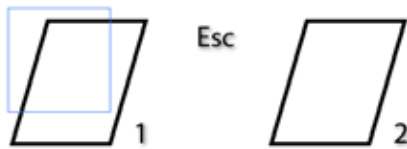




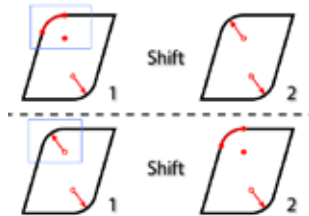
VECTORSCRIBE

DYNAMIC CORNERS

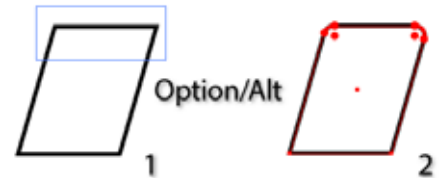
When dragging out a marquee:
'Esc' cancels the marquee



When dragging out a marquee:
'Shift' toggles the corner selection



When dragging out a marquee:
'Option+Alt' adds corners to all applicable points within the marquee



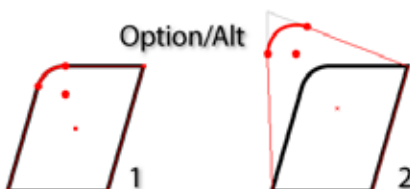
When dragging out a marquee:
'Shift' + 'Option+Alt' adds corners to all applicable points on paths intersecting the marquee



TIP

Temporarily turn on and off the smart guides by using the 'U' key when creating or adjusting your shape

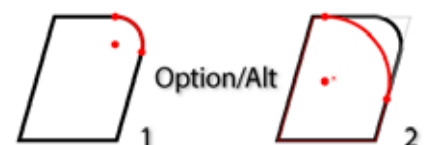
When mousing down on a corner:
'Option+Alt' allows the corner to be moved during a subsequent drag

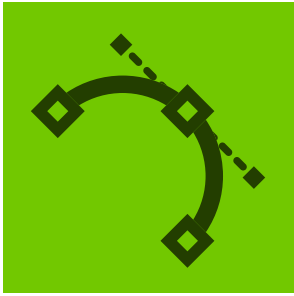


When mousing down on a corner: When adjusting a corner by dragging its radius point, endpoint or edge:
'Space' hides the annotations



When mousing down on a corner:
'Option+Alt' shows the corner's original (zero-radius) appearance [unless 'Option+Alt' was held down before the click-down; see above]





VECTORSCRIBE

DYNAMIC MEASURE

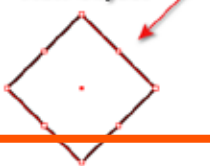
When mouse is up:
With the above Dynamic Measure preference set, 'Option+Alt' rotates angle/distance pref copying. When you press the 'Option+Alt' key (not whilst measuring), the mouse pointer annotation toggles the small angle icon on/off. When displayed, any measurement made will copy the angle to the Constrain Angle Preference (plus DirectPrefs panel). When toggled off, the angle is not copied

Option/Alt

✓ Copy Angle to Constrain Angle Preference
○ Always * Use Alt Key Rotation



New Object



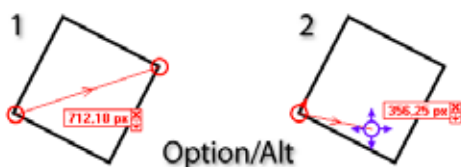
When measuring:
'Esc' cancels the measure
[mouse must be moved if mouse button is up]



When measuring:
'Shift' constrains the measurement angle



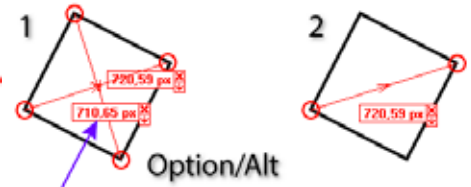
When hovering over a measure's endpoint:
'Option+Alt' + 'Click' on an endpoint allows movement of the endpoint



When hovering over a measure's data box:
'Shift' + 'Click' converts all measures to artwork



When hovering over a measure's data box:
'Option+Alt' + 'Click' deletes the measure

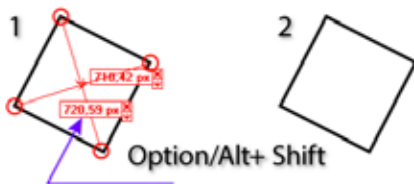




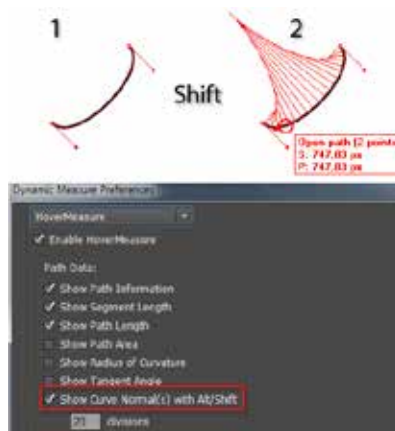
VECTORSCRIBE

DYNAMIC CORNERS

When hovering over a measure's data box:
'Shift' + 'Option+Alt' + 'Click'
deletes all measures



When hovering over
a path segment:
'Shift' shows all of the segment's
normals (when corresponding
Dynamic Measure preference is
enabled)

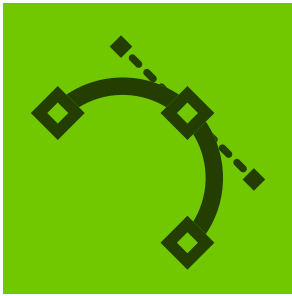


When hovering over
a path segment:
'Option+Alt' shows the normal at
the cursor position (when
corresponding pref is enabled)



When hovering over an
anchor point:
'Shift' or 'Option+Alt' shows the
normals to the path at the anchor
point (when corresponding
preference is enabled)





