



SnapMeasure 2.01 User Manual

Welcome

Thank you for downloading **SnapMeasure**!

SnapMeasure is an Adobe® Illustrator® plug-in which addresses several weaknesses of the built-in measuring tool:

1. The native tool ignores Smart Guides and has a tiny snap radius without visual feedback.
2. The native tool relies on the Info palette, which is small and out-of-the-way on large monitors.
3. The native tool doesn't allow scrolling or zooming in rubber-band mode.
4. The native tool uses a reversing black line, which can be hard to see over gray items.

In addition, **SnapMeasure** can measure distance along a path, measure at different scales, show you path, point and handle data, and more. We think you'll find it invaluable.

What's new in version 2.01?

Version 2.01 of **SnapMeasure** adds full CS5-compatibility, increases the snapping radius to points and handles when Smart Guides are off, and fixes a bug when converting measures to paths when the SnapMeasure layer is hidden.

See the Change Log on pages 29–32 for a complete list of changes.

Installation

SnapMeasure is compatible with the following versions:

Macintosh OS 9: Illustrator 10

Macintosh OS X: Illustrator 10, CS, CS2, CS3, CS4 and CS5

Windows: Illustrator 10, CS, CS2, CS3, CS4 and CS5

There are seven separate versions of **SnapMeasure** depending on platform and version of Illustrator. Be sure you have downloaded the appropriate version. To install the plug-in, make sure Illustrator is not running. Then copy the file “SnapMeasure.aip” (or “SnapMeasure” for Mac Illus. 10/CS) into Illustrator’s Tools folder (which is inside Illustrator’s Plug-ins folder). The path to this location can vary, but on a Macintosh it is generally:

Macintosh HD/Applications/Adobe Illustrator [version]/Plug-ins/Tools

On a PC, this location is usually:

C:\Program Files\Adobe\[Adobe]Illustrator [version]\Plug-ins\Tools

TIP Some companies write-protect application folders and subfolders, and in Windows, these folders may require Administrator access. If this is the case, you must have your System Administrator or someone with access to the plug-in folder install **SnapMeasure** for you (or, in Illustrator CS3 and higher, you can set the Additional Plug-ins Folder to point to a folder for which you do have access, and copy the **SnapMeasure** plug-in there).

Locating SnapMeasure

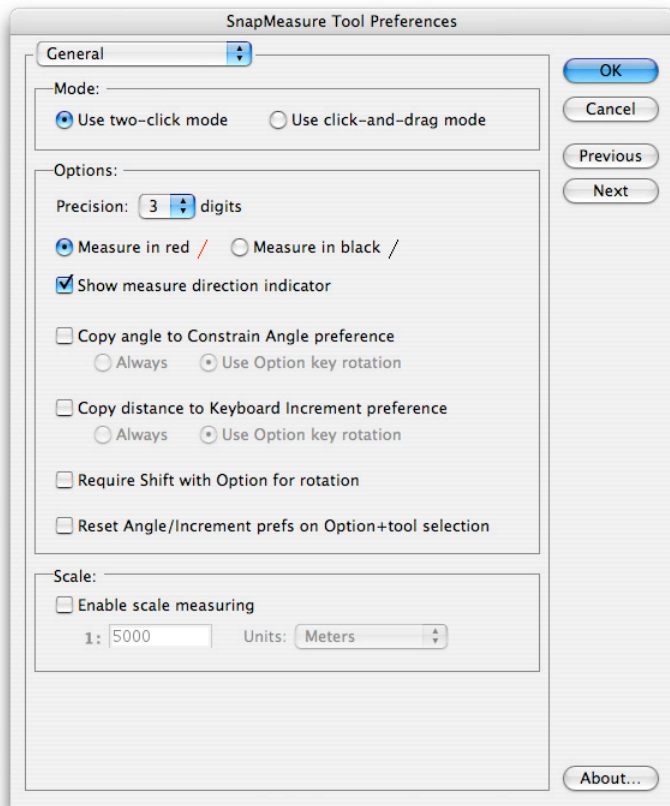
Once installed, **SnapMeasure** will appear in the toolbox to the right of Illustrator’s native measure tool (in the eyedropper tool family). For easier access, you may want to drag and release on the tear-off triangle at the right of the eyedropper tool family to create a *standalone toolbar*. ♦



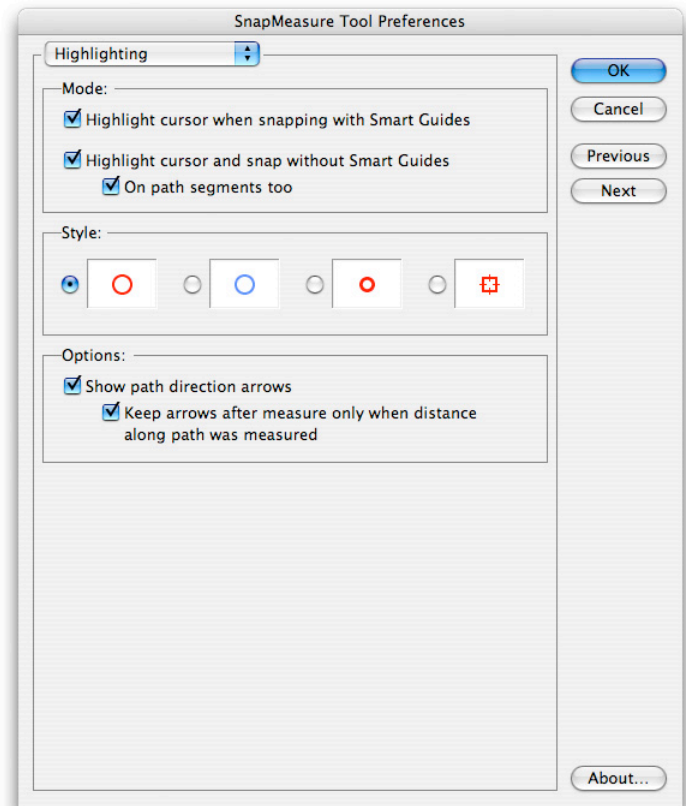
TIP For the *easiest* access, if you are using Illustrator CS or greater, assign **SnapMeasure** a keyboard shortcut using the *Edit Keyboard Shortcuts...* menu.

Setting Preferences

Double-clicking on the **SnapMeasure** icon will bring up the preferences dialog window. (Or, with the **SnapMeasure** tool selected, you can type *Enter*.) The window has four sections (accessible via the pull-down menu or the *Previous* and *Next* buttons): General, Highlighting, On-Screen Display, and HoverMeasure.

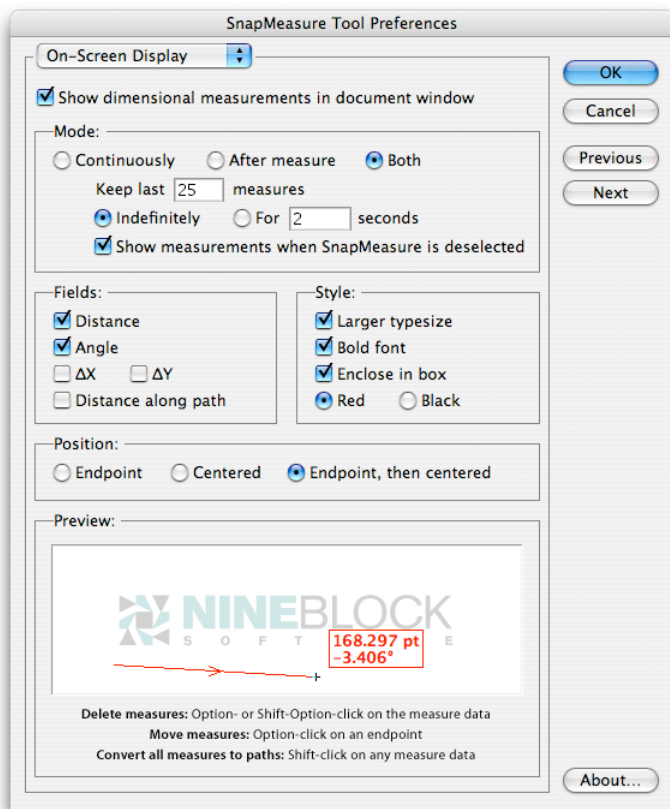


General preferences section

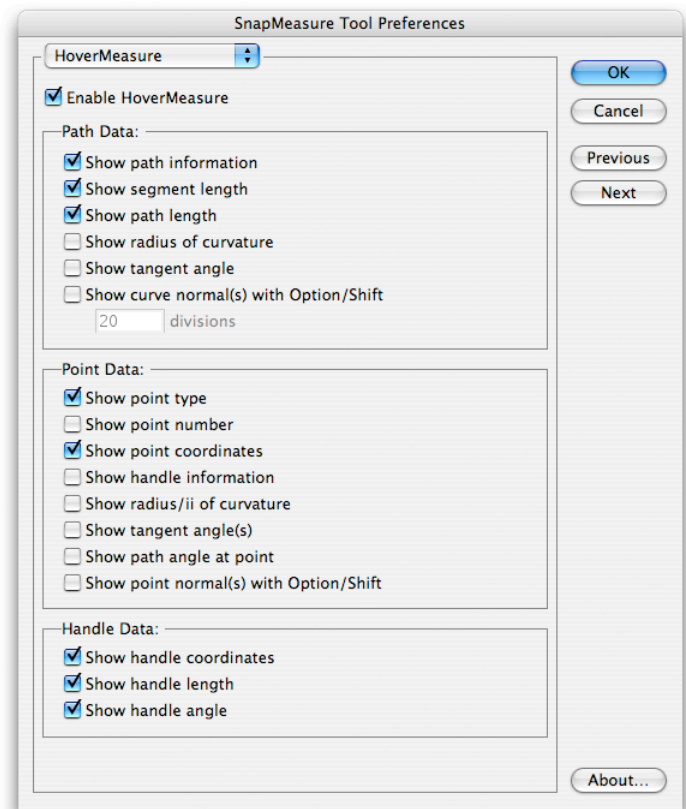


Highlighting preferences section

Setting Preferences (continued)



