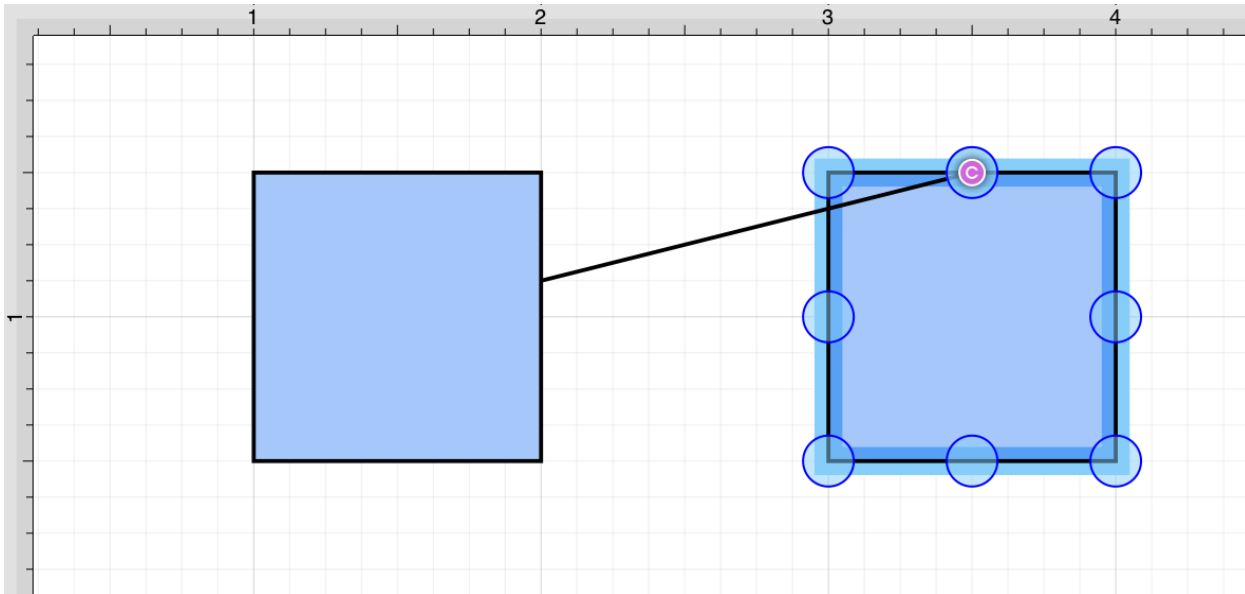
Note: The **Connection Tool** defaults to a straight line; however, additional options are available for using this tool in TouchDraw 2. To learn how to change the connection type, please see [Changing Connector Types](#).

Step 2: Touch (but do not lift your finger) within the first shape to be connected. The figure will be "highlighted" with a light blue border that contains each available connection point will when the selection has been performed correctly. A connection can be made between any of the displayed points within the start and target figures.

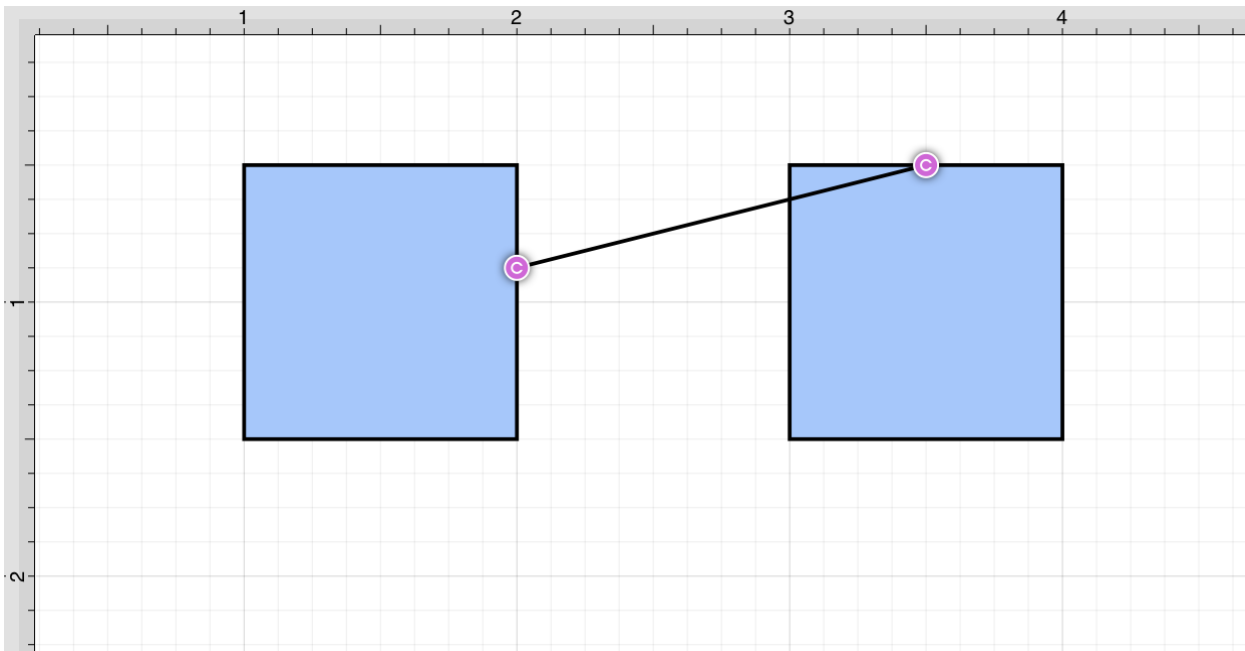


Step 3: Drag your finger from a point within the start figure to a displayed point within the end figure where the connection will terminate.

When your finger is within the "target" figure, it will be "highlighted" with a light blue border that contains each available connection point. The light blue border indicates the ability to connect the second figure to the source figure.

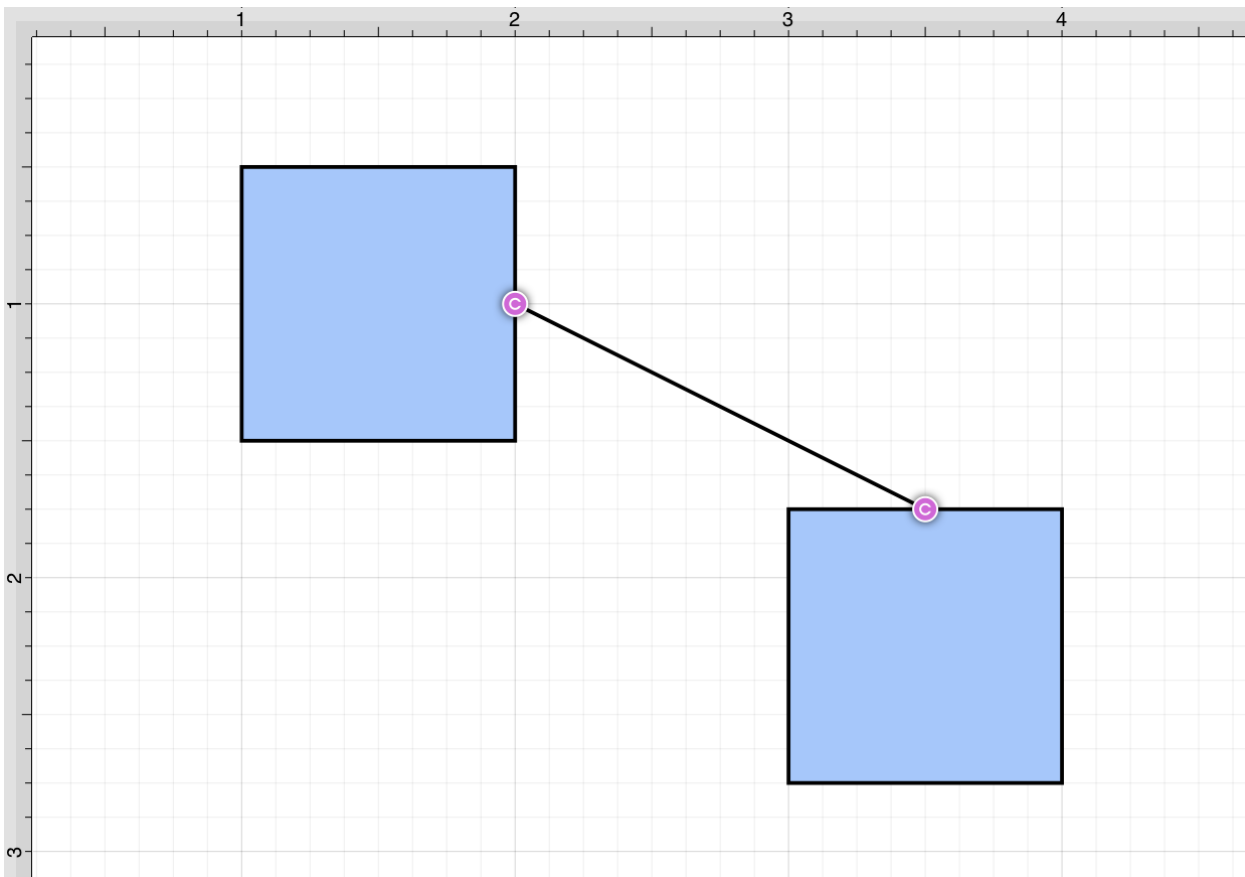


Step 4: The connection line will be created between a point on the start figure and the chosen point within the target figure when the **Touch/Drag** gesture combination is released.



Note: After a connection line is created, perform a Touch/Drag combination on a connection handle to change its position within the start or end figure.

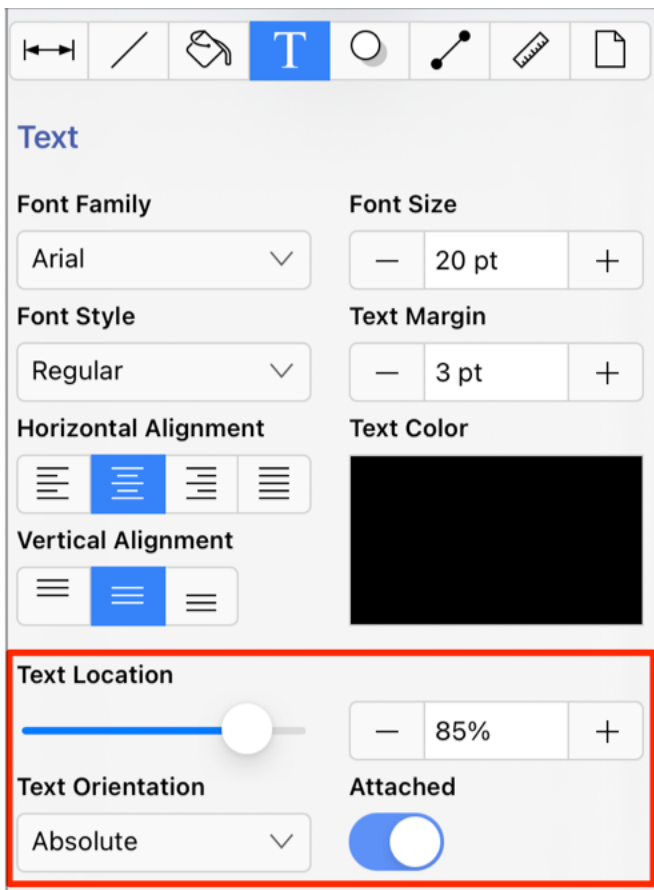
Step 5: Performing a **Touch/Drag** gesture combination on the second figure after the connection is established results in the connection line position being adapted to keep the two figures connected.



Note: Once a shape has been connected, the handle may be dragged while using the **Function Key Feature** or holding the **Shift Key** down on your keyboard and then moving the connection handle to any arbitrary point within a shape. The handle will stay connected to that point.

Text Location and Orientation

Text can be added and attached to a Connection Line. The **location** and **orientation** of attached text can be altered for Connection Lines within the **Text Tab**.



Orthogonal Connectors Setting for Connection Lines

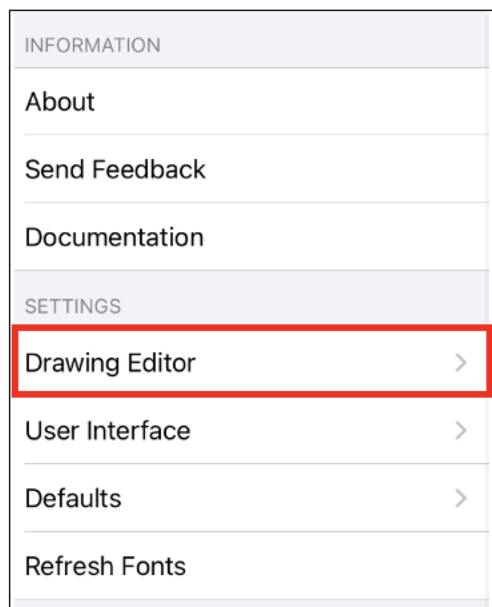
The **Orthogonal Connectors** setting can be enabled to automatically constrain connection lines to be orthogonal.

Complete the steps below to enable this option (if disabled):

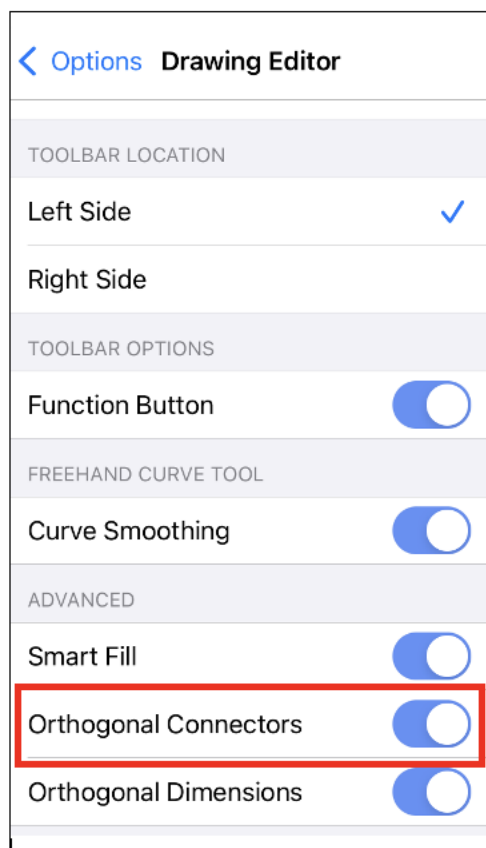
Step 1: Press on the **Settings** icon within the [Top Toolbar](#).



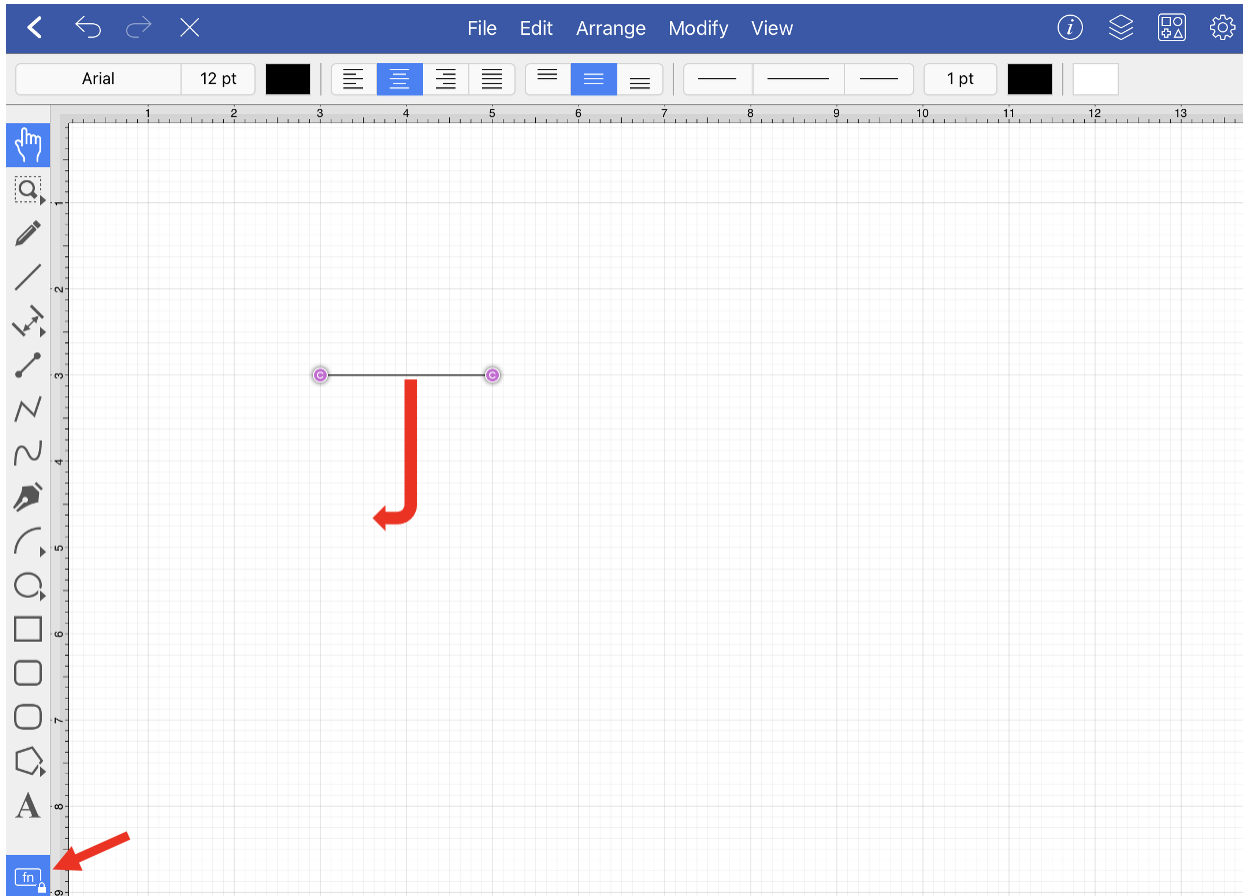
Step 2: Tap on **Default Settings**.

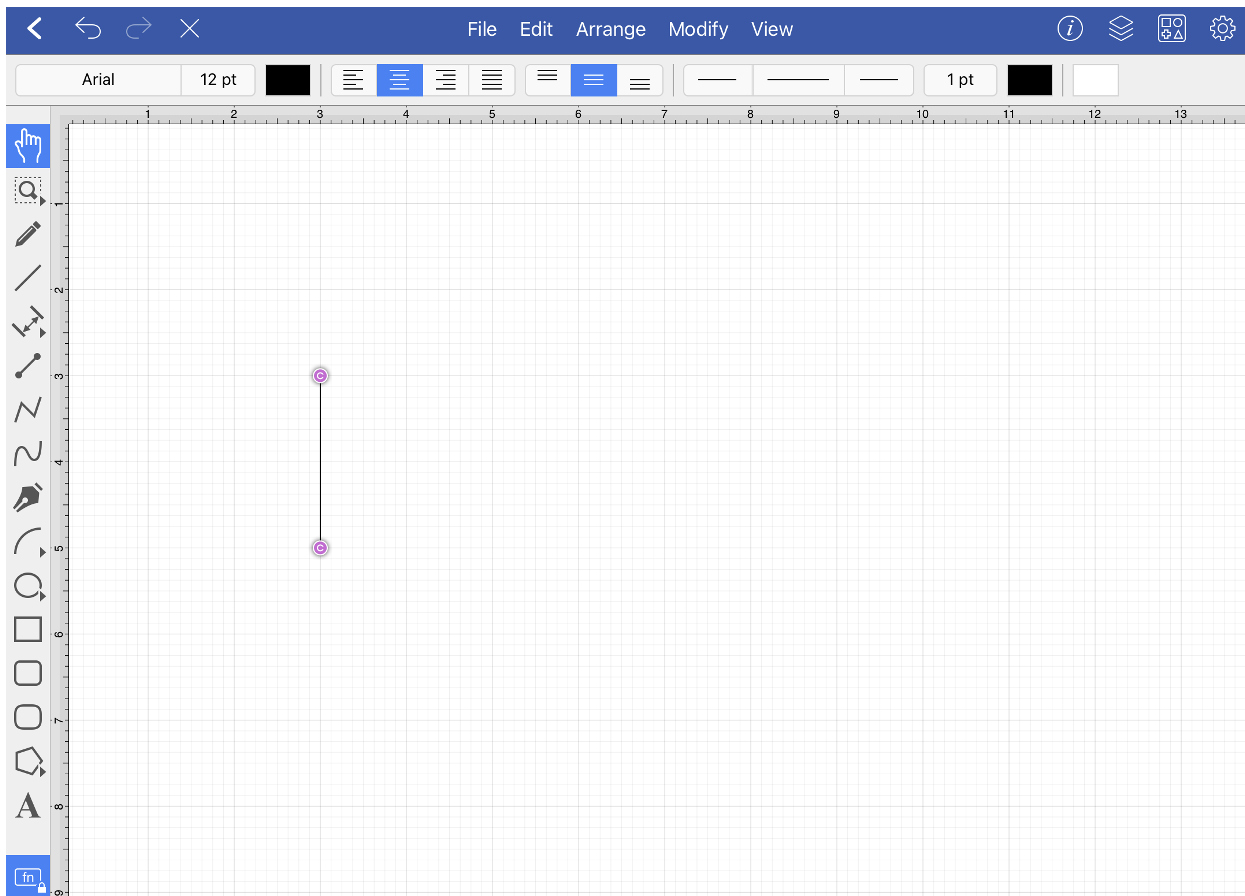


Step 3: Tap on the **Orthogonal Connectors** option toggle slider to enable. It will be **blue** when enabled.



Step 4: After this setting has been enabled, use the [Function Key Feature](#) in combination with a **Touch/Drag** action to constrain the **Connection Line** orthogonally.





Additional Information

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

- [Changing Connector Types](#)
- [Line Connection Tool](#)
- [East-West Connection Tool](#)
- [North-South Connection Tool](#)
- [Horizontal-Vertical Connection Tool](#)
- [Vertical-Horizontal Connection Tool](#)
- [Path Connection Tool](#)
- [Hub Connection Tool](#)

5.1.6.11.1. Changing Connector Types

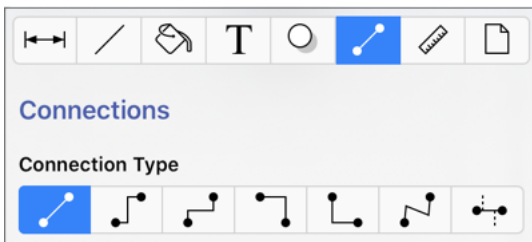
The **Connector Type** of a selected connection line can be changed prior to or after creating a connection line in TouchDraw 2.

Follow the steps below to change the **Connector Type**:

Step 1: Press on the [Info Button](#) at the in the [Top Toolbar](#).



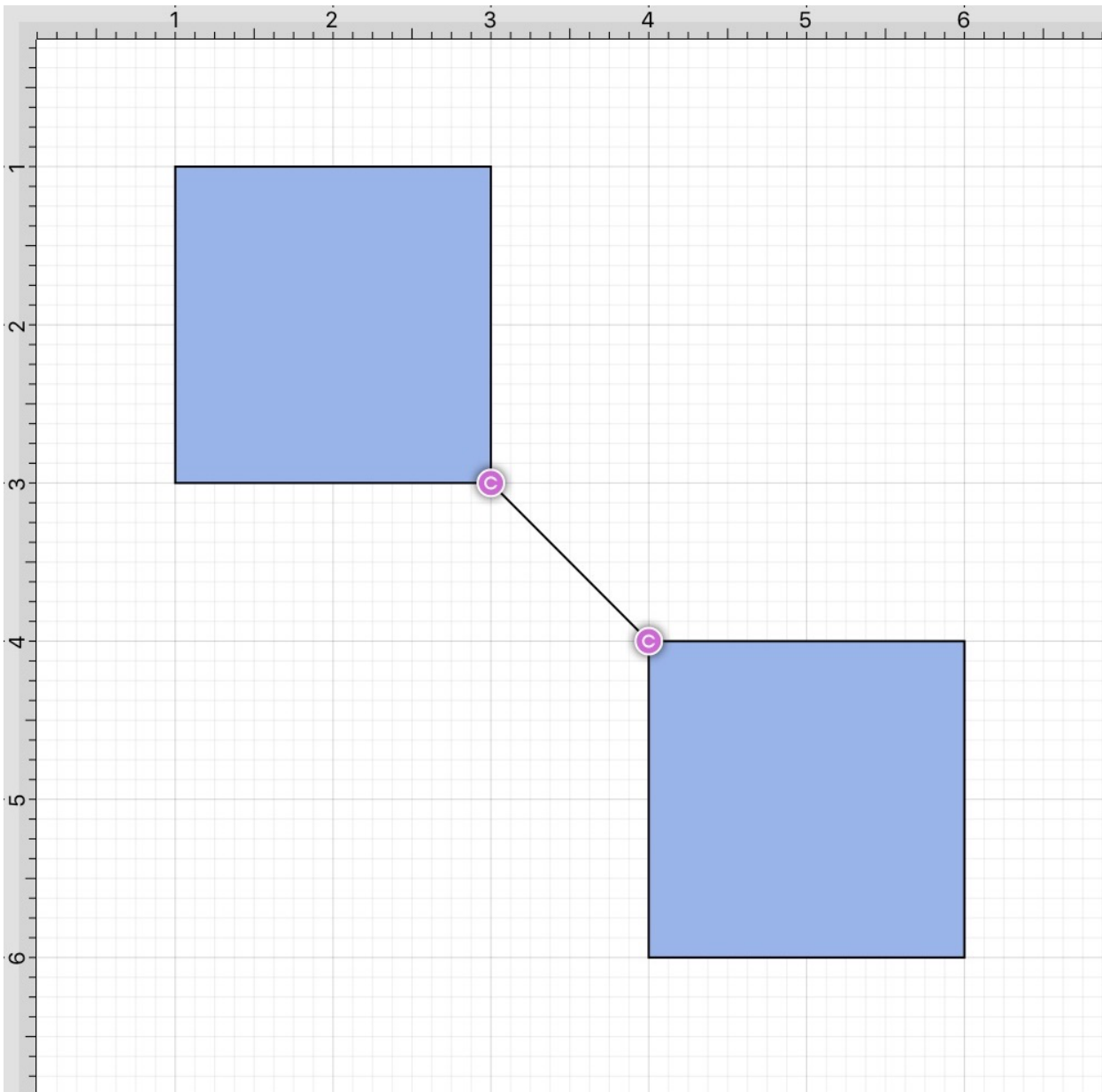
Step 2: Then press on the [Connections Tab](#) to view each connector type. The currently selected type will be highlighted in gray. Tap on the connector type you would like to use to make a selection.



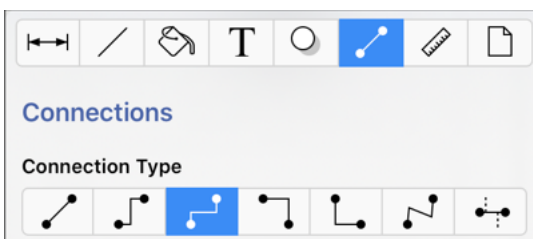
Note: The **Connector Type** can also be changed in the [Connection Type Overlay](#) before drawing the connection line when *Overlay Mode* is enabled.

To change the connector type for an existing connection line, complete the following steps:

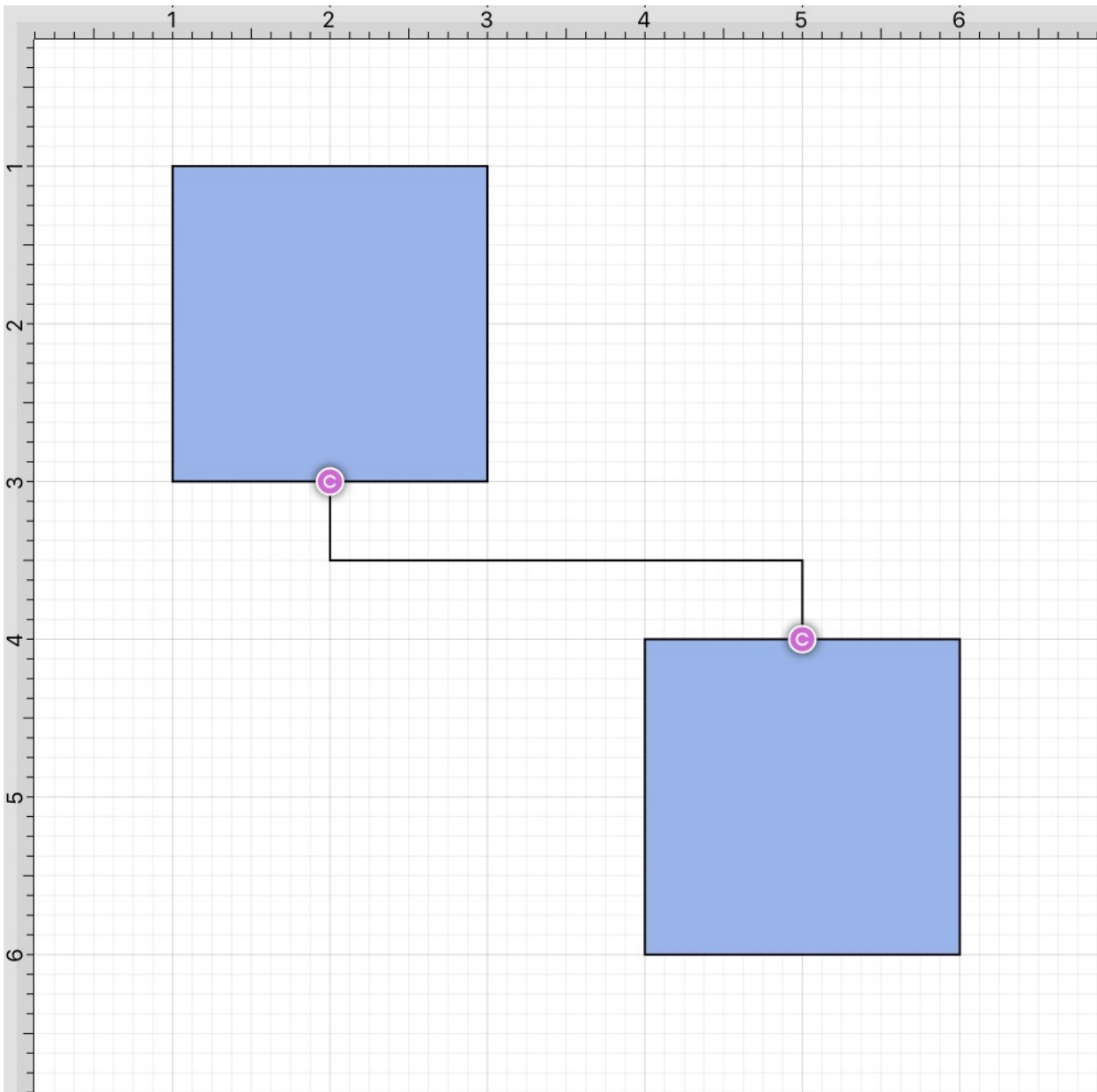
Step 1: Select the connection line within the [Drawing Canvas](#).



Step 2: Follow the steps above to access available connector types and make a selection. In this example, a North-South connection line is selected.



Step 3: The connection line will automatically change and adapt based on the selected type, as shown below.

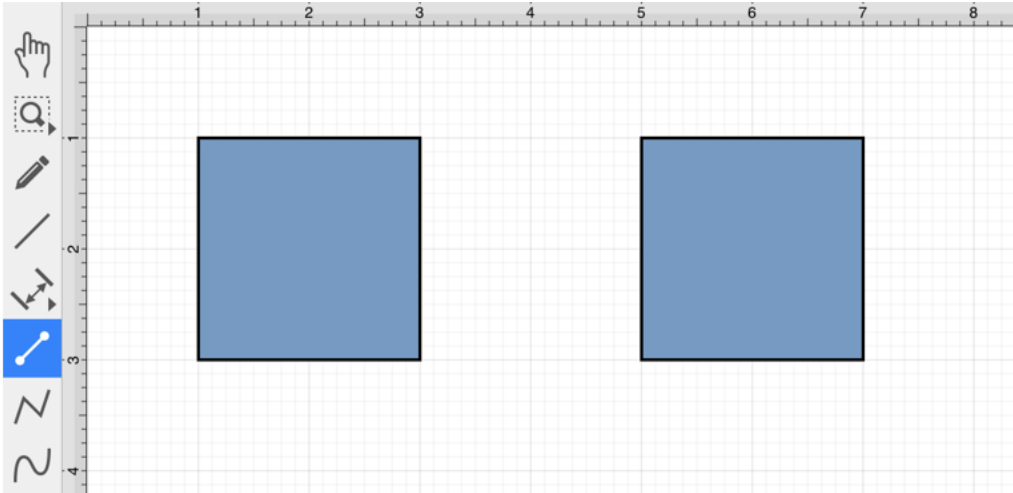


5.1.6.11.2. Line Connection Tool

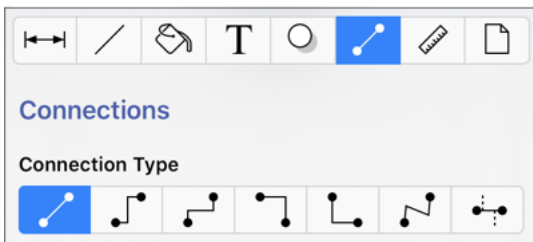
The **Line Connection Tool** draws a line connection from a source figure and connects in the shortest way to a target figure. The start, line, and end points of a connection line can be altered by pressing on the **Info Button** in the [Toolbar](#) and then pressing on the [Stroke Tab](#).

To create a connection with this tool, complete the following steps:

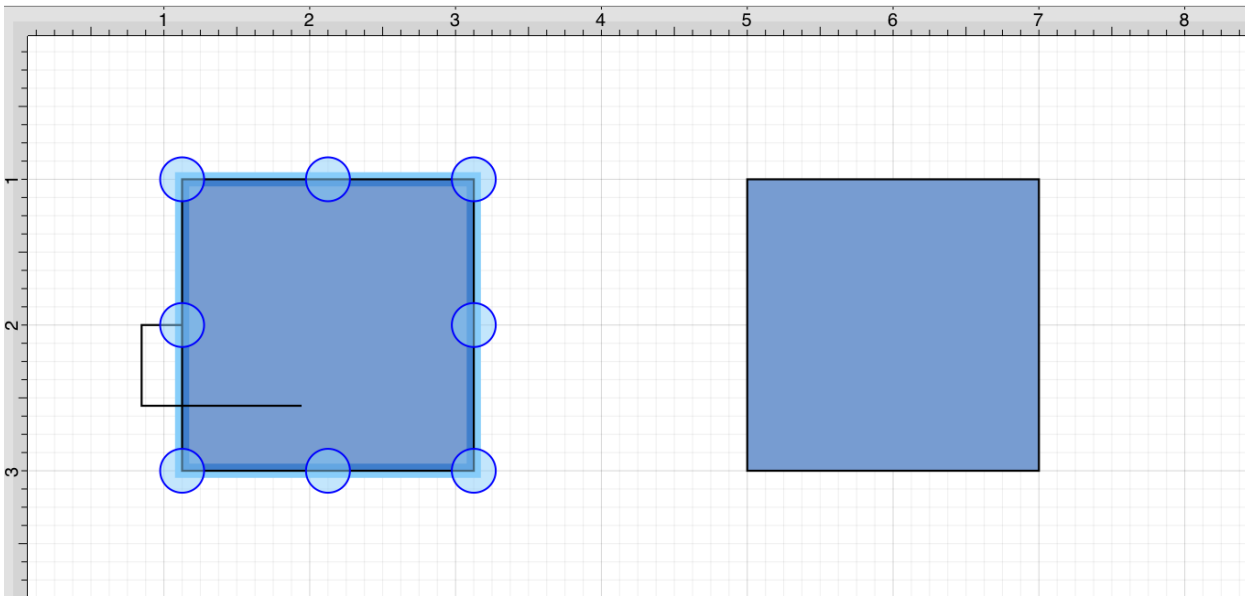
Step 1: Select the **Line Connection Tool** in the [Drawing Toolbar](#).



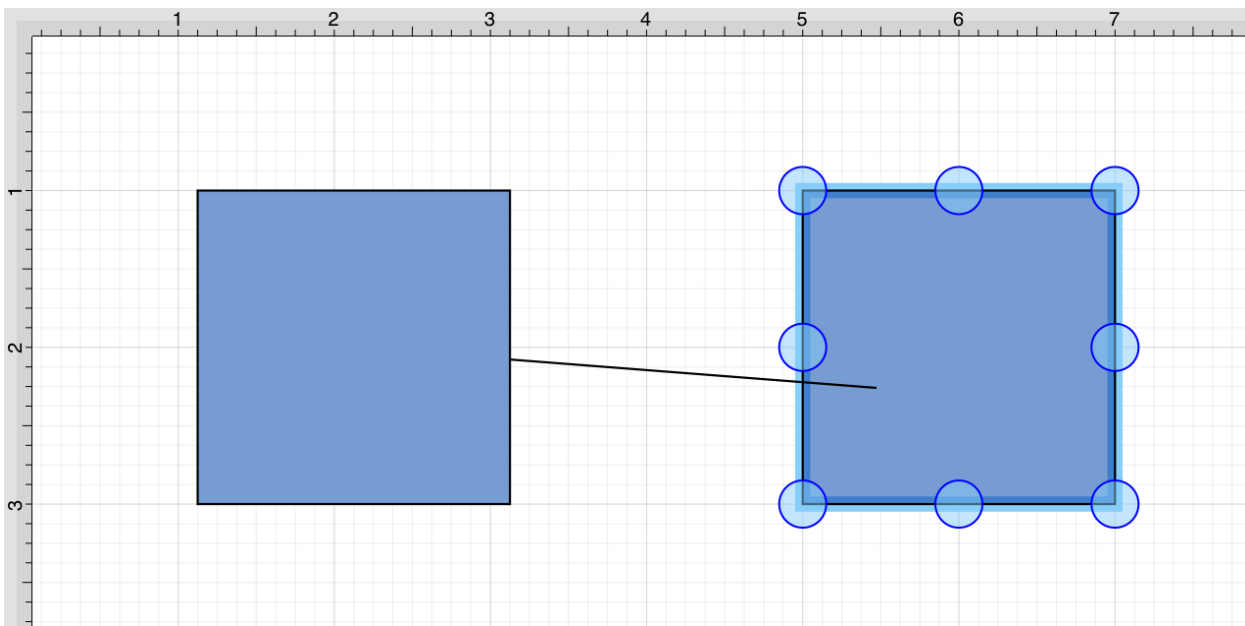
If a different connection tool is currently selected, you will need to select the **Line Connection Type** within the [Connections Tab](#) before drawing the connection line. To learn more, please see the [Changing Connector Types Page](#).



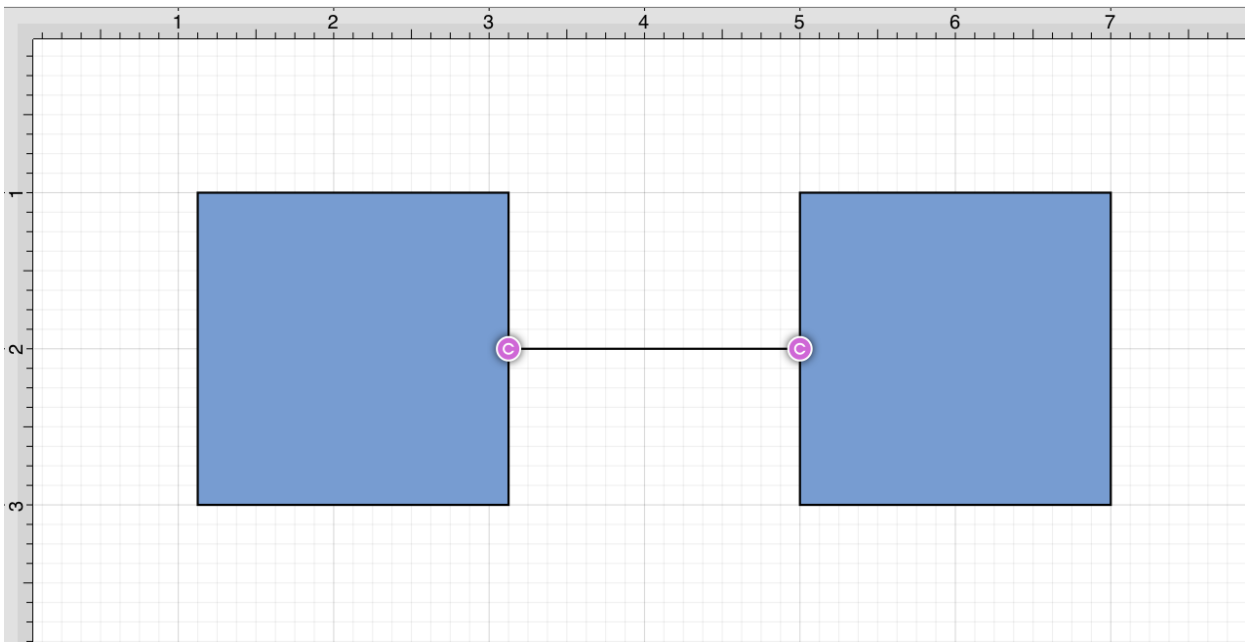
Step 2: Perform a **Touch/Drag** gesture combination at the desired starting point on the source figure and move the handle to a desired end point on the target figure.



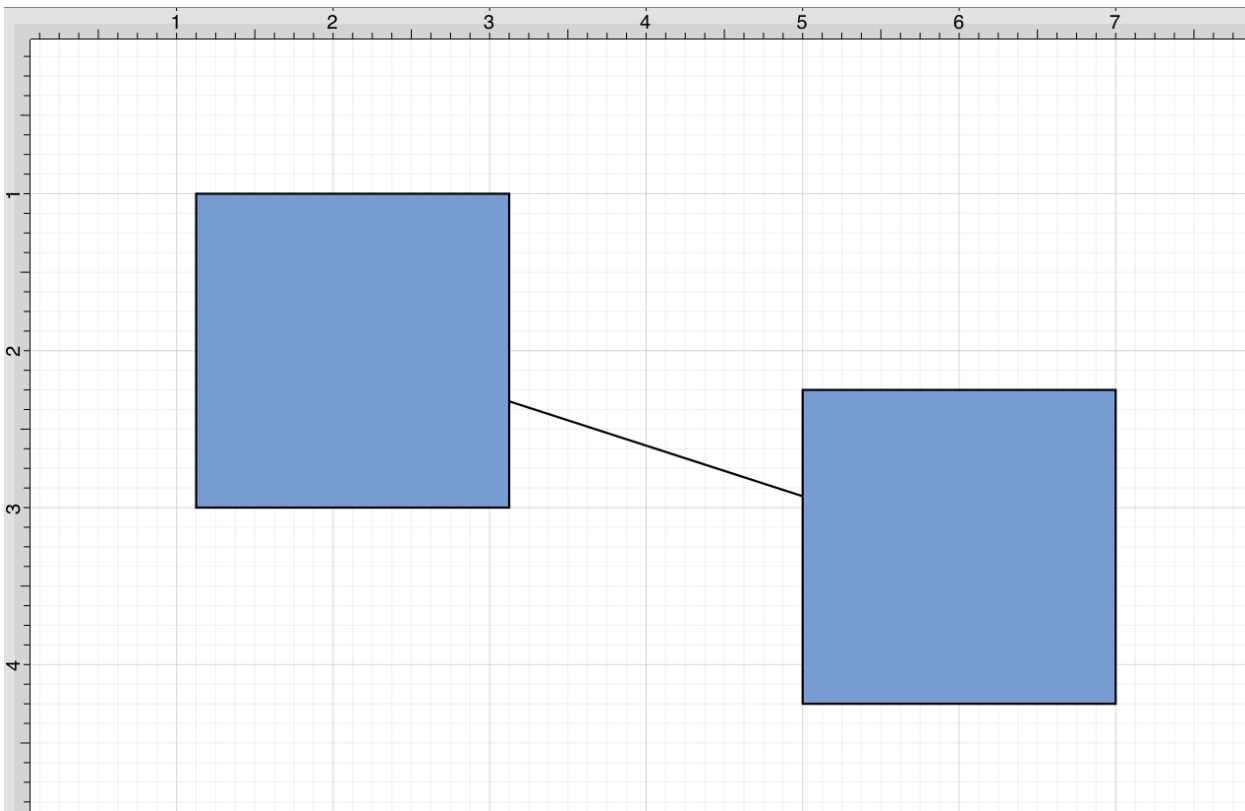
Step 3: Release the **Touch** action to complete the connection line. Each selected figure will be highlighted in blue when a valid connection has been made.



Step 4: The connection line is created between the two figures when the **Touch/Drag** gesture combination is released.

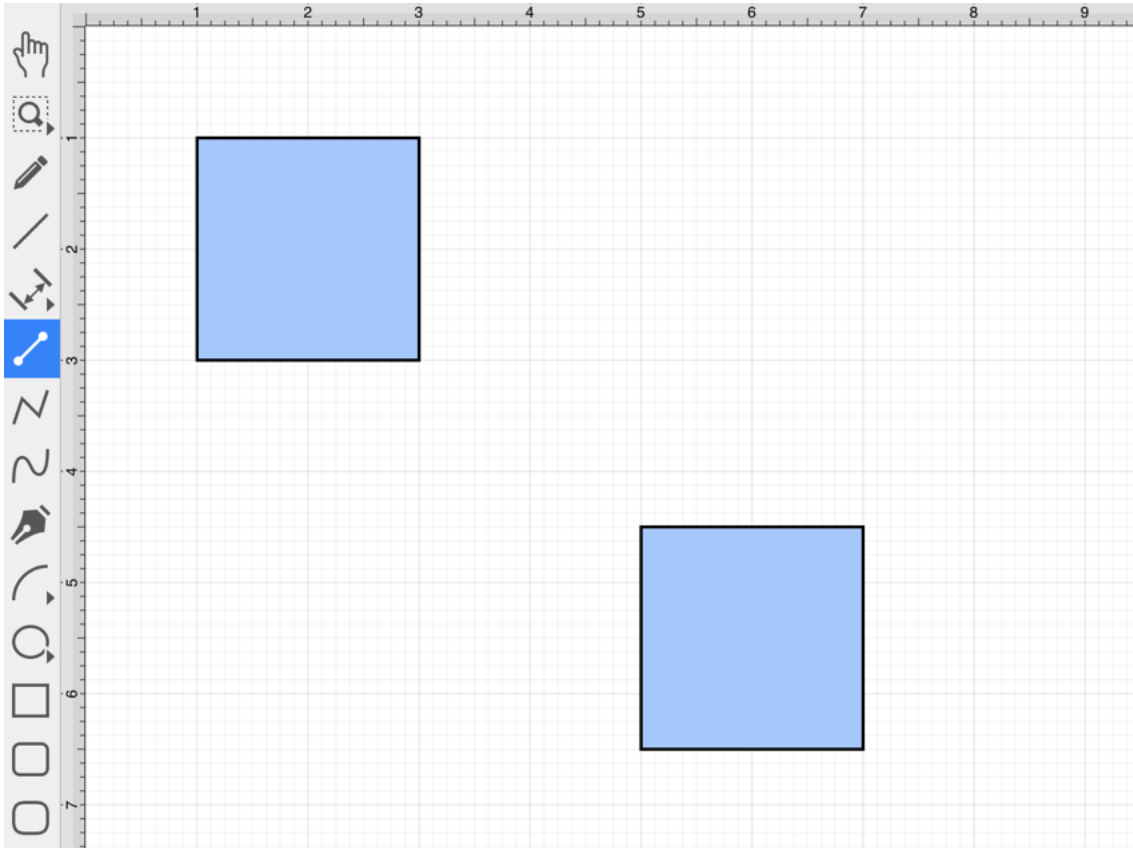


Performing a **Touch/Drag** gesture combination on the second figure after the connection is established results in the connection line position being adapted to keep the two figures connected.

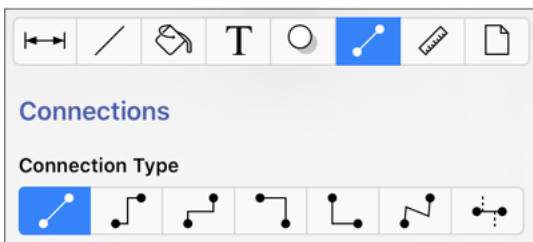


5.1.6.11.3. East-West Connection Tool

The **East-West Connection Tool** draws a connection line that originates from the side (either west/left or east/right) of the source figure and connects to the side (either west/left or east/right) of the target figure.



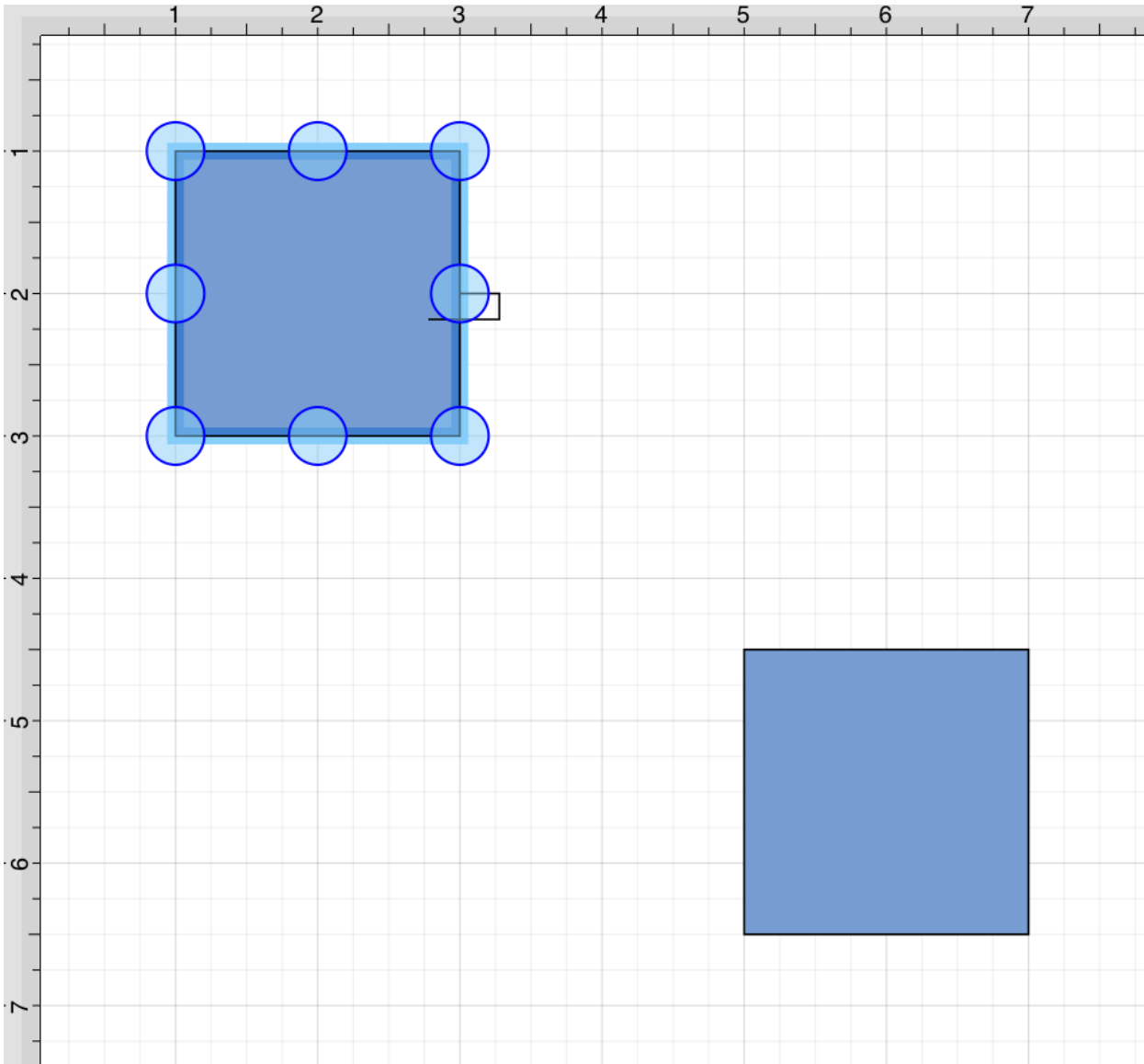
To select the East-West Connection Tool, press on the **Info Button** in the [Top Toolbar](#) and then press on the [Connections Tab](#). Next, tap on the **East-West Connector Type** to select it.

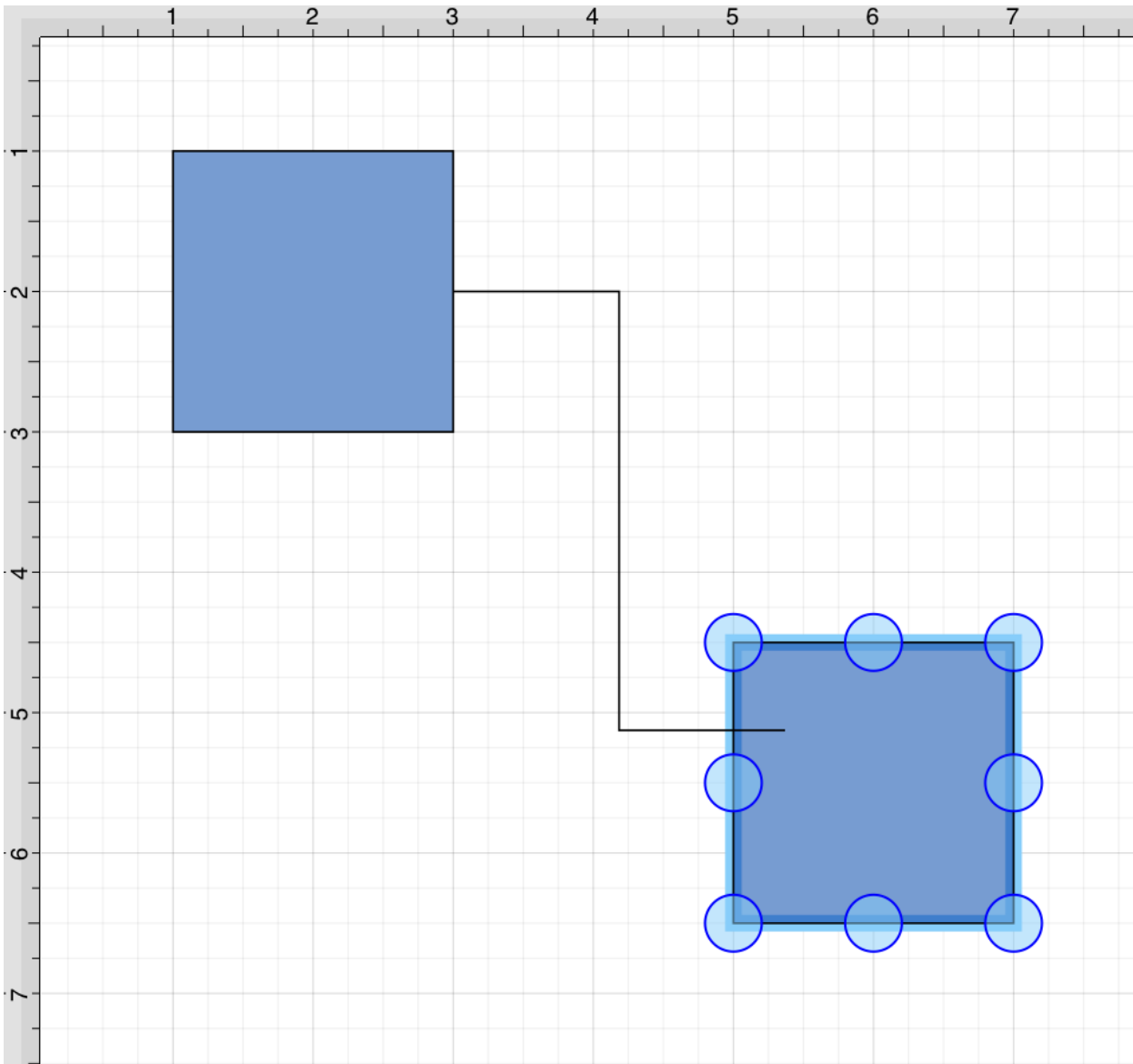


This connection between the figures is created in the same manner as with the [Line Connection Tool](#), but the connection path remains orthogonal with the source and target lines remaining horizontal.

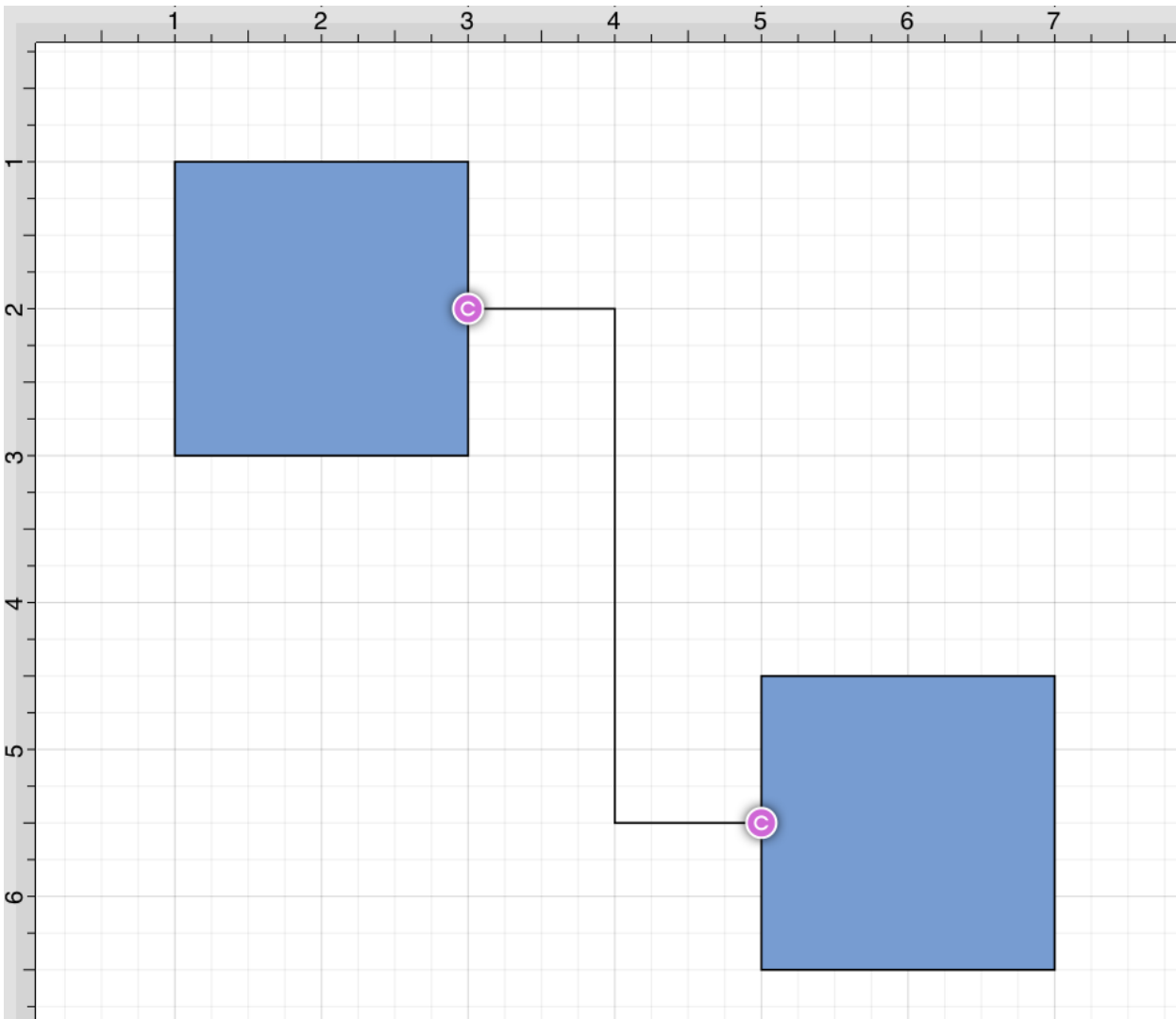
Perform a **Touch/Drag** gesture combination from the desired starting point on a figure to the desired end point on another figure and then release the **Touch** action to complete the connection.

The selected figures will be highlighted in blue when a valid connection has been made. Refer to the images below:





The completed connection line will appear as shown below.



Performing a **Touch/Drag** gesture combination on the second figure after the connection is established results in the connection line position being adapted to keep the two figures connected. The appearance of a created orthogonal or elbow connection line varies based on the location of each figure and the amount of space between the two connected figures.

The connection line will automatically contain a ninety degree angled corner. To change the connection line to a more rounded corner, make certain it is selected, open the [Info Menu](#), and then alter the **Corner Size** value.

T

Geometry

X

—

3.125 in

+

Y

—

2 in

+

Width

—

1.875 in

+

Height

—

3.625 in

+

Rotation

Line Length

—

+

Line Angle

—

+

Radius

—

+

Corner Size

—

0.5 in

+

of Points

—

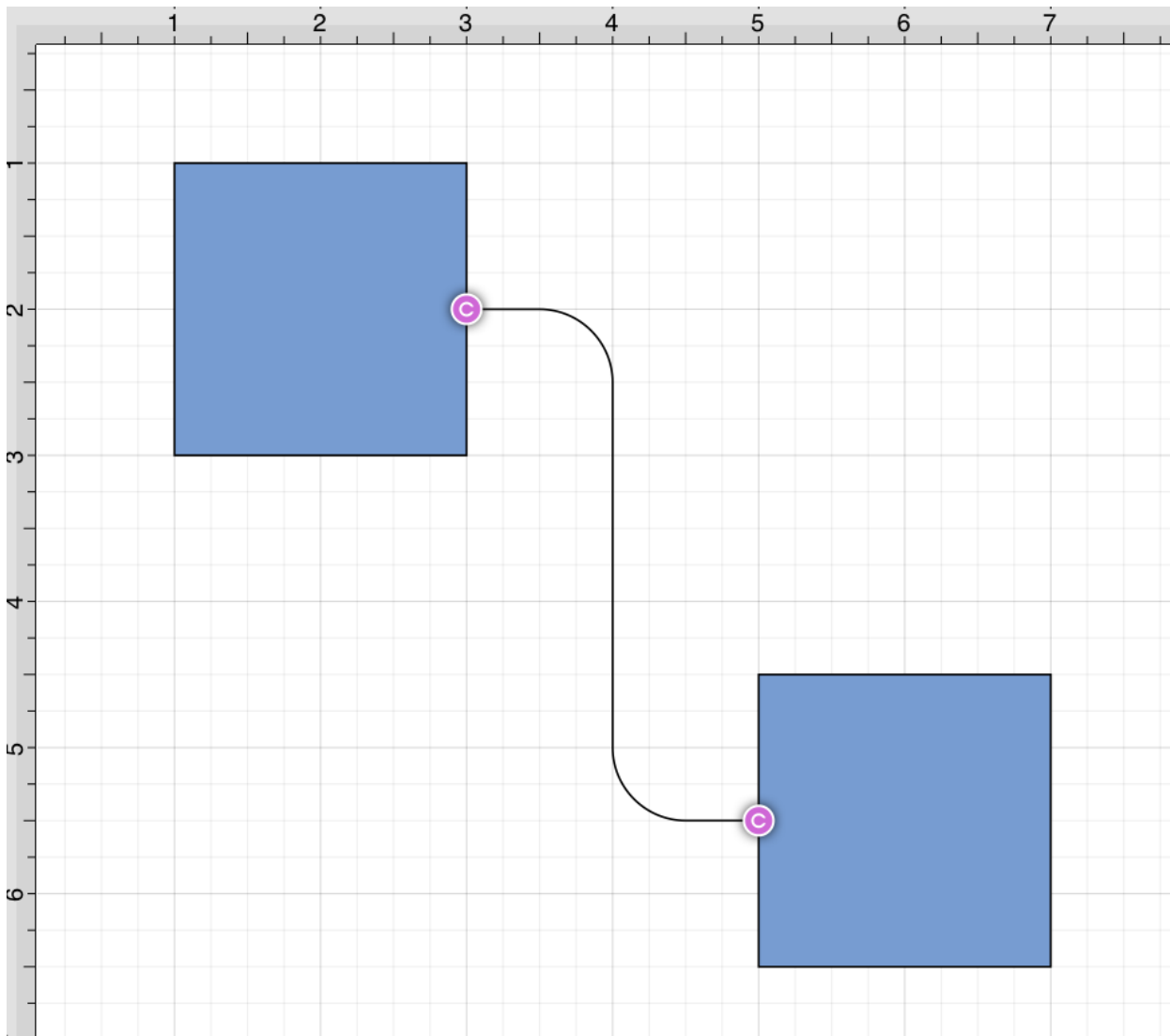
+

of Sides

—

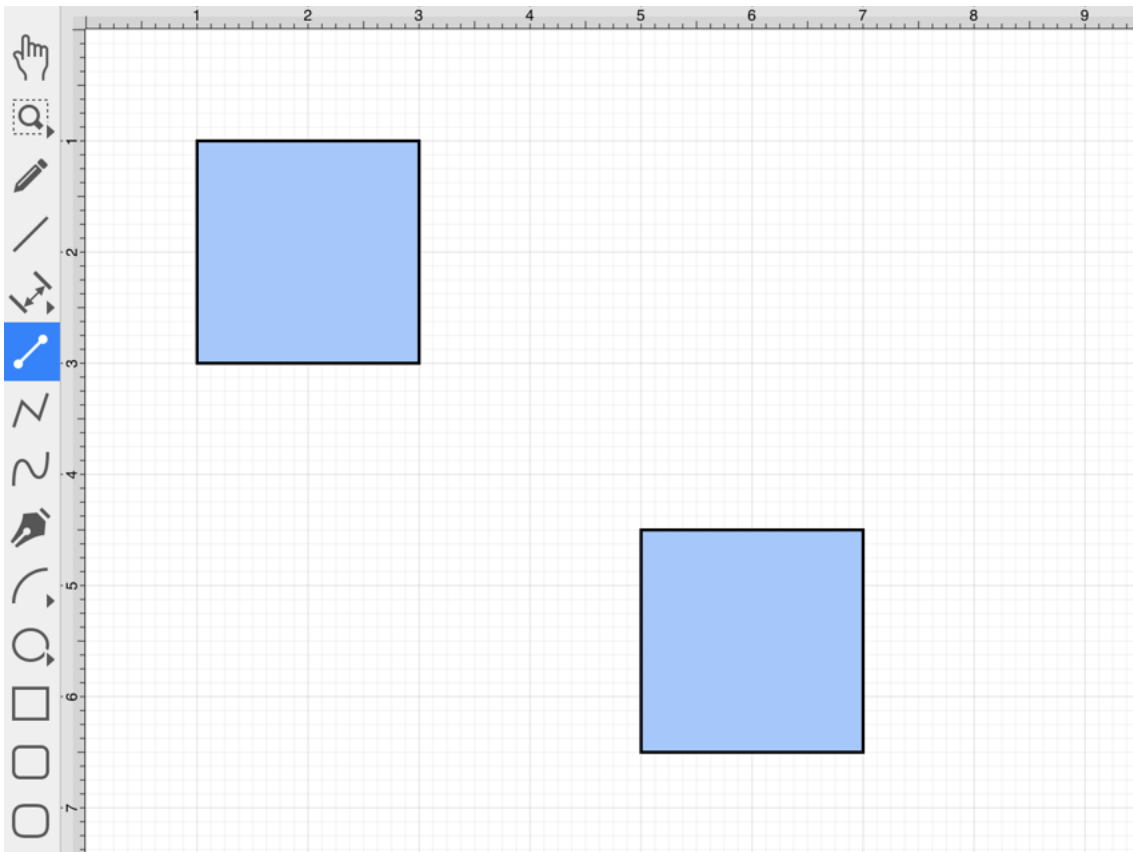
+

Changing the **Corner Size** to 1/2 an inch (0.50 in) for a selected connection line causes the corners to become curved, as shown below.

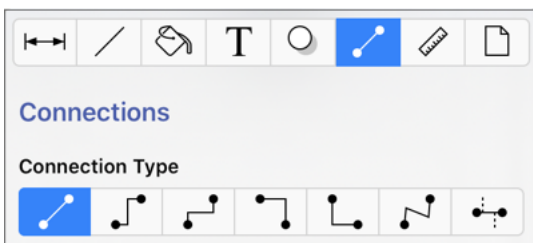


5.1.6.11.4. North-South Connection Tool

The **North-South Connection Tool** draws a connection line that originates from the side (either north/top or south/bottom) of the source figure and connects to the side (either north/top or south/bottom) of the target figure.



To select the North-South Connection Tool, press on the **Info Button** in the [Top Toolbar](#) and then press on the [Connections Tab](#). Next, tap on the **North-South Connector Type** to select it.

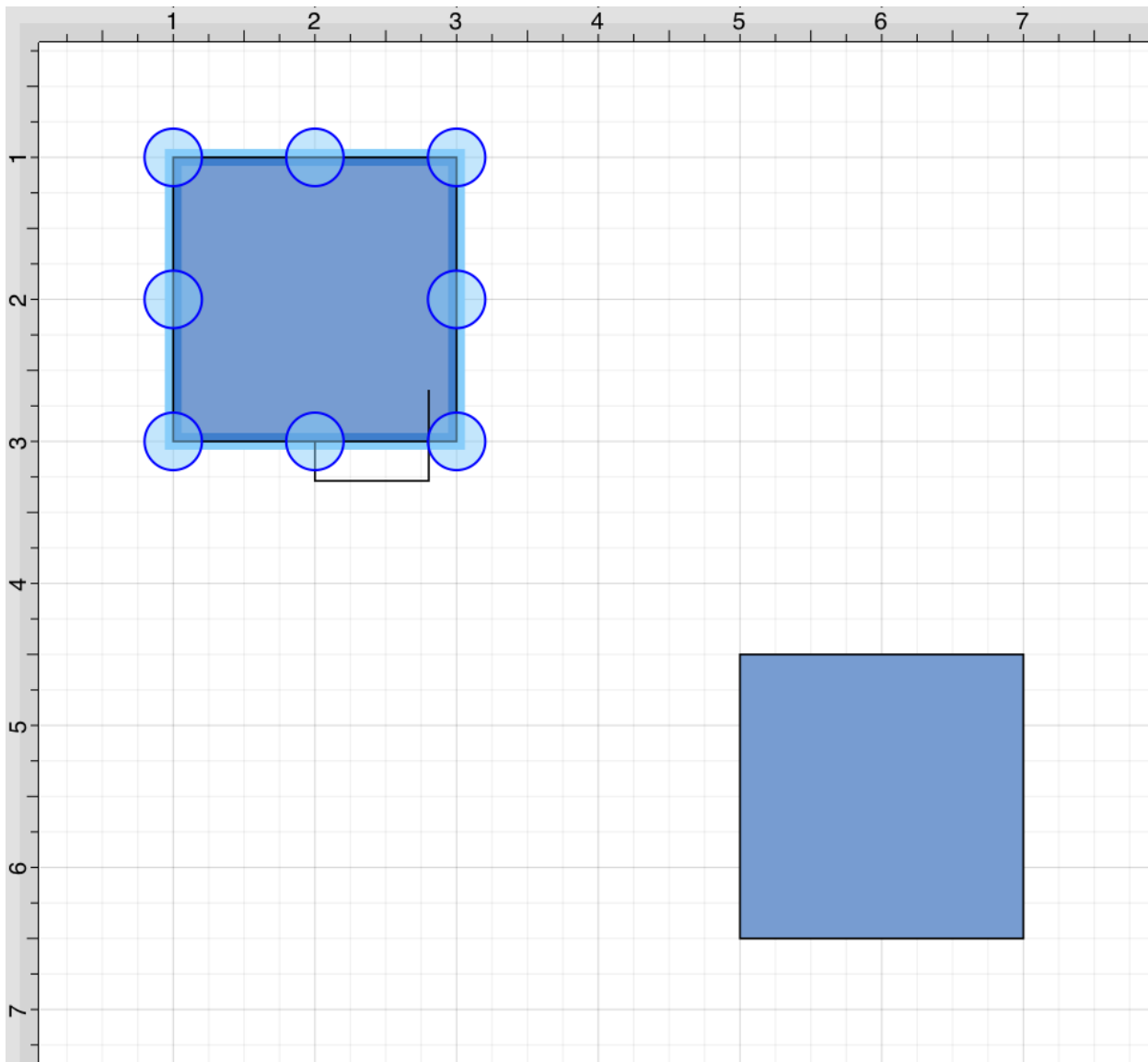


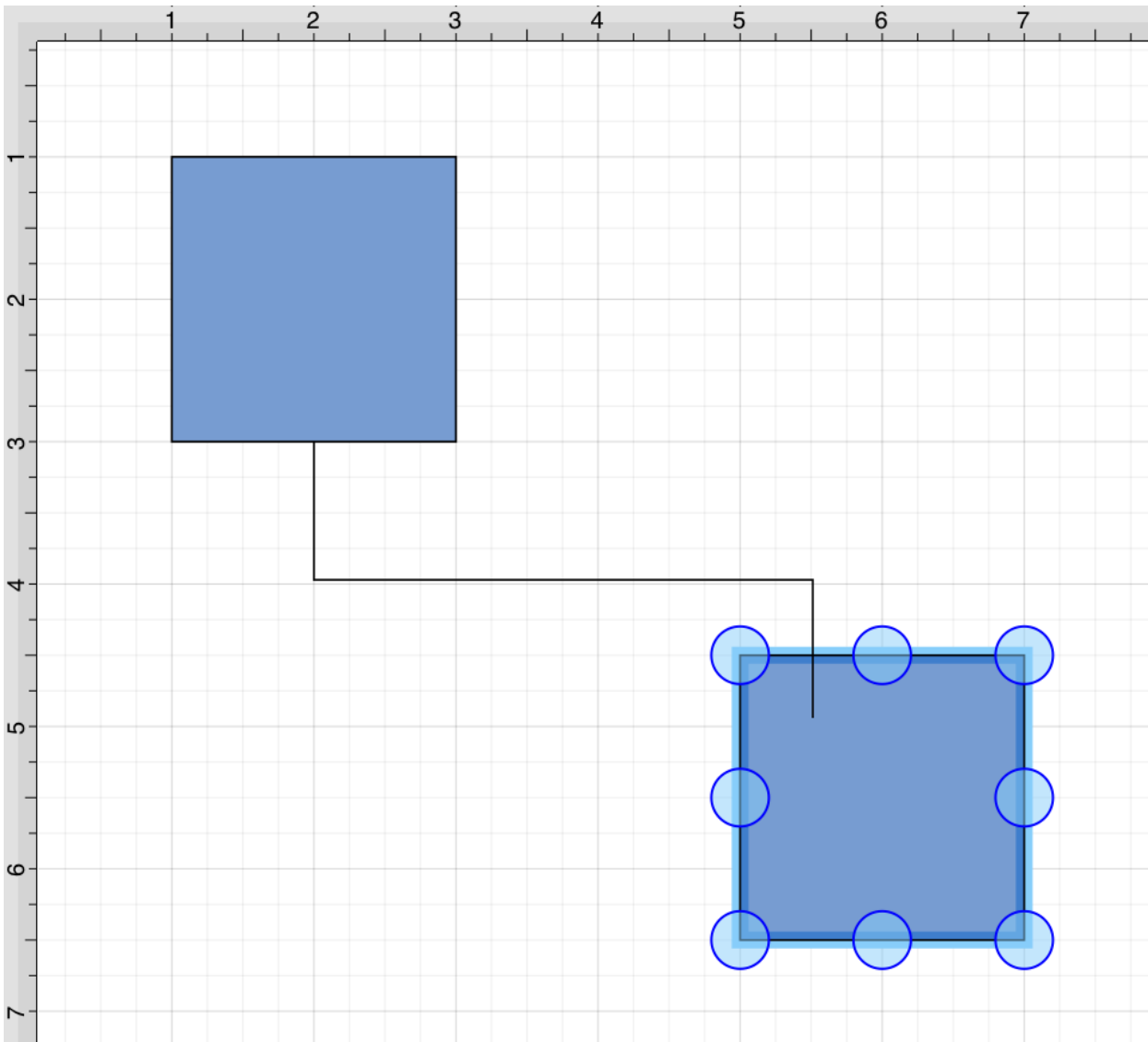
This connection between the figures is created in the same manner as with the [Line Connection Tool](#), but the connection path remains orthogonal with the source and target lines remaining vertical.

Perform a **Touch/Drag** gesture combination from the desired starting point on the source figure to the desired end point on the target figure and then release the **Touch** action to complete the connection.

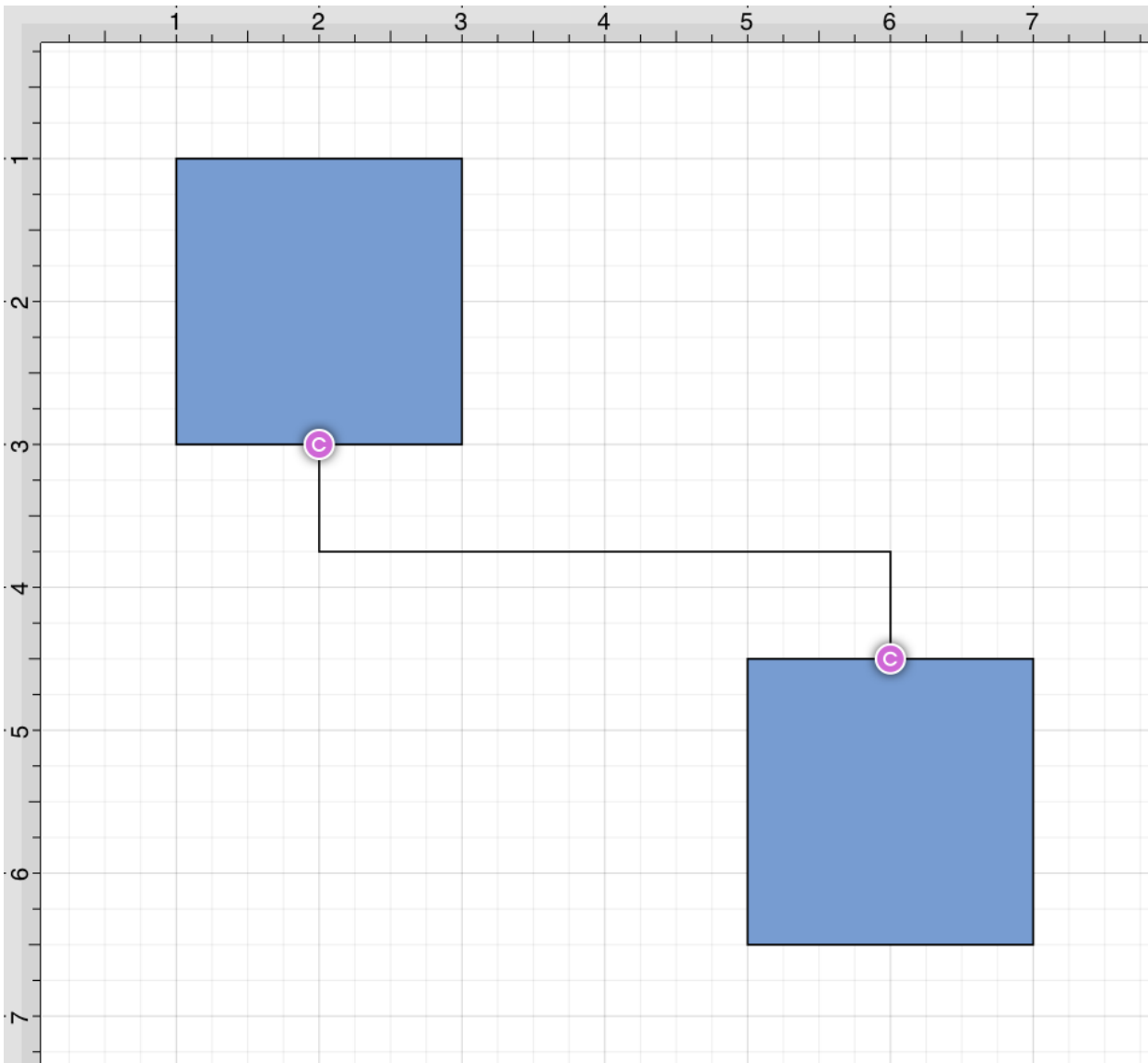
The selected figures will be highlighted in blue when a valid connection has been made. Refer to the images

below:





The completed connection line will appear as shown below.



Performing a **Touch/Drag** gesture combination on the second figure after the connection is established results in the connection line position being adapted to keep the two figures connected. The appearance of a created orthogonal or elbow connection line varies based on the location of each figure and the amount of space between the two connected figures.

The connection line will automatically contain a ninety degree angled corner. To change the connection line to a more rounded corner, make certain it is [selected](#), open the [Info Menu](#), and then alter the **Corner Size** value.

T

Geometry

X

—

2 in

+

Y

—

3 in

+

Width

—

4 in

+

Height

—

1.5 in

+

Rotation

—

+

Line Length

—

+

Line Angle

—

+

Radius

—

+

Corner Size

—

0.5 in

+

of Points

—

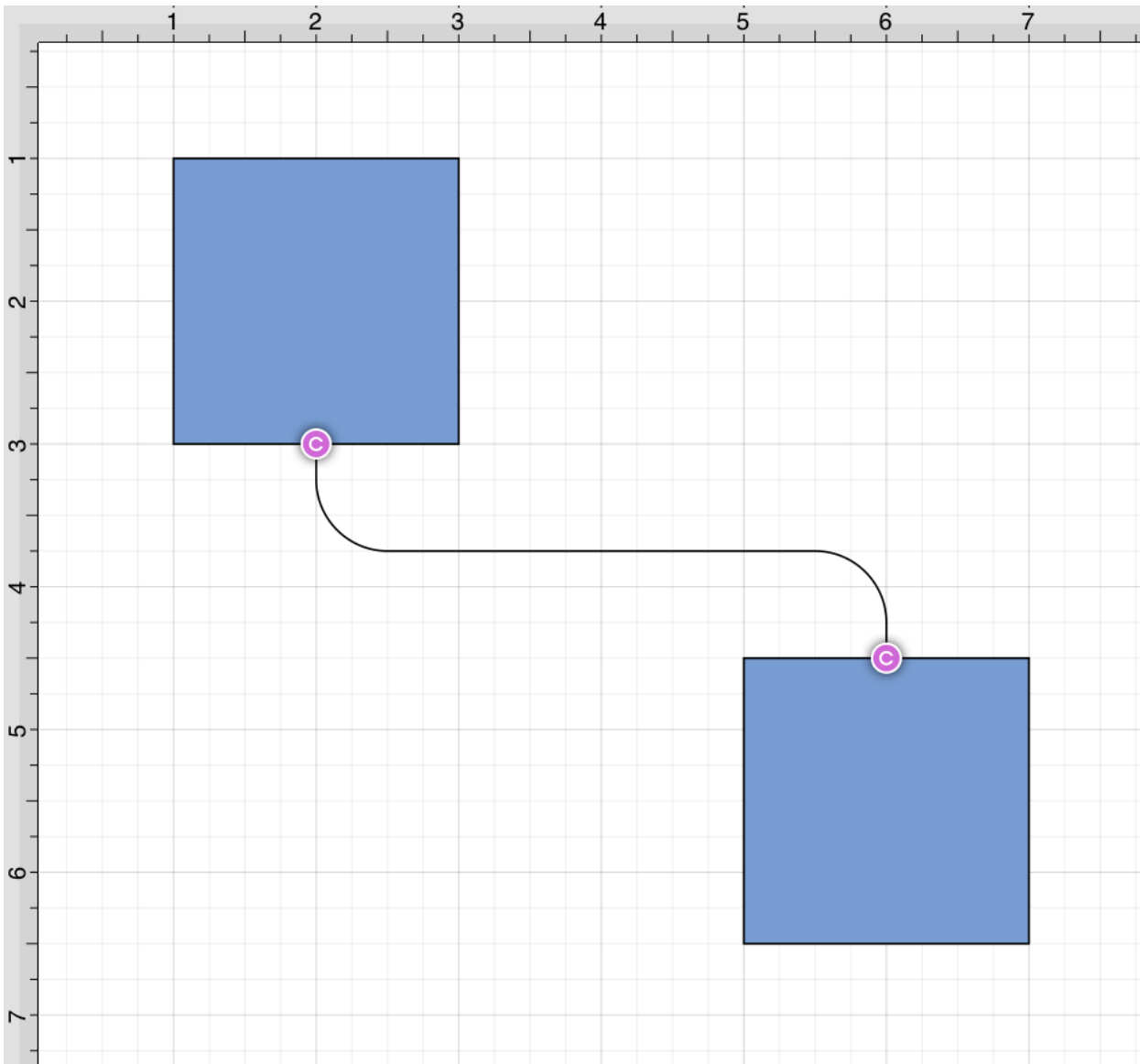
+

of Sides

—

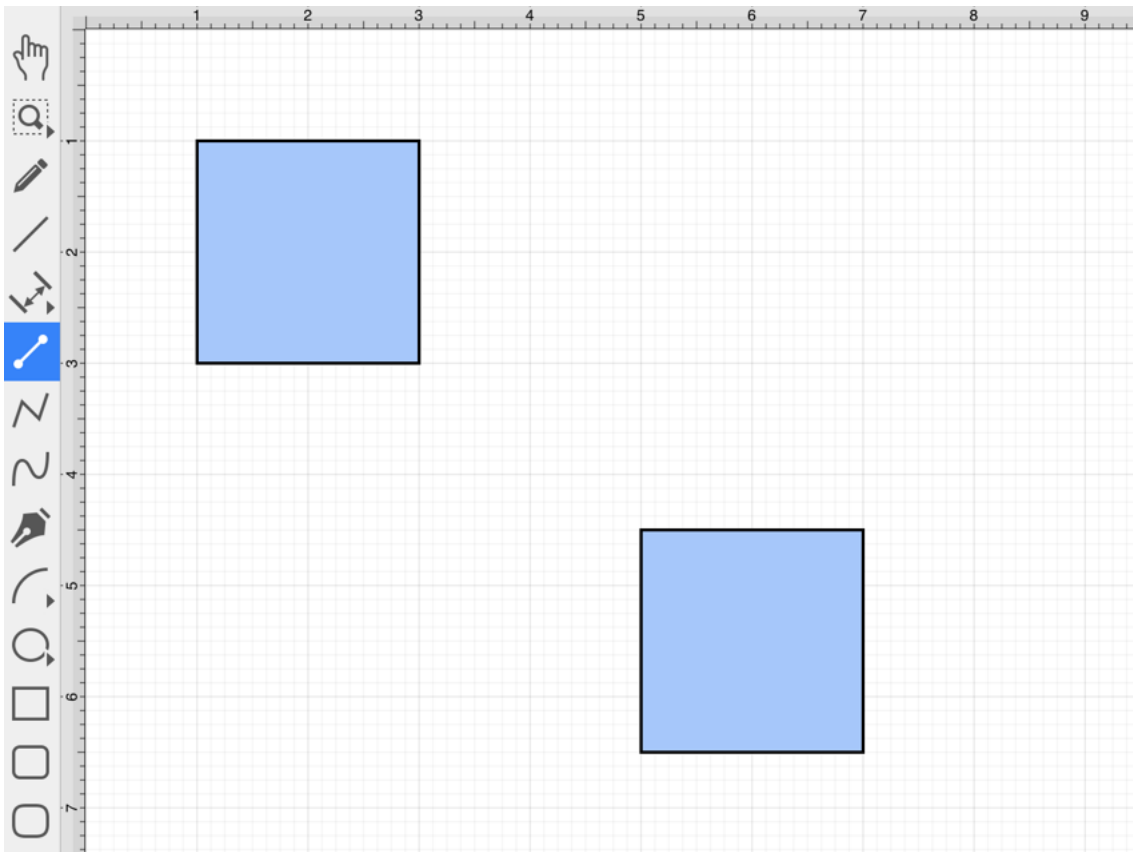
+

Changing the **Corner Size** to 1/2 an inch (0.50 in) for a selected connection line causes the corners to become curved, as shown below.

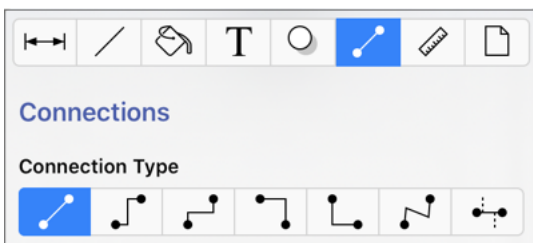


5.1.6.11.5. Horizontal-Vertical Connection Tool

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

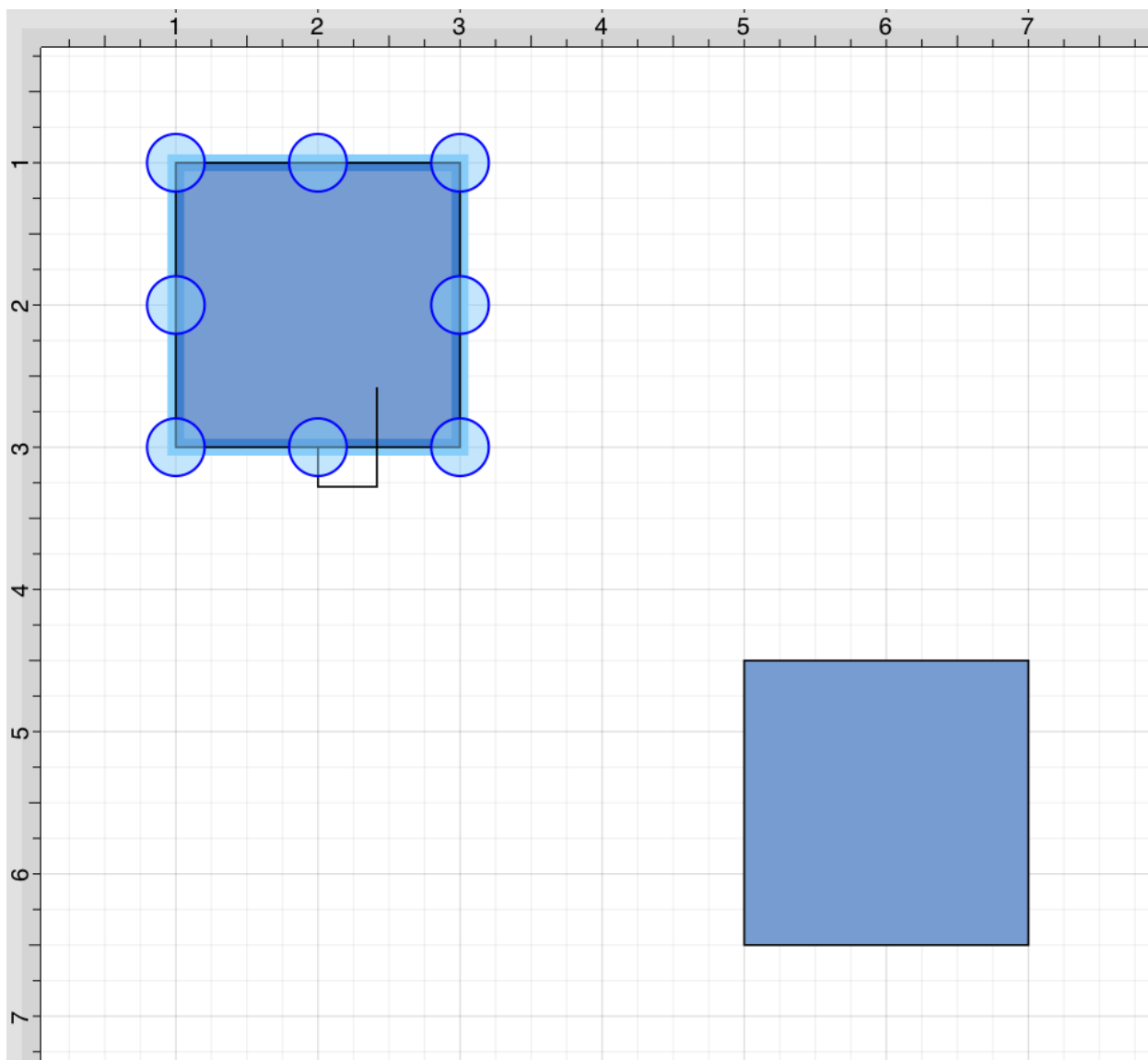


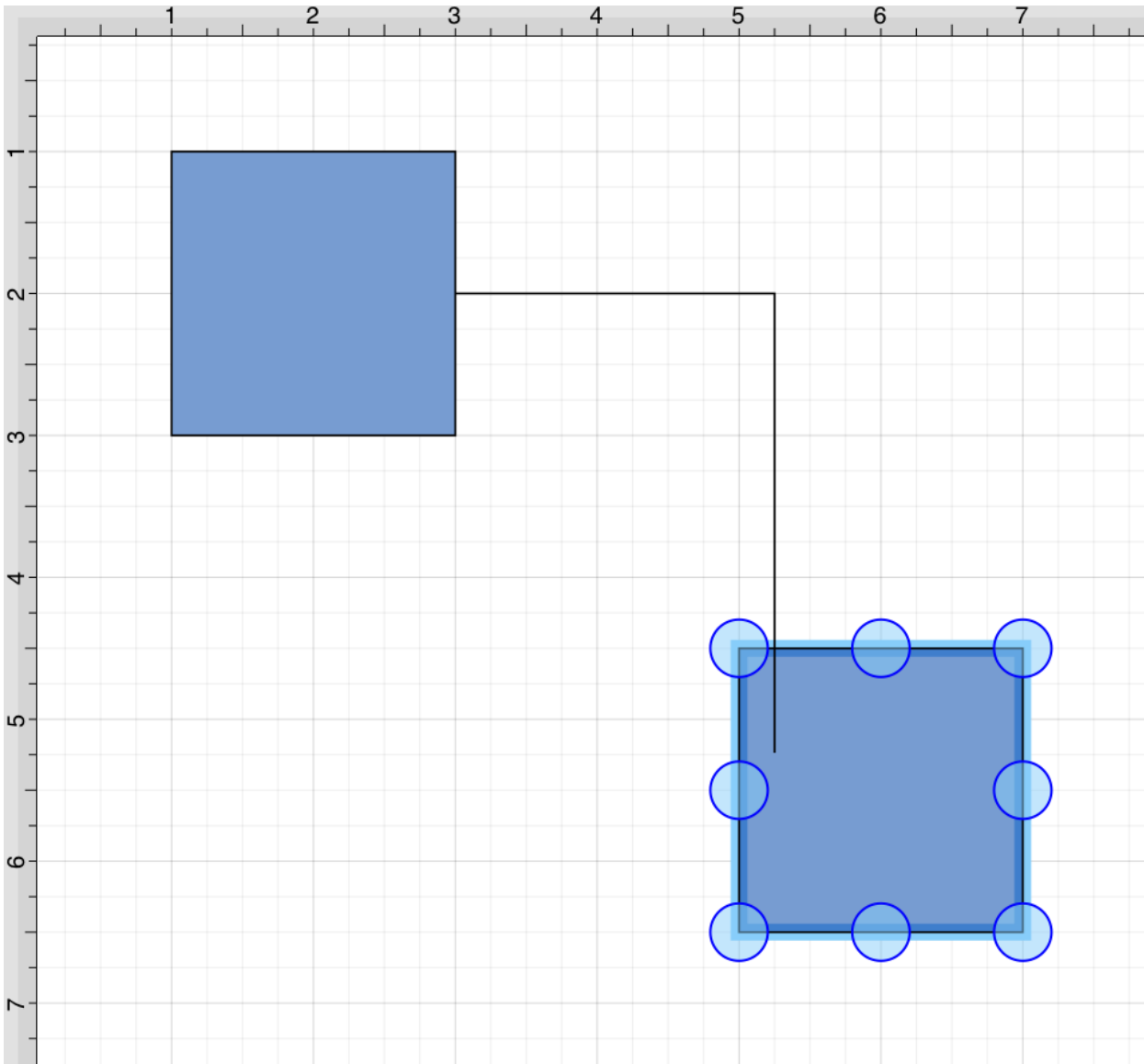
To select the Horizontal-Vertical Connection Tool, press on the **Info Button** in the [Top Toolbar](#) and then press on the [Connections Tab](#). Next, tap on the **Horizontal-Vertical Connector Type** to select it.



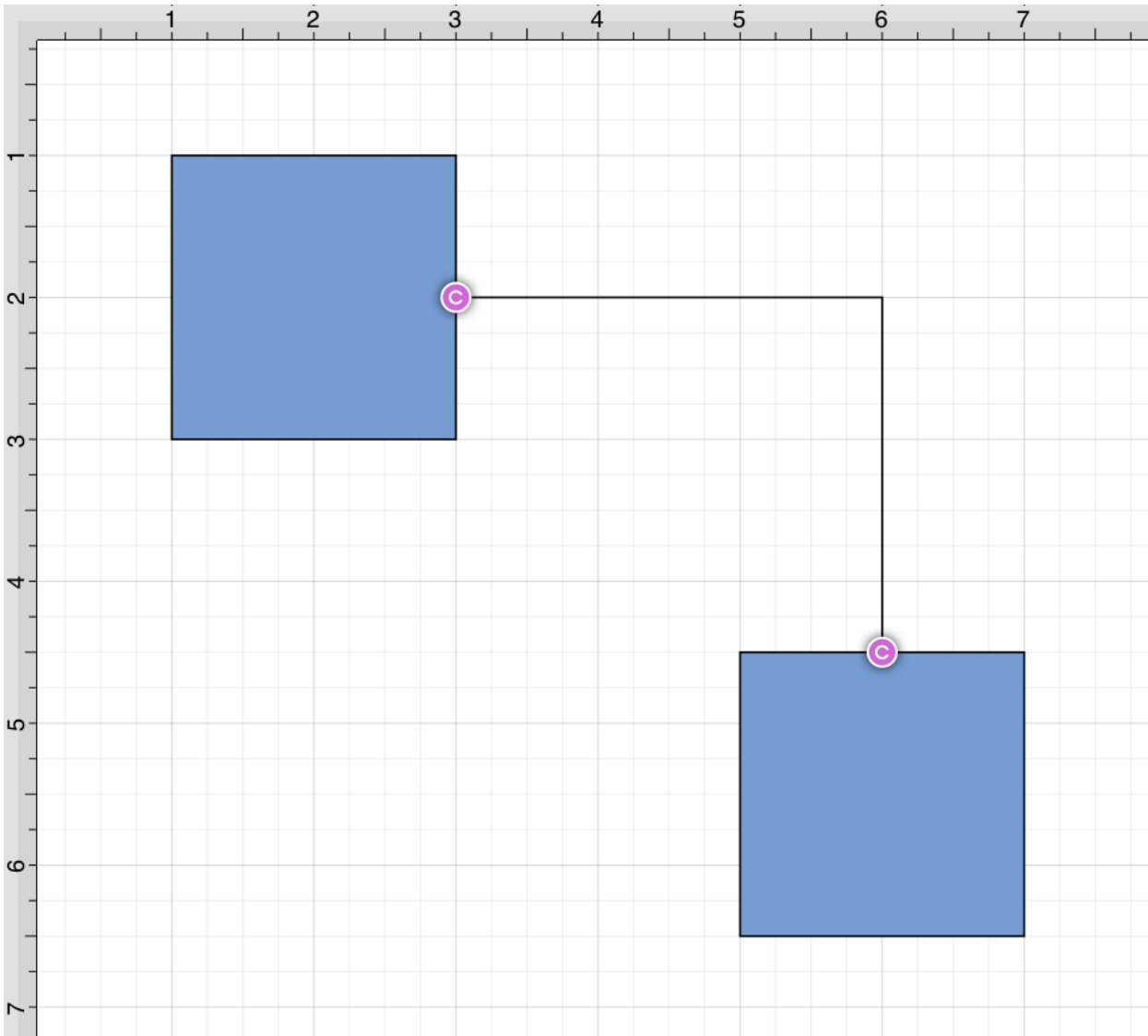
This connection between the figures is created in the same manner as with the [Line Connection Tool](#), but the connection path remains orthogonal with the source lines remaining horizontal and target lines remaining vertical.

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



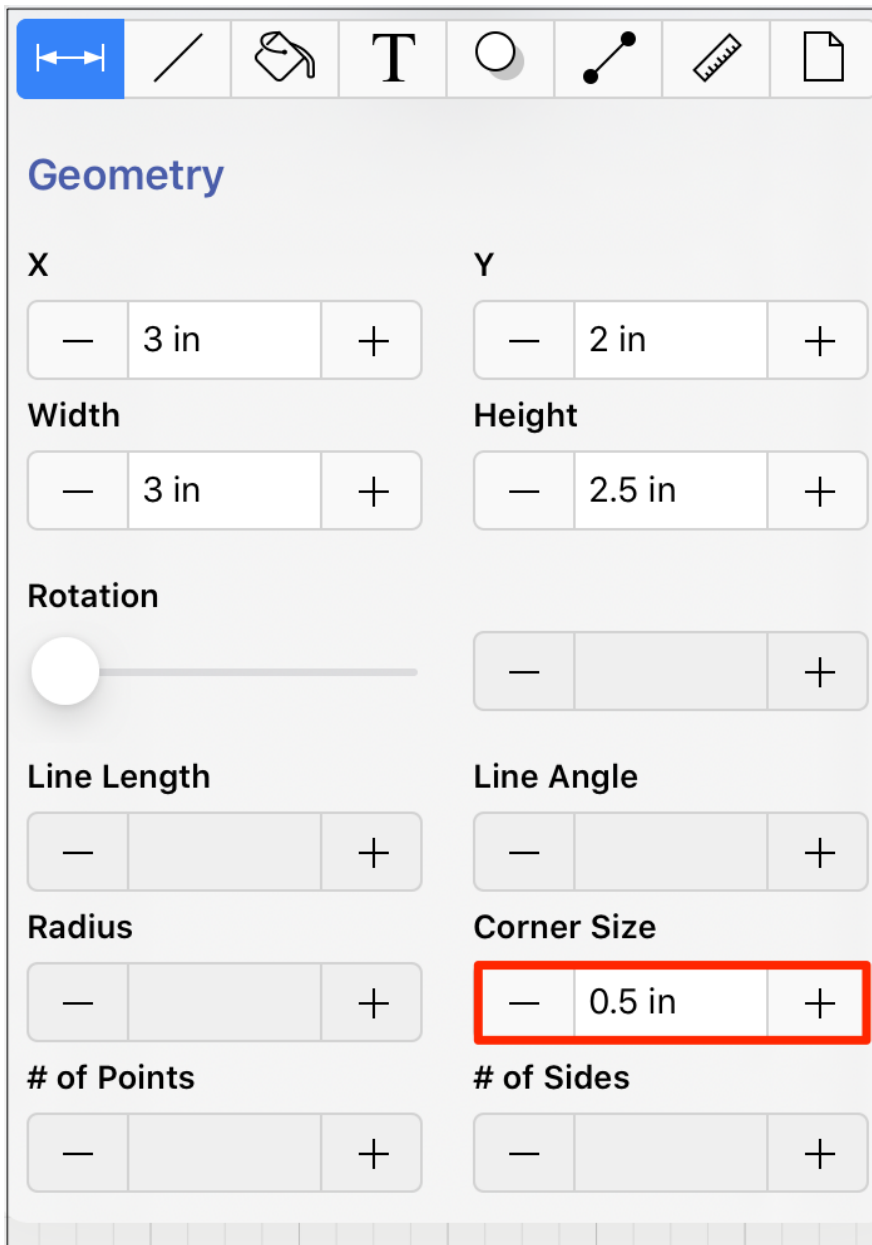


The completed connection line will appear as below.

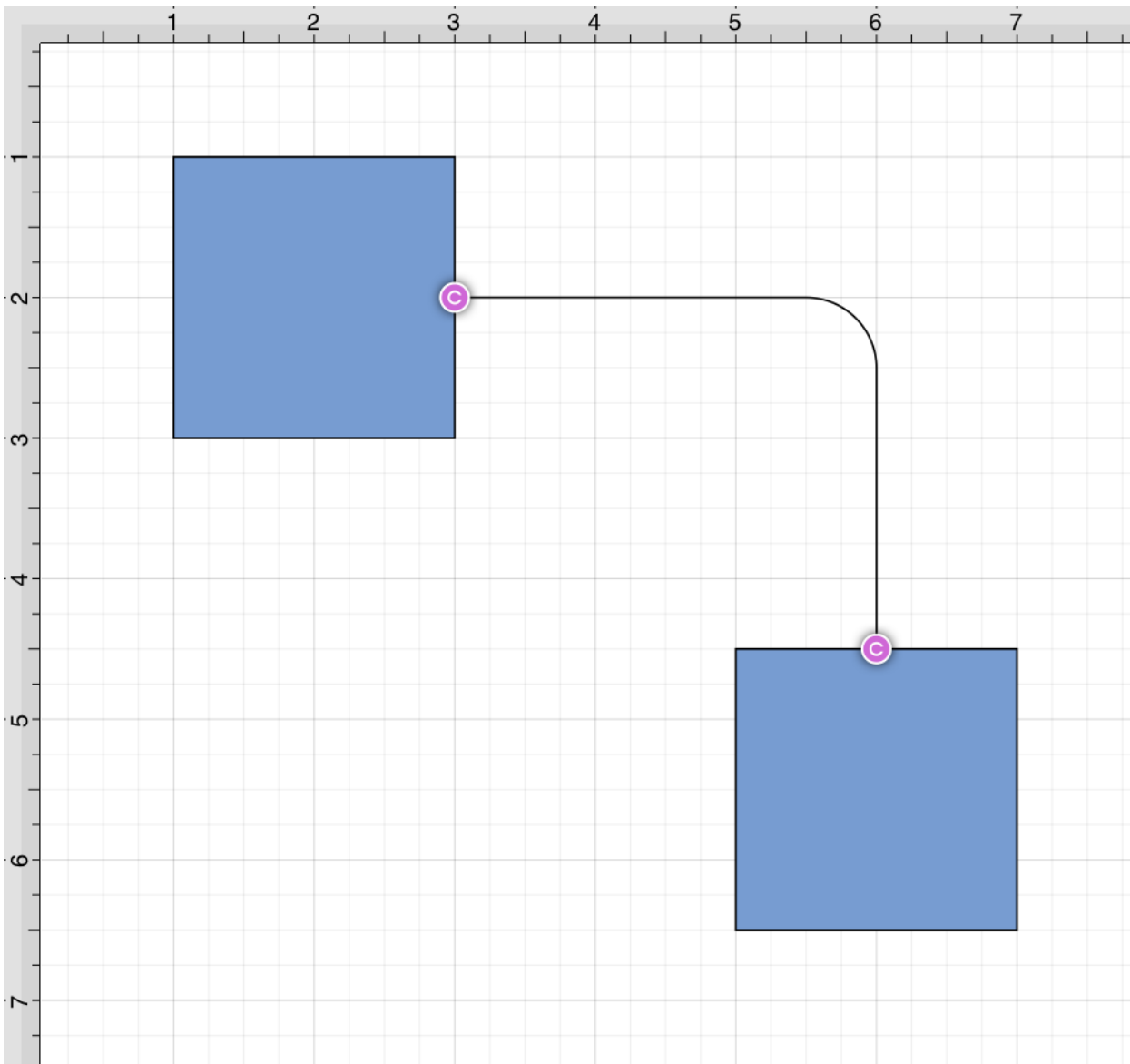


Performing a **Touch/Drag** gesture combination on the second figure after the connection is established results in the connection line position being adapted to keep the two figures connected. The appearance of a created orthogonal or elbow connection line varies based on the location of each figure and the amount of space between the two connected figures.

The connection line will automatically contain a ninety degree angled corner. To change the connection line to a more rounded corner, make certain it is [selected](#), open the [Info Menu](#), and then alter the **Corner Size** value.

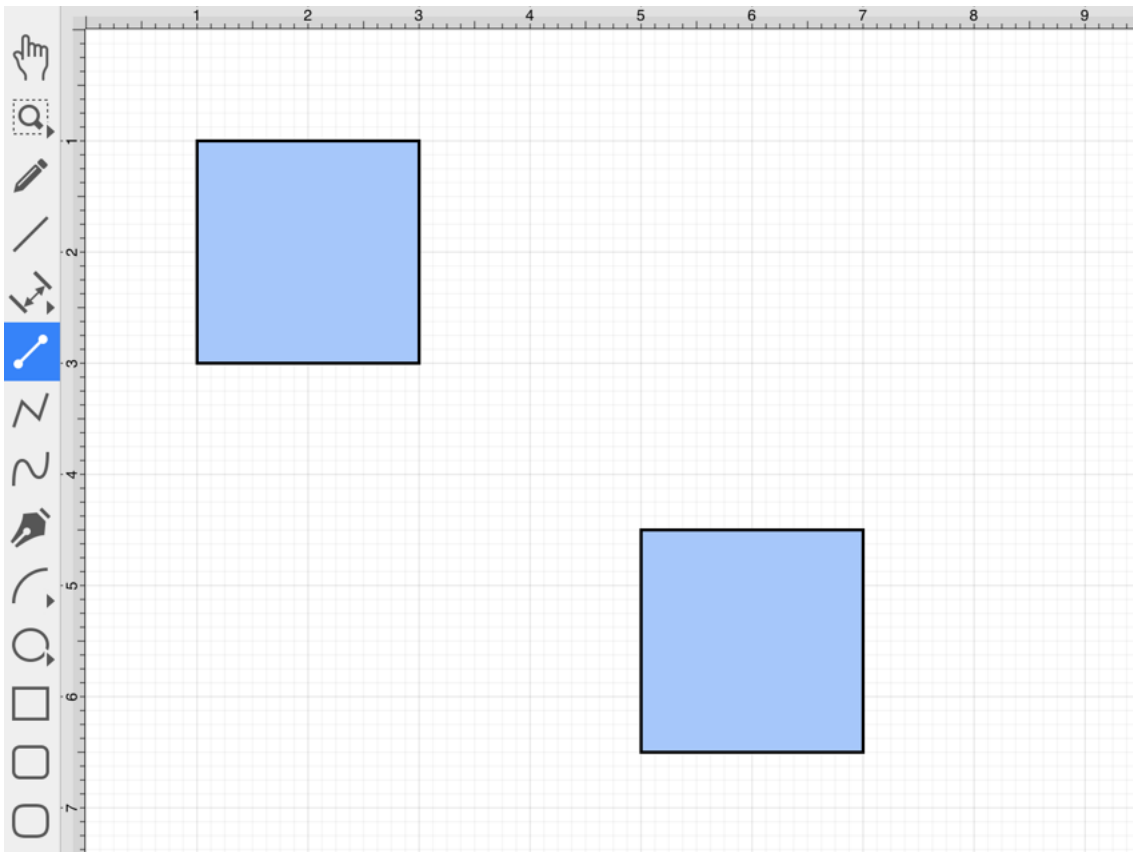


Changing the **Corner Size** to 1/2 an inch (0.50 in) for a selected connection line causes the corners to become curved, as shown below.

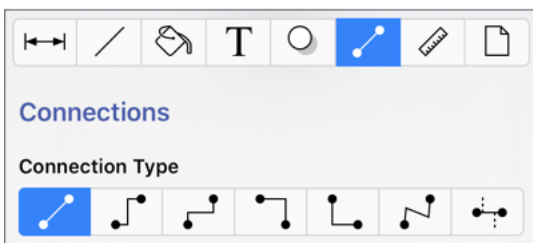


5.1.6.11.6. Vertical-Horizontal Connection Tool

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



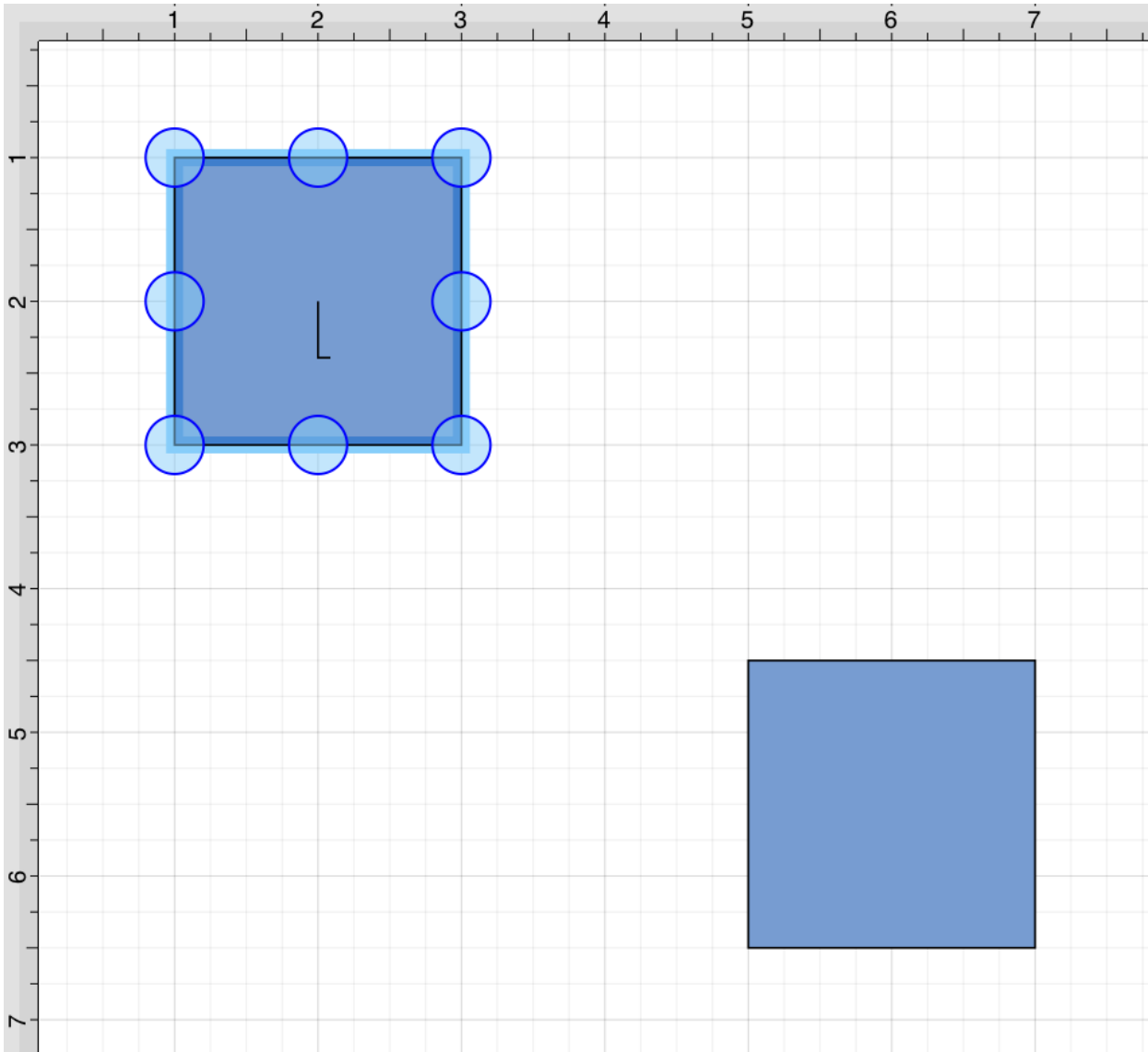
To select the Vertical-Horizontal Connection Tool, press on the **Info Button** in the [Top Toolbar](#) and then press on the [Connections Tab](#). Next, tap on the **Vertical-Horizontal Connector Type** to select it.

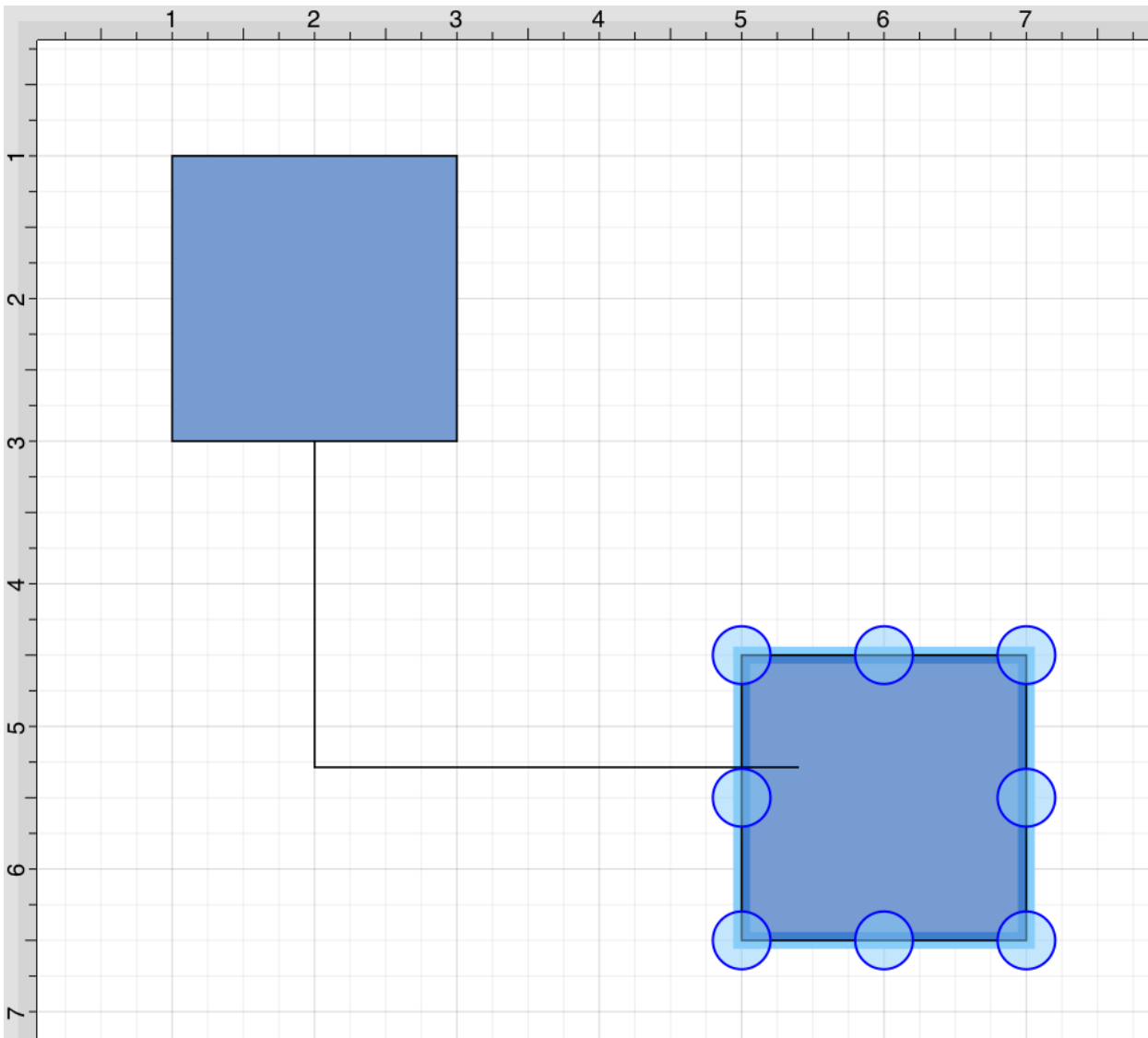


This connection between the figures is created in the same manner as with the [Line Connection Tool](#), but the connection path remains orthogonal with the source lines remaining vertical and target lines remaining horizontal.

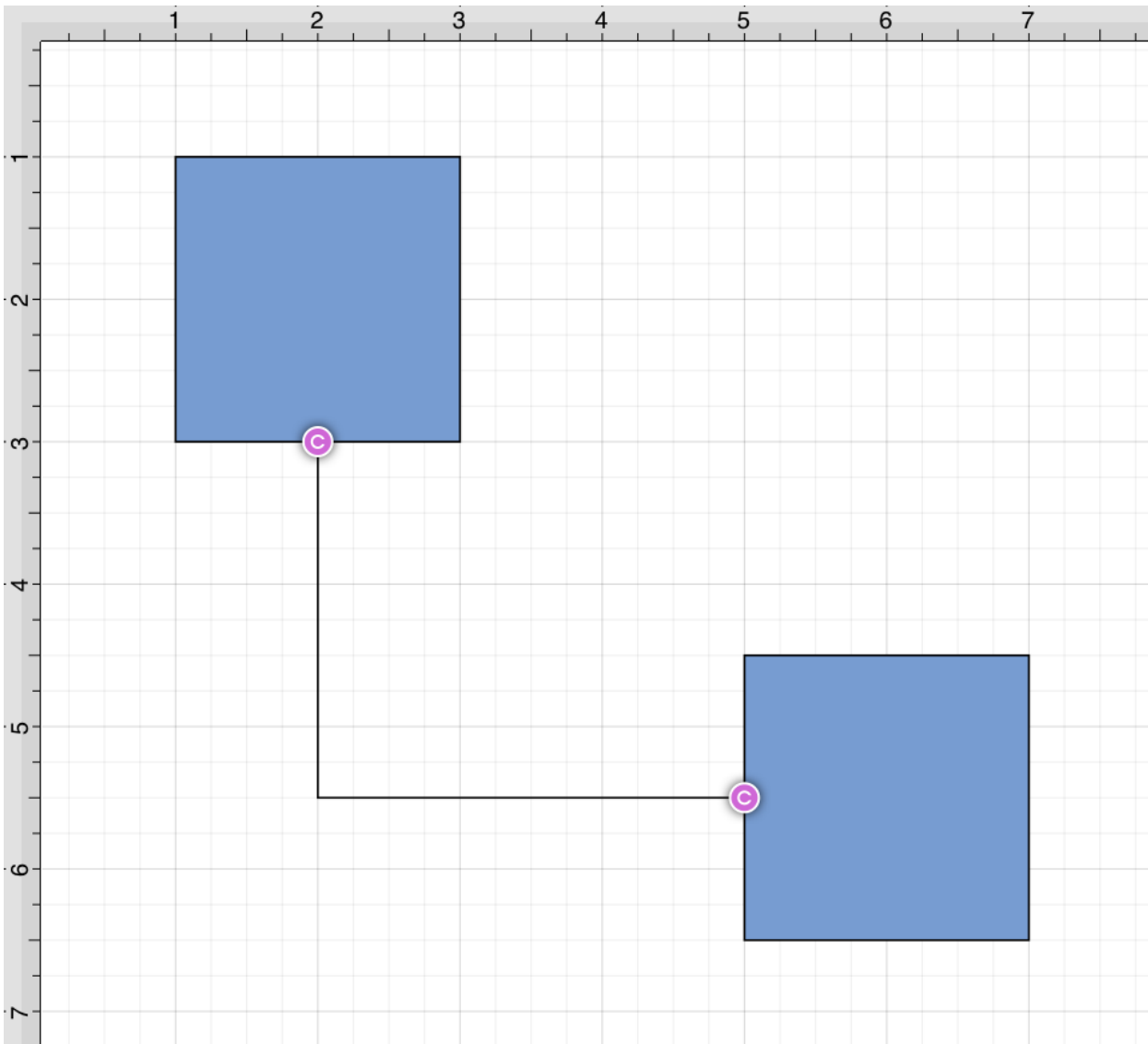
Perform a **Touch/Drag** gesture combination from the desired starting point on the source figure to a desired end point on the target figure and then release the **Touch** action to complete the connection.

The selected figures will be highlighted in blue when a valid connection has been made. Refer to the images below:





The completed connection will appear as shown below.



Performing a **Touch/Drag** gesture combination on the second figure after the connection is established results in the connection line position being adapted to keep the two figures connected. The appearance of a created orthogonal or elbow connection line varies based on the location of each figure and the amount of space between the two connected figures.

The connection line will automatically contain a ninety degree angled corner. To change the connection line to a more rounded corner, make certain it is [selected](#), open the [Info Menu](#), and then alter the **Corner Size** value.

Geometry

X: 2 in

Y: 3 in

Width: 3 in

Height: 2.5 in

Rotation: [Slider]

Line Length: [Field]

Line Angle: [Field]

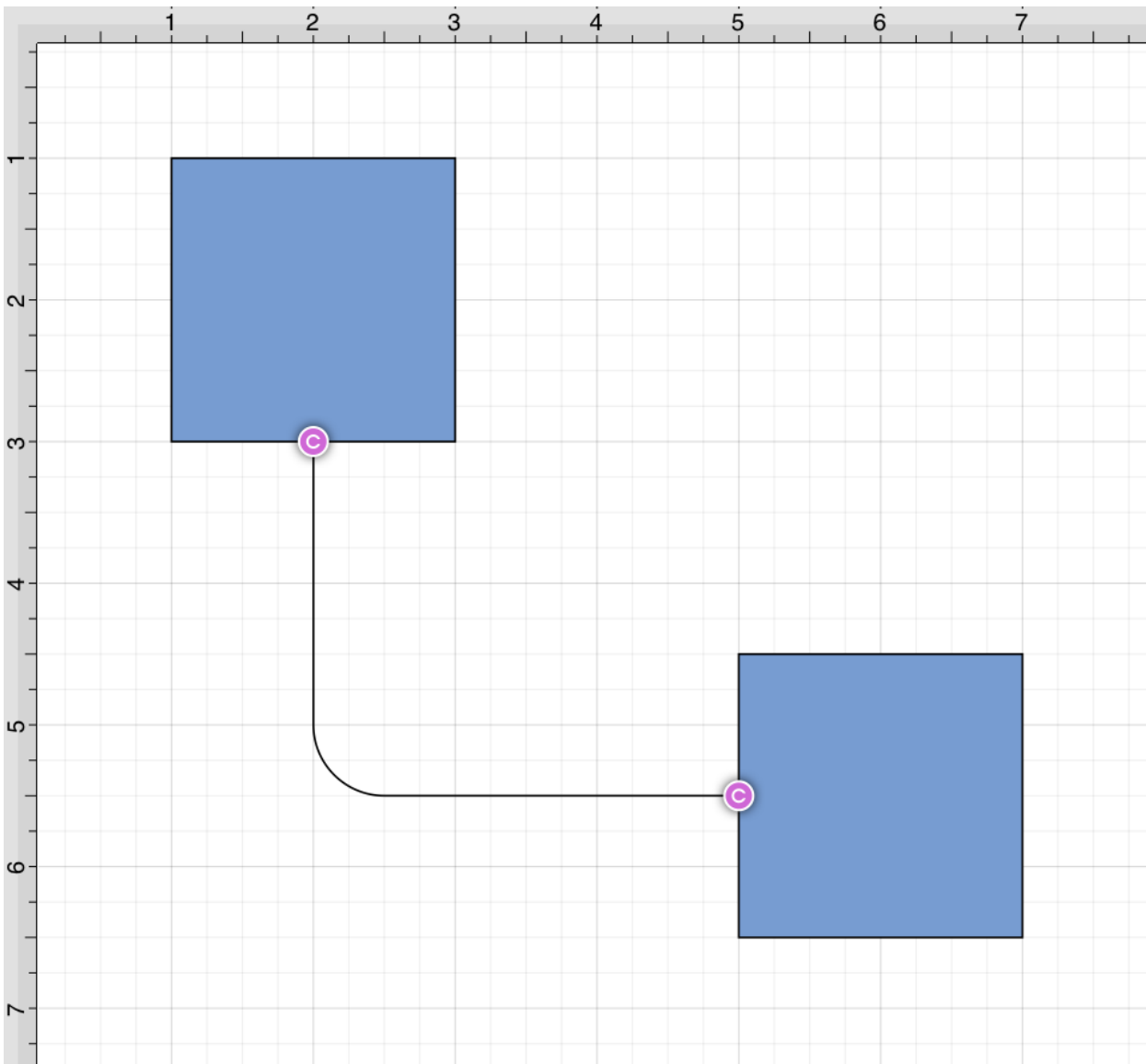
Radius: [Field]

Corner Size: 0.5 in

of Points: [Field]

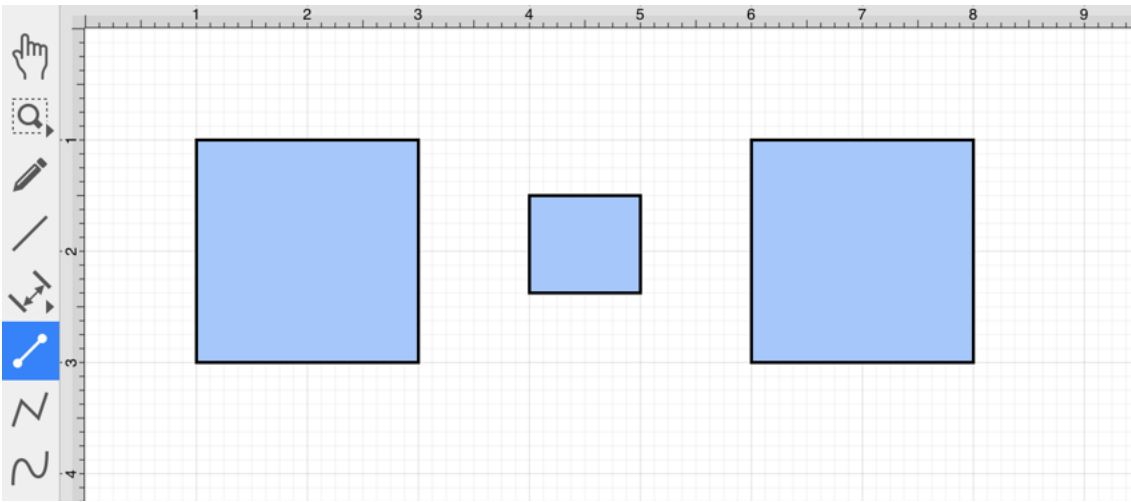
of Sides: [Field]

Changing the **Corner Size** to 1/2 an inch (0.50 in) for a selected connection line causes the corners to become curved, as shown below.

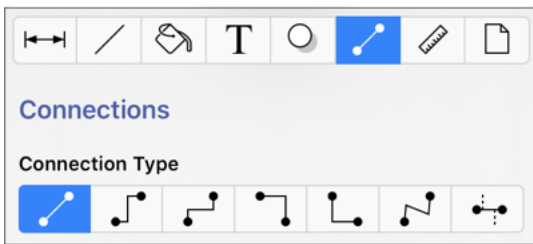


5.1.6.11.7. Path Connection Tool

The **Path Connection Tool** creates a path connection that connects two shapes. As with paths created with the [Path Tool](#), path connections can be manipulated to add additional line or curve segments.

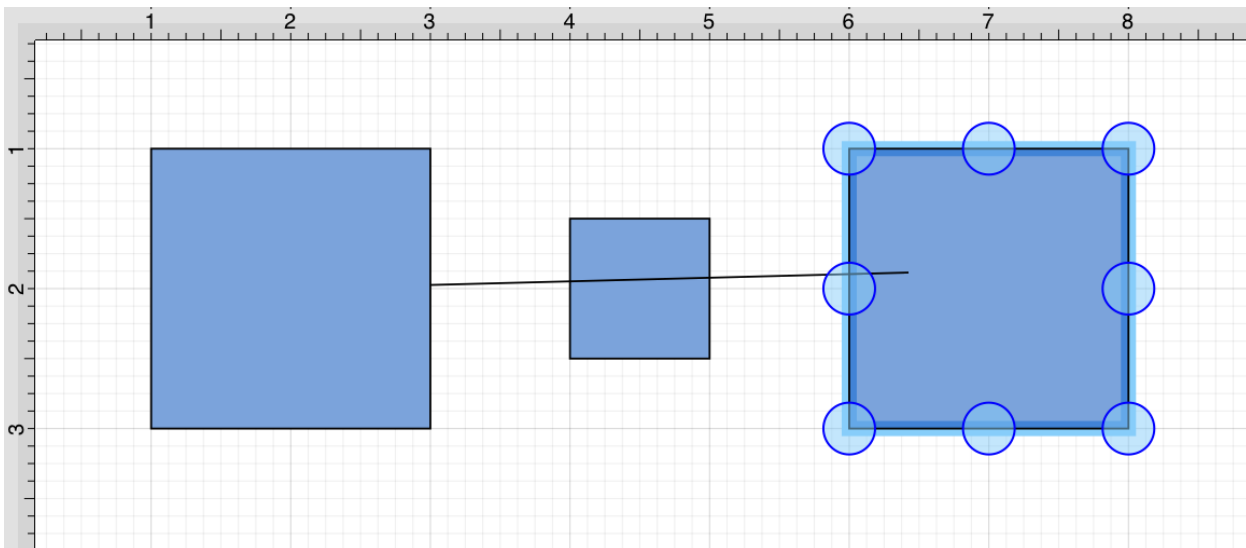
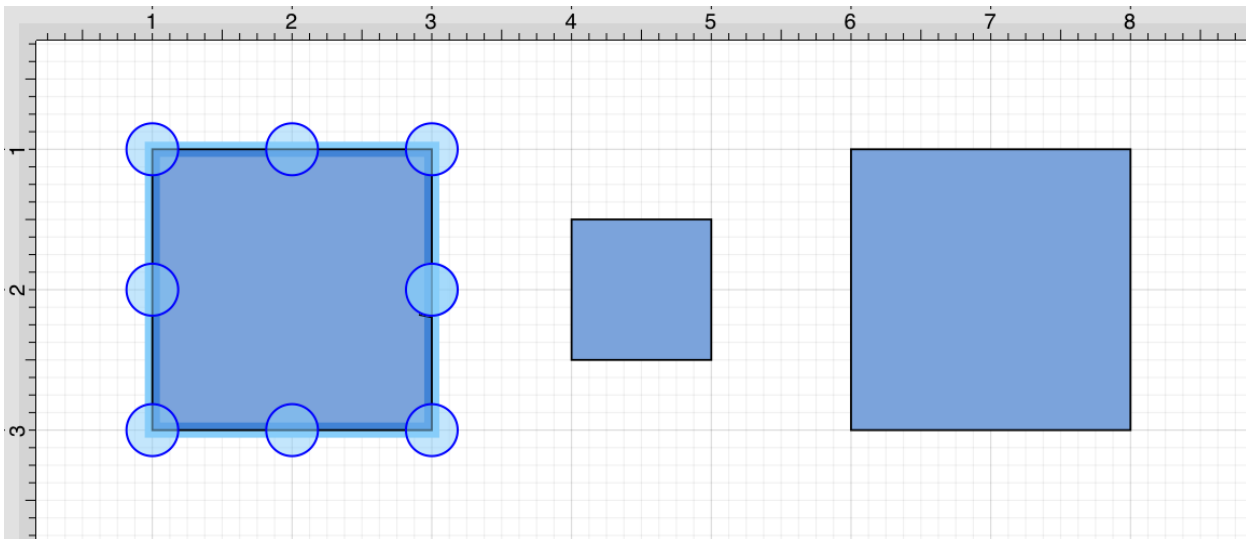


To select the Path Connection Tool, press on the **Info Button** in the [Top Toolbar](#) and then press on the [Connections Tab](#). Next, tap on the **Path Connector Type** to select it.

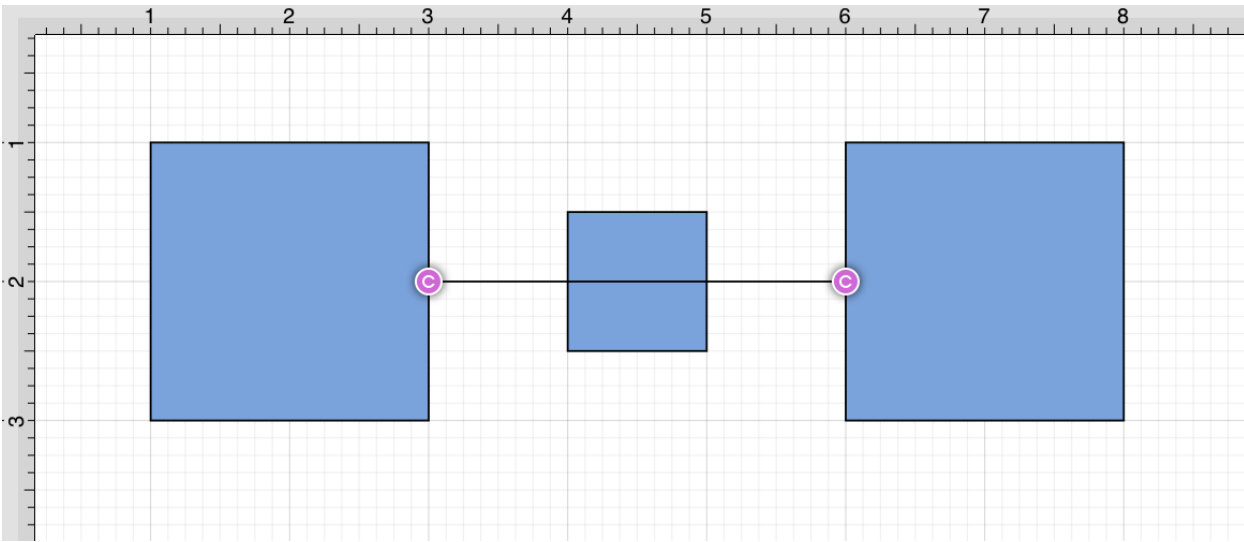


This connection between the figures is created in the same manner as with the [Line Connection Tool](#), but the created path can be modified just as items generated with the [Path Tool](#). See the [Handling Paths](#) section of this documentation to learn more.

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



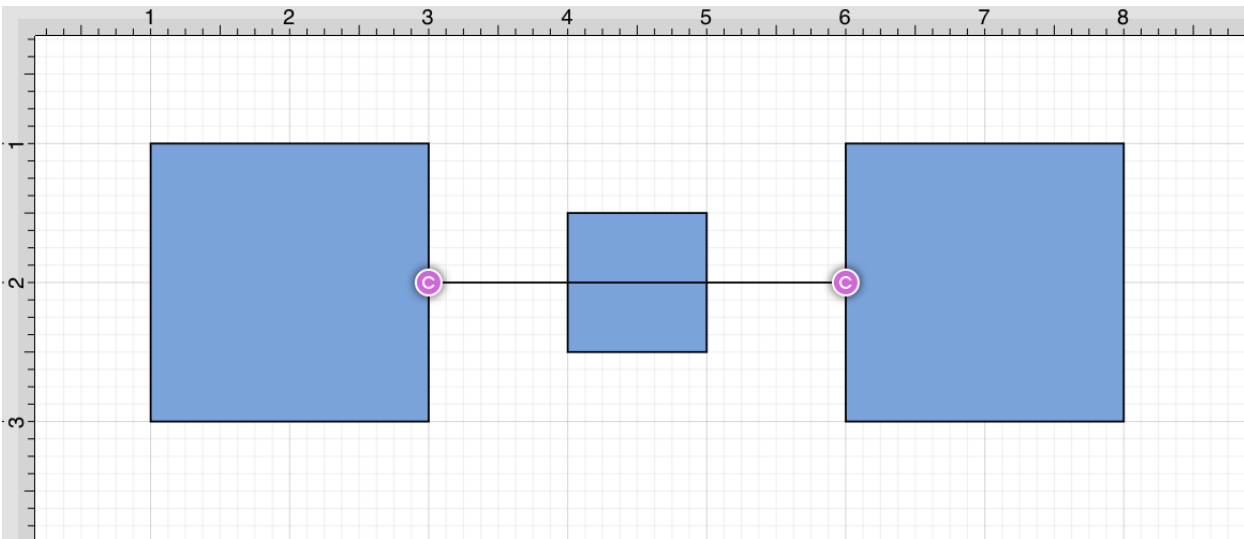
The completed connection will appear as shown below.



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

Altering the Route of Path Connection Lines

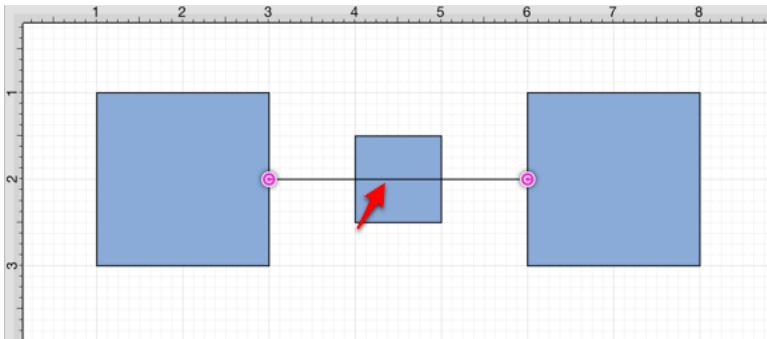
Once the **Path Connection Line** has been added to the desired target figure from the selected source figure, it can be manipulated in the same manner as a [Path Figure](#). In this example, the connection line currently goes through the middle rectangle.



To route the **Path Connection Line** around another figure, handles must be added to the connection line or it

must be converted to a quadratic or cubic segment. These options can be accessed by performing an **extended Press** on the connection line to open the [Contextual Menu](#).

To route the **Path Connection Line** around another figure, handles must be added to the connection line or it must be converted to a quadratic or cubic segment. These options can be accessed by performing an **extended Press** on the connection line to open the [Contextual Menu](#)



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

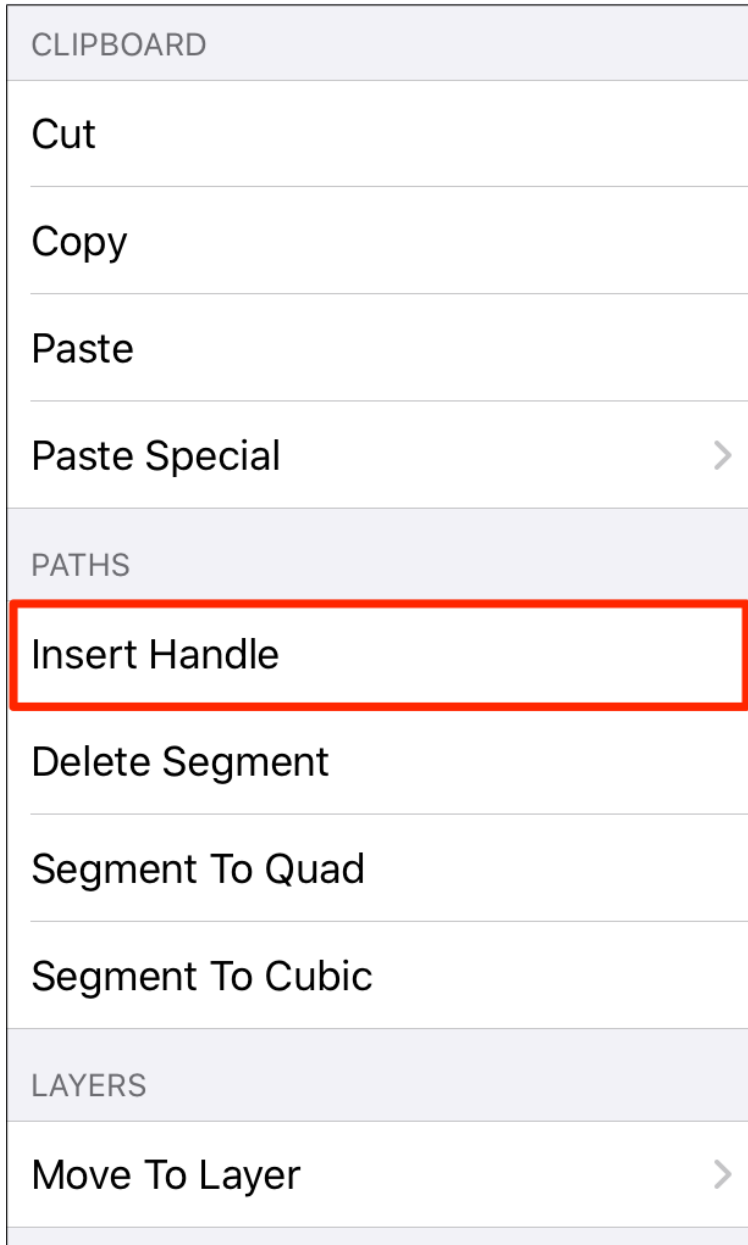
CLIPBOARD	
Cut	
Copy	
Paste	
Paste Special	>
PATHS	
Insert Handle	
Delete Segment	
Segment To Quad	
Segment To Cubic	
LAYERS	
Move To Layer	>

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

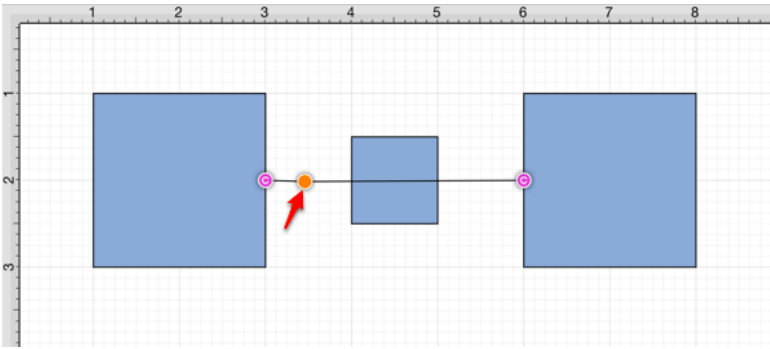
Example 1: Inserting Handles

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

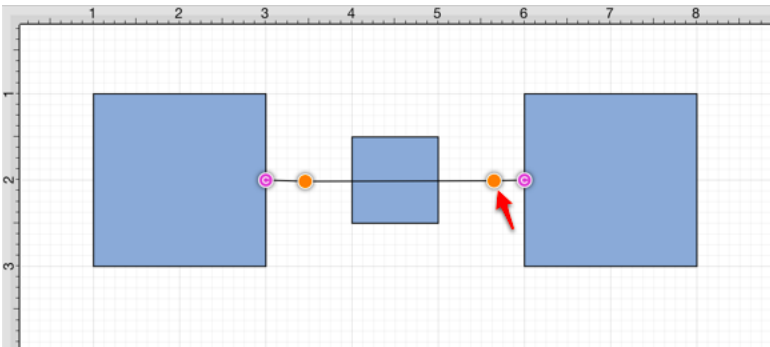
Step 1: Perform an **extended Press** on the connection line in a location to the left of the crossed figure and then select **Insert Handle** from the menu.



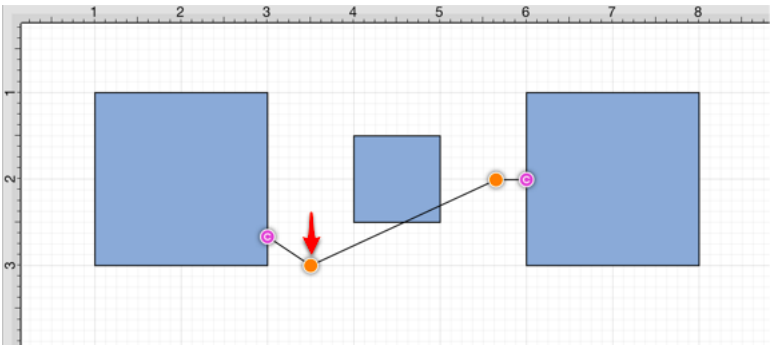
Step 2: A new **Path Handle** (Orange) will appear within the **Path Connection Line** as shown below:



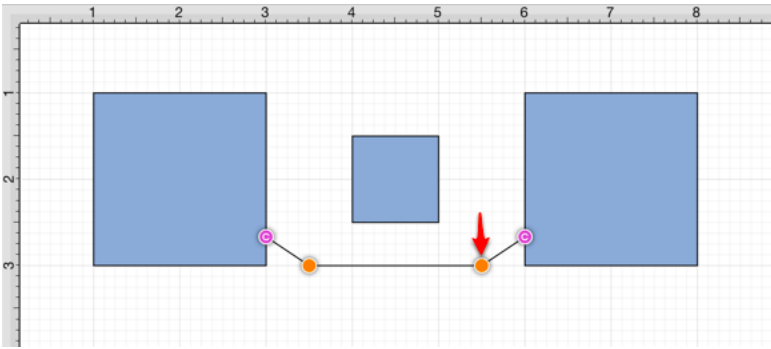
Step 3: Perform an **extended Press** on the connection line in a location to the right of the crossed figure and then select **Insert Handle** from the menu again to add another Path Handle (Orange).



Step 4: Then press and drag down or up on the left handle to change the direction/path of the connection line.



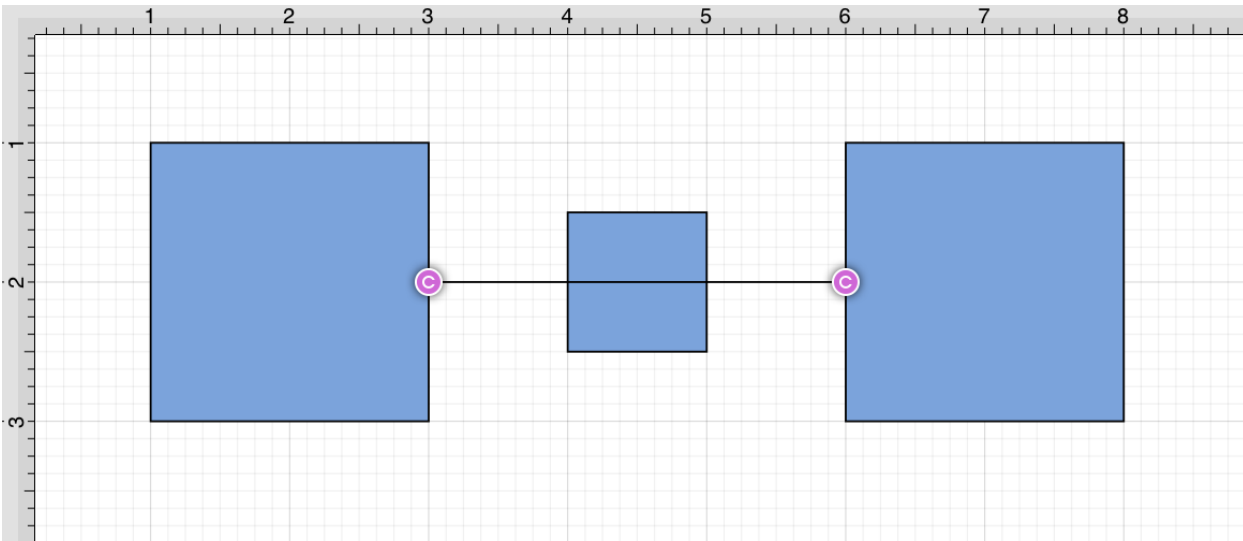
Step 5: Notice that the line still intersects the figure. Press and drag on the right handle to continue altering the direction/path of the connection line. This will result in the straight segment residing below the figure and a successfully routed Path Connection Line.



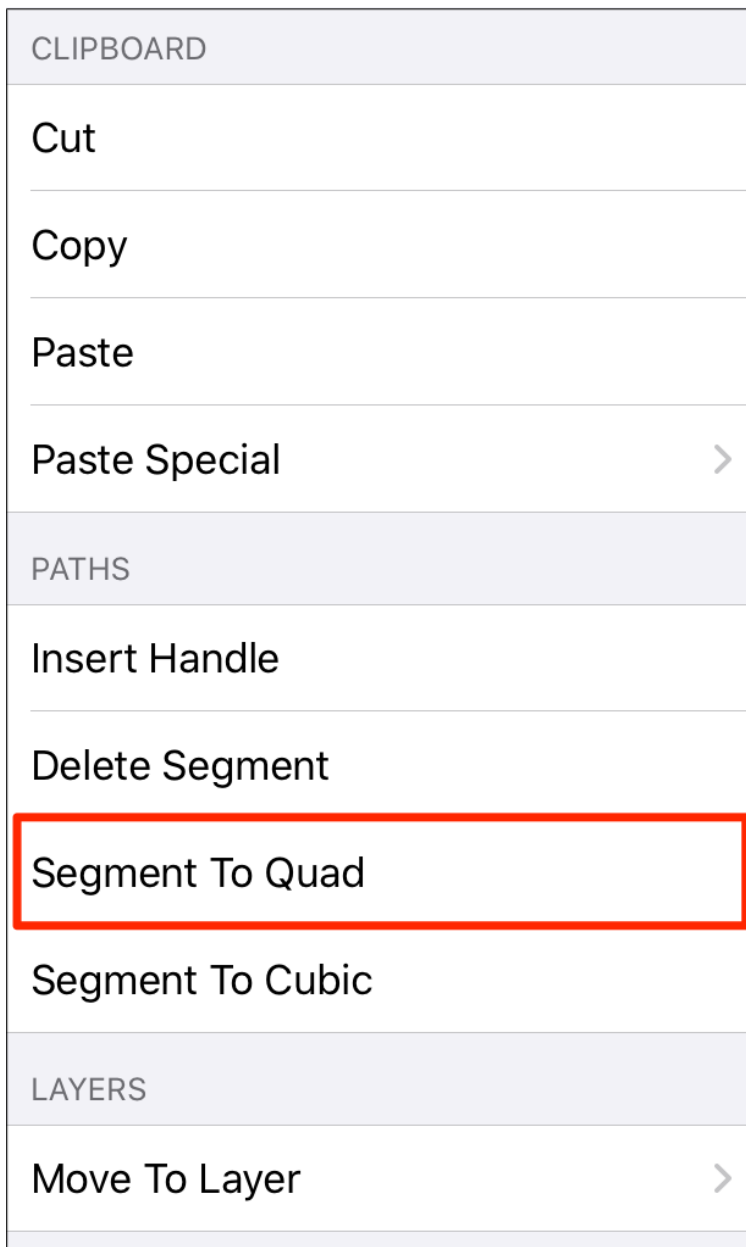
Please note that the handles may be moved in any direction; however, for this example both are moved down to route the connection line around the figure.

Example 2: Segment to Quad

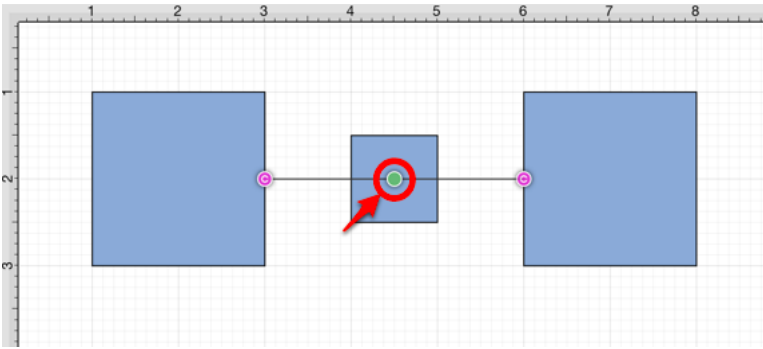
A **Path Connection Line** can also be routed differently by converting the line to a quadratic segment. This example will use the same original figures as shown previously and will display how to convert the current connection line to a quadratic segment for path routing.



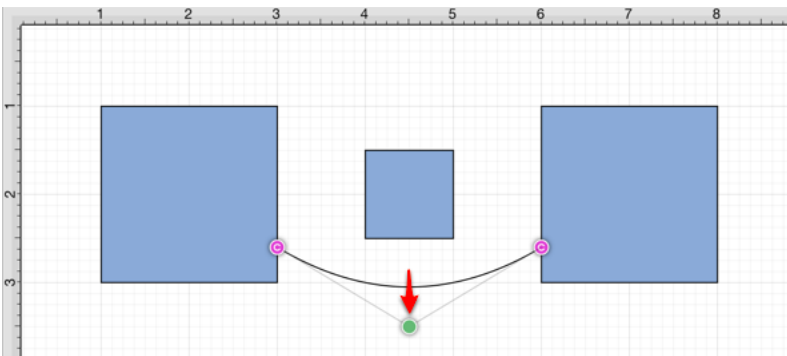
Step 1: Perform an **extended Press** on the connection line and then select **Segment to Quad** from the menu.



Step 2: A **Control Point Handle (Green)** will appear in the middle of the connection line.

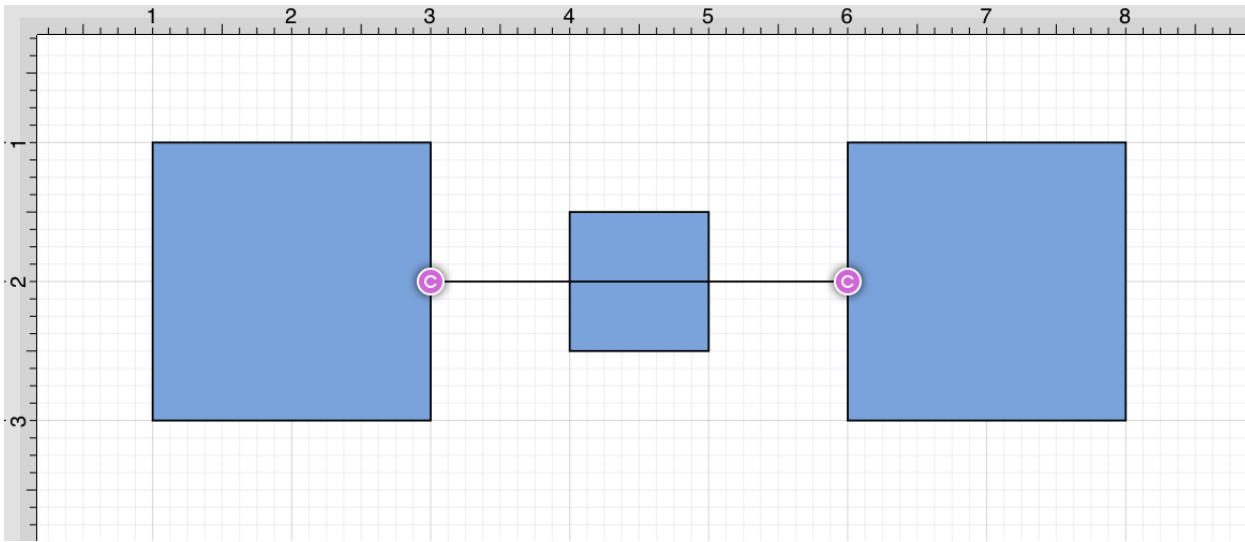


Step 3: Press and drag the handle downward (or upward) to create a curved segment. The **Control Point Handle** may be moved in any direction; however, for this example, it is moved downward below the figure.

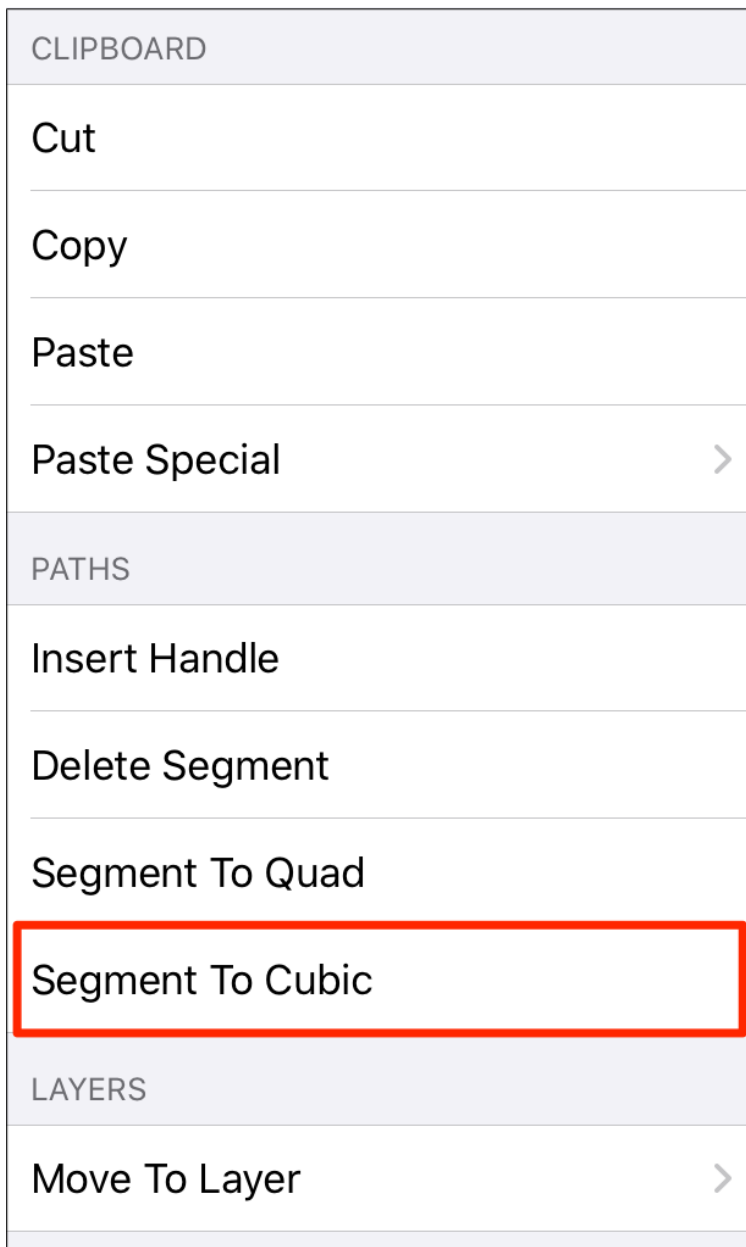


Example 3: Segment to Cubic

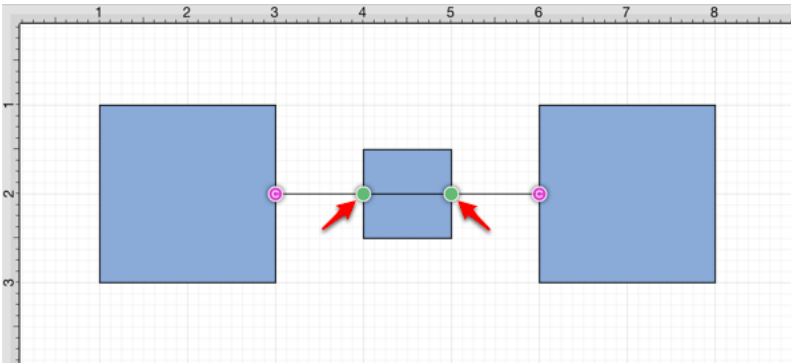
A **Path Connection Line** can also be routed differently by converting the line to a cubic segment. This example will use the same original figures as shown previously and will display how to convert the current connection line to a quadratic segment for path routing.



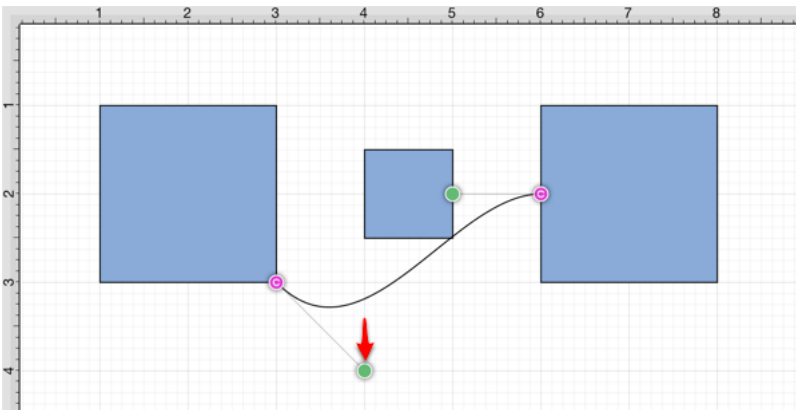
Step 1: Perform an **extended Press** on the connection line and then select **Segment to Cubic** from the menu.



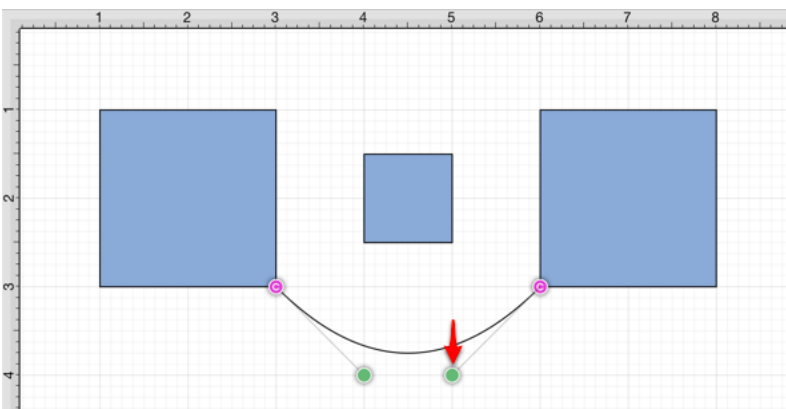
Step 2: Two **Control Point Handles (Green)** will appear within the connection line.



Step 3: Press and drag in any direction on the **left handle** to change the position of the **Path Connection Line**. In this example, both handles are dragged downward.

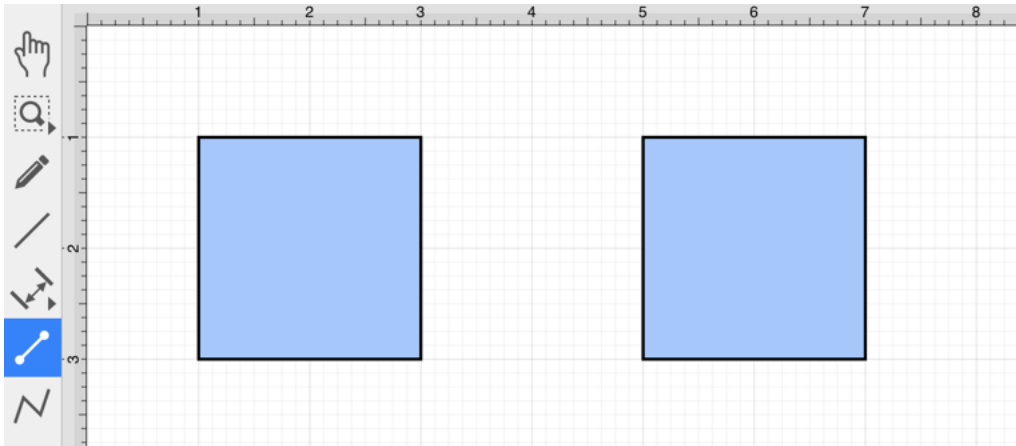


Step 4: Then do the same for the **right handle** to finish routing the connection line around a figure within a drawing.

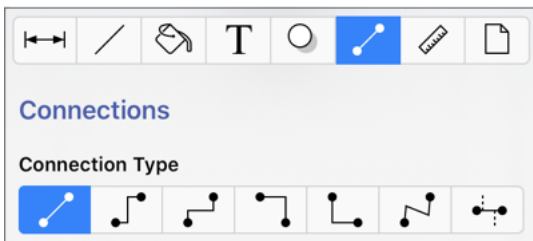


5.1.6.11.8. Hub Connection Tool

The **Hub Connection Tool** creates a connection line that is able to receive connections and is typically used for creating network diagrams. The connection line can originate from any side of the source figure and connects to any side of the target figure or to another hub connection line.



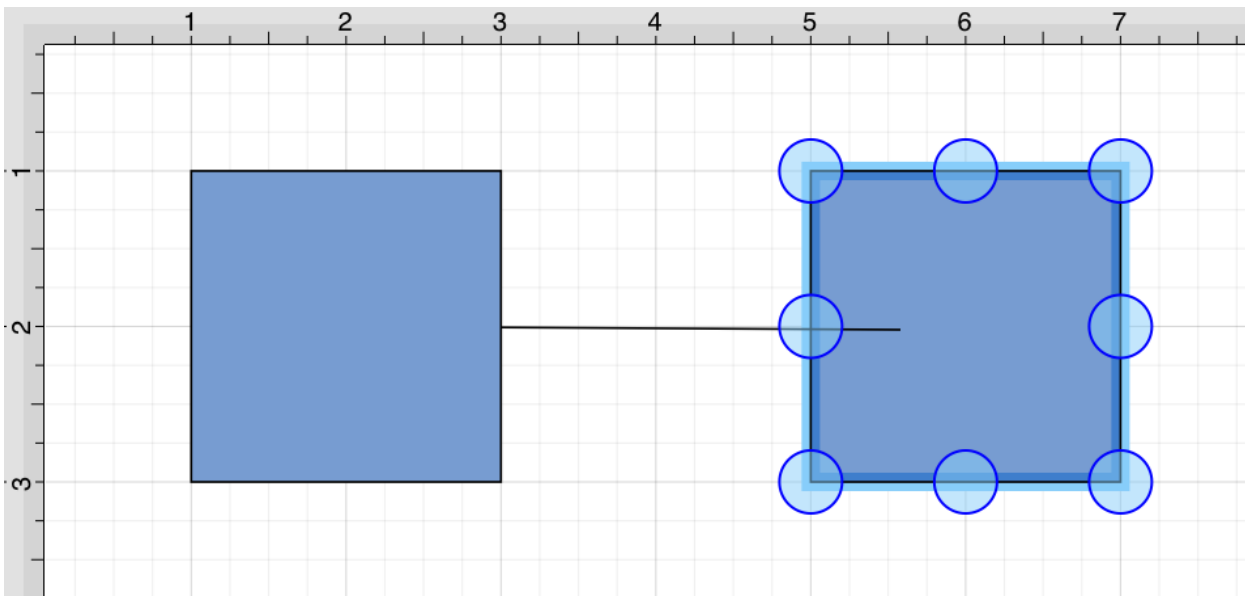
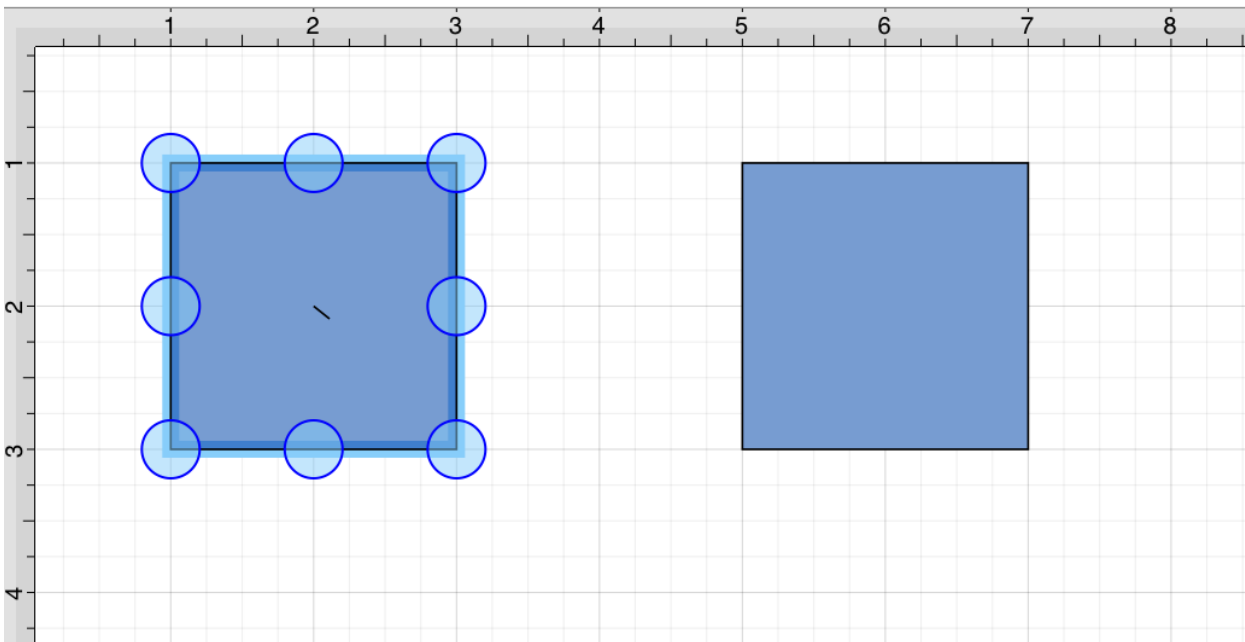
To select the Hub Connection Tool, press on the **Info Button** in the [Top Toolbar](#) and then press on the [Connections Tab](#). Next, tap on the **Hub Connector Type** to select it.



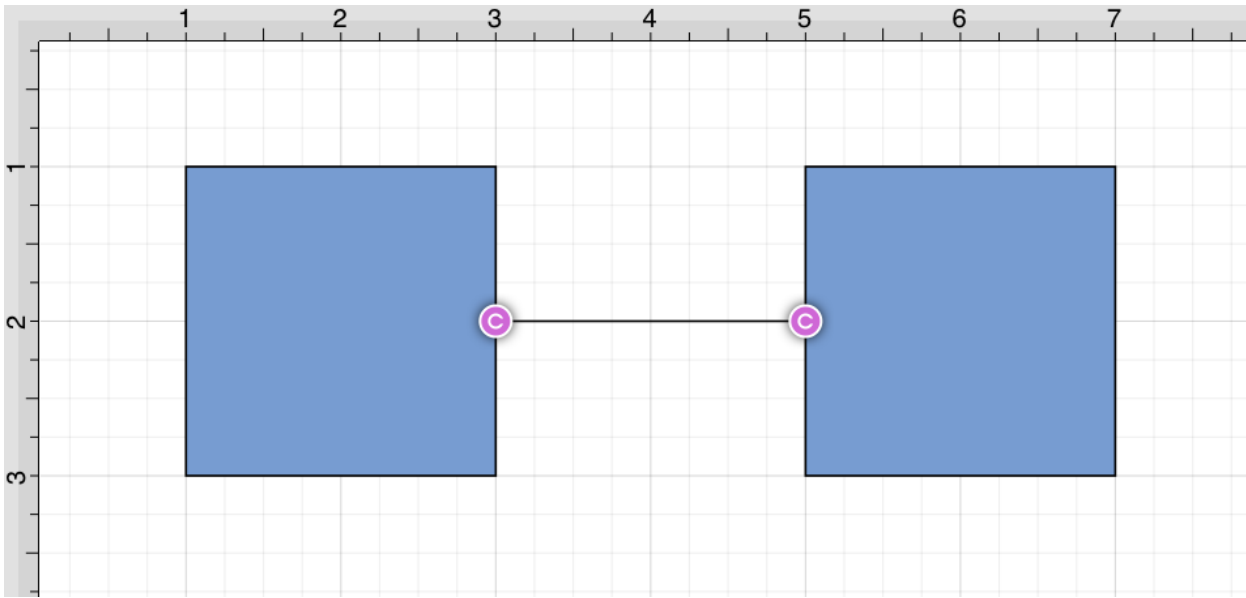
This connection between the figures is created in the same manner as with the [Line Connection Tool](#); however, the connection path can be placed between two hub connection lines to create a networking or alternative type of diagram.

Perform a **Touch/Drag** gesture combination from the desired starting point on the source figure to the desired end point on the target figure or hub connection line and then release the **Touch** action to complete the connection.

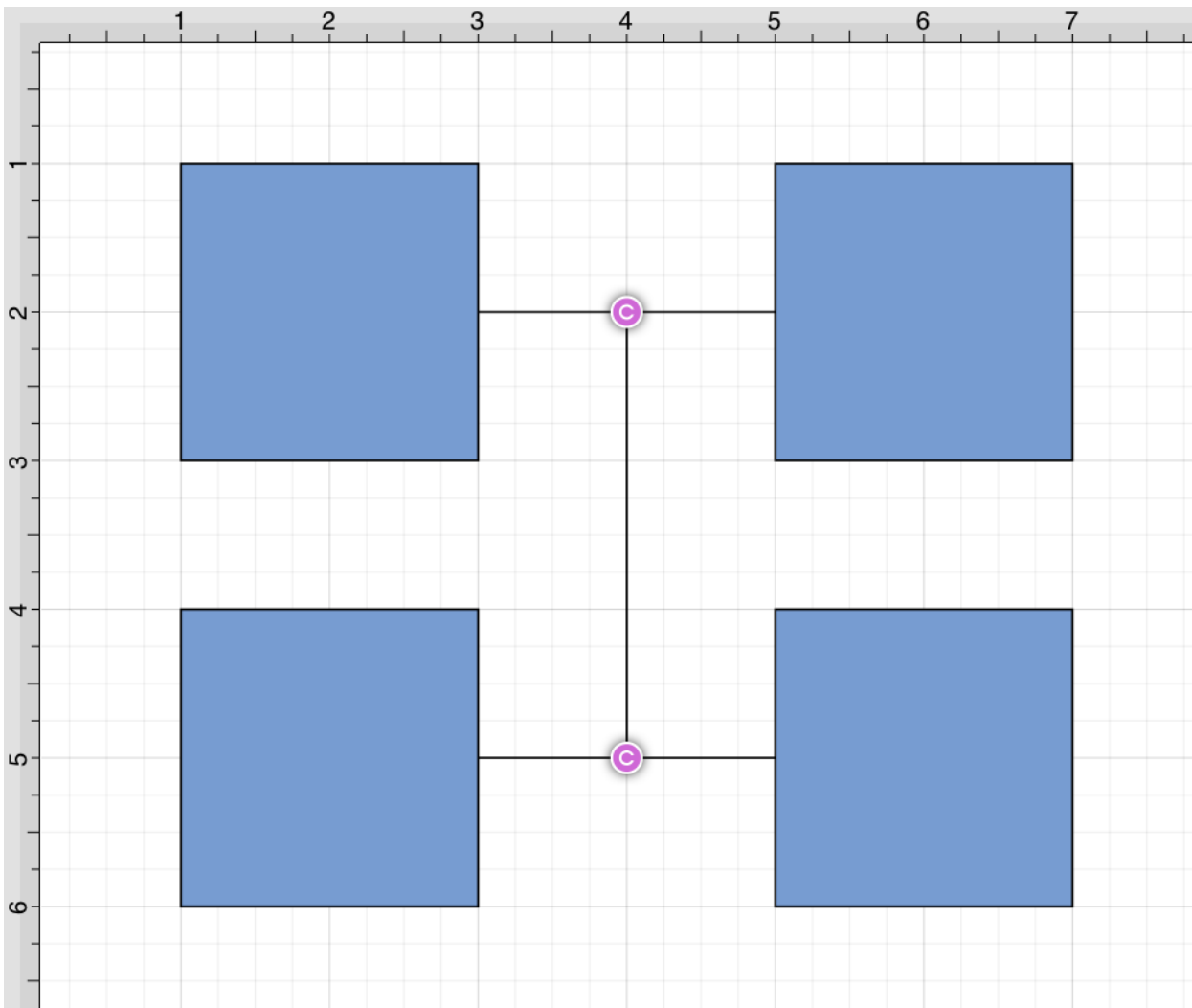
The selected figures or hub connection lines will be highlighted in blue when a valid connection has been made. Refer to the images below to see a hub connection between figures:



The completed connection line will appear as below.



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

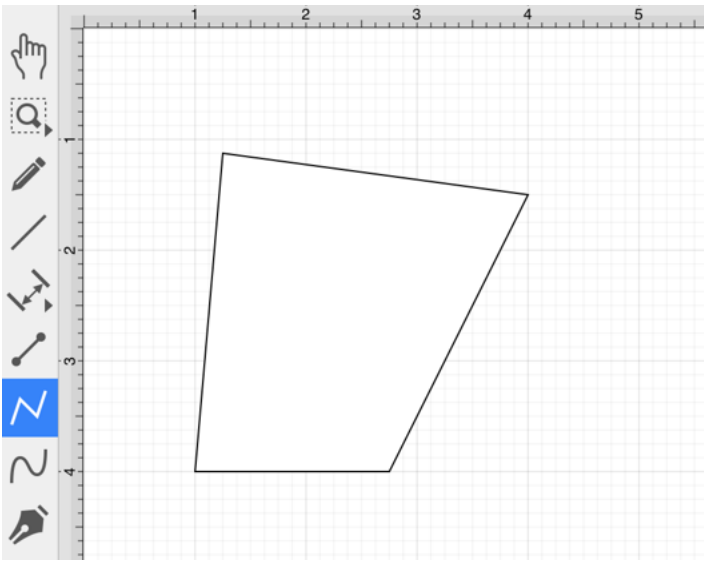


Note: Performing a **Touch/Drag** gesture combination on the second figure after the connection is established results in the connection line position being adapted to keep the two figures connected.

5.1.6.12. Polyline Tool

The **Polyline Tool** can be used to draw line segments only and functions similar to the [Path Tool](#). Dragging your finger on the [Drawing Canvas](#) will result in line endpoints.

To use the tool, first **Press** on the **Polyline Tool Button** in the [Drawing Toolbar](#) to select it and then use the actions listed below to create a polyline or closed polygon.



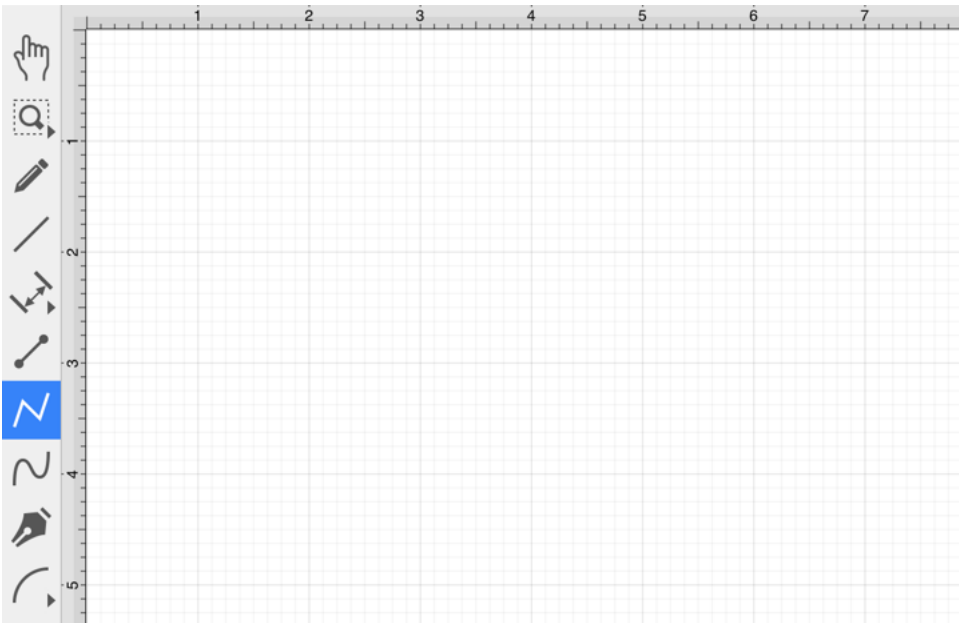
The following actions are available when using the **Polyline Tool**:

Action	Description
Touch/Drag	A Touch/Drag combination can be used to create a line end point and corresponding control point in one action. When using a Touch/Drag gesture combination, do not release your finger until the line has been created. After the line has been created, additional gestures may be used to continue adding to the polyline figure.
Single Tap	A Single Tap adds a line end point to the figure. The line endpoint can then be dragged to any desired location on the Drawing Canvas .
Double Tap	A Double Tap action anywhere on the Drawing Canvas completes the current polyline connection and causes the Selection Tool to be automatically chosen as the active drawing tool.

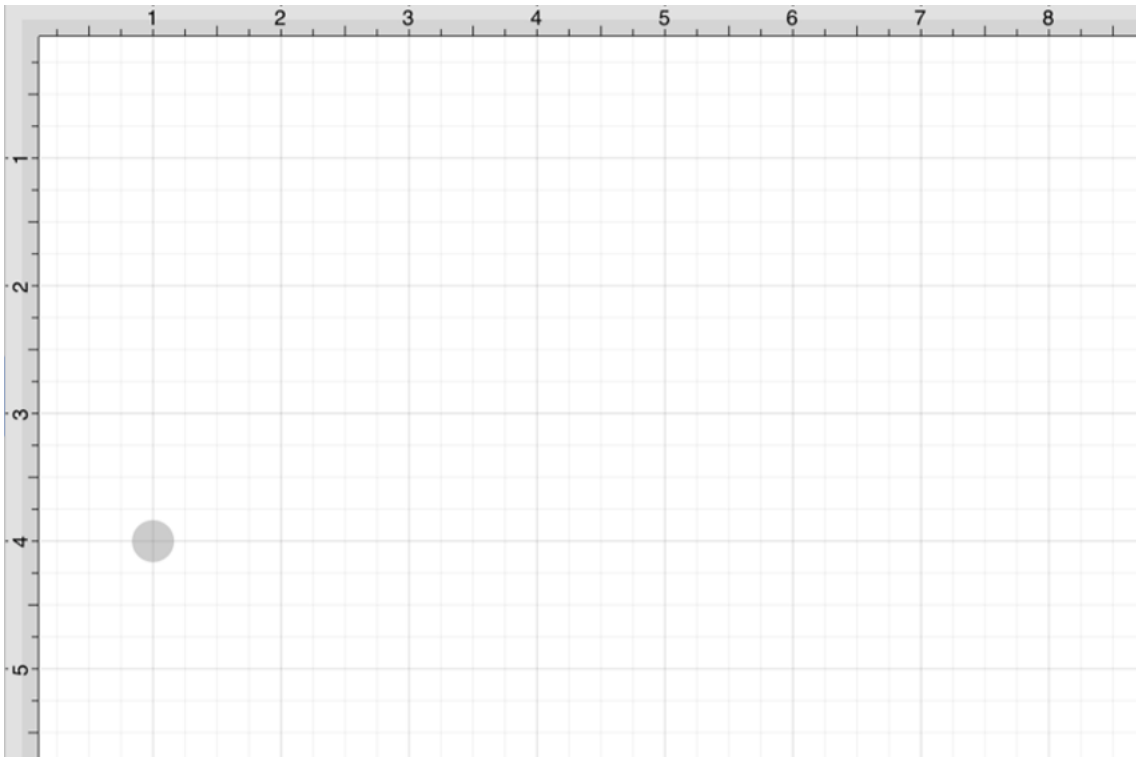
Action	Description
Triple Tap	A Triple Tap will end the creation of the current polyline and close it to create a closed polygon.

The following screenshots and description shows how to use the polyline tool:

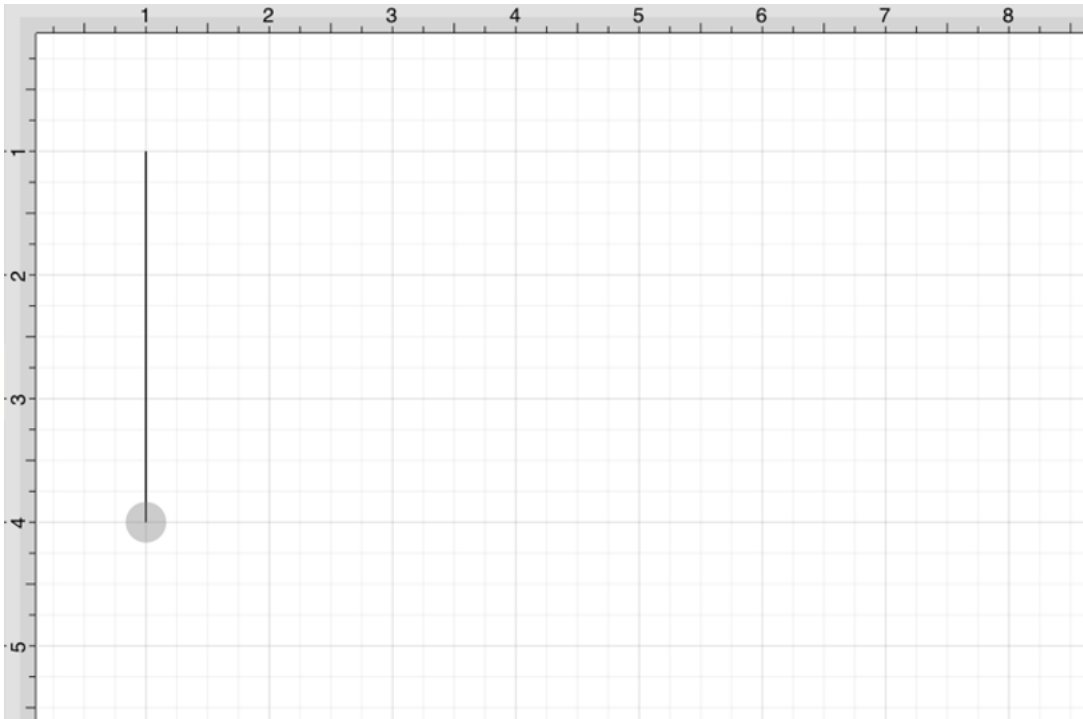
Step 1: Select the **Polyline Tool** in the [Drawing Toolbar](#).



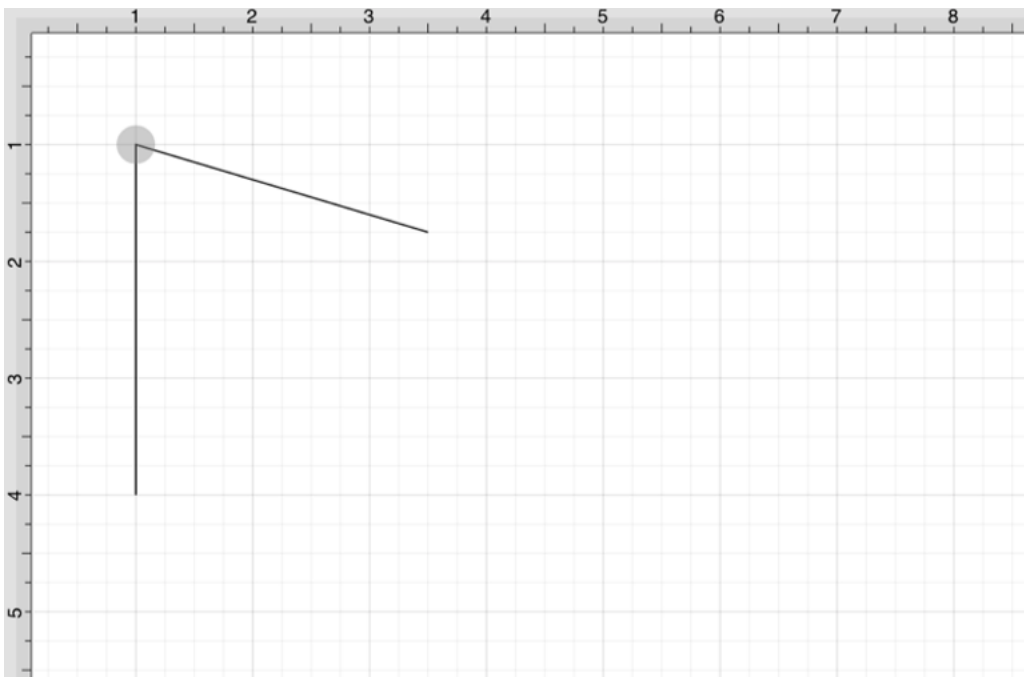
Step 2: Perform a **Single Tap** on the [Drawing Canvas](#) at the location where the starting point should be established for the polyline. A gray handle will appear in this specific location to signify the starting point of the polyline.



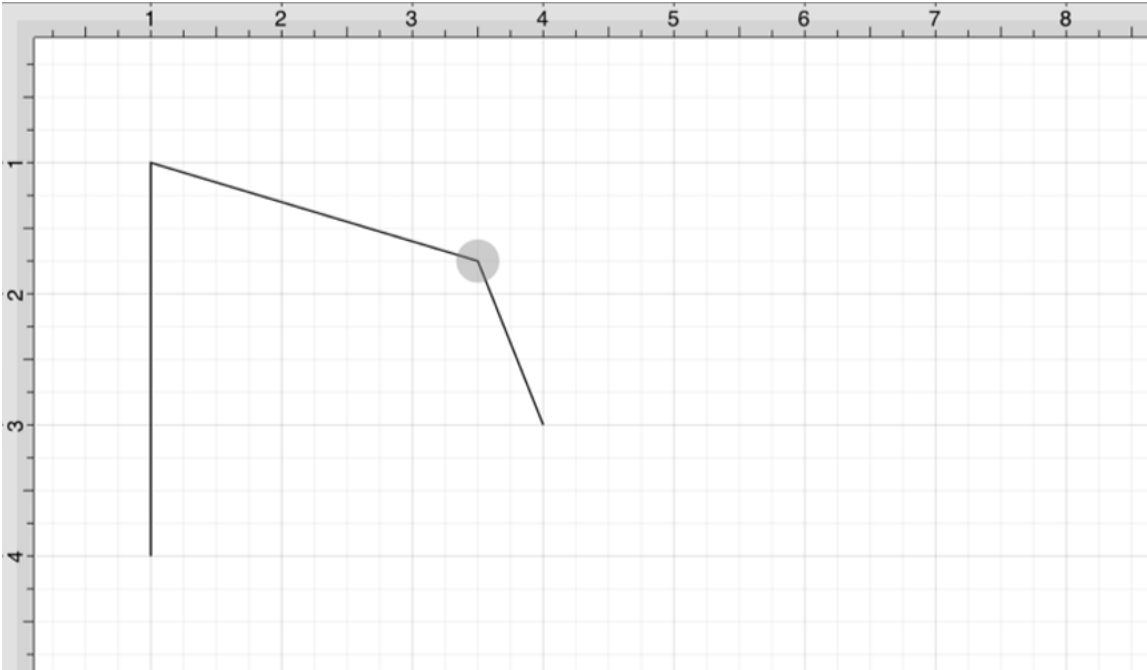
Step 3: Then **Tap** on the [Drawing Canvas](#) at the location where the second line end point should be for the polyline. This action draws a line between these two set points. It also creates a second gray handle at the point where the first segment ends and the second one begins.



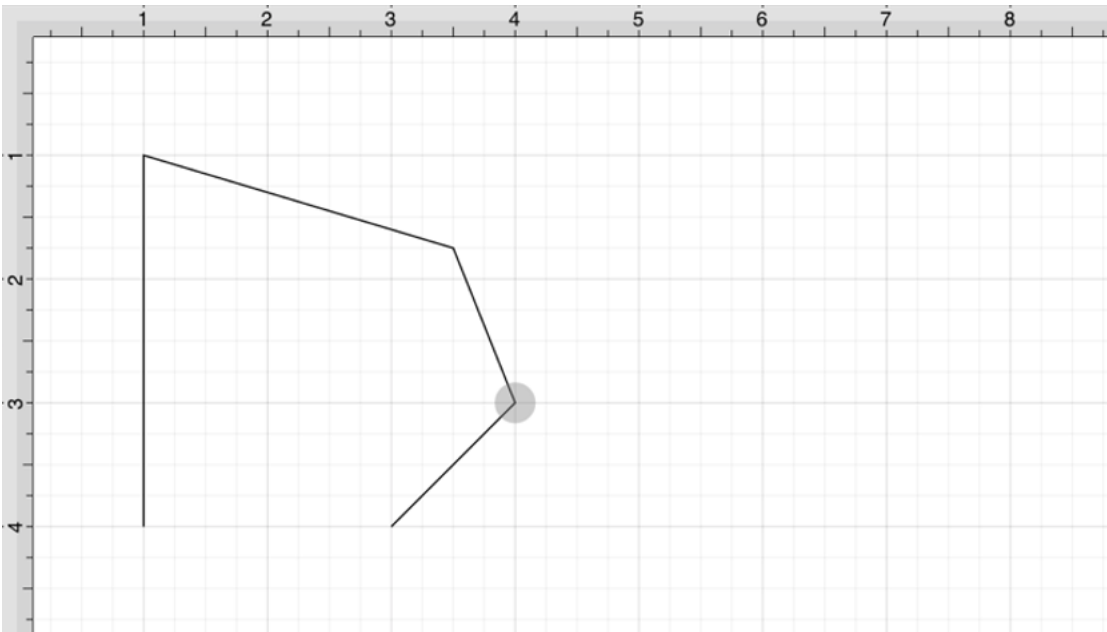
Step 4: Tap on the [Drawing Canvas](#) at the location where the third line end point should be for the polyline. As before, the action will cause a line to be drawn from the last point to the newest point and add a gray handle to the drawing.