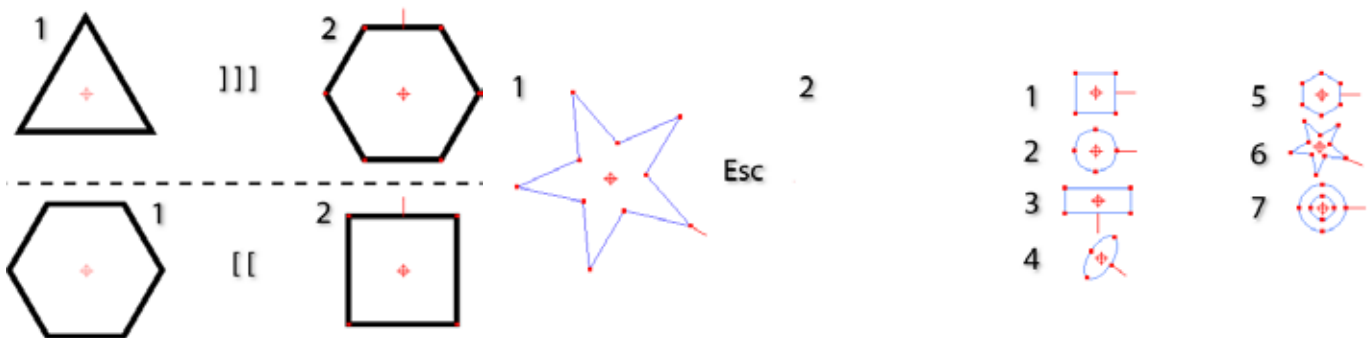
VECTORSCRIBE

DYNAMIC SHAPES

When a shape (except a square or rectangle) is selected:
Open and closed square brackets change the number of sides.

When a shape is being dragged out:
'Esc' cancels shape creation.

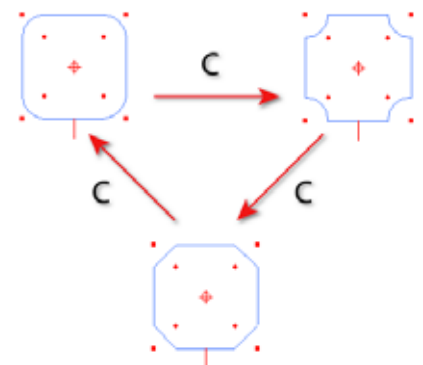
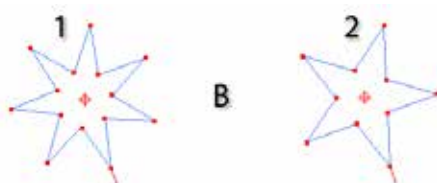
When a shape is being dragged out:
'1' through '7' change the shape type.



When a shape is being dragged out:
'0' and '9' change the shape type
(moving forward or backward through the types).

When a shape is being dragged out:
'B' changes the shape to its basic appearance.

When a shape is being dragged out:
'C' rotates through the different corner types.

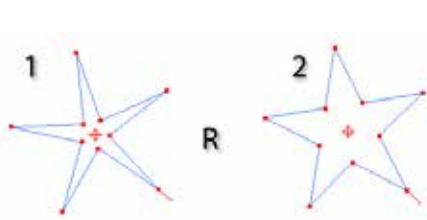




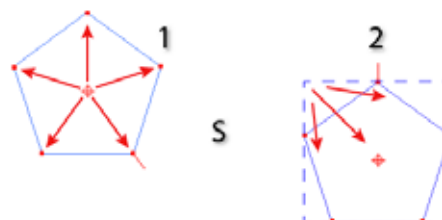
VECTORSCRIBE

DYNAMIC SHAPES

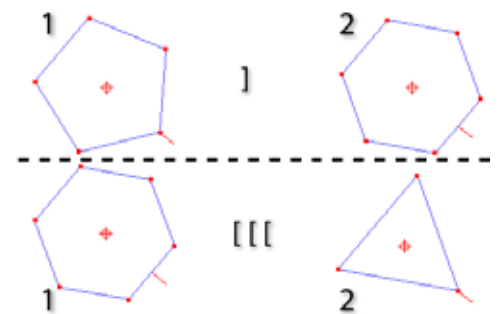
When a shape is being dragged out:
'R' (5-pointed or greater stars only) makes the star regular.



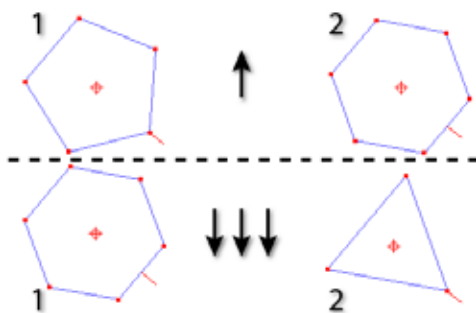
When a shape is being dragged out:
'S' toggles the creation mode (from center/from corner of bounding box).



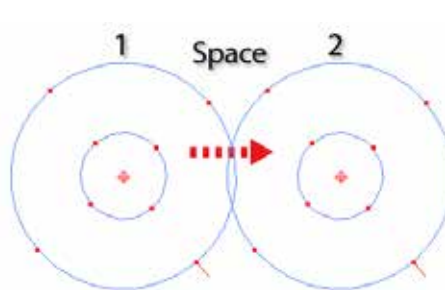
When a shape is being dragged out:
Open and closed square brackets change the number of sides.



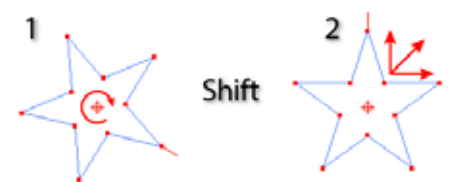
When a shape is being dragged out:
'Up-arrow' and 'down-arrow' change the number of sides.



When a shape is being dragged out:
'Space' moves the shape.



When a shape is being dragged out:
'Shift' constrains the shape's angle.





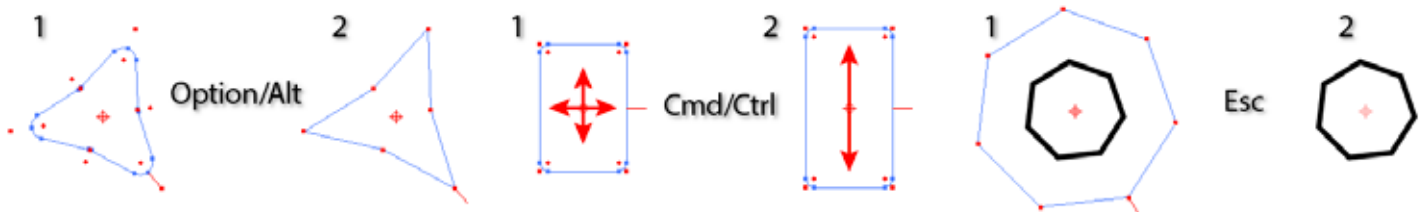
VECTORSCRIBE

DYNAMIC SHAPES

When a shape is being dragged out:
'Option+Alt' adjusts corner radii instead.