On-Screen Display preferences section

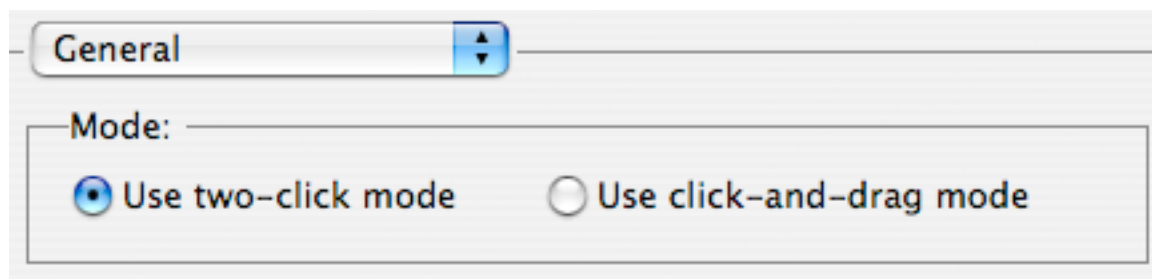


HoverMeasure preferences section

Pages 5 through 18 go through each preference section and explain their settings.

TIP The term “measure,” when used as a noun in this manual, refers to the line connecting the start point of an act of measurement to the end point, as well as the associated rings, arrows, and data values that may appear with it. The term “measurements” usually refers specifically to those data values that by default appear next to the cursor while you are measuring and in the center of the measure line afterwards, surrounded by a box or not depending on how preferences are set.

Preferences: General: Mode



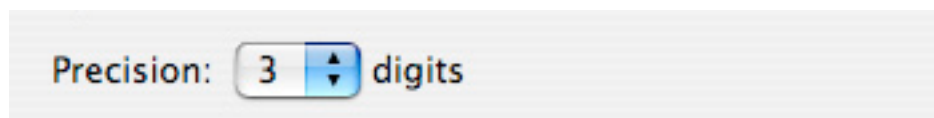
SnapMeasure supports two modes of general operation:

In *click-and-drag mode*, you click at the start point and, holding the mouse down, drag to the end point and release. This is the way the native measure tool works when using rubber-band mode, and the method that most users are probably used to. However, you are limited to measuring what is on a single screen; you cannot scroll around either manually or by pushing the measure tool into the edge of the window. And the measure operation is modal; you cannot do anything else until you finish it.

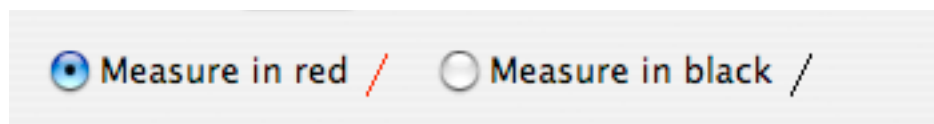
In *two-click mode* (the default), you click at the start point and then release the mouse button. Then you click and release at the end point, completing the measure. The advantage of this mode is that in between clicks, i.e. in the middle of the measure operation, you can zoom in or out, scroll around the document using the scroll bars or grabber hand, move a palette or even a path with the pointer, etc. While the native measure tool can work in two-click mode, it provides no visual feedback to indicate the start point or line of measure, and the measurement values do not appear until you click on the endpoint. So you can't take multiple measurements from the same start point in one go. And if you click in the wrong place, you have to go back to the start point and repeat the measure. **SnapMeasure's** two-click mode gives you continuous measurement values and line feedback while you're moving the cursor to the endpoint.

TIP To use the grabber hand, magnifying glass or arrow pointer in the middle of a measure, you must use the appropriate modifier key to temporarily switch to that tool; if you instead choose another tool by clicking on it in the toolbox or typing its key shortcut, the current measure will be canceled.

Preferences: General: Options



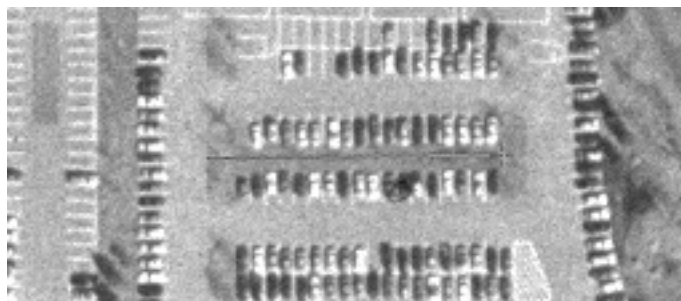
You can specify the number of digits that **SnapMeasure** should display in the On-Screen Display (see page 13) using the *Precision* preference (the preference does not affect the measurement data displayed in Illustrator's Info palette). You can choose 2, 3 or 4; the default is 3. Note that for small units, such as points, the fourth digit is not significant, as Illustrator's smallest internal unit of measurement is 1/2048th (0.000488) of a point.



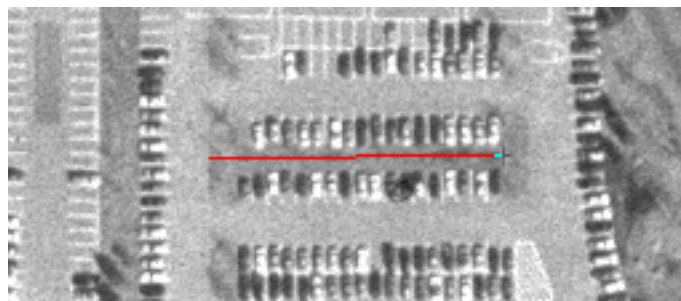
SnapMeasure lets you pick the color of the measuring line.

The *black line* looks and acts like the native measuring tool's. It is black on a white background, but “reverses” so that the darker the background, the lighter the line in an attempt to keep it visible. On a black background, it is therefore white. Unfortunately, right at the midtone (50%) gray level this causes the measuring line to become completely invisible.

The *red line* (the default) is not only brighter and easier to see, but it will not “reverse.” Unless you are taking measurements on red or near-red backgrounds, you will probably want to use it.



The black line has poor visibility on a midtone gray background such as this aerial photo.

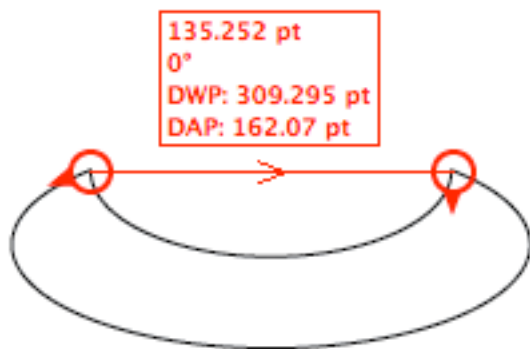


The red line stands out much more clearly.

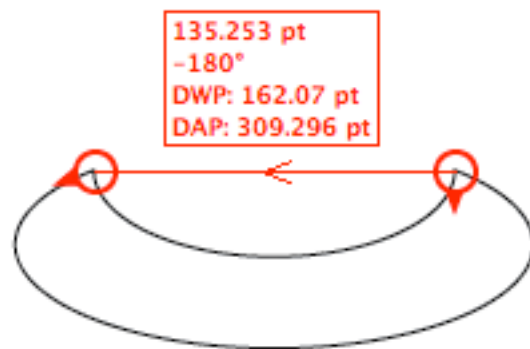
Preferences: General: Options (continued)

☒ Show measure direction indicator

The measure direction indicator is a small arrow in the middle of the measure line which indicates the direction in which the measure was made. It is useful when *Centered* or *Endpoint, then centered* is chosen as the position of the measurement data (see page 15) and you are interested in the distance along a path (see page 20), which, for closed paths, is dependent on the measure direction.