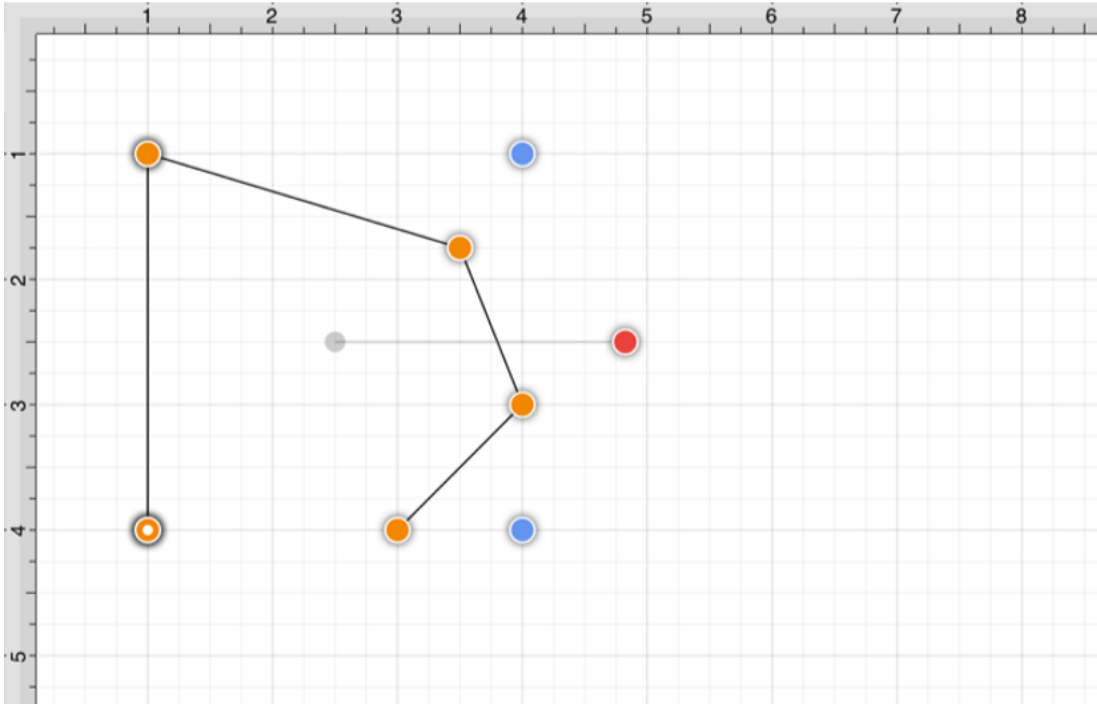
Step 5: Tap on the [Drawing Canvas](#) at the location where the fourth line end point should be. The same end results are provided as previously discussed for this additional line segment.



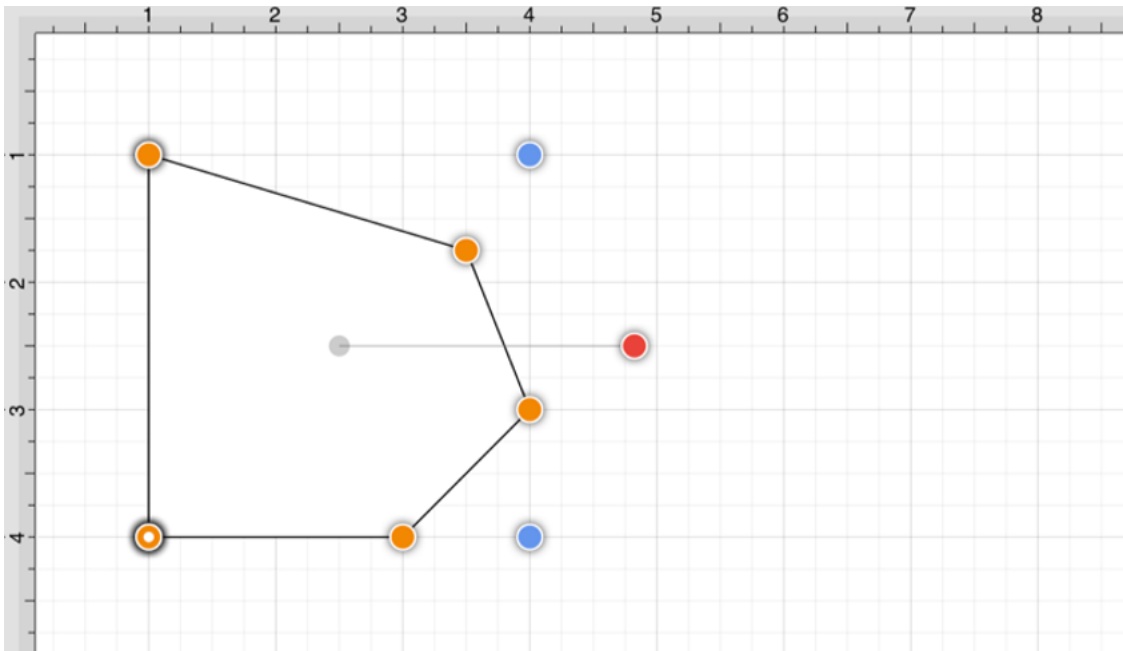
Step 6: Tap on the [Drawing Canvas](#) at the location where the fifth line end point should be. The same end results are provided as previously discussed for this additional line segment.



Step 7: Then perform a **Double** or **Triple Tap** within the [Drawing Canvas](#) to finish the polyline. You may also tap on the [Selection Tool](#) to finish the polyline.

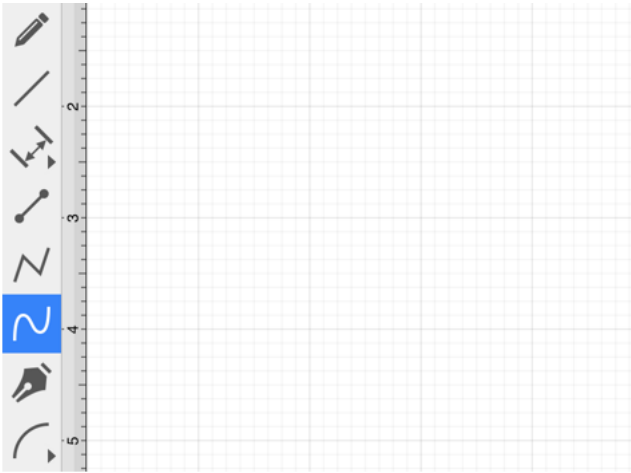


Note: A **Triple Tap** on the start point of the figure results in a closed polygon as illustrated in the screenshot below.



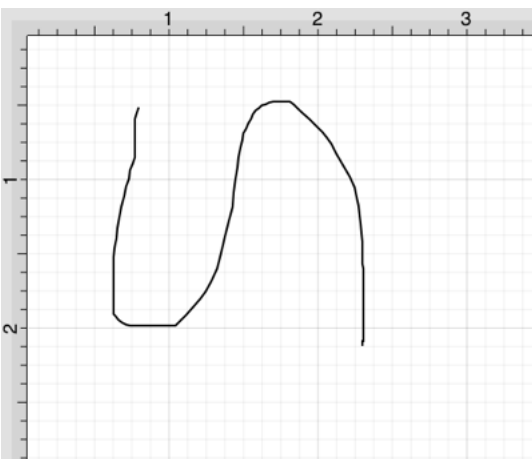
5.1.6.13. Pen Tool

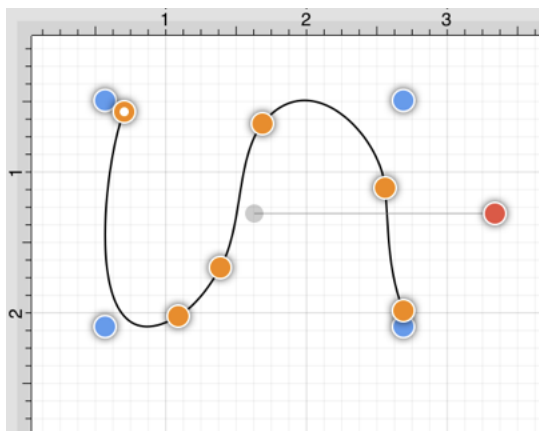
The **Pen Tool** uses a technique called curve fitting to create a smooth curve from a freehand path that is drawn by using a **Touch/Drag** gesture combination to drag the tool to desired points on the [Drawing Canvas](#).



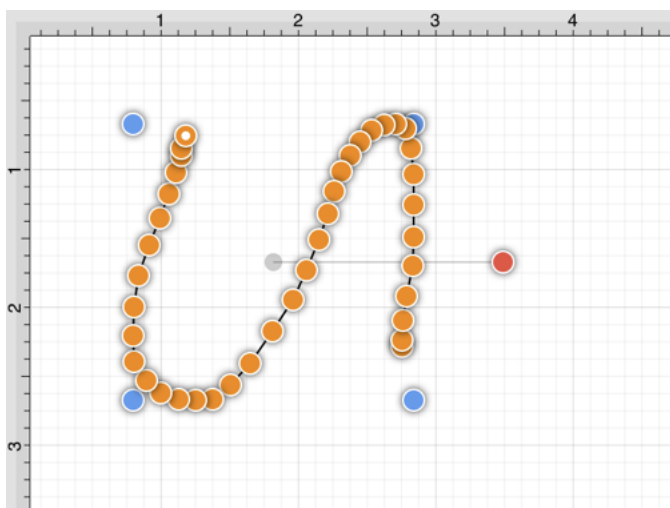
To use the tool, simply select it, and then draw a freehand path by using a **Touch/Drag** gesture combination to maneuver the pen. The **Pen Tool** converts the drawn path into a smooth curve once the drag gesture is released.

The following figure illustrates what a curve looks like when drawn by hand, and then what it looks like after the **Pen Tool** has created the curve.





Please note that if the **Curve Smoothing** option is disabled in the [Drawing Editor Submenu](#), then the figure created with the **Pen Tool** will appear similar to what is shown below:



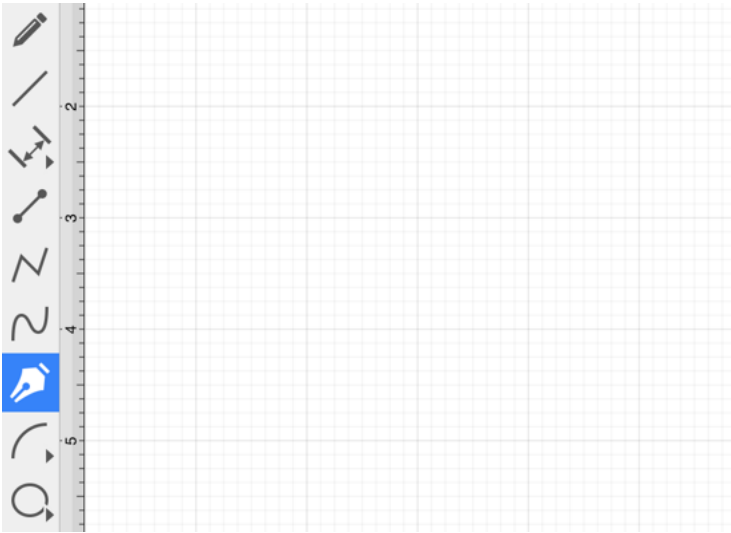
Note: The **Pen Tool** can create shapes instead of paths by using the [Function Key Feature](#) in conjunction with the pen tool. If the **function key feature** is enabled when finishing the drawing of a shape (path) by releasing your finger, a closed shape will be created as opposed to an open path.

5.1.6.14. Path Tool

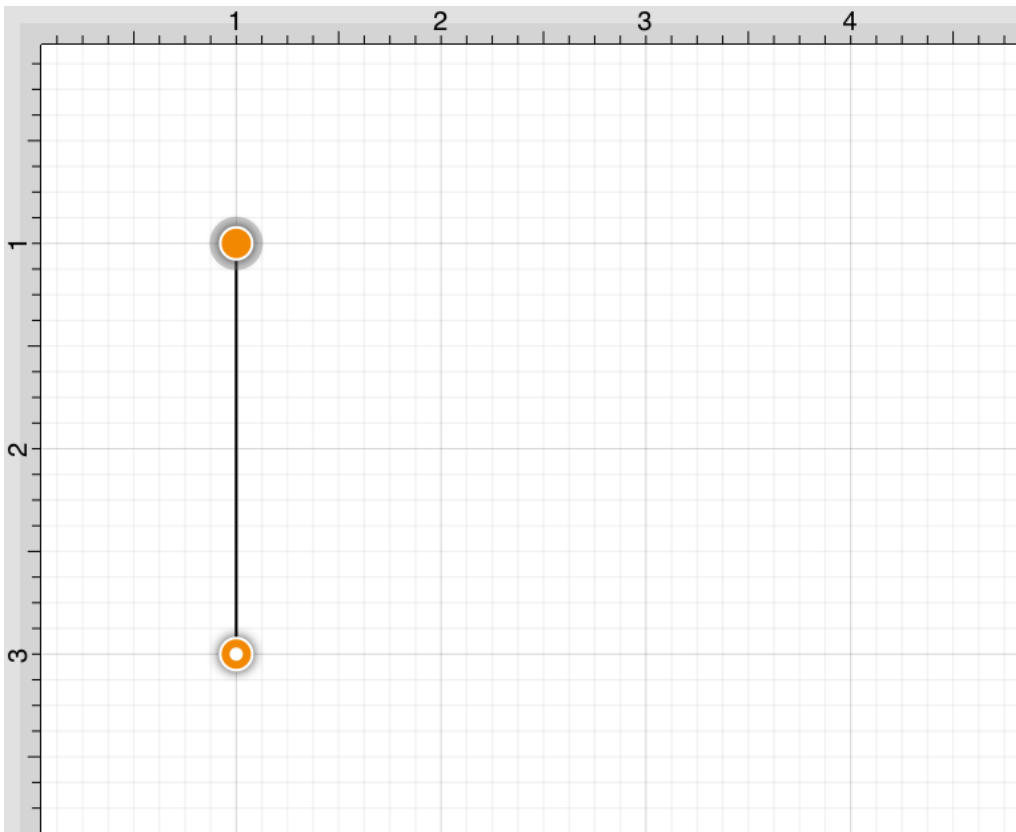
The **Path Tool** is the most powerful and complex tool available within TouchDraw 2. It can be used to create complex curves and shapes with detailed control on every aspect of the shapes appearance. Paths created with this tool are made up of many segments and three different types of line segments are possible:

- [Straight Lines](#)
- [Quadratic Curves \(lines with 1 control point\)](#)
- [Cubic Curves \(lines with 2 control points\)](#)

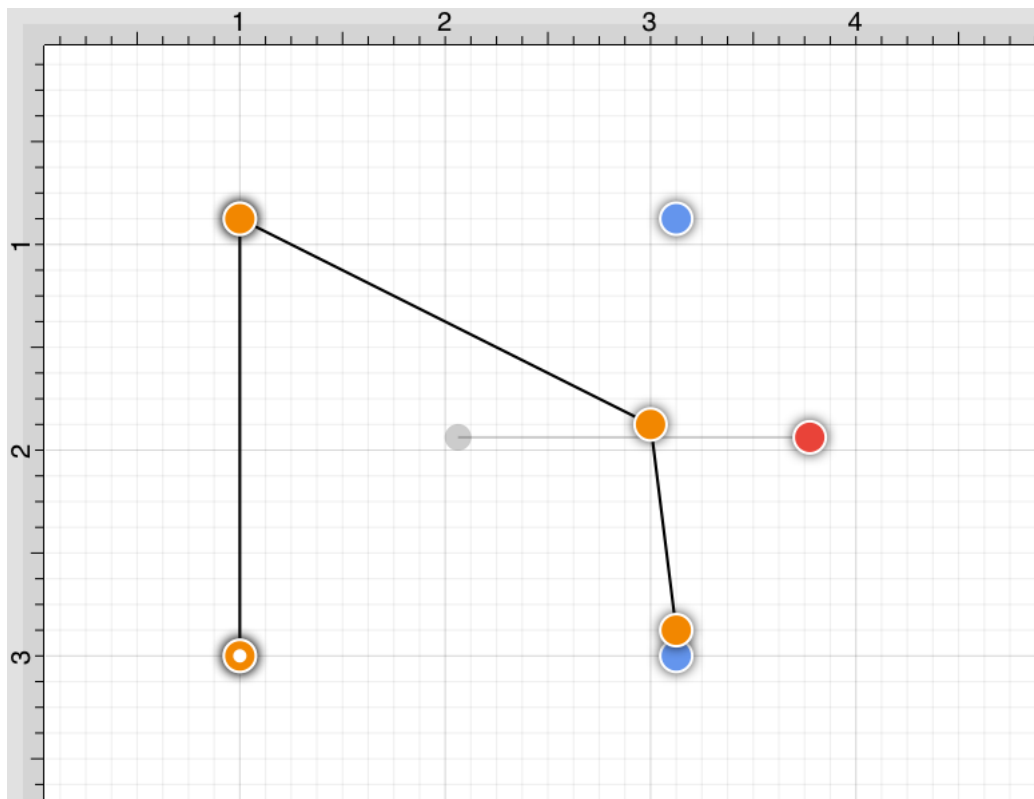
It's also important to understand that, like the [Pen Tool](#), the **Path Tool** can be used to create both paths and shapes. The Path selection is different from the pen selection in that a continuous line is not drawn. The used finger will need to be lifted to create each path segment of a line or shape and this is accomplished by using one of two available gestures depending on whether or not the end result should be a path or shape.



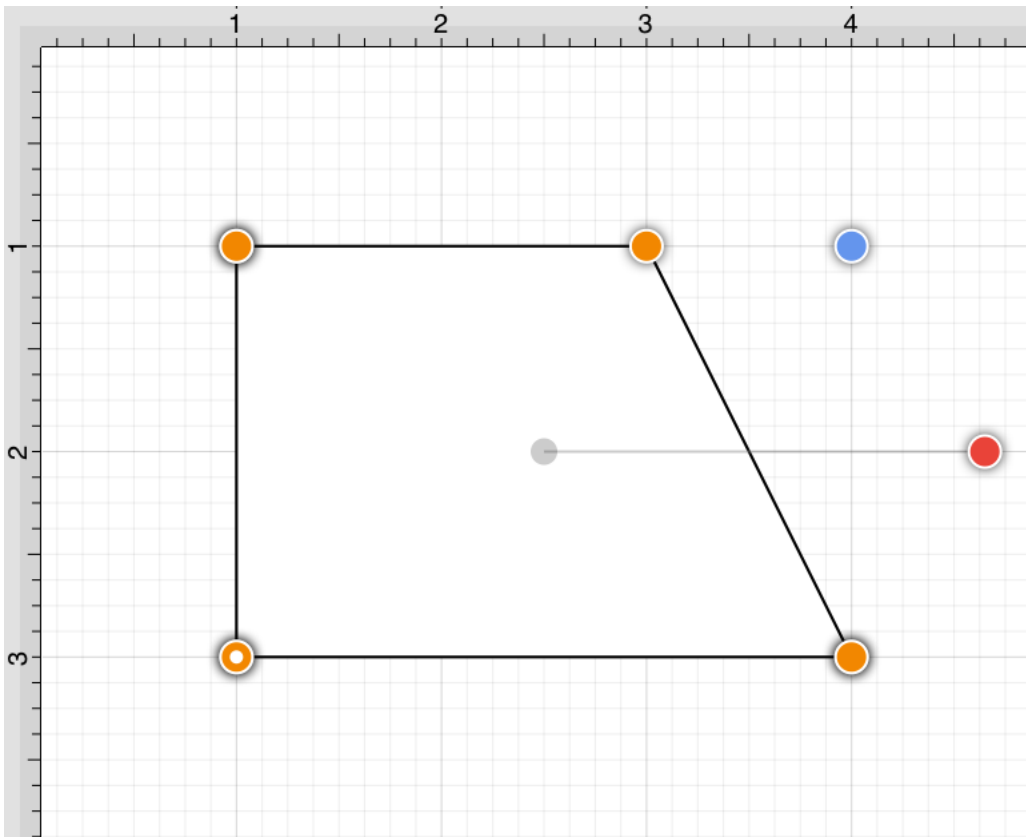
Use a **Single Tap** to add each line end point or a **Touch/Drag** gesture combination to add a line end point and a corresponding control point in one action.



To **Create a Path**, **double tap** on the [Drawing Canvas](#) or choose another drawing tool when the path is complete.



To **Create a Shape**, tap on the first (start) handle (the orange handle with a white dot) to manually complete a shape or perform a **Triple Tap** on the [Drawing Canvas](#) for the **Path Tool** to automatically draw a line from the current position to the start position to close the path. The **Triple Tap** method eliminates the need to draw a point to intersect with the starting point.



Path Tool Actions

A control point is displayed in gray when it has not been used and is referred to as a "phantom" control point. This characteristic provides a hint to the TouchDraw 2 application that it should function as a control point in scenarios where the next drawn segment is a curve.

A few basic actions can be used to alter the type of created segment, curve positioning, and "phantom" control point position as a path is being created. Refer to the table below to learn more about each available action.

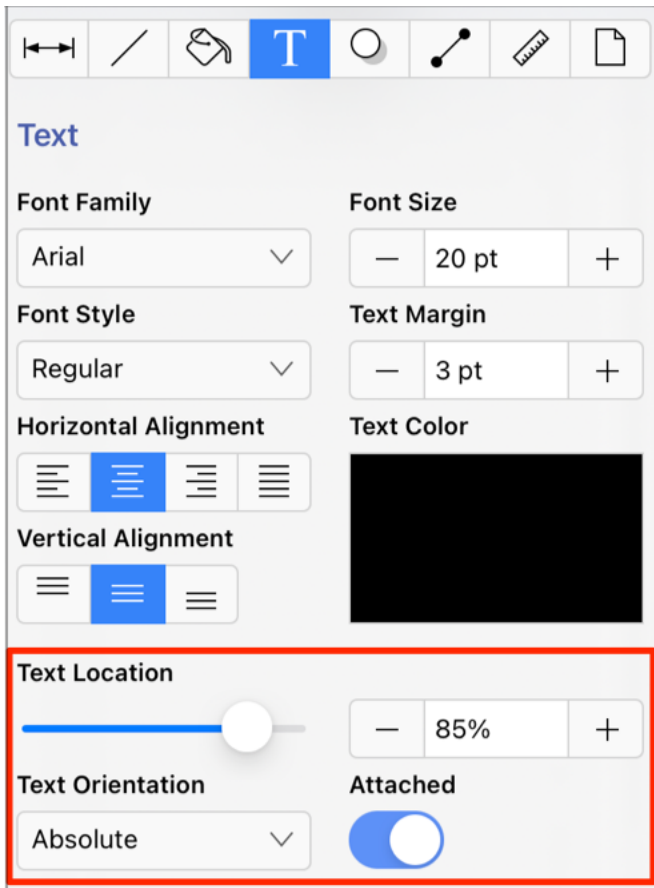
Action	Description
Touch/Drag	A Touch/Drag combination can be use to create a curve segment and allows the "phantom" control point to be dragged to a any Drawing Canvas position to generate a desired curve segment.
Single Tap	A Single Tap adds a line or curve segment depending on the actions taken during initial path creation. For example, tapping on two points within the Drawing Canvas

TouchDraw 2 for iOS

Action	Description
	after selecting the path tool causes a straight line segment; however, an initial Touch/Drag combination creates a curve segment. An additional curve segment (based on the "phantom" control point position) is created when a Single Tap action is performed in this scenario.
Double Tap	A Double Tap action anywhere on the Drawing Canvas completes the path and causes the Selection Tool to be automatically chosen as the active drawing tool.
Triple Tap	A Triple Tap on the start handle (the orange handle with a white dot) or anywhere within the Drawing Canvas directs TouchDraw 2 to automatically draw a line from the current position to the start position and closes the path. The Triple Tap method eliminates the need to draw a point to intersect with the starting point.
Function Key Feature/Tap	Enabling the Function Key Feature and using it in combination with a Tap when adding the next path segment alerts TouchDraw 2 to ignore the "phantom" control point and creates a straight line segment.
Option Key Feature/Tap	Enabling the Option Key Feature and using it in combination with a Tap allows the "phantom" control point position to be set to a desired location on the Drawing Canvas after a Touch/Drag combination has been performed to create a curve segment.
Option Key Feature/Touch/Drag	Enabling the Option Key Feature and using it in combination with a Touch/Drag gesture combination allows the "phantom" control point to be dragged to any point on the Drawing Canvas and changes a corner point back to a smooth curve after the initial Touch/Drag action has been completed for creating the curve segment.

Text Location and Orientation

Text can be added and attached to a Path Figure. The [location](#) and [orientation](#) of attached text can be altered for Path Figures within the **Text Tab**.



5.1.6.14.1. Adding Straight Line Segments

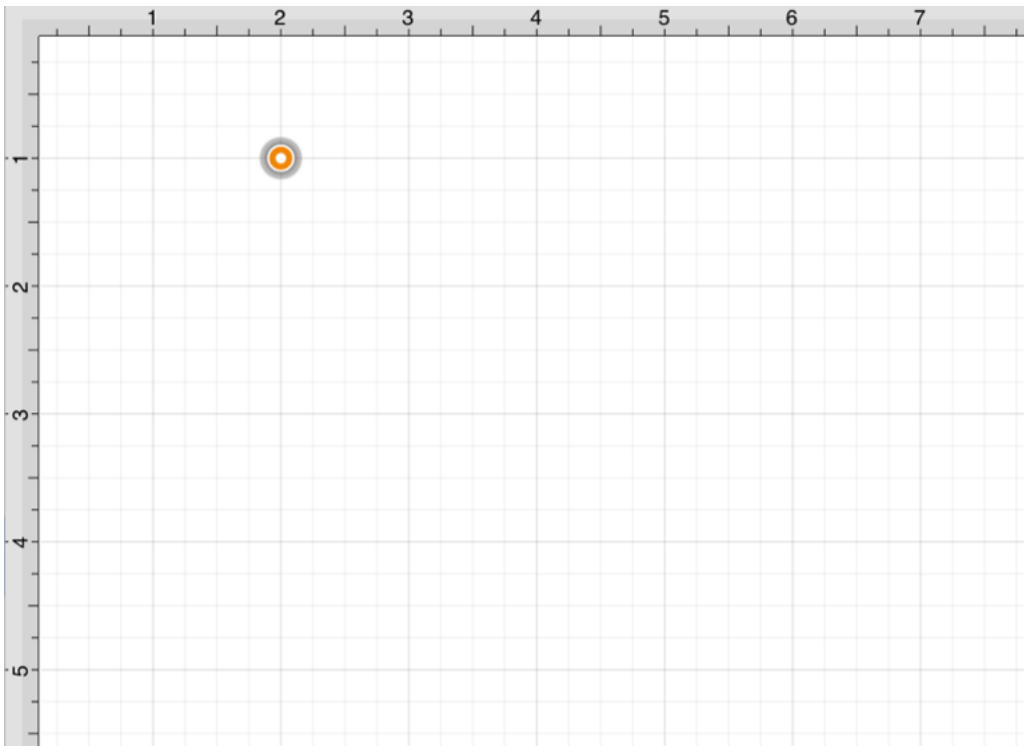
To create a **Straight Line Segment**, perform a **single tap** (do not drag) at the starting point and then again at the corresponding line end point. For example, the objective of drawing a parallelogram could be accomplished with the [Path Tool](#).

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

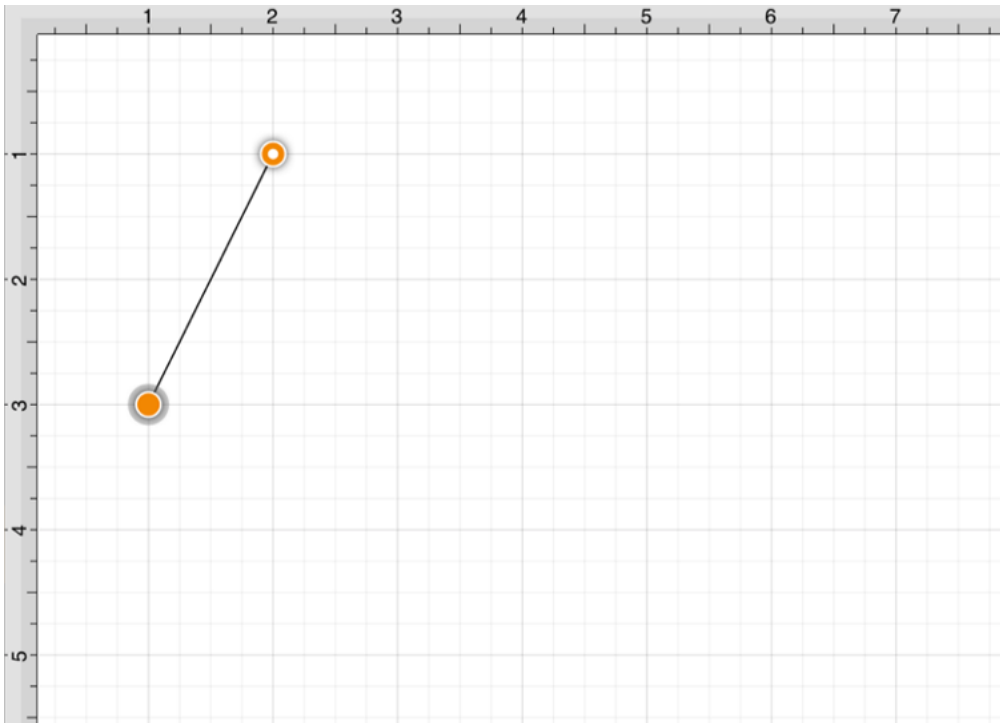
Step 1: Select the **Path Tool** in the [Drawing Toolbar](#).



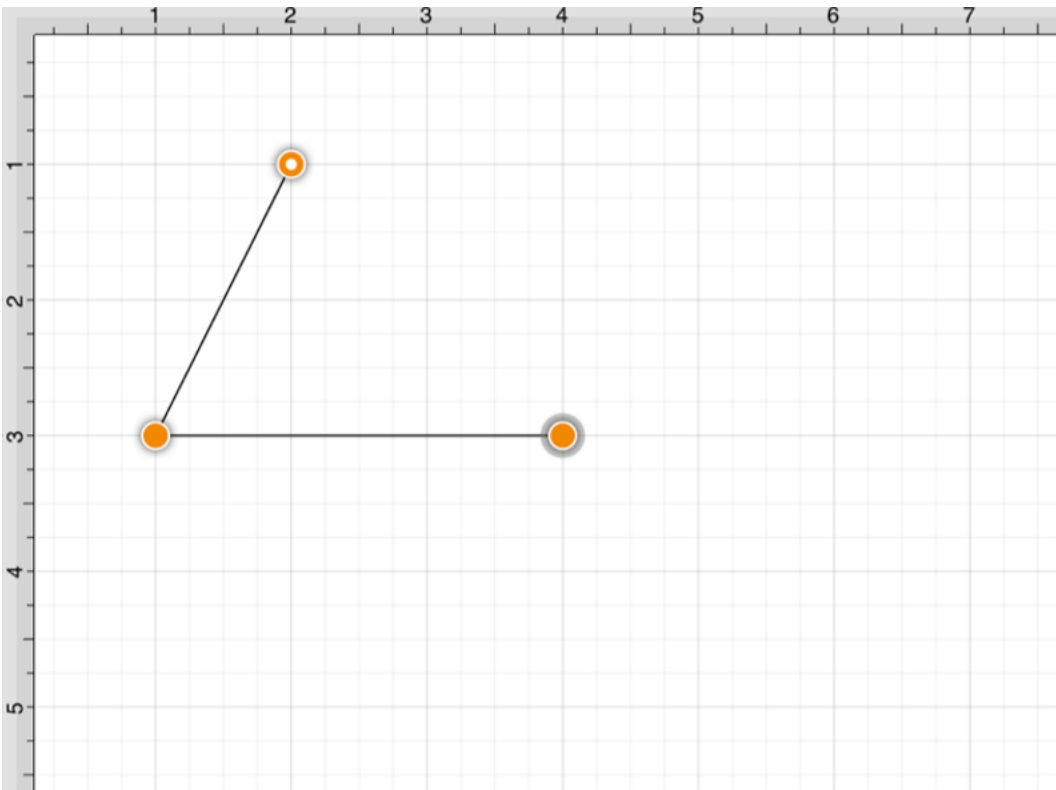
Step 2: Tap on the [Drawing Canvas](#) at the location where the starting point should be established for the path. An orange handle with a white dot will appear in this specific location to signify the starting point of the path.



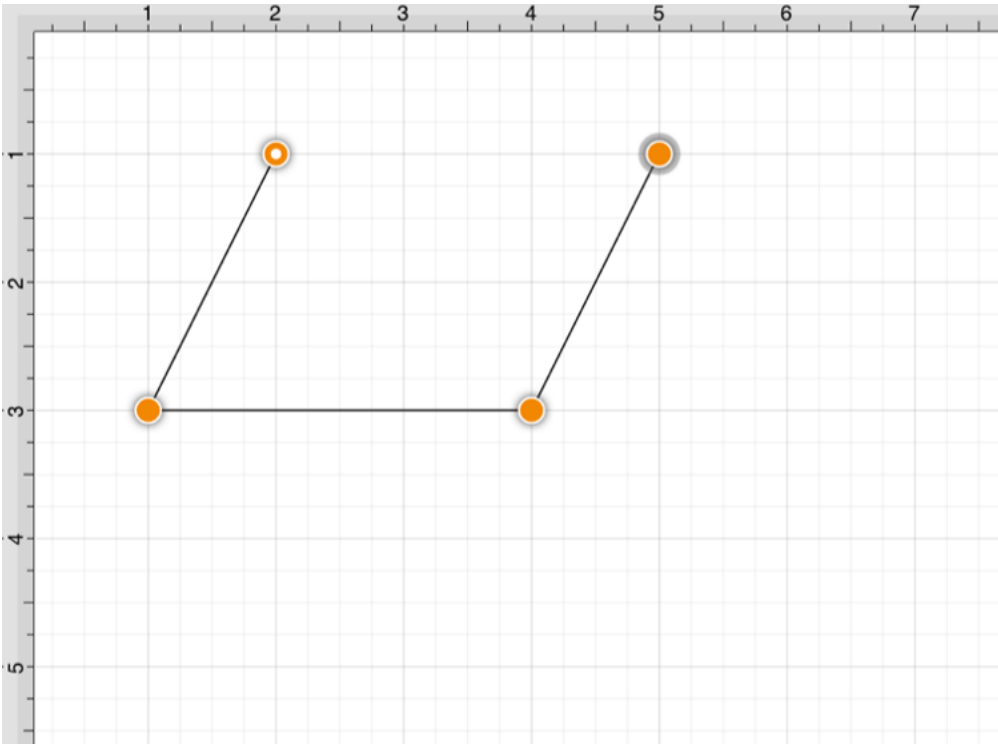
Step 3: Tap on the [Drawing Canvas](#) at the location where the second corner of the parallelogram will be. This action draws a line between these two set points. It also creates a second handle (orange with no dot) at the point where the first segment ends and the second one begins.



Step 4: Tap on the [Drawing Canvas](#) at the location where the third corner of the parallelogram should be. As before, the action will cause a line to be drawn from the last point to the newest point and add an orange handle to the drawing.



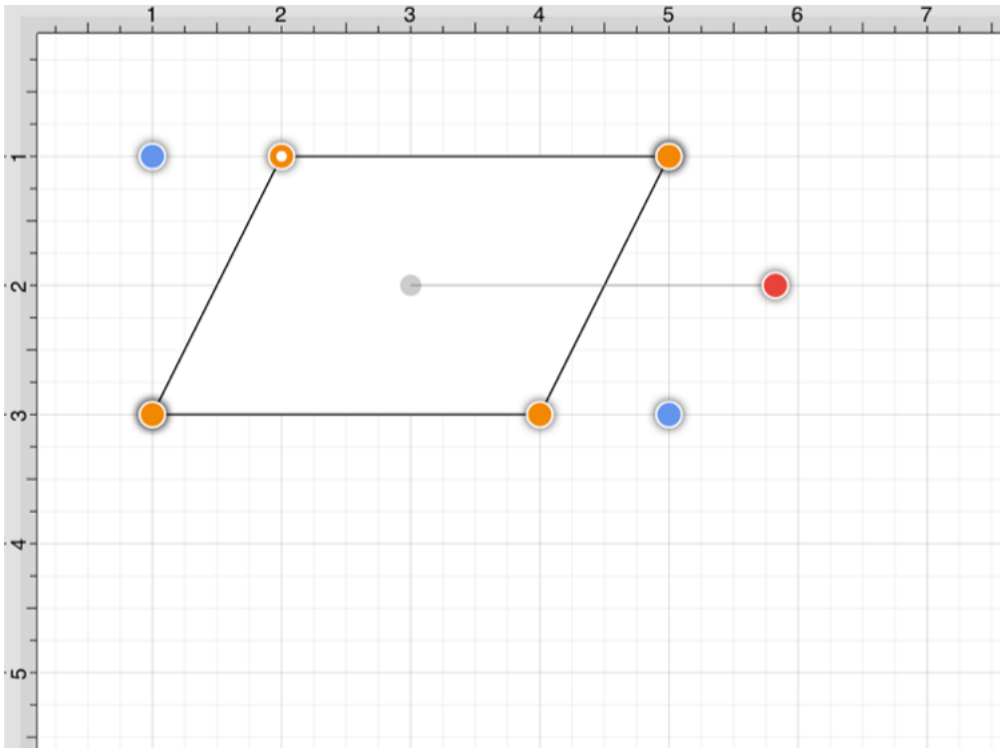
Step 5: Tap on the [Drawing Canvas](#) at the location where the fourth corner should be. The same end results are provided as previously discussed for this additional line segment.



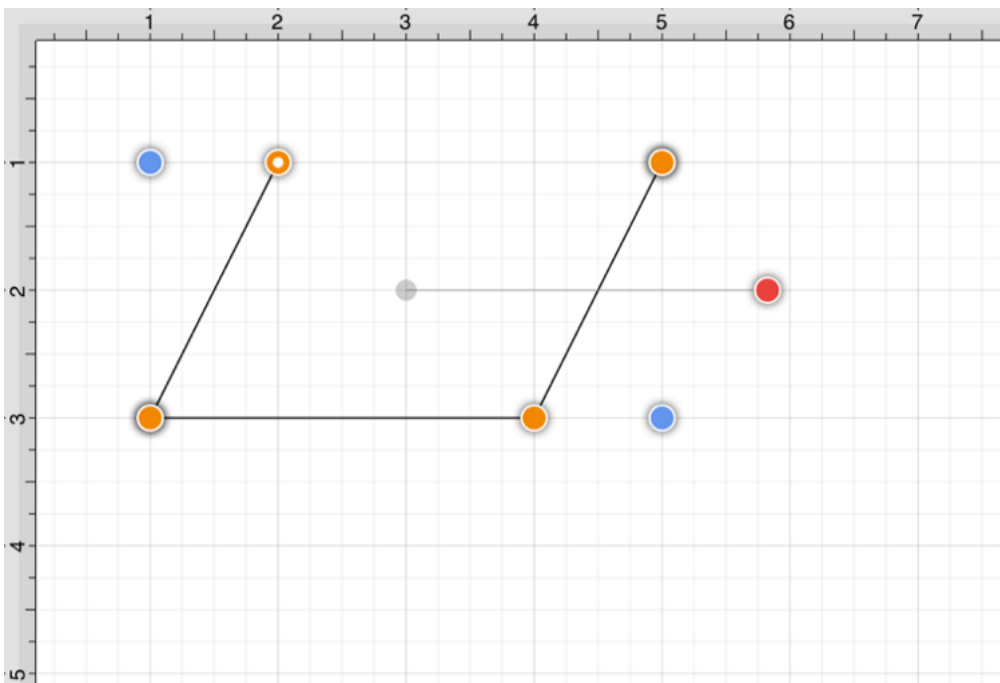
Step 6: Two different options are available for automatically drawing the last line to connect the first point to the last (i.e. closing a path)

The first option involves performing a **Tap** on the start point (orange handle with white dot). The second option involves performing a **Triple Tap** anywhere within the [Drawing Canvas](#). The second choice closes the shape and exits the path tool when [Sticky Mode](#) is not enabled.

Once a path has been created and selected, a few handles will be seen in addition to the path point handles created in the steps above. The blue handles are "bounds handles" that allow for shape resizing with a dragging action. The red handle is a "rotation" handle, which allows for shape rotation around it's center point.

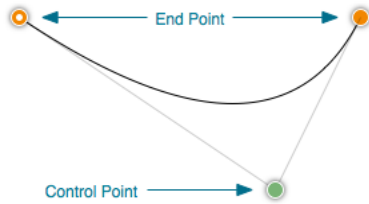


A **Double Tap** in the [Drawing Canvas](#) results in a path as illustrated in the screenshot below.



5.1.6.14.2. Adding Quadratic Curve Segments

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



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

- Performing a Single Tap and then a Touch/Drag combination.
- Performing a Touch/Drag combination and then a Single Tap.

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



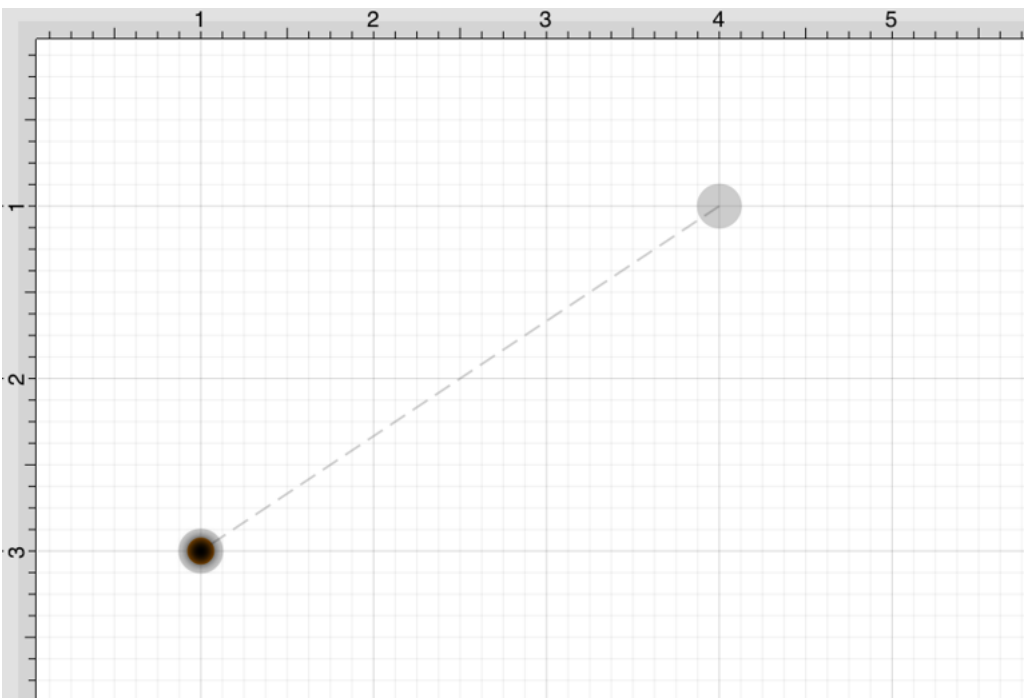
The following instructions outline the process we would take to do this.

Step 1: Select the **Path Tool** in the [Drawing Toolbar](#).



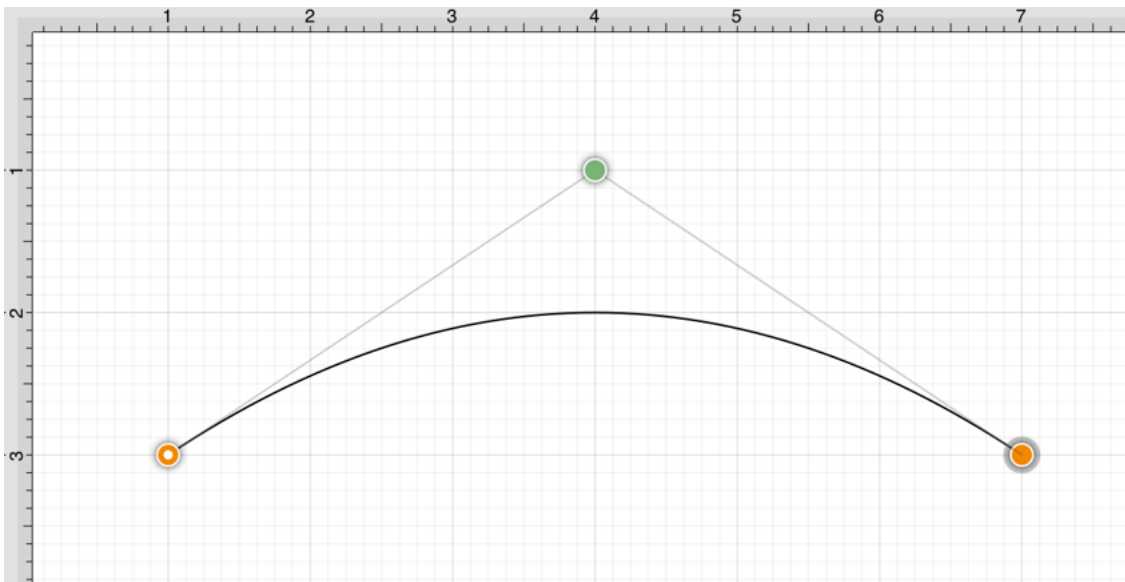
Step 2: Touch (but do not release) on the [Drawing Canvas](#) at the location where the starting point for the path should be established. Any of the corner points could be a starting point for creating this shape; however, the upper left corner point is the starting location for this tutorial. Next, **drag** the segment to the established control point location without releasing the **Touch** action.

TouchDraw 2 will draw a dashed line from the start point to the control point while the dragging action is performed and then show a slightly transparent circle in the control point location upon completion.



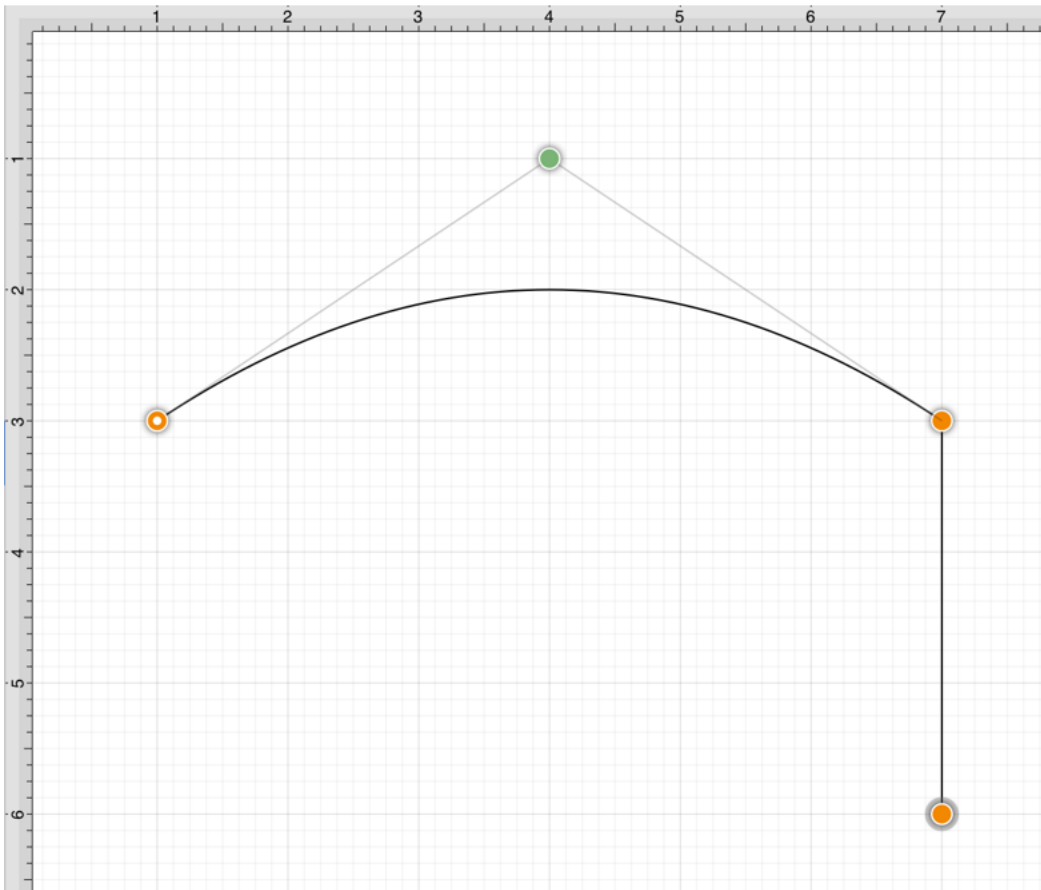
A control point is displayed in gray when it has not been used and is referred to as a "phantom" control point. This characteristic provides a hint to the TouchDraw 2 application that it should function as a control point in scenarios where the next drawn segment is a curve. The control point is ignored when a [Straight Line Segment](#) is added.

Step 3: Next, tap on the Drawing Canvas location where the second corner of the path should be (the upper right hand corner). This action creates a quadratic curve between the two end points, with the added control point functioning as an indicator to TouchDraw 2 as to how to draw the curve.

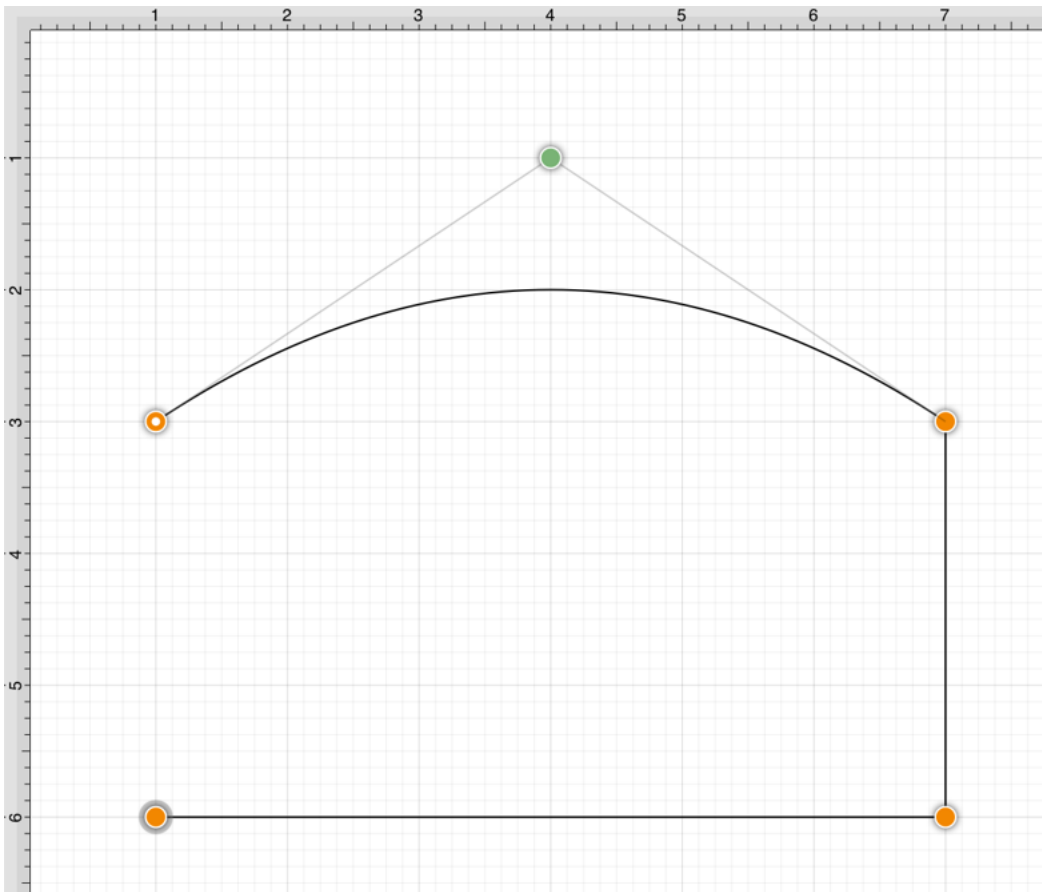


The handles for curve control points are green. The color and look of the control points are an indicator of how they relate to the selected shape. Refer to the [Handles Reference](#) page to learn about the types of handles.

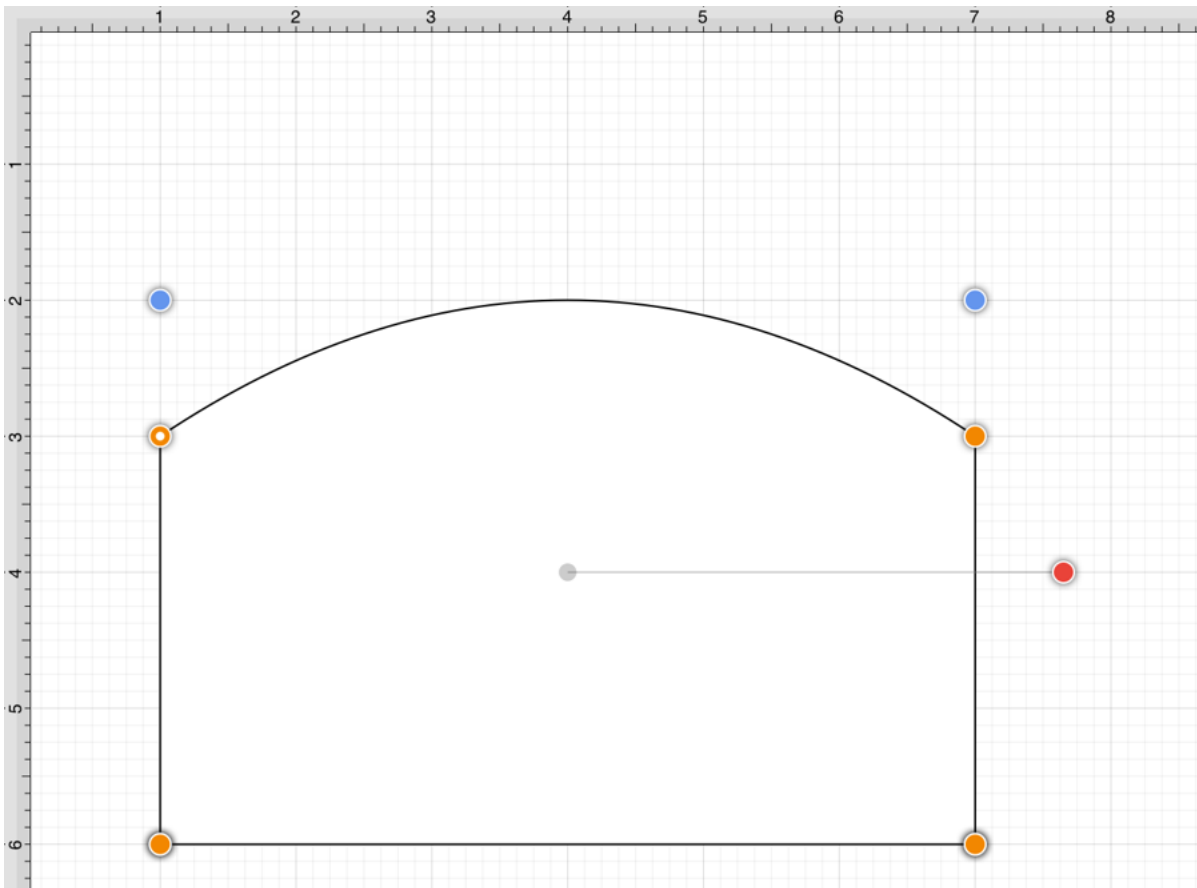
Step 4: Next, tap on the drawing in the location where the third corner of the path should be. As in the previous examples, it will have drawn a line from the last created point to the new point.



Step 5: Next, tap on the drawing in a the location where the fourth corner should be. Again, the same results are provided as before.

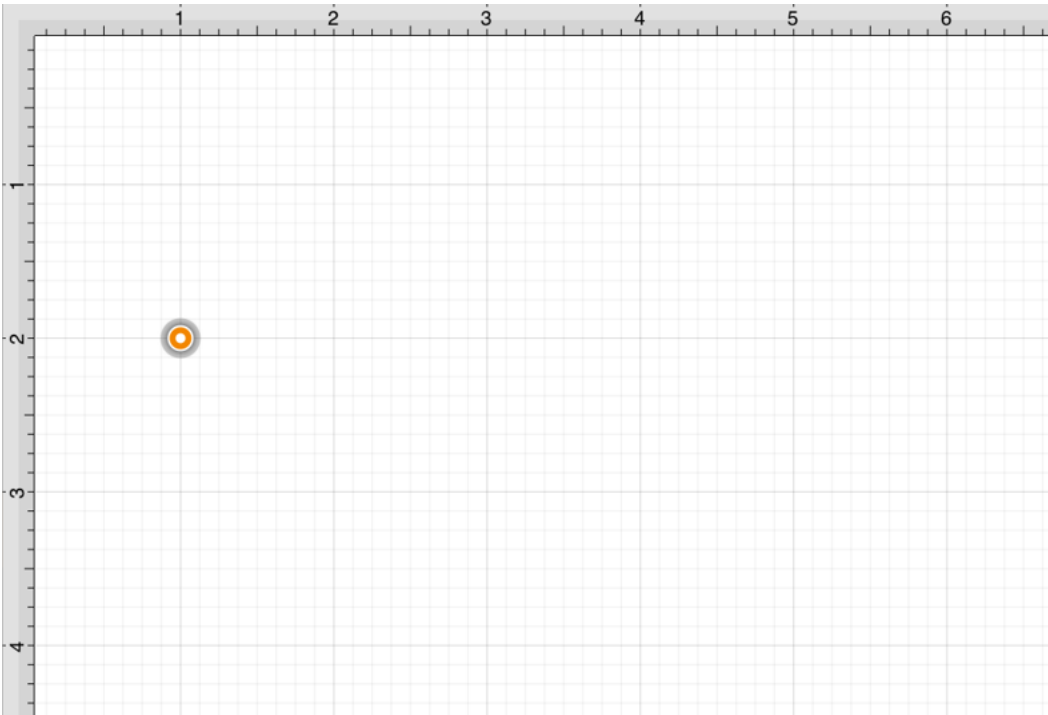


Step 6: To close the shape, either **Tap** on the start point (the orange handle with a white dot in it) or **Triple Tap** anywhere within the [Drawing Canvas](#). This action closes the shape and exits the path tool (assuming [Sticky Mode](#) has not been enabled).

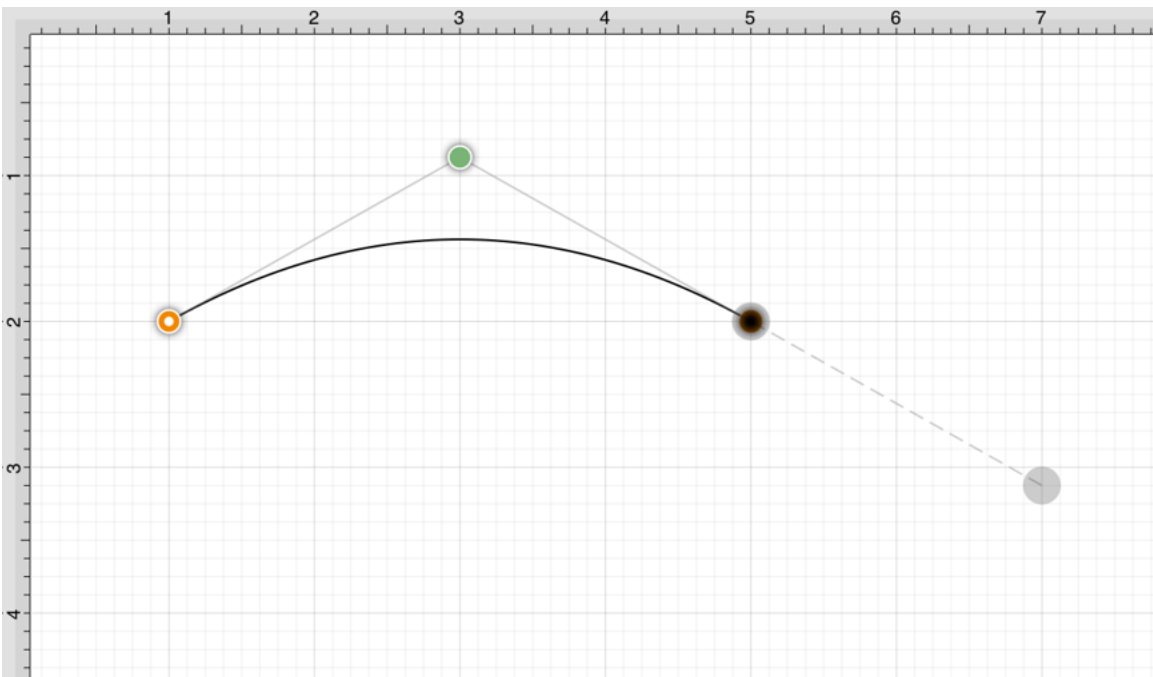


In addition to the approach above, the same figure can be drawn performing these actions in a slightly different order, as shown below:

Step 1: Tap in the upper left hand corner to create the first point of the curved portion of the fireplace.

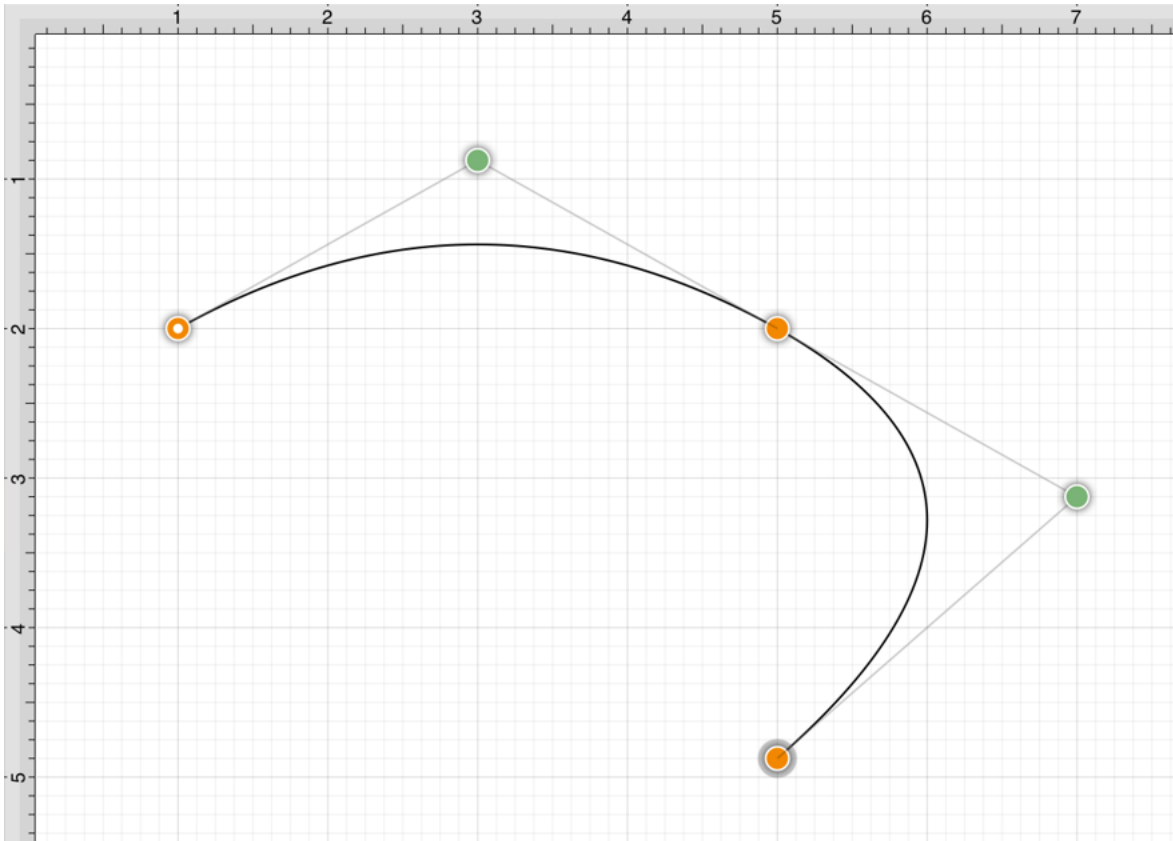


Step 2: Perform a **Touch/Drag** gesture combination at the location where the ending point of the curve segment should be. Drag the "phantom" control point outward to the right and bottom until the desired curve has been created.



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

Step 3: Add a line to the next corner in the shape by tapping where the next end point should be located.

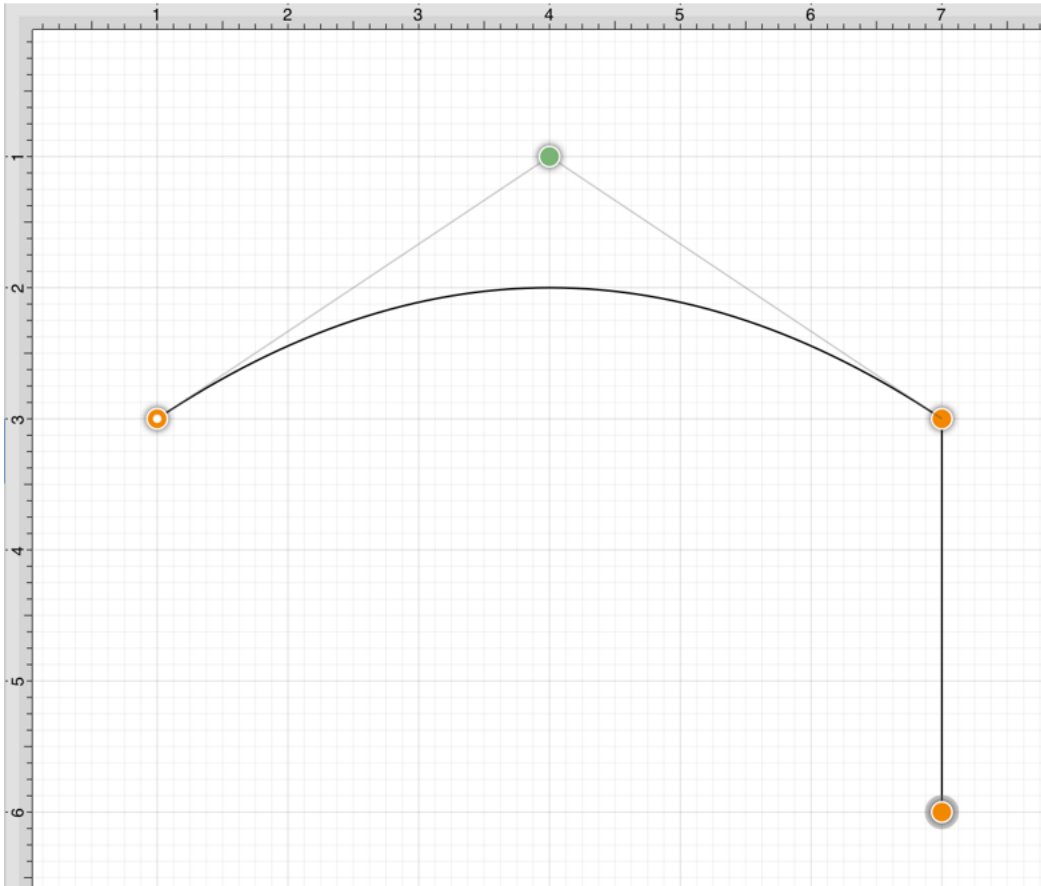


Obviously, this is not the desired result. If a "phantom" control point exists and a **Tap** is performed on the drawing, TouchDraw 2 will use this control point to create a quadratic curve segment.

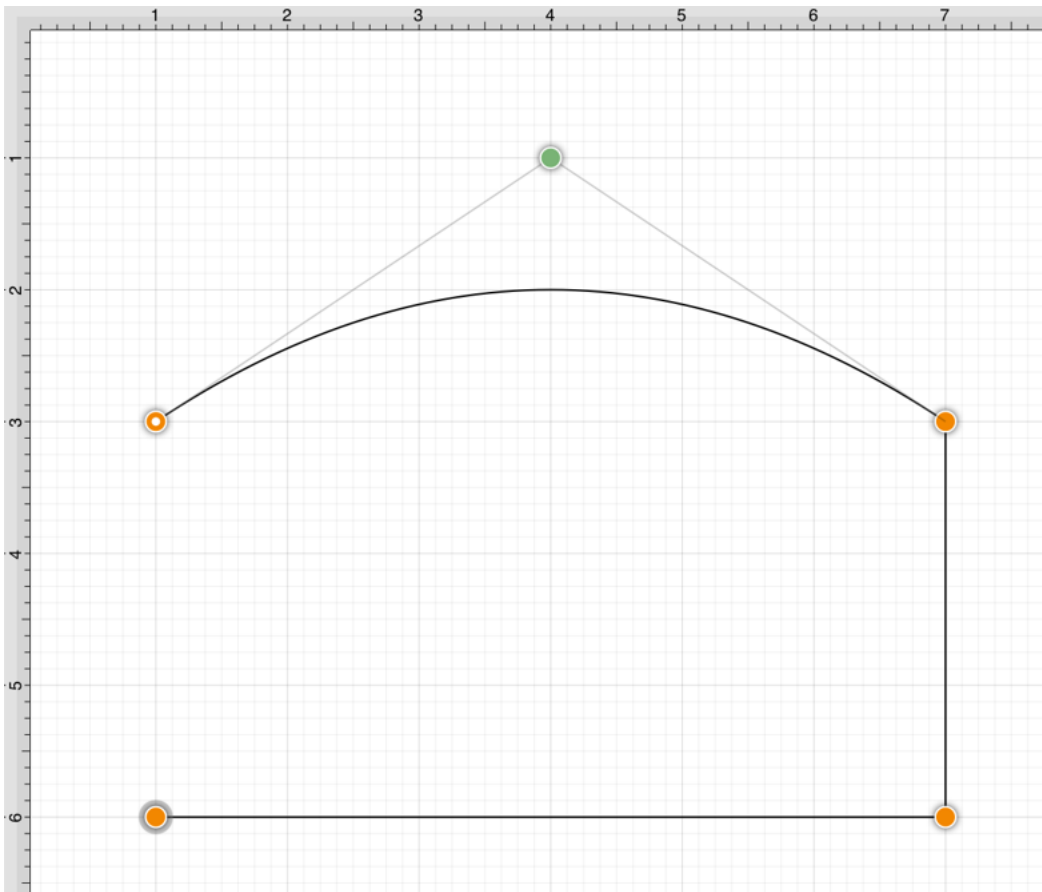
In this case, the "phantom" control point should be ignored and discarded to draw a straight line segment from the last end point to the new end point. Tap on the **Undo Button** located in the [Top Toolbar](#) to remove this segment addition.



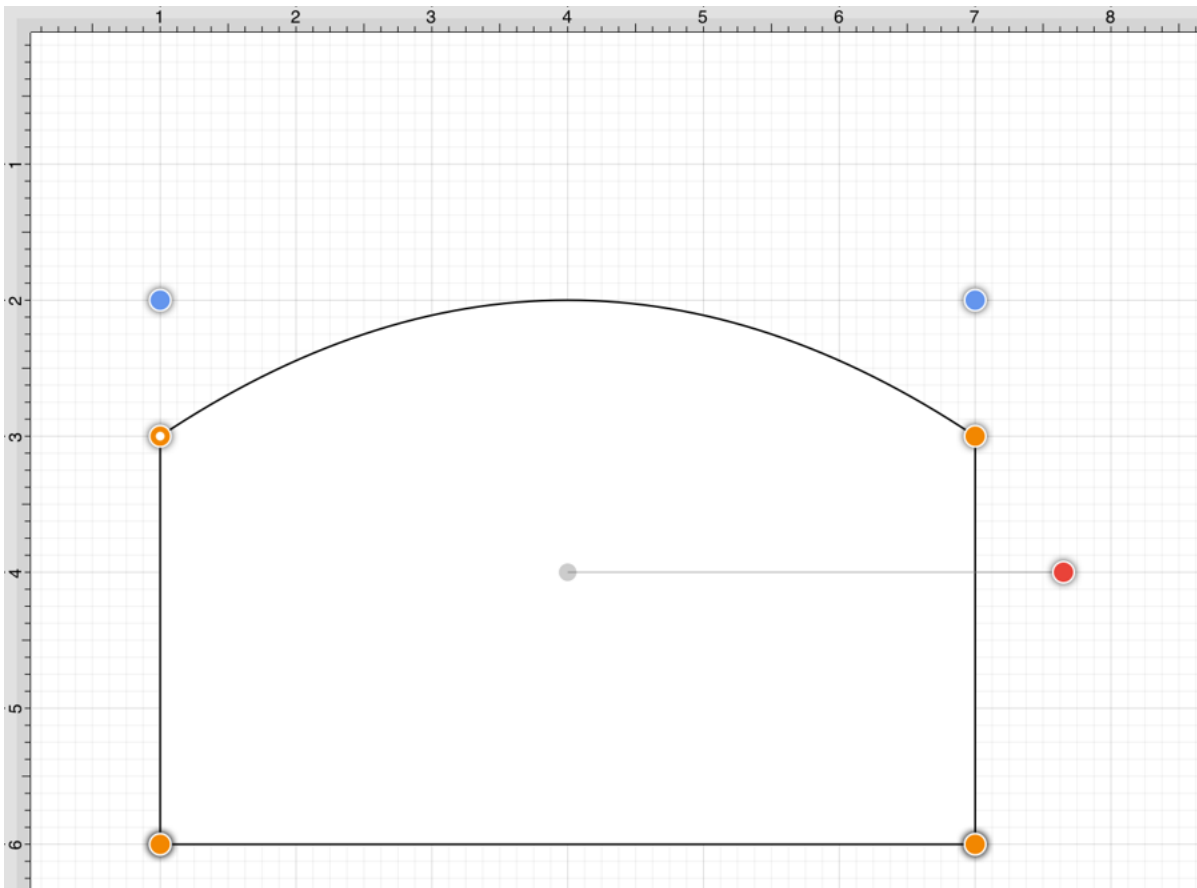
To draw a straight line from the last end point to the new end point, enable the [Function Key Feature](#) and tap on the next end point location in the [Drawing Canvas](#). This action instructs TouchDraw 2 to ignore the "phantom" control point and to draw a straight line.



Step 4: Tap on the next corner end point to create the bottom of the fireplace.

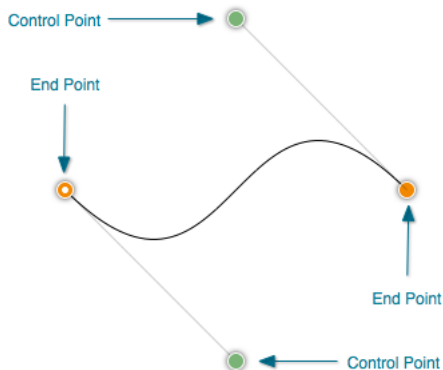


Step 5: To close the shape, either **Tap** on the start point (the orange handle with a white dot in it) or **Triple Tap** anywhere within the [Drawing Canvas](#). This action closes the shape and exits the path tool (assuming [Sticky Mode](#) has not been enabled).



5.1.6.14.3. Adding Cubic Curve Segments

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



Two core gestures are available when creating path segments. A **Single Tap** will add just an end point and a **Touch/Drag** gesture combination will add an end point with a corresponding control point.

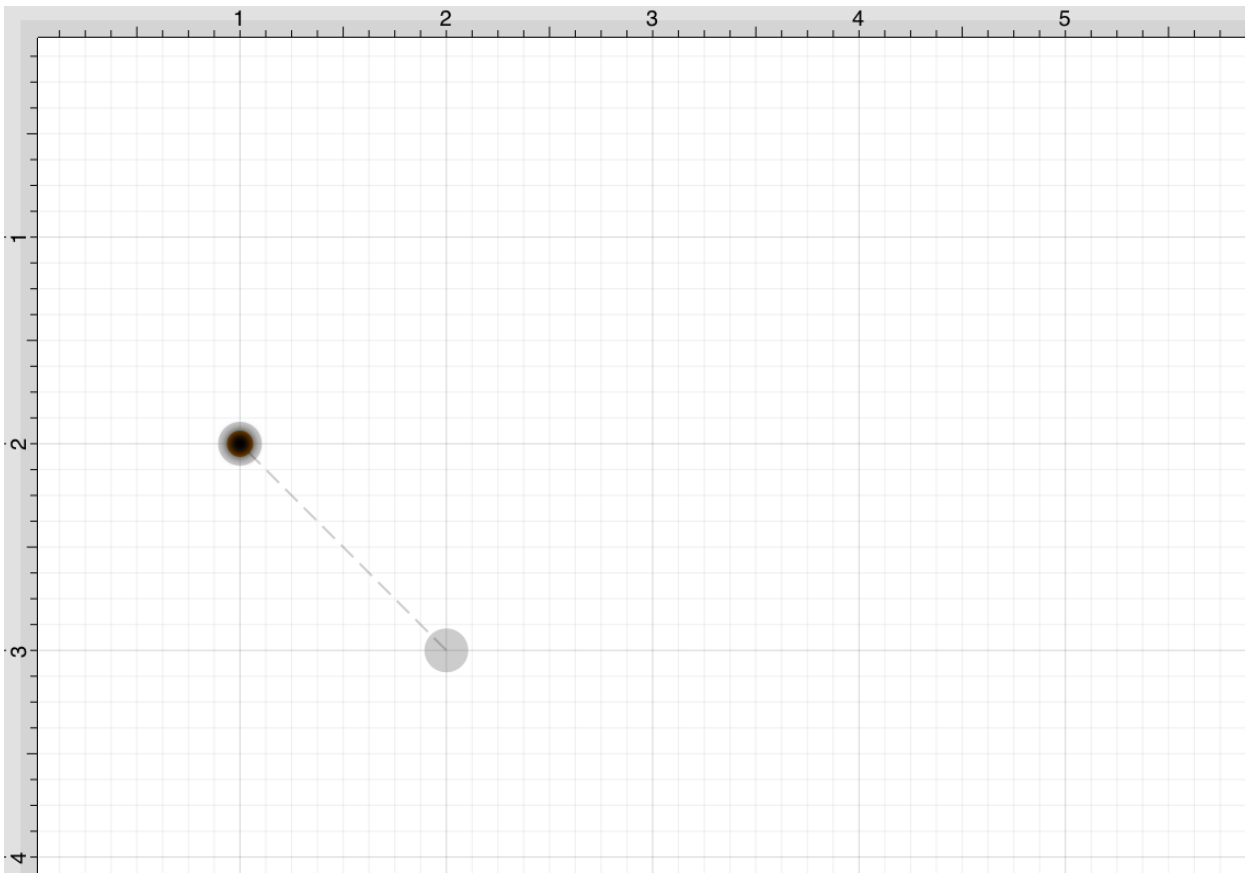
Since a cubic curve contains two end points and two control points, a cubic curve can only be added by performing a **Touch/Drag** gesture combination at one point and then by performing a Touch/Drag gesture combination at another point.

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

Step 1: Select the **Path Tool** in the [Drawing Toolbar](#).

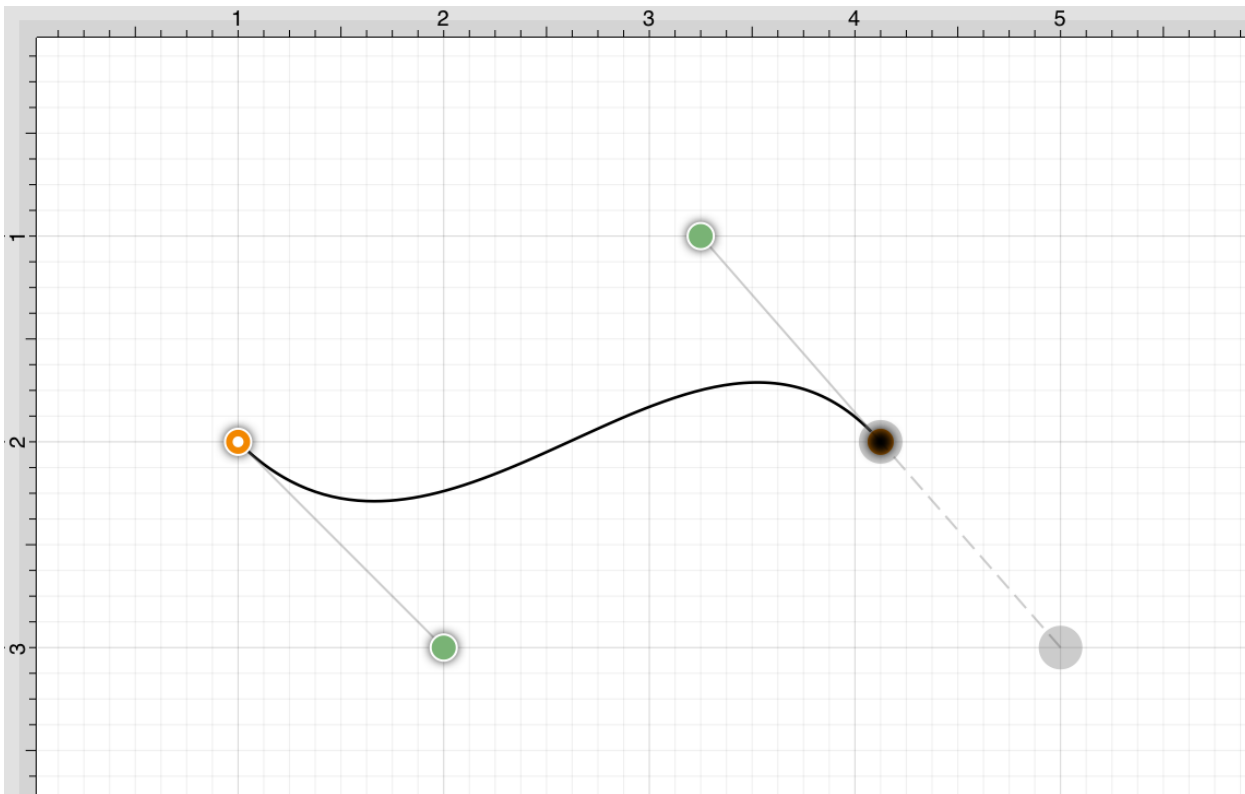


Step 2: Touch on a desired starting point on the [Drawing Canvas](#) and drag to another location to establish the first control point. The orange handle with the white dot signifies the starting point of the path. The gray circle or "phantom" control point will turn into a control point when a curve segment is drawn.



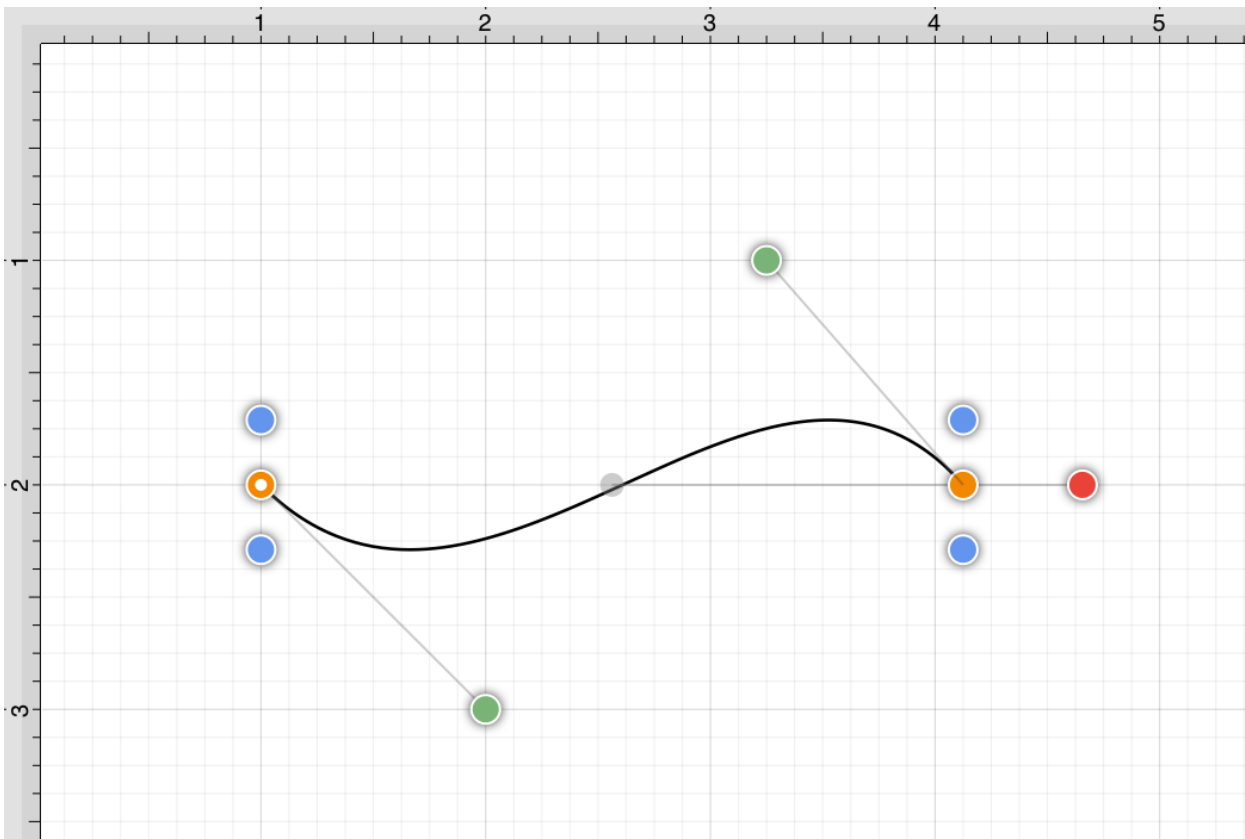
Note: A control point is displayed in gray when it has not been used and is referred to as a "phantom" control point. This characteristic provides a hint to the TouchDraw 2 application that it should function as a control point in scenarios where the next drawn segment is a curve. The control point is ignored when a [Straight Line Segment](#) is added.

Step 3: Next, touch on the point within the Drawing Canvas where the segment end point will be and then drag the "phantom" control point outward toward the right and bottom of the Drawing Canvas to create the desired curve. A real control point will be placed exactly opposite (relative to the endpoint) from the current location of the "phantom" control point.

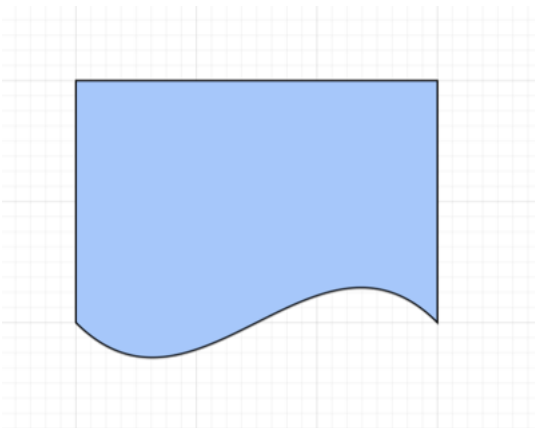


Note: Performing an **Option/Tap** combination on any location within the [Drawing Canvas](#) alters the position of the "phantom" control point to the selected location. Refer to the [Path Tool](#) section to learn more about this action.

Step 4: Since a path is being created rather than a shape, a **Double Tap** must be performed on the [Drawing Canvas](#) to inform TouchDraw 2 of the completed path.



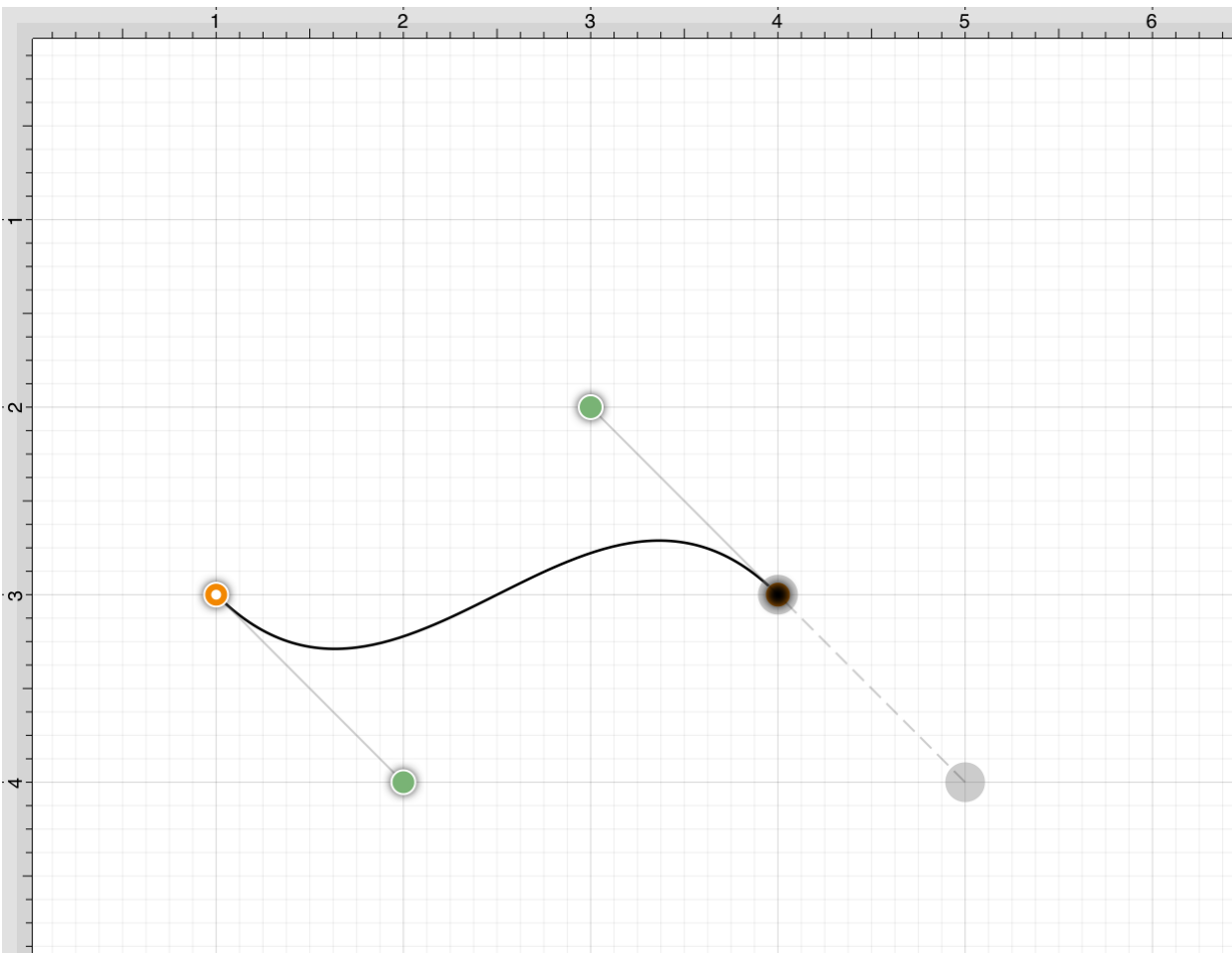
The next step is to create a shape like the one shown below.



Step 1: Select the **Path Tool** in the [Drawing Toolbar](#).

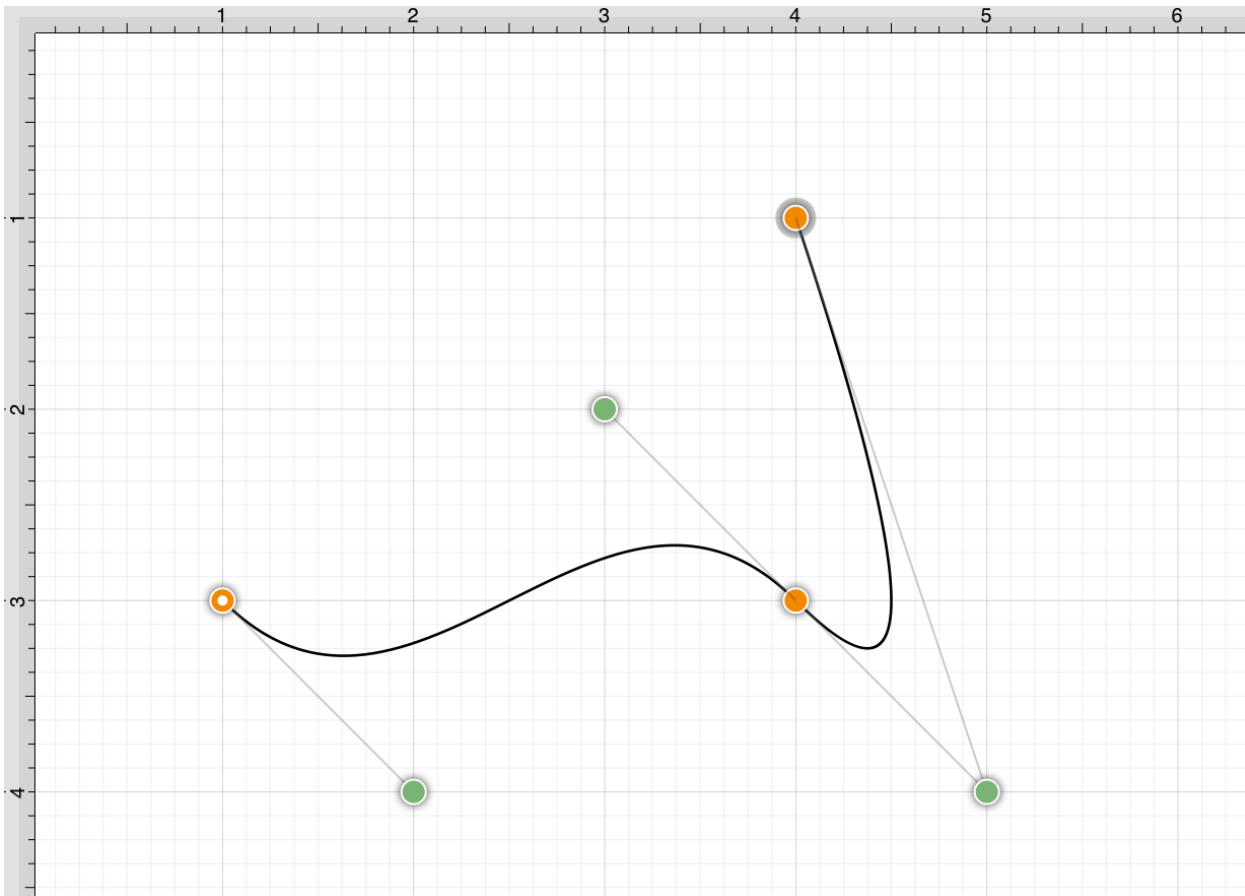


Step 2: Repeat the steps above to create curve on the bottom of the shape as shown below.

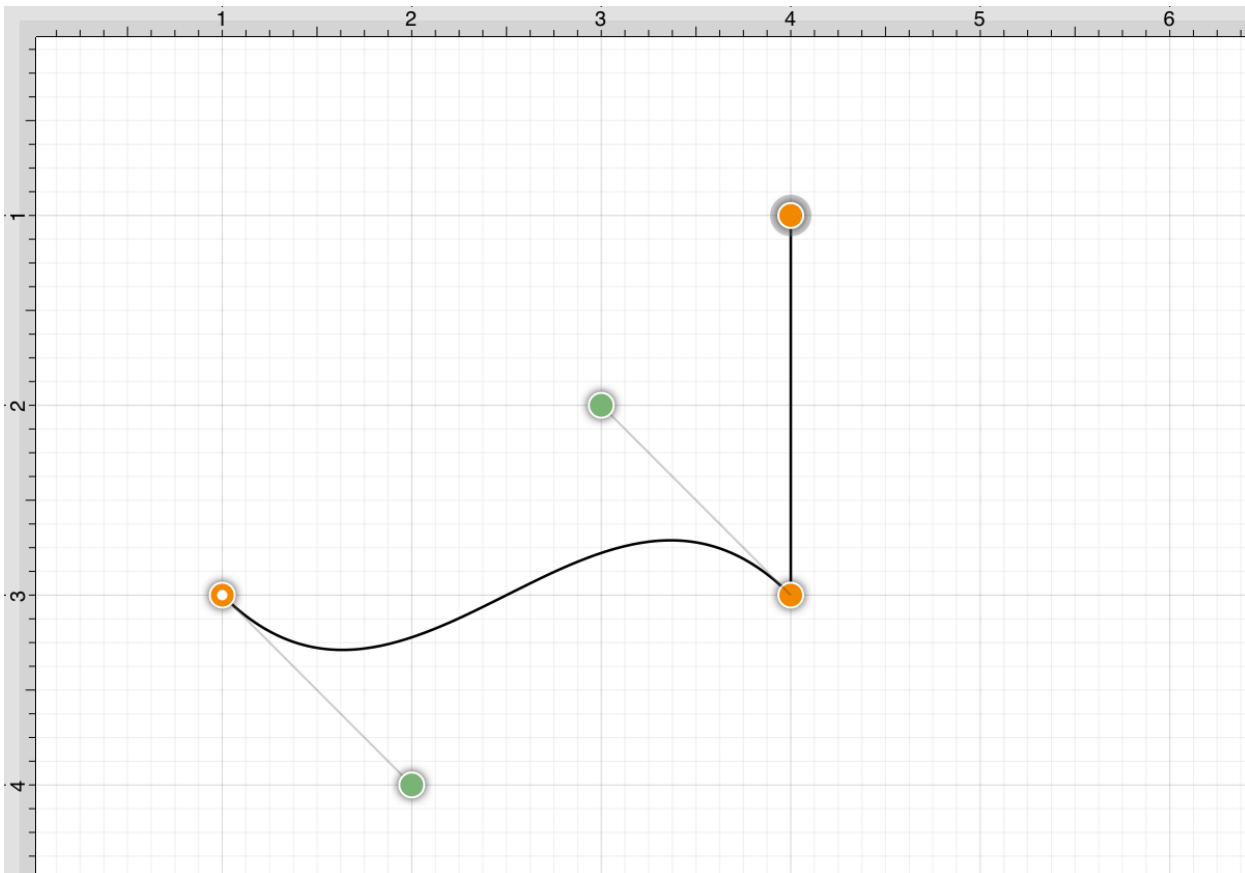


Step 3: Next, draw the edge on the right hand side of the shape. If a control point exists and a **Tap** is completed to add a single endpoint, TouchDraw 2 will use the "phantom" control point to create a curve.

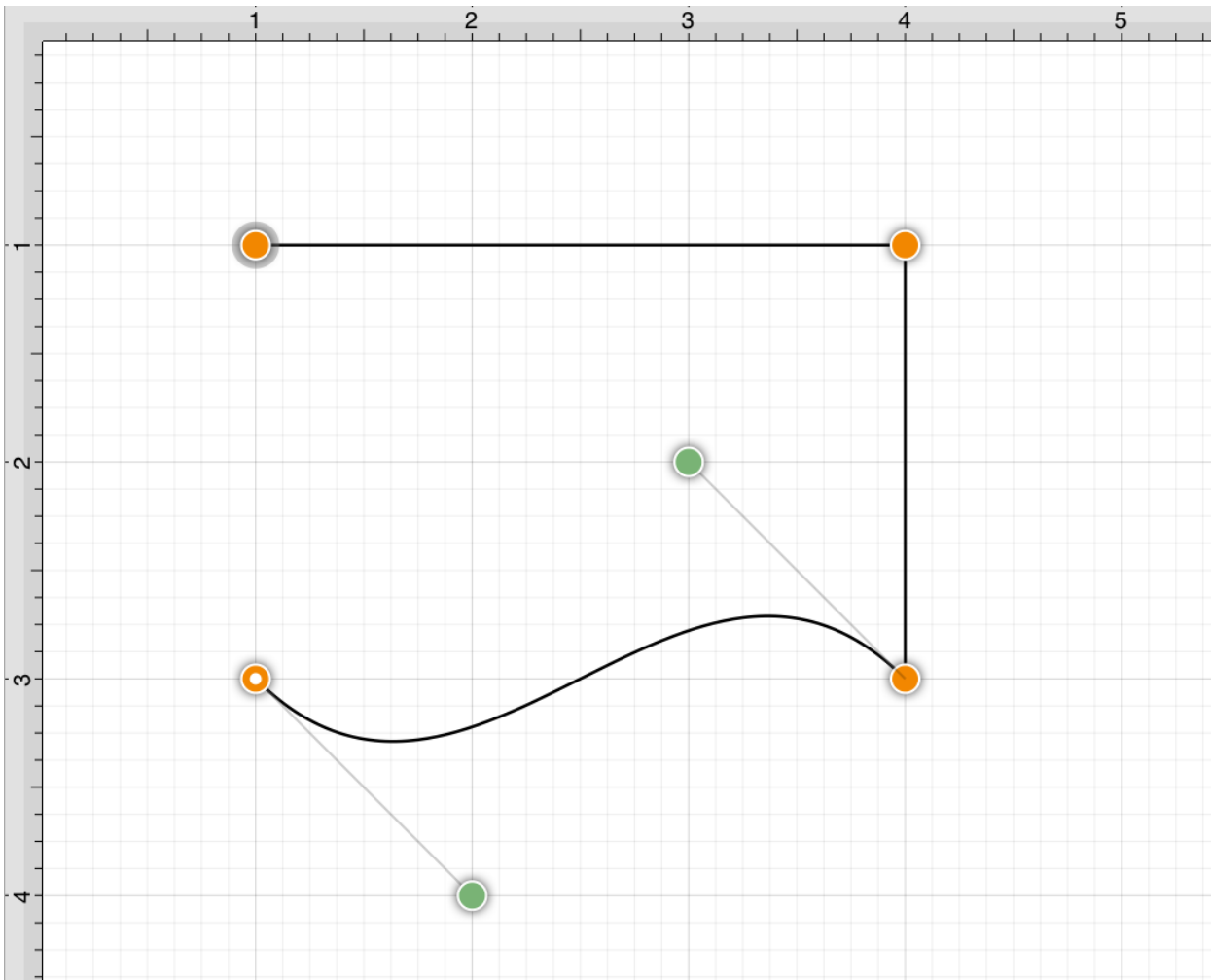
Enable the **Function Key Feature** by touching and holding in the empty section of the **Drawing Toolbar** for ~1 second until it turns red while performing the **Tap** gesture on the end point location to inform TouchDraw 2 that a straight line should be added. The following screenshot illustrates what happens when the **Function Key Feature** is not used:



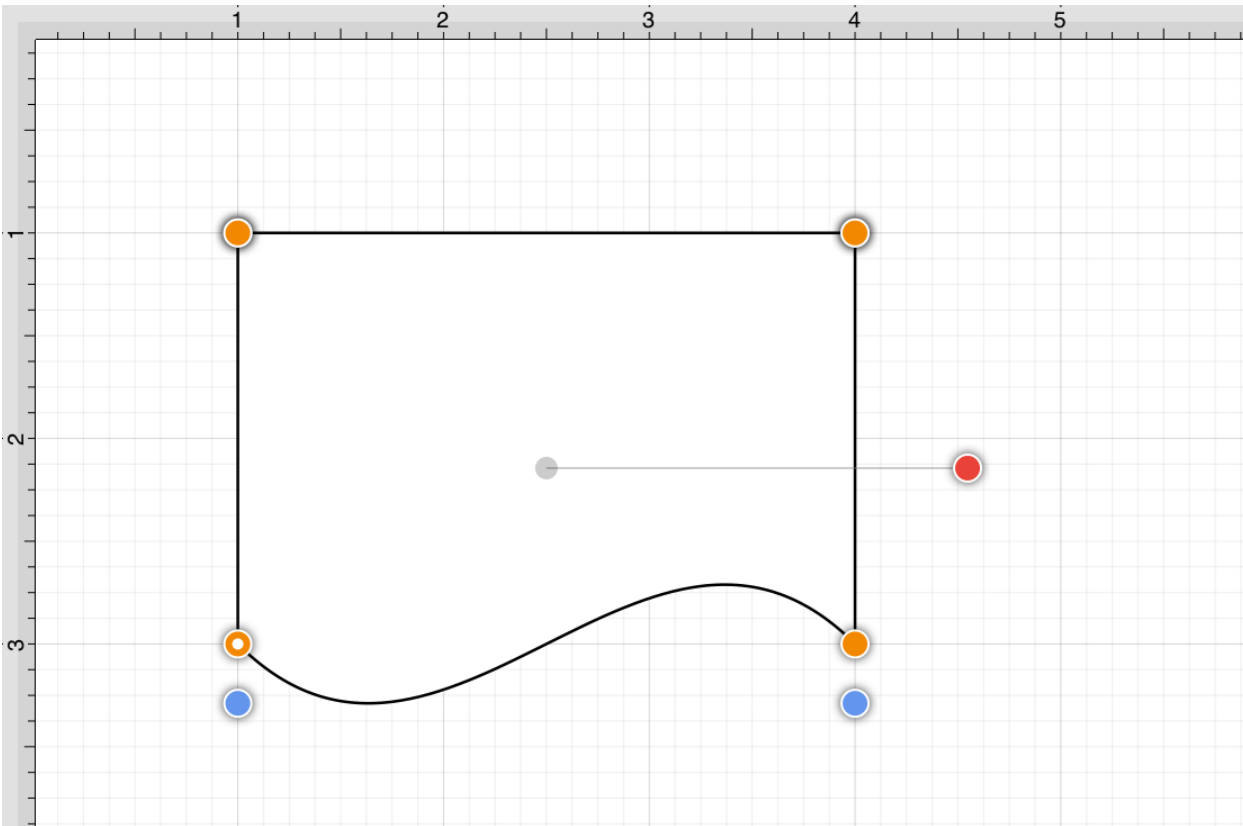
The following screenshot illustrates what happens when the **Function Key Feature** is enabled as the **Tap** is completed.



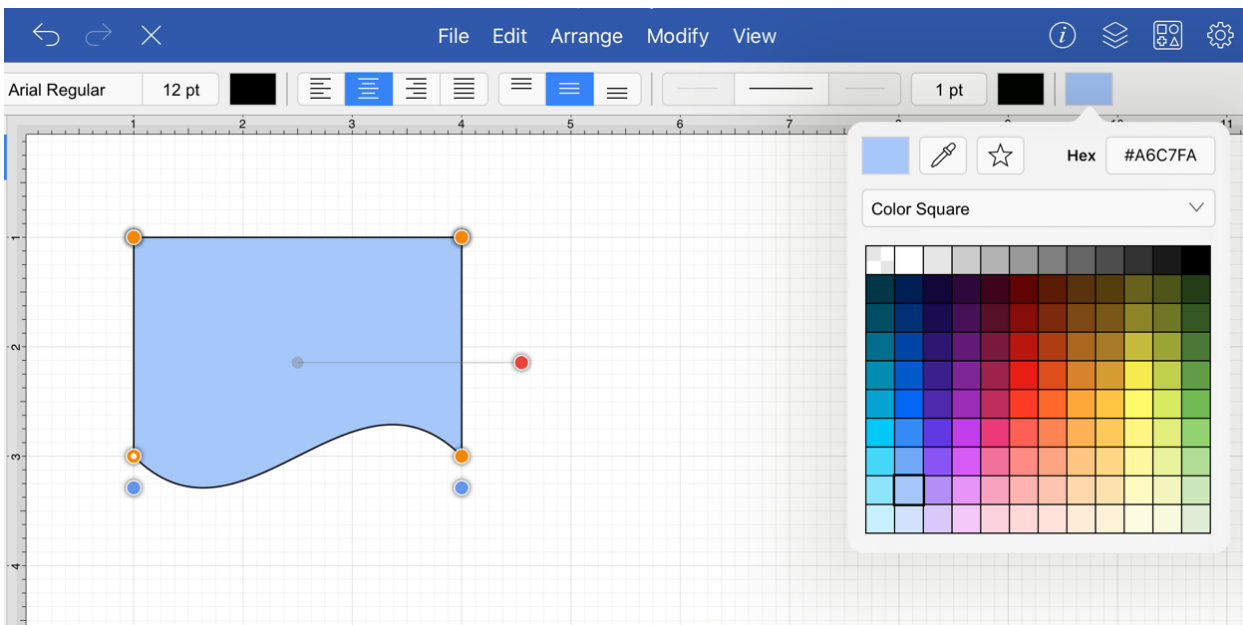
Step 4: Next, **Tap** in the upper left hand corner where the next end point should be.



Step 5: Finally, to close the path and to create a shape, either **Tap** on the start point (the orange handle with a white dot) or **Triple Tap** in the [Drawing Canvas](#).

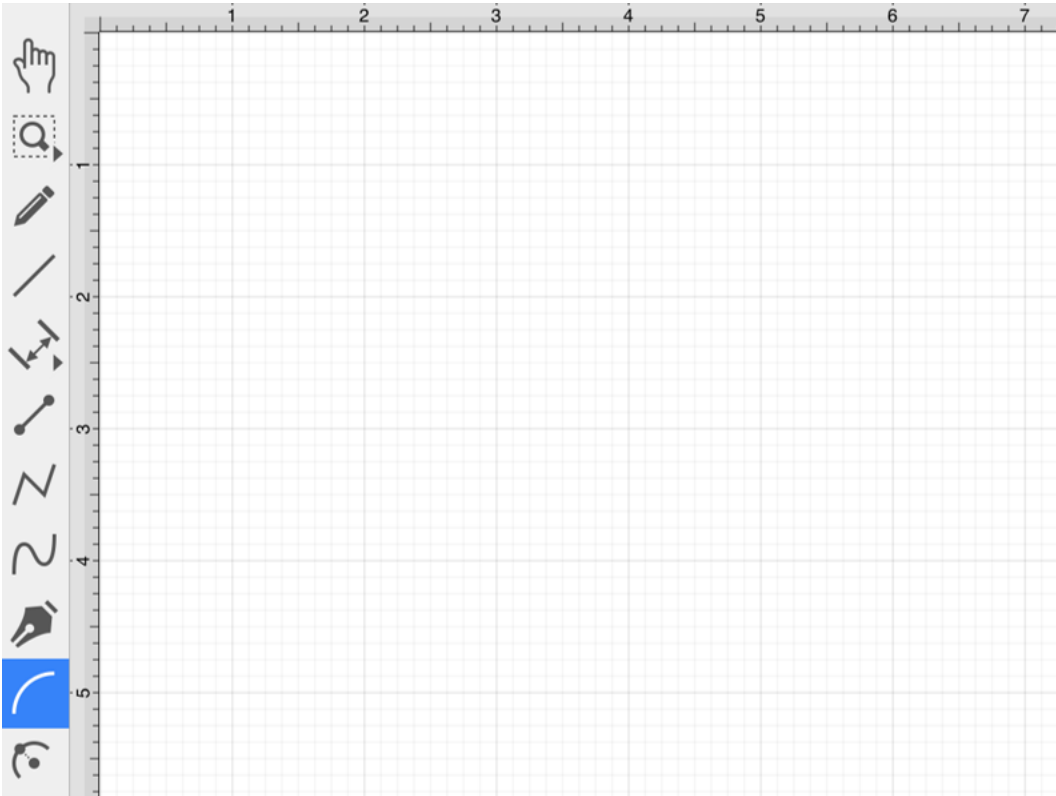


Step 6: To set the color, Press on the **Fill Button** located in the [Drawing Toolbar](#) and choose light blue. Refer to the [Handling Colors](#) portion of the documentation to learn more about using colors.

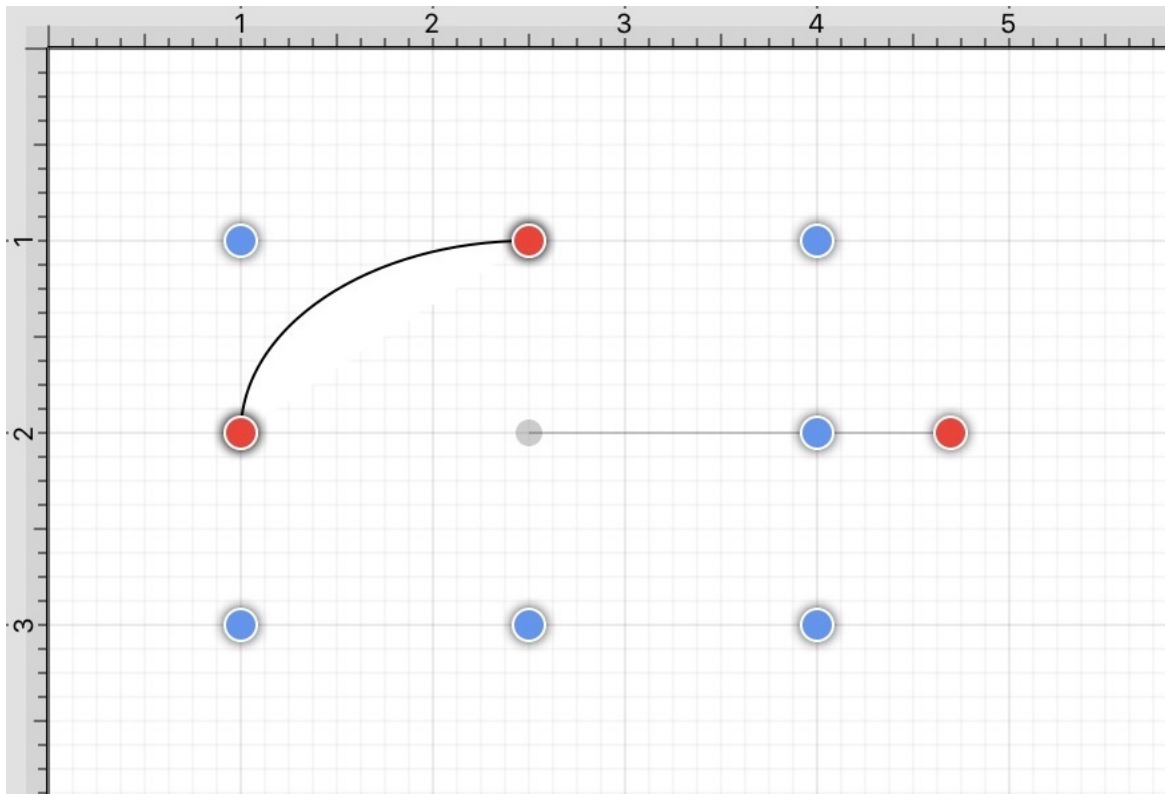


5.1.6.15. Elliptical arc Tool

The **Elliptical Arc Tool** is used to create a shape consisting of half of an ellipse. To use the tool, simply select it in the [Drawing Toolbar](#).

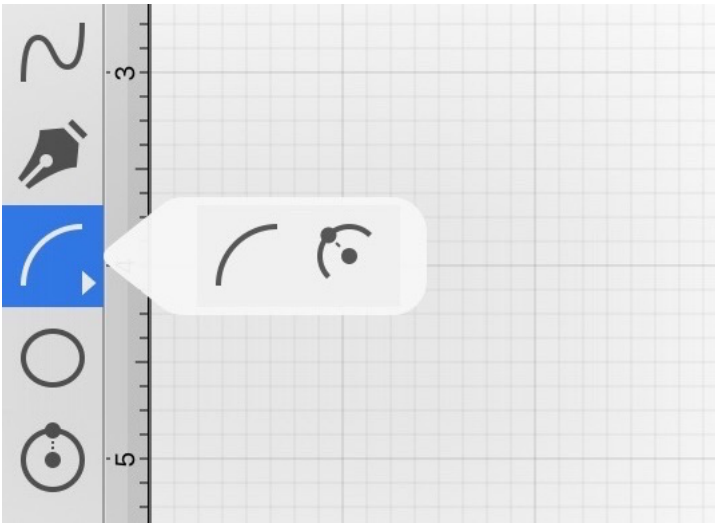


Then perform a **Touch/Drag** gesture combination at the point in the [Drawing Canvas](#) where one of the bounding corners of the elliptical arc should be. Then drag in any direction and release the **Touch** action where the other bounding corner should be.

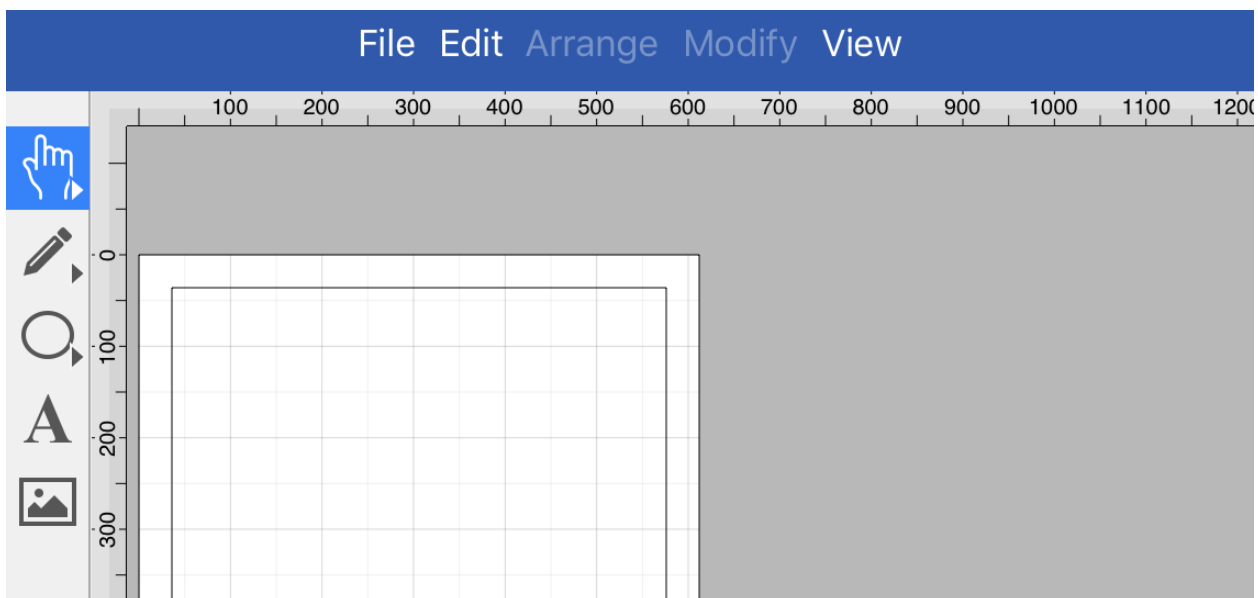


Note: In the example above, the **Touch/Drag** action began at 3,1 and then dragged up and to the right to 1,3 on the [Drawing Canvas](#).

For smaller devices, certain tools within the [Drawing Toolbar](#) collapse to form selectable menus. The **Elliptical arc Tool** may be combined with the [Circular arc Tool](#). The menu can be expanded by performing an **Extended Press** over the tool button.

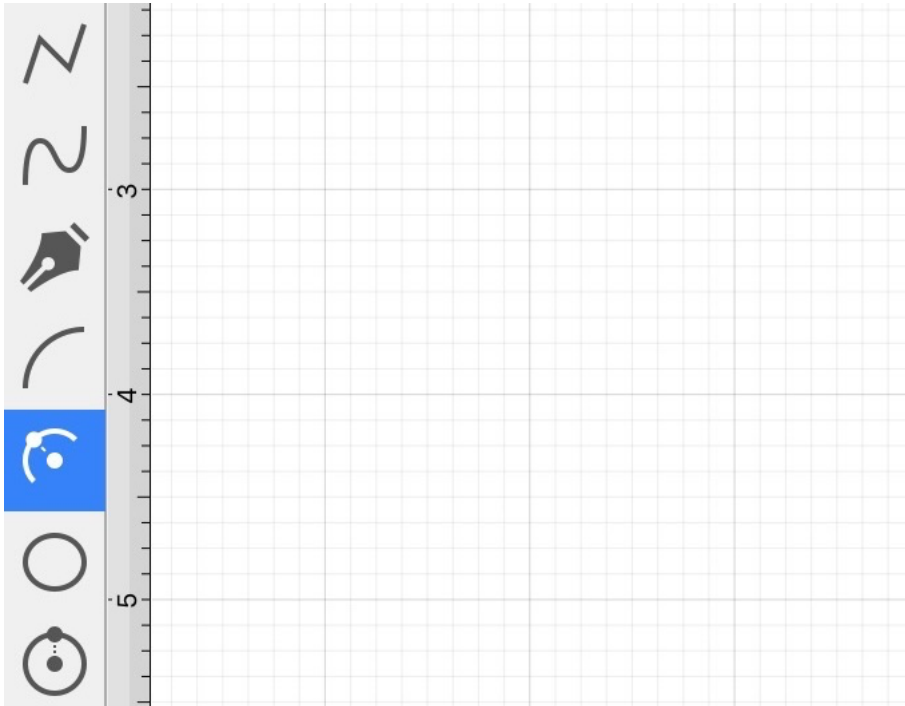


Note: For small phones such as the iPhone, the menus may be collapsed further, as shown below. This tool can be found by performing an extended press on the **Oval Tool Button**.

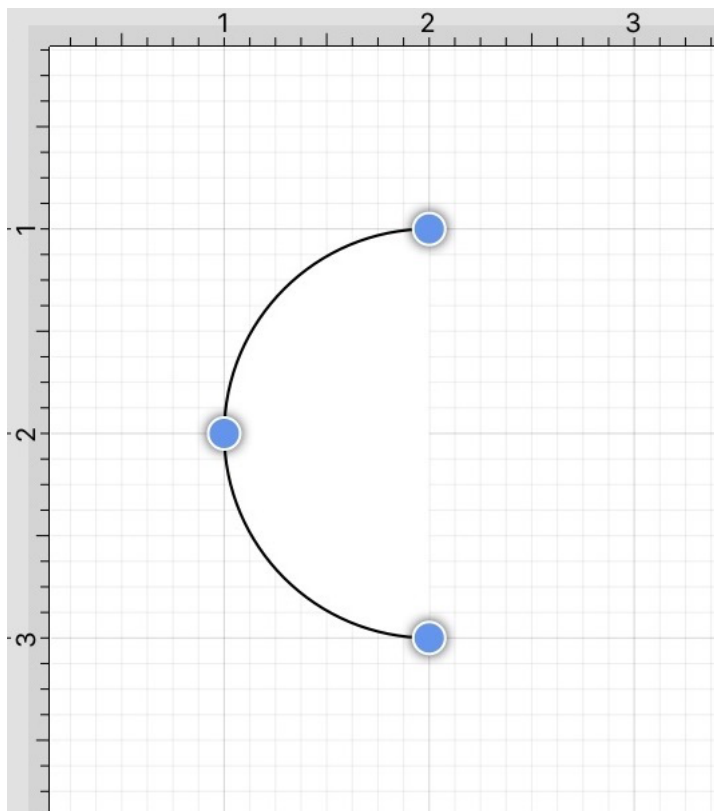


5.1.6.16. Circular Arc Tool

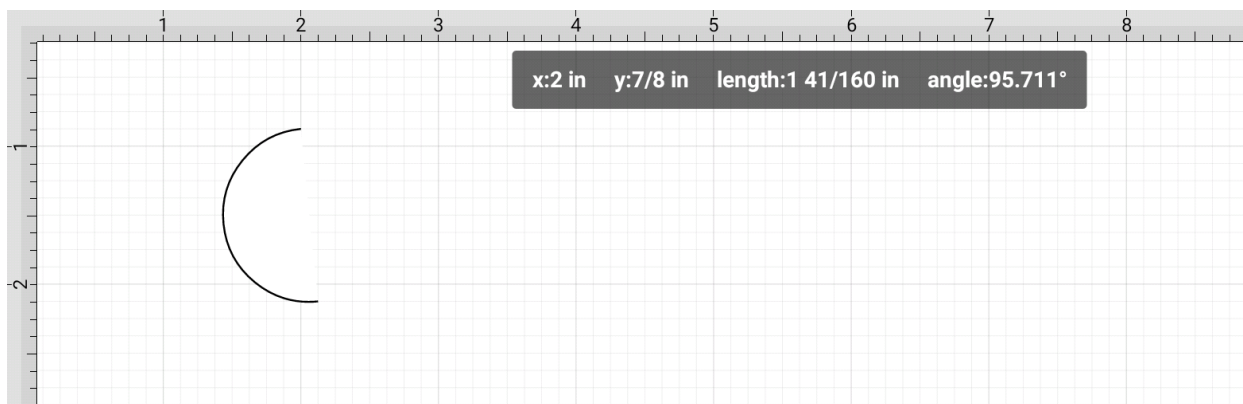
The **Circular Arc Tool** creates a perfect circular arc where the position, length, and angle increases in proportional increments as the size of the shape increases. To use this tool, **Press** on the **Circular Arc Tool** within the [Drawing Toolbar](#).

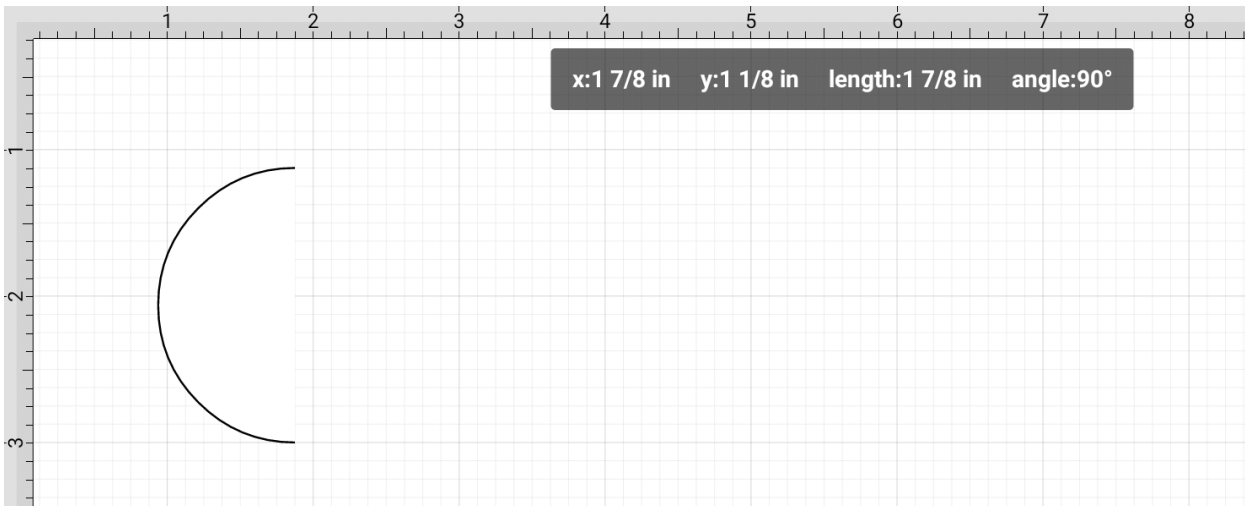


A circular arc will appear similar to what is shown below:



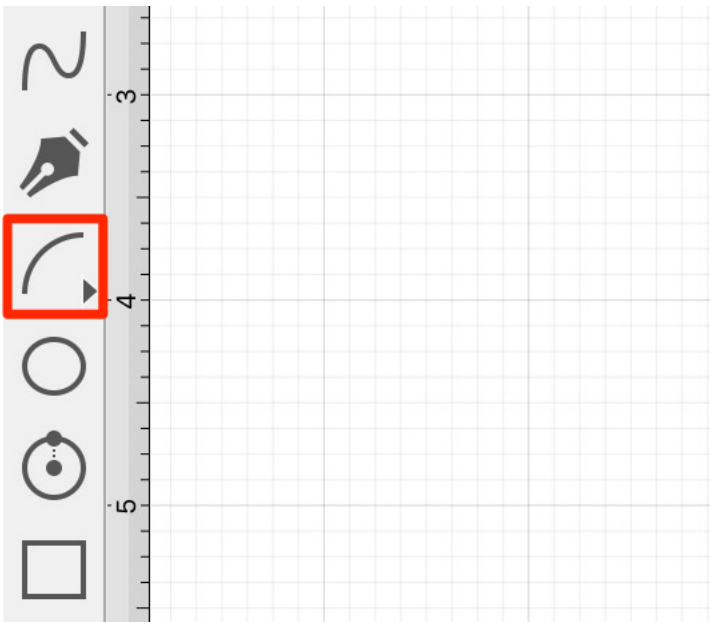
Touch on the point in the [Drawing Canvas](#) where the arc point of the circular arc should be and the **Drag** outward without lifting the used finger until the circular arc consists of a desired length, angle, and size. Release the **Touch** action to complete the circular arc. The x, y, length, and angle values will increase as the size of the circular arc increases. Refer to the images below:





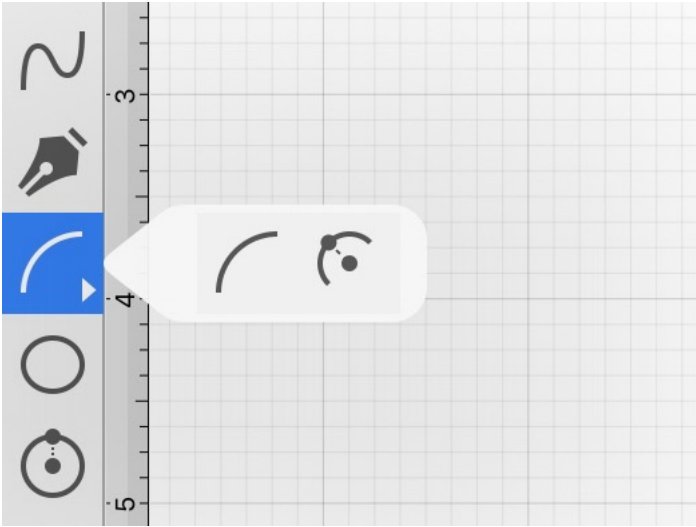
The **Circular arc Tool** may not appear by itself within the [Drawing Toolbar](#) on smaller iOS devices. This is because the toolbar has been designed to intuitively adjust based on screen size and collapse similar tools together on smaller devices.

If tools have been placed in a selectable menu with the [Drawing Toolbar](#), you will see a right facing arrow in the bottom right corner of the tool button.

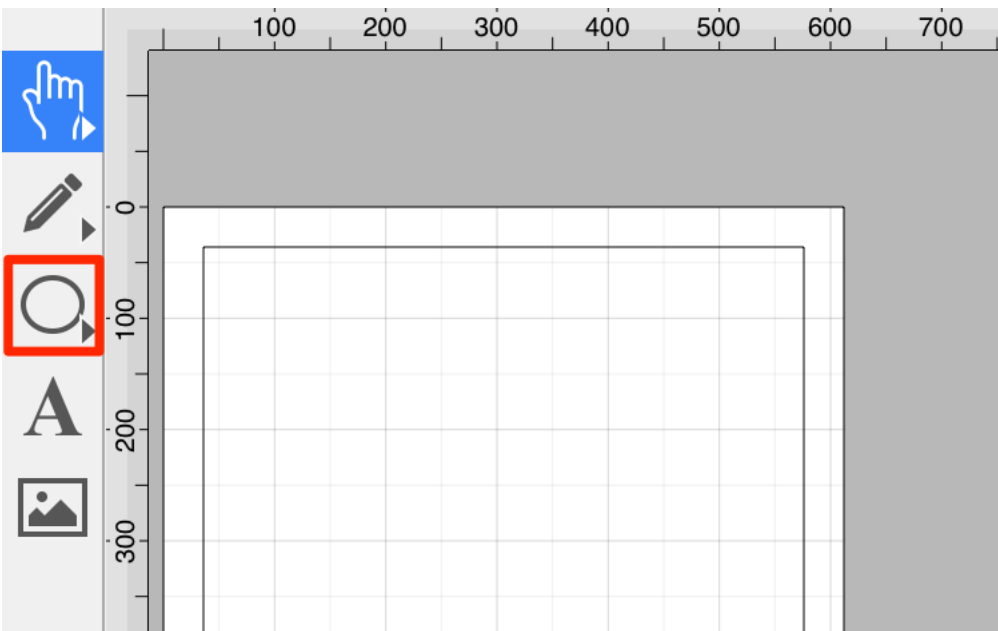


If the tool does not appear within the [Drawing Toolbar](#), you will need to perform one of the following actions based on screen size:

1. Perform an **Extended Press** on the **Elliptical arc Button** within the **Drawing Toolbar** and then select the **Circular arc Tool**.

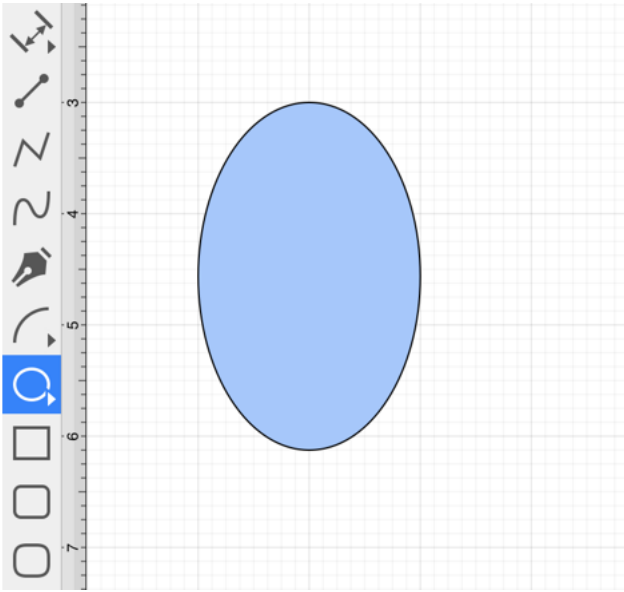


2. Perform an **Extended Press** on the **Oval Button** within the **Drawing Toolbar** and then select the **Circular arc Tool**.

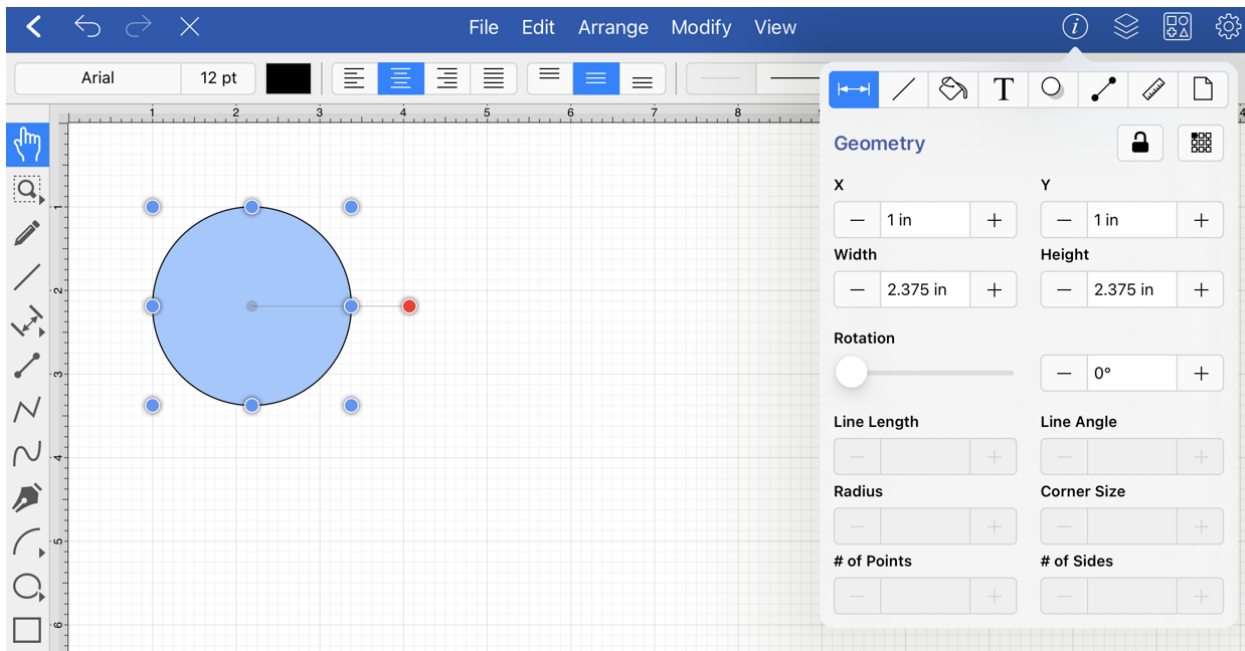


5.1.6.17. Oval Tool

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



Using the **Oval Tool** in conjunction with the [Function Key Feature](#) allows for the creation of perfect circles by constraining the width and the height of the created object to equal values.

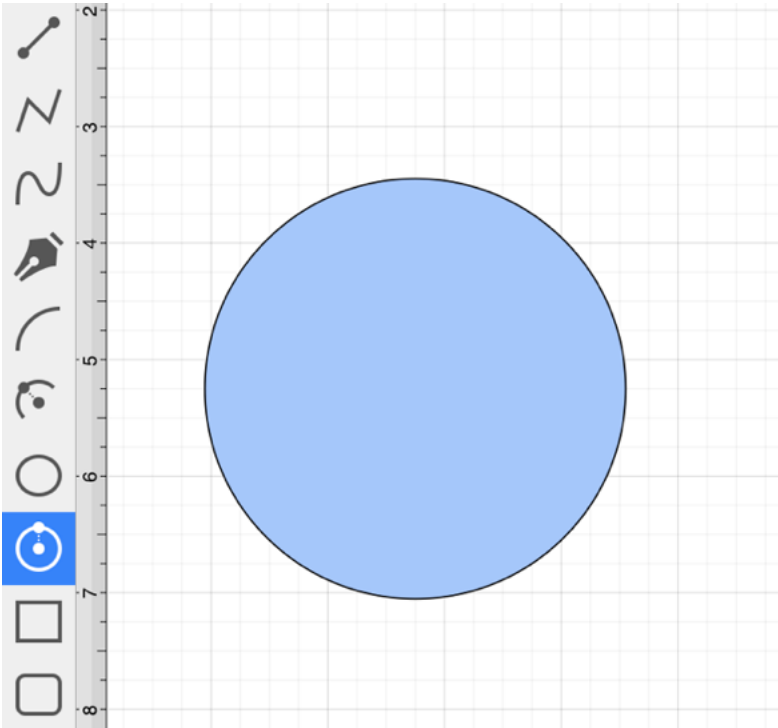


Note: An oval can also contain text. See the [Handling Text](#) section for additional details.

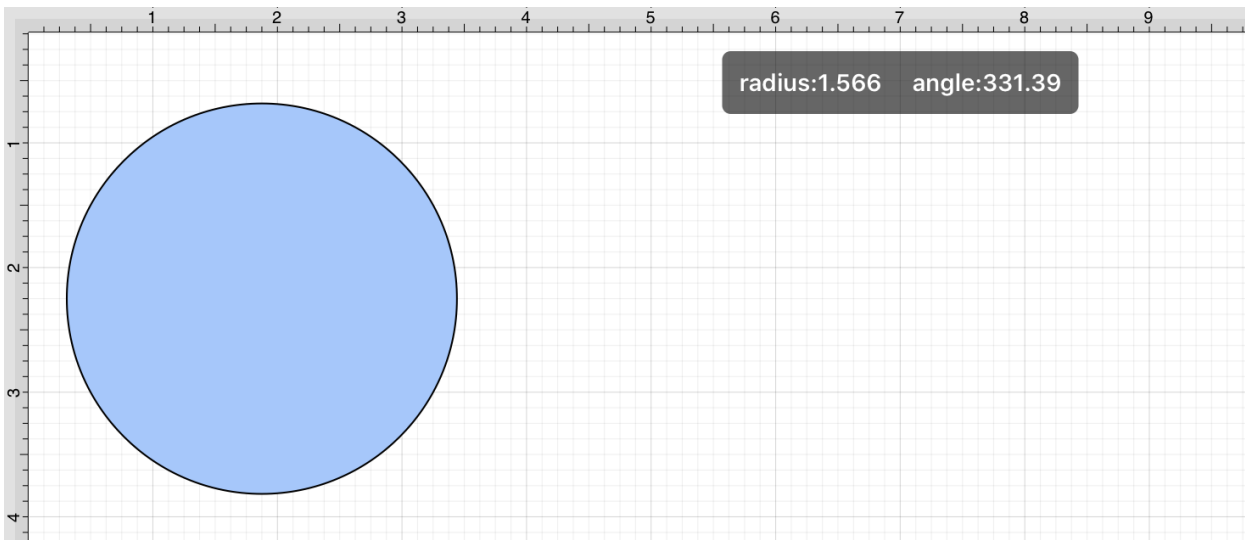
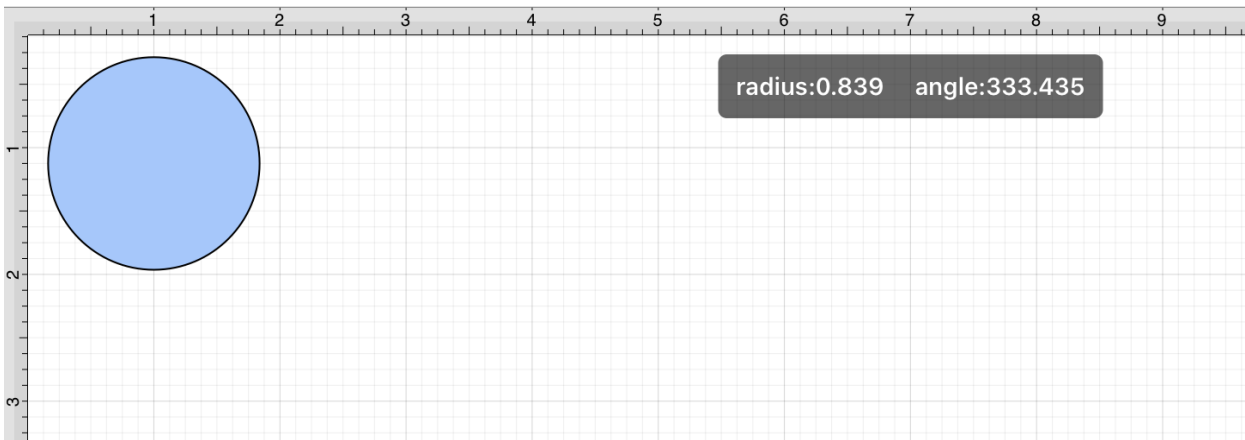
5.1.6.18. Circle Tool

This **Circle Tool** creates a perfect circle where the radius increases in increments as the size of the shape increases.

To use the tool, simply select it and then perform a **Touch/Drag** gesture combination at the point in the [Drawing Canvas](#) where the center of the circle should be.



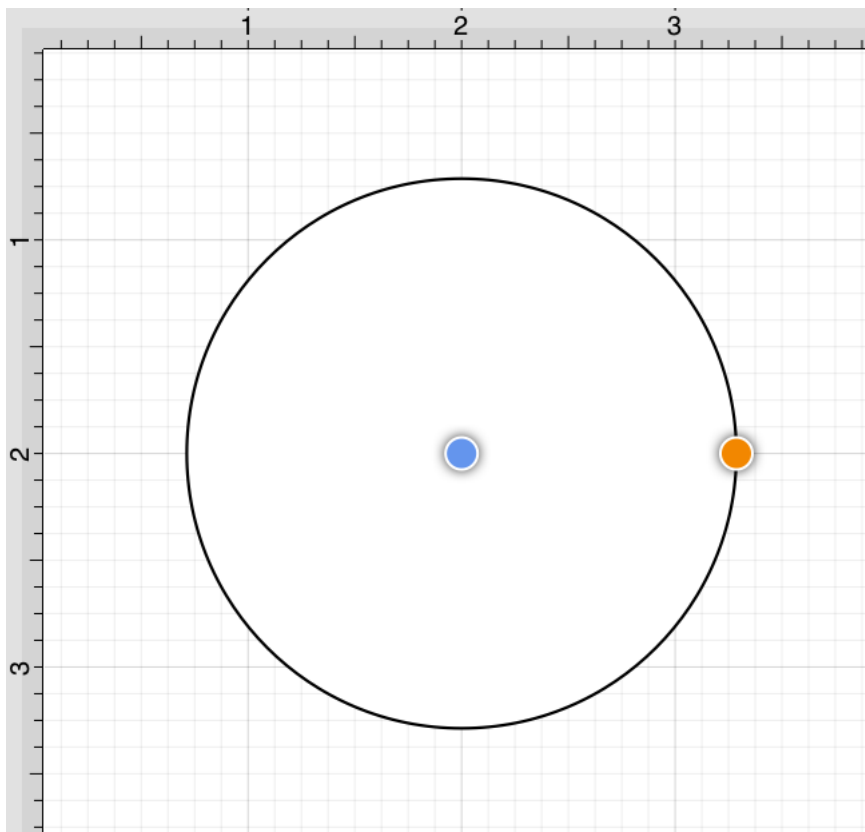
Touch on the point in the [Drawing Canvas](#) where the center of the circle should be and **Drag** outward without lifting the used finger until the circle consists of a desired radius or size. Release the **Touch** action to complete the circle. The radius and angle values will increase as the size of the circle increases. Refer to the images below:



Altering a Circle's Radius

The radius of a circle can be altered any time after it has been created. To change the radius of a circle, complete these steps:

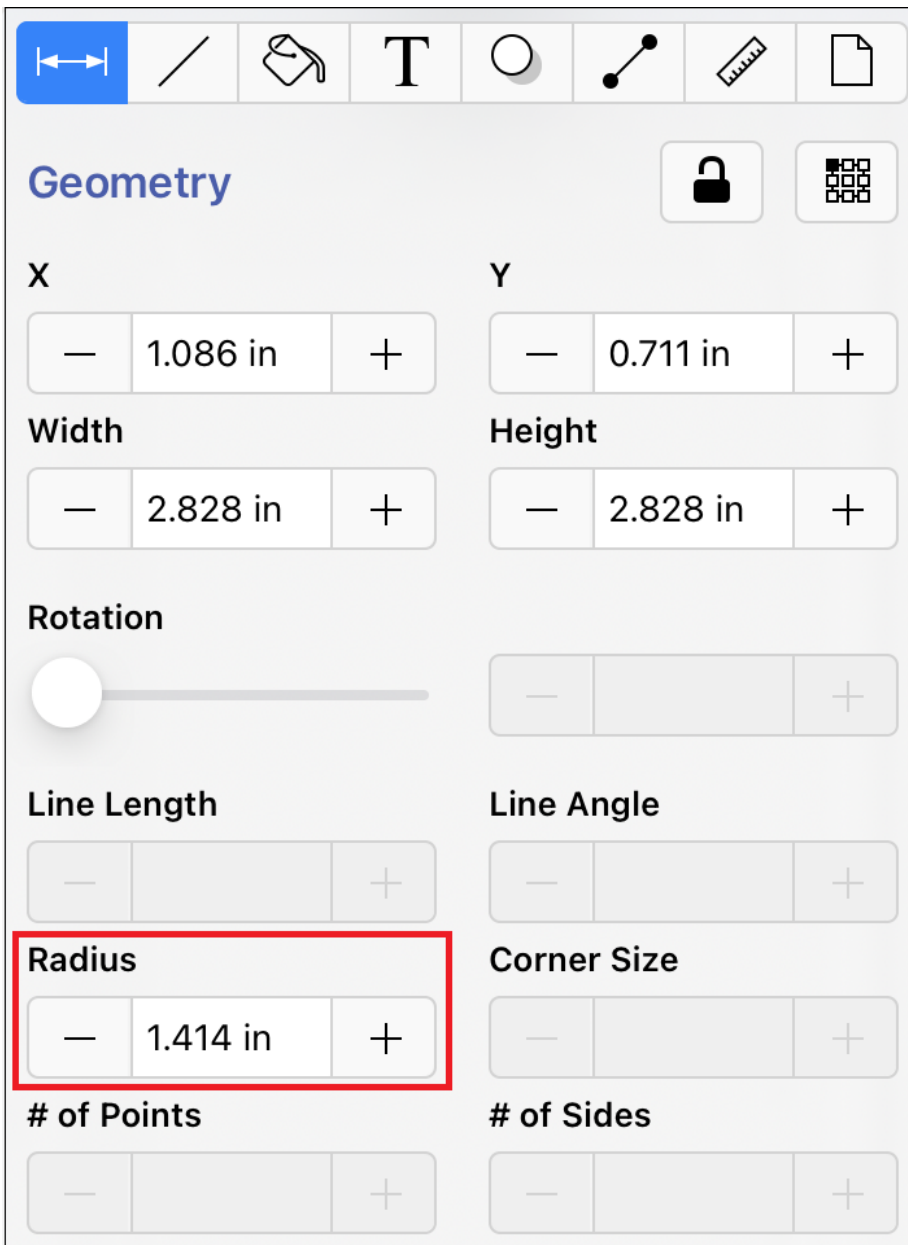
Step 1: [Select](#) the circle to be altered.



Step 2: Press on the **Info Button** in the [Top Toolbar](#) to open the [Info Menu](#).



Step 3: On the [Geometry Tab](#), use the **Radius Control** to set the radius of a circle. Tap on the "plus" or "minus" buttons to change the value or press on the text entry field to bring up a keypad for entering the value by hand.

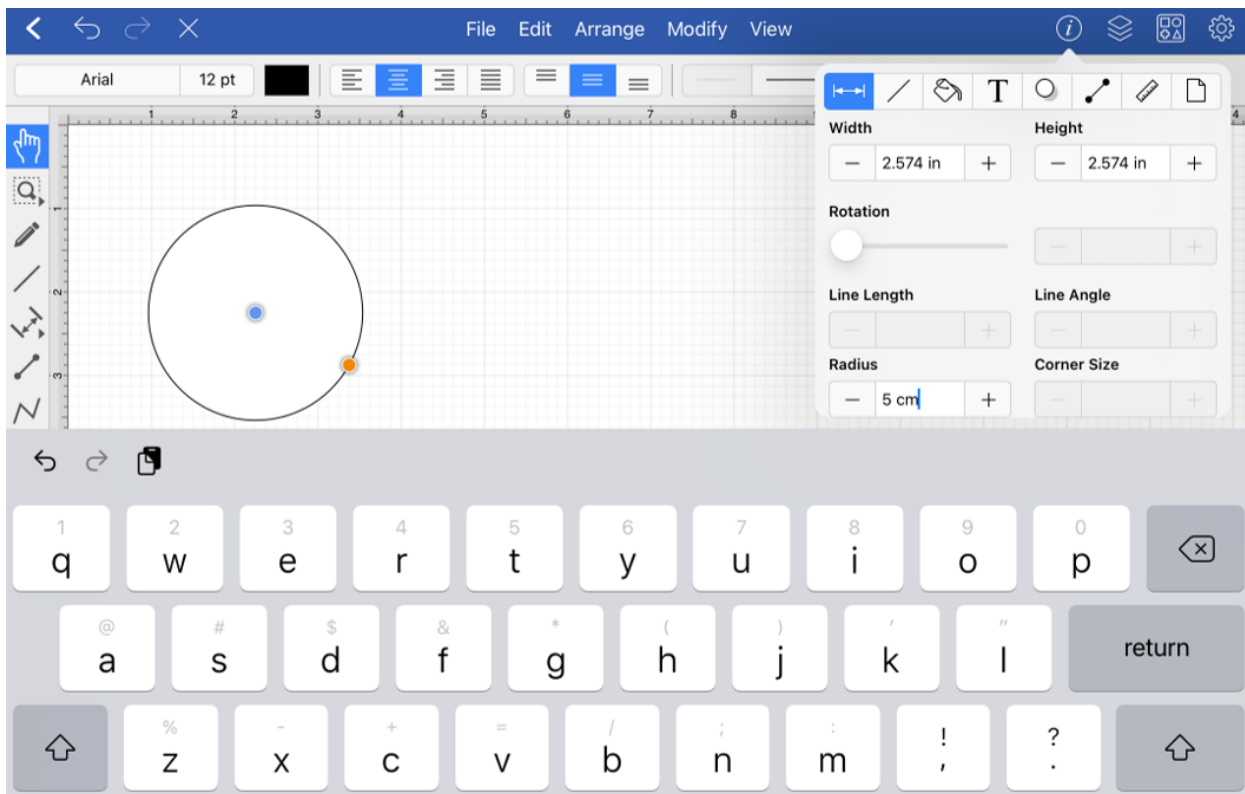


The image shows the 'Geometry' panel of the TouchDraw 2 for iOS application. At the top is a toolbar with icons for selection, line, curve, text, circle, line with points, ruler, and document. Below the toolbar, the 'Geometry' section is titled in blue. To the right of the title are two icons: a lock and a grid. The panel contains several adjustable parameters, each with a minus button, a text input field, and a plus button. The parameters are: X (1.086 in), Y (0.711 in), Width (2.828 in), Height (2.828 in), Rotation (a slider), Line Length, Line Angle, Radius (1.414 in, highlighted with a red box), Corner Size, # of Points, and # of Sides.

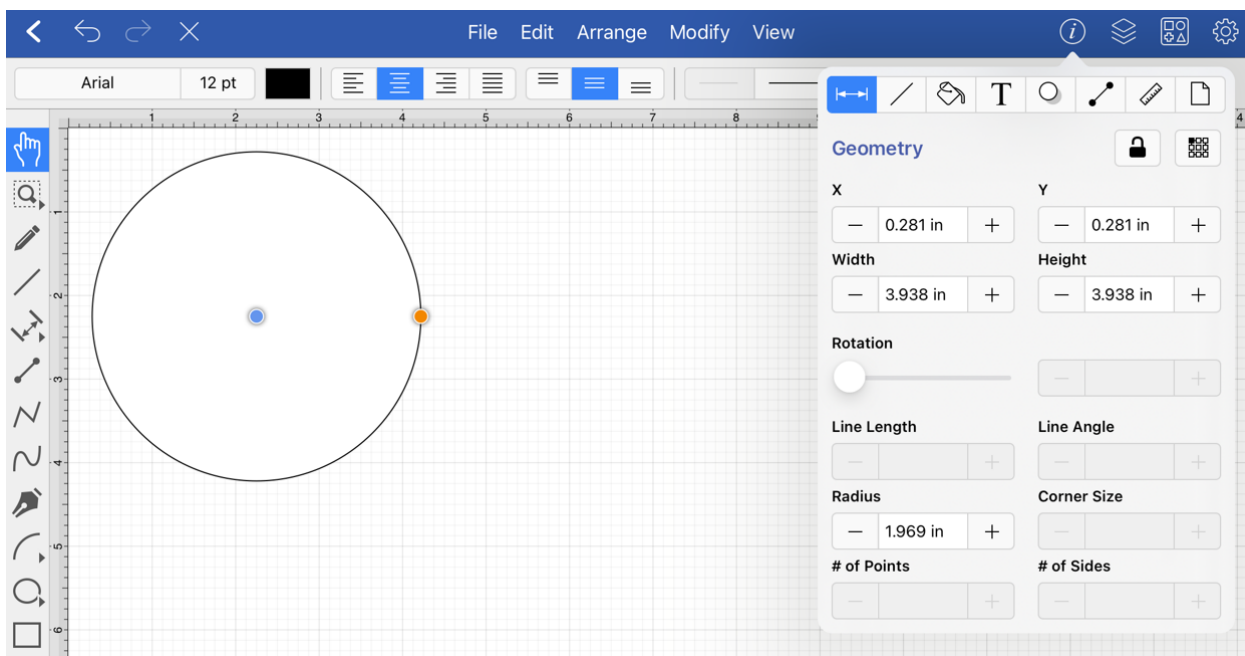
Parameter	Value
X	1.086 in
Y	0.711 in
Width	2.828 in
Height	2.828 in
Rotation	Slider
Line Length	
Line Angle	
Radius	1.414 in
Corner Size	
# of Points	
# of Sides	

Step 4: When typing in a **Radius** value, a different unit of measure (i.e. points, pixels, millimeters, centimeters, inches, feet, meters, etc.) other than the default of *Inches* can be entered for the dimensional attribute. Enter the desired value and unit of measurement. For this example, 5 cm has been entered.

TouchDraw 2 for iOS



Then press the **Return Button** on the keyboard or tap in another area of TouchDraw 2 and the entered value will automatically be converted to its equivalent value in *Inches*.



Example 1: Entering 1 cm for the Radius

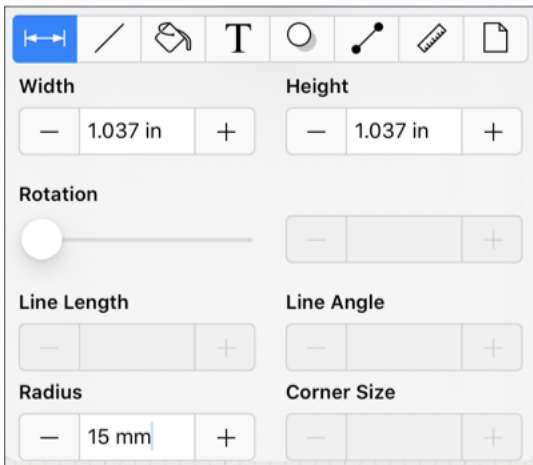
If 1 centimeter (1 cm) is entered for the **Radius**, then it will be converted to 0.394 inches.

The screenshot shows the TouchDraw 2 iOS interface. At the top is a toolbar with icons for various drawing tools. Below the toolbar is a settings panel with several sections: Width (3.937 in), Height (3.937 in), Rotation (a slider and buttons), Line Length (buttons), Line Angle (buttons), Radius (1 cm), and Corner Size (buttons). The Radius field is highlighted with a blue cursor.

This screenshot shows a zoomed-in view of the settings panel. The Radius field now displays '0.394 in' instead of '1 cm'. Other fields like Line Length, Line Angle, # of Points, and # of Sides are also visible with their respective buttons.

Example 2: Entering 15 mm for the Radius

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



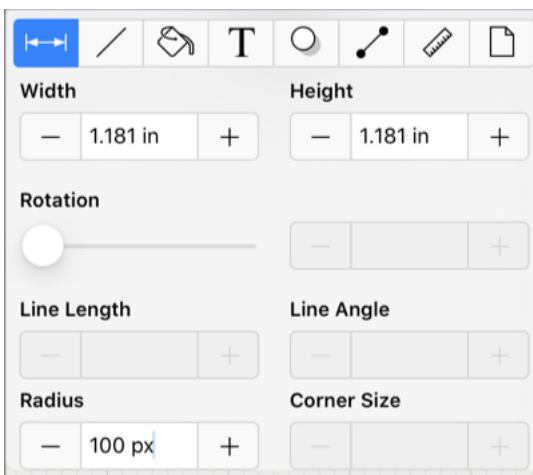
The image shows the TouchDraw 2 iOS interface. At the top is a toolbar with icons for various drawing tools. Below the toolbar are two columns of property panels. The left column contains 'Width' (1.037 in), 'Rotation' (a slider), 'Line Length' (a numeric input), 'Radius' (15 mm), and 'Corner Size' (a numeric input). The right column contains 'Height' (1.037 in), 'Line Angle' (a numeric input), and 'Corner Size' (a numeric input). The 'Radius' panel is currently selected, showing '15 mm'.



The image shows the TouchDraw 2 iOS interface. At the top is a toolbar with icons for various drawing tools. Below the toolbar are two columns of property panels. The left column contains 'Line Length' (a numeric input), 'Radius' (0.591 in), and '# of Points' (a numeric input). The right column contains 'Line Angle' (a numeric input), 'Corner Size' (a numeric input), and '# of Sides' (a numeric input). The 'Radius' panel is currently selected, showing '0.591 in'.

Example 3: Entering 100 pixels for the Radius

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

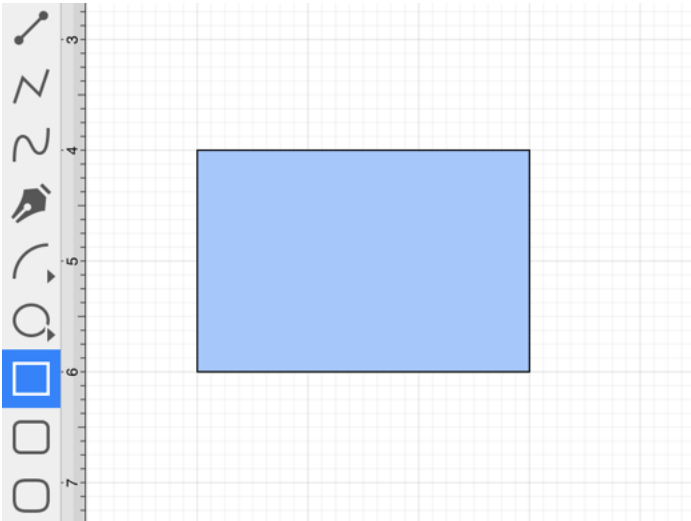


The image shows the TouchDraw 2 iOS interface. At the top is a toolbar with icons for various drawing tools. Below the toolbar are two columns of property panels. The left column contains 'Width' (1.181 in), 'Rotation' (a slider), 'Line Length' (a numeric input), 'Radius' (100 px), and 'Corner Size' (a numeric input). The right column contains 'Height' (1.181 in), 'Line Angle' (a numeric input), and 'Corner Size' (a numeric input). The 'Radius' panel is currently selected, showing '100 px'.

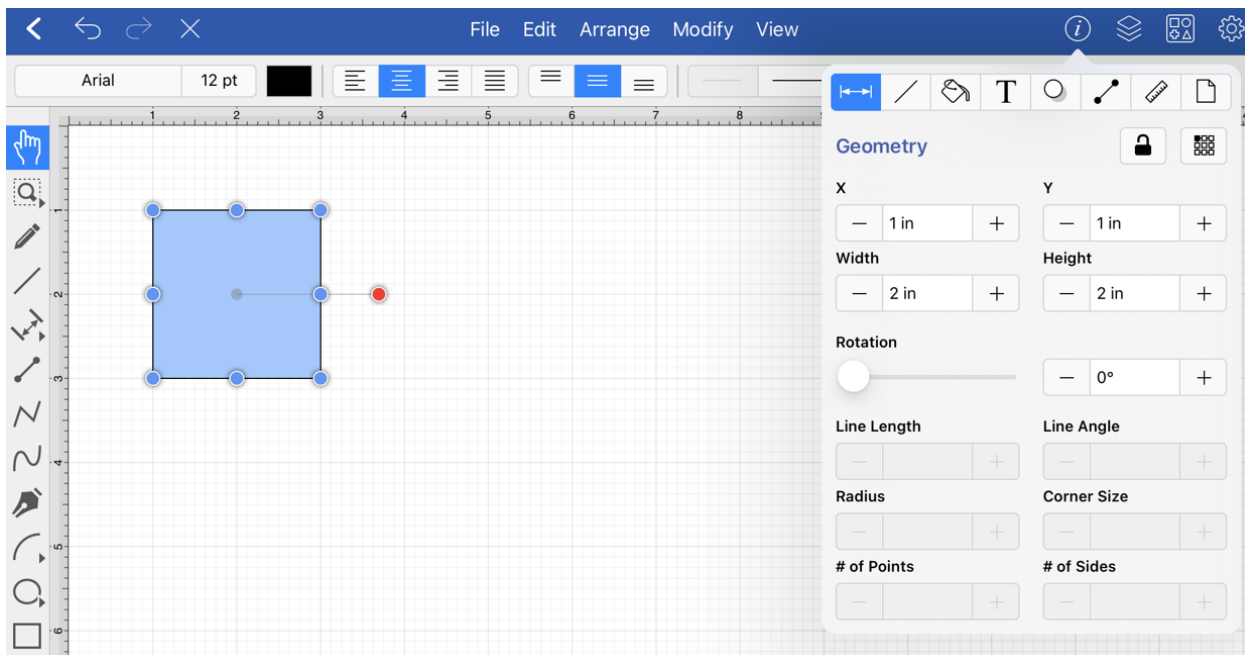
Line Length	Line Angle
<div><div>-</div><div></div><div>+</div></div>	<div><div>-</div><div></div><div>+</div></div>
Radius	Corner Size
<div><div>-</div><div>1.389 in</div><div>+</div></div>	<div><div>-</div><div></div><div>+</div></div>
# of Points	# of Sides
<div><div>-</div><div></div><div>+</div></div>	<div><div>-</div><div></div><div>+</div></div>

5.1.6.19. Rectangle Tool

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



Using the **Rectangle Tool** in conjunction with the [Function Key Feature](#) allows for the creation of perfect squares by constraining the width and the height of the created object to equal values. In the example below, a square that is 2 inches in height and width has been created:

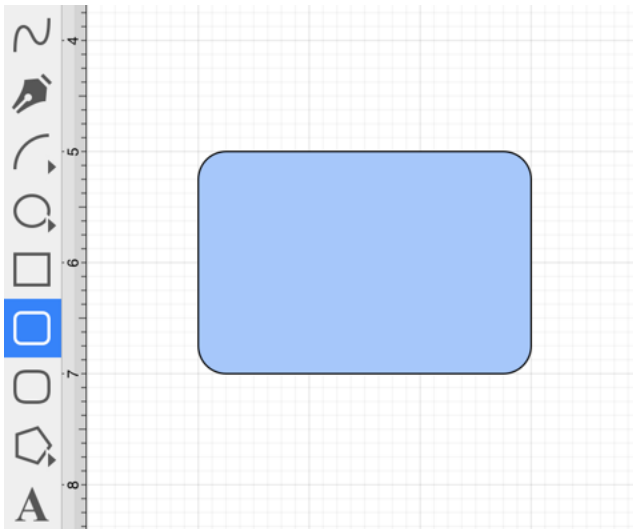


Note: A rectangle can also contain text. See the [Handling Text](#) section for additional details.

5.1.6.20. Rounded Rectangle Tool

The **Rounded Rectangle Tool** can be used to create rounded rectangles or rounded squares within a drawing.

To use the tool, simply select it and use a **Touch/Drag** gesture combination at the point in the [Drawing Canvas](#) where one of the bounding corners of the rounded rectangle or square should be. Then drag in any direction and release the **Touch** action where the other bounding corner should reside on the Drawing Canvas.



Use the **Rounded Rectangle Tool** in conjunction with the [Function Key Feature](#) to create perfectly rounded squares.

Having the **Function Key Feature** activated while creating a rounded rectangle constrains the width and the height to equal values. In the example below, a rounded square that is 2 inches in height and width has been created:

T

Geometry

X

—

1.125 in

+

Y

—

1 in

+

Width

—

2 in

+

Height

—

2 in

+

Rotation

—

0°

+

Line Length

—

+

Line Angle

—

+

Radius

—

+

Corner Size

—

0.25 in

+

of Points

—

+

of Sides

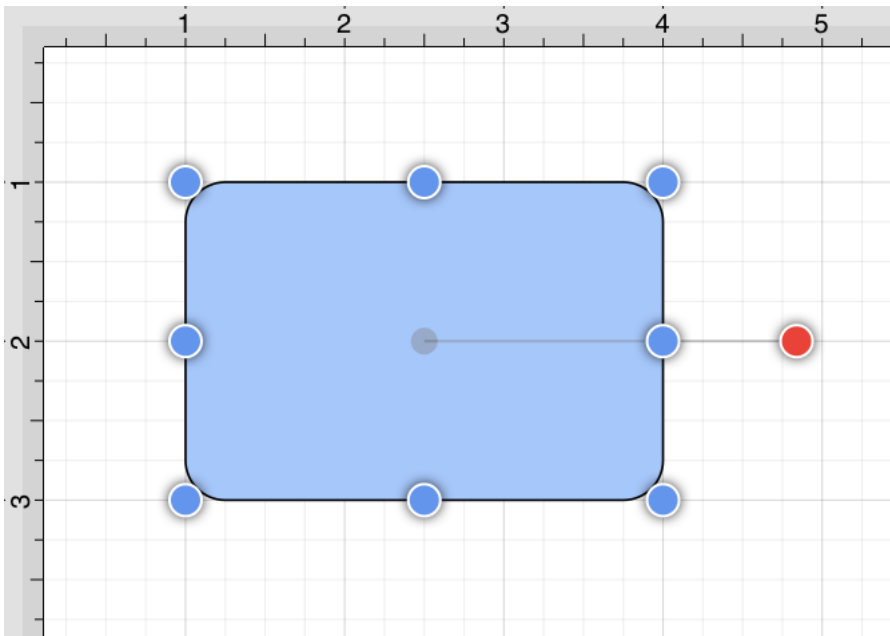
—

+

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

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

Step 1: [Select](#) a rounded rectangle.



Step 2: Press on the **Info Button** in the [Top Toolbar](#) to open the [Info Menu](#).



Step 3: Use the **Rounded Corners Control** to set the size. Tap on the "plus" or "minus" buttons to change the value or tap on the text entry field to bring up a keyboard for entering the value by hand.

T

Geometry

X

—

1.125 in

+

Width

—

2 in

+

Rotation

Line Length

—

+

Radius

—

+

of Points

—

+

Y

—

1 in

+

Height

—

2 in

+

—

0°

+

Line Angle

—

+

Corner Size

—

0.25 in

+

of Sides

—

+

Step 4: In the example below, the corner size has been changed to 1 inch:

Rotation

— 0° +

Line Length

— +

Line Angle

— +

Radius

— +

Corner Size

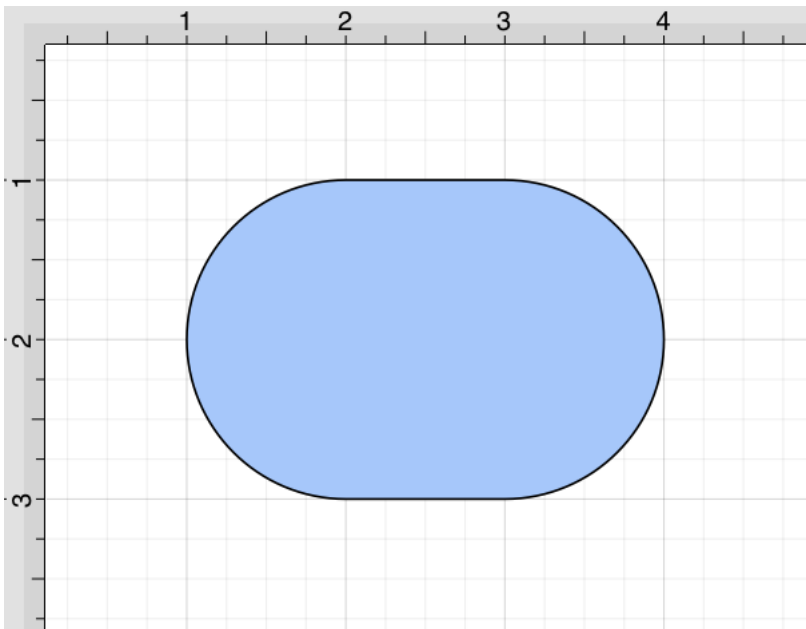
— 1 in +

of Points

— +

of Sides

— +



When keying in a **Corner Size** value, another unit of measurement (i.e. pixels, points, millimeters, centimeters, inches, feet, etc.) can be entered and will be converted into its equivalent measurement in **Inches**.

Enter the number value and the abbreviation for the desired unit of measurement. The number value will be converted to *Inches* after pressing on the Return **Button** or selecting another item in TouchDraw 2.

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

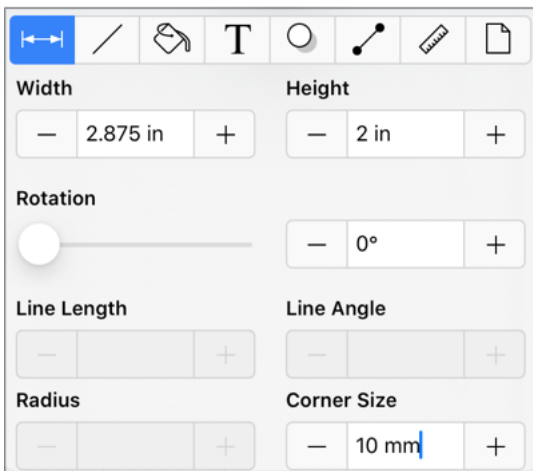
The screenshot shows the settings panel of TouchDraw 2 for iOS. At the top is a toolbar with icons for various drawing tools. Below the toolbar are several settings sections:

- Width:** A numeric input field showing "2.875 in" with minus and plus buttons.
- Height:** A numeric input field showing "2 in" with minus and plus buttons.
- Rotation:** A slider control and a numeric input field showing "0°" with minus and plus buttons.
- Line Length:** A numeric input field with minus and plus buttons.
- Line Angle:** A numeric input field with minus and plus buttons.
- Radius:** A numeric input field with minus and plus buttons.
- Corner Size:** A numeric input field showing "100 cm" with minus and plus buttons.

This screenshot shows a different view of the settings panel, where the 'Corner Size' has been converted to inches. The fields are arranged in two columns:

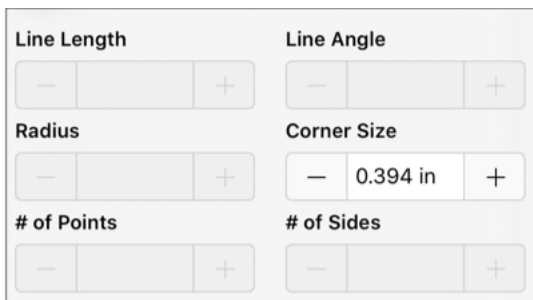
Line Length	Line Angle
<input type="text" value="—"/> <input type="text" value=""/> <input type="text" value="+"/>	<input type="text" value="—"/> <input type="text" value=""/> <input type="text" value="+"/>
Radius	Corner Size
<input type="text" value="—"/> <input type="text" value=""/> <input type="text" value="+"/>	<input type="text" value="—"/> <input type="text" value="39.37 in"/> <input type="text" value="+"/>
# of Points	# of Sides
<input type="text" value="—"/> <input type="text" value=""/> <input type="text" value="+"/>	<input type="text" value="—"/> <input type="text" value=""/> <input type="text" value="+"/>

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



TouchDraw 2 iOS settings panel. The top bar contains icons for various drawing tools. The settings are organized into two columns:

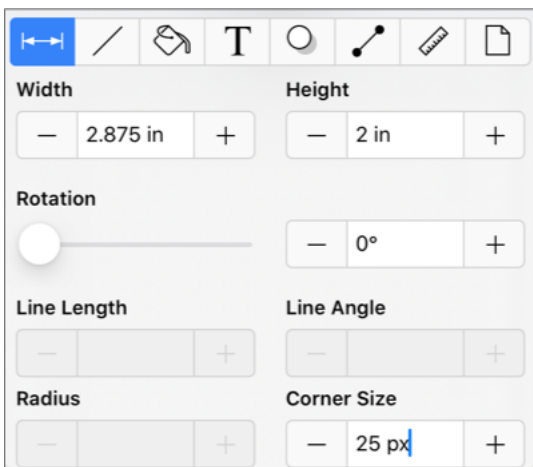
- Width:** 2.875 in
- Height:** 2 in
- Rotation:** 0°
- Line Length:** (empty)
- Line Angle:** (empty)
- Radius:** (empty)
- Corner Size:** 10 mm



TouchDraw 2 iOS settings panel. The settings are organized into two columns:

- Line Length:** (empty)
- Line Angle:** (empty)
- Radius:** (empty)
- Corner Size:** 0.394 in
- # of Points:** (empty)
- # of Sides:** (empty)

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



TouchDraw 2 iOS settings panel. The settings are organized into two columns:

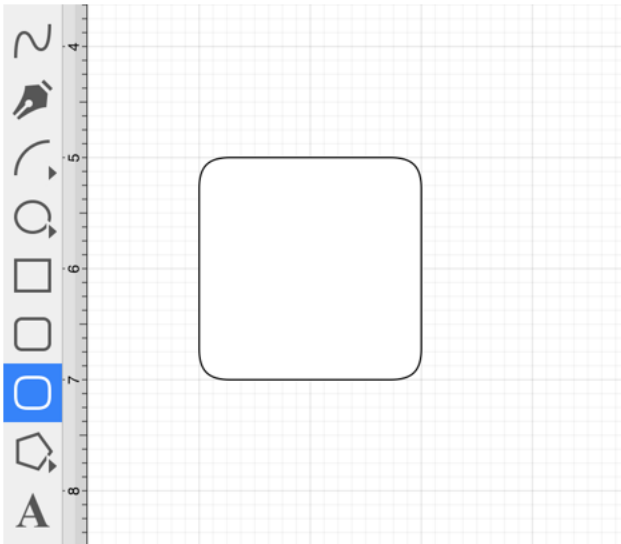
- Width:** 2.875 in
- Height:** 2 in
- Rotation:** 0°
- Line Length:** (empty)
- Line Angle:** (empty)
- Radius:** (empty)
- Corner Size:** 25 px

Line Length	Line Angle
<input type="text" value="—"/> <input type="text" value=""/> <input type="text" value="+"/>	<input type="text" value="—"/> <input type="text" value=""/> <input type="text" value="+"/>
Radius	Corner Size
<input type="text" value="—"/> <input type="text" value=""/> <input type="text" value="+"/>	<input type="text" value="—"/> <input type="text" value="0.347 in"/> <input type="text" value="+"/>
# of Points	# of Sides
<input type="text" value="—"/> <input type="text" value=""/> <input type="text" value="+"/>	<input type="text" value="—"/> <input type="text" value=""/> <input type="text" value="+"/>

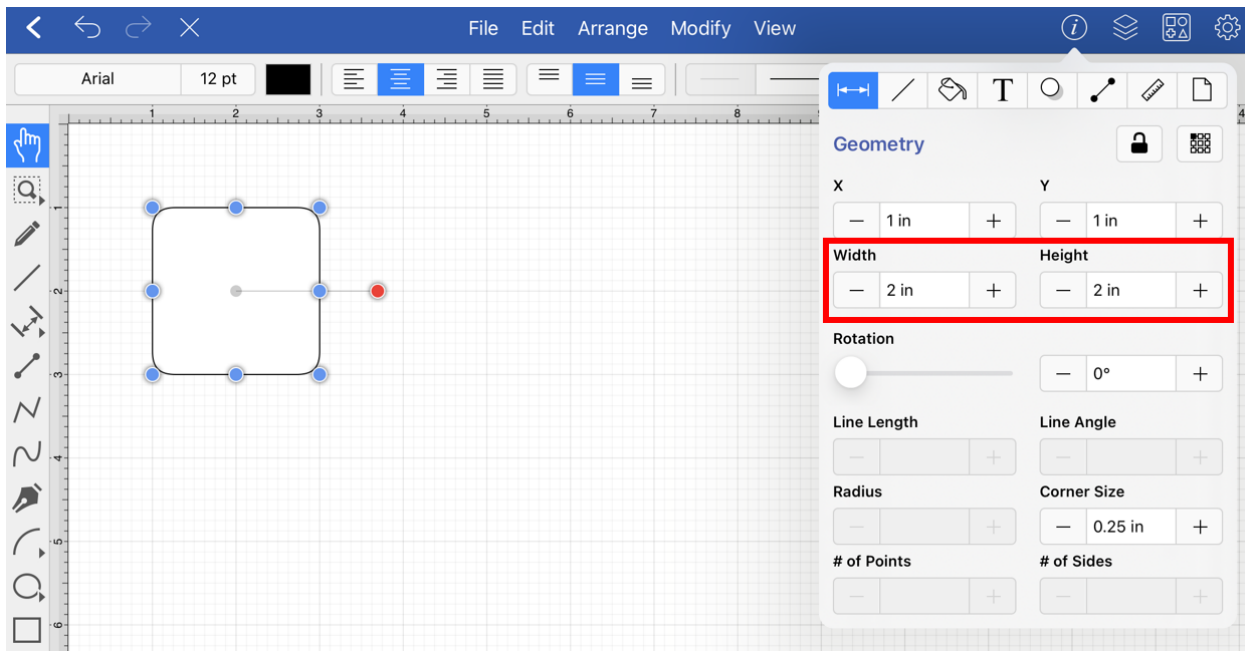
Note: This measurement can also be altered before creating a shape by pressing on the **Info Button**, selecting the [Geometry Tab](#), and then changing the **Corner Size** setting.

5.1.6.21. Squircle Tool

The **Squircle Tool** can be used to create a squircle figure within a drawing. To use the tool, simply select it and then use a **Touch/Drag** gesture combination at the point in the [Drawing Canvas](#) where one of the bounding corners of the squircle should be. Then drag in any direction and release the **Touch** action where the other bounding corner should reside on the [Drawing Canvas](#).

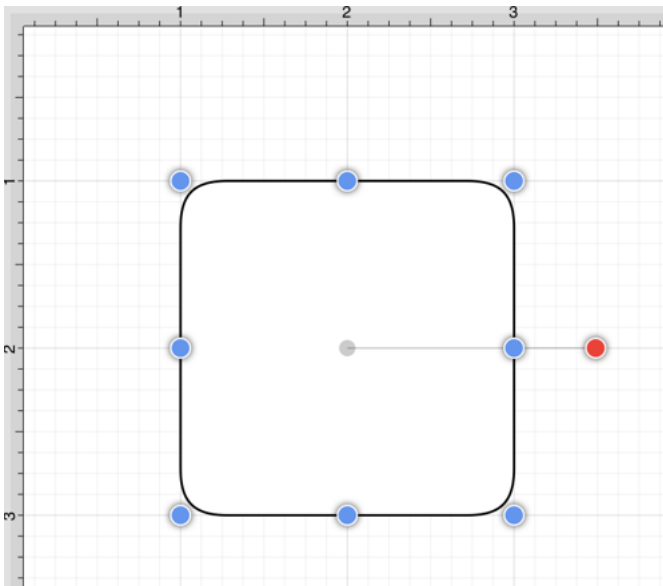


Having the [Function Key Feature](#) activated while creating a squircle constrains the width and the height to equal values. In the example below, a squircle that is 2 inches in height and width has been created:



The corner size of a squircle can be specified prior to drawing the shape or altered any time after it has been created. To set the corner size after creating a shape, complete the following steps:

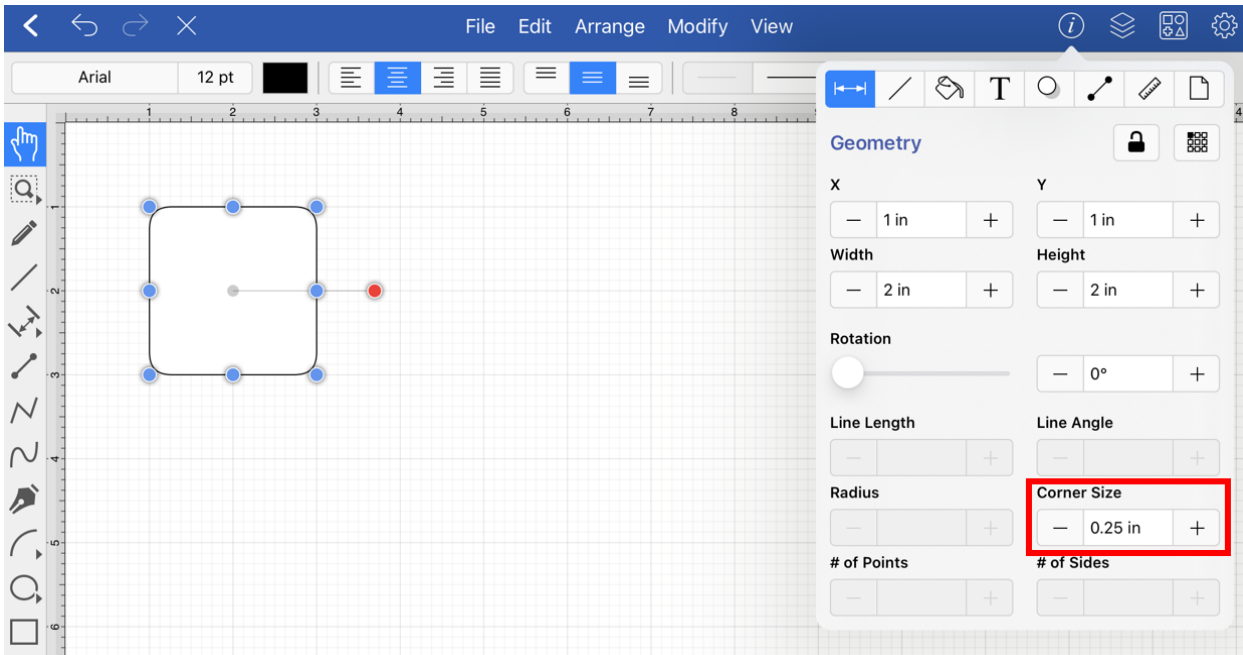
Step 1: [Select](#) a squircle within the drawing.



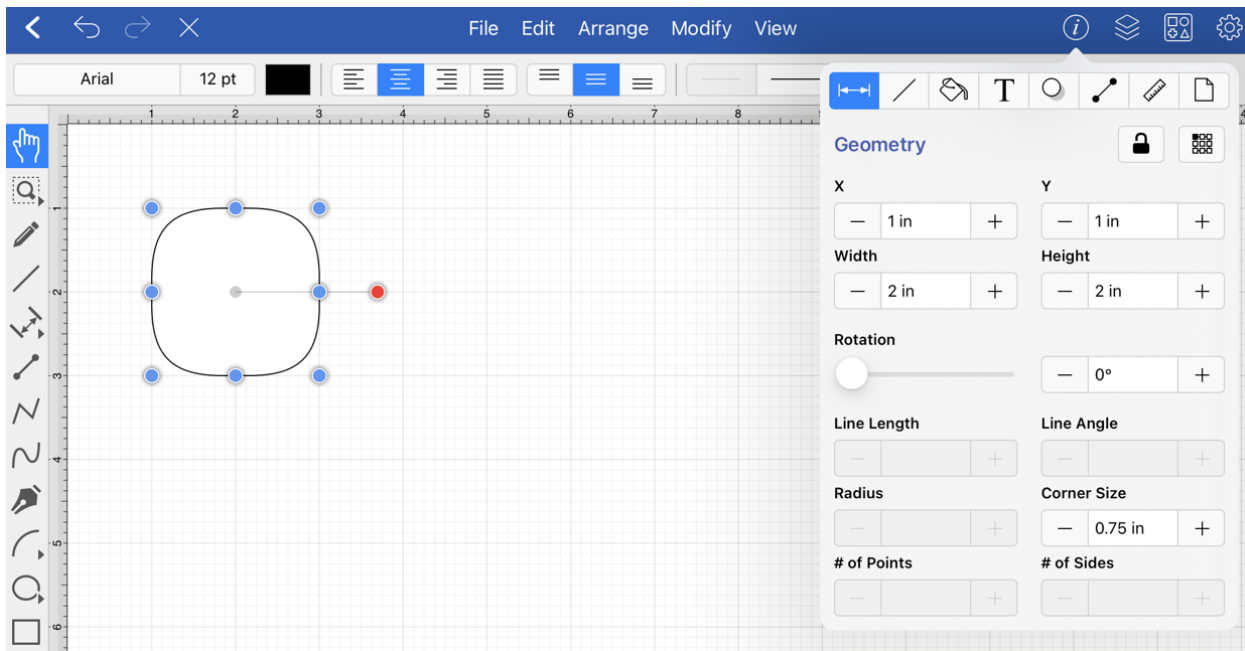
Step 2: Press on the **Info Button** in the [Top Toolbar](#) to open the [Info Menu](#).



Step 3: Use the **Corner Size** attribute to set the size. Tap on the "plus" or "minus" buttons to change the value or tap on the text entry field to bring up a keyboard for entering the value by hand.



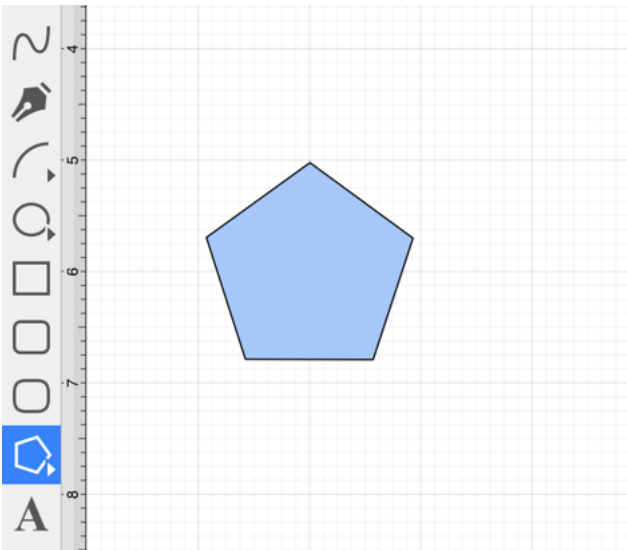
Step 4: In the example below, the corner size has been changed to 0.75 inch:



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

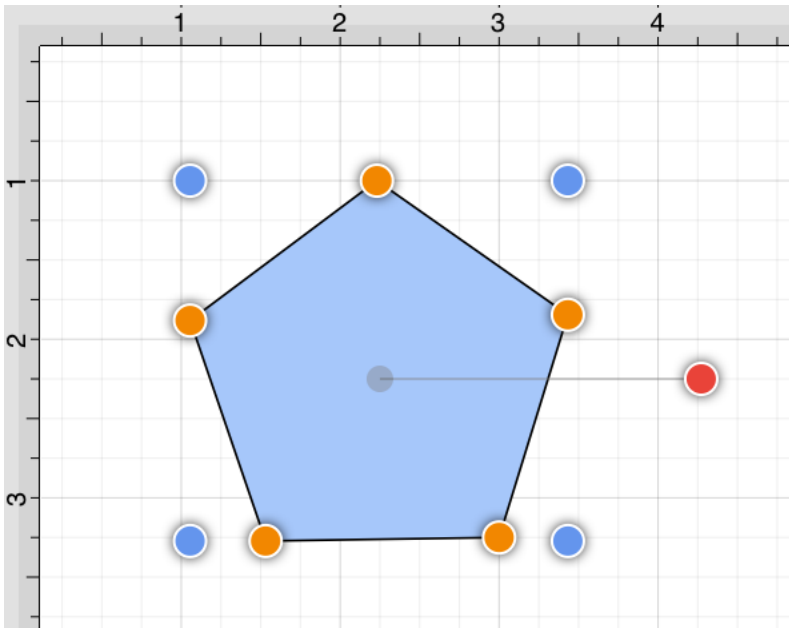
5.1.6.22. Polygon Tool

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



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

Step 1: [Select](#) the polygon to be altered.



Step 2: Press on the **Info Button** in the [Top Toolbar](#) to open the [Info Menu](#).



Step 3: Use the **Polygons Control** to set the number of sides. Tap on the "plus" or "minus" buttons to change the value or tap on the text entry field to bring up a keyboard for entering the value by hand.

Geometry

X

—

0.706 in

+

Y

—

0.748 in

+

Width

—

1.906 in

+

Height

—

1.877 in

+

Rotation

—

354°

+

Line Length

—

+

Line Angle

—

+

Radius

—

+

Corner Size

—

+

of Points

—

+

of Sides

—

5

+

Step 4: In the example below, the value has been changed to 8.

Rotation

— 0° +

Line Length

— +

Line Angle

— +

Radius

— +

Corner Size

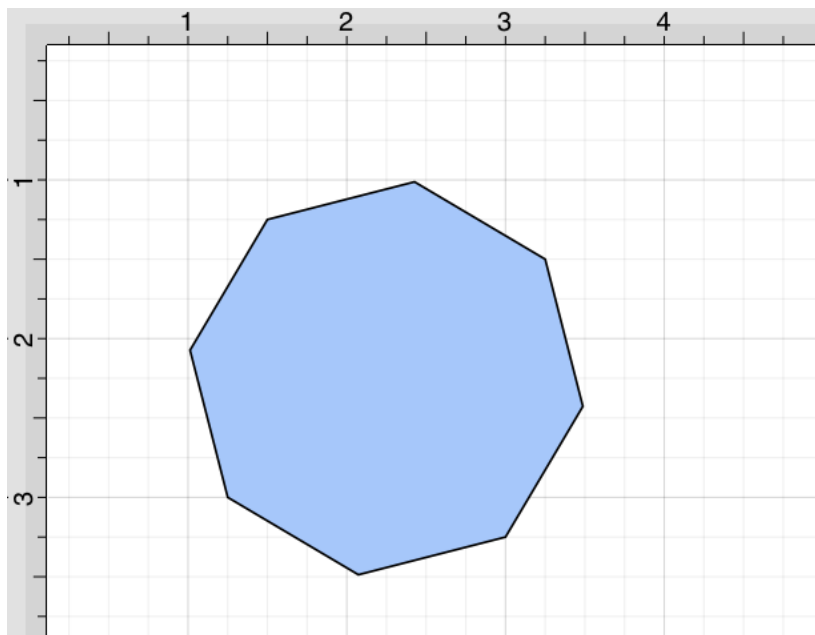
— +

of Points

— +

of Sides

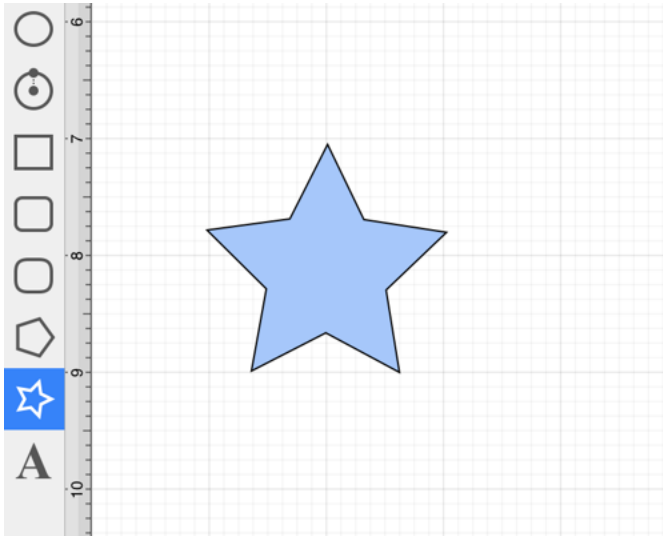
— 8 +



Note: The number of sides can also be altered before creating the shape by pressing on the **Info Button**, selecting the [Geometry Tab](#), and then changing the **Corner Size** setting. A polygon can also contain text. See [Handling Text](#) for further details.

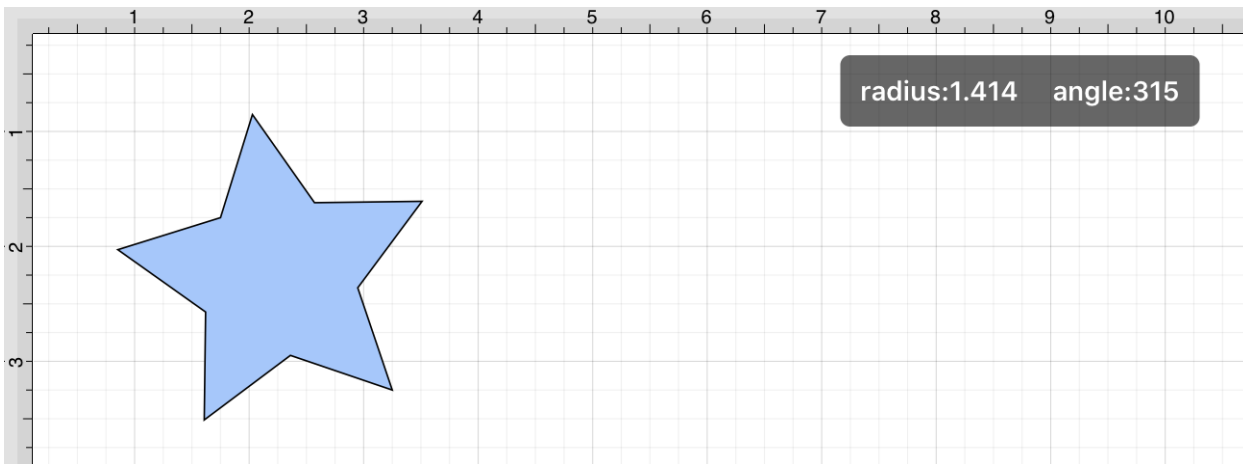
5.1.6.23. Star Tool

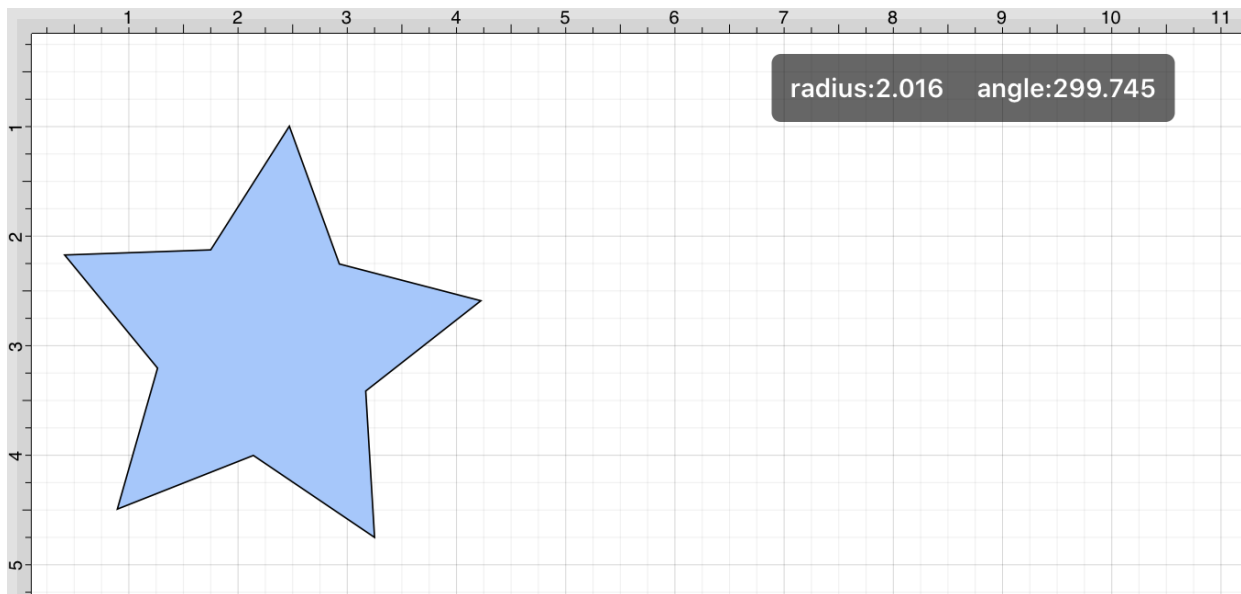
The **Star Tool** can be used to create stars within a drawing. Tap on the **Star Tool** to select it within the [Drawing Toolbar](#).