When a shape is being dragged out:
'Cmd+Ctrl' unlocks the shape's aspect ratio.

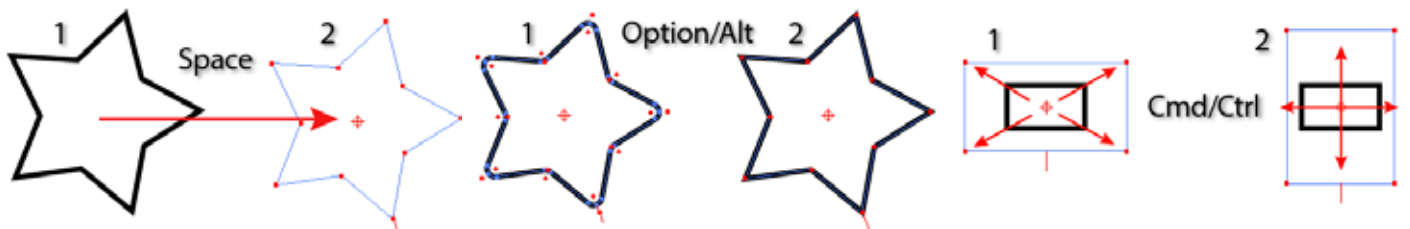
When editing a shape by dragging a corner point:
'Esc' cancels the operation.



When editing a shape by dragging a corner point: 'Space' moves the shape.

When editing a shape by dragging a corner point:
'Opt+Alt' adjusts corner radii instead.

'Cmd+Ctrl' when applied to rectangles and ellipses, it can adjust the aspect ratio of rectangles and ellipses. When applied to stars and donuts, it adjusts the inner or outer radius independently, depending on which was clicked on.





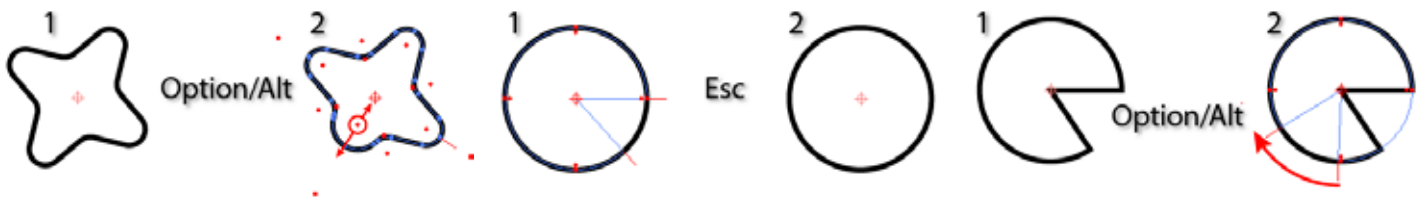
VECTORSCRIBE

DYNAMIC SHAPES

When editing a shape's corners by dragging a corner radius point:
'Opt+Alt' adjusts only the dragged corner.

When dragging a slice edge:
'Esc' cancels the operation.

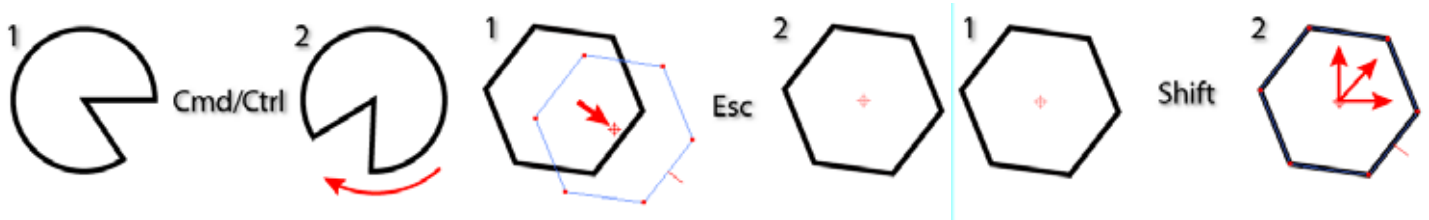
When dragging a slice edge:
'Opt+Alt' moves both sides of the slice simultaneously.



When dragging a slice edge:
'Cmd+Ctrl' rotates the entire shape.

When moving a shape by dragging its centerpoint:
'Esc' cancels the operation.

When moving a shape by dragging its centerpoint:
'Shift' constrains the angle of motion.



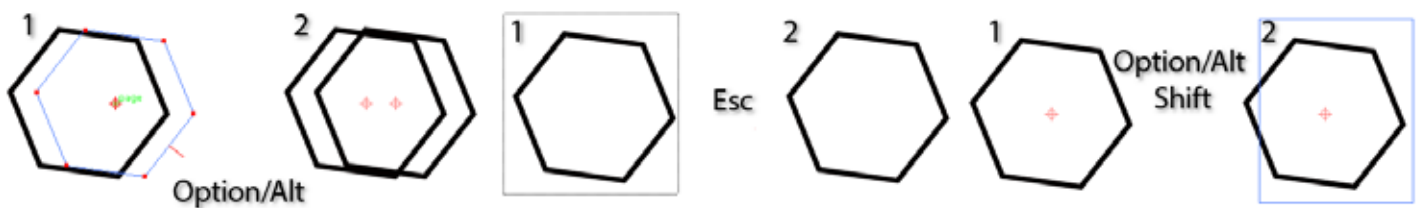


VECTORSCRIBE DYNAMIC SHAPES

When moving a shape by dragging its centerpoint:
'Opt+Alt' duplicates the shape.

When dragging out a marquee:
'Esc' cancels the marquee.