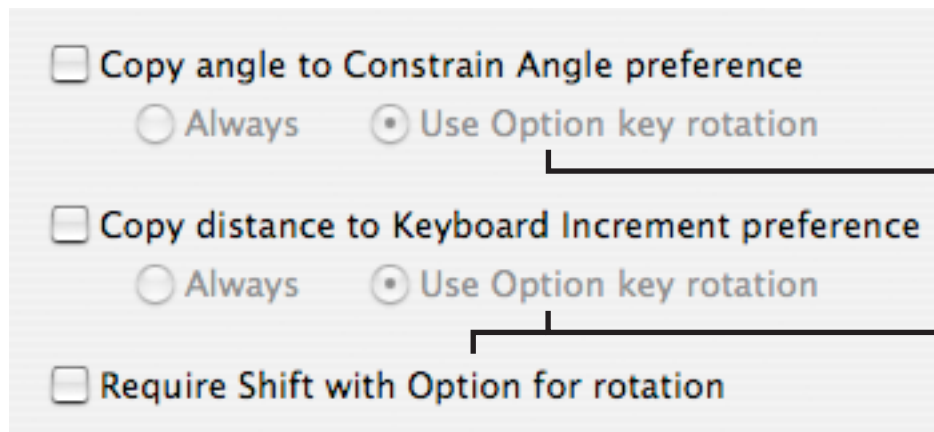


The measure direction indicator shows that this measure was made from left to right (the angle value also shows this, but it is easier to visualize with the arrow). Traveling from the left point to the right point *with* the path direction (indicated by the path direction arrows – see page 12) requires taking the bottom, longer curve. Traveling *against* the path direction requires taking the upper, shorter curve.



The measure direction indicator shows that this measure was made from right to left. The values for the distances both *with* and *against* the path direction are therefore reversed from the previous example.

Preferences: General: Options (continued)



Note: In Windows, it's the Alt key rather than the Option key.

The *Copy angle...* and *Copy distance...* options tell **SnapMeasure** to take the results of the measure operation – the computed distance and angle from the start point to the end point – and copy those value(s) to the corresponding general preference (normally you would have to make a trip to the Preference dialog via Command-K [Alt-K in Windows] and manually key in the values).

If you choose to enable this feature, you have the option of using it all the time (*Always*) or being able to rotate through the different options by repeatedly pressing the Option [Alt in Windows] key.

For example, if *Copy angle to Constrain Angle preference* is set to *Use Option key rotation* and the *Copy distance to Keyboard Increment preference* is off, neither value will be copied initially. But after one push of the Option/Alt key, the angle value will be copied thereafter. Pressing Option/Alt again will toggle back to the initial settings. **SnapMeasure's** cursor changes to remind you which value(s) will be copied:

+	+ ▲	+ ↘	+ ▲↘
Copy neither	Copy angle only	Copy distance only	Copy angle and distance

TIP Because the Option/Alt key is also used for other things – e.g. in the keystroke for temporarily selecting the zoom-out magnifying glass – you may want to turn on the *Require*

Preferences: General: Options (continued)

Shift... option. When this is enabled, you will have to press the Shift key at the same time as the Option/Alt key to rotate through the settings. Note that if you do this while in the middle of a measure, the measure line may momentarily jump while it is being constrained (see page 20).

TIP When HoverMeasure is enabled (see page 16) and *Show curve normals* or *Show point normals* are checked, the Shift key and Option/Alt keys are used to control its functions when hovering over a path. To rotate through the *Copy* preferences in this case, temporarily move away from the path. Likewise, because deleting or moving a measure use the Shift key and Option/Alt keys (see page 24–25), they will not rotate the *Copy* preferences while over measure data or a measure's endpoint.

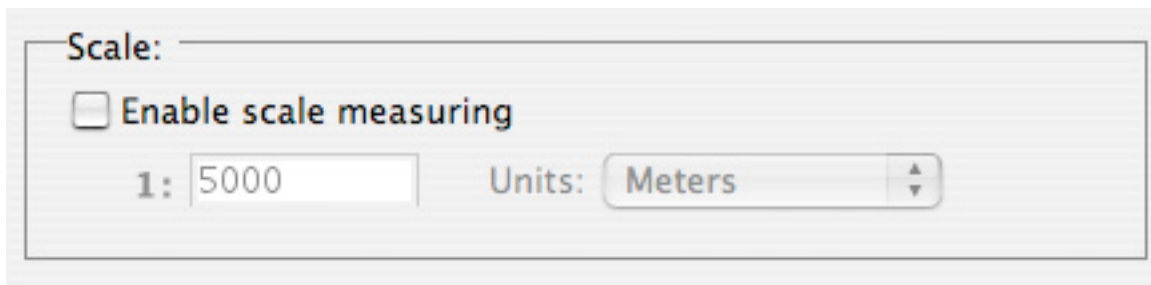
☐ Reset Angle/Increment prefs on Option+tool selection

Note: In Windows, it's the Alt key rather than the Option key.

If you find yourself repeatedly going to the Preferences dialog to reset the Constrain Angle and Keyboard Increment preferences to their default values (1 pt and 0°), turn on the above option. When enabled, you can reset these preferences simply by holding down the Option [Alt in Windows] key and selecting the **SnapMeasure** tool. You don't actually need to make a measurement after doing this.

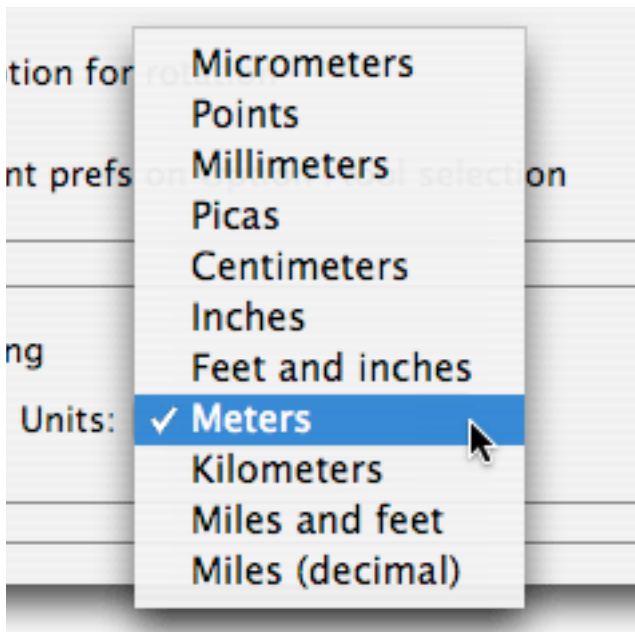
TIP If the **SnapMeasure** tool is already selected, Option/Alt-clicking on its icon in the tool palette won't do anything.

Preferences: General: Scale



For measuring a scaled drawing, turn on the *Enable scale measuring* preference. You can choose any scale between 1 : 0.000001 and 1 : 1,000,000. All distance-based measurement data will be multiplied by this scale factor before being displayed on the On-Screen Display (see page 13). The preference does not affect the measurement data as displayed in Illustrator's Info palette.

TIP As a floating point value, the scale factor may change slightly to the nearest allowed value after you enter it. Also, if you enter a value outside these limits, Illustrator incorrectly tells you the value must be between 0 and 1000000.

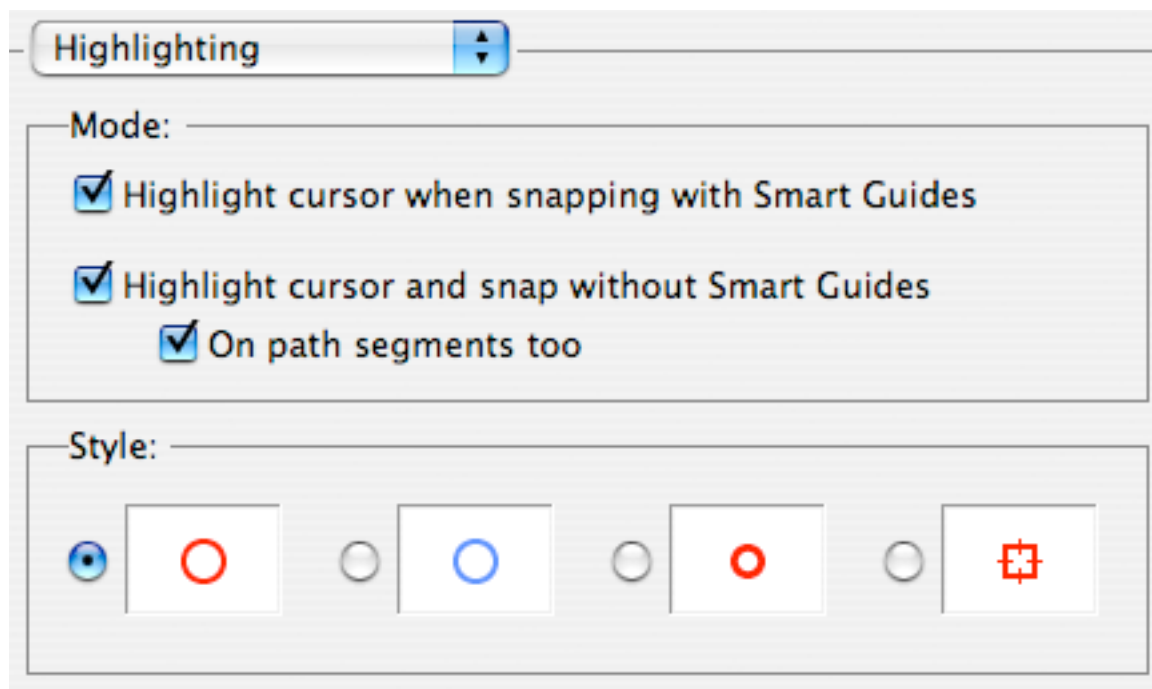


You can also choose one of eleven different units to use when displaying scaled measurements. You can choose from:

Micrometers, Points, Millimeters, Picas, Centimeters, Inches, Feet and inches, Meters, Kilometers, Miles and feet, and Miles (decimal).