Touch on the point in the [Drawing Canvas](#) where the center of the star should be and **Drag** outward without lifting the used finger until the star consists of a desired radius, angle, and size.

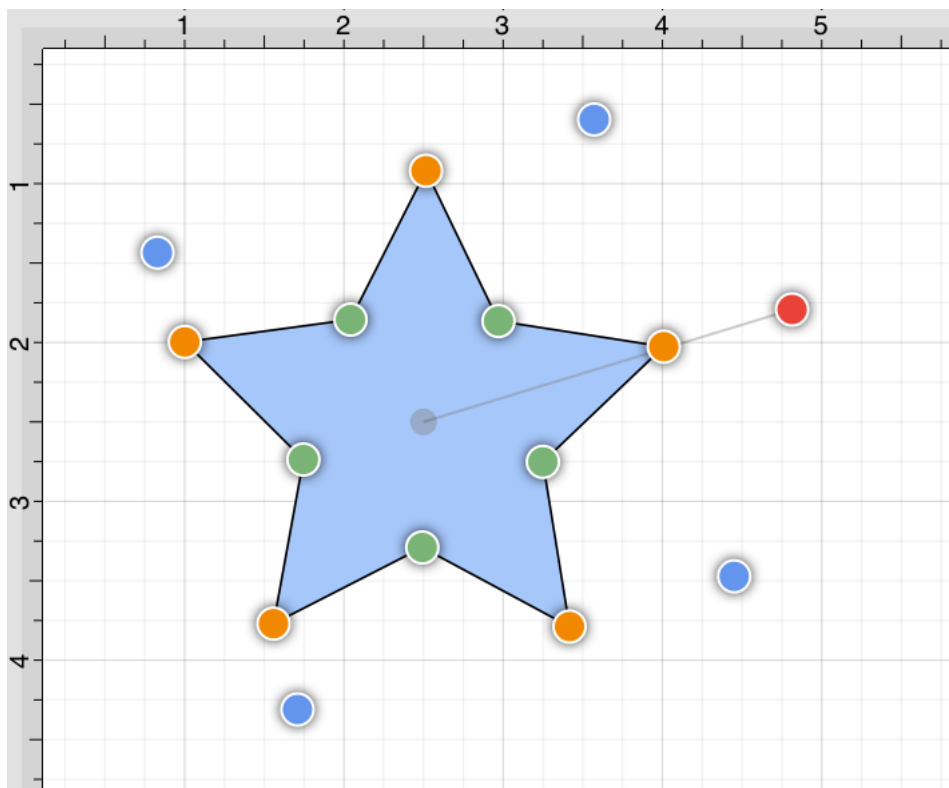
Release the **Touch** action to complete the star. The radius and angle values will increase as the size of the star increases, as shown in the images below.





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

Step 1: [Select](#) the star to be altered.



Step 2: Press on the **Info Button** located in the [Top Toolbar](#) to open the [Info Menu](#).



Step 3: Use the **Points Control** to set the number of point for a star. Tap on the "plus" or "minus" buttons to change the value or press on the text entry field to bring up a keypad for entering the value by hand.

A screenshot of the 'Geometry' settings panel in TouchDraw 2. The panel has a light gray background and a top toolbar with icons for selection, line, curve, text, circle, line with point, ruler, and document. The 'Geometry' title is in blue. Below it are controls for X, Y, Width, Height, Rotation, Line Length, Line Angle, Radius, Corner Size, # of Points, and # of Sides. Each control has minus, value, and plus buttons. The '# of Points' control is highlighted with a red rectangle and shows the value '5'.

X		Y			
—	0.756 in	+	—	0.201 in	+

Width		Height			
—	2.709 in	+	—	2.604 in	+


Rotation: [Slider] — 0° +

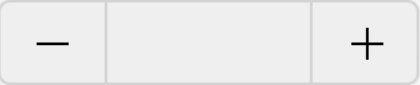
Line Length		Line Angle			
—		+	—		+

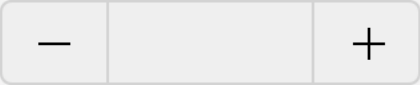
Radius		Corner Size			
—		+	—		+

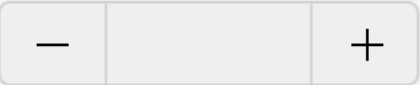
# of Points		# of Sides			
—	5	+	—		+

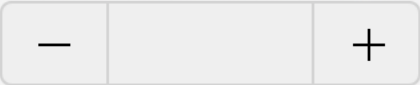
Step 4: In the example below, the value has been changed to 8.


Rotation


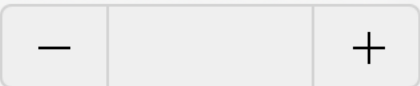
Line Length


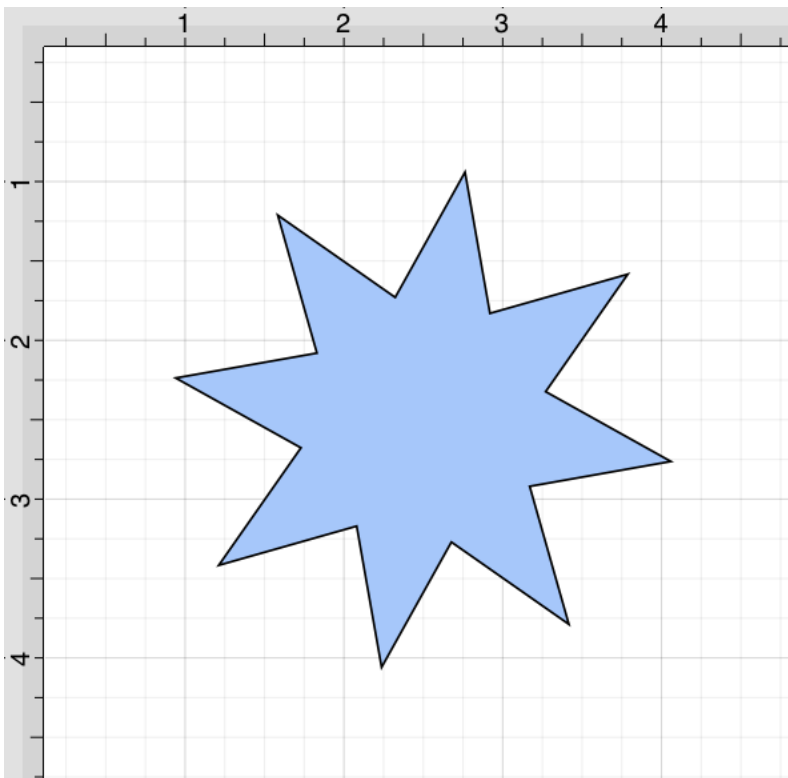
Line Angle


Radius


Corner Size


of Points


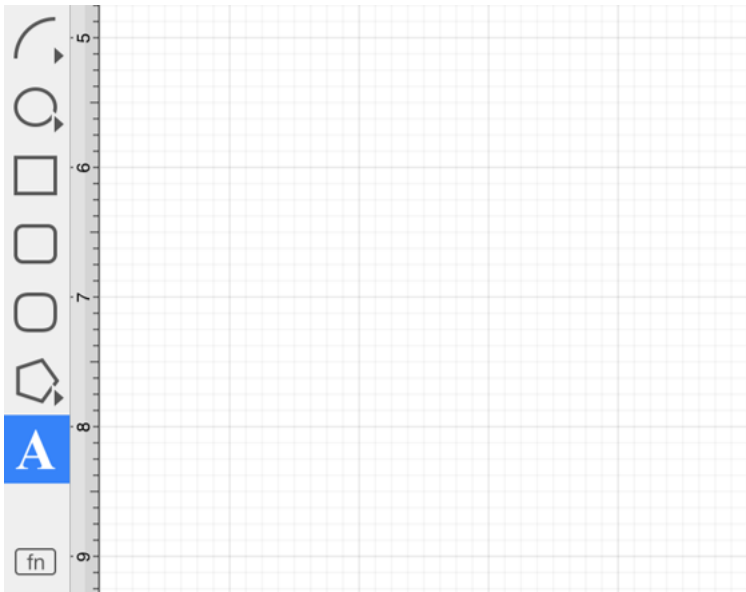
of Sides




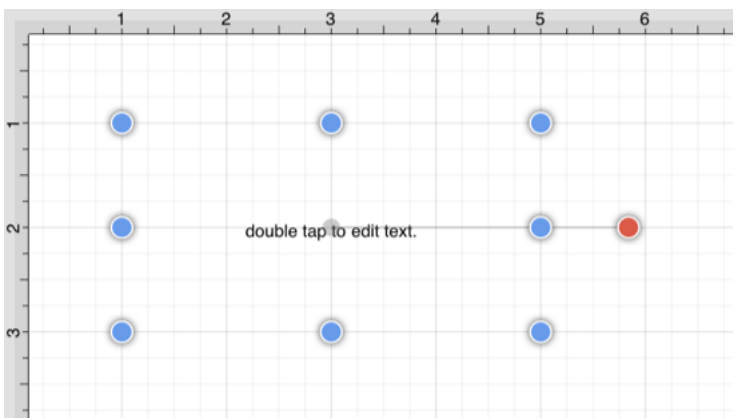
Note: The number of points can also be altered before creating the shape by pressing on the **Info Button**, selecting the [Geometry Tab](#), and then changing the **# of Points** setting. A star can also contain text. See [Handling Text](#) for further details.

5.1.6.24. Text Tool

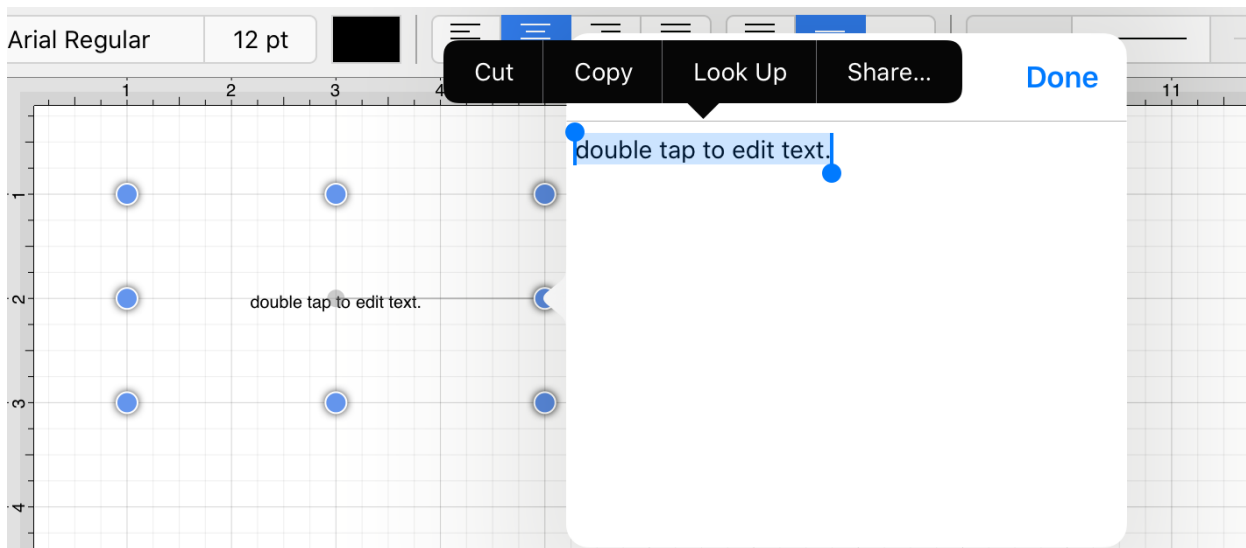
The **Text Tool** can be used to create a text area within a drawing. To use this tool, simply select it and perform a **Touch/Drag** gesture combination at the point in the **Drawing Canvas** where one of the bounding corners of the text area should be. Then drag in any direction and release the **Touch**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



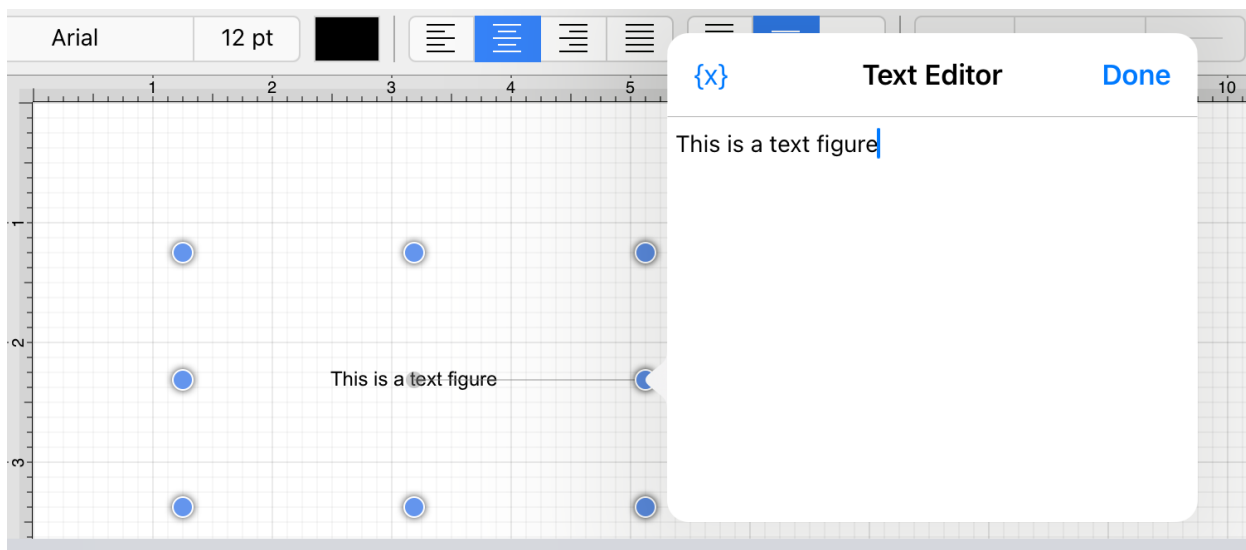
After a text area has been added, the image shown below containing the default text **Double tap to edit text** will appear.



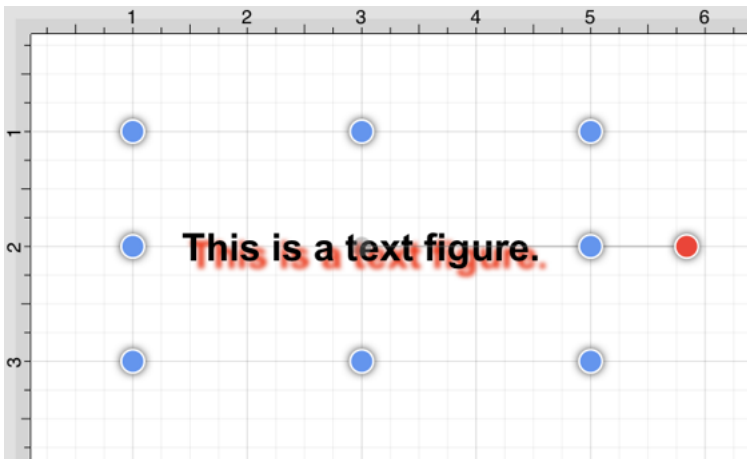
Double Tapping on the figure causes a text editor to appear for entry.



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



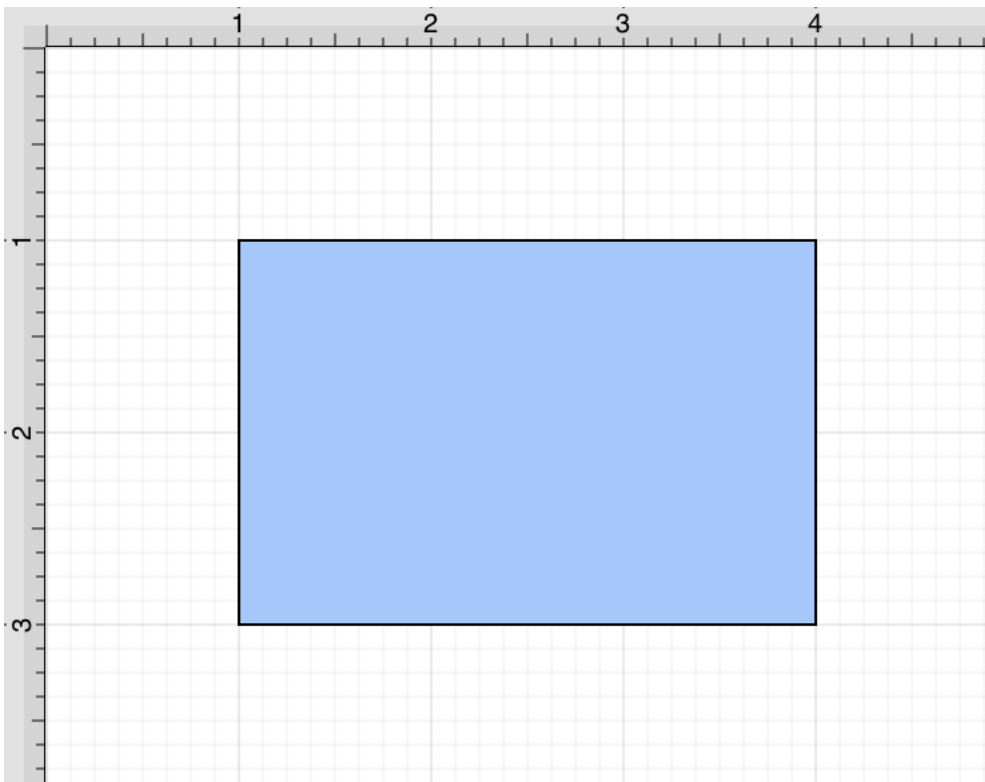
The text figure is different from all other types of figures because it only shows text. It cannot have a border (stroke) or be filled; however, displayed text can include a shadow.



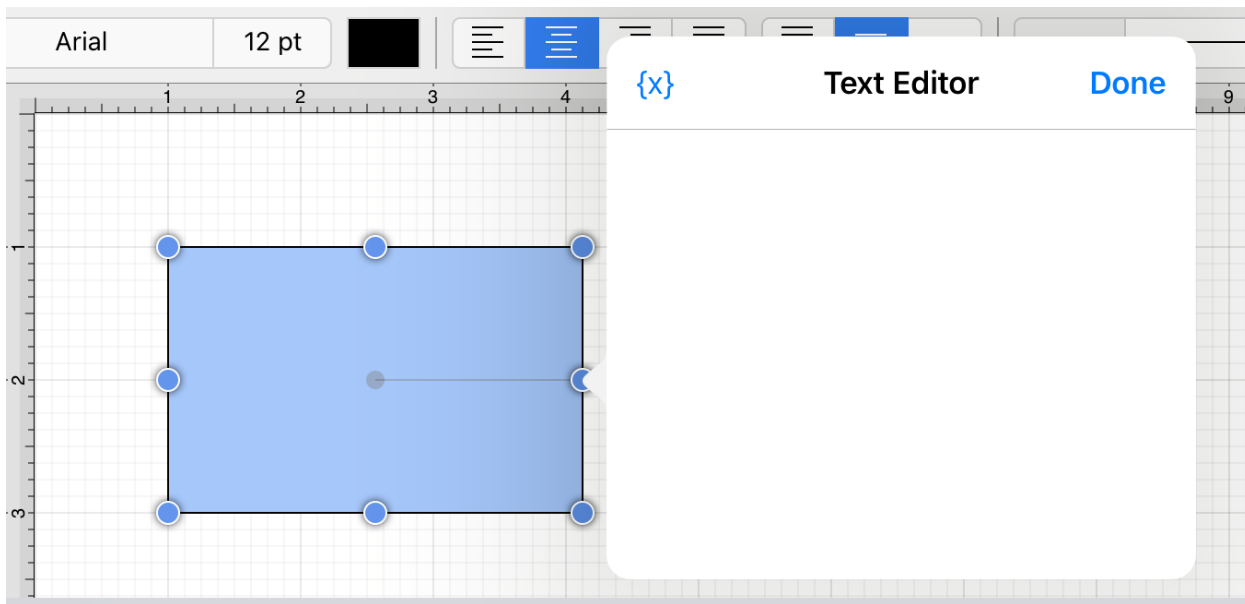
Adding Text To Figures

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

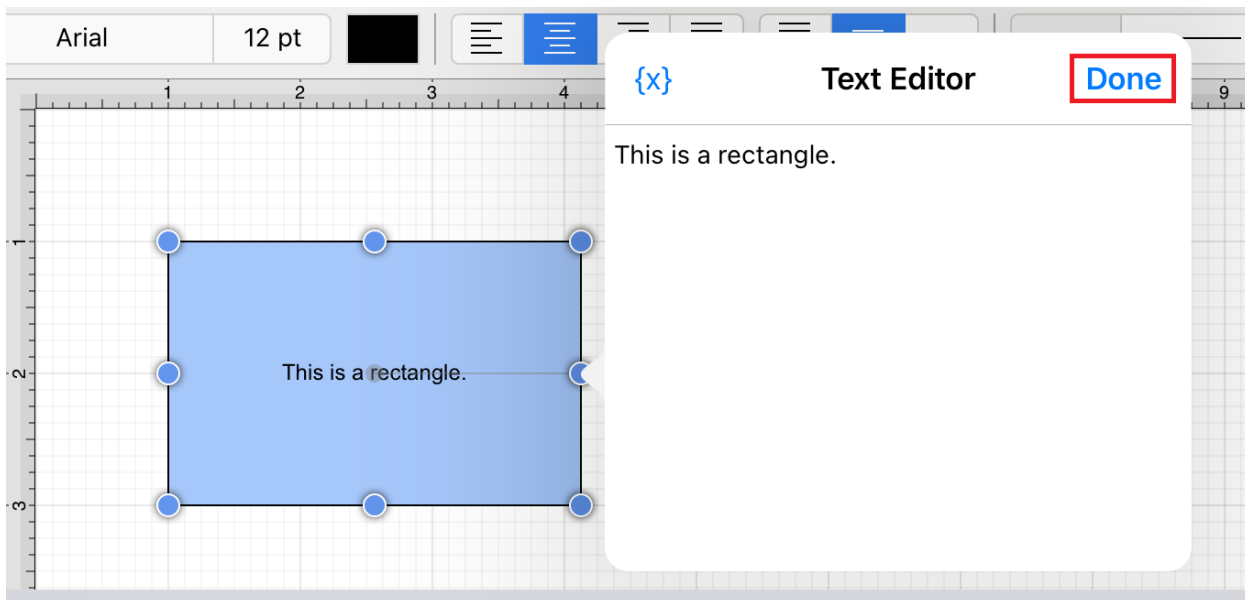
Step 1: Use one of the [Drawing Tools](#) to create a figure.



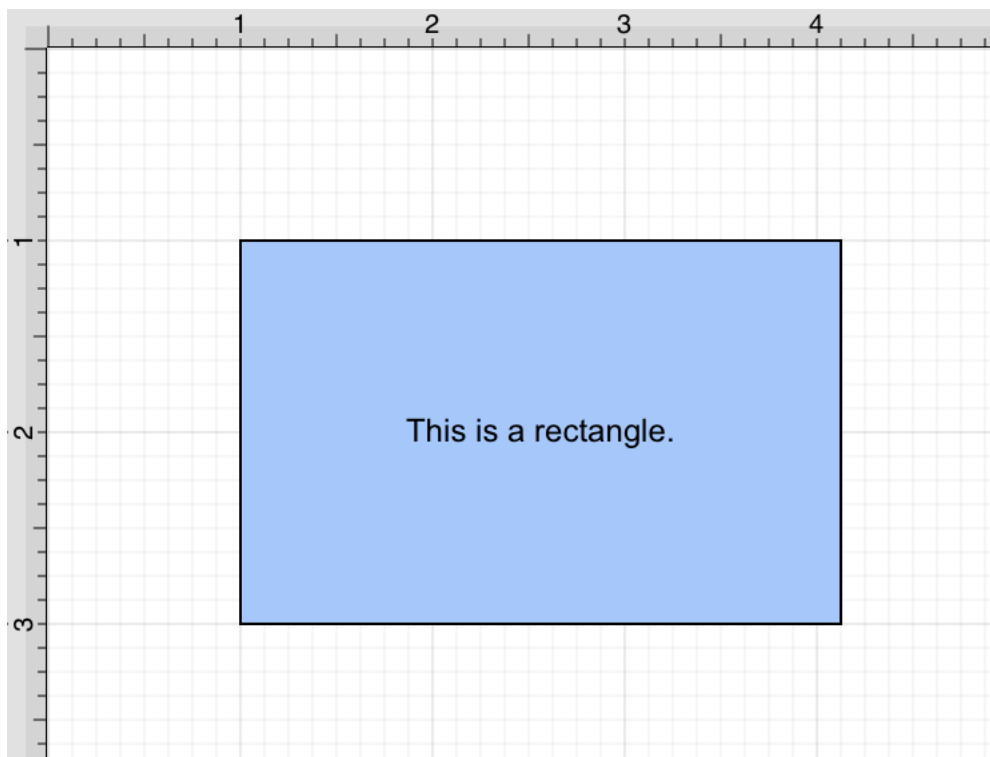
Step 2: Double Tap on the desired figure and the editor shown above will open.



Step 3: Enter text and then tap on the figure area or press **Done** in the upper right hand corner to close the editor.



Step 4: The text will appear as shown below once the editor has been closed.

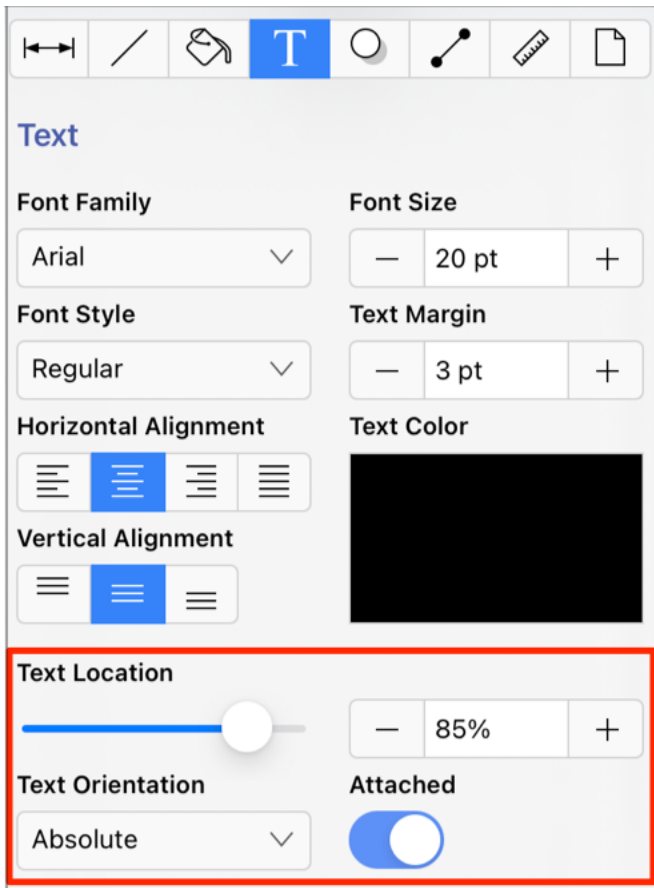


Info: For more information on how to change the font, text size, text color and alignment, see the [Handling Text](#) section.

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

Text Location and Orientation

Text can be added to a Line or Path Figure. The [location](#) and [orientation](#) of attached text can be altered within the **Text Tab**.



5.1.6.25. Function Key Feature

The left toolbar also works as a **Function Key** and is similar to a control click (Windows) or an option click (Macintosh). When this feature is used, it acts as an indicator to the tools that they should behave in a different manner than they normally would. For example, the **Function Key Feature** can be used to enable multiple selection within the [Drawing Canvas](#) or to constrain the proportions of a figure as it is resized with one of the handles.

This functionality can be enabled by holding and pressing on the lower half of the [Drawing Toolbar](#) where no tools are present. After approximately 1 second, the toolbar will turn red as an indication of the **Function Key Feature** being enabled. It will remain enabled as long as the utilized finger/thumb remains held on the toolbar.



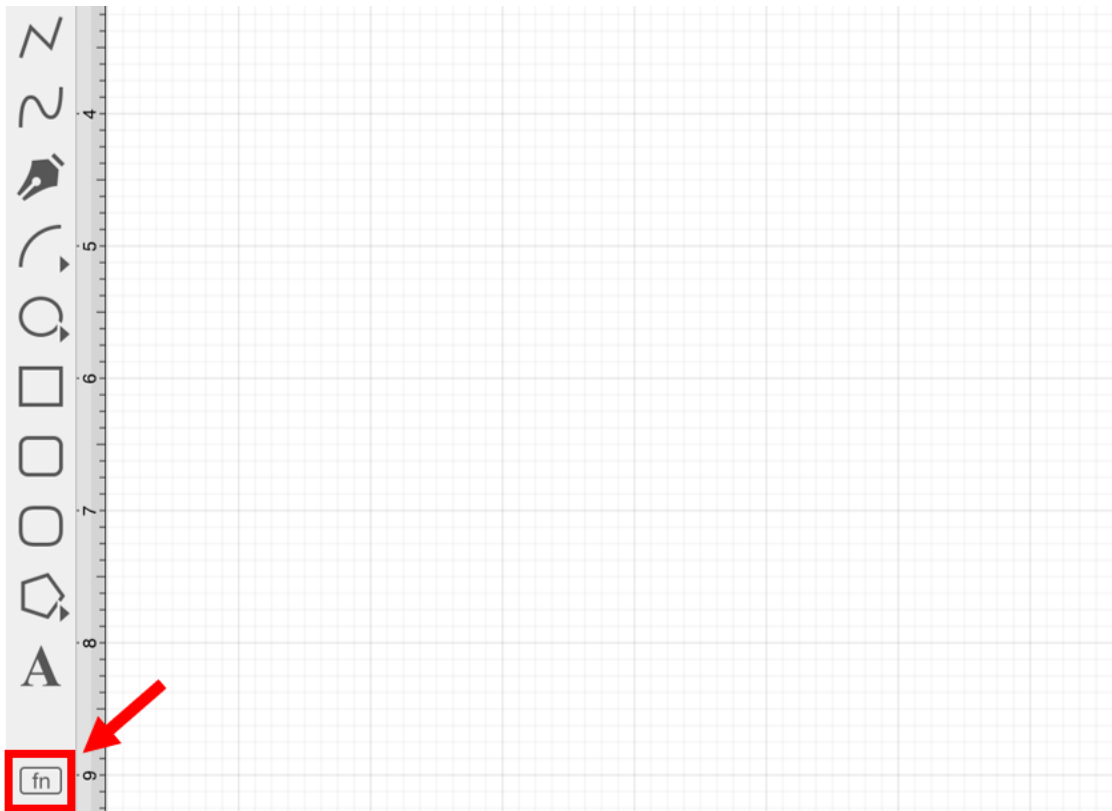
The standard light gray toolbar will reappear as a visual indicator of the function key being disabled when the finger is released.



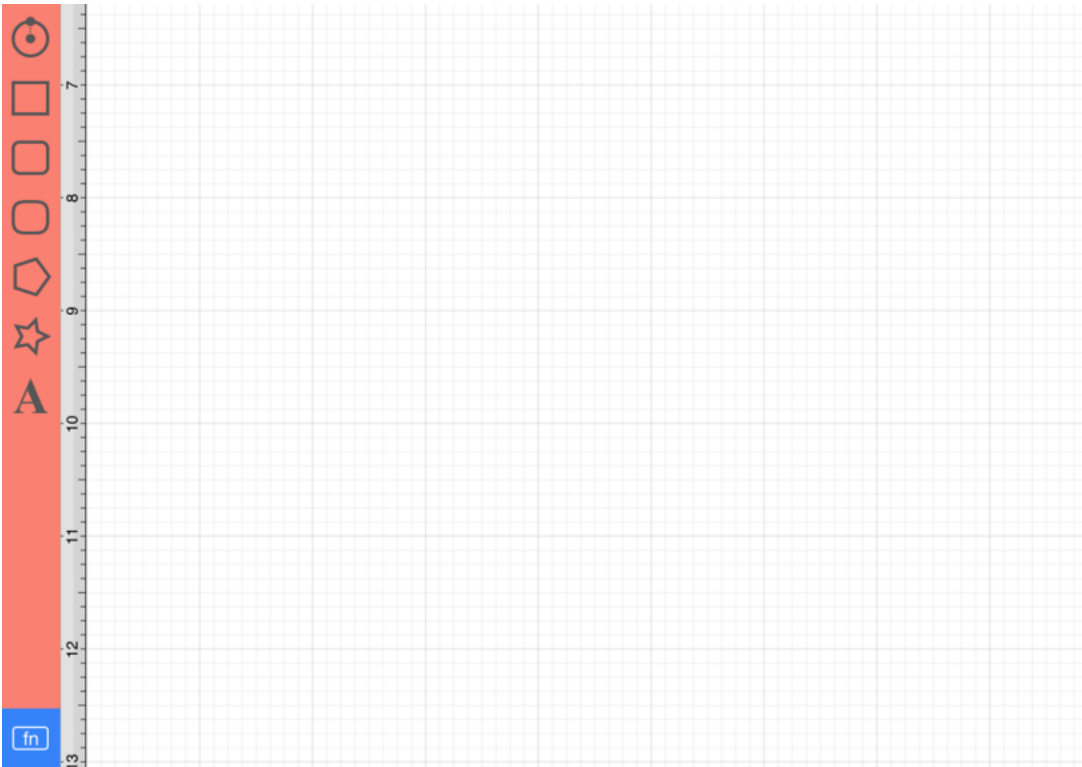
Function Button

The **Function Button** may also be used to lock the Function Key Feature. It can be helpful for maintaining the aspect ratio of multiple figures during resizing without having to hold down the toolbar. It is also a useful option for enabling the one handed operation of TouchDraw 2.

Press on the **Function Button** located at the bottom of the [Drawing Toolbar](#) to lock the **Function Key Feature**.



When enabled, the [Drawing Toolbar](#) will appear red and the **Function Button** will appear blue. It will remain enabled until the **Function Button** is pressed again.



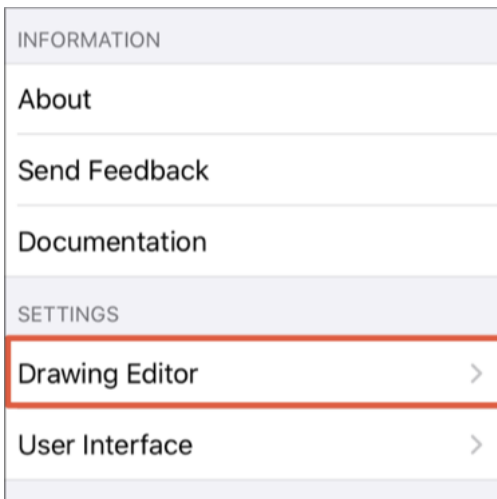
How to Enable the Function Button

If the **Function Button** is not present on the [Drawing Toolbar](#), then it is disabled within the Drawing Editor. To enable this option, complete the steps below:

Step 1: Press on the **Settings Button** in the [Top Toolbar](#).




Step 2: Press on the [Drawing Editor Submenu](#).



Step 3: Then tap on the **Function Button On/Off Toggle Slider**. It will appear with a blue background when enabled.


[< Options](#) Drawing Editor

TOOLBAR LOCATION


Left Side 

Right Side


TOOLBAR OPTIONS

Function Button 

FREEHAND CURVE TOOL

Curve Smoothing 

ADVANCED

Smart Fill 

Note: The **Function Button** will appear in the bottom of the [Drawing Toolbar](#) when enabled.

5.1.6.26. Option Key Feature

The left toolbar also works as a **Option Key** and is similar to a control click (Windows) or an option click (Macintosh). When this feature is used, it acts as an indicator to the tools that they should behave in a different manner than they normally would.

For example, the **option key feature** can be used to alter the "phantom" control point position within the [Drawing Canvas](#) for a **Path** or to change a corner point back to a smooth curve after a curve segment has been created with the [Path Tool](#).

To enable this functionality, **Double Tap and Hold** on the lower half of the [Drawing Toolbar](#) where no tools are present. After approximately 1 second, the toolbar will turn blue as an indication of the **option key feature** being enabled. It will remain enabled as long as the utilized finger/thumb remains held on the toolbar.

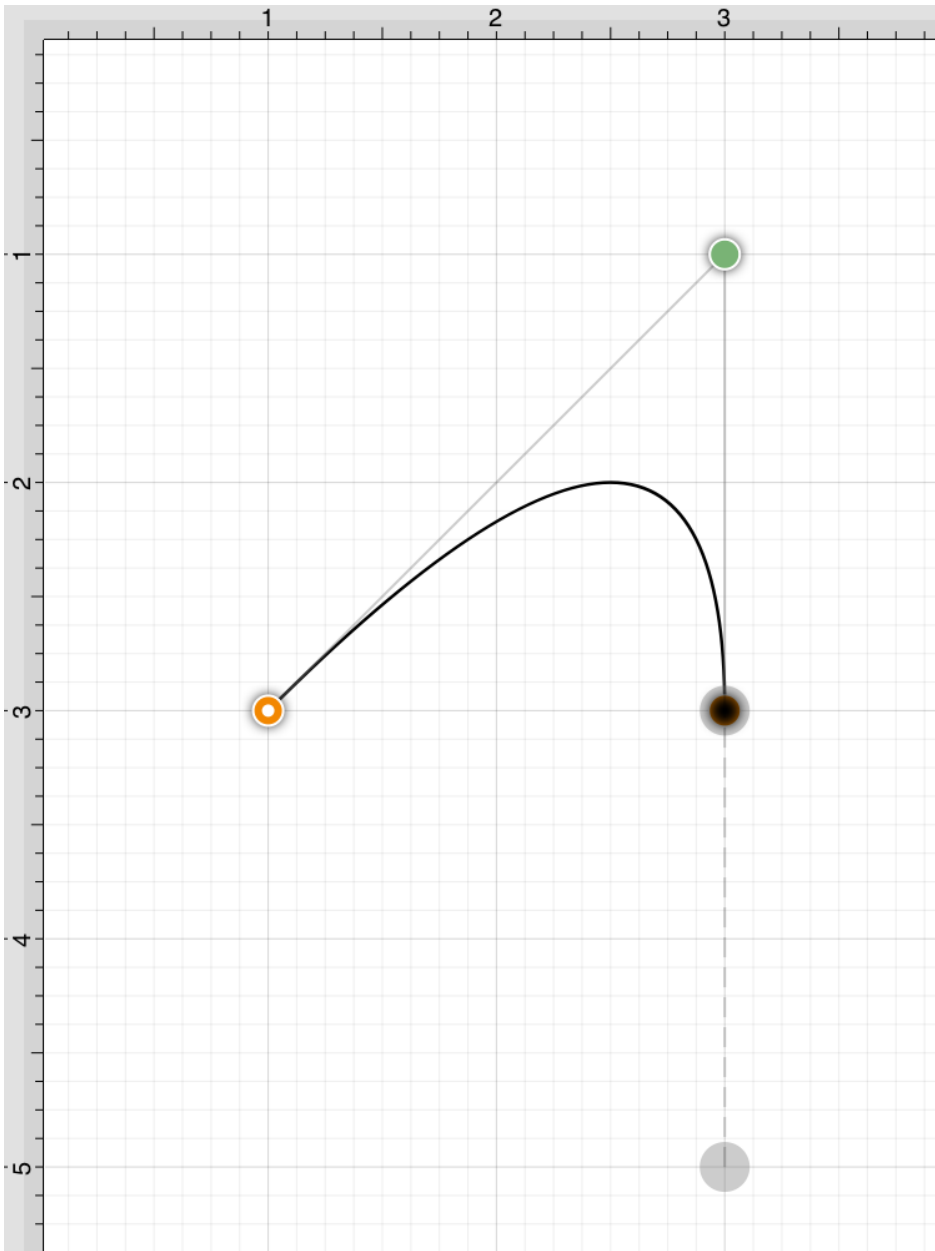


The standard light gray toolbar will reappear as a visual indicator of the **option key feature** being disabled when the finger is released.

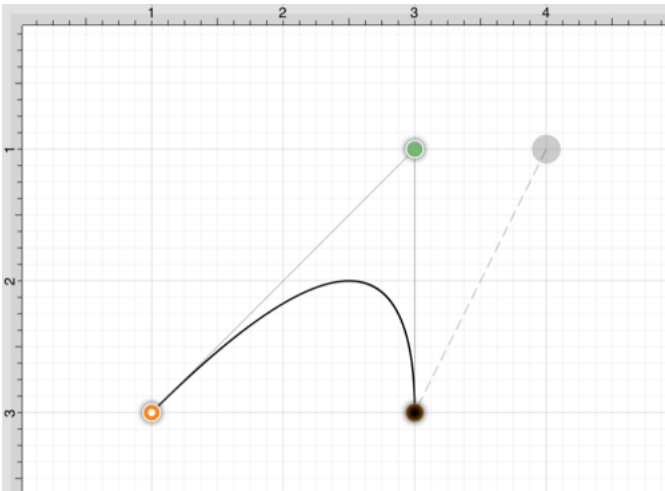


Option Key Feature/Tap

An **Option/Tap** combination allows the "phantom" control point position to be set to a desired location on the [Drawing Canvas](#) after a **Touch/Drag** combination has been performed to create a curve segment. **Double Tap and Hold** on the empty portion of the [Drawing Toolbar](#) to activate this gesture combination. The following image shows the "phantom control point at the 3,5 position:



An **Option/Tap** combination is completed at the 4,1 position causing the "phantom" control point to be moved to this location on the [Drawing Canvas](#). Refer to the image below:



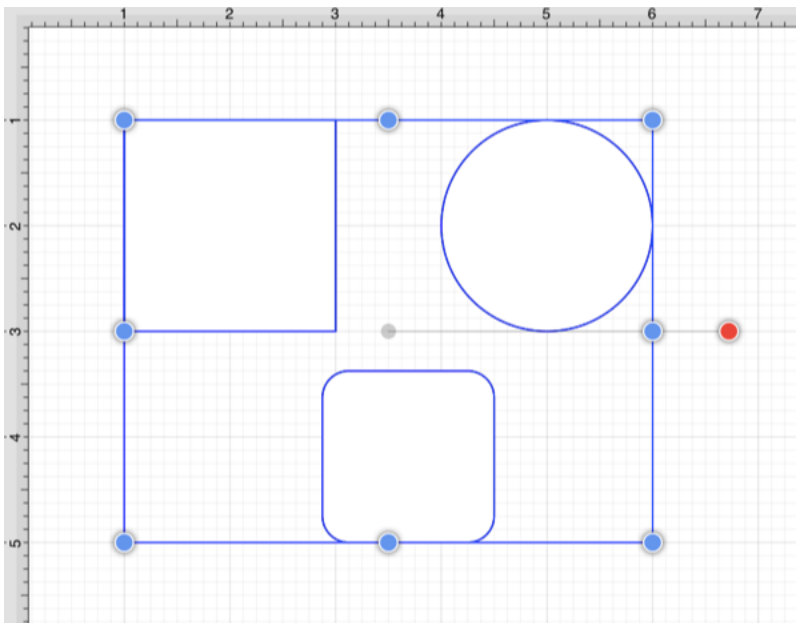
Option Key Feature/Touch/Drag

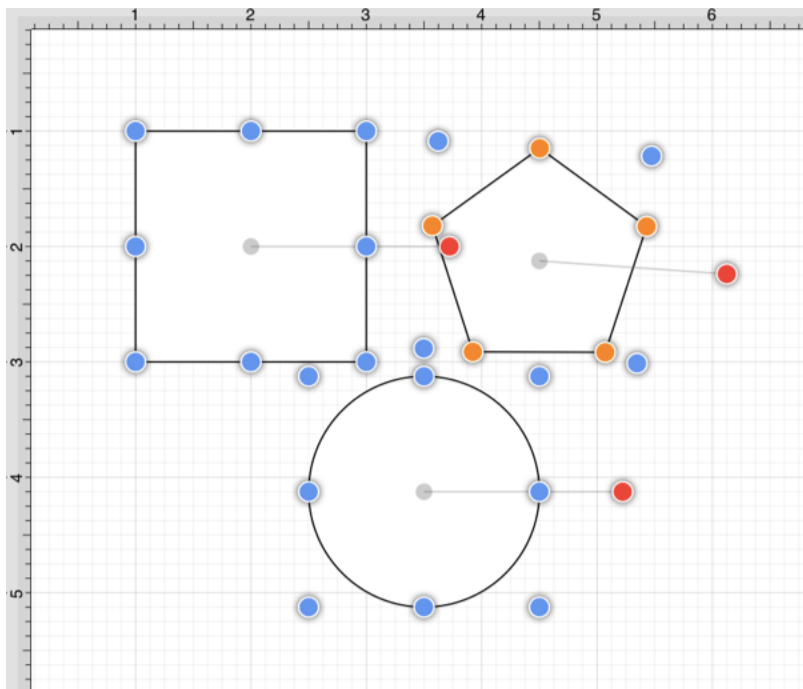
An **Option/Touch/Drag** gesture combination allows the "phantom" control point to be dragged to any point on the [Drawing Canvas](#) and changes a corner point back to a smooth curve after the initial **Touch/Drag** action has been completed for creating the curve segment.

This gesture combination is made possible by performing a **Double Tap and Hold** on the empty portion of the [Drawing Toolbar](#) as discussed above.

5.1.6.27. Easy Drag Mode

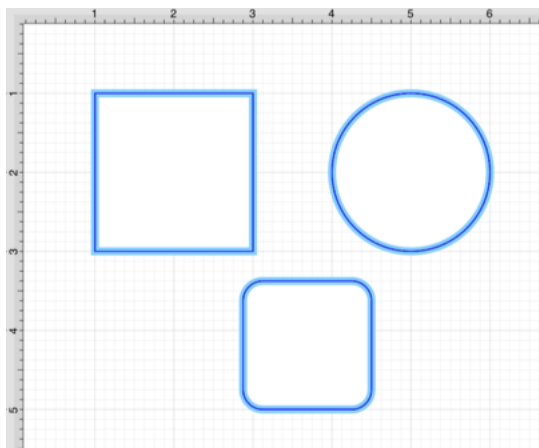
By default, TouchDraw 2 selects multiple shapes as a group. Figures selected as a group can be dragged together when performing a **Touch/Drag** combination on one of the figures. The [classic selection mode](#) allows each figure to be selected individually and to have their own handles available when selected. Each are shown below:





TouchDraw 2 includes an **Easy Drag Mode** that makes it simpler to move and select figures without having to worry about touching one of the handles (which could lead to an unwanted resize). This is also particularly useful when trying to move a small object, without having to zoom way in.

The following figure shows how a group of selected figures will look when **Easy Drag Mode** is enabled:

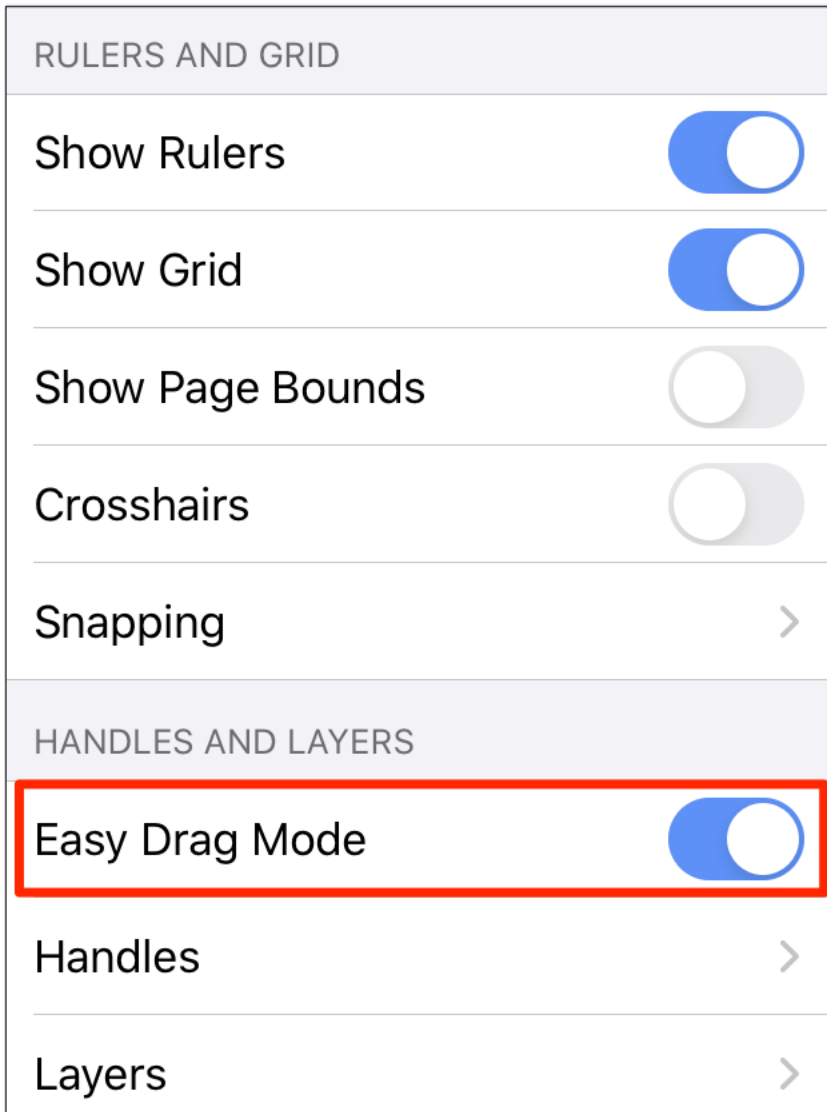


This option can be enabled in one of the following ways:

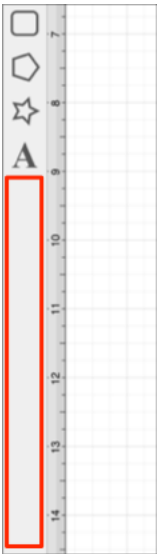
Method 1: Press on the **View Menu** in the [Top Toolbar](#).

File Edit Arrange Modify View

Then tap on the **Easy Drag Mode** toggle. The toggle will appear with a blue background when this option is enabled.



Method 2: Perform an upward or downward vertical swipe in the blank area of the [Drawing Toolbar](#).



5.2. Editing Drawings

The options for **Editing Drawings** in TouchDraw 2 are designed to make working with figures, lines, paths, and handles easier. The following pages explain how to perform drawing editing operations.

- [Editing Basics](#)
- [Using the Clipboard](#)
- [Inserting Images into Drawings](#)
- [Handling Figures](#)
- [Arranging Figures](#)
- [Aligning Figures](#)
- [Snapping Figures](#)
- [Ordering Figures](#)
- [Distributing Figures](#)
- [Combining Shapes](#)
- [Handling Colors](#)
- [Handling Strokes](#)
- [Handling Text](#)
- [Handling Paths](#)
- [Handling Layers](#)
- [Handling Stencil Libraries](#)
- [Calculations](#)

5.2.1. Editing Basics

The options for **Editing Drawings** in TouchDraw 2 are designed to make working with figures, lines, paths, and handles easier. The following pages explain how to perform drawing editing operations.

- [Selecting a Figure](#)
- [Deleting a Figure](#)
- [Saving a Drawing](#)
- [Printing a Drawing](#)

5.2.1.1. Selecting a Figure

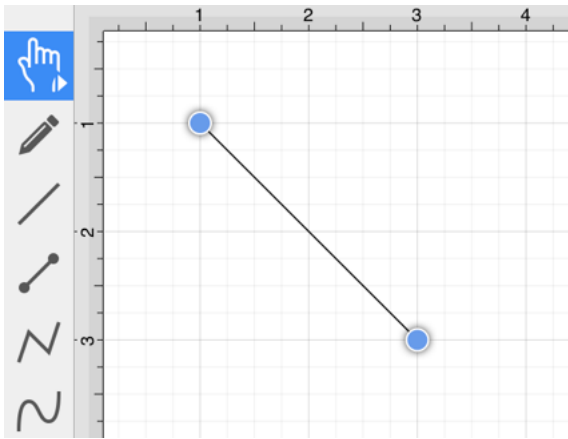
TouchDraw 2 contains five types of figures:

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

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

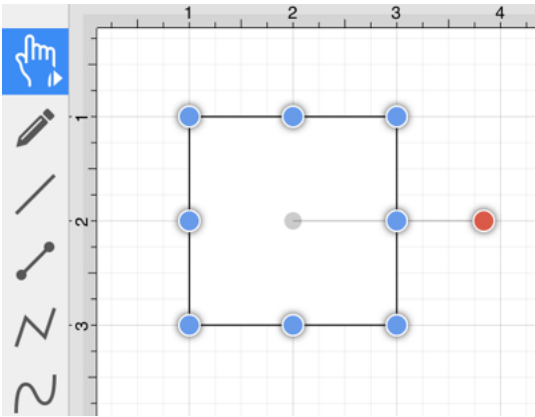
Images, text figures, and compound figures all behave like shapes for selection, so we won't discuss them separately.

To select a line, tap on the line and its handle end points will appear.



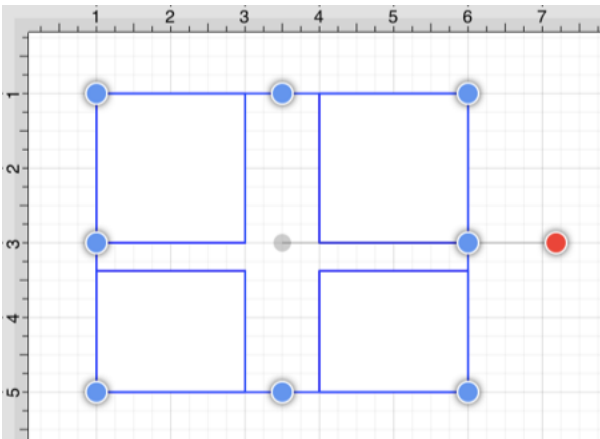
We understand that it is difficult to be as accurate as you are with a mouse using a desktop computer when using a tablet or smartphone, so TouchDraw 2 is designed to allow for some margin of error; however, you do need to try to tap as close to the line as possible. You will receive feedback that you have selected the line when the handles for the endpoints are displayed.

To select a shape, tap anywhere within the shape and its handles will show up.

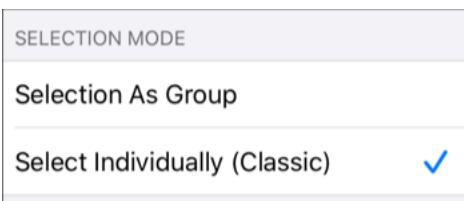


Multiple Selections

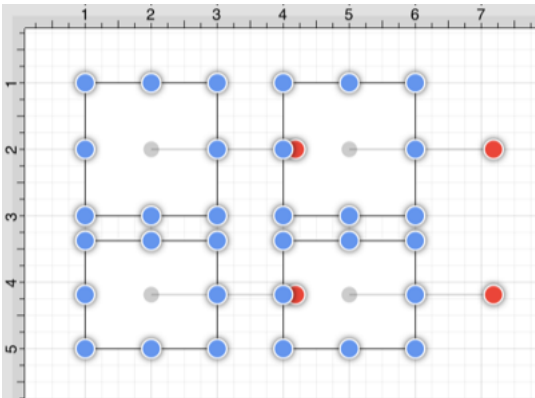
By default, a previously selected shape will be deselected when another is selected; however, TouchDraw 2 does support multiple selections. TouchDraw 2 provides two selection modes for figures within a drawing. It defaults to **Selection as Group**, which will appear as shown below when multiple figures are selected.



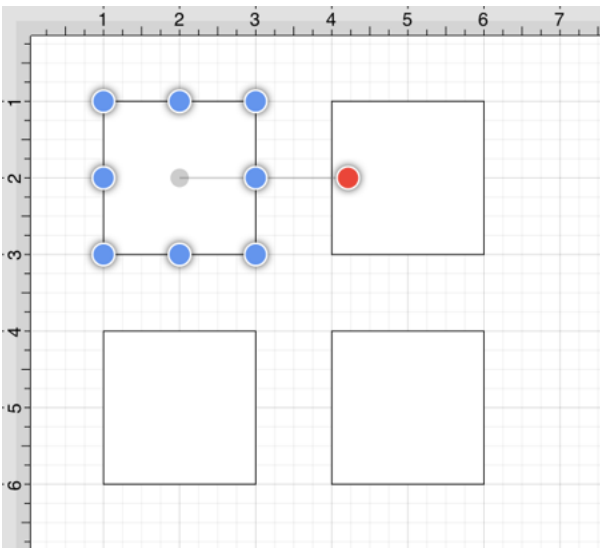
A second selection title **Select Individually (Classic)** is available within the [View Menu](#). This option is enabled when a checkmark is present in the menu. When enabled, this option has the same functionality as when selecting figures within TouchDraw 1.

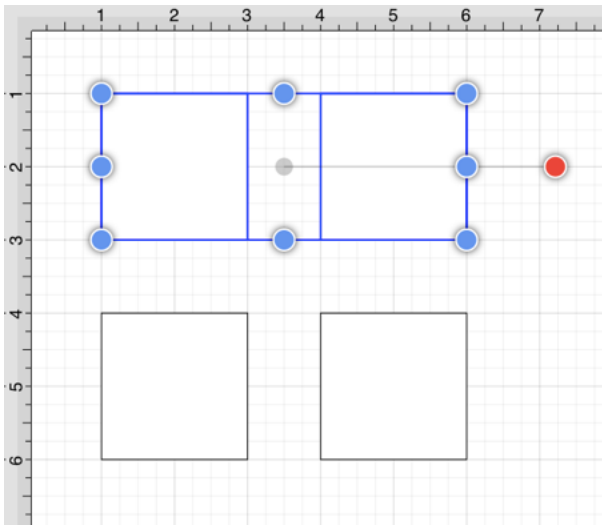


This option provides "live" feedback as you drag shapes around on the [Drawing Canvas](#) (especially connected shapes). It is also best for using [overlays](#) (or the [Info Menu](#)) to set shape attributes. A good example would be making a collection of shapes all 1 inch wide and 1 inch tall using [Overlays](#) or the [Geometry Tab](#). This will be easier when the **Select Individually (Classic)** option is enabled.



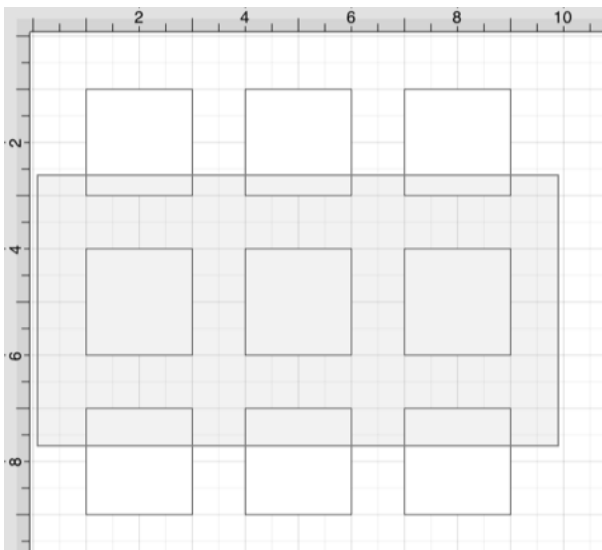
The [Function Key Feature](#) can be activated to make multiple selections. Press and hold on the empty portion of the [Drawing Toolbar](#) for ~1 second until it turns red and continue to hold a finger on the toolbar while using the other hand to tap on additional figures. This feature can be used to add or remove figures from the multiple selection.

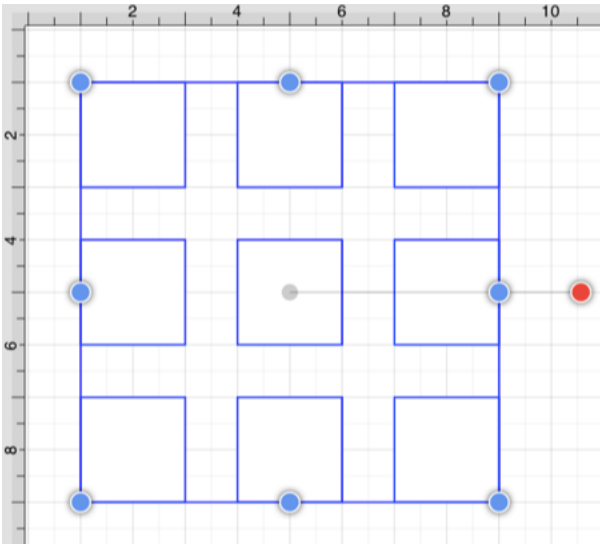




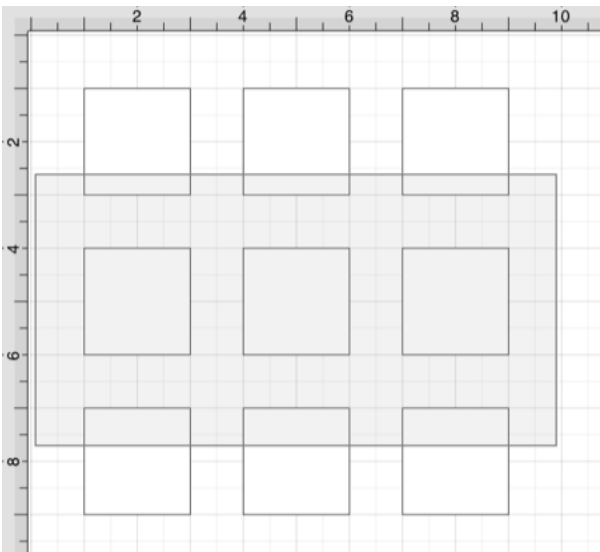
The **Selection Rectangle** may also be used to select multiple figures. Touch and drag the **Selection Rectangle** from left to right or right to left over an area within the [Drawing Canvas](#) and then release the utilized finger once the rectangle covers the desired area to complete the selection.

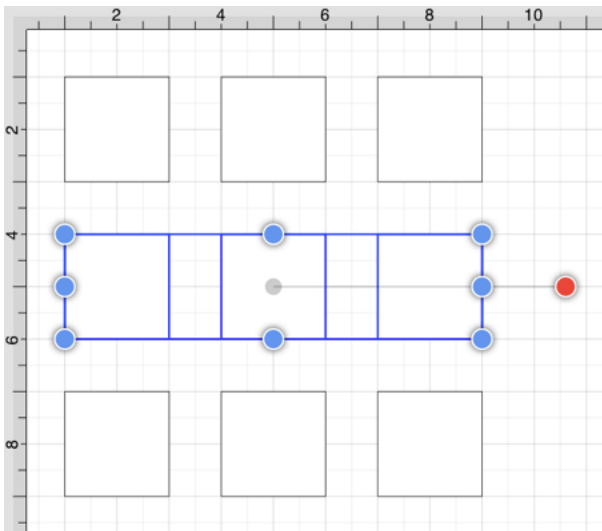
When the rectangle is dragged from left to right, it will select all figures within its bounds and every figure intersecting it, as shown below.





Dragging the **Selection Rectangle** from right to left from any point within the [Drawing Canvas](#) informs TouchDraw 2 to select only the figures within the rectangle's bounds, as shown below.



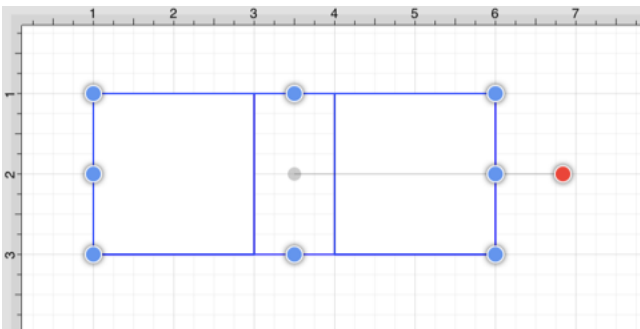
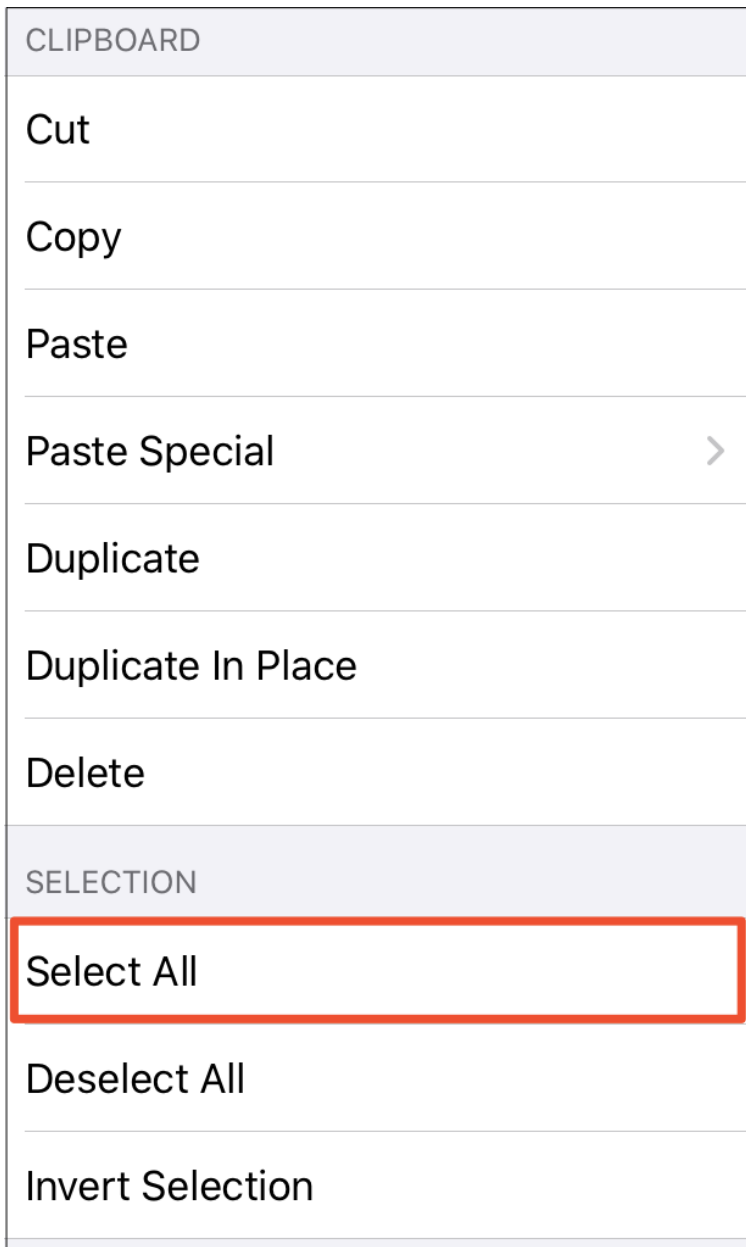


Using the Edit Menu

The [Edit Menu](#) contains options for selecting all figures within a currently open drawing and inverting or clearing a current selection within the [Drawing Canvas](#). Press on the **File Menu** in the [Top Toolbar](#) to access these options.



Tap on the **Select All** option to select all figures within a drawing or press on the **Expand Button** (blue circle with right facing arrow) to access additional selections.



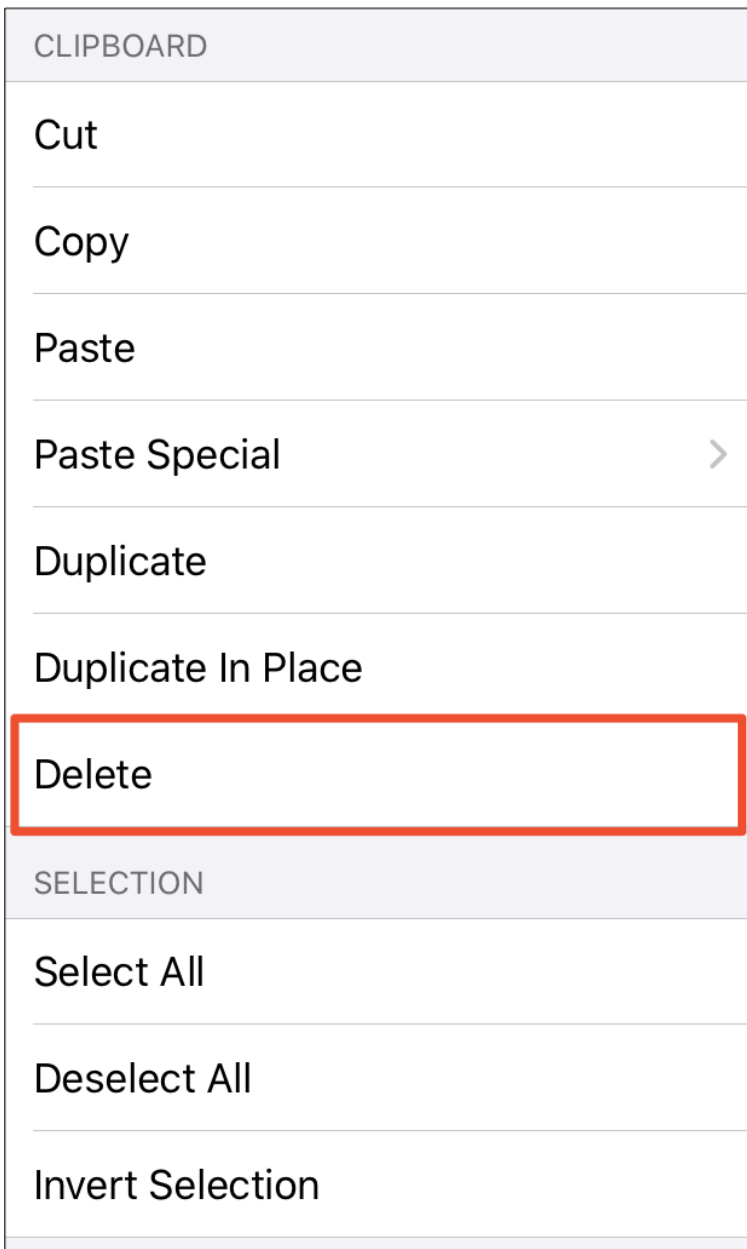
Use the **Invert Selection** option to invert the current selection or the **Deselect All Selection** option to deselect all currently selected figures within the [Drawing Canvas](#).

CLIPBOARD	
Cut	
Copy	
Paste	
Paste Special	>
Duplicate	
Duplicate In Place	
Delete	
SELECTION	
Select All	
Deselect All	
Invert Selection	

5.2.1.2. Deleting a Figure

An object must be [selected](#) before it can be deleted. A selected object may be deleted from the [Edit Menu](#) or by using the **Delete Button** within the [Top Toolbar](#).

Press on the **Edit Menu** and then tap on the **Delete** option to remove the currently selected figure from the drawing.



A figure can also be deleted by pressing on the **Delete Button** in the [Top Toolbar](#).



Please keep in mind that TouchDraw 2 has support for **Undo and Redo**. If a figure is deleted by accident, press the **Undo** button in the [Top Toolbar](#) to redisplay the object.



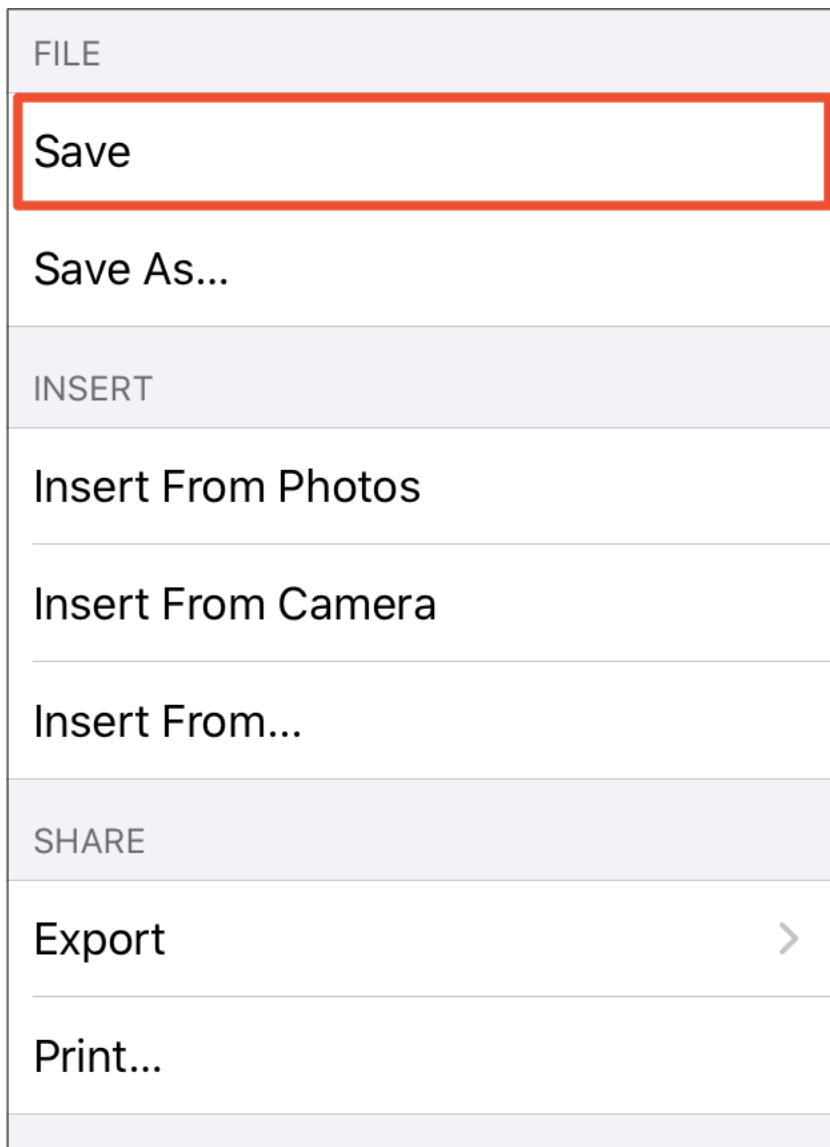
5.2.1.3. Saving a Drawing

A drawing will be saved automatically when it is created in TouchDraw 2. Changes to a drawing may be saved at any time through the [File Menu](#). TouchDraw 2 offers two methods for **Saving a Drawing** (Save and Save As...).

FILE
Save
Save As...
INSERT
Insert From Photos
Insert From Camera
Insert From...
SHARE
Export >
Print...

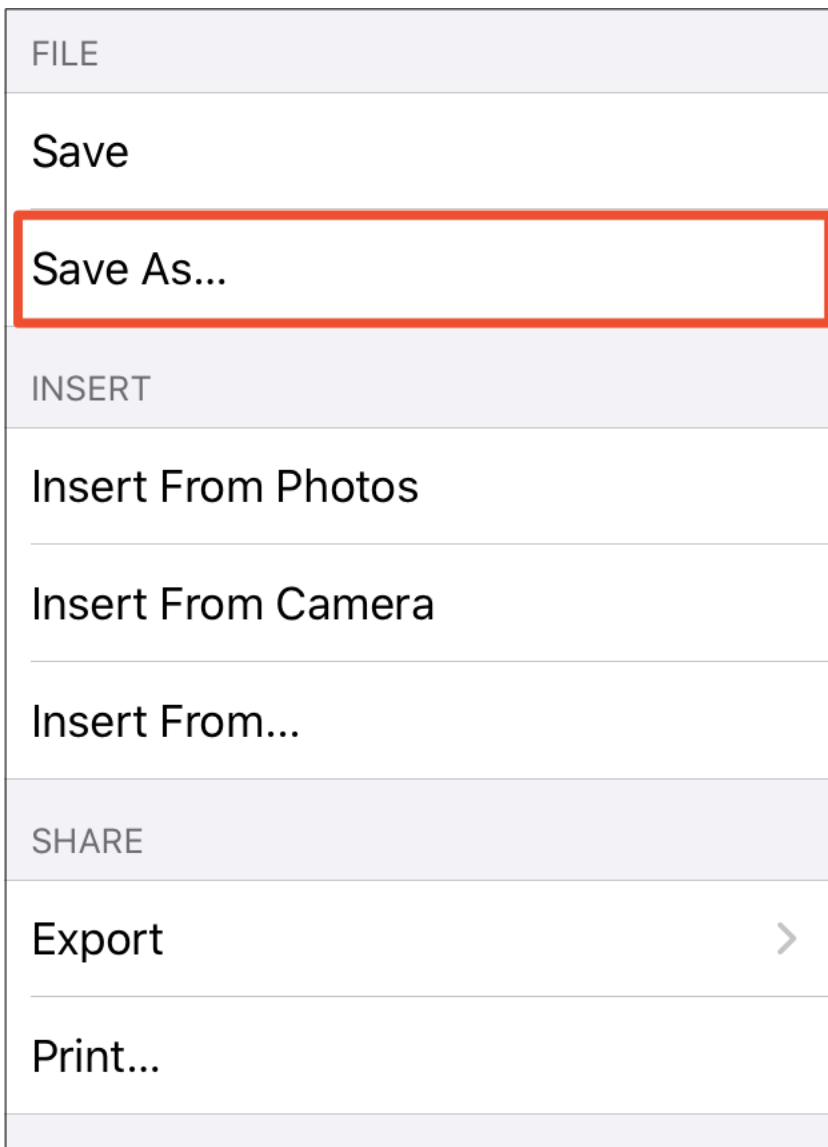
Save

An existing file can be saved at any time by selecting the **Save** option under the [File Menu](#). This option will only be available if a change has been made to the drawing within the [Drawing Editor](#).

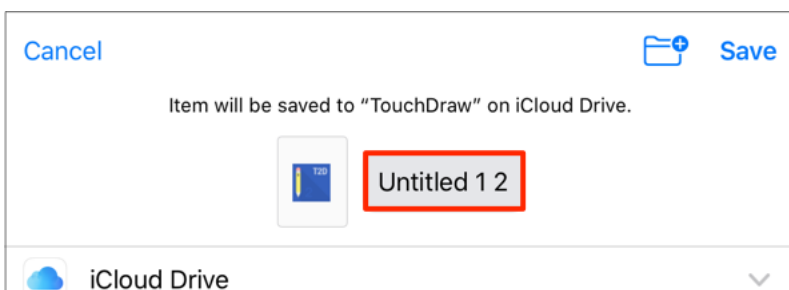


Save As

An existing file can be saved under another name by using the **Save As...** option under the [File Menu](#).

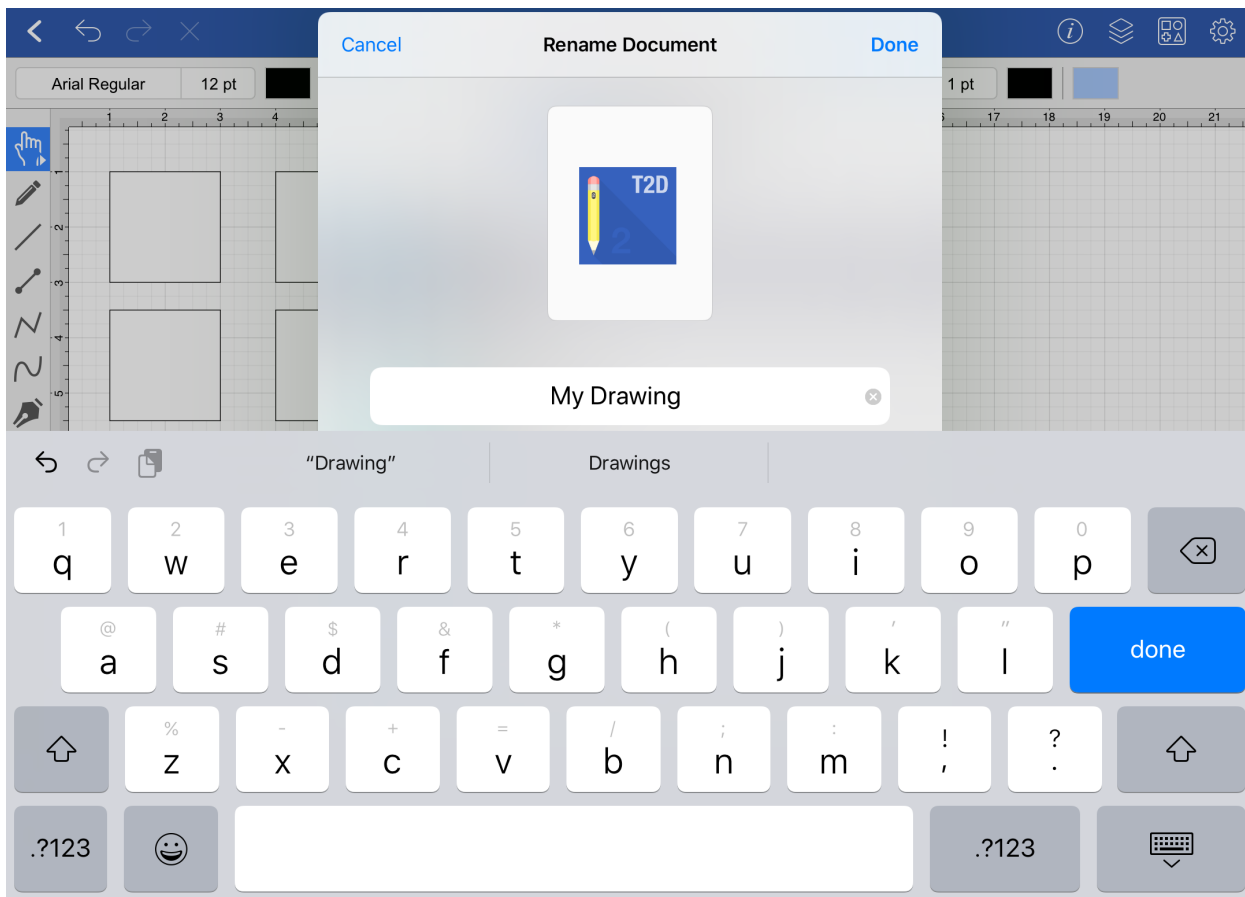


Tap on the current name to change the file name before saving. The file name does not have to be changed; however, if a file with the same name exists in the selected save directory (or folder), a number will be added to the end of the file name.

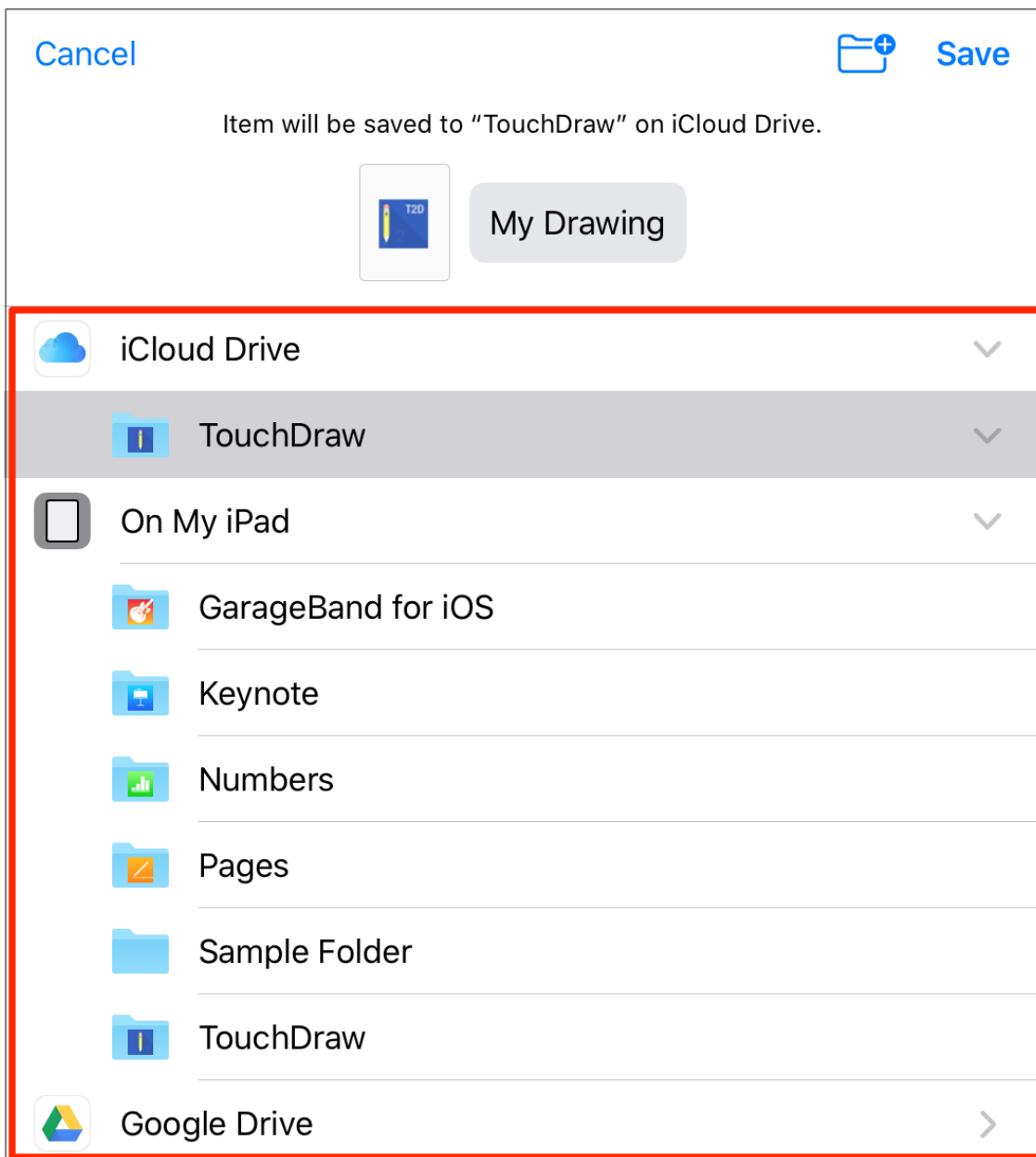


TouchDraw 2 for iOS

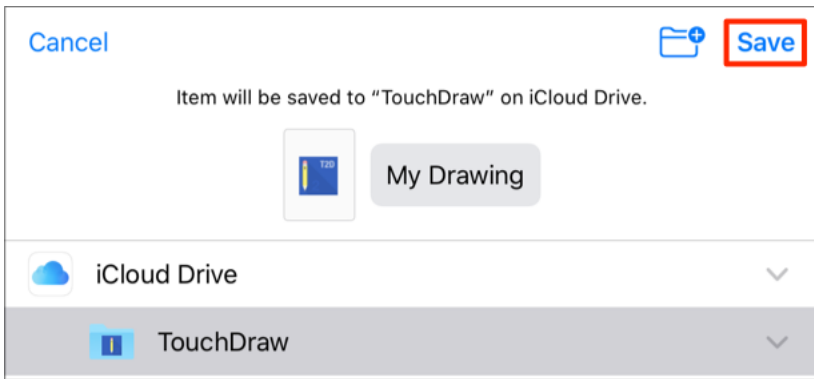
Use the keyboard to remove the current name and enter a new name for the file. Tap **Done** once finished.



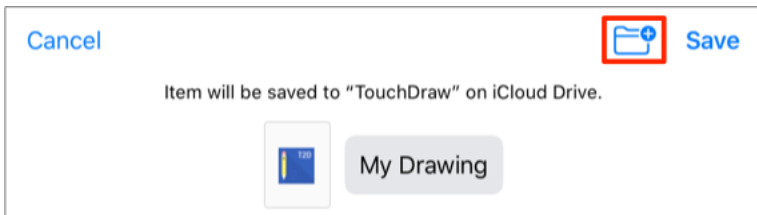
Next, select a parent directory (and folder) for saving the file. Tap on a parent directory to select it. If folders exist within the selected directory, you can tap on a specific folder to save the file in the selected folder.



Tap on **Save** in the upper right corner to finish saving the file with the entered file name in the selected file directory and folder.



Note: A new folder can be added to the selected parent directory and/or folder before saving by clicking on the **Add Folder** icon.

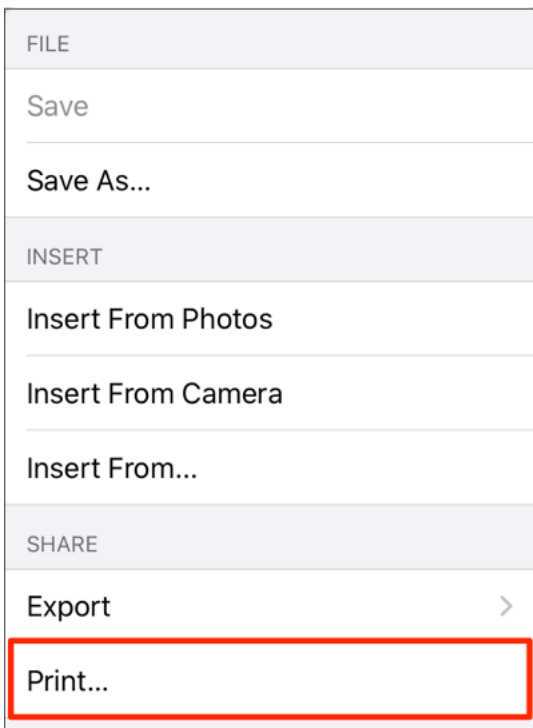


5.2.1.4. Printing a Drawing

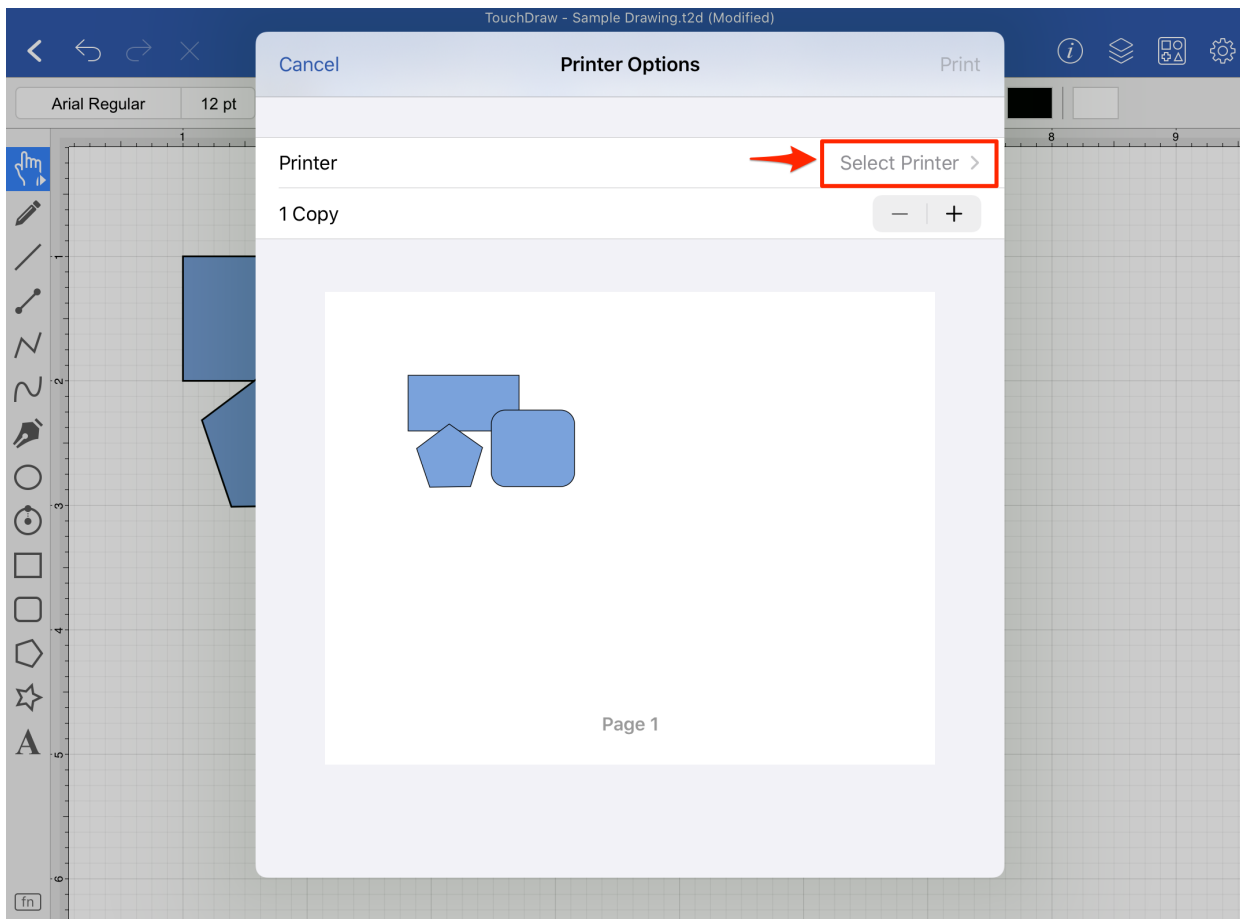
TouchDraw 2 supports the capability of printing drawings to local printers. These options can be accessed from the [File Menu](#) as shown below.



Tap on **Print...** within the menu to open the **Printer Options** view..



The **Printer Options** is used to select a printer, set the number of copies, and to set additional print settings. Press on **Select Printer** to view a list of discovered printers.

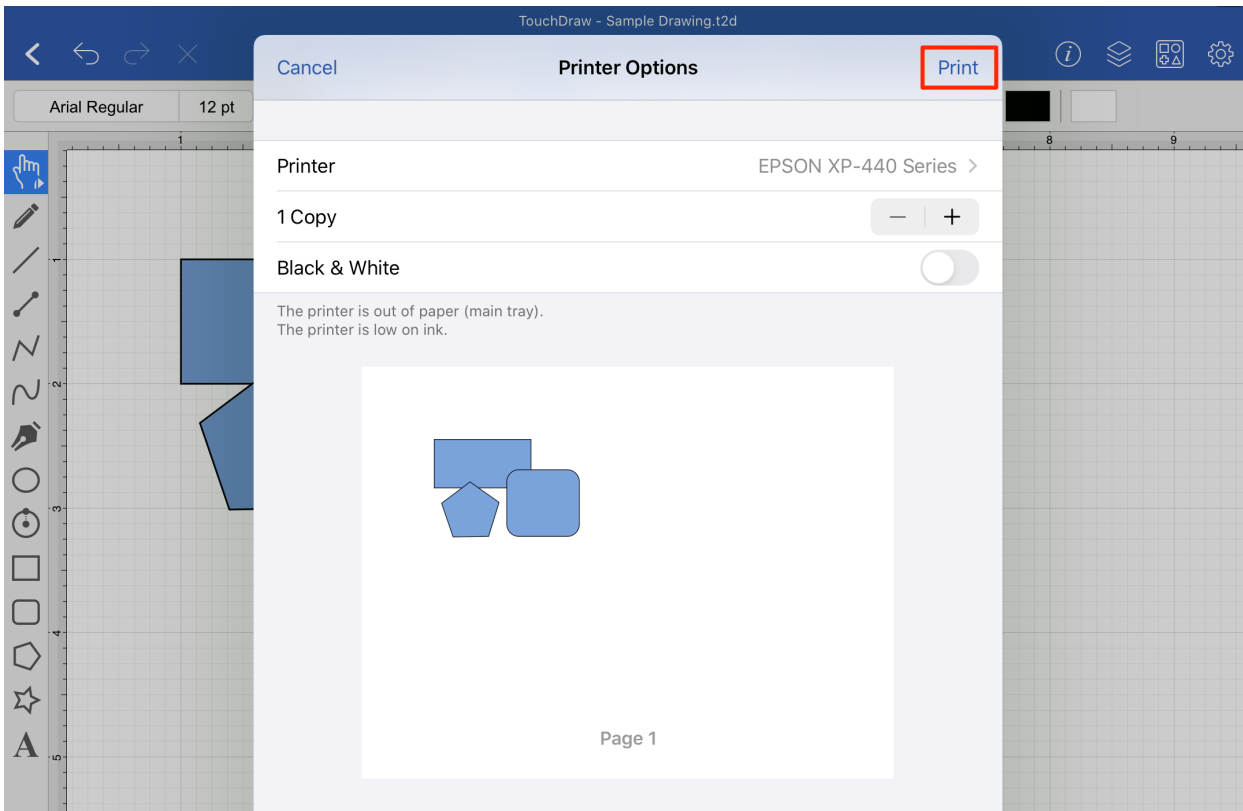


Tap on a printer to select it for printing. Use the **Info** icon to learn more about a printer displayed within the list.



Configure any needed printer options and then tap on **Print** to print the drawing on the selected printer.

TouchDraw 2 for iOS

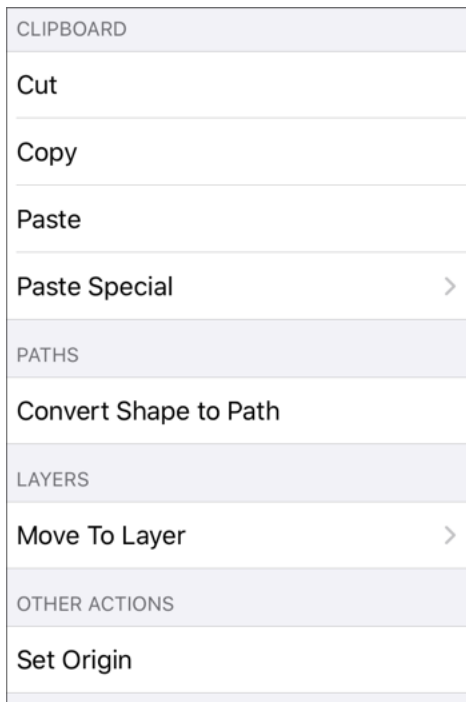


Description	
Printer	This option can be used to select a printer for printing and to view information about available printers.
Copy	This option can be used to configure the number of print copies for the drawing. Tap on the Minus Button to decrease the copy count or the Plus Button to increase the copy count.
Black & White	This option can be used to print in black and white rather than color. It is disabled by default. Tap on the slider to enable or disable this option. The slider will appear blue when enabled.

5.2.2. Using the Clipboard

The **Clipboard** holds the most recent change made to a figure within the Drawing Editor. Changes are stored on the clipboard when an item is [copied](#), [cut](#) or [undone](#). They are reapplied by choosing the [Paste](#) or [Redo](#) commands.

All **Clipboard** actions with the exception of [Undo](#) and [Redo](#) are accessible through the [Contextual Menu](#). Touch and press the [Drawing Canvas](#) for ~1 second to bring up the Contextual Menu. It will appear as shown below:



[Undo](#) and [Redo](#) actions are accessible through the [Top Toolbar](#), as shown below.

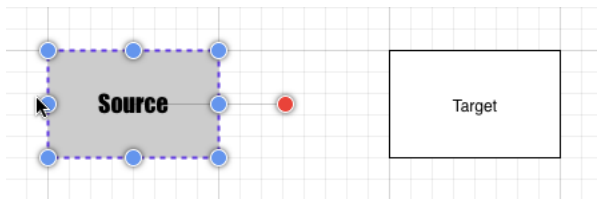


5.2.2.1. Paste Style

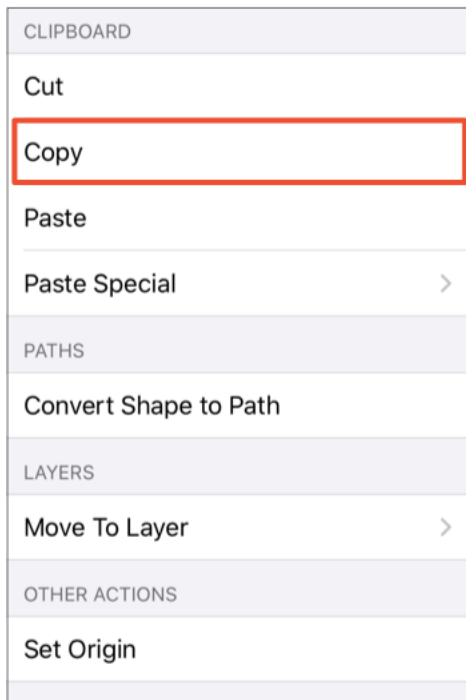
The **Paste Style** option allows formatting to be copied from one shape and pasted (applied) to another.

The example below shows how to copy the style of one figure to another figure within a drawing:

Step 1: [Select](#) the source shape/figure with the formatting to be applied to another object.

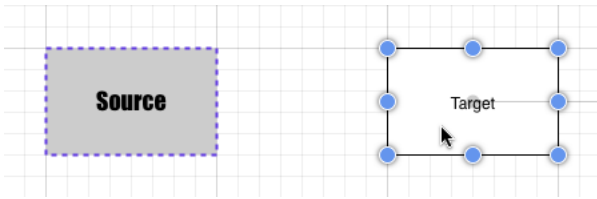


Step 2: Open the [Contextual Menu](#) and [Copy](#) the shape to the clipboard.

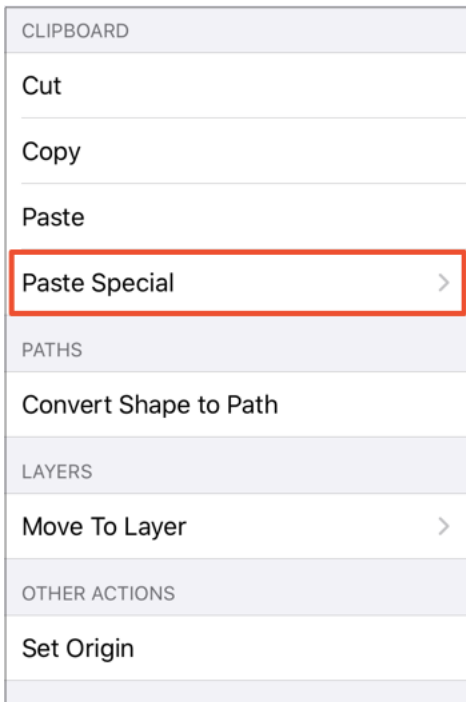


Note: You can also tap on the figure to select it within the Drawing Canvas and then use the [File Menu](#) to select the **Copy** option.

Step 3: Select the target shape.

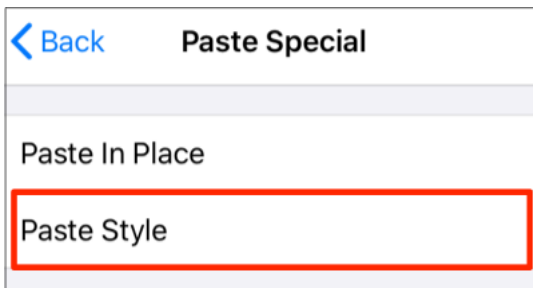


Step 4: Perform an extended press on the source figure to open the [Contextual Menu](#). Then tap on the **Paste Special Submenu**.

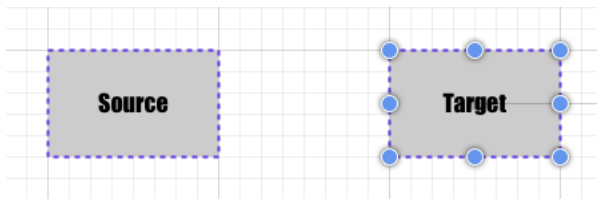


Note: You can also tap on the figure to select it within the Drawing Canvas and then use the [File Menu](#) to access the **Paste Special Submenu**.

Step 5: Select the **Paste Style** option from Paste Special Submenu.



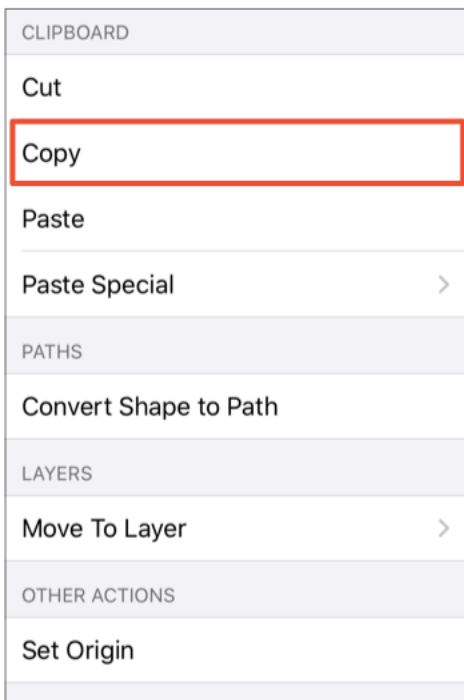
Step 6: The formatting from the source figure is applied to the target figure.



5.2.2.2. Copying a Figure

A figure or group of figures must be [selected](#) before copying can occur. After a selection has been made, touch and press on the [Drawing Canvas](#) for ~1 second to bring up the [Contextual Menu](#), as shown below.

Tap on the **Copy** option to copy the currently selected figure or group of figures into the clipboard.



Note: You may also select the figure or figures and then tap on the [Edit Menu](#) to copy them to the clipboard.

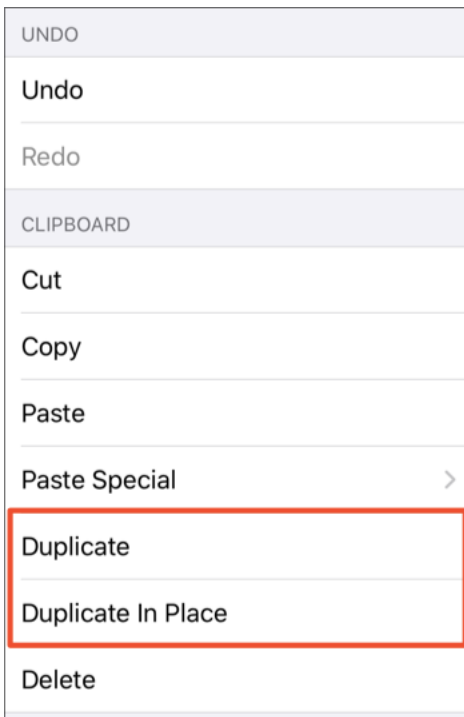
5.2.2.3. Duplicating a Figure

A figure can be duplicated to make sharing the same attributes easy. At least one figure must be selected for these options to appear in the [Contextual Menu](#).

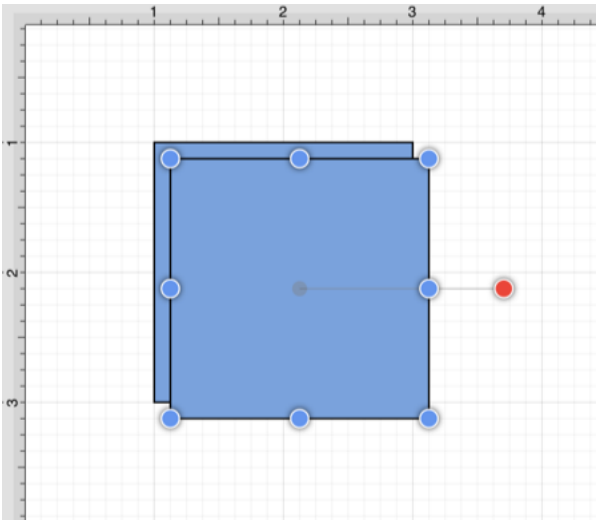
Options for duplicating a figure are accessed by pressing on the [Edit Menu](#) in the [Top Toolbar](#).



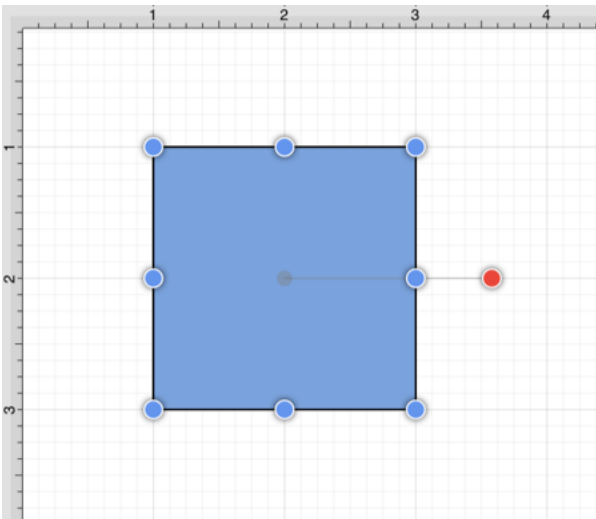
Two options are provided for duplicating selecting figures, as shown below:

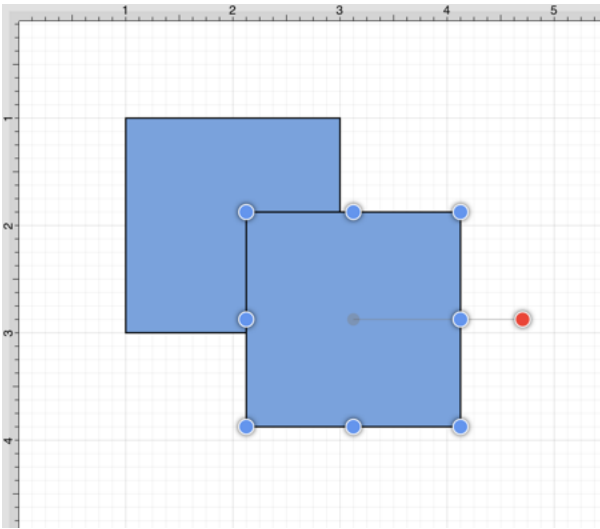


Tap on the **Duplicate** option to create a copy of a selected figure(s) and have it placed at an offset position in the [Drawing Canvas](#), as shown below.



Tap on the **Duplicate in Place** option to create a copy of a selected figure(s) and have it placed in the same exact location as the original. Hold and drag the top figure to a new position in the [Drawing Canvas](#) to see both the original and the copy.





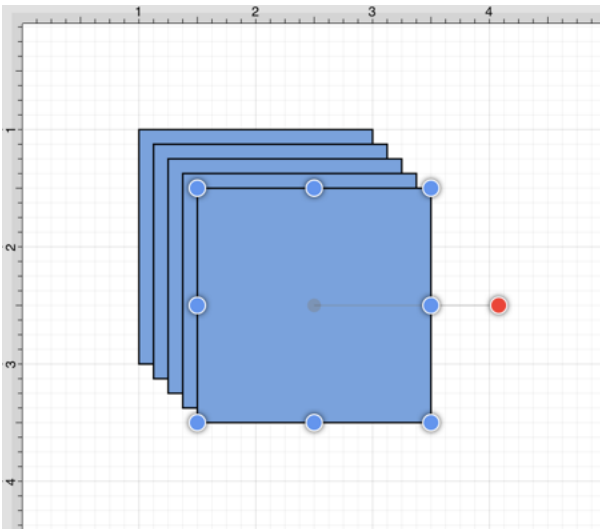
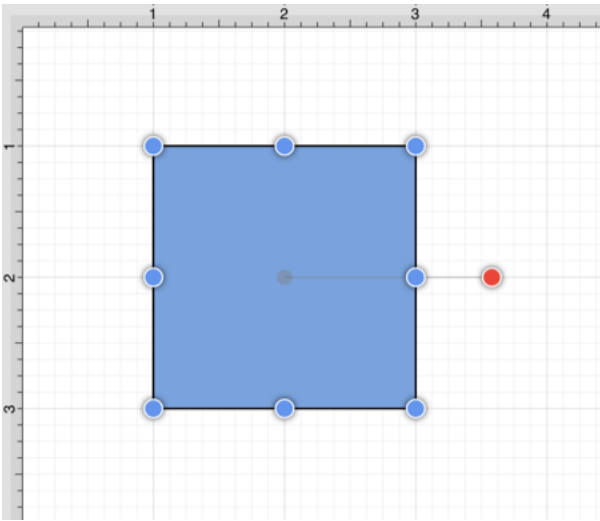
5.2.2.4. Cut and Paste

Cutting and pasting works in the same manner as copy and delete. A figure or group of figures must be [selected](#) to use one of these application functions. After a selection has been made, touch and press the [Drawing Canvas](#) for ~1 second to bring up the [Contextual Menu](#), as shown below:

CLIPBOARD	
Cut	
Copy	
Paste	
Paste Special	>
PATHS	
Convert Shape to Path	
LAYERS	
Move To Layer	>
OTHER ACTIONS	
Set Origin	

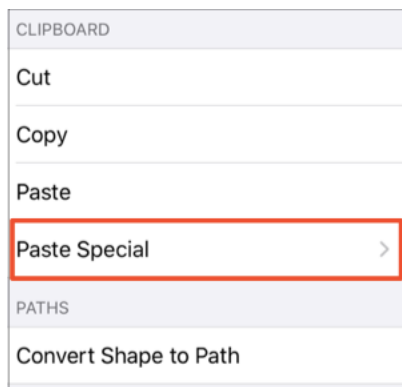
Note: You may also access these options for one or more selected figures through the [Edit Menu](#) in the [Top Toolbar](#).

The **Cut** command removes the figure from the Drawing Canvas and adds it to the clipboard. The **Paste** button directs TouchDraw 2 to paste the contents of the clipboard into the drawing. Pasting the clipboard contents multiple times into the [Drawing Canvas](#) causes the figure(s) to be placed in slightly offset positions as shown below.



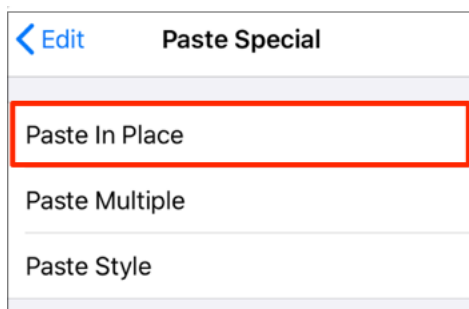
Paste Special Submenu

The **Paste Special Submenu** can be used to perform additional pasting actions. It can be accessed through the [Contextual Menu](#) and the [Edit Menu](#).

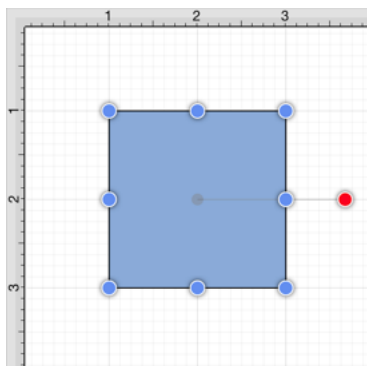


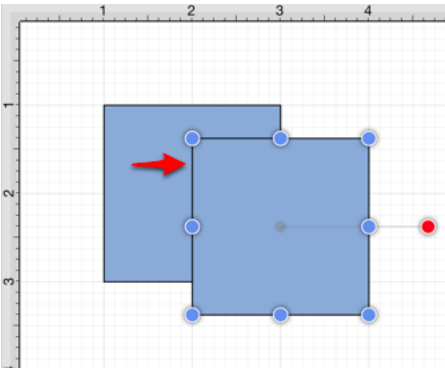
Paste in Place

To paste a figure in the same exact location, open the [Contextual Menu](#) or the [Edit Menu](#), press on the **Paste Special Submenu**, and then tap on the **Paste in Place** option.



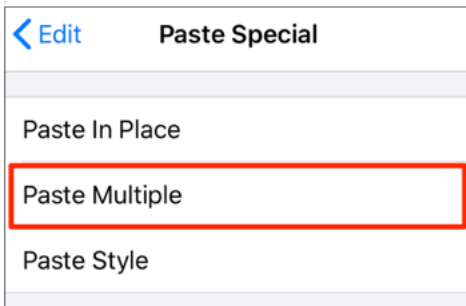
To see the pasted figure [select](#) the figure and drag in any direction. In the example below, the pasted figure is dragged to the right.





Paste Multiple

To paste multiple instance of a figure into the clipboard, open the [Contextual Menu](#) or the [Edit Menu](#), press on the **Paste Special Submenu**, and tap on the **Paste Multiple** menu option.

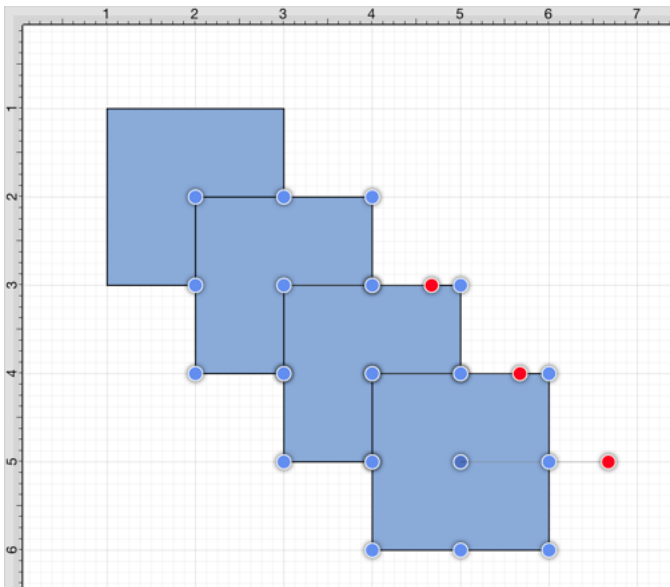


Tap on the **Plus (+)** and **Minus (-) Buttons** to change the current values. The **X** and **Y** values represent the offset for the pasted figures. For example, if these values are left at 1 inch, then each pasted figure will be 1 inch off on both the X and Y axis.

The **Number (#)** represents the number of times the selected figure(s) will be pasted into the drawing. Once these values have been set appropriately, press on the **Paste Button** to paste the figures into your drawing.

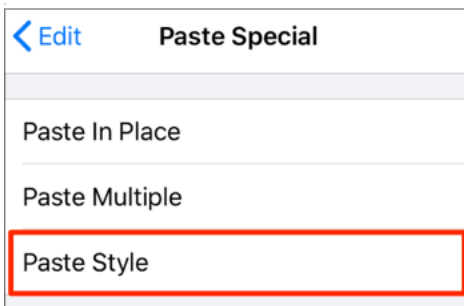


In the example below, the figure has been pasted 4 times with both the X and Y values set at 1 inch.



Paste Style

To paste the style of a figure, open the [Contextual Menu](#) or the [Edit Menu](#), press on the **Paste Special Submenu**, and then tap on the **Paste Style** option. Refer to the [Paste Style](#) section of this documentation to learn more.



Note: Press on the **Back** button in the upper left of the *Paste Submenu* to return to the [Contextual Menu](#).

5.2.2.5. Undo and Redo

The **Undo** command reverts the last change that was made to a drawing. This button is disabled (dimmed) when no changes have been made and enabled as soon as something is altered in the [Drawing Canvas](#).



The **Redo** command cancels the last undone change made to the [Drawing Canvas](#). This button is disabled (dimmed) when nothing has been undone and is enabled as soon as the **Undo** command has been used or something is altered.



As the iPad has limited available memory (RAM), TouchDraw 2 limits the size of the undo stack to the last 20 operations, in order prevent iOS from shutting down TouchDraw for excessive memory usage.

5.2.3. Inserting Images into Drawings

An image file can be inserted as part of a drawing. These image types are supported by the TouchDraw 2 application:

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

Images may be inserted from one of four locations:

- [Device Photos](#)
- [Device Camera](#)
- [Local Storage](#)
- [3rd Party Applications](#)

Note: Click or tap on a link above to learn more about inserting images into a drawing.

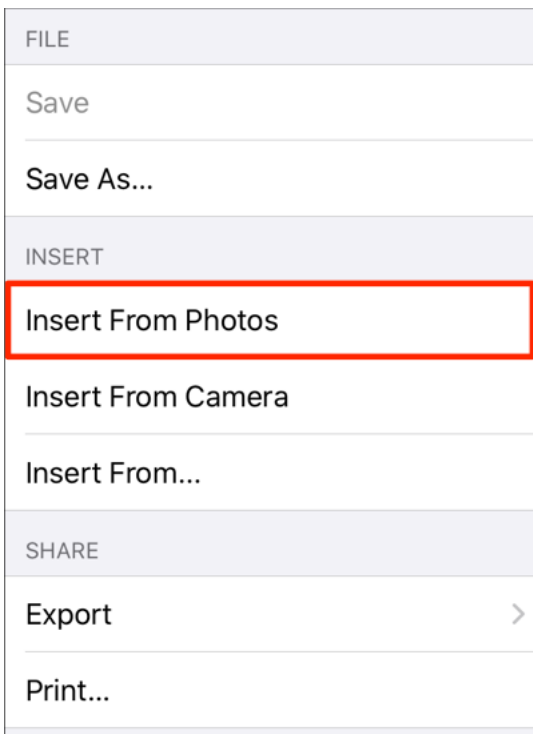
5.2.3.1. Inserting Images from Photos

Images stored in your device photos may be inserted into a drawing within the [Drawing Editor](#). Follow the steps below to insert an image from your device photos:

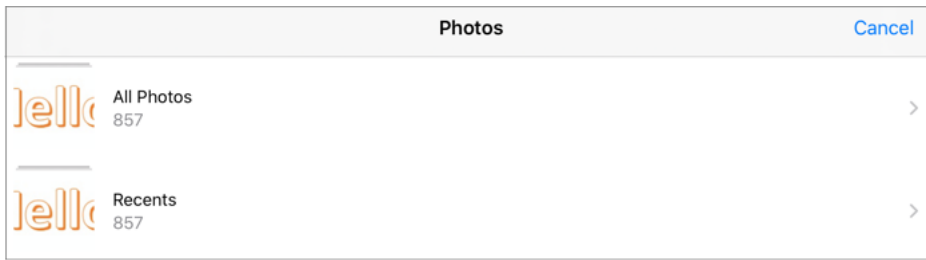
Step 1: Press on the [File Menu](#).



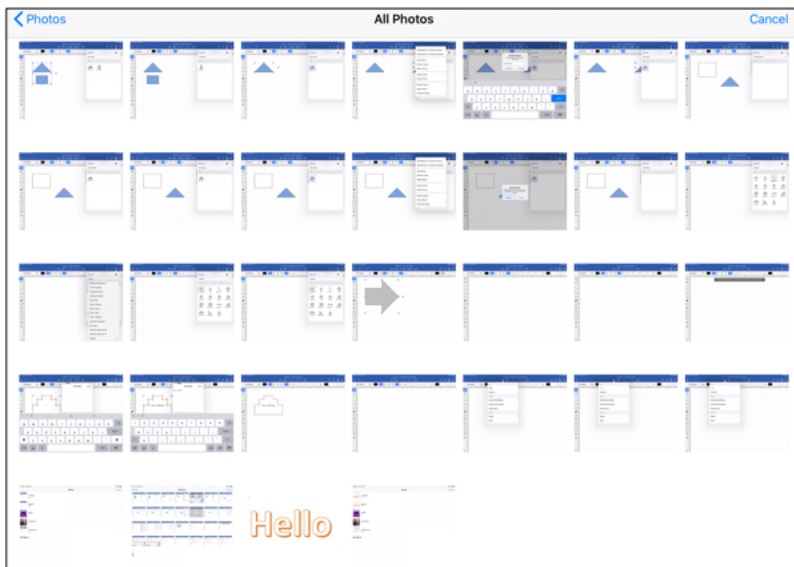
Step 2: Press on the **Insert from Photos** option.



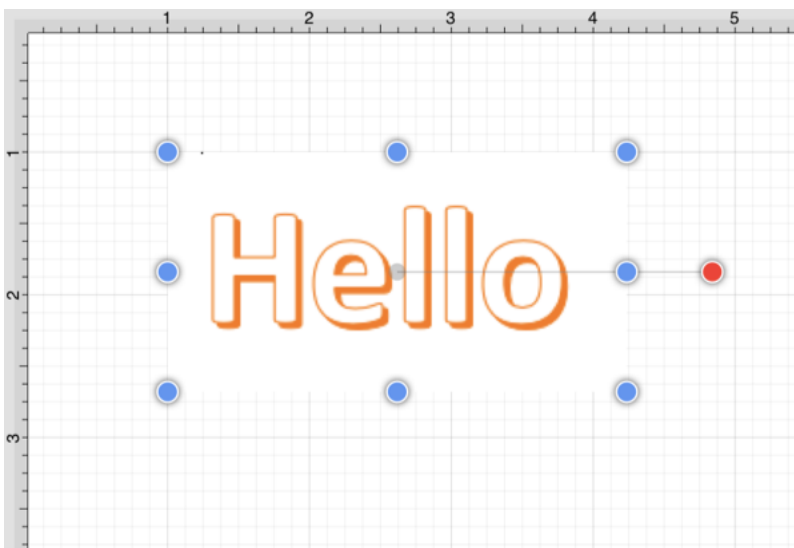
Step 3: Tap on a **All Photos** or another **Folder** to view saved photos.



Step 4: Tap on a **Photo** to insert it into your drawing.



Step 5: The selected image will appear in the [Drawing Canvas](#).



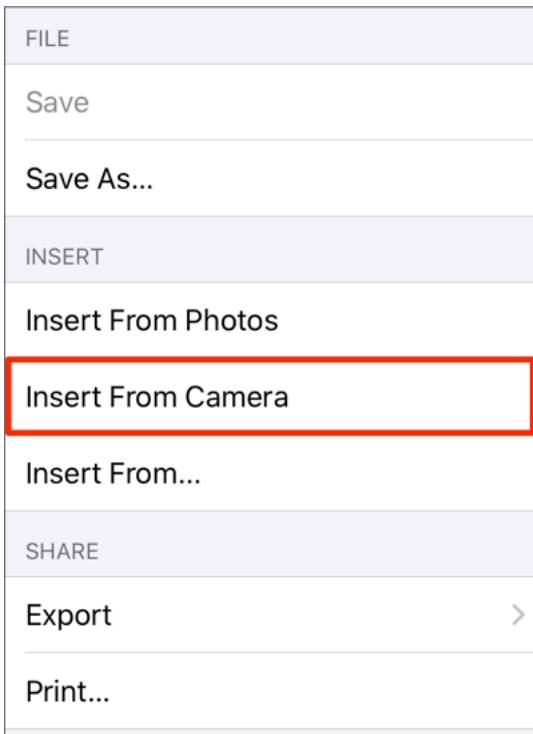
5.2.3.2. Inserting Images from Camera

Images may be taken with your device camera and inserted into a drawing within the [Drawing Editor](#). Follow the steps below to insert an image from your device camera:

Step 1: Press on the [File Menu](#).



Step 2: Then press on the **Insert from Camera** option.



Step 3: Take a photo with your device's camera.



Step 4: Tap on **Use Photo** in the bottom right corner of the screen.



Step 5: The photo will appear in the drawing as shown below:



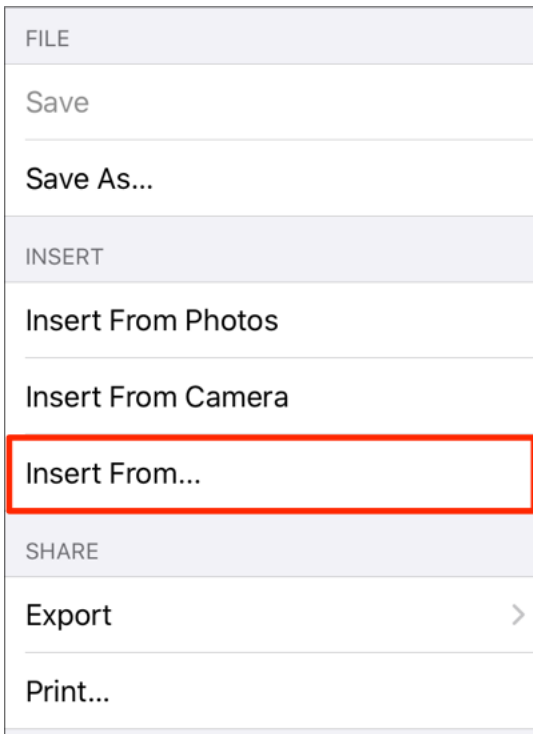
5.2.3.3. Inserting Images from Local Storage

Images in your local device storage may be inserted into a drawing within the [Drawing Editor](#). Follow the steps below to insert an image from your device storage:

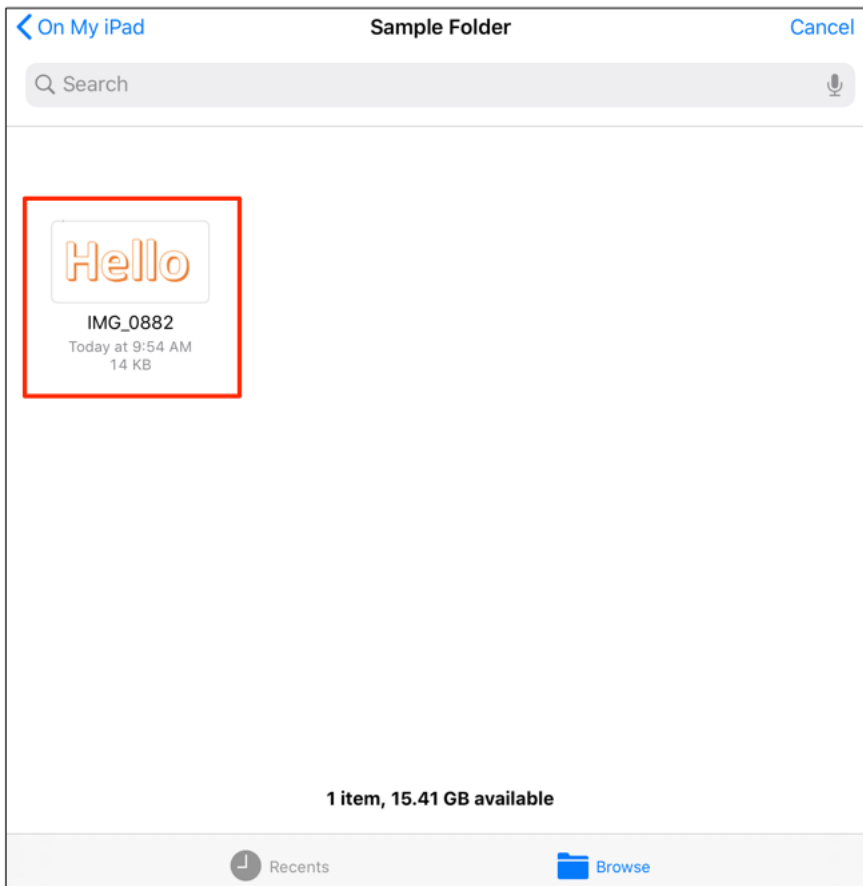
Step 1: Press on the [File Menu](#).



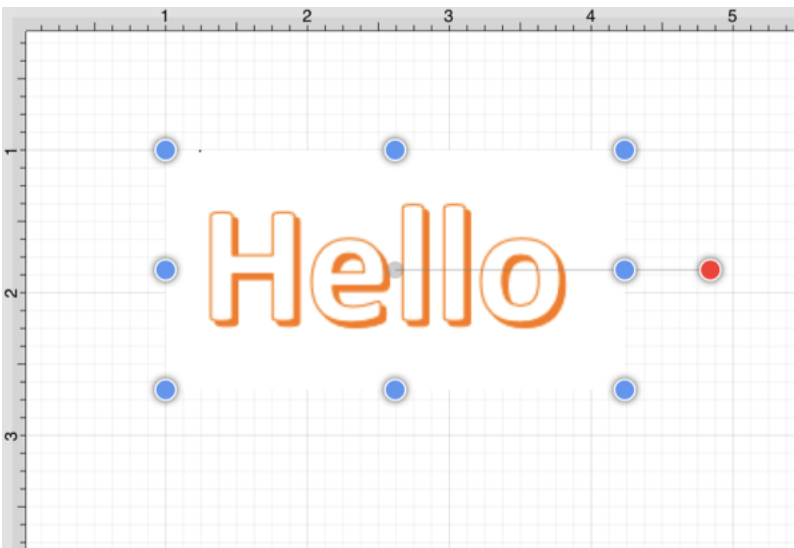
Step 2: Then press on the **Insert From...** option.



Step 3: Navigate to the directory location of a desired image file. In this example, the image file is stored in a folder titled *Sample Folder*. If the image is in a folder, you will need to tap on the folder to view its files. Once the image file has been located, tap on it's file name.



Step 4: The selected image will appear in the [Drawing Canvas](#).



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

5.2.3.4. Inserting Images from Applications

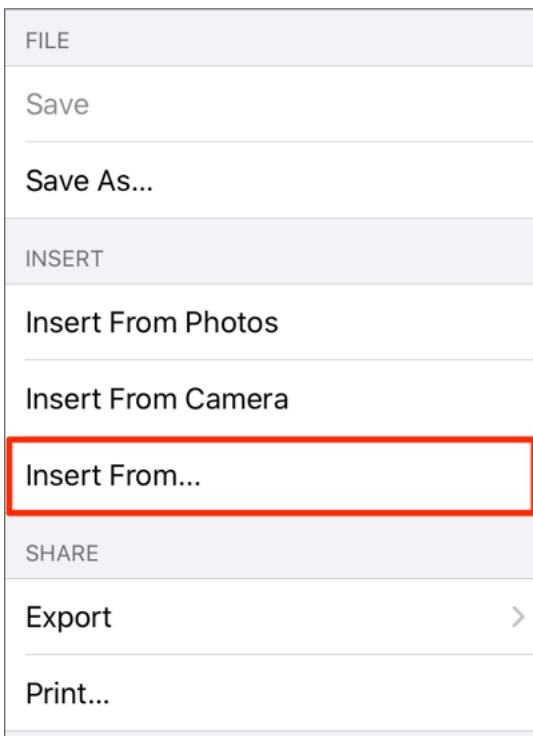
Images stored in the cloud through 3rd party applications (Dropbox, Box, Google Drive, etc.) may be inserted into a drawing within the [Drawing Editor](#).

Follow the steps below to insert an image from a 3rd party application:

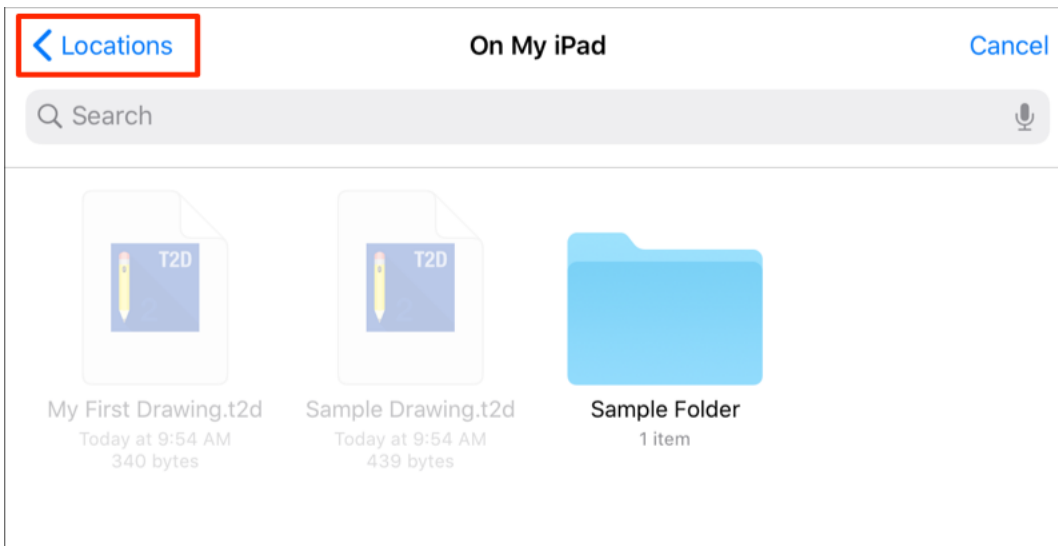
Step 1: Press on the [File Menu](#).



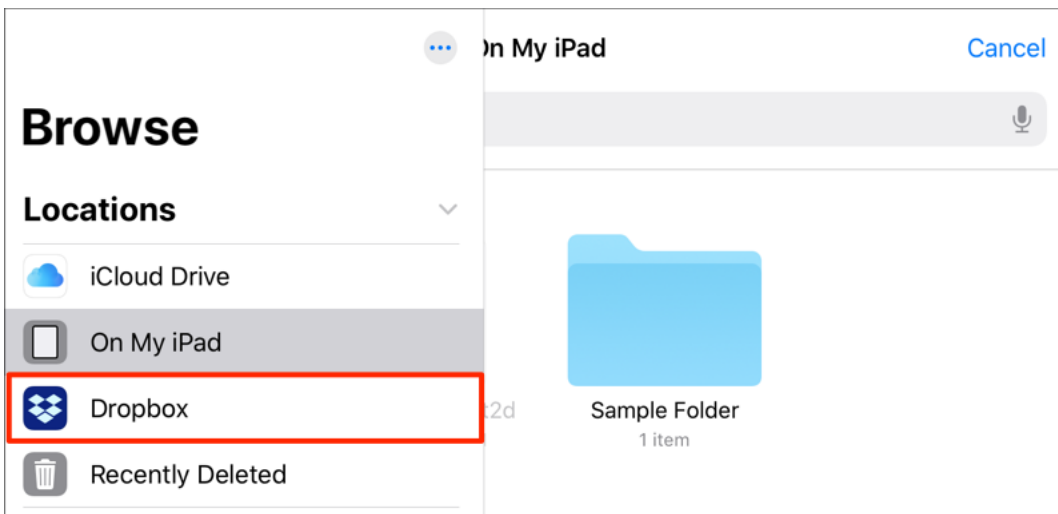
Step 2: Then press on the **Insert From...** option.



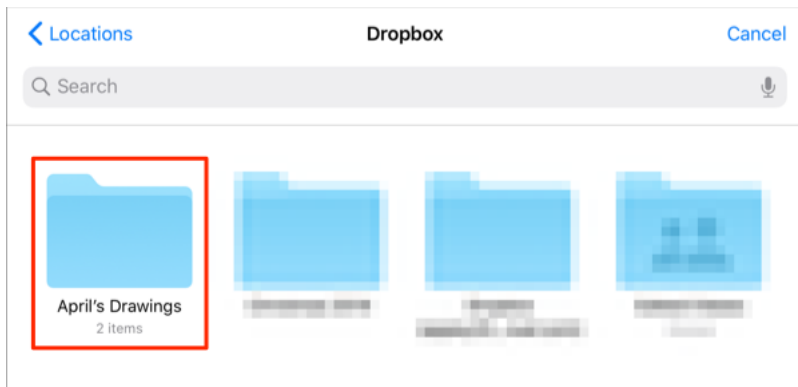
Step 3: Tap on **Locations** in the upper right corner of the pop-up window.



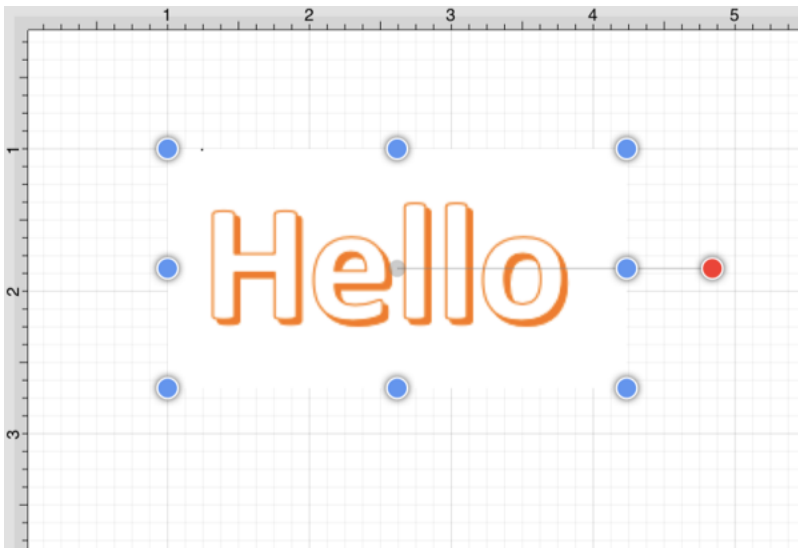
Step 4: Press on a 3rd party application (Dropbox, Google Drive, Box, etc.) to select the storage location.



Step 5: Tap on a folder to view its image files. Once located, tap on the file name to select it.



Step 6: The selected image will appear in the [Drawing Canvas](#).



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

5.2.4. Handling Figures

TouchDraw 2 supplies a variety of options for handling figures. An individual figure or group of figures can be:

- [Moved](#)
- [Stretched](#)
- [Resized](#)
- [Rotated](#)
- [Flipped](#)
- [Scaled](#)
- [Shifted](#)

Note: Click on a link above to learn more.

5.2.4.1. Moving a Figure

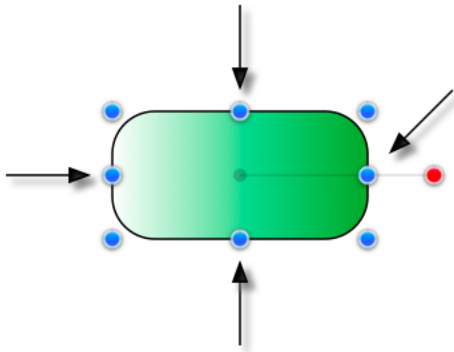
A figure must be [selected](#) to be moved to another location on the Drawing Canvas. Perform a **Drag** gesture to move an already selected figure or use a **Touch/Drag** combination within the figures bounds to accomplish the move in one step.

To change the position of a group of selected figures, perform a **Touch/Drag** combination within bounds of any selected object to move the entire selection to a desired location. A move is completed when the **Touch/Drag** gesture is released.

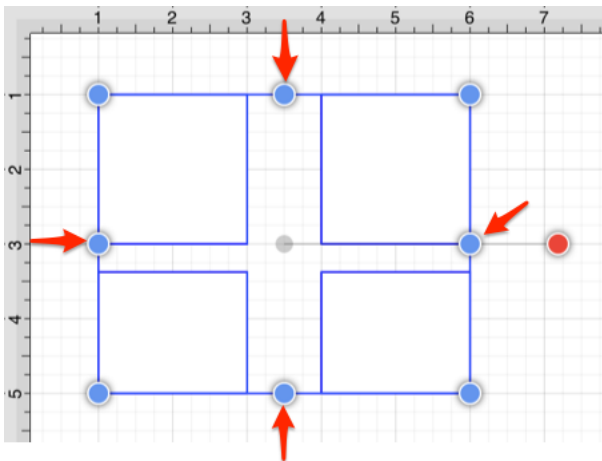
See the [Easy Drag Mode](#) section to learn more about an easier way to move smaller objects around the drawing view without worrying about inadvertently dragging one of their handles.

5.2.4.2. Stretching a Figure

Most shapes have handles in the top center, bottom center, left middle and right middle that allow them to be stretched for increased width or height. The screenshot below demonstrates these handles for a rounded rectangle.



When the [Selection as Group](#) (Default) option is enabled and multiple figures are selected, all figures can be stretched at the same time by touching and dragging on the same handles for the selection group, as shown below:

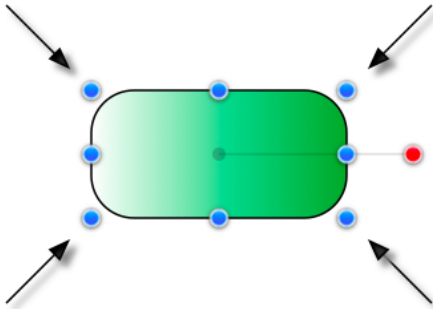


If the [Function Key Feature](#) is enabled when the figure is stretched, it will maintain its current aspect ratio.

Note: Multiple figures can be stretched in this same manner once they have been placed into a [group](#).

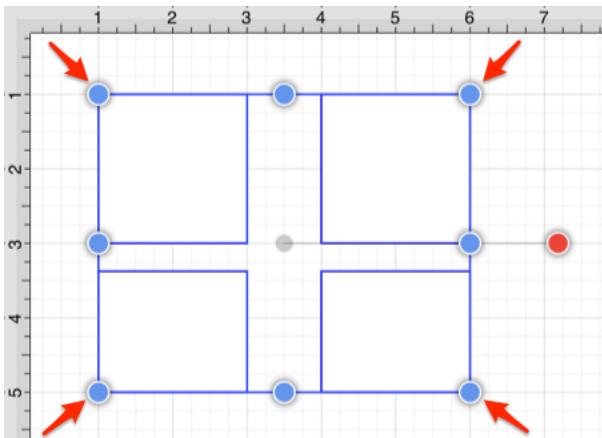
5.2.4.3. Resizing a Figure

In addition to the handles described in [Stretching a Figure](#), shapes also have handles in the upper left, upper right, lower left and lower right for resizing a [selected](#) figure. The screenshot shown below points out these handles for a rounded rectangle:



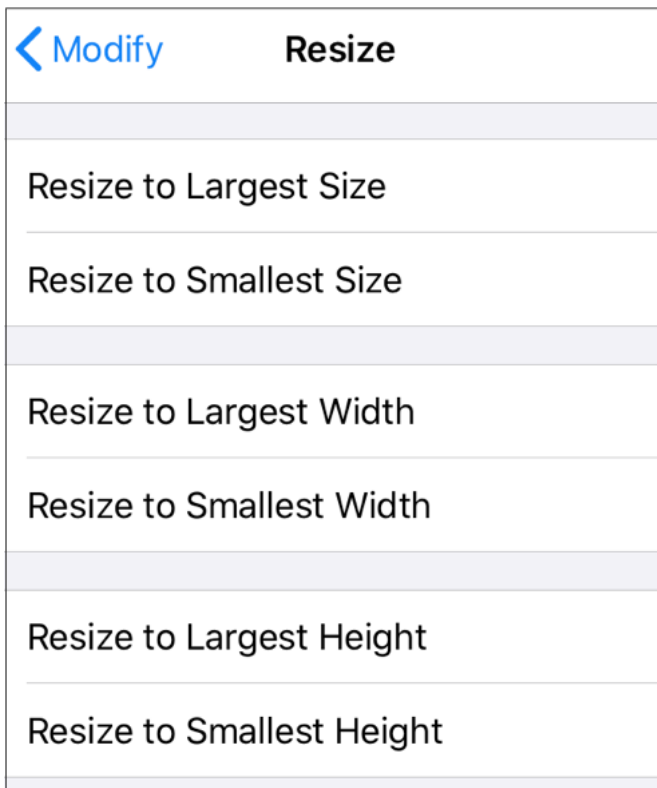
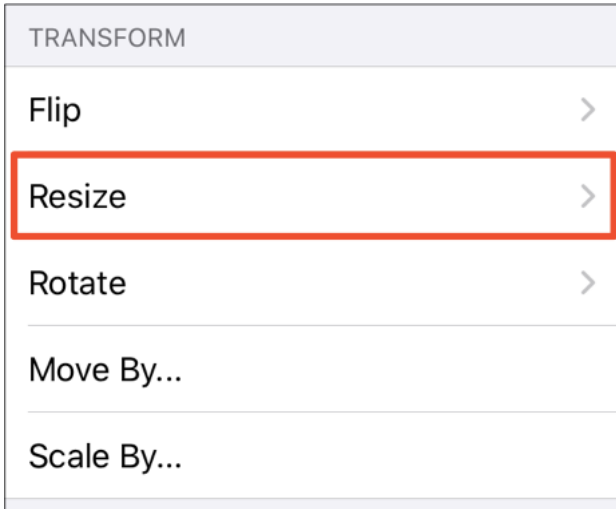
To **Resize a Figure**, touch one of the above shown handles and then drag with the same finger. The width and height of a figure will change dynamically as the handle is dragged.

When the [Selection as Group](#) (Default) option is enabled and multiple figures are selected, all figures can be resized at the same time by touching and dragging on the same handles for the selection group, as shown below:

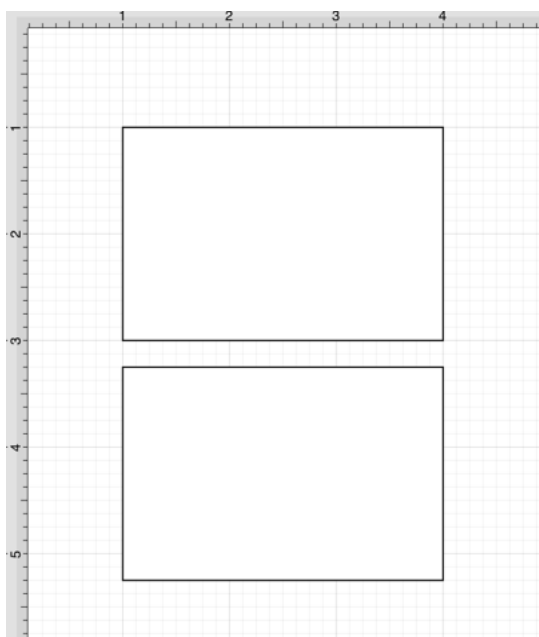
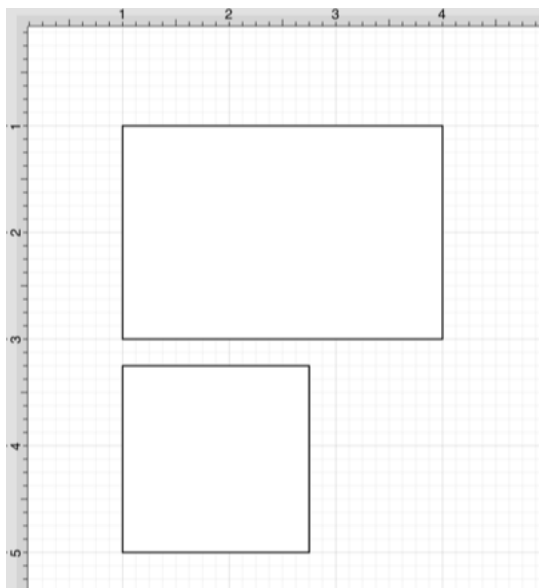


If the [Function Key Feature](#) is enabled when a figure is resized, it will maintain its current aspect ratio. Multiple figures can be resized at once by placing them into a [group](#).

The **Resize Submenu** within the [Modify Menu](#) can also be used to resize multiple figures based on largest or smallest size, height, or width.

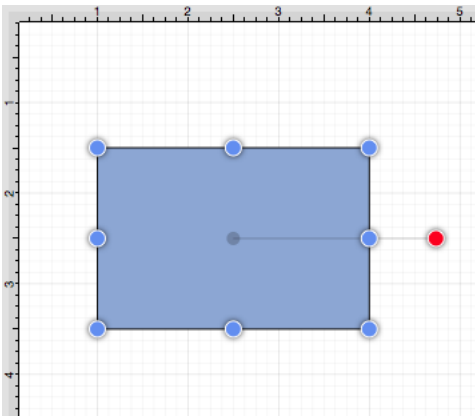


At least two figures must be selected for this submenu and its options to be available. The following images show the before and after for two rectangle figures when the **Resize to Largest Size** option is used.

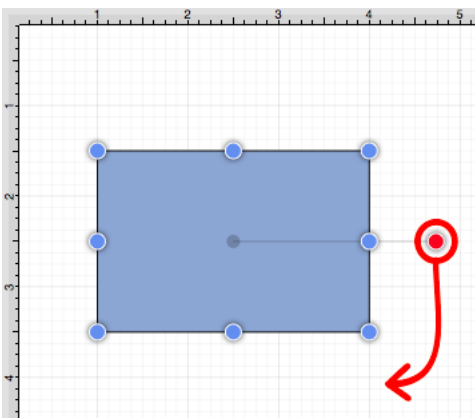


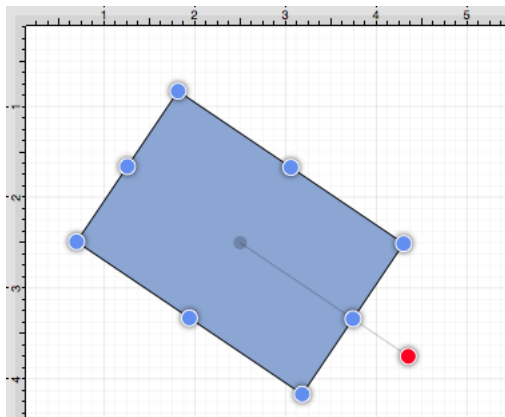
5.2.4.4. Rotating a Figure

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



Perform a **Touch/Drag** gesture combination on the red handle to rotate the object in increments of 1° around its center of rotation point.



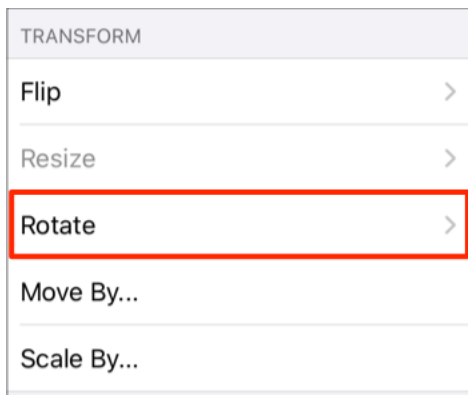


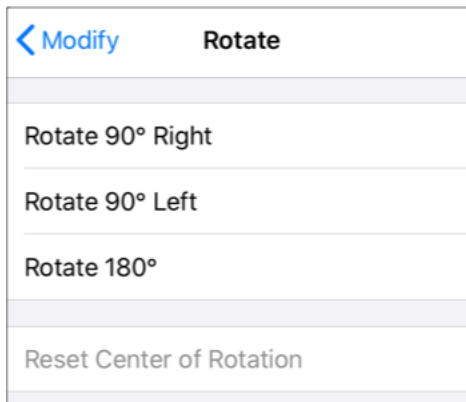
Note: Activating the [Function Key Feature](#) while rotating a figure causes the action to occur in 15° increments.

A figure may be rotated at 90° increments to the right or left by using the **Rotate 90° Right** or **Rotate 90° Left** options. To access these options, tap on the [Modify Menu](#).

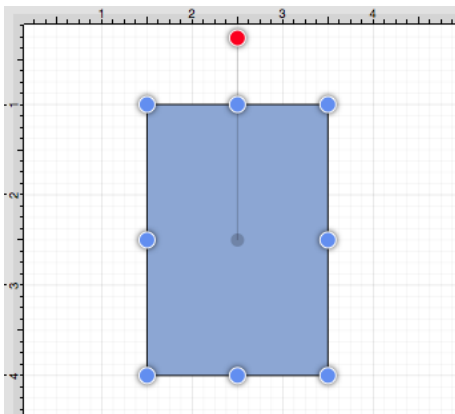
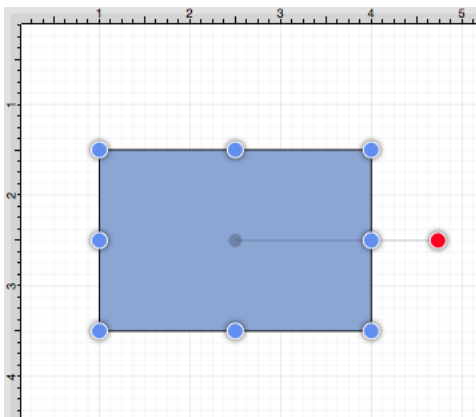


Then tap on the **Rotate Submenu** and make a selection.

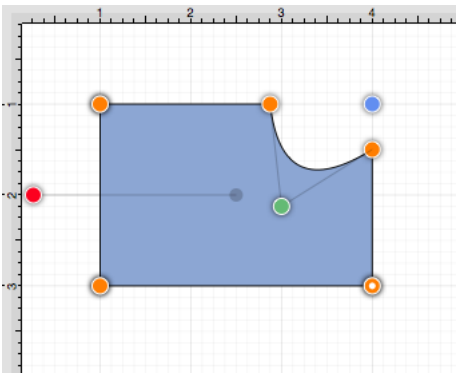
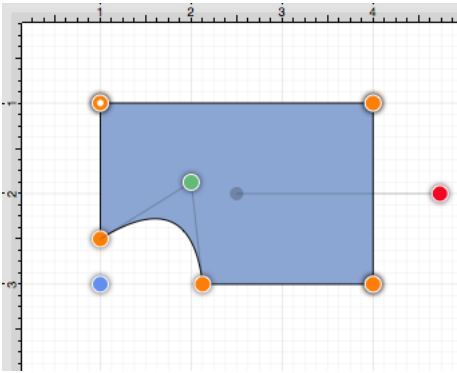




The example below shows what a figure looks like prior to and after being rotating 90 degrees to the left.



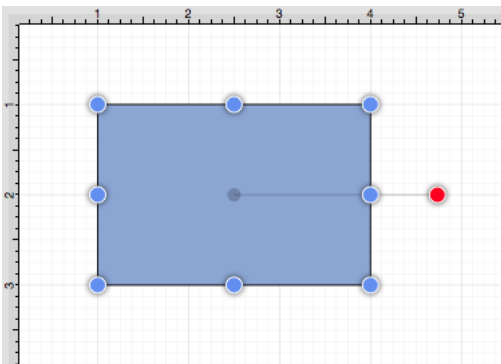
The **Rotate 180°** command may also be used to rotate a figure and is accessible through the same menu as discussed above. Below is an example of what a figure looks like prior to and after being rotated 180 degrees.



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

5.2.4.4.1. Changing the Center of Rotation

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



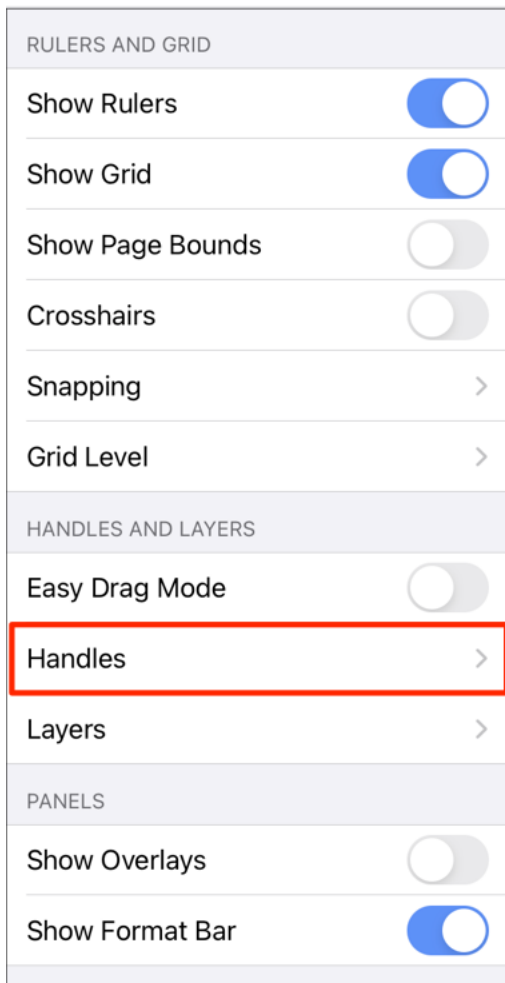
To enable the **Center of Rotation** option within the [Drawing Editor](#), complete the following steps:

Step 1: Press on the **View Menu**.

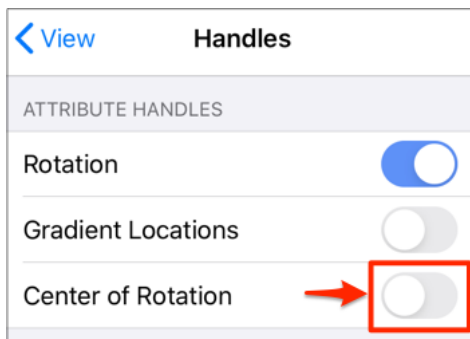
A horizontal menu bar with five items: File, Edit, Arrange, Modify, and View. The View item is highlighted in a darker blue color.

File Edit Arrange Modify View

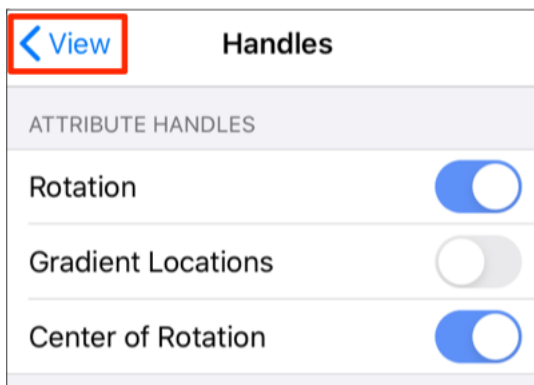
Step 2: Press on the **Handles Submenu**.



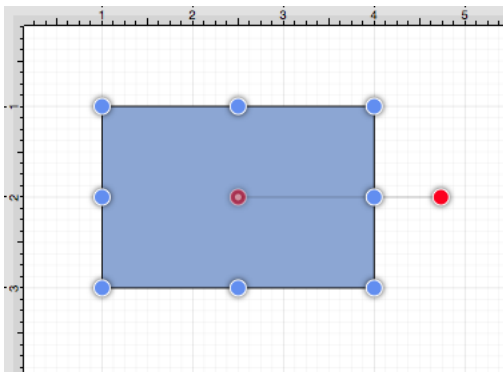
Step 3: **Touch** the On/Off toggle setting and **Drag** to the right to enable the **Center of Rotation** option. The toggle will appear grayed out when disabled and blue when enabled.



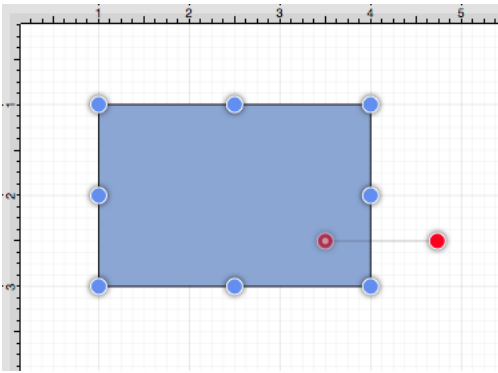
Step 5: Press on **View** to return to the main popup menu or tap anywhere in TouchDraw 2 to close the menu.



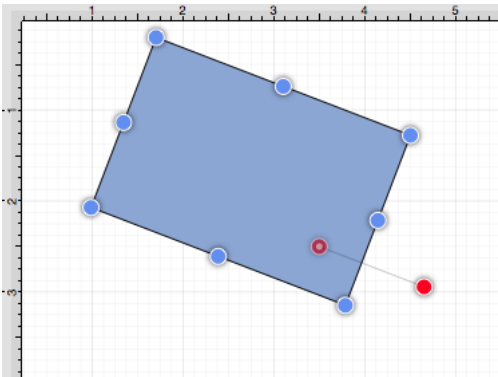
Step 6: A new handle will replace the original semi-transparent circle once this option has been enabled.



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



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

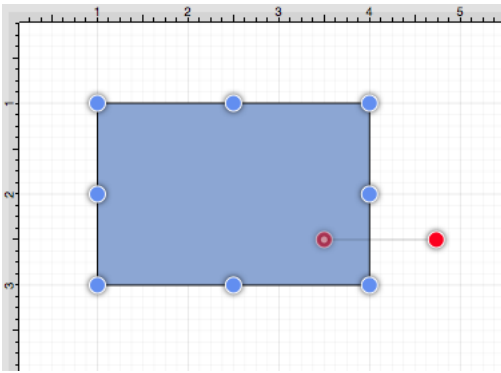


5.2.4.4.2. Resetting the Center of Rotation

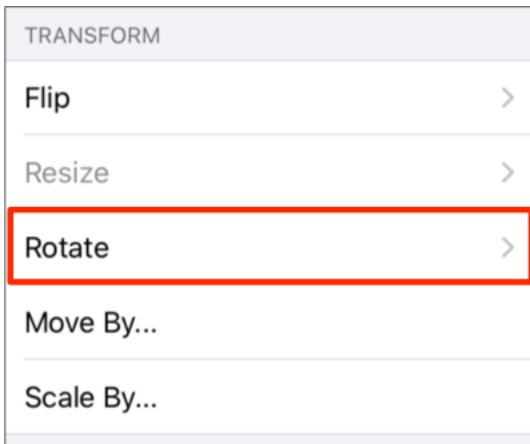
A selected shape will show a gray semi-transparent circle connected to the rotation handle. This gray circle indicates a selected shape's **Center of Rotation** and can be changed to any desired point within the shape's bounds. This point can be set back to its natural center after it's location has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

Follow the steps below to **Reset the Center of Rotation**:

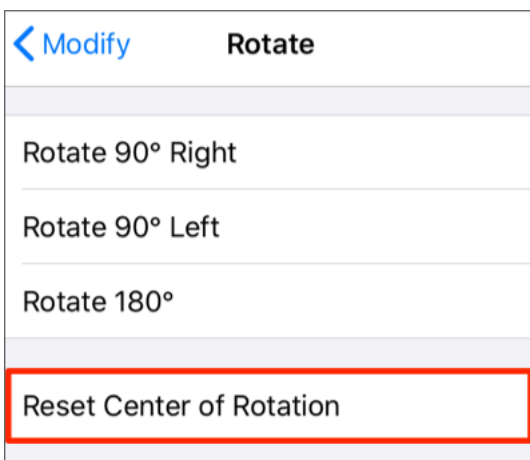
Step 1: [Select](#) the desired shape.



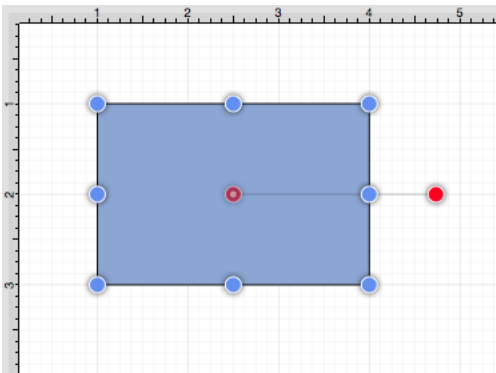
Step 2: Press on the **Modify Menu** in the [Top Toolbar](#) and then press on the [Rotate Submenu](#).



Step 3: Tap on the **Reset Center of Rotation** option.



Step 4: The point will be adjusted back to its natural center.



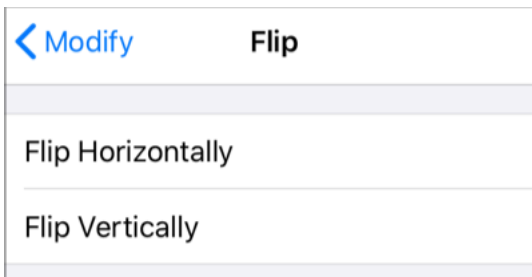
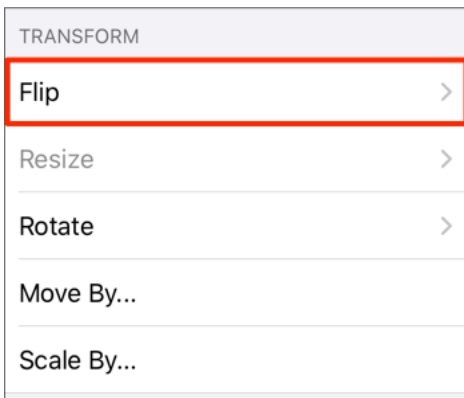
5.2.4.5. Flipping a Figure

A figure can be flipped either horizontally or vertically in the [Drawing Canvas](#). These options can be found in the **Transform** section of the [Modify Menu](#), by completing the following steps:

Step 1: Tap on the [Modify Menu](#) to access these options.

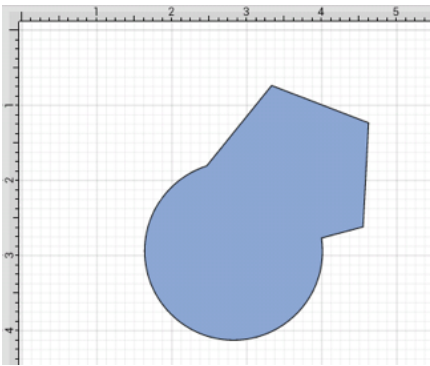
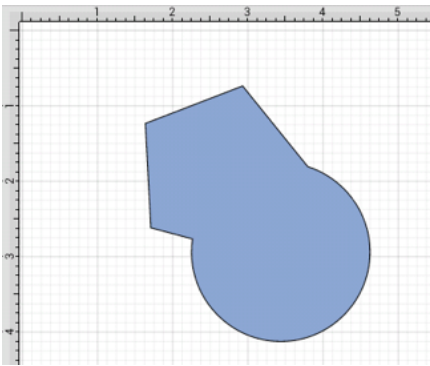


Step 2: Then tap on the **Flip Submenu**.

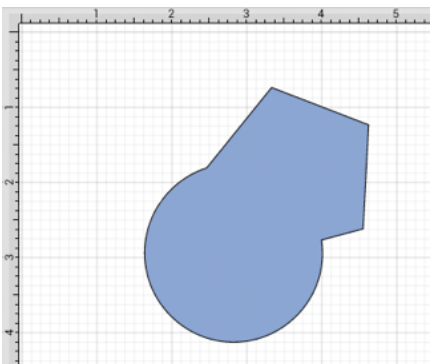


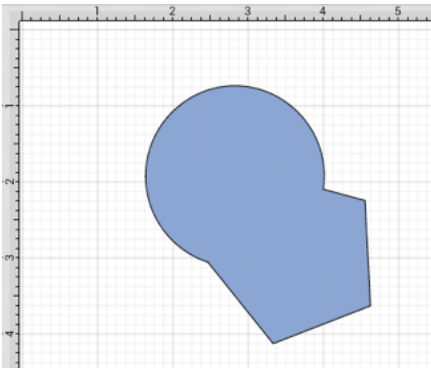
Note: A figure must be [selected](#) to choose one of the above options.

Tap on the **Flip Horizontally** option to interchange a figure horizontally. The images below show a before and after of this figure transition:



Tap on the **Flip Vertically** option to interchange a figure vertically. The images below show a before and after of this figure transition.



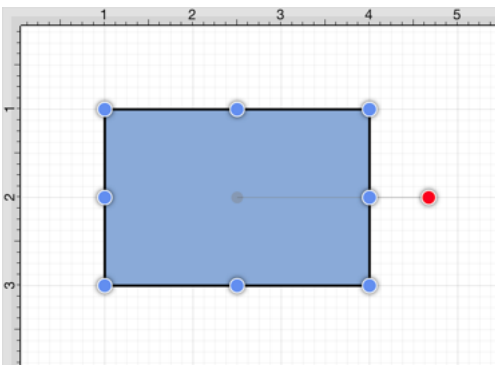


5.2.4.6. Scaling a Figure

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

To **Scale a Figure** or group of figures in the [Drawing Editor](#), complete the following steps:

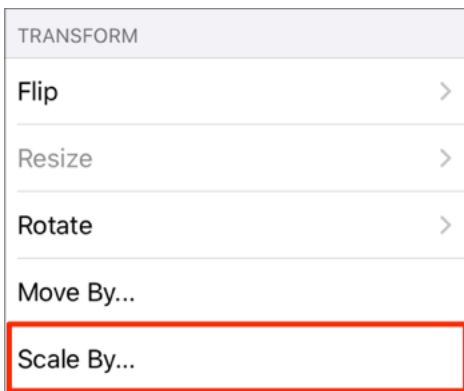
Step 1: [Select](#) a figure(s) to be altered.



Step 2: Press on the **Modify Menu**.

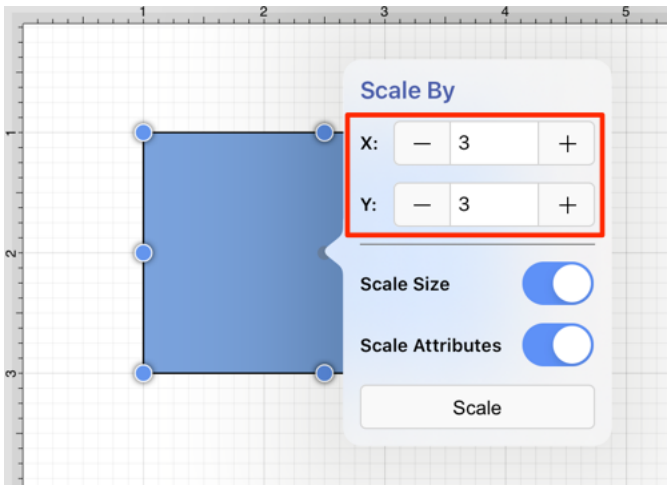


Step 3: Tap on the **Scale By...** option in the [Modify Menu](#).

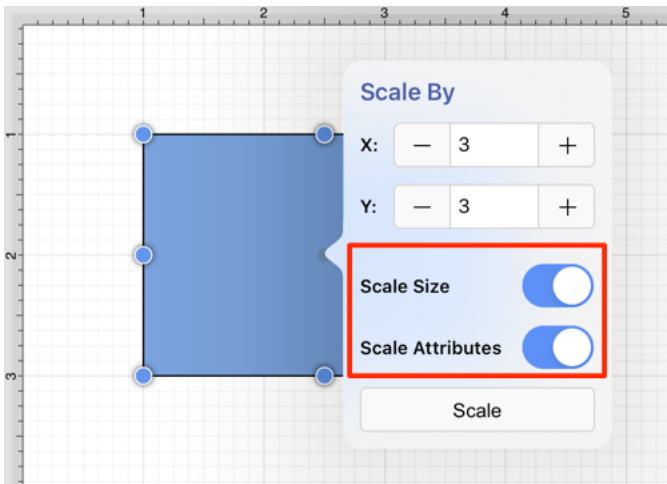


Step 4: Enter the desired **X** and **Y** coordinates into the **Scale By** popover window by using the incremental

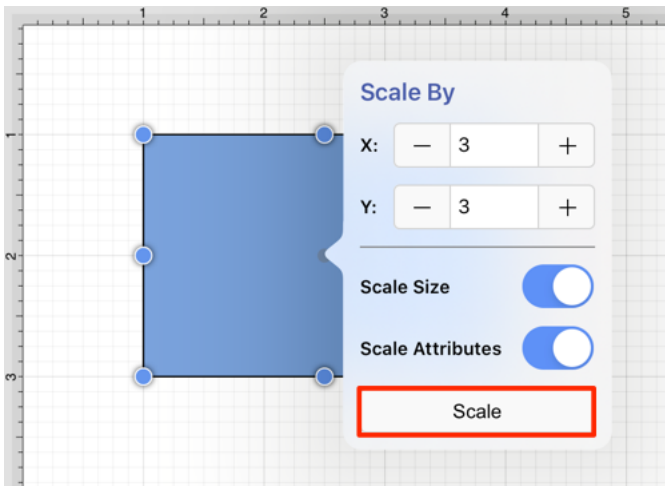
buttons located on the right and left side of each field or by pressing on the number field to bring up the keyboard.



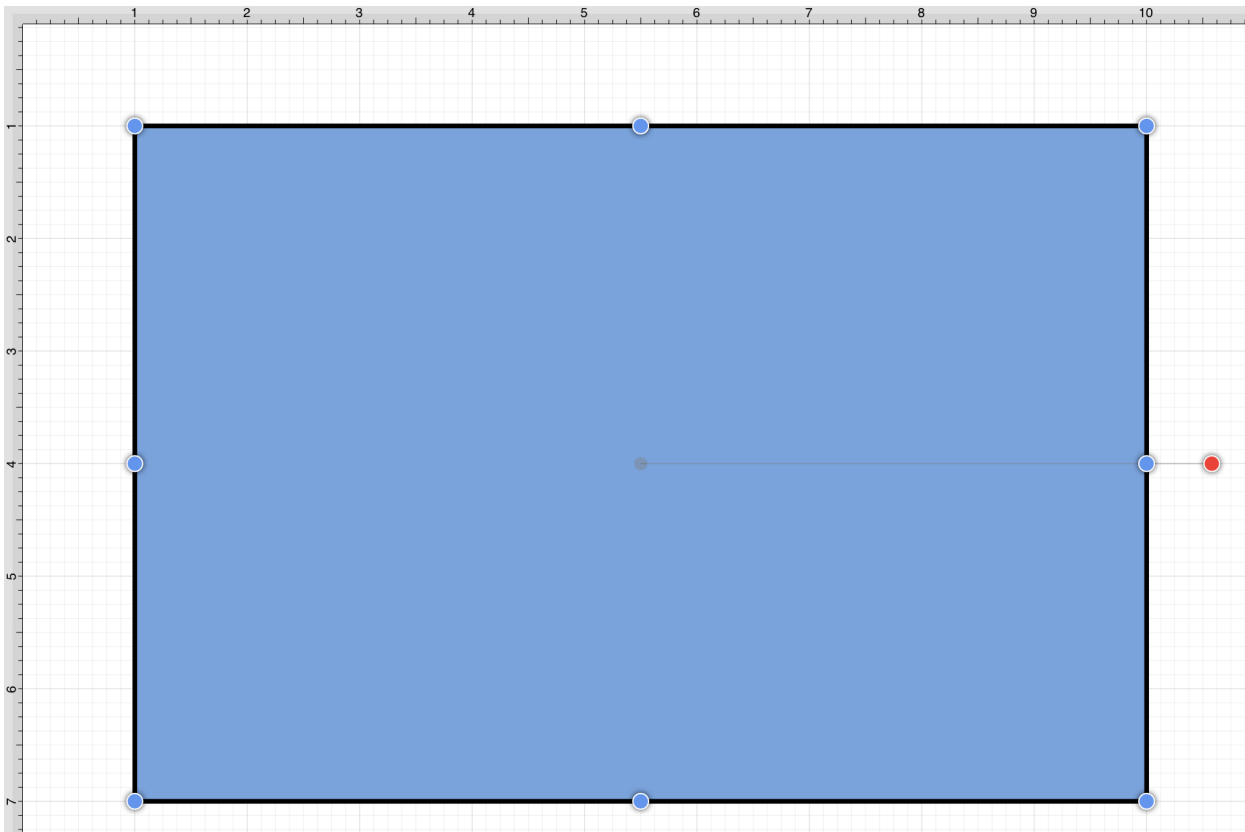
Step 5: Two options are provided at the bottom of this screen: [Scale Size](#) and [Scale Attributes](#). Each option informs the application to perform a different action during scaling. To enable or disable an option, tap on the **On/Off toggle slider** located to the right of the option.



Step 6: Press on the **Scale Button** when finished.



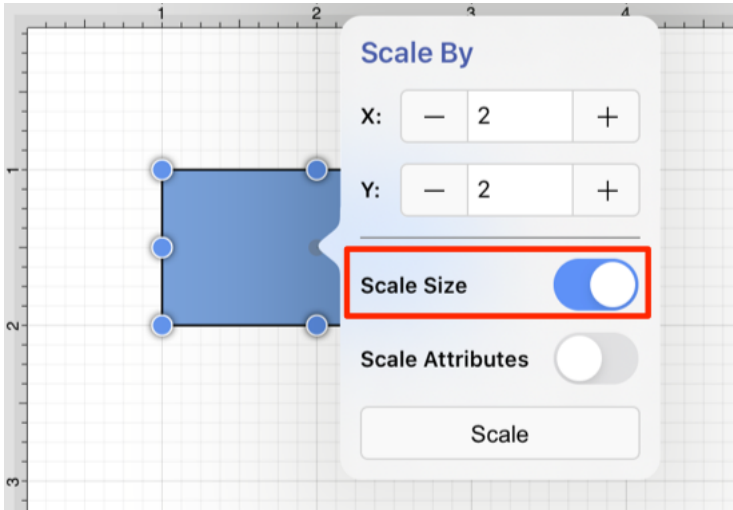
Step 7: The selected figure will be scaled according to the entered coordinates and selected options. It will appear in scaled form with the **Scale By** popover window remaining available to make further changes.



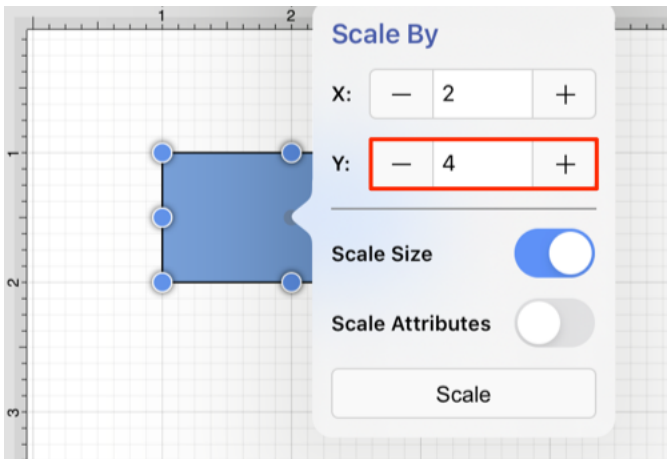
Note:Scale By changes can be reverted by using the [Undo Button](#) in the [Top Toolbar](#).

5.2.4.6.1. Scale Size

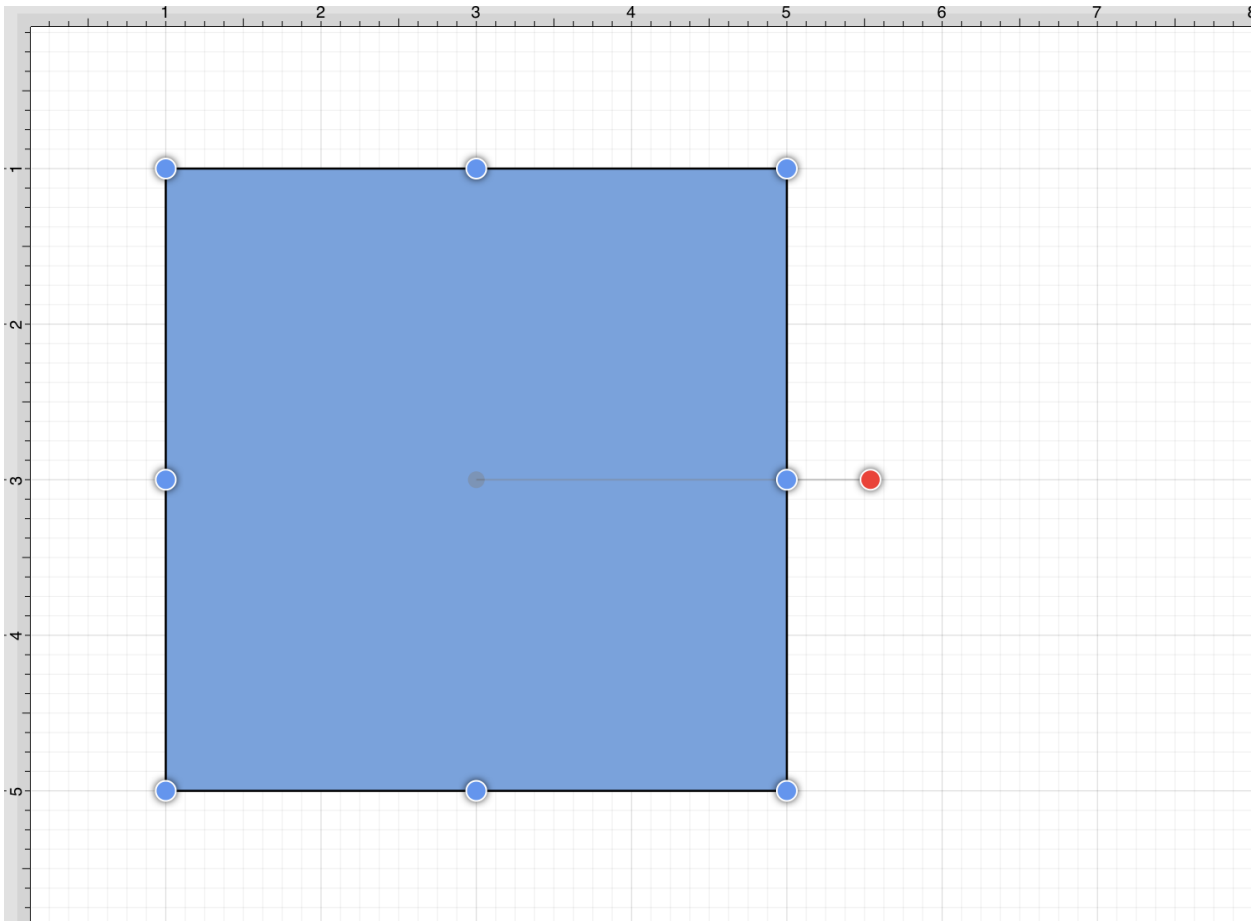
The **Scale Size** option informs TouchDraw 2 to scale the size of the selected figure(s) based on the entered **Factor X** and **Factor Y** values. The toggle slider will appear blue when this option is enabled.



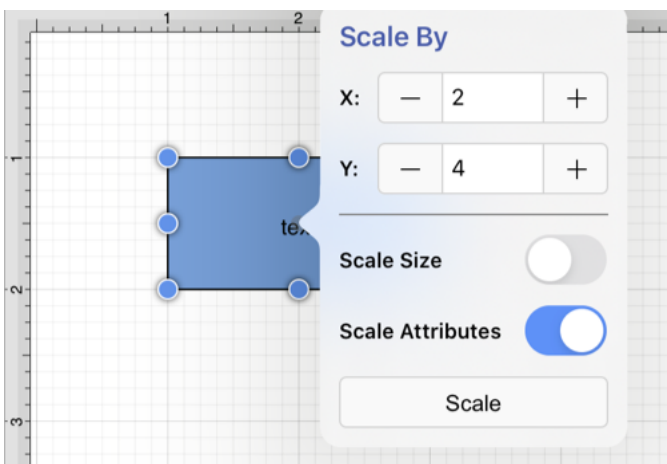
This option must be enabled for the selected figure(s) to be scaled by the entered values.

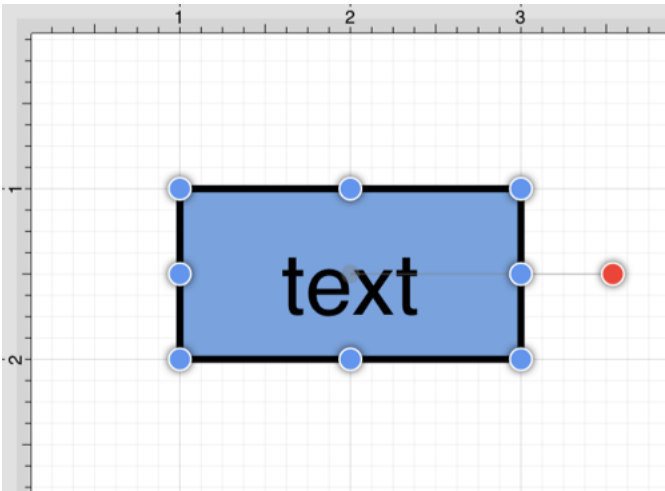


If **Factor Y** is changed to 4 for the above figure, it will appear as shown below:



If the **Scale Size** option is disabled (gray), the size will not be scaled. However, if the [Scale Attributes](#) option remains enabled, then the attributes ([stroke](#), [text](#), etc.) will be scaled according to the entered values, as shown below:

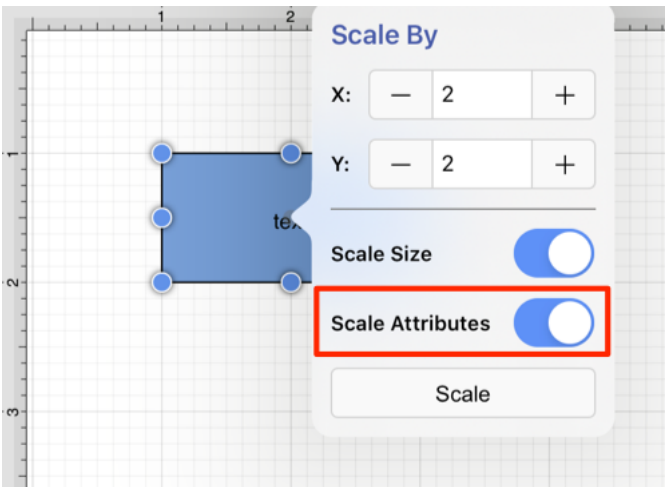




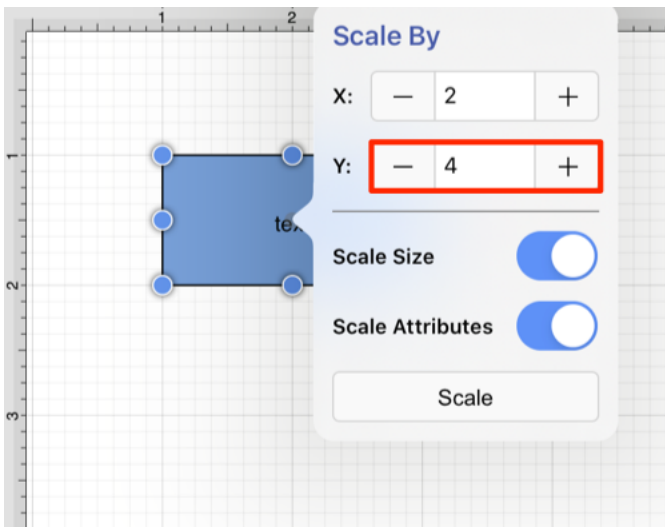
Note: Please note that if both options have been disabled, then the selected figure(s) will not be scaled.

5.2.4.6.2. Scale Attributes

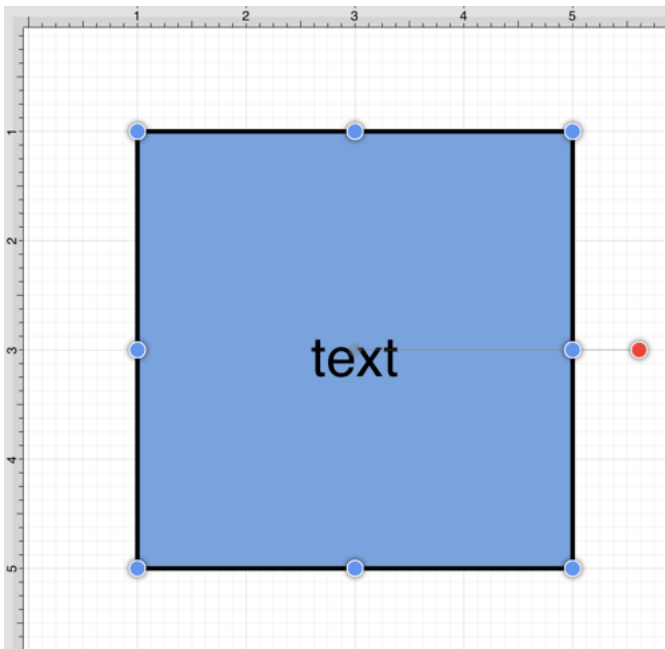
The **Scale Attributes** option informs TouchDraw 2 to scale the attributes ([stroke](#), [text](#), etc) of the selected figure(s) based on the entered **Factor X** and **Factor Y** values. The toggle slider will appear blue when enabled.



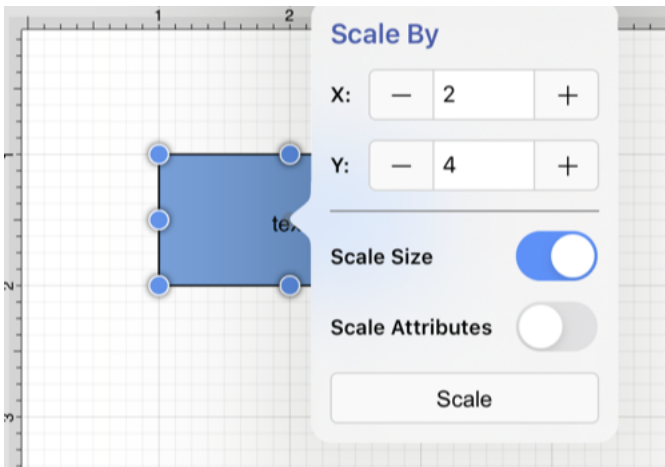
If the [Scale Size](#) option has been enabled as well, then the selected figure's size and attributes will be scaled according to entered values. If 4 is entered for **Factor Y**, then the height of the selected figure(s) will be scaled by that value.



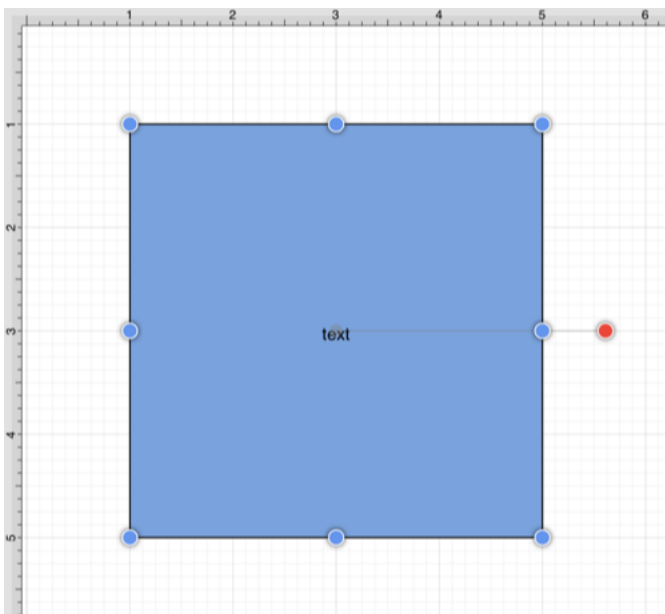
The above figure would appear as shown below:



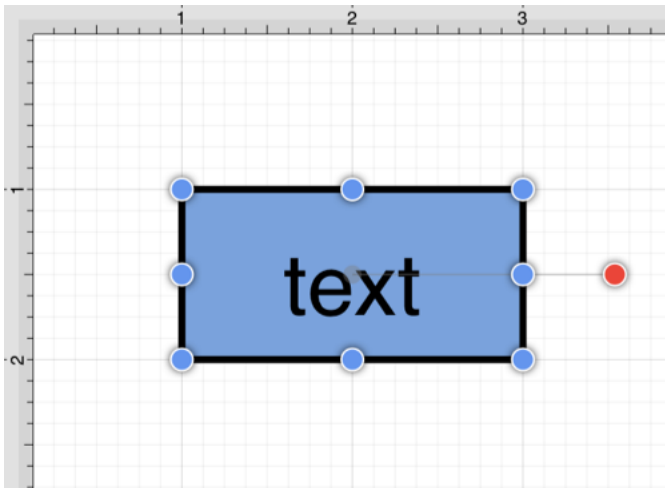
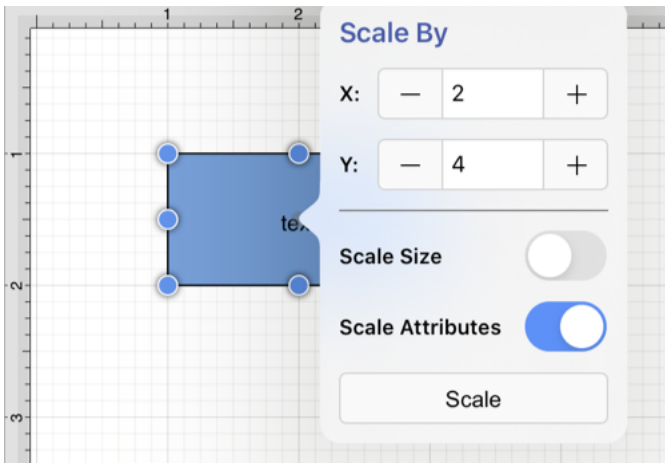
When the **Scale Attributes** option is disabled (gray), only the **size** of the selected figure(s) will be scaled by the entered **Factor** values.