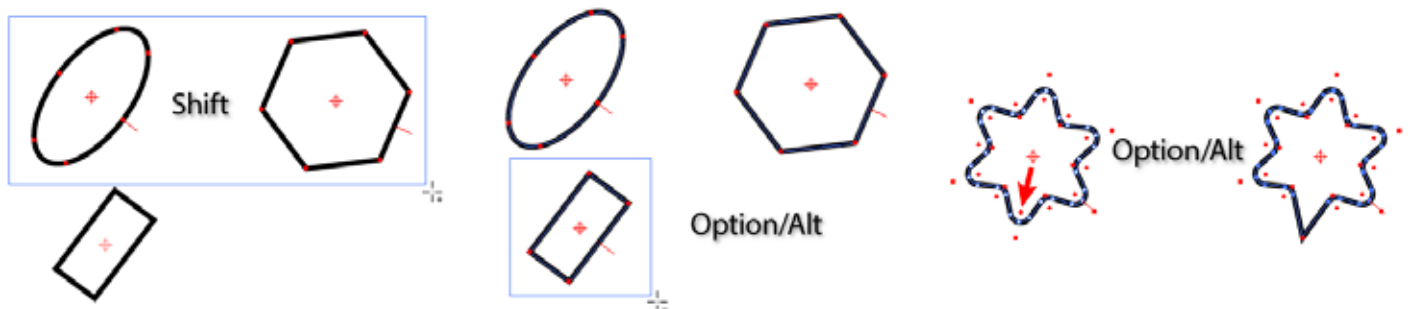
When dragging out a marquee:
'Shift' + 'Opt+Alt' is normal marquee (replaces selection).



When dragging out a marquee:
'Shift' alone adds to selection.

When dragging out a marquee:
'Opt+Alt' alone subtracts from selection.

When double-clicking a corner radius point to remove corners:
'Opt+Alt' only removes the double-clicked corner.



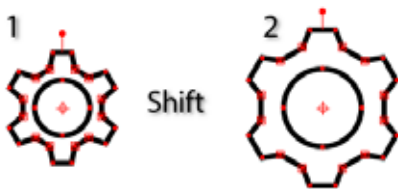


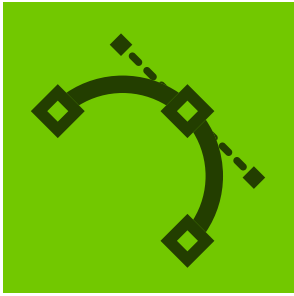
VECTORSCRIBE DYNAMIC SHAPES

When drag-scaling a
Dynamic Gear:
'Shift' retains the tooth size.

When drag-creating a
non-standard shape:
Arrow keys change various
parameters (depends on shape)

TIP
Temporarily turn on and off the
smart guides by using the 'U'
key when creating or adjusting
your shape





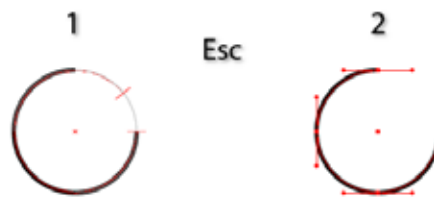
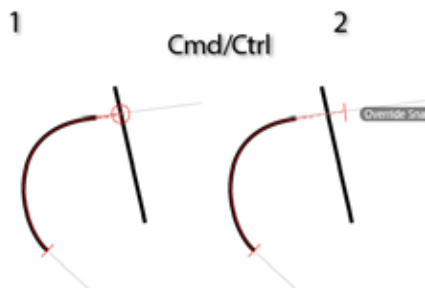
VECTORSCRIBE

EXTEND PATH TOOL

All keyboard shortcuts operate when the mouse button is down
CMD+Ctrl – overrides snapping and constraining

Esc – cancels path extension or shortening

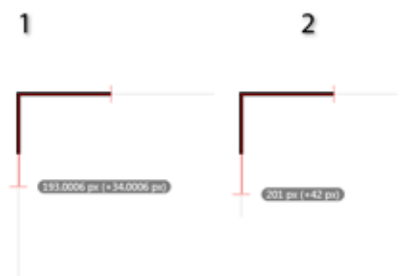
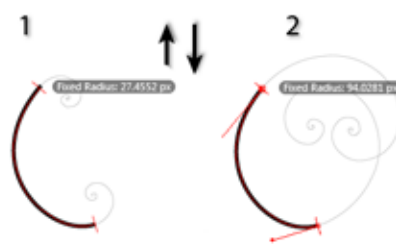
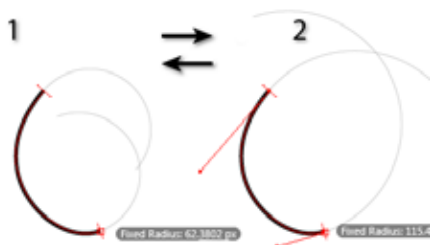
Space – hides annotations



Left/Right Arrow – in Fixed radius mode, this decreases/increases the radius value. In Scaled Radius mode, this decreases/increases the scaling factor

Up/Down Arrow – increases/decreases the spiral winding constant

C – toggles distance constraint





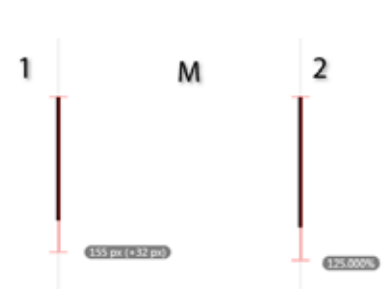
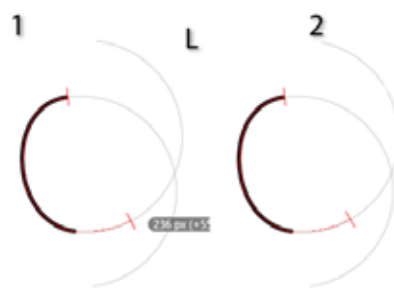
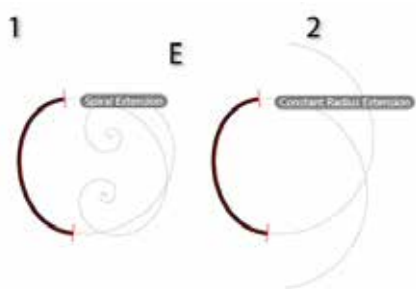
VECTORSCRIBE

EXTEND PATH TOOL

E – cycles through the four extension modes: Single Bezier, Constant Radius, Straight and Spiral