Just as with Illustrator's built-in units, when you change **SnapMeasure's** scale units, you are changing more than just the text at the end of the On-Screen Display measurement; you are telling **SnapMeasure** to mathematically convert from one unit to another.

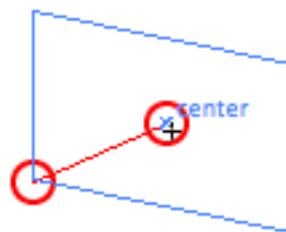
Preferences: Highlighting



Unlike the native measure tool, **SnapMeasure** will utilize Smart Guides when they are on, and snap with a small text label to points, handles, path segments, guides, page edges and margins, and the intersection points of guides and paths. Enable *Highlight cursor when snapping with Smart Guides* to add an icon (selectable in the Style area) around the cursor whenever it is snapping (in addition to Smart Guides' text label). If the start point was being snapped when clicked, the highlighting will remain in place as you navigate to the end point, to remind you that you are measuring from a snapped point:



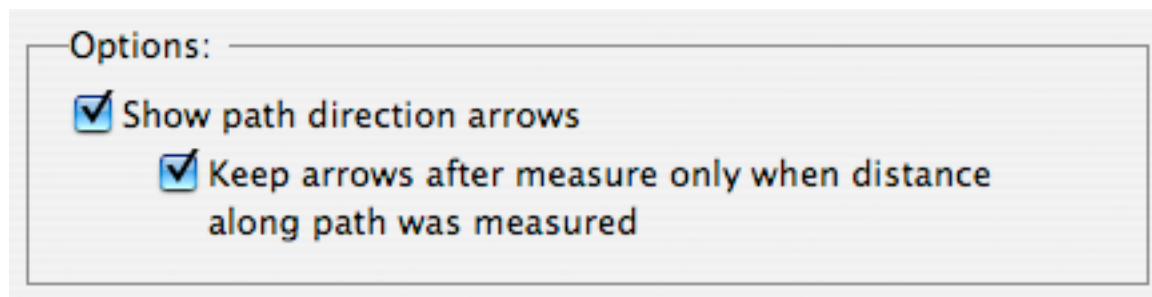
Snapping with
SmartGuides



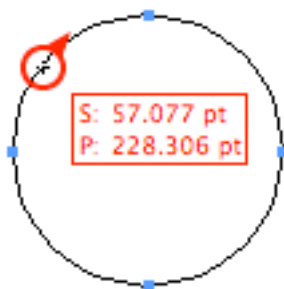
Snapping with
SmartGuides, cursor
highlighting enabled

Preferences: Highlighting (continued) / Options

When Smart Guides are off, **SnapMeasure** won't snap to anything (except the grid) – unless you enable the *Highlight cursor and snap without Smart Guides* option. Then it will snap to points, handles and (optionally) path segments of unlocked items. Snaps to points and handles use the snapping radius you have set in *Illustrator Preferences > Selection & Anchor Display > Selection > Tolerance* (in Illustrator CS2 and earlier, this preference does not exist, so a value of 6 pixels is used). Snapping to path segments is optional (enabled by checking the *On path segments too* option) because without Smart Guides' text label it can be difficult to distinguish between snapping to a point and to the path segment immediately adjacent to it. You can enable HoverMeasure Point Data (see page 17) to assist you in this regard: when you are over an anchor point, you will see the point data as opposed to any path data.



When enabled (the default), red path direction arrows appear next to the cursor when it is over an unlocked path, to show you in which direction the path winds. This is most useful when measuring distance along a path (page 20), because on a closed path there are two distances along the path: one *With* the path direction and one *Against*. If you're showing dimensional measurements after a measure, any path direction arrows will remain too. However, you can choose to show them after a measure only if a distance along path measurement was taken.

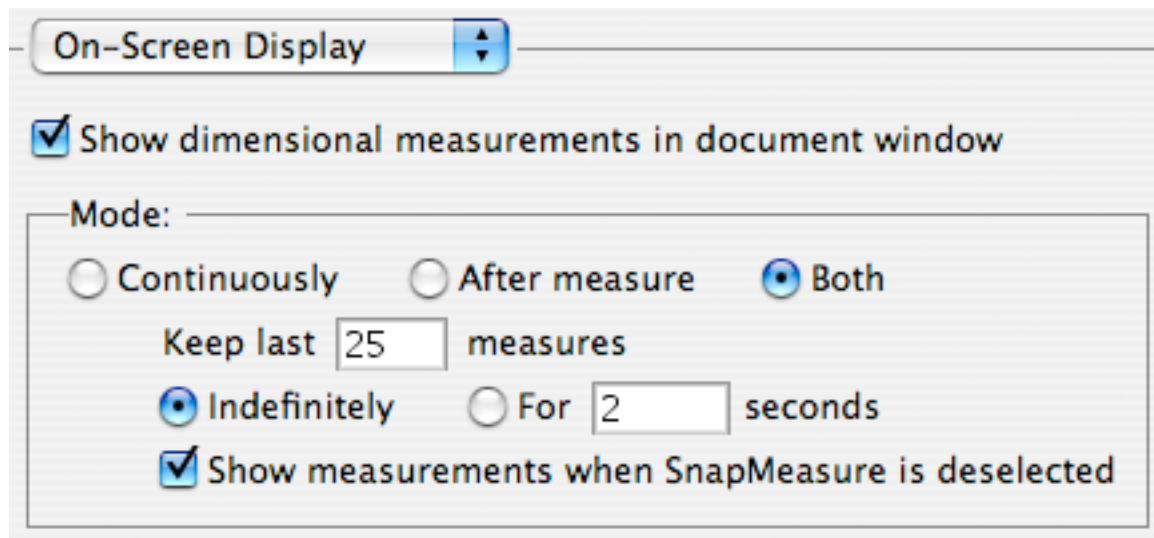


Path direction arrow using standard red highlighting ring (without Smart Guides)



Path direction arrow without highlighting ring (Smart Guides on)

Preferences: On-Screen Display: Mode



Especially on a large monitor, having to look up at the Info palette to see the measurement data can slow you down. **SnapMeasure** can put its measurement values right where your eyes are – in the document window – if the *Show dimensional measurements in document window* option is enabled (the default). You can show them continuously during the measure, after the measure is complete (if you find the continuous mode distracting), or both (the default).

If you show the measurements after the measure, you can choose how many measures to retain using the *Keep last __ measures*. For example, if you enter 10, then the last ten measures will stay on the screen. If you then make an eleventh measure, it will replace the first (oldest) measure. You can keep up to the last 50 measures; the default value is 25. You can also pick how long the measurements will remain on the screen – indefinitely (the default), or 1 to 99 seconds.

TIP To delete a measure, or move a measure that's already been drawn, see pages 24–25.

The final setting controls whether the measurements remain visible on the screen when you deselect the **SnapMeasure** tool. The default is to remain. Note that measure points are not “live”; if you measure between two points of a path and then move one or both of the points with another tool, the measurements will not change to reflect the new positions. Also, if you switch to another document, all measurements will be erased. (If you are using Illustrator CS3 or higher, you can convert the measurements to permanent paths to avoid this issue – see page 26.)

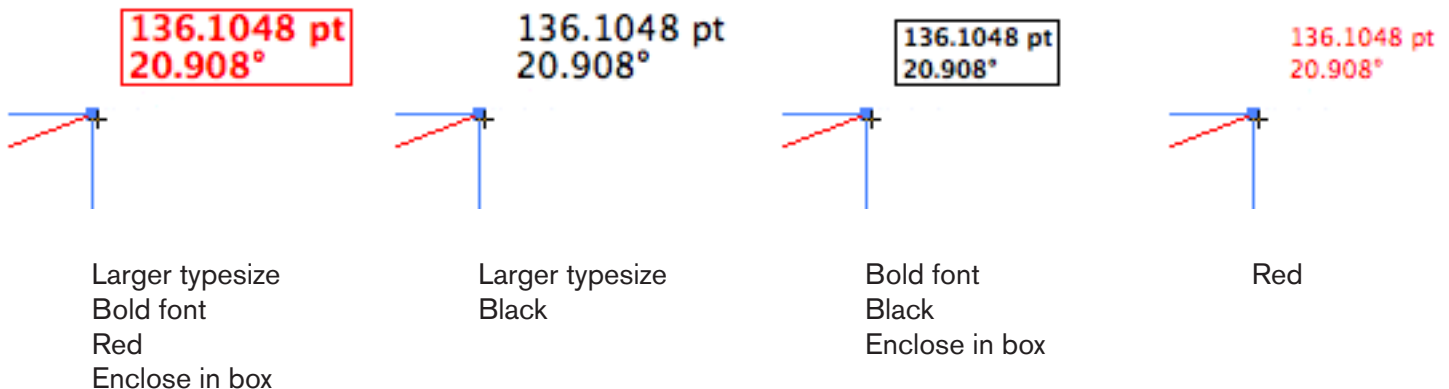
Preferences: On-Screen Display: Fields/Style

You can choose which fields to display during a measure. Besides the total distance and angle, you can choose to show delta-x (the difference between the x, or left-right, coordinates), delta-y (the difference between the y, or up-down, coordinates), and the distance along the path:

Fields:	Style:
<input checked="" type="checkbox"/> Distance	<input checked="" type="checkbox"/> Larger typesize
<input checked="" type="checkbox"/> Angle	<input checked="" type="checkbox"/> Bold font
<input type="checkbox"/> ΔX <input type="checkbox"/> ΔY	<input checked="" type="checkbox"/> Enclose in box
<input type="checkbox"/> Distance along path	<input checked="" type="radio"/> Red <input type="radio"/> Black

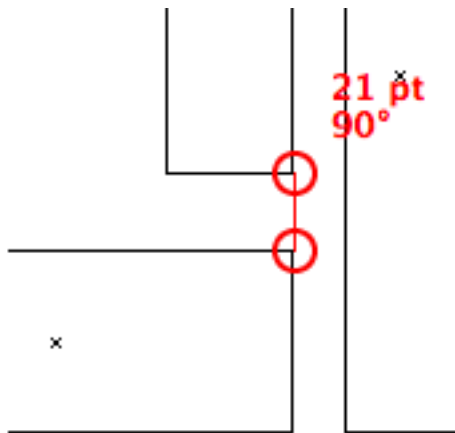
TIP Enabling *Distance along path* will not add this information to existing measures, as this distance is only calculated when the measure is first drawn or edited.