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



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



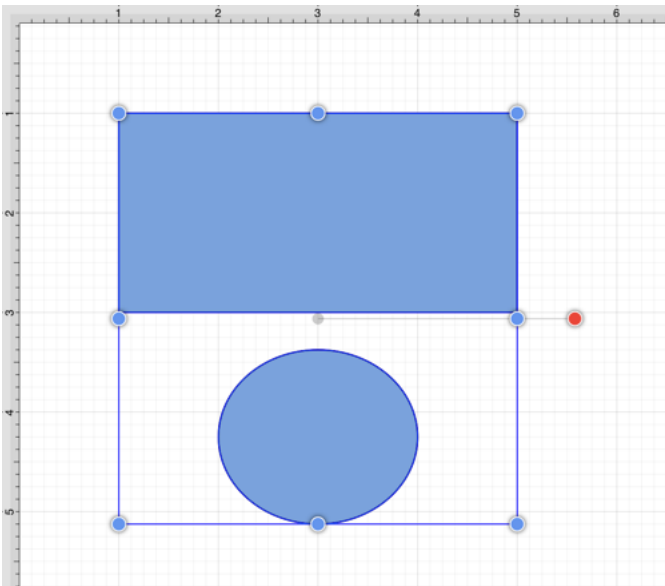
Note: Please note that if both options have been disabled, then the selected figure(s) will not be scaled.

5.2.4.7. Shifting a Figure

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

To **Shift a Figure** or group of figures within the [Drawing Editor](#), complete the following steps:

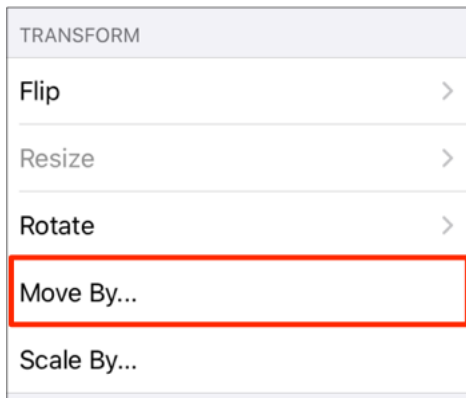
Step 1: [Select](#) a figure or grouping of figures to be shifted. In this example, two figures will be shifted at the same time.



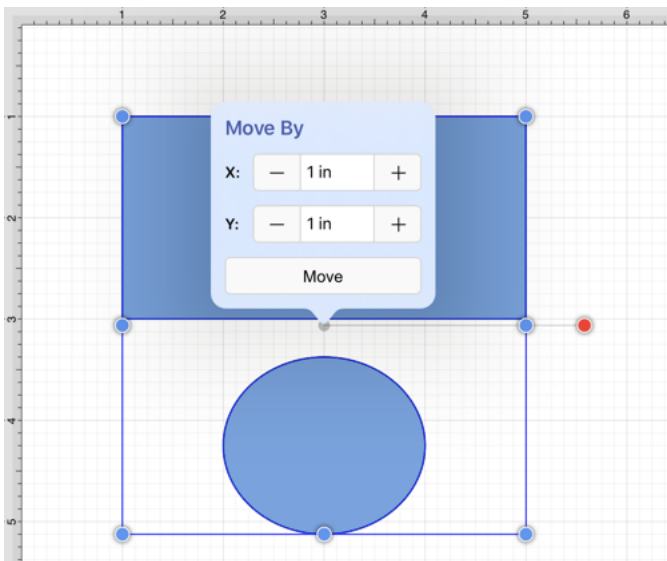
Step 2: Press on the **Modify Menu** in the [Top Toolbar](#).

File Edit Arrange **Modify** View

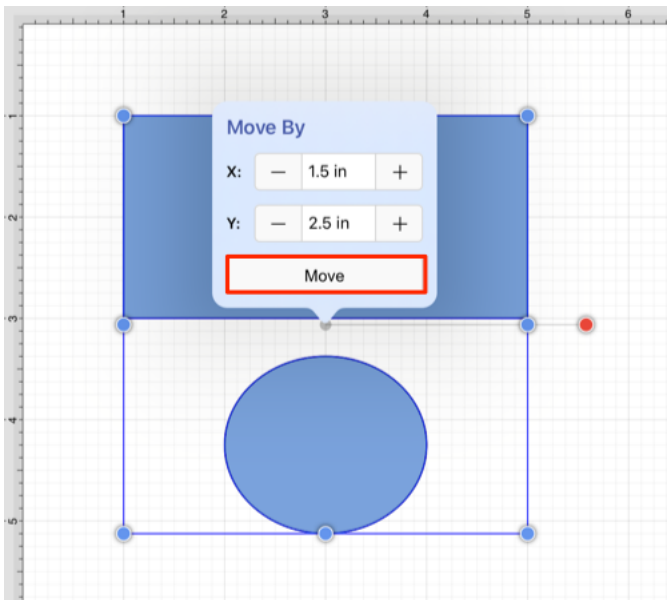
Step 3: Tap on the **Move By...** option.



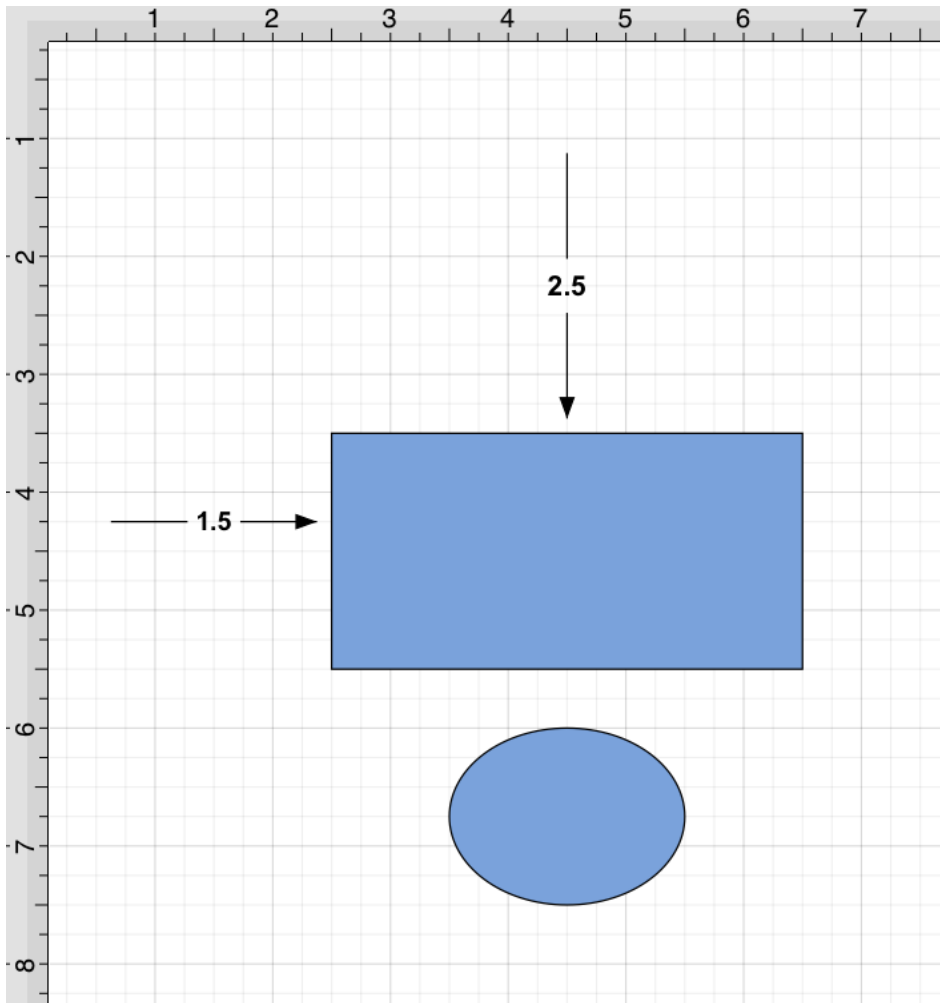
Step 4: Enter the desired **X** and **Y** grid coordinates in the **Move By** popover window by using the incremental buttons located on the right and left side of each field or by pressing on the number field to bring up the keyboard.



Step 5: Press on the **Move Button** to finish the shift.



The selected figure or group of figures will shift in accordance to the entered coordinates and the **Move By** popover window remains open to allow for further changes.



Note: Press on the **View Menu** in the **Move By** popover window to return to the [Modify Menu](#) or tap anywhere within the [Drawing Canvas](#) to close the menu.

5.2.5. Arranging Figures

TouchDraw 2 allows figures within the drawing view to be grouped or locked. **Grouped** figures are treated as a single object where all attribute, movement, and sizing changes are applied to the group as a whole.

Locked figures cannot be moved or resized, but still allow for attribute changes such as the fill color or stroke properties.

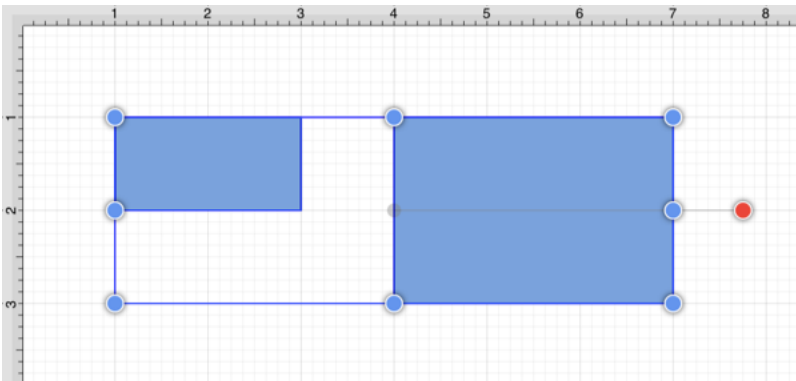
Figures can be **ungrouped** or **unlocked** any time object modification requirements change and then regrouped or locked again as needed.

5.2.5.1. Grouping Figures

Shapes residing on the [Drawing Canvas](#) can be manipulated and treated as a single figure with the **Group** feature. More than one figure will need to be selected in order for this option to be enabled. Use the [Function Key Feature](#) to select multiple figures.

To group a set of figures within the [Drawing Editor](#), complete the following steps:

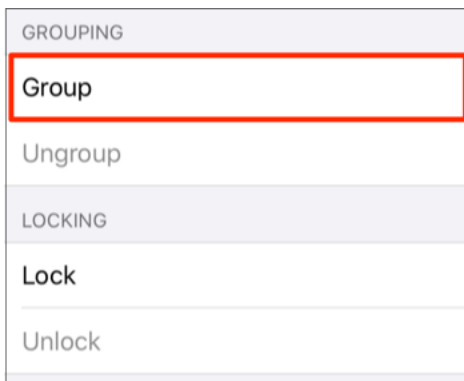
Step 1: [Select](#) the figures to be grouped.



Step 2: Press on the **Arrange Menu**.

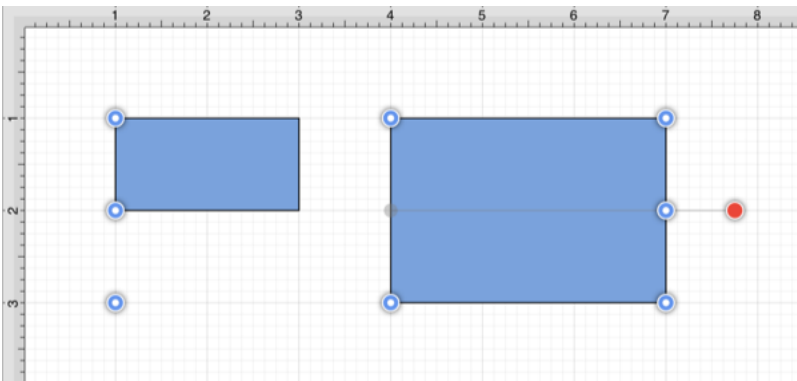


Step 3: Tap on the **Group** option. The [ungroup](#) option will only appear in the [Arrange Menu](#) if a set of already grouped figures has been selected.



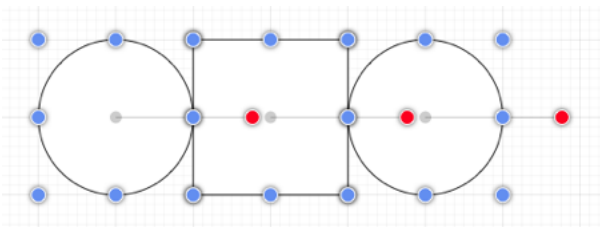
Step 4: Two selected figures will appear as shown below after they have been grouped. New bounds handles will appear after the selected figures are grouped. These handles correspond to the group as a whole rather than each individual figure.

A new rotation handle is provided for making an entire group rotation. The standard "blue" handles are replaced by "blue handles with dots" to provide a visual indicator as to whether the entire group or a separate figure has been selected.

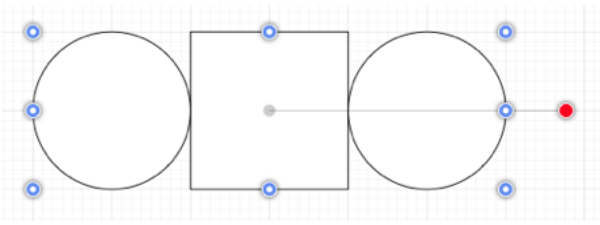


Note: Paths are an exception to the multiple selection rule because a path or path shape can be added to a group by itself. This allows for path interaction without having to worry about the occurrence of reshaping when grabbing one of the available handles.

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



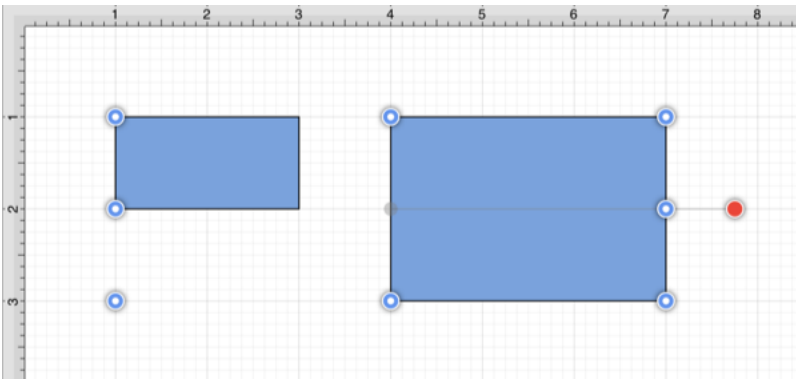
Multiple selected figures will appear as shown below once they have been grouped.



5.2.5.2. Ungrouping Figures

A **Group** must be selected for the ungrouping option to be enabled. To ungroup a set of grouped figures, complete the following steps:

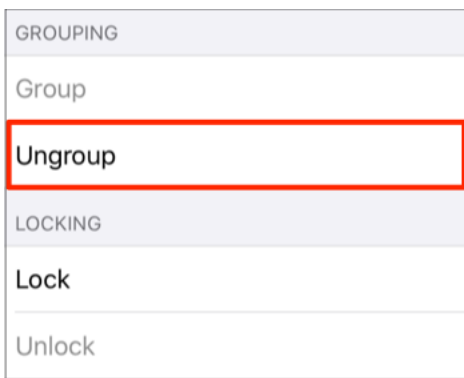
Step 1: [Select](#) the set of figures to be ungrouped.



Step 2: Press on the **Arrange Menu**.

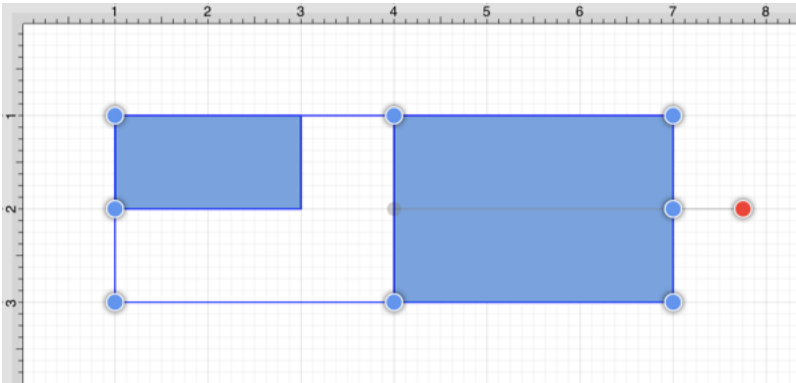


Step 3: Tap on the **Ungroup** option. The [group](#) option will only appear in the [Arrange Menu](#) if a set of ungrouped figures has been selected.



Note: Both grouping buttons will appear in the **Arrange Menu** when an individual figure and group of figures has been selected at the same time.

Step 4: Two selected figures will appear as shown below after they have been ungrouped.

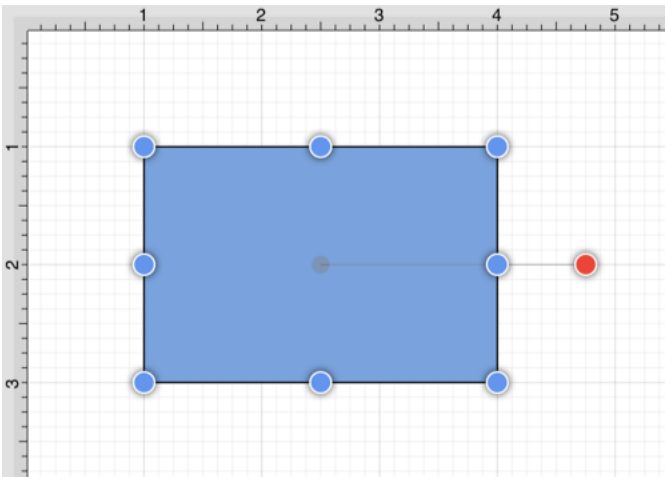


Note: Any transformations made to the group (such as rotating, resizing, etc...) will be retained by previously grouped objects after the ungrouping action has been completed. Grouping provides a nice way to quickly make bulk changes to multiple figures or all objects within a drawing.

5.2.5.3. Locking Figures

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

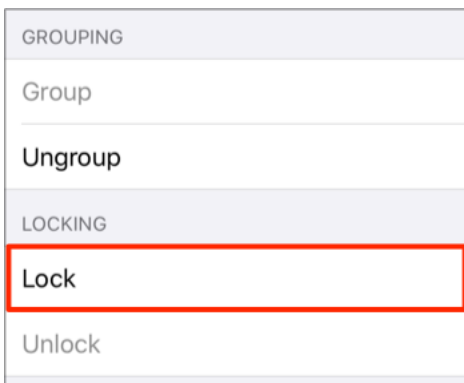
Step 1: [Select](#) the figure(s) to be locked.



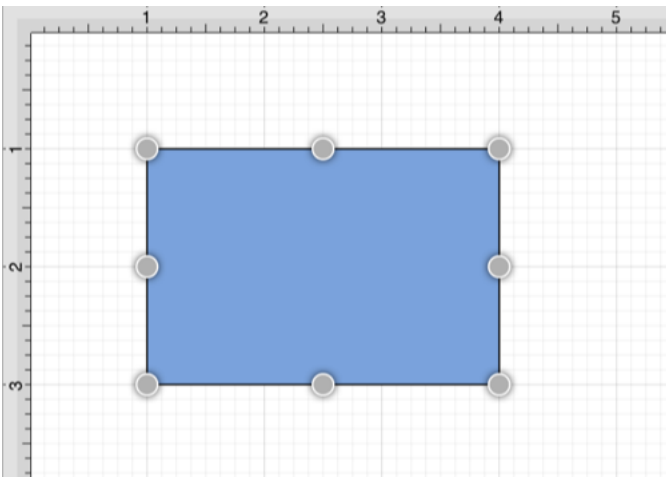
Step 2: Press on the **Arrange Menu**.



Step 3: Tap on the **Lock** option. The [unlock](#) option will only appear in the [Arrange Menu](#) if a set of already locked figures has been selected.

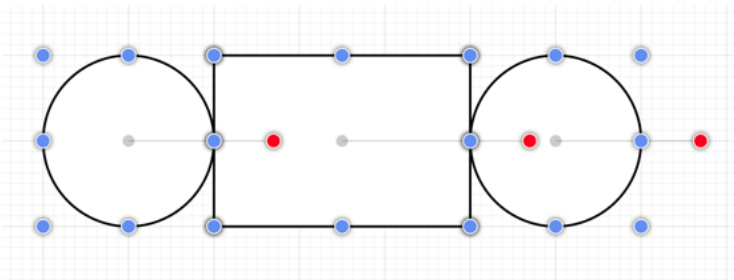


Step 4: The locked figures will appear as shown below.

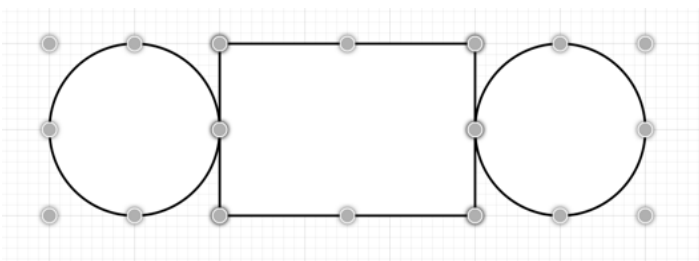


Tip: Use the [Function Key Feature](#) to select multiple figures for locking.

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



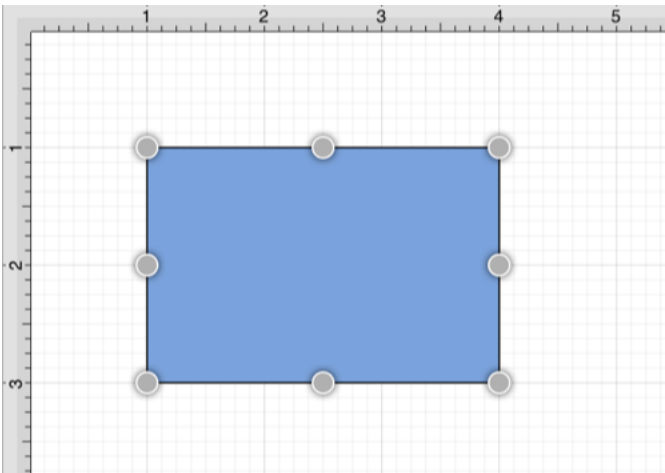
The group will appear as shown below once they have been locked. The handles appear gray after a figure(s) or group of figures are locked. This handle attribute change serves as a visual indicator of the selected figure(s) being locked.



5.2.5.4. Unlocking Figures

A figure(s) or group of figures can be unlocked to allow for [moving](#) and [resizing](#). To unlock an individual or set of locked figures, complete the following steps:

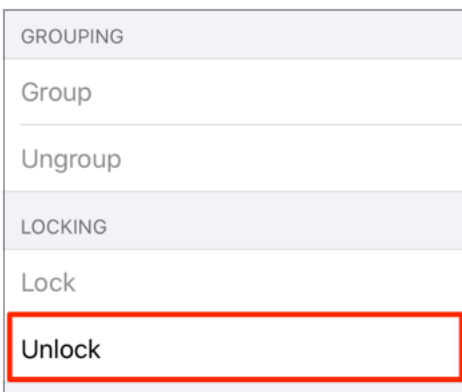
Step 1: [Select](#) the figures to be unlocked.



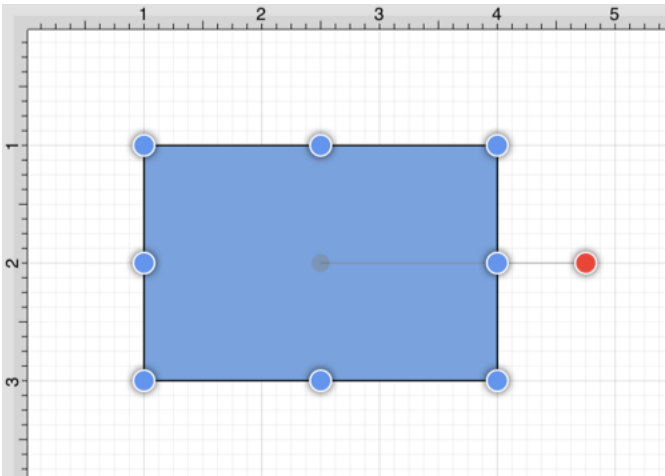
Step 2: Press on the **Arrange Menu**.

File Edit **Arrange** Modify View

Step 3: Tap on the **Unlock** option. The [lock](#) option will only appear in the [Arrange Menu](#) if the selected figures are currently unlocked.



Step 4: The unlocked figures will appear as shown below.



Note: This **Arrange Menu** option will only be enabled when a locked figure or group of figures has been [selected](#) within the [Drawing Canvas](#).

5.2.6. Aligning Figures

TouchDraw 2 provides methods for aligning a set of figures to an attribute of the first selected figure in the set.

Relative Alignment

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

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

Grid Alignment

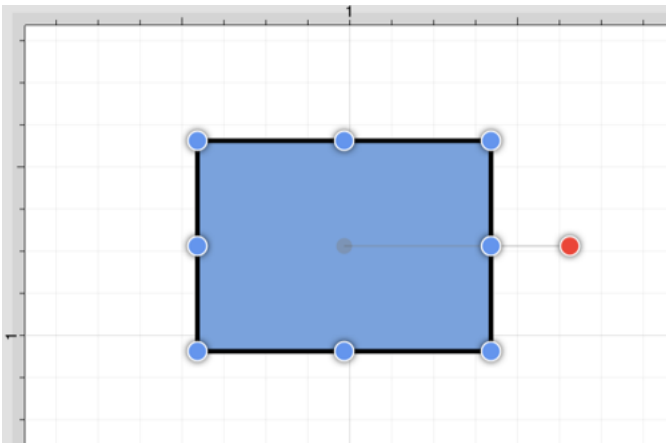
In addition to relative alignment, a figure (or set of figures) can also be [aligned to the grid](#) of the [Drawing Canvas](#) in the case that they were drawn or modified while the [snap to grid](#) option was disabled.

5.2.6.1. Align to Grid

The **Align to Grid** option is available to align figures with the grid. A minimum of one figure must be [selected](#) to use this option. The [Snap to Grid](#) option must be turned on if figures are drawn with the grid turned off and need to be aligned with the grid.

To align a figure or set of figures to the grid, complete the following steps:

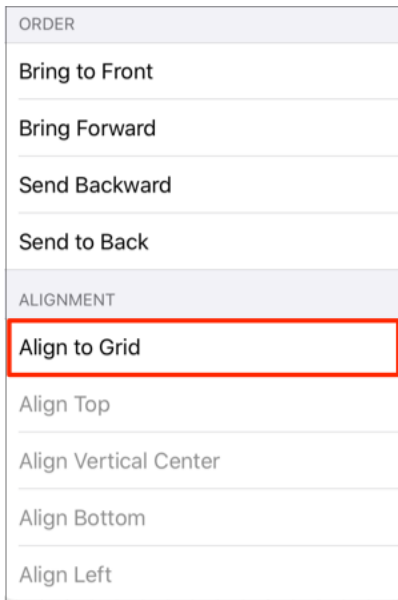
Step 1: [Select](#) the objects to be aligned.



Step 2: Press on the **Arrange Menu**.

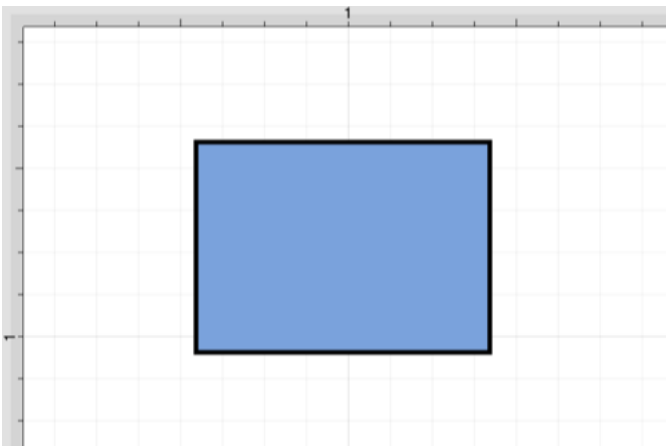


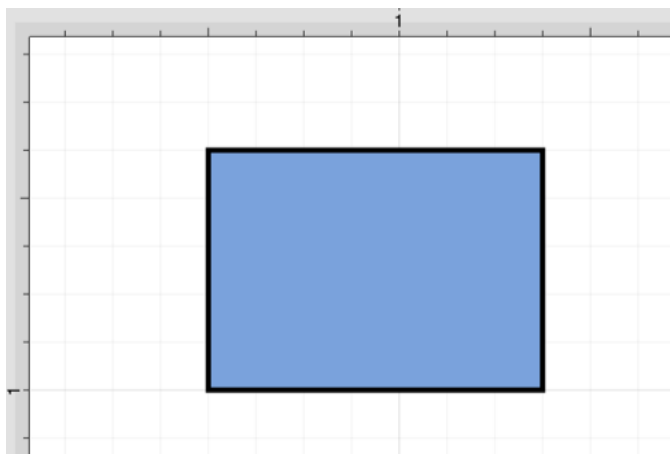
Step 3: Tap on the **Align to Grid** option.



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

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





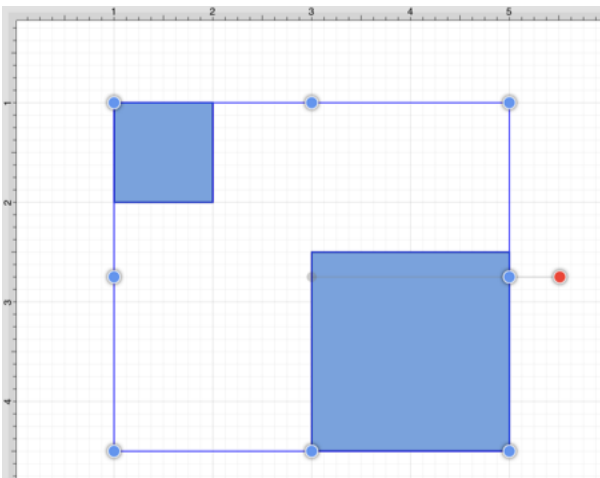
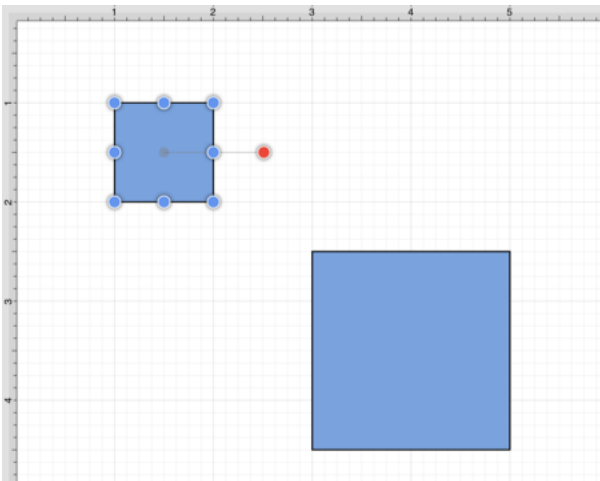
Note: The [Snap To Grid](#) option must be disabled to place a figure anywhere within the grid lines on the [Drawing Canvas](#). This option must be enabled for the **Align to Grid** option to provide the results shown above.

5.2.6.2. Align Top

The **Align Top** option moves all currently selected figures to match the top (Y position) of the **first** selected figure. At least two figures must be **selected** for this application feature to be enabled. In the example below, the upper right square was selected first.

To align selected figures with the top position of the first selected figure, complete the following steps:

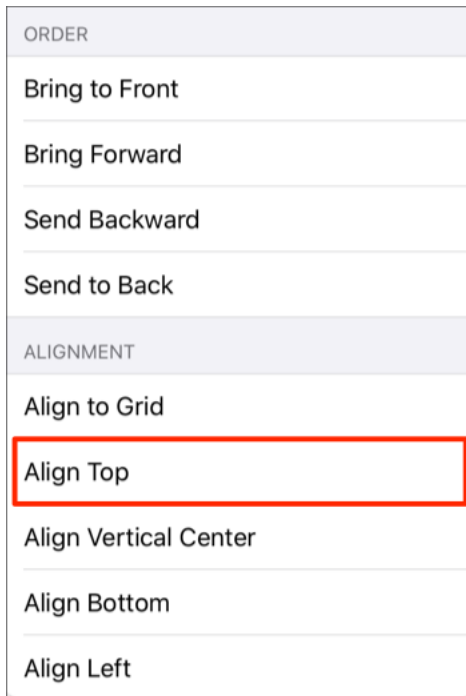
Step 1: **Select** the figures to be aligned.



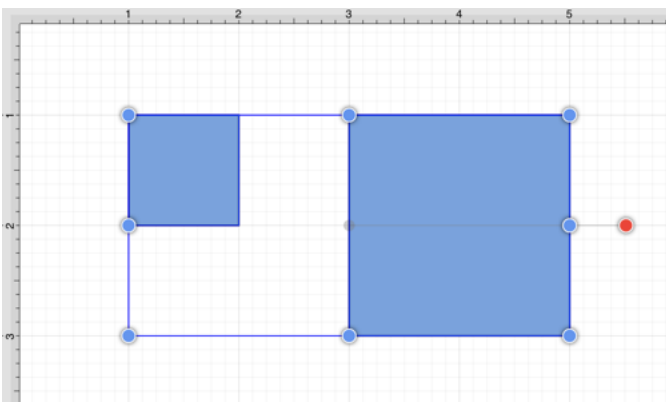
Step 2: Press on the **Arrange Menu**.

File Edit Arrange Modify View

Step 3: Tap on the **Align Top** option.



Step 4: The second selected figure is aligned with the top (Y position) of the first selected figure, as shown below.



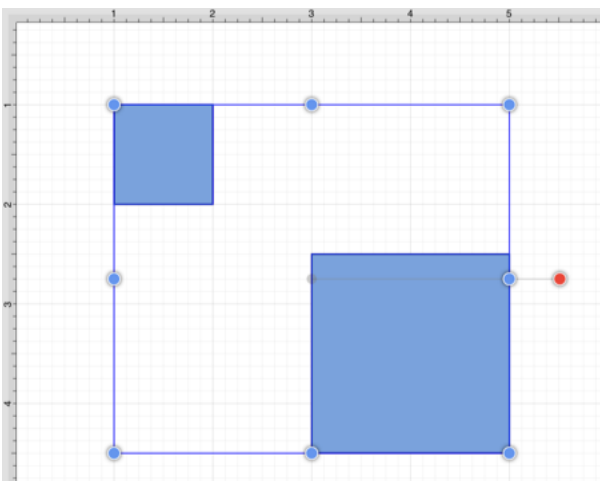
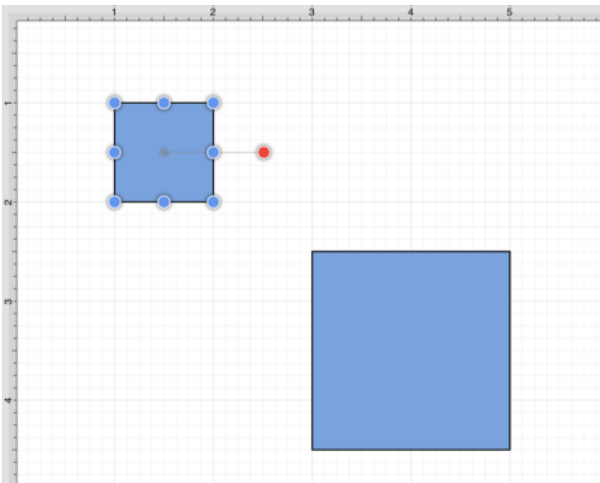
Note: Use the [Function Key Feature](#) to select multiple figures. Tap anywhere on the [Drawing Canvas](#) to close the Arrange Menu.

5.2.6.3. Align Vertical Center

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

In the example below, the upper left square is selected first. To align the vertical center of a set of figures, complete the following steps:

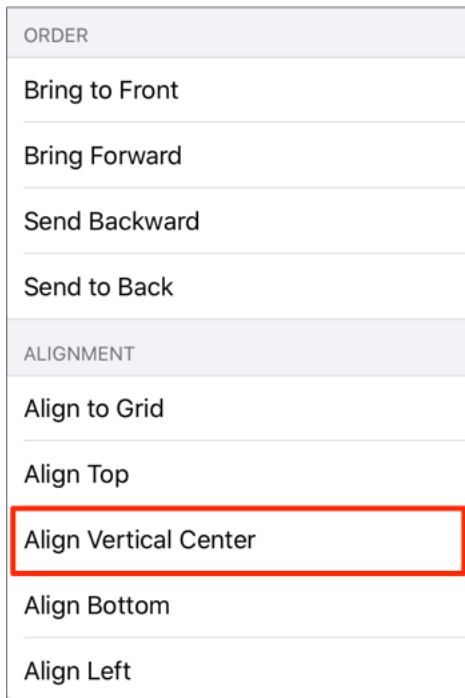
Step 1: **Select** the figures to be aligned.



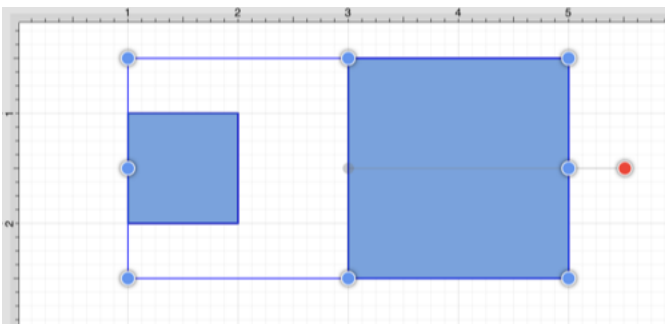
Step 2: Press on the **Arrange Menu**.

File Edit Arrange Modify View

Step 3: Tap on the **Align Vertical Center** option.



Step 4: The second figure is aligned to match the vertical center (Y position + 1/2 of the height of all figures) of the **first** selected figure, as shown below.



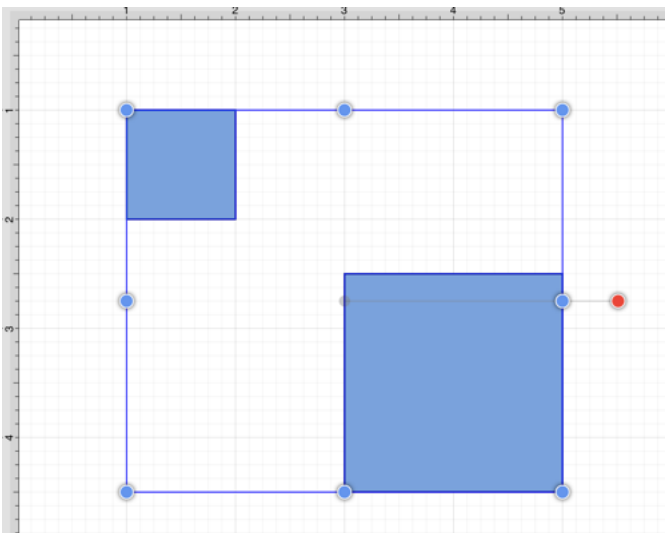
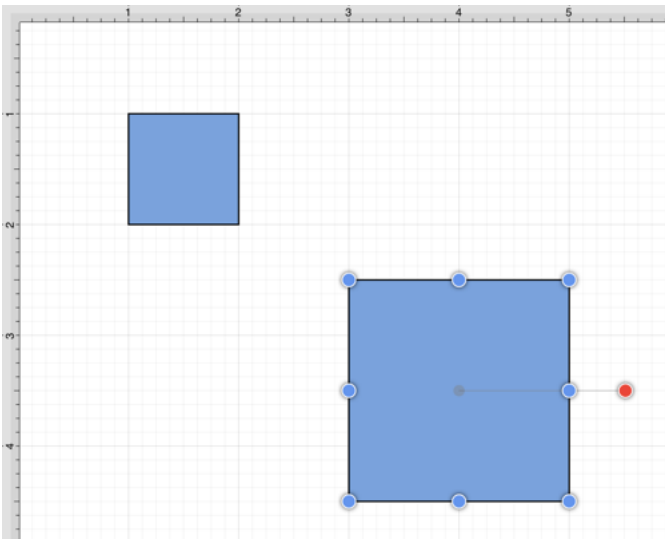
Note: Use the [Function Key Feature](#) to select multiple figures. Tap anywhere on the [Drawing Canvas](#) to close the [Arrange Menu](#).

5.2.6.4. Align Bottom

The **Align Bottom** option moves all currently selected figures to match the the bottom (Y position + Height) of the **first** selected figure. At least two figures must be **selected** for this application feature to be enabled. In the example below, the lower right square is selected first.

To align figures with the bottom position of the **first** selected figure, complete the following steps:

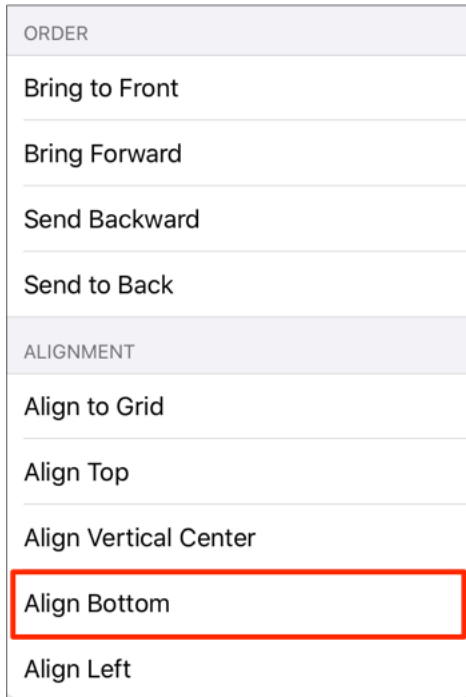
Step 1: **Select** each figure to be aligned.



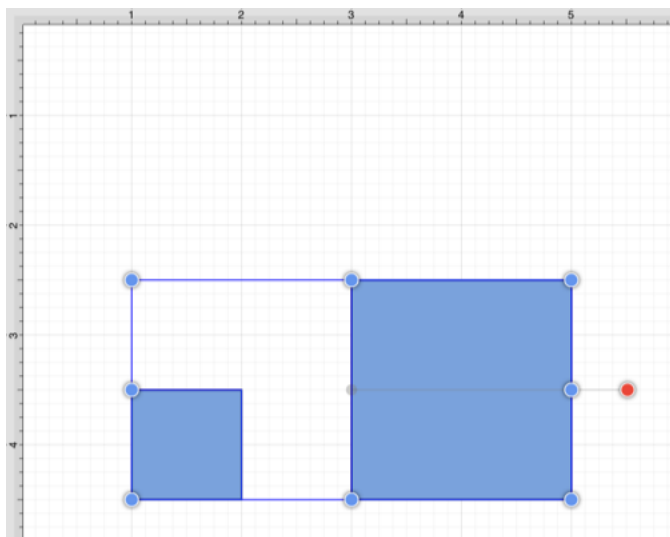
Step 2: Press on the **Arrange Menu**.



Step 3: Tap on the **Align Bottom** option.



Step 4: The second figure is aligned to match the the bottom (Y position + Height) of the **first** selected figure.



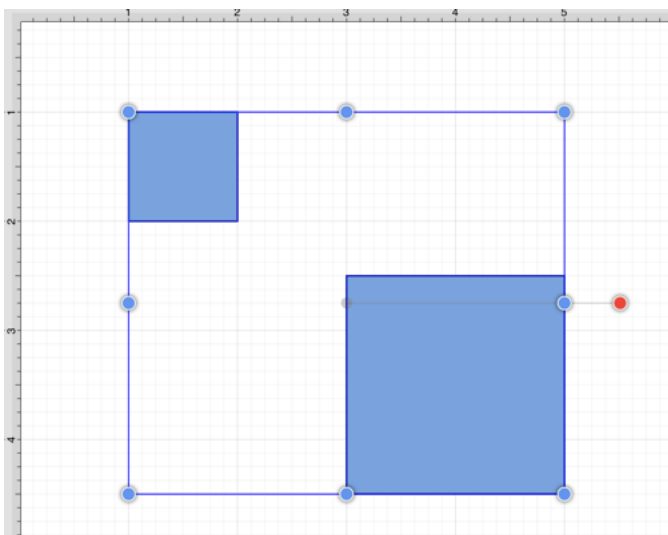
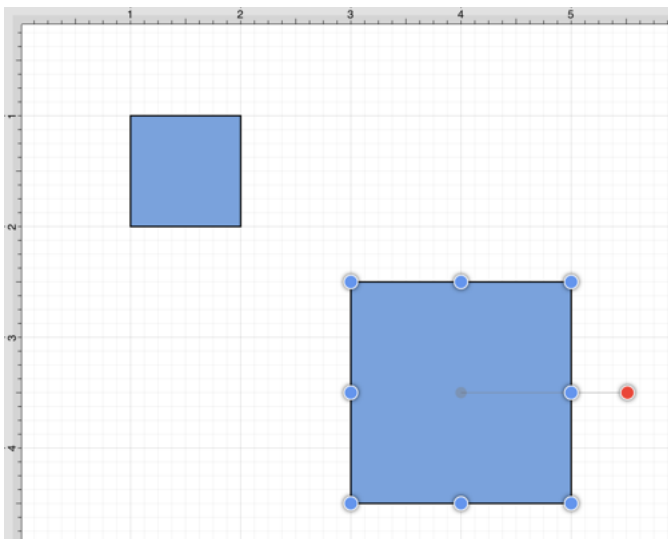
Note: Use the [Function Key Feature](#) to select multiple figures. Tap anywhere on the [Drawing Canvas](#) to close the [Arrange Menu](#).

5.2.6.5. Align Left

The **Align Left** option moves all currently selected figures to match the left (X position) of the **first** selected figure. At least two figures must be **selected** for this application feature to be enabled. In the example below, the lower right square is selected first.

To align figures with the left position of the **first** selected figure, complete the following steps:

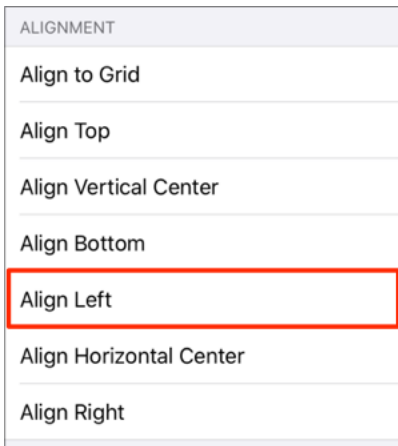
Step 1: **Select** the figures to be aligned.



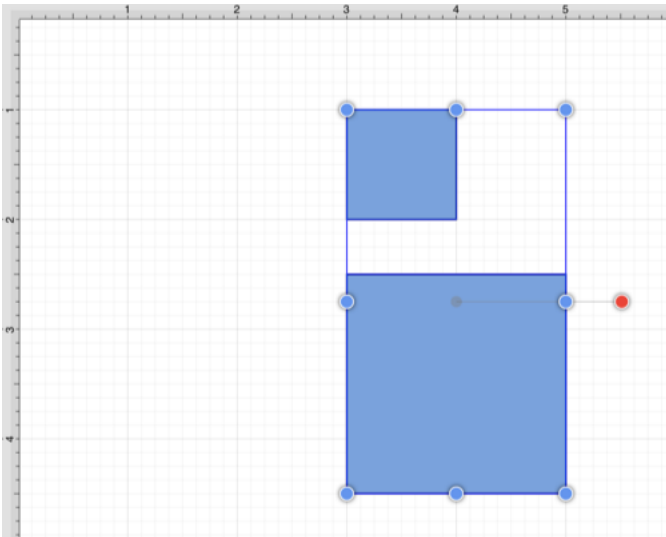
Step 2: Press on the **Arrange Menu**.



Step 3: Tap on the **Align Left** option. When in landscape mode, scroll through the menu view by touching and dragging upward on the [Arrange Menu](#) to see this option.

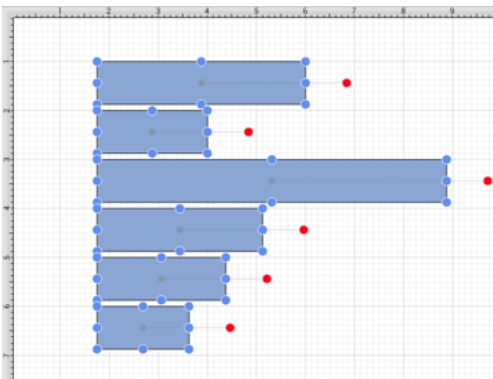
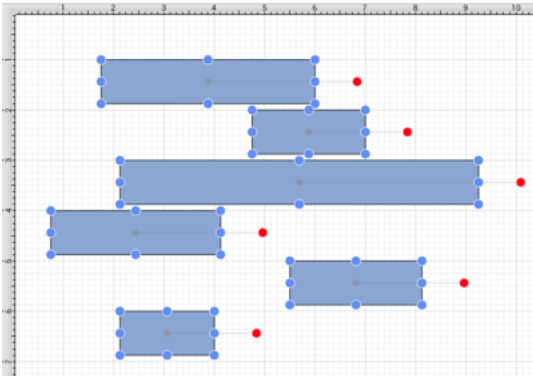


Step 4: Additionally selected figures are adjusted to match the the bottom (X Position) of the **first** selected figure.



Note: Use the [Function Key Feature](#) to select multiple figures. Tap anywhere on the [Drawing Canvas](#) to close the [Arrange Menu](#).

The following figures show an example of using the **Align Left** action.

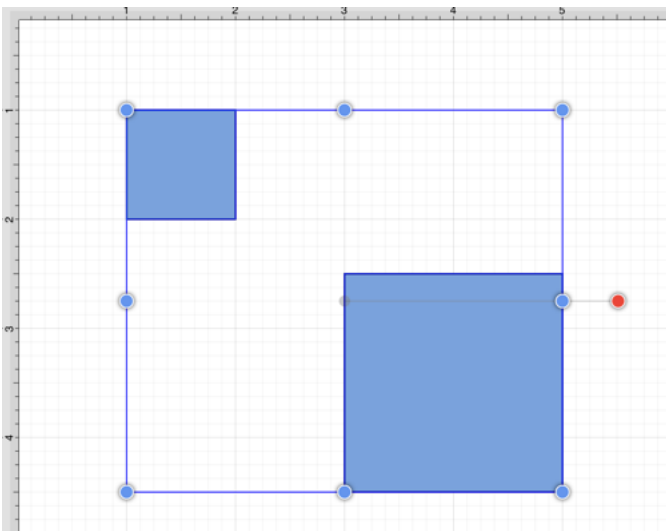
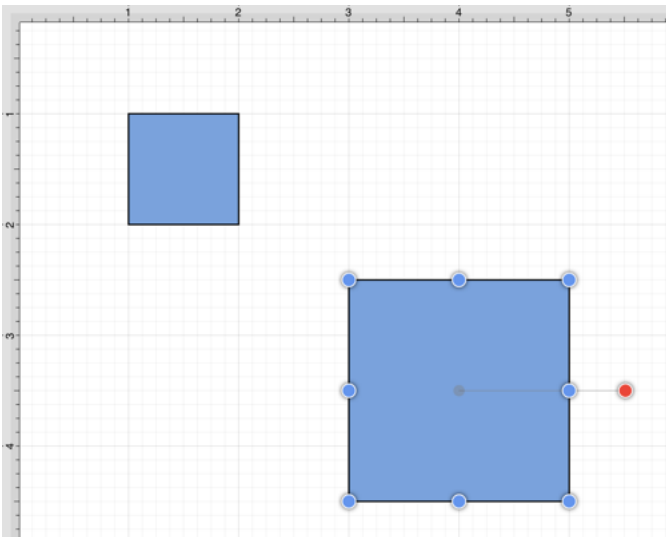


5.2.6.6. Align Horizontal Center

The **Align Horizontal Center** option moves all currently selected figures to match the horizontal center (X position + 1/2 of the width) of the **first** selected figure. At least two figures must be **selected** for this application feature to be enabled.

In the example below, the lower right square is selected first. To align figures with the horizontal center of the first selected figure, complete the following steps:

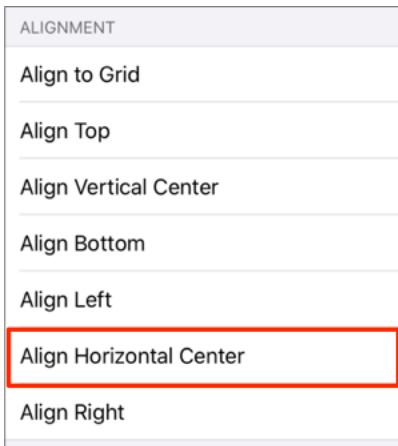
Step 1: **Select** the figures to be aligned.



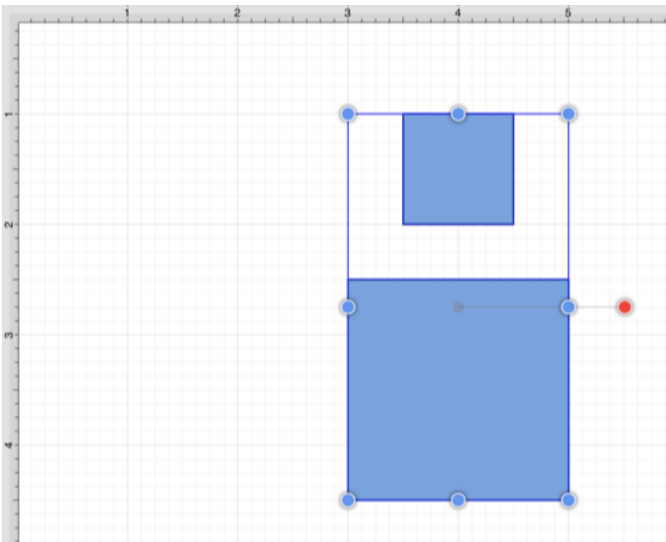
Step 2: Press on the **Arrange Menu**.



Step 3: Tap on the **Align Horizontal Center** option. When in landscape mode, scroll through the menu view by touching and dragging upward on the [Arrange Menu](#) to see this option.



Step 4: Additionally selected figures are adjusted to match the the bottom (X position + 1/2 of the width) of the **first** selected figure.



Note: Use the [Function Key Feature](#) to select multiple figures. Tap anywhere on the [Drawing Canvas](#) to close

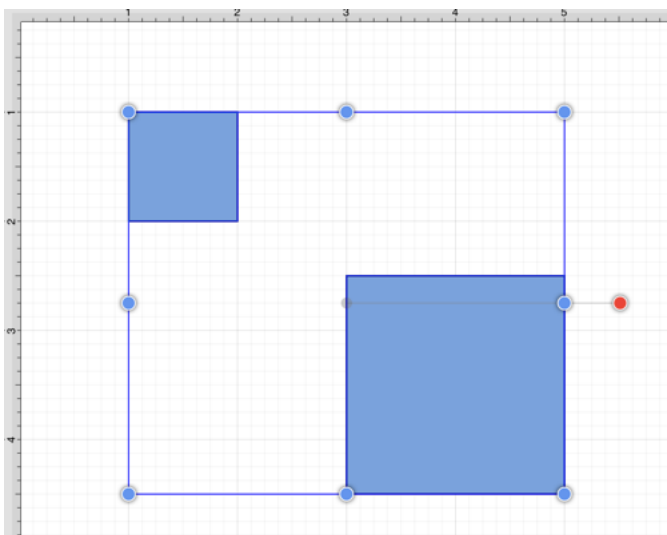
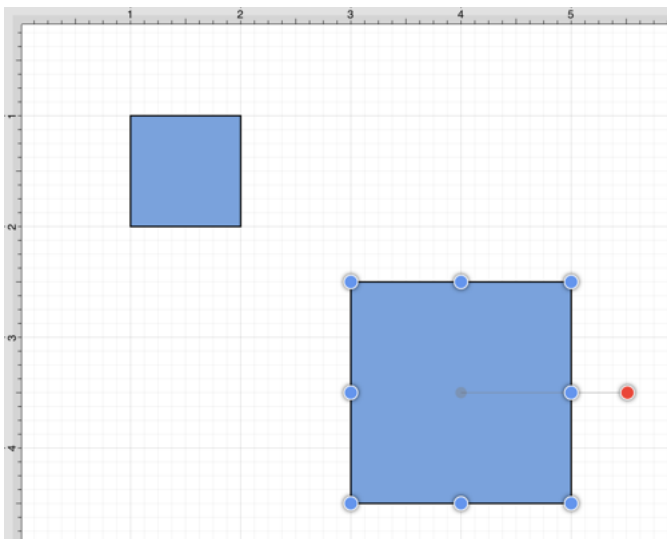
the [Arrange Menu](#) .

5.2.6.7. Align Right

The **Align Right** option moves all currently selected figures to match the right (X position + Width) of the **first** selected figure. At least two figures must be **selected** for this application feature to be enabled.

In the example below, the lower right square is selected first. To align figures with the right position of the first selected figure, complete the following steps:

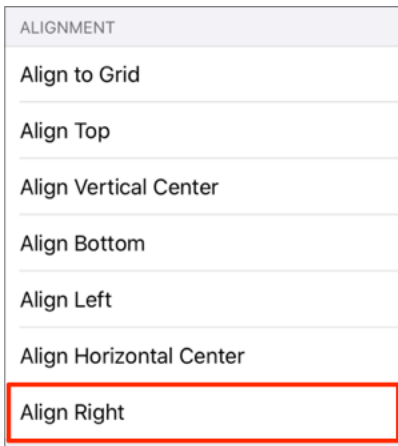
Step 1: Select the figures to be aligned.



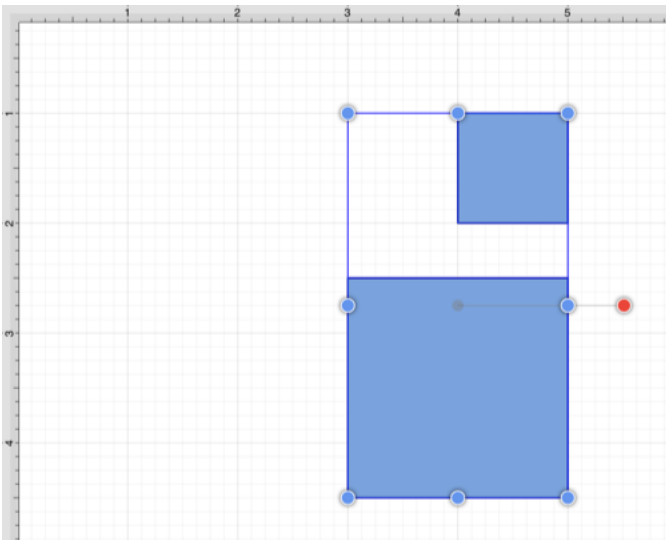
Step 2: Press on the **Arrange Menu**.



Step 3: Tap on the **Align Right** option. When in landscape mode, scroll through the menu view by touching and dragging upward on the [Arrange Menu](#) to see this option.



Step 4: Additionally selected figures are adjusted to match the the bottom (X position + 1/2 of the width) of the **first** selected figure.



Note: Use the [Function Key Feature](#) to select multiple figures. Tap anywhere on the [Drawing Canvas](#) to close the [Arrange Menu](#).

5.2.7. Snapping Figures

TouchDraw 2 supplies options for snapping figures to specific points on the grid, positions on the [Drawing Canvas](#) or positions relative to other shapes. Figures can be snapped to these locations:

- [Grid](#)
- [Lines](#)
- [Shapes](#)
- [Points or Pixels](#)

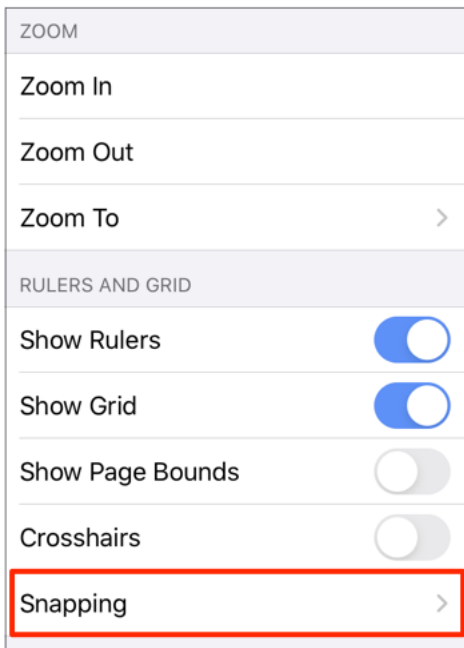
5.2.7.1. Snap to Grid

The **Snap to Grid** option toggles whether or not figures (and their handles) should be aligned to the grid as they are created and modified. To enable/disable this option, complete the following steps:

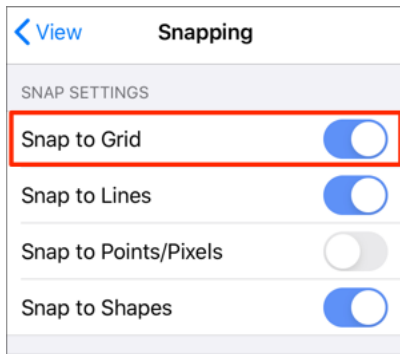
Step 1: Press on the **View Menu**.



Step 2: Press on the **Snapping Submenu**.



Step 3: Tap on the **Snap to Grid** on/off slider to enable or disable the option. The slider will appear with a blue background when this option is enabled and a gray background when disabled.



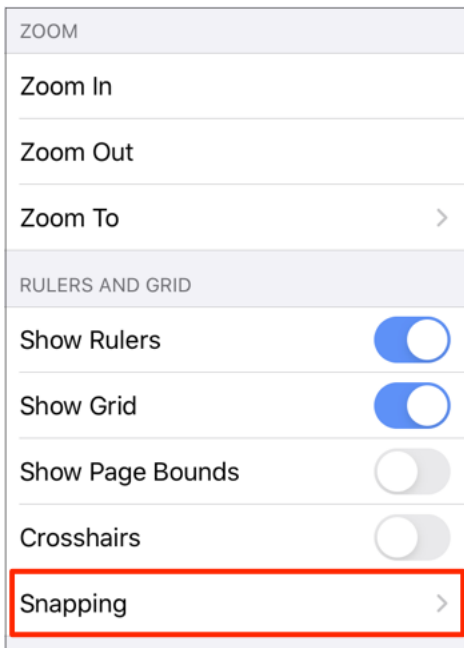
5.2.7.2. Snap to Lines

The **Snap to Lines** option allows dragged handles to be snapped to the endpoints or the midpoints of lines in the drawing canvas. To enable/disable this option, complete the following steps:

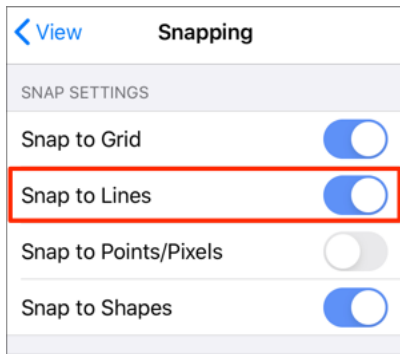
Step 1: Press on the **View Menu**.



Step 2: Press on the **Snapping Submenu**.



Step 3: Tap on the **Snap to Lines** on/off slider to enable or disable the option. The slider will appear with a blue background when this option is enabled and a gray background when disabled.



5.2.7.3. Snap to Points/Pixels

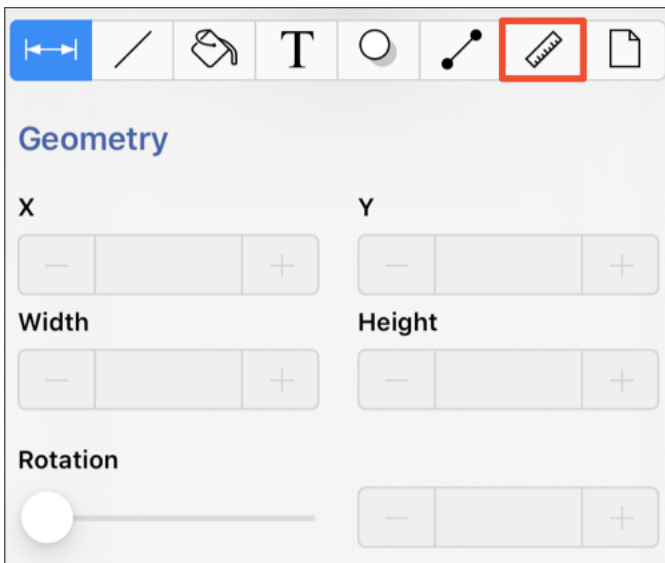
The **Snap to Points** option aligns objects to points on the grid for simplified modification and increased accuracy. This option remains disabled until the unit of measure for the drawing is changed to points.

To change the grid unit of measurement, complete the following steps:

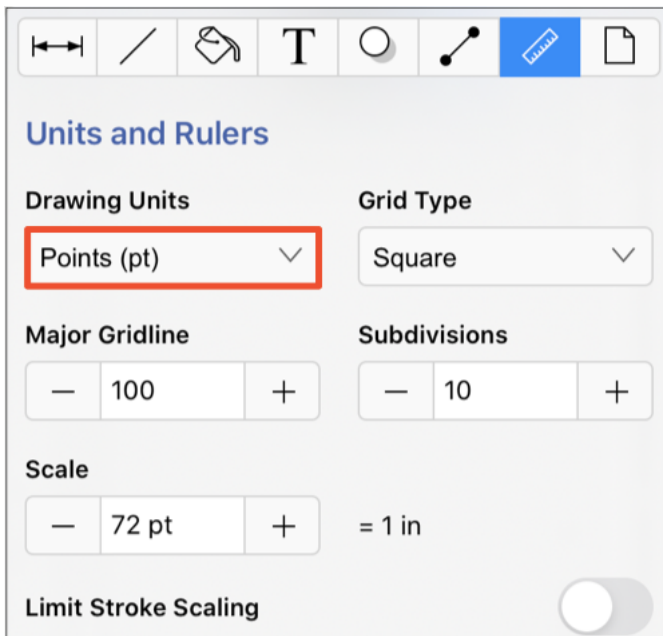
Step 1: Press on the **Info Button** in the [Top Toolbar](#).



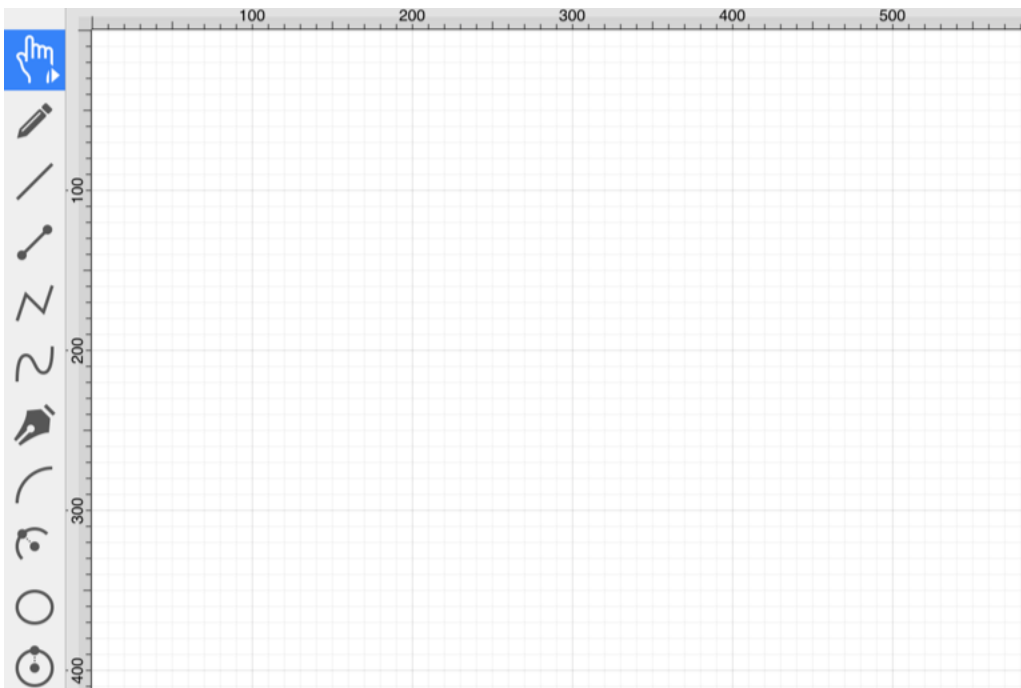
Step 2: Press on the **Units and Rulers Tab**.



Step 3: Press on the **Drawing Units** option and then tap on **Points** to change the grid to points.



Step 4: The grid will appear as shown below.

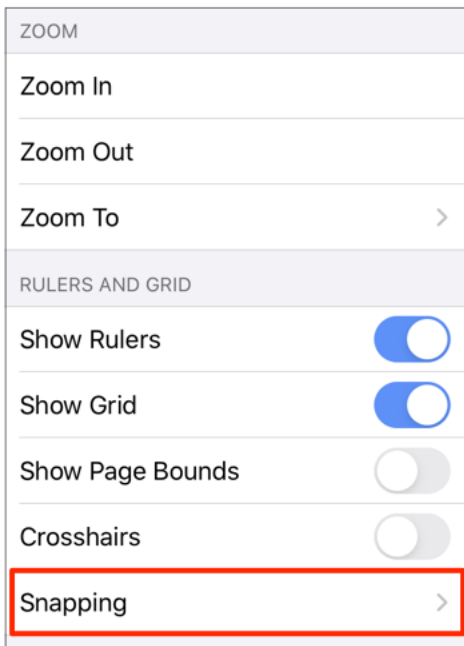


To enable/disable the **Snap to Points** option, complete the following steps:

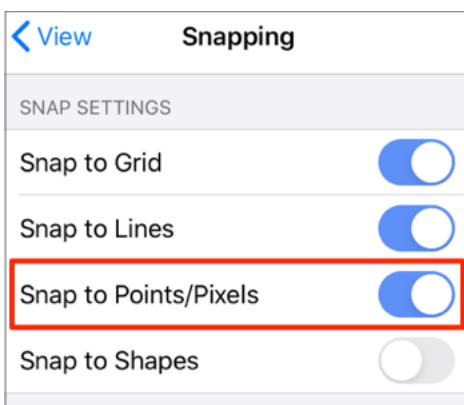
Step 1: Press on the **View Menu**.

File Edit Arrange Modify View

Step 2: Press on the **Snapping Submenu**.



Step 3: Tap on the **Snap to Points** on/off slider to enable or disable the option. The slider will appear with a blue background when this option is enabled and a gray background when disabled.



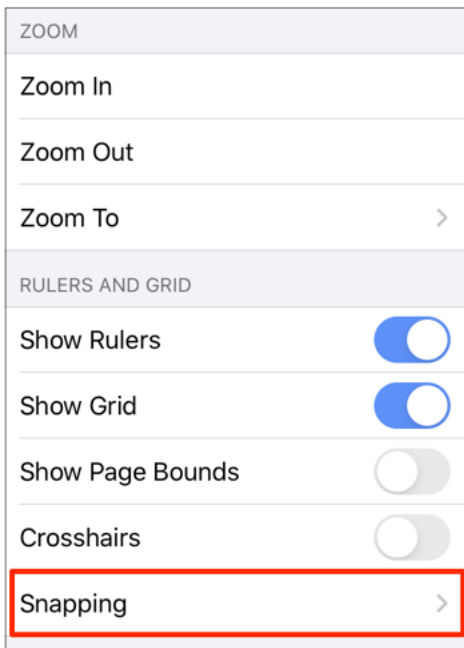
5.2.7.4. Snap to Shapes

The **Snap to Shapes** option snaps a figure to a selected shape vertex or center point. This option is enabled by default in TouchDraw. To enable/disable this option, complete the following steps:

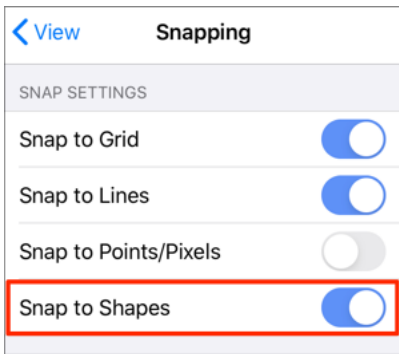
Step 1: Press on the **View Menu**.



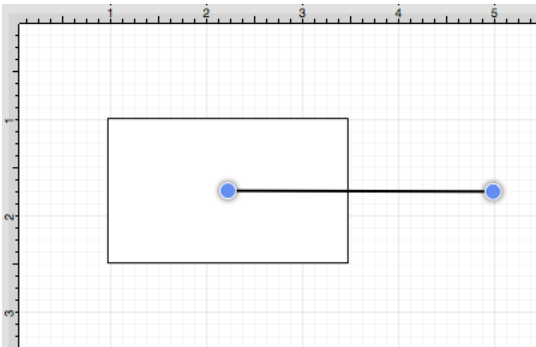
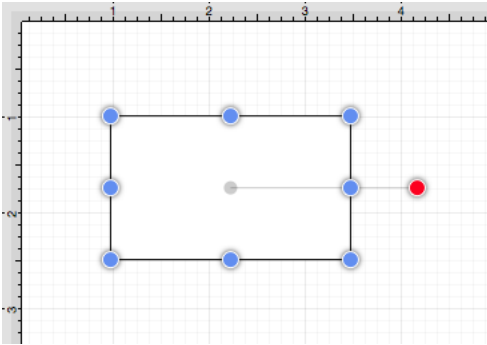
Step 2: Press on the **Snapping Submenu**.



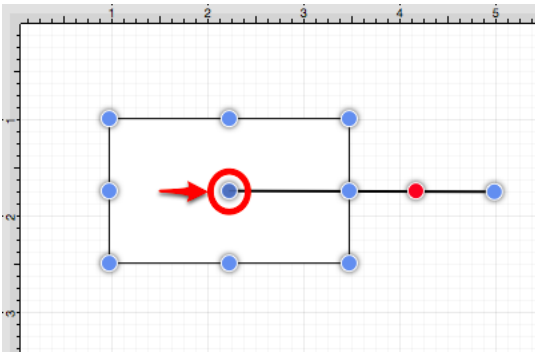
Step 3: Tap on the **Snap to Shapes** on/off slider to enable or disable the option. The slider will appear with a blue background when this option is enabled and a gray background when disabled.



Step 5: To see this option in action, disable the [Snap to Grid](#) option, make certain **Snap to Shapes** is enabled, and then draw a [Star](#), or [Rectangle](#). Once the shape is completed, select the [Line Tool](#) and try to draw a line from one of the vertexes of the shape or its center point. The drawn line will snap to one of these locations.



In the example below, the line snaps to the center point of the rectangle.



5.2.8. Ordering Figures

TouchDraw 2 supplies application functions for altering the order of a figure or multiple figures within a specific [layer](#) on the [Drawing Canvas](#).

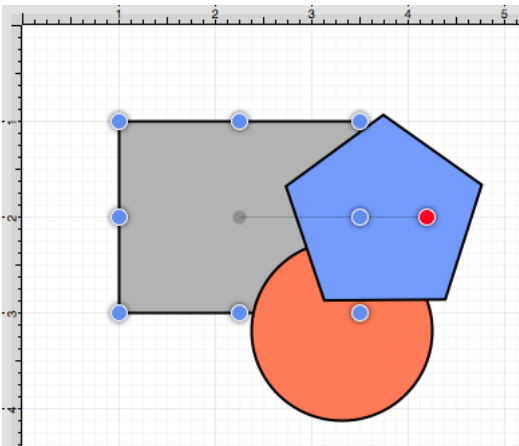
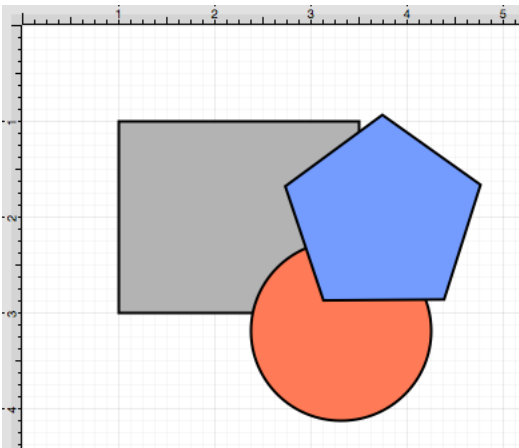
Figures can be [moved to the front](#) of a layer or [moved forward by one level](#) from their previous position. They may also be [moved to the back](#) of a layer or [moved backward by one level](#) within a layer.

5.2.8.1. Bring to Front

The **Bring to Front** option moves a currently selected figure(s) to the front of all figures residing in the same layer.

At least one figure within a layer must be [selected](#) for this option to be enabled. To bring a figure(s) to the front of a layer, complete the following steps:

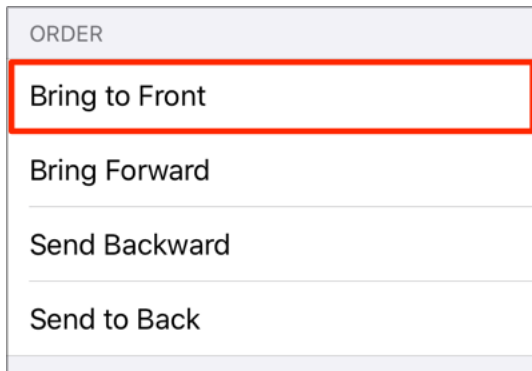
Step 1: [Select](#) the figure(s) to be moved to the front of the current layer. In this example, the rectangle has been selected.



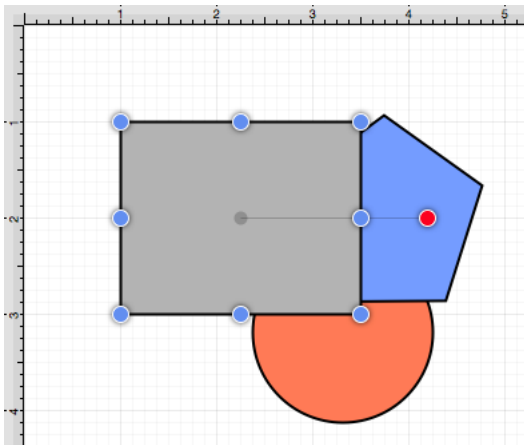
Step 2: Press on the **Arrange Menu**.

File Edit Arrange Modify View

Step 3: Tap on the **Bring to Front** option to bring the selected figure(s) to the front of the layer.



Step 4: The following image displays the position of the selected rectangle after using the **Bring to Front** option.

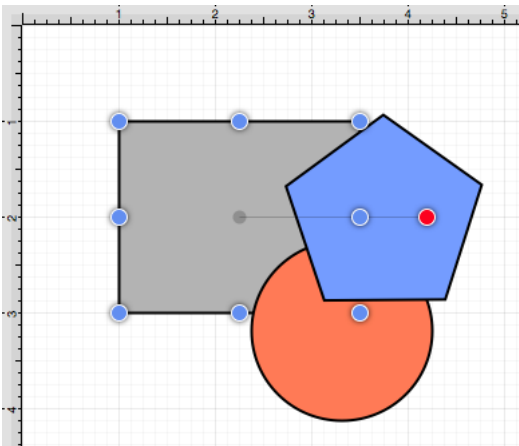
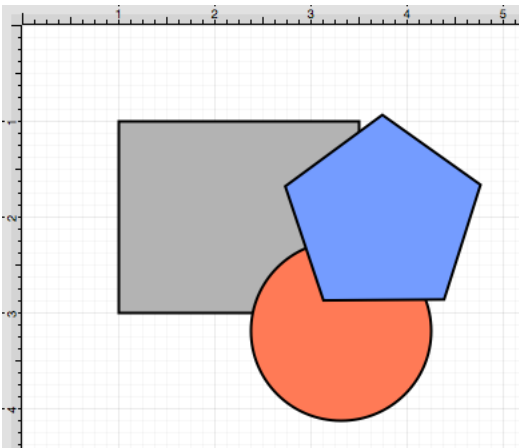


5.2.8.2. Bring Forward

The **Bring Forward** option moves a currently selected figure(s) one step closer to the top of the stack within the **layer** they reside in.

At least one figure within a desired layer must be **selected** for this option to be enabled. To bring a figure(s) forward within a layer, complete the following steps:

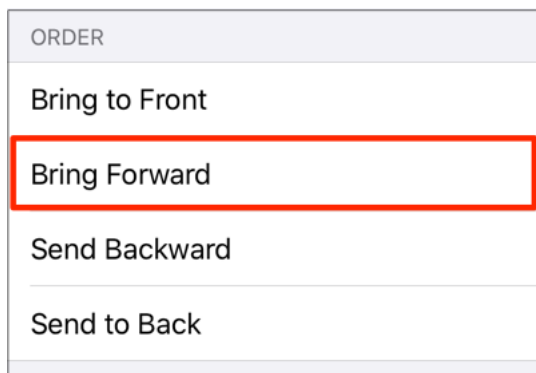
Step 1: **Select** the figure(s) to be moved one step closer within the layer. In this example, the circle has been selected.



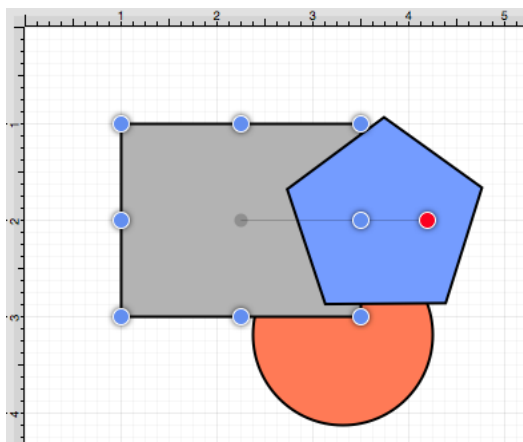
Step 2: Press on the **Arrange Menu**.

File Edit Arrange Modify View

Step 3: Tap on the **Bring Forward** option.



Step 4: The following image displays the position of the selected rectangle in this example after using the **Bring Forward** option.



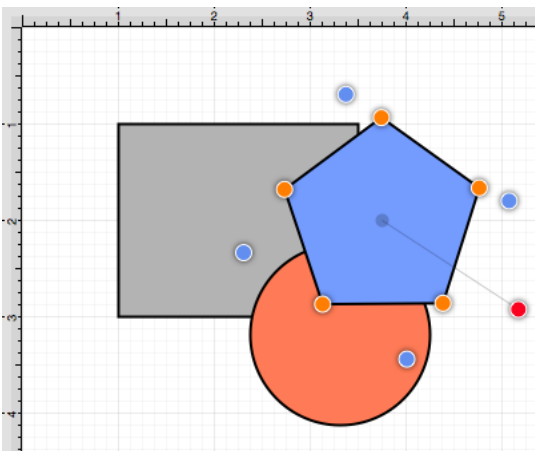
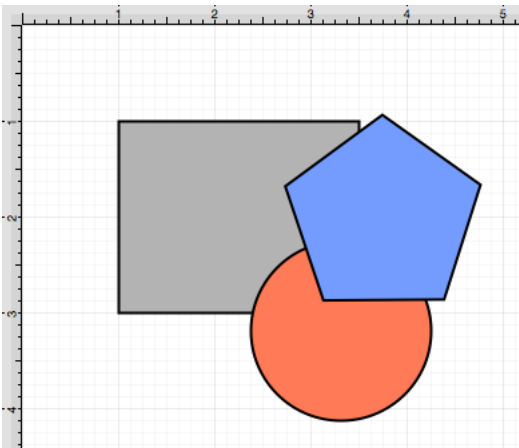
Note: The **Bring Forward** option can be chosen multiple times to continue moving a selected figure(s) to the front of a [layer](#).

5.2.8.3. Send Backward

The **Send Backward** option moves a currently selected figure(s) one step closer to the bottom of a stack within their residing **layer**. At least one figure within a layer must be **selected** for this option to be enabled.

To send a figure(s) back one step within a layer, complete the following steps:

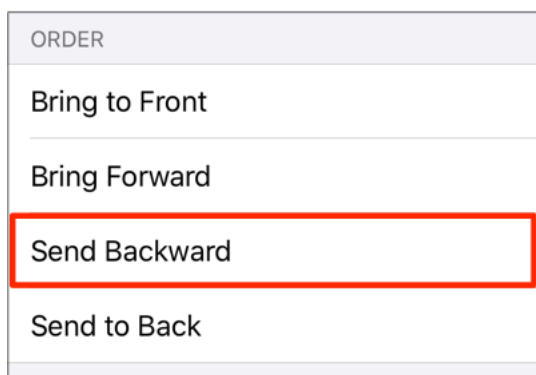
Step 1: **Select** the figure(s) to be moved one step back in the current layer. In this example, the pentagon has been selected.



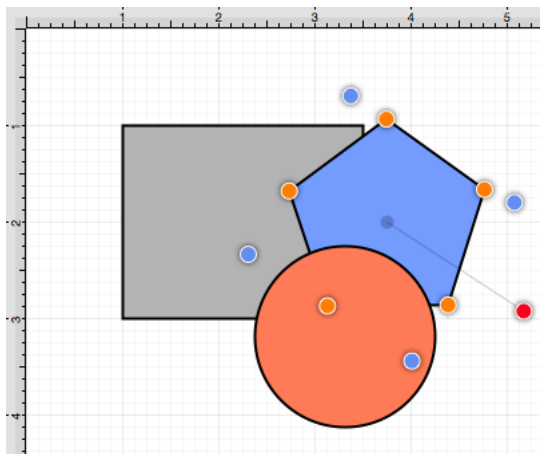
Step 2: Press on the **Arrange Menu**.

File Edit **Arrange** Modify View

Step 3: Tap on the **Send Backward** option.



Step 4: The following image displays the position of the selected pentagon in this example after using the **Send Backward** option. It has been moved to the back of the circle, but remains in front of the rectangle.



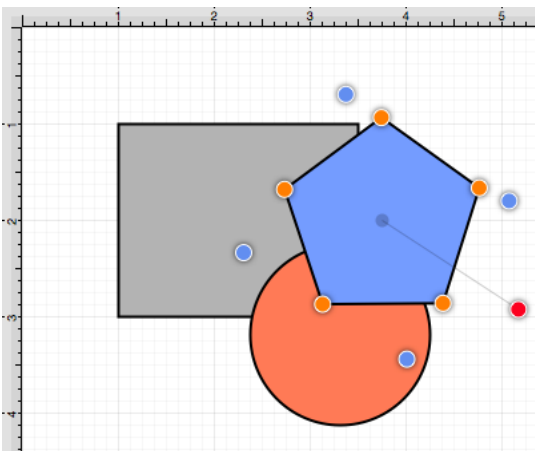
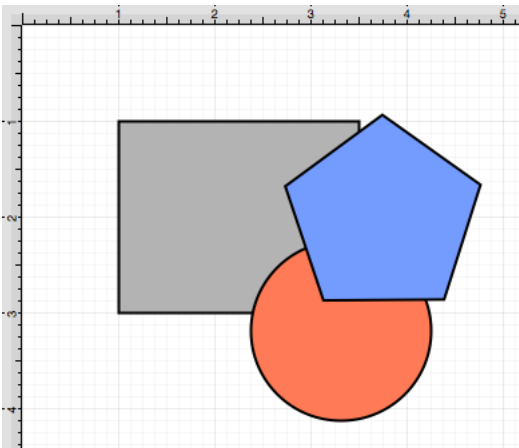
Note: The **Send Backward** option can be chosen multiple times to continue moving a selected figure(s) to the back of a [layer](#).

5.2.8.4. Send to Back

The **Send to Back** option moves a currently selected figure(s) behind all other figures residing within the same [layer](#). At least one figure within a layer must be [selected](#) for this option to be enabled.

To send a figure(s) to the back of a layer, complete the following steps:

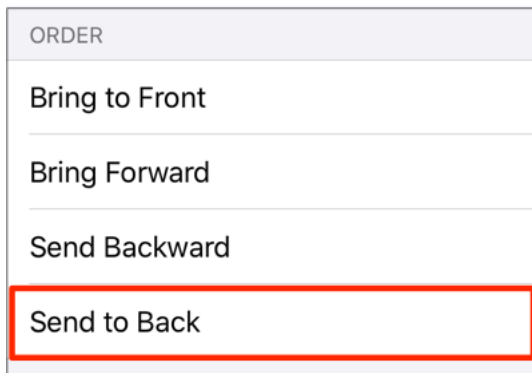
Step 1: [Select](#) the figure(s) to be moved to the back of the current layer. In this example, the pentagon has been selected.



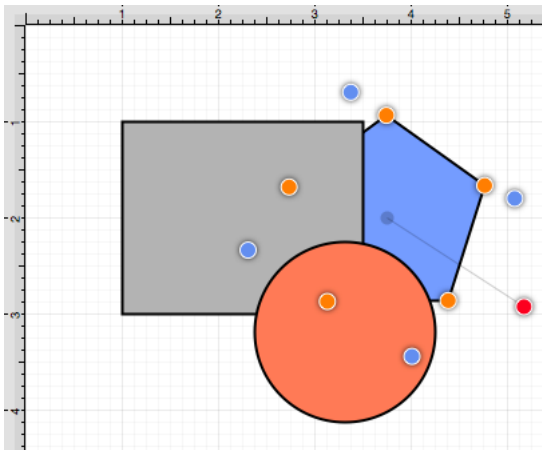
Step 2: Press on the **Arrange Menu**.

File Edit **Arrange** Modify View

Step 3: Tap on the **Send to Back** option.



Step 4: The following image displays the position of the selected pentagon in this example after using the **Send to Back** option. It has been moved to the back of all other figures.



5.2.9. Distributing Figures

TouchDraw 2 offers options for apportioning figures evenly in relation to each other. A set of figures can be laid out to have equal spacing between each figure measured either [horizontally](#) or [vertically](#).

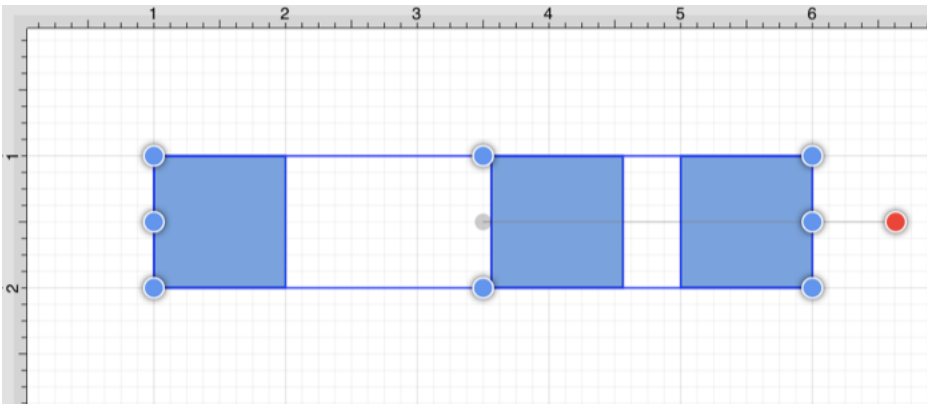
A group of [selected](#) figures may also be packed into the smallest rectangular space possible using the [Pack Horizontally](#) or [Pack Vertically](#) command options.

5.2.9.1. Distribute Horizontally

The **Distribute Horizontally** option adjusts the positioning of selected figures to create an even amount of horizontal space between each figure. This option is enabled when three or more **unlocked** figures are **selected** in the **Drawing Canvas**.

To distribute a set of figures horizontally, complete the following steps:

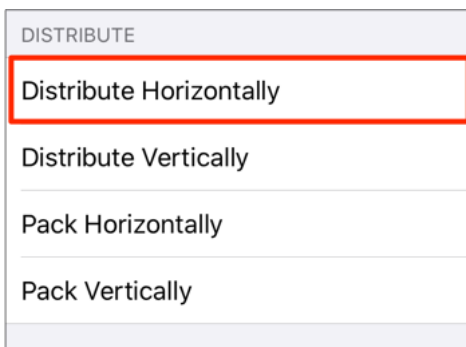
Step 1: **Select** the figure(s) to be distributed horizontally.



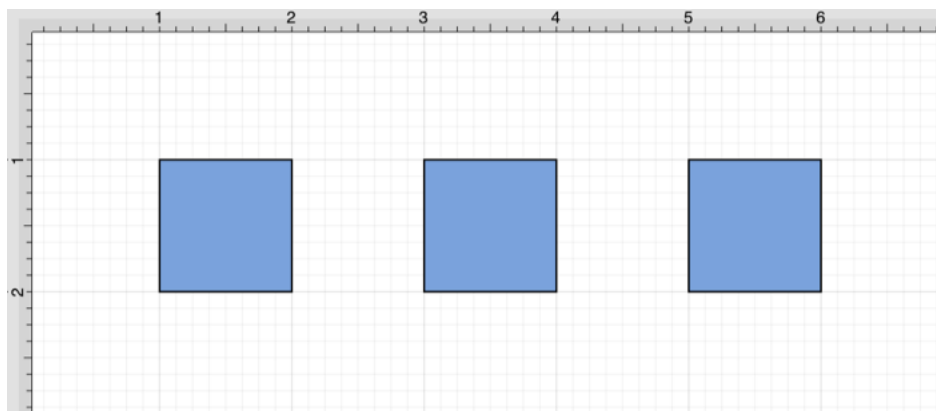
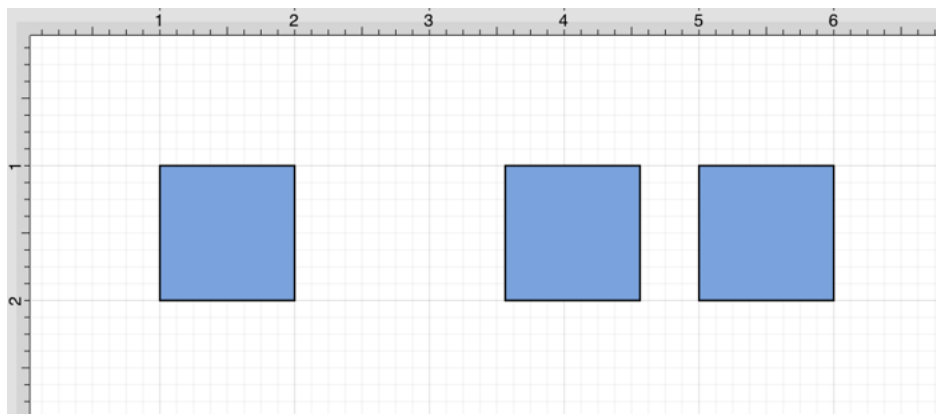
Step 2: Press on the **Arrange Menu**.



Step 3: Tap on the **Distribute Horizontally** option. When in landscape mode, scroll through the menu view by touching and dragging in an upward direction on the **Arrange Menu** to view this option.



The following images display the positions of a selected set of figures prior to and after using the **Distribute Horizontally** option.



In the above example, the first and middle figures were originally 2.5 inches apart. The spacing between the middle and last figure totaled 0.5 inches. After this option has been applied, the horizontal space between each figure is adjusted to 1 inch to provide three evenly spaced figures.

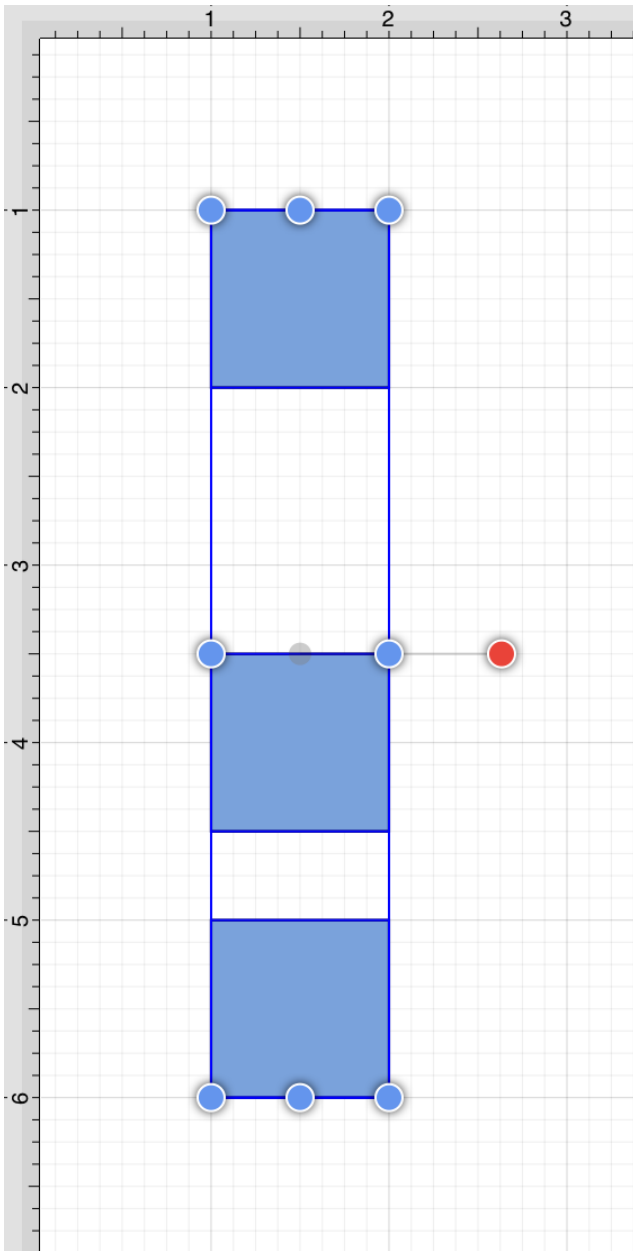
5.2.9.2. Distribute Vertically

The **Distribute Vertically** option adjusts the positioning of selected figures to create an even amount of vertical space between each figure. This option is enabled when three or more [unlocked](#) figures are [selected](#) in the [Drawing Canvas](#).

To distribute a set of figures vertically, complete the following steps:

Step 1: [Select](#) the figures to be distributed vertically

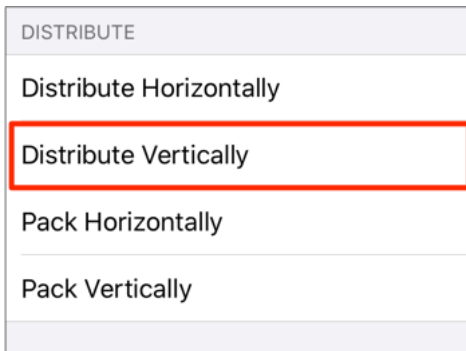
.



Step 2: Press on the **Arrange Menu**.

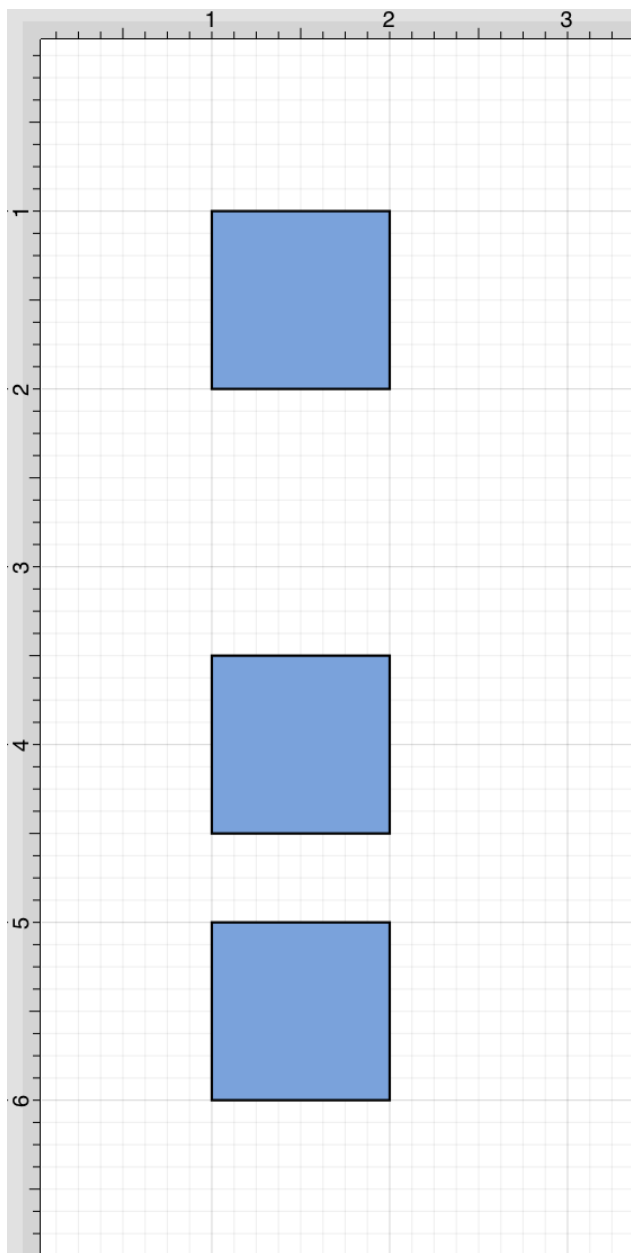


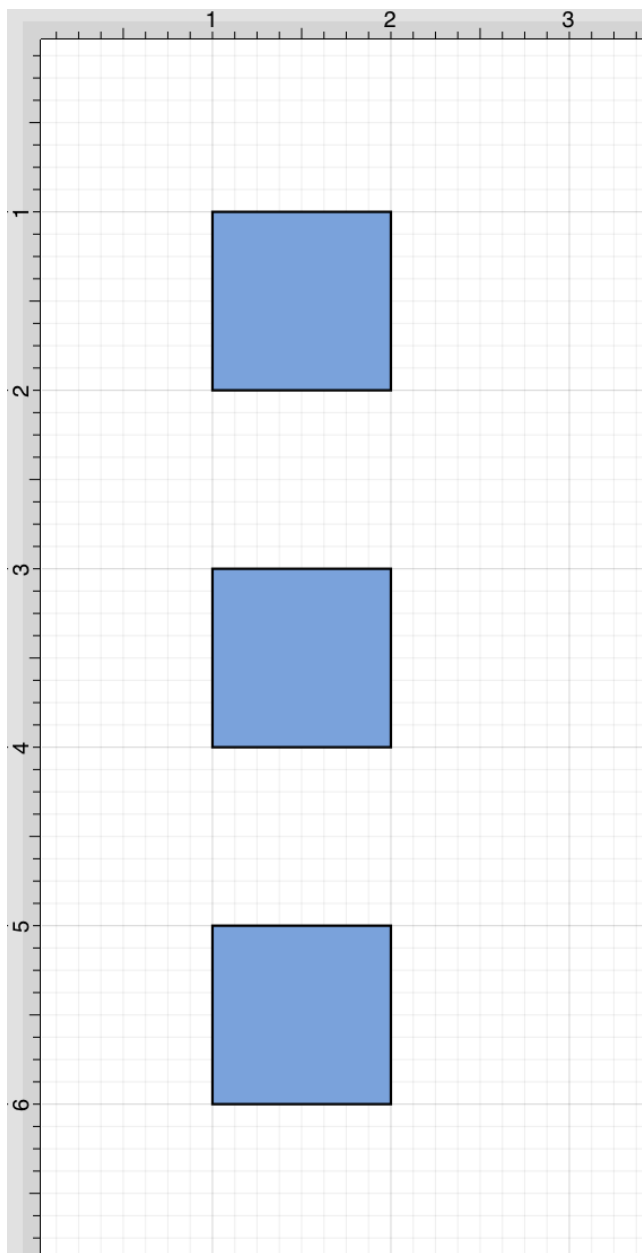
Step 3: Tap on the **Distribute Vertically** option. When in landscape mode, scroll through the menu view by touching and dragging in an upward direction on the [Arrange Menu](#) to view this option.



The following images display the positions of a set of figures prior to and after using the **Distribute Vertically** option

.





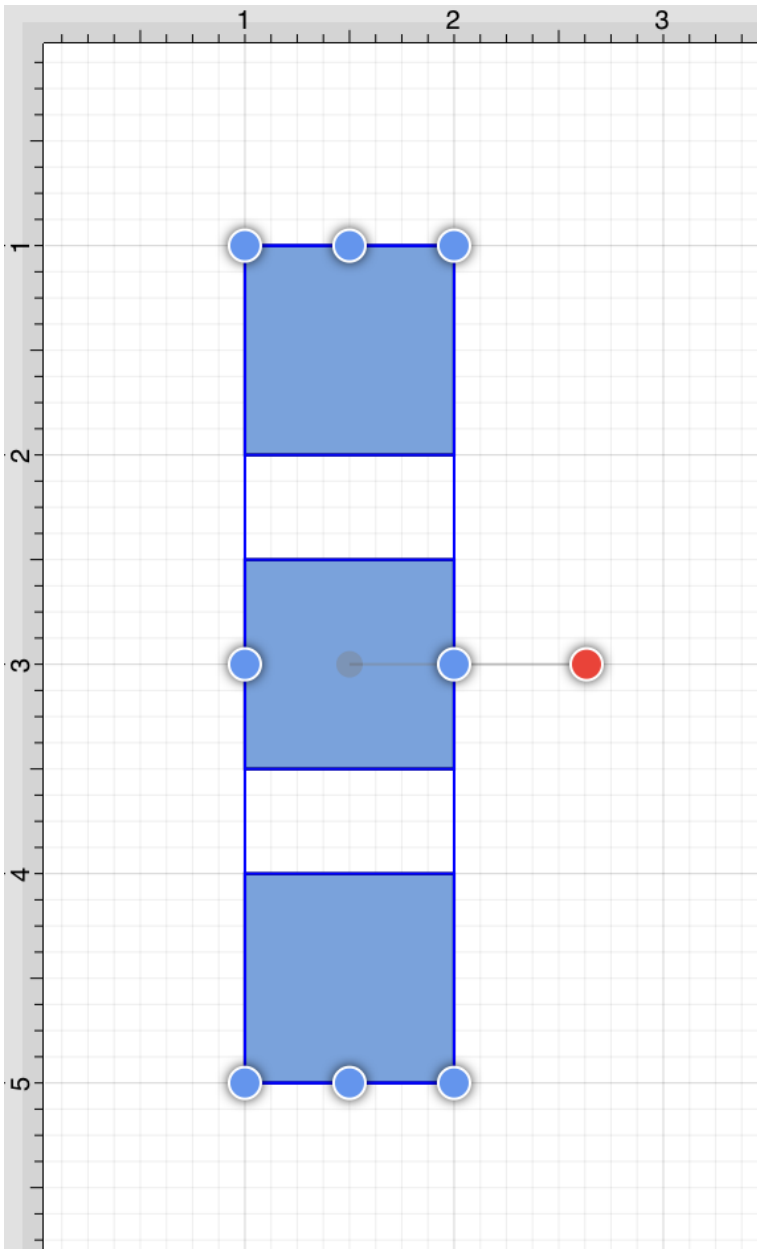
In the above example, the spacing between the top and middle squares totals 1.5 inches. The middle and bottom figures have a vertical spacing of 0.5 inches. After this option has been applied, the vertical space between each figure is adjusted to 1 inch to provide three evenly spaced figures.

5.2.9.3. Pack Horizontally

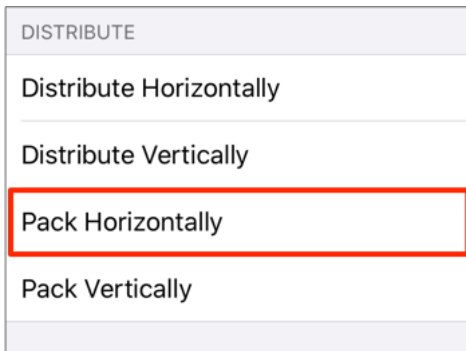
The **Pack Horizontally** menu item takes a set of selected shapes and "packs" them into the smallest space possible horizontally.

This option is enabled when three or more [unlocked](#) figures are [selected](#) in the Drawing Canvas. Complete the following steps to pack a set of figures horizontally:

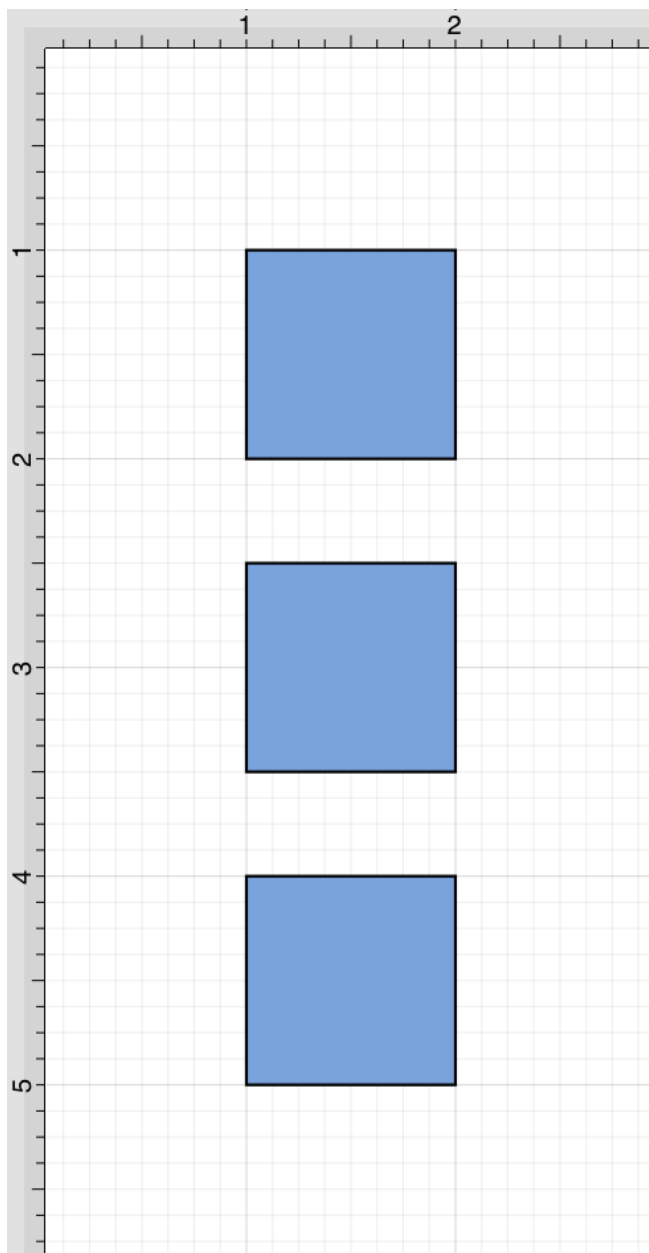
Step 1: [Select](#) the figures or shapes to be packed horizontally.

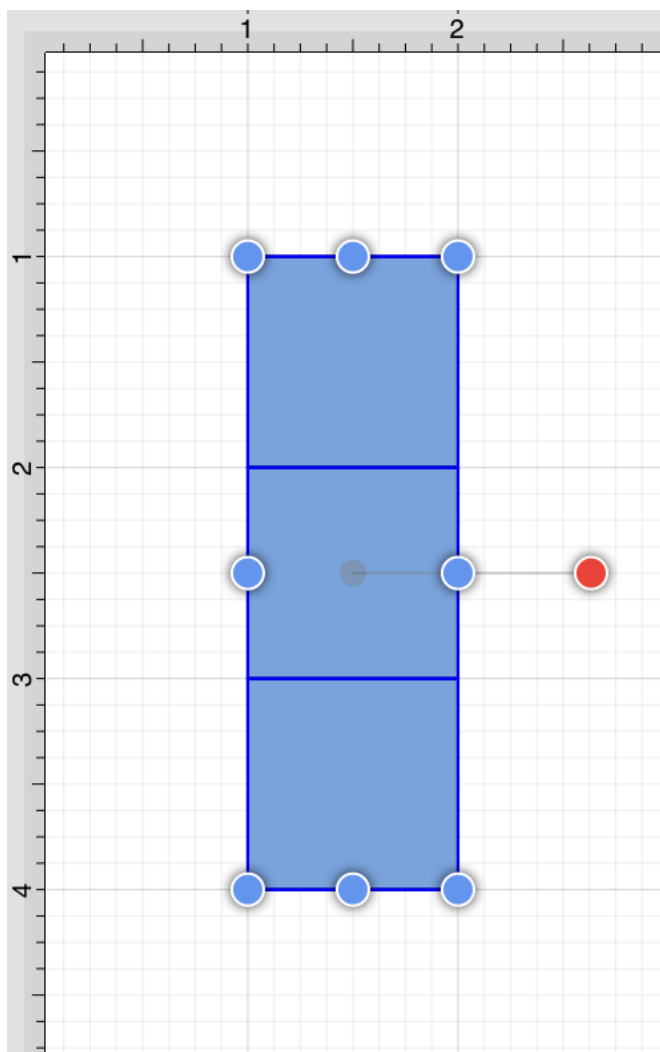


Step 2: Then press on the [Arrange Menu](#). When in Landscape Mode, perform a **Touch/Drag** combination upward or downward on the menu to view all available options. Tap on the **Pack Horizontally** option**. **



Step 3: The following image displays the positions of a selected set of figures before and after using the **Pack Horizontally** option.



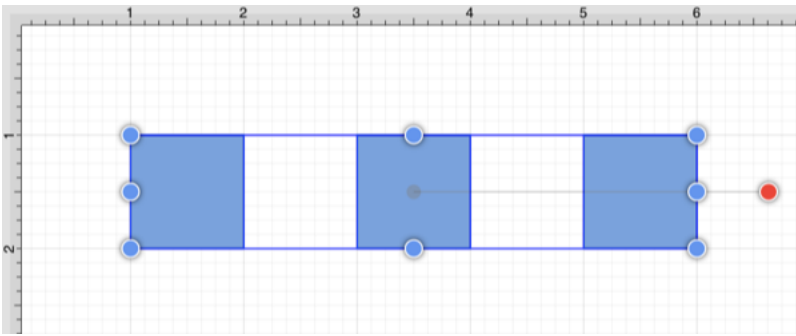


5.2.9.4. Pack Vertically

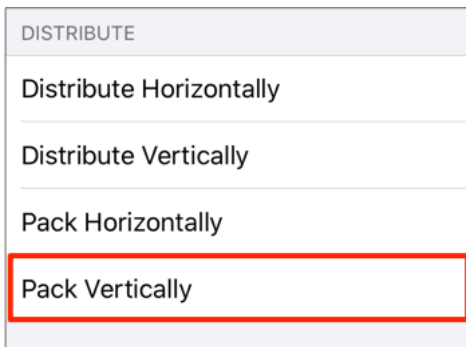
The **Pack Vertically** menu item takes a set of **selected** shapes and "packs" them into the smallest space possible vertically.

This option is enabled when three or more **unlocked** figures are **selected** in the drawing canvas. Complete the following steps to pack a set of figures vertically:

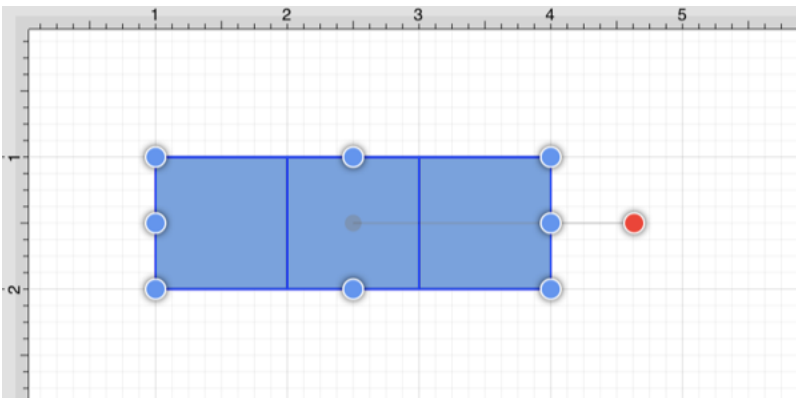
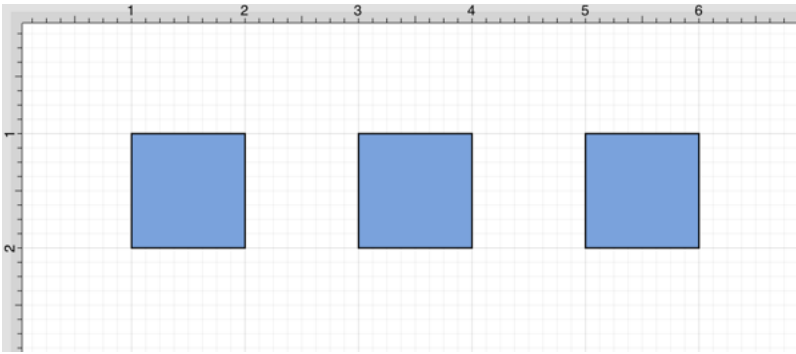
Step 1: **Select** the figures or shapes to be packed vertically.



Step 2: Then press on the **Arrange Menu**. When in Landscape Mode, perform a **Touch/Drag** combination upward or downward on the menu to view all available options. Tap on the **Pack Vertically** option**. **



Step 3: The following image displays the positions of a selected set of figures before and after using the **Pack Vertically** option.



5.2.10. Combining Shapes

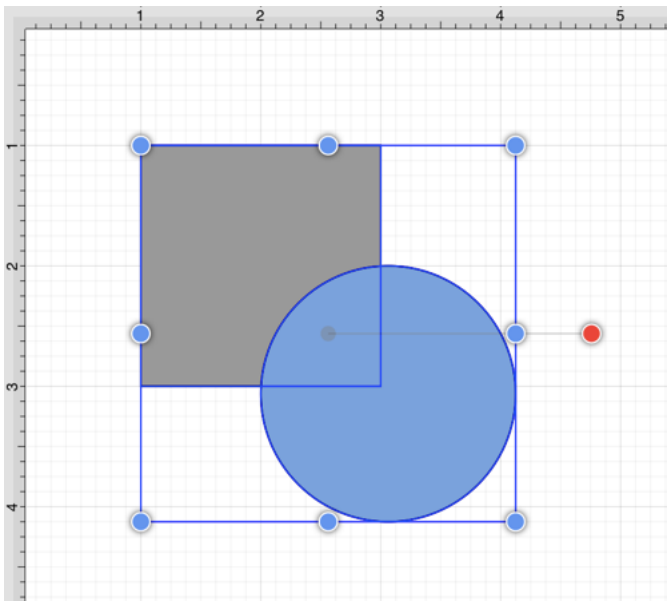
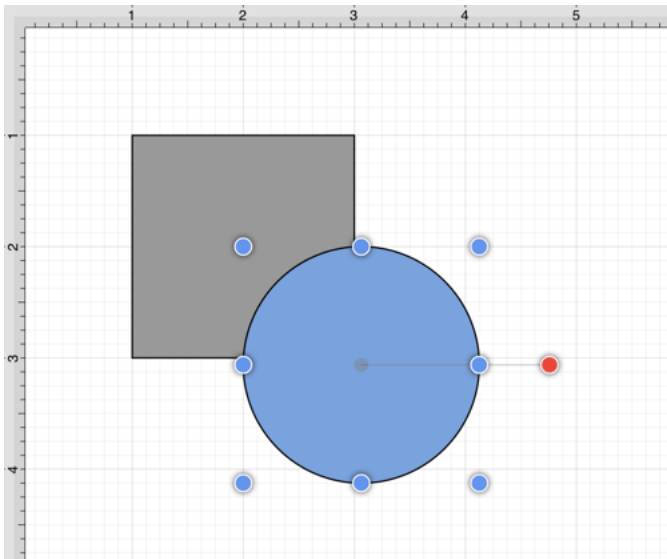
TouchDraw 2 offers multiple options for combining two shapes within the [Drawing Canvas](#). Options for selected shapes include:

- [Add](#)
- [Subtract](#)
- [Intersect](#)
- [Exclude](#)

5.2.10.1. Add

The **Add** option combines two shapes into one figure and remains disabled until two figures have been [selected](#). To **Add** two or more selected shapes, complete the following steps:

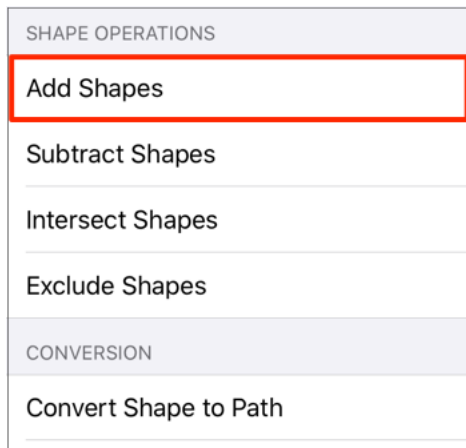
Step 1: The properties of the first selected shape will be applied to the combined shape. Select the figures to be combined. In this example, the oval is selected first.



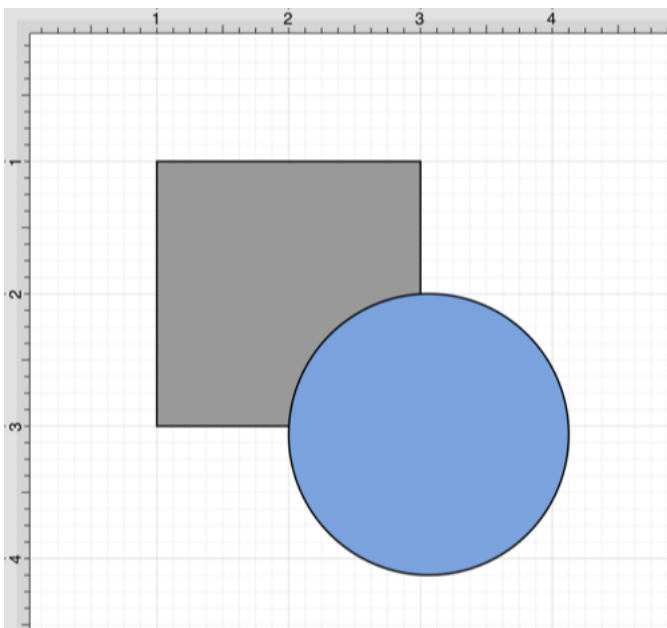
Step 2: Press on the **Modify Menu**.

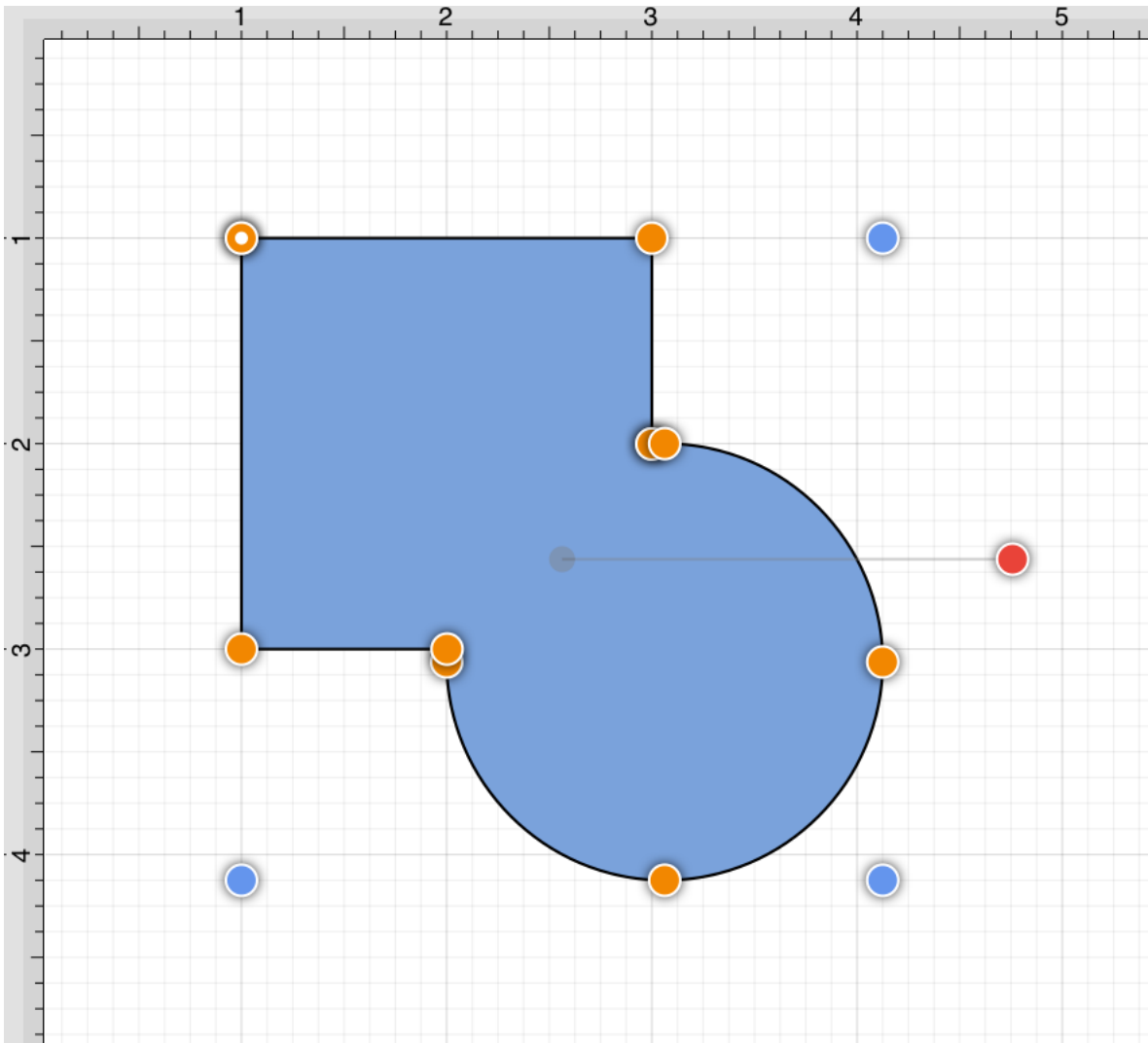


Step 3: To view the **Add Shapes** option in the [Modify Menu](#) when in Landscape Mode, scroll through the menu view by touching and dragging in an upward direction. Tap on the **Add Shapes** option.



Step 4: The following images display two selected shapes prior to and after using the **Add Shapes** option.





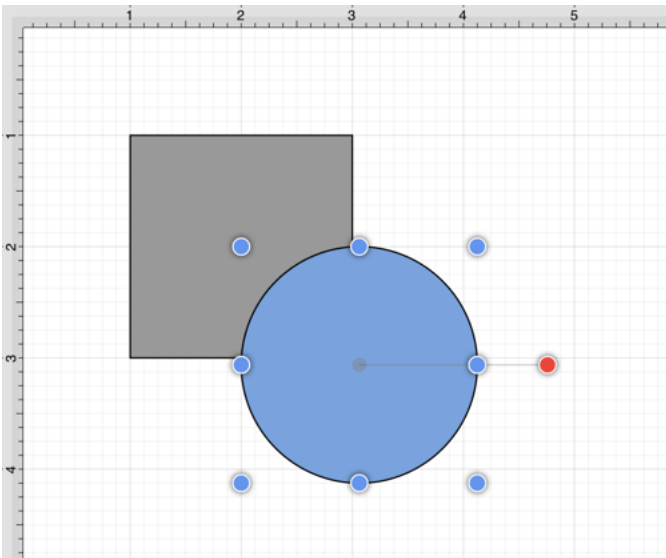
Note: The selection of two non-intersecting shapes has no effect on their appearance, but does cause the figures to be treated as one shape.

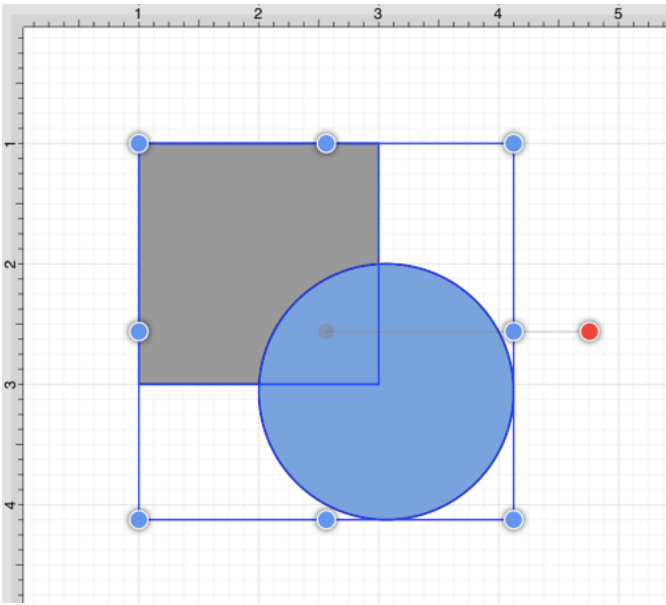
5.2.10.2. Subtract

The **Subtract** option removes the intersecting portions of the second selected shape from the first figure selected in the [Drawing Canvas](#). This option remains disabled until two figures have been [selected](#).

To **Subtract** two or more selected shapes, complete the following steps:

Step 1: [Select](#) the shapes to be combined. The properties of the first selected shape will be applied to the combined shape. In this example, the oval is selected first.

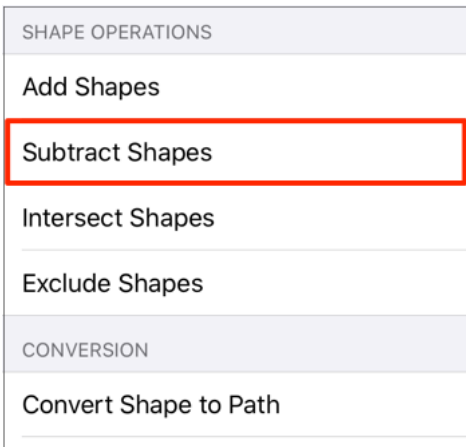




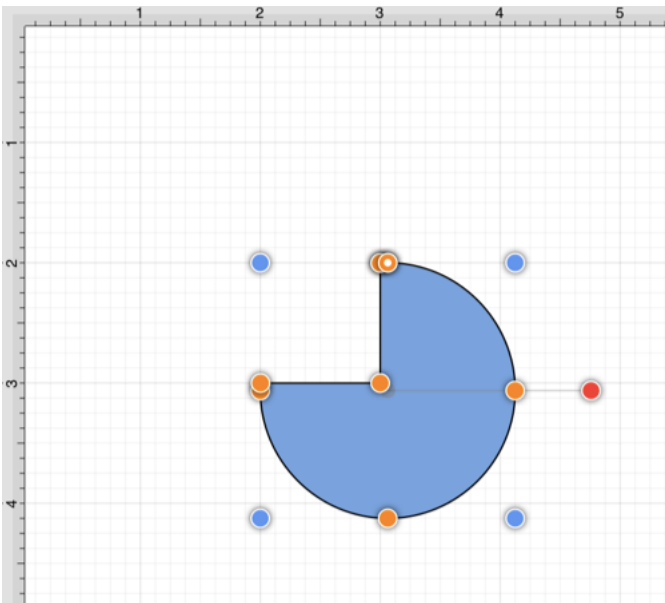
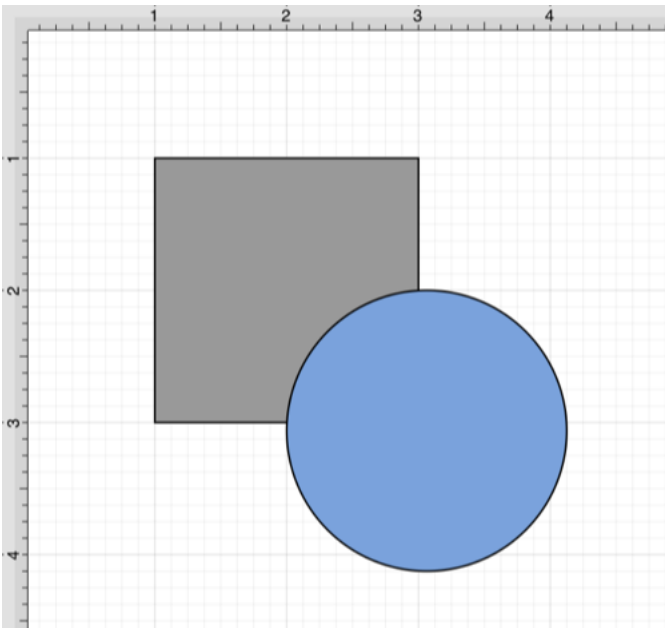
Step 2: Press on the **Modify Menu**.



Step 3: To view the **Subtract Shapes** option in the [Modify Menu](#) when in landscape mode, scroll through the menu view by touching and dragging in an upward direction. Tap on the **Subtract Shapes** option.



Step 4: The following images display two selected shapes prior to and after using the **Subtract Shapes** option.



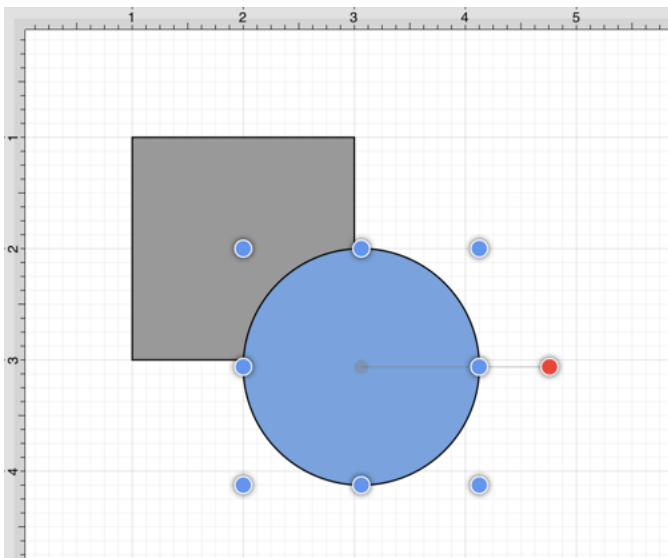
Note: The selection of two non-intersecting shapes causes the second shape to be removed entirely.

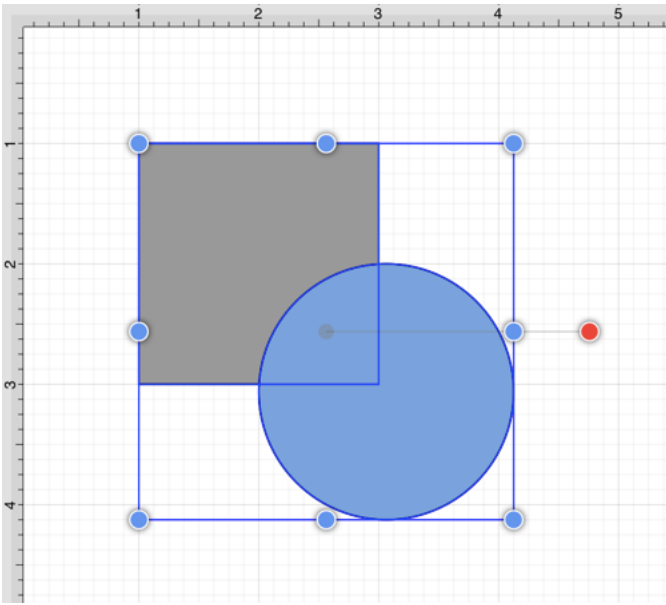
5.2.10.3. Intersect

The **Intersect** option removes all non-intersecting portions of selected figures from the [Drawing Canvas](#). This option remains disabled until two figures have been [selected](#).

To **Intersect** two or more selected shapes, complete the following steps:

Step 1: [Select](#) the shapes to be combined. The properties of the first selected shape will be applied to the combined shape. In this example, the oval is selected first.

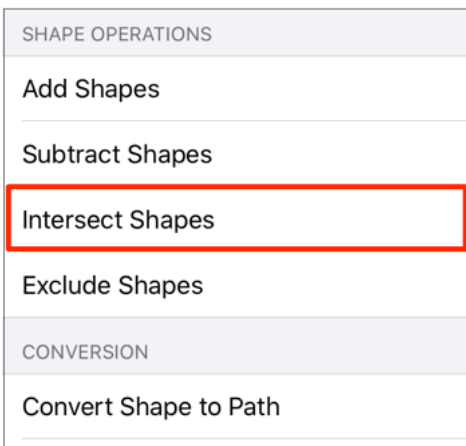




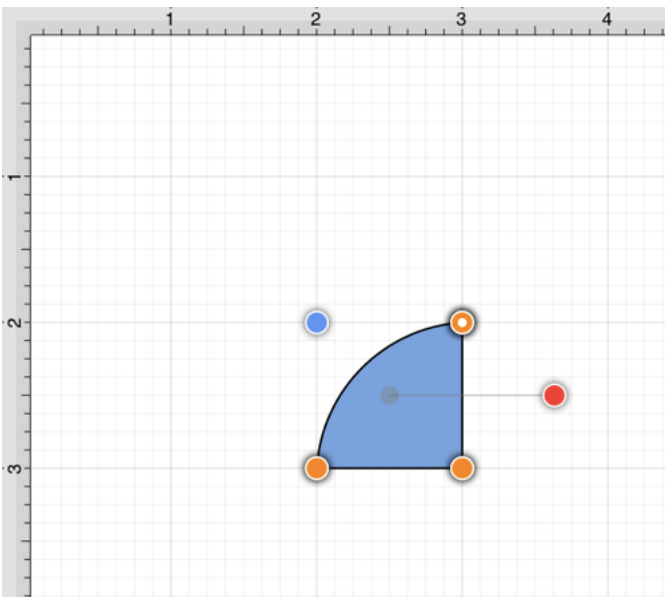
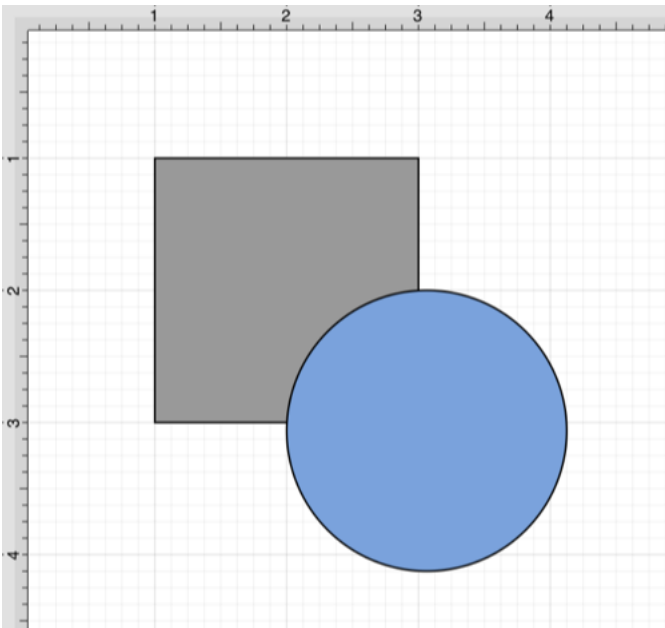
Step 2: Press on the **Modify Menu**.



Step 3: To view the **Intersect Shapes** option in the [Modify Menu](#) when in Landscape Mode, scroll through the menu view by touching and dragging in an upward direction. Tap on the **Intersect Shapes** option.



Step 4: The following images display two selected shapes prior to and after using the **Intersect Shapes** option.



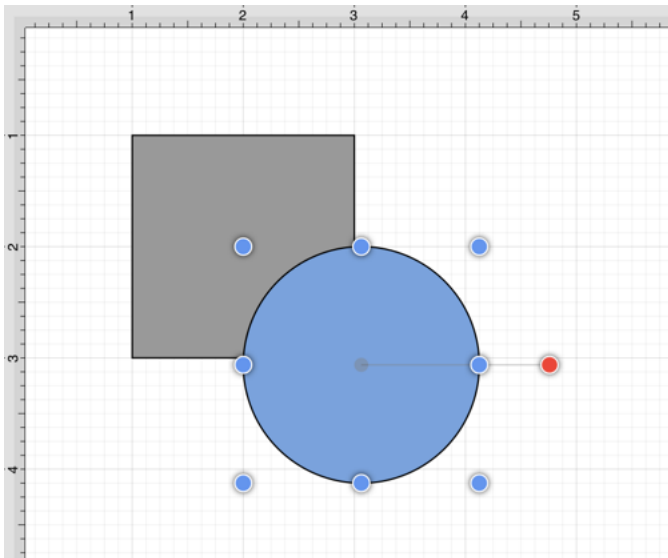
Note: The selection of two non-intersecting shapes causes the second shape to be removed entirely.

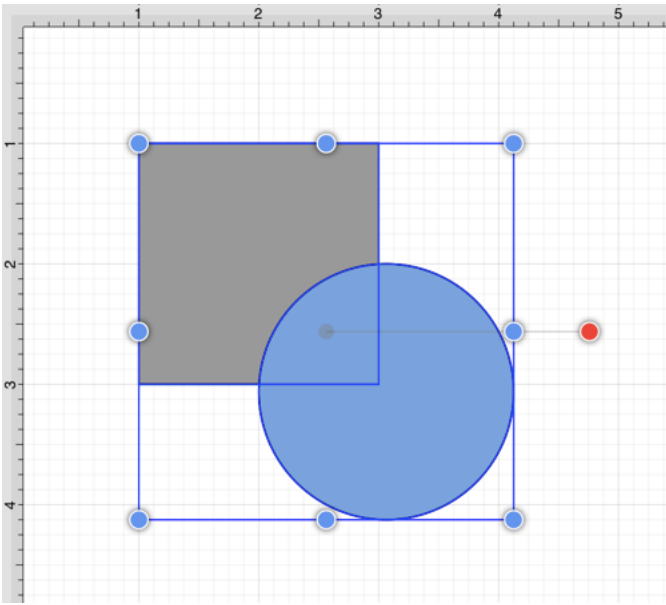
5.2.10.4. Exclude

The **Exclude** option removes the intersecting portions of selected figures from the [Drawing Canvas](#). This option remains disabled until two figures have been [selected](#).

To **Exclude** selected shapes, complete the following steps:

Step 1: [Select](#) the shapes to be combined. The properties of the first selected shape will be applied to the combined shape. In this example, the oval is selected first.

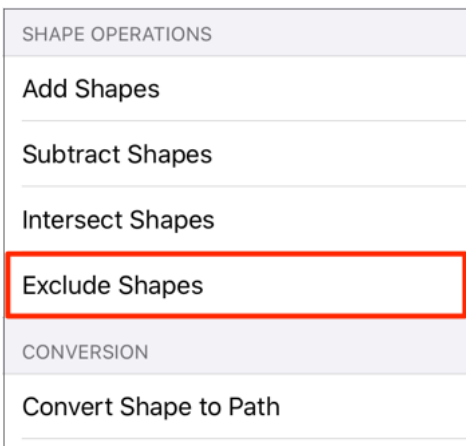




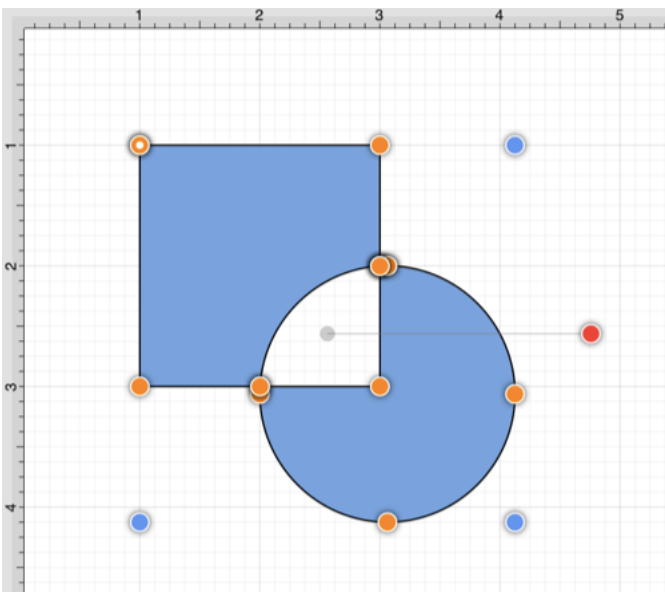
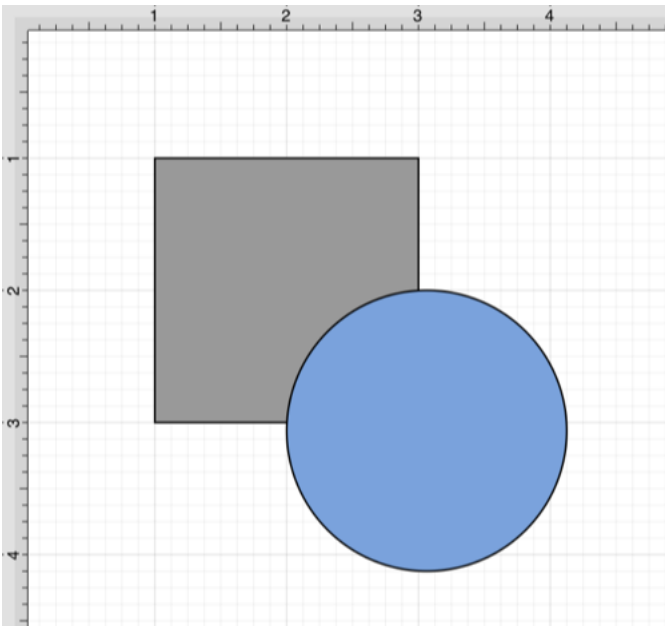
Step 2: Press on the **Modify Menu**.



Step 3: To view the **Exclude Shapes** option in the [Modify Menu](#) when in Landscape Mode, scroll through the menu view by touching and dragging in an upward direction. Tap on the **Exclude Shapes** option.



Step 4: The following images display two selected shapes prior to and after using the **Exclude Shapes** option.



Note: The selection of two non-intersecting shapes has no effect on appearance, but does cause the figures to be treated as one shape.

5.2.11. Handling Colors

TouchDraw 2 provides multiple ways to select and change the color attributes of figures or text within the [Drawing Canvas](#). Color attributes can be changed for these items:

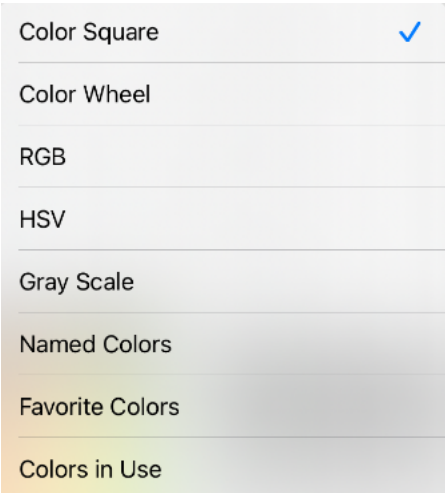
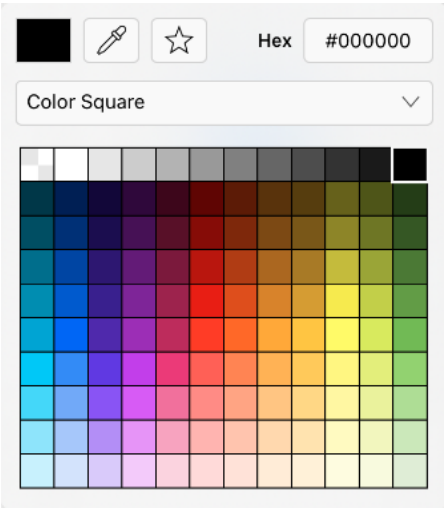
- [Shapes](#)
- [Shadows](#)
- [Strokes](#)
- [Text](#)
- [Canvas Background](#)

Additional attributes are available for changing the [shadow](#) and [fill style](#) of a selected figure(s). All color attributes are accessible through the [Drawing Toolbar](#) and are managed through the standard [Color Picker](#).

5.2.11.1. Color Picker

The **Color Picker** is used to set the fill, stroke, text, and shadow color for currently [selected](#) figures or new additions to an active drawing.

As shown in the image below, the **Color Picker** is made up of different components, which allow for varying interactions with the Color Picker.



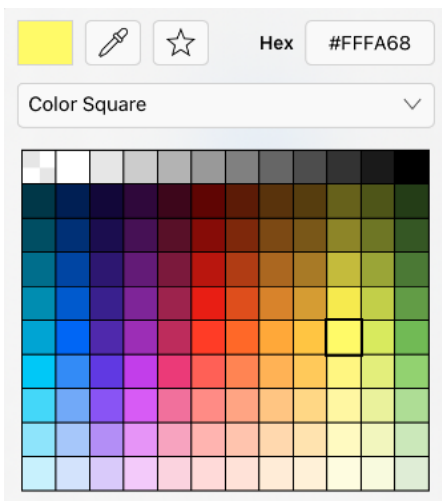
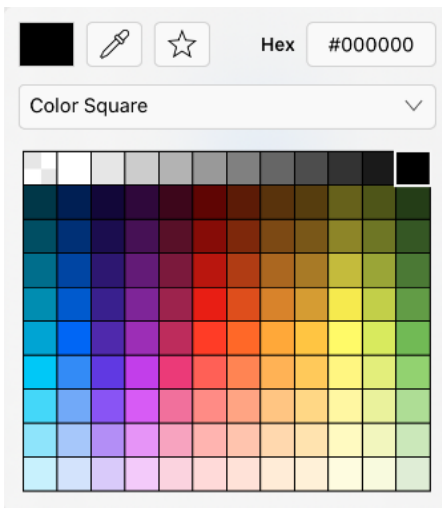
Click or tap on the corresponding Color Picker item name in the table below to learn more about what the control does.

Control Name	Description
Activator	picked from a figure, drawing or other object visible within the Drawing Canvas . It provides a quick and easy way to set a figure color to a previously used color within the drawing.
Add to Favorites	The Add to Favorites button can be used to add the current color selection to a favorites list for easier access during future changes.
HEX Editor	The HEX Editor control shows the hex value of a selected color and can be used to change the color by editing this value.
Color Selection Method	<p>The Color Selection Method controls offer seven methods for selecting a color:</p> <ul style="list-style-type: none"> - Color Square - Color Wheel - RGB - HSV - Gray Scale - Named Colors - Favorite Colors - Colors In Use

5.2.11.1.1. Color Square

The **Color Square** provides a quick way to select a color from the standard operating system colors. It is the default view when the [Color Picker](#) is opened to set the fill color, stroke color, etc.

To make a selection, just tap on any color in the square and it will be set automatically. The selected color will be shown in the square located in the top left corner of the color square and the **Hex value** will also appear in the top right corner.

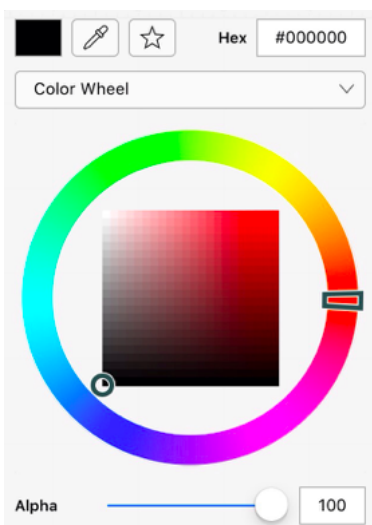
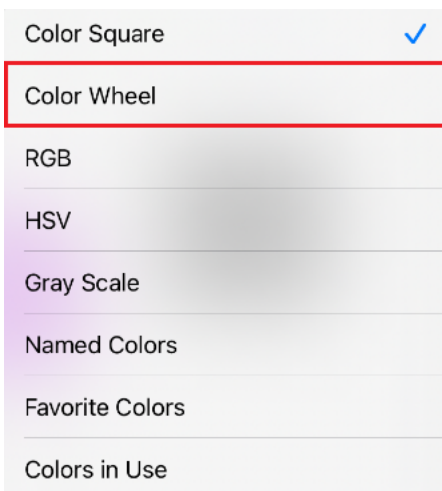
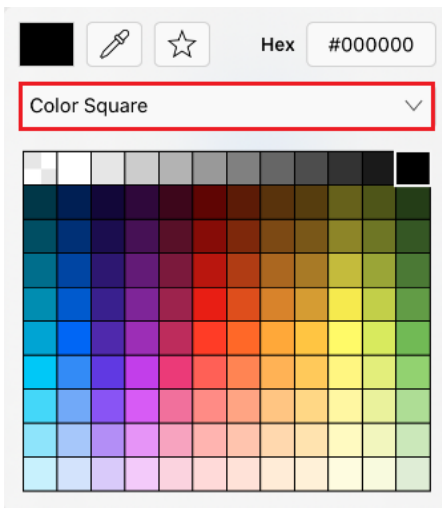


Note: The **Hex Editor** may be used to change the color by performing a tap and entering a different value.

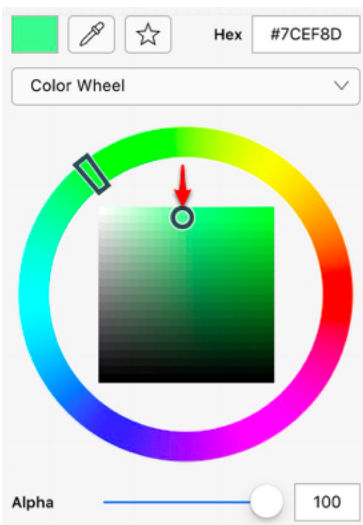
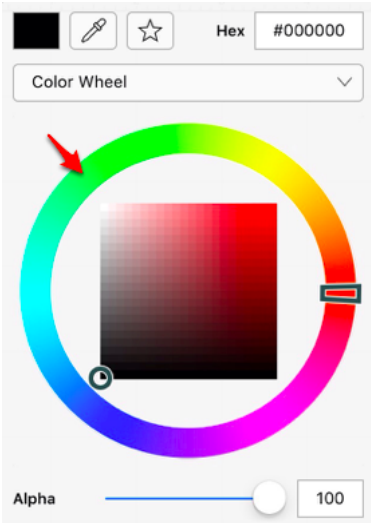
5.2.11.1.2. Color Wheel

The **Color Wheel** is the most common way to select a color within TouchDraw 2. This color selection method consists of a **Color Wheel** for selecting an exact color hue and a **Saturation Box** for altering the lightness or darkness of a hue.

To access this color selection method, press on the **Color Selection Menu** and then choose **Color Wheel**.



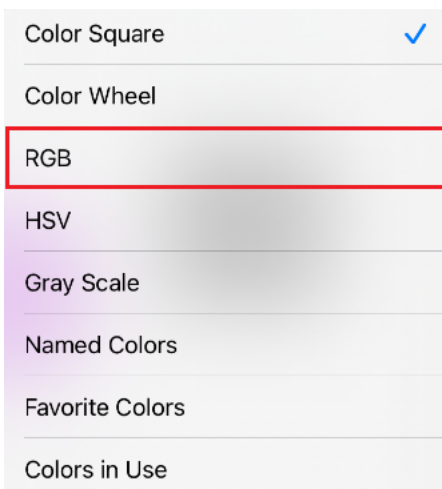
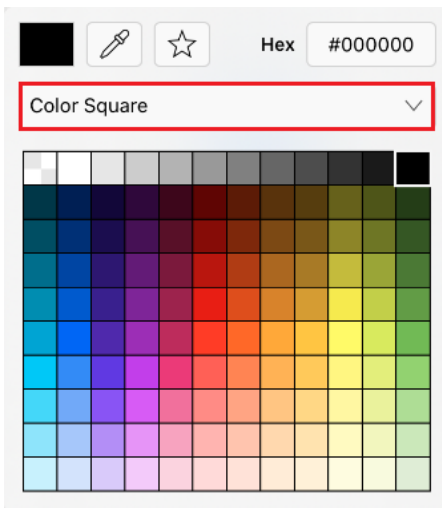
Tap on the desired hue in the **Color Wheel** and then tap on the desired lightness or darkness value in the **Saturation Box**.



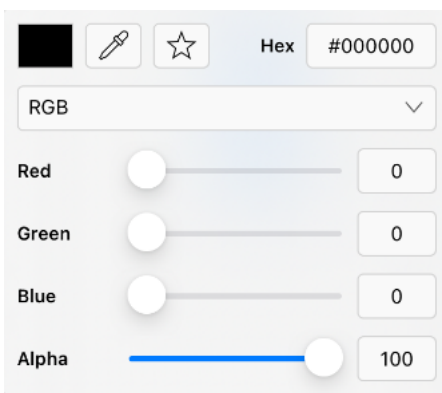
Note: The **Opacity Slider (Alpha)** may be used to the opaqueness of a selected color. Tap on the **Hex Editor** to type in a specific value and alter the color.

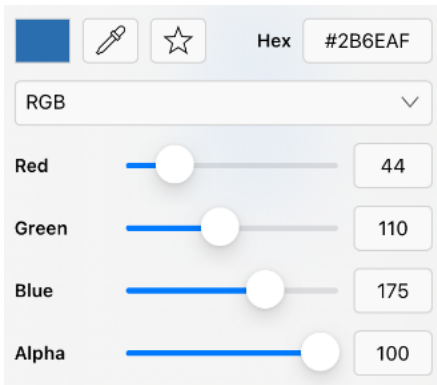
5.2.11.1.3. RGB

The **RGB Editor** control can be used to alter the amount of red, green, and blue of the color being selected. To access these options, press on the **Color Selection Menu** and then tap on **RGB**.



To change the values, press on a slider and then move your finger to the right or left to set the desired color value. You may also tap on the number to type in a different value.

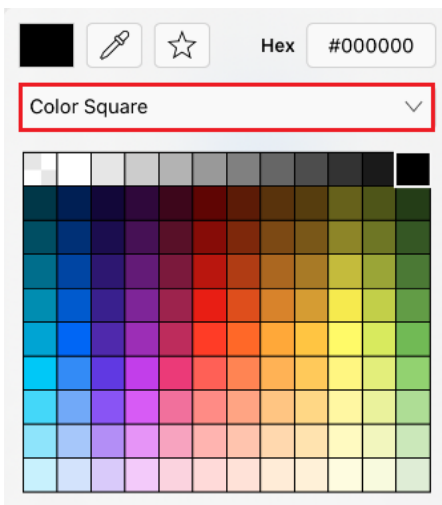


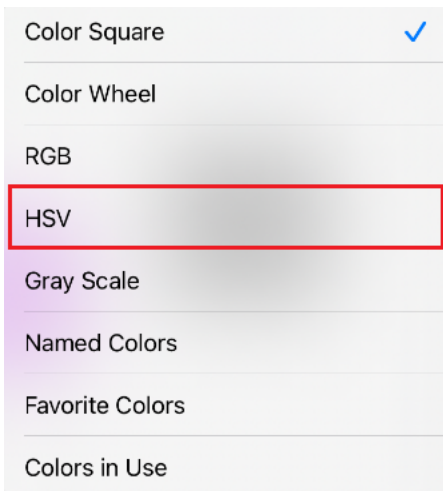


Tap on the **Hex Editor** to alter the color by changing the value or use the **Favorites Button** to save it to the list of favorite colors.

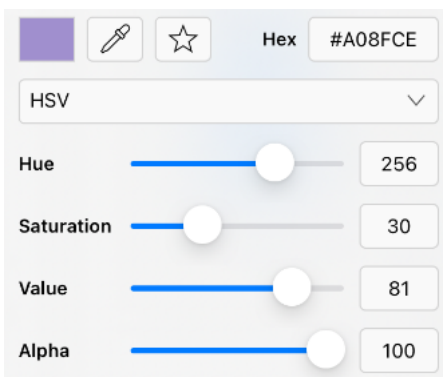
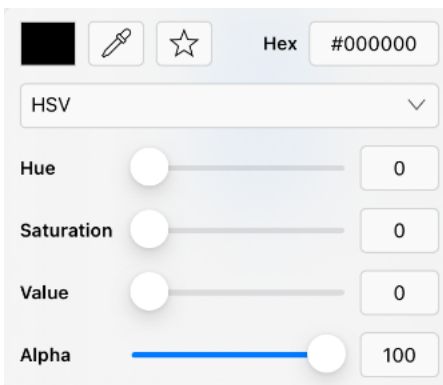
5.2.11.1.4. HSV

The **HSV Editor** control can be used to alter the hue, saturation, and value of a color being selected. To access this color selection option, press on the **Color Selection Menu** and then tap on **HSV**.





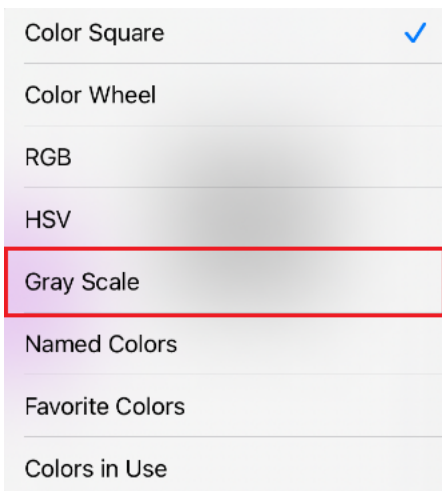
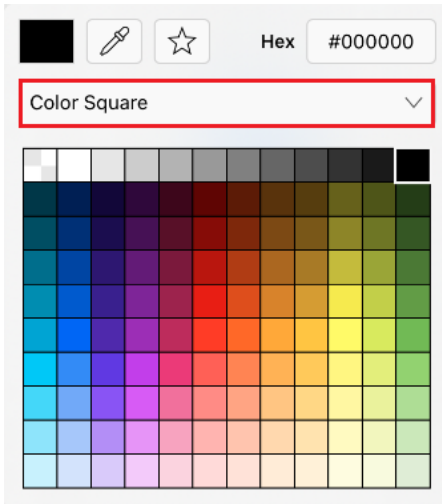
To change the values, press on a slider and then move your finger to the right or left to set the desired color value. You may also tap on the number to type in a different value.



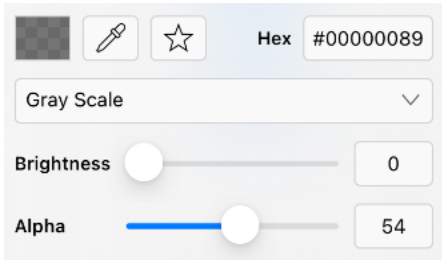
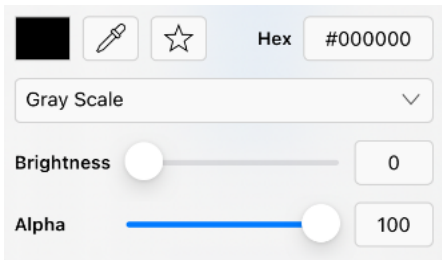
Tap on the **Hex Editor** to alter the color by changing the value or use the **Favorites Button** to save it to the list of favorite colors.

5.2.11.1.5. Gray Scale

The **Gray Scale** color selection option can be used to alter the brightness and opaqueness (opposite of transparency) of a color. To access this option, press on the **Color Selection Menu** and then tap on **Gray Scale**.



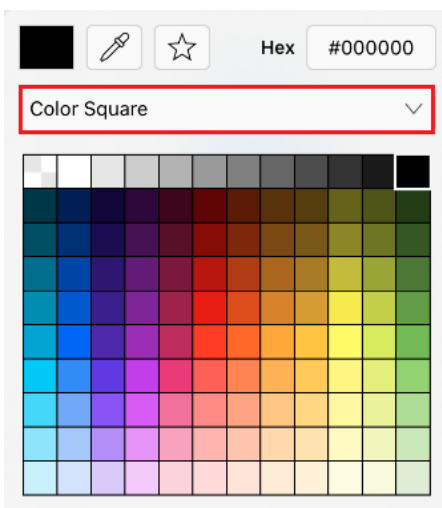
To change the values, press on a slider and then move your finger to the right or left to set the desired color value. You may also tap on the number to type in a different value.

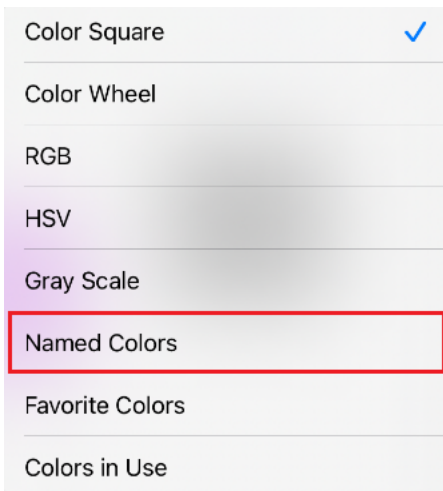


Tap on the **Hex Editor** to alter the color by changing the value or use the **Favorites Button** to save it to the list of favorite colors.

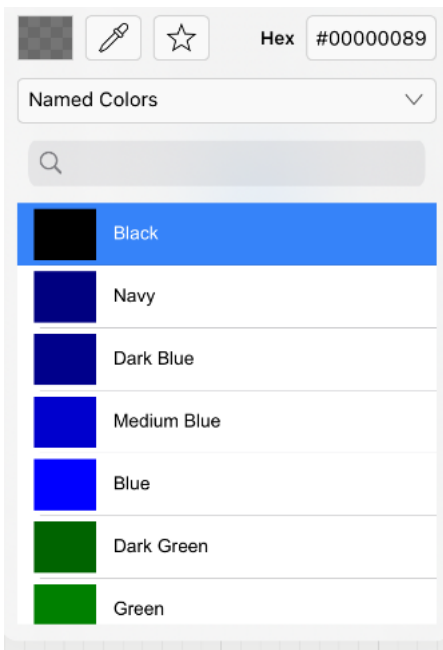
5.2.11.1.6. Named Colors

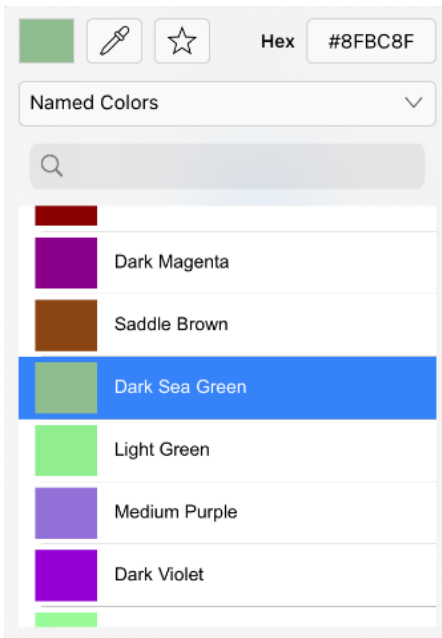
The **Named Colors** option is an alternative method for selecting a color within TouchDraw 2. The list consists of pre-configured color options which are chosen by pressing on the desired color name in the list. To access this option, press on the **Color Selection Menu** and then tap on **Named Colors**.





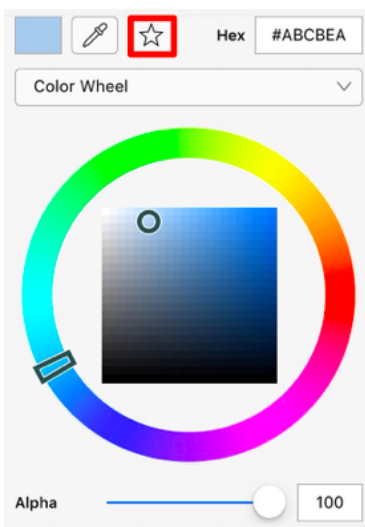
Touch and drag upward or downward to scroll through the list of named colors. Tap on a color to select it. In the example below, Black was originally chosen and is being changed to Dark Sea Green. The currently selected color will be highlighted in blue.



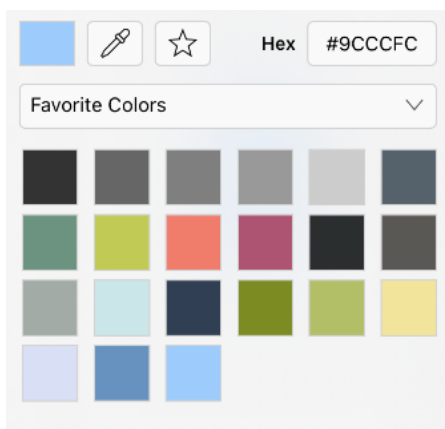
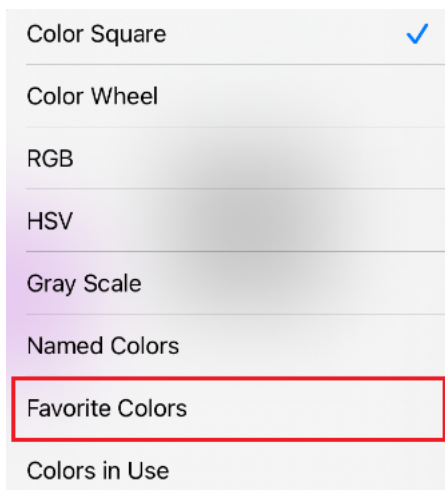
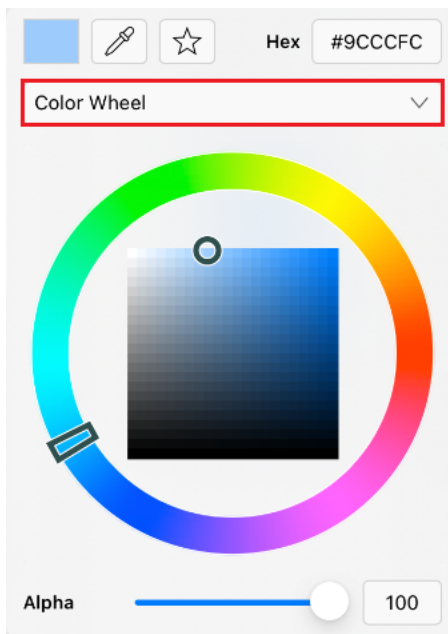


5.2.11.1.7. Favorite Colors

In TouchDraw 2, a color can be saved as a favorite to make it easier to find and use the color in a drawing(s). This can be done by tapping on the **Favorites Button (Star)** after configuring the exact hue you want to save. A few pre-defined colors are also present in the favorites list and can be used for drawings.



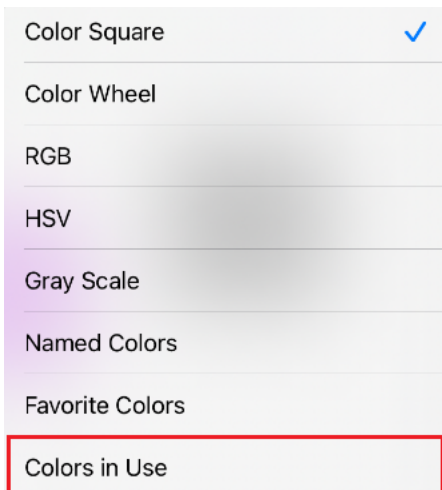
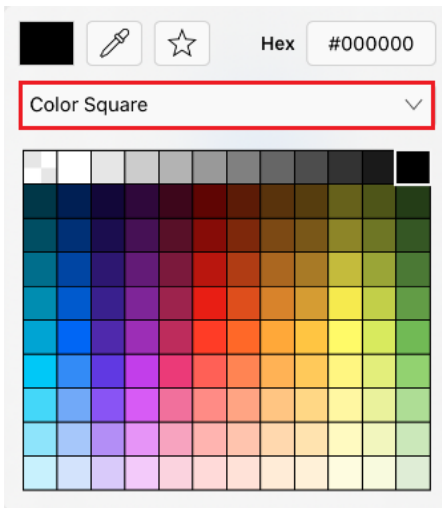
To access saved colors, press on the **Color Selection Menu** and then tap on **Favorite Colors**. Then just tap on a color in the list to make a selection.



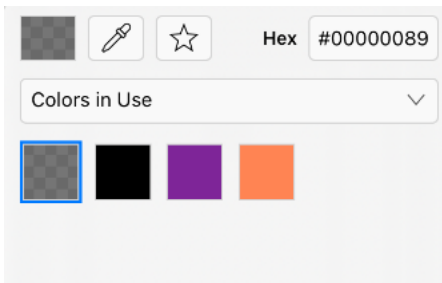
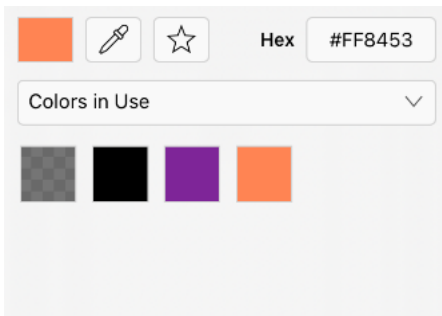
5.2.11.1.8. Colors in Use

The **Colors in Use** option will display every color currently applied in your drawing and the displayed hues come from the fill, stroke, shadow, and text colors that have been used within the drawing.

To access this option, press on the **Color Selection Menu** and the tap on **Colors in Use**.



You can tap on a color to apply it to the selected attribute (stroke, fill, etc.) for all figures or only [selected figures](#) within the drawing. This is an easy way to switch between common colors in your drawing and to maintain the same hues without having to perform additional steps to use the same colors.



5.2.11.2. Stroke Color

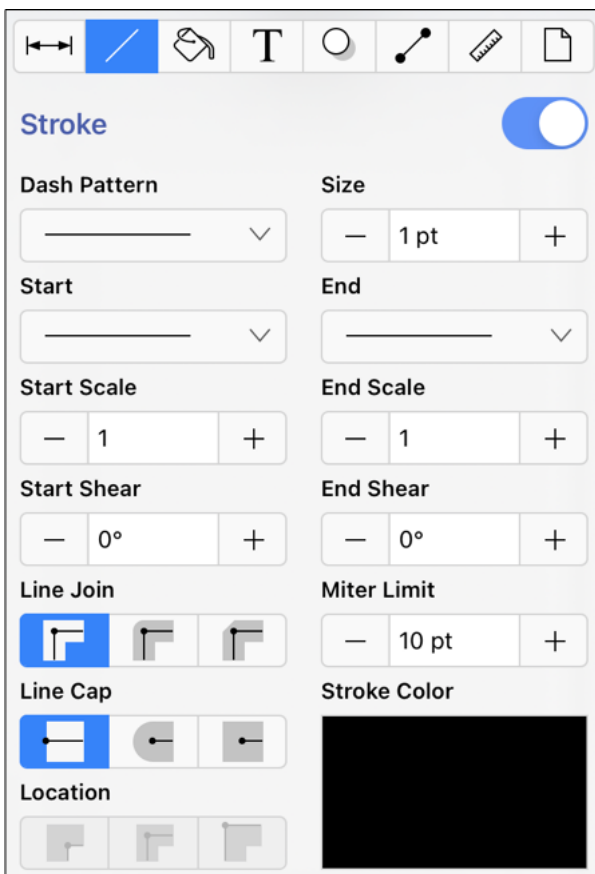
The **Stroke Color** of a selected figure can be changed to meet a desired preference. It can be altered for a [selected](#) figure(s) or in instances where no figures have been selected.

If a figure has not been selected, the color change applies to any figure added after the change. This attribute can be altered in the following ways:

Method 1: Press on the **Info Button** in the [Toolbar](#).



Then press on the [Stroke Tab](#) and tap on the **Stroke Color** attribute.

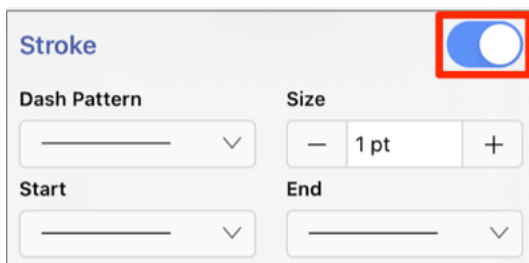


Method 2: Press on the **Stroke Color Button** in the [Format Bar](#).

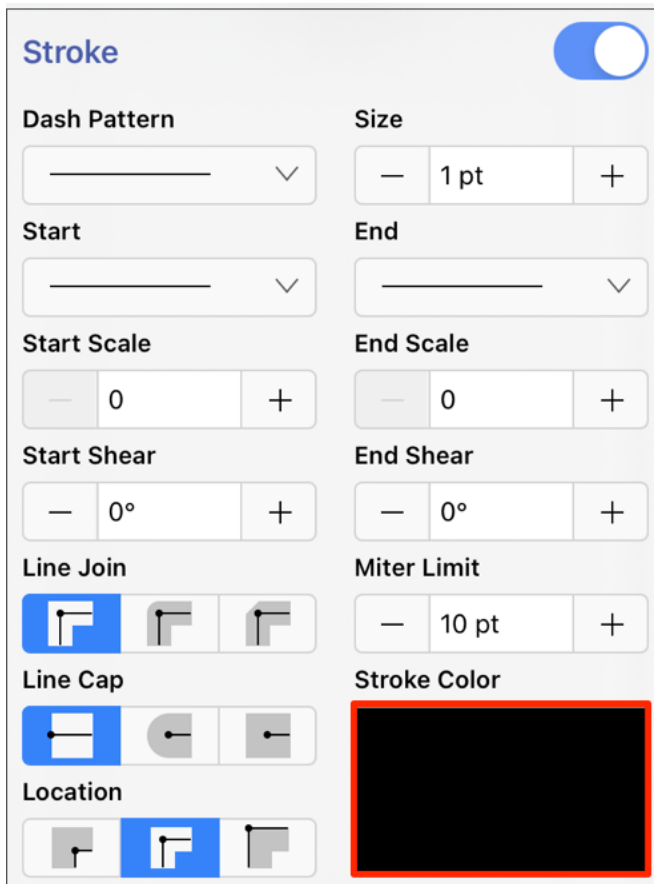


To alter the **Stroke Color**, complete the following steps:

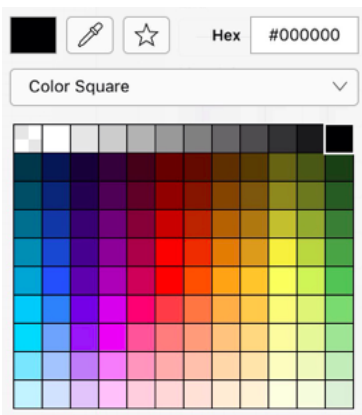
Step 1: Tap on the **On/Off** toggle slider in upper right hand corner of the **Stroke Tab** to turn on this option. The slider will appear with a blue background when this option is enabled.



Step 2: Tap on the **Stroke Color** attribute on the [Stroke Tab](#).

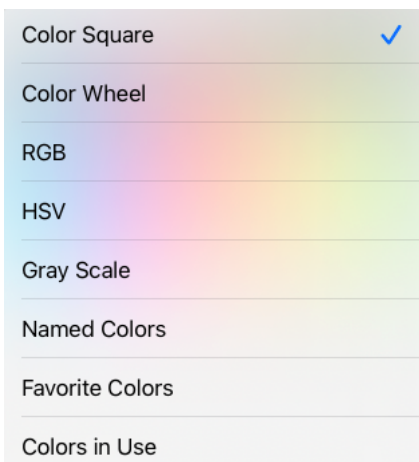
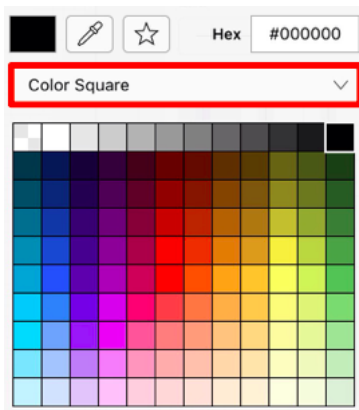


Step 3: To select a predefined color in the **Color Square**, simply press on the desired color.

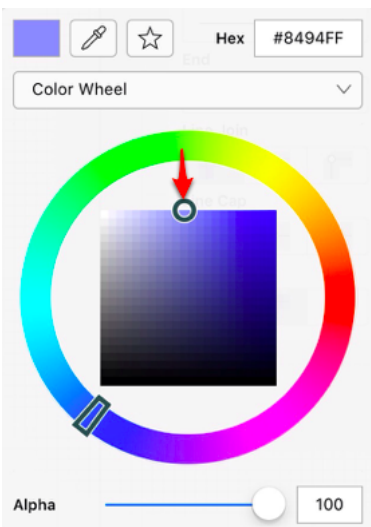
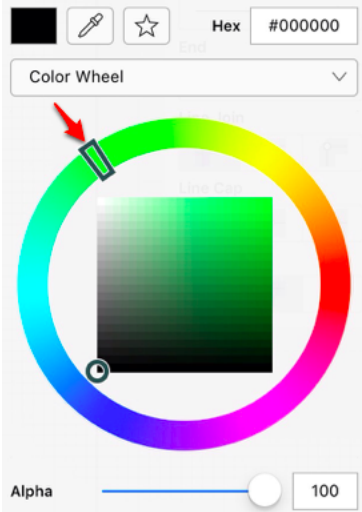




Step 4: You may also configure a color by choosing an option from the **Color Selection Menu**: [Color Wheel](#), [RGB](#), [HSV](#), [Gray Scale](#), [Named Colors](#), [Favorite Colors](#), or [Colors in Use](#). To do so, press on the menu and then tap on an option.

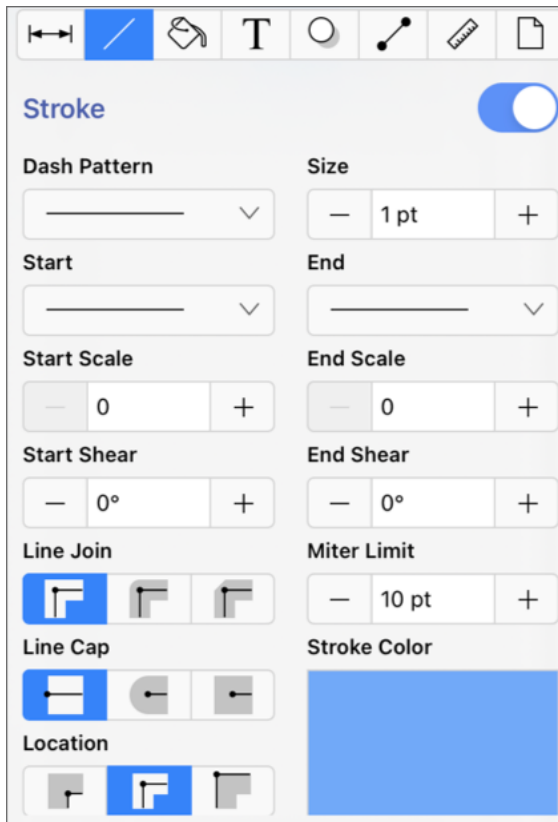


Step 5: If using the **Color Wheel**, first tap on the desired color range within the outside of the wheel view. Then choose the desired lightness or darkness of the selected color in the center (saturation) square.

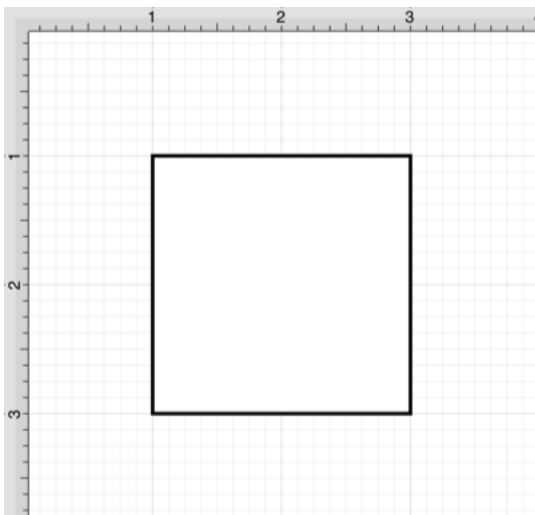


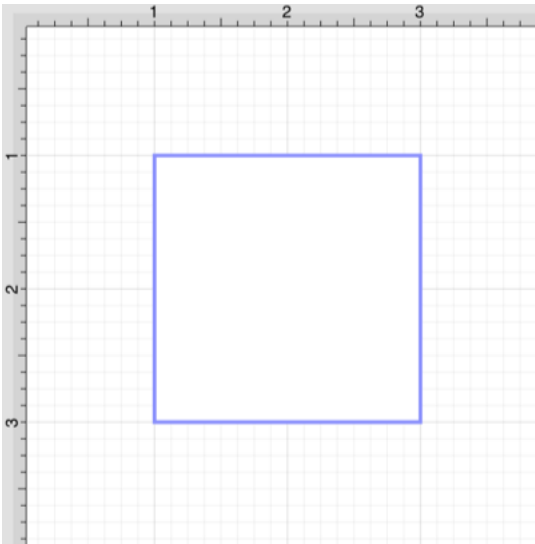
Note: For more information about using the different color selection options, please see the [Color Picker](#) section.

Step 6: Alter the [Stroke Style](#) options (arrowhead, dashed, solid, etc.) by pressing on an option and then tapping on the desired selection in the **Stroke Window**. Press on additional options (opacity, line join, etc.) to make further attribute changes.



Step 7: Tap anywhere within the [Drawing Canvas](#) to close the window.





Note: A color change will be seen instantaneously when a stroke figure is [selected](#). If no figures have been selected, the color change will apply to all subsequently created stroke figures.

5.2.11.3. Fill Color

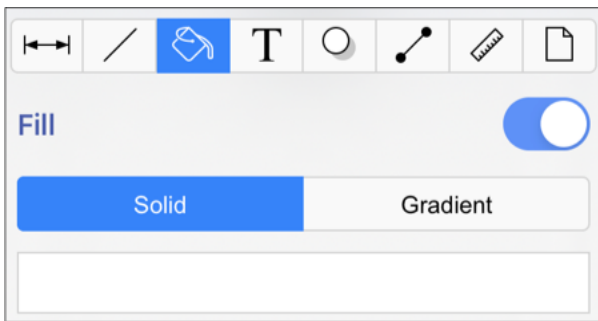
The **Fill Color** of a selected figure can be changed to meet a desired preference. It can be altered for a [selected](#) figure(s) or in instances where no figures have been selected.

If a figure has not been selected, the color change applies to any figure added after the change. This attribute can be altered in one of the following ways:

Method 1: Press on the **Info Button** in the [Top Toolbar](#).



Then tap on the **Fill Tab** to open the popover window shown below.

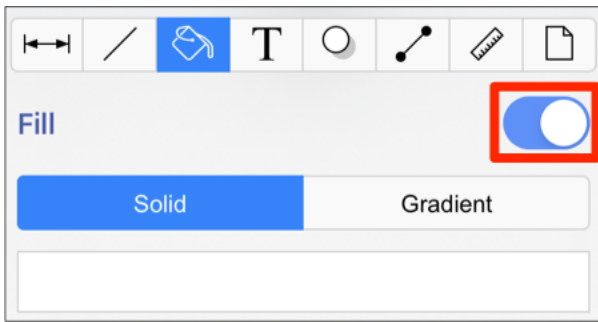


Method 2: Press on the **Fill Color Button** in the [Format Bar](#).

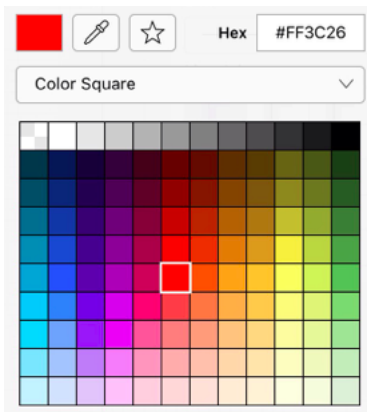
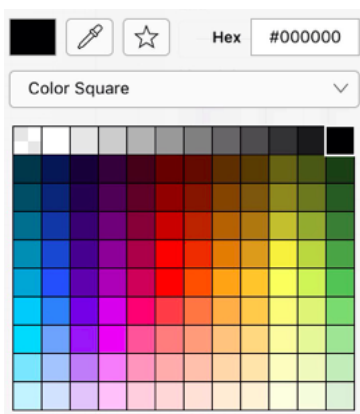


To alter the **Fill Color**, complete the following steps:

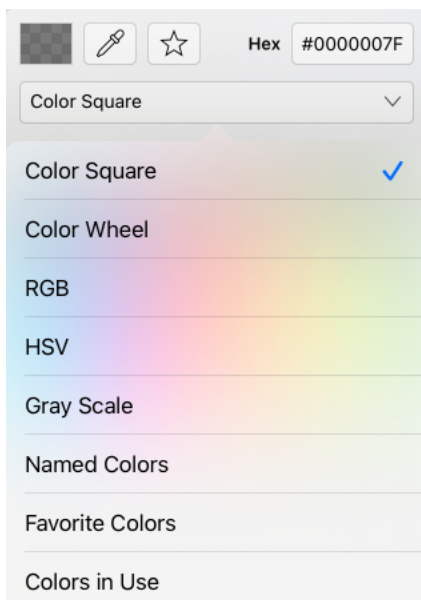
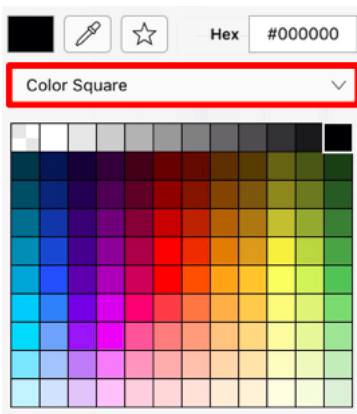
Step 1: Tap on the **On/Off** toggle slider in the upper right hand corner of the **Fill Tab** to turn on the **Fill** option. The slider will appear with a blue background when this option is enabled.



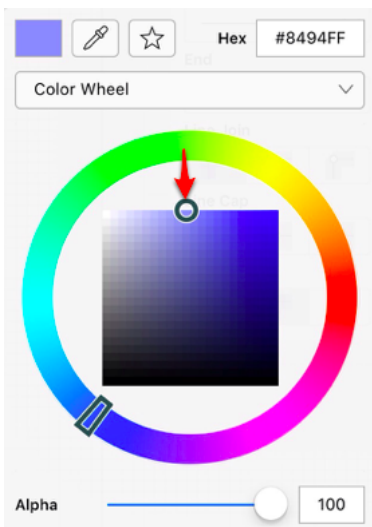
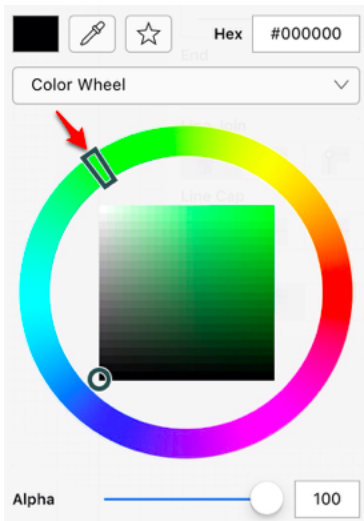
Step 2: To select a pre-defined color in the **Color Square**, simply press on the desired color.



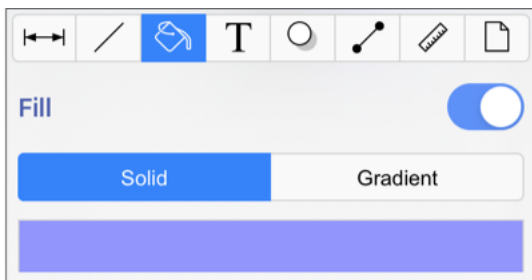
Step 3: You may also configure a color by choosing an option from the **Color Selection Menu**: [Color Wheel](#), [RGB](#), [HSV](#), [Gray Scale](#), [Favorite Colors](#), or [Colors in Use](#). To do so, press on the menu and then tap on an option.



Step 4: If using the **Color Wheel**, first tap on the desired color range within the outside of the wheel view. Then choose the desired lightness or darkness of the selected color in the center (saturation) square.

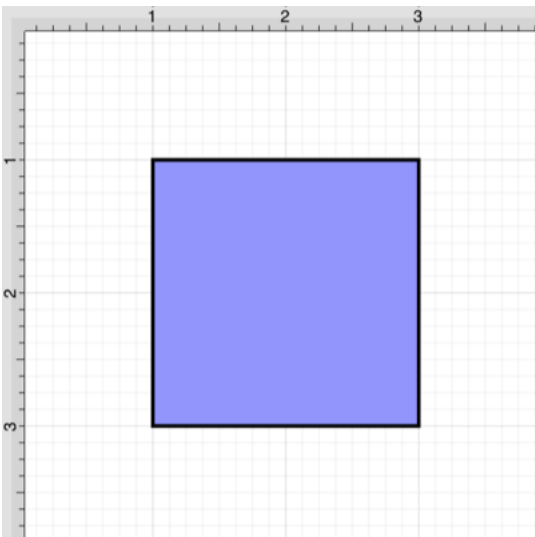
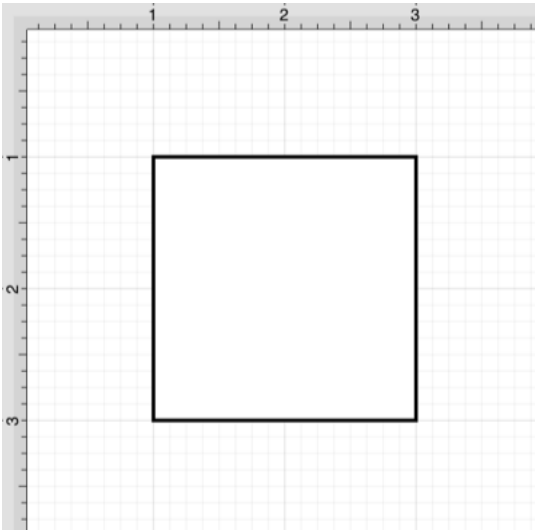


Step 5: Perform a **Touch/Drag** gesture combination or **Press** on additional options such as the opacity slider within the **Fill Window** to make further attribute changes.



Step 6: Tap anywhere within the [Drawing Canvas](#) to close the window. The following screenshots show a

figure that has been changed to a light blue fill.



Note: A color change will be seen instantaneously when a stroke figure is [selected](#). If no figures have been selected, the color change will apply to all subsequently created stroke figures.

5.2.11.3.1. Fill Visibility

The **Fill Visibility** toggle may be used to show or hide the fill for one or more figures within a drawing. If a figure(s) is selected, then the fill color will be enabled/disabled for that figure only.

Otherwise if no figures have been selected in the [Drawing Canvas](#), the fill visibility will be enabled/disabled

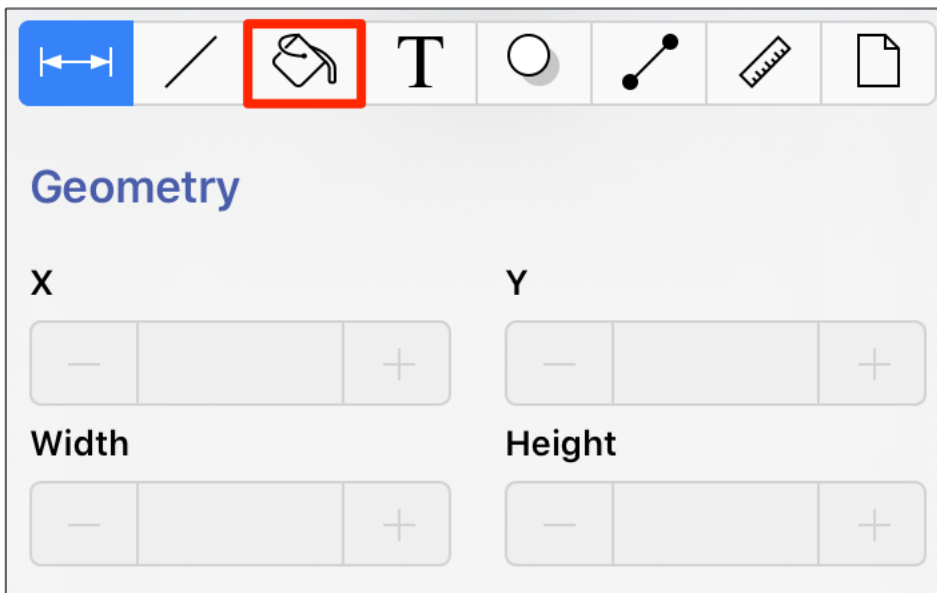
for every figure within the drawing.

To access this option and enable/disable it, complete the following steps:

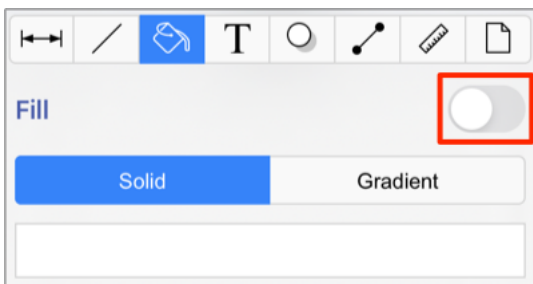
Step 1: Press on the **Info Button** in the [Top Toolbar](#).