L – toggles display of measurement values

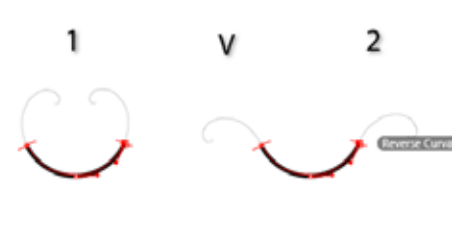
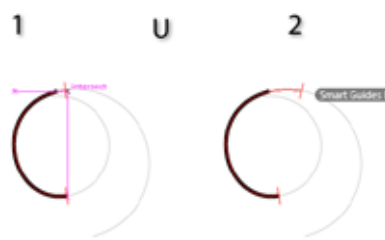
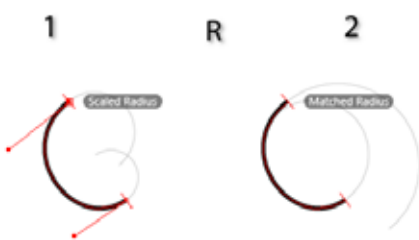
M – switches between the measurement types: Absolute and Percentage



R – cycles through the radius modes: Fixed, Matched and Scaled

U – With Smart Guides enabled, this temporarily disables Smart Guides

V – switches between normal and reverse curvature



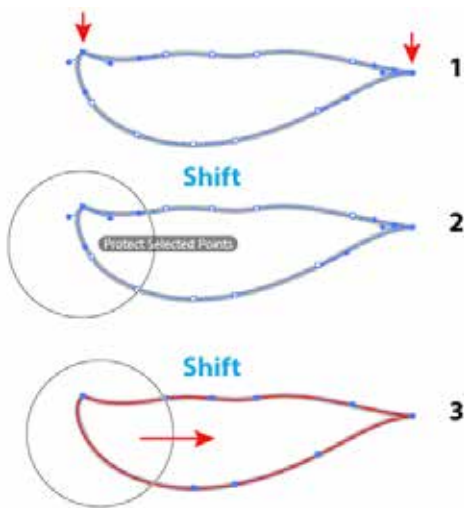
X – locks/unlocks the extension type. To switch between extending, shortening, and reverse extending a path, the extension type must be unlocked. Passing the cursor close to the original path endpoint also unlocks it. On each drag operation, the extension type always starts out in a locked state.



VECTORSCRIBE

SMART REMOVE BRUSH

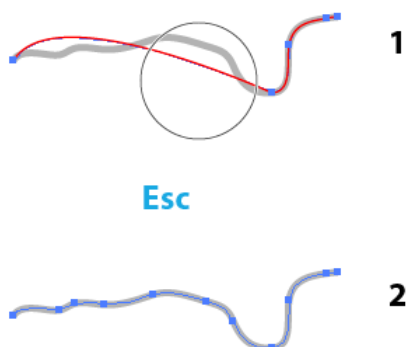
Shift protects selected points



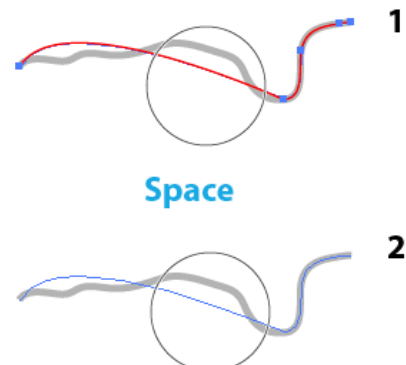
Opt+Alt temporarily reverses the tolerance setting (i.e. uses tolerance when it was off; ignores it when it was on)



Esc cancels any Smart Remove operation, reverting all the paths to their original state



Space hides annotations

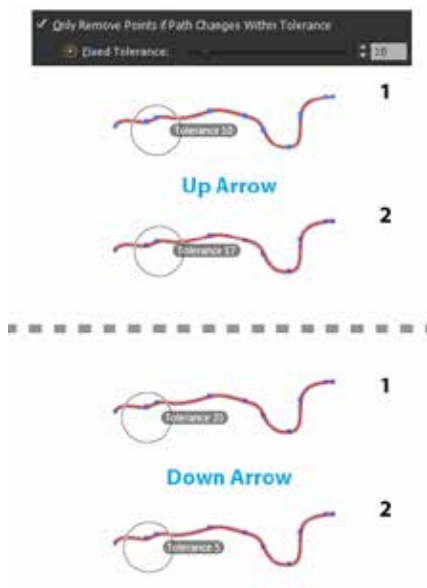




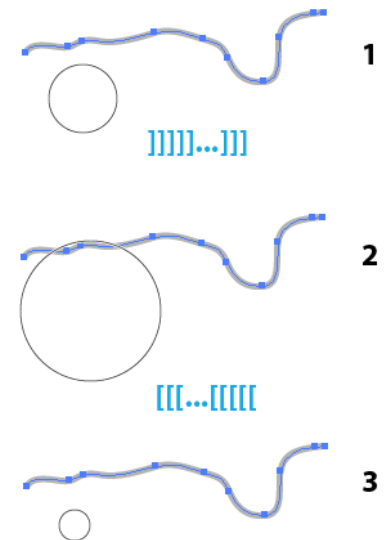
VECTORSCRIBE

SMART REMOVE BRUSH

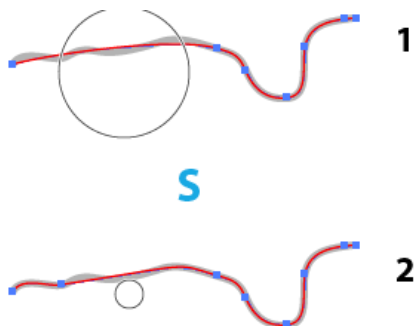
Up/Down Arrow increases/decreases the tolerance value



Open/Close Square Bracket decreases/increases the brush size. These keystrokes are Illustrator's default, but you can change them in Illustrator's "Edit > Keyboard Shortcuts" dialog, under "Increase/Decrease Diameter"



'S' temporarily makes the brush size small (19 pixels)

