# TopDraw

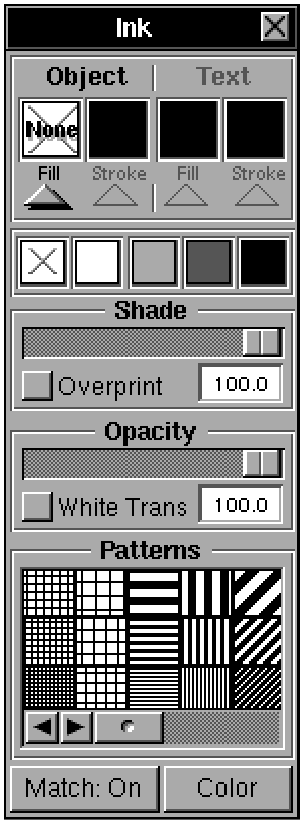
**/LocalApps/TopDraw.app**

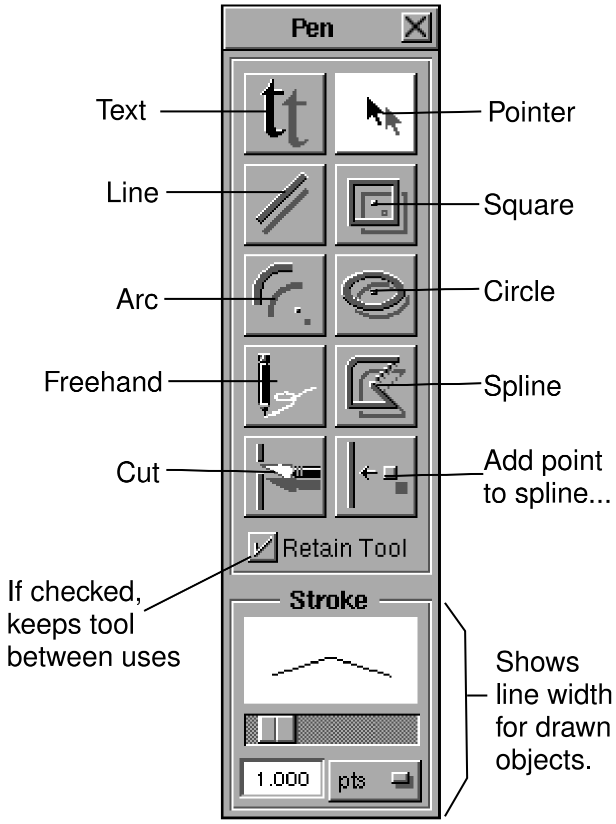
*TopDraw is an extremely powerful drawing program that is rather simple to use. This CheatSheet will be short since there is a fairly good tutorial/demonstration of this application in /**LocalDemos**. It takes quite a while to load, but it does a pretty good job of introducing the basic concepts of TopDraw. One note: make sure that you do not click the "Auto" button at the beginning of the demo. Page through the demo manually—otherwise the video will run faster than the audio, and the speech will be clipped off as it tries to keep up with what is happening on screen. Your alternative to the demo is just to plunge right in. This is probably the easiest way to learn TopDraw. Once you see a few basic concepts in action, you can begin designing your own drawings, so go for it. If you get stuck you can always go back and watch the demo.*

## Basics

*Note: To get a drawing space after starting TopDraw, choose **New Document** from the **Window** menu and click the **OK** button in the window that appears.*

TopDraw is an object-based drawing application, which means that it deals with objects like circles, squares and lines rather than individual dots on the screen. To make these objects, there are many different "tools" you can use. There are tools to draw lines, squares, ovals, text, etc. To select a tool, click it in the Pen window. Most tools are used by dragging in the drawing area. The best way to learn is to try—give it a whirl. To manipulate what color (shade of grey) the objects are drawn and filled with, use the Ink window. The Ink and Pen windows (which appear when you start TopDraw) look like this:



The four squares near the top of the Ink window are the colors representing their respective elements. In the above picture, Objects are filled with “None” (transparent) and stroked (outlined) with black. Text is filled with black and stroked with black. Below this area of the window there are five squares of different colors. These are color wells, and are like tubes of paint. To change the color for the Object Filling, for example, you would drag from the color well to the square above Fill in the Object section, thereby dropping the paint into the appropriate well. Patterns (located at the bottom of the Ink window) are handled in the same way.

A fundamental concept in drawing programs such as TopDraw is the selection of objects. Selecting an object makes it the object that you are currently dealing with. Therefore, if you change color in the ink window, all selected objects will be affected, or if you choose **Copy** from the **Edit** menu, all selected objects will be put onto the Pasteboard. A selected object will have eight little boxes around it to show that it is selected. Try clicking a few objects; drag them around; change their stroke or fill. To select multiple objects, either drag a box around them using the pointer tool or shift-click on each of them individually.

Beyond these conceptual generalities, it is nearly impossible to give a good overview of how to use TopDraw. A demonstration is far more effective at teaching how to actually make your own drawings. Better yet is for you to brave the unknown and try it out. You can’t hurt it and it can’t hurt you. The only warning I will give you is to save often since we have found TopDraw to be slightly more crash-prone than most other applications.

To aid you in your endeavors, there is a help facility within the program—the entire set of TopDraw documentation is accessible by choosing the **Help...** menu item.

## *Using TopDraw with other applications*

TopDraw is good at drawing. (Surprise.) We used it extensively for this lab manual — above Ink and Pen window diagrams, for example, were retouched and edited in TopDraw, then Copied and Pasted into WriteNow. We found TopDraw to be the easiest and most powerful “temporary space” for our diagrams. We could capture an image using Grab or some other application, **Paste** it into TopDraw, add text to it, edit it, then **Paste** it into the final WriteNow document. Remember: Copy&Paste! Copy&Paste! Just remember that an object must be selected in order to be put onto the Pasteboard using **Copy**.