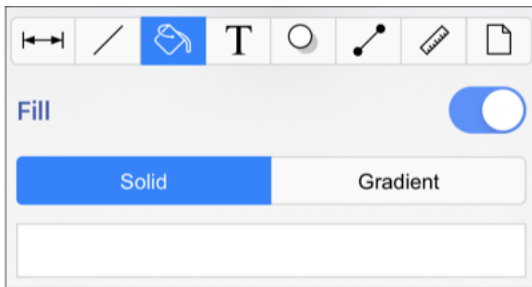


Step 2: Then press on the [Fill Tab](#).

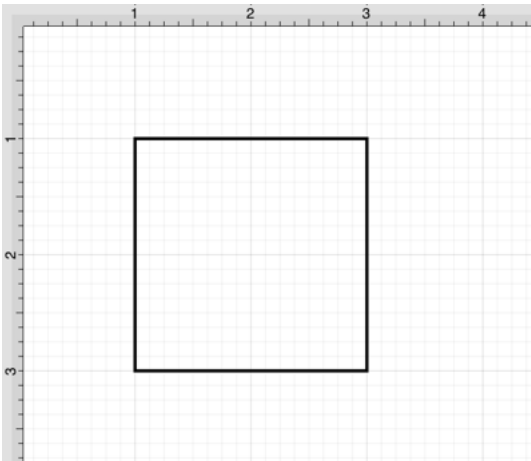
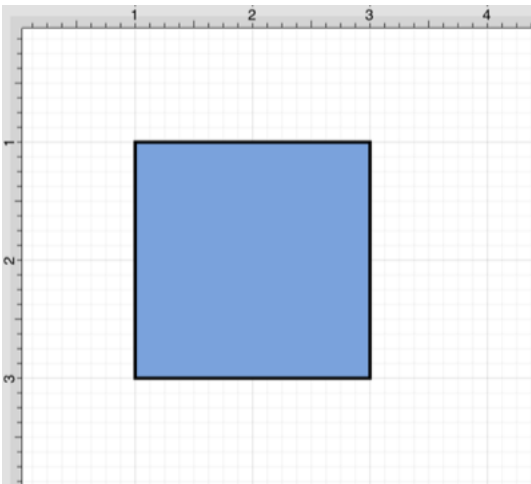


Step 3: To enable/disable the **Fill Visibility** toggle, tap on the slider in the top right corner of the [Fill Tab](#). It will have a blue background when enabled and a gray background when disabled.





When **Fill Visibility** is disabled, you will see the [Drawing Canvas](#) within each figure or only the ones that were selected, as shown below:



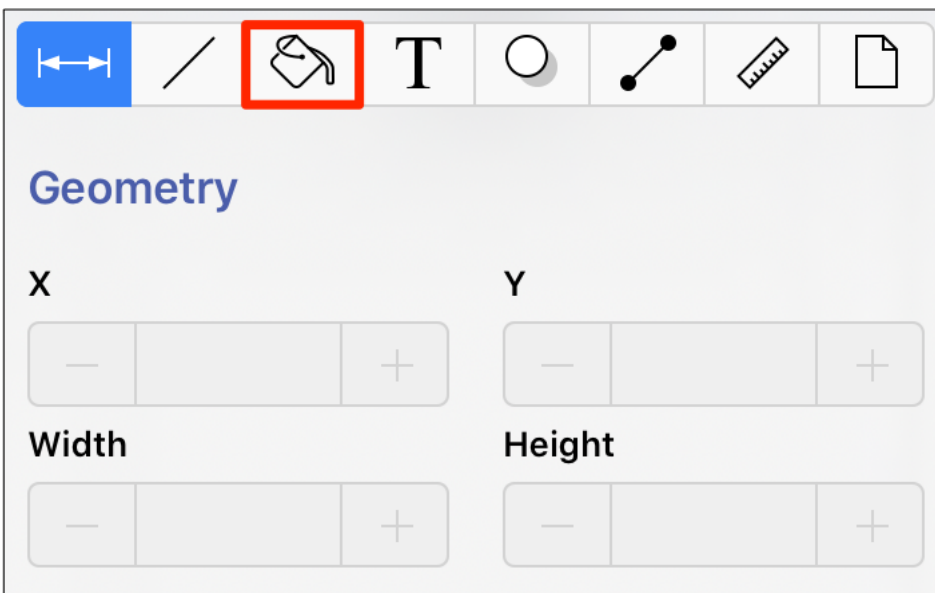
5.2.11.3.2. Solid

The **Solid** fill style attribute sets the fill of a [selected](#) or any created figure(s) to a solid color. It can be accessed and altered by performing the following steps:

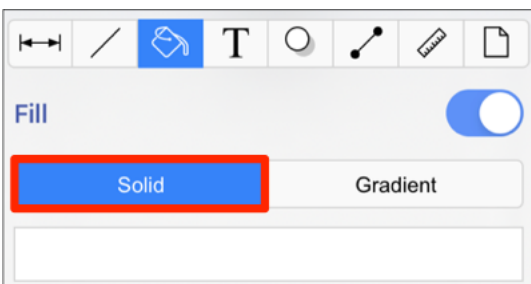
Step 1: Press on the **Info Button** in the [Top Toolbar](#).



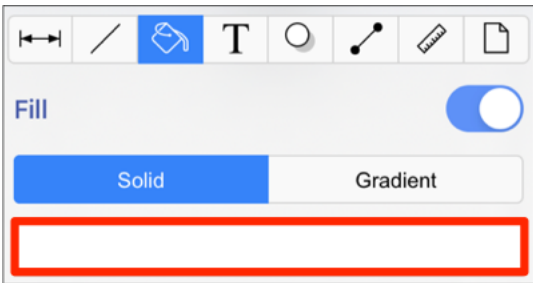
Step 2: Press on the **Fill Tab**.



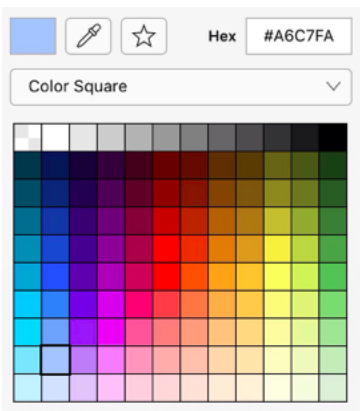
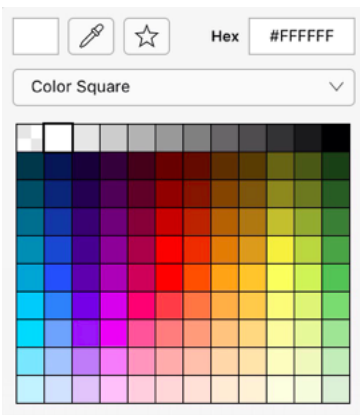
Step 3: Tap on the **Solid** fill style option (if not already selected). Please note that the **Fill Visibility** option must be [enabled](#) for a style change to be applied to any currently selected or new figures.



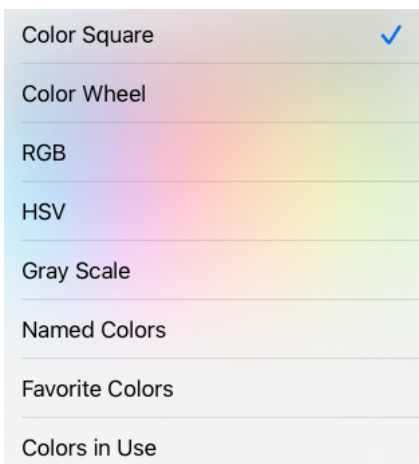
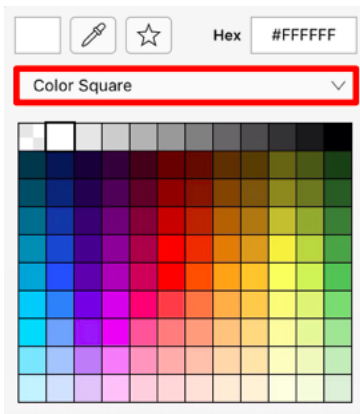
Step 4: Next, tap on the **Color Attribute** located below the style options.



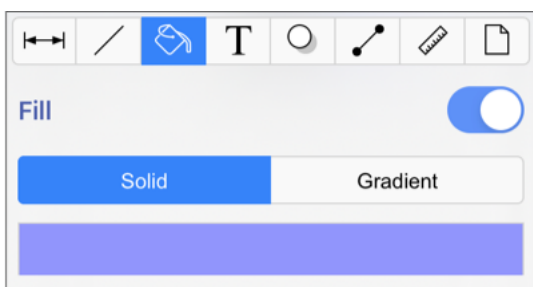
Step 5: To select a pre-defined color in the [Color Square](#), simply press on the desired color.



Step 6: You may also configure a color by choosing an option from the **Color Selection Menu**: [Color Wheel](#), [RGB](#), [HSV](#), [Gray Scale](#), [Named Colors](#), [Favorite Colors](#), or [Colors in Use](#). To do so, press on the menu and then tap on an option.

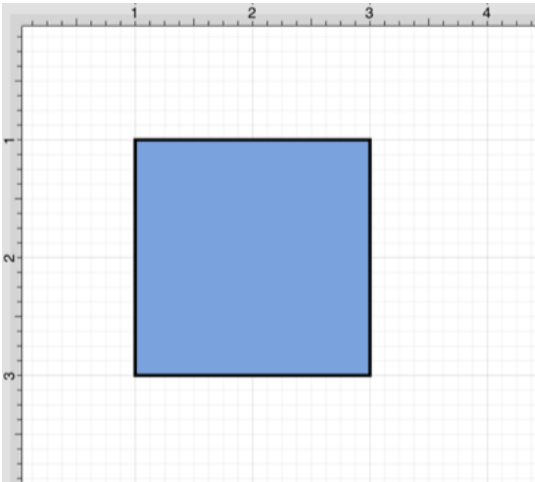


Step 7: The color change will be shown in the **Solid Color Attribute** within the [Fill Tab](#).



A style change will be seen instantaneously when a figure is [selected](#). If figures have not been selected, the style change will apply to all subsequently created figures.

The following example shows a square with the **Fill Style** set to solid and [Color](#) set to blue:



5.2.11.3.3. Linear Gradient

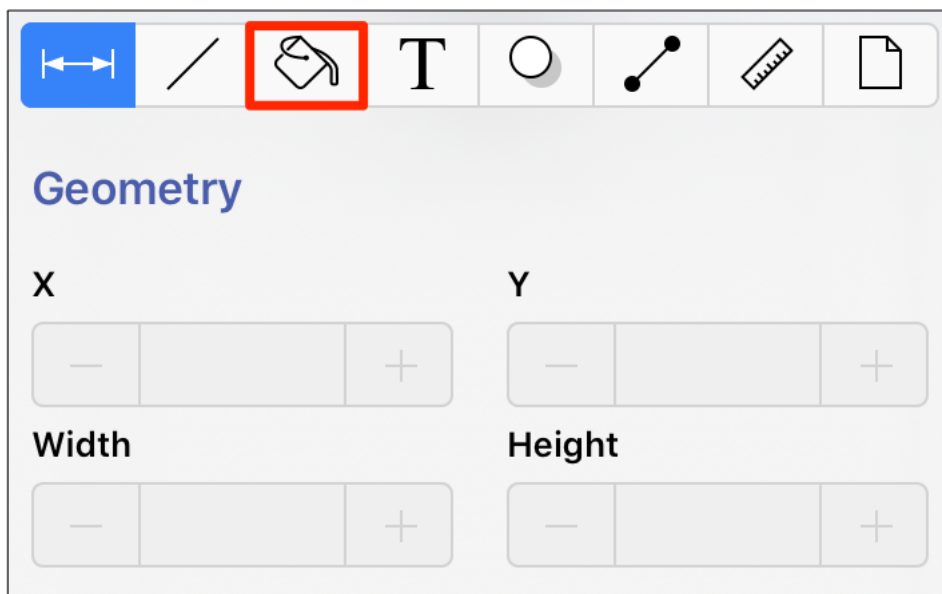
The **Linear Gradient** fill style option is located in the [Fill Tab](#). This attribute transitions the fill from a specific start color to the specified end color at a designated angle within a [selected](#) or created figure(s).

The **Linear Gradient** fill style can be accessed and configured by performing the following steps:

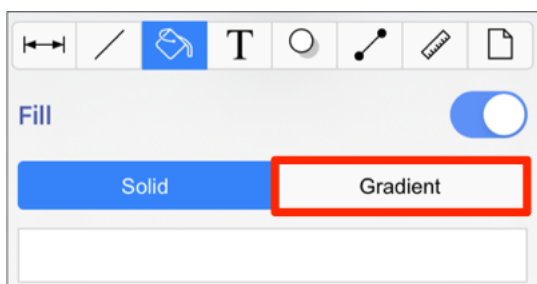
Step 1: Press on the **Info Button** in the [Top Toolbar](#).



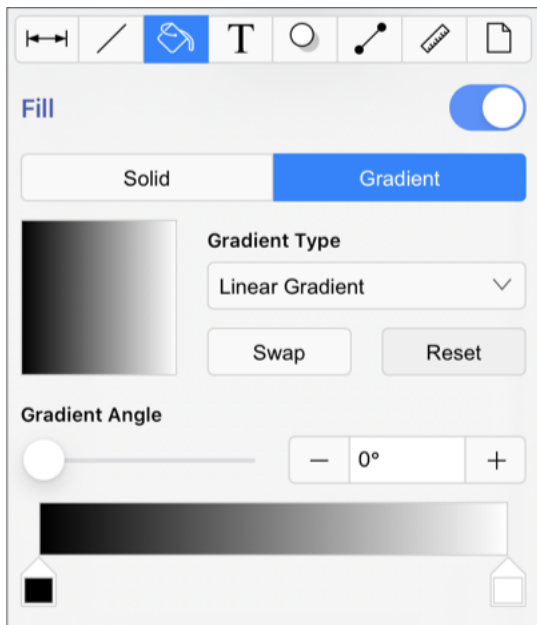
Step 2: Press on the **Fill Tab**.



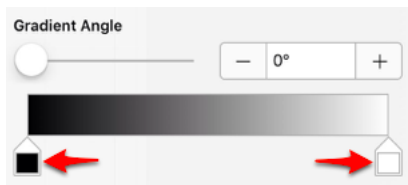
Step 3: Tap on the **Gradient** style option. Please note that the **Fill Visibility** option must be [enabled](#) for a style change to be applied to any currently selected or new figures.



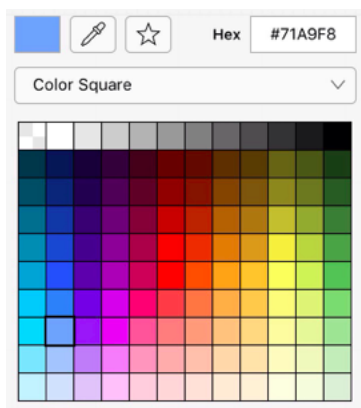
Step 4: The **Fill Tab** will expand, as shown below.

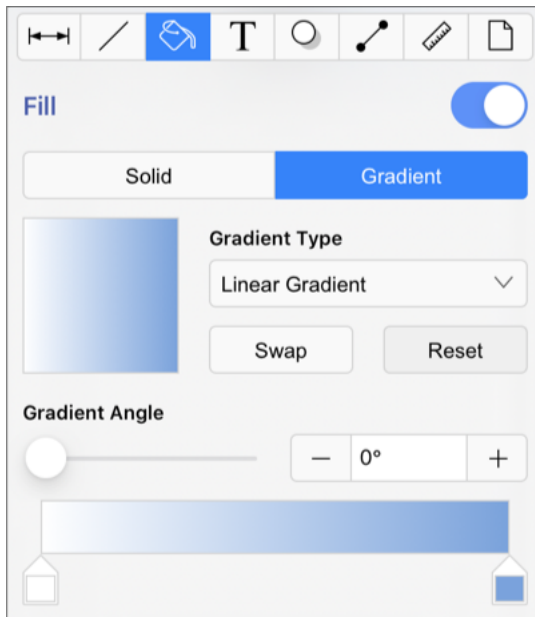


Step 5: Double Tap on either **Gradient Handle** to open the [Color Picker](#) and choose a hue.

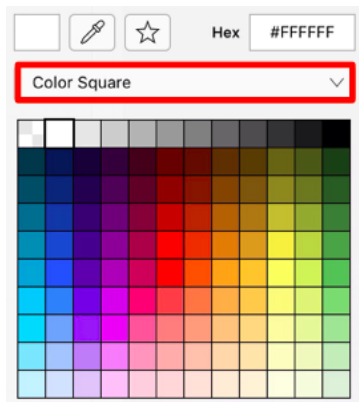


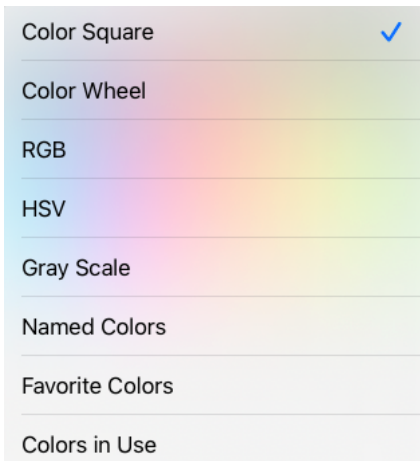
Step 6: In the [Color Square](#), tap on a hue to make a selection. The selected hue will appear in the gradient handle within the settings.



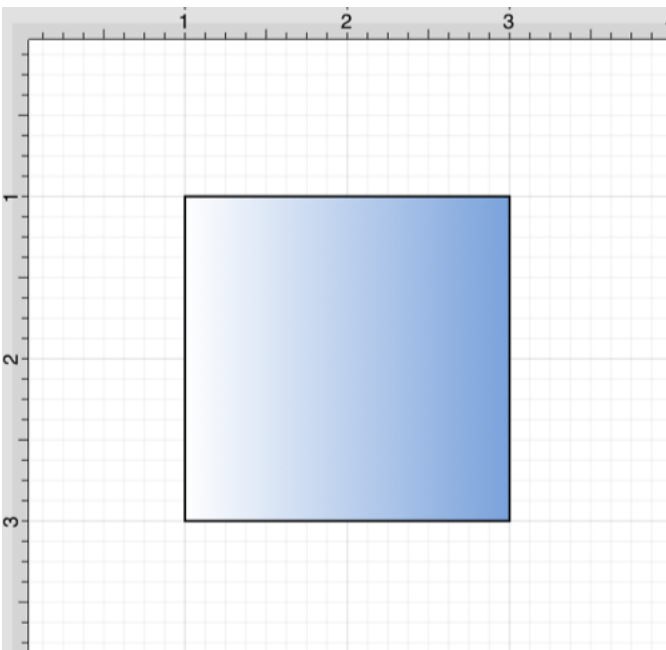


Step 7: You may also configure a color by choosing an option from the **Color Selection Menu**: [Color Wheel](#), [RGB](#), [HSV](#), [Gray Scale](#), [Named Colors](#), [Favorite Colors](#), or [Colors in Use](#). To do so, press on the menu and then tap on an option.





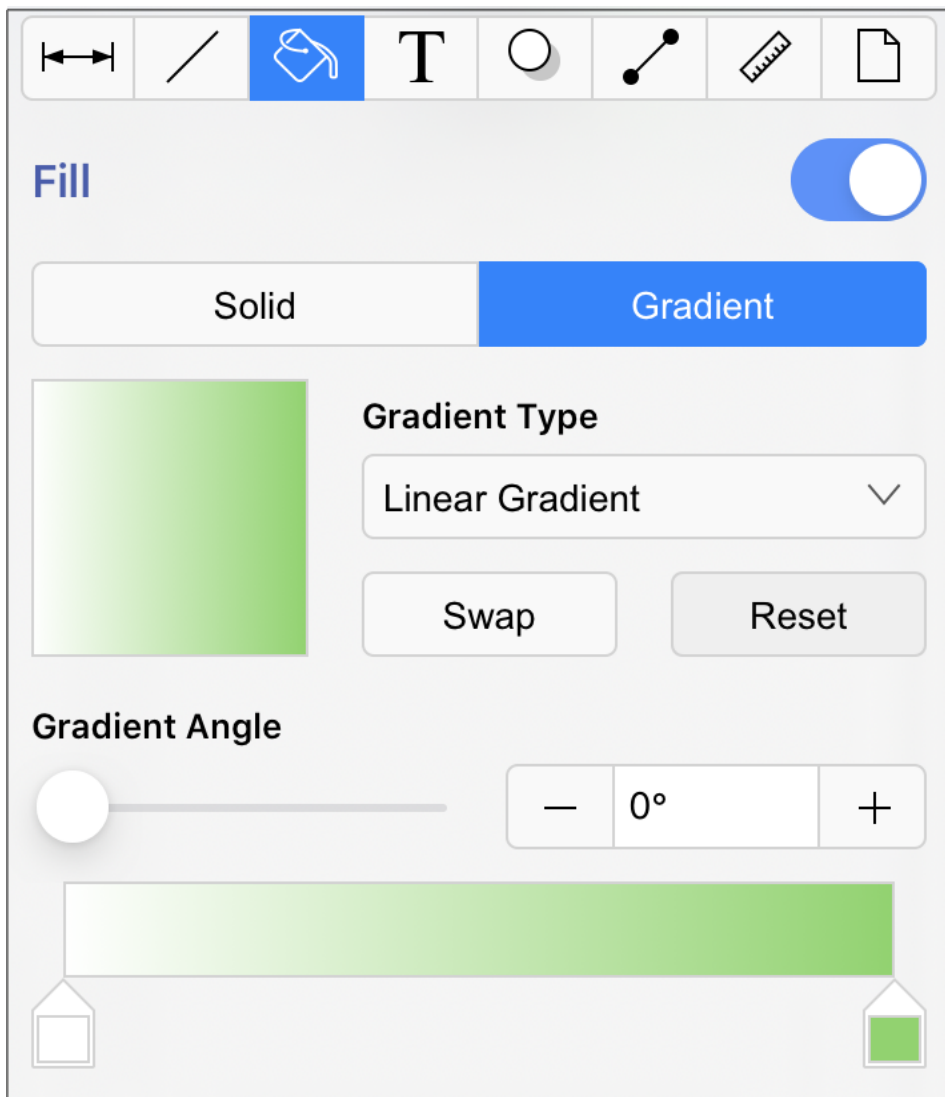
Step 8: The following example shows a rectangle with the **Fill Style** set to linear gradient and color set to blue:

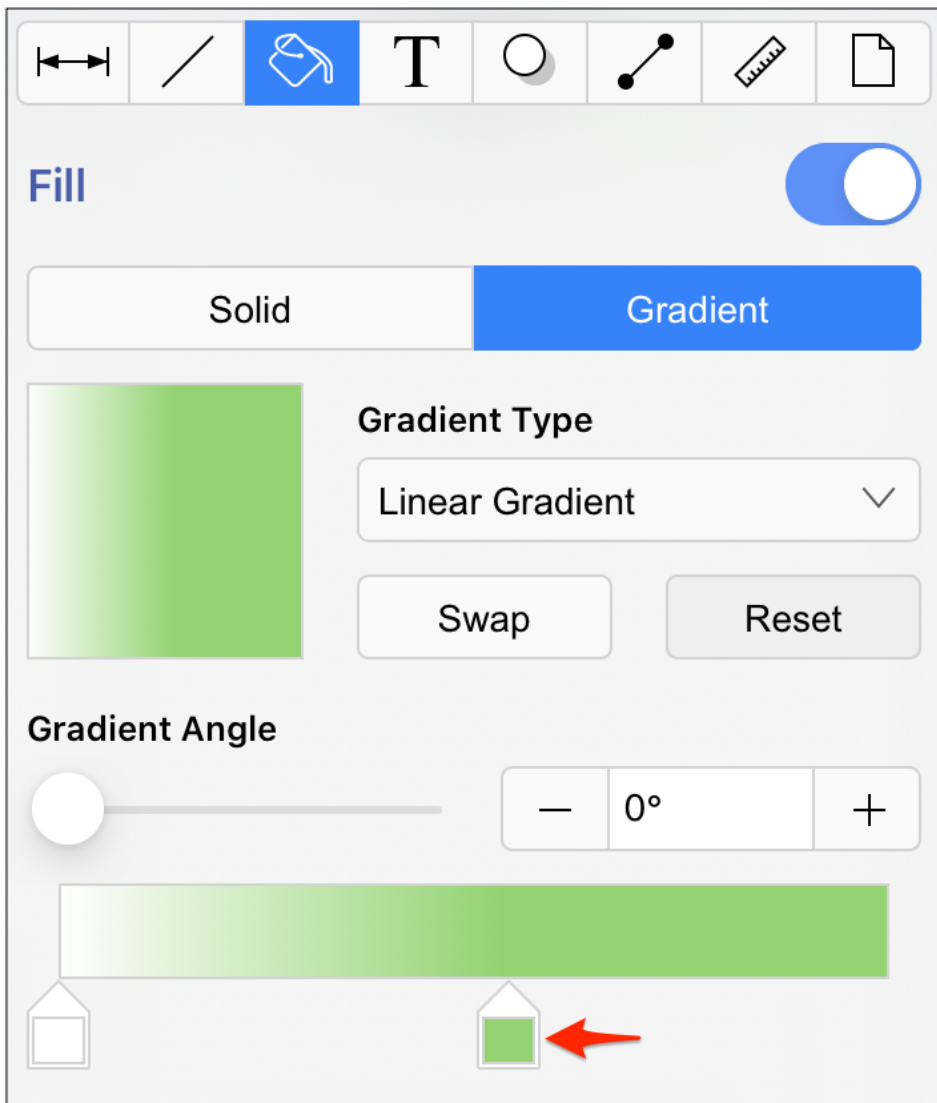


Note: A style change will be seen instantaneously when a figure is [selected](#). If figures have not been selected, the style change will apply to all subsequently created figures.

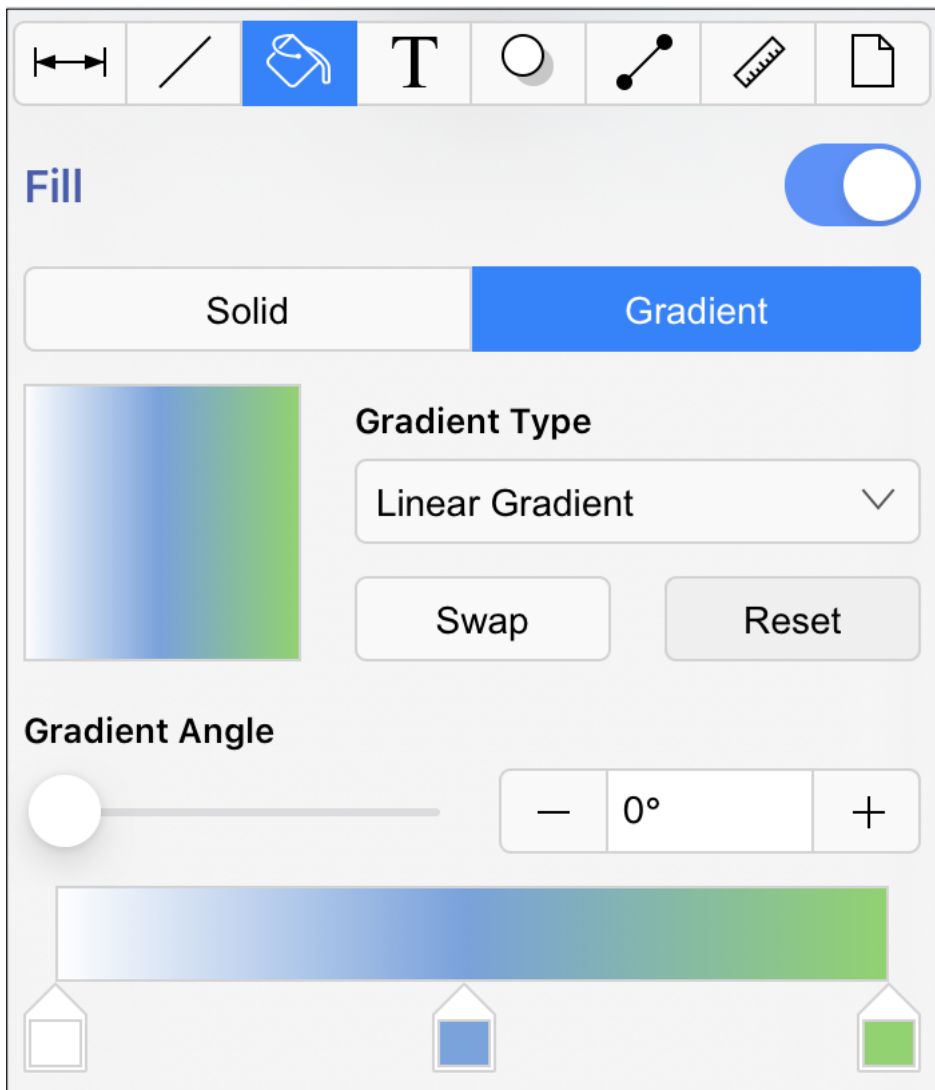
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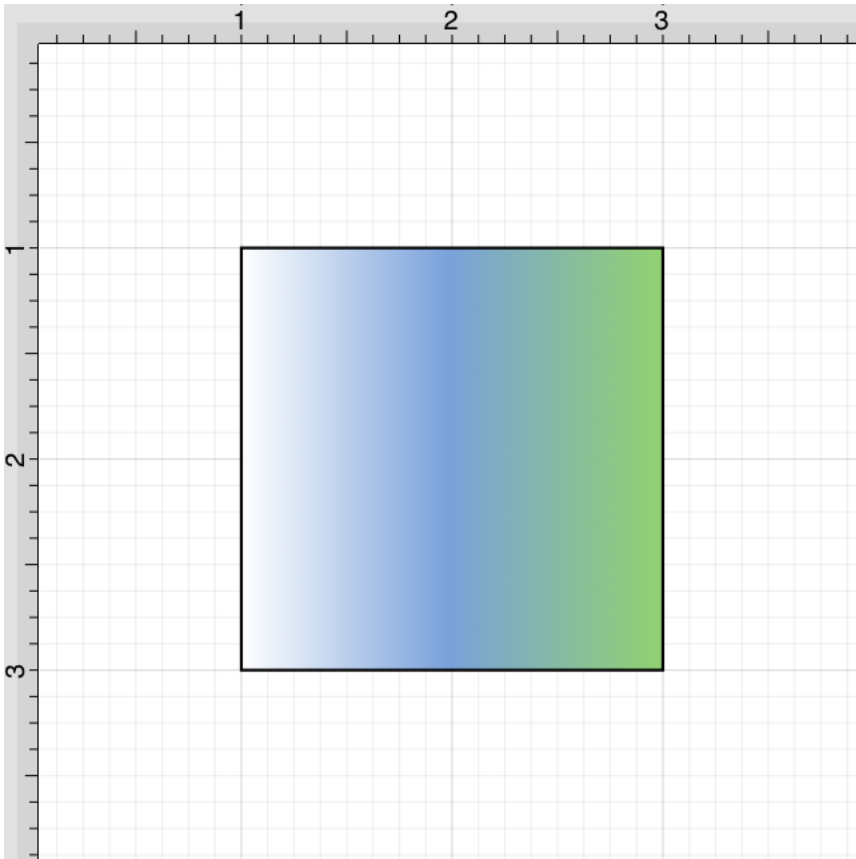
Gradient Handles can be added by tapping on any location underneath the transition bar. A **Touch/Drag** gesture combination can be used to move either **Gradient Handle** to alter the color transition of the fill.





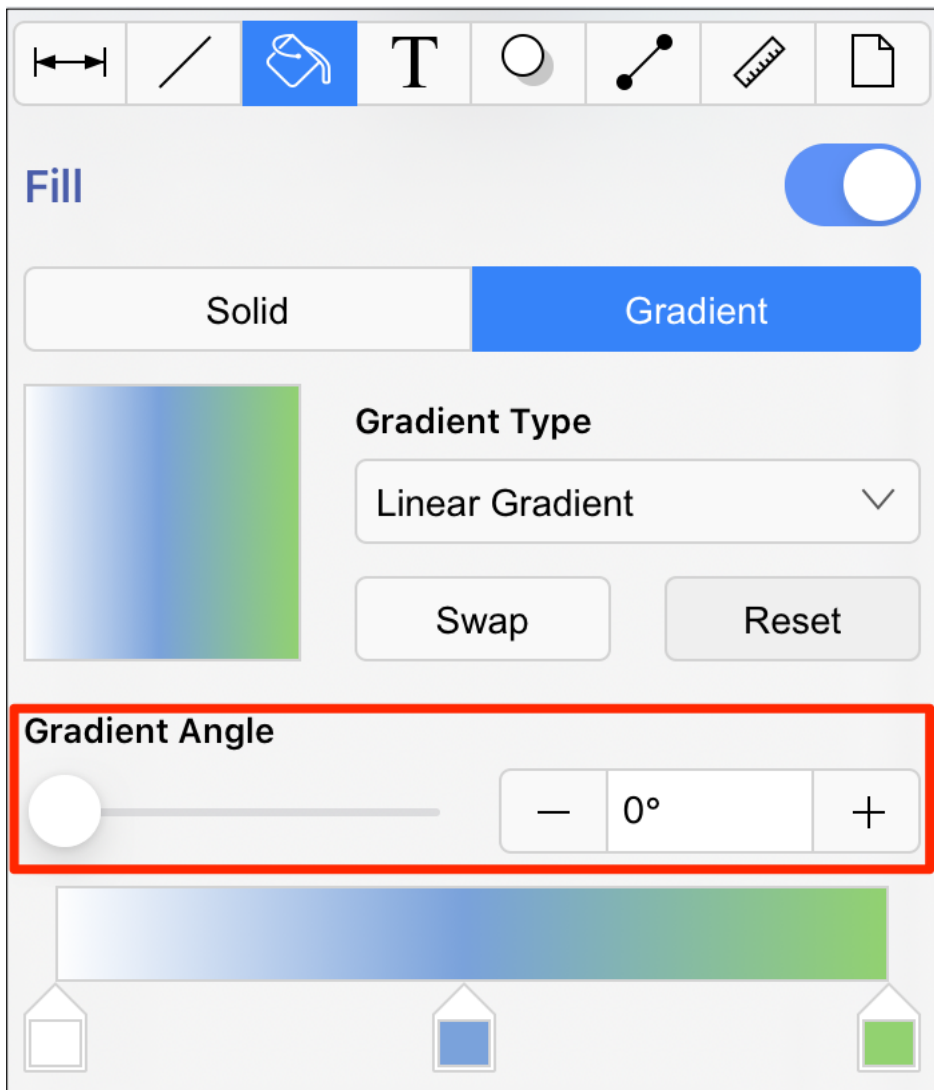
Once a new handle has been added, **Tap** on the handle to open the [Color Picker](#) and add an additional color. More than one color can be added by setting each individual gradient handle to one of the desired colors. In the example below, three gradient handles are used with these colors: white, blue, and green.



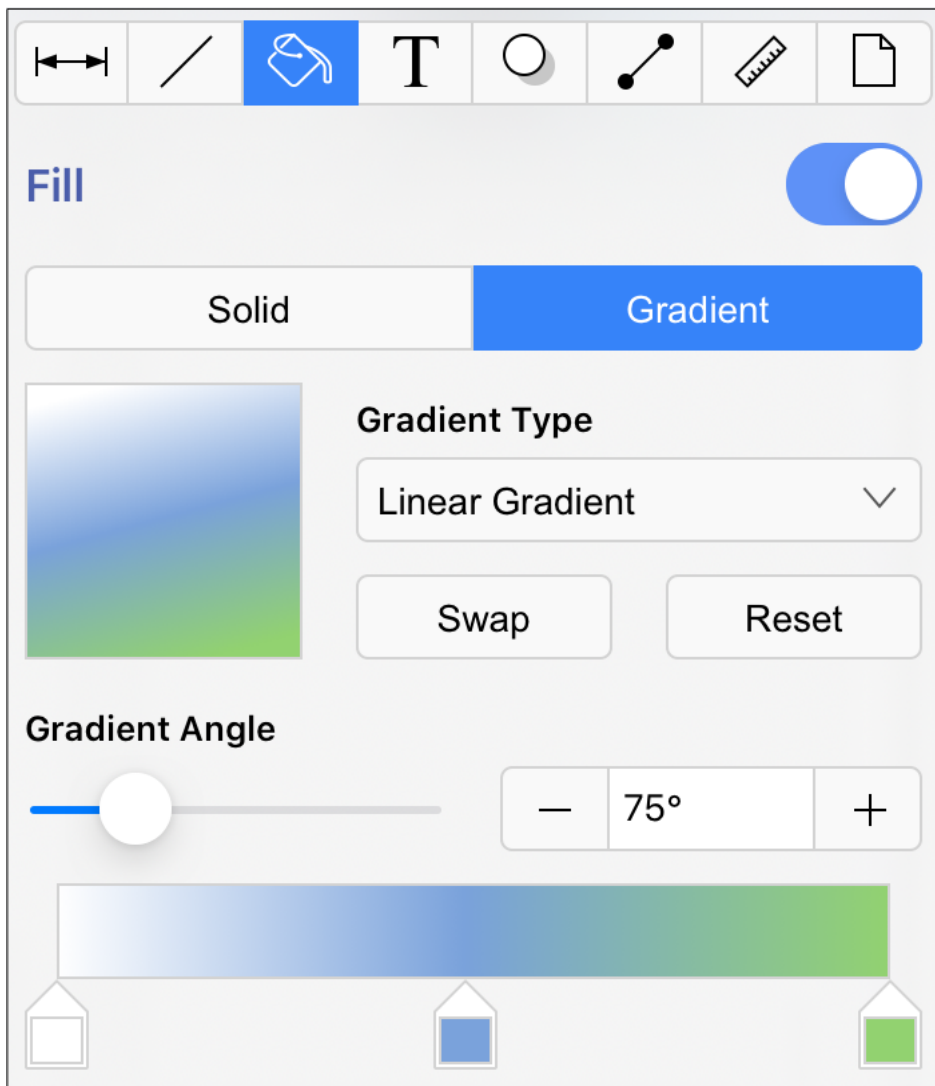


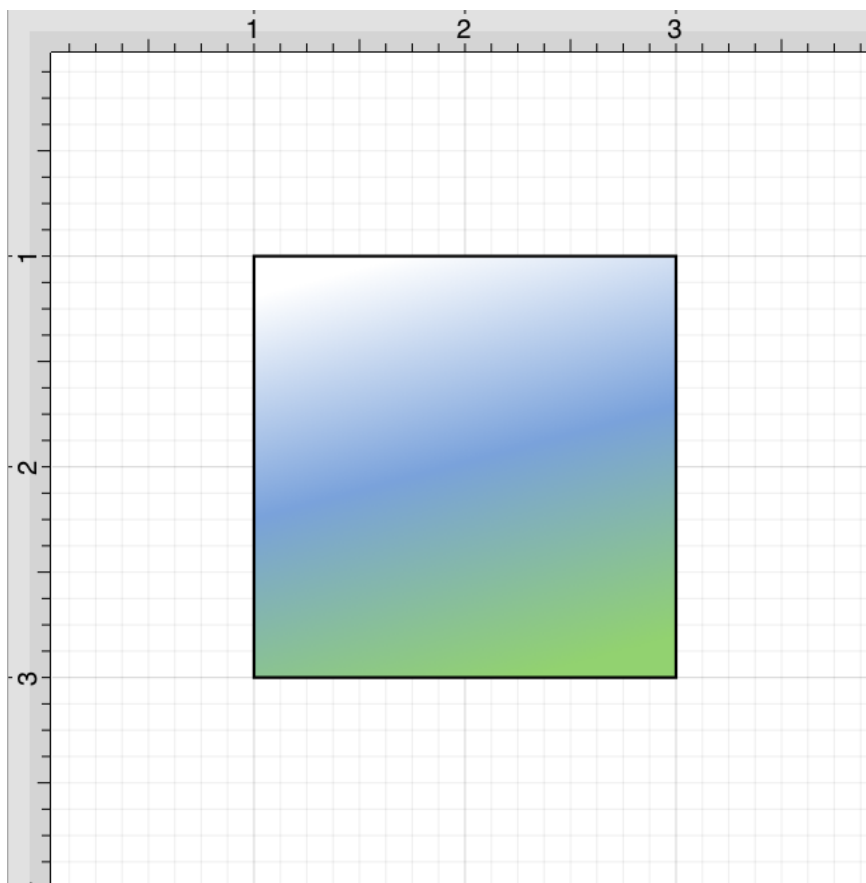
Angle

Perform a **Touch/Drag** gesture combination on the **Angle Slider** or **Press** on the **Plus +** and **Minus -Buttons** to change the angle value of a linear fill.



In the example below, the **Angle** has been set to 75 degrees.

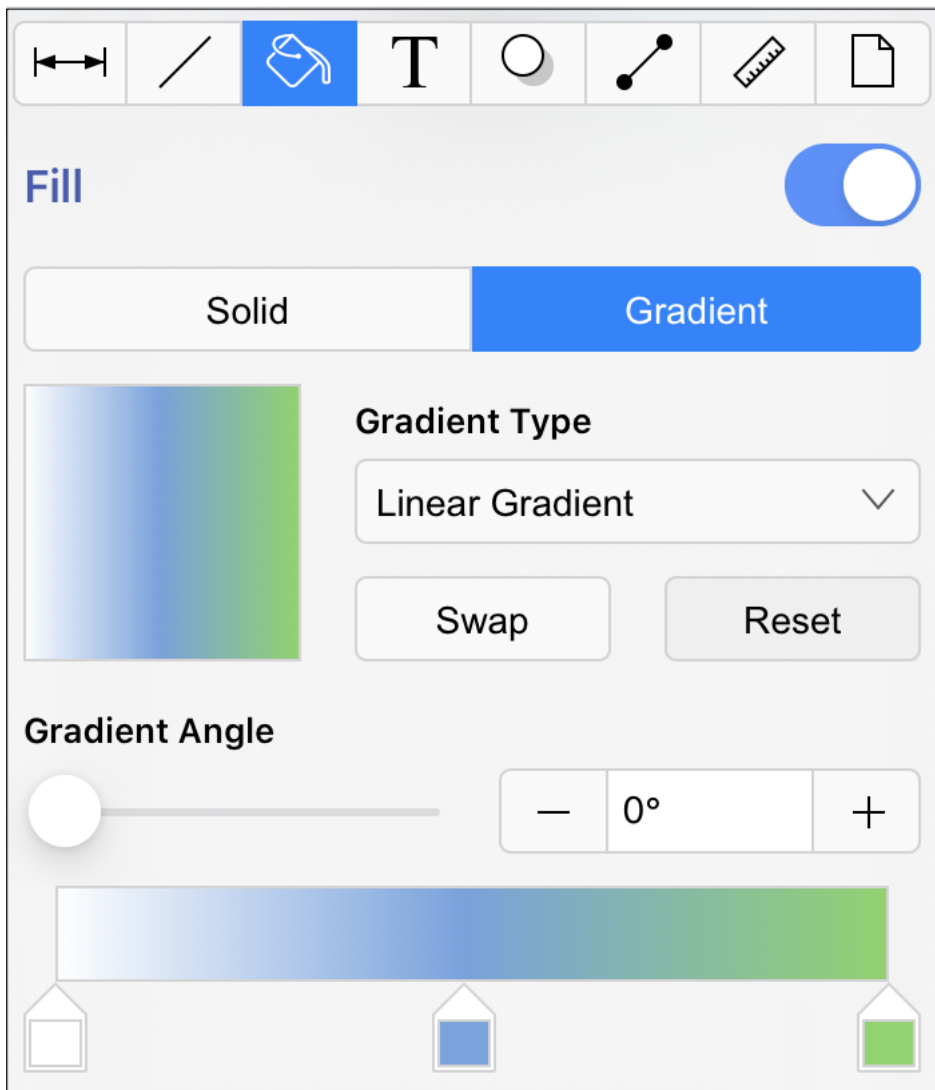


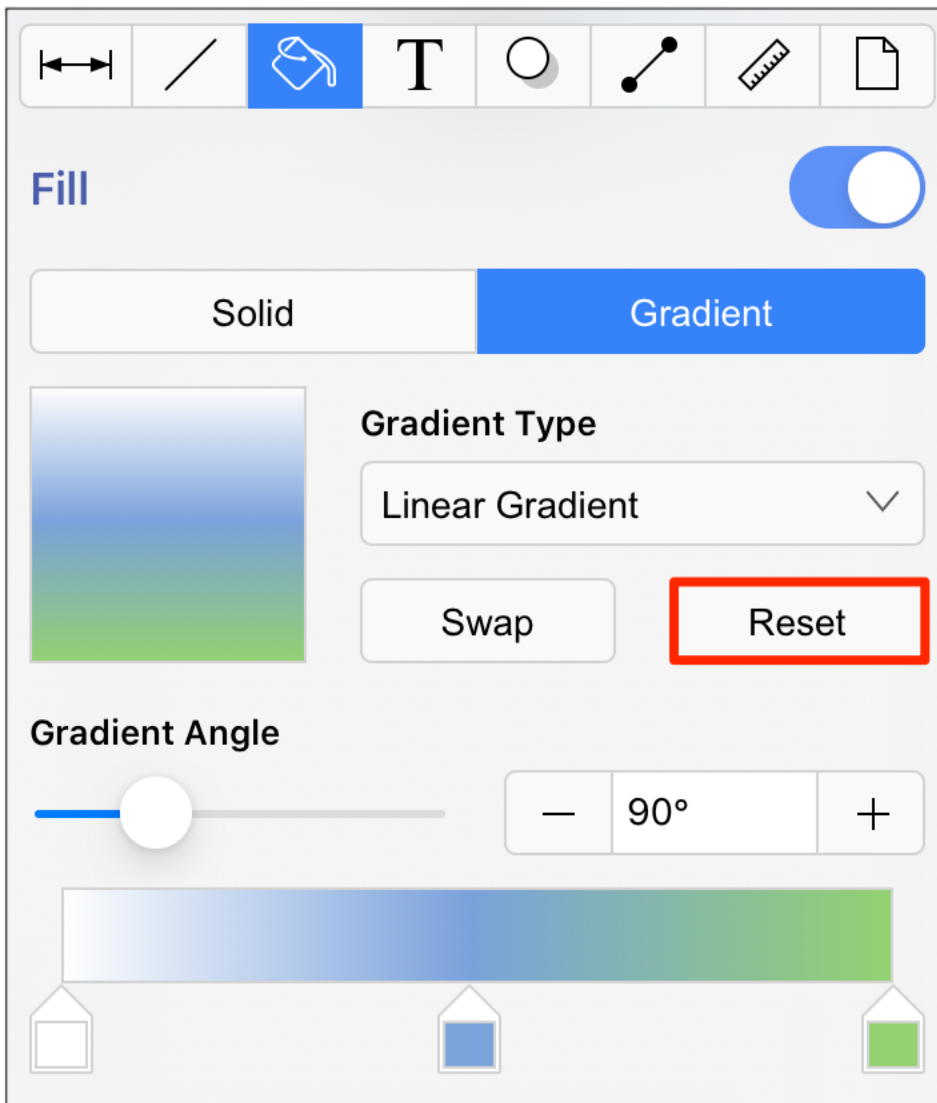


Reset Button

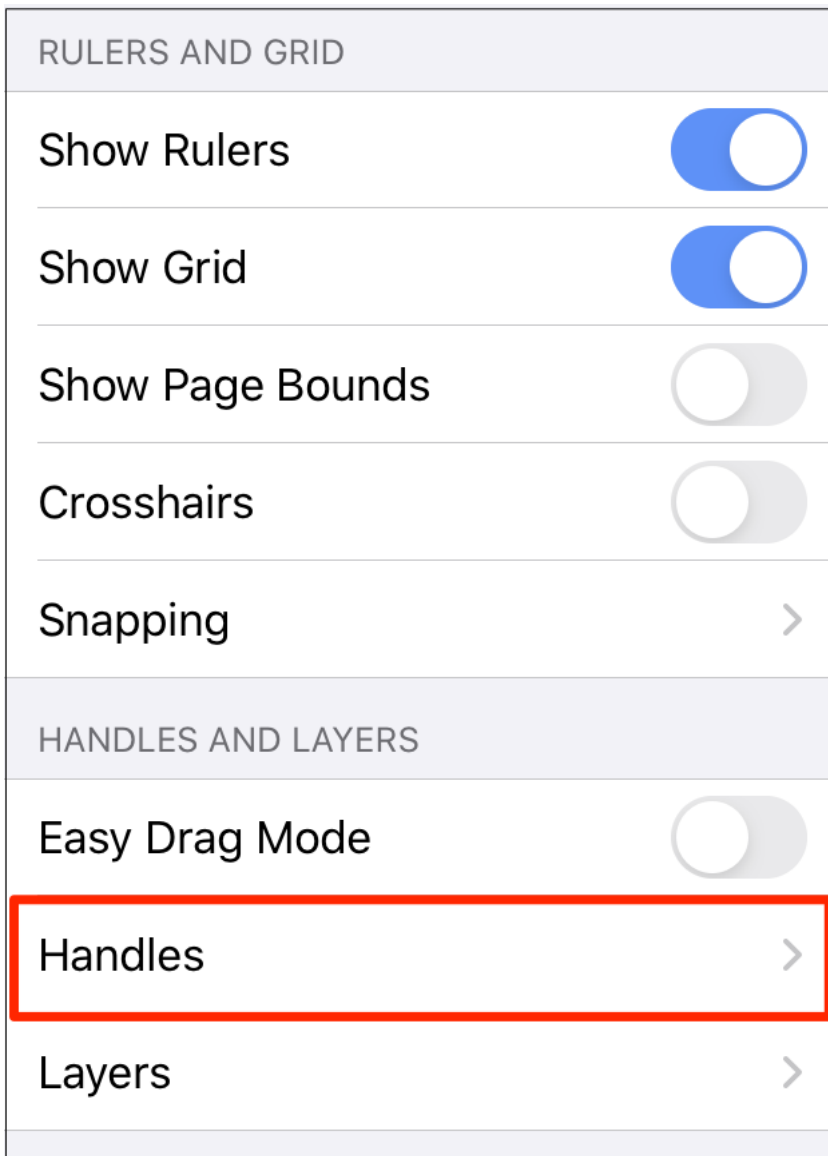
The **Reset Button** can also be used to reset the gradient handles on a figure(s) after they have been moved to another location. It may also be used to reset the angle back to zero and the gradient handles on the figure back to their original position.

This button will not be available as an option until the **Gradient Locations** option has been enabled (see below) and a change has been made to either the gradient handle positions and/or the gradient angle.

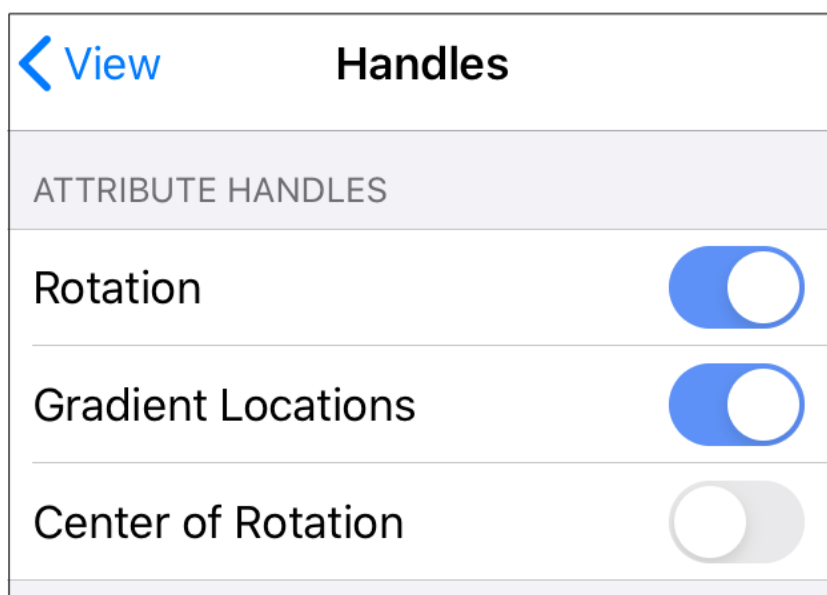
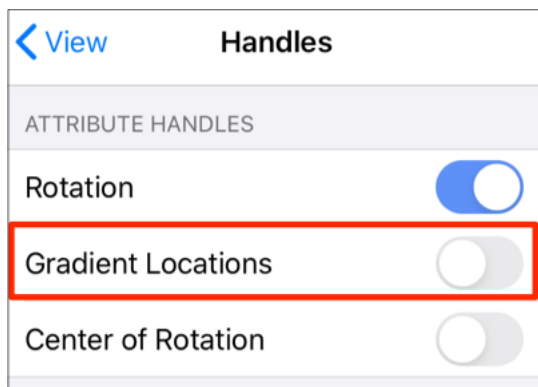




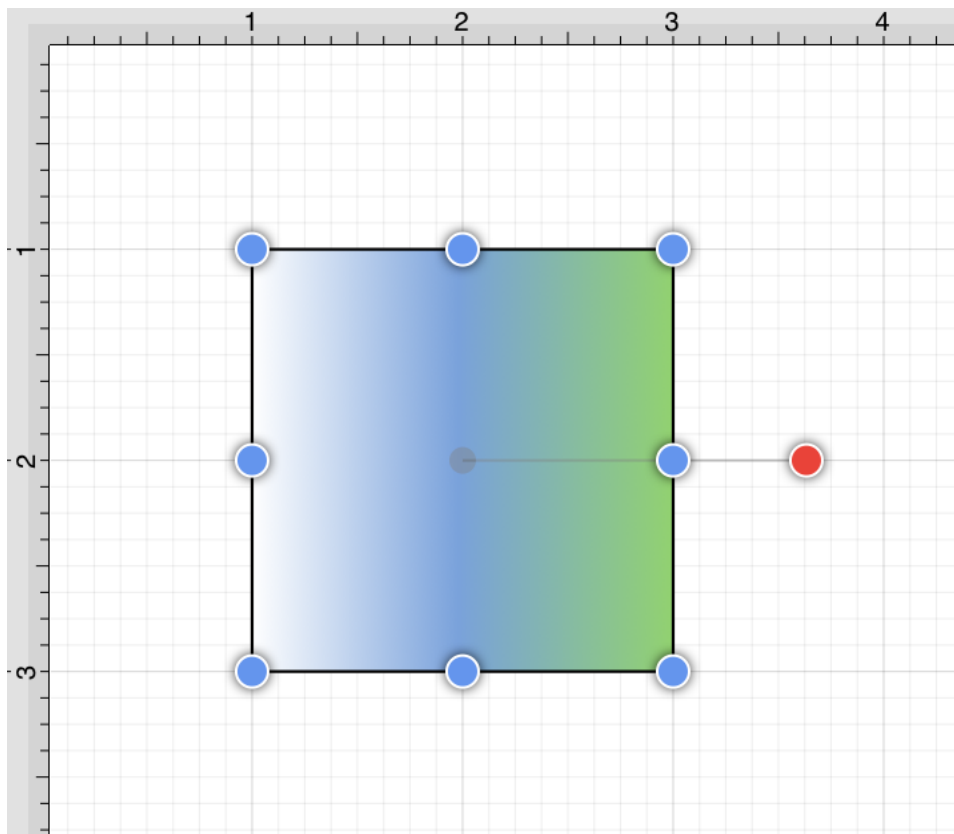
In order for this to be seen, you must have the [Gradient Locations](#) option enabled. To enable this option, press on the [View Menu](#) and then press on the [Handles Submenu](#).

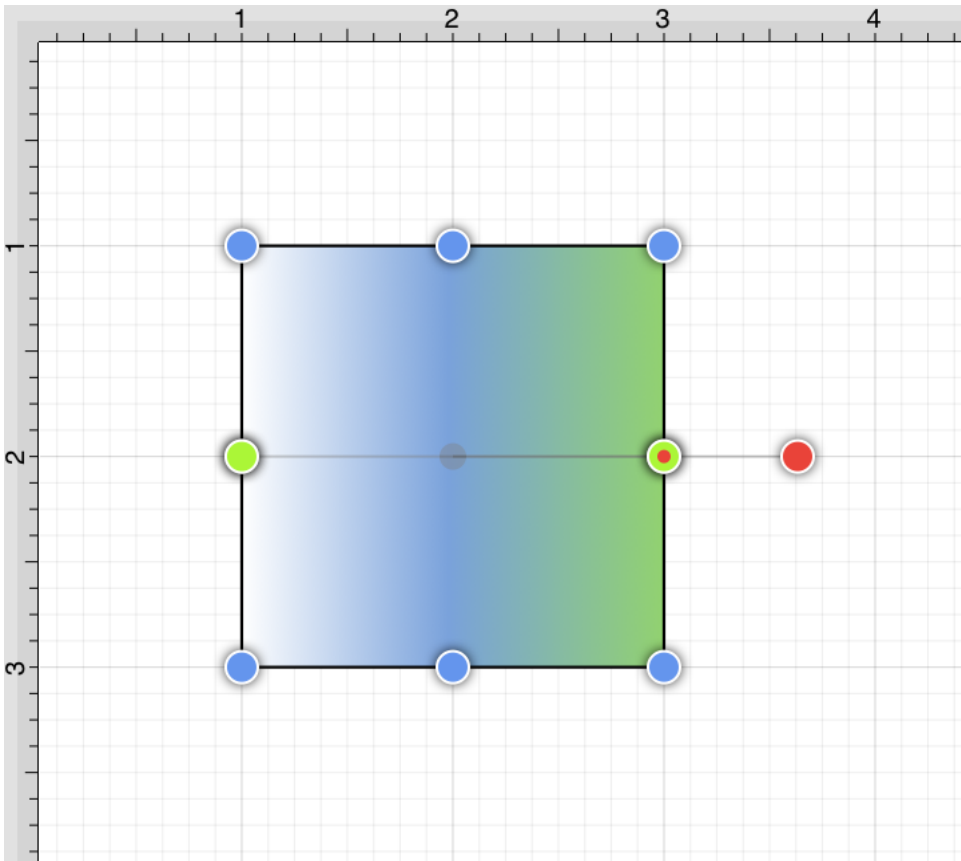


Then tap on the **Gradient Locations** option to enable it. When enabled, it will appear blue.



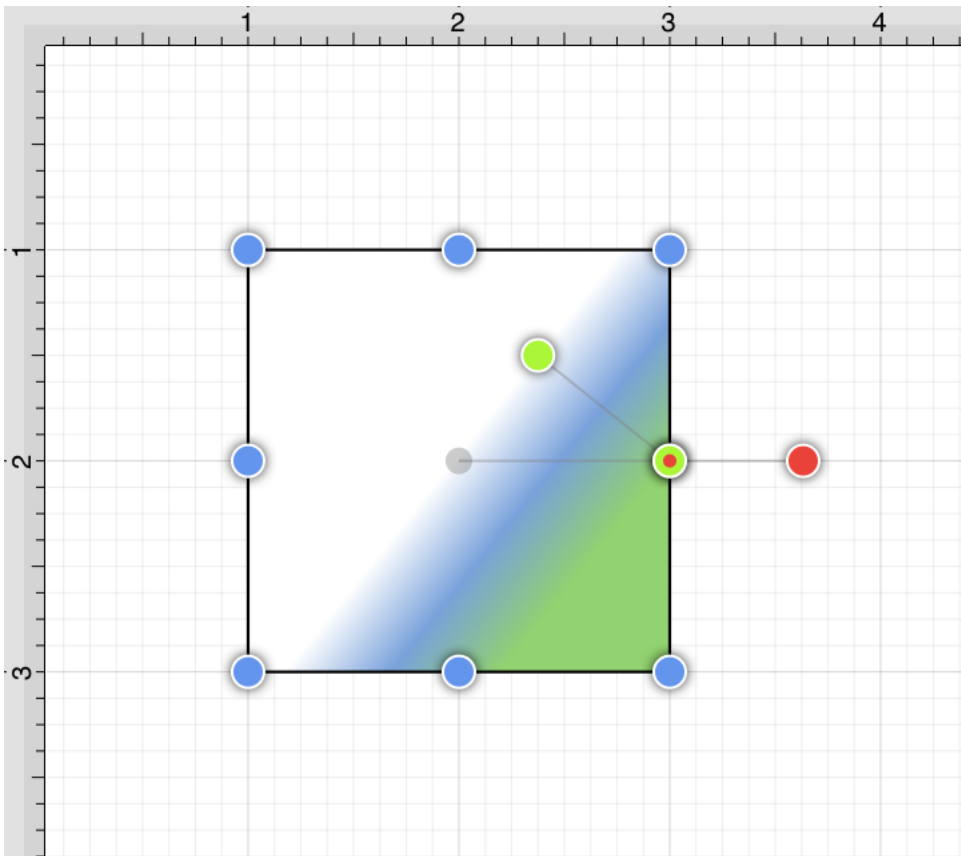
Once this option is enabled, you will see two additional handles on each selected figure. These may be used to adjust the angle and progression of colors for the linear gradient. Below you will see what a figure looks like when this option has not been enabled and then after it is enabled.

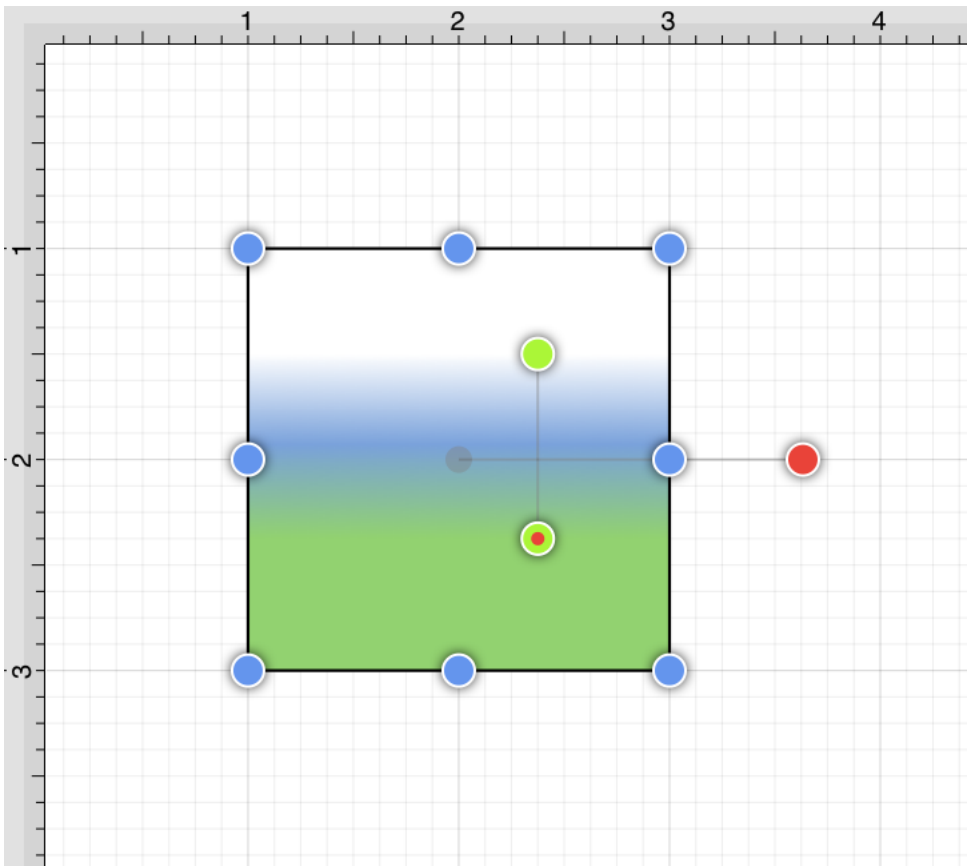




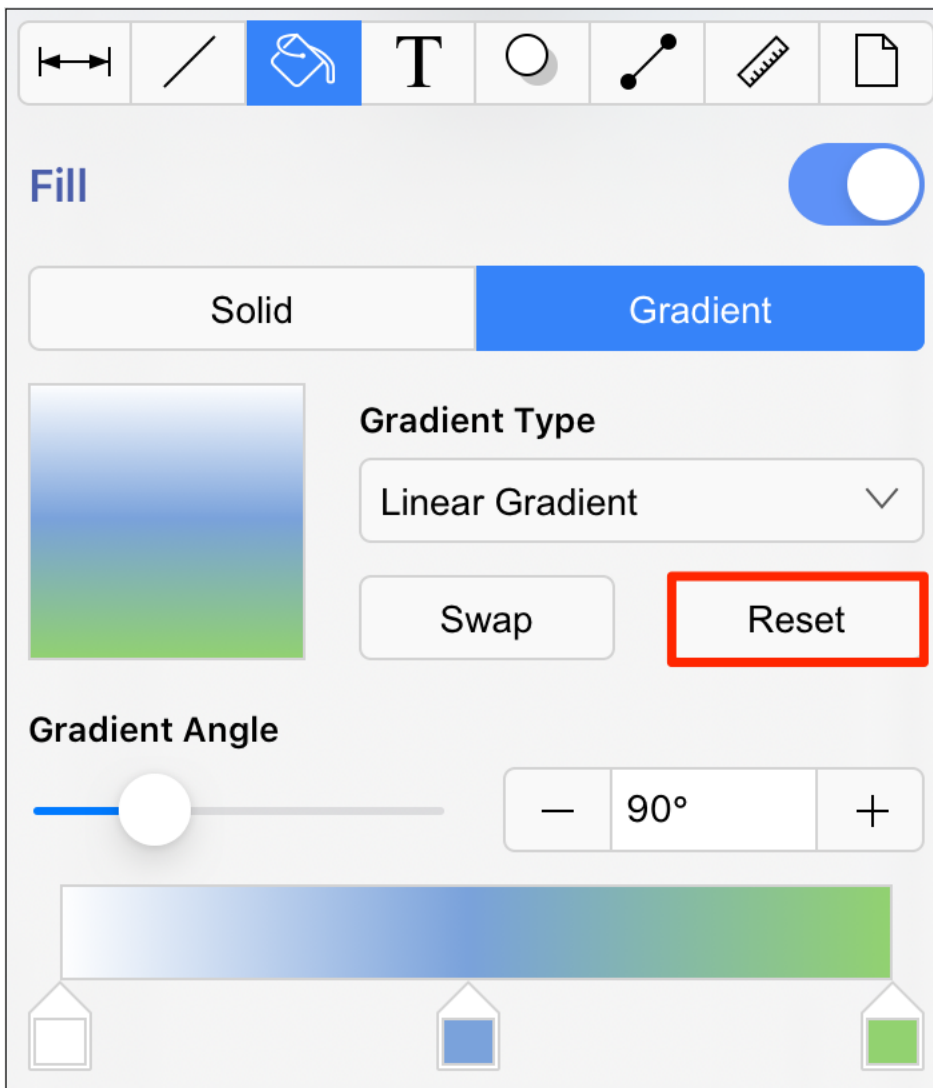
The two handles may be moved to any location within or outside of a figure to change the angle or fill pattern. To do so, press and hold on the handle. Then drag the handle in any desired direction without lifting your finger.

In the example below, one gradient handle has been moved up and to the right. The center gradient handle has been moved to the left and down.



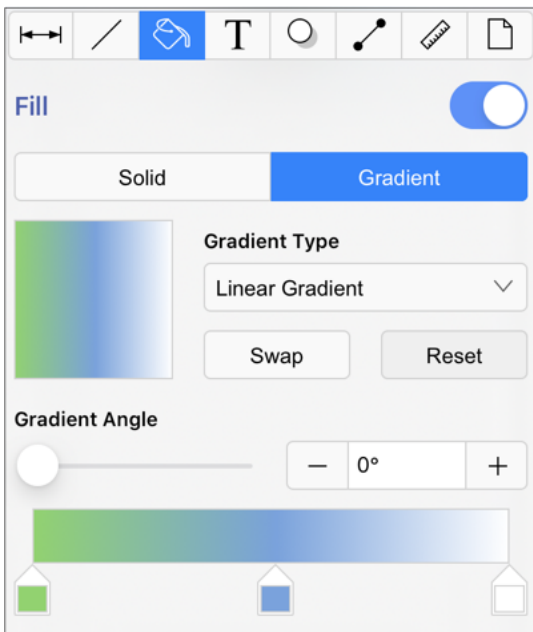
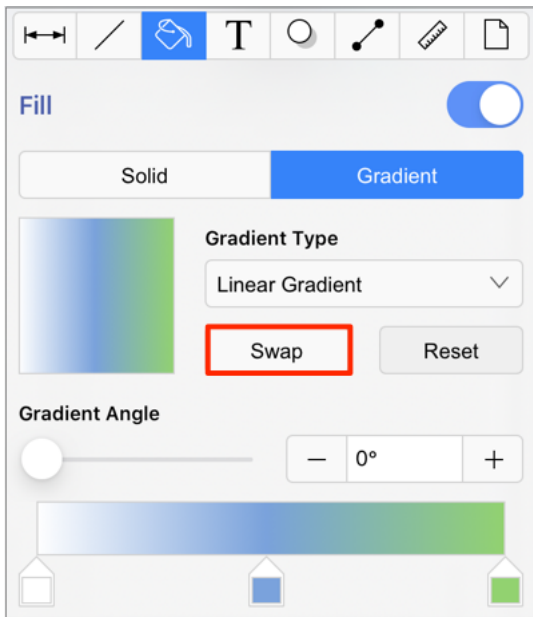


After one or both gradient handles has been moved, click on the **Reset Button** to set the linear gradient handles back to their original location.



Swap Button

The **Swap Button** may be used to reverse the current angle and color slider settings. Click on this button again to revert back to the original color order.



5.2.11.3.4. Radial Gradient

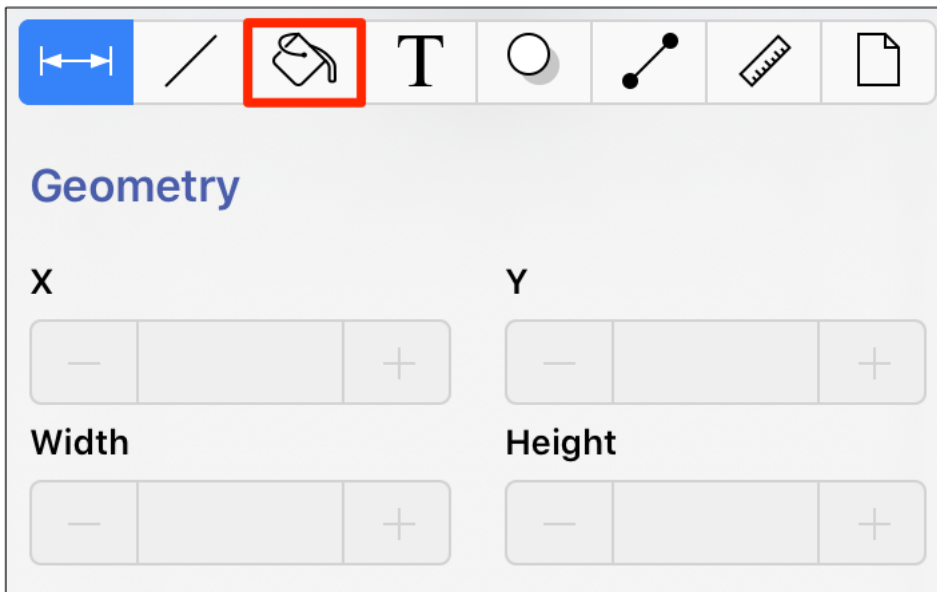
The **Radial Gradient** fill style option is located in the [Fill Tab](#). This attribute transitions the fill from the specified start color to the specified end color by starting from the center of a [selected](#) or created figure(s) and then moving outward in a circular manner.

To access and configure the **Radial Gradient** fill style, you will need to perform the following steps:

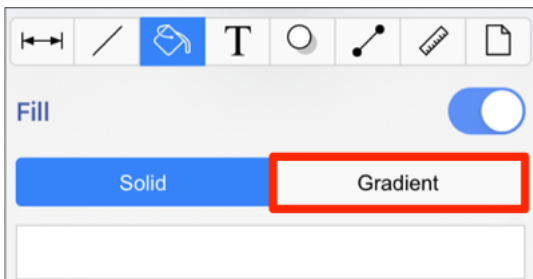
Step 1: Press on the **Info Button** in the [Top Toolbar](#).



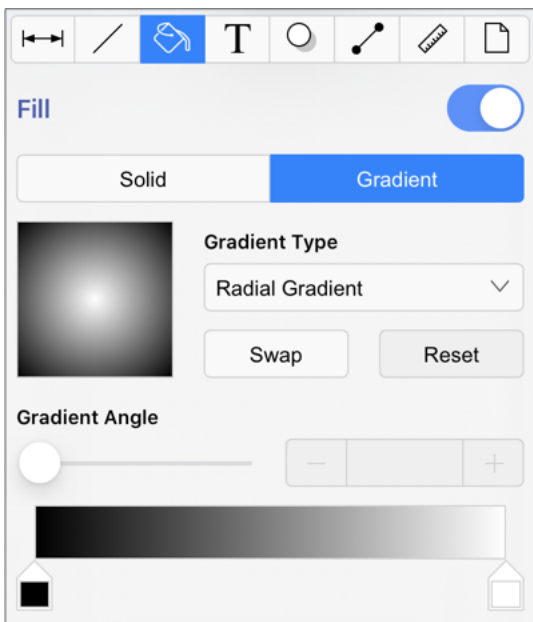
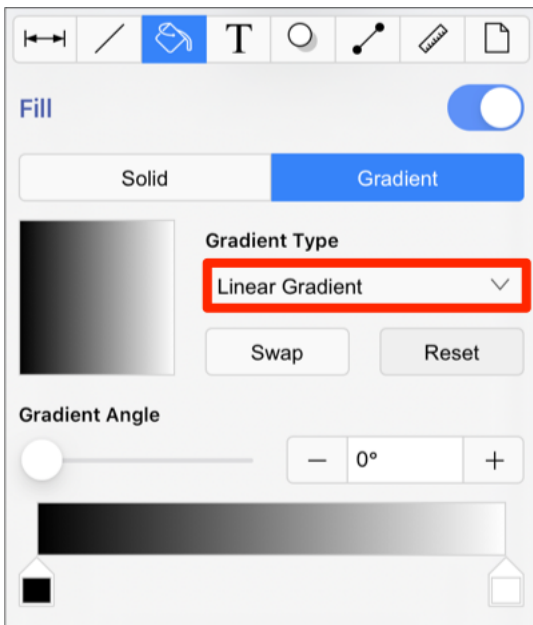
Step 2: Press on the **Fill Tab**.



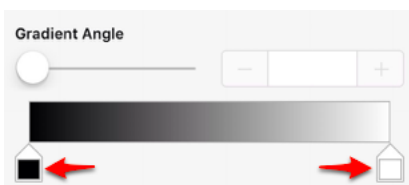
Step 3: Then tap on the **Gradient** fill option. Please note that the **Fill Visibility** option must be [enabled](#) for a style change to be applied to any currently selected or new figures.



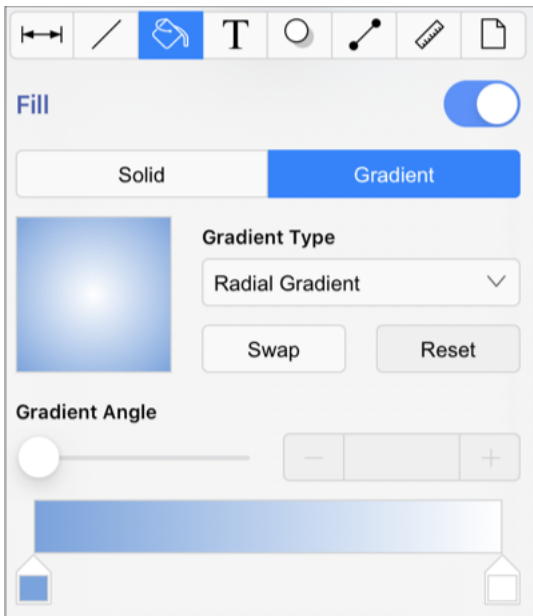
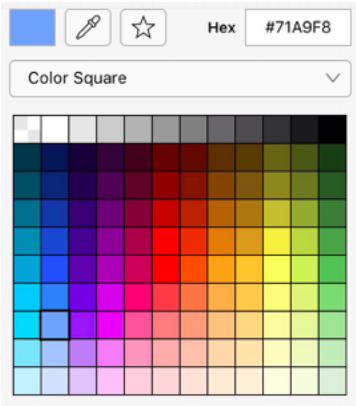
Step 4: Next, press on the **Gradient Type Menu** and choose **Radial Gradient**.



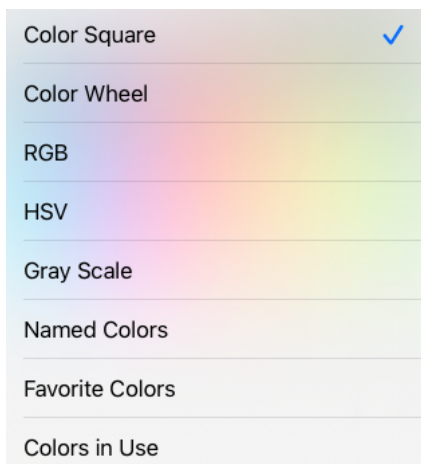
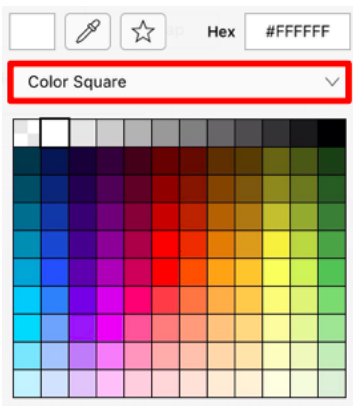
Step 5: Double Tap on either of the **Gradient Handles** to open the [Color Picker](#) and choose a hue.



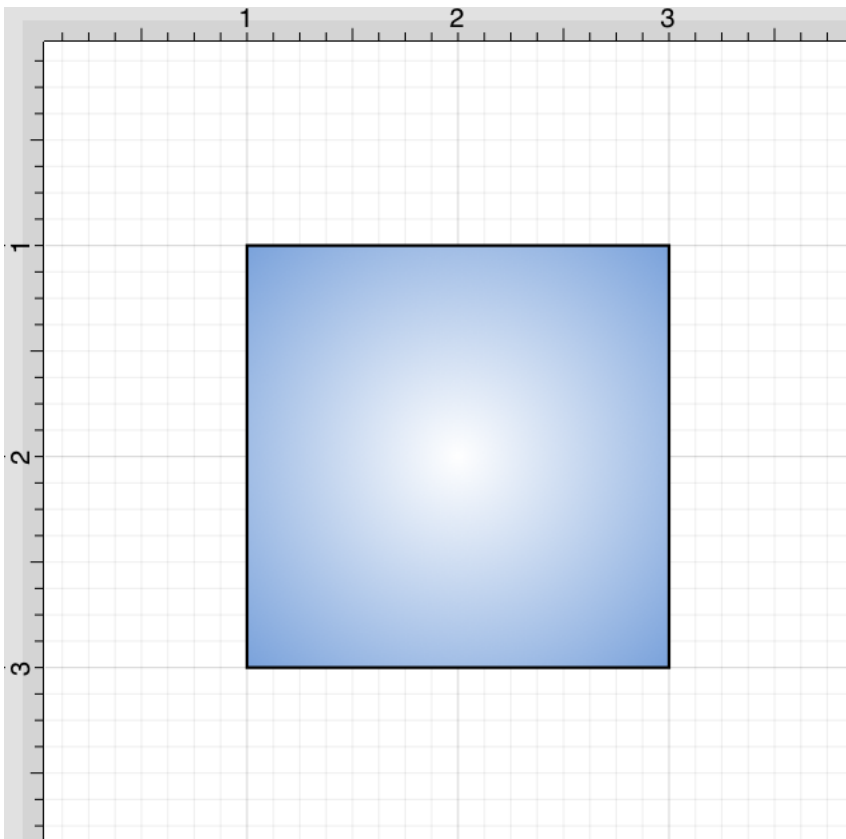
Step 6: In the [Color Square](#), tap on a hue to make a selection. The selected hue will appear in the gradient handle within the settings.



Step 7: You may also configure a color by choosing an option from the **Color Selection Menu**: [Color Wheel](#), [RGB](#), [HSV](#), [Gray Scale](#), [Named Colors](#), [Favorite Colors](#), or [Colors in Use](#). To do so, press on the menu and then tap on an option.



Step 8: The following example shows a rectangle with the **Fill Style** set to linear gradient and Color set to blue:

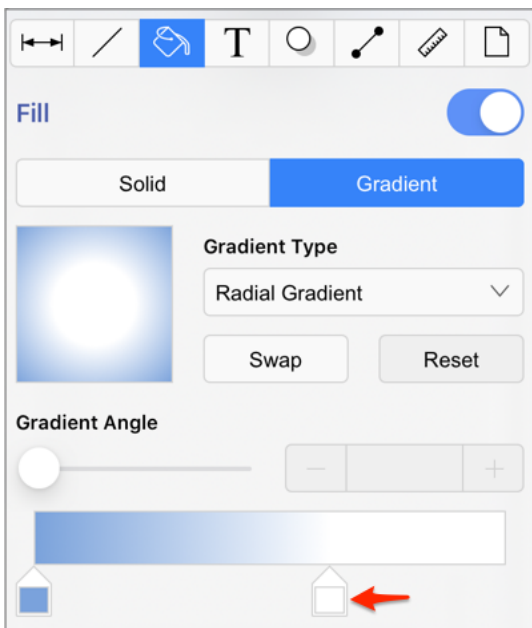
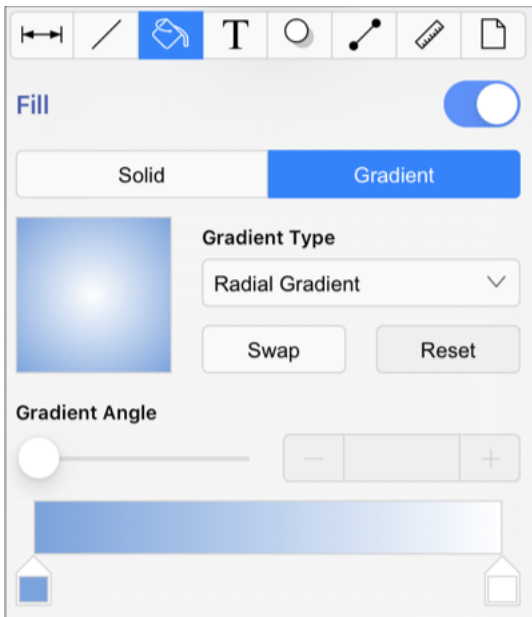


Note: A style change will be seen instantaneously when a figure is [selected](#). If figures have not been selected, the style change will apply to all subsequently created figures.

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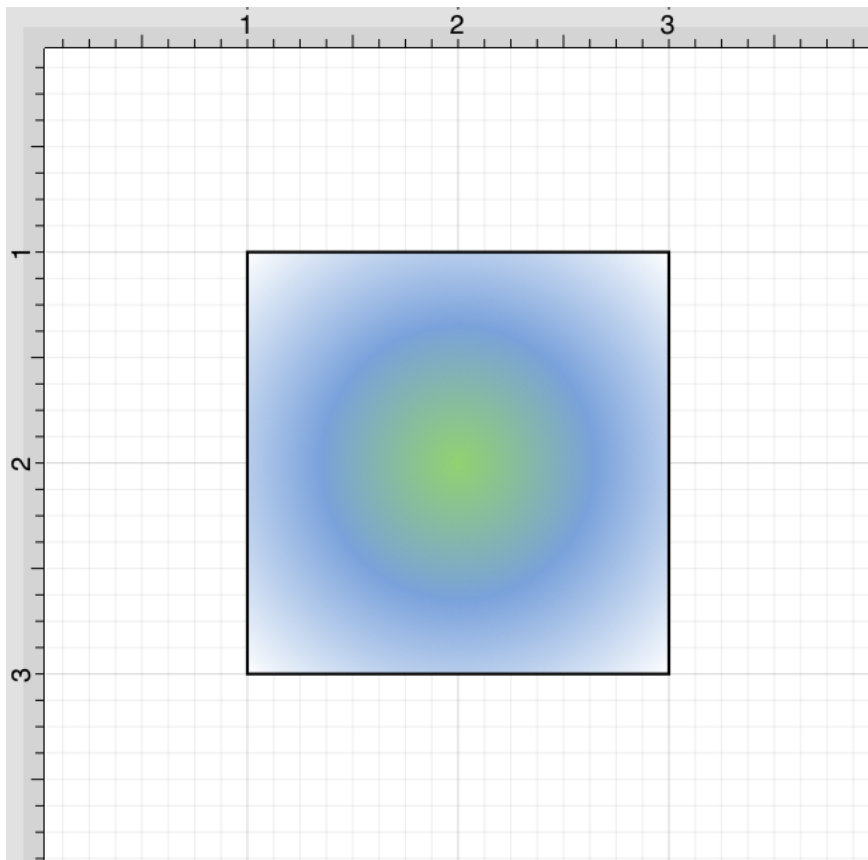
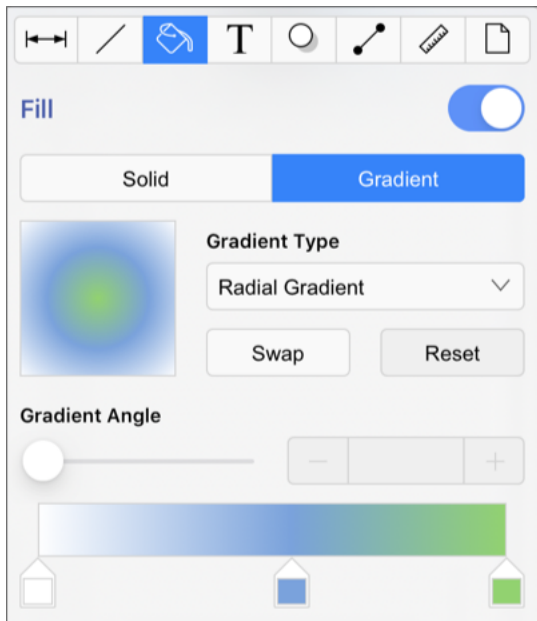
Gradient Handles are used to change the color transition of the radial fill style. By default, there are two handles; however, these handles may be moved around on the slider bar or removed. You may also add more handles and colors to the transition bar.

A **Touch/Drag** gesture combination can be used to move either of the default **Gradient Handles** to alter the color transition of the fill, as shown below:



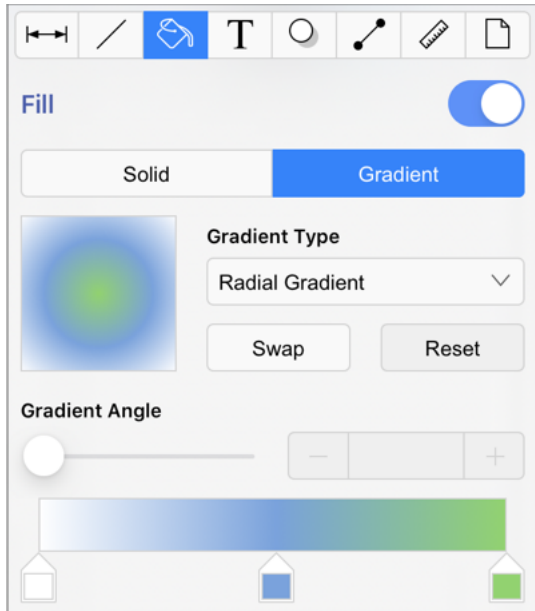
Gradient Handles can be added by tapping on any location underneath the transition bar. Once a new handle has been added, **Tap** on the handle to open the [Color Picker](#) and add an additional color.

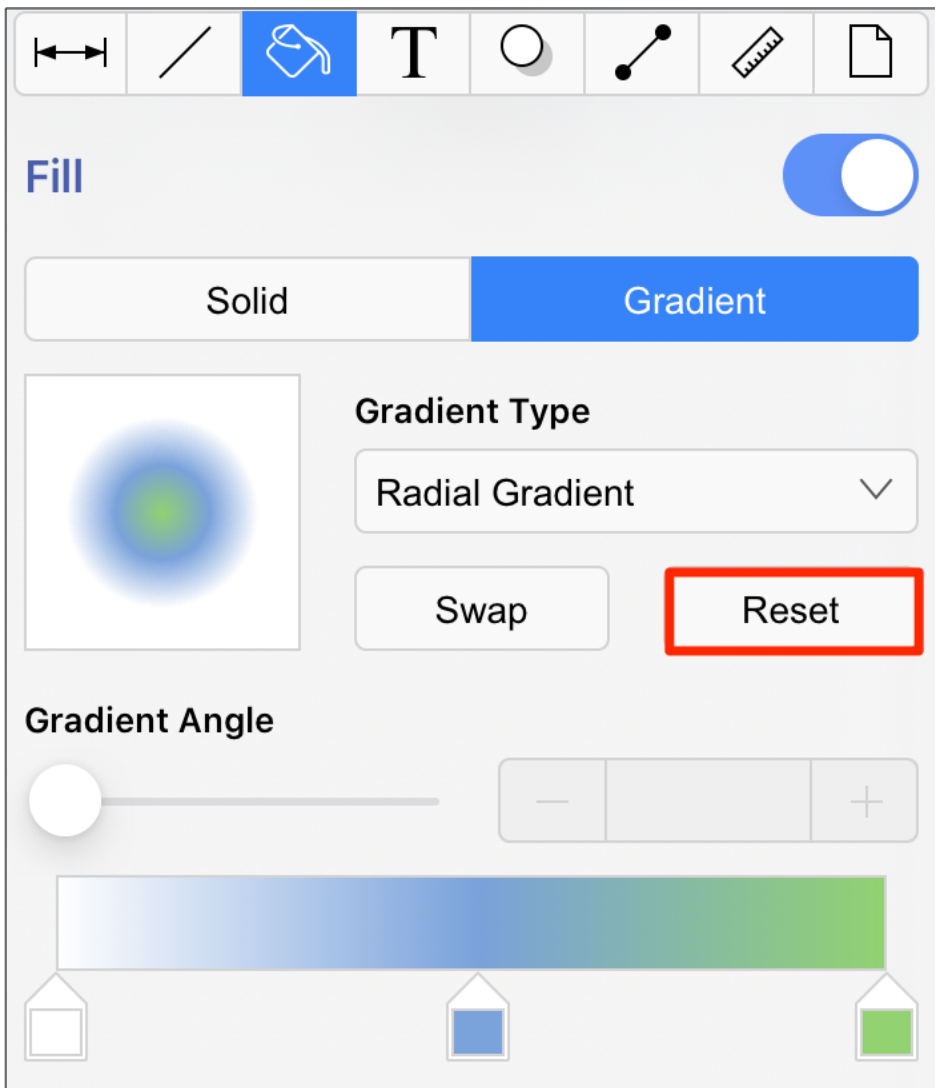
More than one color can be added by setting each individual gradient handle to one of the desired colors. In the example below, three gradient handles are used with these colors: white, blue, and green.



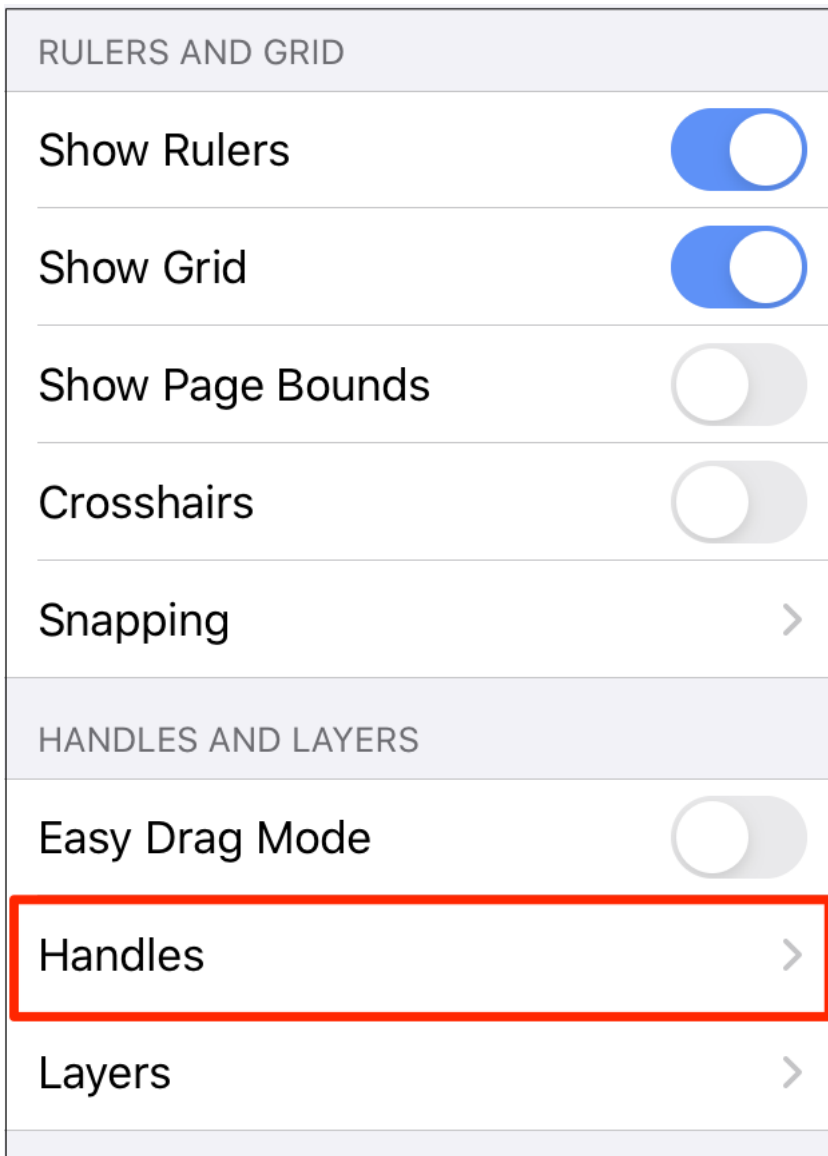
Reset Button

The **Reset Button** can be used to reset the center point of the radial gradient after it has been moved. This button will not be visible until the **Gradient Handles** option has been enabled (see below) and at least one handle position has been changed.

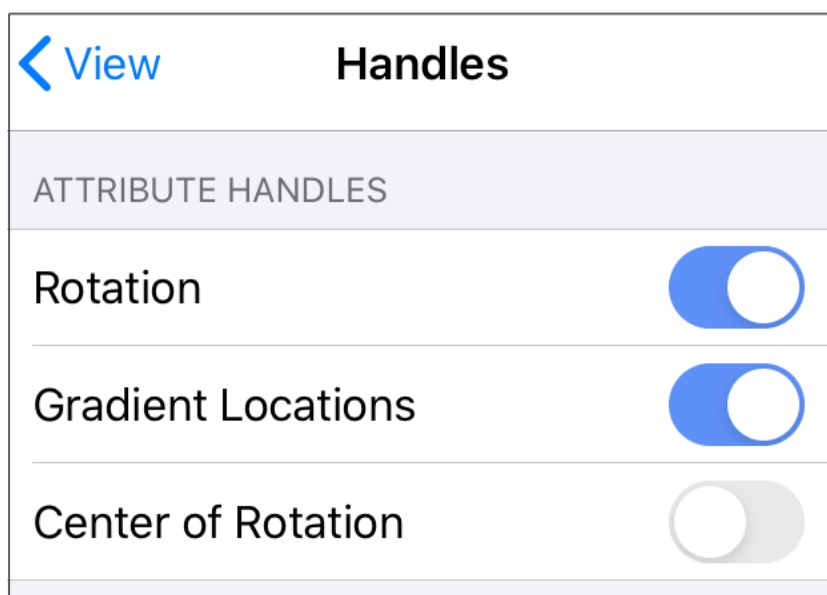
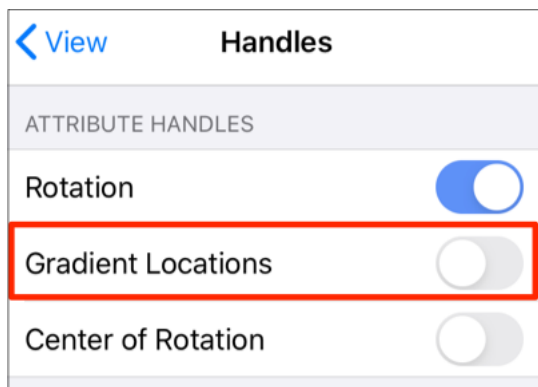




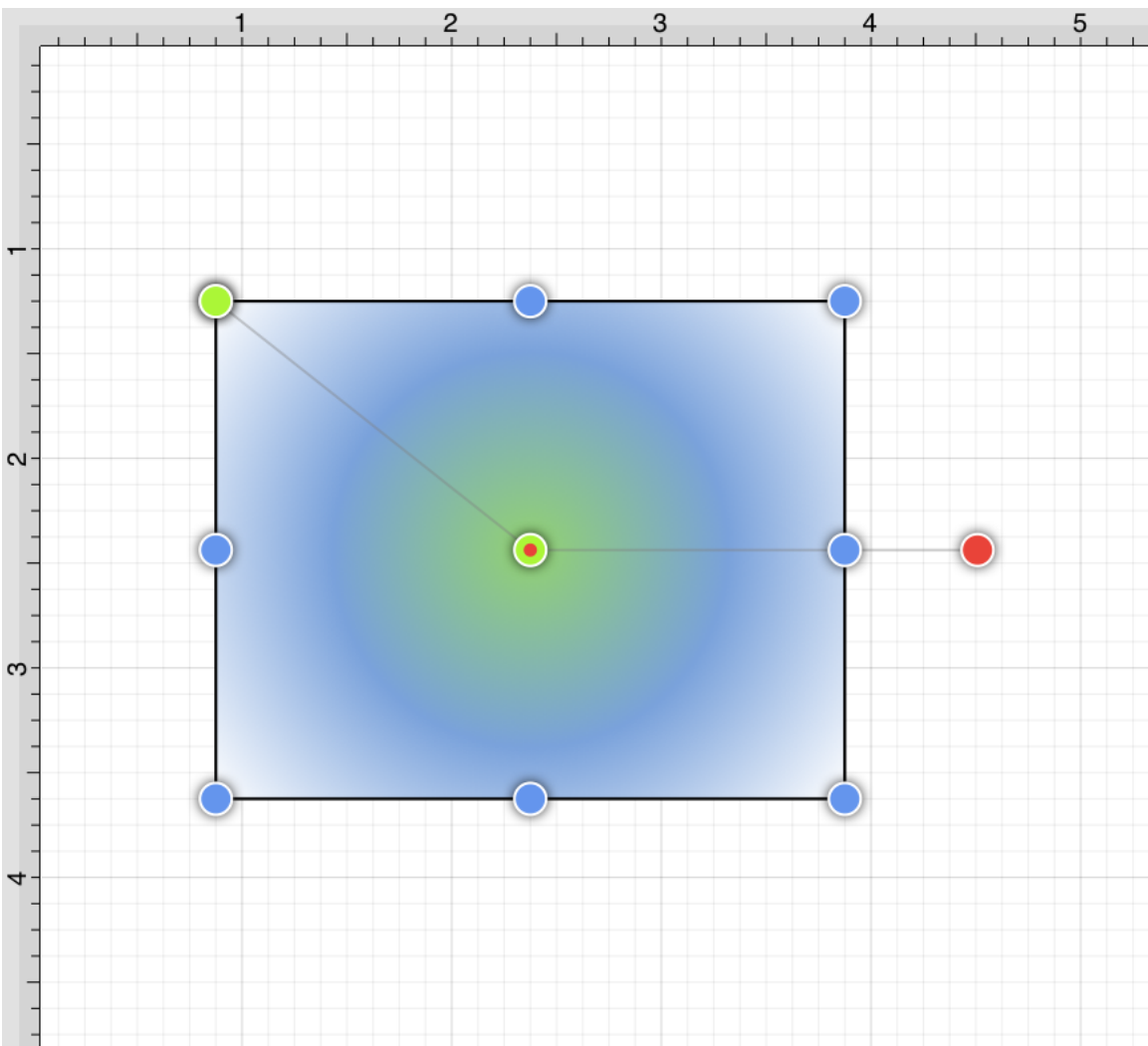
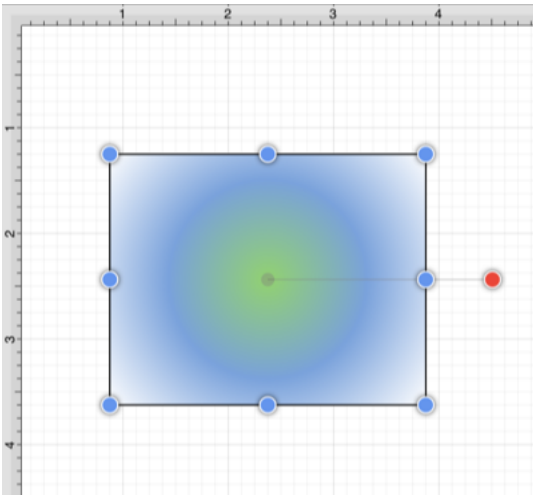
In order for this to be seen, you must have the [Gradient Locations](#) option enabled. To enable this option, press on the [View Menu](#) and then press on the [Handles Submenu](#).



Then tap on the **Gradient Locations** option to enable it. When enabled, it will appear blue.



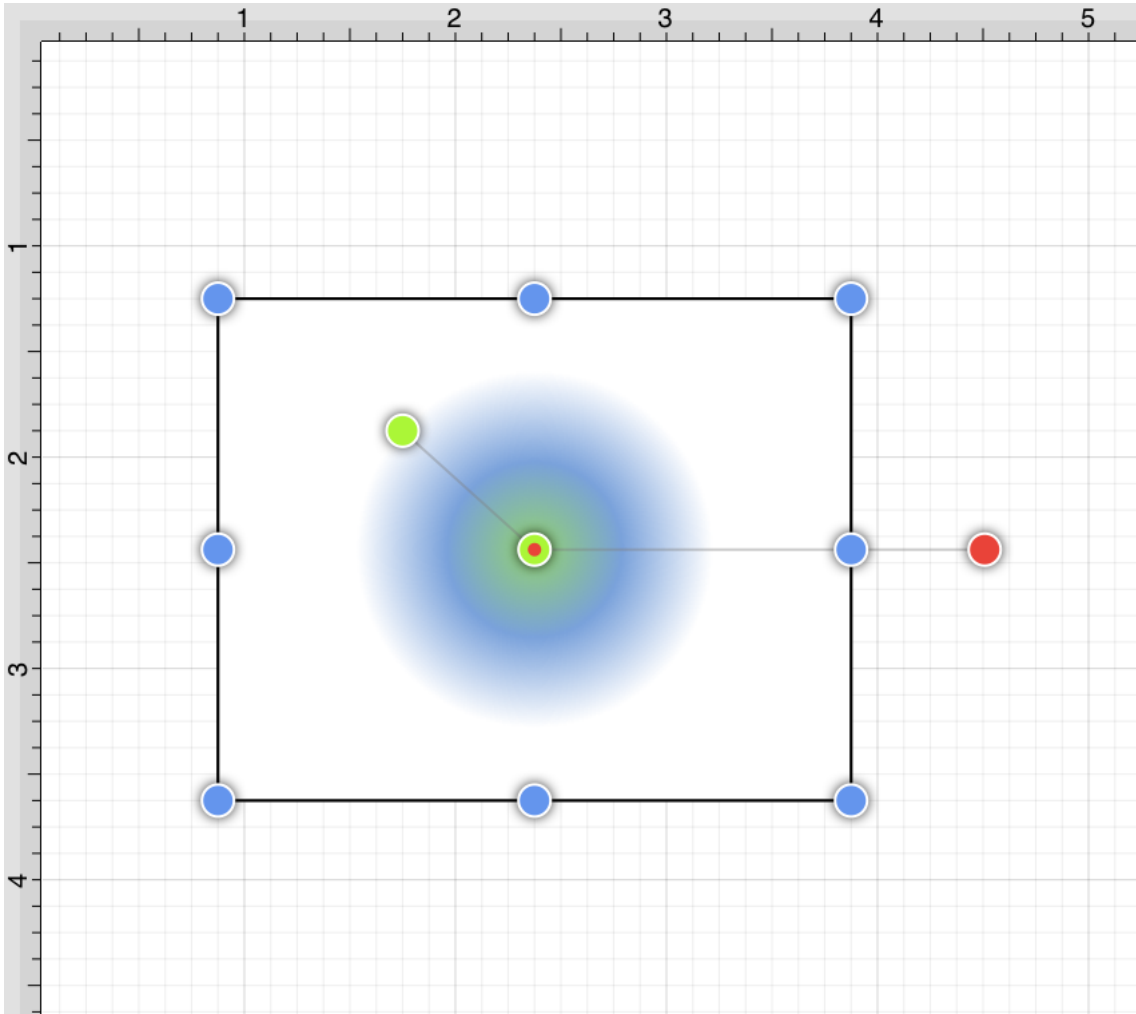
Once this option is enabled, you will see two additional handles on each selected figure. These may be used to adjust the angle and progression of colors for the radial gradient. Below you will see what a figure looks like when this option has not been enabled and then after it is enabled.

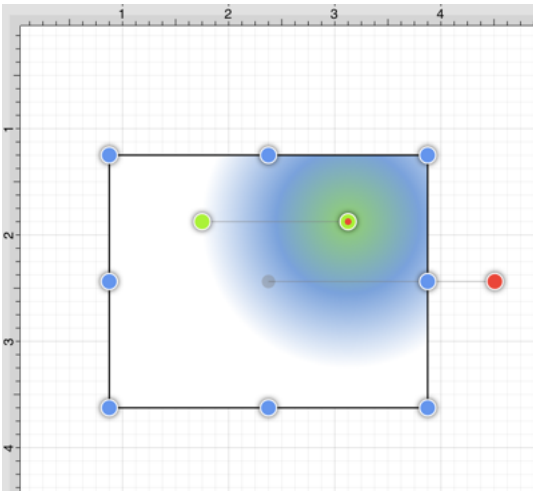


The two handles may be moved to any location within or outside of a figure to change the angle or fill pattern.

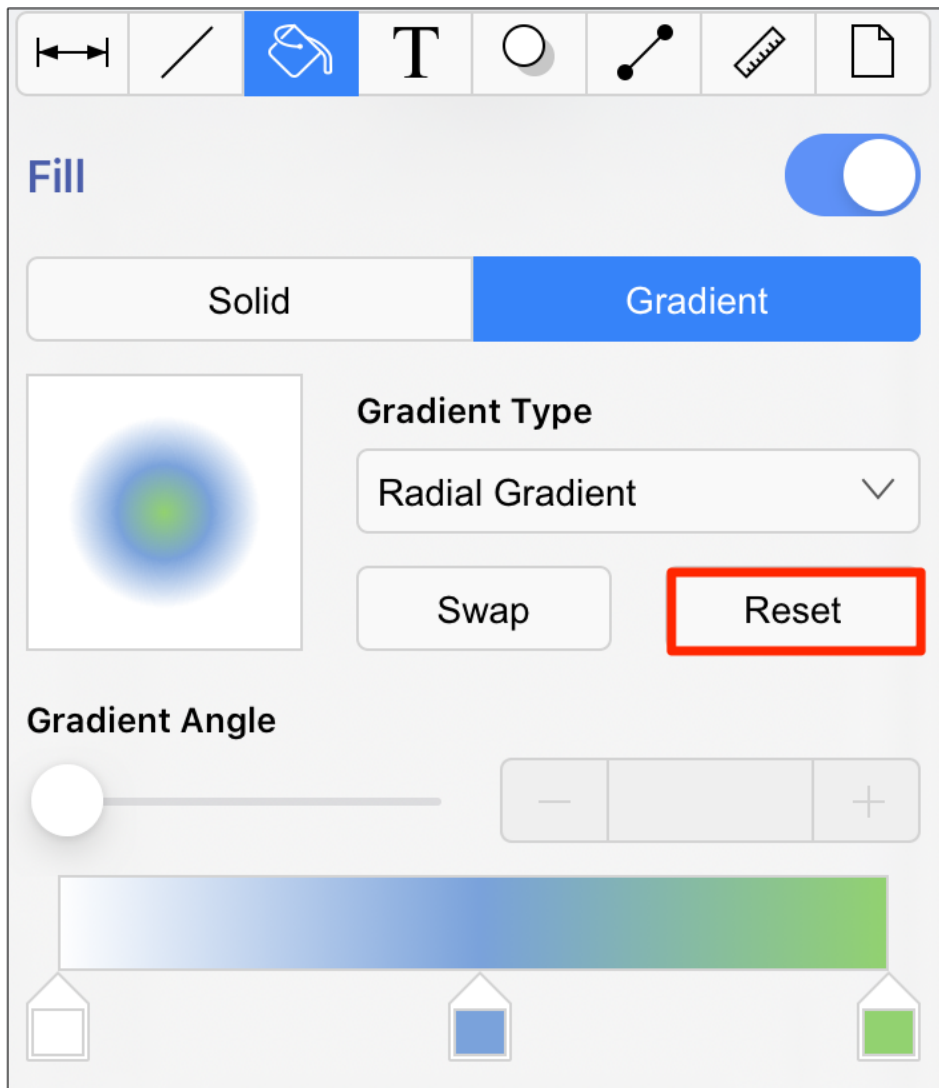
TouchDraw 2 for iOS

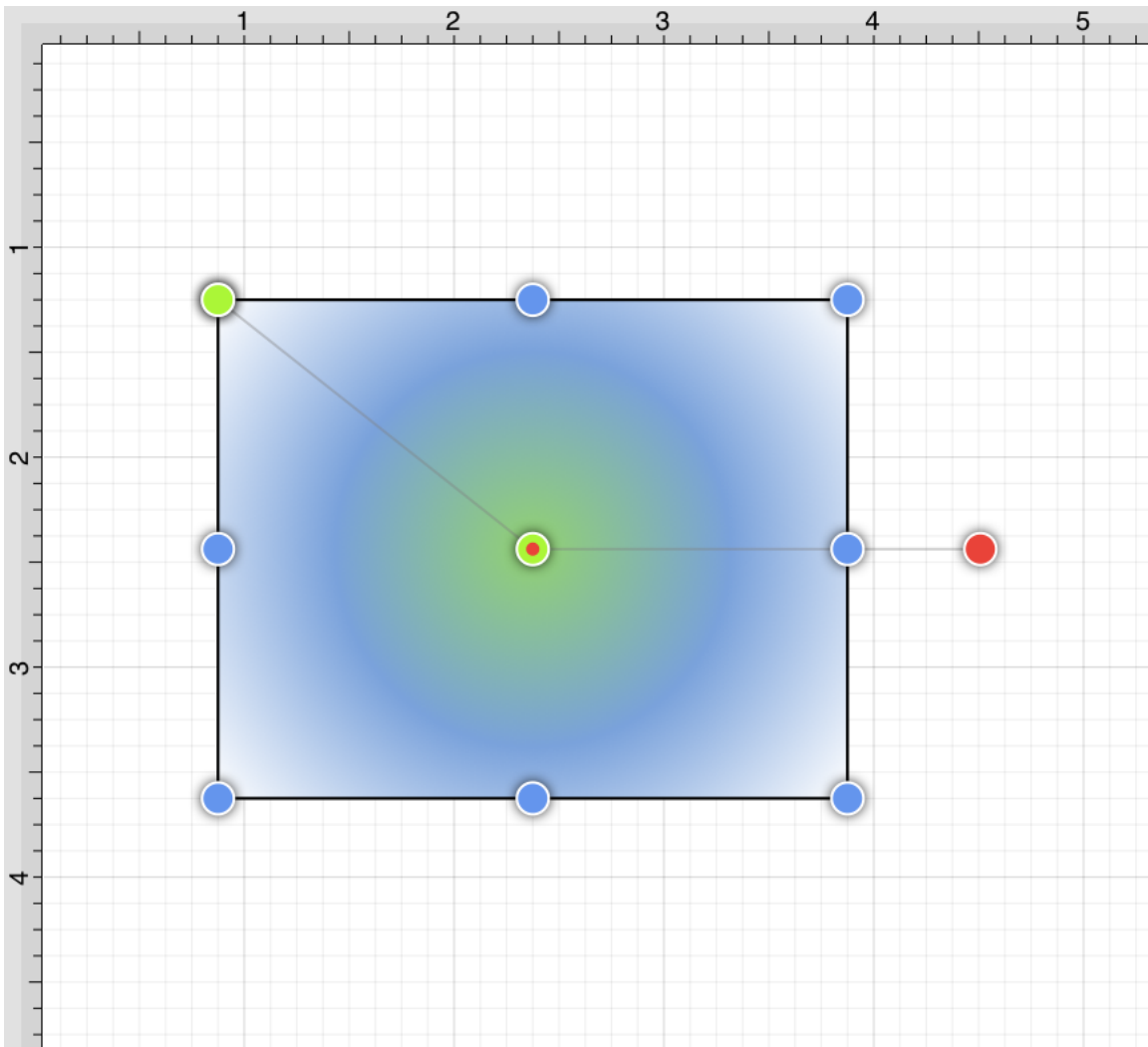
To do so, press and hold on the handle. Then drag the handle in any desired direction without lifting your finger. Once this option is enabled, you will be able to move the center point to another location within a figure as well (see below).





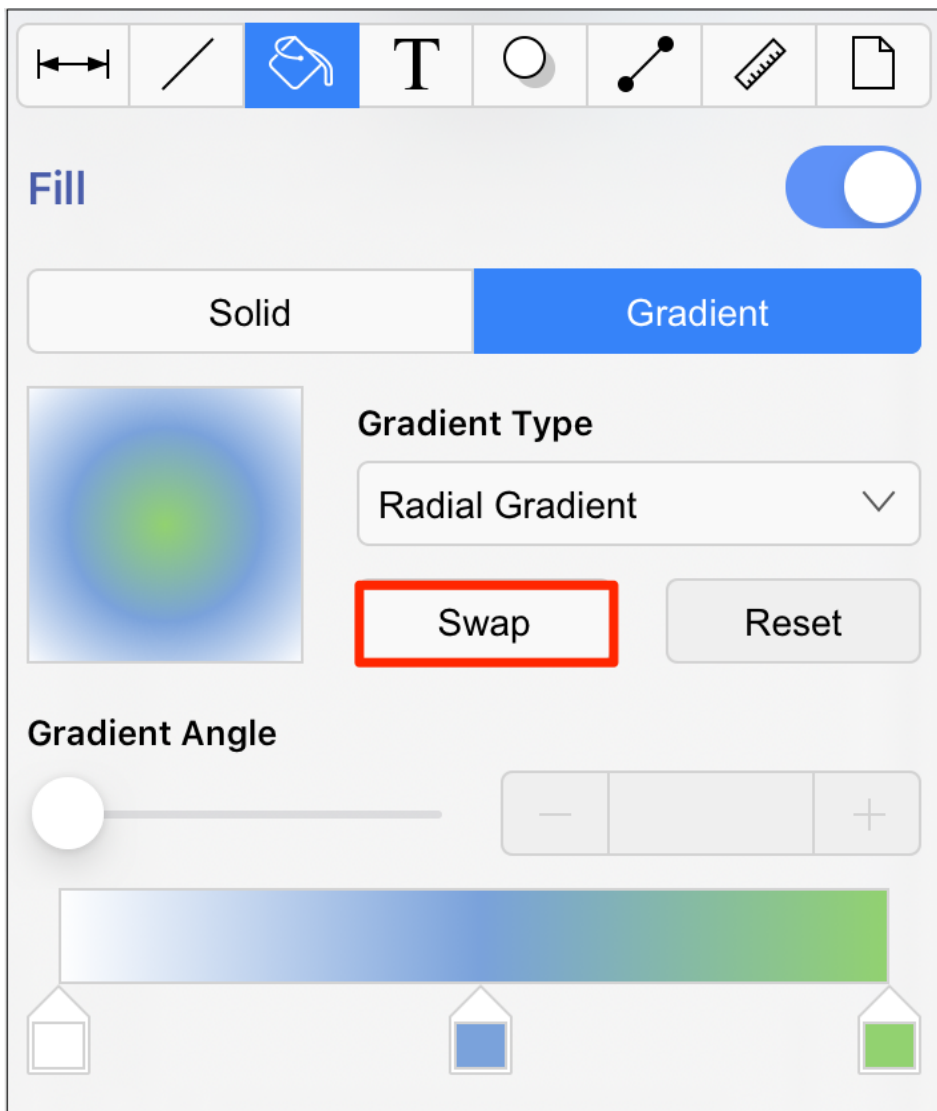
After one or both gradient handles has been moved, the reset option will be visible and may be used. Click on the **Reset Button** to set the radial gradient handles back to their original location.

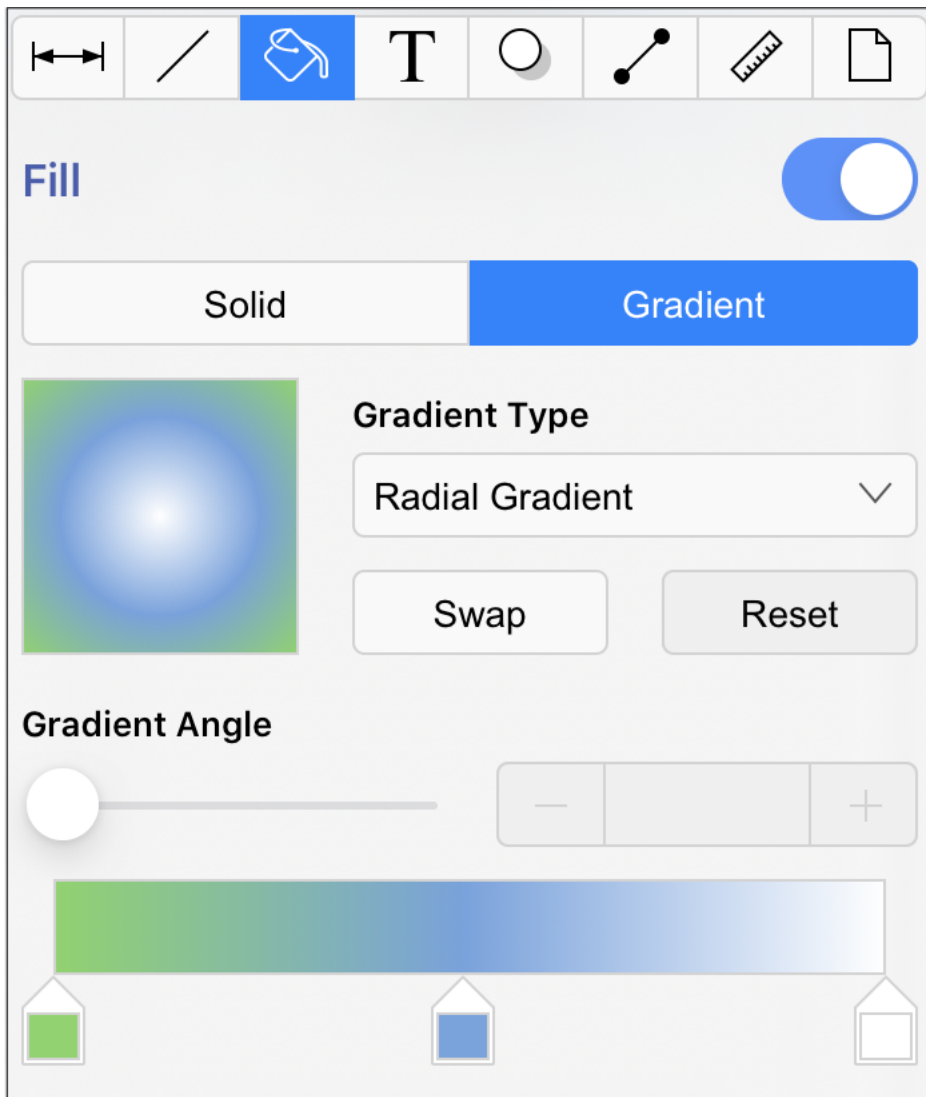




Swap Button

The **Swap Button** may be used to reverse the current color slider settings. Once reversed, you may click on the button again to revert back to the original color order.





5.2.11.4. Shadow Color

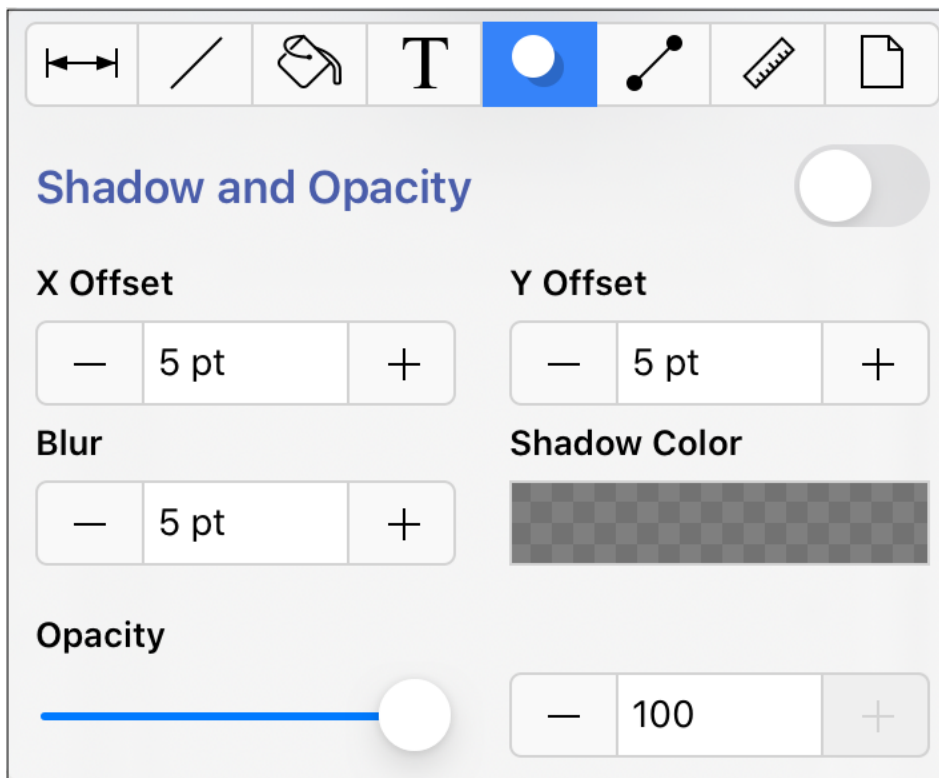
The **Shadow Color** of a selected figure can be changed to meet a desired preference. It can be altered for a [selected](#) figure(s) or in instances where no figures have been selected. If a figure has not been selected, the color change applies to any figure added after the change.

To alter the shadow color, complete the following steps:

Step 1: Press on the **Info Button** in the [Top Toolbar](#).



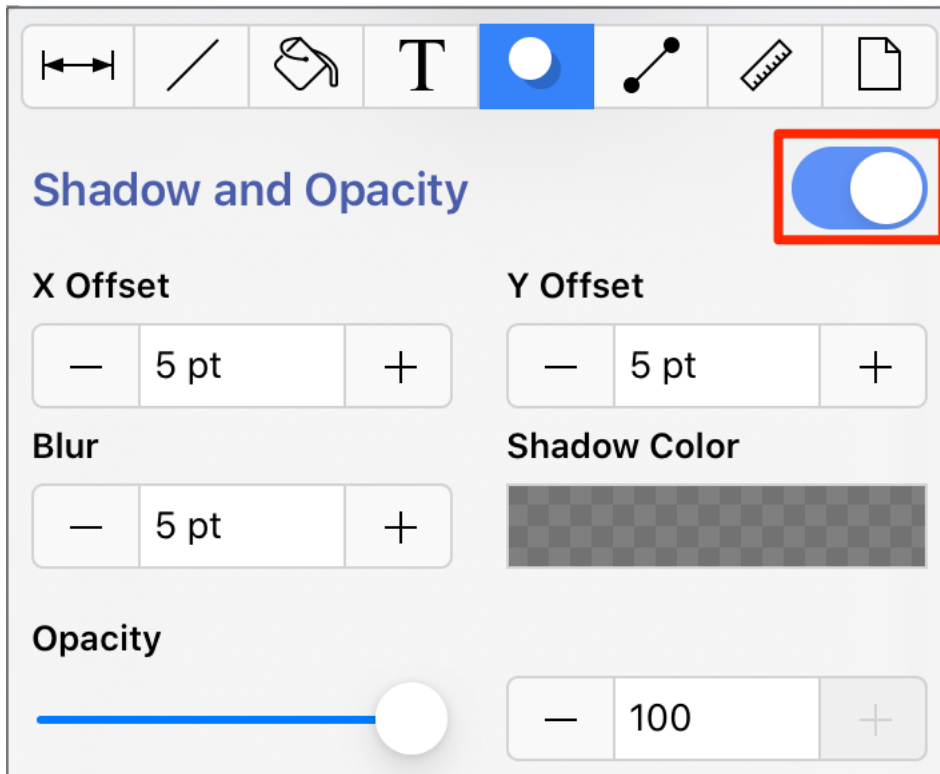
Step 2: Tap on the **Shadow and Opacity Tab** to open the following popover window.



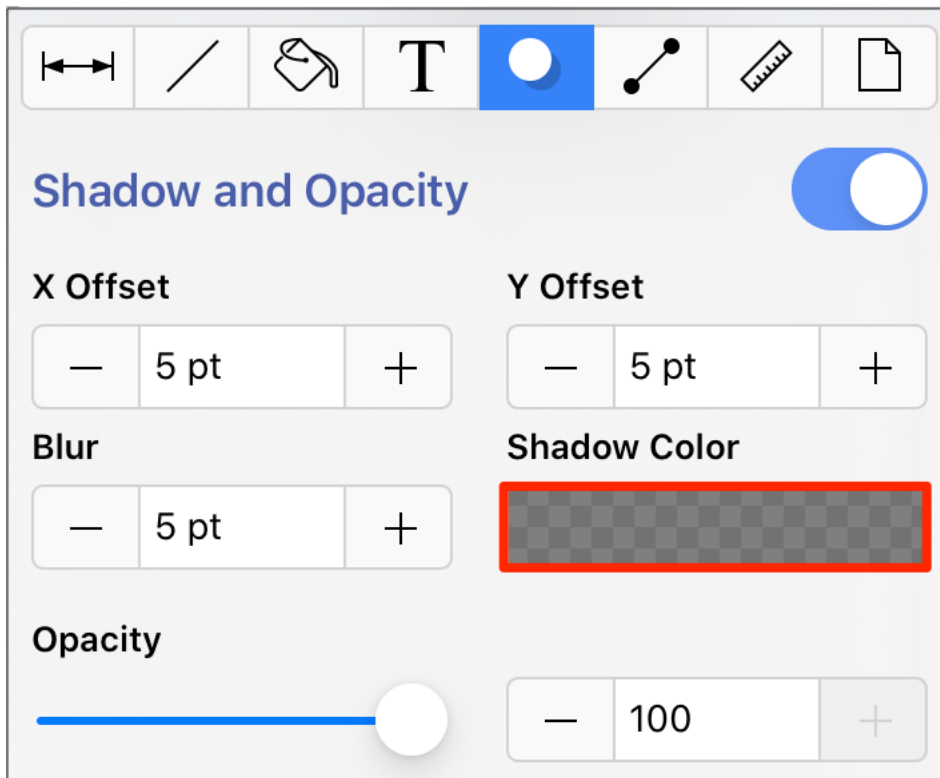
Note: The **Shadow Visibility** option must be enabled for a color change to appear within the [Drawing Canvas](#).

Step 3: Changes made to this attribute are only reflected on current or new figures within the [Drawing Canvas](#) when the **Shadow Visibility** option has been enabled.

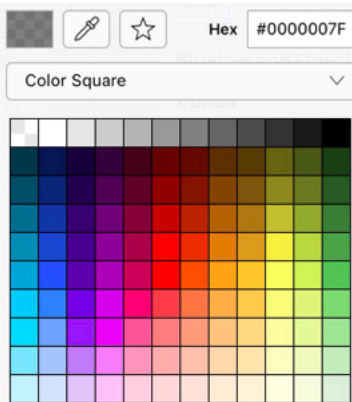
To **enable/disable** this option, perform a **Touch/Drag** gesture combination or simply **Tap** on the **On/Off** toggle slider. It will appear blue when enabled.

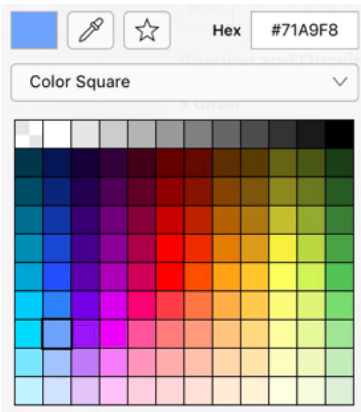


Step 4: Then **Press** on the **Shadow Color** attribute in the [Shadow and Opacity Tab](#).

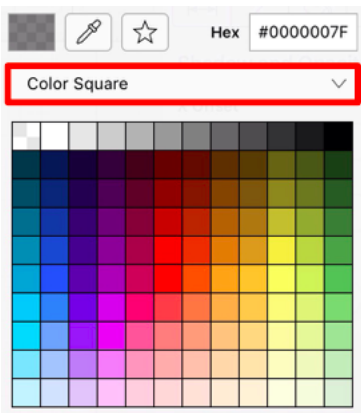


Step 5: To select a pre-defined color in the **Color Square**, simply press on the desired color.

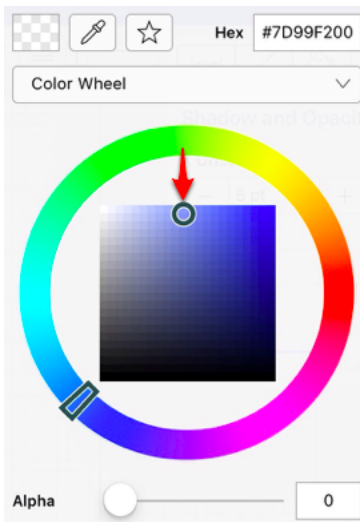
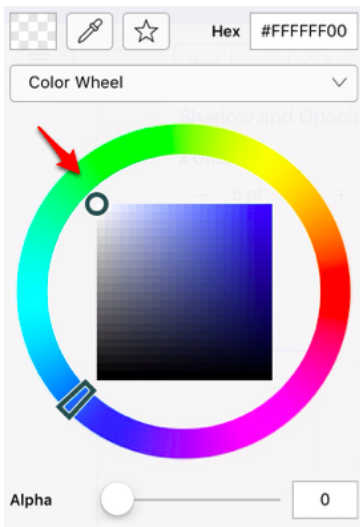




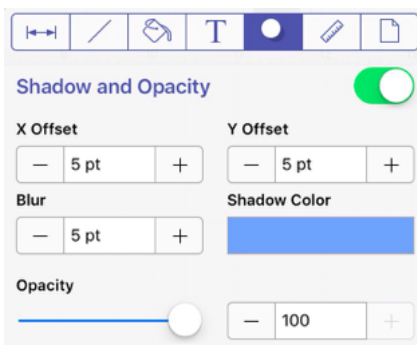
Step 6: You may also configure a color by choosing an option from the **Color Selection Menu**: [Color Wheel](#), [RGB](#), [HSV](#), [Gray Scale](#), [Named Colors](#), [Favorite Colors](#), or [Colors in Use](#). To do so, press on the menu and then tap on an option.



Step 7: If using the **Color Wheel**, first tap on the desired color range within the outside of the wheel view. Then choose the desired lightness or darkness of the selected color in the center (saturation) square.

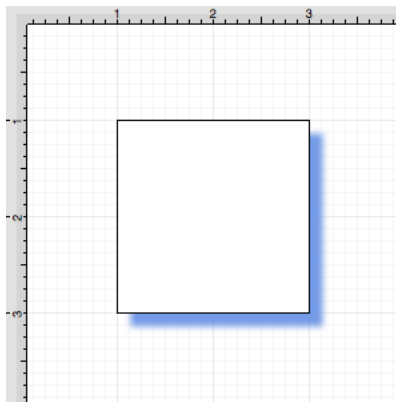
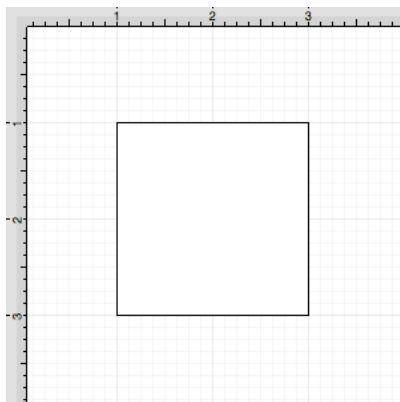


Step 8: Perform a **Touch/Drag** gesture combination on the **Opacity Slider** to change the degree to which the shadow can be seen through. Then tap anywhere within the [Drawing Canvas](#) to close the window.



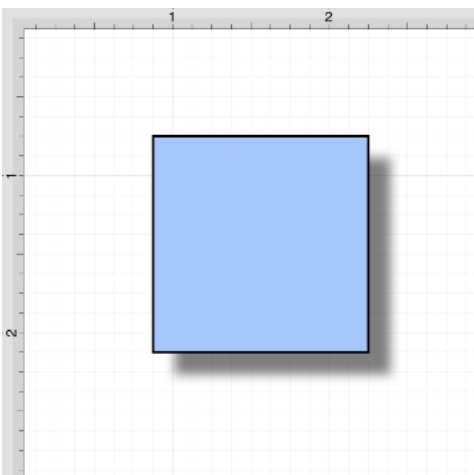
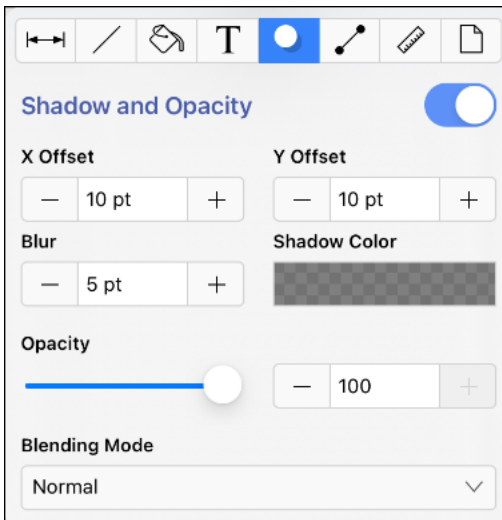
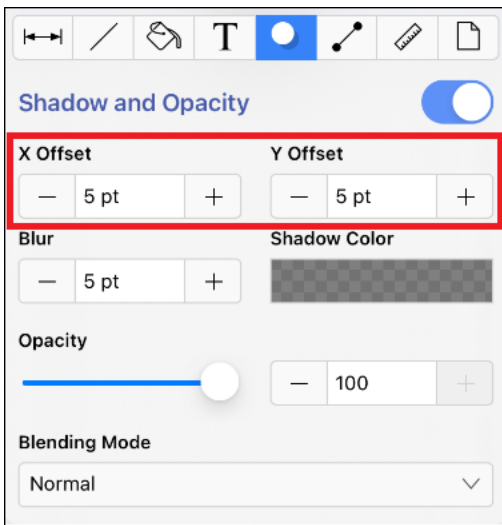
A color change will be seen instantaneously when a figure is **selected**. If no figures have been selected, the color change will apply to all subsequently created figures.

The following examples show a square prior to adding a shadow and after the color has been altered.



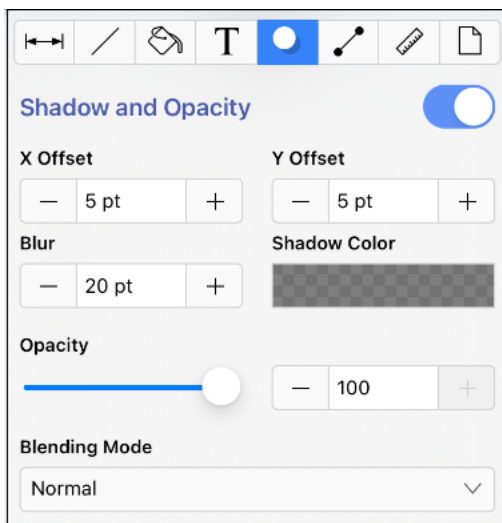
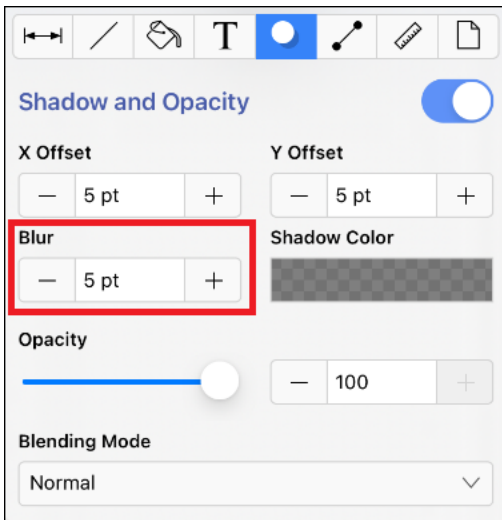
X and Y Offset Attributes

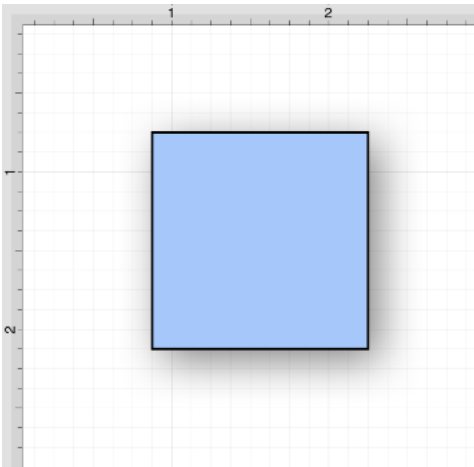
The **X Offset** and **Y Offset** attributes set the offset of the shadow in the X axis and Y axis. Type a value in the text field or use the "+" or "-" buttons to alter the shadow offset for a figure(s). In the example below, the **X** and **Y Offset** has been changed to 10 points.



Blur Attribute

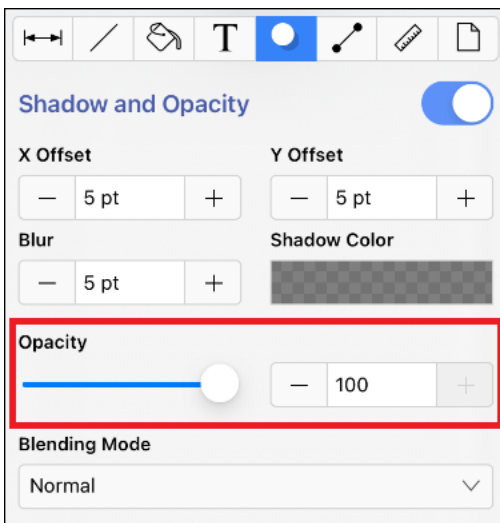
The **Blur** attribute sets the amount of blur applied to the shadow. Type in a number in the text field or use the "+" or "-" buttons to alter the **Blur** value for the shadow. In the example below, the **Blur** value has been changed to 20 points.

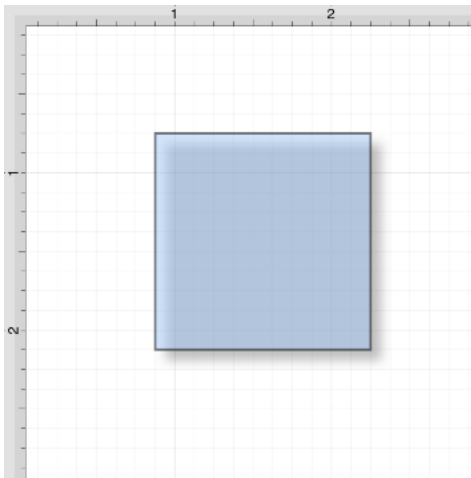
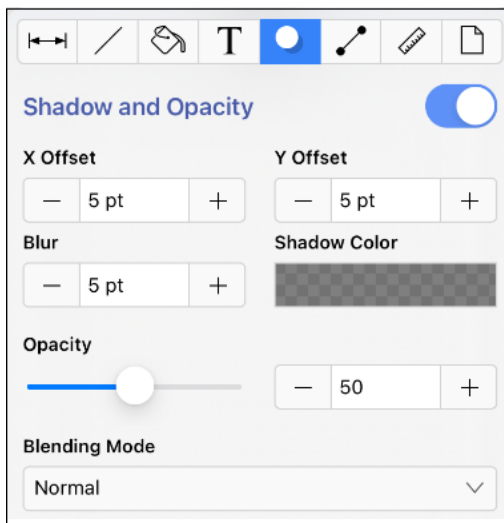




Opacity Attribute

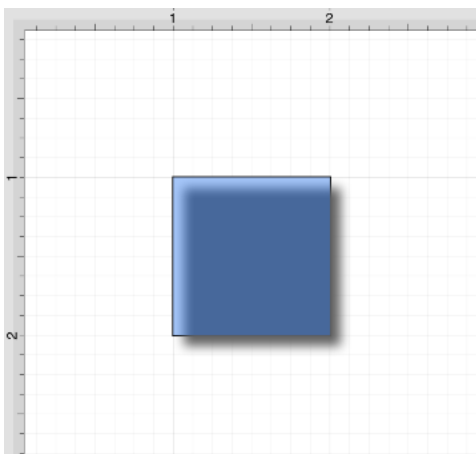
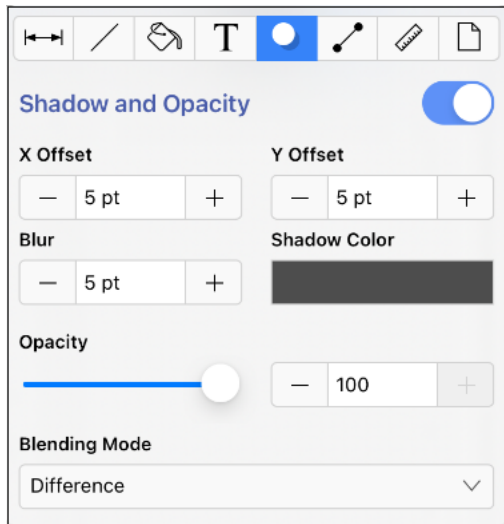
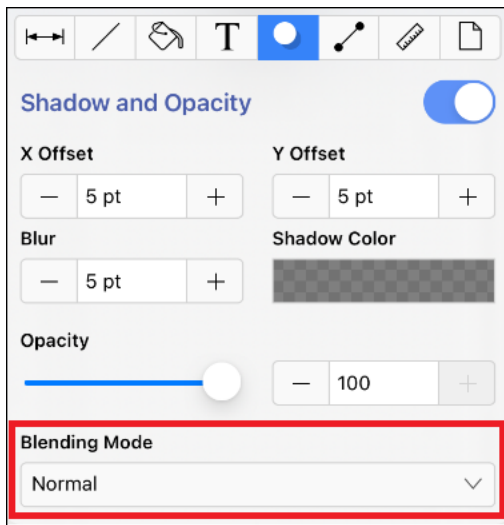
Use the **Opacity** slider, text field, or "+" and "-" buttons to alter the opaqueness (opposite of transparency) of a selected color. In the example below, the **Opacity** has been changed to 50.





Blending Mode

The **Blending Mode** drop-down menu can be used to set the style of blend applied to a figure(s). In the example below, the **Difference** blending mode has been chosen.



5.2.11.5. Text Color

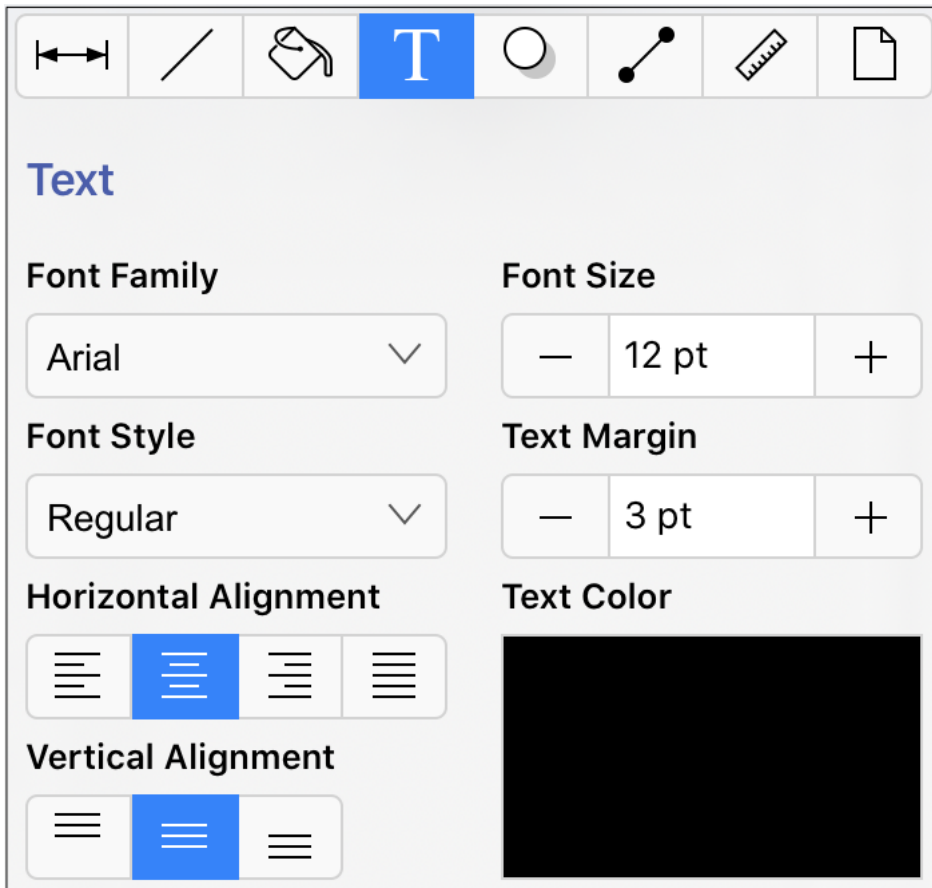
The **Text Color** of a selected figure can be changed to meet a desired preference. It can be altered for a [selected](#) figure(s) or in instances where no figures have been selected. If a figure has not been selected, the color change applies to any figure added after the change.

This attribute can be altered in one of the following ways:

Method 1: Press on the **Info Button** in the [Top Toolbar](#).



Then tap on the **Text Tab** to view the text attributes.

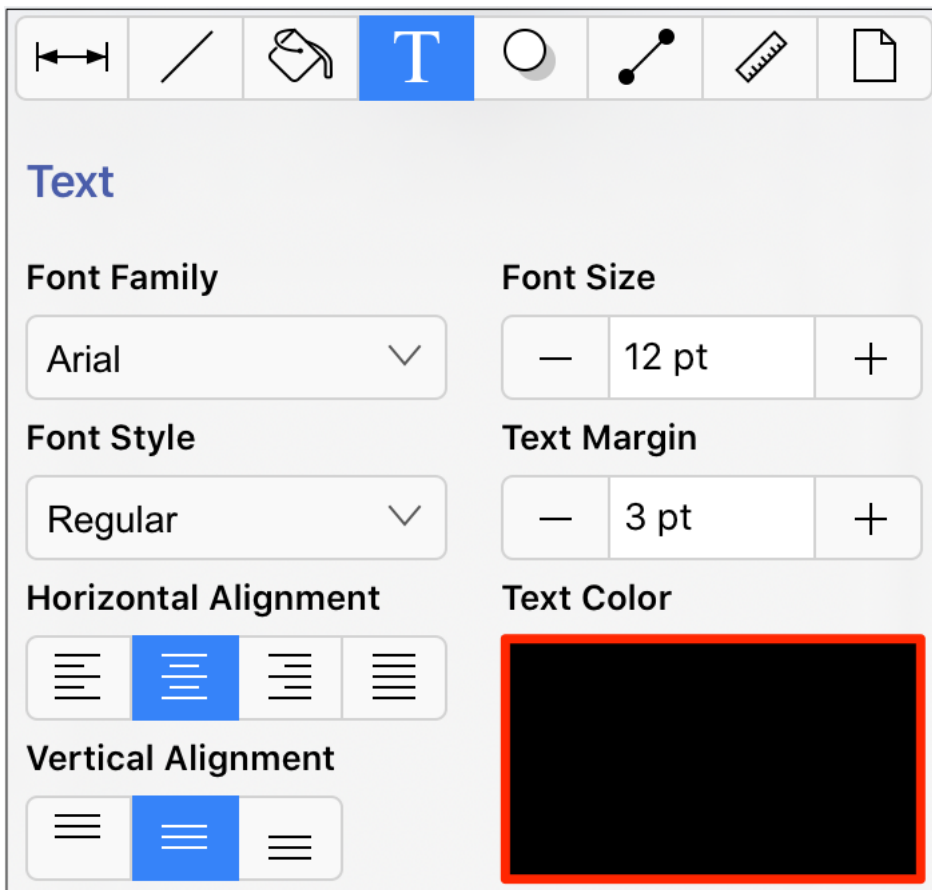


Method 2: Press on the **Text Color Button** in the [Format Bar](#).

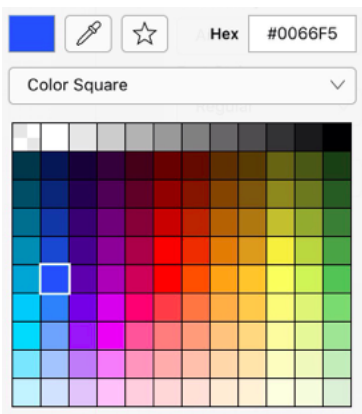
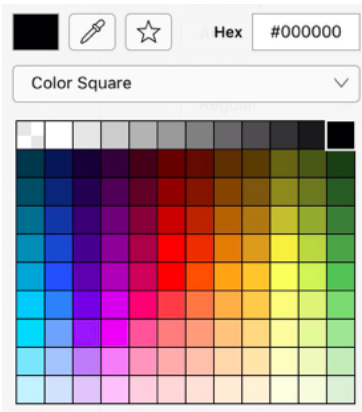


To alter the **Text Color**, complete the following steps:

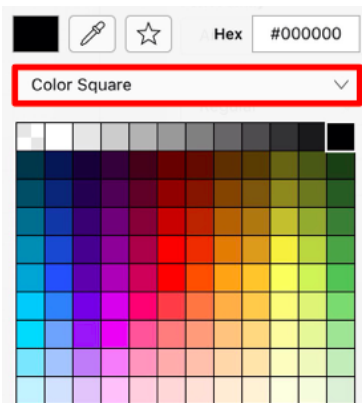
Step 1: Press on the **Text Color** attribute in the [Text Tab](#).



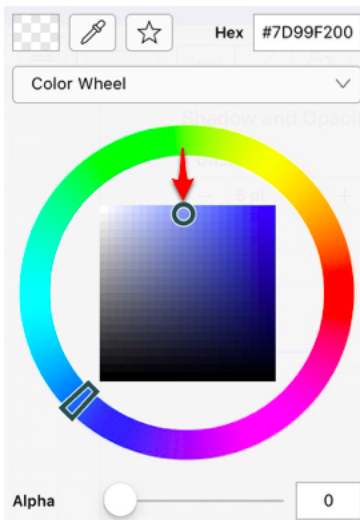
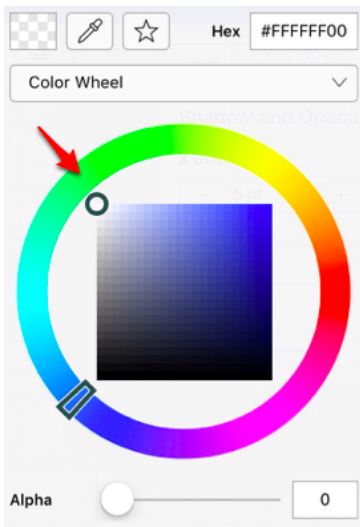
Step 2: To select a pre-defined color in the **Color Square**, simply press on the desired color.



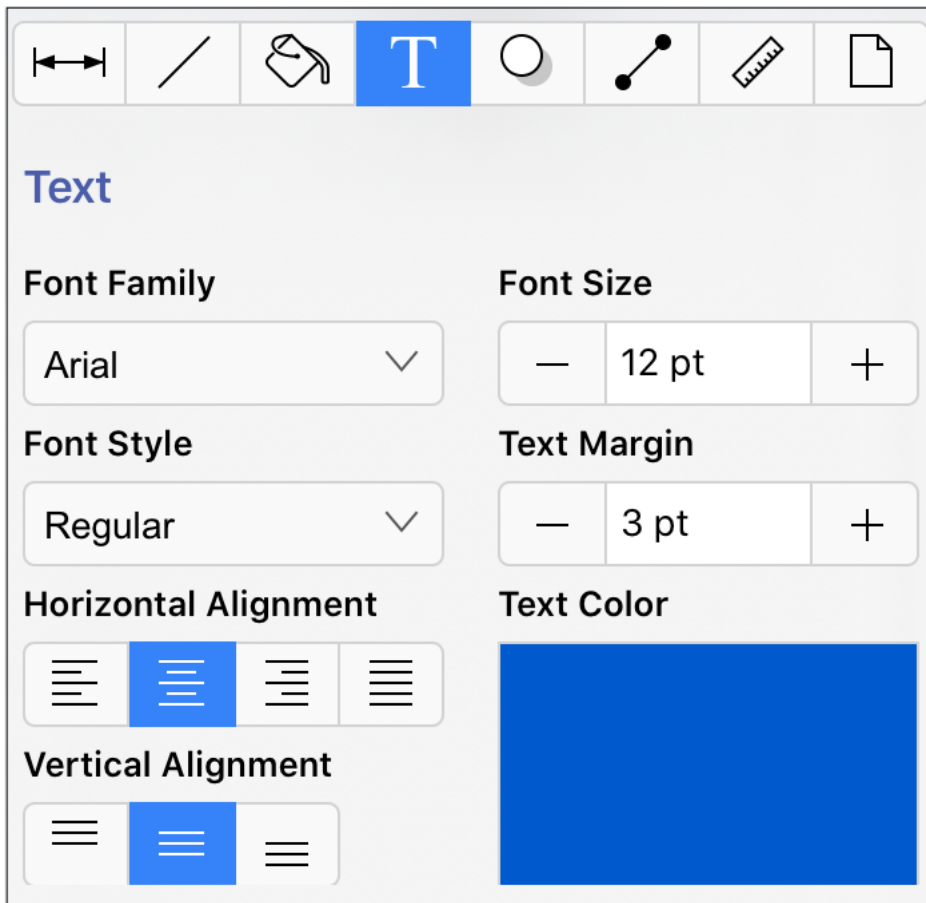
Step 3: You may also configure a color by choosing an option from the **Color Selection Menu**: [Color Wheel](#), [RGB](#), [HSV](#), [Gray Scale](#), [Named Colors](#), [Favorite Colors](#), or [Colors in Use](#). To do so, press on the menu and then tap on an option.



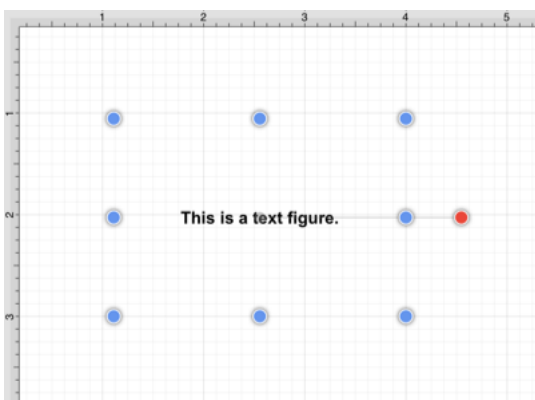
Step 4: If using the **Color Wheel**, first tap on the desired color range within the outside of the wheel view. Then choose the desired lightness or darkness of the selected color in the center (saturation) square.

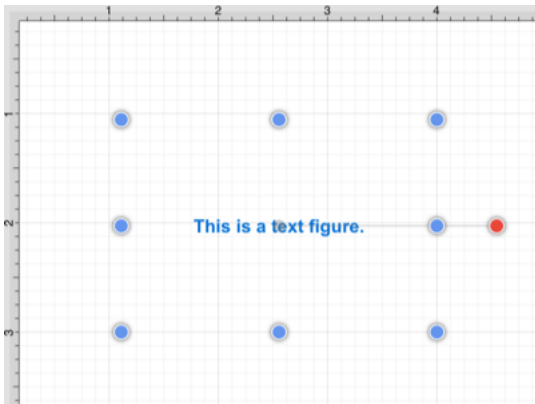


Step 5: Scroll through the [Font Family](#) and [Font Style](#) options by touching and dragging in an upward or downward direction on the wheel to make a selection or **Press** on additional options (opacity slider, fill type, etc.) within the popover window to make further attribute changes.



Step 6: Tap anywhere within the [Drawing Canvas](#) to close the window.





Note: A color change will be seen instantaneously when text is [selected](#). If text has not been selected, the color change will apply to all subsequent text entries.

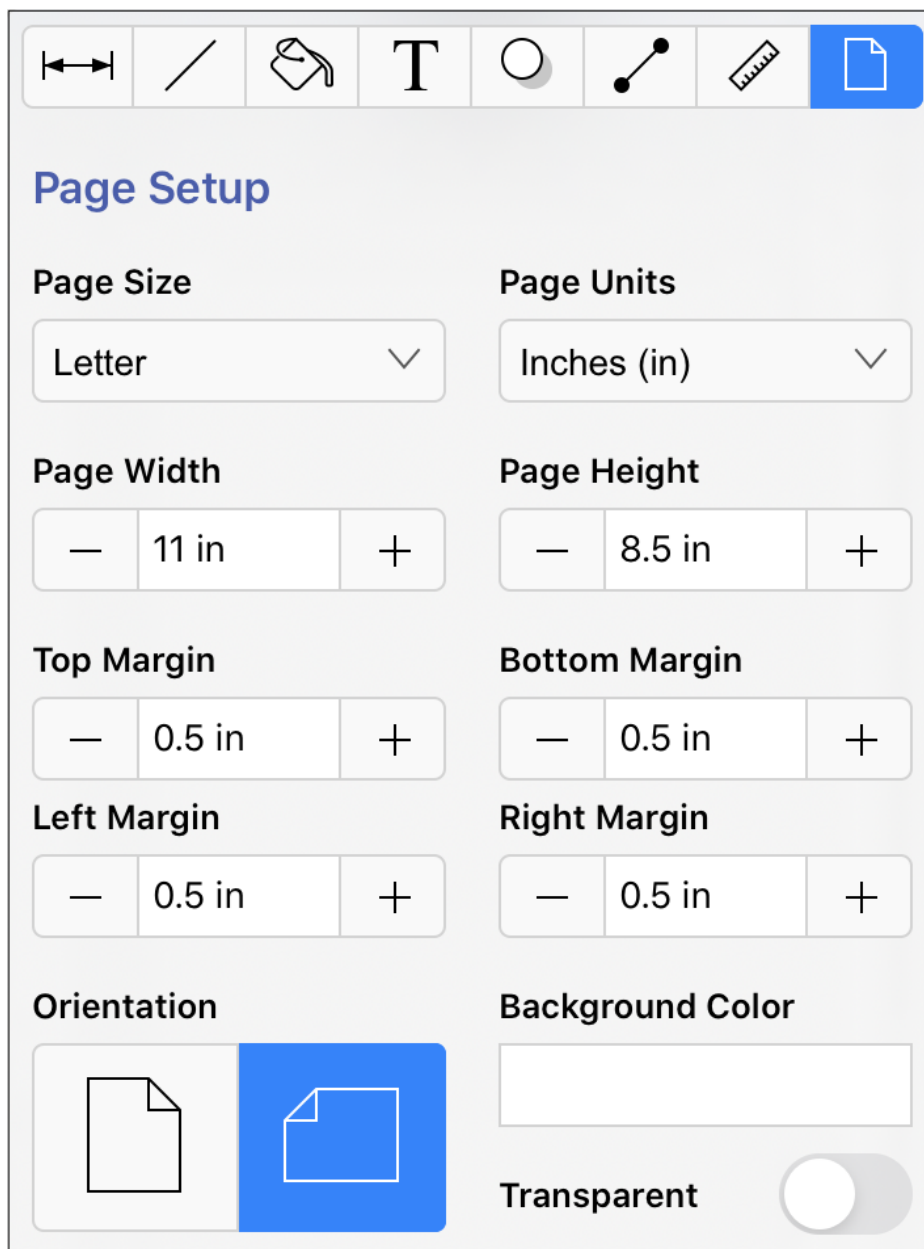
5.2.11.6. Canvas Background Color

The **Canvas Background Color** can be changed to meet a desired preference. To alter this attribute, complete the following steps:

Step 1: Press on the **Info Button** in the [Top Toolbar](#).



Step 2: Tap on the **Background Color** attribute in the [Page Setup Tab](#).



The image shows the 'Page Setup' menu in TouchDraw 2 for iOS. At the top is a toolbar with icons for selection, line, shape, text, circle, line with dots, ruler, and a document icon (which is highlighted in blue). Below the toolbar, the 'Page Setup' title is in blue. The menu is organized into two columns. The left column contains 'Page Size' (set to 'Letter'), 'Page Width' (set to '11 in'), 'Top Margin' (set to '0.5 in'), 'Left Margin' (set to '0.5 in'), and 'Orientation' (with two icons: a white page and a blue page, the latter being selected). The right column contains 'Page Units' (set to 'Inches (in)'), 'Page Height' (set to '8.5 in'), 'Bottom Margin' (set to '0.5 in'), 'Right Margin' (set to '0.5 in'), and 'Background Color' (a white color box). At the bottom right, there is a 'Transparent' toggle switch, which is currently turned off.

Page Setup

Page Size
Letter

Page Units
Inches (in)

Page Width
— 11 in +

Page Height
— 8.5 in +

Top Margin
— 0.5 in +

Bottom Margin
— 0.5 in +

Left Margin
— 0.5 in +

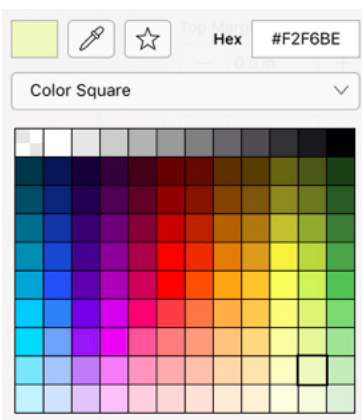
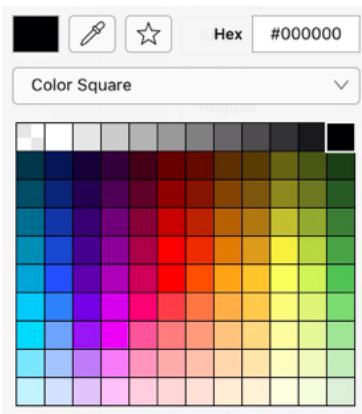
Right Margin
— 0.5 in +

Orientation
☐ ☒

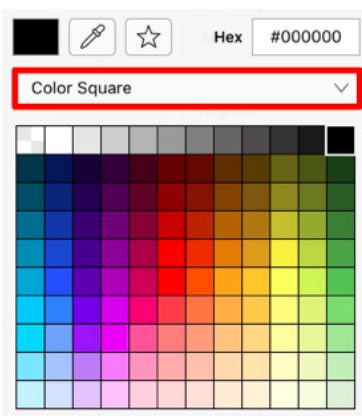
Background Color

Transparent ☐

Step 3: To select a pre-defined color in the **Color Square**, simply press on the desired color.



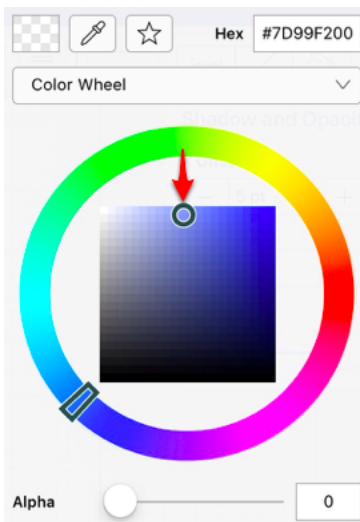
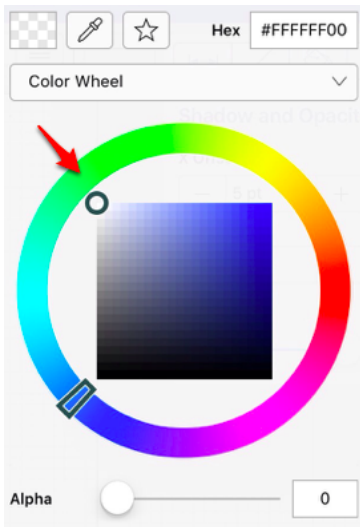
Step 4: You may also configure a color by choosing an option from the **Color Selection Menu**: [Color Wheel](#), [RGB](#), [HSV](#), [Gray Scale](#), [Named Colors](#), [Favorite Colors](#), or [Colors in Use](#). To do so, press on the menu and then tap on an option.



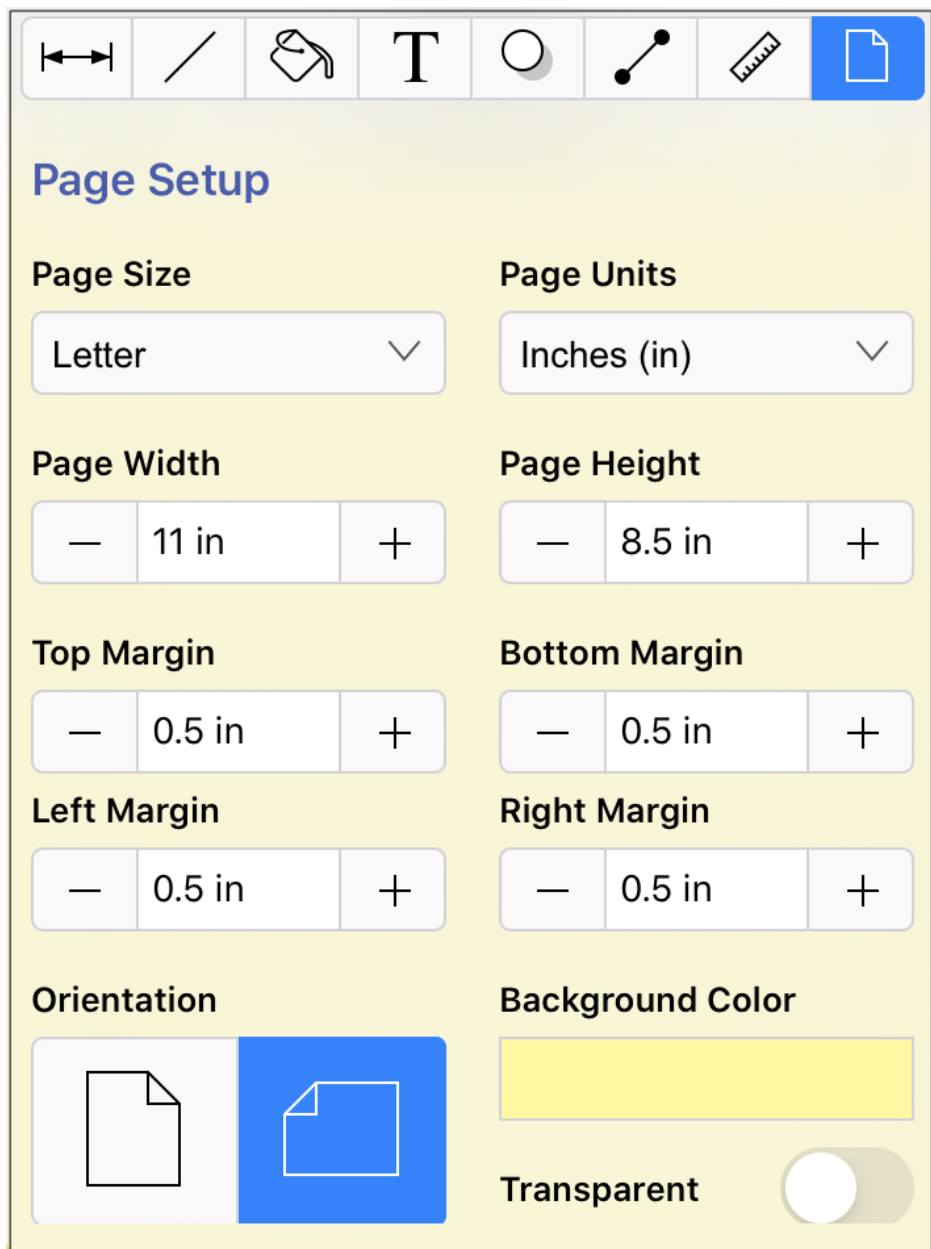
Step 5: If using the **Color Wheel**, first tap on the desired color range within the outside of the wheel view.

TouchDraw 2 for iOS

Then choose the desired lightness or darkness of the selected color in the center (saturation) square.



Step 6: Tap anywhere within the [Drawing Canvas](#) to close the window.



The image shows the 'Page Setup' menu in TouchDraw 2 for iOS. At the top is a toolbar with icons for selection, line, shape, text, circle, line with dots, ruler, and a document icon. The 'Page Setup' menu is open, displaying various settings. The 'Page Size' is set to 'Letter' and 'Page Units' to 'Inches (in)'. 'Page Width' is 11 in and 'Page Height' is 8.5 in. All four margins (Top, Bottom, Left, Right) are set to 0.5 in. Under 'Orientation', the portrait icon is selected. The 'Background Color' is a solid yellow, and the 'Transparent' toggle is turned off.

Page Setup

Page Size
Letter

Page Units
Inches (in)

Page Width
— 11 in +

Page Height
— 8.5 in +

Top Margin
— 0.5 in +

Bottom Margin
— 0.5 in +

Left Margin
— 0.5 in +

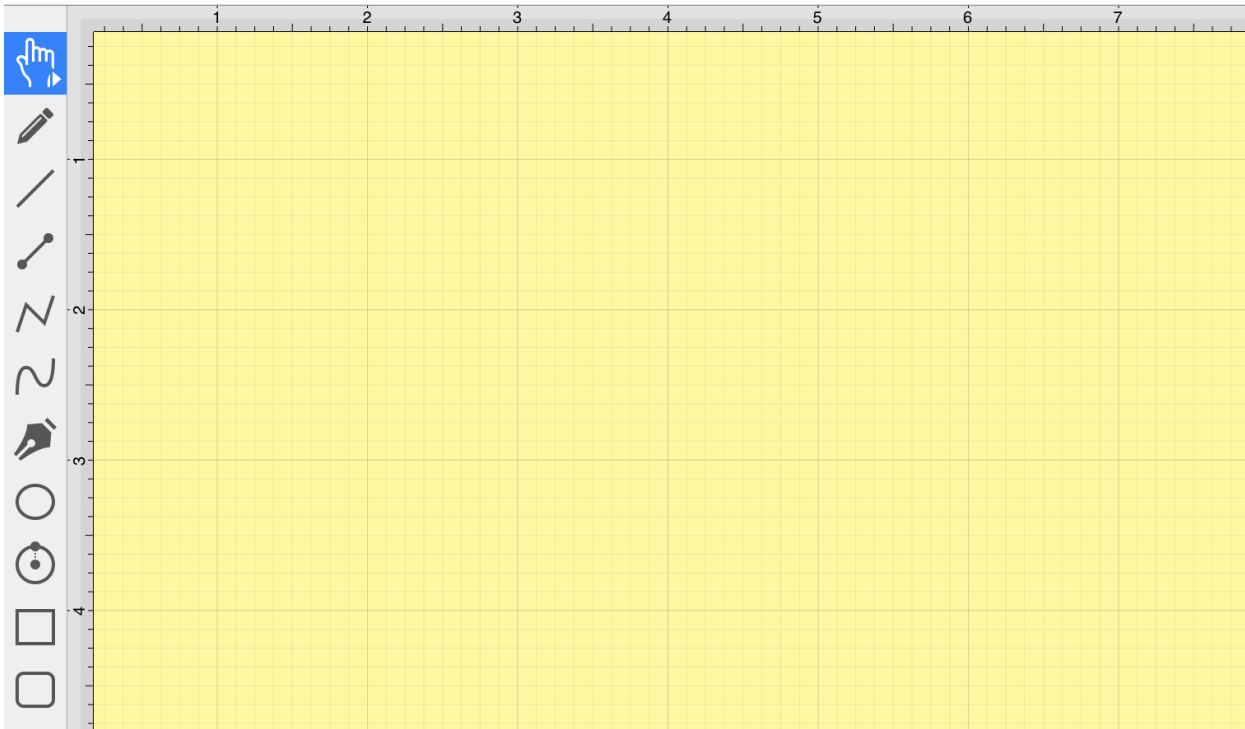
Right Margin
— 0.5 in +

Orientation
Portrait (selected)

Background Color
Yellow

Transparent ☐

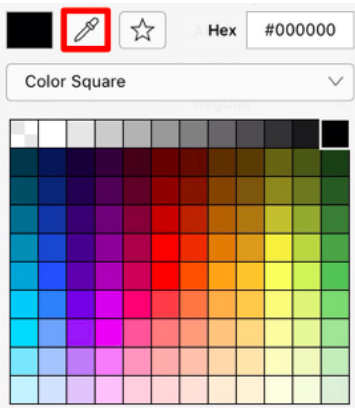
The **Canvas Background Color** change will appear instantaneously, as shown below:



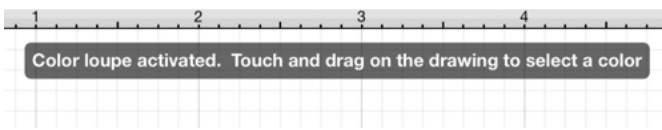
Note: Move the **Opacity Slider** to zero to make the **Canvas Background Color** transparent within the [Drawing Canvas](#).

5.2.11.7. Color Loupe

The **Color Loupe** (which in some applications is called an eye-dropper tool), is activated by pressing the **Loupe Button** in the **Color Picker**. It allows colors to be picked from a figure, drawing or other object visible within the currently visible **Drawing Canvas**. It provides a quick and easy way to set a figure color to a previously used color within the drawing.

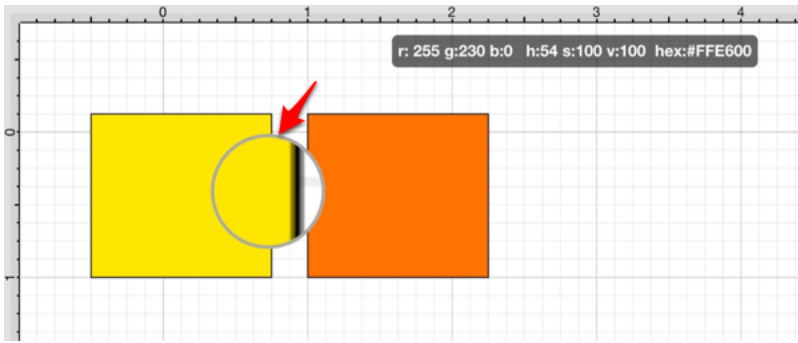


After the **Color Loupe** has been activated, the **Standard Color Picker** will disappear and a message will appear at the top of the drawing view as a visual indicator of this feature being activated.



To select a color, perform a **Touch/Drag** gesture combination in an area of the Drawing Canvas. A **Magnifying Glass** will appear to allow for fine control over selecting an exact pixel color within the drawing.

Once a desired pixel color has been selected, lift the finger to complete color selection and to apply it. A **single tap** can also be performed to copy a specific color used for an existing object within the Drawing Canvas.



The selected pixel color will appear as the current selection in the appropriate **Color Button** within the [Format Bar](#) and the [Info Menu](#). In the example above, the fill color is set for a figure and the color selection appears in the **Fill Color Button**, as shown below.

The following screenshot demonstrates what would be seen during color selection. In the screenshot below, the font color is being selected from an image for setting the color of title text.

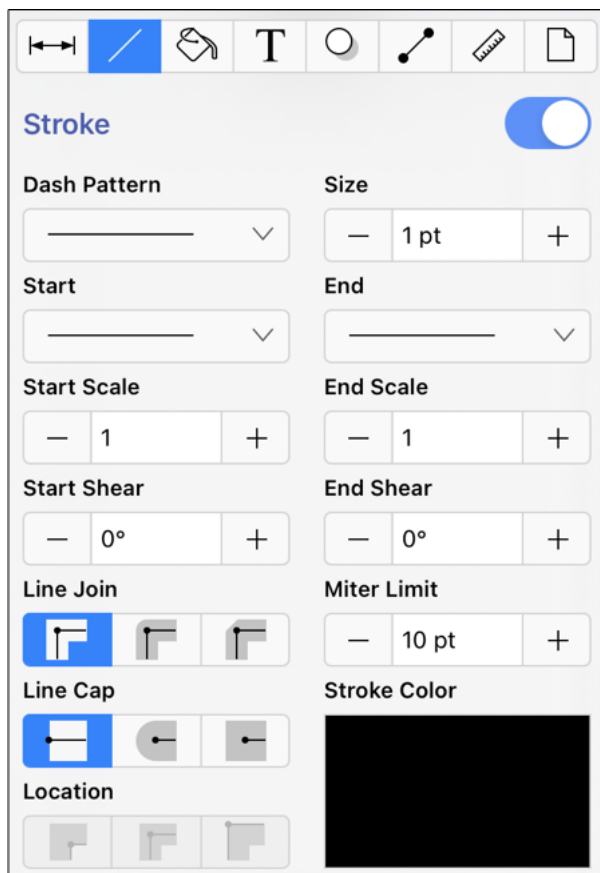


The magnifying glass will appear right above where the **Touch/Drag** gesture combination is occurring. When viewing the screenshot above, imagine that the gesture is taking place right below the magnifying glass, and it is magnifying what is underneath the utilized finger.

5.2.12. Handling Strokes

TouchDraw 2 provides multiple options for altering the attributes of a stroke (line) for existing or new figures(s) within the [Drawing Canvas](#). The **Stroke Tab**, accessible through the [Info Menu](#), can be used to change:

- [Stroke Size](#)
- [Start or End Scale](#)
- [Start or End Shear](#)
- [Line or Endpoint Styles](#)
- [Line Caps](#)
- [Line Joins](#)
- [Line Location](#)
- [Miter Limit](#)
- [Line Colors](#)



5.2.12.1. Stroke Visibility

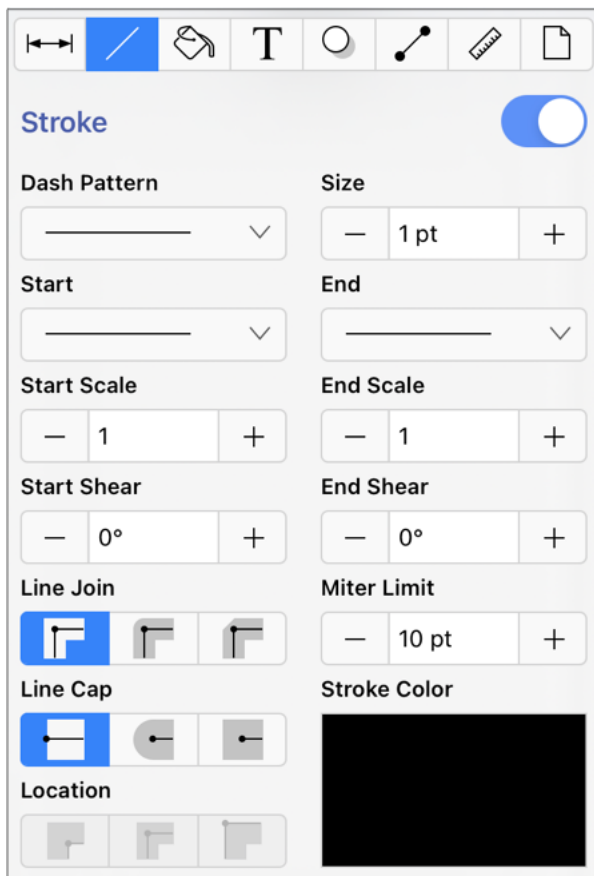
The **Stroke Visibility** option is an **On/Off** toggle slider used to set the visibility of strokes/lines of a figure(s). If the visibility option is turned off, the border/line of a selected or added figure(s) is not drawn at all.

The **Stroke Visibility** toggle can be accessed by completing the following steps:

Step 1: Press on the **Info Button** in the [Top Toolbar](#).

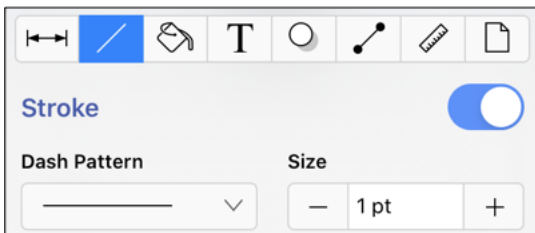
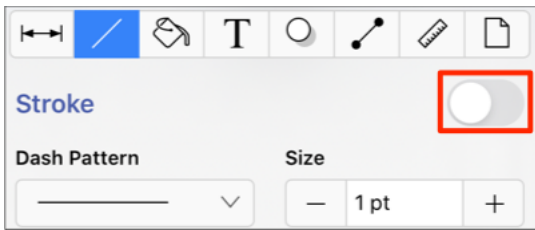


Step 2: Then a tap on the **Stroke Tab**.

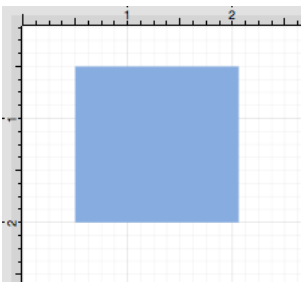
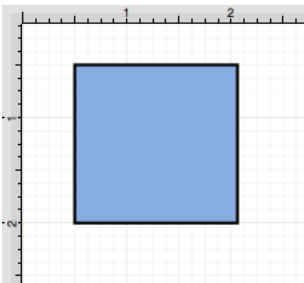


Step 3: To enable **Stroke Visibility**, tap on the **On/Off** toggle slider in the upper right hand corner of the

Stroke Tab . The slider will appear with a blue background when this option is enabled. Tap anywhere within the [Drawing Canvas](#) to close this window after changes have been made.



If **Stroke Visibility** is on, an outline around the figure will be present and if it is off and [Fill Visibility](#) is on, the figure will appear with no border, as shown below:



Note: Stroke attribute changes will not be reflected in a selected or added figure(s) until this option has been turned on.

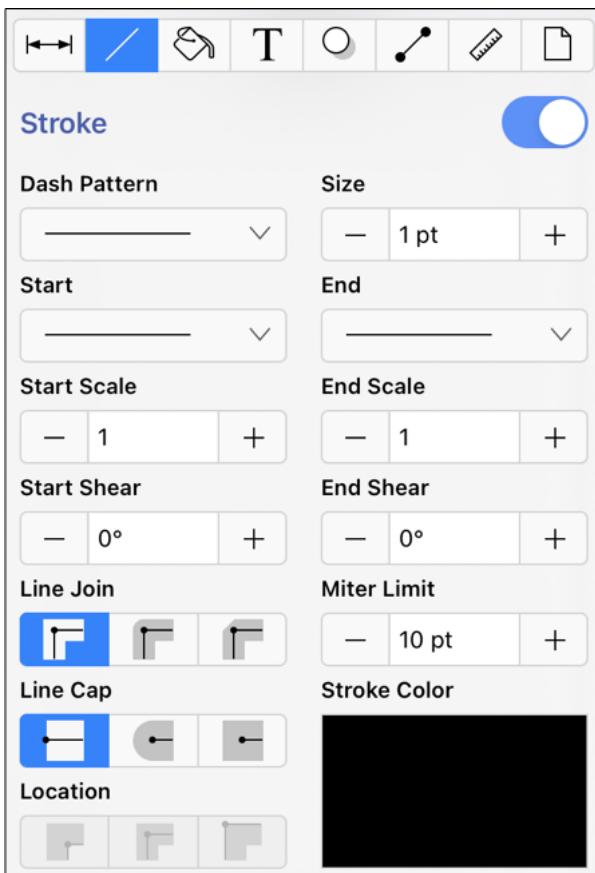
5.2.12.2. Stroke Style

The **Stroke Style** or line dash pattern and end decorations of a figure can be altered in one of the following ways:

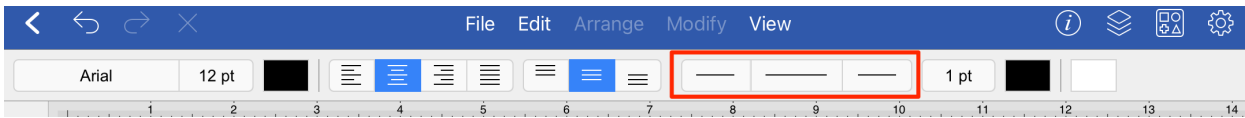
Method 1: Press on the **Info Button** in the [Top Toolbar](#).



Tap on the **Stroke Tab**.



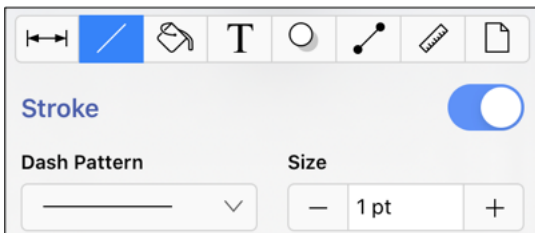
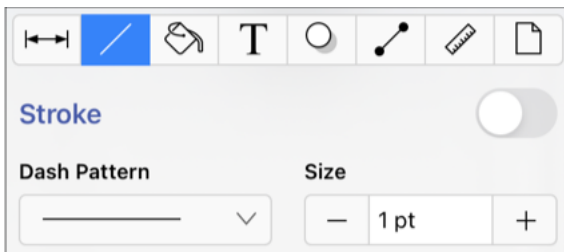
Method 2: The **Stroke Style** may also be changed by using the [Format Bar](#).



Note: You may also use the [Style As Dimension Line](#) option to add arrowheads and a length value to a selected line.

To alter the **Stroke Style**, complete the following steps:


Step 1: Tap on the **On/Off** toggle slider in the upper right hand corner of the **Stroke Tab** to turn on the option. The slider will appear with a blue background when this option is enabled.





Step 2: Scroll through available style options (arrowhead, dashed, solid, etc.) by touching and dragging in an upward or downward direction on the desired section (Start, Middle (Dash Pattern), or End) of the **Line Style Selection** options.

The current selection will have a blue checkmark. Tap on an option to make a selection for the line, start, or end style.



Stroke



Dash Pattern

Start



Size

—

1 pt

+

End

Start Scale

—

1

+

End Scale

—

1

+

Start Shear

—

0°

+




End Shear

—

0°

+

Line Join




Miter Limit

—


10 pt

+




Line Cap

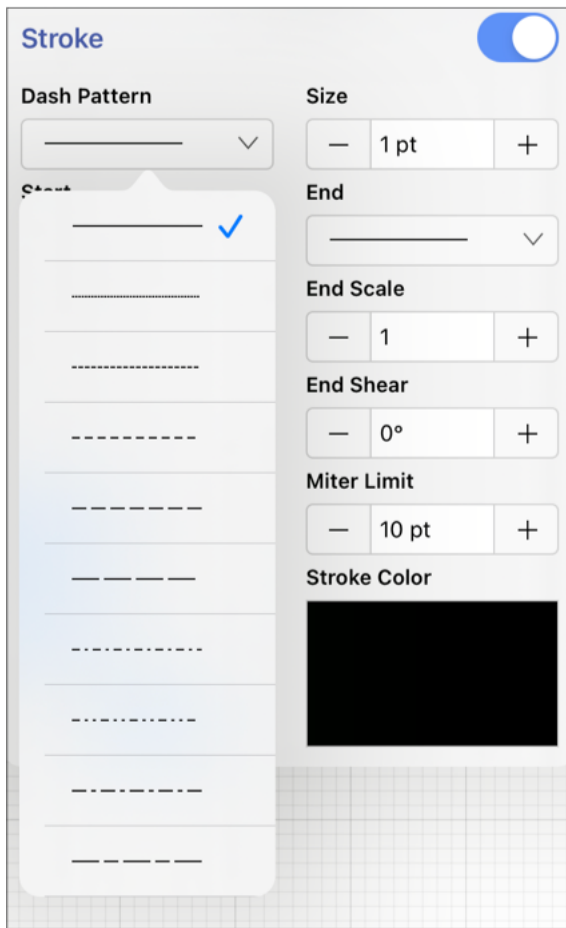




Stroke Color

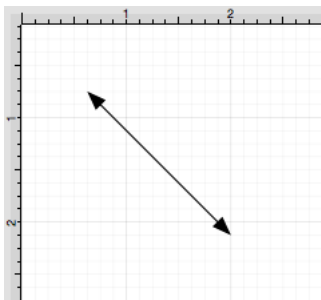


Location



Step 3: Tap anywhere within the [Drawing Canvas](#) to close this window after changes have been made. In the example below, a line figure has been created and the start/end styles have been changed to a solid arrow.



Note: A **Line Style** change will be seen instantaneously when a stroke figure is [selected](#). If no figures have been selected, the Line Style change will apply to all subsequently created stroke figures.

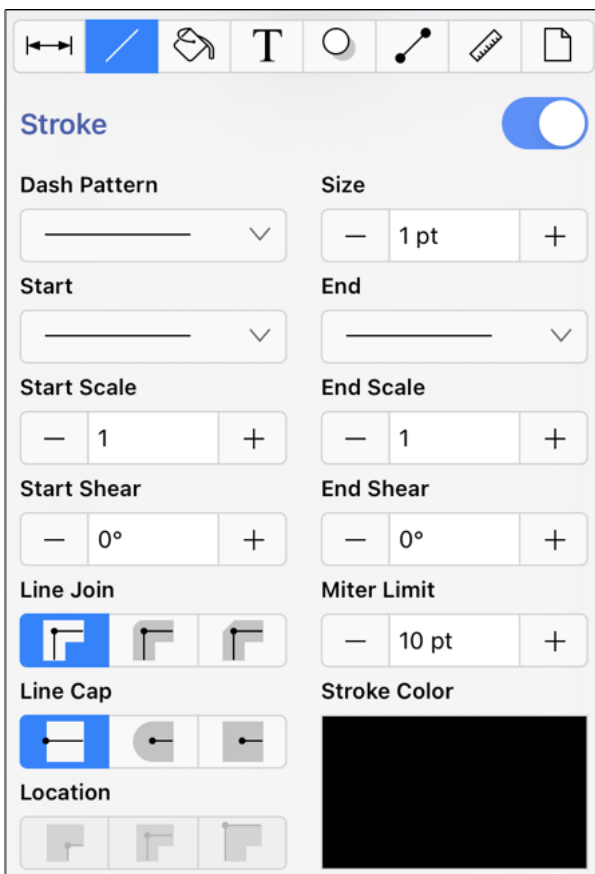
5.2.12.3. Stroke Size

The **Stroke Size** of a figure (width of a stroke *in pixels*) can be altered in one of the following ways:

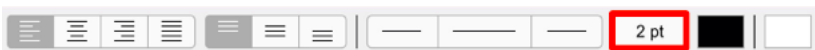
Method 1: Press on the **Info Button** in the [Top Toolbar](#).



Tap on the **Stroke Tab**.

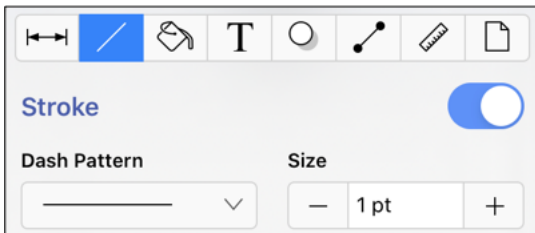
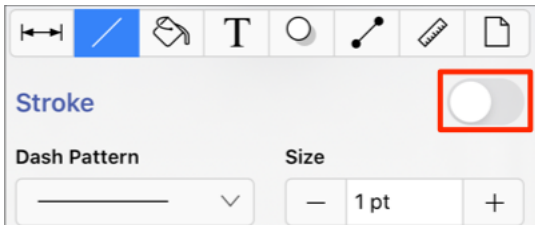


Method 2: The **Stroke Size** may also be altered by using the [Format Bar](#).




To alter the **Stroke Size**, complete the following steps:

Step 1: Tap on the **On/Off** toggle slider in upper right hand corner of the **Stroke Tab** to turn on the option. The slider will appear with a blue background when this option is enabled.



Step 2: Press on the **Plus/Minus Buttons** to increase or decrease the size by increments of one or perform a **Single Tap** on the text entry field to open the keyboard and type in a value.

Stroke 

Dash Pattern

▼

Start

▼

Start Scale

—

1

+


Start Shear


—


0°

+


Line Join










Line Cap









Location







Size

—

1 pt

+

End

▼

End Scale

—

1

+

End Shear

—

0°

+


Miter Limit

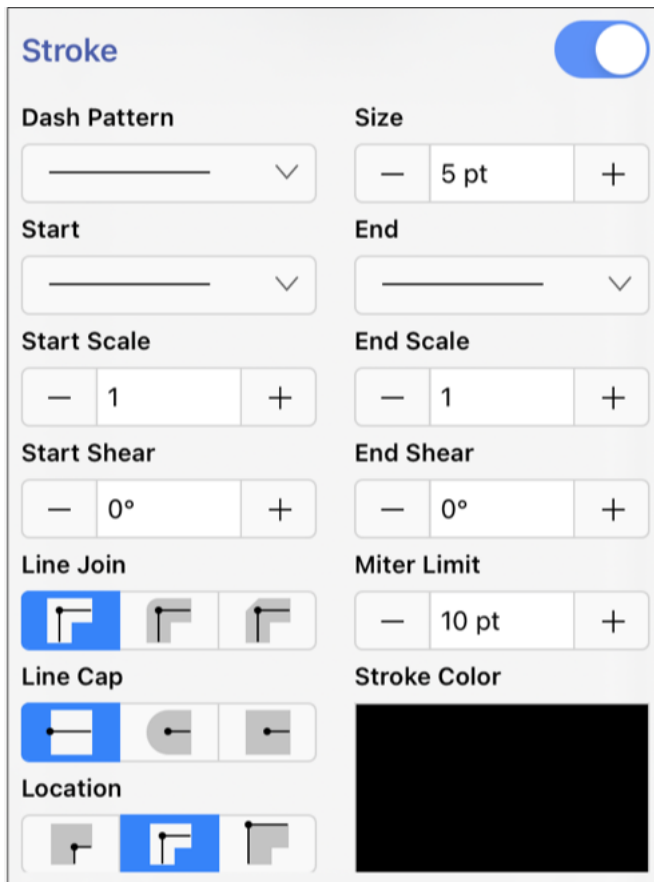
—

10 pt

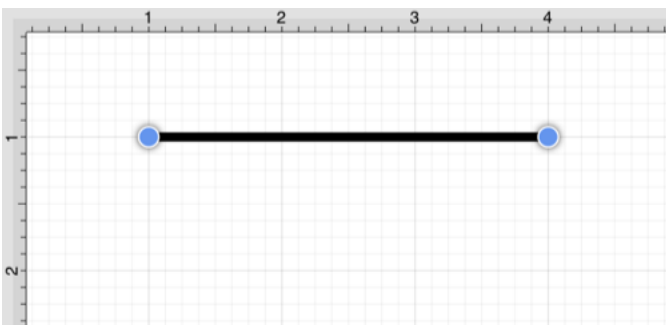
+

Stroke Color





Step 3: In the example below the **Stroke Size** for a **Line** has been changed to 5. Tap anywhere within the **Drawing Canvas** to close this window after changes have been made.



Note: A size change will be seen instantaneously when a stroke figure is **selected**. If no figures have been selected, the size change will apply to all subsequently created stroke figures.