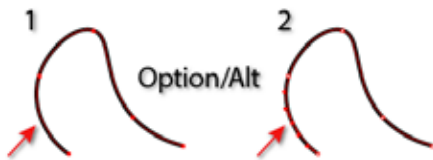




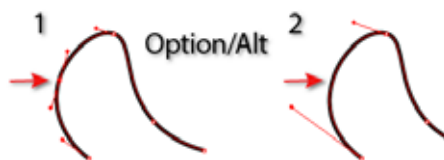
VECTORSCRIBE

REPOSITION POINT

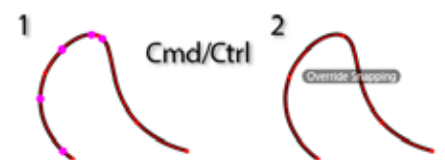
When hovering over a path:
'Opt+Alt' allows a point to be
added to the path



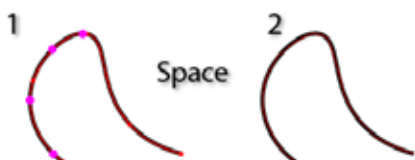
When hovering over an
anchor point:
'Opt+Alt' allows a point to be
removed from the path



When repositioning a point:
'Cmd+Ctrl' overrides tangency
snapping



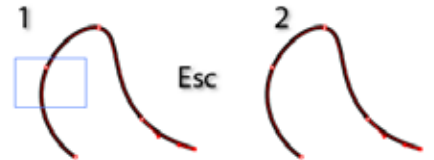
When repositioning one or
more points:
'A' toggles between accurate and
fast modes.

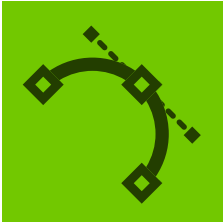


When repositioning one or
more points:
'Space' hides all annotations
except the path shape



When marqueeing:
'Esc' cancels the marquee
operation





PATHSCRIBE

The VectorScribe plugin is oriented towards ensuring the creation of your vector masterpieces is easier, faster and more flexible.

This document is devoted to the PathScribe tool using keyboard shortcuts. This information, along with the instructional product movies on the product pages on our website, will help you create vector artwork using the keyboard shortcuts like a pro in no time.

Notes:

Mac key names are used throughout here, but it is understood that for Windows, Alt = Option, and Ctrl = Command.

The left and right bracket keys are used by some of VectorScribe's tools, but these keys can be changed by the user through Illustrator's Keyboard Shortcuts... Tools dialog, under Increase Diameter and Decrease Diameter. This is of use to users who local language format keyboards do not provide quick access to the square bracket keys. An asterisk will indicate this use, but note that this does not apply if the mouse button is held down.

Some shortcuts do not work in earlier versions of the plugin. Update the plugin to the latest version by visiting the VectorScribe product page on our website.

To access the advanced/numeric options in the PathScribe panel, there are three menu items: 'Show Additional Buttons', 'Show Numeric Value Fields', and 'Show Path Control Area'.

When clicking the 'Smooth' button:
'Option' does not add automatically-generated handles after changing the point type.

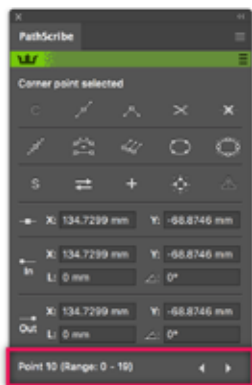


When clicking the 'Smart Remove Point' button:
'Option' does an old-style delete instead.





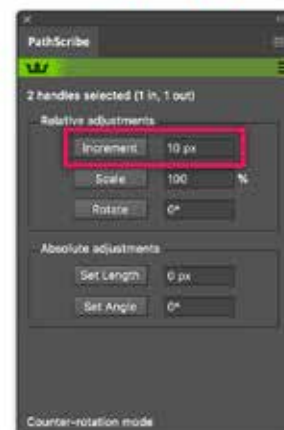
When clicking the 'Retract Handles' button:
'Option' swaps the handles instead of retracting them.



When clicking the 'Previous Point' and 'Next Point' buttons:
'Shift' moves in either direction by ten points instead of one.



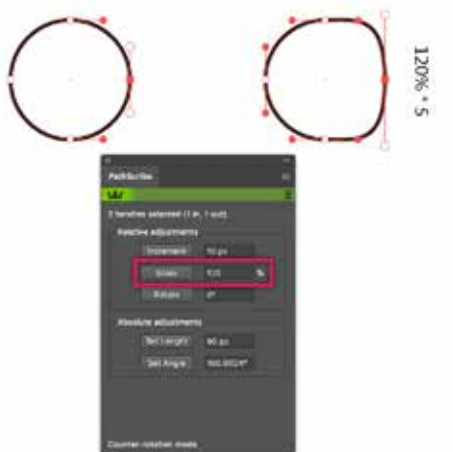
When clicking the multi-handle 'Increment' button:
'Shift' multiplies the value incremented by the 'Shift Multiplier' preference value (5 by default)..



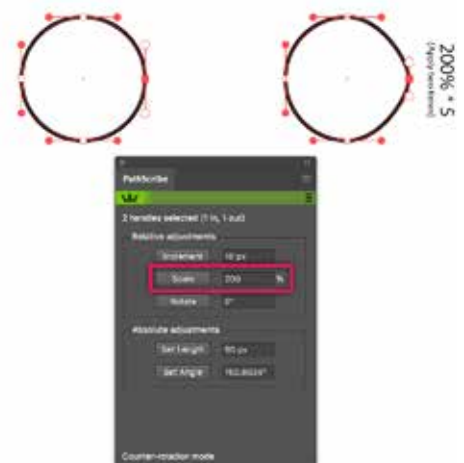
'**Option**' decrements the value instead of incrementing it.



When clicking the multi-handle 'Scale' button: '**Shift**' multiplies the value incremented by the 'Shift Multiplier' ('Shift Multiplier' is equal to 5 by default) preference value.



'**Option**' uses the reciprocal of the value.



When clicking the multi-handle 'Rotate' button: '**Shift**' multiplies the value incremented by the 'Shift Multiplier' ('Shift Multiplier' is equal to 5 by default) preference value.



'Option' rotates clockwise instead of counter-clockwise.



When clicking the multi-handle 'Set Length' button:

'Shift' multiplies the value incremented by the 'Shift Multiplier' ('Shift Multiplier' is equal to 5 by default) preference value.



'Option' uses negative length instead (flips handle).