The preview area on the bottom shows you what the on-screen display will look like, reflecting the fields and styles boxes as well as the *Precision* and line color from the General preferences section. Here are a few examples of how measurement data might look using different styles:

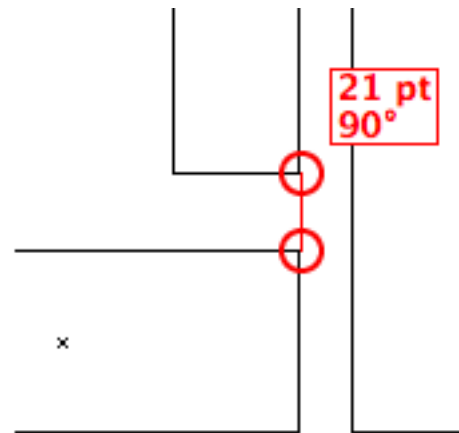


Preferences: On-Screen Display: Fields/Style (continued)

The box with which you can enclose the measurement data is more than a frame: it is opaque white. Although this does hide any artwork beneath it, it also makes the text more visible:

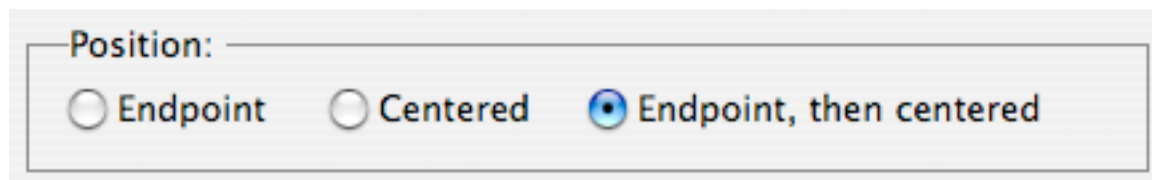


Enclose in box OFF



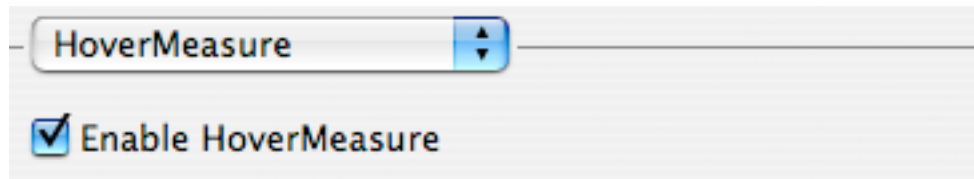
Enclose in box ON

TIP *Mac Illustrator 10 and CS only:* When showing measurements with the **SnapMeasure** tool deselected, the measurements will always appear boxed to avoid the build-up of transparency that occurs with antialiased type.

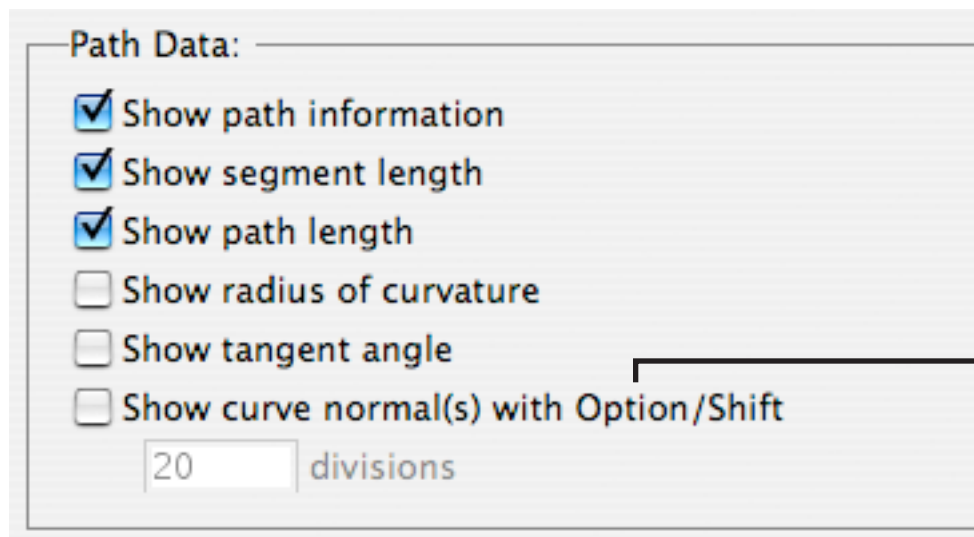


You can also choose where to position the measurement data. *Endpoint* puts the measurements above and to the right of the endpoint of the measure (which, during an active measure, is the same as the cursor position). If you keep several measures onscreen at once, though, it may be confusing to remember which data belongs to which measure. You can therefore choose *Centered* to place the measurements at the center of the measure line (above or below, depending on the angle of the measure). The third option, *Endpoint, then centered* (which is the default), places the measurements by the cursor during an active measure but moves them to the center of the measure line afterwards.

Preferences: HoverMeasure



HoverMeasure allows you to view selected data about path segments, points and handles simply by positioning the cursor above the unlocked item in question, either before or, for most data, during, a measure operation. The data is placed to the right of and below the cursor. The text style is the same as you have set for dimensional measurements.



Note: In Windows, it's the Alt key rather than the Option key.

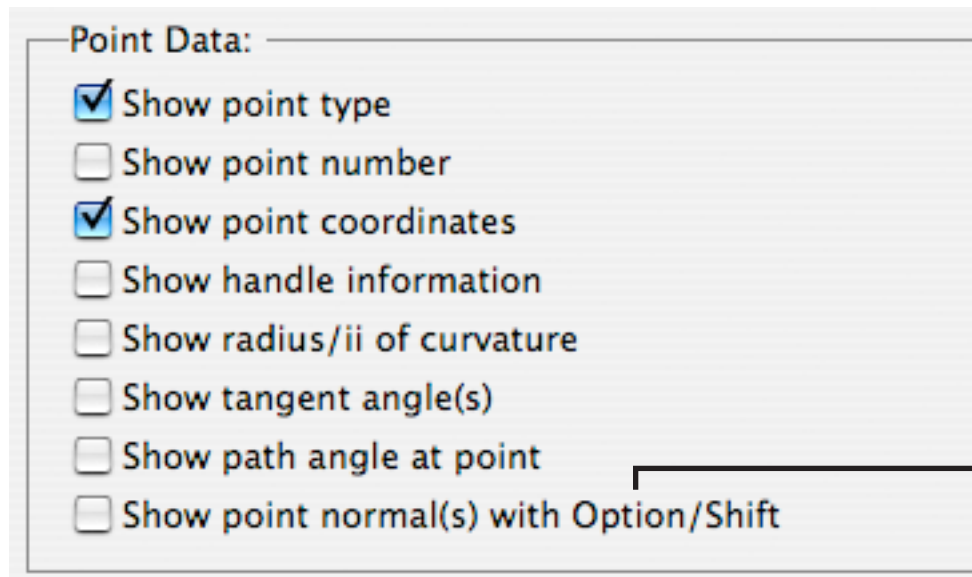
The *Show path information* setting displays the open/closed status of the path and how many points it contains.

The *Show segment length*, *Show path length*, *Show radius of curvature* and *Show tangent angle* settings enable the display of these values along a path; they are indicated in the On-Screen Display by "S:", "P:", "R:", and "T:" respectively.

When *Show curve normal(s) with Option/Shift* is enabled, holding down Option [Alt in Windows] while hovering over a curve segment will display the normal to the curve at the cursor point (see

Preferences: HoverMeasure (continued)

pages 22 and 23). Holding down Shift will display all of the curve's normals, the number of divisions being selectable in the field below (from 2 to 1000). These functions are disabled when a measurement is being made.



Point Data:

- ☒ Show point type
- ☐ Show point number
- ☒ Show point coordinates
- ☐ Show handle information
- ☐ Show radius/ii of curvature
- ☐ Show tangent angle(s)
- ☐ Show path angle at point
- ☒ Show point normal(s) with Option/Shift

Note: In Windows, it's the Alt key rather than the Option key.

