

# 3

## The Text attribute



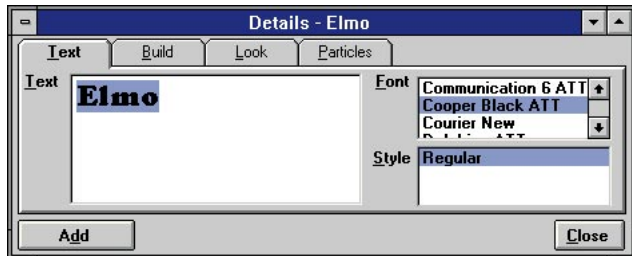
here are two ways to add or modify shapes in Typestry: typing in text, and importing Adobe Illustrator files.

### Regular text



To add new text:

1. Click on the Text button (with the “A” on it) in the toolbar (or hit the F2 key). This brings up the Details window if it isn’t already showing, with the text tab in front.



2. Type in some text.
3. Choose a font from the scrolling font list, and a

style from the style list. Remember, the font must either be a Type 1 PostScript outline font, or a TrueType font.

4. Click on Add to convert the text to 3D objects and put it into the Typestry window.

To modify existing text:

1. Select the text you wish to change.
2. Click on the Details button in the toolbar (or hit Alt-Enter). This brings up the Details window if it isn’t already showing, with the text card in front. The text and its current Font and Style settings will appear in the text card.
3. Make the Text, Font, and/or Style changes you need to.
4. Click on the Modify button to apply the changes to the selected text.



## Importing Illustrator files



1. Click on the Illustrator Import button (F3). This brings up the Details dialog.
2. Type in the file you want to import, or use the Browse button to select it. This must be an Illustrator file created with version 3.0 or later.
3. Click on the Add button to convert the object to 3D and put it into the Typestry window.

You can still use all the other controls in the Details window, just as you would on regular text.

### Illustrator tips

The Illustrator import function was designed to provide an alternate way to get different shapes into Typestry — simple outlines, not detailed drawings of skyscrapers and yachts. Overly complex art may not work well, or at all. So keep your design simple, and Typestry (and you) will be a lot happier.

A few more points to remember:

- Don't use Strokes and Fills in the same document. Use one or the other.
- Don't use blends — they're actually groups of objects.

- Typestry expects a single (possibly composite) outline, not a number of objects. So if you've created a shape using more than one object, be sure to combine them into one single shape.
- If you want an object with a hole in it you must make a compound path. What makes the hole is actually an opposite "winding" direction for the object creating the hole.
- Save the file with no EPS header attached — just save it as a plain vanilla Illustrator file.
- All colors in Illustrator are ignored in Typestry.
- To be able to manipulate multiple Illustrator objects in Typestry, *each object* must be its own separate group. However, if you have some objects that aren't grouped, as well as some that are, the ones that aren't will be considered as a group! This is done by Illustrator before the file reaches Typestry, so be sure to take this into account when you're grouping.
- No Illustrator bitmaps are read into Typestry; just the objects you created in Illustrator.