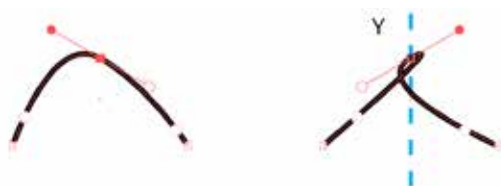
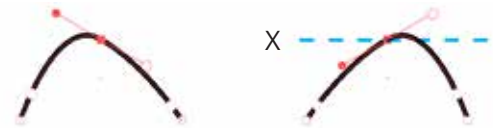


'Command' uses a value of 0 (retracts handle).



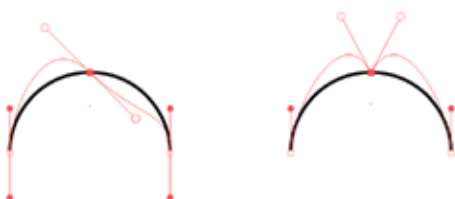
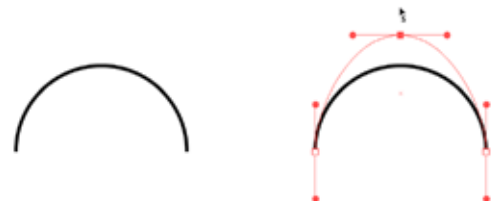


When clicking the multi-handle 'Set Angle' button:
'Shift' uses the angle after mirroring it across the X-axis.



'Option' uses the angle after mirroring it across the Y-axis.

When dragging (general):
'Command' hides the annotations or (Windows only) toggles slow-drag (when pref is enabled). **'Control'** (Mac only) toggles slow-drag.

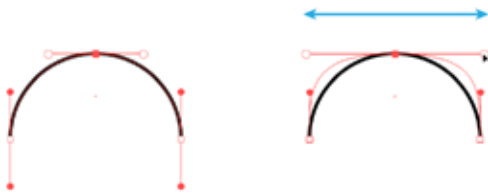
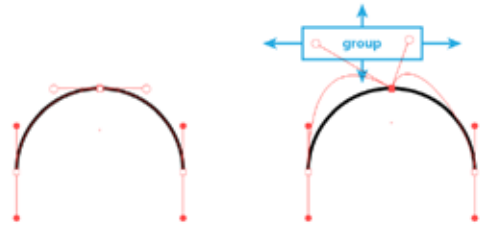


When dragging multiple handles:
'C' toggles between counter-rotation and normal rotation modes.





When dragging multiple handles:
'Space' moves the handles together as a group.



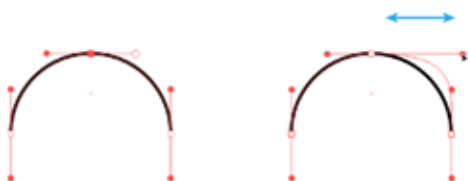
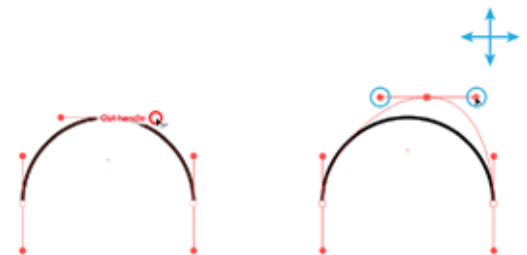
When dragging multiple handles:
'Option' constrains the angle of each handle.

When dragging multiple handles:
'C' changes the associated anchor point to a corner point.



When dragging multiple handles:
'S' changes the associated anchor point to a smooth point.

When dragging a single handle:
'Space' moves the anchor point with its handles.

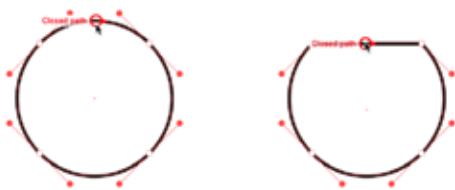


When dragging a single handle:
'Option' constrains the angle of the handle.



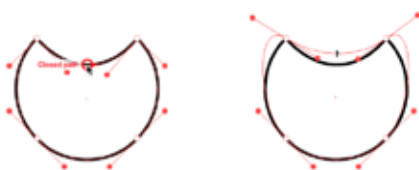
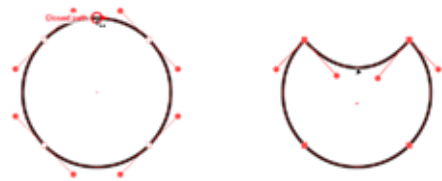


When dragging out a marquee:
'Esc' cancels the marquee.



When dragging a path segment:
'R' immediately retracts the segments handles, making it straight.

'D' toggles the preference which changes the segment's points to corner points.



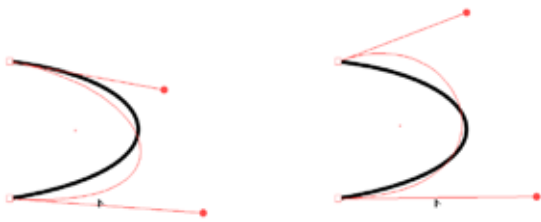
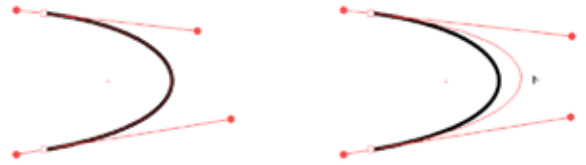
'S' immediately makes the segment's end points smooth.

'Option' constrains the angle of each handle.





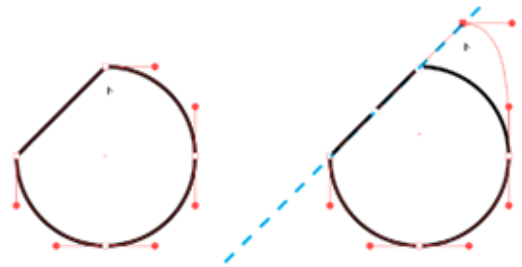
'Shift' + 'Option' reshapes path with the following constraints: the handle lengths are kept equalized, and the handle angles are constrained to their original values.



When dragging a path segment with 'Keep Path Under Cursor When Dragging':

'T' toggles Tangent Constraining (when on, the dragged path goes through the cursor at the same angle as it originally did).