Show point type displays whether an anchor point is a corner point or smooth point.

Show point number displays the point's number in the path (starting with 0 and increasing in the direction of the path). The range of points in the entire path is displayed as well.

Show point coordinates displays the X and Y coordinates of the point.

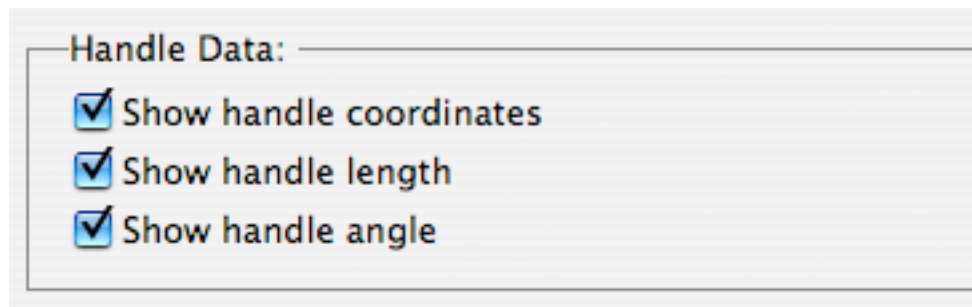
Show handle information displays the length and angle of each of the point's handles. These are indicated by "IH:" and "OH:" (for "in handle" and "out handle" respectively).

Show radius/ii of curvature and *Show tangent angle(s)* enable the display of this data, indicated by "R:" and "T:" respectively. If the radii and/or tangent angles are different between the segment on the *in* side of the point and the segment on the *out* side (such as with corner points), then both values are shown, with "(in)" and "(out)" appended to distinguish them.

Preferences: HoverMeasure (continued)

Show path angle at point displays the angle between the segment as it enters the point and the segment as it leaves the point. It is indicated by "A:" and is not displayed for endpoints.

Show point normal(s) with Option/Shift is similar to its counterpart *Path Data* function, except that both Option [Alt in Windows] and Shift do the same thing.

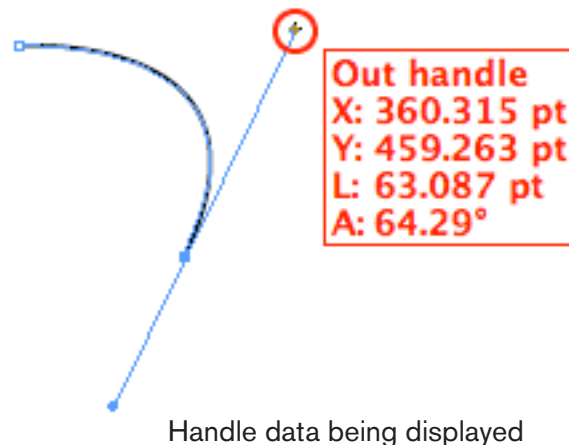


Show handle coordinates displays the X and Y coordinates of the handle.

Show handle length displays the length of the handle, indicated by "L:".

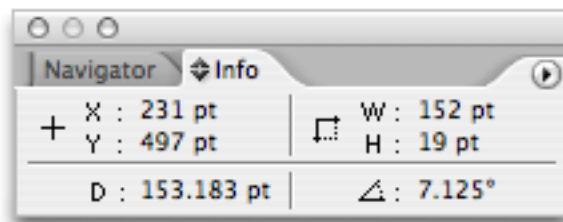
Show handle angle displays the angle of the handle, indicated by "A:".

When at least one of these Handle Data options are enabled, the type of handle will also be displayed (*in* or *out*).

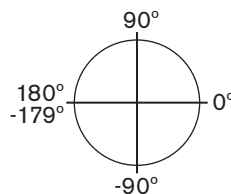


Operation

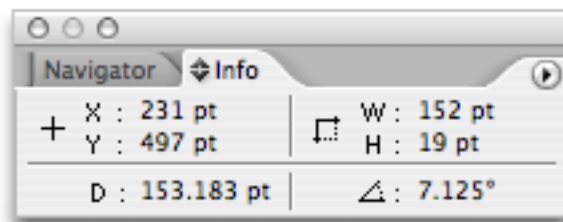
Like the native measuring tool in rubber-band mode, **SnapMeasure** continually reports data in the Info palette while you are measuring. The following values are included: X and Y coordinates of the end point (cursor); width and height of the rectangle enclosing the start and end points; distance between the points; and the angle between the start point and the end point:



TIP Illustrator measures angles as follows:



If you've enabled continuously showing measurements in the document window (page 13), you'll see the fields that you selected in the On-Screen Display section of the preferences there as well:



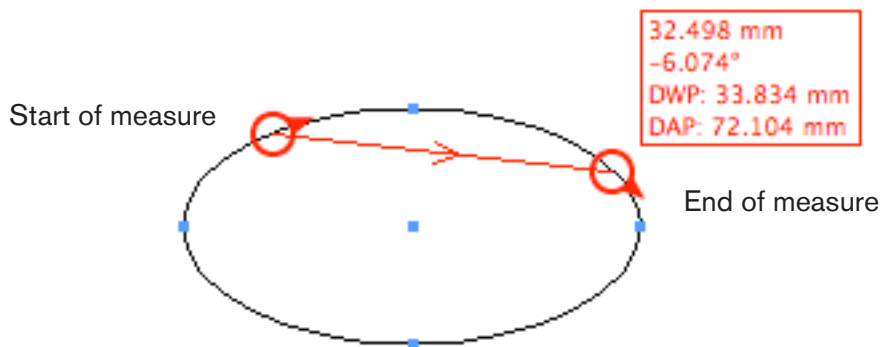
TIP The width and height, as reported in the Info palette, are always positive numbers. To see the sign of these values (negative being to the left and down), enable delta-x and delta-y in the On-Screen Display preferences (see page 14). *Distance along path* data will only appear in the document window.

Operation (continued)

TIP When you hold down the *Shift* key during a measure, **SnapMeasure** will be constrained to measure in 45-degree increments. To constrain and also snap to other items on the page, turn on Smart Guides. In this case, measures will also snap to the current constrain angle.

Unlike the native measuring tool, **SnapMeasure** ignores the current constrain angle setting when reporting angles. In other words, angles are always measured in relation to the true horizontal and vertical grid. The other method can not only be confusing (especially when the constrain angle is negative), but would require you to reset the constrain angle to zero every time you want to take another “true” measurement.

To measure distance along a path, as opposed to straight-line distance, turn on the *Distance along path* preference in the On-Screen Display section of the **SnapMeasure** preferences. For open paths, this value is shown with the “DP:” heading. But for closed paths, there are two ways to go along the path from one point to the other, so **SnapMeasure** shows both values under the separate headings “DWP:” (“Distance With Path”) and “DAP:” (“Distance Against Path”). “With Path” means in the same direction as the winding direction of the path. You can determine this by looking at the numbering of the anchor points (they go up with the path’s direction), or, much more easily, by enabling and looking at the path direction arrows (see page 12):



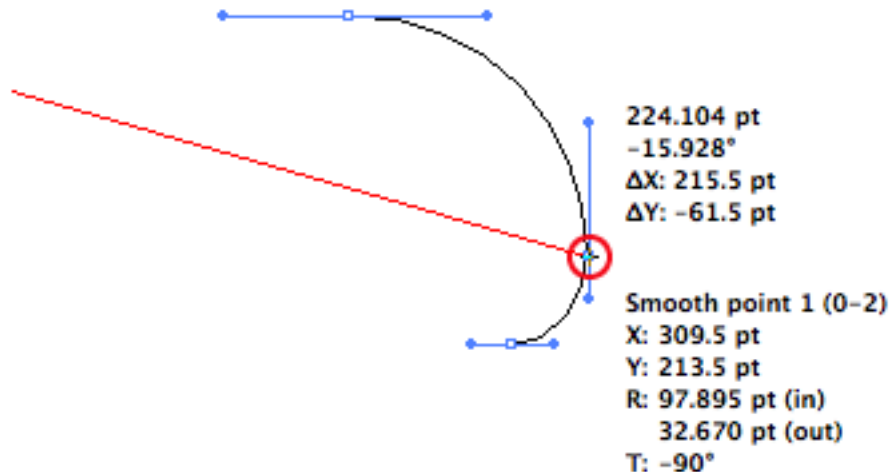
The straight line distance is 32.498 mm. There are two distances along the closed path. Path direction arrows show that this path winds clockwise. The distance with the path (DWP) is therefore along the top of the path, and the distance against the path (DAP) is along the bottom.

Operation (continued)

When enabled in the preferences under “HoverMeasure,” you’ll see path, point or handle data by the cursor when it is over an unlocked path (the path does not need to be selected; however, selected paths take precedence over unselected paths, even if they are underneath them).