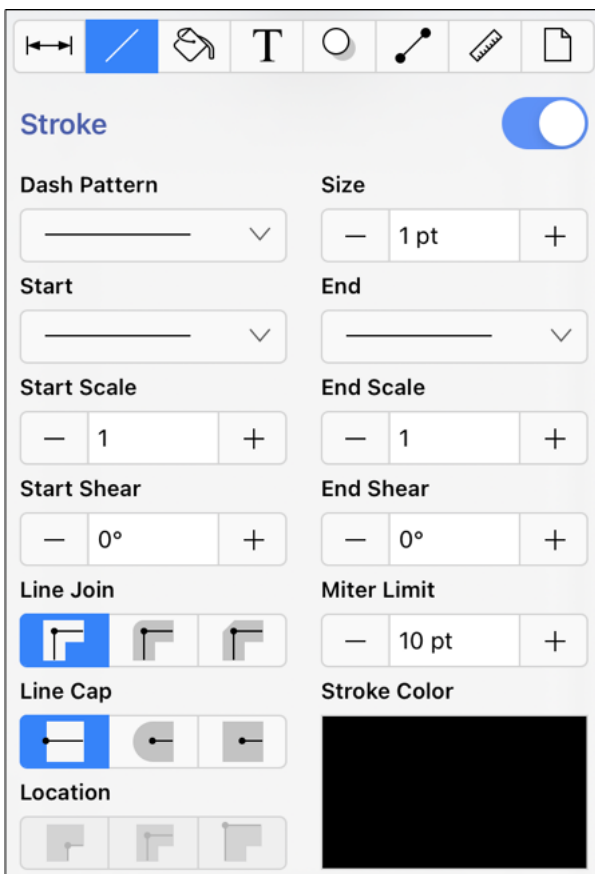
5.2.12.4. Start/End Scale

The **Start** or **End Scale** for the [Stroke Style](#) of a figure can be altered by performing the following steps:

Step 1: Press on the **Info Button** in the [Toolbar](#).



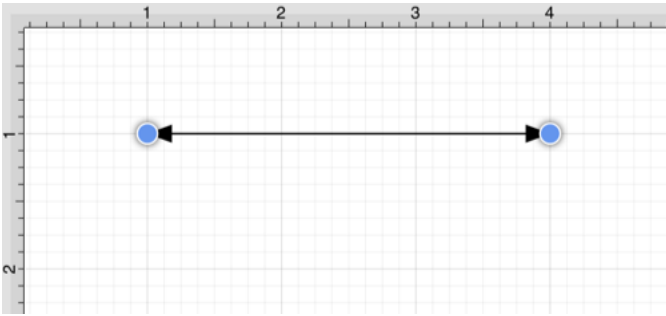
Step 2: Tap on the [Stroke Tab](#).



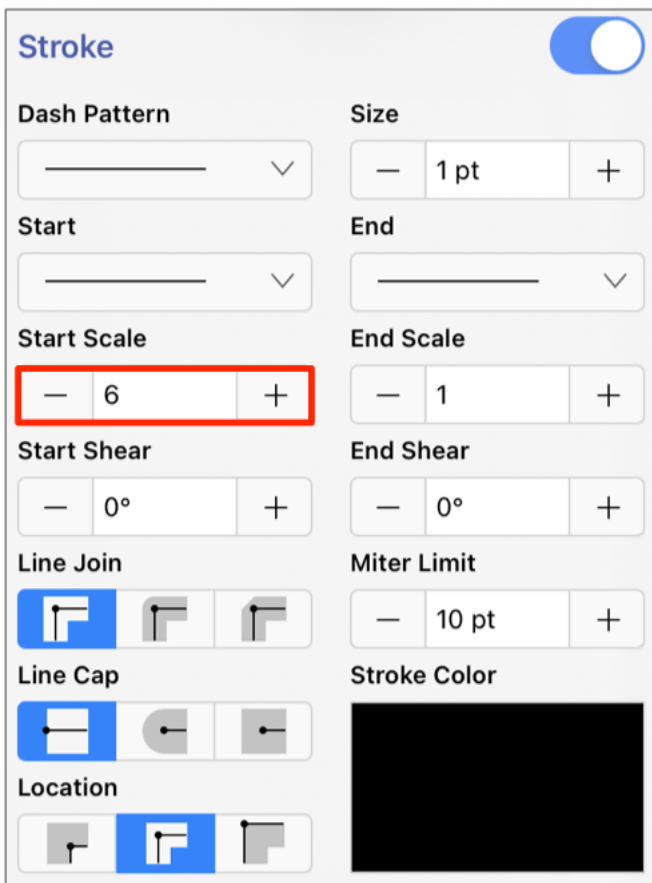
Note: The [Stroke Visibility](#) option must be enabled for a **Start/End Scale** change to appear in the [Drawing Canvas](#).

Step 3: Tap on the figure to make a selection and alter the start/end scale for a single figure or simply change

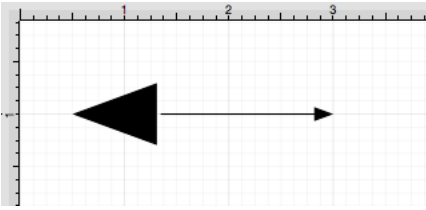
the value within **Stroke Tab** to change it for all new figures within the drawing.



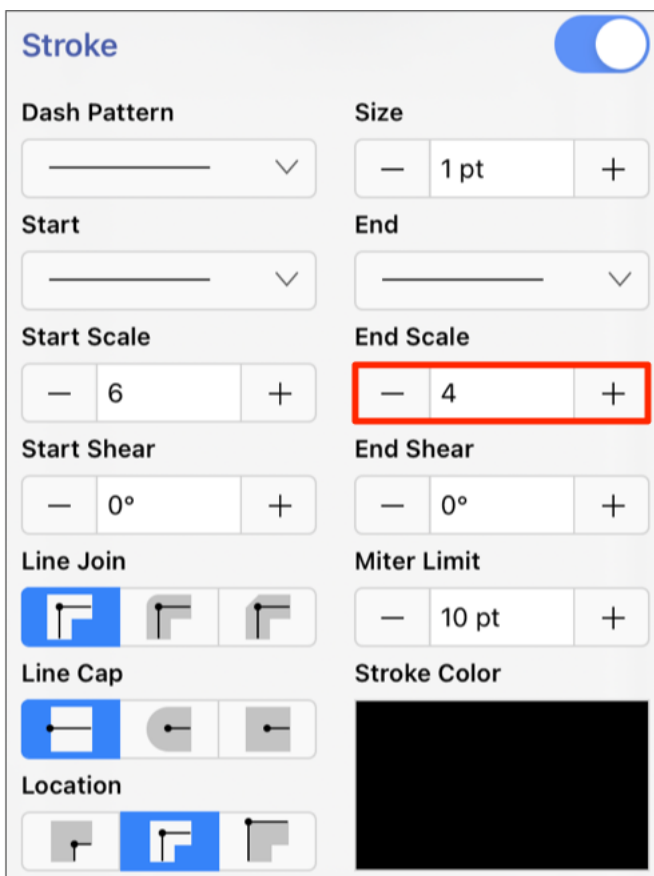
Step 4: The **Start Scale** can be used to change the size of the **Start Line** for a figure. Tap on the text field to type in a value or tap on the **Plus/Minus Buttons** to change the value by 1. In this example, the value has been changed to 5.



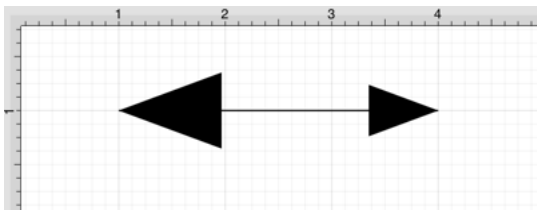
Step 5: The figure will appear as shown below when the **Start Scale** has been altered.



Step 4: The **End Scale** can be used to change the size of the **End Line** for a figure. Tap on the text field to type in a value or use the **Plus/Minus Buttons** to change the value by 1. In this example, the value has been changed to 5.



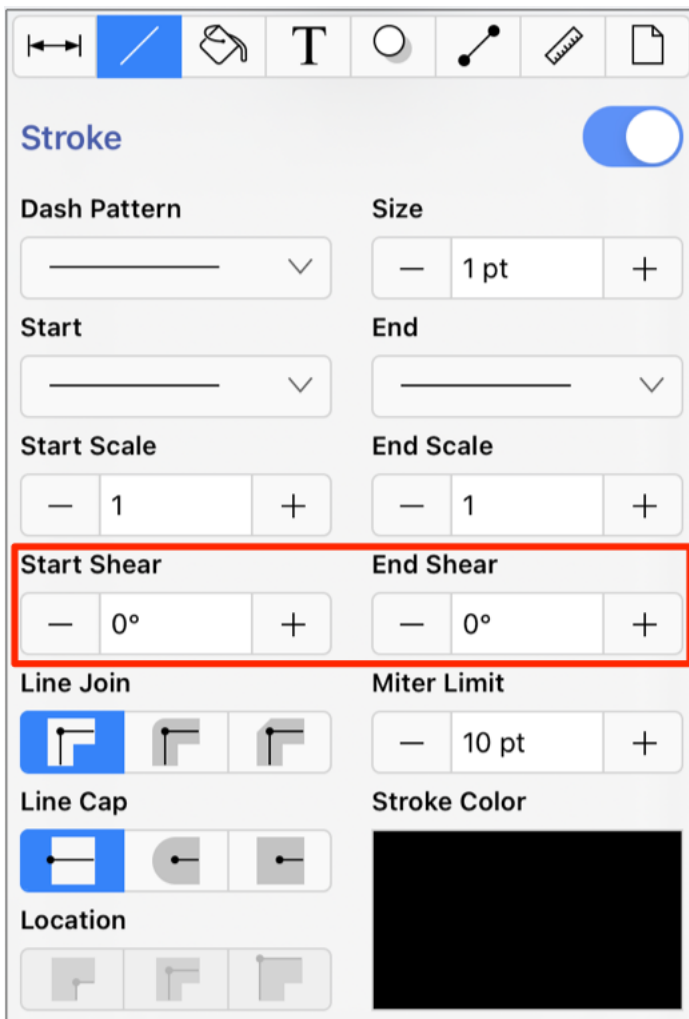
Step 5: The figure will appear as shown below after both the **StartScale** value has been set to 6 and **End Scale** value has been set to 4.



5.2.12.5. Start/End Shear

The **Start Shear** and **End Shear** stroke style attributes can be used to shear (or skew) arrowheads on lines within a drawing. Values default to degrees and negative values may be entered.

The **Start** or **End Shear** for the [Stroke Style](#) of a figure can be altered by pressing on the **Info Button** in the [Top Toolbar](#).

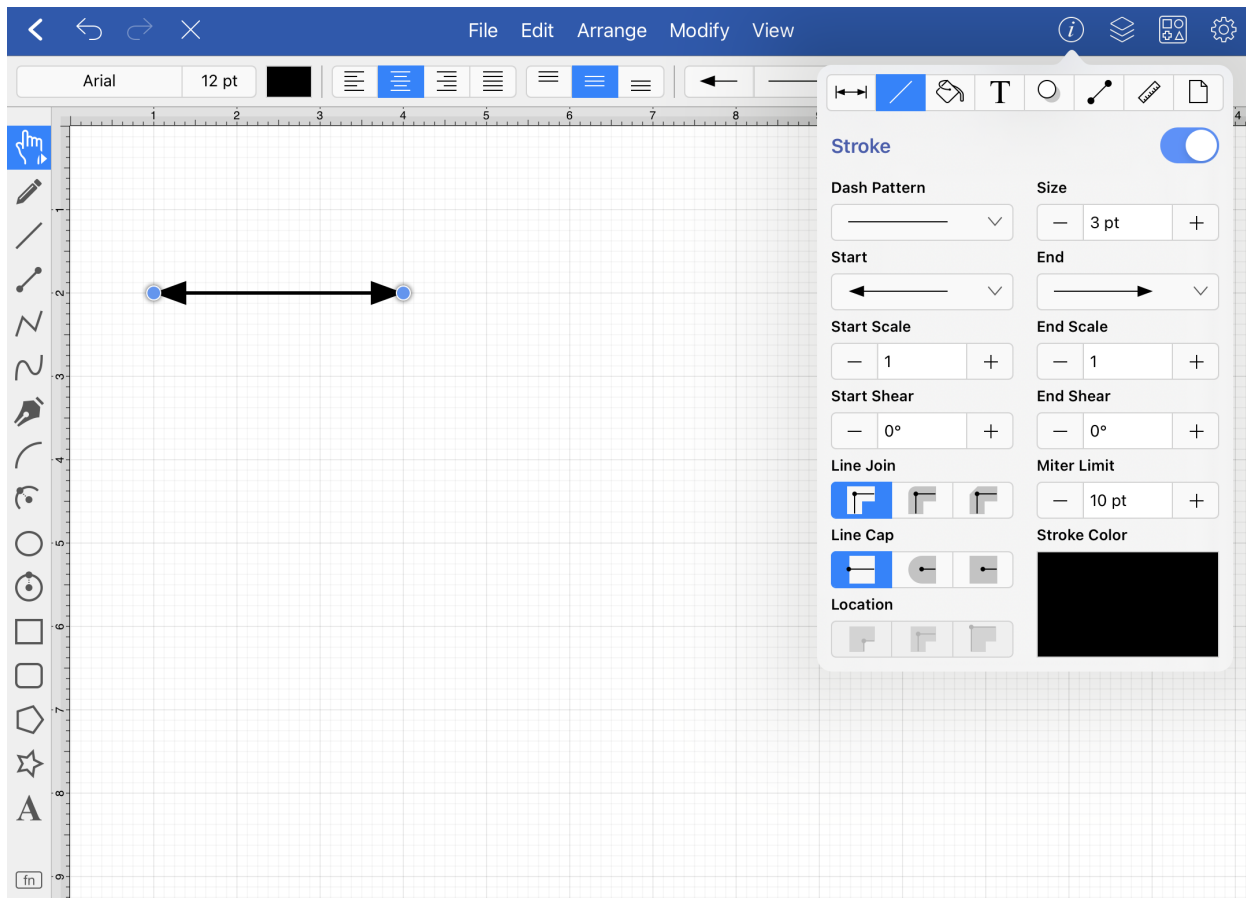


Note: The [Stroke Visibility](#) option must be enabled for a **Start/End Shear** change to appear in the [Drawing](#)

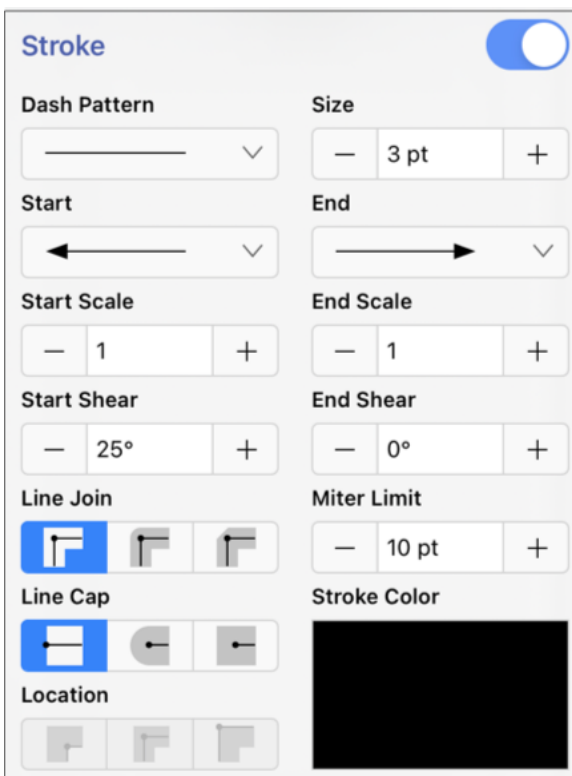
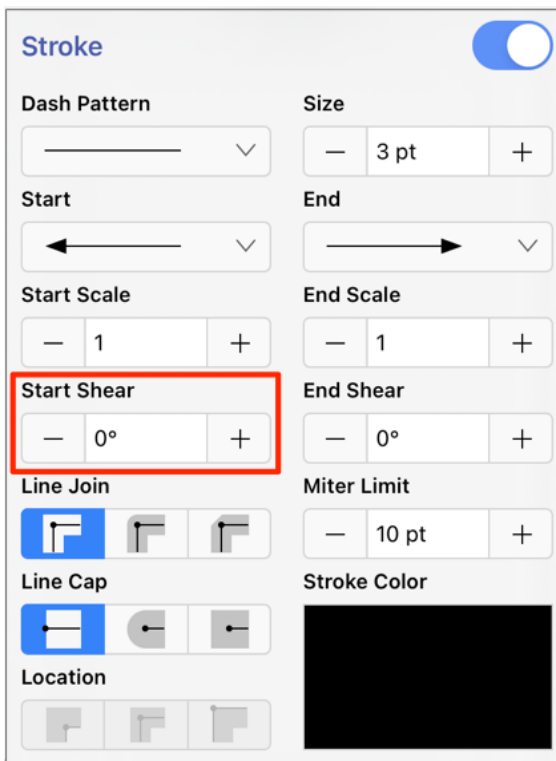
Canvas .

To alter the **Start/End Shear** of a currently selected figure(s) or new figure(s):

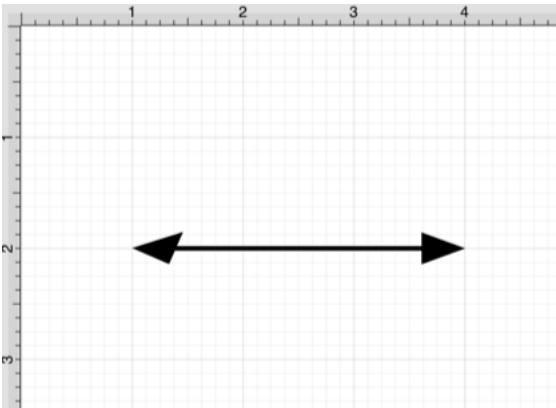
Step 1: Tap on the figure to make a selection and alter the start/end shear for a single figure or simply change the value within **Stroke Tab** to change it for all new figures within the drawing.



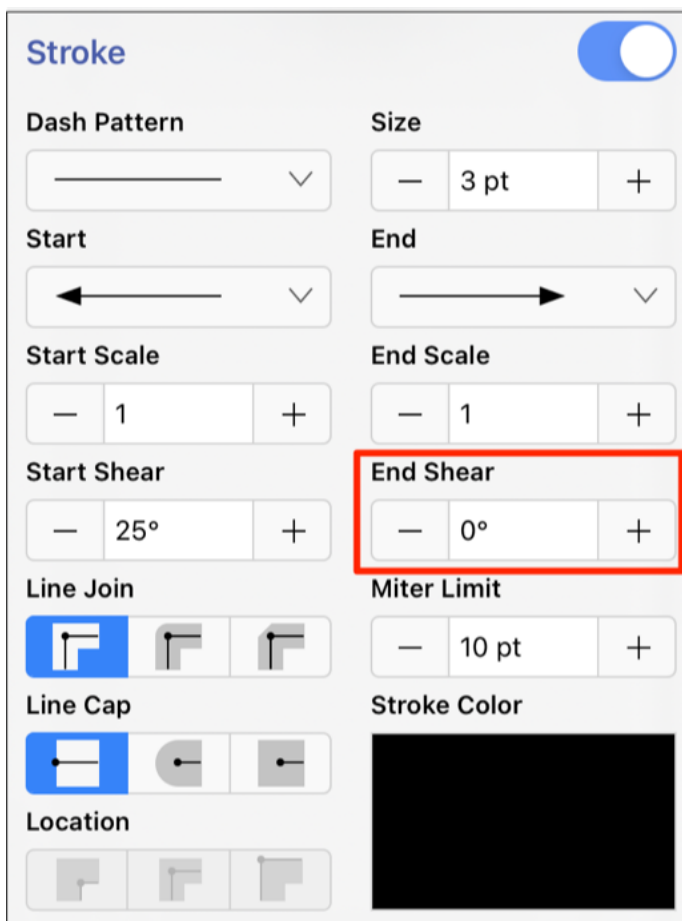
Step 2: The **Start Shear** can be used to shear the arrowhead of the **Start Line** for a line figure. Tap on the text field to type in a value or use the "Up" or "Down" buttons to change the value by 1. In this example, the value has been changed to 25 degrees.

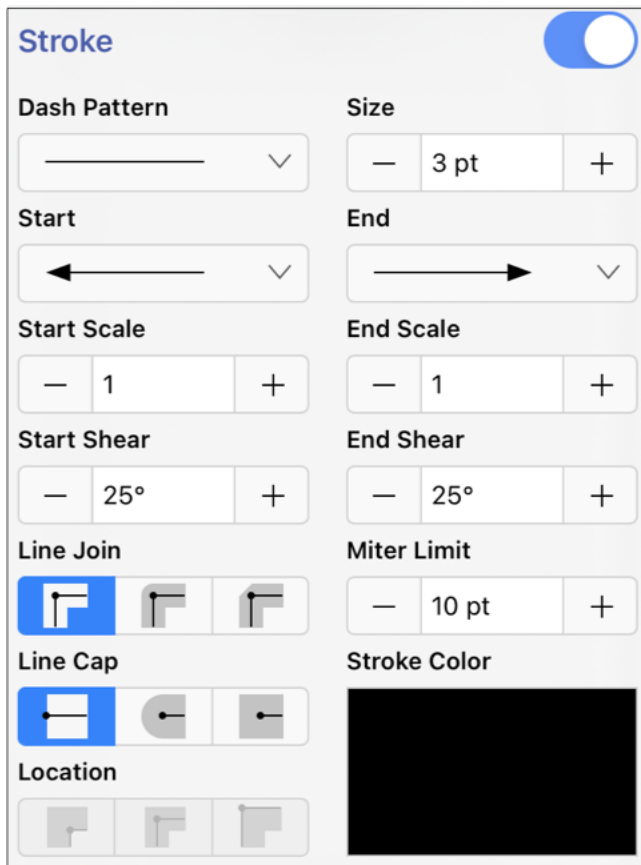


Step 3: The figure will appear as shown below when the **Start Shear** has been altered.

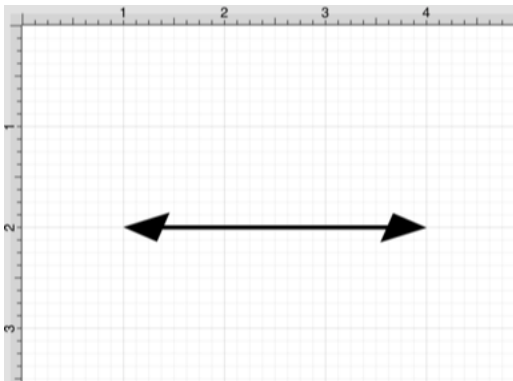


Step 4: The **End Shear** can be used to change the shear the arrowhead of the **End Line** for a line figure. Tap on the text field to type in a value or use the "Up" or "Down" buttons to change the value by 1. In this example, the value has been changed to 25 degrees.

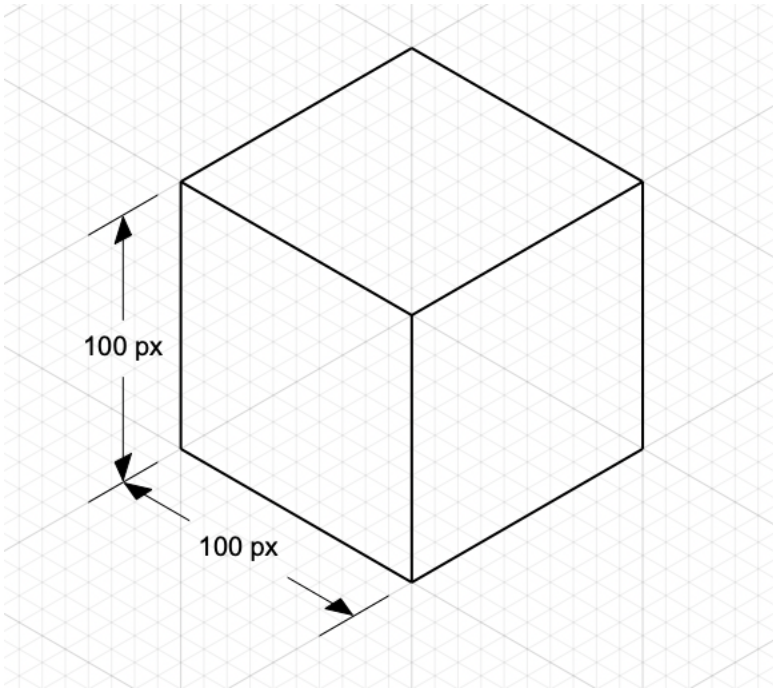




The figure will appear as shown below after both the **Start** and **End Shear** values have been changed.



Below is an example of how the **Start** and **End Shear** options can be used within a drawing:



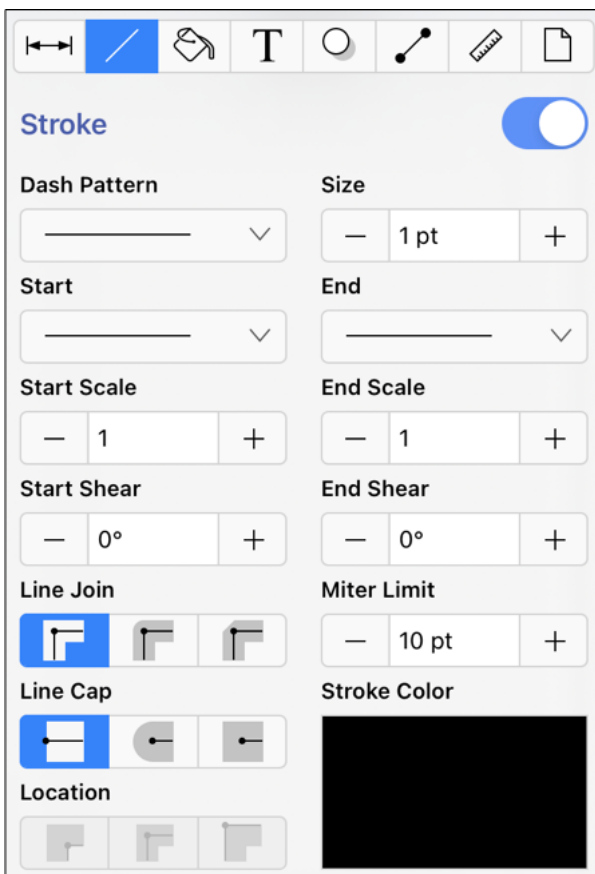
5.2.12.6. Line Join

The **Line Join** (Mitered, Rounded, or Beveled) of a figure can be altered by accessing the **Stroke Tab**.

Step 1: Press on the **Info Button** in the [Top Toolbar](#).

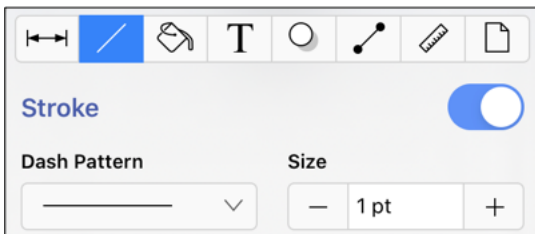
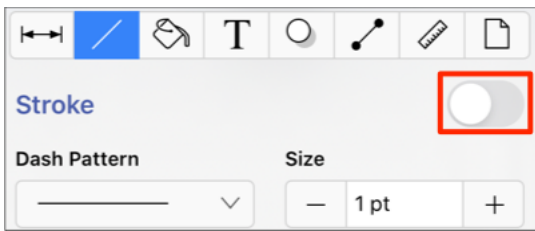


Step 2: Tap on the **Stroke Tab**.

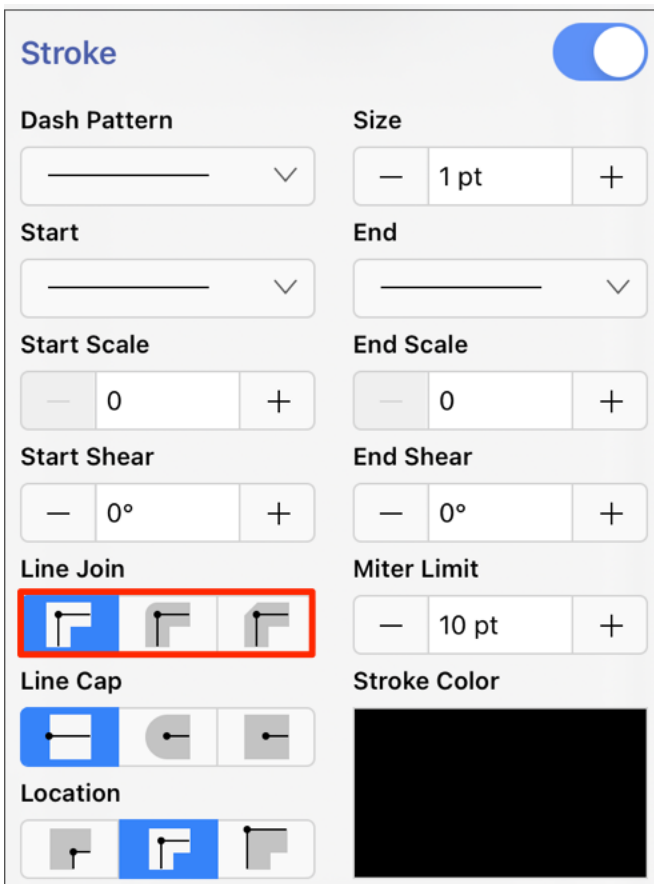


To alter the **Line Cap Type**, complete the following steps:

Step 1: Tap on the **On/Off** toggle slider in the upper right hand corner of the **Stroke Tab** to turn on the option. The slider will appear with a blue background when this option is enabled.

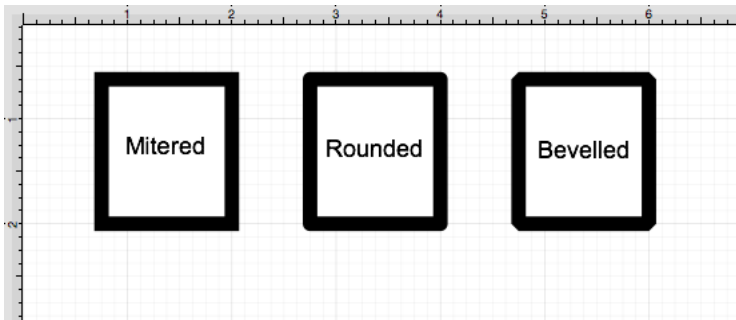


Step 2: Press on the desired Line Join Type Button.



Step 3: Tap anywhere within the [Drawing Canvas](#) to close this window after changes have been made. The

image below shows what a [Square](#) would look like with a **Mitered** , **Rounded** , and **Beveled Line Join** .



Note: A **Line Join** change will be seen instantaneously when a stroke figure is [selected](#). If no figures have been selected, the **Line Join** change will apply to all subsequently created stroke figures.

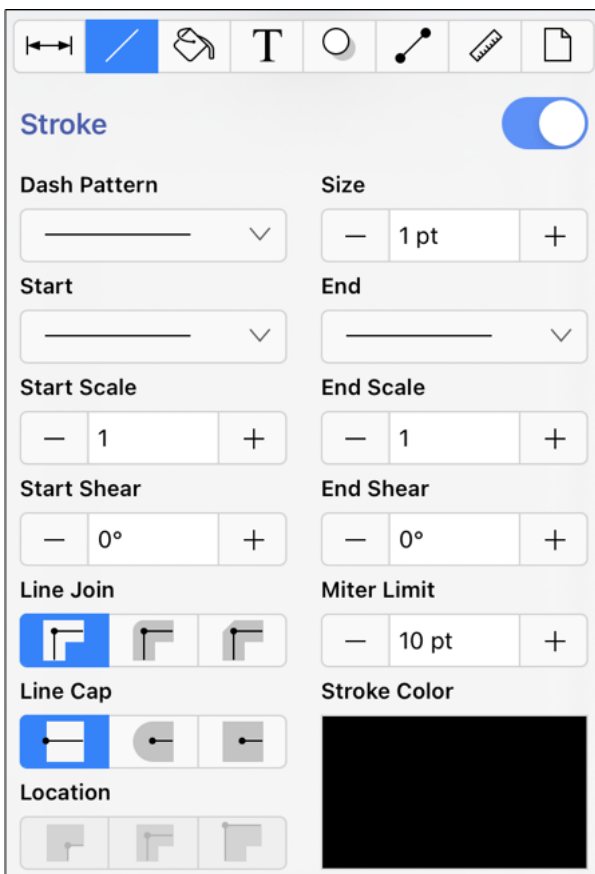
5.2.12.7. Line Location

The **Line Location** of a figure can be altered by performing the following steps:

Step 1: Press on the **Info Button** in the [Toolbar](#).



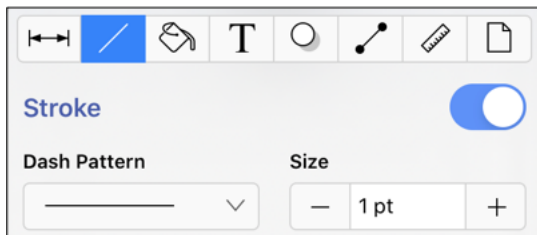
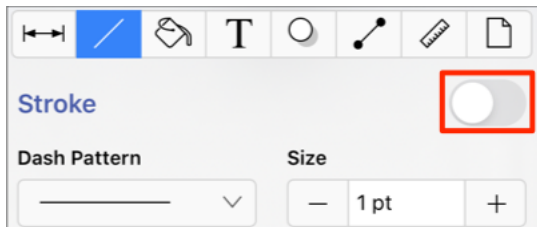
Step 2: Tap on the [Stroke Tab](#).



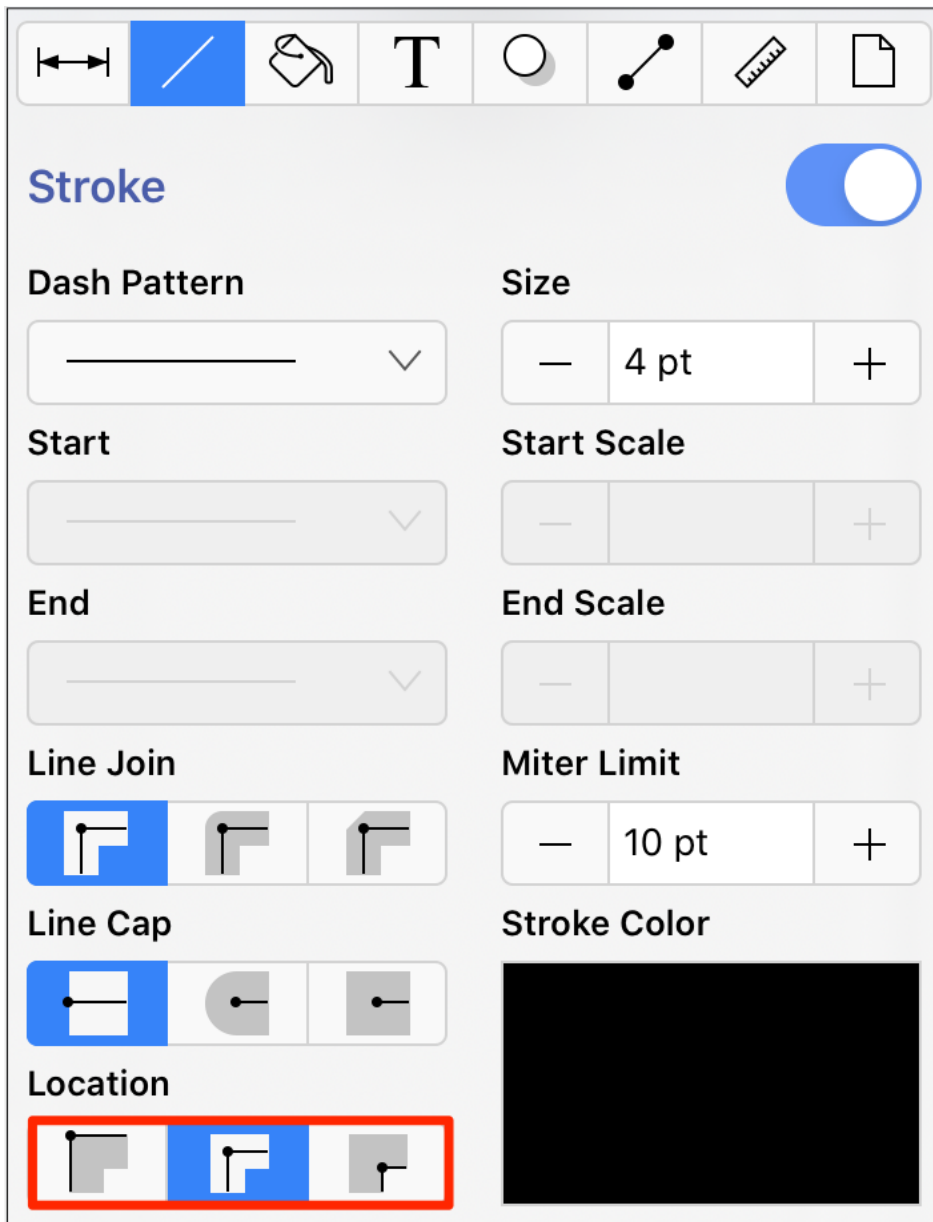
Note: The [Stroke Visibility](#) option must be enabled for a **Line Location** change to appear in the [Drawing Canvas](#).

Step 3: Tap on the **On/Off** toggle slider in the upper right hand corner of the **Stroke Tab** to turn on the option.

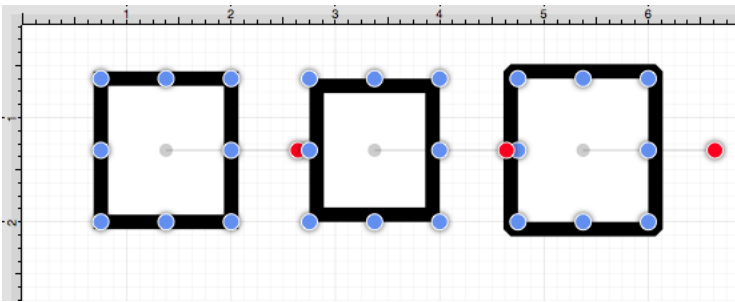
The slider will appear with a blue background when this option is enabled.



Step 4: To alter the **Line Location**, press on one of the choices under the line location heading. The selection will appear in dark blue as a visual indicator of the currently active line location setting.



Step 5: The example below shows what a [Rectangle](#) looks like when each **Line Location** choice is selected: *Center, Outside, and Inside.*



Note: A **Line Location** change will be seen instantaneously when a stroke figure is [selected](#). If no figures have been selected, the **Line Location** change will apply to all subsequently created stroke figures.

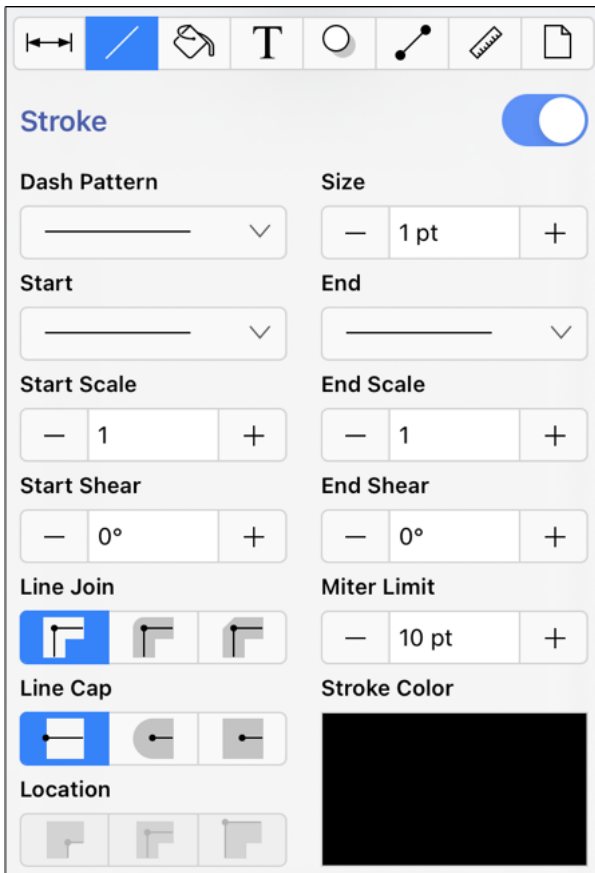
5.2.12.8. Line Cap

The **Line Cap** (Butt, Rounded, or Square) of a figure can be altered by accessing the **Stroke Tab**. This attribute window can be opened by performing the following steps:

Step 1: Press on the **Info Button** in the [Top Toolbar](#).



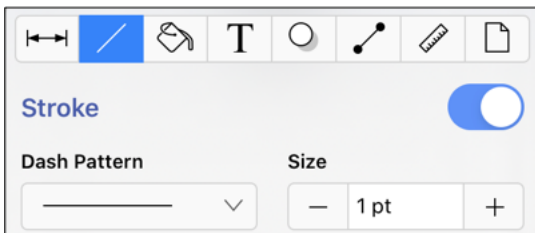
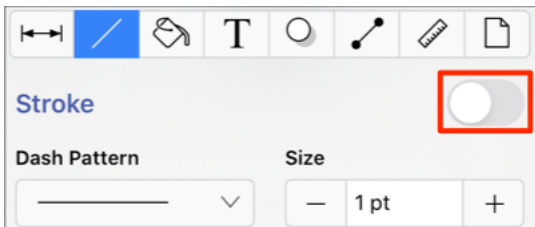
Step 2: Tap on the **Stroke Tab**.



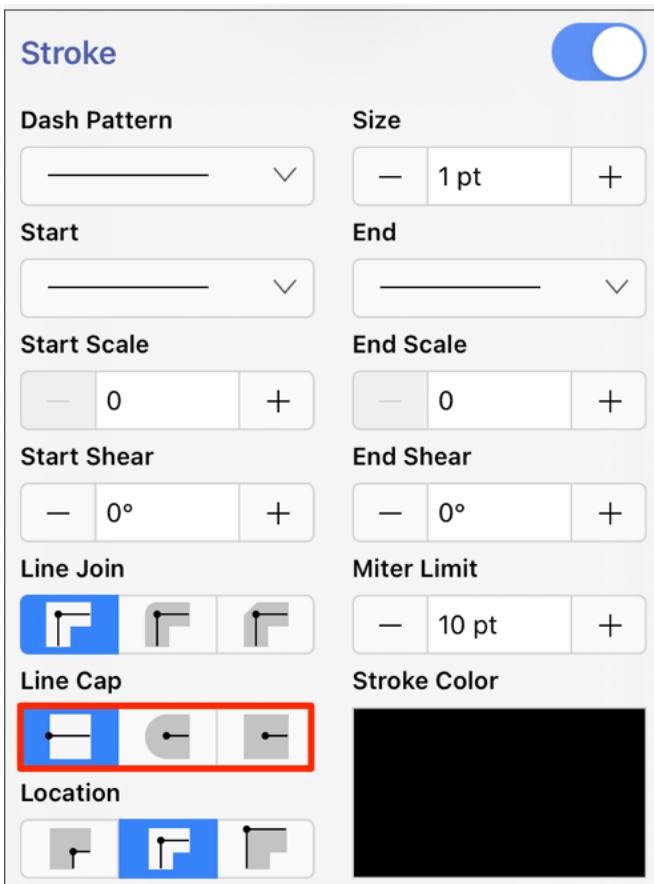
To alter the **Line Cap Type**, complete the following steps:

Step 1: Tap on the **On/Off** toggle slider in the upper right hand corner of the **Stroke Tab** to turn on the option.

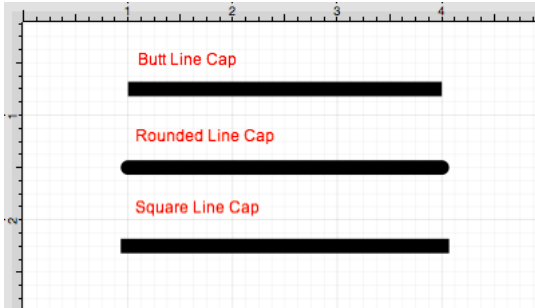
The slider will appear with a blue background when this option is enabled.



Step 2: Press on the desired Line Cap Type Button.



Step 3: Tap anywhere within the [Drawing Canvas](#) to close this window after changes have been made. For example, the image below shows what a [Line](#) would look like with a **Butt**, **Rounded**, and **Square Line Cap**.



Note: A **Line Cap** change will be seen instantaneously when a stroke figure is [selected](#). If no figures have been selected, the **Line Cap** change will apply to all subsequently created stroke figures.

5.2.12.9. Miter Limit

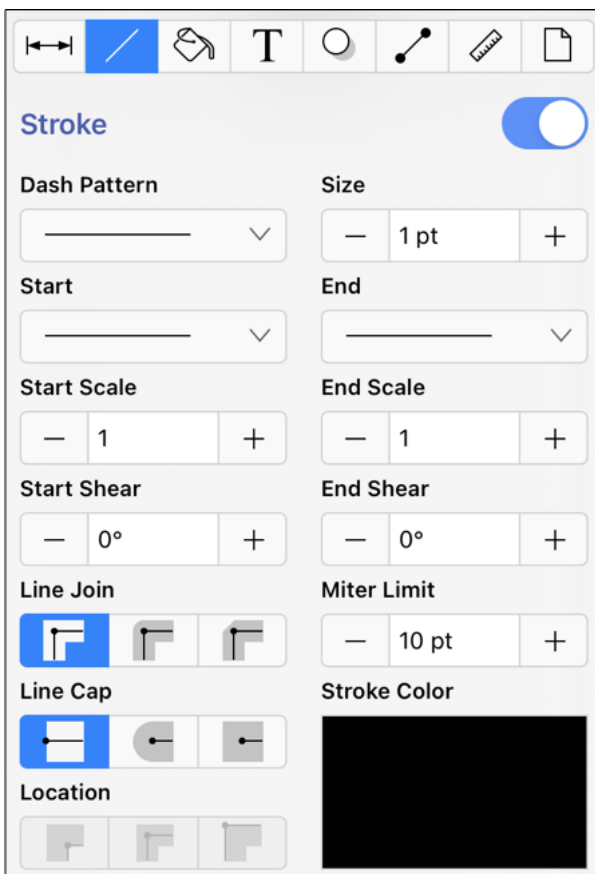
The **Miter Limit** attribute can be used to set the angle of connected line segments where they join. The join will be more jagged or sharp depending on the entered or selected value.

Miter limits are relative to [stroke size](#) and become increasingly noticeable for line segments with increased thickness. The **Miter Limit** of a stroke (or line) can be altered by performing the following steps:

Step 1: Press on the **Info Button** in the [Toolbar](#).

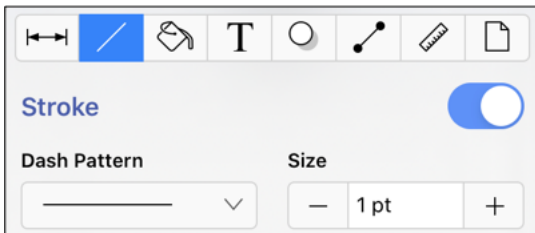
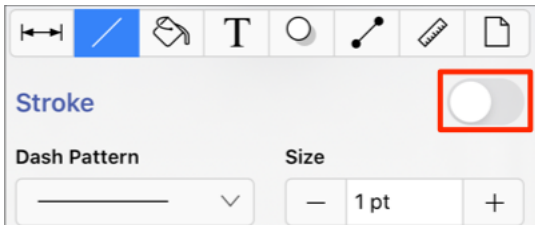


Step 2: Tap on the [Stroke Tab](#).

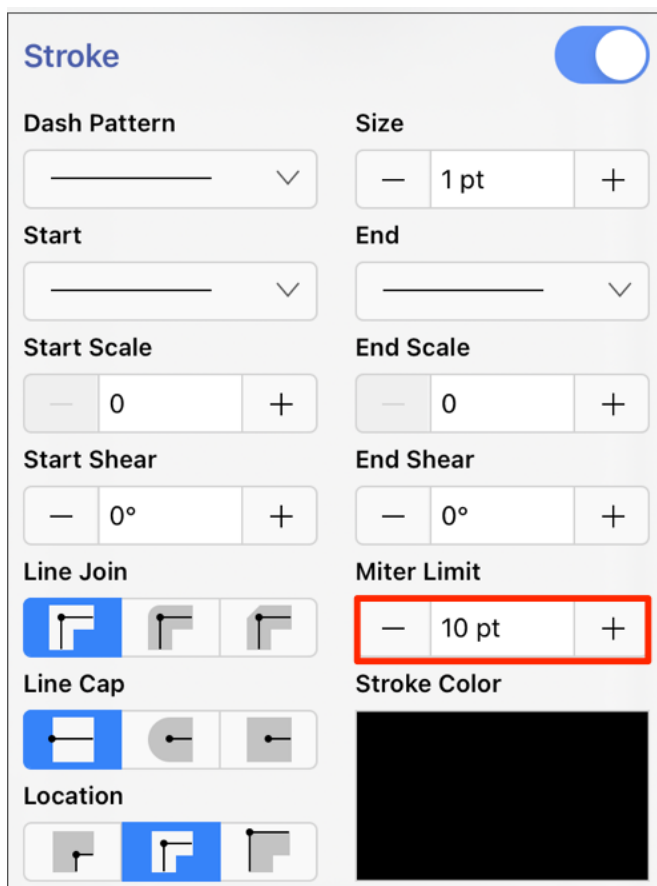


Note: The [Stroke Visibility](#) option must be enabled for a **Miter Limit** change to appear in the [Drawing Canvas](#).

Step 3: Tap on the **On/Off** toggle slider in the upper right hand corner of the **Stroke Window** to turn on the option. The slider will appear with a blue background when this option is enabled.



Step 4: To alter the **Miter Limit**, tap on the **Plus/Minus Buttons** next to the text entry field to increase or decrease the miter limit by increments of one or tap on the text entry field to open the text editor and type in a value.



Note: A miter limit change will be seen instantaneously when a stroke figure is [selected](#). If no figures have been selected, the line cap change will apply to all subsequently created stroke figures.

5.2.12.10. Line Color

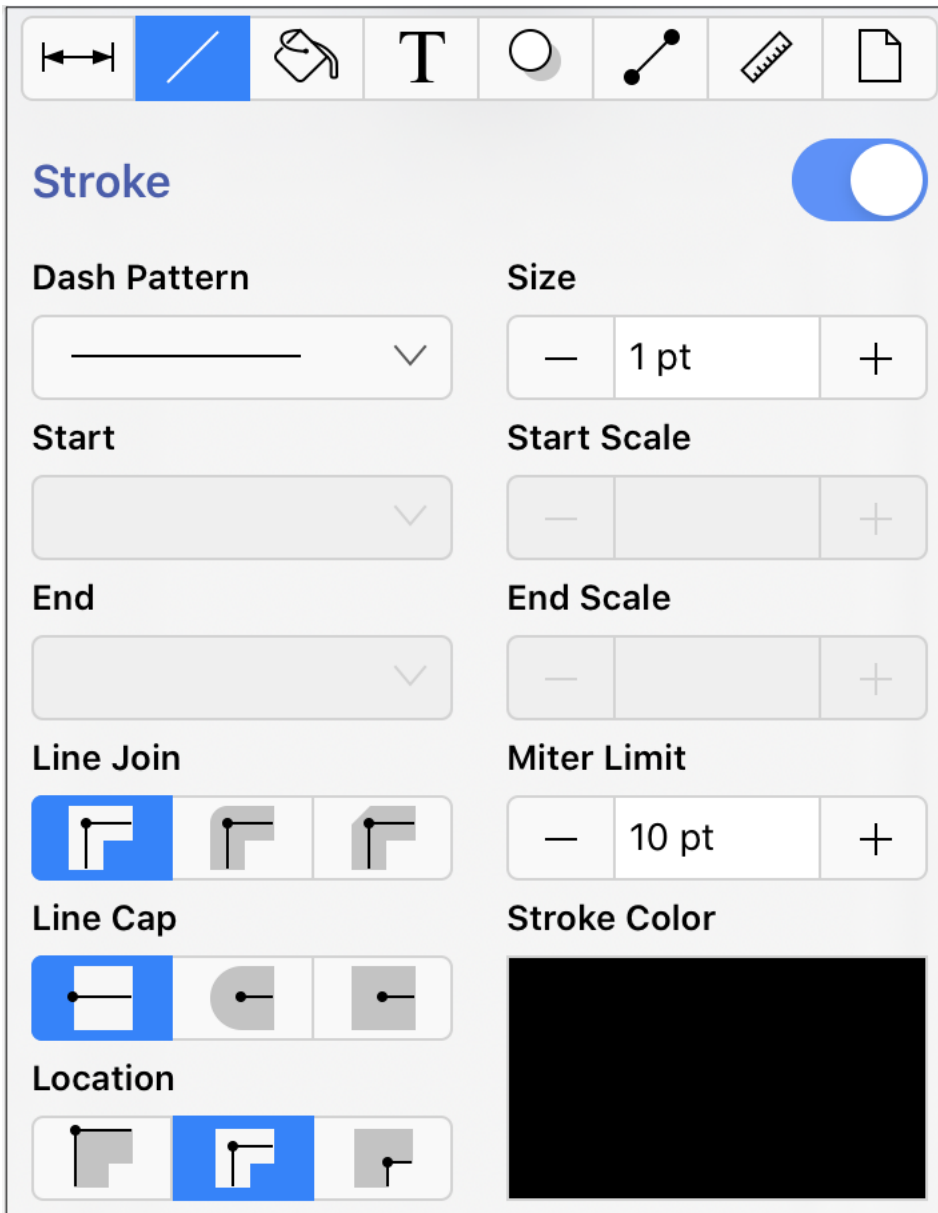
The **Line (Stroke) Color** of a selected figure can be changed to meet a desired preference. The **Line Color** can be altered for a [selected](#) figure(s) or in instances where no figures have been selected. If a figure has not been selected, the color change applies to any figure added after the change.

This attribute can be altered in one of the following ways:

Method 1: Pressing on the **Info Button** in the [Top Toolbar](#).



Then tapping on the [Stroke Tab](#) and the **Stroke Color** attribute.

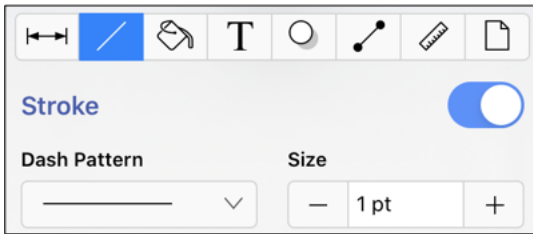
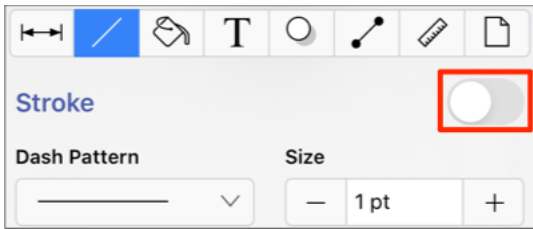


Method 2: Pressing on the **Stroke Color** attribute in the [Format Bar](#).

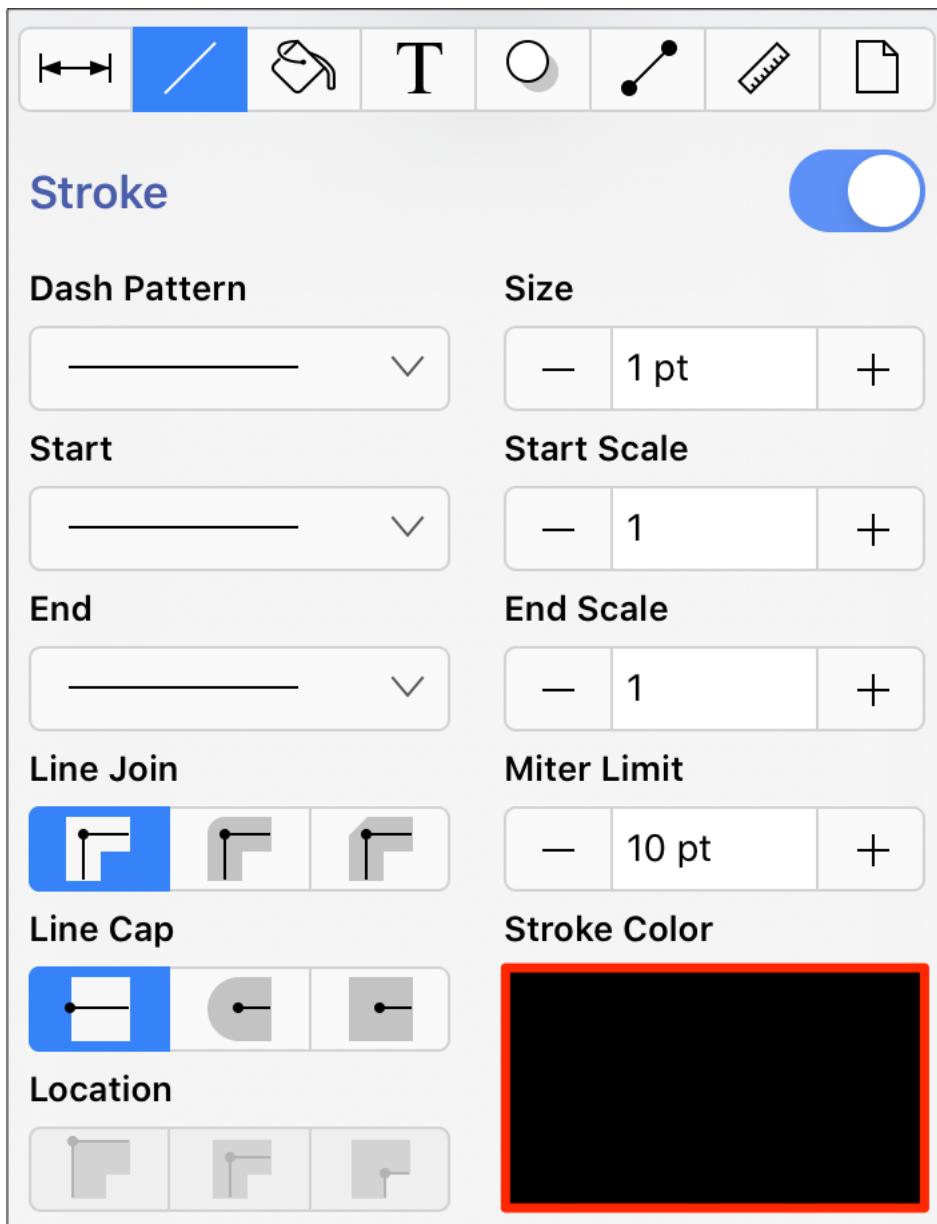


To alter the **Line (Stroke) Color**, complete the following steps:

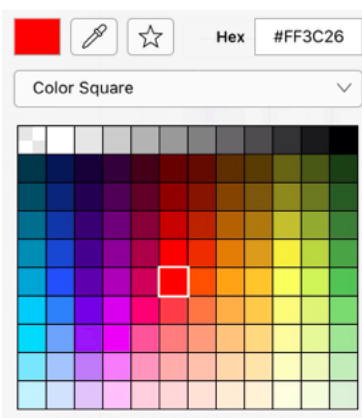
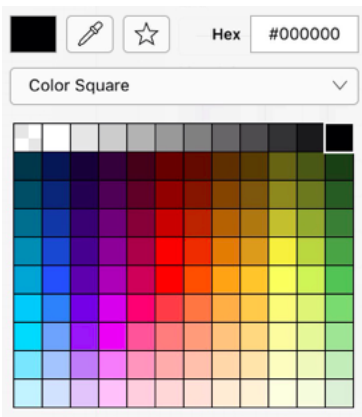
Step 1: Tap on the **On/Off** toggle slider in the upper right hand corner of the **Stroke Tab** turn on the option. The slider will appear with a blue background when this option is enabled.



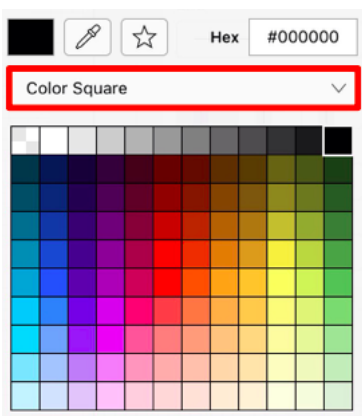
Step 2: Next, press on the **Stroke Color** attribute in the [Stroke Tab](#).

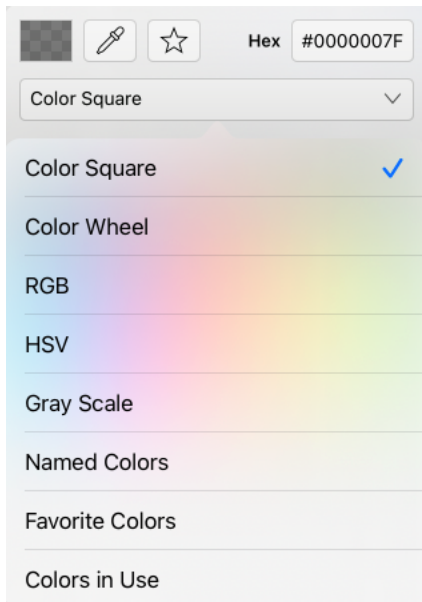


Step 3: To select a predefined color in the **Color Square**, simply press on the desired color.

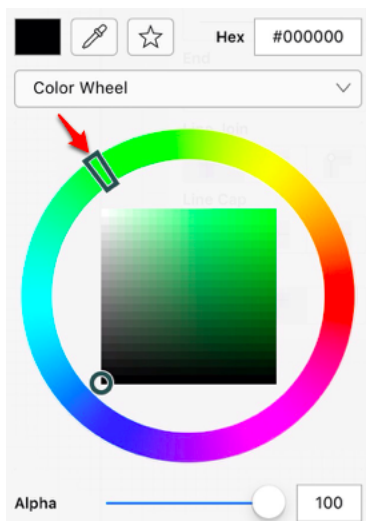


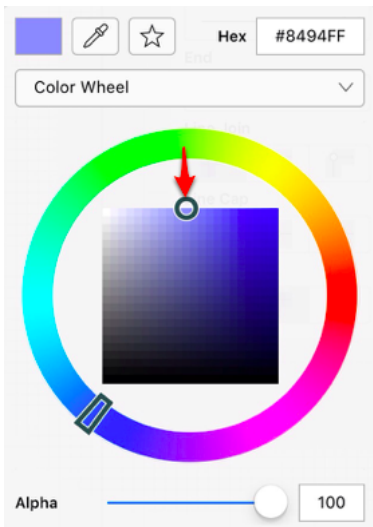
Step 4: You may also configure a color by choosing an option from the **Color Selection Menu**: [Color Wheel](#), [RGB](#), [HSV](#), [Gray Scale](#), [Named Colors](#), [Favorite Colors](#), or [Colors in Use](#). To do so, press on the menu and then tap on an option.





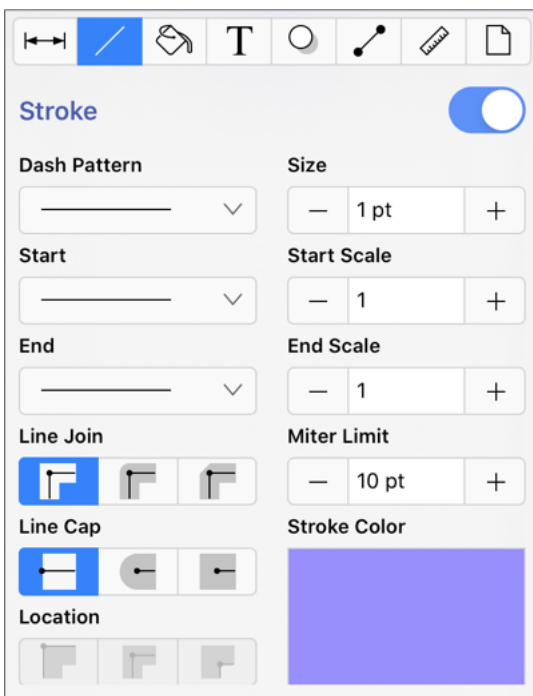
Step 5: If using the **Color Wheel**, first tap on the desired color range within the outside of the wheel view. Then choose the desired lightness or darkness of the selected color in the center (saturation) square.





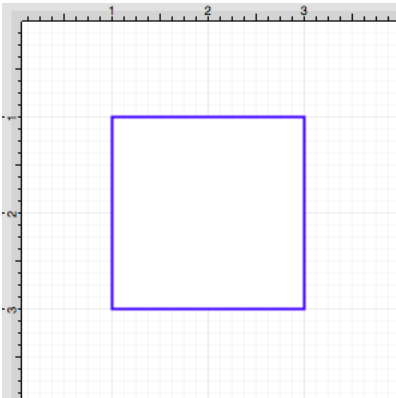
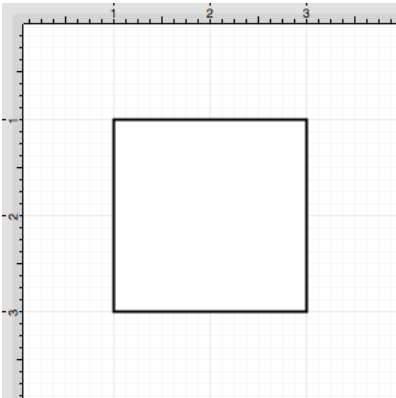
Note: For more information about using the different color selection options, please see the [Color Picker](#) section.

Step 6: Perform a **Touch/Drag** gesture combination or **Press** on additional options (opacity, line join, etc.) within the **Stroke Tab** to make further attribute changes.



Step 7: Tap anywhere within the [Drawing Canvas](#) to close the window. The following example shows a figure

with a white fill, a stroke size of 2, and a line color that has been changed from black to blue.



Note: A color change will be seen instantaneously when a stroke figure is [selected](#). If no figures have been selected, the color change will apply to all subsequently created stroke figures.

5.2.13. Handling Text

TouchDraw 2 provides multiple options for changing the text attributes of figures that are capable of displaying text. The [Text Tool](#) can be used to add a text box anywhere on the [Drawing Canvas](#). Text may also be added as part of these shapes:

- [Rectangles](#)
- [Rounded Rectangles](#)
- [Ovals](#)
- [Circles](#)
- [Polygons](#)
- [Closed Paths \(Custom Shapes\)](#)

The attributes for entered text can be changed to meet specific preferences and include:

- [Font Family](#)
- [Font Size](#)
- [Font Style](#)
- [Font Color](#)
- [Text Alignment](#)
- [Text Margin](#)

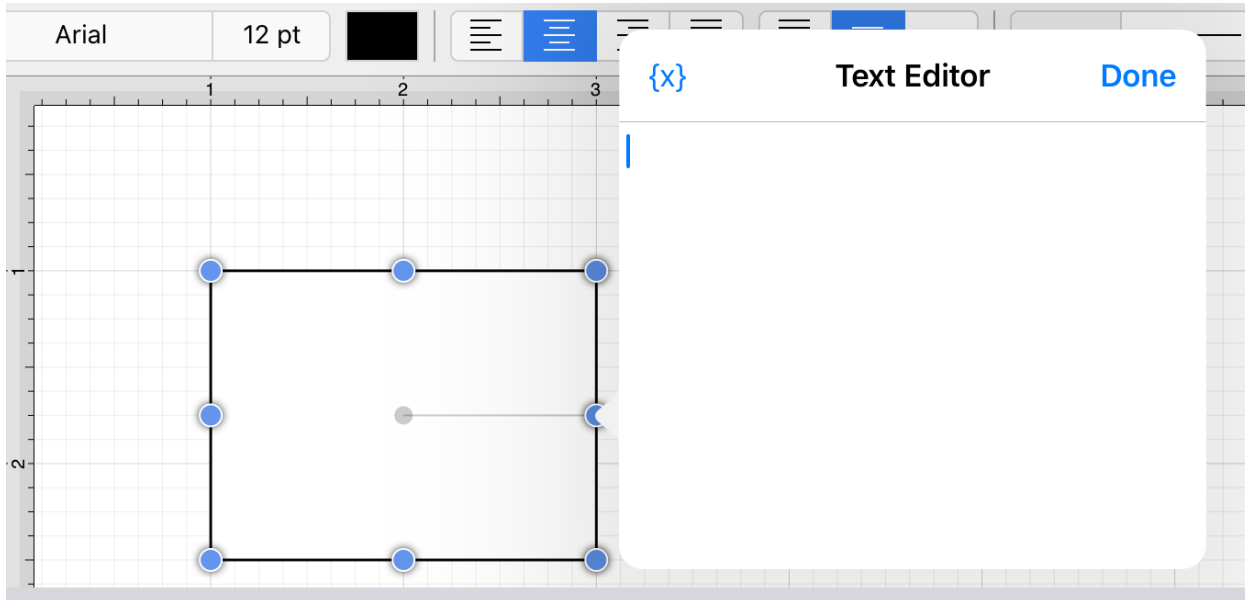
Additionally, the location and orientation for text attached to lines and paths can be altered:

- [Text Location](#)
- [Text Orientation](#)

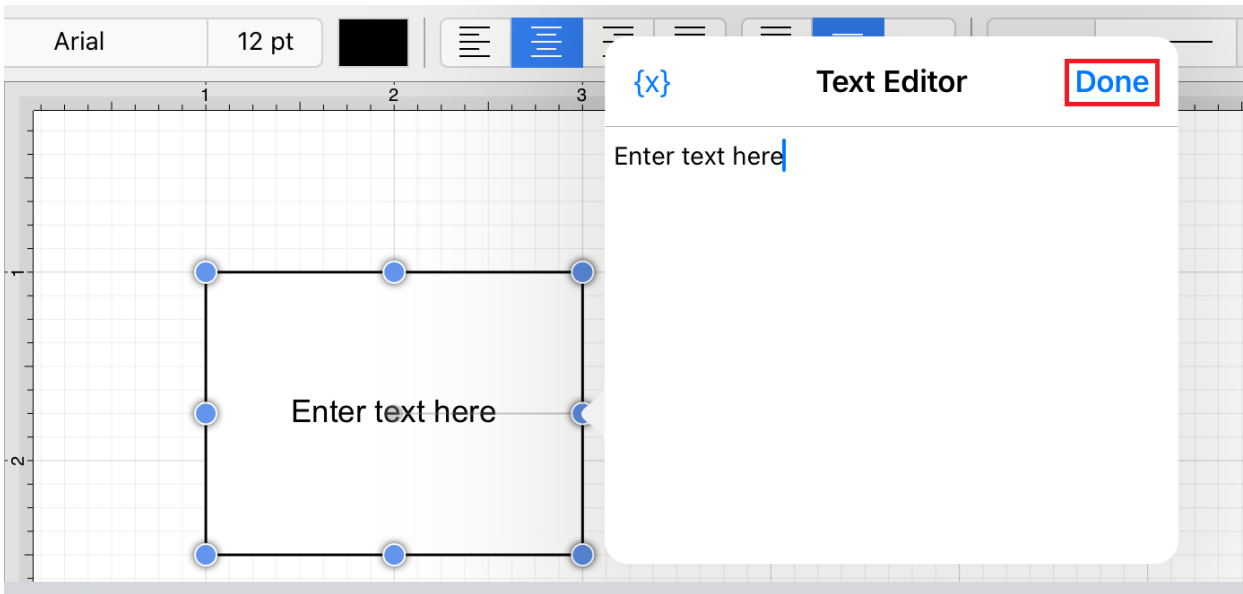
[Variables](#) may also be used to input a certain pre-formatted value as part of the displayed text within a figure.

5.2.13.1. Editing Text

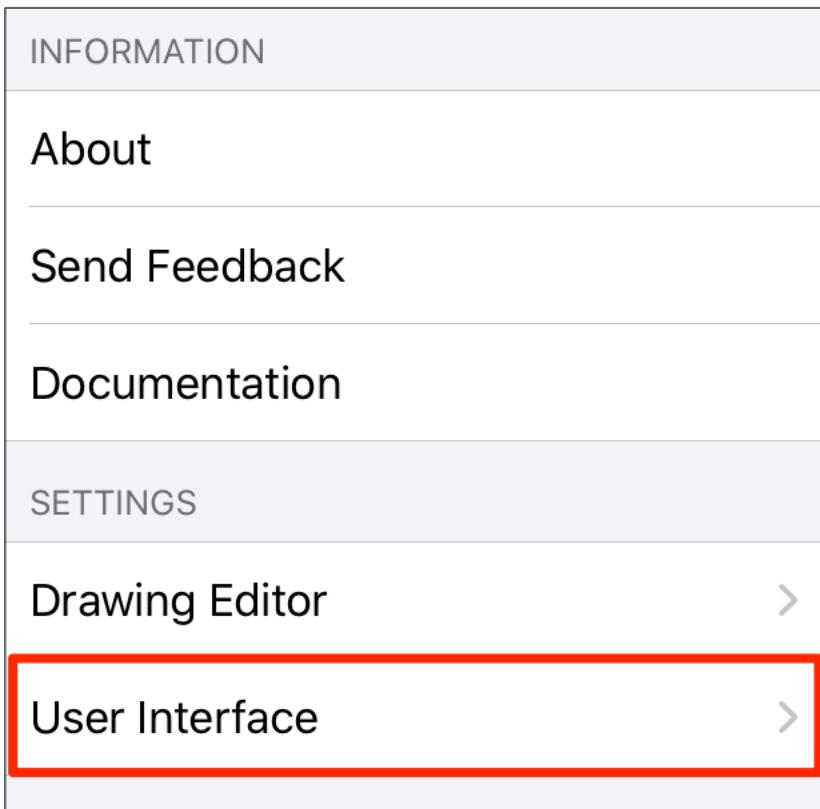
The **Text Editor** popover window must be opened to edit the text content of a [selected](#) figure. To open the text editor, perform a **Double Tap** on the desired figure for editing. After double tapping, the **Text Editor** will appear as shown below.

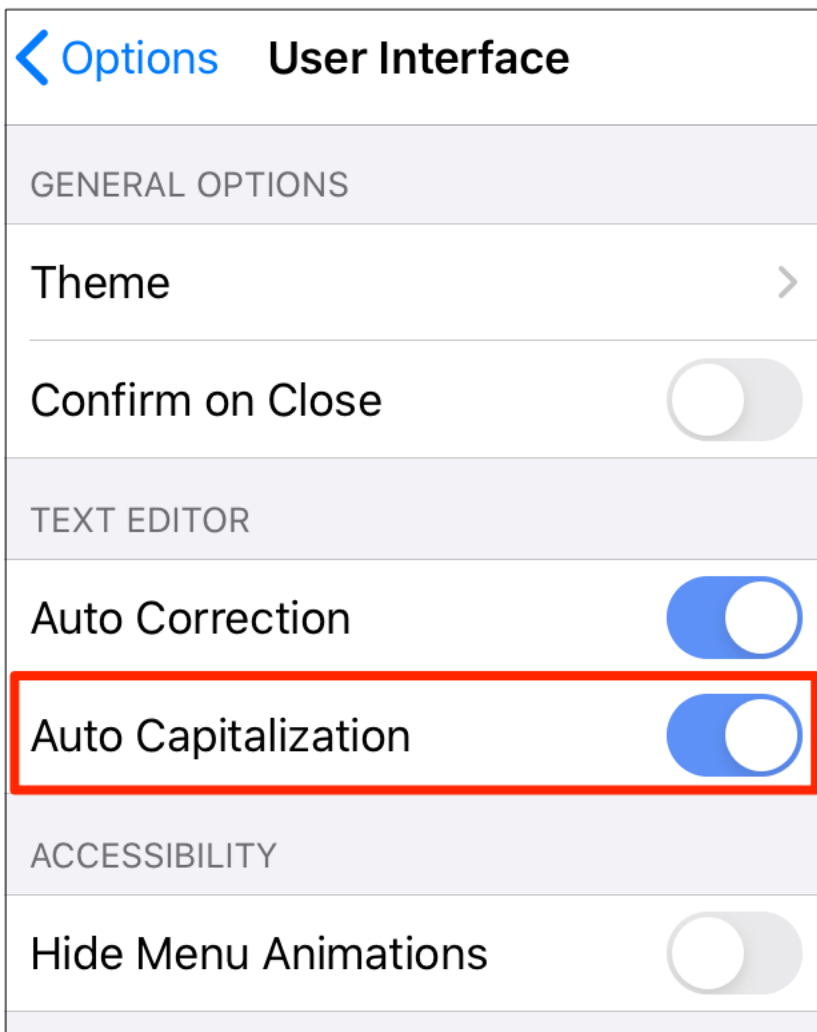


Entered text will be reflected within the drawing view in real time to provide instant feedback regarding how it will appear, wrap, etc.. within the figure. **Tap** in any location outside of the supplied popover or **Press** on the **Done Button** to dismiss the editor.



If you prefer the first value to automatically appear in uppercase, be certain to turn on the **Auto Capitalization** feature. This feature can be accessed by pressing on the [Settings Button](#) and then pressing on the [User Interface Submenu](#).





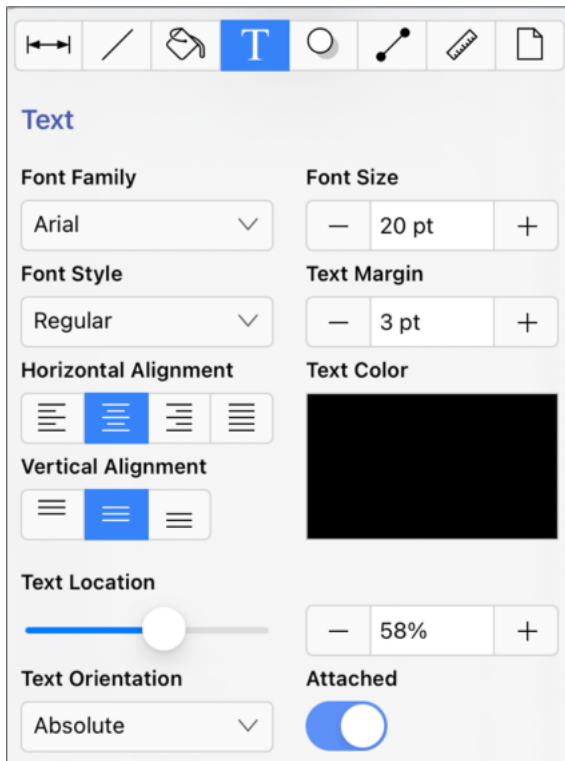
5.2.13.2. Font Family

A figure must be [selected](#) to alter the **Font Family** of entered text. Use one of the following methods to change the Font Family for a selected figure(s):

Method 1: Press on the **Info Button** in the [Top Toolbar](#).



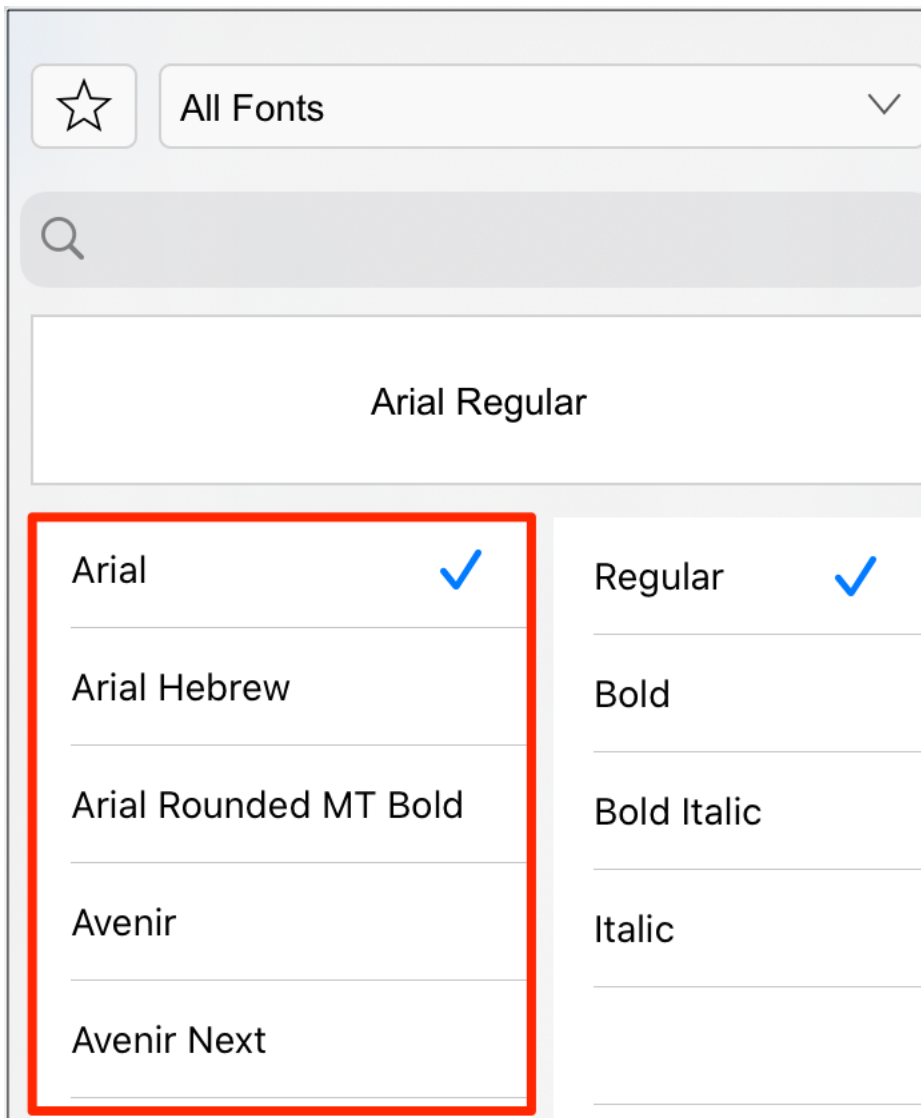
Press on the [Text Tab](#) to access the **Font Family** option.



Method 2: Tap on the **Font** option in the [Format Bar](#).

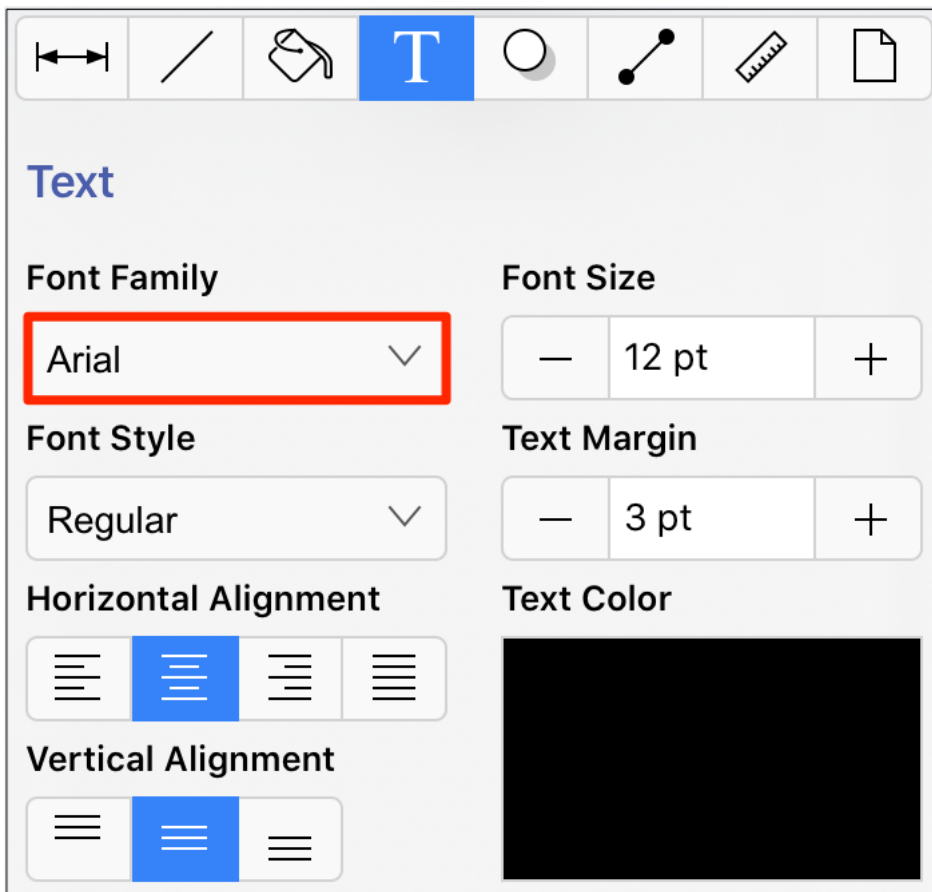


Perform a **Touch/Drag** in an upward or downward motion to scroll through the available **Font Family** options on the left side of the popover window. Then tap on the desired option.

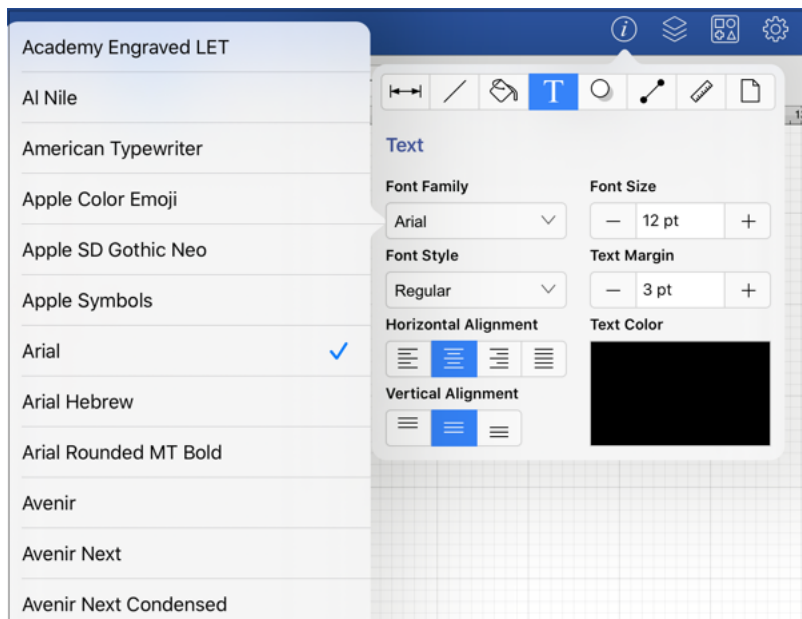


To alter the **Font Family**, complete the following steps:

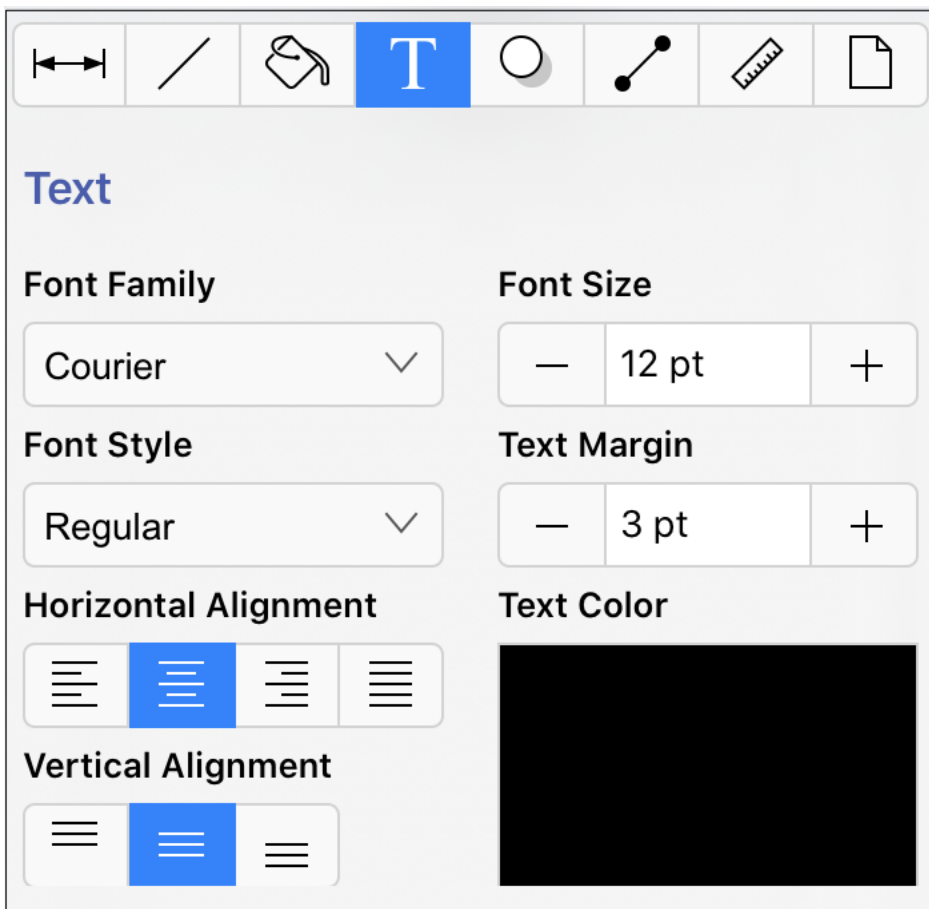
Step 1: First, **Tap** on the **Font Family** option to view available choices.



Step 2: Then perform a **Touch and Drag** in an upward or downward direction on the **Font Selection List** to scroll through available options.



Step 3: Press on the desired **Font Family** to make a selection. The current selection will have a blue checkmark in the list and will appear in the **Font Family** attribute on the **Text Tab**. Tap anywhere within the **Drawing Canvas** to close this window. In the example below, Courier has been chosen:



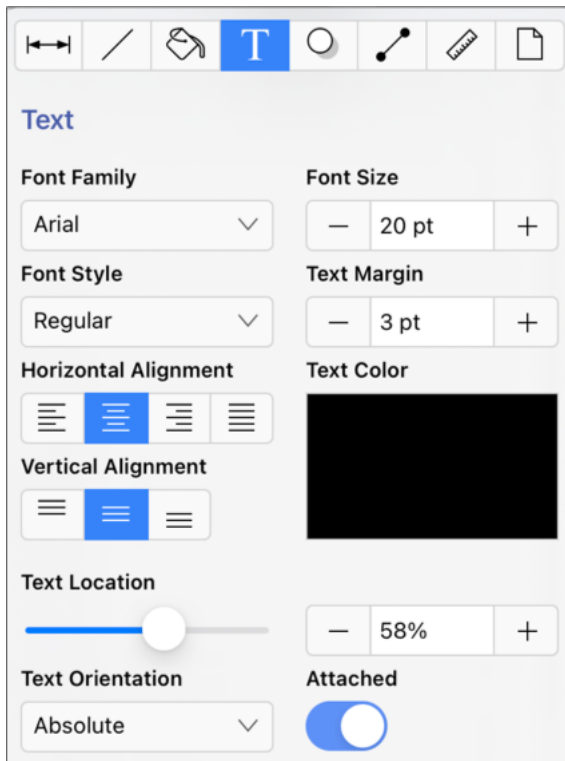
5.2.13.3. Font Size

A figure must be [selected](#) to alter the **Font Size** of entered text. Use one of the following methods to change the font size for a selected figure(s):

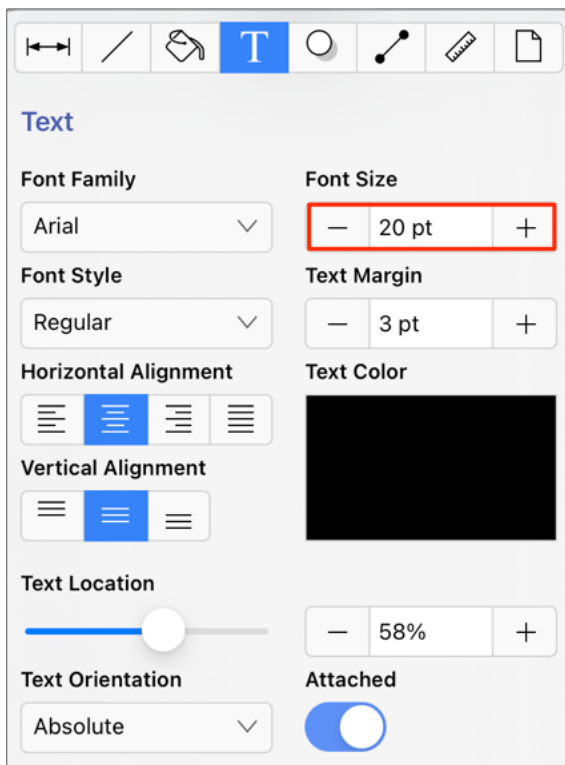
Method 1: Press on the **Info Button** in the [Top Toolbar](#).



Press on the [Text Tab](#) to access the **Font Size** option.



Tap on the **Plus/Minus Buttons** in the **Text Window** to increase/decrease the size by increments of 1 or press on the number field to enter a new size with the keyboard. Tap anywhere in the [Drawing Canvas](#) to close the window.



Method 2: Tap on the **Font Size** option in the [Format Bar](#).



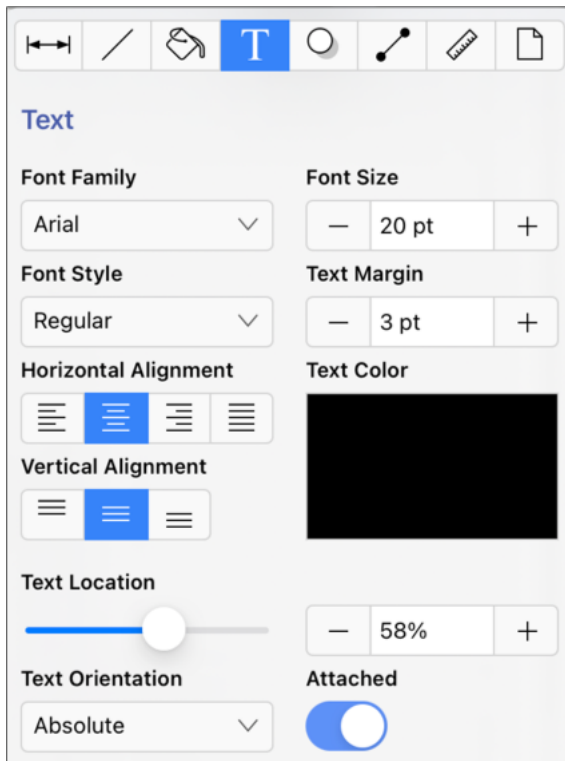
5.2.13.4. Font Style

A figure must be [selected](#) to alter the **Font Style** of entered text. Use one of the following methods to change the font style for a selected figure(s):

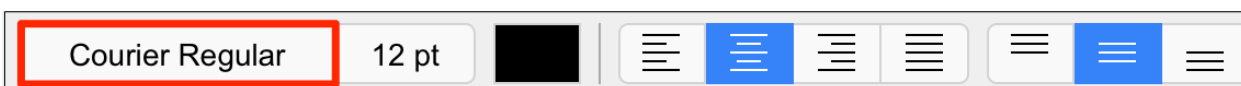
Method 1: Press on the **Info Button** in the [Top Toolbar](#).



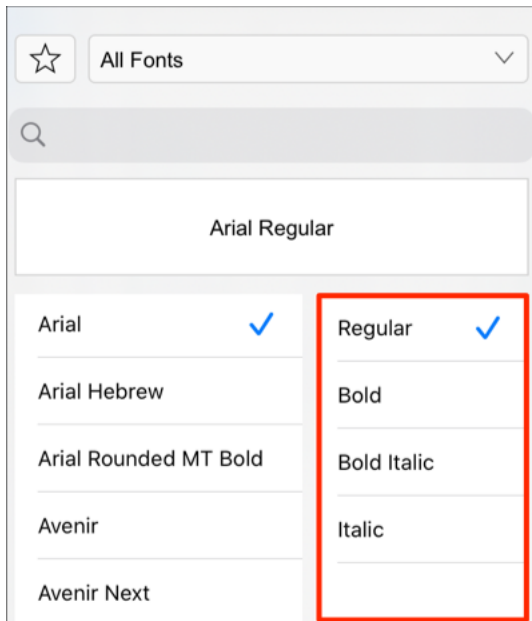
Press on the [Text Tab](#) to access the **Font Styles** option.



Method 2: Tap on the **Font** option in the [Format Bar](#).

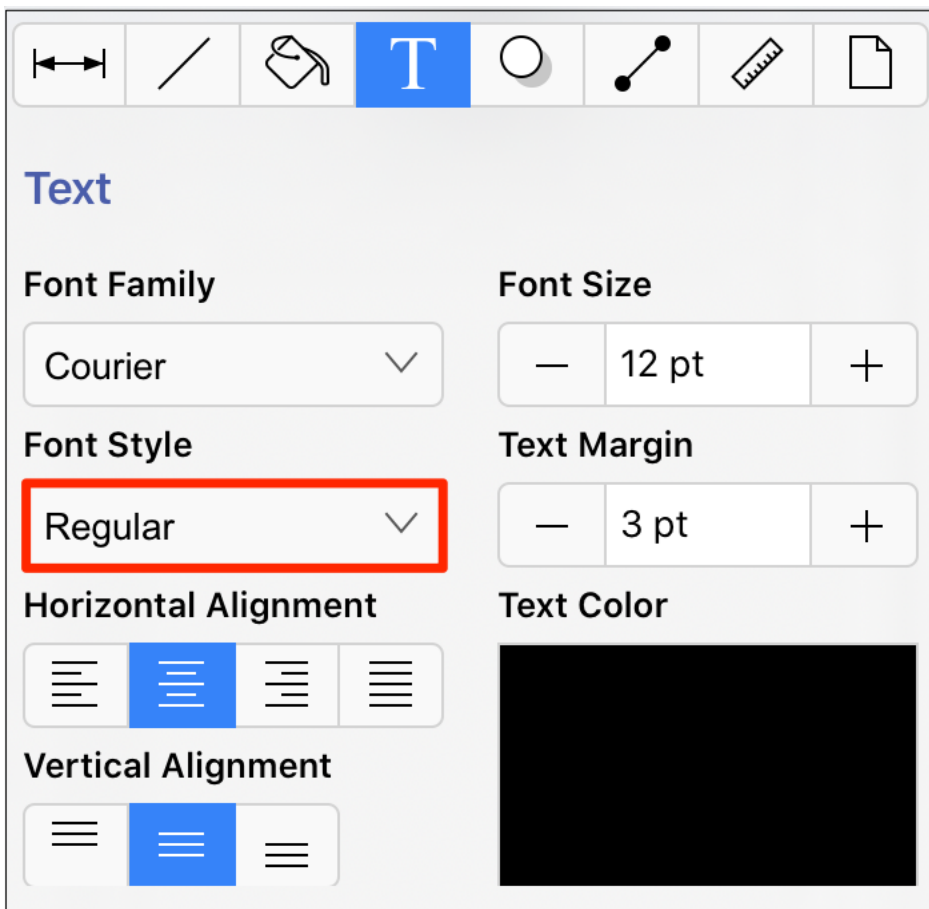


Then tap on the desired style on the right side of the popover window.

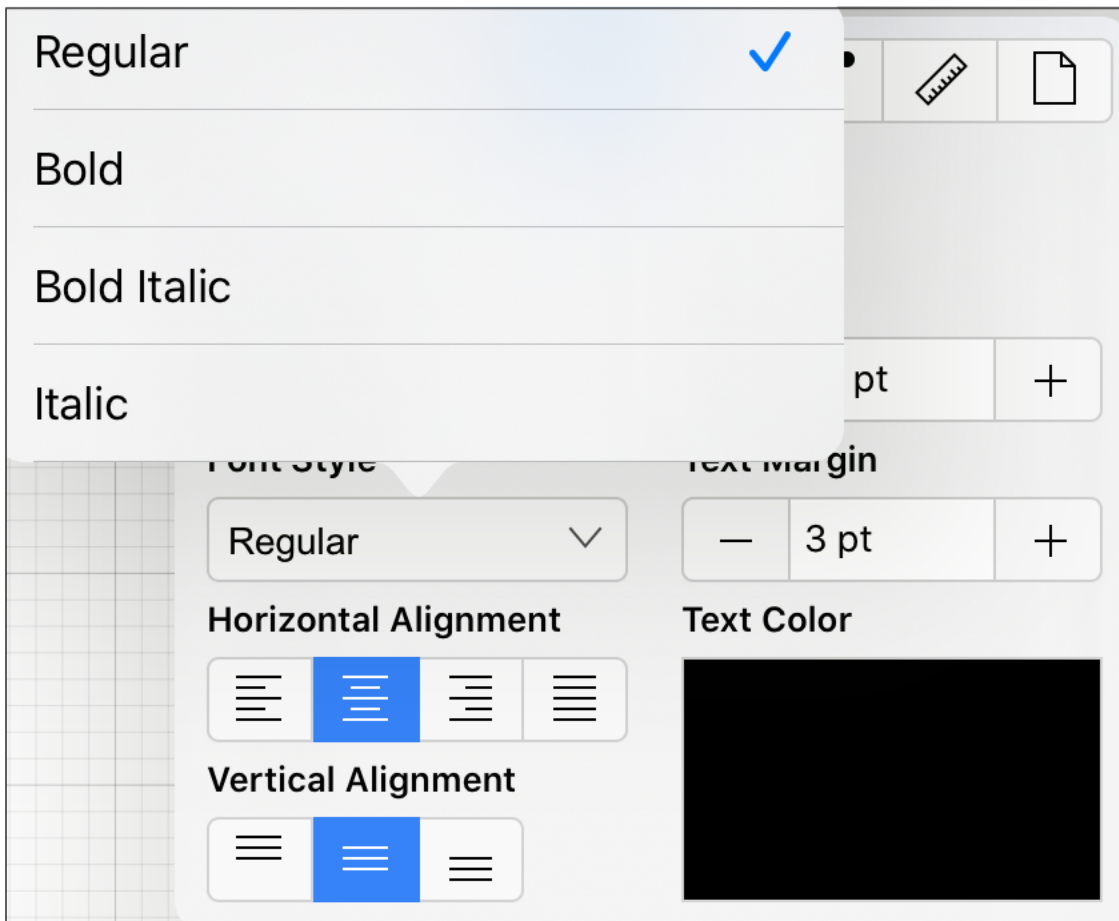


To alter the **Font Style**, complete the following steps:

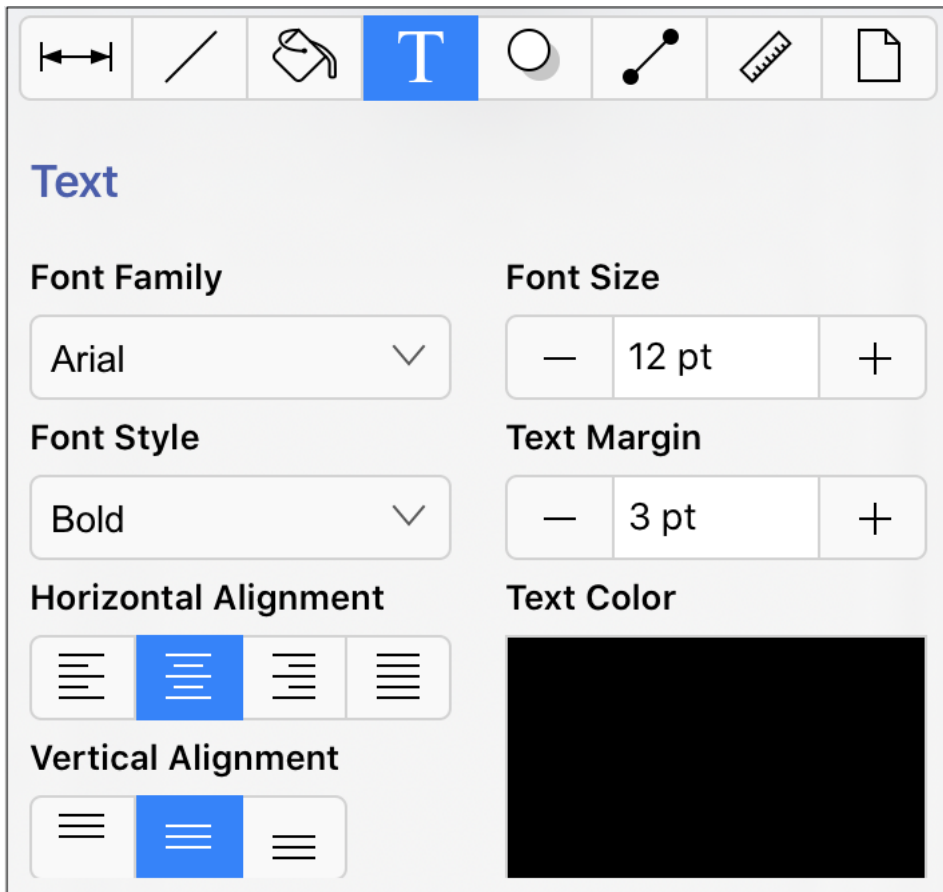
Step 1: Tap on the **Font Style** option in the [Text Tab](#).



Step 2: To scroll through available style options, touch and drag in an upward or downward direction on this portion of the **Font Selection List**. Then tap on the desired selection in the list. In this example, the style is currently set to **Regular** as indicated by the blue checkmark.



Step 3: In the example below, the **Font Style** has been changed to **Bold**. Tap anywhere in the [Drawing Canvas](#) to close this window.



Note: All changes occur in real time when a figure(s) is selected. If a figure(s) is not selected, all changes are applied to newly created figures.

5.2.13.5. Font Color

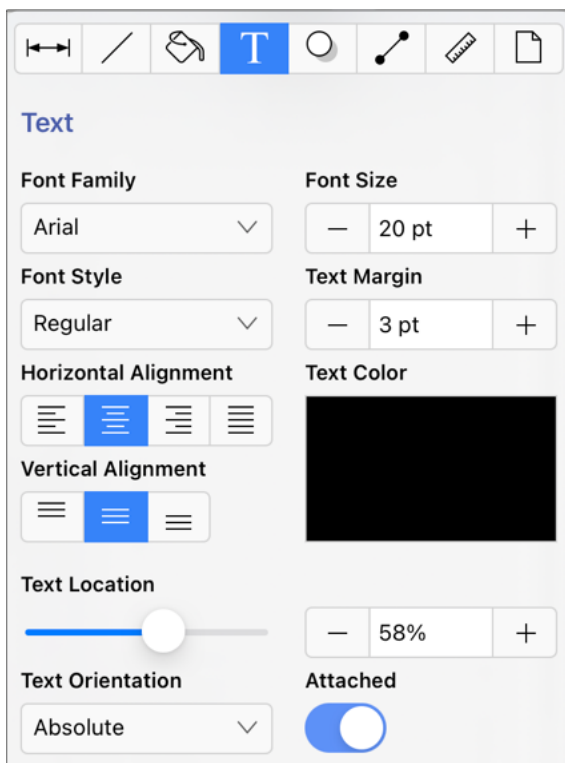
The **Font Color** of a selected figure can be changed to meet a desired preference. It can be altered for a [selected](#) figure(s) or in instances where no figures have been selected. If a figure has not been selected, the color change applies to any figure added after the change.

This attribute can be altered in one of the following ways:

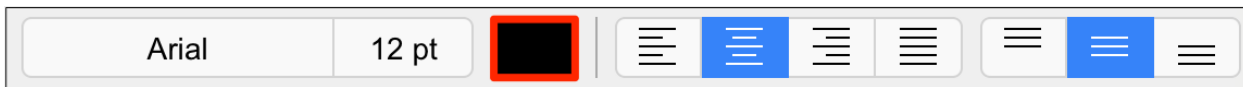
Method 1: Press on the **Info Button** in the [Top Toolbar](#).



Then press on the [Text Tab](#) to access the **Text Color** option.

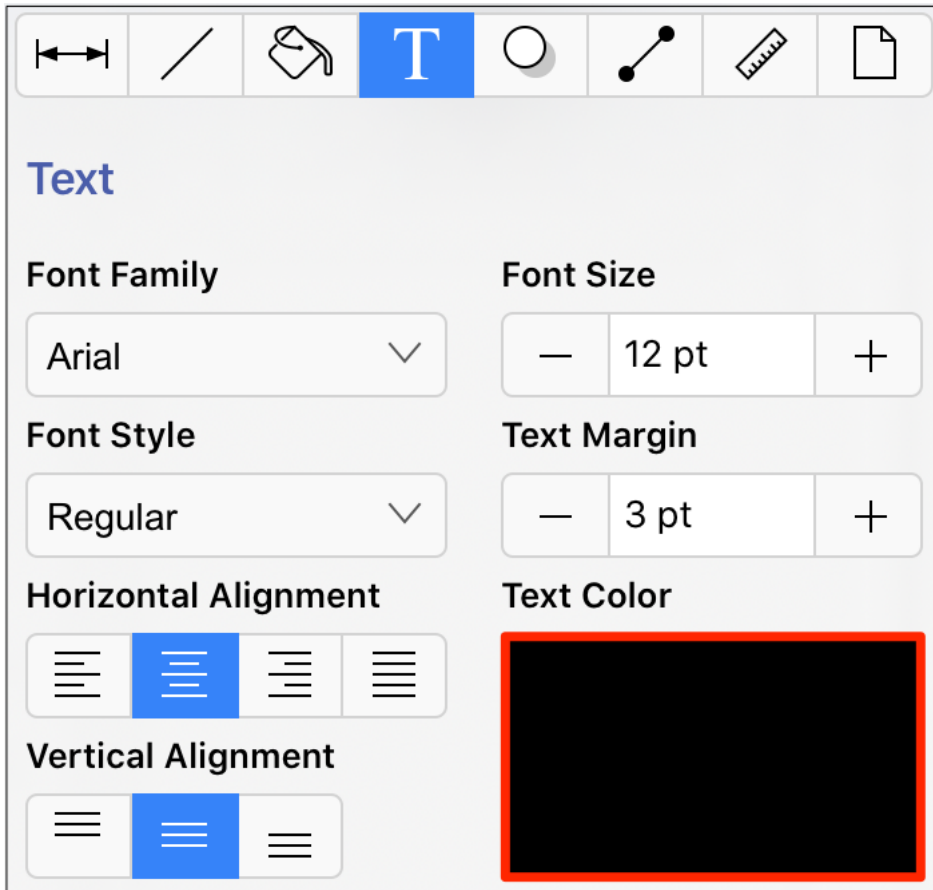


Method 2: Tap on the **Text Color** option in the [Format Bar](#).

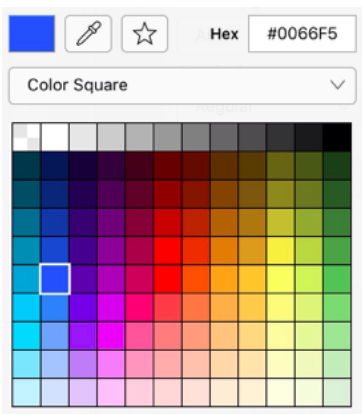
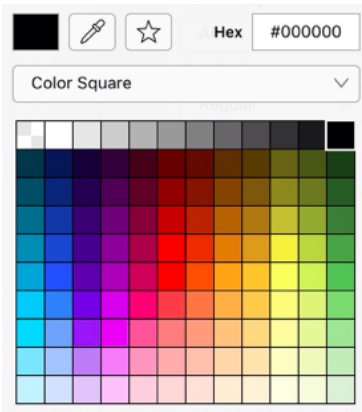


To alter the **Font Color**, complete the following steps:

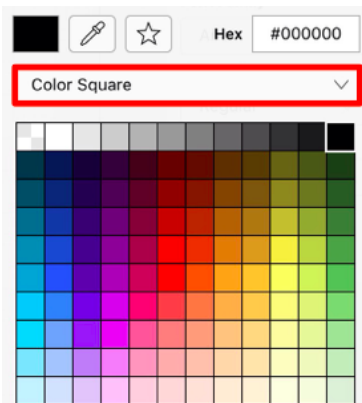
Step 1: Press on the **Text Color** attribute in the [Text Tab](#).



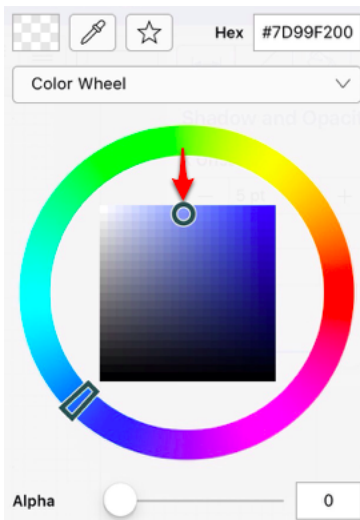
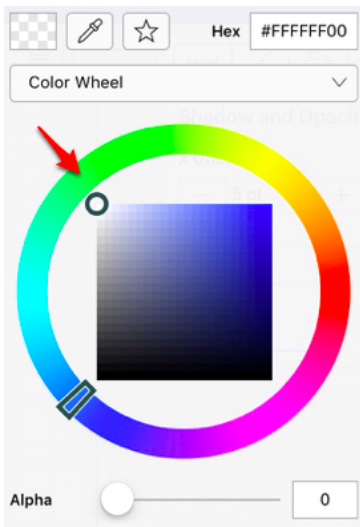
Step 2: To select a predefined color in the **Color Square**, simply press on the desired color.



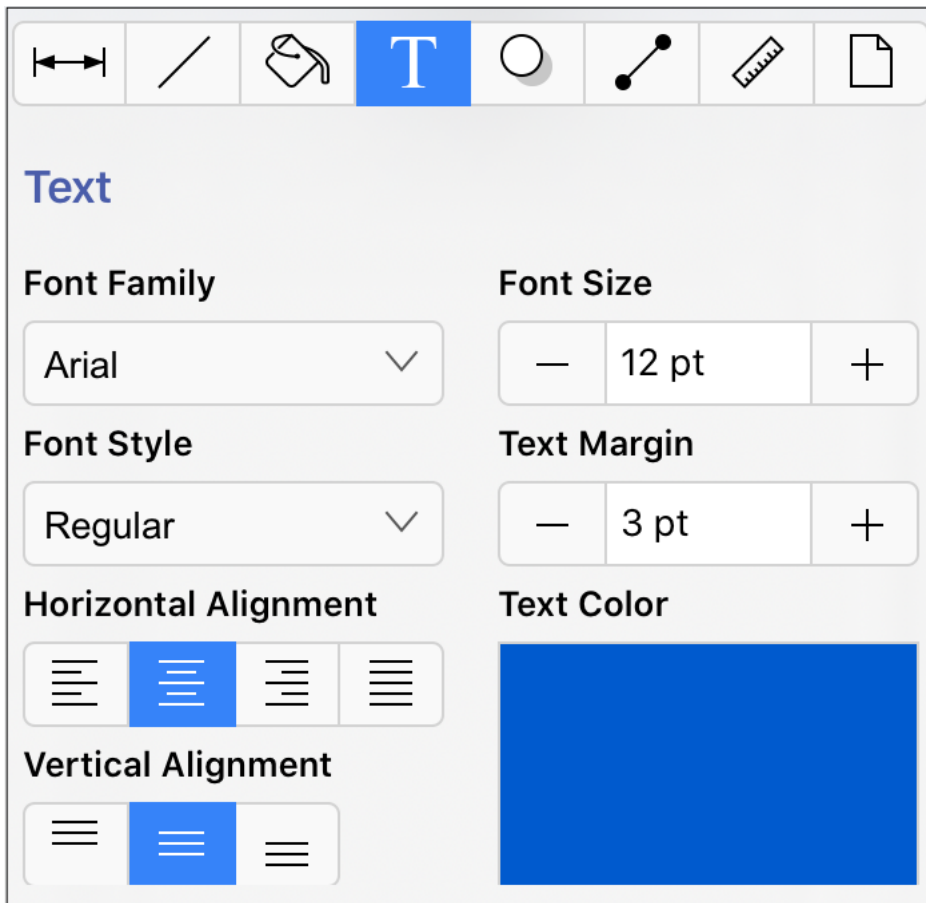
Step 3: You may also configure a color by choosing an option from the **Color Selection Menu**: [Color Wheel](#), [RGB](#), [HSV](#), [Gray Scale](#), [Named Colors](#), [Favorite Colors](#), or [Colors in Use](#). To do so, press on the menu and then tap on an option.



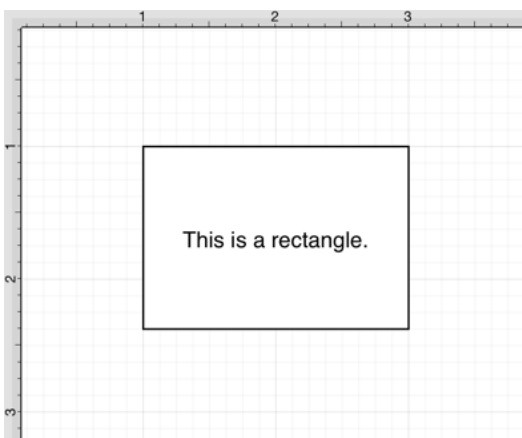
Step 4: If using the **Color Wheel**, first tap on the desired color range within the outside of the wheel view. Then choose the desired lightness or darkness of the selected color in the center (saturation) square.

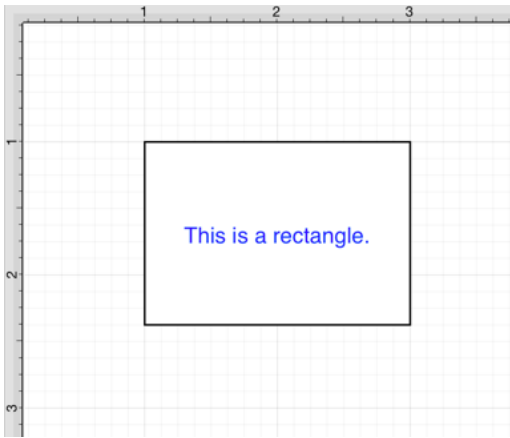


Step 5: Perform a **Touch/Drag** gesture combination or **Press** on additional options (opacity slider, fill type, etc.) within the **Text Window** to make further attribute changes.



Step 6: The example below shows a figure with text that has been changed from black to blue.





Note: A color change will be seen instantaneously when text is [selected](#). If text has not been selected, the color change will apply to all subsequent text entries.

5.2.13.6. Text Alignment

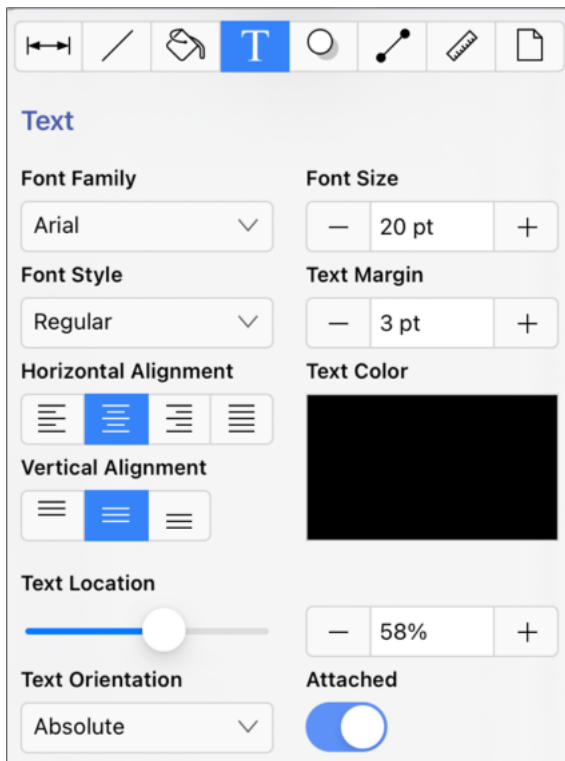
The **Text Alignment** option alters the vertical and horizontal positioning of text within it's bounding box. A figure must be [selected](#) to alter the alignment position of entered text.

Use one of the following methods to change the text alignment for a selected figure(s):

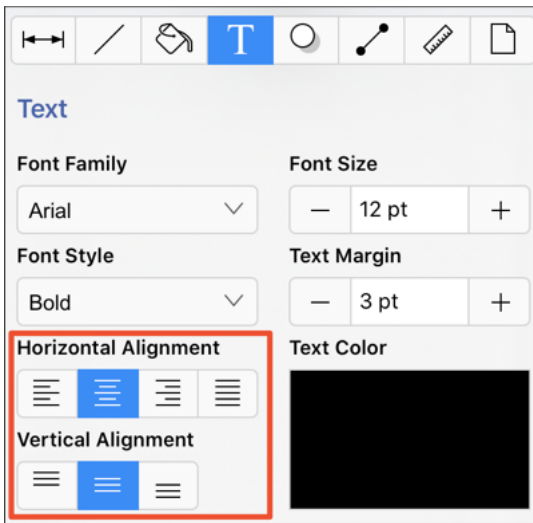
Method 1: Press on the **Info Button** in the [Top Toolbar](#).



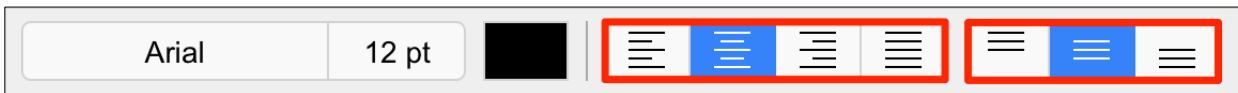
Press on the [Text Tab](#) to access the **Text Alignment** options.



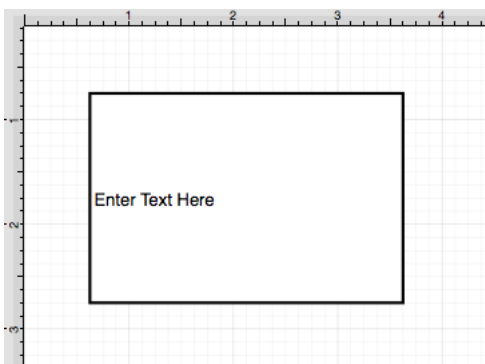
Press on one of the horizontal or vertical alignment buttons to make a selection. The currently selected alignment setting will have a dark grey background. Tap anywhere within the [Drawing Canvas](#) to close the window.

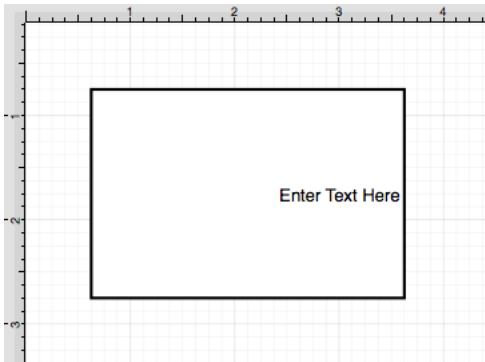


Method 2: Tapping on a **Text Alignment** option in the [Format Bar](#).



The following example shows the alteration of text within a figure from a left horizontal alignment to a right horizontal alignment.





The currently selected horizontal and vertical alignment choices will appear with a light gray background, as shown below.



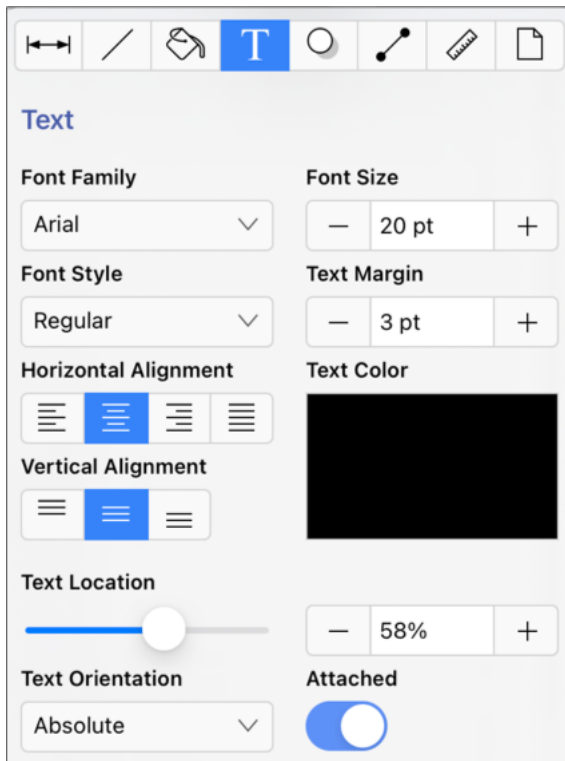
5.2.13.7. Text Margin

A figure must be [selected](#) to alter the **Text Margin** of entered text. The text margin for a selected figure(s) can be changed by performing the following:

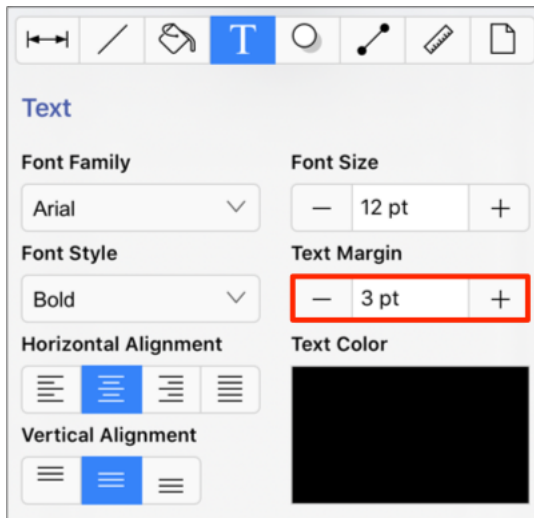
Step 1: Press on the **Info Button** in the [Top Toolbar](#).



Step 2: Press on the [Text Tab](#) to access the **Text Margin** option.

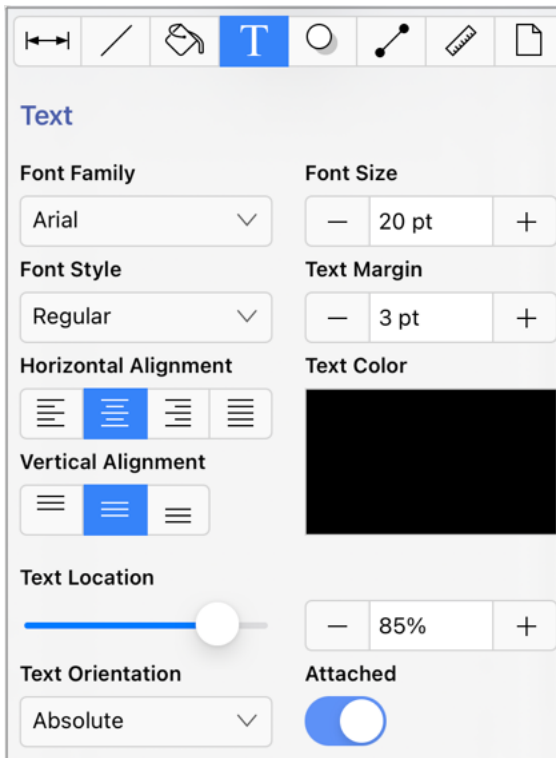


Step 3: Tap on the **Plus/Minus Buttons** in the **Text Tab** to increase/decrease the margin by increments of 1 or press on the number field to enter a new margin value with the keyboard. Tap anywhere in the [Drawing Canvas](#) to close the window.



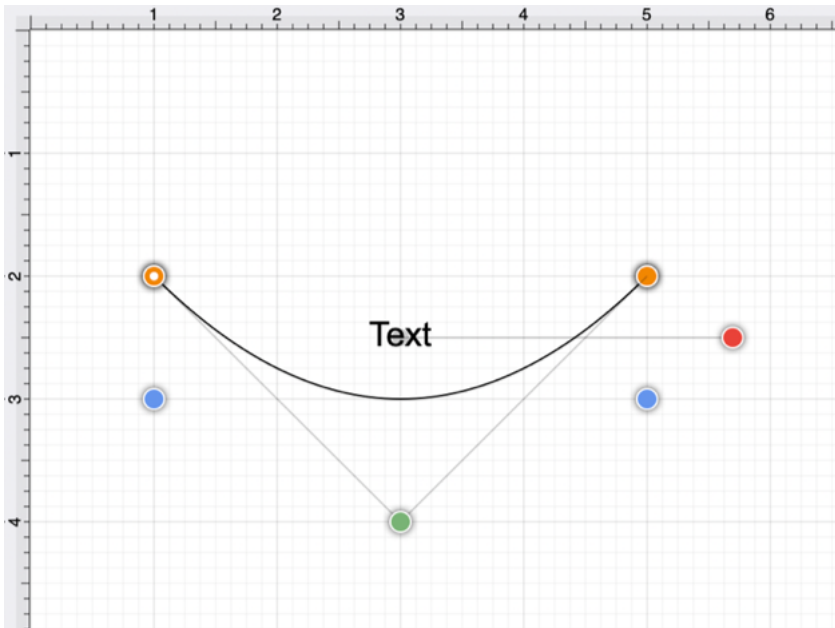
5.2.13.8. Text Location

The **Text Location** slider and percentage field can be used to change the location of text that is attached to a line or path.



Complete the following steps to change the location of text attached to a line or path:

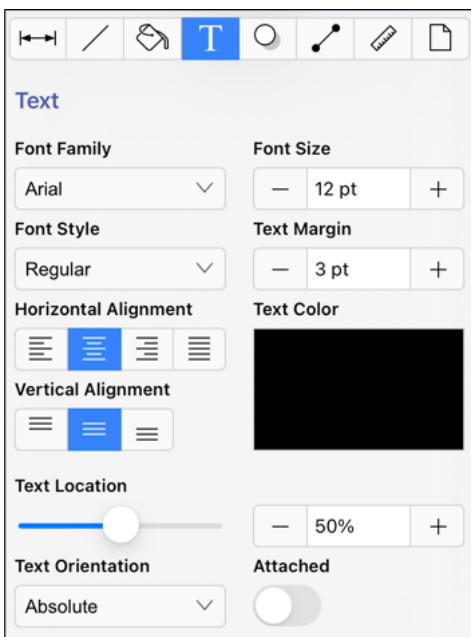
Step 1: Create a line or path and add text to the figure. In this example, a Path figure has been created within the drawing.



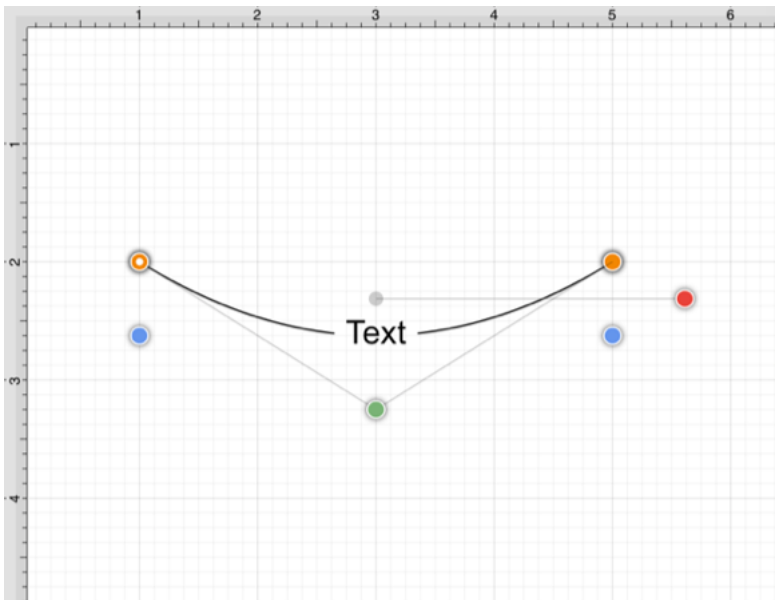
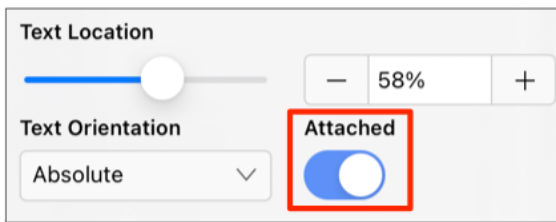
Step 2: Press on the **Info Button** in the [Top Toolbar](#).



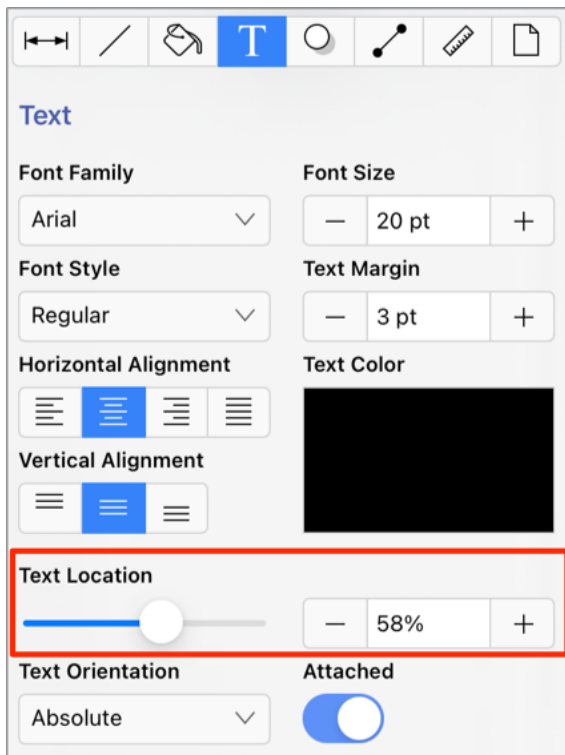
Step 3: Press on the [Text Tab](#) to access the **Text Location** option.



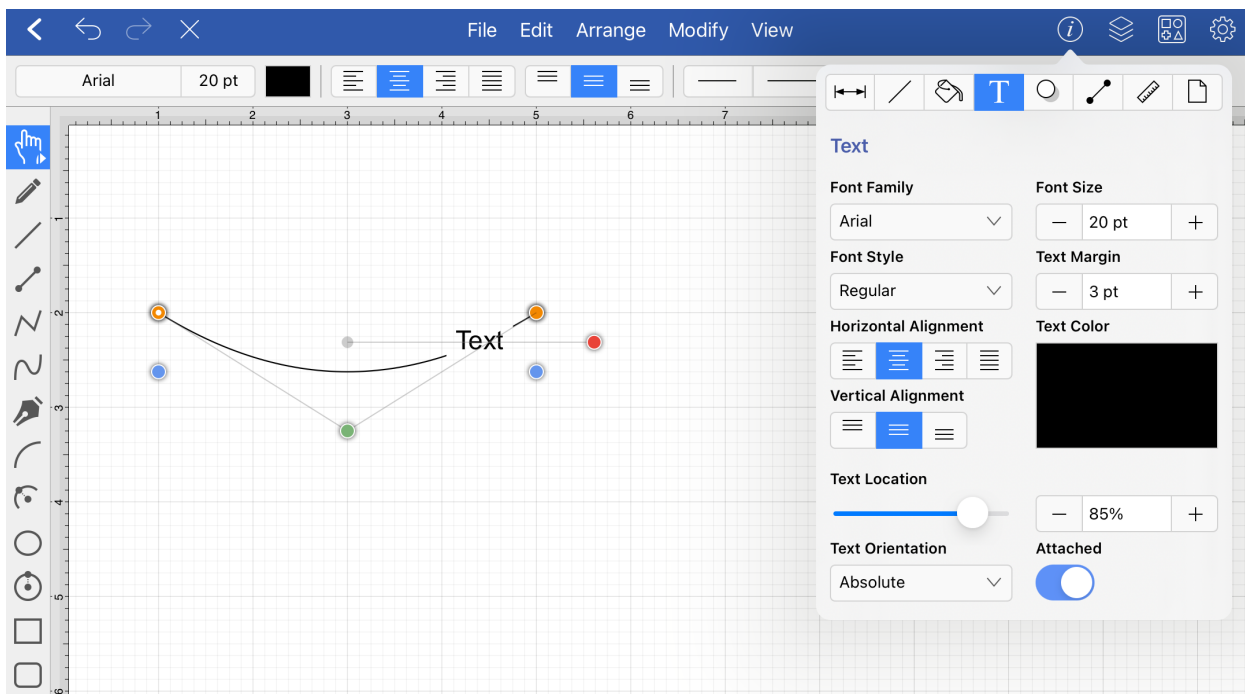
Step 3: Tap on the **Attached** option to enable it.



Step 4: Use the **Slider** or **Plus (+)** and **Minus (-)** buttons to change the text location.

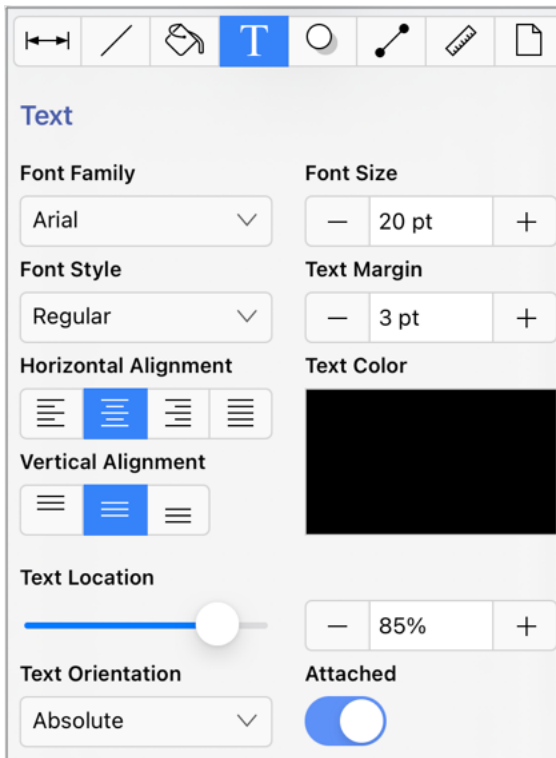


In the example below, the text location has been changed to 85%.



5.2.13.9. Text Orientation

The **Text Orientation** menu can be used to change the orientation of text that is attached to a line or path. **Text Orientation** can be Absolute or Relative. Absolute is selected by default.



Note: Text Orientation can be changed for all lines and paths in a drawing or for one or more selected lines and paths.

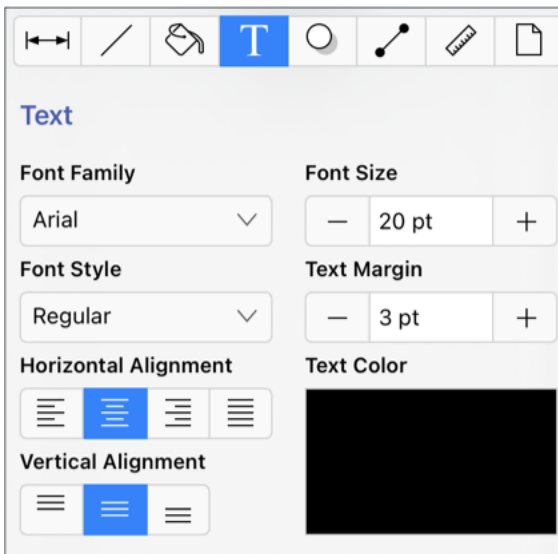
How to Change the Text Orientation

Complete the following steps to change the orientation of text attached to a line or path:

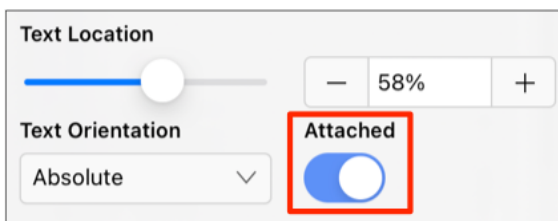
Step 1: Press on the **Info Button** in the **Top Toolbar**.



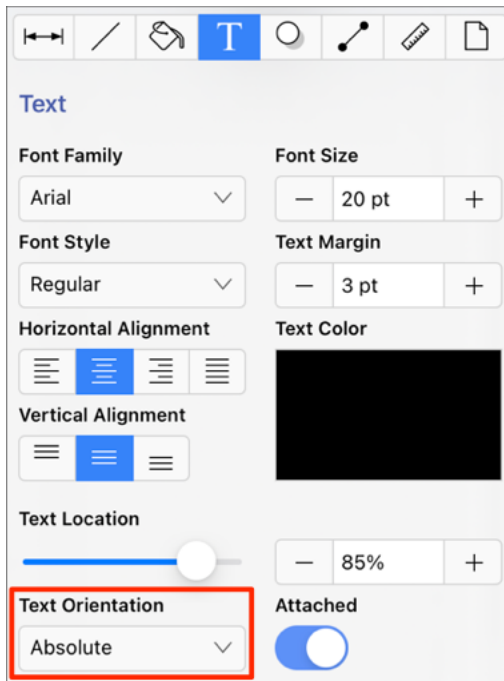
Step 2: Press on the **Text Tab** to access the **Text Location** option.



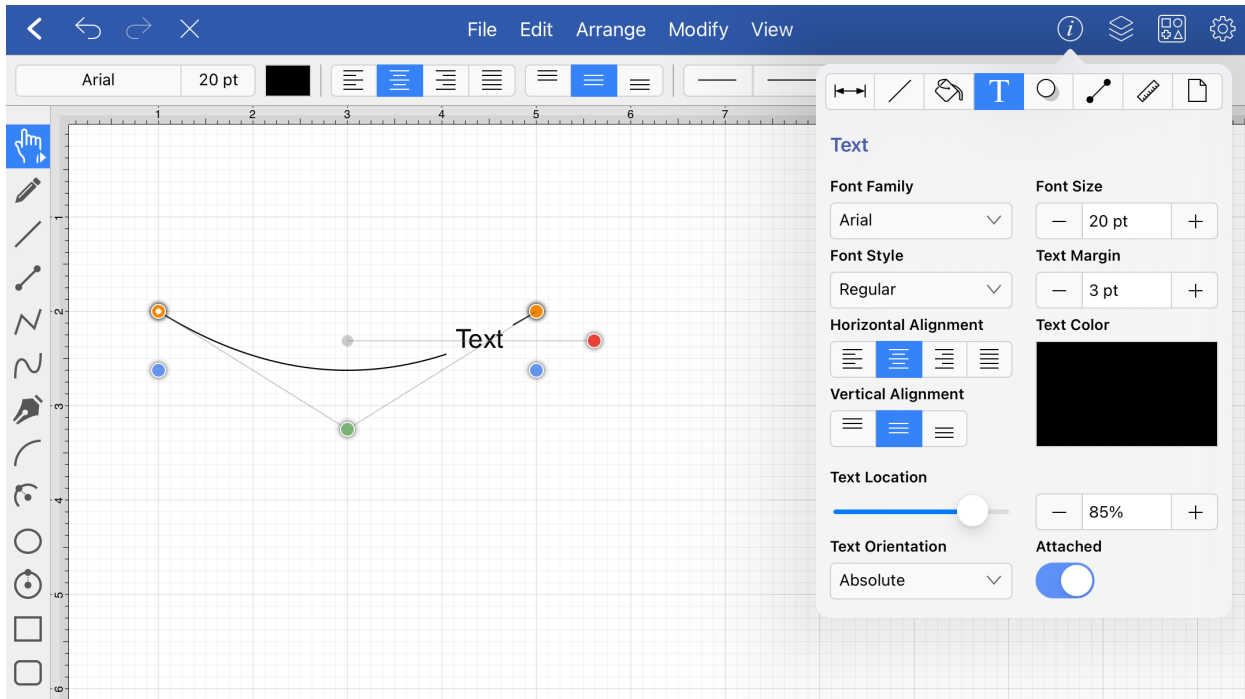
Step 3: If not already enabled, tap on the **Attached** option to enable it.



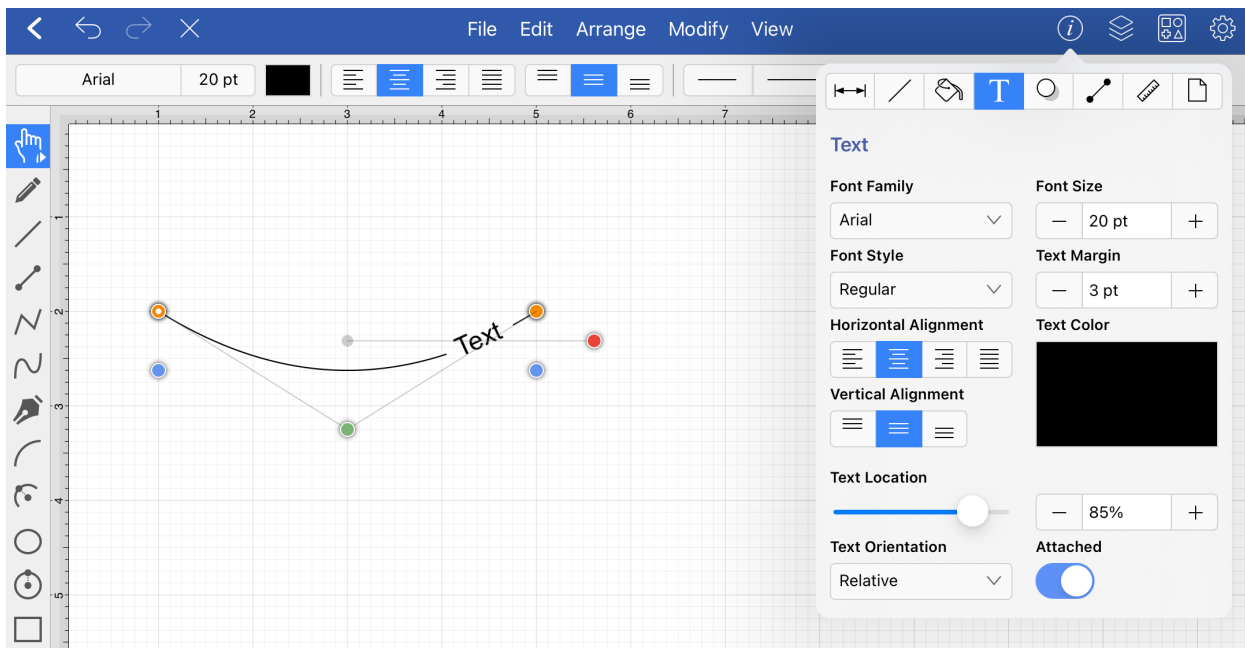
Step 4: Use the **Text Orientation** drop-down menu to select an option.



Path Figure with Absolute Text Orientation



Path Figure with Relative Text Orientation



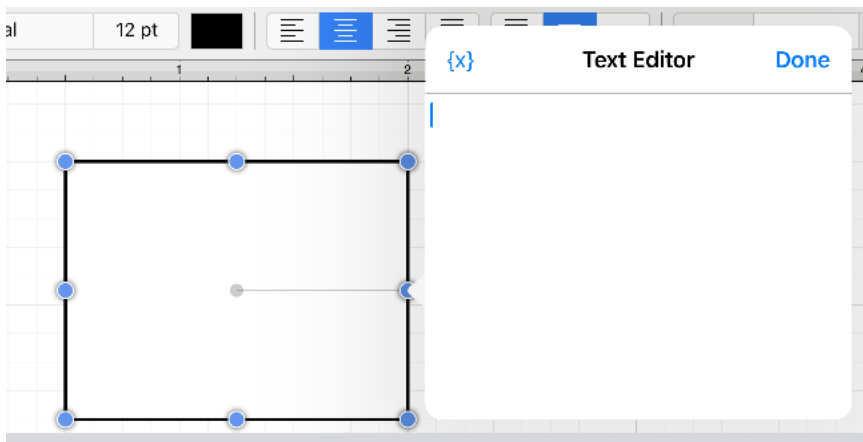
5.2.13.10. Adding Variables to Text

A **Variable** can be added to text within a figure through the **Text Editor** popover window by hand keying the desired variable as part of the text.

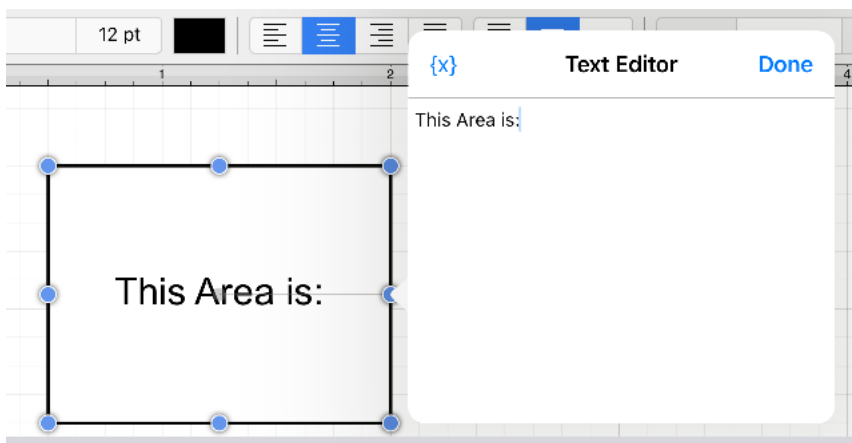
On a subsequent page, there is a [list of available variables](#).

In the following example, the **Area** variable is included as part of the [selected](#) rectangle's text.

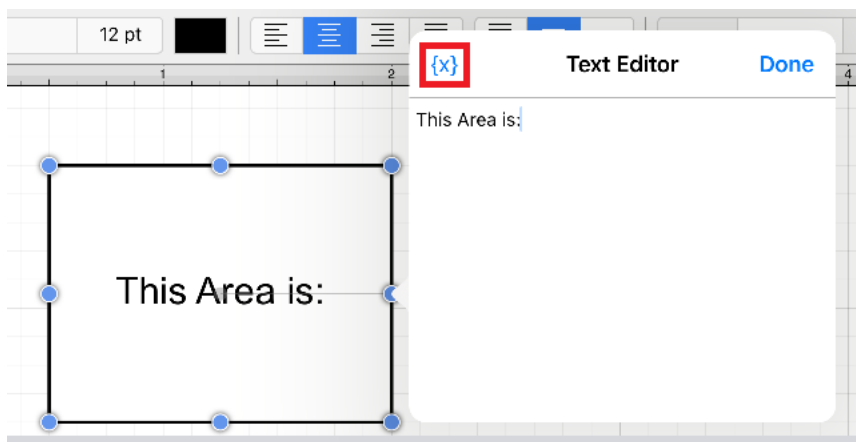
Step 1: Double Tap on a desired figure to open the **Text Editor**.



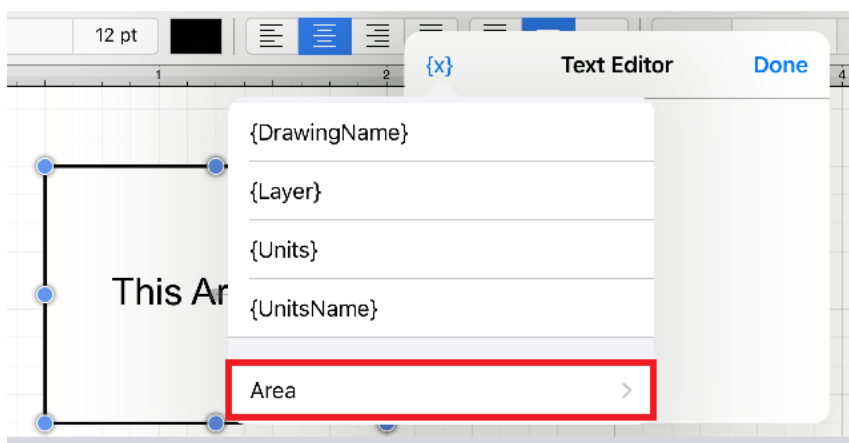
Step 2: Enter the appropriate text with the keypad.



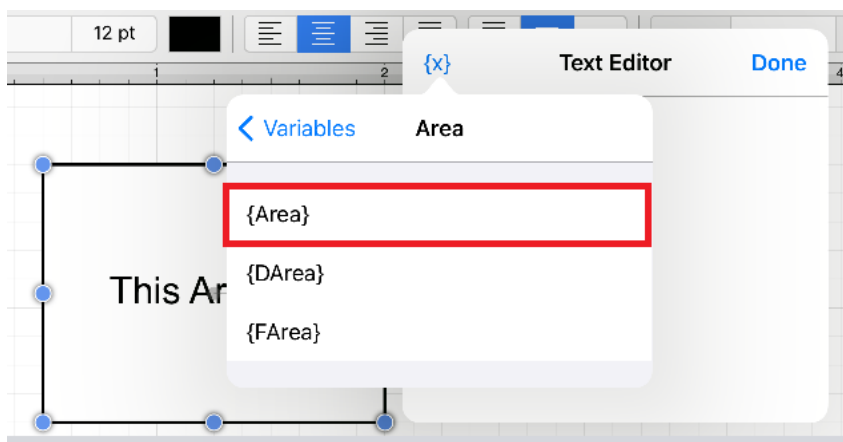
Step 3: Expand the **Variable Insertion Menu** within the **Text Editor** to select a variable.



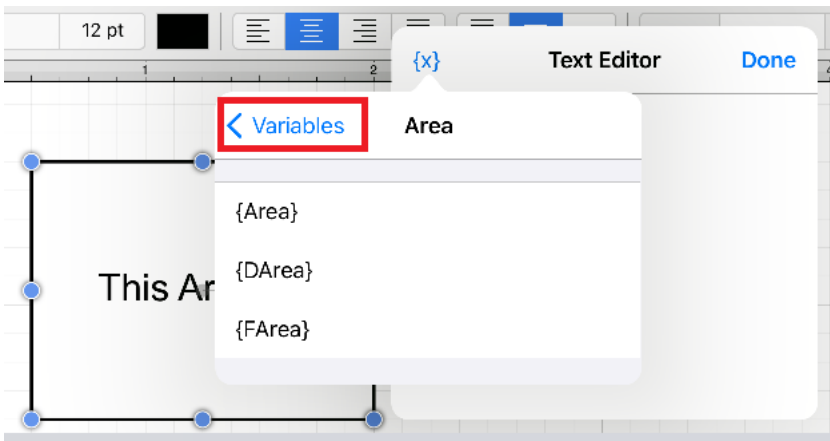
Step 4: For this example, an **Area** variable will be added to the text within the figure. **Press** on the **Area Submenu**.



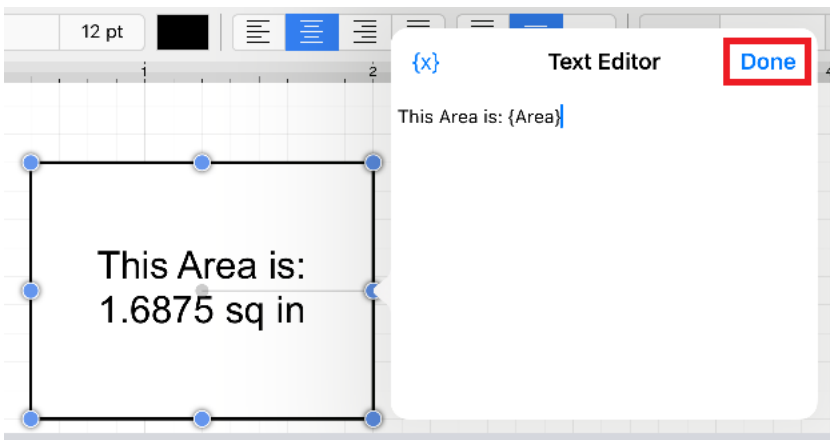
Step 5: Tap on the **{Area}** option to add an area variable.



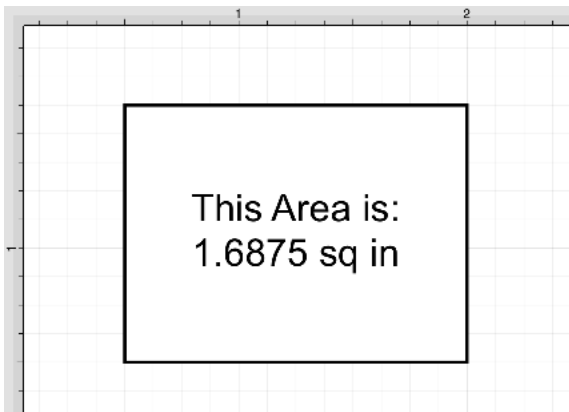
Step 6: Press on **Variables** to return to the previous menu or **Tap** within the **Text Editor** to close the menu.



Step 7: The selected variable shows as the actual value within the selected figure as it is entered. Press on the **Done Button** located in the upper right corner of the **Text Editor** to close it.

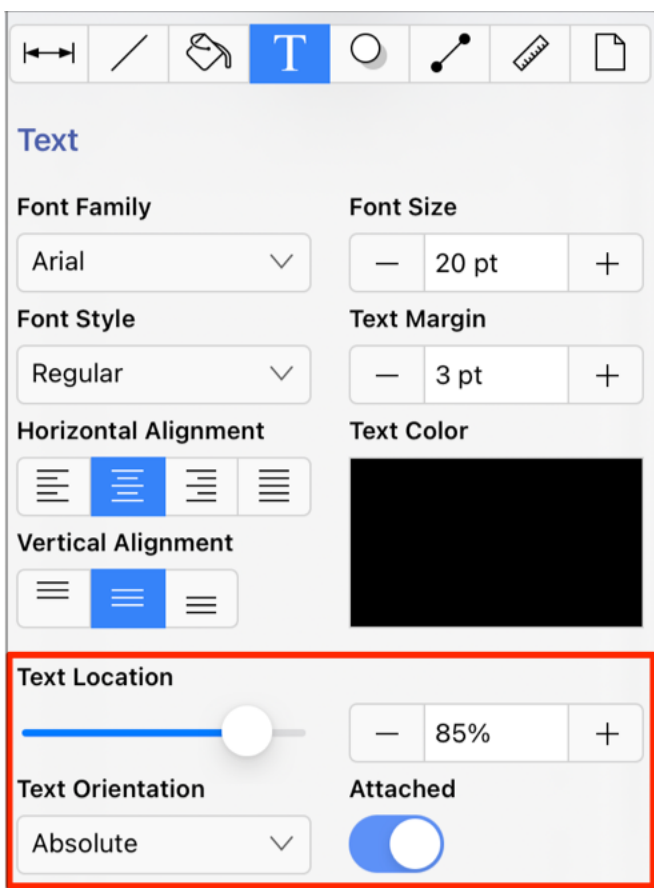


Step 8: The final text within the selected figure appears as shown below.



Text Location and Orientation

Text can be added and attached to a Line and Path Figures. The [location](#) and [orientation](#) of attached text can be altered for Line and Path Figures within the **Text Tab**.



5.2.13.10.1. Available Variables

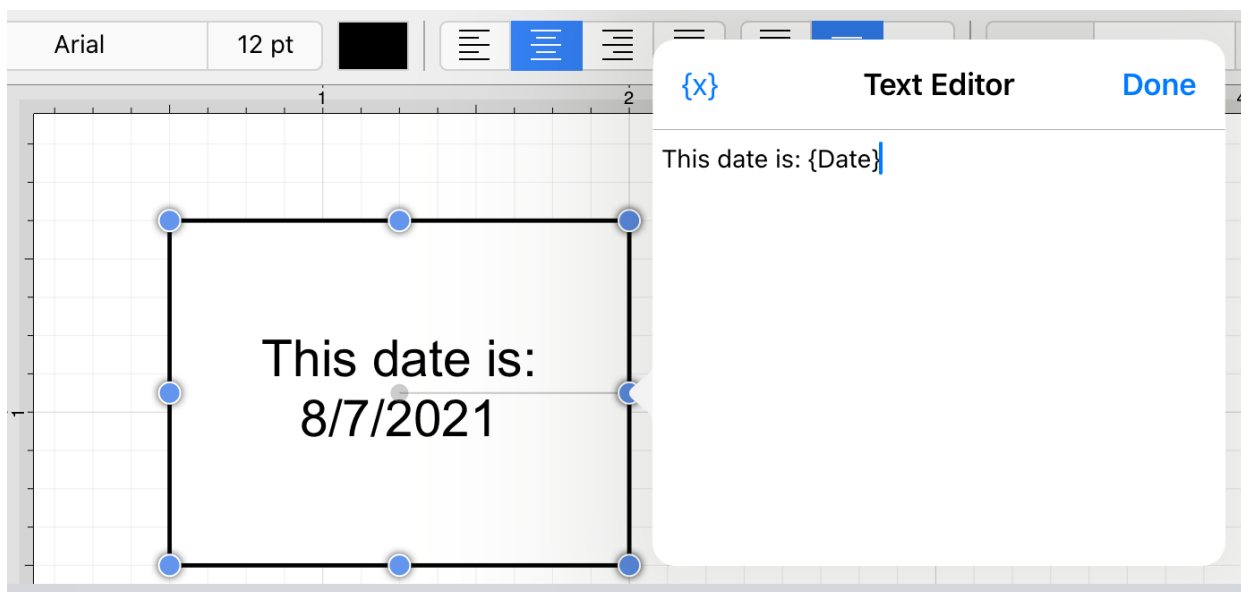
TouchDraw 2 supports inserting **Variables** into a text area. Entered variables are replaced with the actual value when the drawing is rendered. The table below provides a list of currently supported **Text Variables**:

Variable Name	Variable Type	Description
{MinX}	Pre-formatted	The minimum X-axis position of the figure bounds + the units abbreviation.
{MaxX}	Pre-formatted	The maximum X-axis position of the figure bounds + the units abbreviation.
{MinY}	Pre-formatted	The minimum Y-axis position of the figure bounds + the units abbreviation.
{MaxY}	Pre-formatted	The maximum Y-axis position of the figure bounds + the units abbreviation.
{Length}	Pre-formatted	The length of the line (if the text is added to a line or line connection) + the units abbreviation.
{Width}	Pre-formatted	The width of the figure bounds + the units abbreviation.
{Height}	Pre-formatted	The height of the figure bounds + the units abbreviation.
{Area}	Pre-formatted	The area of the figure + the units abbreviation.
{Dxxxx}	Decimal	The decimal representation (to 4 decimal points) of one of the 7 variables above where xxxx is the name of the variable. For example, {DLength} would return the decimal value of a line length.
{Fxxxx}	Fractional	The fractional representation of one of the 7 variables above where xxxx is the name of the variable. For example, {FLength} would return the fractional value of a line length.
{DrawingName}	Pre-formatted	The name of the current drawing.
{Units}	Pre-formatted	The abbreviation of the unit of measure specified for the drawing.

Variable Name	Variable Type	Description
{UnitsName}	Pre-formatted	The full name of the unit of measure specified for the drawing.
{Layer}	Pre-formatted	The name of the layer that the figure is currently in.
{Date}	Date	The current date.

5.2.13.10.2. Formatting Date Variables

By default, the {Date} variable will expand into a date formatted in the mm/dd/yyyy (or dd/mm/yyyy for non-US locales) format as shown in the screenshot below:



The first letter of the entered variable must be capitalized for the value to appear in the selected figure.

TouchDraw 2 allows the exact formatting style to be specified in scenarios where the date must be formatted differently than the default setting. Use one of the following {Date:format} options to insert a desired format. Refer to the sample table below:

Variable	Description	Examples
{Date:d}	Default - Short Date Formatting	6/15/2020 (US) 15/06/2020 (France) 2020/06/15 (Japan)

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Variable	Description	Examples
{Date:D}	Long Date Formatting	Monday, June 15, 2020 (US) 15 2020 . (Russia) Montag, 15. Juni 2020 (Germany)
{Date:f}	Full Date/Time (short time) Formatting	Monday, June 15, 2020 1:45 PM (US) den 15 juni 2020 13:45 (Sweden) , 15 2020 1:45 (Greece)
{Date:F}	Full Date/Time (long time) Formatting	Monday, June 15, 2020 1:45:30 PM (US) den 15 juni 2020 13:45:30 (Sweden) , 15 2020 1:45:30 (Greece)
{Date:g}	General Date/Time (short time) Formatting	6/15/2020 1:45 PM (US) 15/06/2020 13:45 (Spain) 2020/6/15 13:45 (China)
{Date:G}	General Date/Time (long time) Formatting	6/15/2020 1:45:30 PM (US) 15/06/2020 13:45:30 (Spain) 2020/6/15 13:45:30 (China)
{Date:m}	General Month/Day Formatting	June 15 (US) juni 15 (Denmark) Juni 15 (Indonesia)
{Date:M}	General Month/Day Formatting	June 15 (US) juni 15 (Denmark) Juni 15 (Indonesia)
{Date:o}	Round-Trip Date/Time Formatting	06-15T13:45:30.0900000
{Date:O}	Round-Trip Date/Time Formatting	06-15T13:45:30.0900000
{Date:r}	RFC1123 Formatting	15 Jun 2020 20:45:30 GMT
{Date:R}	RFC1123 Formatting	15 Jun 2020 20:45:30 GMT

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Variable	Description	Examples
{Date:s}	Sortable Date/Time Formatting	2020-06-15T13:45:30
{Date:t}	Short Time Formatting	1:45 PM (US) 13:45 (Croatia - Hrvatska) 01:45 (Egypt)
{Date:T}	Long Time Formatting	01:45:30 PM (US) 13:45:30 (Croatia - Hrvatska) 01:45:30 (Egypt)
{Date:u}	Universal Sortable Date/Time Formatting	2020-06-15 20:45:30Z
{Date:U}	Universal Full Date/Time Formatting	Monday, June 15, 2020 8:45:30 PM (US) den 15 juni 2020 20:45:30 (Sweden) , 15 2020 8:45:30 (Greece)
{Date:y}	Year Month Formatting	June, 2020 (US) juni 2020 (Denmark) Juni 2020 (Indonesia)
{Date:Y}	Year Month Formatting	June, 2020 (US) juni 2020 (Denmark) Juni 2020 (Indonesia)

In addition to the formatting variables above, you can also use the variable below to create your own custom date formats. For example, we could do something like the following

```
{Date:MM/dd/yy H:mm:ss}
```

which would create something like:

```
06/10/12 15:24:16
```

Variable	Description	Examples
{Date:d}	The day of the month, from 1 through 31.	6/1/2020 1:45:30 PM -> 1 6/15/2020 1:45:30 PM -> 15

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Variable	Description	Examples
{Date:dd}	The day of the month, from 01 through 31.	6/1/2020 1:45:30 PM -> 01 6/15/2020 1:45:30 PM -> 15
{Date:ddd}	The abbreviated name of the day of the week.	6/15/2020 1:45:30 PM -> Mon (US) 6/15/2020 1:45:30 PM -> (Russia) 6/15/2020 1:45:30 PM -> lun. (France)
{Date:dddd}	The full name of the day of the week.	6/15/2020 1:45:30 PM -> Monday (US) 6/15/2020 1:45:30 PM -> (Russia) 6/15/2020 1:45:30 PM -> lundi (France)
{Date:f}	The tenths of a second in a date and time value.	6/15/2020 13:45:30.617 -> 6 6/15/2020 13:45:30.050 -> 0
{Date:ff}	The hundredths of a second in a date and time value.	6/15/2020 13:45:30.617 -> 61 6/15/2020 13:45:30.005 -> 00
{Date:fff}	The milliseconds in a date and time value.	6/15/2020 13:45:30.617 -> 617 6/15/2020 13:45:30.0005 -> 000
{Date:ffff}	The ten thousandths of a second in a date and time value.	6/15/2020 13:45:30.6175 -> 6175 6/15/2020 13:45:30.00005 -> 0000
{Date:fffff}	The hundred thousandths of a second in a date and time value.	6/15/2020 13:45:30.61754 -> 61754 6/15/2020 13:45:30.000005 -> 00000
{Date:ffffff}	The millionths of a second in a date and time value.	6/15/2020 13:45:30.617542 -> 617542 6/15/2020 13:45:30.0000005 -> 000000
{Date:fffffff}	The ten millionths of a second in a date and time value.	6/15/2020 13:45:30.6175425 -> 6175425 6/15/2020 13:45:30.0001150 -> 0001150
{Date:F}	If non-zero, the tenths of a second in a date and time value.	6/15/2020 13:45:30.617 -> 6 6/15/2020 13:45:30.050 -> (no output)
{Date:FF}	If non-zero, the hundredths of a second in a date and	6/15/2020 13:45:30.617 -> 61 6/15/2020 13:45:30.005 -> (no output)

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Variable	Description	Examples
	time value.	
{Date:FFF}	If non-zero, the milliseconds in a date and time value.	6/15/2020 13:45:30.617 -> 617 6/15/2020 13:45:30.0005 -> (no output)
{Date:FFFF}	If non-zero, the ten thousandths of a second in a date and time value.	6/1/2020 13:45:30.5275 -> 5275 6/15/2020 13:45:30.00005 -> (no output)
{Date:FFFFFF}	If non-zero, the hundred thousandths of a second in a date and time value.	6/15/2020 13:45:30.61754 -> 61754 6/15/2020 13:45:30.000005 -> (no output)
{Date:FFFFFFF}	If non-zero, the millionths of a second in a date and time value.	6/15/2020 13:45:30.617542 -> 617542 6/15/2020 13:45:30.0000005 -> (no output)
{Date:FFFFFFF}	If non-zero, the ten millionths of a second in a date and time value.	6/15/2020 13:45:30.6175425 -> 6175425 6/15/2020 13:45:30.0001150 -> 000115
{Date:g} , {Date:gg}	The period or era.	6/15/2020 1:45:30 PM -> A.D.
{Date:h}	The hour, using a 12-hour clock from 1 to 12.	6/15/2020 1:45:30 AM -> 1 6/15/2020 1:45:30 PM -> 1
{Date:hh}	The hour, using a 12-hour clock from 01 to 12.	6/15/2020 1:45:30 AM -> 01 6/15/2020 1:45:30 PM -> 01
{Date:H}	The hour, using a 24-hour clock from 0 to 23.	6/15/2020 1:45:30 AM -> 1 6/15/2020 1:45:30 PM -> 13
{Date:HH}	The hour, using a 24-hour clock from 00 to 23.	6/15/2020 1:45:30 AM -> 01 6/15/2020 1:45:30 PM -> 13
{Date:m}	The minute, from 0 through 59.	6/15/2020 1:09:30 AM -> 9 6/15/2020 1:09:30 PM -> 9
{Date:mm}	The minute, from 00 through 59.	6/15/2020 1:09:30 AM -> 09 6/15/2020 1:09:30 PM -> 09

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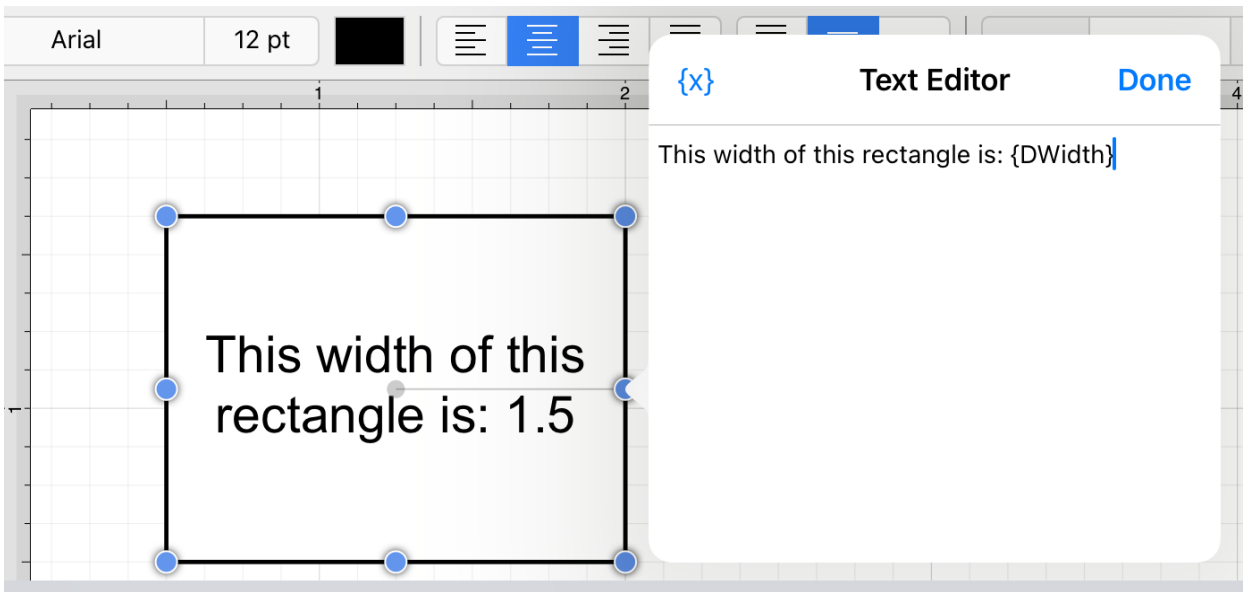
Variable	Description	Examples
{Date:M}	The month, from 1 through 12.	6/15/2020 1:45:30 PM -> 6
{Date:MM}	The month, from 01 through 12.	6/15/2020 1:45:30 PM -> 06
{Date:MMM}	The abbreviated name of the month.	6/15/2020 1:45:30 PM -> Jun (US) 6/15/2020 1:45:30 PM -> juin (France) 6/15/2020 1:45:30 PM -> Jun (South Africa)
{Date:MMMM}	The full name of the month.	6/15/2020 1:45:30 PM -> June (US) 6/15/2020 1:45:30 PM -> juni (Denmark) 6/15/2020 1:45:30 PM -> uJuni (South Africa)
{Date:s}	The second, from 0 through 59.	6/15/2020 1:45:09 PM -> 9
{Date:ss}	The second, from 00 through 59.	6/15/2020 1:45:09 PM -> 09
{Date:t}	The first character of the AM/PM designator.	6/15/2020 1:45:30 PM -> P (US) 6/15/2020 1:45:30 PM -> (Japan) 6/15/2020 1:45:30 PM -> (France)
{Date:tt}	The AM/PM designator.	6/15/2020 1:45:30 PM -> PM (US) 6/15/2020 1:45:30 PM -> (Japan) 6/15/2020 1:45:30 PM -> (France)
{Date:y}	The year, from 0 to 99.	1/1/0001 12:00:00 AM -> 1 1/1/0900 12:00:00 AM -> 0 1/1/1900 12:00:00 AM -> 0 6/15/2009 1:45:30 PM -> 9
{Date:yy}	The year, from 00 to 99.	1/1/0001 12:00:00 AM -> 01 1/1/0900 12:00:00 AM -> 00 1/1/1900 12:00:00 AM -> 00 6/15/2009 1:45:30 PM -> 09
{Date:yyy}	The year, with a minimum of three digits.	1/1/0001 12:00:00 AM -> 001 1/1/0900 12:00:00 AM -> 900 1/1/1900 12:00:00 AM -> 1900 6/15/2009 1:45:30 PM -> 2009
{Date:yyyy}	The year as a four-digit number.	1/1/0001 12:00:00 AM -> 0001 1/1/0900 12:00:00 AM -> 0900 1/1/1900 12:00:00 AM -> 1900

Variable	Description	Examples
		6/15/2009 1:45:30 PM -> 2009
{Date:yyyyy}	The year as a five-digit number.	1/1/0001 12:00:00 AM -> 00001 6/15/2009 1:45:30 PM -> 02009
{Date:z}	Hours offset from UTC, with no leading zeros.	6/15/2020 1:45:30 PM -07:00 -> -7
{Date:zz}	Hours offset from UTC, with a leading zero for a single-digit value.	6/15/2020 1:45:30 PM -07:00 -> -07
{Date:zzz}	Hours and minutes offset from UTC.	6/15/2020 1:45:30 PM -07:00 -> -07:00
{Date::}	The time separator.	6/15/2020 1:45:30 PM -> : (US) 6/15/2020 1:45:30 PM -> . (Italy) 6/15/2020 1:45:30 PM -> : (Japan)
{Date:/}	The date separator.	6/15/2020 1:45:30 PM -> / (US) 6/15/2020 1:45:30 PM -> - (Algeria)

5.2.13.10.3. Formatting Decimal Values

The **Decimal Variable** can be inserted as part of entered text to show the value of another variable in decimal form within the text of a figure. Refer to the [Text Variable Table](#) for a list of all supported variables.

Any of the listed pre-formatted numerical variables can have a "D" placed in front of it (as long as they correspond with the type of selected figure) to insert the value as a decimal. The following screenshot shows an example of this:



Both the D and first letter of the entered variable must be capitalized for the value to appear in the selected figure.

By default, the decimal value will be presented with at most 4 digits after the decimal point. An alternative formatting style can be specified by using the `{Dxxxx:format}` pattern. The table below outlines the options for formatting the decimal value.

Format Specifier	Name	Description	Examples
0	Zero Placeholder	Replaces the zero with the corresponding digit if one is present, otherwise zero appears in the result.	Width = 1234.5678 Variable = {DWidth:00000} Result = 01234 Width = 0.45678 Variable = {DWidth:0.00} Result = 0.46
#	Digit Placeholder	Replaces the pound sign with the corresponding digit if one is present;	Width = 1234.5678

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Format Specifier	Name	Description	Examples
		otherwise, no digit appears in the result string.	Variable = {DWidth:\#\#\#\#\#\#} Result = 1234 Width = 0.45678 Variable = {DWidth:\#.\#\#\#} Result = .46
.	Decimal Point	Determines the location of the decimal separator in the result string.	Width = 0.45678 Variable = {DWidth:0.00} Result (US) = 0.46 Width = 0.45678 Variable = {DWidth:0.00} Result (Germany) = 0,46
,	Group Separator	Inserts a group separator character between each group.	2147483647 ("# #,#") = 2,147,483,647 (US) 2147483647 ("# #,#") = 2.147.483.647 (Estonia)
,	Number Scaling	Divides a number by 1000 for specified commas.	2147483647 ("#,#,") = 2,147 (US) 2147483647 ("#,#,") = 2.147 (Estonia)
%	Percent Placeholder	Multiplies a number by 100 and inserts a localized percentage symbol in the result string.	0.03697 ("%,#0.00") = %36.97 (US) 0.03697

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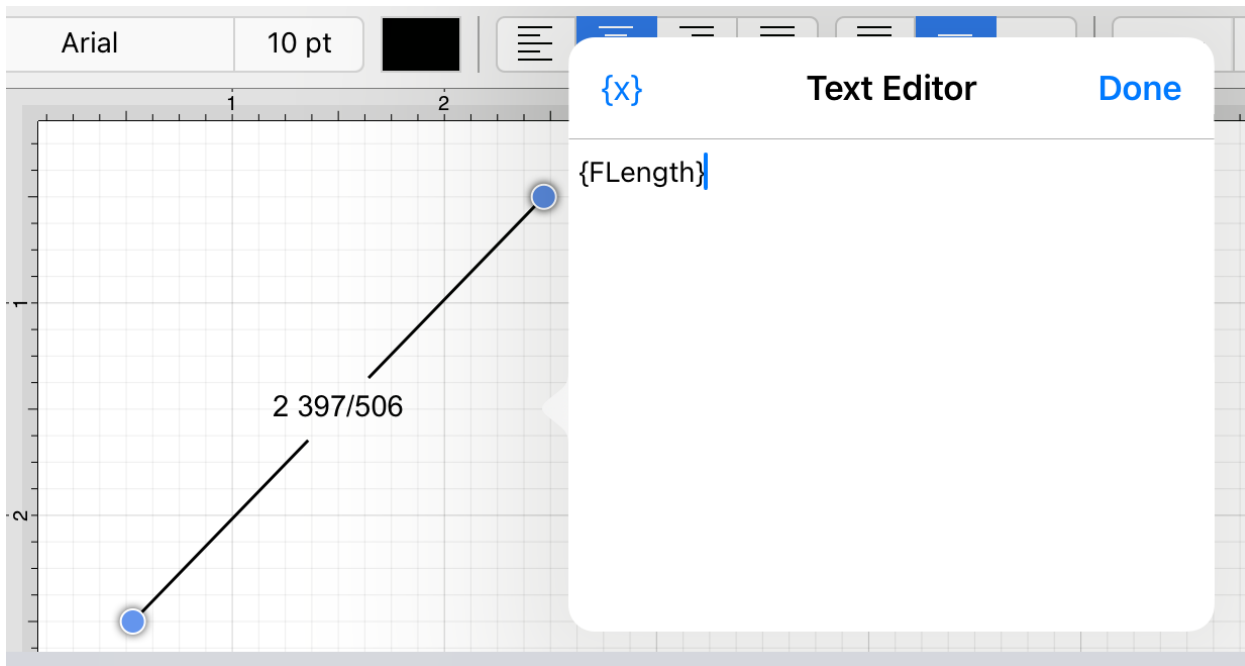
Format Specifier	Name	Description	Examples
			("%, #0.00") = %36,97 (Greece) 0.03697 ("# #.0%") = 37.0% (US) 0.03697 ("# #.0%") = 37,0% (Greece)
‰	Per Mille Placeholder	Multiplies a number by 1000 and inserts a localized per mille symbol in the result string.	0.03697 ("# 0.00‰") = 36.97‰ (US) 0.03697 ("# 0.00‰") = 36,97‰ (Russia)
EO, E+0, E-0, e0, e+0, e-0	Exponential Notation	<i>Zero</i> - Formats in exponential notation. <i>E/e</i> - Indicates case of the exponent symbol in the resulting string. <i>Plus Sign</i> - Indicates that the sign character precedes the exponent. <i>Minus Sign</i> - Indicates that a sign character precedes only negative exponents. The number of zeros following the E/e symbol determines the minimum number of digits in the exponent (Must have at least one zero).	987654 ("# 0.0e0") = 98.8e4 1503.92311 ("0.0 # # e +00") = 1.504e+03 18901385E-16 ("0.0e +00") = 1.9e-16
\	Escape Character	Next character interpreted as a literal rather than custom format specifier.	987654 ("\"# # # 00\\#") = #987654#
'string', "string"	Literal String Delimiter	Indicates that the enclosed characters should be copied to the result string without changes.	68 ("# ' degrees') = 68 degrees 68 ("# ' degrees') = 68 degrees
;	Section Separator	Defines sections using separate format strings for positive, negative, and zero numbers.	12.345 ("# 0.0#; (#0.0#); -\0-") = 12.35 0 ("# 0.0#;

Format Specifier	Name	Description	Examples
			(#0.0#); -\0-" = -0- -12.345 ("# 0.0#; (#0.0#); -\0-" = (12.35) 12.345 ("# 0.0#; (#0.0#)") = 12.35 0 ("# 0.0#; (#0.0#)") = 0.0 -12.345 ("# 0.0#; (#0.0#)") = (12.35)
Other	All Other Characters	The character is copied to the result string unchanged.	68 (" # °") = 68 °

5.2.13.10.4. Formatting Fractional Values

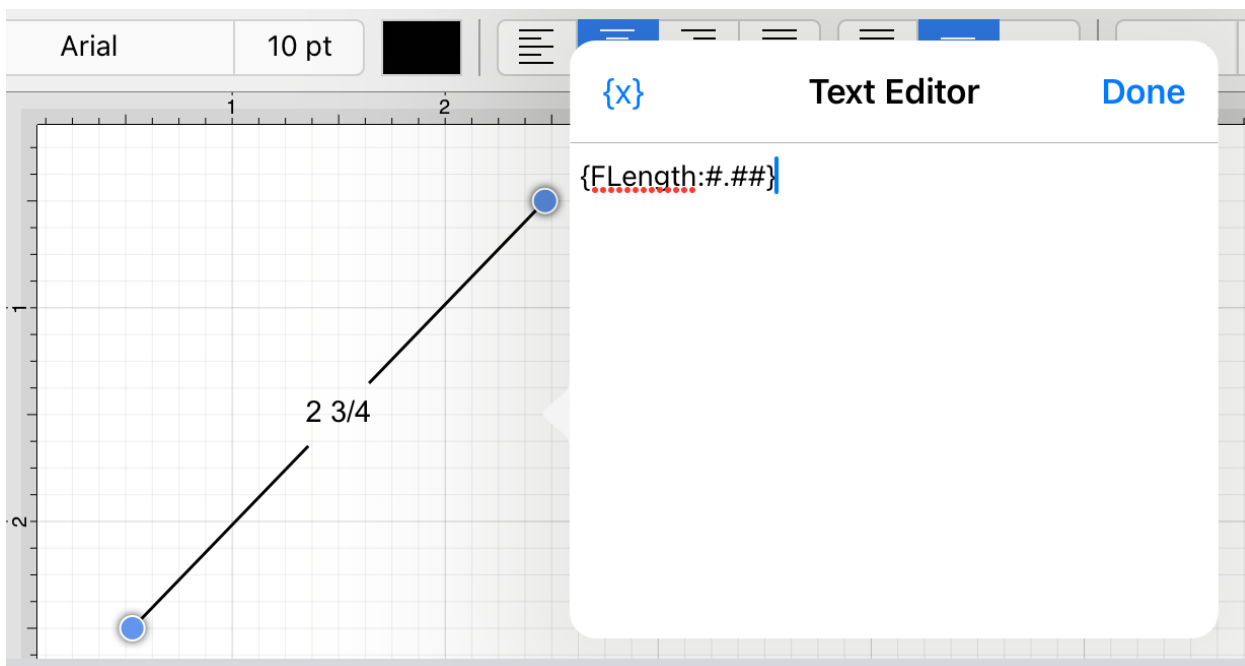
The **Fractional Variable** can be inserted as part of entered text to show the value of another variable in fractional form within the text of a figure. Refer to the [Text Variable Table](#) for a list of all supported variables.

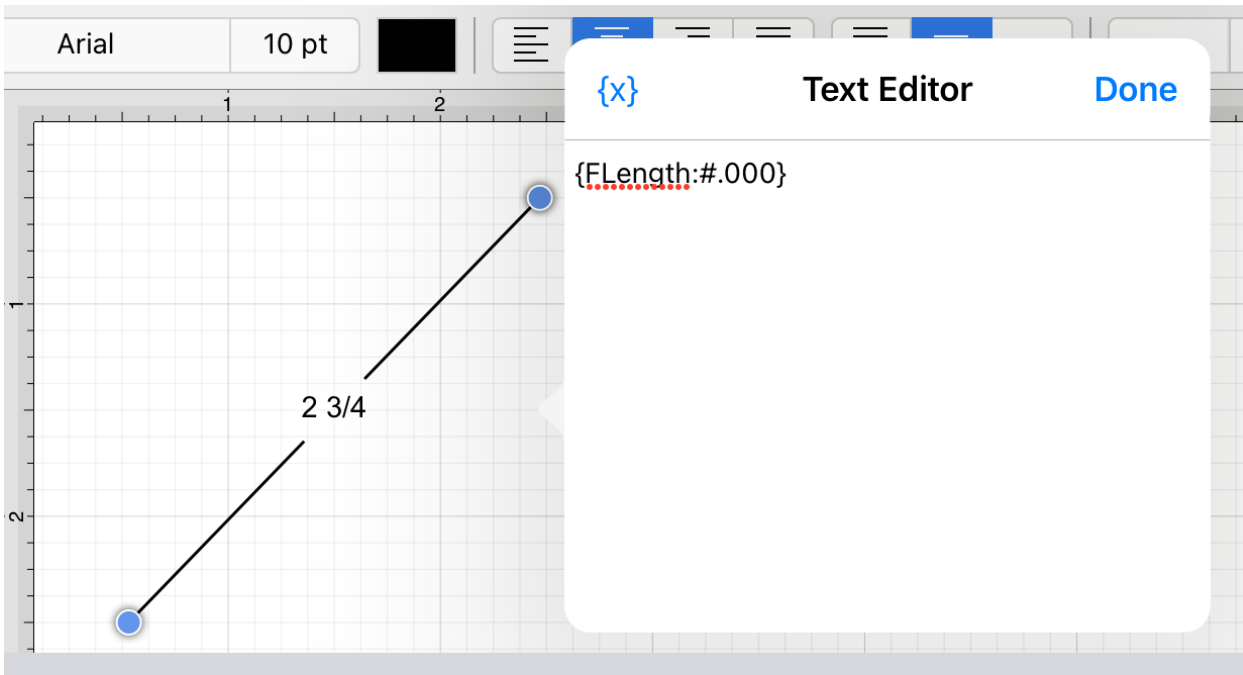
Any of the listed pre-formatted numerical variables can have an "F" placed in front of it (as long as they correspond with the type of selected figure) to insert the value as a fraction. The following screenshot shows an example of this:



Additional format specifiers may be added at the end of the variable to alter the number of shown placeholders of a fractional value or to round the supplied value.

Rounding is accomplished by placing a **semi-colon (;)** after the variable followed by either **#####** or **#.000**. The screenshots below are two examples of ways to round a fractional value in the [Text Editor](#).





Both the F and first letter of the entered variable must be capitalized for the value to appear in the selected figure.

By default, the numerator and denominator making up the fractional value will be presented with at most three digits. An alternative formatting style can be specified by using the `{Fxxxx:format}` pattern. The table below outlines the options for formatting the fractional value.

Format Specifier	Name	Description	Examples
0	Zero Placeholder	Replaces the zero with the corresponding digit if one is present, otherwise zero appears in the result.	Length = 4 148/249 Variable = Result = 5 Length = 4 148/249 Variable = Result = 4 63/100
#	Digit Placeholder	Replaces the pound sign with the corresponding digit if one is present; otherwise, no digit appears in the result string.	Length = 4 148/249 Variable = {FLength:#####} Result = 5 Length = 4 148/249 Variable = {FLength:###} Result = 4 63/100
.	Decimal Point	Determines the location of	Length = 4 148/249 Variable

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Format Specifier	Name	Description	Examples
		the fractional separator in the result string.	= Result (US) = 4 63/100
Other	All Other Characters	The character is copied to the result string unchanged.	68 (" # °") = 68 °

5.2.14. Handling Paths

TouchDraw 2 supplies multiple actions for altering handles or segments within a created path. A handle may be [inserted](#) or [deleted](#) at any point within the path and a figure can be [split](#) at a selected handle.

Segments may be [removed](#) from a figure or converted to a [line](#), [quadratic curve](#), or [cubic curve](#) segment by adding or deleting corresponding control points. These additional actions are available for altering an existing figure:

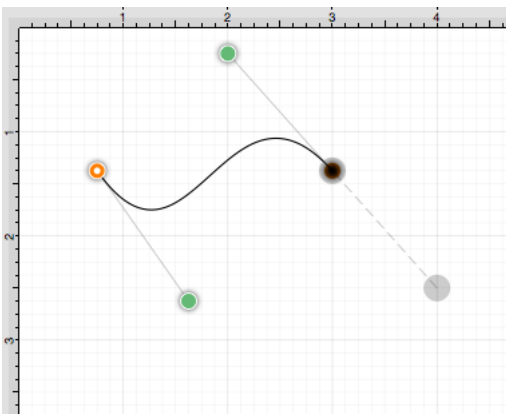
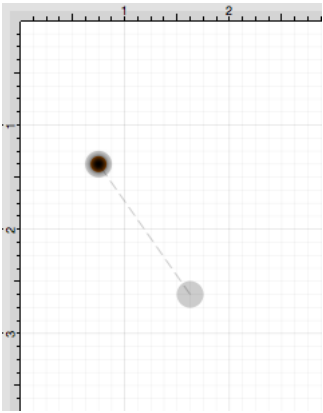
- [Opening a Path](#)
- [Closing a Path](#)
- [Joining Lines and Paths](#)
- [Trimming Lines and Paths](#)
- [Reversing Lines and Paths](#)
- [Splitting Segments](#)
- [Creating](#) and [Separating](#) Compound Paths
- Conversion of [Shape](#) or [Text](#) Figure(s) to Paths

A control point is displayed in gray when it has not been used and is referred to as a "phantom" control point. This characteristic provides a hint to the TouchDraw 2 application that it should function as a control point in scenarios where the next drawn segment is a curve.

A few basic actions can be used to alter the "phantom" control point position as a path is edited. Refer to the sections below to learn more about each available action.

Touch/Drag

A **Touch/Drag** gesture combination on any position in the [Drawing Canvas](#) creates the end handle of a curve segment in relevance to the current "phantom" control point position. The "phantom" control point is re-positioned in accordance to the newly created end handle while this action occurs.

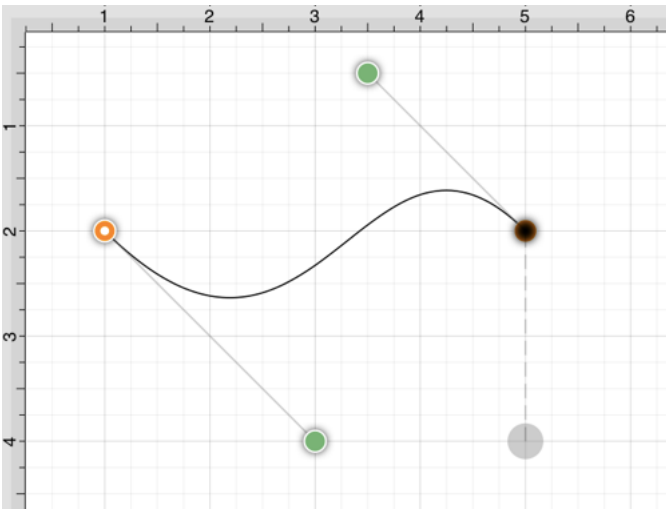
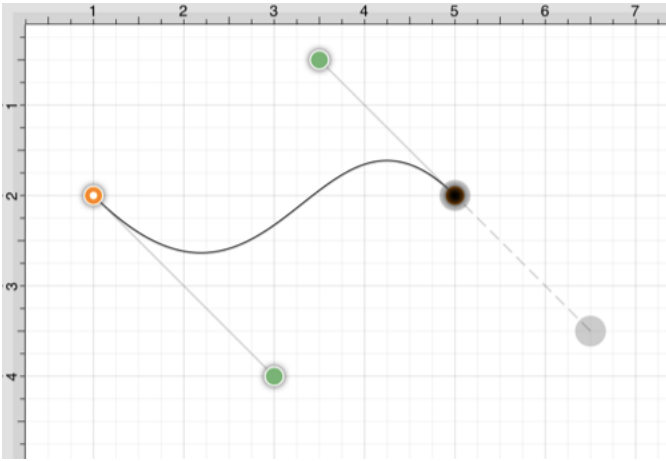


Option/Tap

Double Tap and Hold on the empty portion of the [Drawing Toolbar](#) to activate the option gesture combination. The Drawing Toolbar will turn blue if this combination has been performed correctly, as shown below.



An **Option/Tap** combination allows the "phantom" control point position to be set to a desired location on the [Drawing Canvas](#) after a curve segment has been created.

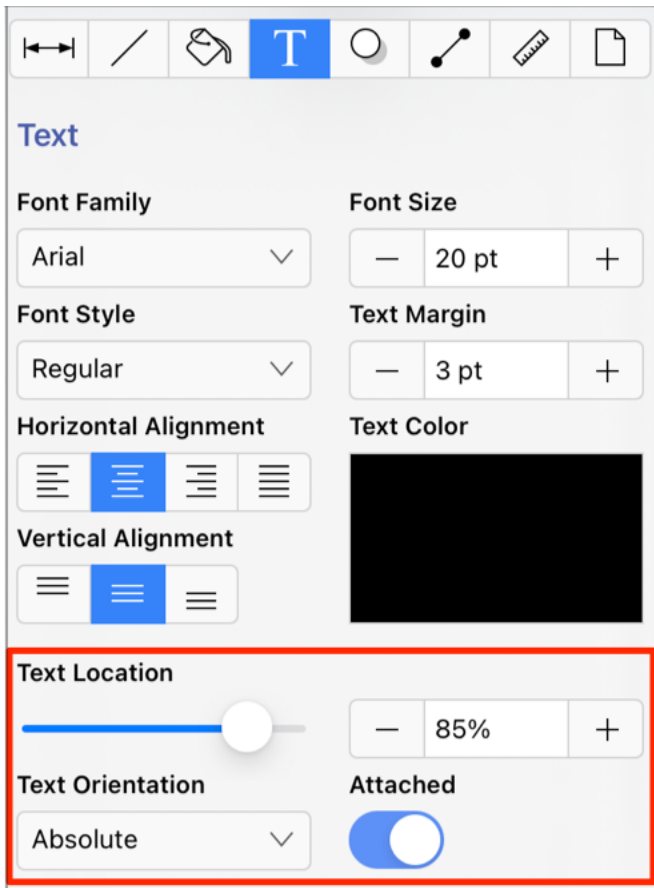


Option/Touch/Drag

An **Option/Touch/Drag** combination allows the "phantom" control point to be dragged to any point on the [Drawing Canvas](#) and changes a corner point back to a smooth curve after a curve segment has been created.