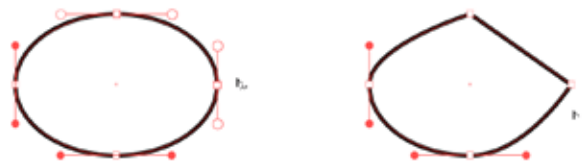
When dragging an anchor point:
'L' constrains the point's movement to the angle(s) of the straight segment(s) adjoining it.



When there are one or more anchor points selected:

'J'* smart removes the point(s).

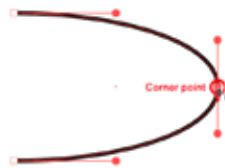
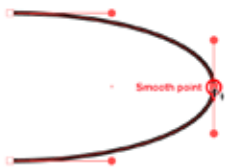
When there are one or more handles selected:
'J'* retracts the handle(s).





Notes:

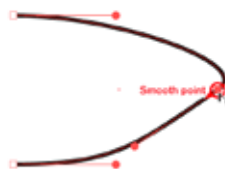
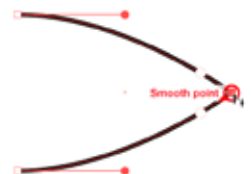
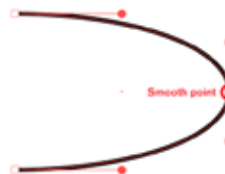
Mac key names are used throughout here, but it is understood that for Windows, Alt = Option, and Ctrl = Command.



Click Operations:
When clicking the smooth point

'Option' converts to corner point (handles remain).

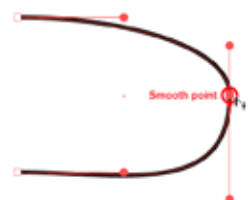
'Shift' + 'Option' retracts handle.



When clicking the corner point

'Option' converts to smooth point (handles average).

'Option' (when clicking the handle) converts to smooth point (only clicked handle moves).





'Shift' + 'Option' retracts handle.



When clicking the smooth point (0 handles)

'Shift' + 'Option' extends two new handles using multihandle algorithm.

When clicking the corner point (0 handles)

'Shift' + 'Option' extends two new handles using multihandle algorithm.

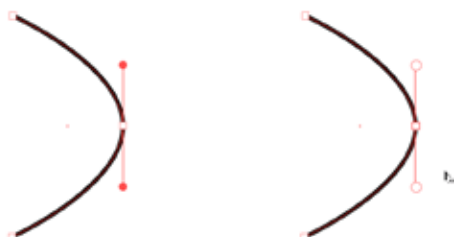


When clicking the segment

'Option' adds a new smooth point to the path.

When clicking the blank area

'Click' deselects any selected handles (first click) or points (second click).



'Shift' + 'Option' selects all handles of selected points and enters Multi-Handle Mode.





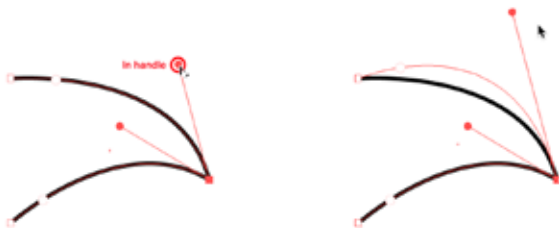
Notes:

Mac key names are used throughout here, but it is understood that for Windows, Alt = Option, and Ctrl = Command.

Drag Operations:

When dragging a smooth point:

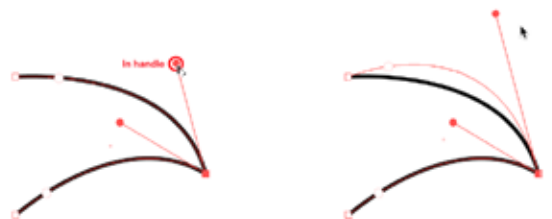
'Option' (when dragging the handle) allows you to adjust the length of the handles, maintaining the existing angle.



'Option' (when dragging the handle) allows you to adjust the length of the single handle, maintaining the existing angle.

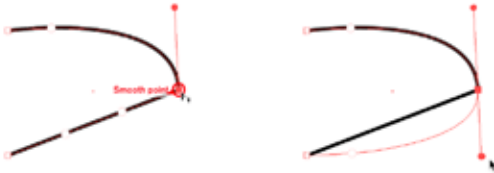
When dragging a corner point:

'Option' converts the point to smooth and allows the handles to be adjusted in length at the angle of the 'out' handle.





'Option' (when dragging the handle) moves handle, maintaining the angle.

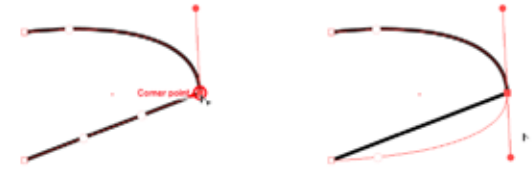


When dragging a smooth point (1 handle):

'Option' extends new handle 180° from existing handle.

When dragging a corner point (1 handle):

'Option' extends new handle at path tangency angle.

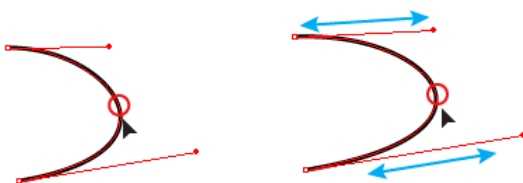
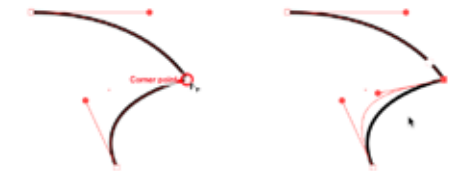


When dragging a smooth point (0 handle):

'Option' extends two new handles at path tangency angle.

When dragging a corner point (0 handle):

'Option' extends new 'out' handle at path tangency angle.

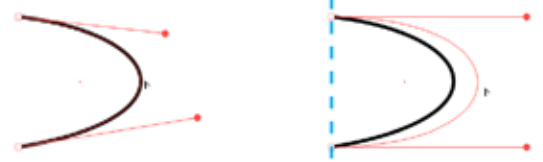


When dragging a segment:

'Option' constrains the angle of each handle.



'Shift' reshapes path while keeping it symmetric. Symmetric means that both handles are the same length and form the same angle to the imaginary line running through the endpoints of the path segment.



'Shift' + 'Option' reshapes path with the following constraints: the handle lengths are kept equalized, and the handle angles are constrained to their original values.