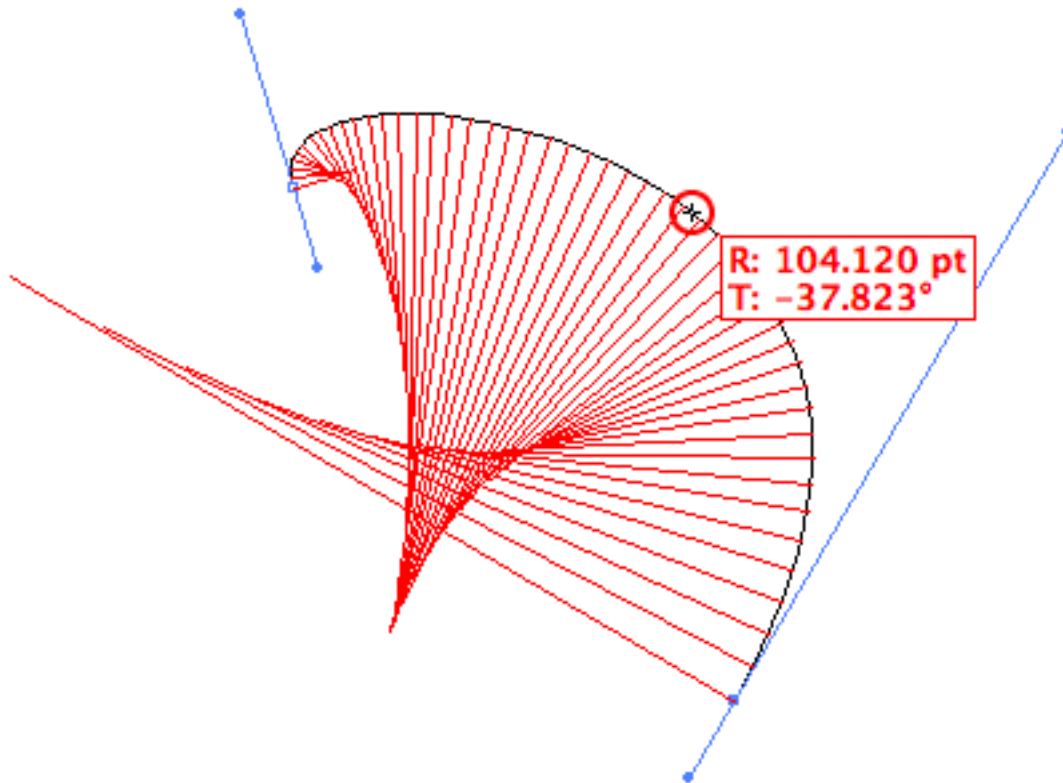
Points in the middle of a curve have two radii (one for the segment of curve going in to the point and one for the segment going out) and, similarly, two tangents. If the point is a smooth one, then the tangents will be equal and **SnapMeasure** will only display a single tangent. The tangent angle is oriented in the same winding direction as the path.



The point under the cursor has two different radii of curvature but only a single tangent angle, since it is a smooth point.

Operation (continued)

While you can move the cursor around the path using HoverMeasure and watch the radius of curvature change, it may be more useful to see, graphically, a number of radii along a curve segment. To do this, enable the *Show curve normals with Option/Shift* preference and hover over a path segment and hold the Shift key down:



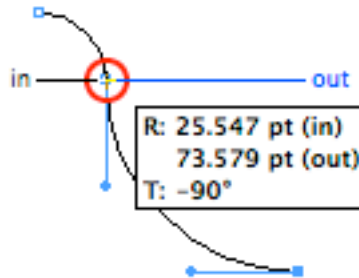
Each red line has a length equal to the radius of curvature at the point where the line touches the curve; each is angled normal to the curve at that same point. The outer ends of the lines therefore trace out the evolute of the curve. The lines are spaced according to the changing t -parameter of the Bezier curve, which changes faster in flatter parts of the curve.

You can specify how finely to divide the curve using the *divisions* box in the preference window. This value, from 2 to 1000, is one less than the number of curve normals (e.g. dividing the curve into 2 divisions results in three normals: one at either end, and one in the middle). Very high values may cause a slowdown on slower machines.

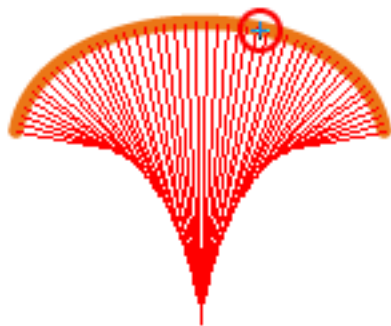
Operation (continued)

To see the curve normal at the cursor point only, hold down Option/Alt rather than Shift. The single curve normal is drawn in blue. Or, you can hold Shift+Option/Alt to see both.

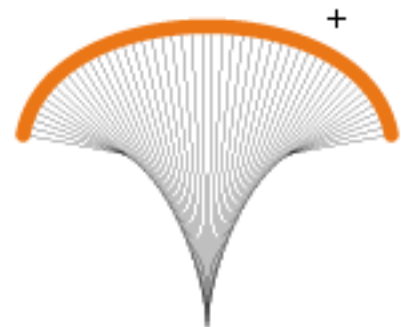
As previously noted, points along a path have two radii. To distinguish them when normals are drawn, identifiers will be added to the normal lines. Also, the *in* normal is drawn in black, while the *out* normal is drawn in blue:



You can convert the curve normals into actual paths by clicking the mouse while they are being displayed. They will be created as a group at the back of the current layer, with a line style of black, 0.25 pt. They can, of course, be edited like any other artwork afterwards.



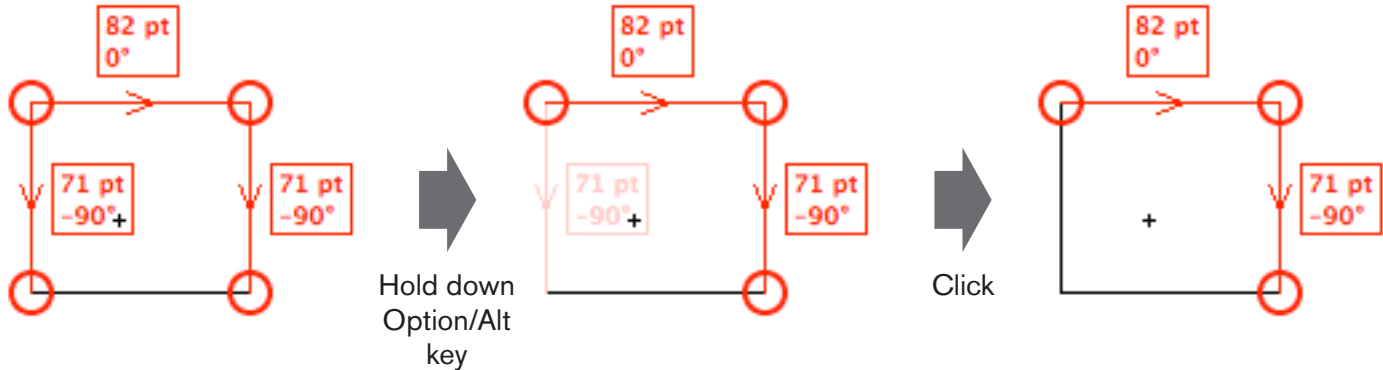
Click to change the temporarily-drawn lines into actual paths.



Operation: Deleting Measures

Deleting measures

To delete a single measure, start by holding down the Option key [Alt in Windows] and place the **SnapMeasure** cursor over the measure's data. The measure and its data will become lighter in color to let you know which measure will be removed. Click on the data (with Option/Alt still held down) to actually delete the measure.

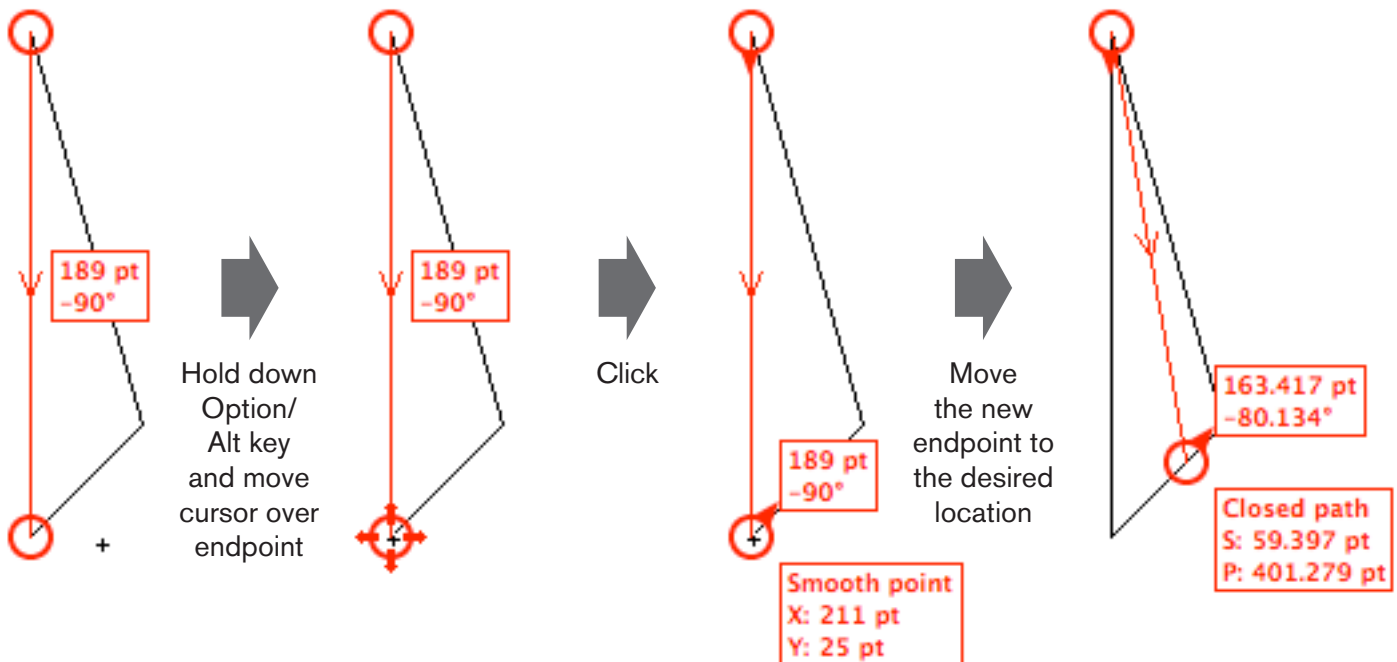


To delete *all* measures in one step, click on any measure's data while holding down Shift+Option [Shift+Alt in Windows]. All of the measures and their data will become lighter in color to let you know that all of them will be removed.