Text Location and Orientation

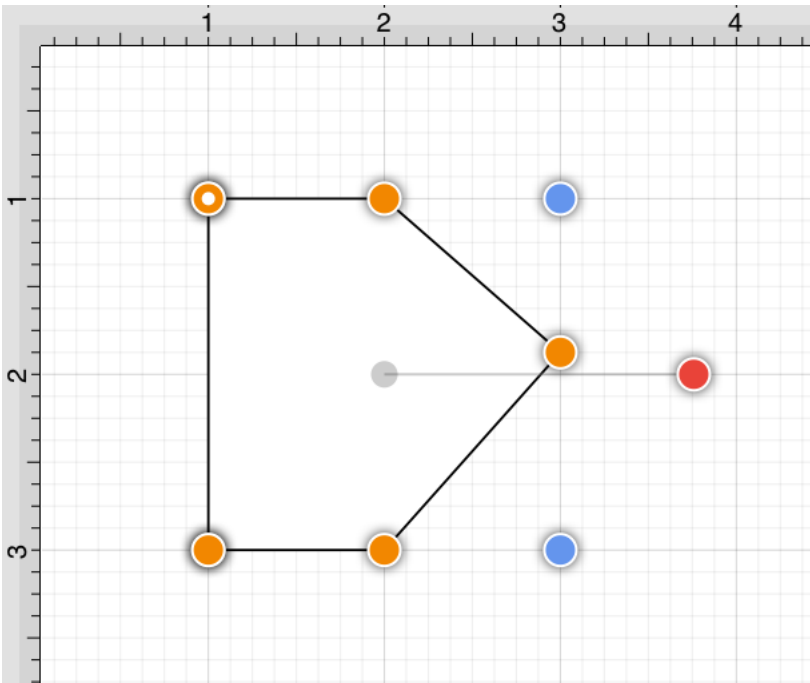
Text can be added and attached to a Path Figure. The [location](#) and [orientation](#) of attached text can be altered for Path Figures within the **Text Tab**.



5.2.14.1. Opening a Path

TouchDraw 2 supplies options for opening and [closing](#) an existing path. A path can be opened to make individual alterations such as segment additions. Follow the steps below to open a currently closed path:

Step 1: [Select](#) the path to be opened.



Step 2: Press on the [Modify Menu](#).

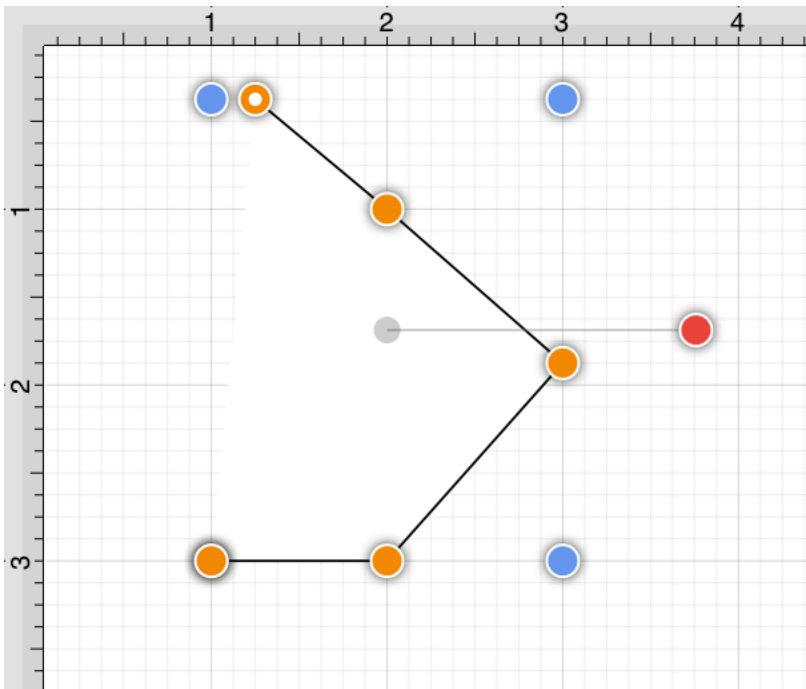
File Edit Arrange **Modify** View

Step 3: Then tap on **Open Path** in the **Paths Section** of the [Modify Menu](#).

TRANSFORM	
Flip	>
Resize	>
Rotate	>
Move By...	
Scale By...	
PATHS	
Open Path	
Close Path	
Split All Segments	
Join Lines/Paths	

Step 4: The end/start handle of the closed path is separated into two individual handles. Once a path has been opened, the connecting segments are treated as individual path segments.

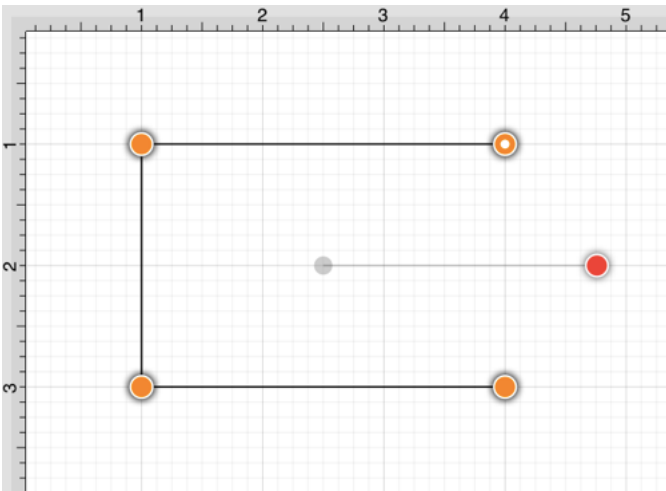
They can be moved or expanded to any point on the Drawing Canvas, have handles added, be converted to a quadratic or curve segment, and be combined with additional paths.



5.2.14.2. Closing a Path

The **Close Path** option draws a straight line segment from the last segment end handle to the path start handle to close an open path. Follow the steps below to close a currently open path:

Step 1: [Select](#) the path to be closed.



Step 2: Press on the [Modify Menu](#).

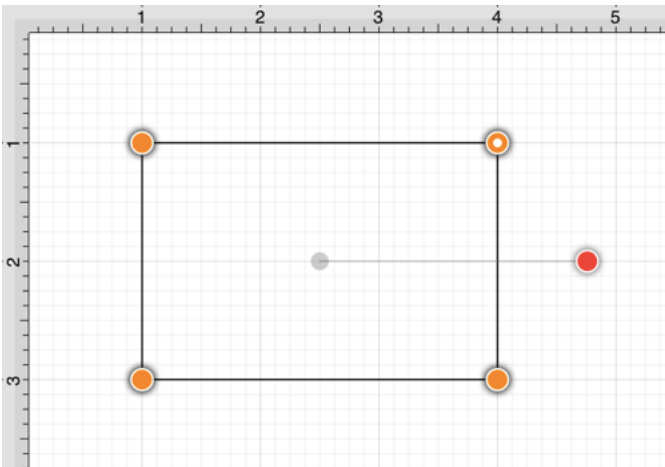
File Edit Arrange **Modify** View

Step 3: To access the **Close Path** option in the [Modify Menu](#) when in Landscape Mode, scroll through the menu view by touching and dragging in an upward direction.

Tap on the **Close Path** option in the **Paths Section** of the menu to select it and then tap anywhere within the [Drawing Canvas](#) to close the menu.

TRANSFORM	
Flip	>
Resize	>
Rotate	>
Move By...	
Scale By...	
PATHS	
Open Path	
Close Path	
Split All Segments	
Join Lines/Paths	

Step 4: A straight line segment will be drawn from the last segment end point to the start handle of the chosen path.

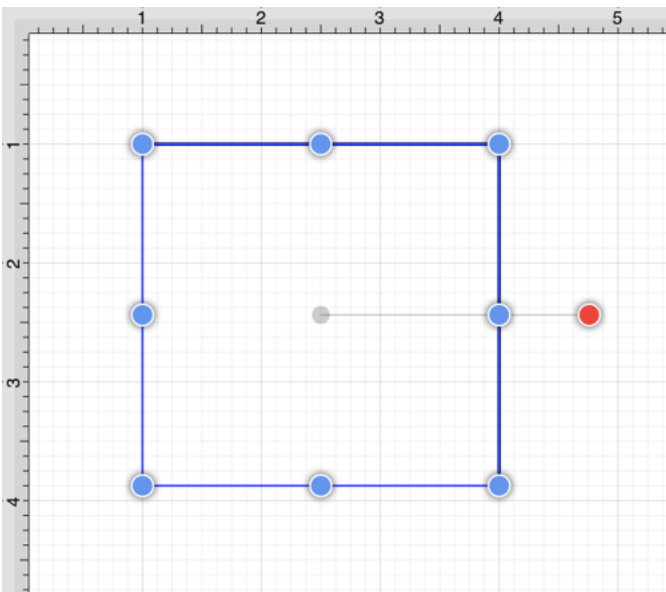
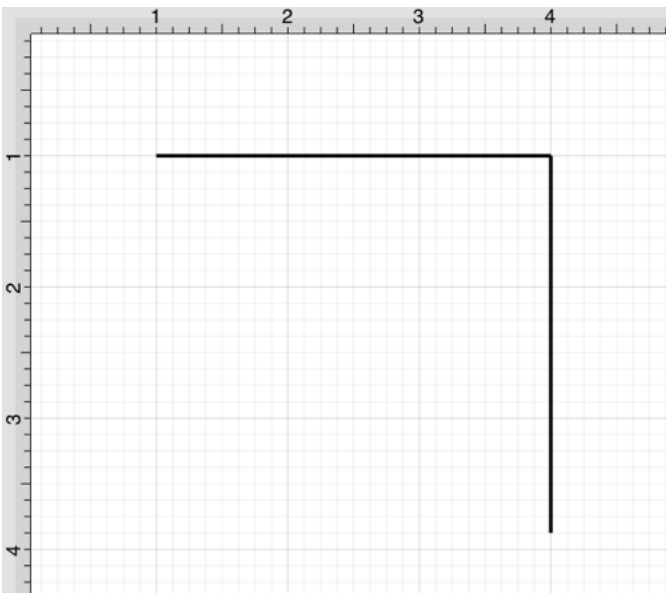


Note: A straight line segment can be converted to a [quadratic](#) or [cubic](#) curve segment by using the [Contextual Menu](#).

5.2.14.3. Joining Lines and Paths

The **Join Paths** option allows the intersecting end points of two or more selected lines or paths to be joined to form a single path. A minimum of two intersecting lines or paths must be **selected** for a join to occur. Follow the steps below to join two line end points:

Step 1: Create two lines on the **Drawing Canvas** using the **Line Tool** and then select both line figures by using the **Function Key Feature**.



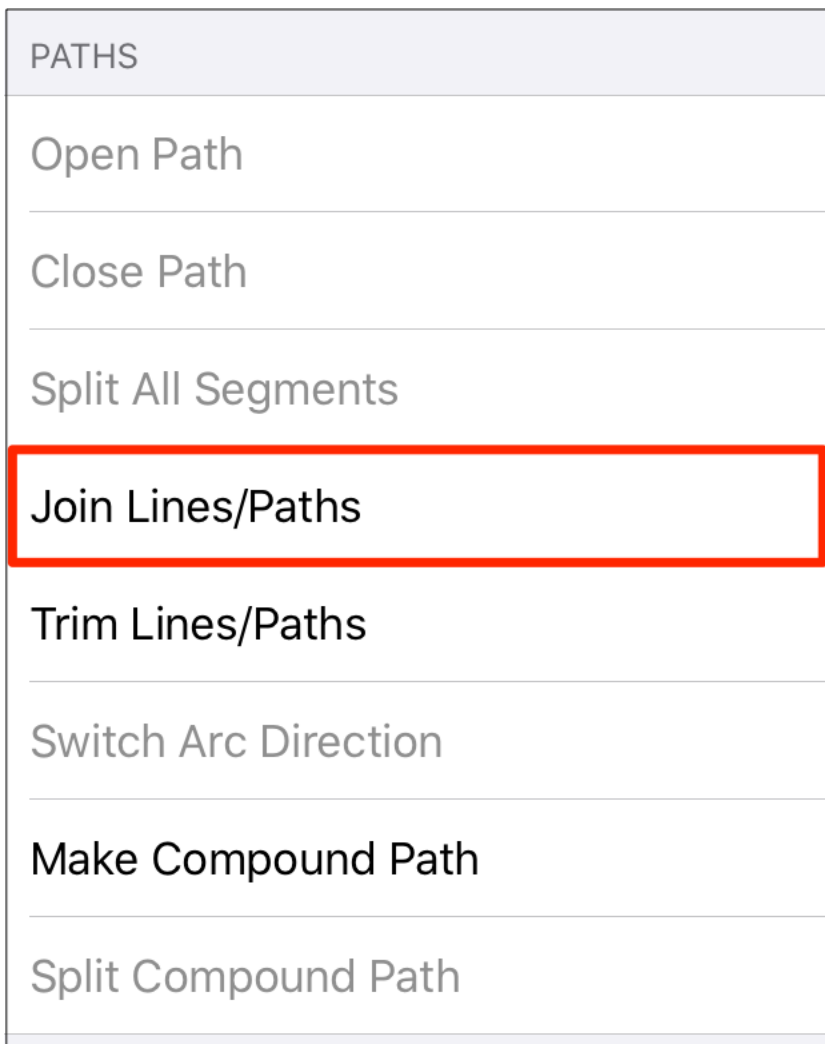
Step 2: Press on the **Modify Menu**.



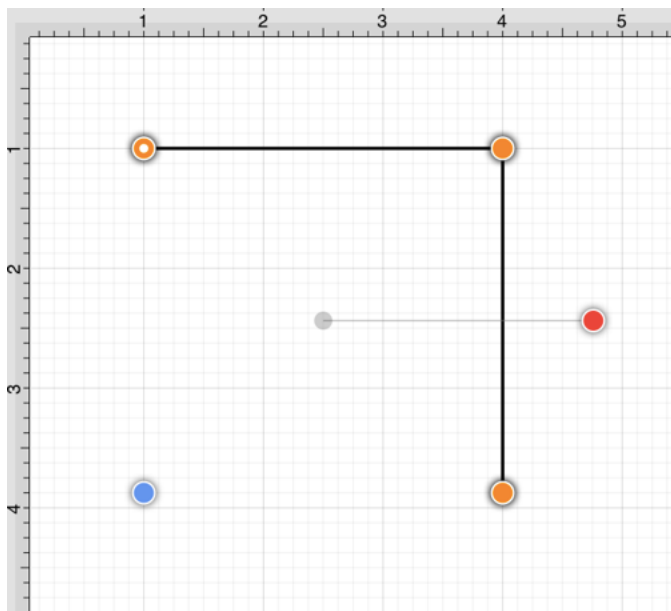
File Edit Arrange **Modify** View

Step 3: To access the **Join Paths** option in the [Modify Menu](#) when in Landscape Mode, scroll through the menu view by touching and dragging in an upward direction.

Tap on the **Join Paths** option in the **Paths Section** of the menu to select it and then tap anywhere within the [Drawing Canvas](#) to close the menu.



Step 4: The line end points are joined to create two path segments with corresponding end points (orange), a start handle (orange circle with white center), and a rotation handle (red).

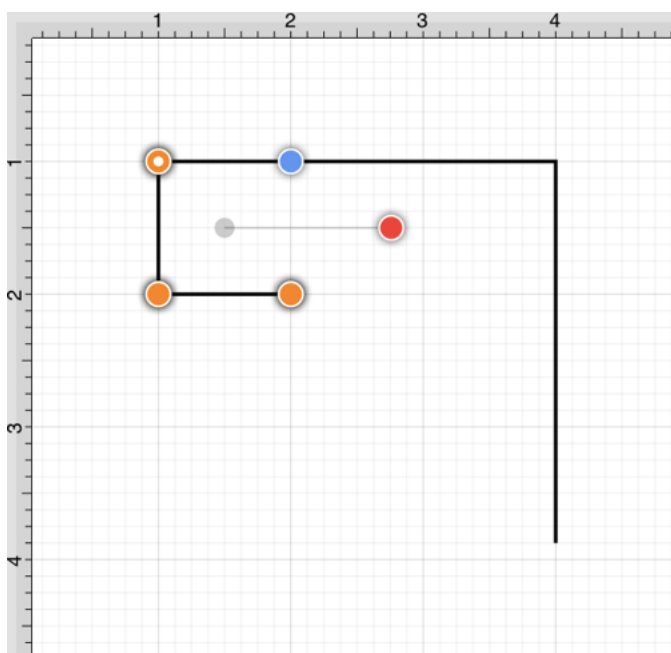
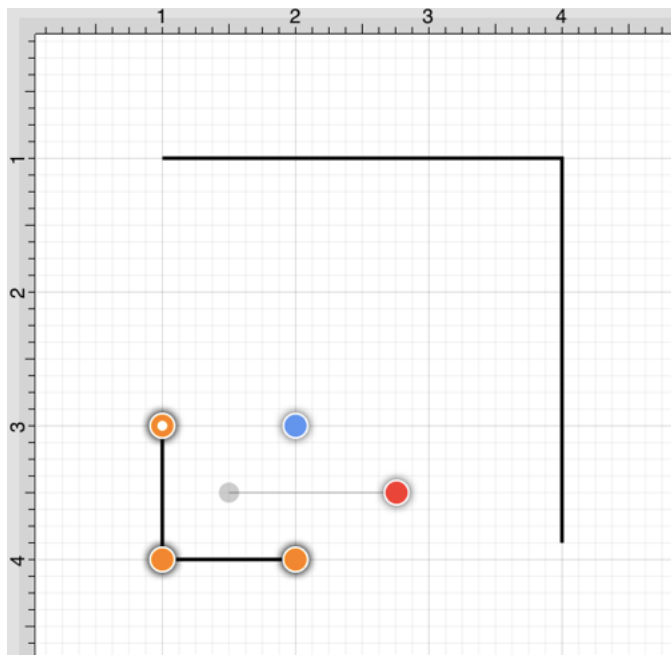


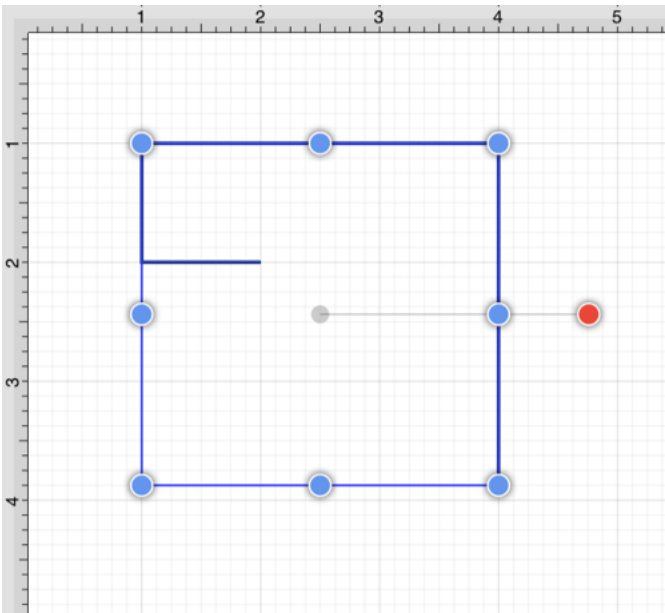
Note: To learn more about the types of handles used within TouchDraw 2, refer to the [Handles Reference Table](#).

Additional lines can be included as part of the join by adding another line object and repeating the above steps.

Two or more path end points may also be combined with the **Join Paths** menu option. Follow the steps below to join two path end points:

Step 1: Create two paths with at least one shared segment end point on the Drawing Canvas using the [Path Tool](#) and then select both paths by using the [Function Key Feature](#).





Step 2: Press on the **Modify Menu**.

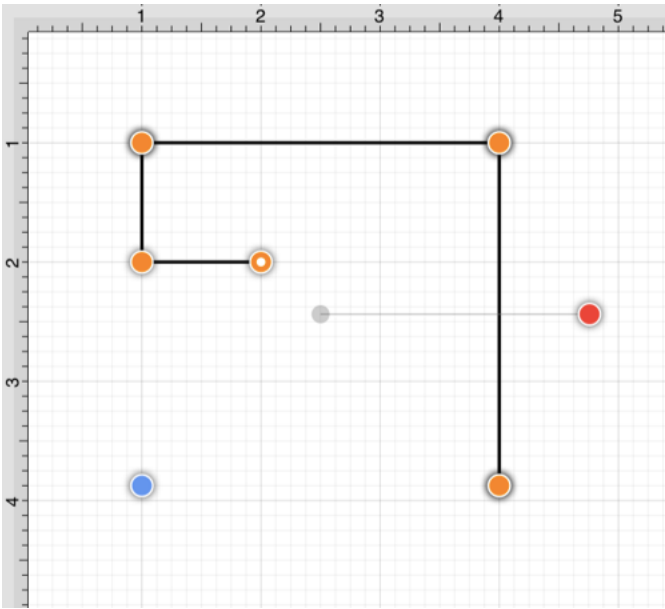
File Edit Arrange **Modify** View

Step 3: Perform a **Touch/Drag** gesture combination in a downward manner to access the **Join Paths** option in the **Modify Menu**.

Tap on the **Join Paths** option to select it and then tap anywhere within the **Drawing Canvas** to close the menu.

PATHS
Open Path
Close Path
Split All Segments
Join Lines/Paths
Trim Lines/Paths
Switch Arc Direction
Make Compound Path
Split Compound Path

Step 4: As shown below, the intersecting end points are joined to form a single segment end point (orange) and a new start point handle (orange with white dot) is added to the beginning of the first selected path to visually indicate the formation of a single path. To learn more about the types of handles used within TouchDraw 2, refer to the [Handles Reference Table](#).



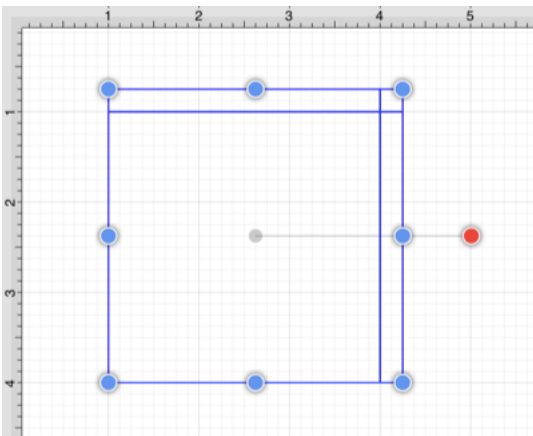
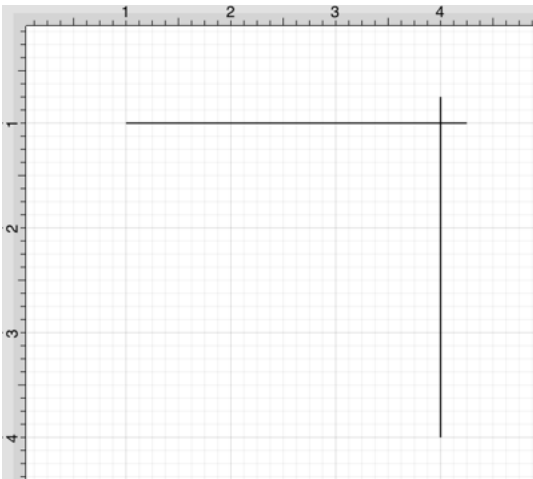
Note: Intersecting path and line end points can be joined in the same manner as shown above.

5.2.14.4. Trimming Lines and Paths

The **Trim Lines/Paths** option trims a line or path when it intersects near it's end with another shape or line. TouchDraw 2 considers "near" to be when an intersection is within the first or last eighth ($1/8$ th) of the line. If the intersection is within the middle $6/8$ ths, then the line is not trimmed.

Follow the steps below to trim the ends of intersecting lines or paths:

Step 1: **Select** the items to be trimmed.



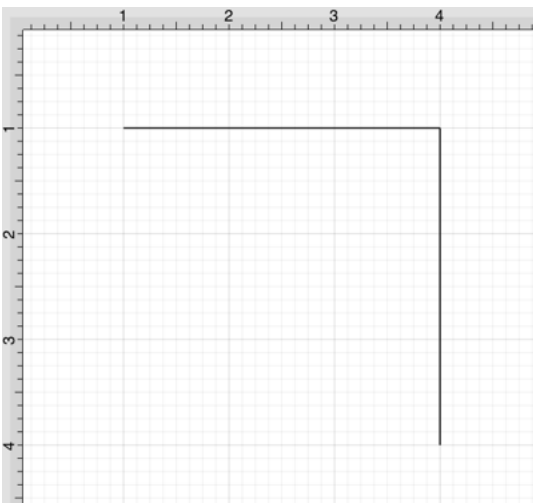
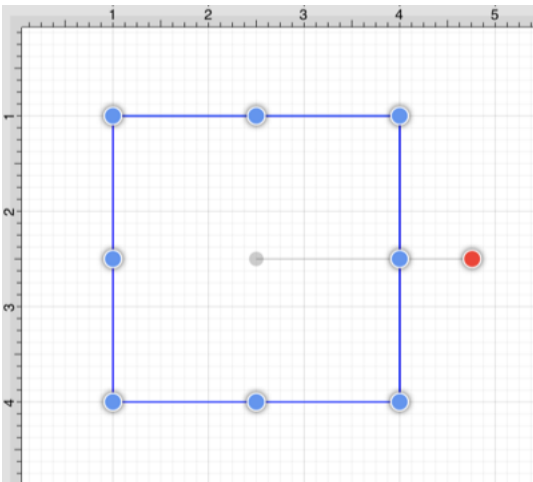
Step 2: Press on the **Modify Menu**.

File Edit Arrange **Modify** View

Step 3: To access the **Trim Lines/Paths** option in the [Modify Menu](#) when in landscape mode, scroll through the menu view by touching and dragging in an upward direction. Tap on the **Trim Lines/Paths** option to select it and then tap anywhere within the [Drawing Canvas](#) to close the menu.

PATHS
Open Path
Close Path
Split All Segments
Join Lines/Paths
Trim Lines/Paths
Switch Arc Direction
Make Compound Path
Split Compound Path

Step 4: All lines or paths intersecting within the last 1/8th are trimmed. In this example, the additional portions of both lines are trimmed to make a perfect right angle.

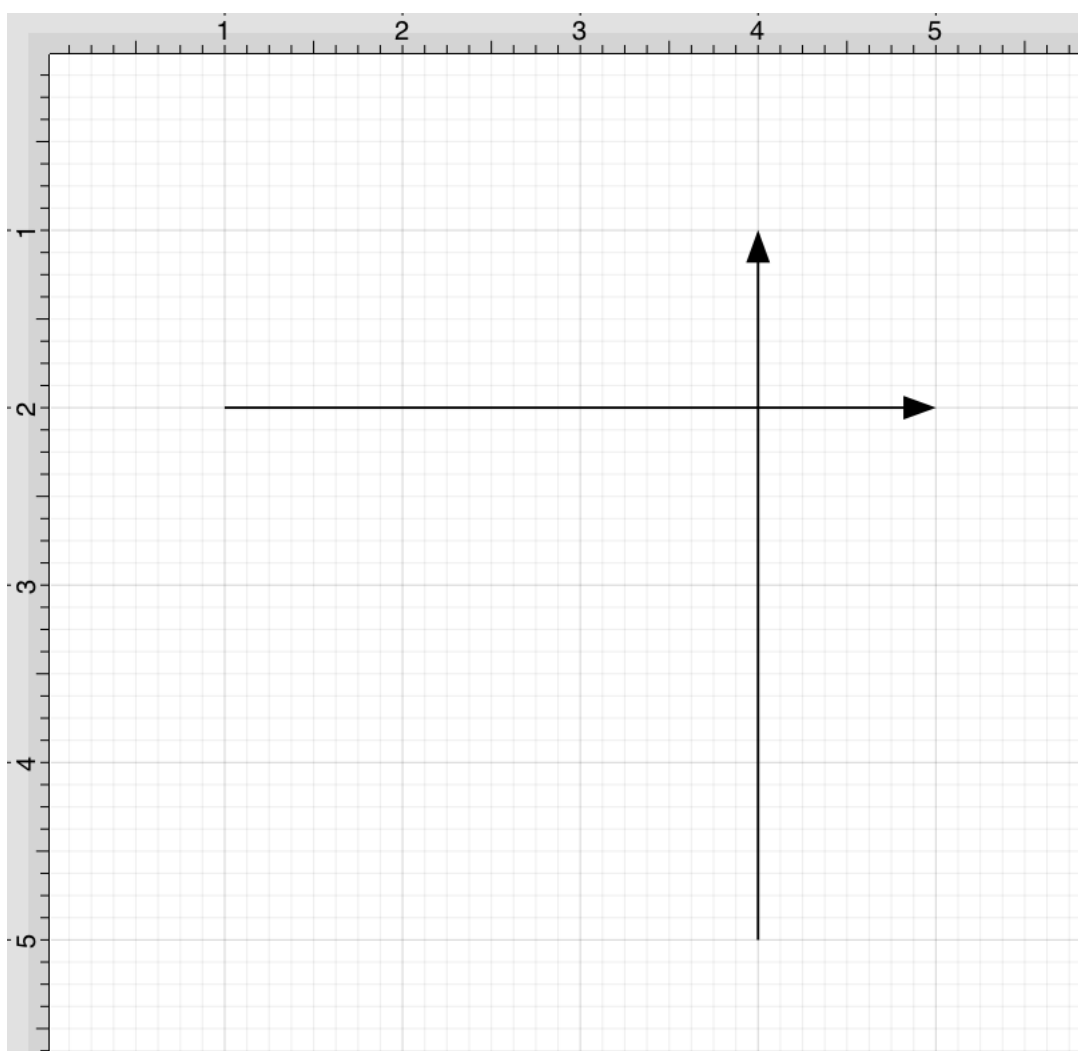


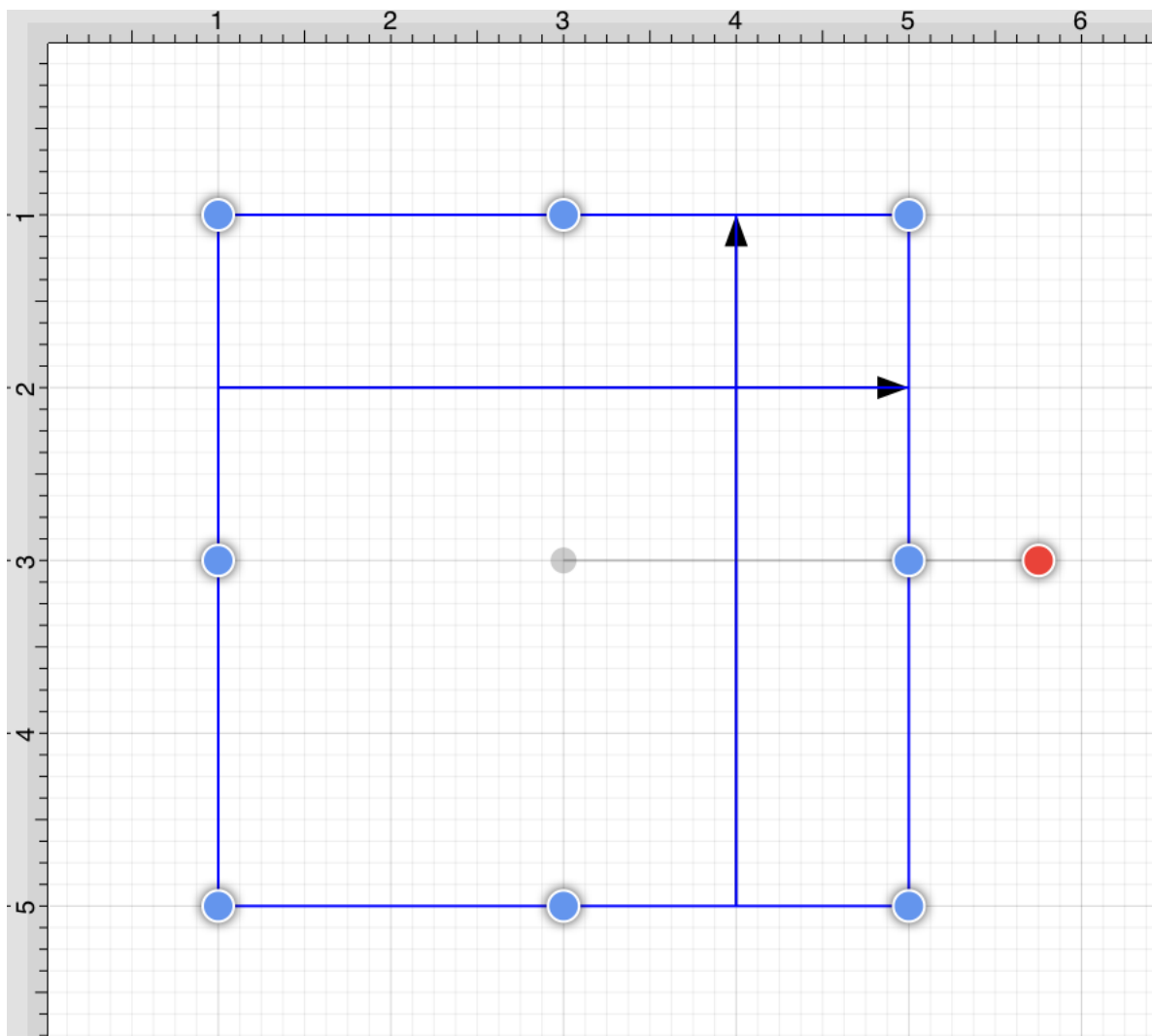
5.2.14.5. Reversing Lines and Paths

The **Reverse Lines/Paths** menu item flips or reverses the direction of the decorations (arrowhead, diamond, square, etc.) within selected lines and/or paths.

Follow the steps below to reverse the ends of lines and/or paths:

Step 1: [Select](#) the lines and/or paths to be reversed.





Step 2: Press on the **Modify Menu**.

File Edit Arrange **Modify** View

Step 3: To access the **Reverse Lines/Paths** option in the [Modify Menu](#), when in landscape mode, scroll through the menu view by touching and dragging in an upward direction. Tap on the **Reverse Lines/Paths** option to select it and then tap anywhere within the [Drawing Canvas](#) to close the menu.

PATHS

Open Path

Close Path

Split All Segments

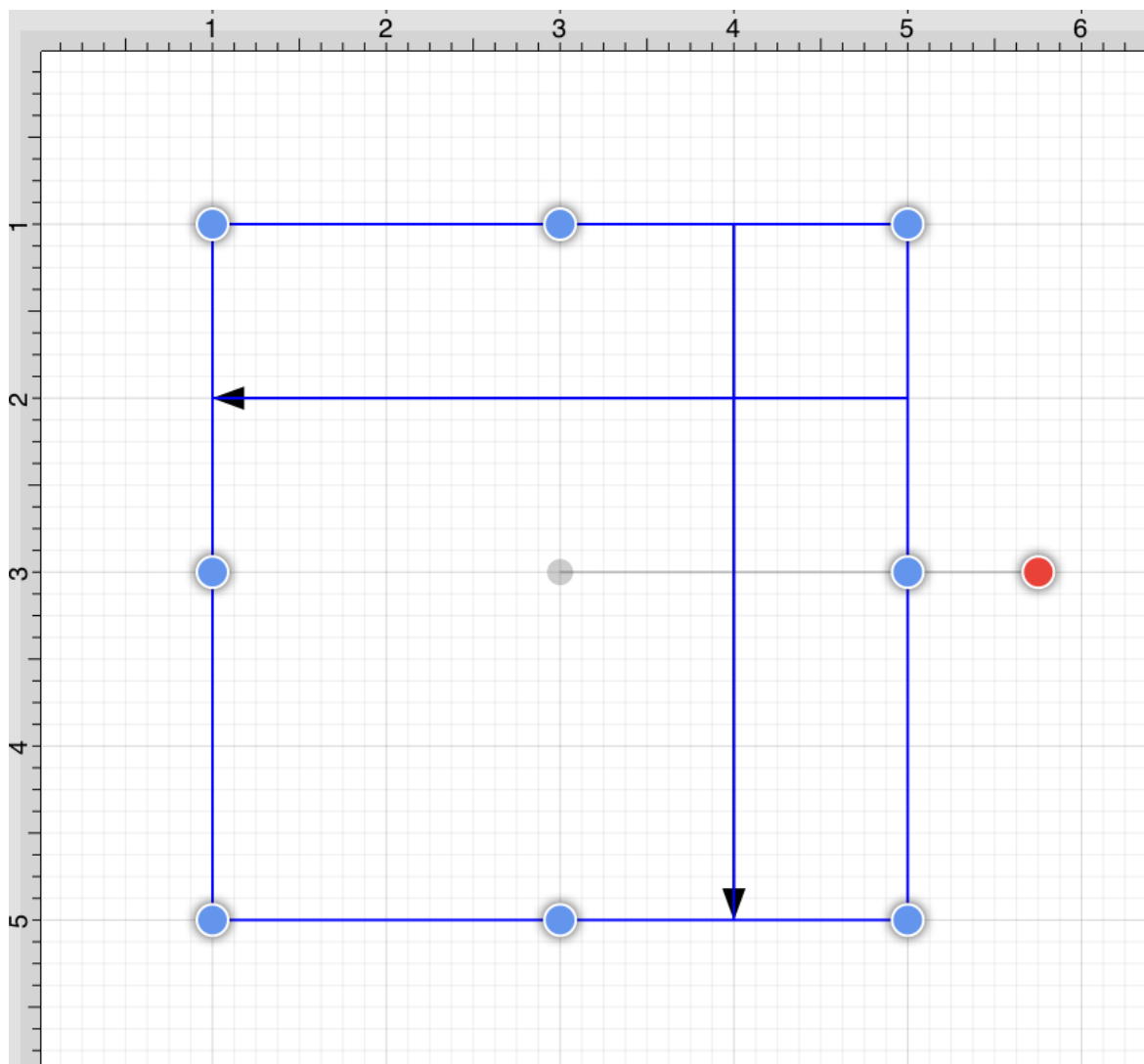
Join Lines/Paths

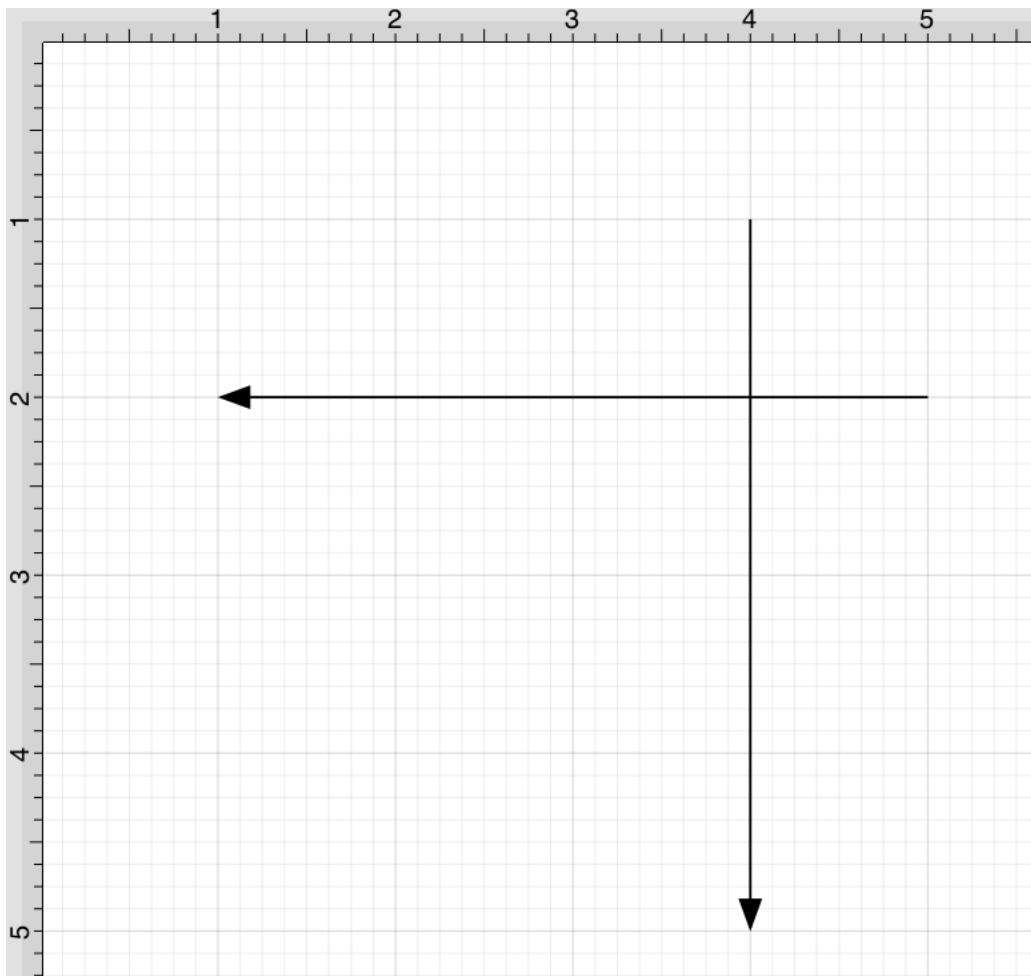
Trim Lines/Paths

Reverse Lines/Paths

Switch Arc Direction

Step 4: All decorations for the selected lines and/or paths will be reversed.

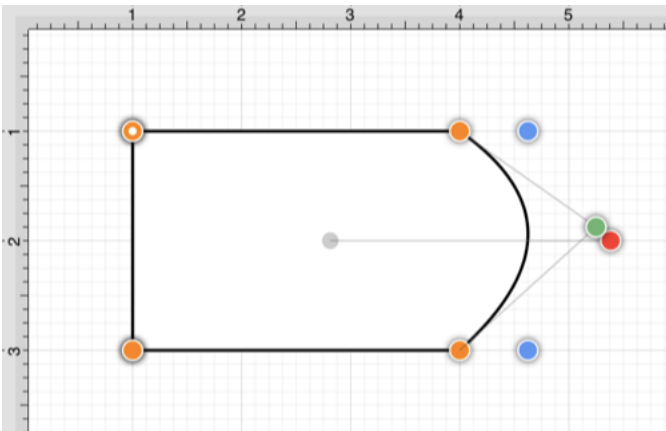




5.2.14.6. Splitting Segments

The segments of a path can be split into individual segments. Follow the steps below to **Split All Segments** within a selected path(s):

Step 1: [Select](#) the path to be split.



Step 2: Press on the **Modify Menu**.

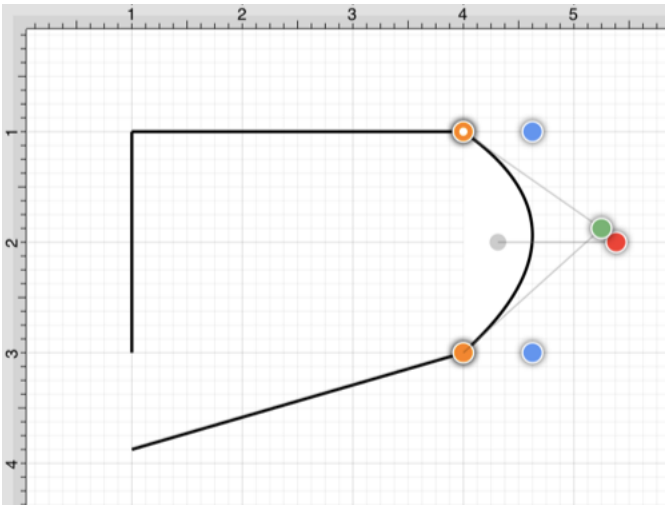
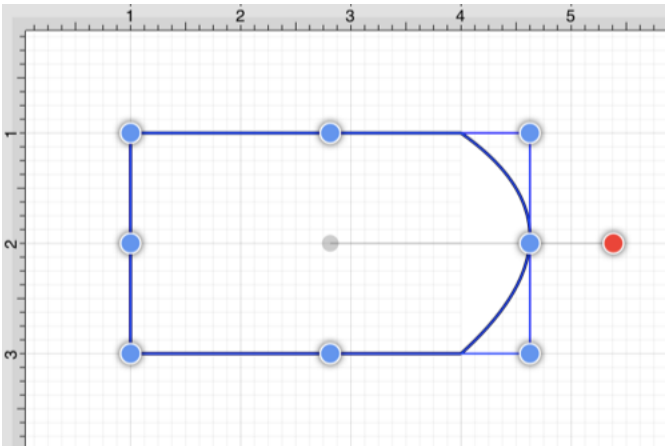
File Edit Arrange **Modify** View

Step 3: To access the **Split All Segments** option in the [Modify Menu](#) when in landscape mode, scroll through the menu view by touching and dragging in an upward direction. Tap on the **Split All Segments** option to select it and then tap anywhere within the [Drawing Canvas](#) to close the menu.

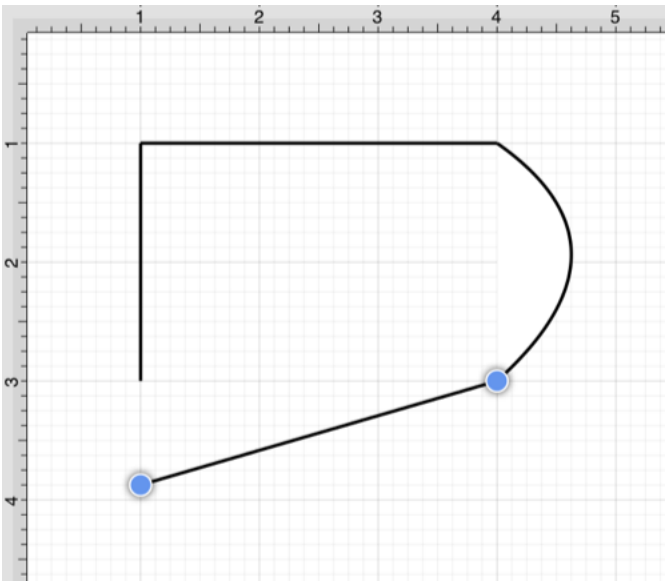
PATHS
Open Path
Close Path
Split All Segments
Join Lines/Paths
Trim Lines/Paths
Switch Arc Direction
Make Compound Path
Split Compound Path

Step 4: As shown below, specific visual indicators are changed to show that all segments have been separated within a path and are able to be moved or altered as individual objects. Segment end point handles (orange) are changed to a bounds handle (blue).

The start handle (orange with white center) remains at one end of each split segment since they are still considered by the application to be a path and the control points (green) are left untouched to allow for alterations to existing quadratic or cubic curve segments. To learn more about handles, refer to the [Handles Reference Table](#).



Step 5: Touch and Drag on a bounds handle (blue) to move or resize a segment. Attribute alterations are made just as with any other created figure on the [Drawing Canvas](#).

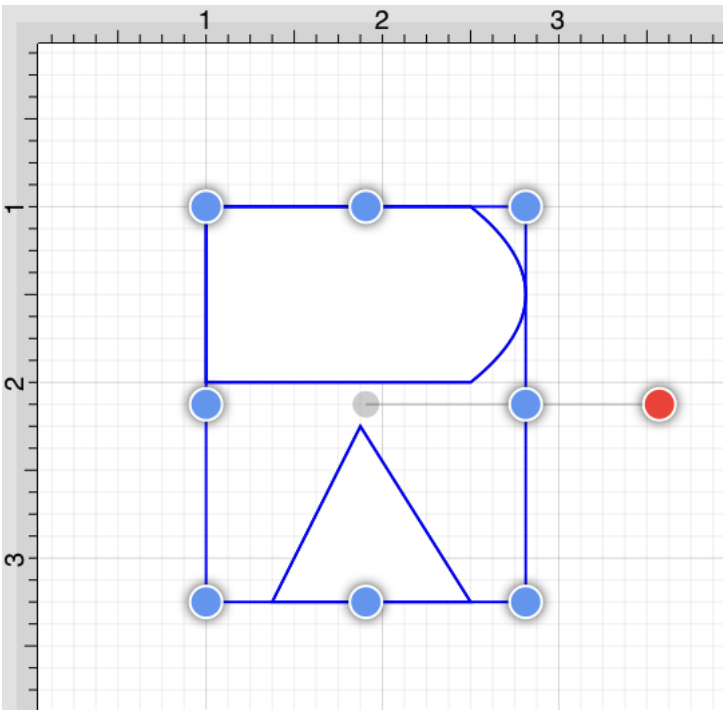
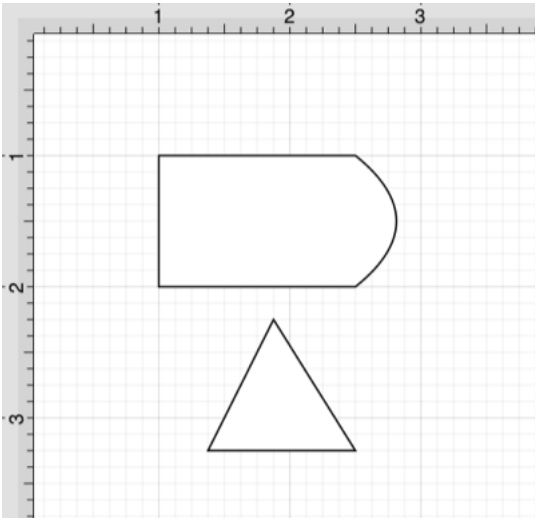


Note: The [Join Paths](#) option can be used to connect segments after changes have been made.

5.2.14.7. Creating a Compound Path

The **Make Compound Path** option can be used to combine two or more paths into one figure (compound path) that shares the same attributes and is treated as one object. At least two paths must be [selected](#) for this option to be available. Follow the steps below to create a compound path:

Step 1: Select the paths to be combined.

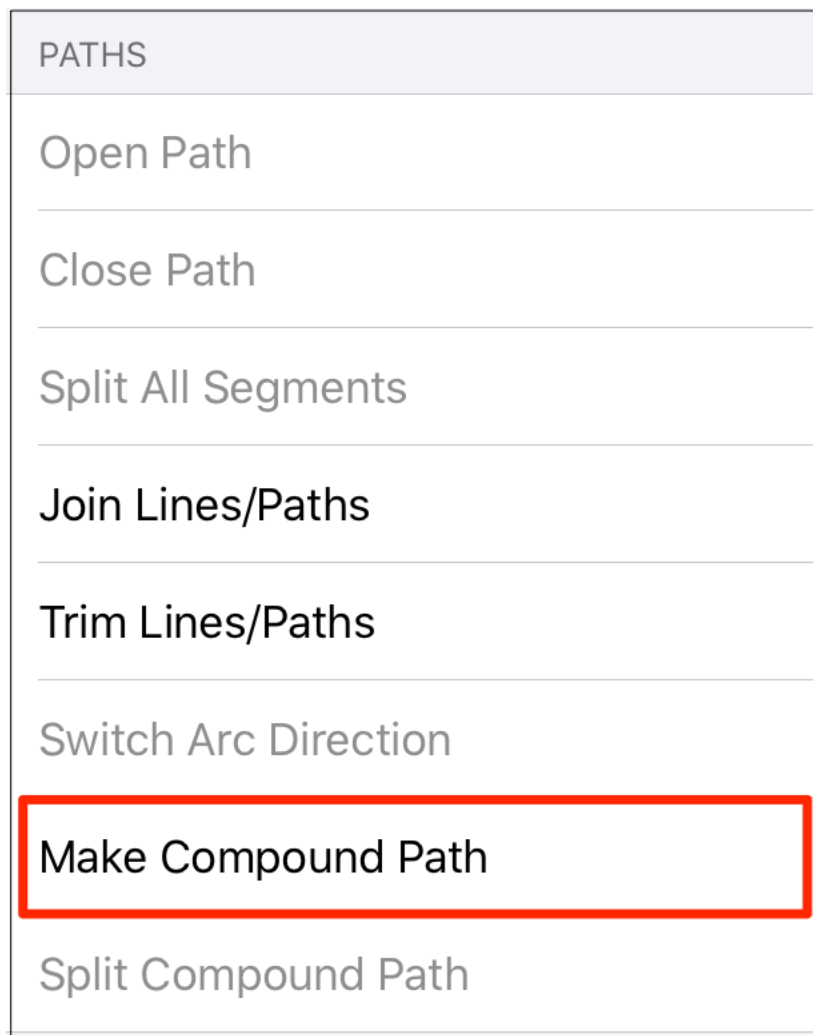


Step 2: Press on the **Modify Menu**.

File Edit Arrange **Modify** View

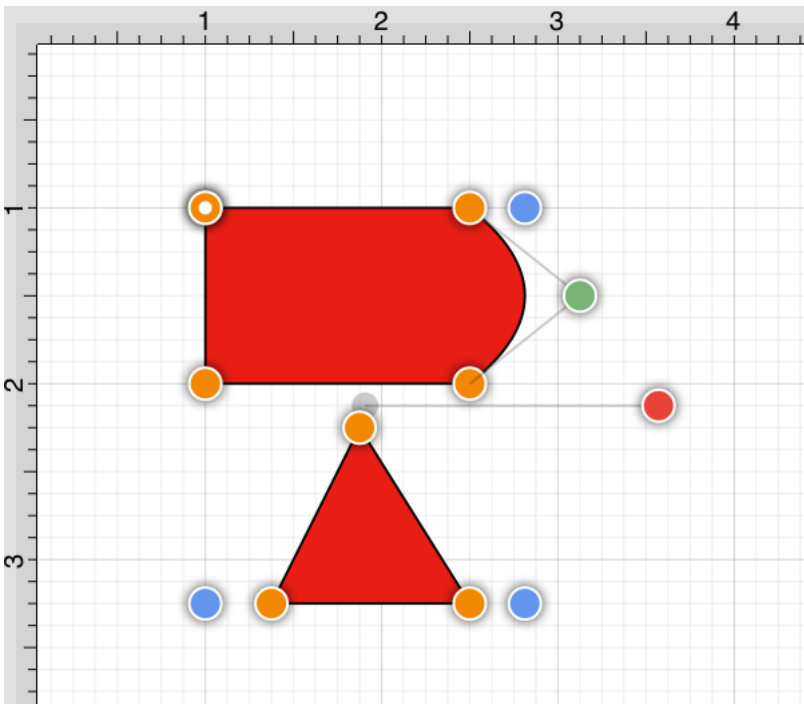
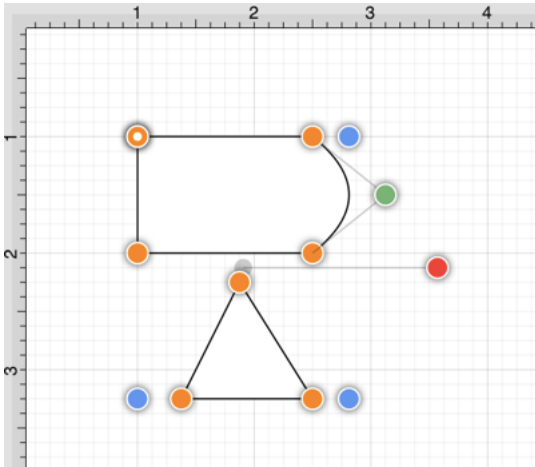
Step 3: To access the **Make Compound Path** option in the [Modify Menu](#) when in Landscape Mode, scroll through the menu view by touching and dragging in an upward direction.

Tap on the **Make Compound Path** option to select it and then tap anywhere within the [Drawing Canvas](#) to close the menu.

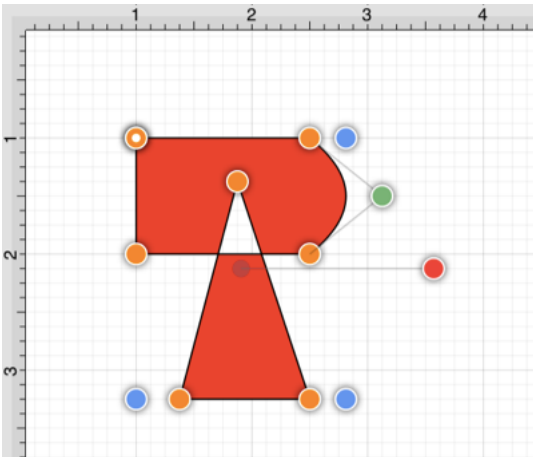


Step 4: The two paths are combined to form a Compound Path with shared bounds handles (blue) and a shared rotation handle (red). Attribute changes now affect both paths as if they were a single path.

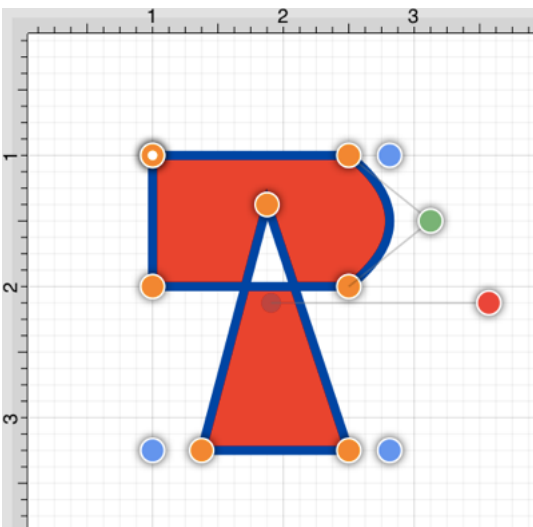
For example, if the [Fill Color](#) is changed to red, all paths included in the Compound Path are altered to have this attribute. Refer to the images below:



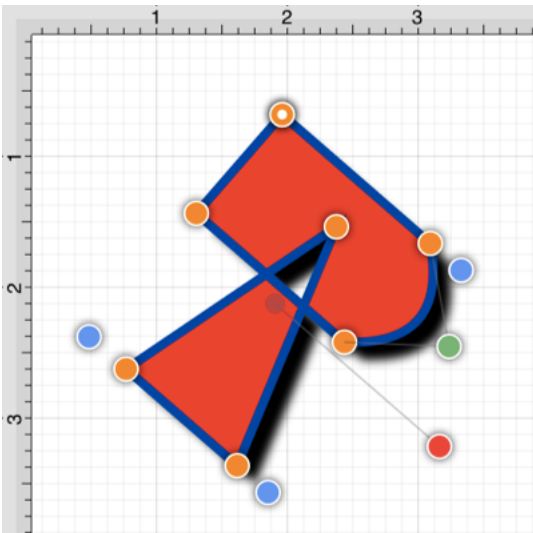
If the top handle of the triangle is dragged into the other compound figure, the intersecting portion of these two paths will appear in white.



An attribute change of **Stroke Color** to blue with a **Stroke Size** increase alters the attribute for every segment in the Compound Path.



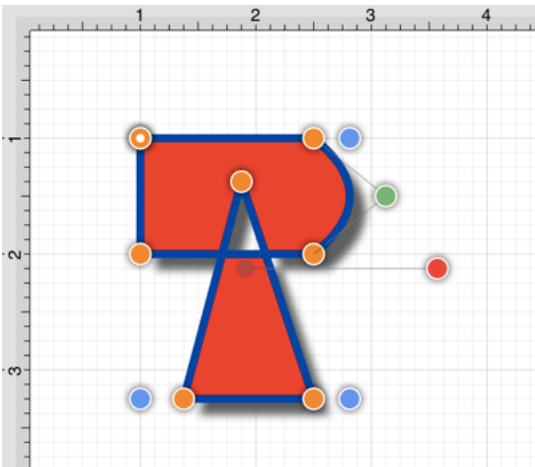
The addition of a **Shadow** with a **Rotation Angle** of twenty degrees would result in the image below.



5.2.14.8. Separating a Compound Path

The **Separate Compound Path** option separates a compound path into its individual paths. Follow the steps below to separate a compound path:

Step 1: [Select](#) the compound path.



Step 2: Press on the **Modify Menu**.

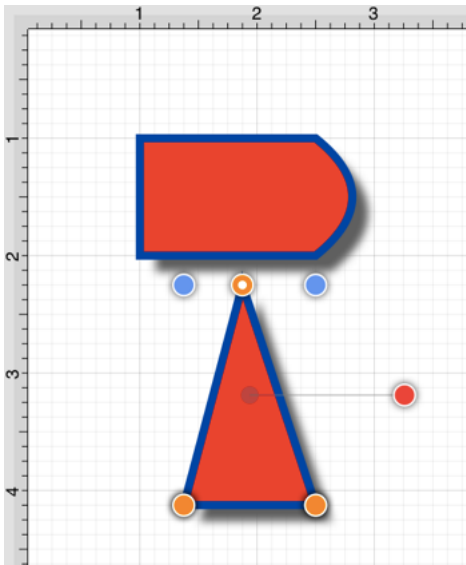
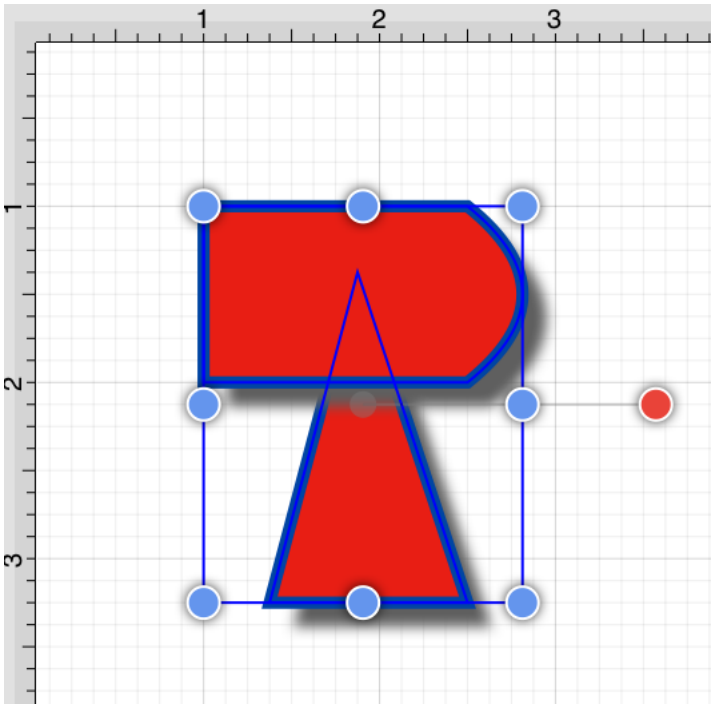
File Edit Arrange **Modify** View

Step 3: To access the **Separate Paths** option in the [Modify Menu](#) when in Landscape Mode, scroll through the menu view by touching and dragging in an upward direction.

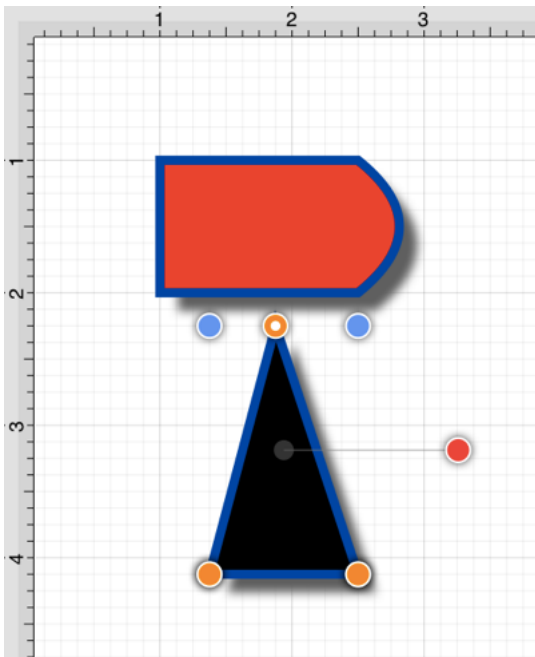
Tap on the **Separate Paths** option to select it and then tap anywhere within the [Drawing Canvas](#) to close the menu.

PATHS
Open Path
Close Path
Split All Segments
Join Lines/Paths
Trim Lines/Paths
Switch Arc Direction
Make Compound Path
Split Compound Path

Step 4: The previously combined paths are now two individual paths, which can be altered separately.



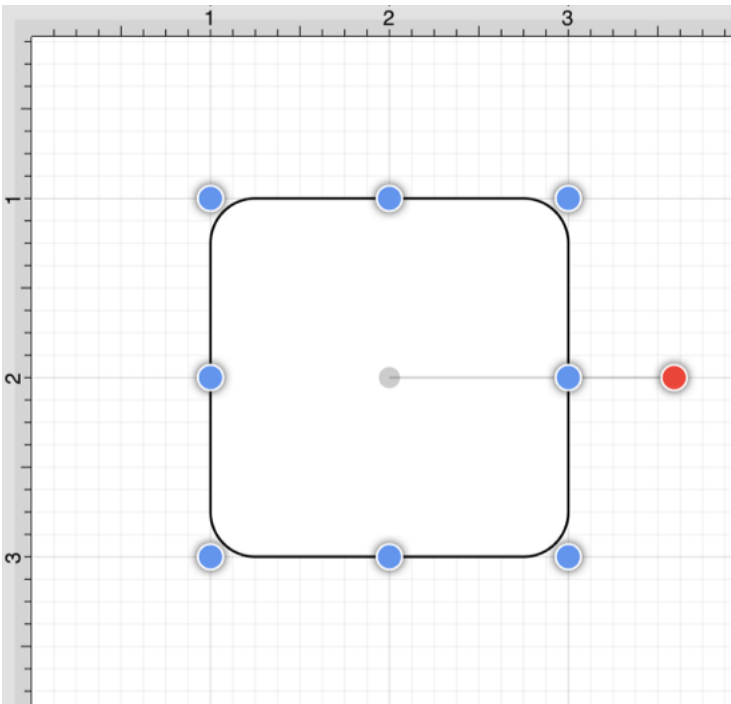
Attribute changes will be applied to the selected path only rather than both paths. For example, if the [Fill Color](#) of the bottom path is changed to black, the upper path remains red. Refer to the image below:



5.2.14.9. Converting Shapes to Paths

The **Convert to Path** option allows a selected shape(s) on the [Drawing Canvas](#) to be converted into a path figure. Follow the steps below to convert a shape to a path:

Step 1: [Select](#) the shape to be converted.



Step 2: Press on the **Modify Menu**.

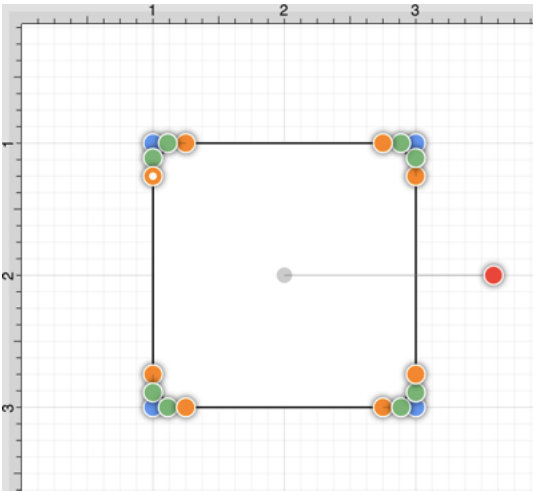
File Edit Arrange **Modify** View

Step 3: To access the **Convert To Path** option in the [Modify Menu](#) when in Landscape Mode, scroll through the menu view by touching and dragging in an upward direction.

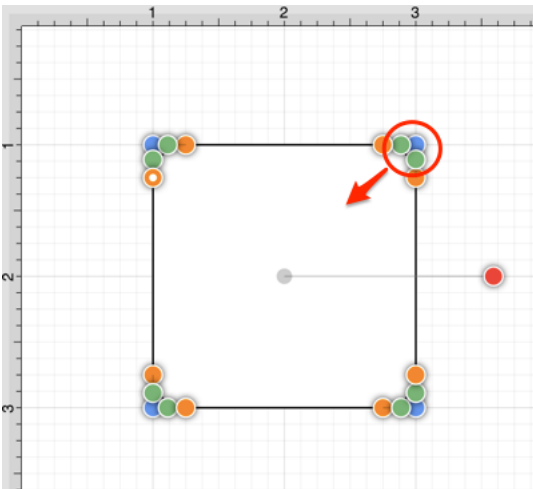
Tap on the **Convert To Path** option in the **Conversion Section** of the menu to select it and then tap anywhere within the [Drawing Canvas](#) to close the menu.

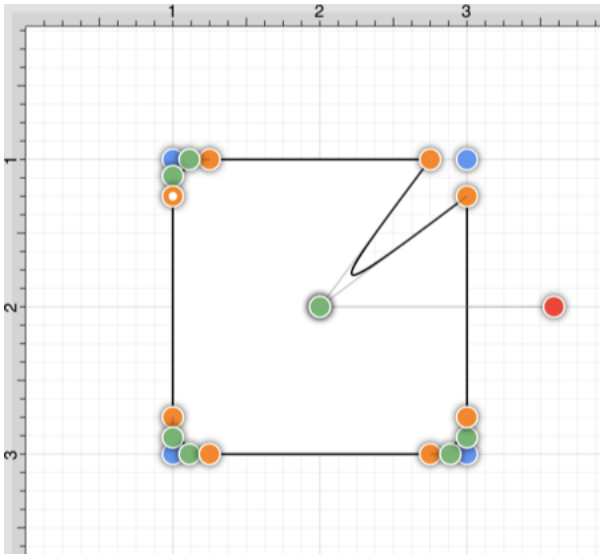
SHAPE OPERATIONS
Add Shapes
Subtract Shapes
Intersect Shapes
Exclude Shapes
CONVERSION
Convert Shape to Path
Convert Text to Path

Step 4: Each individual segment used to create the shape will be converted into a path segment with corresponding segment end point handles (orange). A start handle (orange with white dot) shows the initial starting point of the path. New bounds handles (blue) are assigned in relation to the created path and control point handles (green) are added to each curved segment.

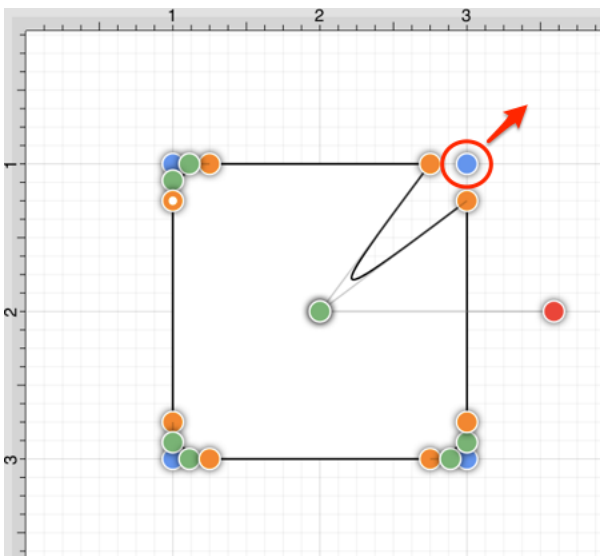


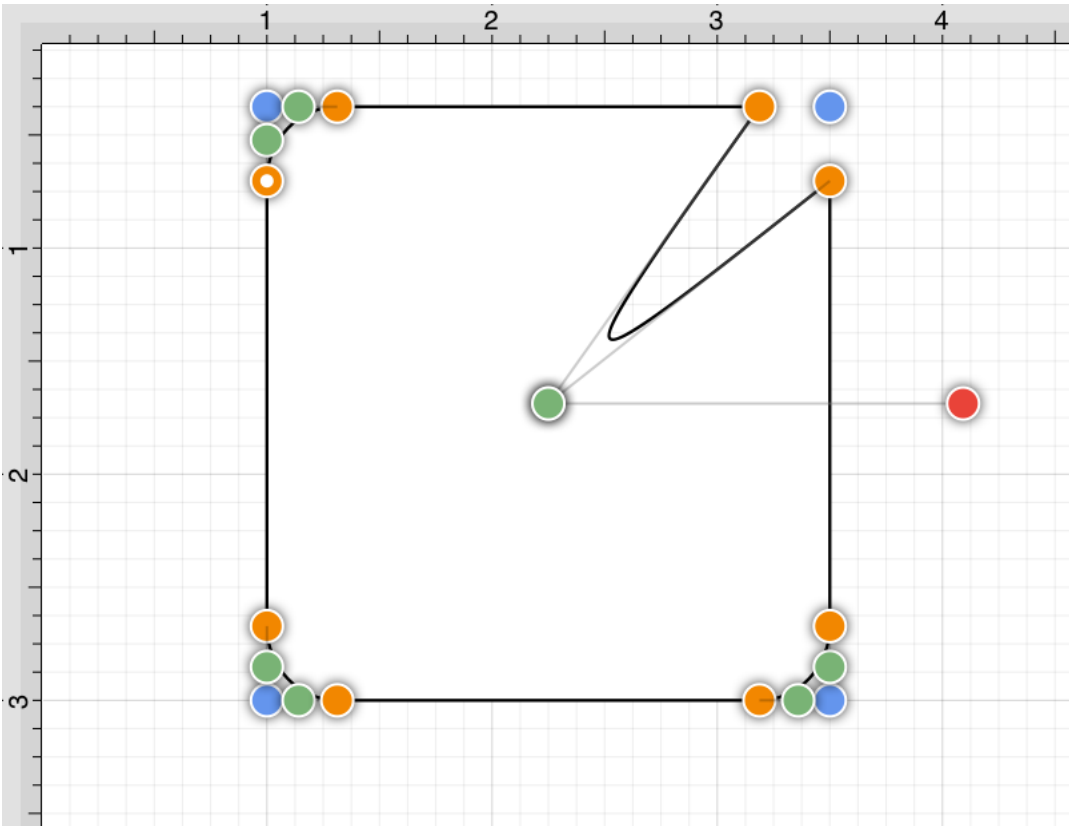
Any attribute changes available for a path can be performed on the converted object. For example, the upper right curve of the rounded rectangle can be dragged to another location to alter its size or shape. In the image below, both upper right control points have been moved down and to the center of the figure.



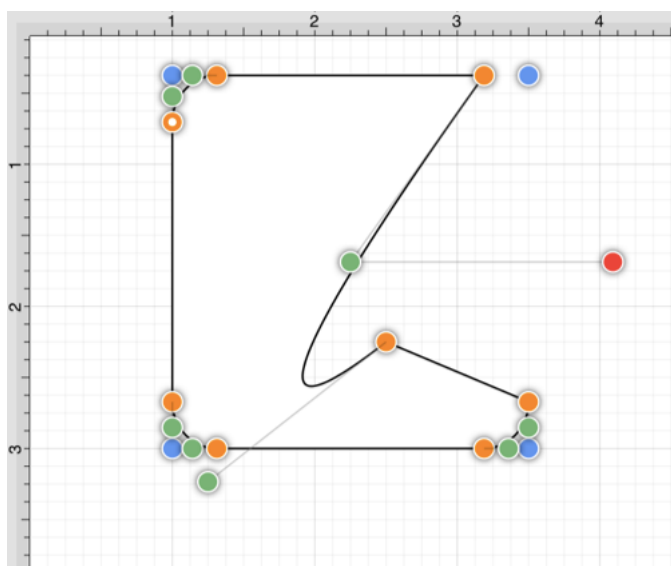
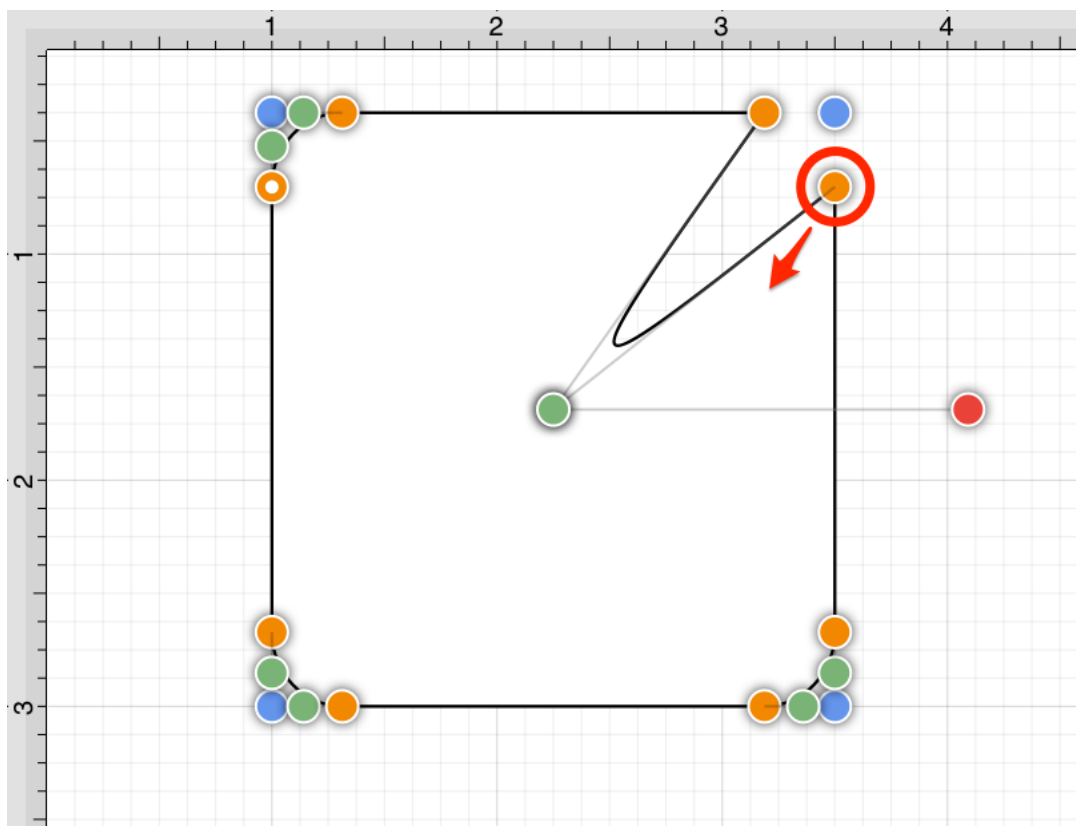


Perform a **Touch/Drag** gesture combination on one of the bounds handles (blue) to alter the size of the path. In the example below, the upper right bounds corner has been drug upward and to the right to create a larger figure.





Perform a **Touch/Drag** gesture combination on a segment end point handle (orange) to alter the size of individual path segments. In the image below the circled segment end point handle has been dragged downward and to the left within the path object to create the shown change.



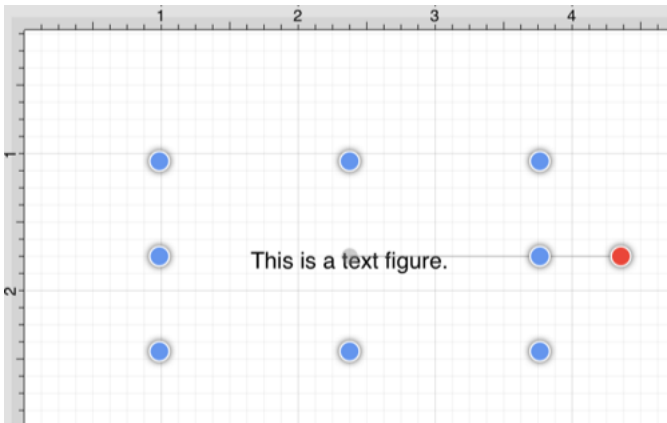
Note: Refer to the [Handles Reference Table](#) to learn more about individual handles used within TouchDraw 2.

Note: Additional information about altering paths can be found in the [Handling Paths](#) section of this documentation.

5.2.14.10. Converting Text to a Path

The **Convert Text to Path** option converts a selected text figure(s) to a path. Size, color, rotation, scaling, and moving alterations are performed as a path rather than by using the traditional text figure selection methods. Follow the steps below to convert a text figure to a path:

Step 1: [Select](#) the text figure to be converted.

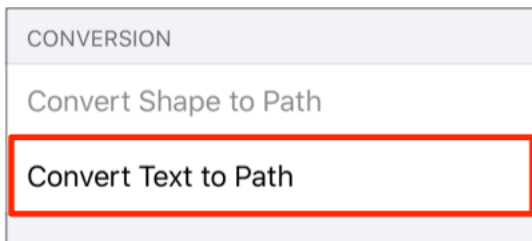


Step 2: Press on the **Modify Menu**.

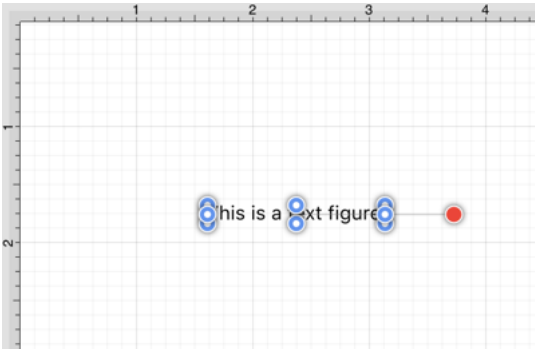
File Edit Arrange **Modify** View

Step 3: To access the **Convert Text To Paths** option in the [Modify Menu](#) when in Landscape Mode, scroll through the menu view by touching and dragging in an upward direction.

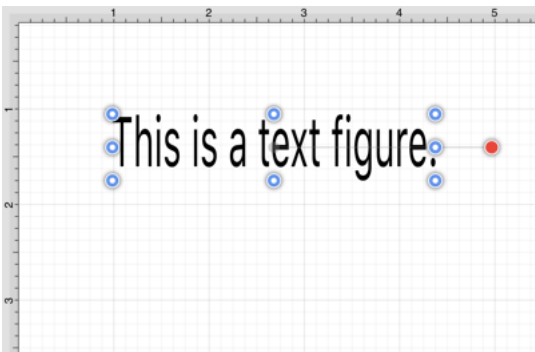
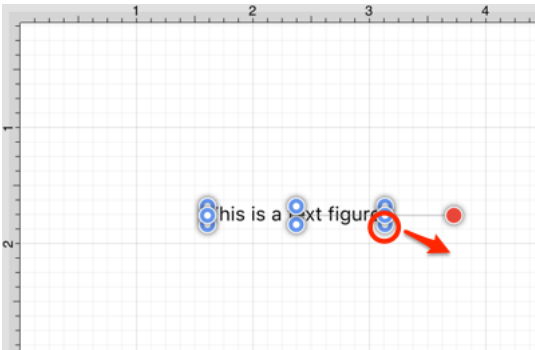
Tap on the **Convert Text To Path** option in the **Conversion Section** of the menu to select it and then tap anywhere within the [Drawing Canvas](#) to close the menu.



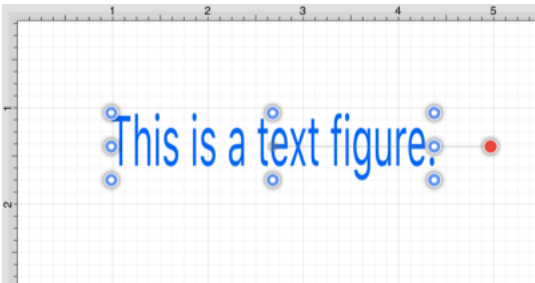
Step 4: The selected text figure is converted to a path figure.



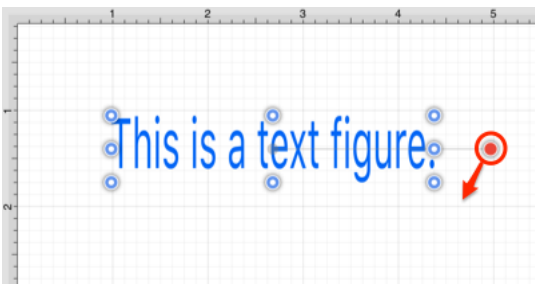
Step 5: Perform a **Touch/Drag** gesture combination on a bounds handle (blue) to alter path size. In the images below, the bottom right bounds handle is dragged downward and to the right to increase the overall size of the path.



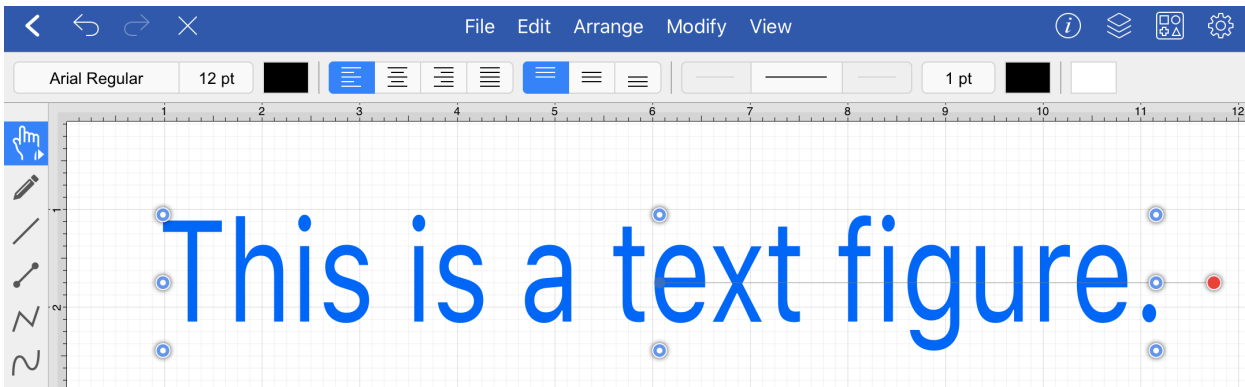
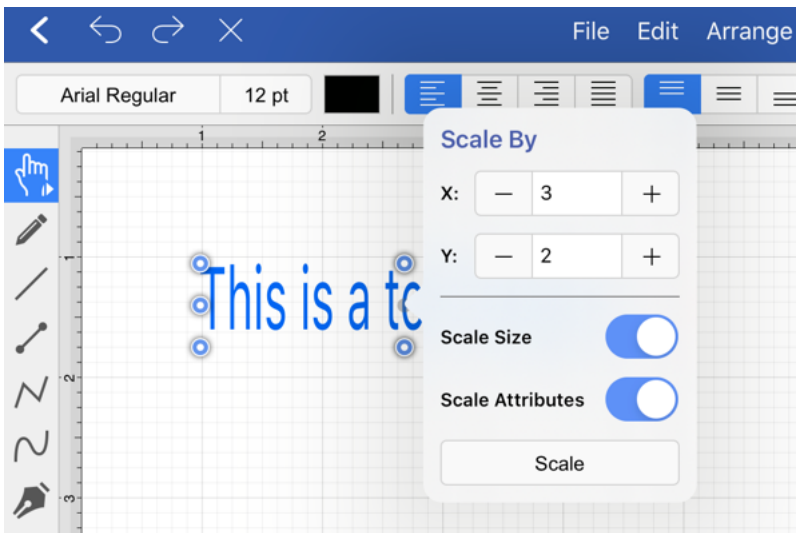
Step 6: Attribute changes are performed in the same manner as figures created with the [Path Tool](#). For example, a [Fill Color](#) change to blue would result in the following image.



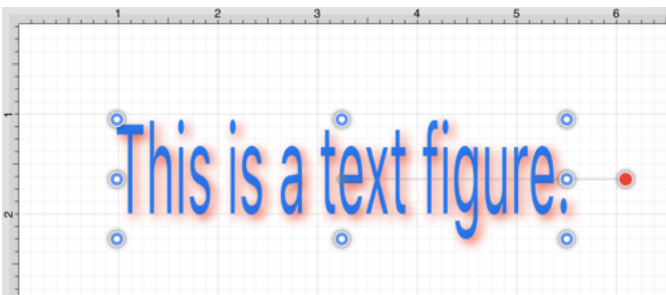
Step 7: The added rotation handle (red) can be dragged clockwise or counterclockwise with a **Touch/Drag** gesture combination to change the angle of the newly created path.



Step 8: A converted path can be moved to any location on the [Drawing Canvas](#) or [Scaled](#) to a specific size. In this example, **Factor X** is changed from two to three.



Step 9: [Stroke](#) and [Shadow](#) attributes may also be altered to change the look of the path. In the example below, a shadow has been added and the color has been set to light red.

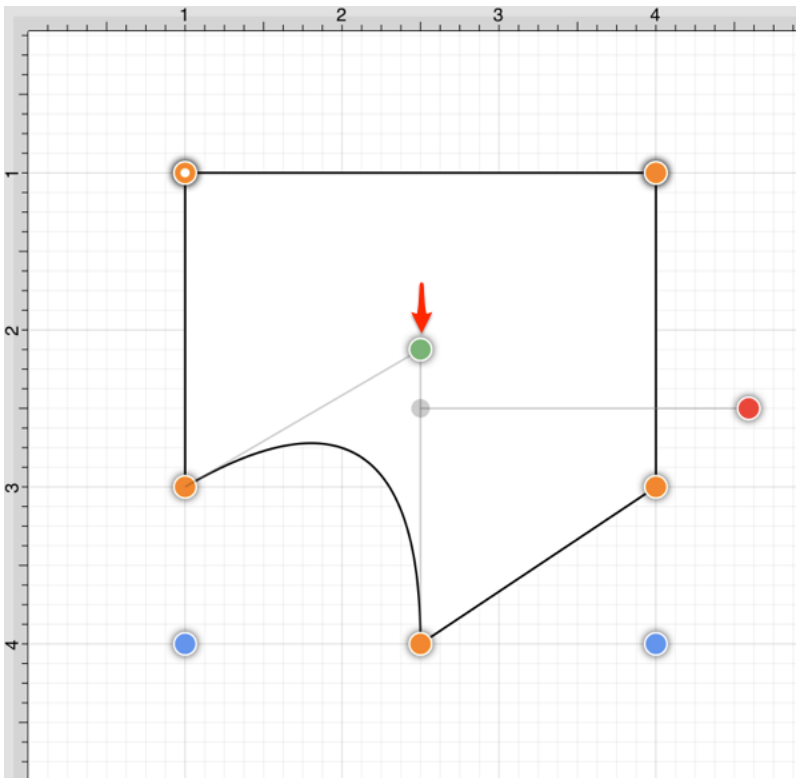


5.2.14.11. Delete Handle

TouchDraw 2 supports the [insertion](#) and deletion of handles or segments from an existing path. A different behavior is received depending on the type of handle chosen for deletion:

- **Cubic Curve Control Point Handle** - Segment is converted to a quadratic curve segment upon deletion.
- **Quadratic Curve Control Point Handle** - Segment is converted to a line segment upon deletion.
- **Segment End Point** - The entire segment is removed including the control points (cubic or quadratic curves).

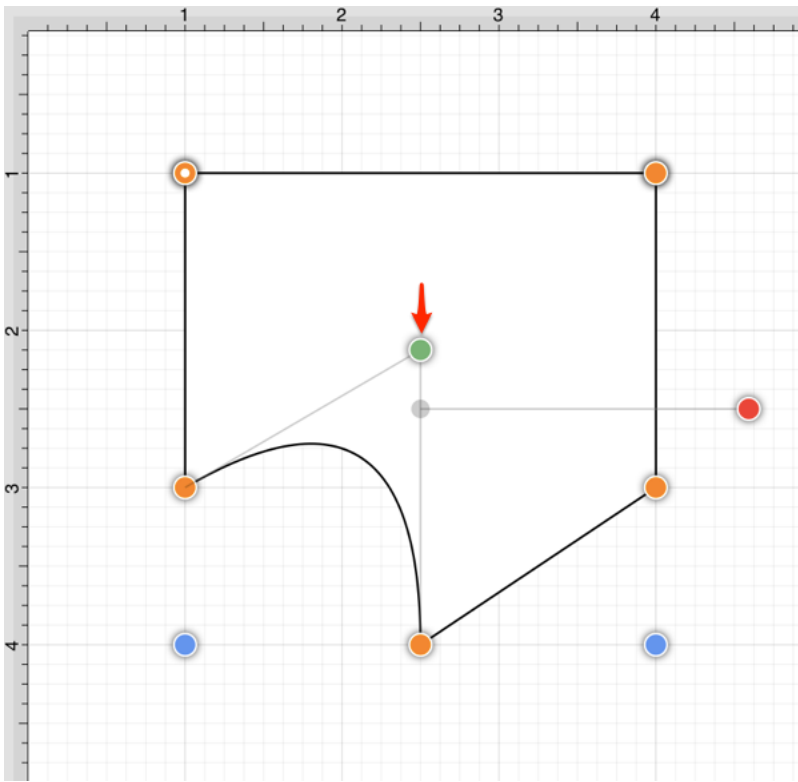
Depending on the desired operation, **Touch and Hold** on a path handle or a path segment to bring up the [Contextual Menu](#), as shown below:



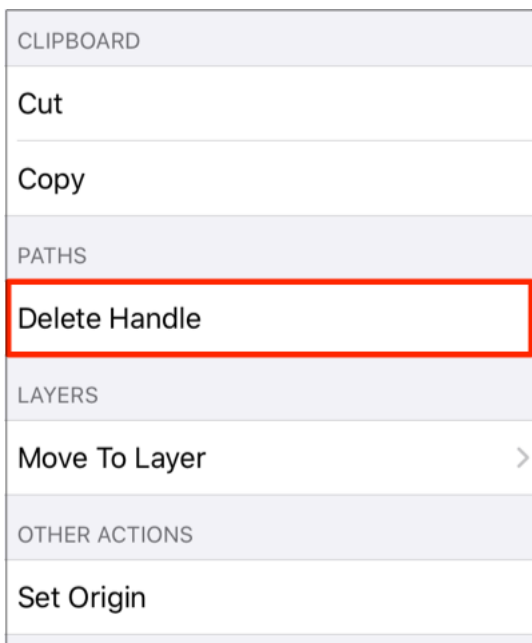
Note: Available contextual menu options change depending on the type of selected segment or handle.

Follow the steps below to delete a **Path Handle**:

Step 1: Touch and Hold on the desired handle to [select](#) it and open the [Contextual Menu](#). In this example, the **Quadratic Curve Control Point Handle** (indicated by the color green) is being removed from the path.

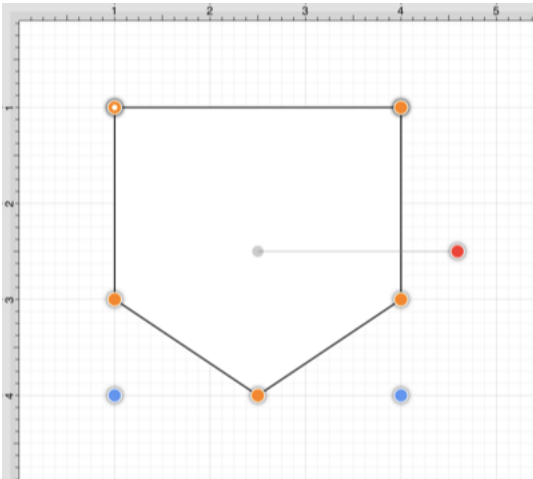


Step 2: Tap on the **Delete Handle** option.



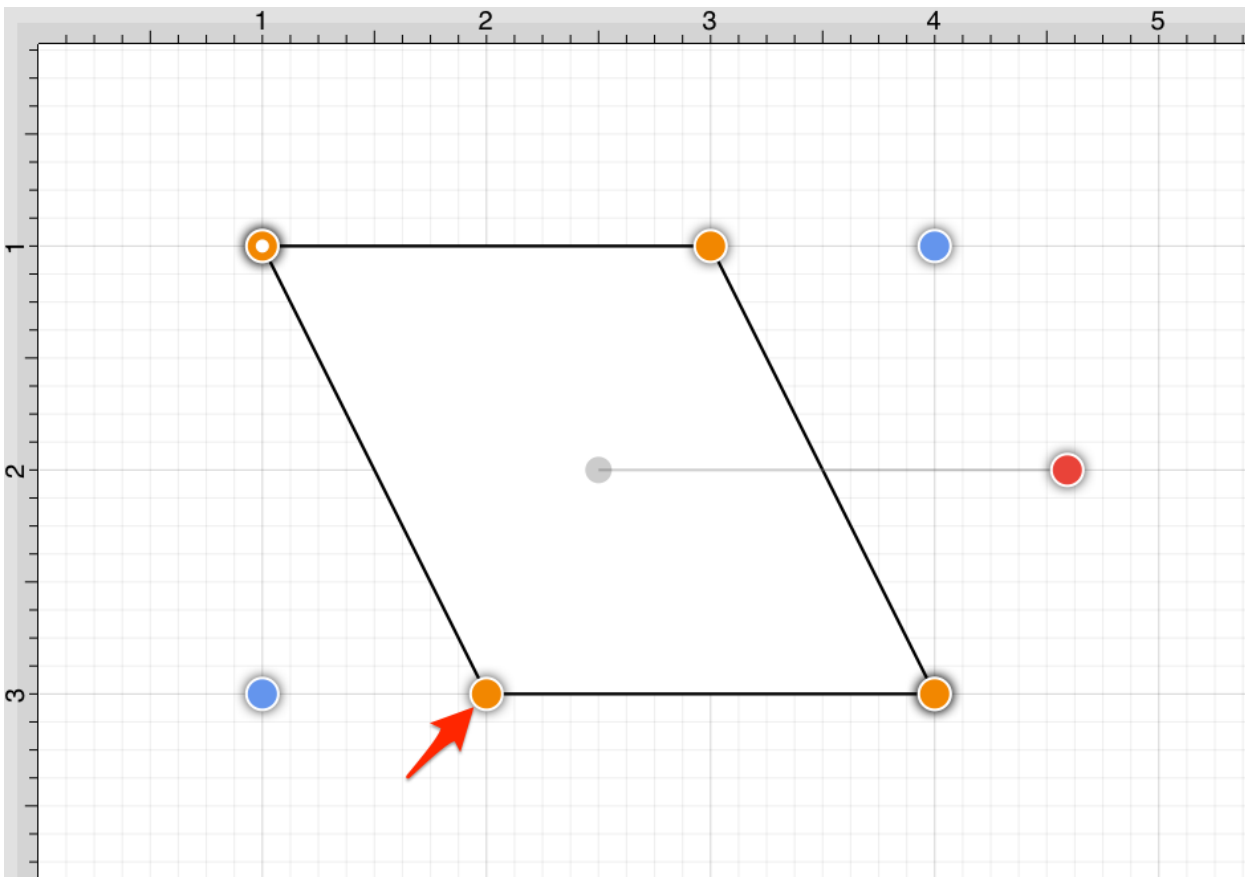
Step 3: The selected **Quadratic Curve Control Point Handle** is removed and the segment is converted into a

Line Segment .



Follow the steps below to delete a **Path Segment Handle**:

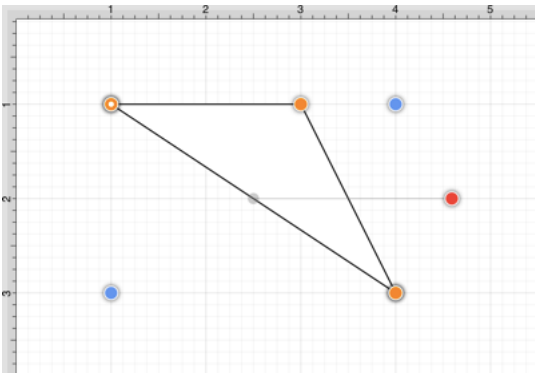
Step 1: Touch and Hold on the desired **Segment End Point** to open the [Contextual Menu](#). In this example, the bottom left **Segment End Point** is chosen for deletion.



Step 2: Tap on the **Delete Handle** option.

CLIPBOARD	
Cut	
Copy	
PATHS	
Insert Handle	
Split Path At Handle	
Delete Handle	
Delete Segment	
LAYERS	
Move To Layer	>
OTHER ACTIONS	
Set Origin	

Step 3: The selected handle and segment are removed, as shown below.



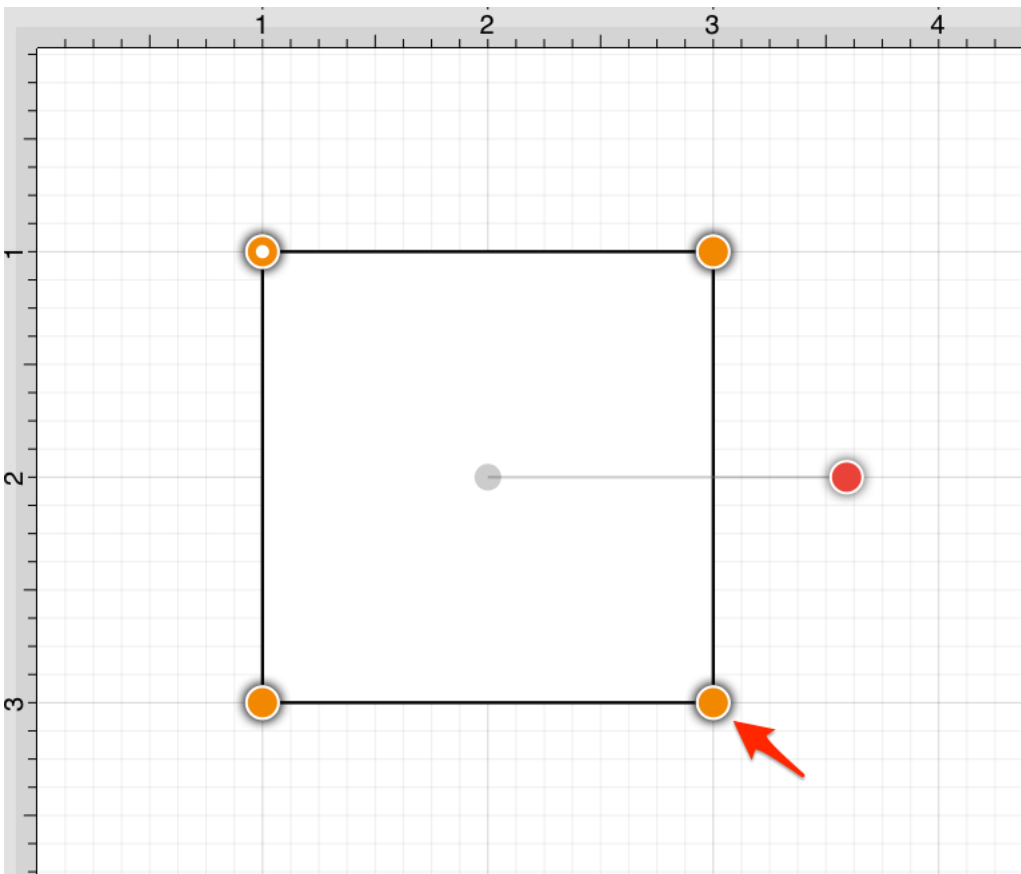
Note: Refer to the [Handles Reference](#) section of this documentation to learn more about each handle.

5.2.14.12. Split at Handle

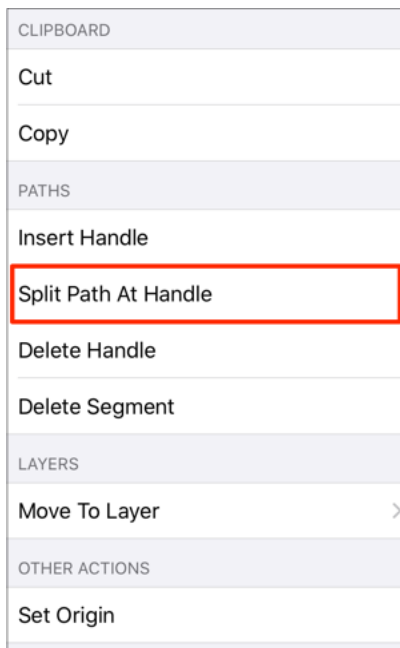
The **Split at Handle** action divides a path into two separate sections at the chosen handle and allows each section to be altered as an individual figure.

In the following example, the **End Point Handle** located at the bottom right of the path is chosen.

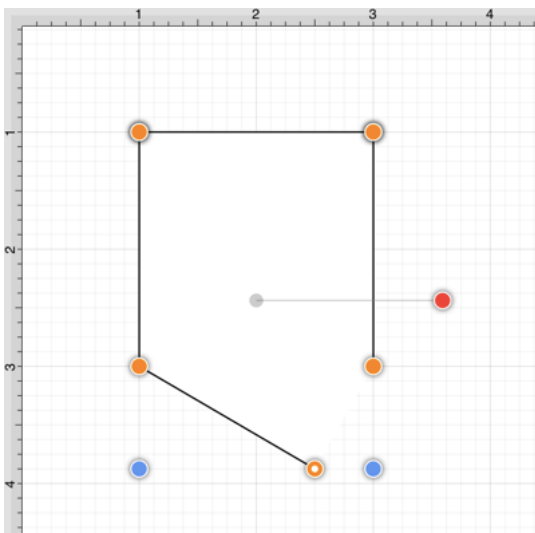
Step 1: Touch and Hold on the desired **End Point Handle** to select it and open the [Contextual Menu](#).



Step 2: Tap on the **Split at Handle** option.



Step 3: The path is now separated at the chosen **End Point Handle**, as shown below.



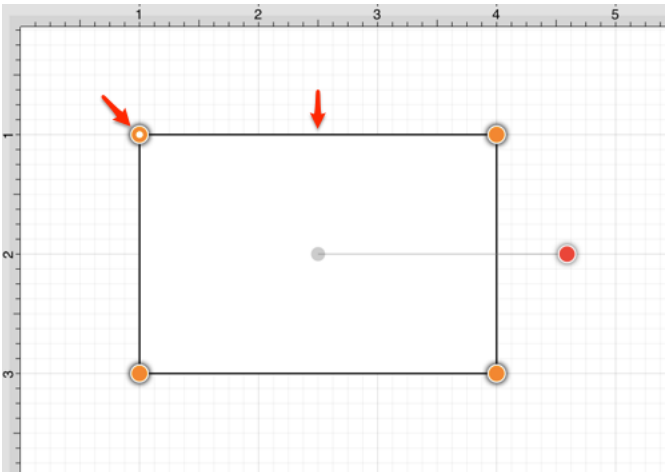
Note: Refer to the [Handles Reference](#) section of this documentation to learn more about each handle.

5.2.14.13. Insert Handle

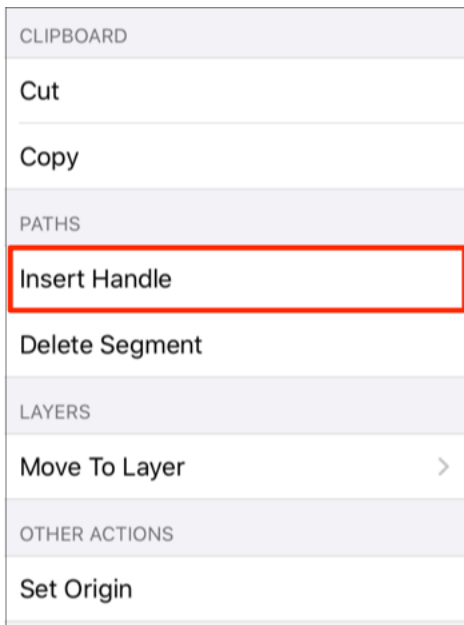
TouchDraw 2 supports the insertion and [deletion](#) of handles or segments from an existing path. A different behavior is received depending on the type of segment chosen for handle insertion:

- **Line Segment** - The inserted handle splits the line segment into two connected lines.
- **Quadratic Curve Segment** - The inserted handle splits the quadratic curve into two quadratic curves and the shape of the original curve is maintained.
- **Cubic Curve Segment** - The inserted handle splits the cubic curve into two cubic curves and the shape of the original curve is maintained.

Depending on the desired operation, **Touch and Hold** on a path handle or a path segment to bring up the [Contextual Menu](#), as shown below:



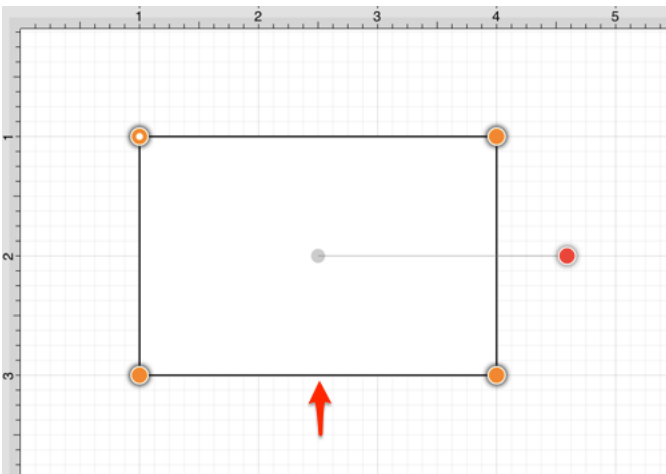
Available contextual menu options change depending on the type of selected segment or handle.



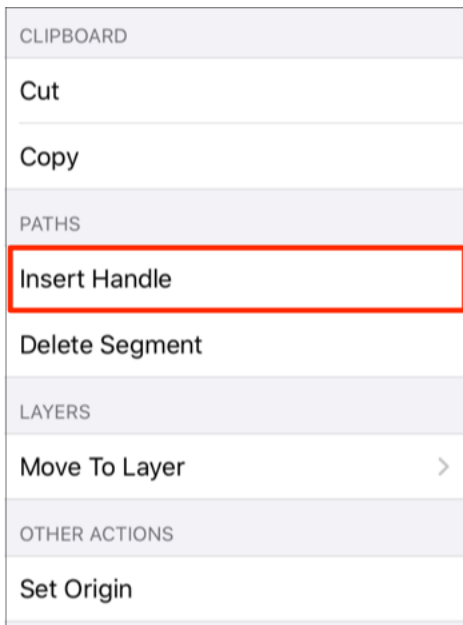
A new handle can be inserted into a segment or at the same location as an existing handle. In the provided example, the bottom line segment is chosen for a handle addition.

Follow the steps below to insert a handle or segment into a path:

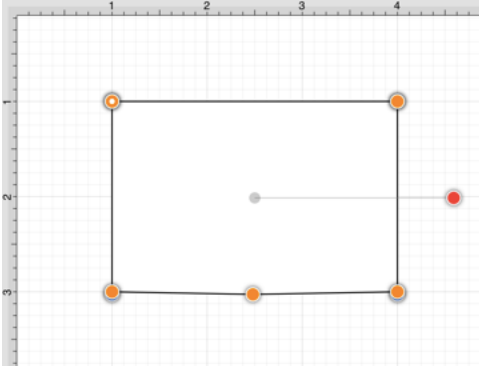
Step 1: Touch and Hold on the desired handle or segment to [select](#) it and open the [Contextual Menu](#).

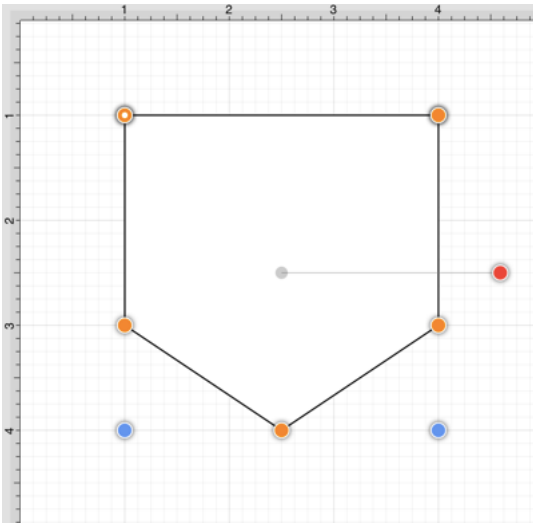


Step 2: Tap on the **Insert Handle** option.



Step 3: A new **Segment End Point Handle** appears in the center of the selected line segment and can be used to alter the path.





Note: Refer to the [Handles Reference](#) section of this documentation to learn more about each handle.

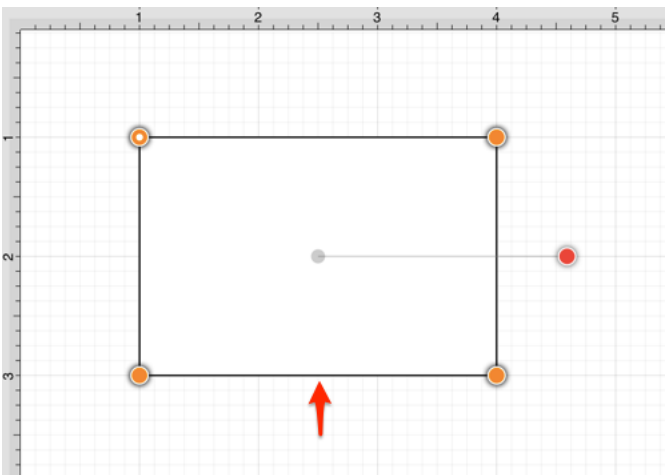
5.2.14.14. Delete Segment

The **Delete Segment** action removes a selected segment from an existing path. A different behavior is received depending on the type of segment chosen for handle insertion:

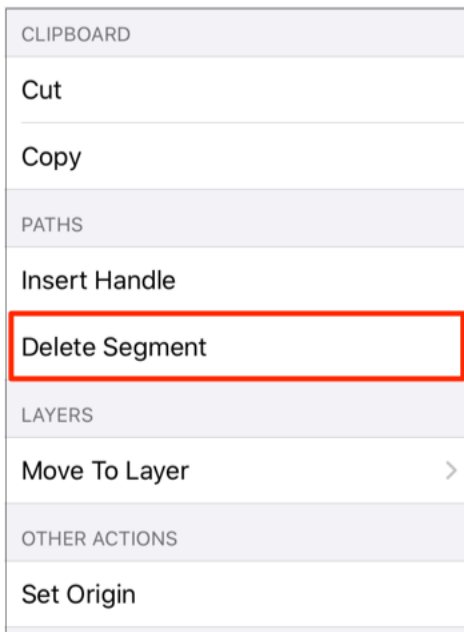
- [Line Segment](#)- The entire segment is removed.
- [Quadratic Curve Segment](#) - The entire segment and corresponding quadratic control point are removed.
- [Cubic Curve Segment](#) - The entire segment and all cubic curve control points are removed.

In the provided example, the bottom **Line Segment** of the figure is chosen. Follow the steps below to delete a segment:

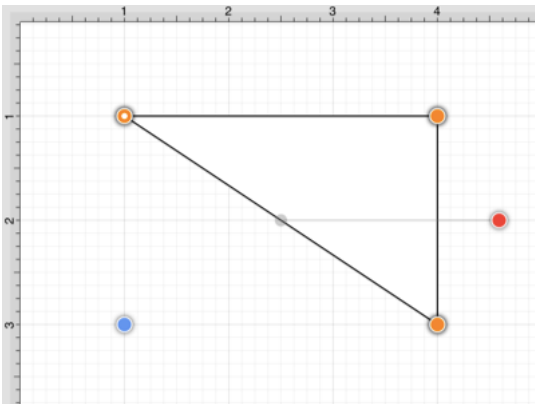
Step 1: Touch and Hold on the desired segment to [select](#) it and open the [Contextual Menu](#).



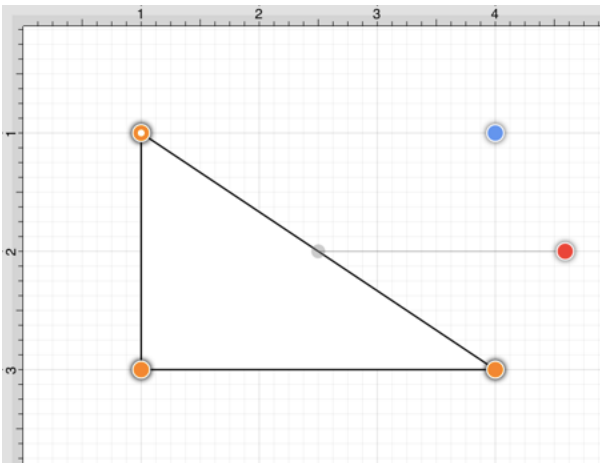
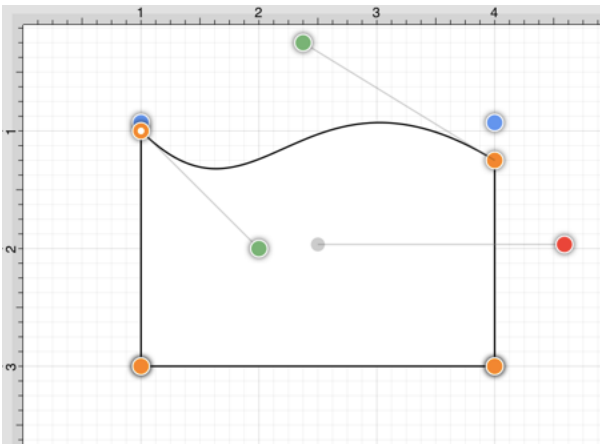
Step 2: Tap on the **Delete Segment** option.



Step 3: The **Line Segment** and corresponding end point (orange) are removed. The remaining segment end points are joined.



The following screenshots show the resulting control point and segment changes when a [Cubic Curve Segment](#) is deleted from a figure. In this example, the top cubic curve is chosen for deletion. The selected segment and both control points are removed.



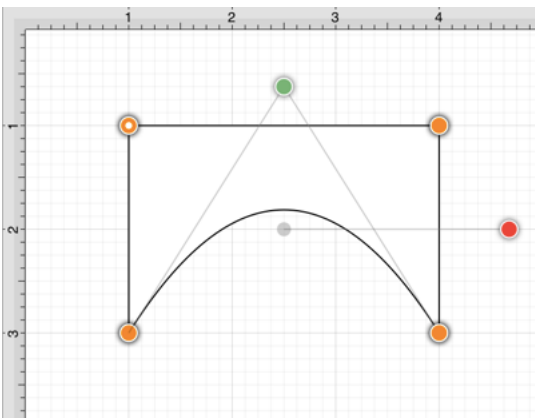
Note: Refer to the [Handles Reference](#) section of this documentation to learn more about each handle.

5.2.14.15. Segment to Line

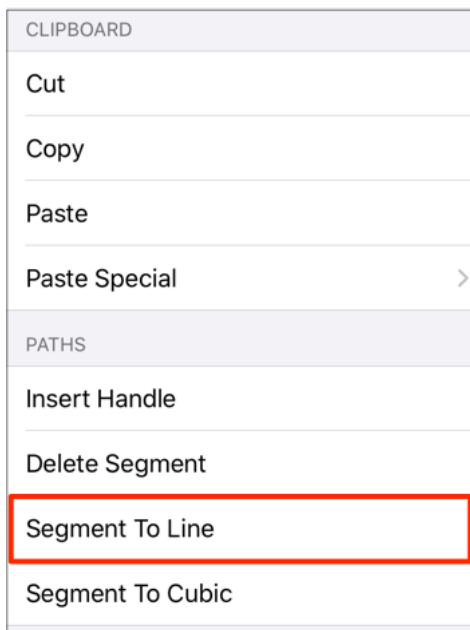
The **Segment To Line** action will convert either a quadratic or a cubic curve segment into a straight line segment. Essentially, it discards the control points of the curve.

In the provided example, a **Quadratic Curve Segment** is changed to a **Line Segment**. Follow the steps below:

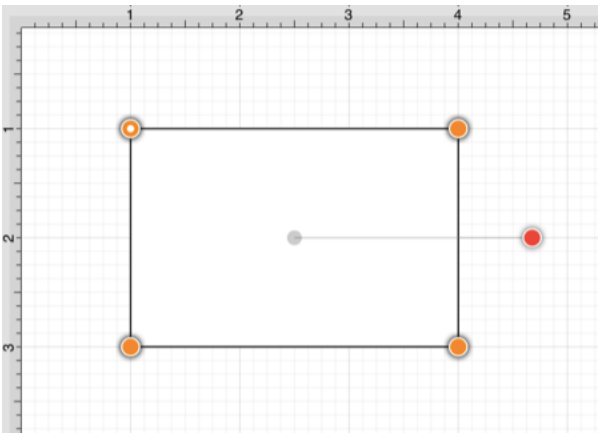
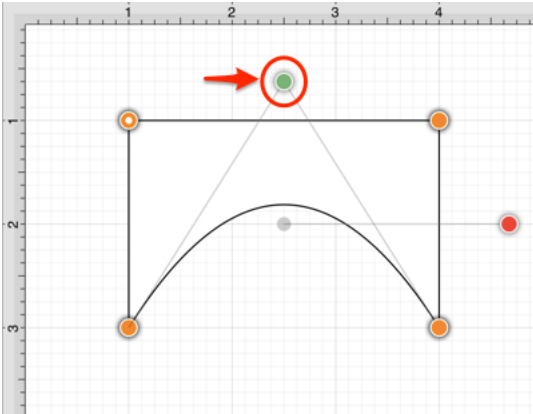
Step 1: **Touch and Hold** on the desired segment to [select](#) it and open the [Contextual Menu](#).



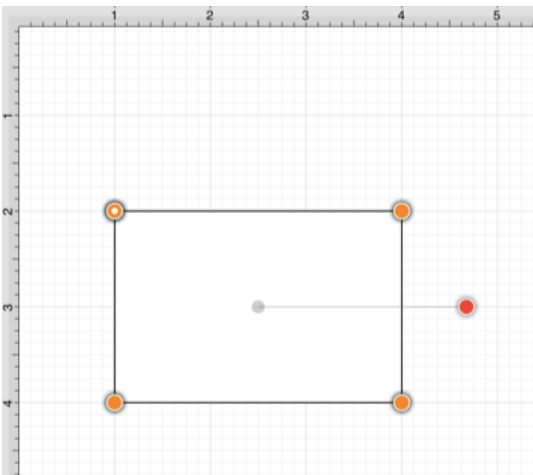
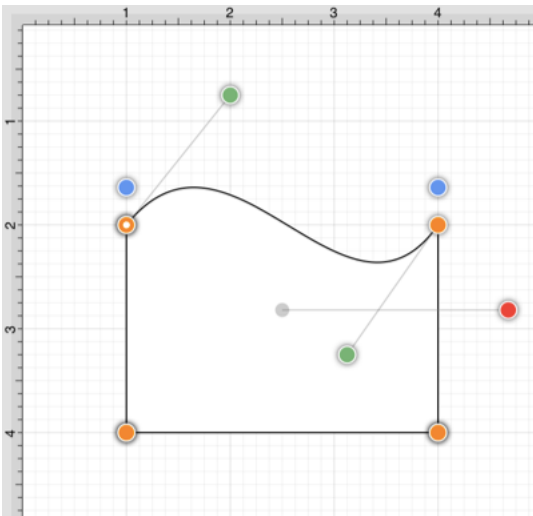
Step 2: Tap on the **Segment to Line** option.



Step 3: The control point (green) of the [Quadratic Curve Segment](#) is removed and the segment is changed to a **Line Segment** to create a rectangle, as shown below.



The following screenshots show the resulting line when the **Segment to Line** action is performed on a [Cubic Curve Segment](#).



Note: Refer to the [Handles Reference](#) section of this documentation to learn more about each handle.

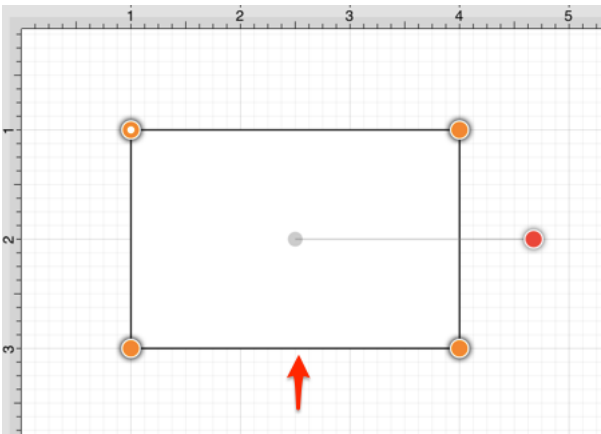
5.2.14.16. Segment to Quad

The **Segment to Quad** action will convert either a Line Segment or Cubic Curve to a Quadratic Curve Segment. A different behavior is received when the handle is inserted depending on the chosen segment type:

- **Line Segment** - A curve control point will be inserted at the center point of the line and can be used to create the exact desired quadratic.
- **Cubic Curve Segment** - The two control points of the cubic curve segment will be averaged to create a new control point for the quadratic curve, which is replacing the cubic curve.

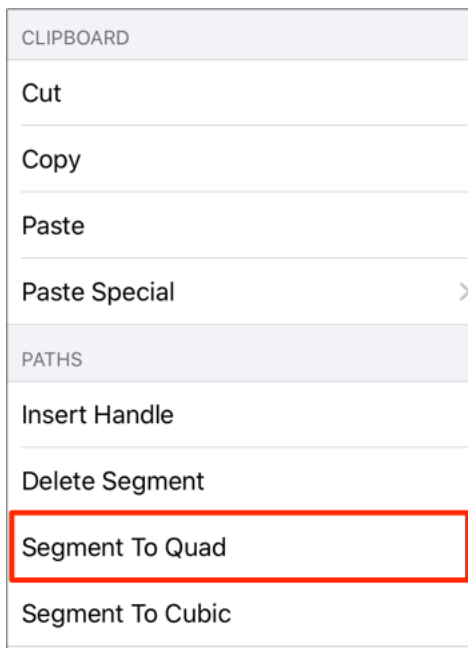
In the provided example, the **Line Segment** located on the right side of the figure is converted into a **Quadratic Curve Segment**. Follow the steps below:

Step 1: Touch and Hold on the desired segment to [select](#) it and open the [Contextual Menu](#).

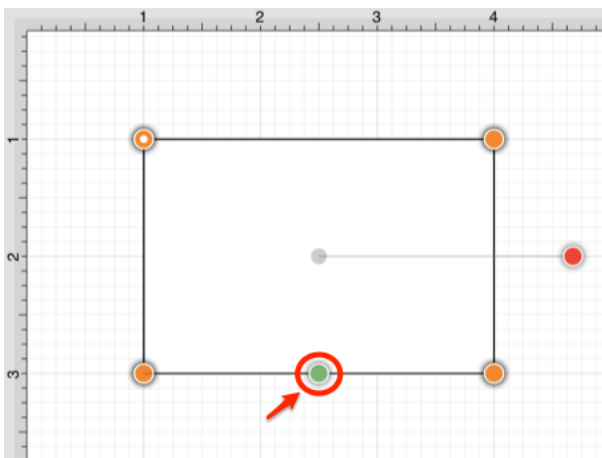


Note: The Segment to Quad option will only appear in the Contextual Menu if a **Line Segment** or **Cubic Curve Segment** has been selected.

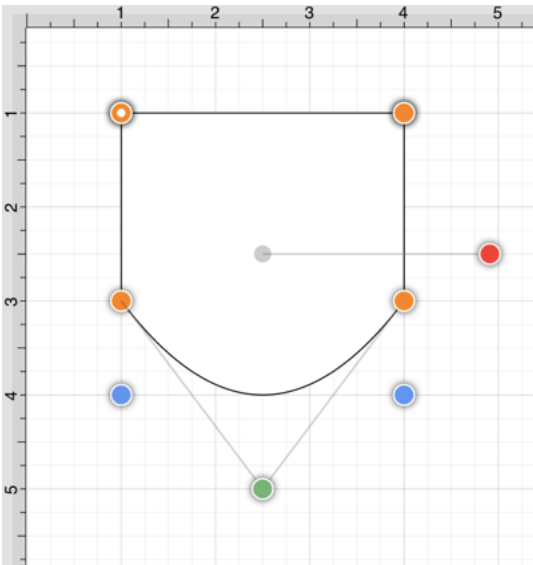
Step 2: Tap on the **Segment to Quad** option.



Step 3: A **Quadratic Curve Control Point** (green) is added to the center of the selected segment.

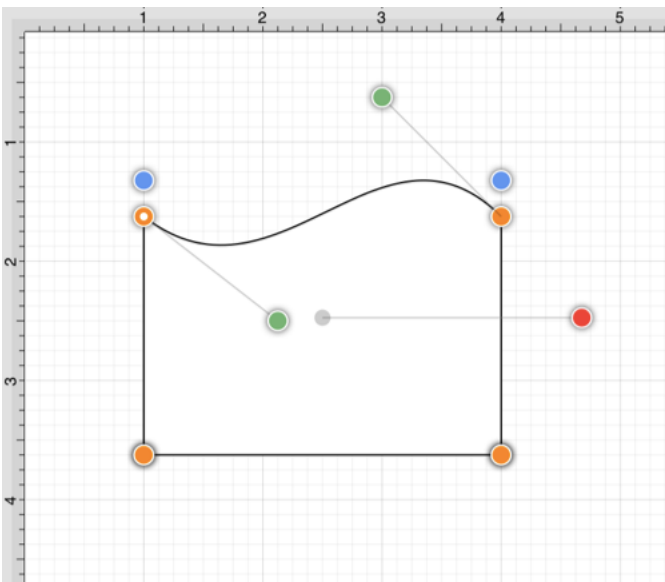


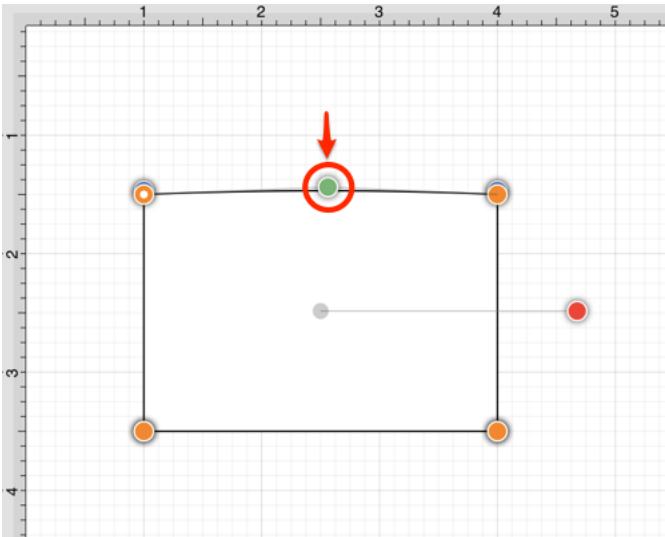
Step 4: Perform a **Touch/Drag** gesture combination on the **Quadratic Curve Control Point** to create the desired curve segment. In this example, the control point is dragged to the bottom.



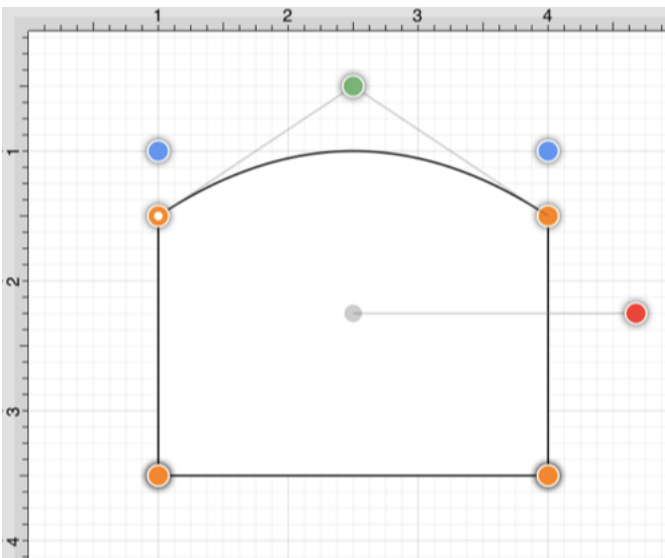
The following screenshots show the resulting control point and line changes when a **Cubic Curve Segment** is converted to a **Quadratic Curve Segment**.

In this example, the top cubic curve is chosen for conversion. The two existing **Cubic Curve Control Points** (green) are averaged to generate a single **Quadratic Curve Control Point**.





The provided **Quadratic Curve Control Point** can be moved in any direction by performing a **Touch/Drag** gesture combination. In this example, the new control point is dragged upward.



Note: Refer to the [Handles Reference](#) section of this documentation to learn more about each handle.

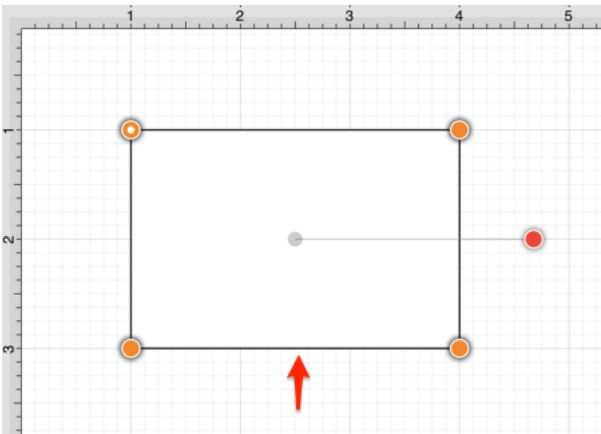
5.2.14.17. Segment to Cubic

The **Segment to Cubic** action will convert either a line or quadratic curve into a cubic curve segment. A different behavior is received depending on the type of segment chosen for handle insertion:

- **Line Segment**- Two curve control points will be inserted at the 40% and 60% locations along the line and can be used to create the exact desired cubic curve.
- **Quadratic Curve Segment** - The shape of the quadratic curve will be approximated with a new cubic curve segment.

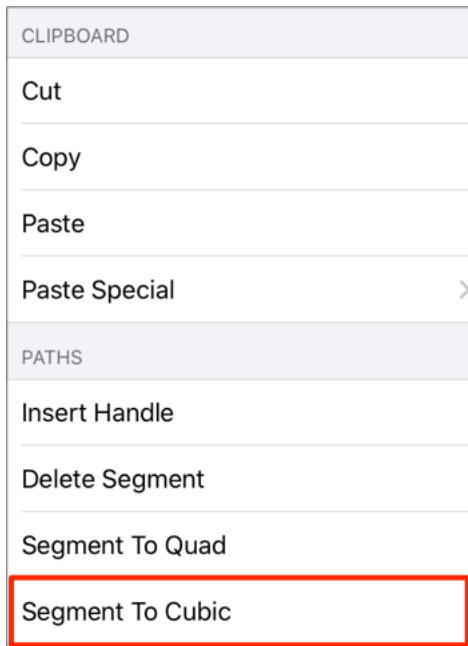
In the provided example, the **Line Segment** located on the bottom of the figure is converted into a **Cubic Curve Segment**. Follow the steps below:

Step 1: Touch and Hold on the desired segment to [select](#) it and open the [Contextual Menu](#).

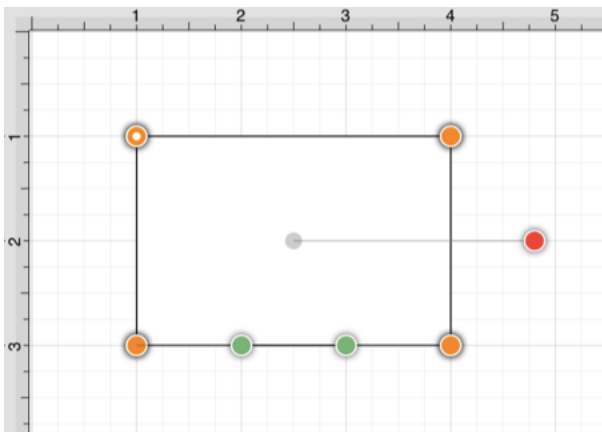


Note: The Segment to Cubic option will only appear in the Contextual Menu if a **Line Segment** or **Quadratic Curve Segment** has been selected.

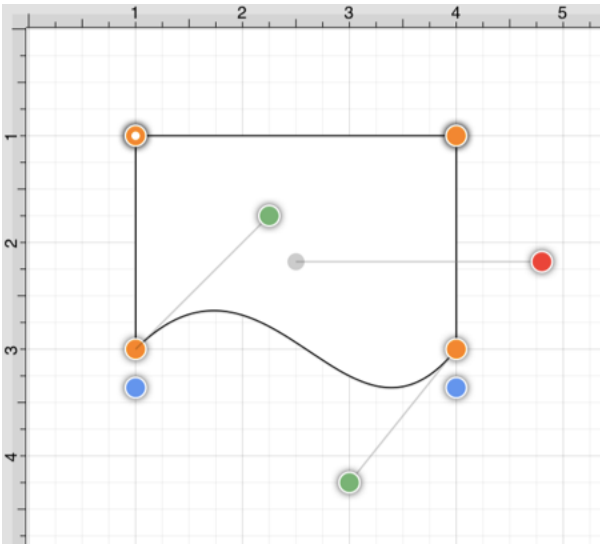
Step 2: Tap on the **Segment to Cubic** option.



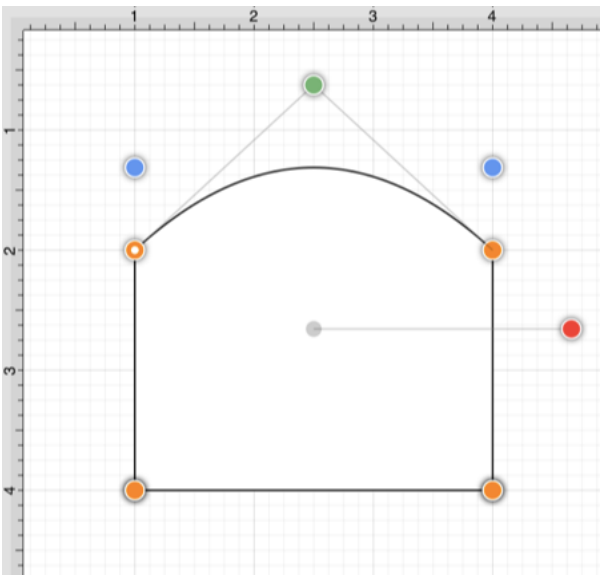
Step 3: Two **Cubic Curve Control Points** (green) are inserted at the 40% and 60% locations on the chosen **Line Segment**.

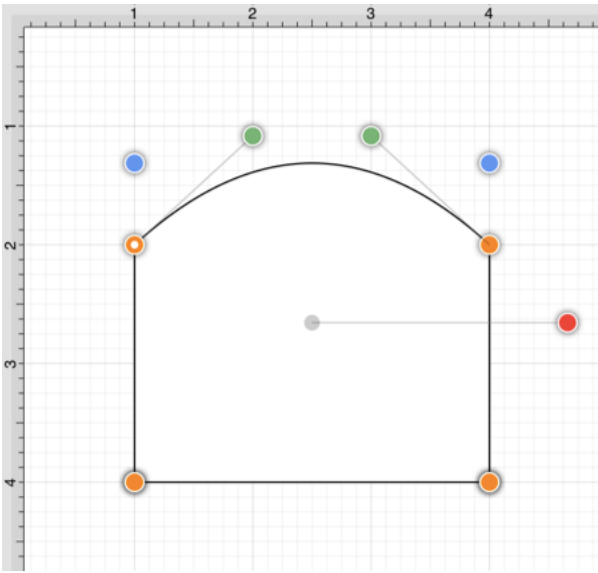


Step 4: Perform a **Touch/Drag** gesture combination to move either **Cubic Curve Control Point** in any direction. In this example, the left control point is dragged upward and the right control point is dragged downward. Refer to the images below:

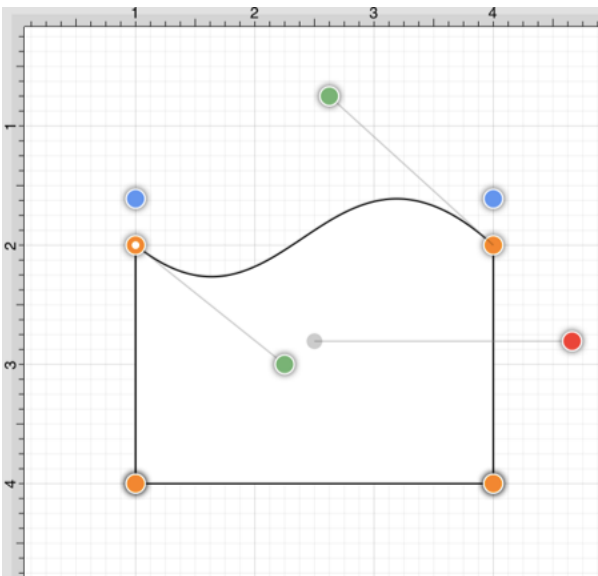


The following screenshots show the resulting control point and line changes when a **Quadratic Curve Segment** is converted to a **Cubic Curve Segment**. In this example, the top cubic curve is chosen for conversion. The **Quadratic Curve Control Point** (green) is approximated to create two **Cubic Curve Control Points** and the associated segment.





The provided **Cubic Curve Control Points** can be moved in any direction by performing a **Touch/Drag** gesture combination. In this example, the left control point is dragged downward and to the right. The right control point is dragged upward and to the left to create the desired **Cubic Curve**.

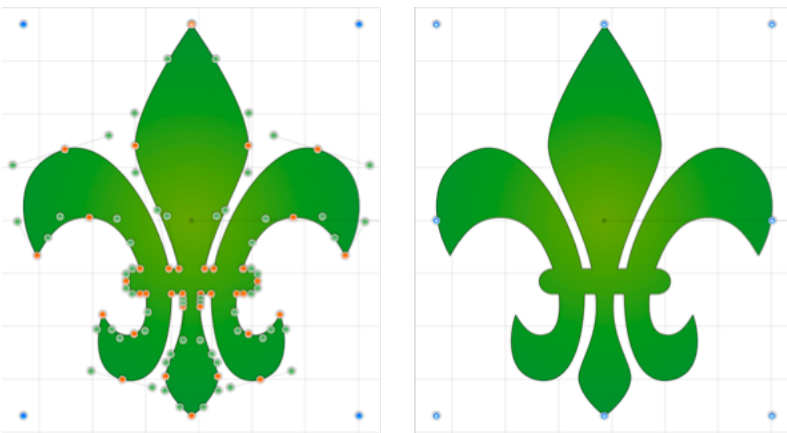


Note: Refer to the [Handles Reference](#) section of this documentation to learn more about each handle.

5.2.14.18. Grouping a Path

Once a complex path has been created and all control points are in their appropriate place, it is recommended to group the path using the [Group](#) function available under the [Arrange Menu](#).

This will allow the path or path figure to be [stretched](#), [resized](#) and [moved](#) without having to worry about changing the points. The following screenshots show a before and after for the Fleur de Lis example drawing included with TouchDraw 2.



The path figure is the only figure that is allowed to be grouped by itself. Normally, one or more figures must be [selected](#) before a [Group](#) can be created.

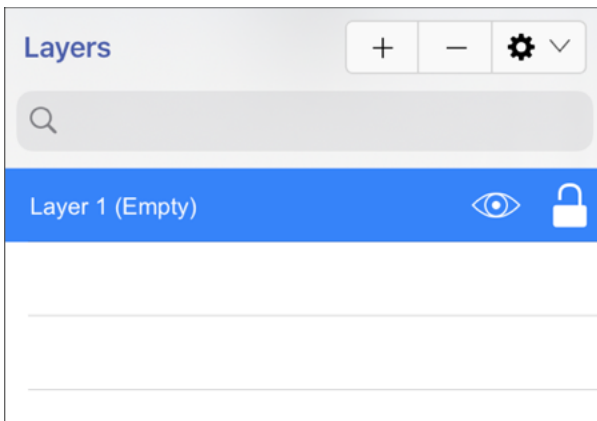
5.2.15. Handling Layers

Layers provide the capability to incorporate more than one level of objects into a drawing. Each added layer builds on top of the previous created layer to create a multi-dimensional drawing.

They are managed and controlled through the **Layers Button** located in the **Top Toolbar** of the **Drawing Editor**, as shown below.



The **Layers Menu** will appear as shown below after the **Layers Button** has been pressed.

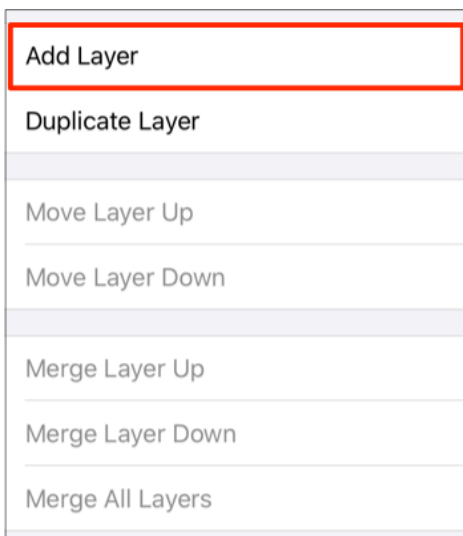
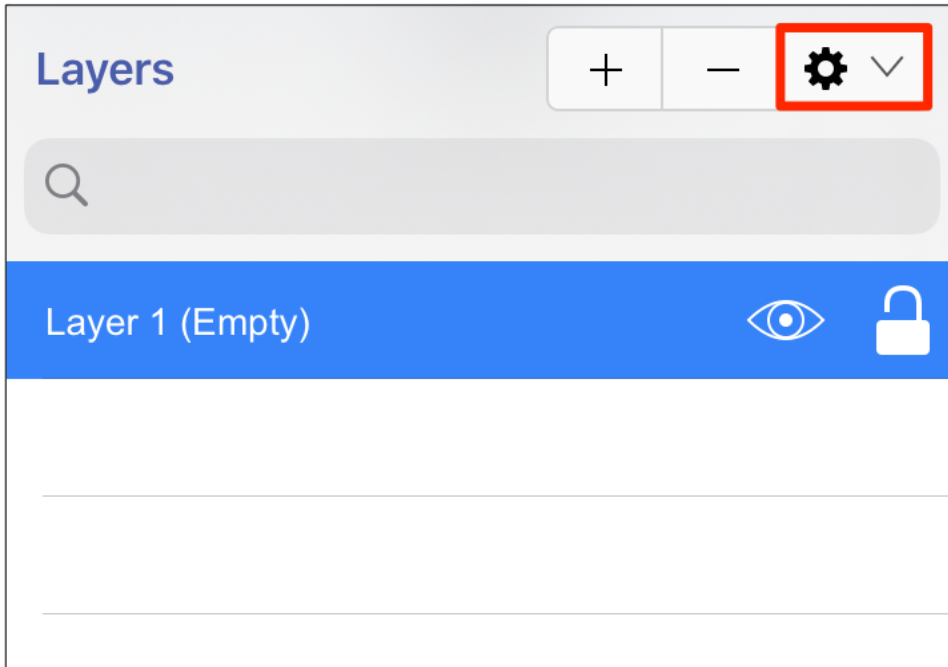


Layers can be [added](#), [renamed](#), [merged](#), [duplicated](#), [deleted](#), [sorted](#), [locked](#), and [hidden](#) within the TouchDraw 2 application.

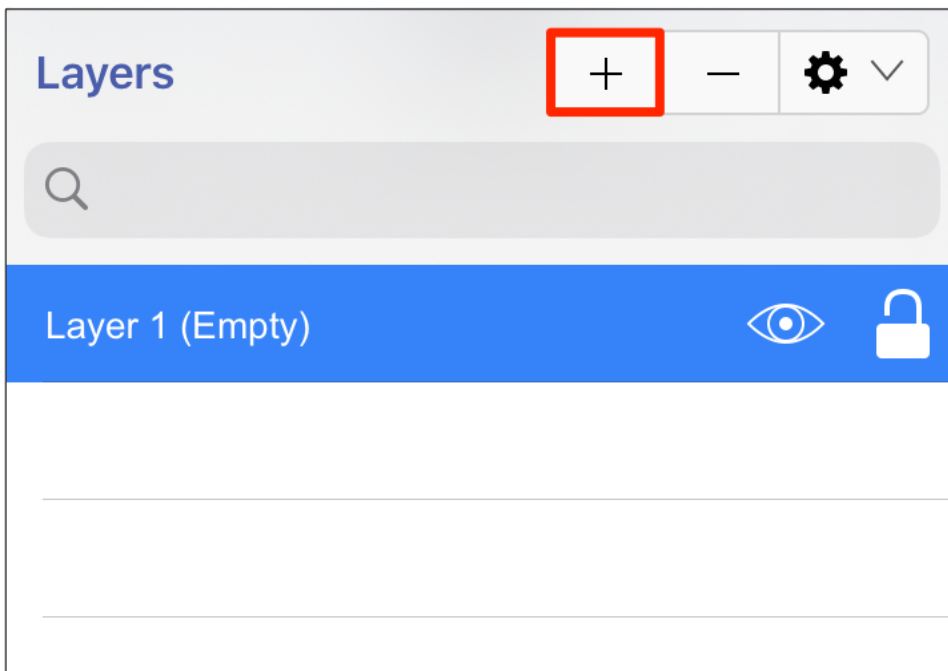
5.2.15.1. Adding a Layer

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

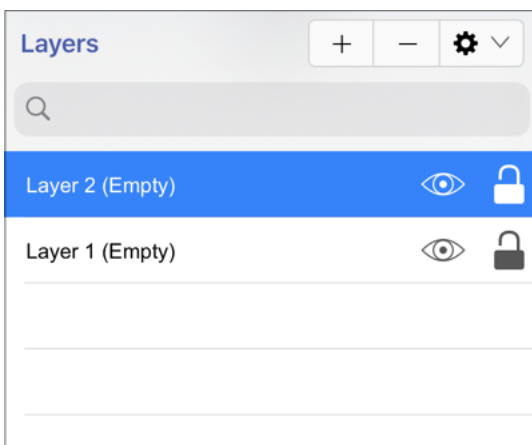
Method 1: Press on the [Layers Settings Menu](#) menu and then **Tap** on the **Add Layer** option.



Method 2: **Tap** on the **Add Button** located at the top right of the [Layers List](#).



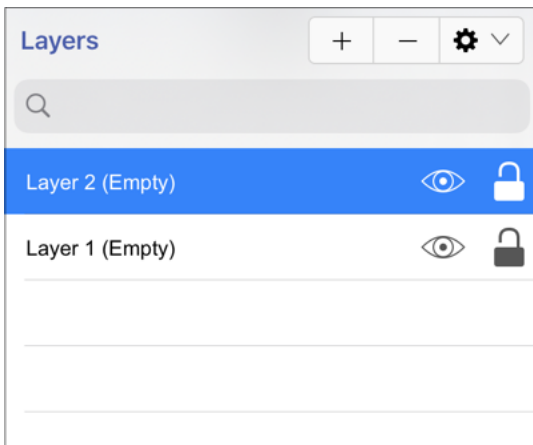
The new layer will be added to the top of the list and appear as shown below:



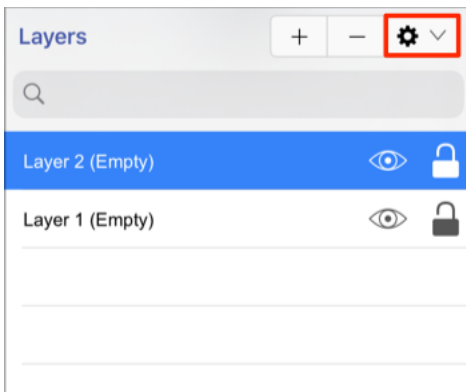
5.2.15.2. Duplicating a Layer

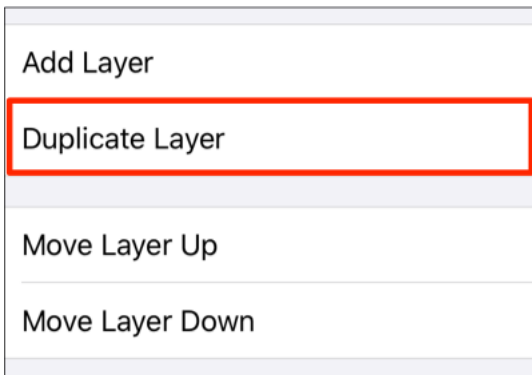
A **Layer** can be duplicated to create another layer with the same objects and properties. Follow the steps below to duplicate a selected layer:

Step 1: Tap on the layer to select it within the [Layers List](#). The currently chosen layer will be highlighted with a gray background.

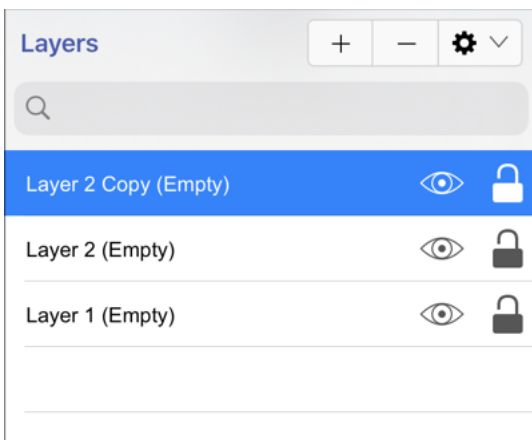


Step 2: Press on the [Layers Settings Menu](#) and then **Tap** on **Duplicate Layer**.





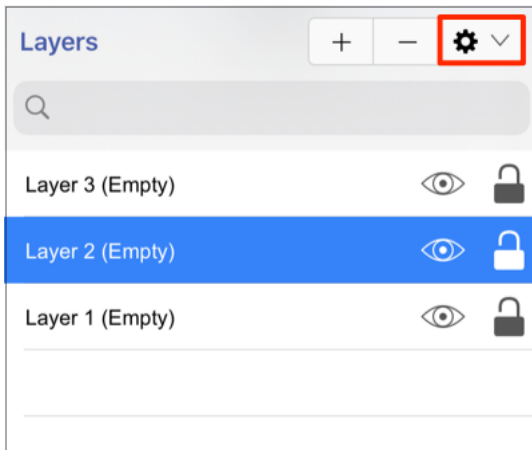
Step 3: The duplicated layer will appear above the original and can be [renamed](#), [re-ordered](#), [merged](#), or [deleted](#).



5.2.15.3. Re-ordering Layers

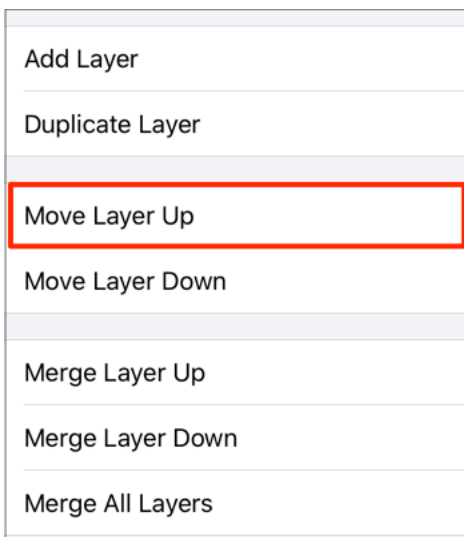
A selected layer may be moved up or down in the **Layers List** using the [Layers Settings Menu](#).

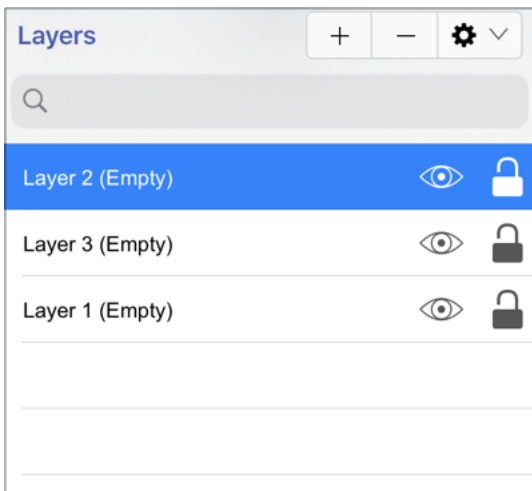
Tap on a layer in the **Layers List** to select it and then **Press** on the [Layers Settings Menu](#) to choose from available re-ordering functions.



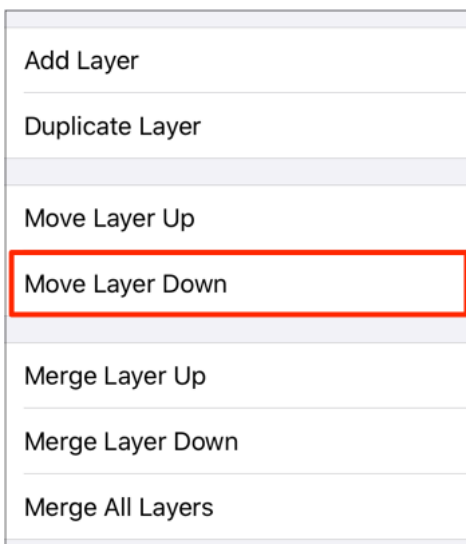
A **Layer** can be moved up or down and this action will alter the layering positions in the [Drawing Canvas](#). Layers can be re-ordered by using a **Press/Drag** combination to another location or by using one of the methods shown below.

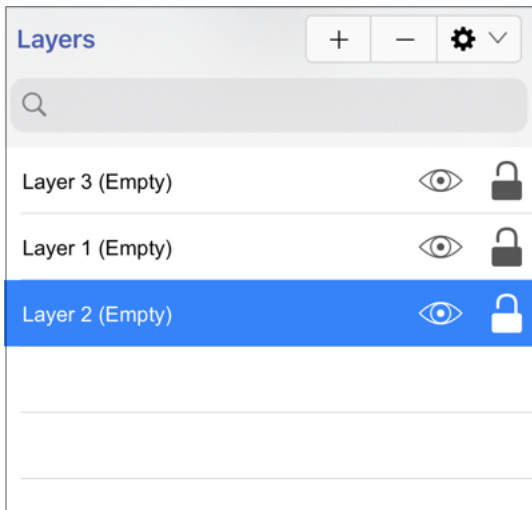
Use the **Move Layer Up** menu option to move the selected layer up by one in the [Layers List](#).





Use the **Move Layer Down** option to move the selected layer down by one in the [Layers List](#).

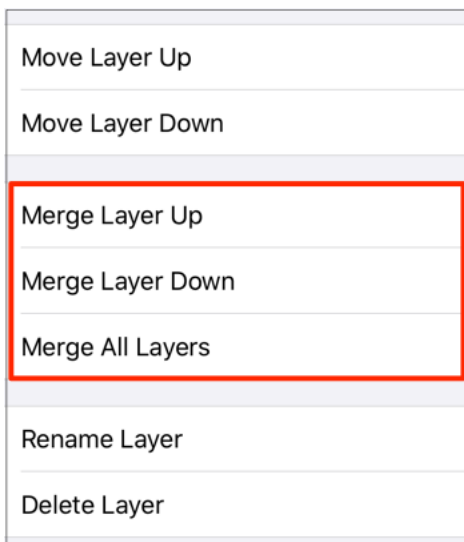
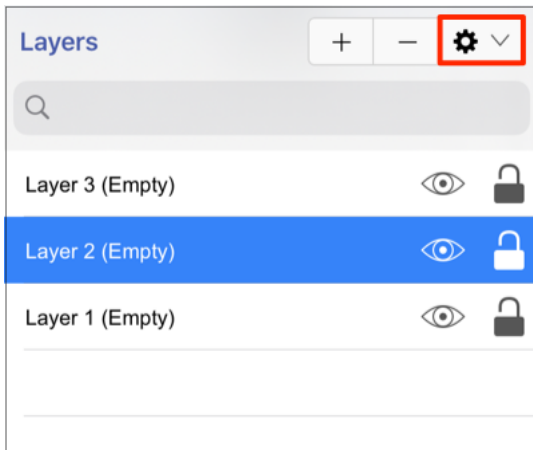




Note: The **Move Layer Up** option will only be enabled when a layer resides above the selected one in the [Layers List](#). The **Move Layer Down** menu option will only be enabled when a layer resides below the selected one in the list.

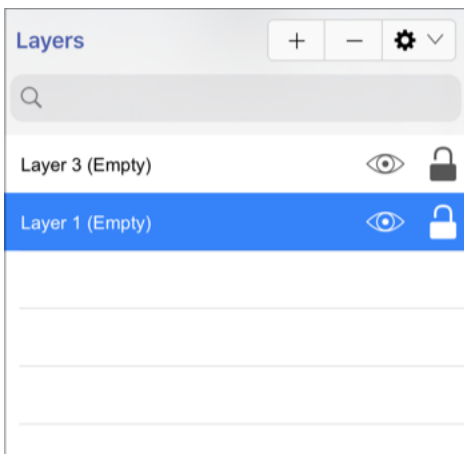
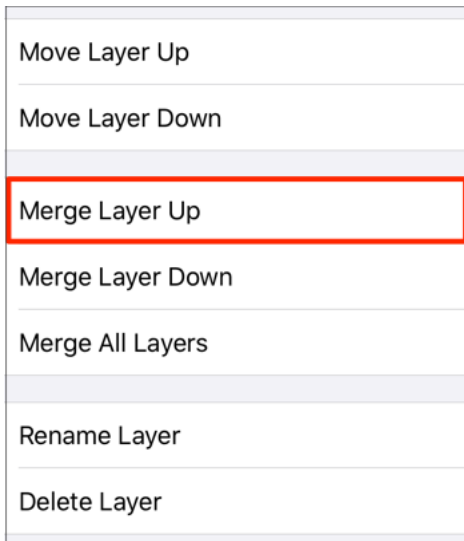
5.2.15.4. Merging Layers

Tap on a layer in the **Layers List** to select it and then **Press** on the [Layers Settings Menu](#) menu to choose from available merging functions.

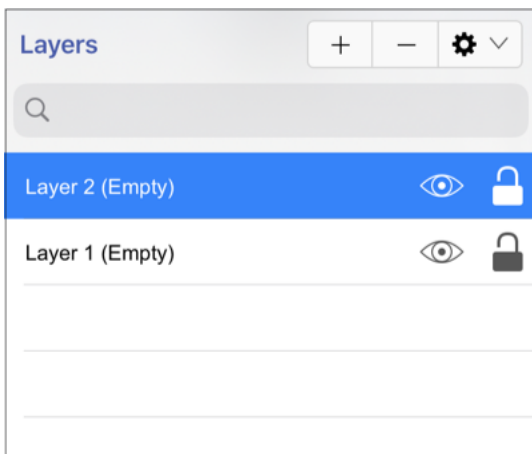
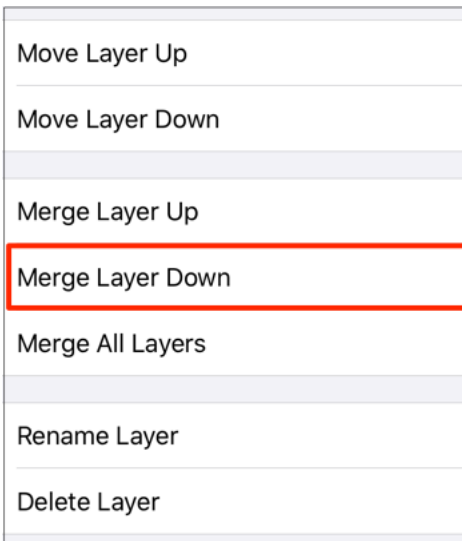


A **Layer** can be merged up or down in Layers List and this action will combine the [Drawing Canvas](#) contents and properties of the selected layer with the one above or below it depending on the made selection. An additional option is available for merging all layers in a drawing.

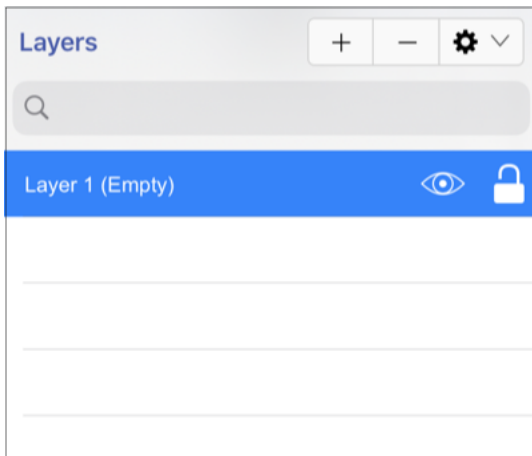
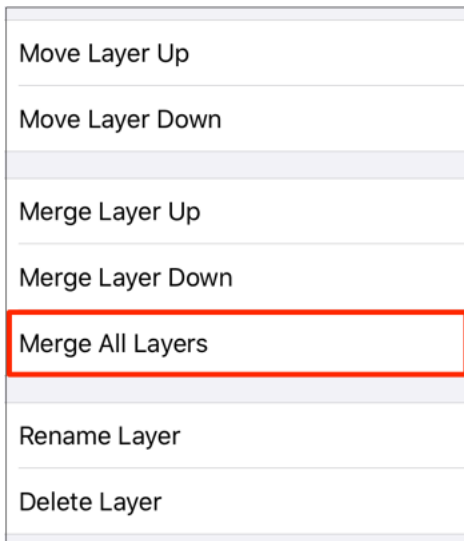
Use the **Merge Layer Up** menu option to merge the selected layer with the one residing above it in the Layers List. In this example, Layer 2 has been selected and will be merged up with Layer 3.



Use the **Merge Layer Down** option to merge the selected layer with the one residing below it in the **Layers** List. In this example, Layer 3 has been selected and will be merged down with Layer 2.



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

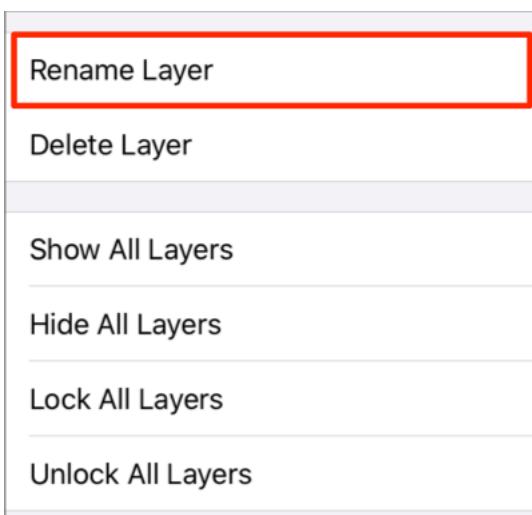
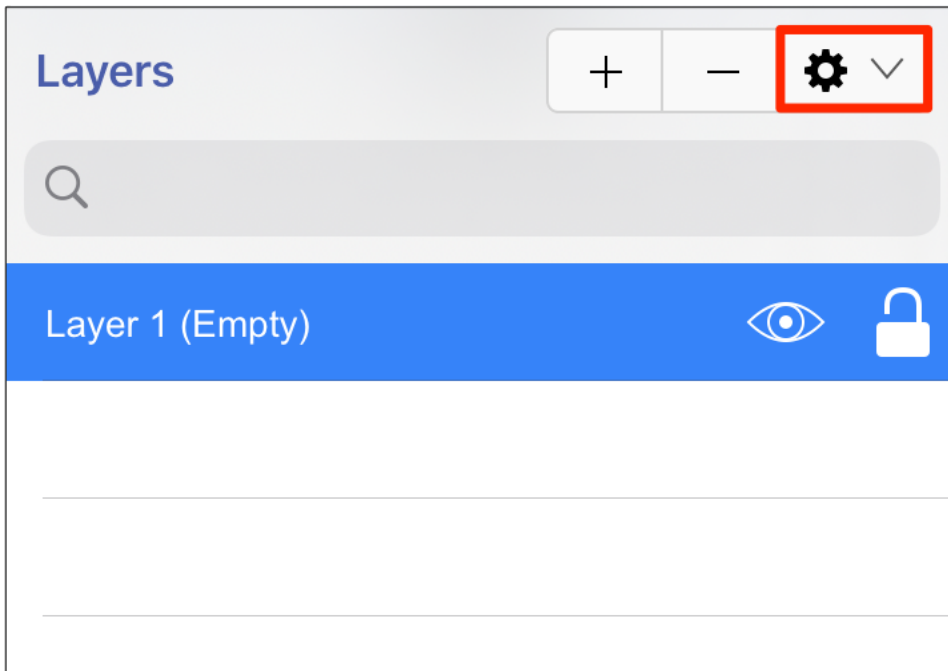


Note: The **Merge Layer Up** and **Merge Layer Down** menu choices are only enabled when a layer resides above or below the selected one. More than one layer must be present in the Layer list for the **Merge All Layers** menu choice to be enabled.

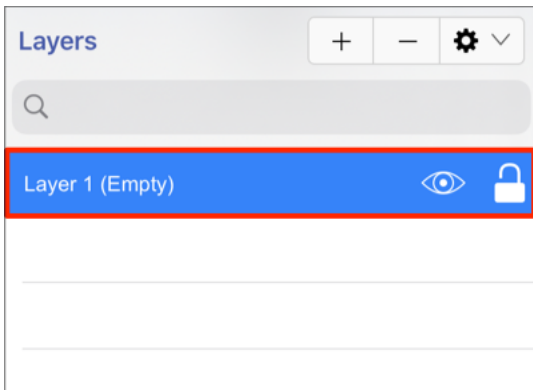
5.2.15.5. Renaming a Layer

A layer can be named or renamed in one of two ways:

Method 1: Tap on the layer in the [Layers List](#) to select it and then **Press** on the [Layers Settings Menu](#) to access available options. Then **Tap** on the **Rename Layers** option.

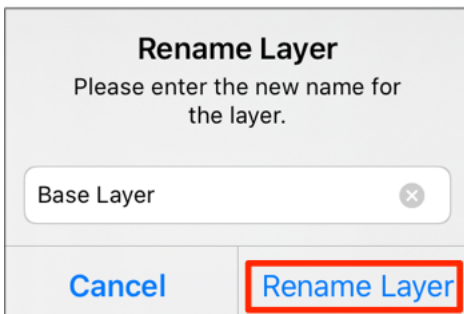


Method 2: Perform a **Double Tap** on the layer in the [Layers List](#).

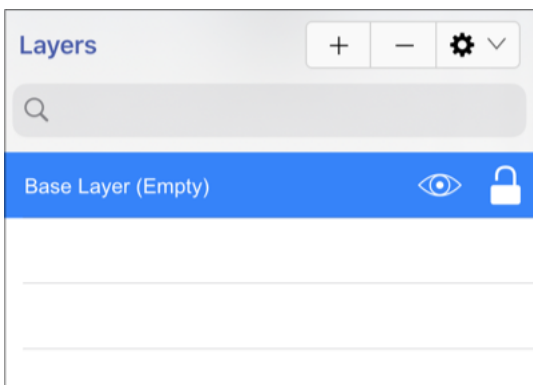


Then complete the following steps to rename the layer:

Step 1: Enter the desired name and then **Tap** on **Rename Layer**.



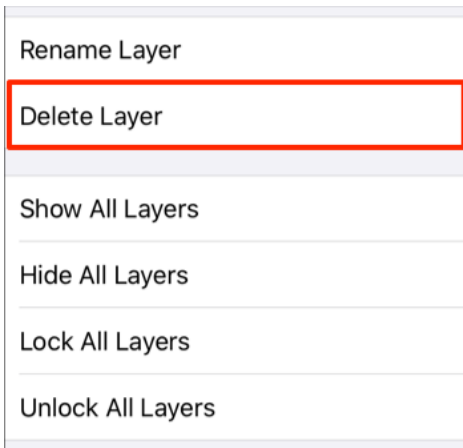
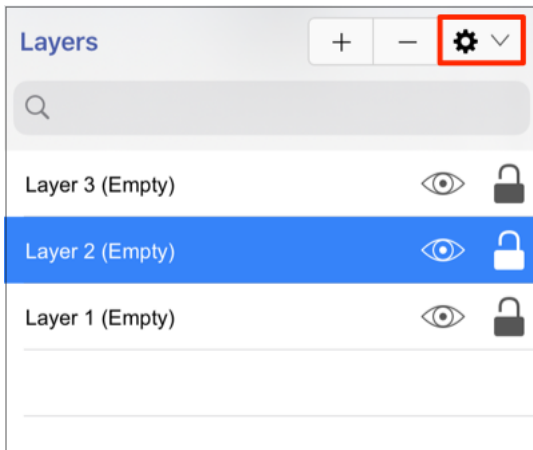
Step 2: The layer will appear as shown below:



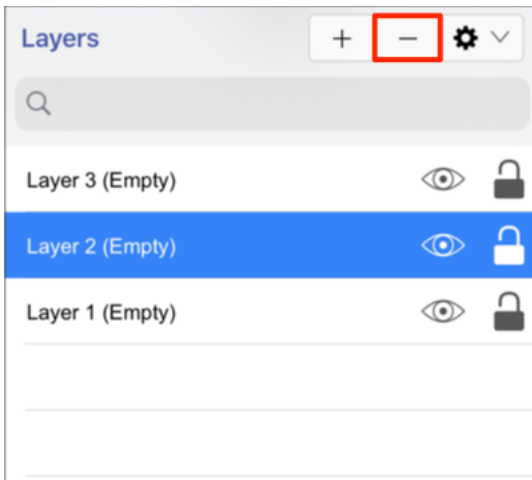
5.2.15.6. Deleting a Layer

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

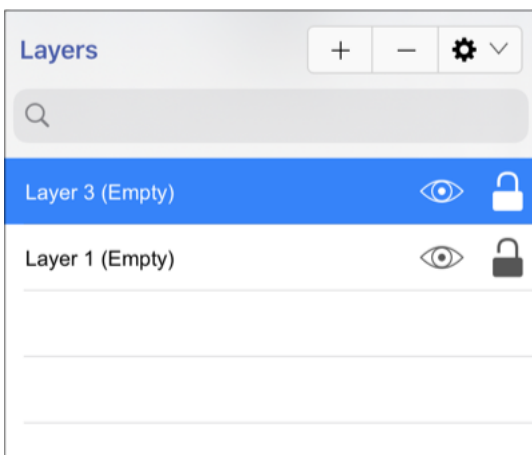
Method 1: Tap on a layer in the list to select it and then press on the [Layers Settings Menu](#) menu to choose the **Delete Layer** option.



Method 2: Tap on a layer in the list to select it and then **Press** on the **Delete Button (Minus)** located at the top right of the [Layers List](#).



The layer will be removed, as shown below:

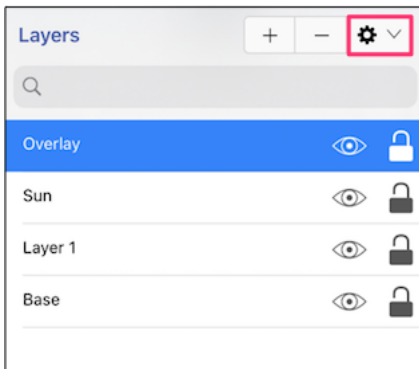


5.2.15.7. Sorting Layers

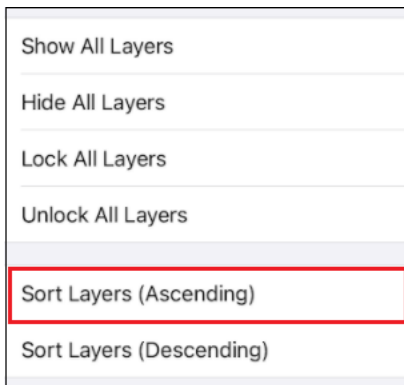
Layers within a drawing can be sorted in ascending or descending order alphabetically by name.

Sort Layers in Ascending Order Alphabetically by Name

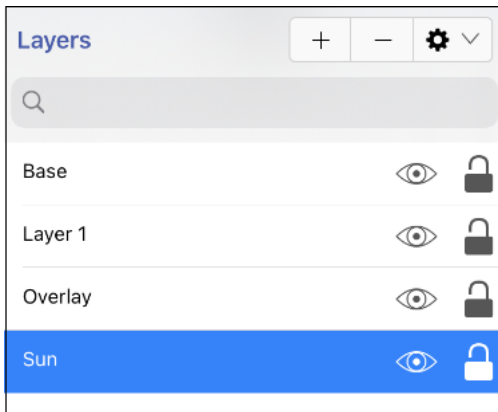
Step 1: Press on the [Layers Settings Menu](#).



Step 2: Tap on **Sort Layers (Ascending)** within the menu.

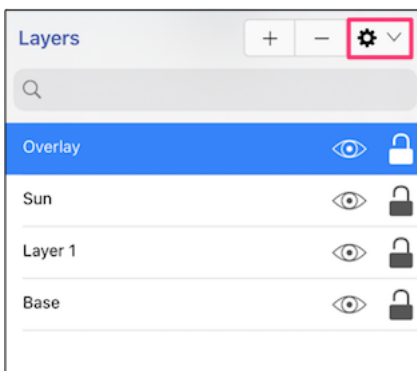


The layers within the drawing are now sorted in ascending order alphabetically by name.

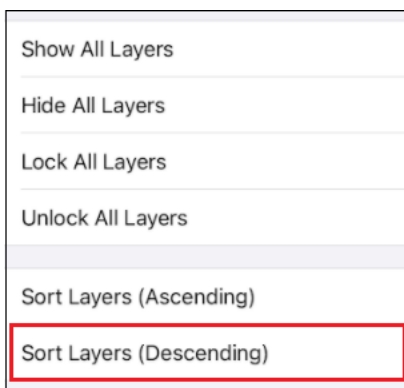


Sort Layers in Descending Order Alphabetically by Name

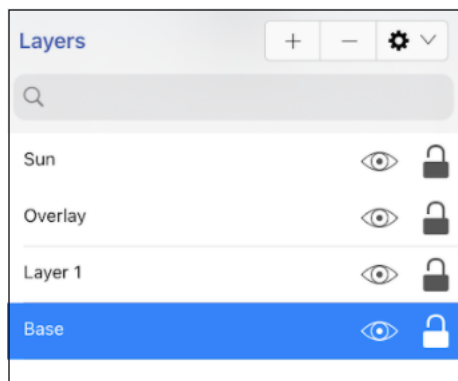
Step 1: Press on the [Layers Settings Menu](#).



Step 2: Tap on **Sort Layers (Descending)** within the menu.



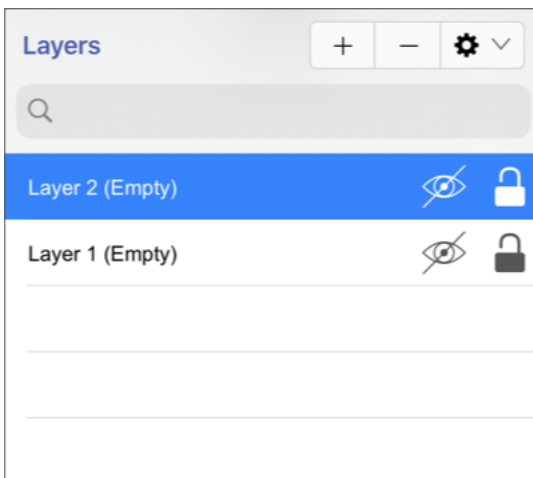
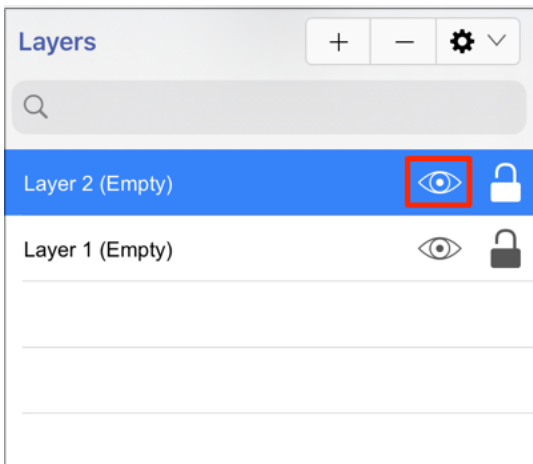
The layers within the drawing are now sorted in descending order alphabetically by name.



5.2.15.8. Layer Visibility

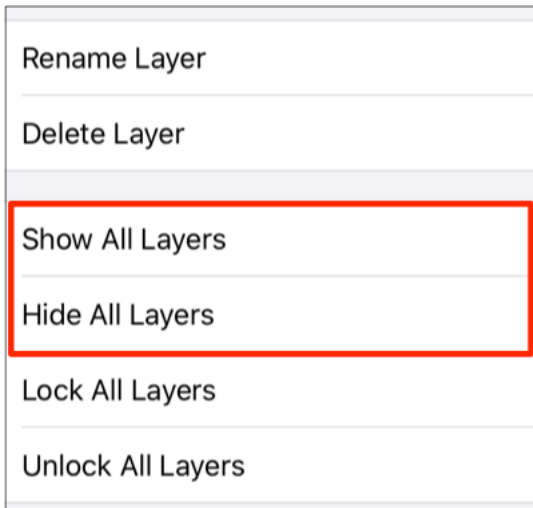
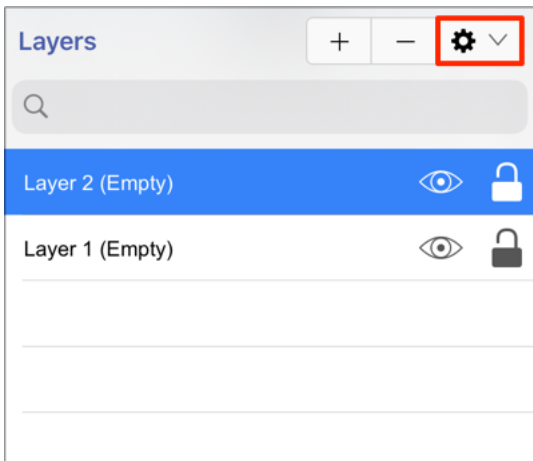
The **Visibility** option is an "On/Off" toggle button for setting the visibility of each created layer. It appears to the right of each layer name in the list as an "eye" icon and indicates the visibility of the layer.

To hide (or show) a layer, simply **Tap** on the eye icon of the layer to be toggled. An eye icon with a line through it indicates that a particular layer is not visible, whereas an eye with no line indicates a layer is visible.

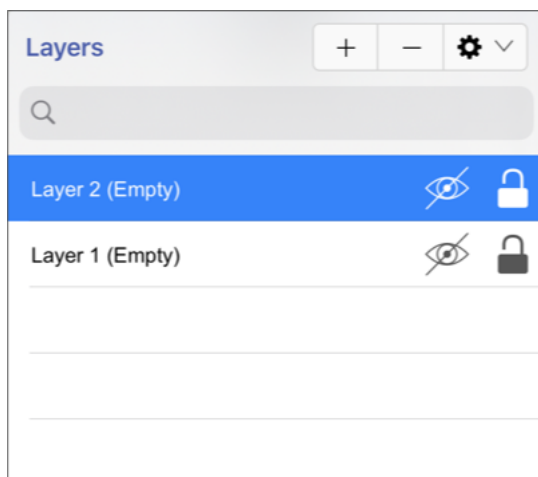
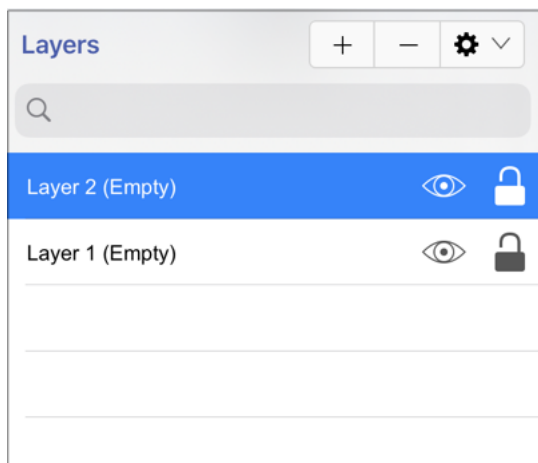


The [Layers Settings Menu](#) provides additional options for changing the visibility of all layers residing within a drawing.

To access these options, press on the **Layer Settings Menu** in the [Layers Menu](#) and then tap on **Show All Layers** or **Hide All Layers** from the provided drop-down menu.



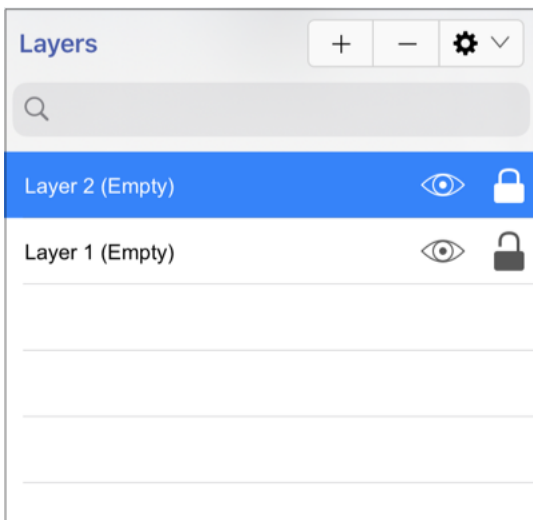
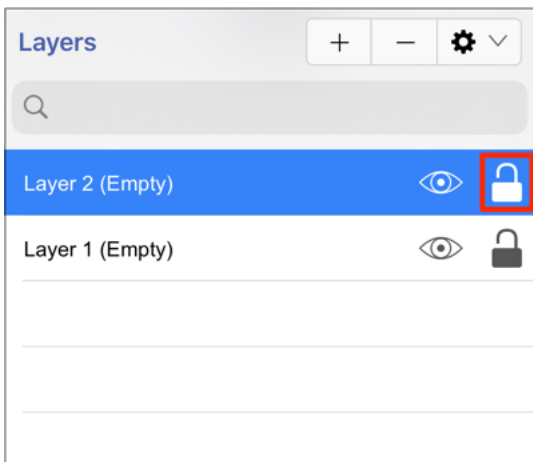
All layers will be made visible or hidden within the currently open drawing depending on the chosen option. The "eye" icon serves as a visual indicator and will appear differently after a selection has been made as shown in the screenshots below.



5.2.15.9. Locking Layers

The **Lock** option is an "On/Off" toggle button for locking or unlocking a layer. It is located to the right of the visibility icon and indicates whether or not a layer is locked.

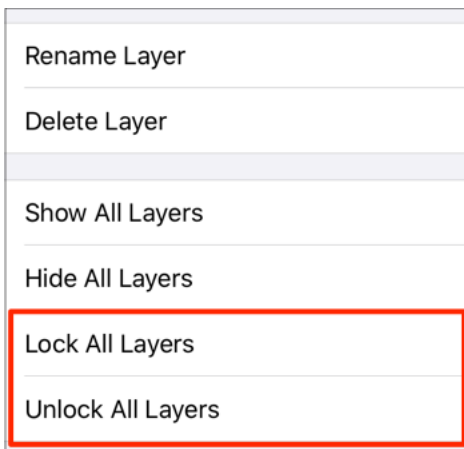
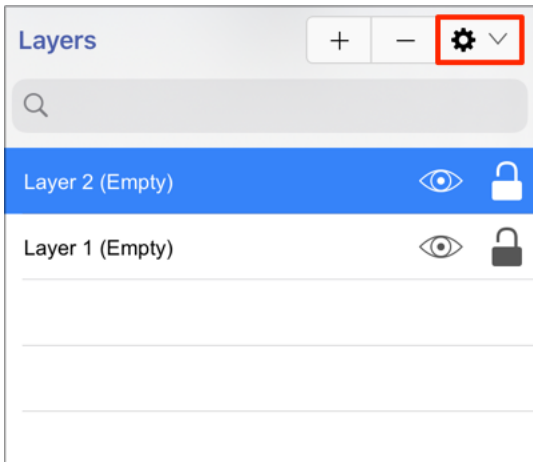
To lock (or unlock) a layer, simply **Tap** on the lock icon of the layer to be toggled. A closed lock icon indicates that the layer is locked and an open lock icon indicates a layer is unlocked.



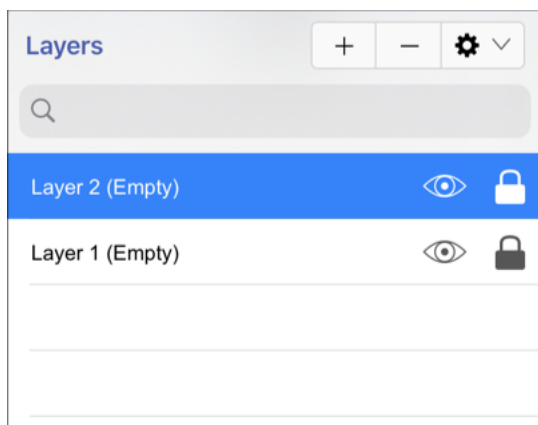
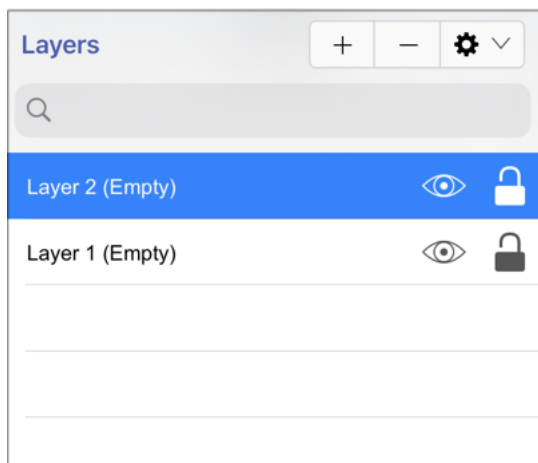
The [Layers Settings Menu](#) provides additional options for locking or unlocking all layers residing within a drawing.

To access these options, click on the **Layer Settings Menu** in the [Layers Menu](#) and then choose **Lock All**

Layers or **Unlock All Layers** from the provided drop-down menu.



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

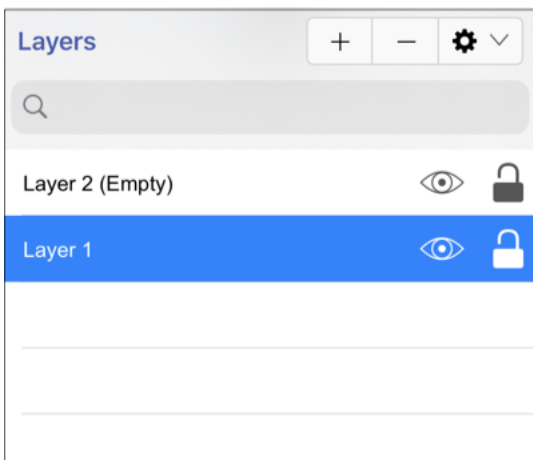
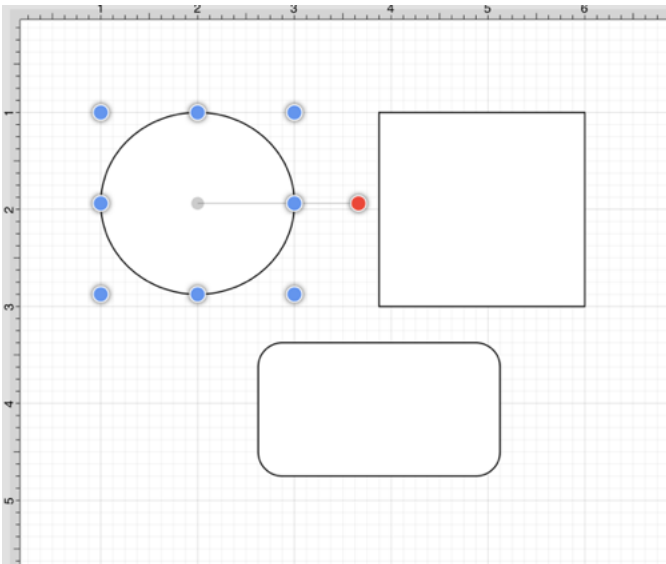


5.2.15.10. Moving Figures to Layers

TouchDraw 2 provides a simple method for moving a selected figure(s) from one layer to another. The **Move To Layer** option in the [Contextual Menu](#) may be used to complete this action.

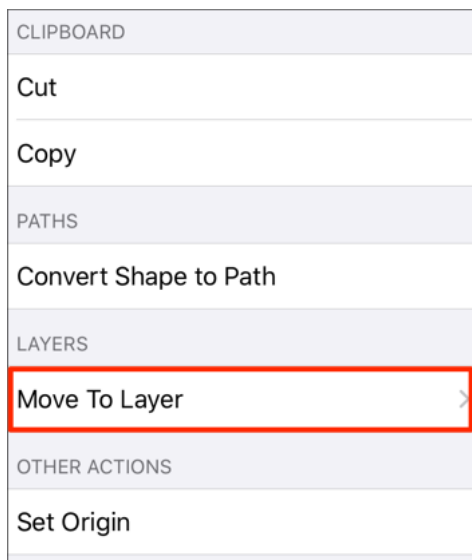
Follow the steps below to move a figure to a different layer within a drawing:

Step 1: [Select](#) the figure(s) to be moved. In the shown example, all three figures are currently part of the first layer (Layer 1). The circle is being moved to Layer 2.

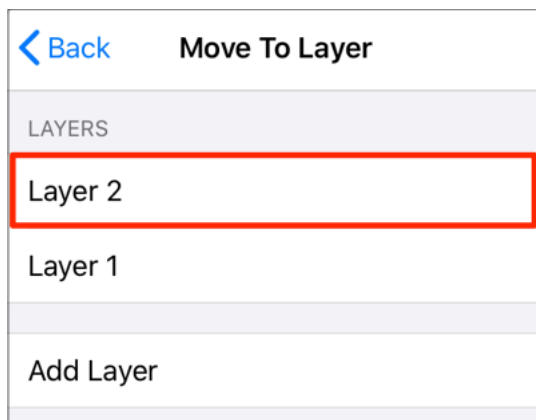


Step 2: Press and hold on the [Drawing Canvas](#) for ~1 second to bring up the **Contextual Menu**. Then tap on

the **Move To Layer Submenu** .

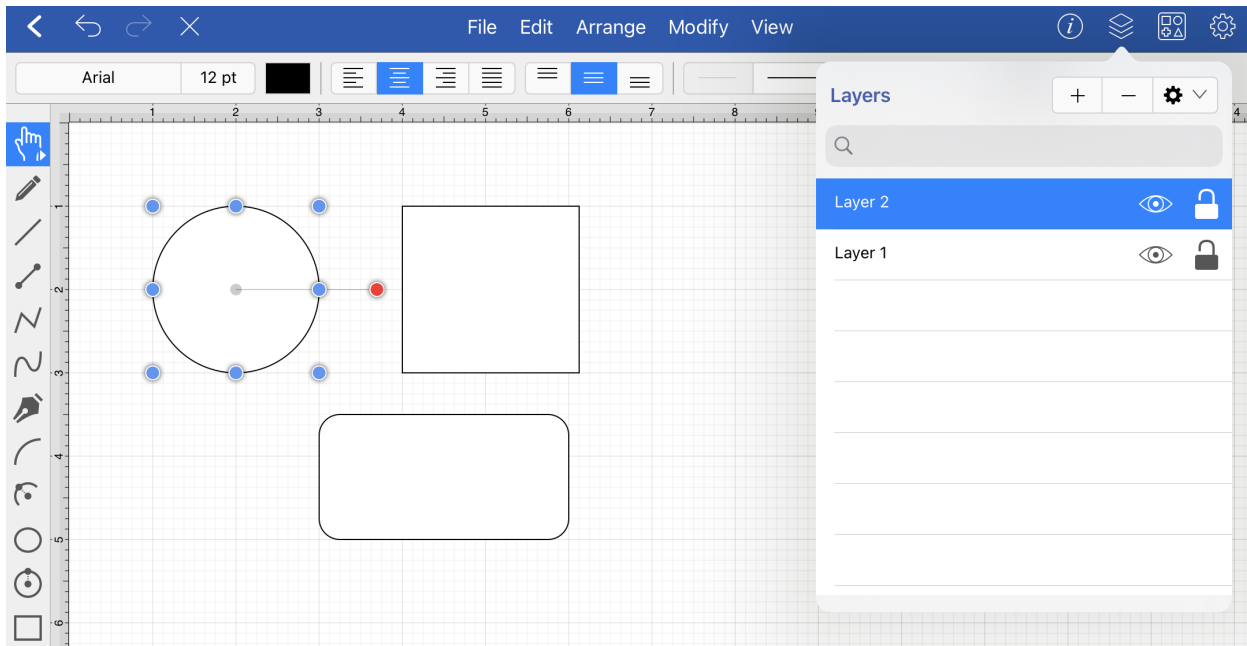


Step 3: Tap on the **Layer** where the selected figure(s) should be moved.



Step 4: The circle is now part of Layer 2.

TouchDraw 2 for iOS



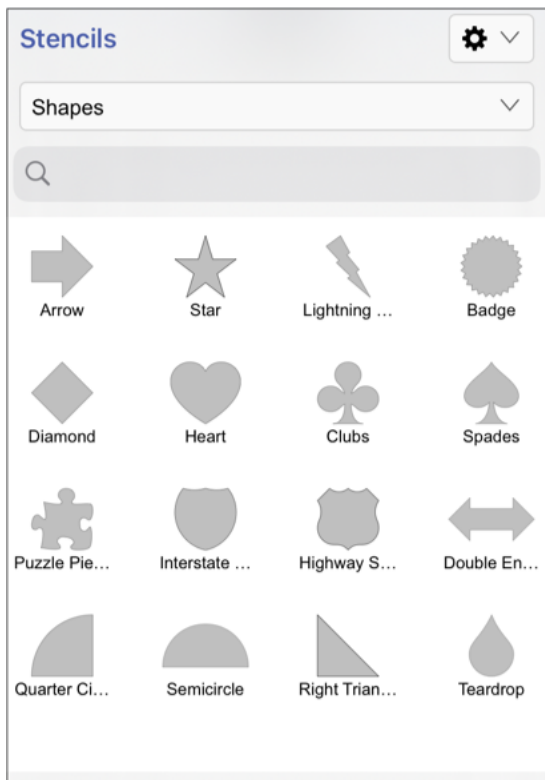
5.2.16. Handling Stencil Libraries

Libraries are used to add and manage stencils stored within the application and for adding these objects to a drawing.

They are managed and controlled through the [Stencil Menu](#), which is accessed by performing a press on the **StencilLibraries Button** located in the [Top Toolbar](#) of the [Drawing Editor](#).



The **Stencils Menu** appears as shown below.



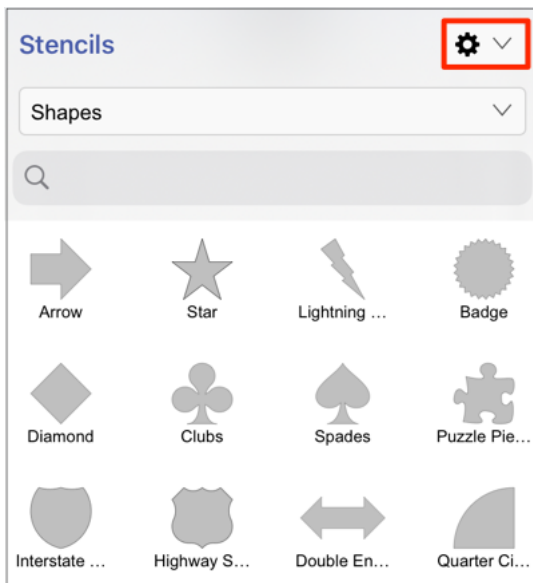
For more information, please use the links provided below:

- [Adding a Stencil Library](#)
- [Renaming a Stencil Library](#)

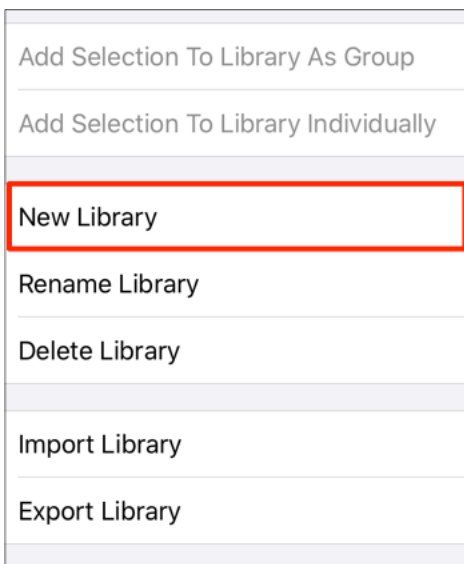
- [Deleting a Stencil Library](#)
- [Importing a Stencil Library](#)
- [Exporting a Stencil Library](#)
- [Adding a Stencil](#)
- [Renaming a Stencil](#)
- [Deleting a Stencil](#)
- [Inserting a Stencil into a Drawing](#)
- [Re-installing Default Libraries](#)

5.2.16.1. Adding a Stencil Library

A **Stencil Library** is added by pressing on the **Stencil Libraries Settings Menu** located at the top right of the [Stencils Menu](#).

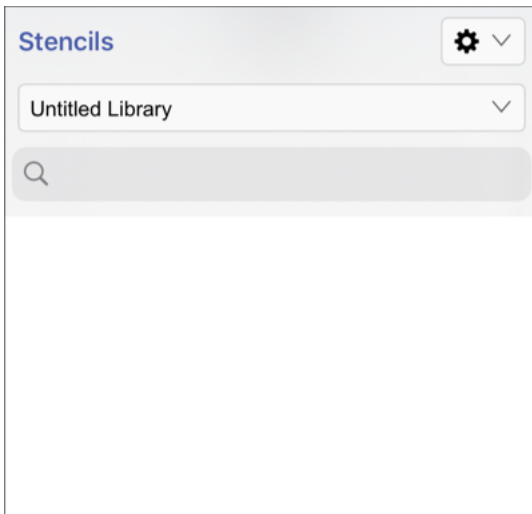


Then press on the **New Library** option within the drop-down menu:

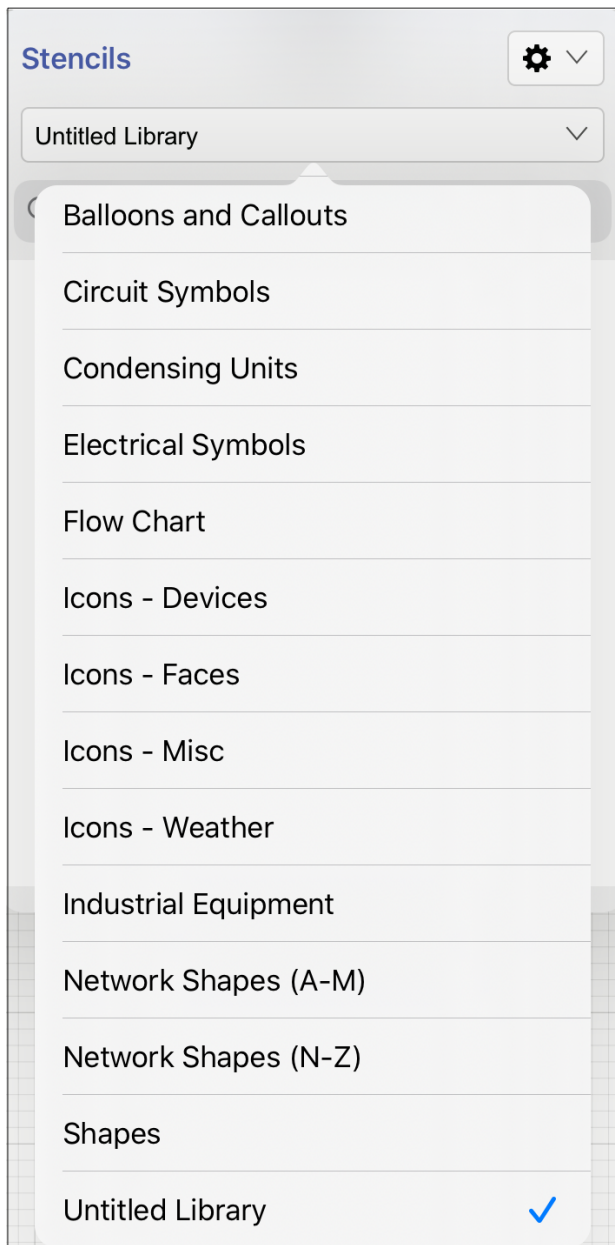


An **Untitled Library** is added to the bottom of the **Library Selection Menu** and will be selected automatically

within the menu.



To view the new library in the menu, you will need to scroll through the menu view by touching and dragging in an upward direction.

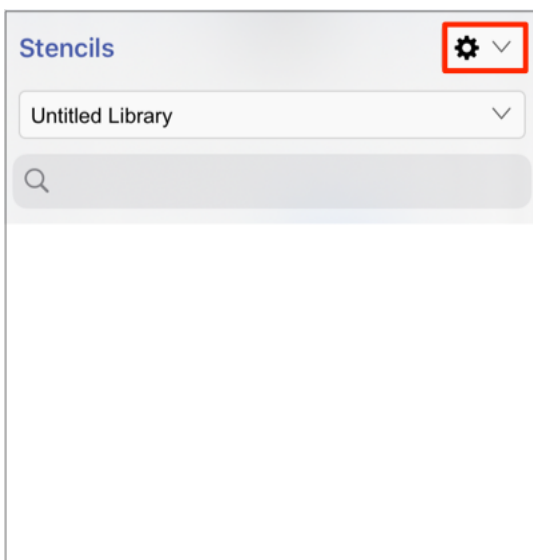
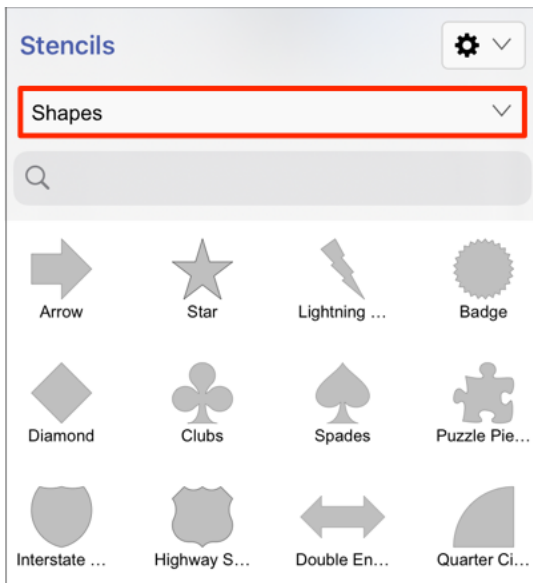


Note: Refer to the [Renaming a Library](#) section of the documentation to learn how to change the name of an **Untitled Library**.

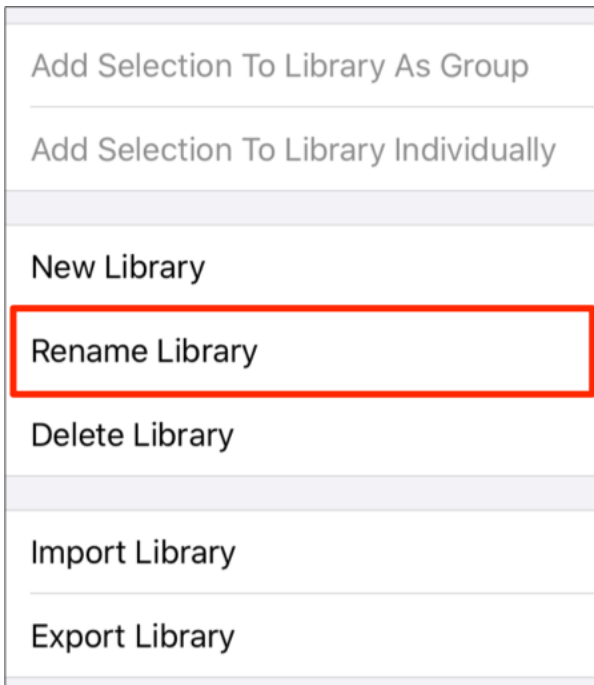
5.2.16.2. Renaming a Stencil Library

To **Rename a Stencil Library**, you will first need to make certain the library has been selected within the [Stencils Menu](#). Then complete the following steps:

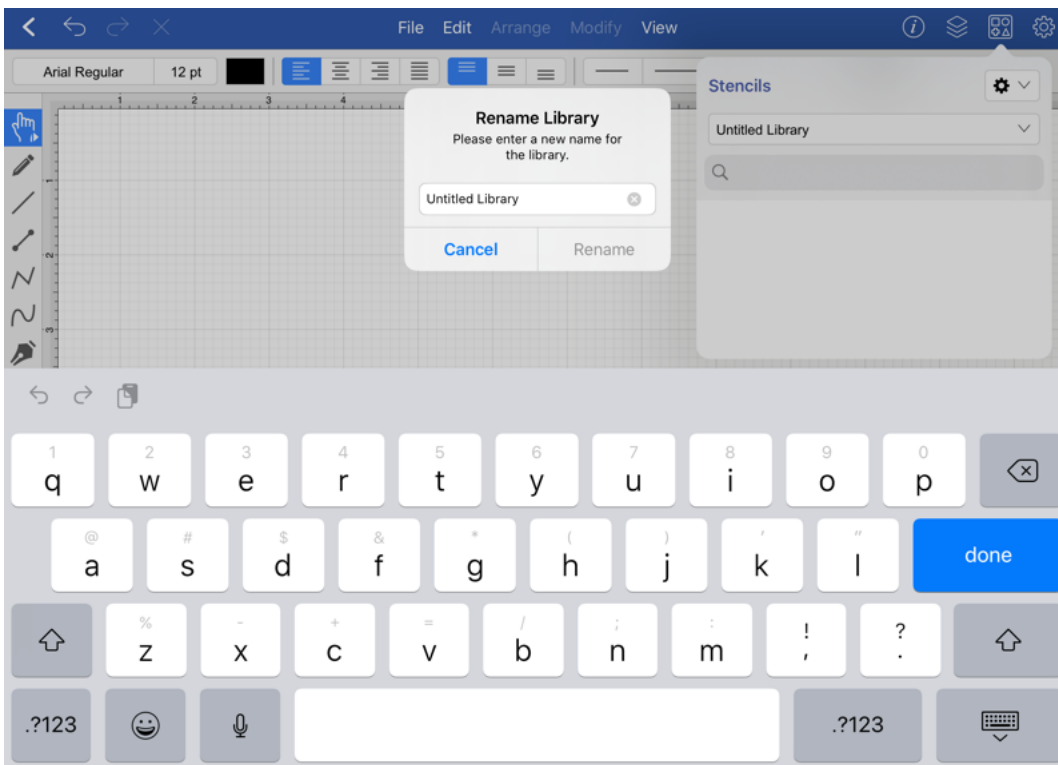
Step 1: Press on the **StencilLibraries Settings Menu** located at the top right of the [Stencils Menu](#).



Step 2: Tap on the **Rename Library** option to rename the selected library.

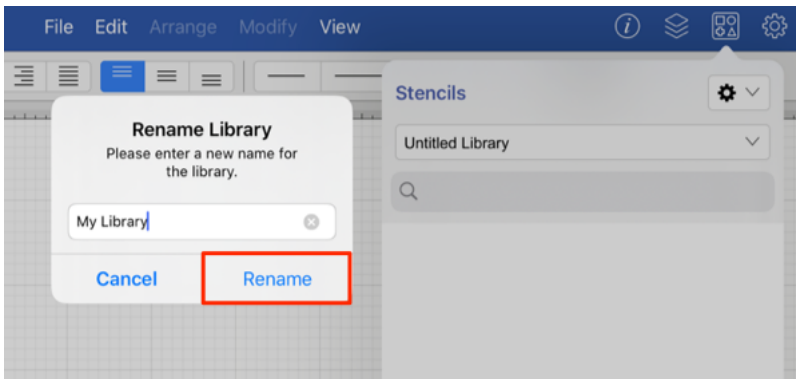


Step 3: A keyboard appears on the screen of the device and a cursor is inserted into the name of the library as indicators of entering text editing mode.



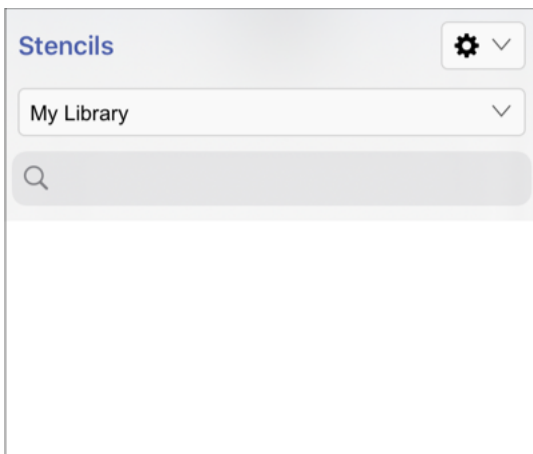
Note: A **Library Name** can have parenthesis in it.

Step 4: Use the keyboard to enter any desired name. Press on the **Rename Button** in the keyboard to complete the name change.



Note: If the entered name is already taken, TouchDraw 2 will provide visual feedback by changing the text to red indicating that the entered text is an invalid library name.

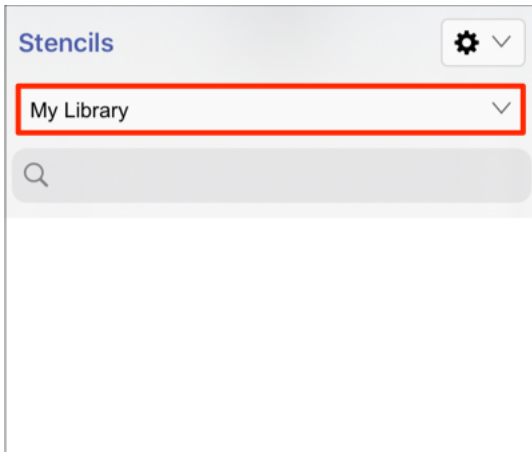
Step 5: The **Stencils Menu** will appear as shown below once the name change has been completed.



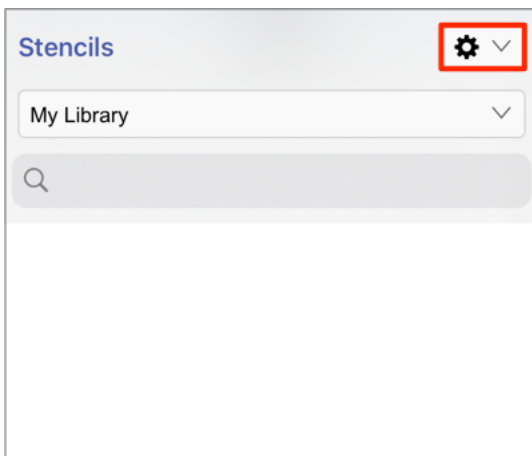
5.2.16.3. Deleting a Stencil Library

To **Delete a Stencil Library**, complete the following steps:

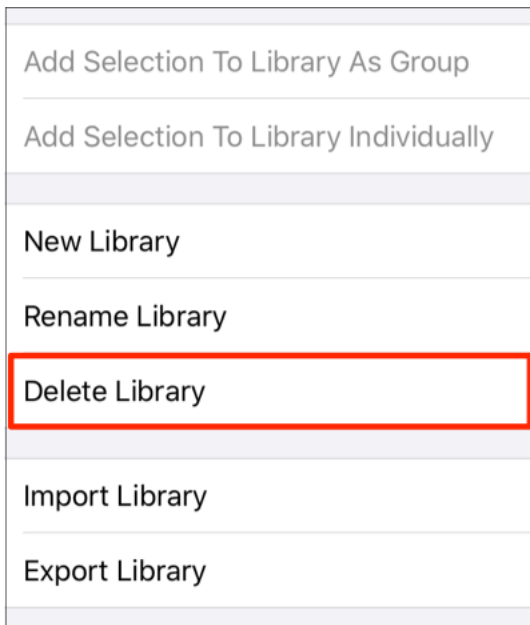
Step 1: Select the library with the [Library Selection Menu](#).



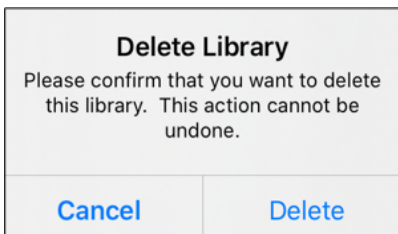
Step 2: Press on the **Libraries Settings Menu** located at the top right of the [Stencils Menu](#).



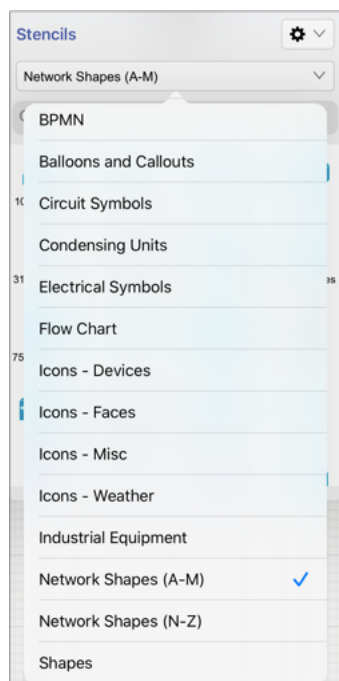
Step 3: Tap on the **Delete Library** option.



Step 4: Press on **Delete** to confirm the deletion.



The library is removed from the **Library Selection Menu**, as shown below.



5.2.16.4. Importing a Stencil Library

Libraries are stored in "*.t2l" files in the **Documents Directory** of TouchDraw 2. A **Library File (.t2l)** may be imported to TouchDraw 2 from an Email and applications such as Dropbox or Box.

Please refer to the links below to learn more about these import options.

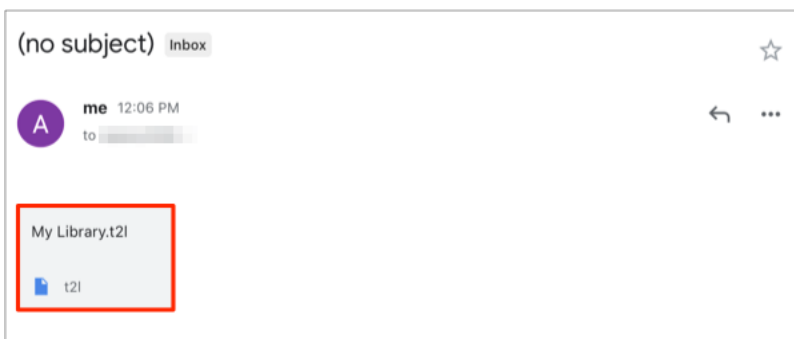
- [Importing Stencil Libraries by Email](#)
- [Importing Stencil Libraries from Applications](#)

5.2.16.4.1. Importing Stencil Libraries via Email

A **Library File (.t2l)** can be imported into TouchDraw 2 by email. Follow the steps below to import a library file from an email:

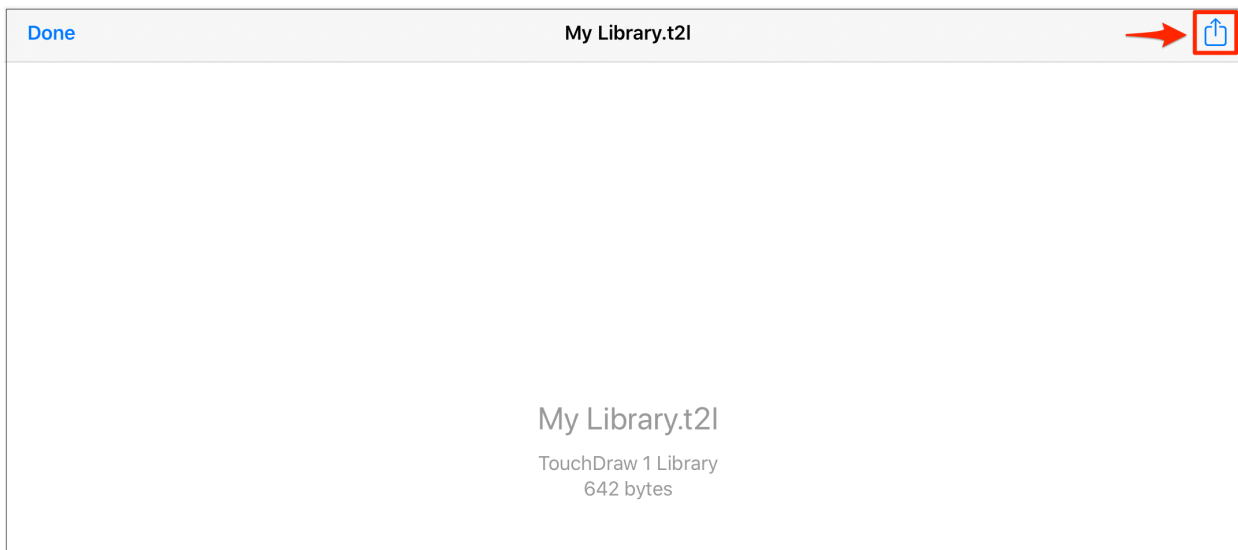
Step 1: Open the email containing the .t2l file.

Step 2: Tap on the file attachment to view additional options.

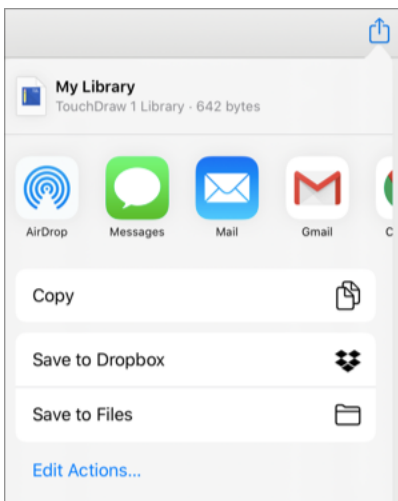


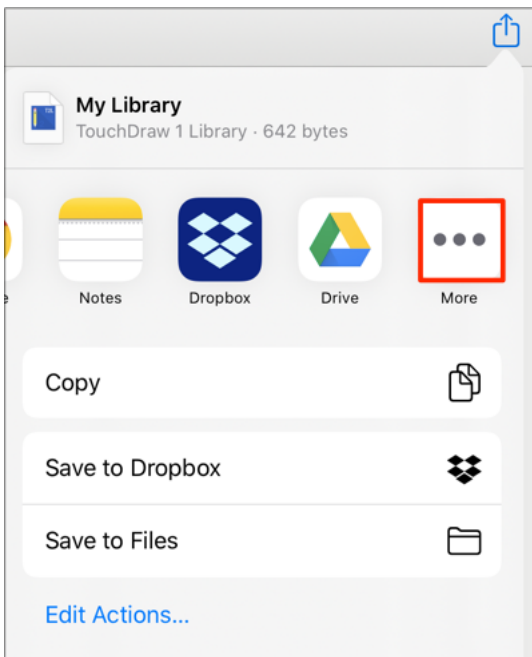
Note: Imported libraries must have a ".t2l" file extension to be valid. An error message will appear if the selected file does not match the required format in TouchDraw.

Step 3: Select **Open (Send) to TouchDraw** from the supplied options.

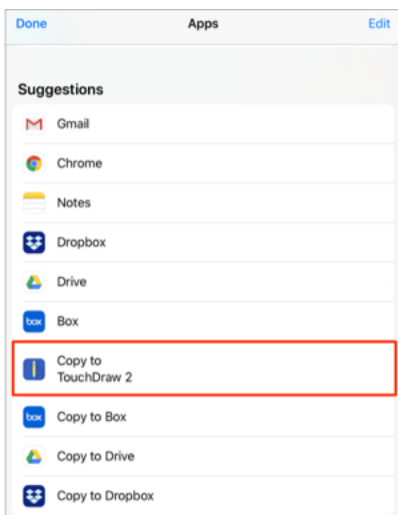


Step 4: Touch and drag to the left to access additional options in the pop-up window. Tap on the **More Options (...)** Button.

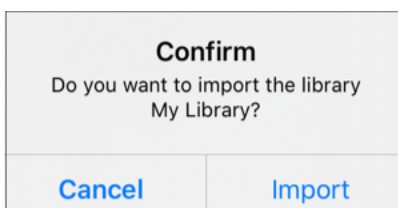




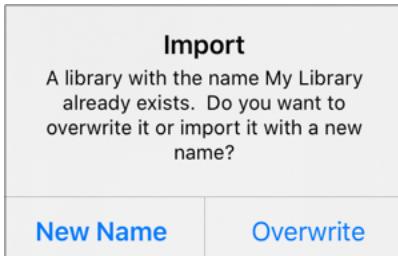
Step 5: Select the **Copy to TouchDraw 2** option.



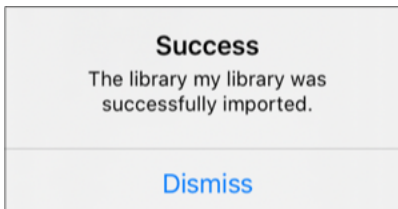
Step 5: Tap on the **Import Button** in the confirmation message to continue with the import.



Note: If a library with the same name already exists, the following message will appear. Tap on the **New Name Button** to enter a new name for the library file or the **Overwrite Button** to overwrite the existing file.

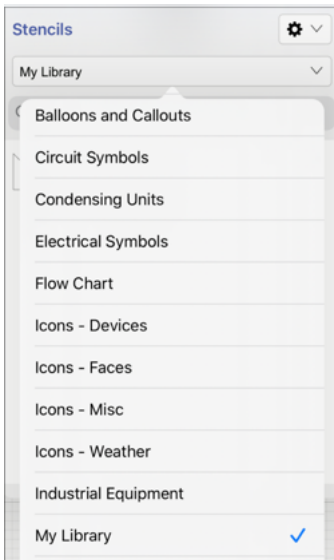


Step 6: You will receive the confirmation message shown below if the import was a success. Tap on the **Dismiss Button** to close the confirmation window.



Step 7: To view the imported library, press on the **Library Button** and locate its name in the list of TouchDraw 2 libraries.

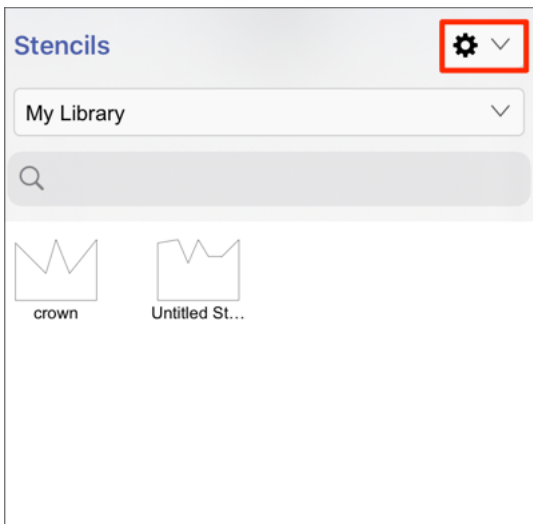
Scroll through the window view by touching and dragging in an upward (or downward) direction to locate the desired library when it is not currently visible in the **Libraries Menu**. In this example, **My Library** was imported into TouchDraw 2.



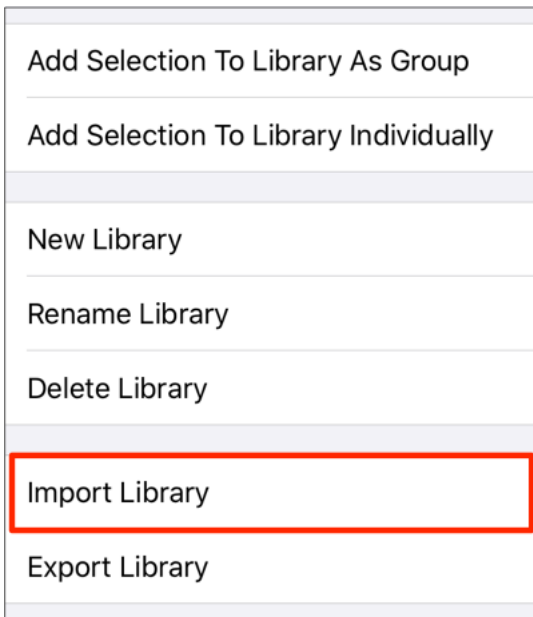
5.2.16.4.2. Importing Stencil Libraries from Applications

To import a stencil library, complete the following steps:

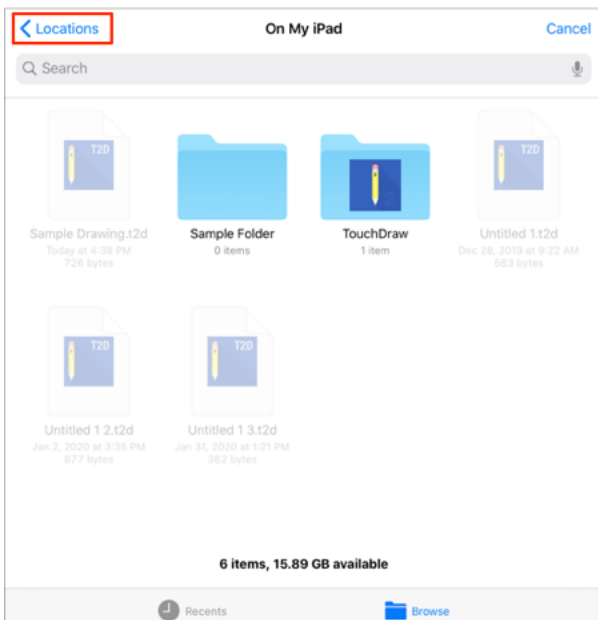
Step 1: Press on the **StencilLibraries Settings Menu** located at the top right of the [Stencils Menu](#).



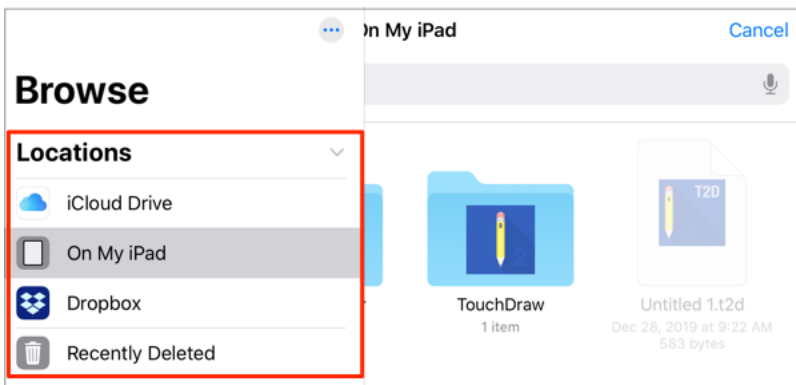
Step 2: Tap on the **Import Library** menu option.



Step 3: A pop-up window will appear for browsing to the library file location and selecting it for import. Press on **Locations** to select a configured storage location (Dropbox, Box, Gmail, etc.).



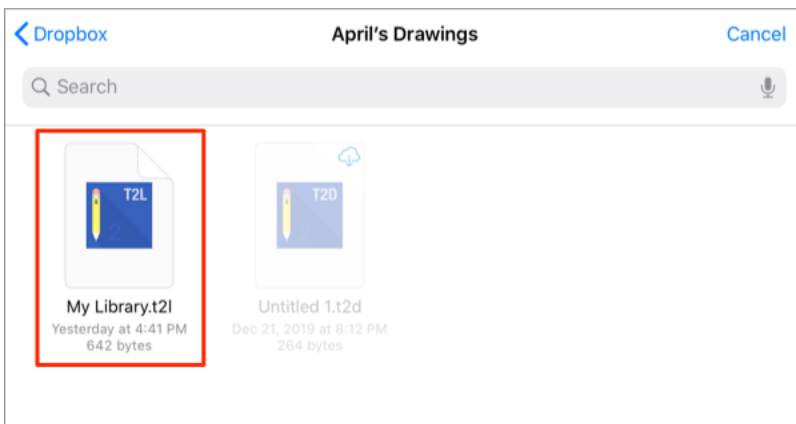
Step 4: Tap on a **Storage Location** to view its folders and files.



Step 5: Tap on a folder to select it and view stored files.



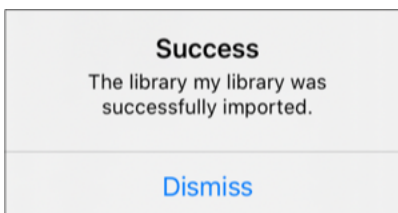
Step 6: Then tap on the library file to import it into TouchDraw 2.



Note: If a library with the same name already exists, the following message will appear. Tap **New Name** to enter a new name for the library file or **Overwrite** to overwrite the existing file.



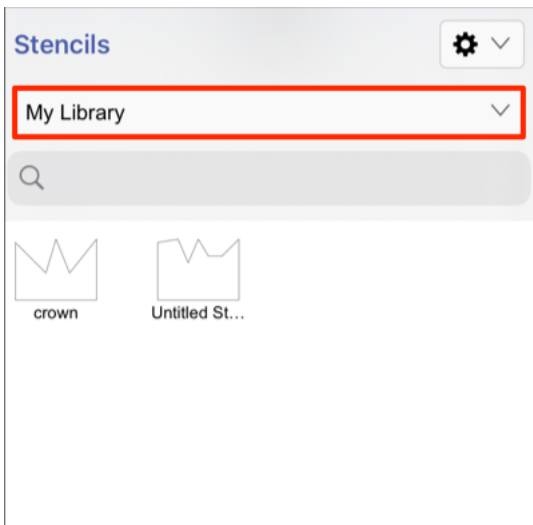
Step 7: If the library was imported successfully, the following message will be provided. Tap **Dismiss** to close the message.



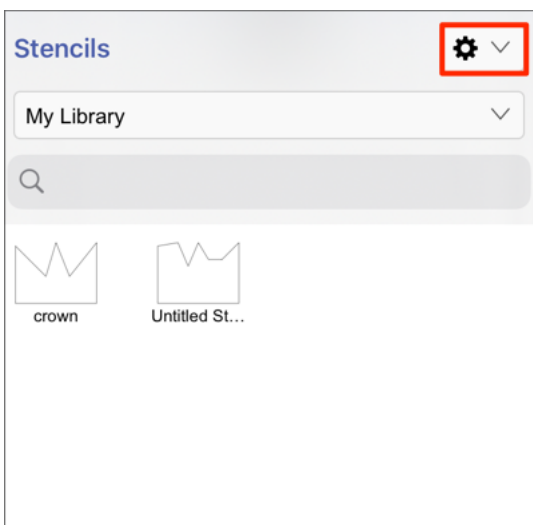
5.2.16.5. Exporting a Stencil Library

Libraries are stored in "*.t2l" files in the **Documents Directory** of TouchDraw 2. A **Library File (.t2l)** may be exported from TouchDraw 2 via an Email or to applications such as Dropbox or Box. To export a library, complete the following steps:

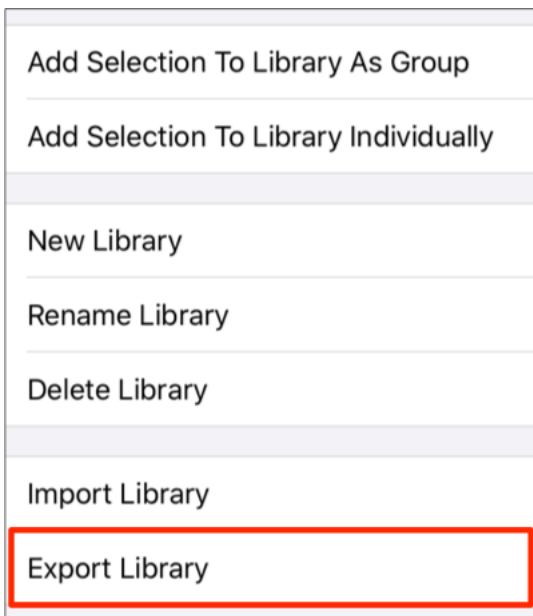
Step 1: Select the library within the [Library Selection Menu](#).



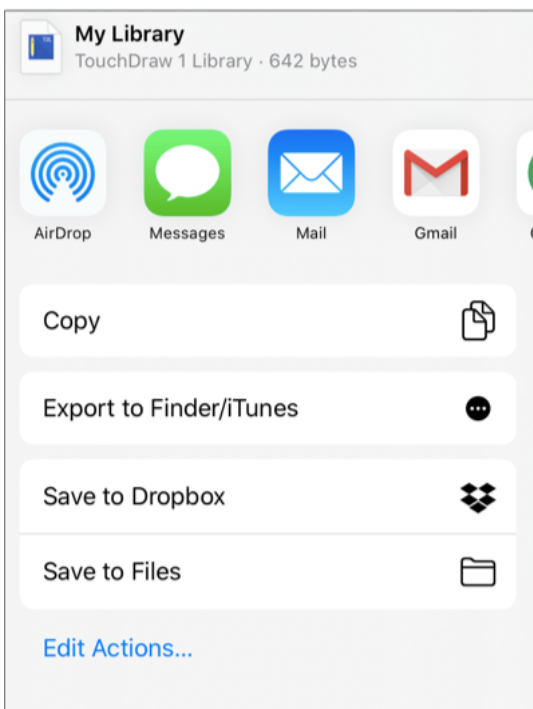
Step 2: Press on the **Stencil Libraries Settings Menu** located at the top right of the [Stencils Menu](#).



Step 3: Tap on the **Export Library** menu option.



Step 4: Tap on an export option (Dropbox, Box, Airdrop, Gmail, Mail, Google Drive, etc.) to select it. Please note that the steps will vary depending on the selected option.



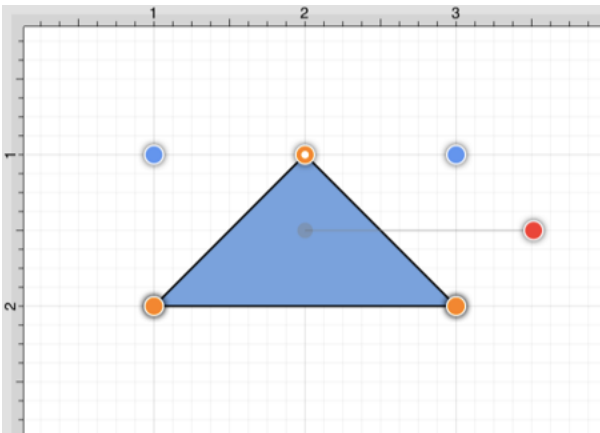
5.2.16.6. Adding a Stencil to a Library

When adding stencils to a library, they may be added individually or as a group. A stencil must be added to a library in order to be saved in TouchDraw 2 and available for future use within drawings.

Adding an Individual Stencil

To **Add an Individual Figure** into a library as a stencil, complete the following steps:

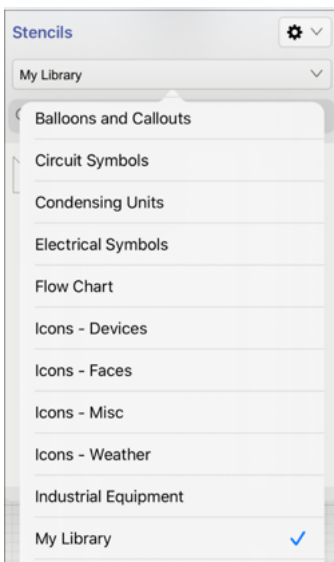
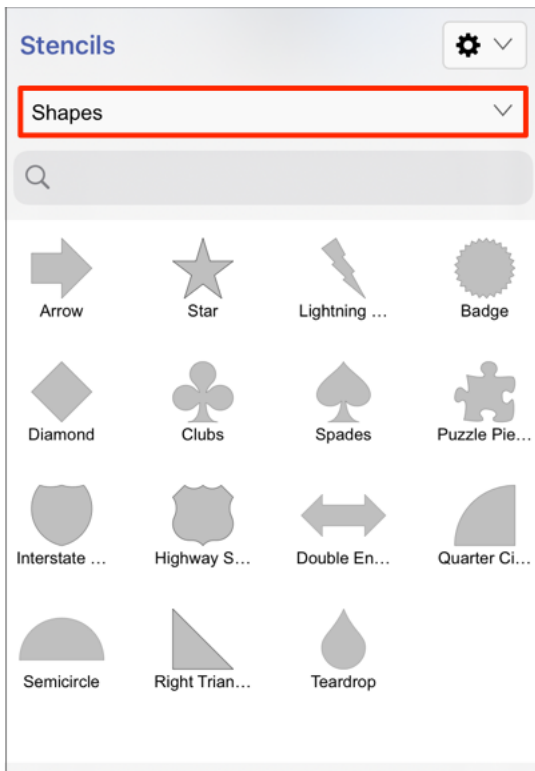
Step 1: Draw the figure within the [Drawing Canvas](#) and select it, as shown below.



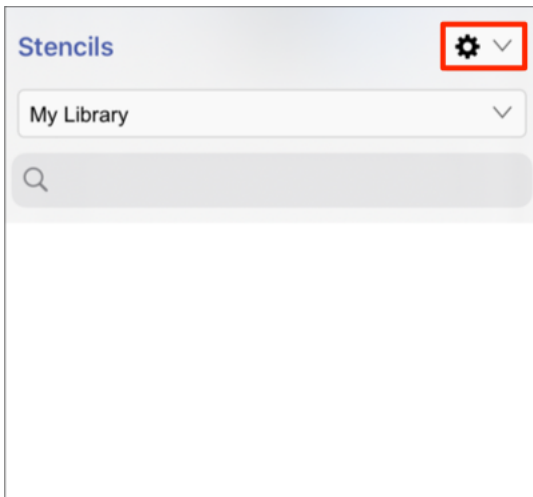
Step 2: Next, press on the **Stencil Libraries Button** in the [Top Toolbar](#).



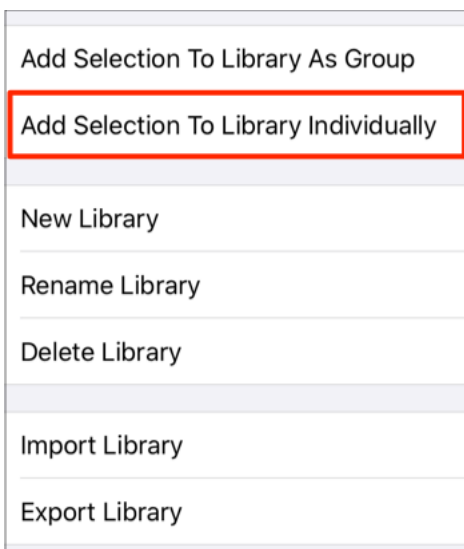
Step 3: Press on the [Library Selection Menu](#) to select the library the stencil will be added to. Perform a **Touch/Drag** gesture combination in an upward or downward direction within the menu. Press on the **library name** within the menu to select it.



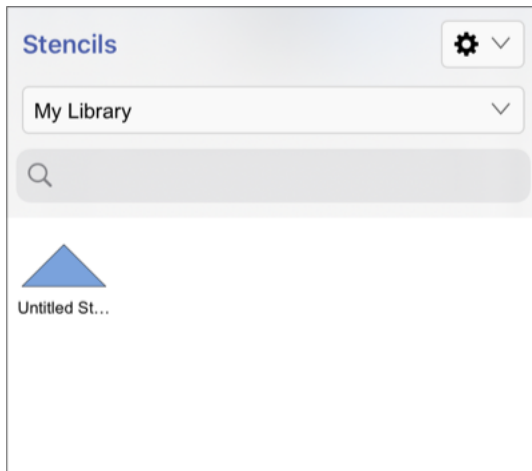
Step 4: Press on the [Stencil Libraries Settings Menu](#) to access the options for adding stencils to a library in TouchDraw 2.



Step 5: Next, press on the **Add Selection To Library Individually** option within the menu.



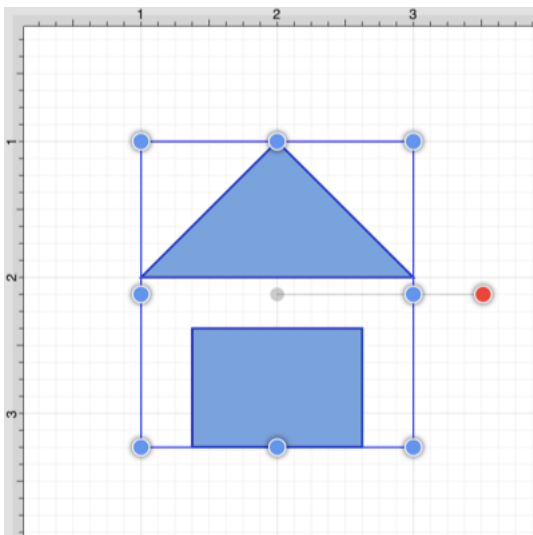
Step 6: The figure will appear as a stencil within the selected library in the **Stencils Menu**.



Adding a Group as a Stencil

To **Add a Group of Figures** into a library as a stencil, complete the following steps:

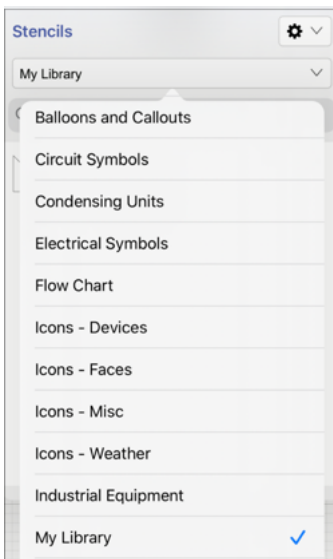
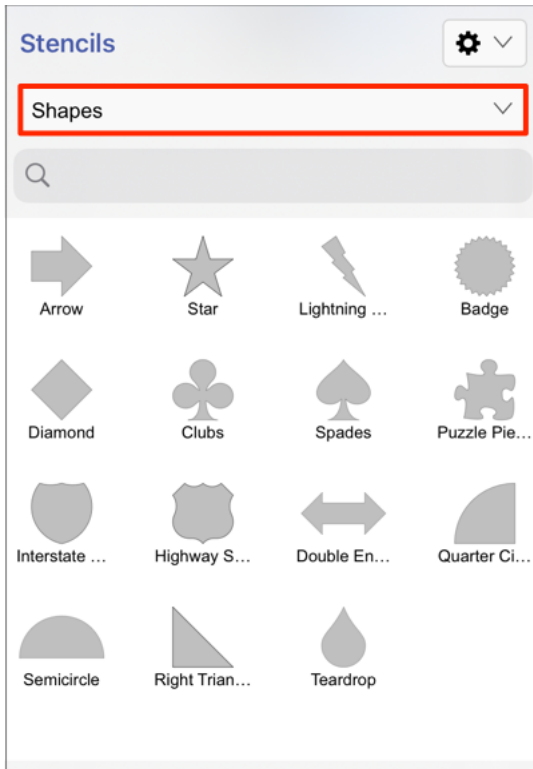
Step 1: The group of figures must first be drawn within the [Drawing Canvas](#) and selected, as shown below.



Step 2: Next, press on the **StencilLibraries Button** in the [Top Toolbar](#).

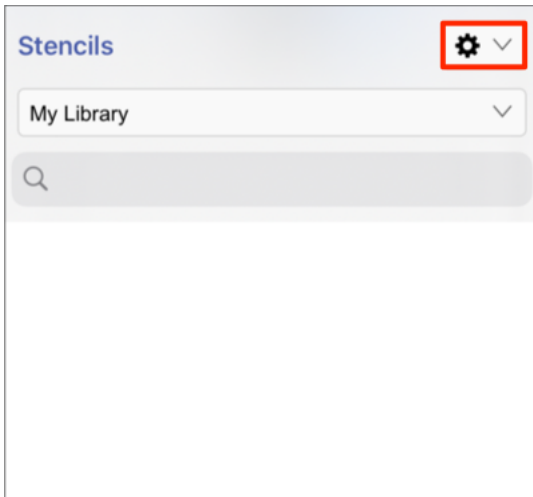


Step 3: Press on the [Library Selection Menu](#) to select the library the stencil will be added to. Perform a **Touch/Drag** gesture combination in an upward or downward direction within the menu. Press on the **library name** within the menu to select it.

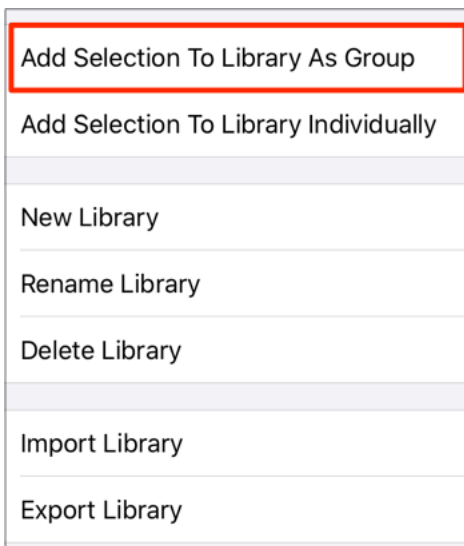


Step 4: Press on the [Stencil Libraries Settings Menu](#) to access the options for adding stencils to a library in

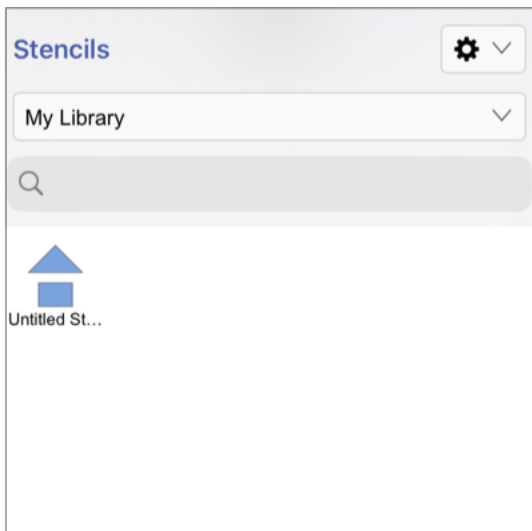
TouchDraw 2.



Step 6: Next, press on the **Add Selection To Library As Group** option within the menu.



Step 7: The group of selected figures will appear as a single stencil within the selected library in the **Stencils Menu**.



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

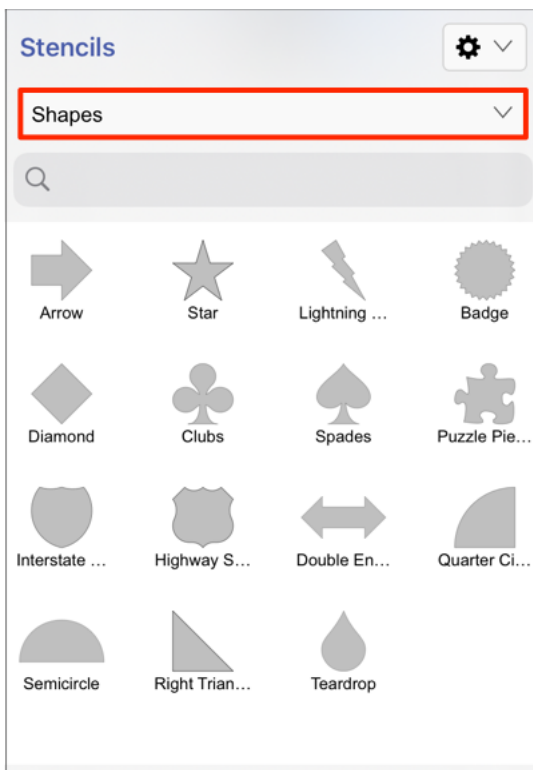
5.2.16.7. Renaming a Stencil

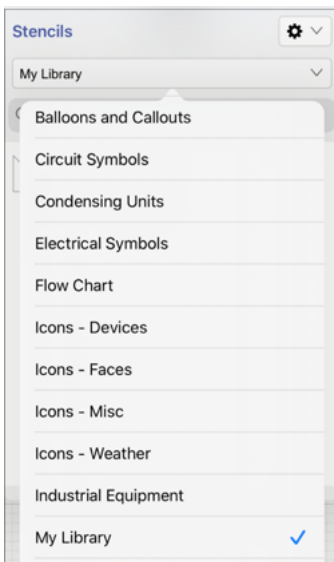
To **Rename a Stencil**, complete the following steps:

Step 1: Press on the **StencilLibraries Button** in the [Top Toolbar](#).

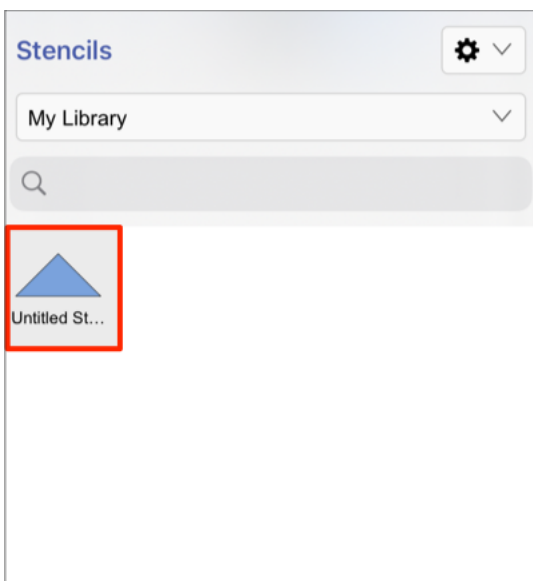


Step 2: Press on the [Library Selection Menu](#) to select the library the stencil belongs to. Perform a **Touch/Drag** gesture combination in an upward or downward direction within the menu. Press on the **library name** within the menu to select it.

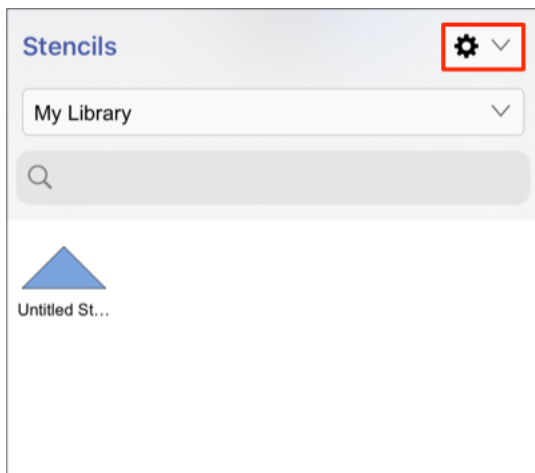




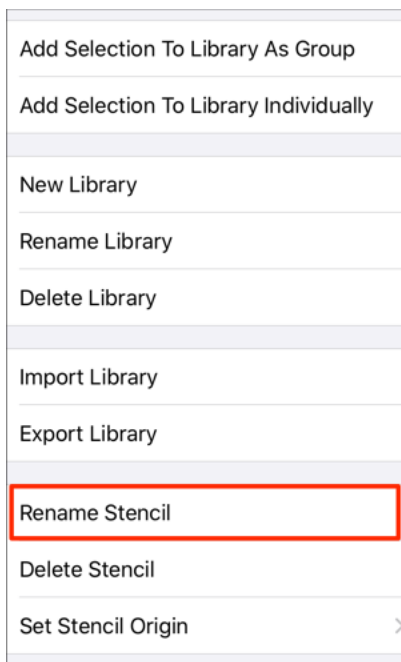
Step 4: Tap on the desired stencil to select it.



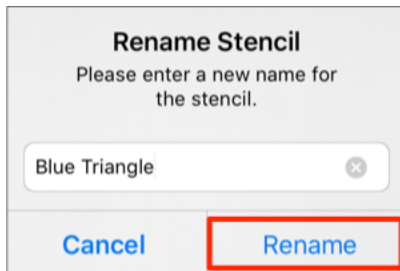
Step 5: Press on the [Stencil Libraries Settings Menu](#) to access the options for adding stencils to a library in TouchDraw 2.



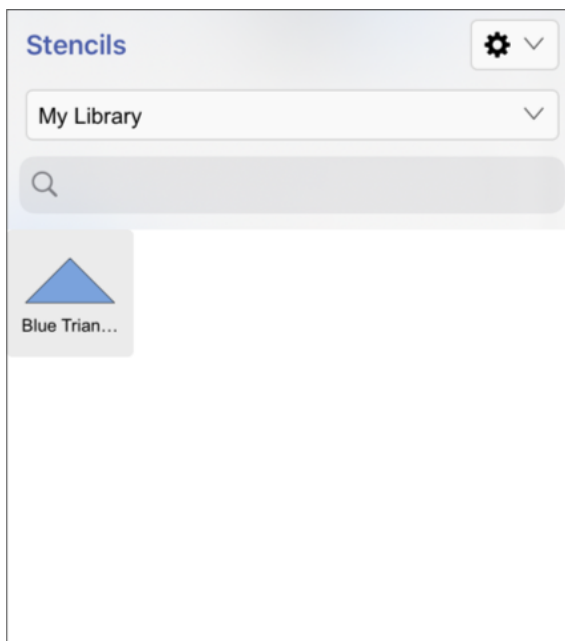
Step 6: Tap the **Rename Stencil** option within the drop-down menu.



Step 7: Type in a name for the selected stencil and then press on the **RenameButton**. Any desired name can be entered for a stencil.



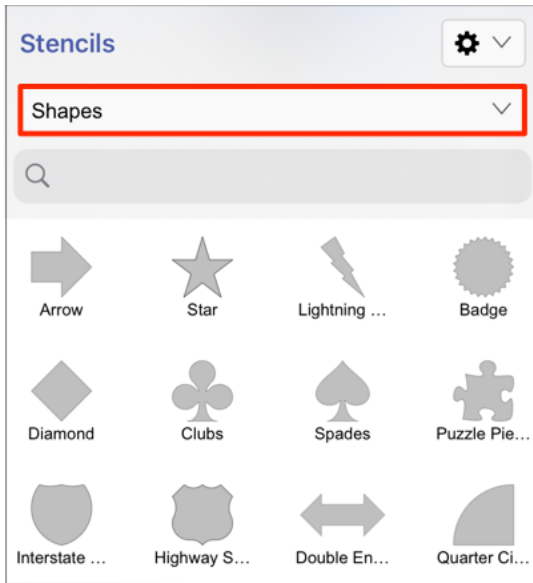
Step 8: The renamed stencil will appear as shown below.



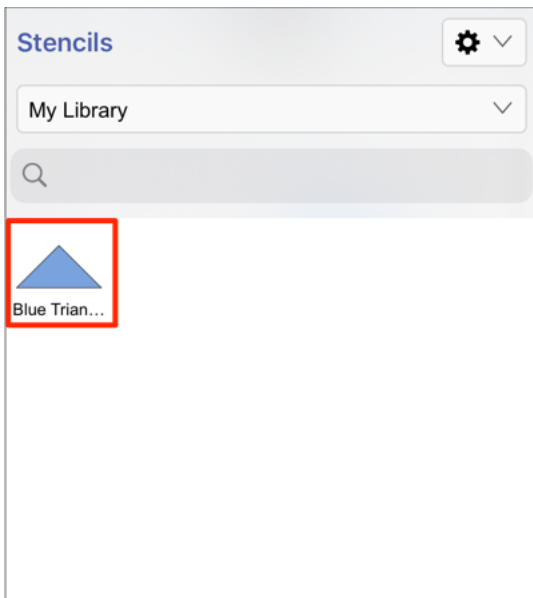
5.2.16.8. Deleting a Stencil from a Library

To **Delete a Stencil**, complete the following steps:

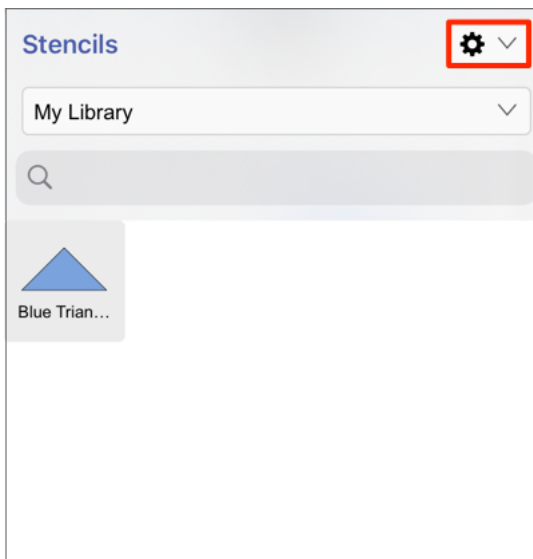
Step 1: Use the **Library Selection Menu** to select the library where the stencil is saved.



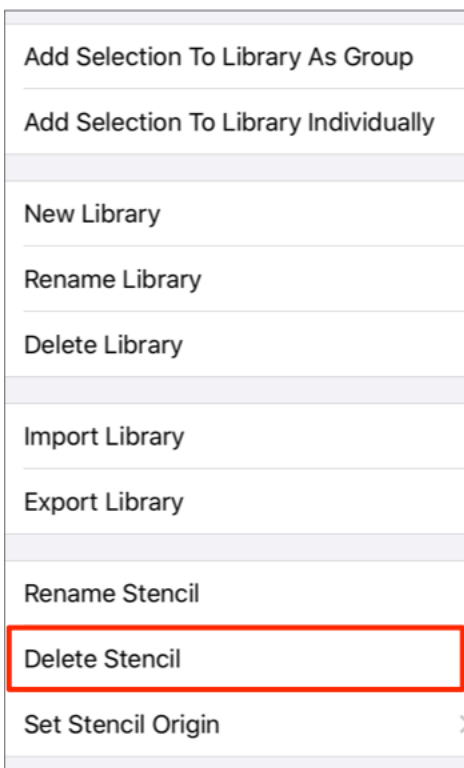
Step 2: Tap on the stencil to select it within the library.



Step 3: Press on the **StencilLibraries Settings Menu** located at the top right of the [Stencils Menu](#).

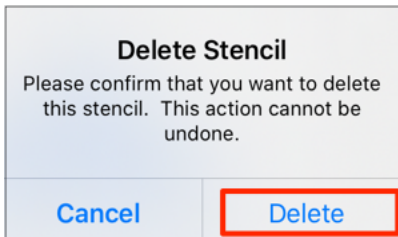


Step 4: Tap on the **Delete Stencil** option within the menu.

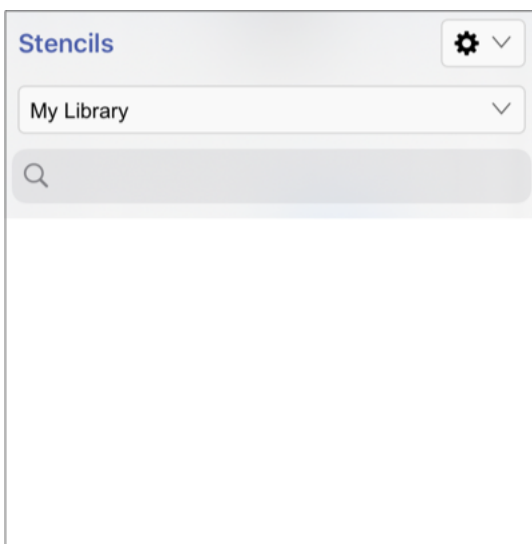


Step 5: A confirmation prompt will appear. Press on the **Delete Button** to delete the stencil or press on the

Cancel Button to exit the prompt without completing this action.



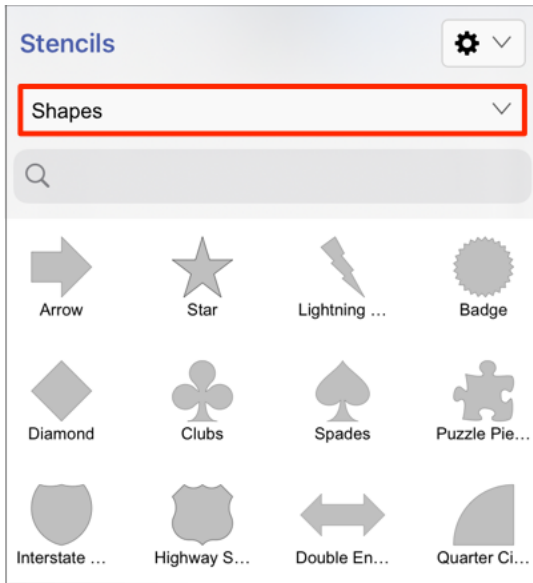
Step 6: The library will appear as shown below once the stencil has been removed.



5.2.16.9. Inserting a Stencil into a Drawing

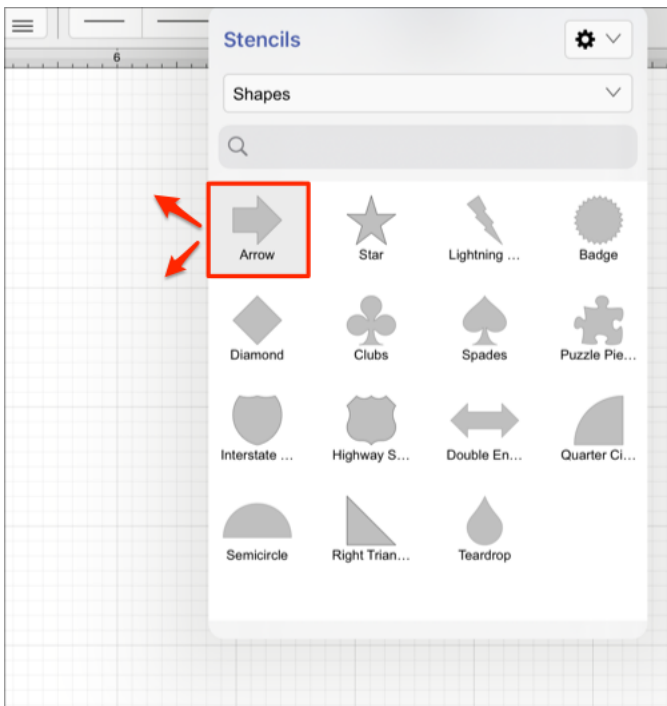
To insert a stencil into a drawing:

Step 1: Select the appropriate library in the **Library Selection Menu**.

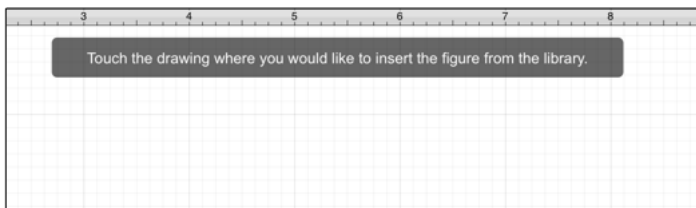


Step 2: A stencil may be inserted using one of three gesture combinations:

Press and **Hold** on the stencil and then **Drag** it to any desired location in the Drawing Canvas.



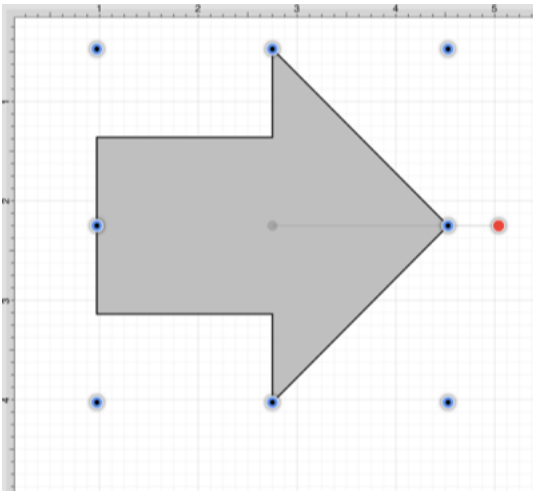
Double Tap on the stencil and then perform a **Touch/Drag** gesture combination on the Drawing Canvas.



Triple tapping on a stencil to close the stencil popover and insert multiple stencils until another [Drawing Tool](#) is selected to exit stencil insertion mode.

Note: If a stencil is inserted with the function key pressed, the stencil will be inserted at 0,0.

Step 3: The stencil will appear within the [Drawing Canvas](#) once the desired gesture combination has been completed, as shown below:



5.2.16.10. Exporting All Stencil Libraries

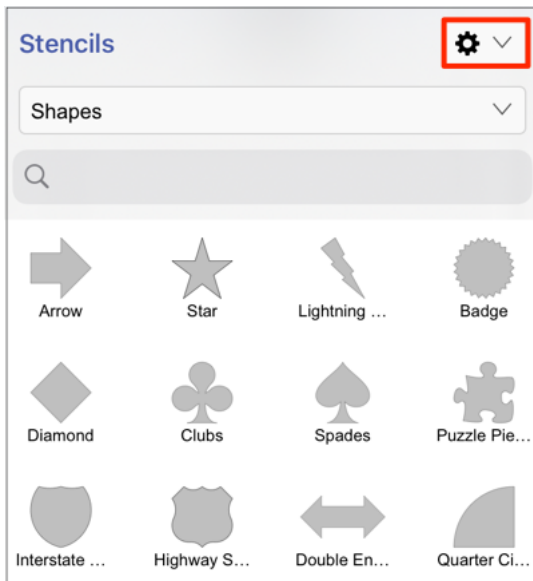
A backup file containing all **Stencil Libraries** in TouchDraw 2 can be created by using the **Export All Libraries...** option within **Stencil Libraries Settings Menu**. Library files are saved as .t2l files and can be used within another application or to be [imported](#) for a later drawing.

Follow the steps below to **Export All Libraries**:

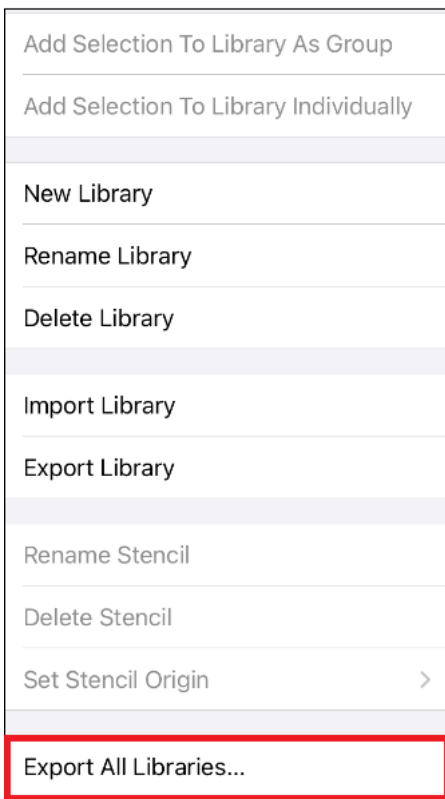
Step 1: Press on the **Stencil Libraries Button** located in the [Top Toolbar](#) of the [Drawing Editor](#).



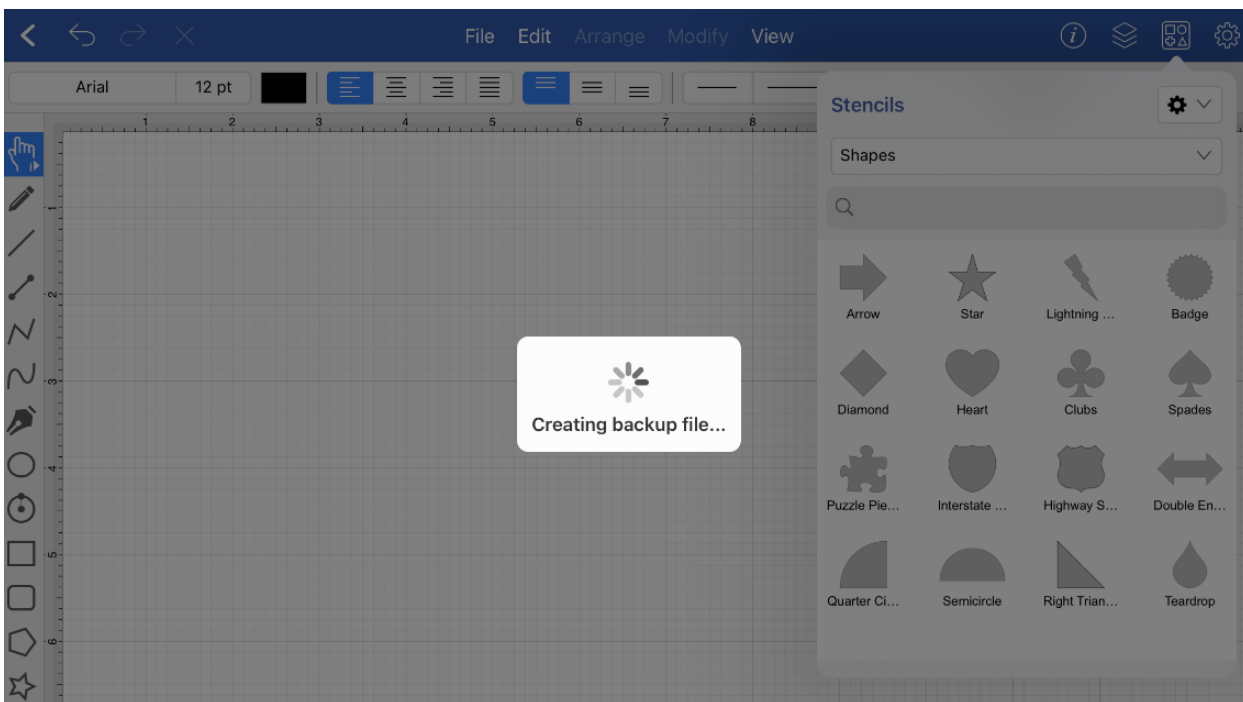
Step 2: Press on the [Stencil Library Settings Menu](#).



Step 3: Select the **Export All Libraries...** option.



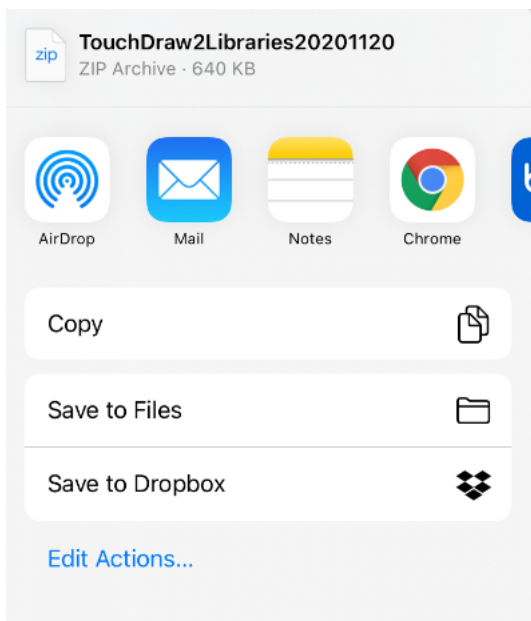
Step 4: Wait patiently for the backup file to be created.

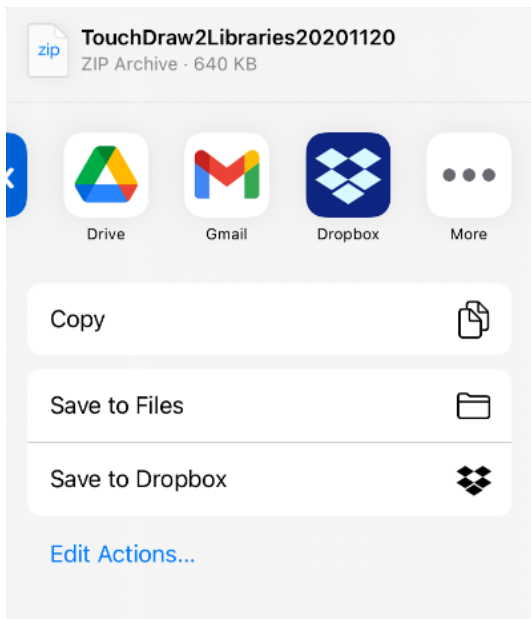


Step 5: Use the pop-up window to choose where the backup file will be saved. The backup file of all your TouchDraw 2 Stencil Libraries can be:

- Exported to iCloud or 3rd party applications (Dropbox, Box, Drive, etc.)
- Saved to files on the iOS device
- Sent via email through Gmail or another service

Swipe left or right on the icons to view and access more options. You can also tap on an option below the icons to finish the export.

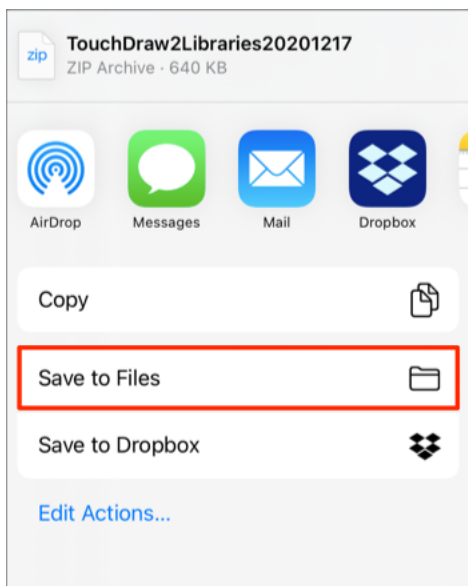




How to Export all Libraries to iCloud Drive

To export all your TouchDraw 2 for iOS libraries to iCloud, complete the steps outlined below:

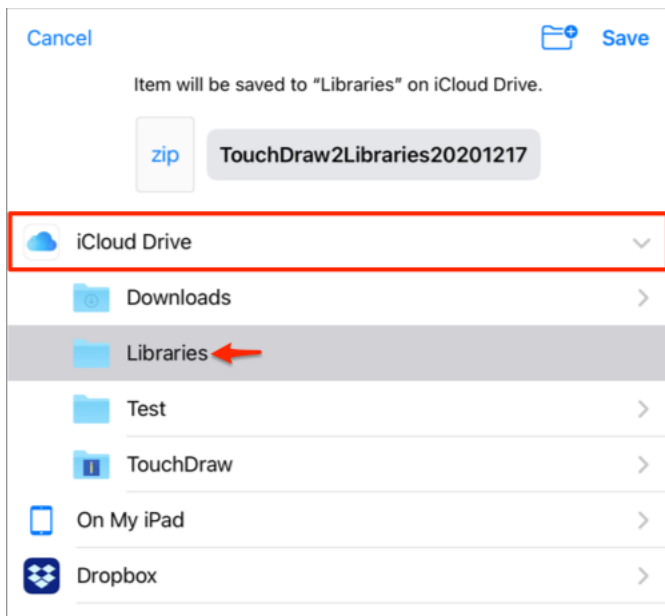
Step 1: Press on **Save to Files** within the menu options.



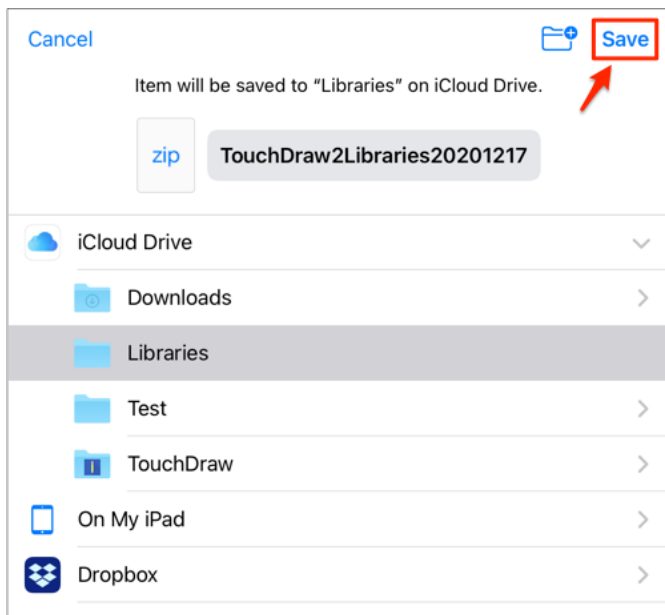
Step 2: Next, tap on **iCloud Drive** to select it within the window. You may also select a specific folder on your iCloud Drive for saving.

TouchDraw 2 for iOS

In the example below, a folder titled "Libraries" has been selected within iCloud Drive.



Step 3: After selecting the save location for your library export, tap **Save** in the upper right corner.



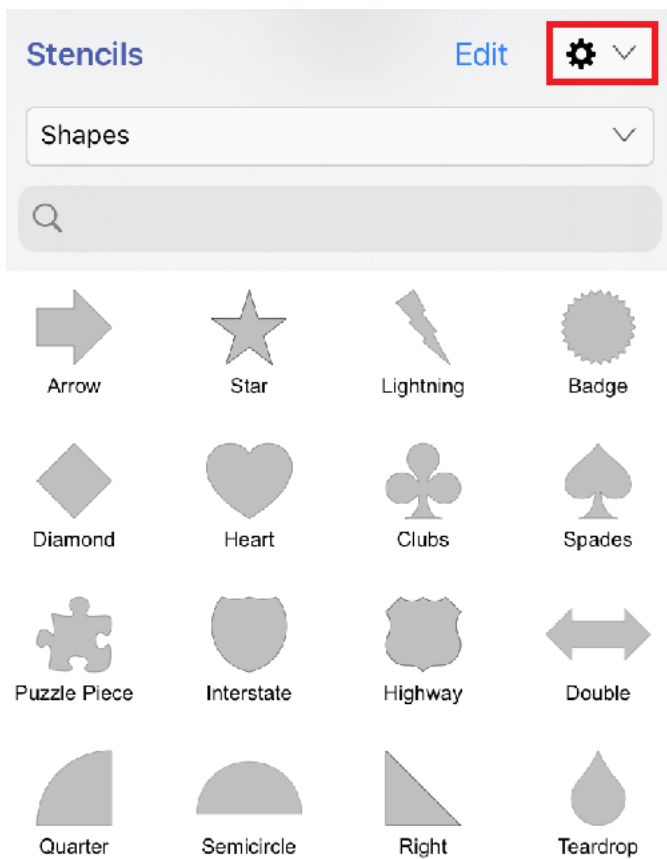
5.2.16.11. Re-installing Default Libraries

The **Reinstall Default Libraries** menu option re-installs the default/bundled stencil libraries. To re-install default libraries, complete the following steps:

Step 1: Press on the **Stencil Libraries Button** in the [Top Toolbar](#).



Step 2: Expand the **Libraries Settings Menu**.



Step 3: Press the **Reinstall Default Libraries** menu option.

Import Library

Export Library

Rename Stencil

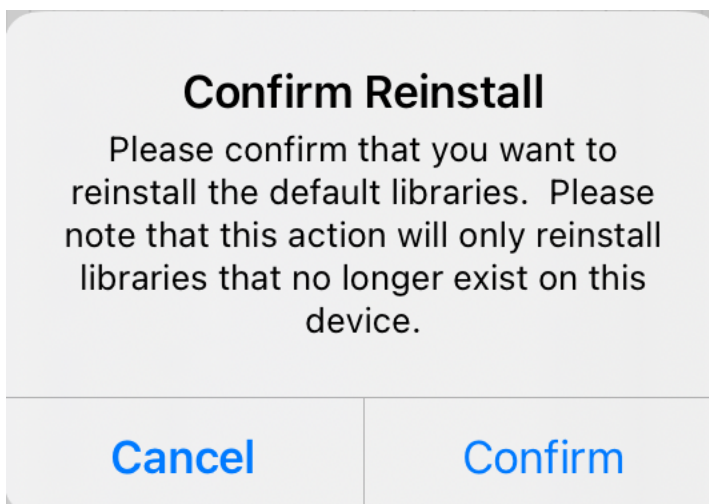
Delete Stencil

Set Stencil Origin >

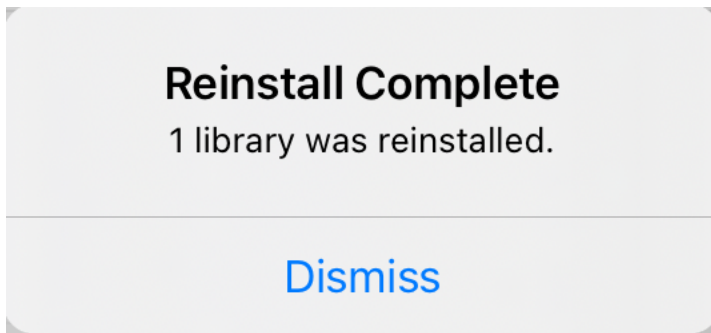
Export All Libraries...

Reinstall Default Libraries

Step 4: Press **Confirm**.



Step 5: Press **Dismiss** to close.



5.2.17. Calculations

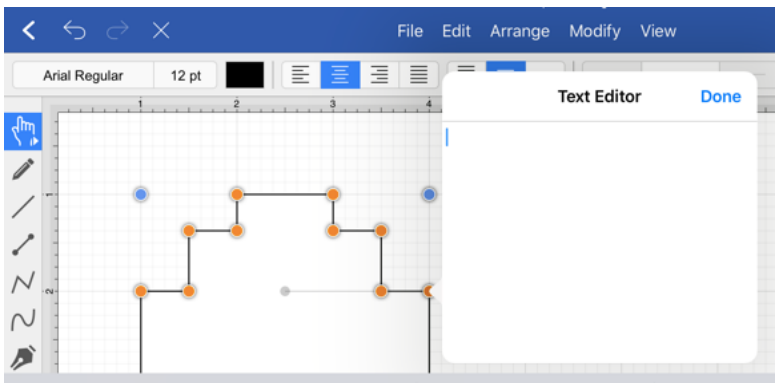
TouchDraw 2 provides an easy method for calculating the [Area](#) and [Dimensions](#) of a [selected](#) figure(s) by entering variables within the [Text Editor](#) popover window.

Note: Refer to the [Available Variables](#) table to find out more about what can be obtained as part of the text of a figure.

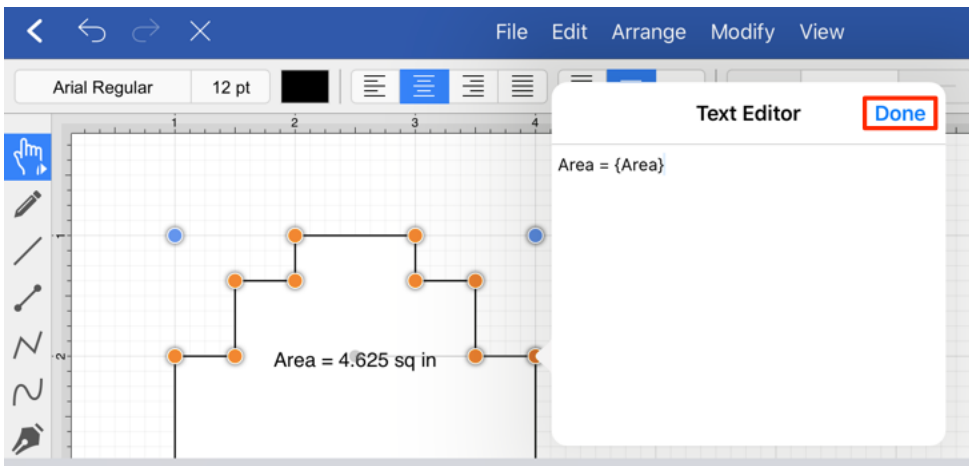
5.2.17.1. Calculating Area

TouchDraw 2 supplies the ability to enter [variables](#) into the Text Editor for a figure(s). The calculated area of a figure can be obtained and included within the figure's text by completing the following steps:

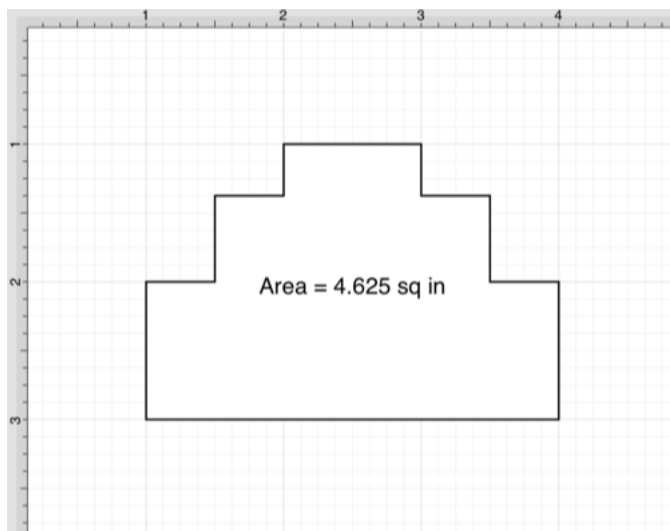
Step 1: Double Tap on a figure to open the [Text Editor](#).



Step 2: Enter {Area} as part of the text within the **Text Editor**. The value will appear within the selected figure in real time, as shown below:



Step 3: The figure will appear as shown below after the **Text Editor** has been closed.

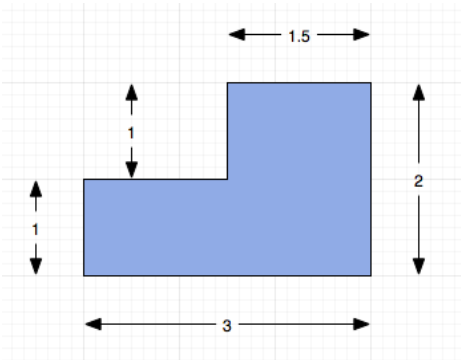


Note: The first letter of an entered variable must be capitalized for the value to appear in the selected figure.

5.2.17.2. Dimensioning

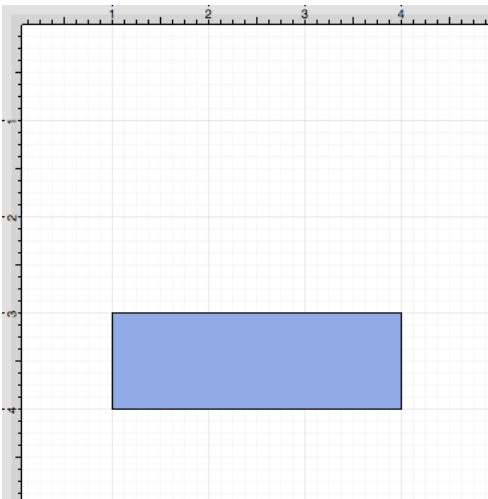
TouchDraw 2 provides variables for determining the dimensions of a selected figure(s). The MinX, MaxX, MinY, MaxY, Length, Width, and Height can be entered as part of the displayed text within a figure.

Refer to the [available variables](#) table to learn more about what variables can be inserted. These values can be applied to show the dimensions of a drawn object, as shown below:

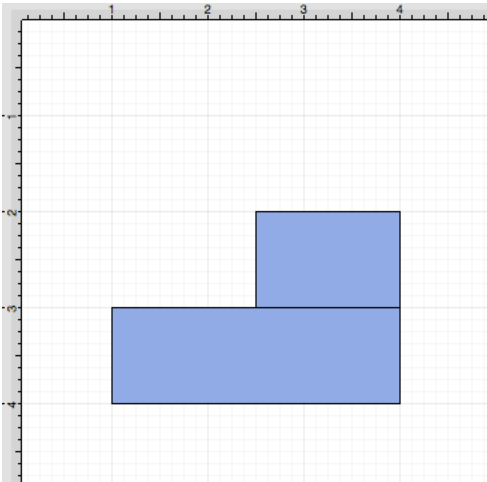


Follow the steps below to create the images shown above:

Step 1: Select the [Rectangle Tool](#) and draw a rectangle.



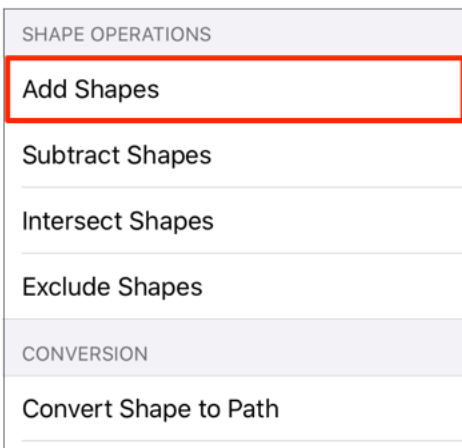
Step 2: Select the **Rectangle Tool** again and draw a square on top of the right half of the rectangle. Use the [Function Key Feature](#) to select both figures.



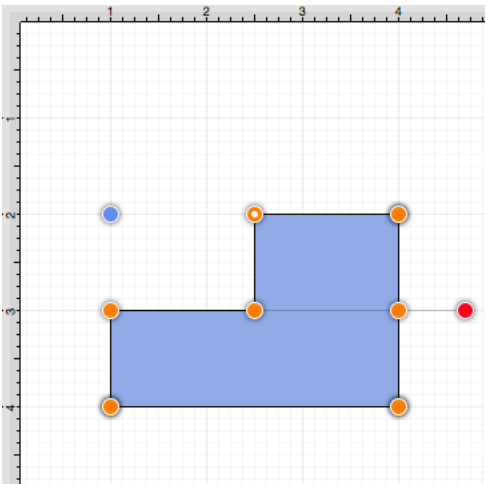
Step 3: Press on the **Modify Menu** in the [Top Toolbar](#).

File Edit Arrange **Modify** View

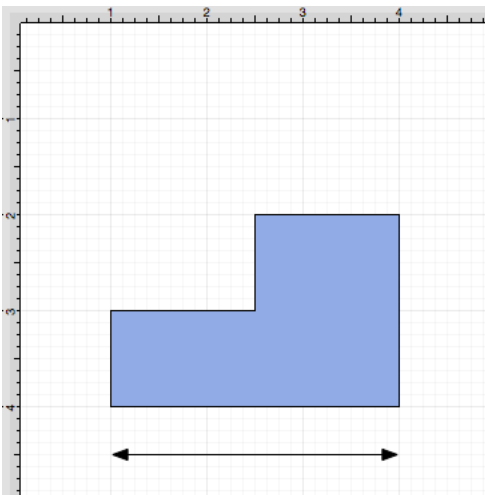
Step 4: Tap on the **Add Shapes** option in the [Modify Menu](#) to combine the two shapes. When in Landscape Mode, scroll through the menu view by touching and dragging in an upward direction to view this menu option.



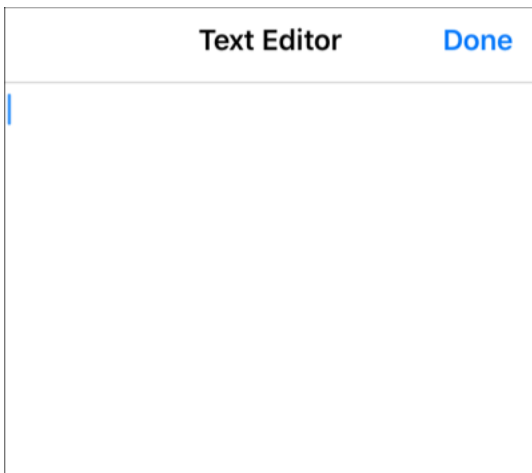
Step 5: The previously blue boundary handles will turn orange to indicate that the two shapes have been combined, as shown below.



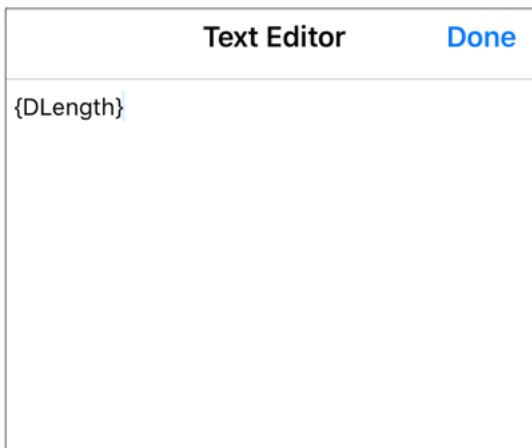
Step 6: Select the [Line Tool](#) and create a line with two black arrow end points along the bottom of the rectangle.



Step 7: Double Tap on the **Line** figure to open the [Text Editor](#). (replace)

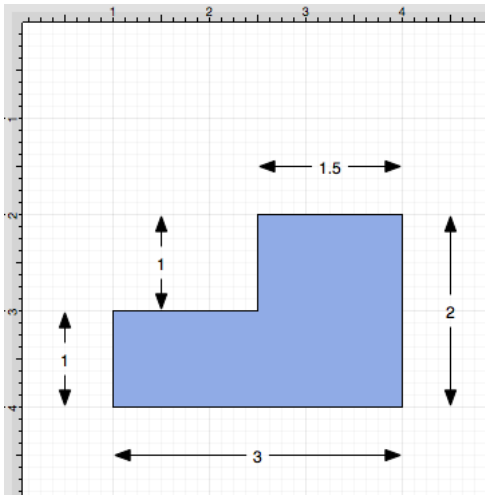


Step 8: Enter the variable `{DLength}` into the **Text Editor** and the value will be updated on the line in real time.



Note: The D and first letter of the entered variable must be capitalized for the value to appear in the selected figure.

Step 9: Follow steps 6 through 8 to create a dimension line for each side of the drawing. The figure below shows the completed dimensions for the drawn shape.



Note: Please note that the shown {DLength} dimension addition and a similar style may also be accomplished by using the **Style As Dimension Line** option in the [Contextual Menu](#).

6. Tips and Techniques

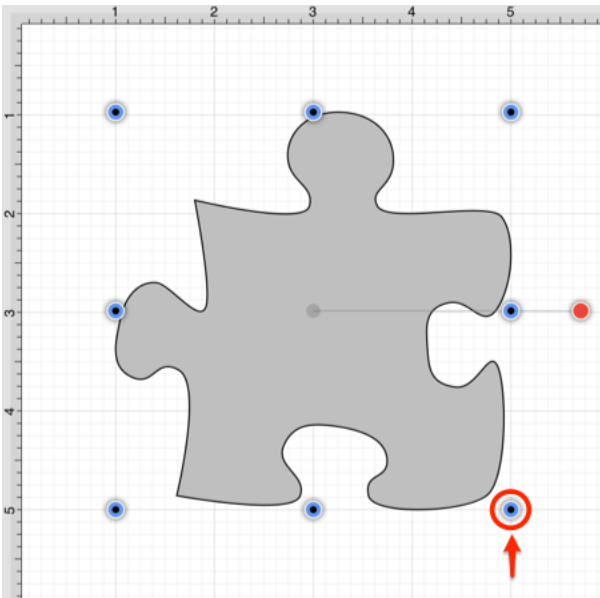
This section provides information on how to perform specific actions within TouchDraw 2 and can be used to master the basic features of the application. Listed below are links to several quick tips designed to help you become more familiar with TouchDraw 2.

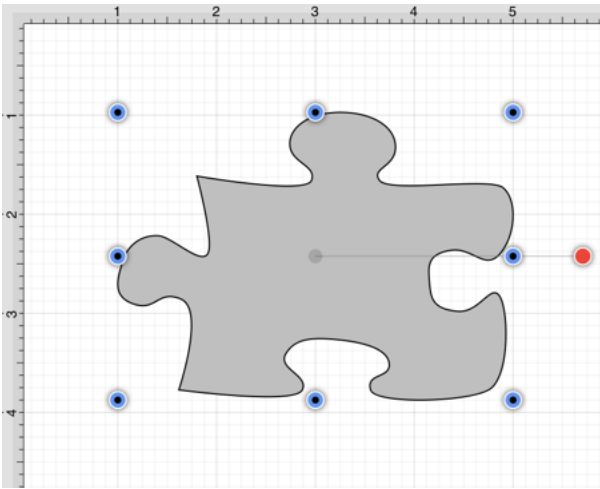
6.1. Resizing a Figure Proportionally with Handles

TouchDraw 2 provides several features for resizing shapes when you are working with figures in a drawing. If a bounds handle is dragged to a location within the [Drawing Canvas](#) without using application features for constraining proportions, the shape is resized to that specific location.

The [Function Key Feature](#) allows you to constrain proportions as you drag to ensure the original shape is maintained. For example, a simple drag of the bounds handle without this feature enabled can result in a perfect square becoming a rectangle or a circle becoming an oval, but by using this feature, the shape will remain as a square or circle and only change in size, not proportions.

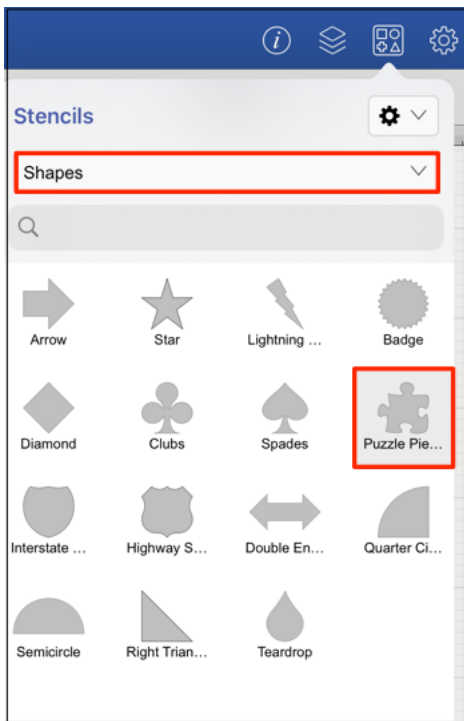
The example below shows what the puzzle piece from the [Stencil Library](#) would look like if the bottom right bounds handle is moved upward without enabling the [Function Key Feature](#).

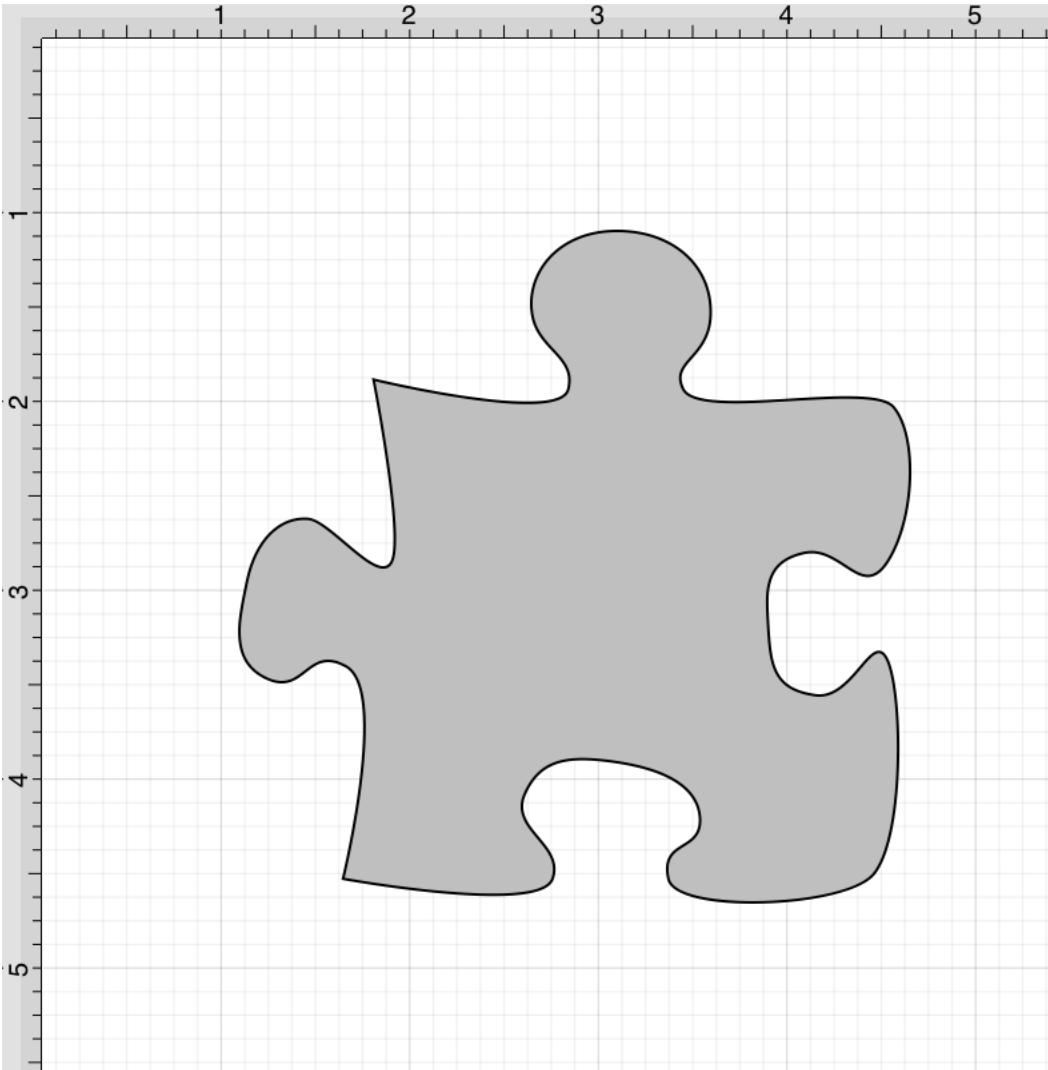




This tutorial will show you how to use the [Function Key Feature](#) to select a figure and alter its size while constraining proportions to maintain its original shape. We will be using the **Puzzle Piece** (as in the above example) from the [Stencil Library](#) to demonstrate how this feature can be used to easily constrain proportions when resizing shapes in a drawing.

To locate this stencil, press on the **Stencil Libraries Button** to open the [Stencils Menu](#). Use the **Library Selection Menu** to select the **Shapes** stencil library. You will see the puzzle piece as an available selection. It will appear as shown below once it has been inserted into a drawing.

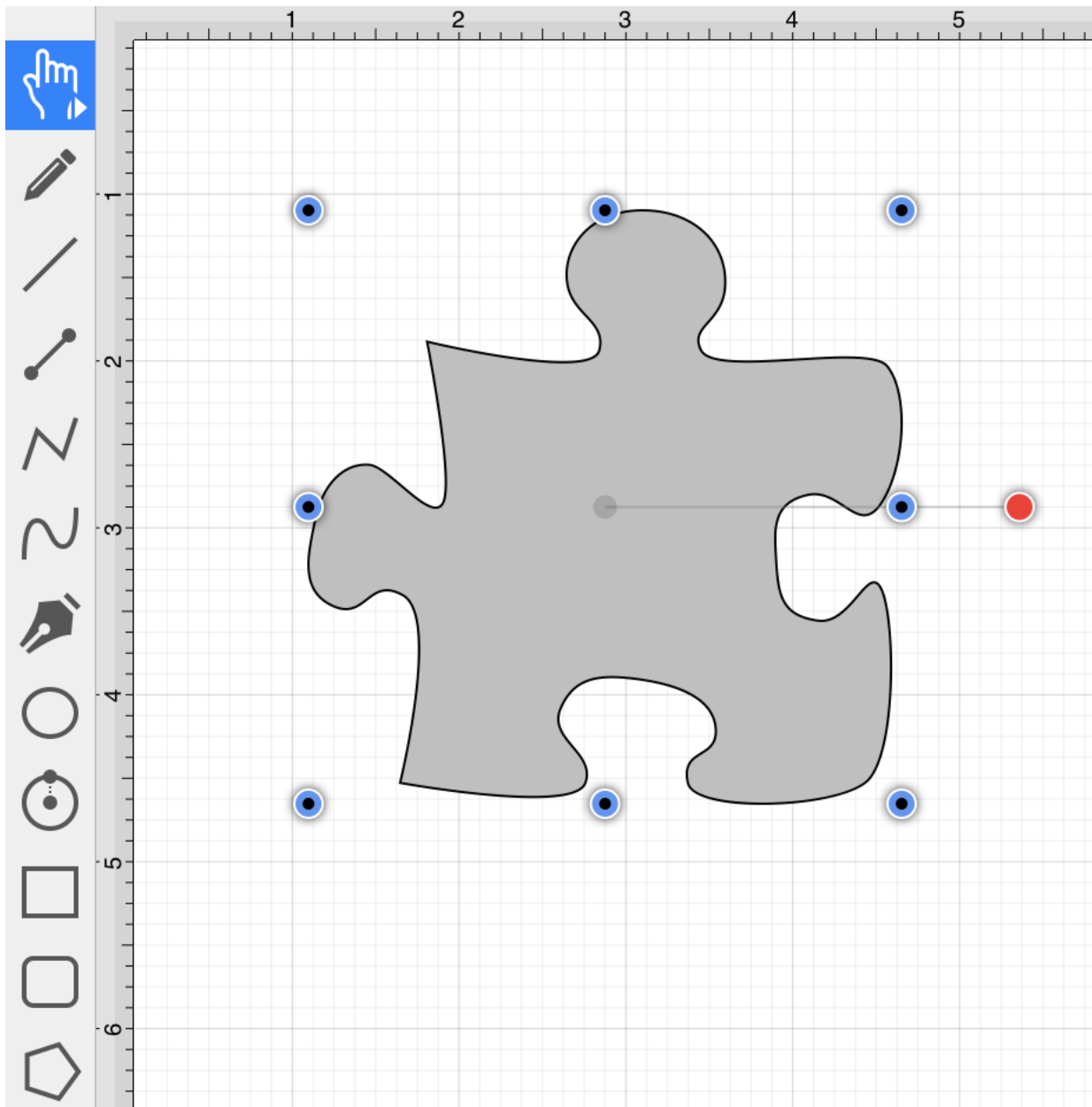




Proportions are not constrained for a resized shape when the [Function Key Feature](#) is disabled. When this feature is enabled, TouchDraw 2 makes certain that the proportions are constrained during shape resizing to maintain the original shape.

For example, the puzzle piece will remain as a puzzle piece as a [bounds handle](#) is dragged and only change in size. This feature can be used for any of a shapes bounds handles. Follow the steps below to learn how to use the [Function Key Feature](#) to constrain proportions while resizing a shape.

Step 1: Select the shape in your drawing by tapping on the figure. [Bounds handles](#) will appear around the chosen figure once it has been selected.



Step 2: Next, you will need to enable the [Function Key Feature](#) to constrain proportions during shape resizing. To enable this functionality, hold and press on the lower half of the [Drawing Toolbar](#) where no tools are present.

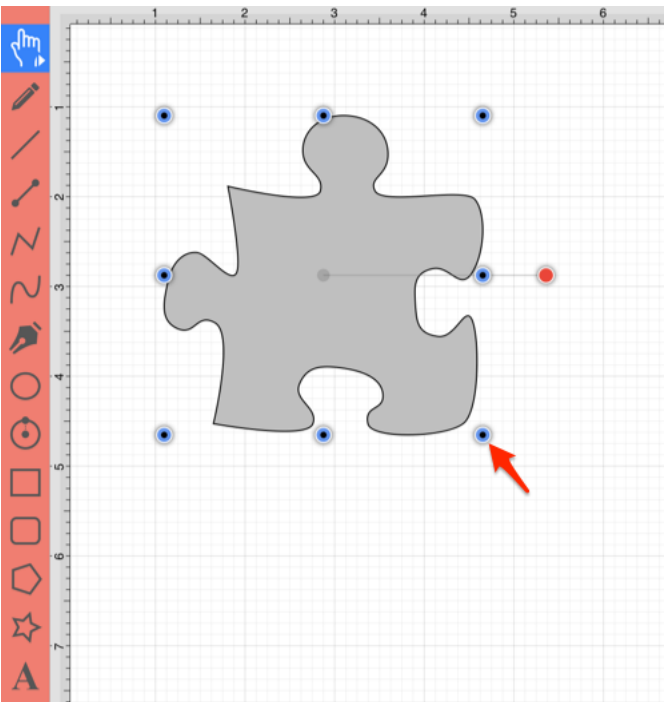
After approximately 1 second, the toolbar will turn red as an indication of the [Function Key Feature](#) being enabled. It will remain enabled as long as the utilized finger/thumb remains held on the toolbar.



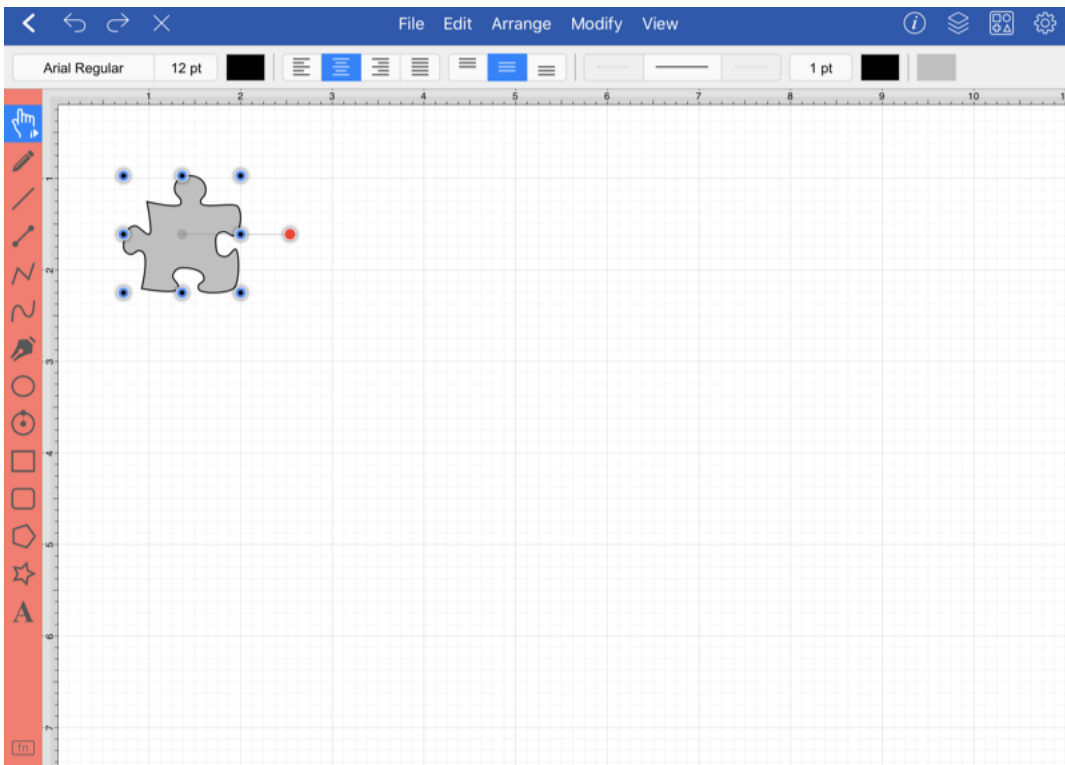
Note: The [Function Button](#) feature can also be enabled and used to lock the [Function Key Feature](#) during a resize operation.



Step 3: Touch and Drag on a bounds handle to begin resizing the shape. In this example, the bottom right bounds handle is selected and drag inward toward the shape.

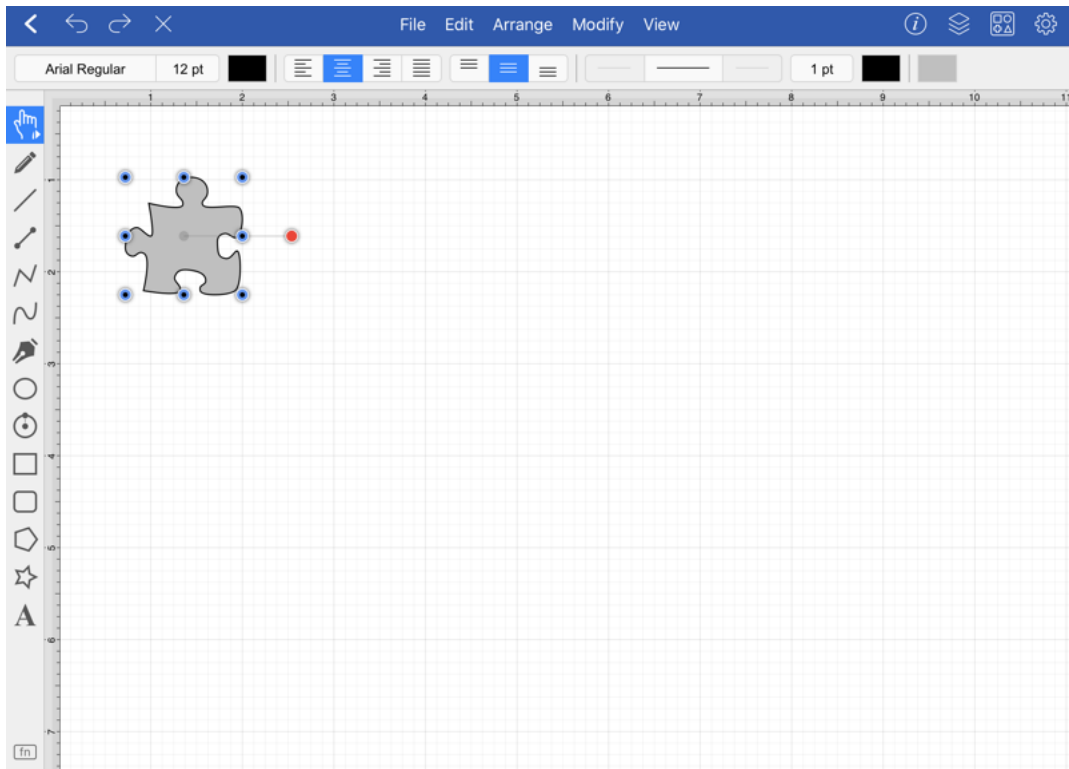


Step 4: The puzzle piece becomes smaller in size, but retains its shape as its proportions are constrained.



Step 5: Remove your finger from the empty portion of the [Drawing Toolbar](#) once resizing is completed to disable the [Function Key Feature](#).

TouchDraw 2 for iOS

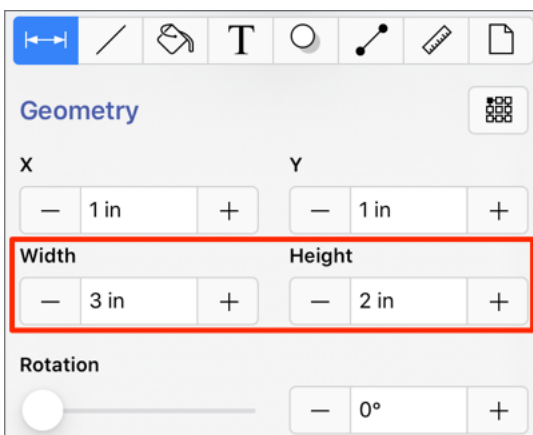
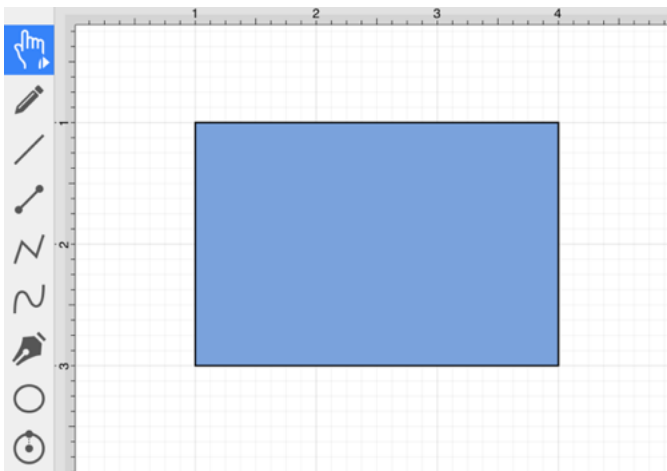


6.2. Creating Proportional Shapes

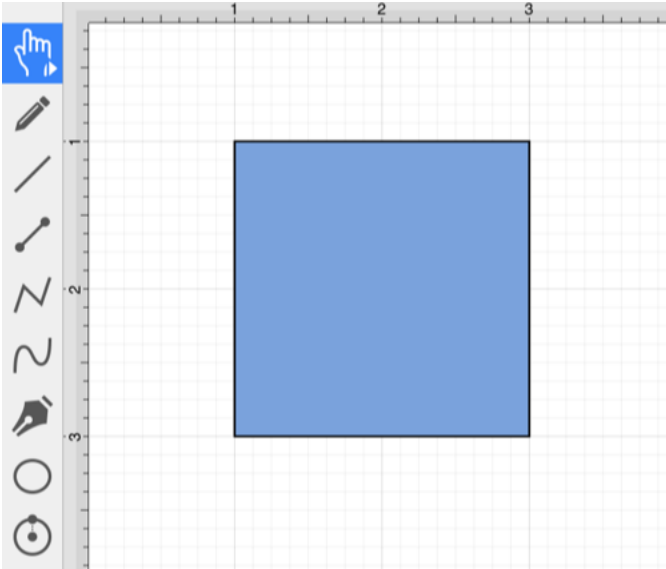
TouchDraw 2 offers a great amount of flexibility when creating shapes or figures in a drawing. A touch and drag action in combination with a selected drawing tool results in the addition of rectangles, squares, circles, ovals, and additional shapes of any size and/or proportion to a drawing.

The [Function Key Feature](#) can be used when adding a shape such as a circle or square to your drawing to make certain it retains its proportions and only changes in size. This prevents the shape from becoming a rectangle or oval.

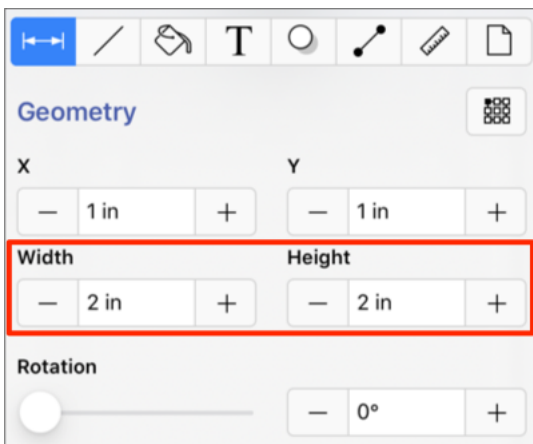
For example, if you select the [Rectangle Tool](#) and insert the shape into your drawing, it can either be a square or rectangle depending on where you touch and drag on the [Drawing Canvas](#). Dragging toward the bottom right results in a rectangle with non-proportional **Width** and **Height** measurements, as shown below.



By enabling the [Function Key Feature](#), you can create a proportional shape. In the example above, a perfect square would be created when this feature is enabled and the same touch/drag action is performed.



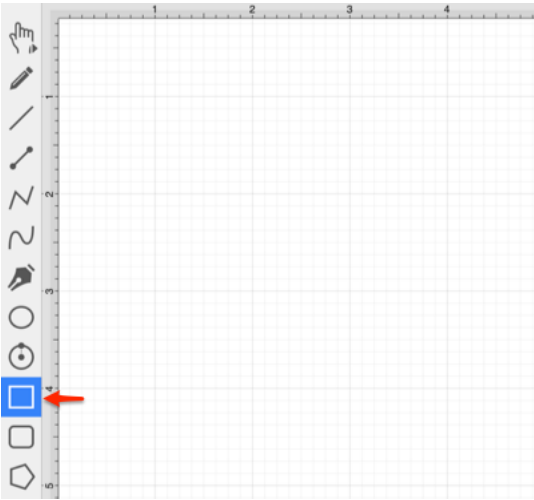
As shown in the [Geometry Tab](#), the **Width** and **Height** of the square are proportionally the same.



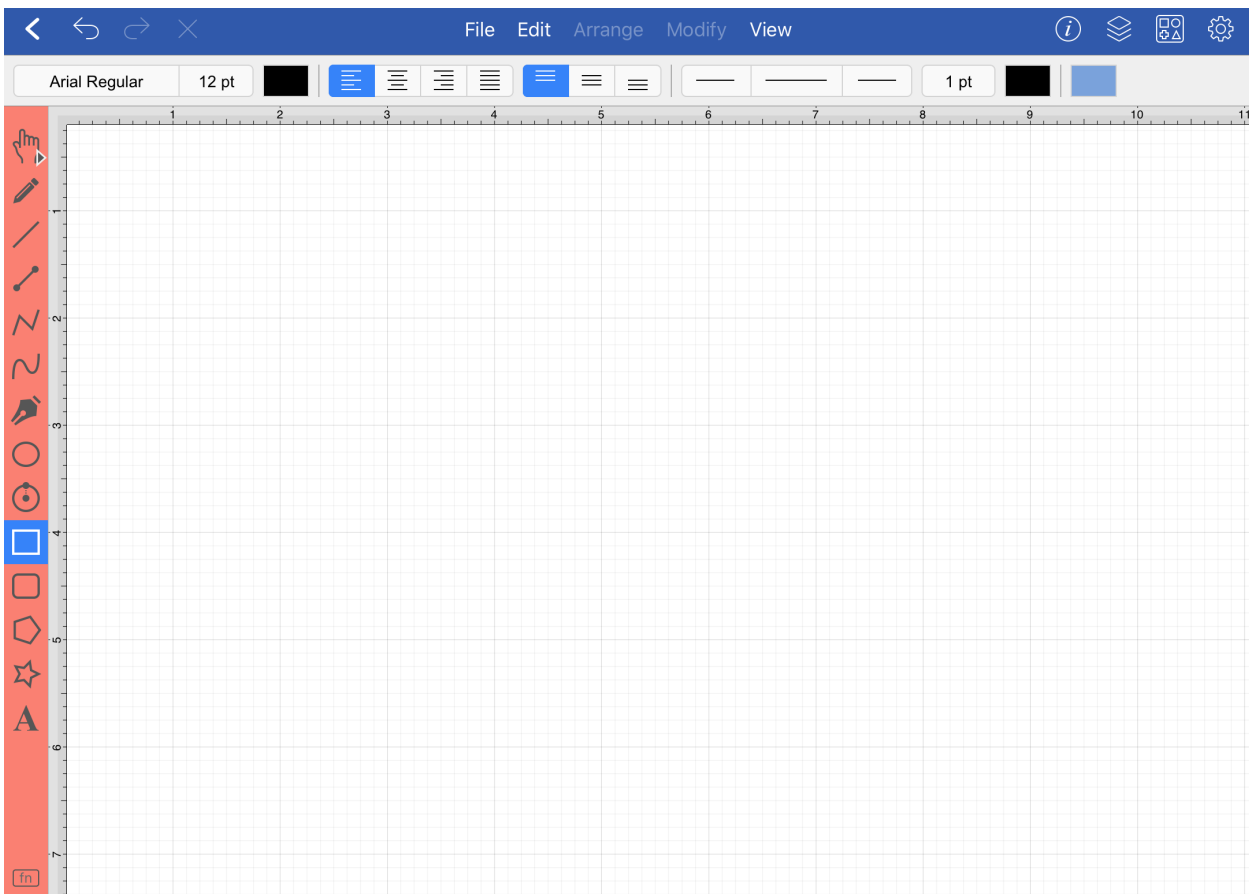
TouchDraw 2 constrains the **Width** and **Height** to generate a proportional shape when the [Function Key Feature](#) is enabled. This tutorial will show you how this feature can be used to create a proportional shape.

We will be using the [Rectangle Tool](#) for this demonstration. Follow the steps below to learn how to use the [Function Key Feature](#) to create a proportional shape in your drawing.

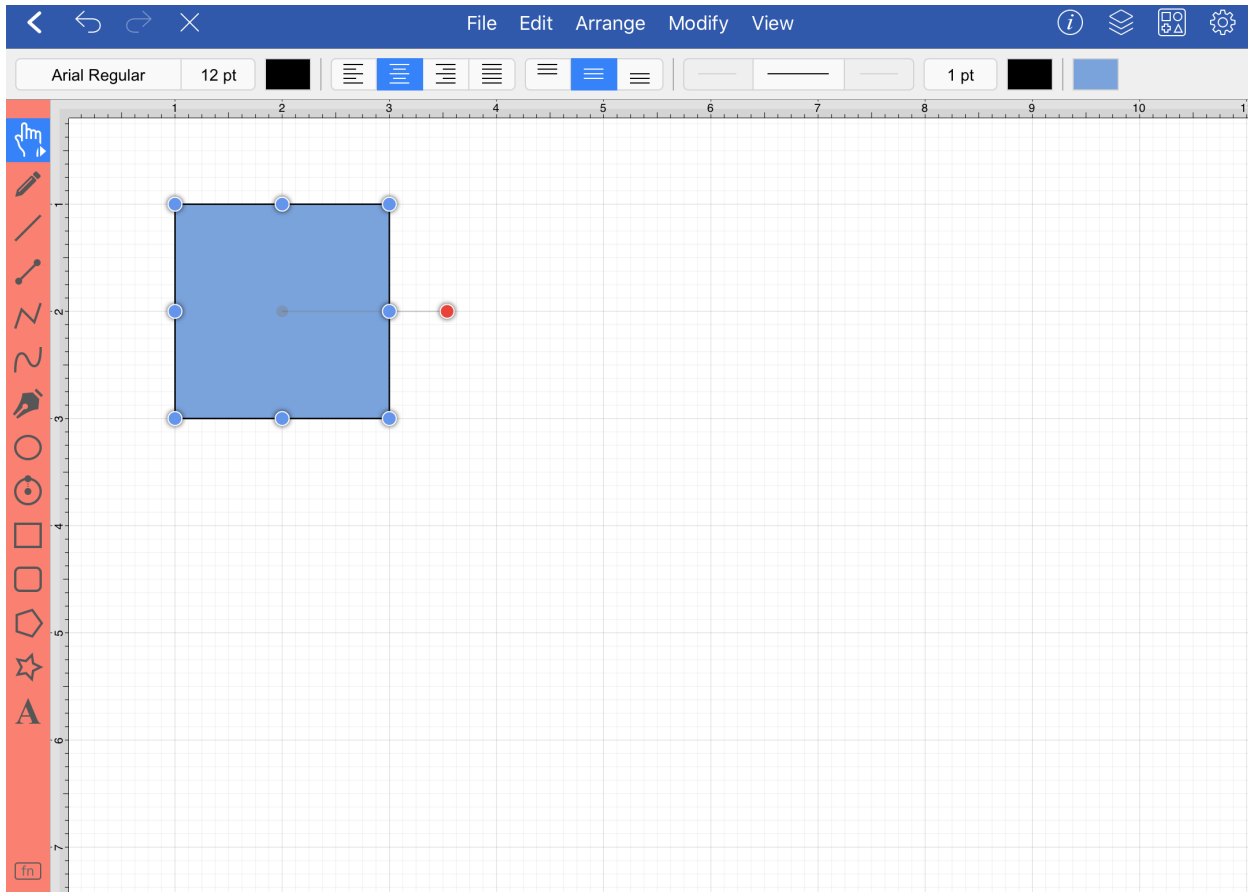
Step 1: Select the [Rectangle Tool](#) in the [Drawing Toolbar](#).



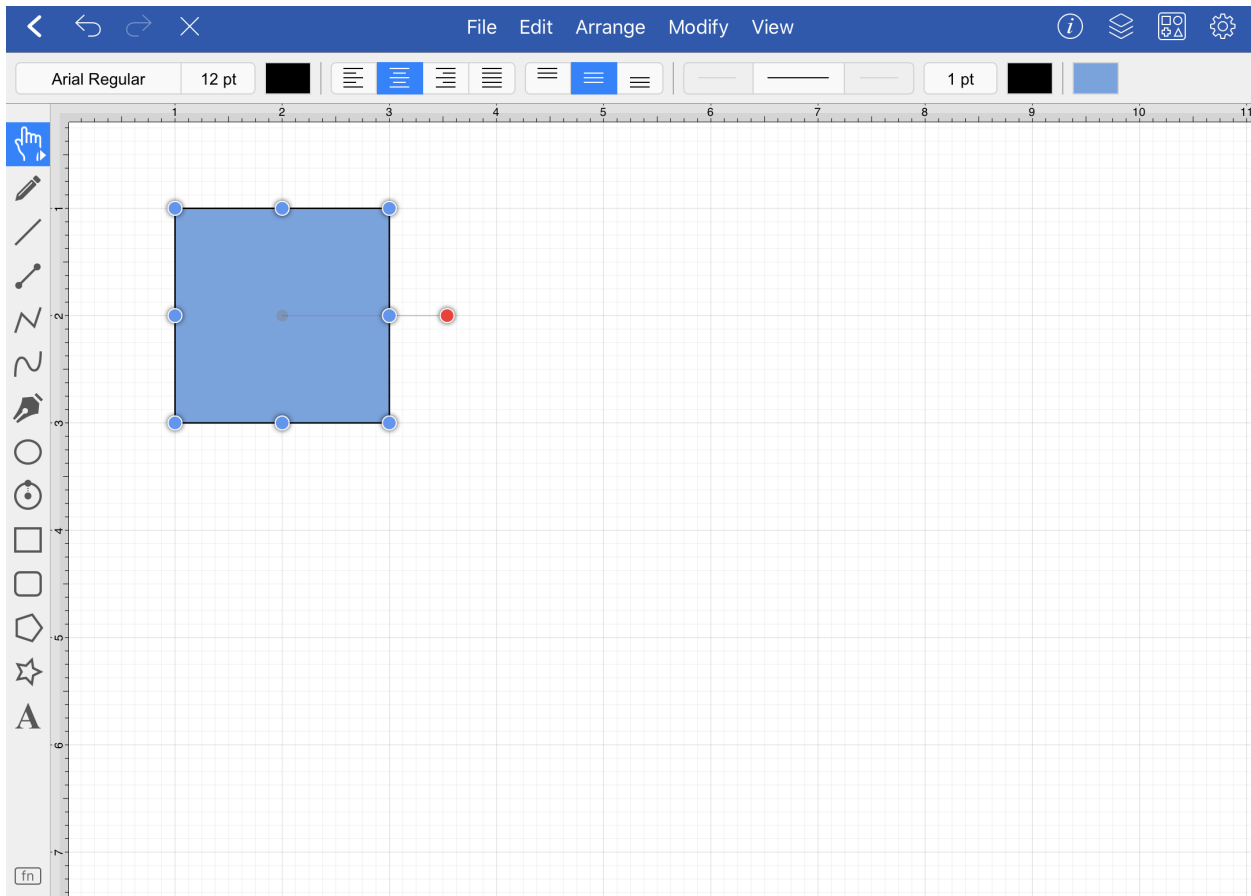
Step 2: Next, you will need to enable the [Function Key Feature](#). To enable this functionality, hold and press on the lower half of the [Drawing Toolbar](#) where no tools are present. After approximately 1 second, the toolbar will turn red as an indication of the [Function Key Feature](#) being enabled. It will remain enabled as long as the utilized finger/thumb remains held on the toolbar.



Step 3: Touch in a desired location on the [Drawing Canvas](#) and then **Drag** downward or in another direction without lifting the utilized finger.

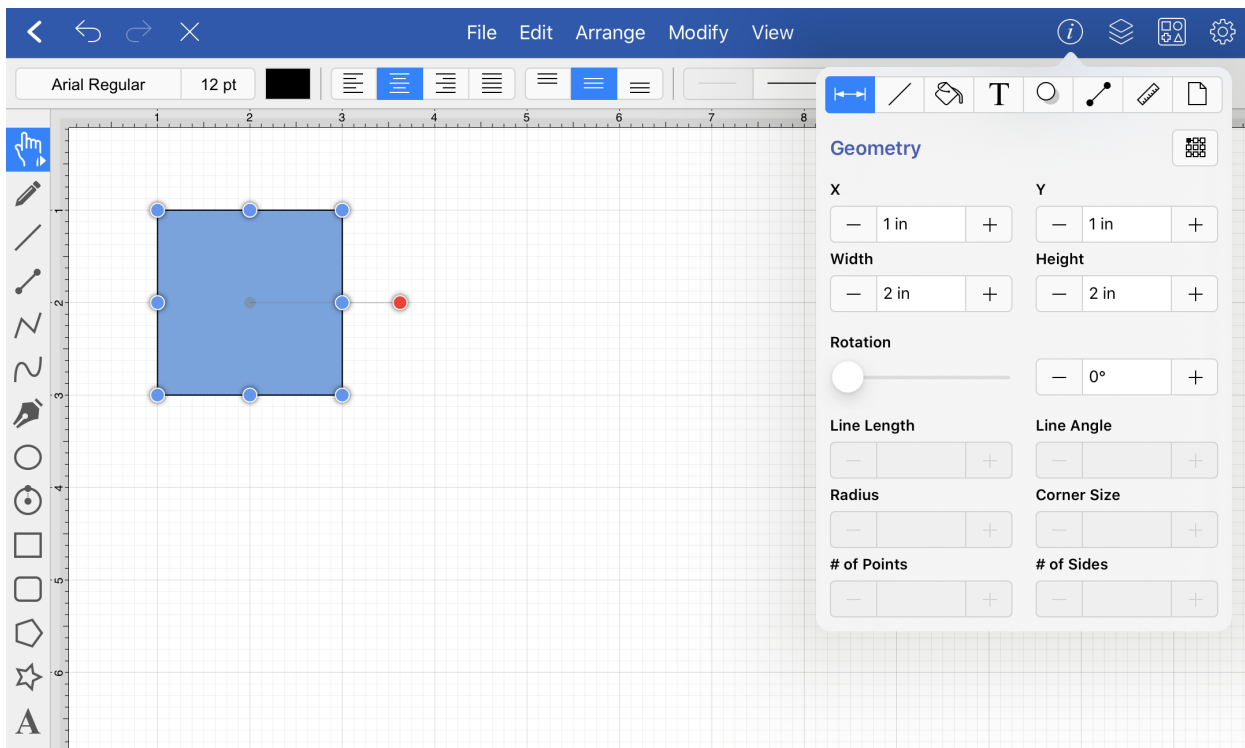


Step 4: Release your finger once the shape is completed to disable this feature. You will have a perfectly shaped square when finished.



Step 5: To view the **Width** and **Height** of your shape, press on the **Info Button** in the [Top Toolbar](#) to open the [Geometry Tab](#).

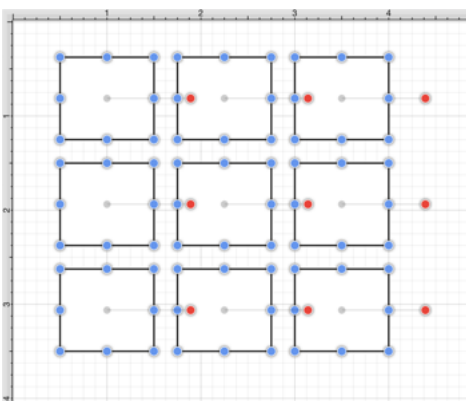
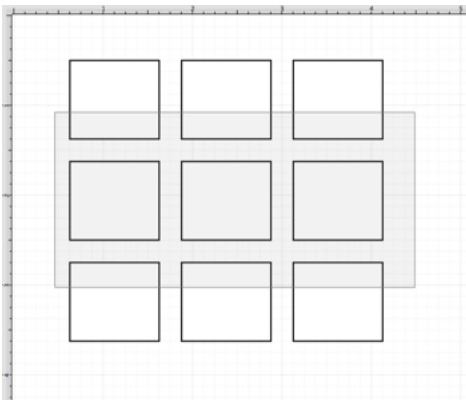
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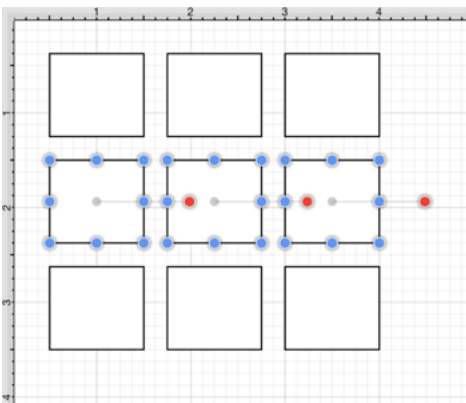
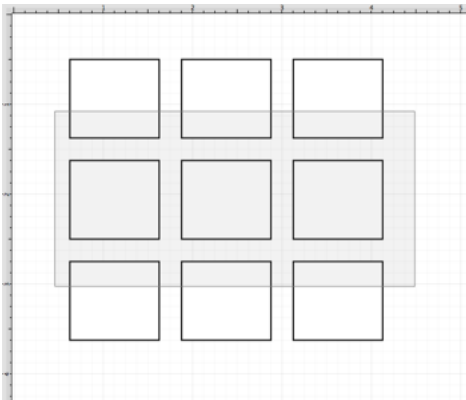
6.3. Using the Selection Rectangle

The **Selection Rectangle** provides an easy method for selecting multiple figures within a drawing. Touch and drag from left to right or right to left on any point in the [Drawing Canvas](#) and then lift your finger once the **Selection Rectangle** resides over the desired area. Figure selection will vary depending on the direction used for dragging your finger.

If you drag the **Selection Rectangle** from left to right, it will select all figures within its bounds as well as any figures it intersects.



While this approach is a great choice for making a quick selection in a defined area, it does not offer the amount of control that is sometimes needed during figure selection. You can drag the **Selection Rectangle** from right to left to select figures residing in its bounds without selecting intersecting figures. This provides finer control for using the **Selection Rectangle** to select multiple figures in a specified area of the [Drawing Canvas](#).



Note: For more information about selecting figures within a drawing, please refer to the [Selecting a Figure](#) page of the documentation.

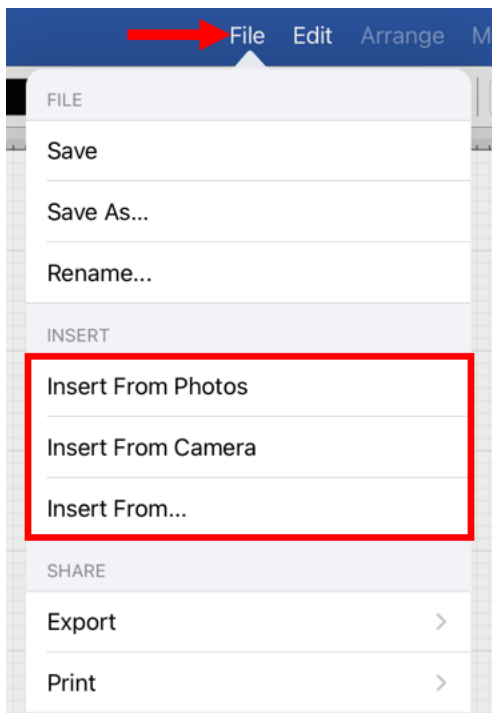
6.4. How to Resize an Image to Scale

The linear, horizontal distance, and vertical distance dimension tools can be used to add a dimension line to a floor plan or other image and scale that image based on an entered value. Once scaled, the opacity can be changed to perform tracing on the floor plan image.

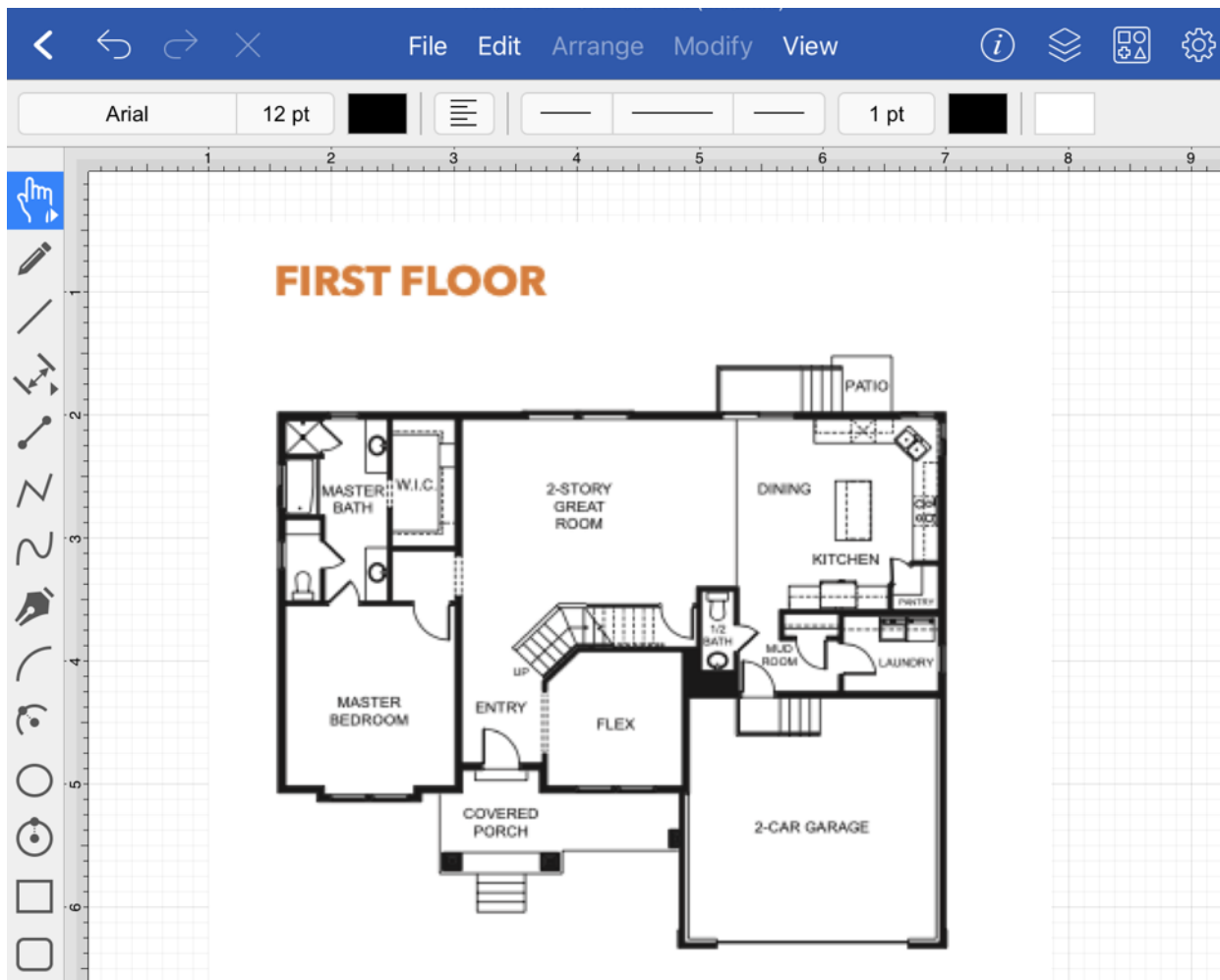
The step-by-step example is shown below:

Step 1: Insert the Floor Plan Image into the Drawing

To insert the floor plan image into your drawing, **press** on the [File Menu](#). Then **press** to select one of the provided **Insert options**.



The floor plan image has been inserted into the drawing and is shown below:

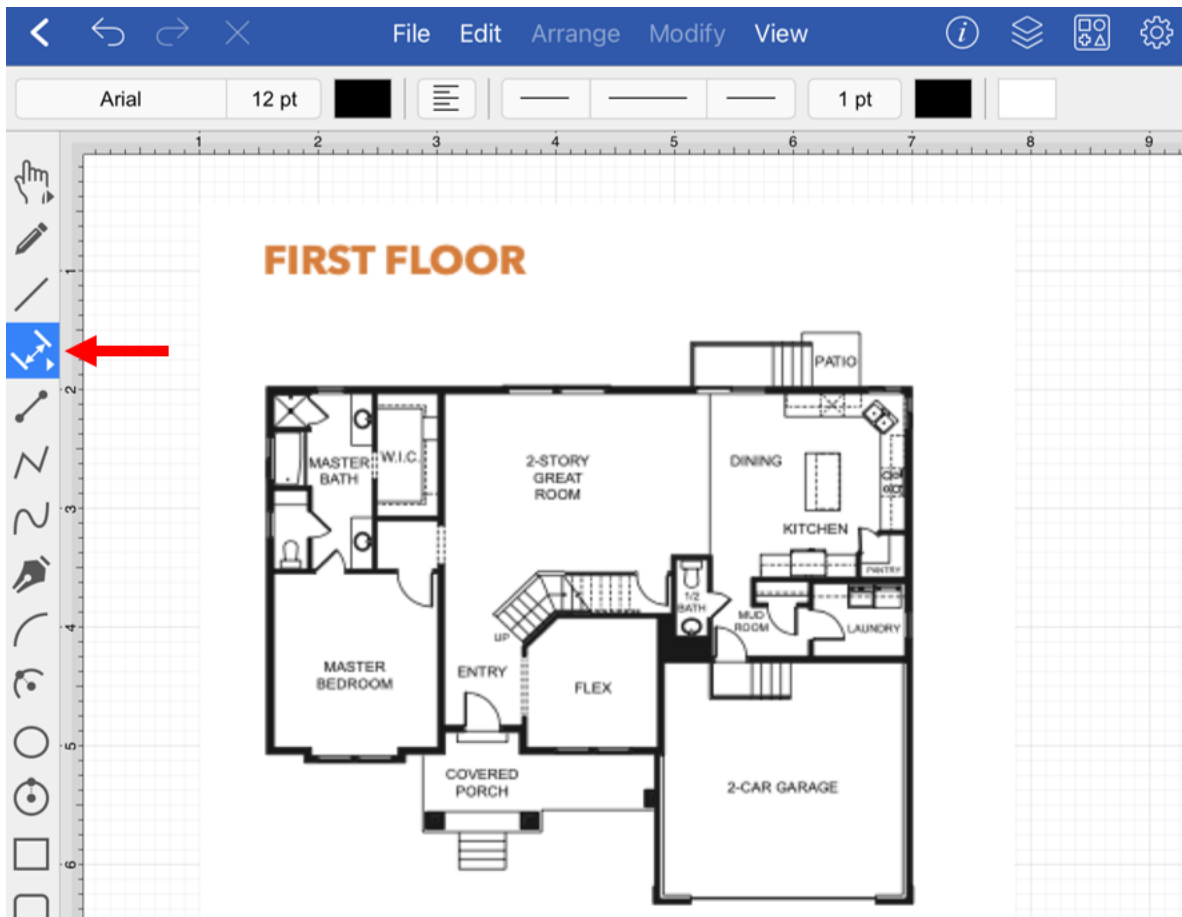


Note: For step-by-step instructions, please see: [Inserting Images into Drawings](#)

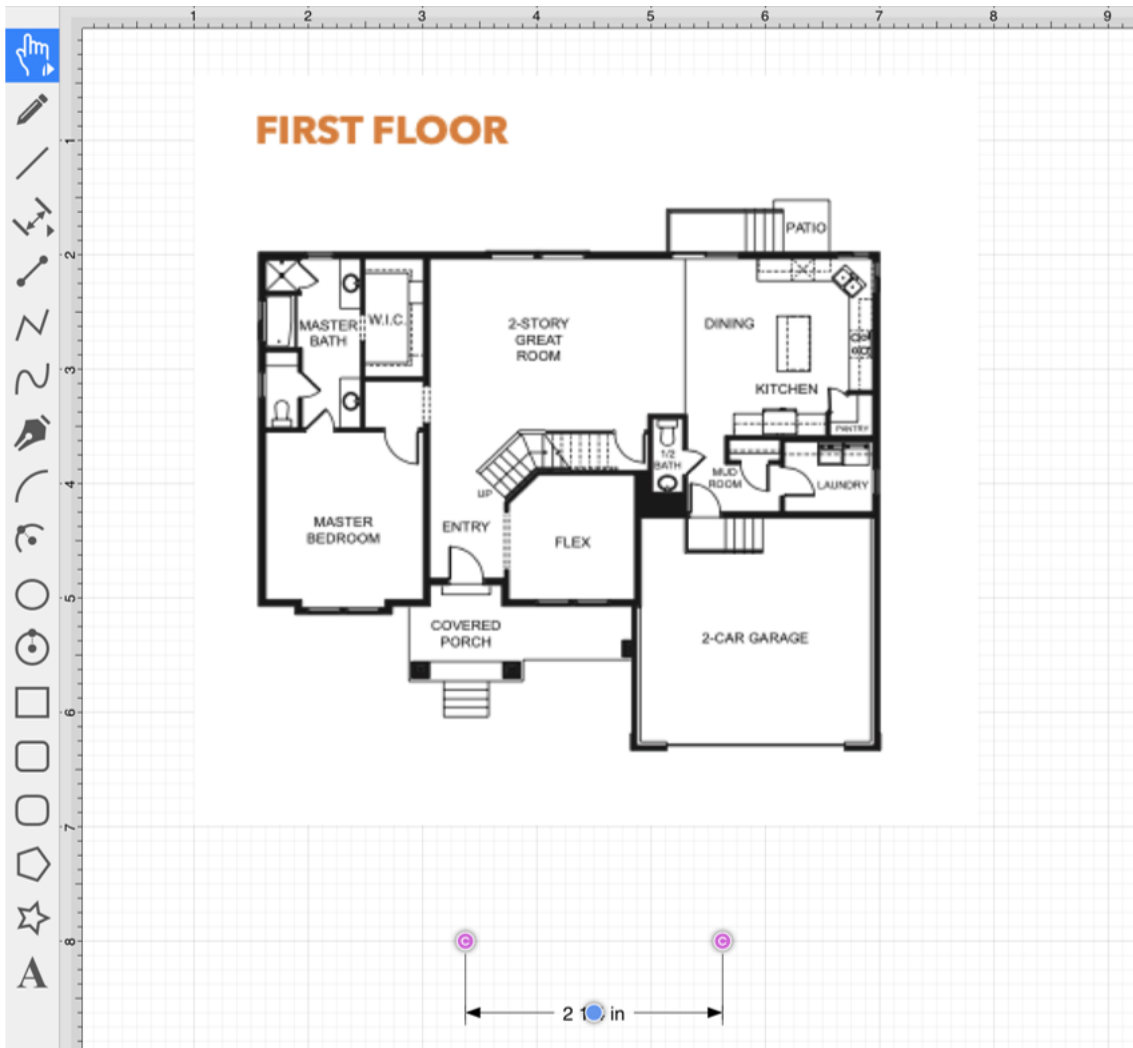
Step 2: Draw a Dimension Line

Next, draw a dimension line within the drawing. For this example, the Linear Dimension Tool will be used.

Tap within the Drawing Toolbar to select the Linear Dimension Tool



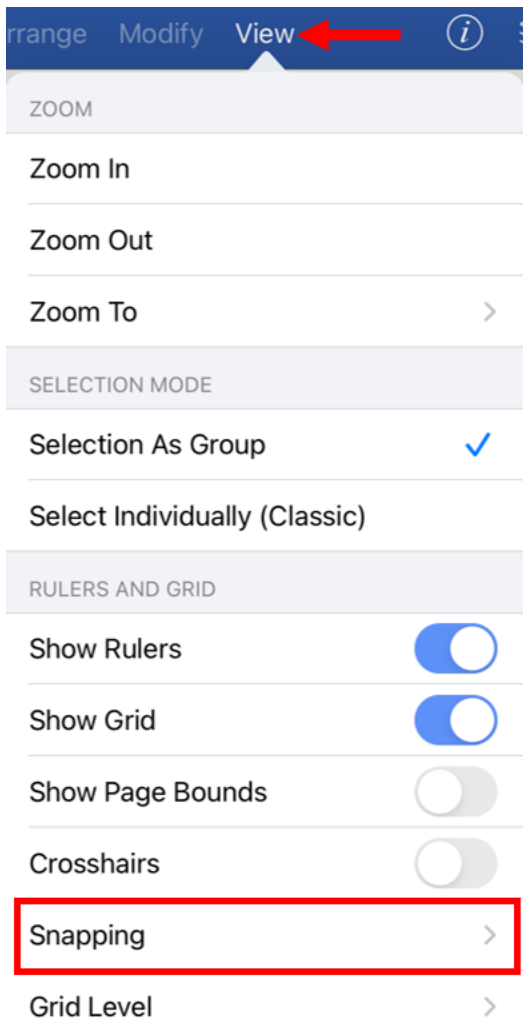
Next, draw a dimension line below the floor plan image.



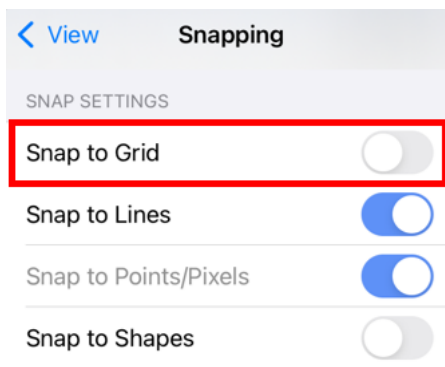
Step 3: Disable the "Snap to Grid" Option

This option will need to be disabled so that the connection points for the dimension line can be dragged to a desired location within the floor plan image.

To disable, **press** on the View Menu and then **press** on the **Snapping Submenu**.



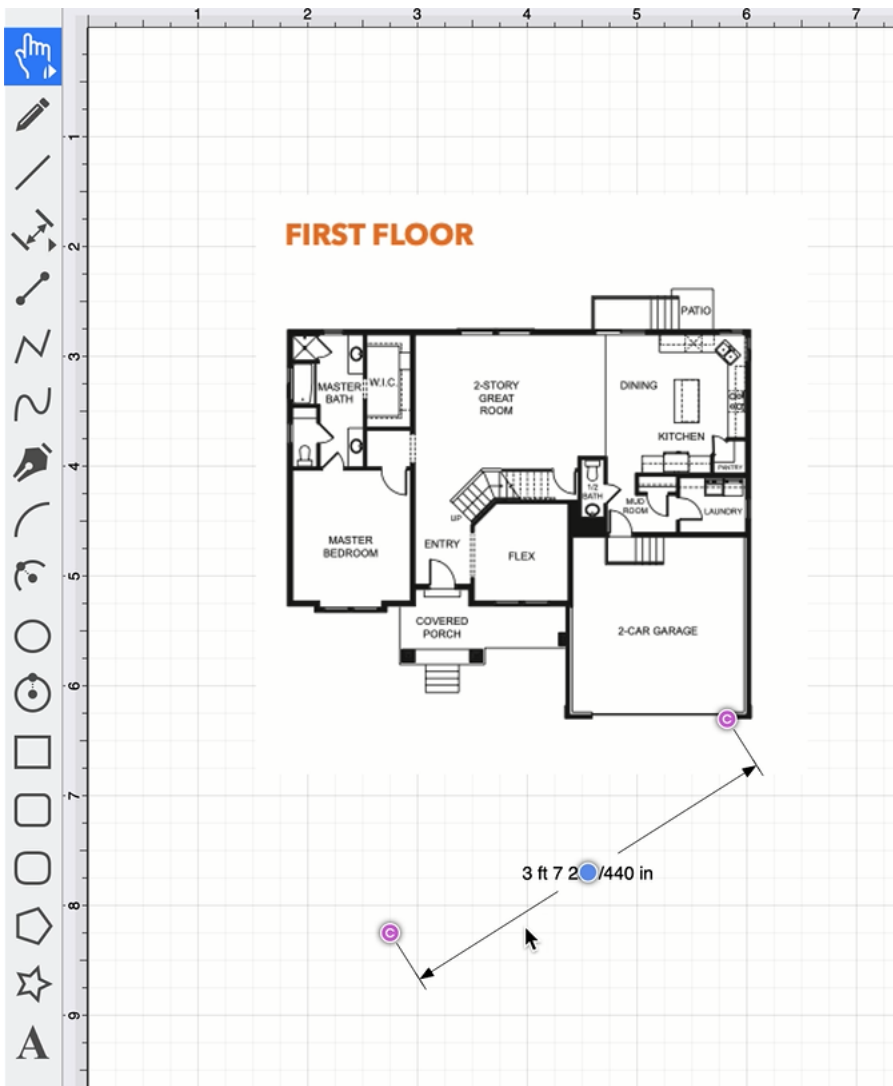
Next **tap** on the **Snap to Grid** toggle slider to disable the option.



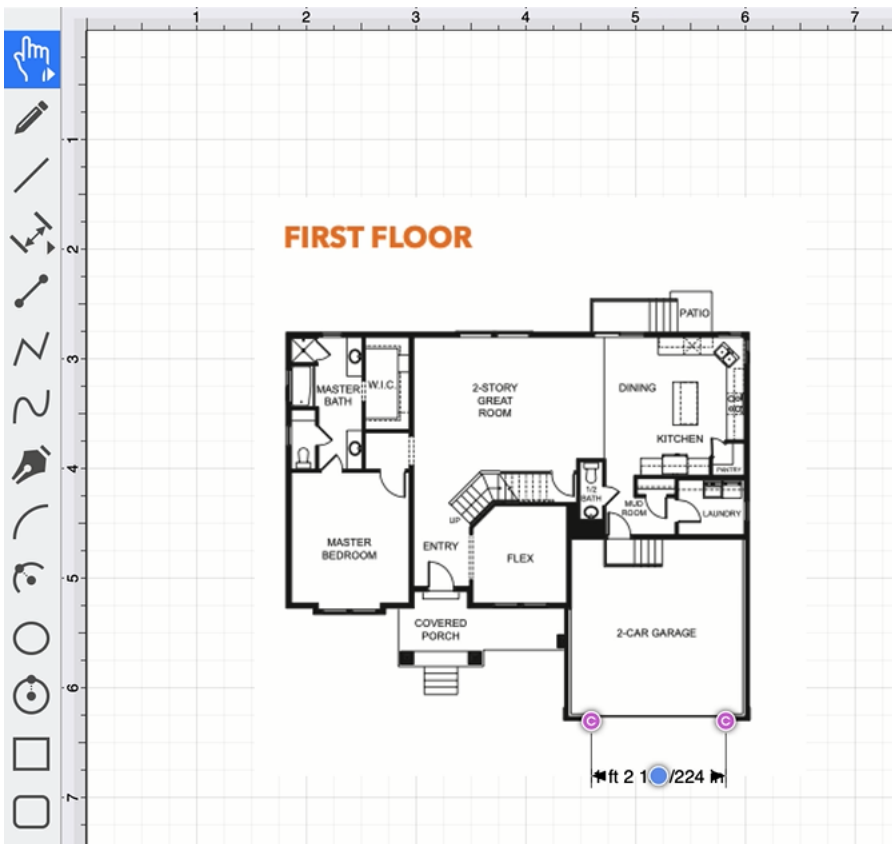
Step 4: Drag the Connection Points to a Specific Location within the Floor Plan

After the *Snap to Grid* option has been disabled, you will be able to drag each connection point on the dimension line to a desired location within the floor plan.

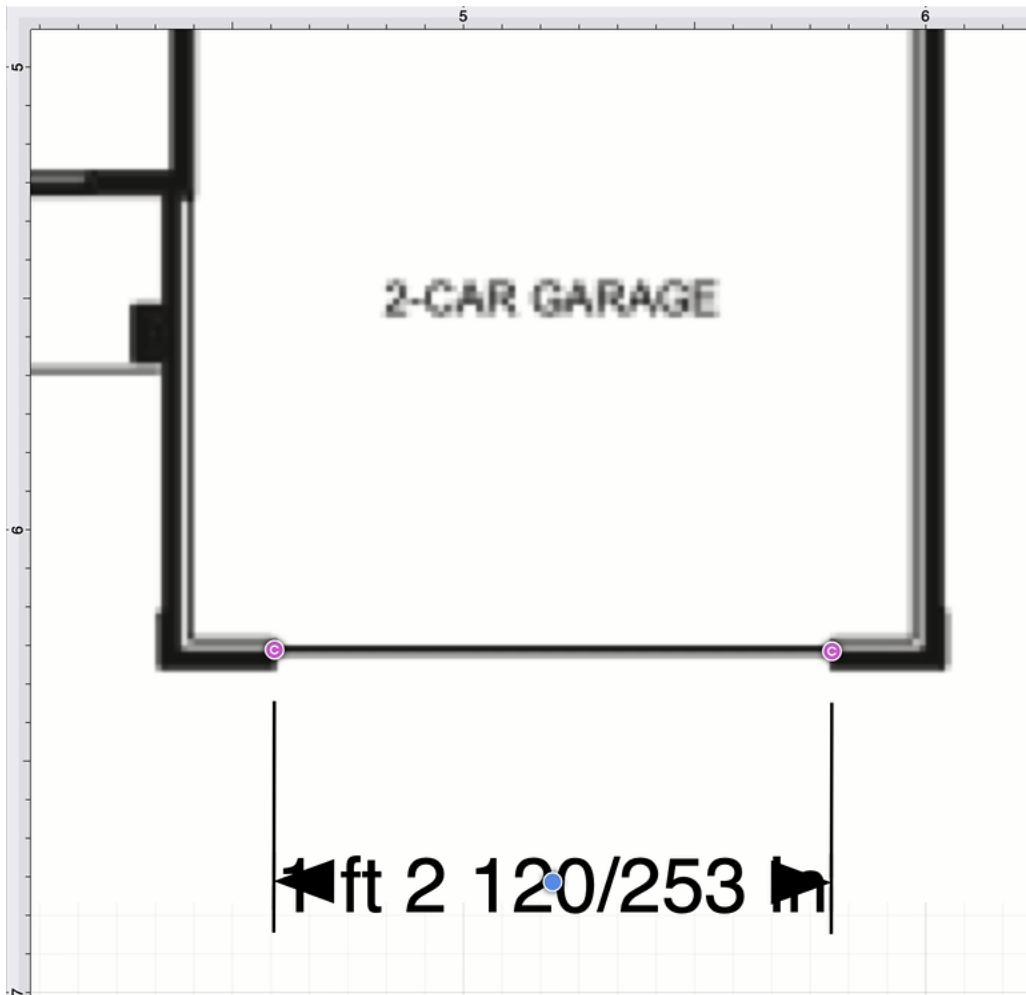
For the first connection point, enable the Function Key Feature and perform a **touch and drag** action to move it to a desired location on the floor plan.



For the second connection point, enable the Function Key Feature and perform a **touch and drag** action to move it to a desired location on the floor plan.



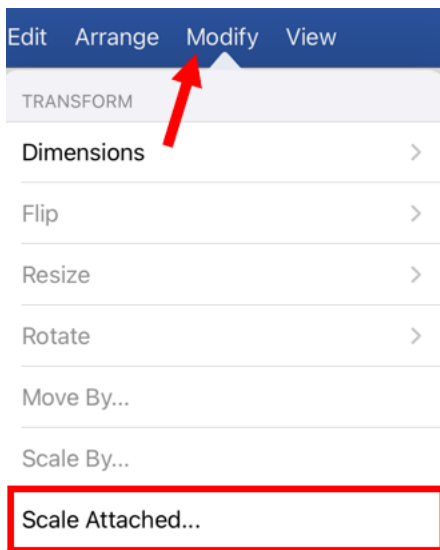
Tip: You can zoom in on a specific location within the floor plan to be more precise when changing the dimension line connection point locations.



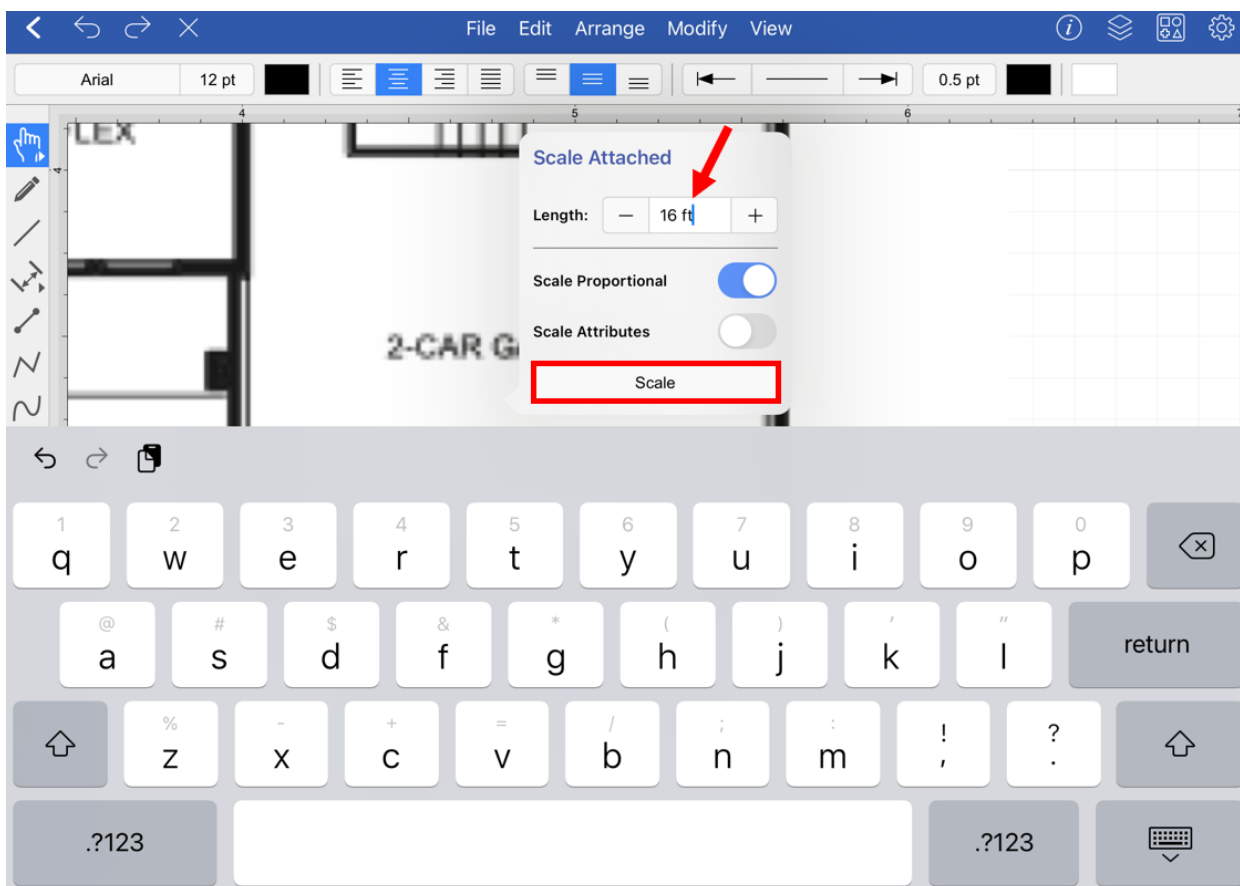
Step 5: Use the Scale Attached Option

The **Scale Attached** option can be used to scale the drawing based on an entered scale value (e.g., 10 ft).

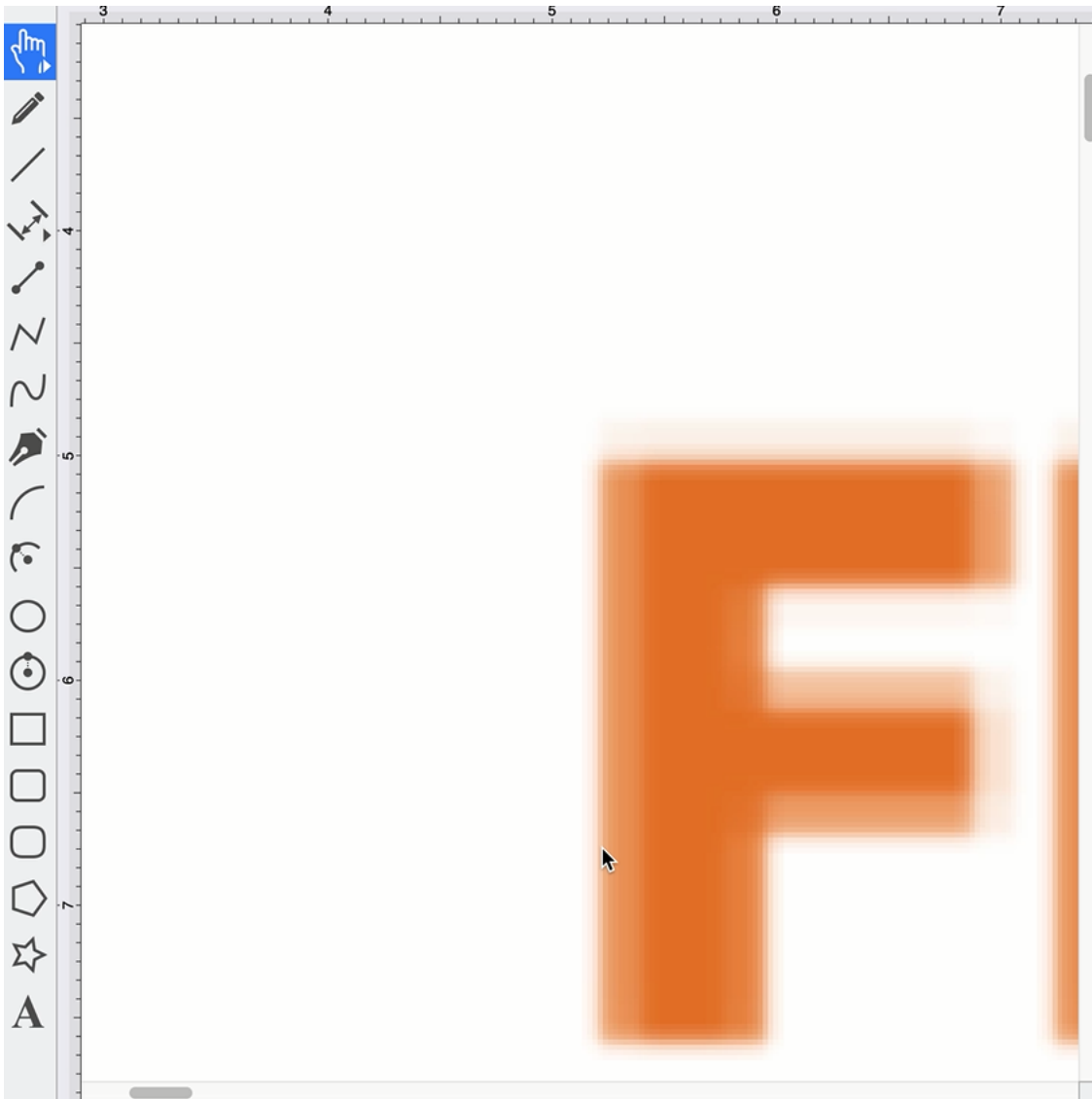
Press on the Modify Menu and then **press** on the **Scale Attached...** option.



Next, enter a new **Length** value. For this example, "16 ft" will be entered.

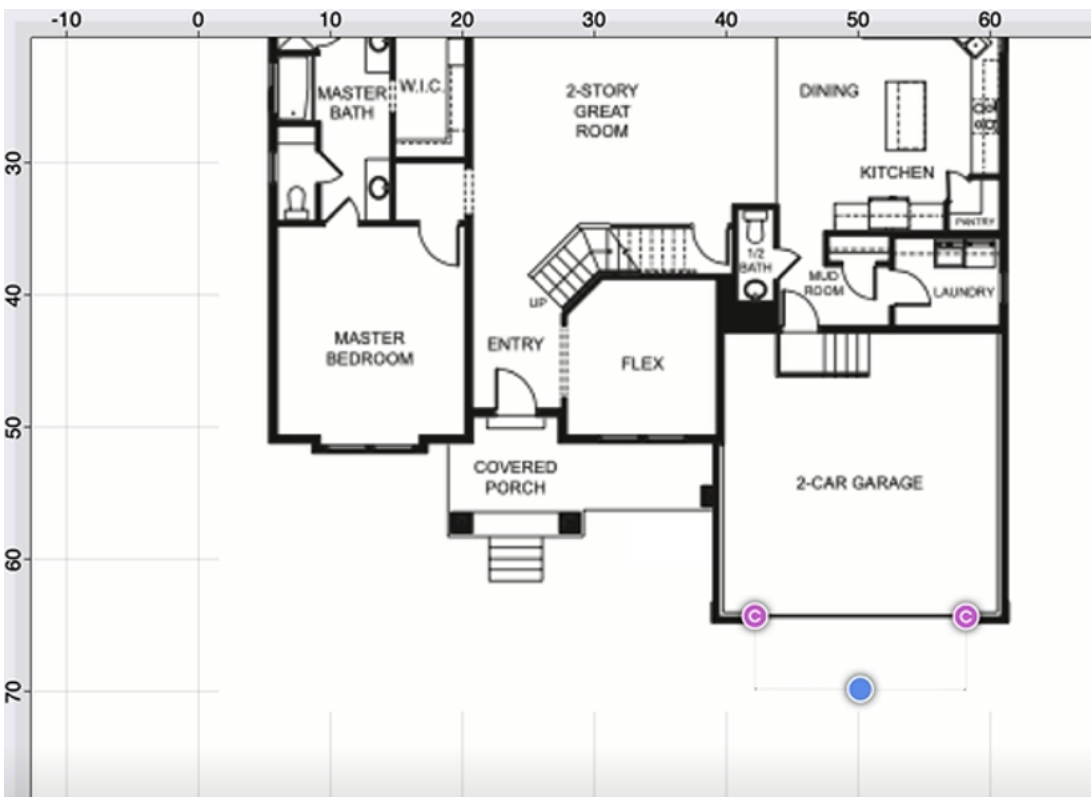
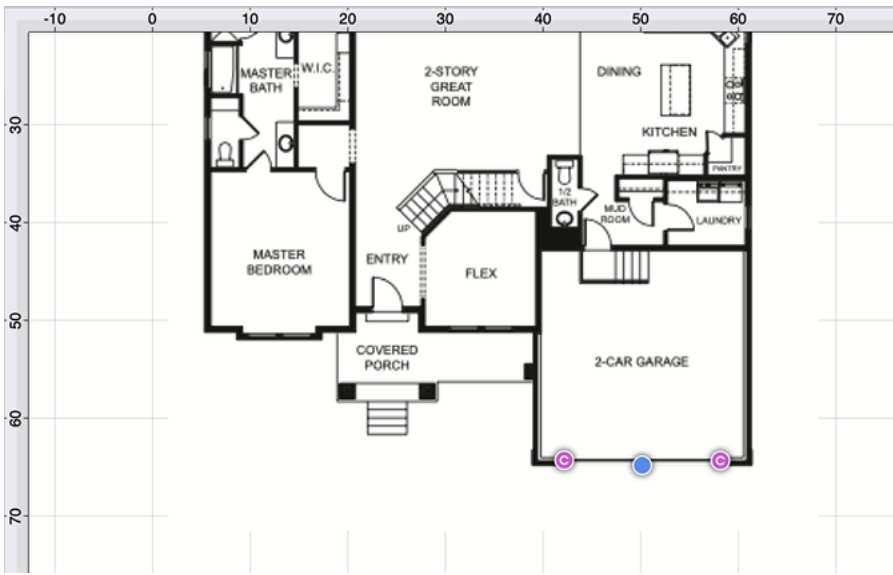


The image will scale based on the entered length value.



Step 6: Change the Dimension Line Font Size

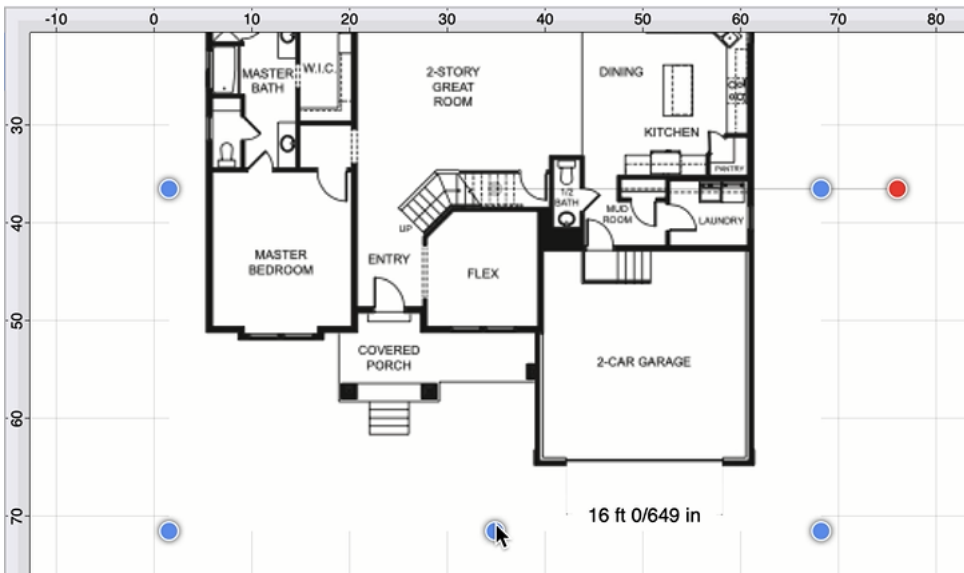
Select the **Dimension Line** and then **touch and drag** on the bounds handle to drag the handle downward.



Increase the font size so that the dimension information is viewable for the location the dimension line represents.



After the font size has been changed, the dimension information will be more visible, as shown below:

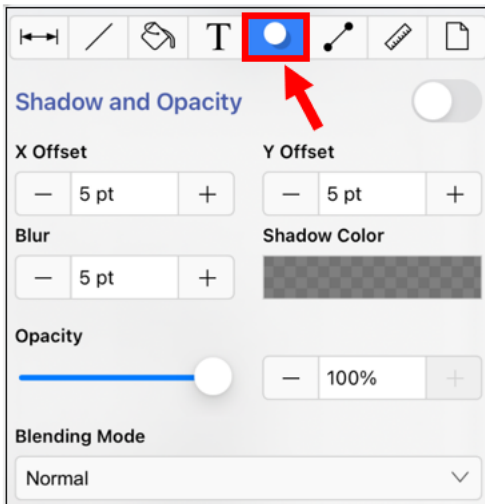


Step 7: Change the Opacity for Tracing

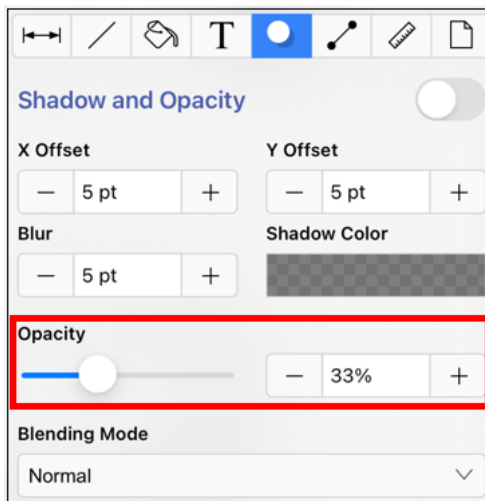
Select the image and then **press** on Info Button within the Top Toolbar.



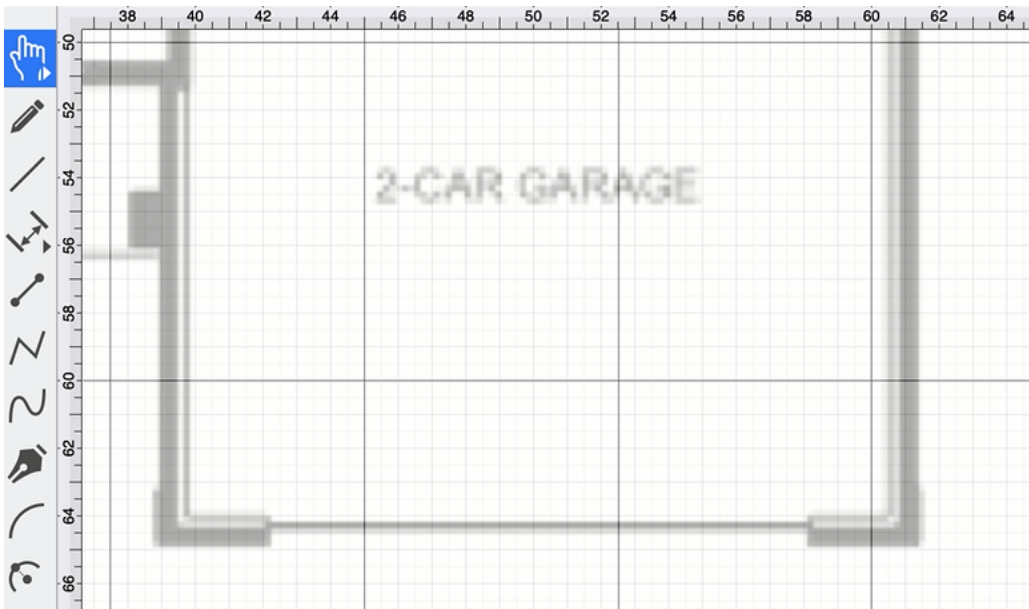
Next, **press** on the Shadow and Opacity Tab.



Touch and drag on the opacity slider or use the + and - buttons to make changes to the opacity value.

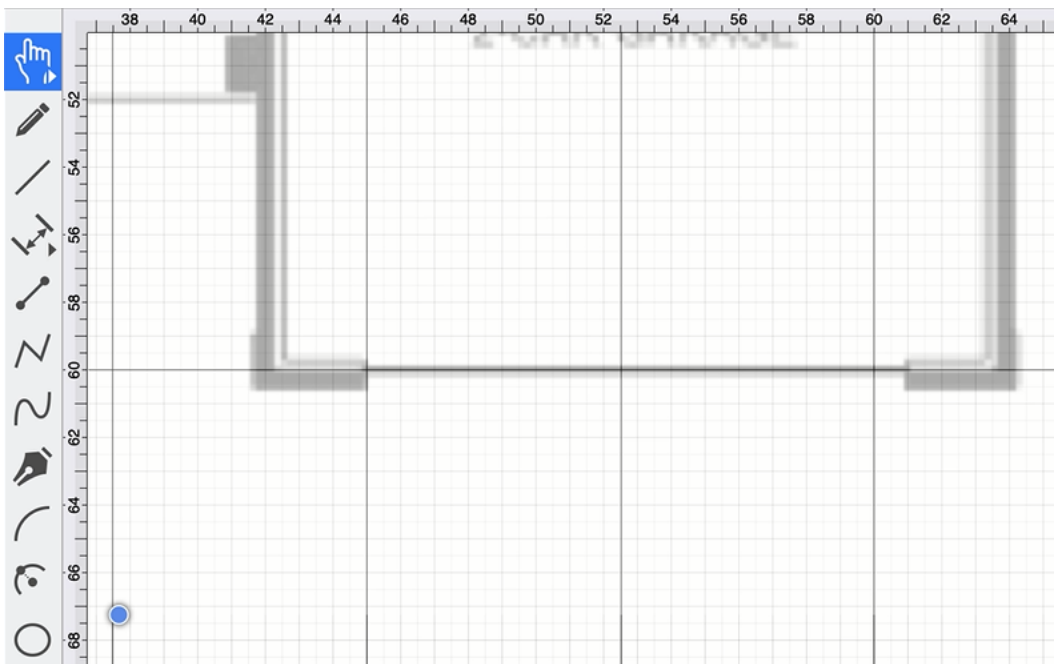


The image will appear as shown below:



Completed Example

The floor plan can optionally be lined up to specific points on the gridline, as shown in the image below:



Once finished, zoom out to see the entire floor plan and perform any needed tracing activities.

7. Miscellaneous

TouchDraw 2 supports specific file formats for importing or exporting. The following documentation sections supply information regarding:

7.1. File Format Support

Images or drawings from outside applications can be imported for editing within TouchDraw 2. A created drawing in TouchDraw 2 can also be exported into an alternative file format.

See the [Importers](#) and [Exporters](#) tables for additional information about supported file formats. Known issues during exporting or importing of specific formats are noted in the the following documentation pages.

7.1.1. Importers

Importer Type	Supported Import Methods
Image Importer	TouchDraw 2 supports inserting or pasting bitmap images into a drawing.
SVG (Scalable Vector Graphics)	TouchDraw 2 supports converting SVG files into a drawing.
VSD, VSDX, VDX (Visio Drawings)	TouchDraw 2 supports converting Visio files into a drawing.
EMF (Enhanced Metafile)	TouchDraw 2 supports converting EMF files into a drawing.
WMF (Windows Metafile)	TouchDraw 2 supports converting WMF files into a drawing.
iDraw (Graphic Drawings)	TouchDraw 2 supports converting iDraw files into a drawing.

7.1.1.1. Image Importer Notes

TouchDraw 2 for iPad supports importing the following bitmap image formats.

- PNG
- JPEG
- GIF
- BMP
- TIFF
- HEIF

Limitations

- None Known

Known Issues

- None Known

7.1.1.2. SVG Importer Notes

TouchDraw 2 supports importing Scalable Vector Graphics (SVG) files. This page documents the known issues and limitations of the importer.

Limitations

Not every SVG feature is supported by the importer. When an SVG feature has no equal within TouchDraw 2, the original SVG command is ignored. As SVG is large and complex specification, the following is a non-exhaustive list of limitations we are aware of:

- Elliptical gradients cannot be imported.
- Clipping regions are not imported.

Known Issues

- None Known

7.1.1.3. VDX Importer Notes

TouchDraw 2 supports converting Microsoft Visio in the VSD, VSDX and VDX formats. This page documents the known issues and limitations of the importer. **Limitations**

Not every Visio feature is supported by the importer as TouchDraw 2 does not have every feature that Visio does, nor does Visio have every feature TouchDraw 2 does. When a feature has no equal within TouchDraw 2, the original command and/or data is ignored. As the Visio file format is very extensive, the following is a non-exhaustive list of limitations we are aware of:

- Only visual information (the look/layout of the drawing) is imported. Any semantic information (associated metadata) stored in the Visio file will be lost.

Known Issues

- None Known

7.1.1.4. EMF Importer Notes

TouchDraw 2 supports converting Enhanced Metafile (EMF) files mainly for the purpose of importing embedded stencil file in Visio documents. This page documents the known issues and limitations of the importer.

Limitations

- None known

Known Issues

- None Known

7.1.1.5. WMF Importer Notes

TouchDraw 2 supports importing Windows Metafile (WMF) files mainly for the purpose of importing embedded stencil file in Visio documents. This page documents the known issues and limitations of the importer.

Limitations

- None known

Known Issues

- None Known

7.1.1.6. iDraw Importer Notes

TouchDraw 2 supports converting drawings created with Graphic (iDraw) files.

Limitations

- None known

Known Issues

- None Known

7.1.2. Exporters

File Formats	Options
Image Exporter	TouchDraw 2 supports the exporting of a drawing in the form of a bitmap image (PNG/JPEG). Refer to the Image Exporter Notes section of the documentation to learn more about this exporting option.
Scalable Vector Graphics (SVG)	TouchDraw 2 supports the exporting of a drawing as a Scalable Vector Graphics (SVG). No additional options are associated with this choice. Refer to the SVG Exporter Notes section of the documentation to learn more about this exporting option.
Portable Document Format (PDF)	TouchDraw 2 supports the exporting of a drawing as a Portable Document Format (PDF). Refer to the PDF Exporter Notes section of the documentation to learn more about this exporting option.
Microsoft Visio (VSDX, VDX)	TouchDraw 2 supports exporting a drawing as a Microsoft Visio (VSDX, VDX) file. No additional options are associated with this choice. Refer to the Visio Exporter Notes section of the documentation to learn more about this exporting option.

Note Refer to the [Exporting Submenu](#) section of the documentation to learn more about exporting a drawing from TouchDraw 2.

7.1.2.1. Image Exporter Notes

TouchDraw 2 supports exporting drawings in the following bitmap image formats:

- PNG
- JPEG
- GIF
- BMP
- TIFF

Limitations

- None Known

Known Issues

- None Known

7.1.2.2. SVG Exporter Notes

TouchDraw 2 supports exporting drawing files to the Scalable Vector Graphics (SVG) file format. The following page outlines the known issues and limitations of the exporter.

Limitations

- Only the visual information will be exported as SVG does not support some TouchDraw 2 features such as connections.

Known Issues

- None known

Notes

- Many SVG viewers and/or editors do not support all of the features of SVG that TouchDraw 2 may possibly use to export your drawing. Specifically, many SVG views do not correctly render shadows. The Elevenworks team recommends using the Google Chrome web browser to view and validate that your drawing was exported as expected. In our testing, Chrome has been found to have the most full feature (freely available) SVG rendering support.

7.1.2.3. PDF Exporter Notes

TouchDraw 2 supports exporting drawing files to the Portable Document Format (PDF) file format. The following page outlines the known issues and limitations of the exporter.

Limitations

- None known

Known Issues

- None known

7.1.2.4. VDX Exporter Notes

TouchDraw 2 supports exporting drawing files to Microsoft Visio VSDX and VDX file formats. The following page outlines the known issues and limitations of the exporter.

Limitations









- Font, font color and font size are the only font (text) attributes currently exported.
- Exporting of the drawing background color is not supported.

Known Issues




- None

7.2. Handles Reference

TouchDraw 2 uses the color and decoration to differentiate the different functions of the handles so that you can quickly identify what they do. The following is a table of the different handles and their function.






Image	Handle	Description
	Bounds Handle	The Bounds Handle is used to change the width and height of a shape.
	Group Bounds Handle	The Group Bounds Handle is used to change the width and height of a group. The center dot in the handle is provided to let you know you have selected a group of figures, as opposed to a single figure.
	Path Start Handle	The Path Start Handle indicates which point or a path is the starting point.
	Path End Point Handle	The Path End Point Handle indicates which point is an end (or start, depending on how you look at it) point of a line or curve segment within a path.
	Path Control Point Handle	The Path Control Point Handle indicates which points of a path are control points.
	Phantom Path Control Handle	The Phantom Path Control Handle is a control handle displayed in gray to indicate that it has not been used. This characteristic provides a hint to the TouchDraw 2 application that the handle should function as a control handle in scenarios where the next drawn segment is a curve.
	Rotation Handle	The Rotation Handle is displayed on shapes (or groups) which can be rotated around their center point. You can use the "function key feature" in conjunction with the rotation handle to rotate figures in increments of 15 degrees.
	Center of Rotation Handle	The Center of Rotation Handle indicates where the current center of rotation point lies in a selected shape(s) or group of shapes.

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Image	Handle	Description
	Lock Handle	The Lock Handle indicates that the selected figure (or group) is currently locked, which means it cannot be resized or moved.
	Connection Handle	The Connection Handle indicates that the selected line can be used to connect to figures.
	Gradient Location Handle	The Gradient Location Handle indicates the current center location of a gradient fill within a figure(s) or group of figures.

7.3. Zooming

TouchDraw 2 uses the standard iOS gestures to zoom a drawing. Refer to the following table to learn more about available zoom gestures:

Icon	Action	Description
	Zoom In	To zoom in on an area (make it larger), first make sure the Selection Tool is active. Place two fingers on the drawing canvas and slowly spread them apart. The drawing will zoom in on the area between the two fingers as they are spread.
	Zoom Out	To zoom out of a drawing (make it smaller), place two fingers on the drawing canvas (as above); however, in this case the two fingers are pinched by slowly bringing them together. The drawing will zoom out based on how far the two fingers come together as the pinching action occurs.
	Zoom To Fit	If the Selection Tool is active and a triple tap is performed anywhere in the drawing canvas, the drawing will be zoomed to fit into the drawing view.
	Zoom To Fit Contents	If the Selection Tool is active and a quadruple tap is performed anywhere in the drawing canvas, the zoom level will zoom in and fit the drawing figures so that they are shown within the drawing window.
	Zoom To Origin	If the Selection Tool is active and five taps are performed anywhere in the drawing canvas, the zoom level will be reset to 100% and the origin of the drawing will be re-positioned so that 0,0 is in the upper left hand corner.
	Panning	If the Selection Tool is active, place two fingers on the drawing canvas and then drag them around to pan around a drawing.

Note: The panning and zooming gestures can be combined into one fluid gesture to quickly zoom and move to the target portion of a drawing.