Operation: Moving Measures

Moving measures

Once a measure has been completed, it may be “moved” by repositioning either its startpoint, endpoint, or both. To do this, start by holding down the Option key [Alt in Windows] and place the **SnapMeasure** cursor over whichever end of the measure you wish to reposition. A “move measure” graphic will appear to remind you that clicking will result in moving a measure, not starting a new one. Click on the point to actually start the move process (or click-and-drag if you are using *click-and-drag* mode; see page 5). The clicked point will become “attached” to the cursor just as with a new measure.



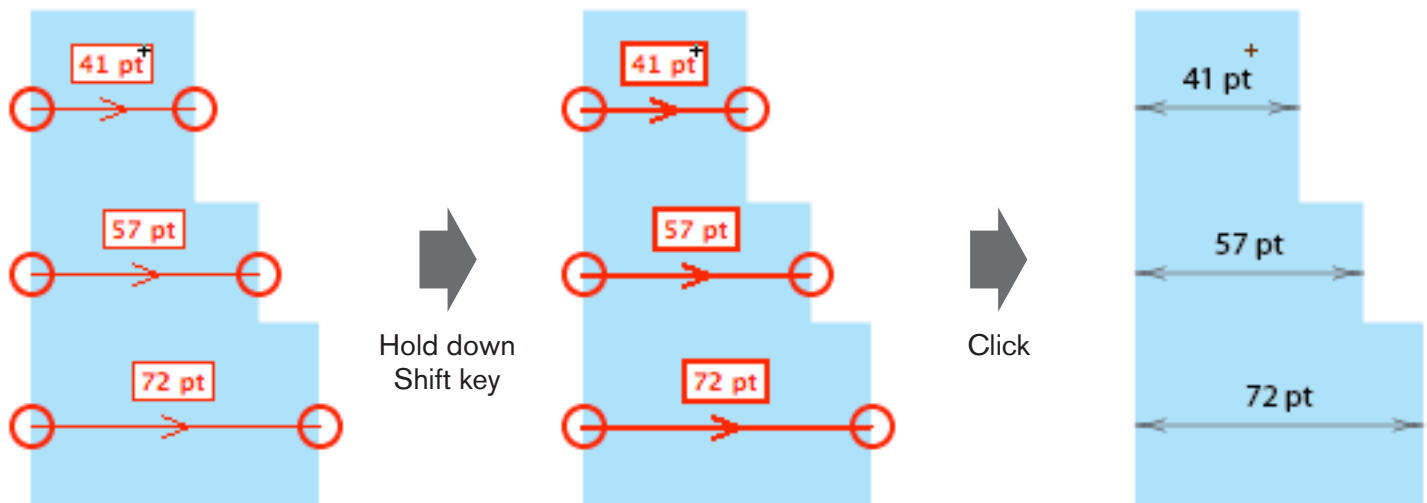
TIP Whichever point you click becomes the new endpoint for the purposes of direction of measure.

Operation: Converting Measures to Artwork

Converting measures to artwork (Illustrator CS3 and higher only)

You may want a permanent record of the measurements you make, so in Illustrator CS3 and higher, you can convert the measures and their measurements (both of which are normally just temporary overlays) to actual Illustrator art.

To convert all measures to paths and measurement data to text boxes, start by holding down the Shift key and place the **SnapMeasure** cursor over any measure's data. The measures and their data will become bolder as a visual indication of the convert operation. Click on the data (with Shift still held down) to actually convert all of the measures to paths. The measures will be deleted after this conversion. The new art is created in a new layer at the top of the layer stack named "SnapMeasure" (unless such a named layer already exists, in which case that existing layer is used). Each measure is created as a separate group, making it easy to hide or delete one. When first created, the "SnapMeasure" layer is locked, but if you do unlock it, it will be left that way.



By default, **SnapMeasure** uses a 0.25pt black rule for the measure line and arrowheads and 8pt/8pt type (with all other characteristics being inherited from the Normal style) for the text data. **SnapMeasure** creates both a new graphic style and a new character style for these items the first

Operation: Converting Measures to Paths (continued)

time you convert measures to paths, both with the name “SnapMeasure” (unless styles with this name already exist, in which case they are used as is). You can therefore change the look of all of the converted measures – for instance, color, thickness of the line, type style – by simply editing these styles.

TIP Due to a bug in Illustrator CS4/CS5, the newly-created “SnapMeasure” character style may not immediately show up in the Character Style panel until you save the document. You can also choose “Load Character Styles...” from the panel’s flyout menu and click “Cancel” to force it to appear.

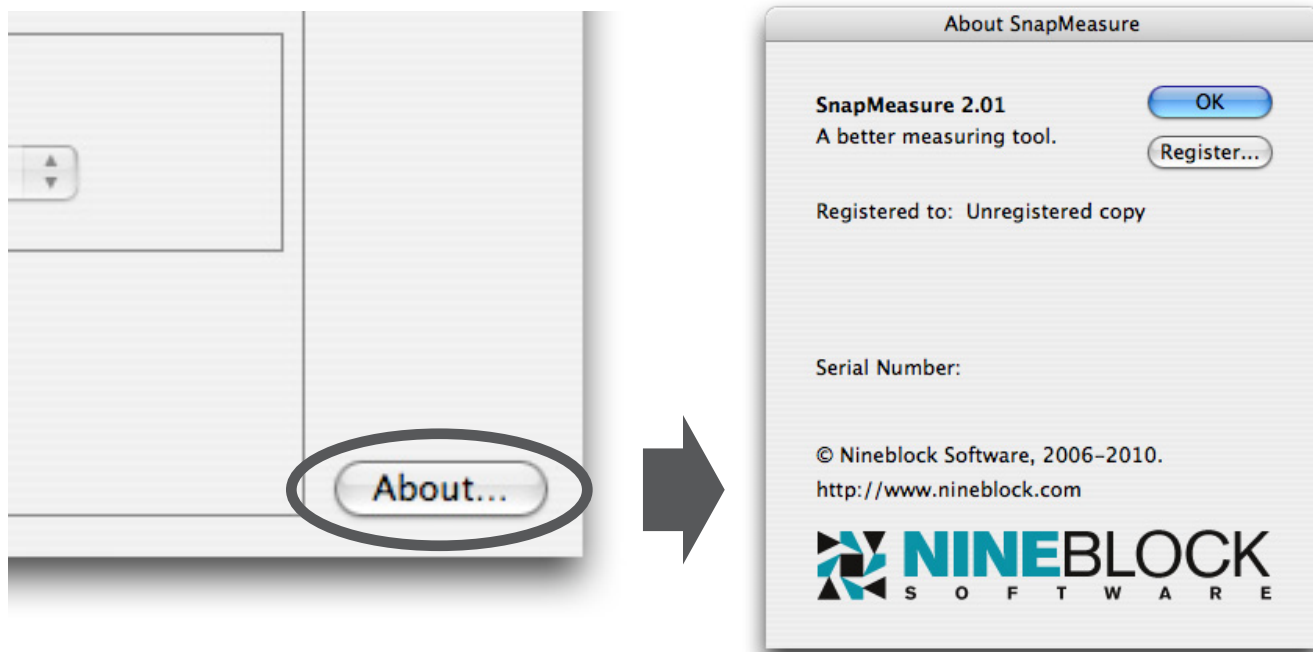
TIP **SnapMeasure** will center the type next to the measure rule using the character style which exists at time of conversion. If you edit the style afterwards to make the type a different size, the measurement data may not look centered anymore. You may want to first create a “dummy” measure to create the “SnapMeasure” character style, edit it to your satisfaction, and then delete the dummy measure before converting your actual measures.

Registration

SnapMeasure is distributed as a fully-functional, time-limited demo. Each time you launch Illustrator, you can evaluate all of the features of **SnapMeasure** for nine minutes. After that, unregistered copies will lose most of their functionality. Additionally, after selecting and using the tool 50 times, **SnapMeasure** will begin to remind you to register it. The more you continue to use it, the more it will remind you.

We hope you'll find **SnapMeasure** useful enough to purchase and register, which you can do at our website: <http://www.nineblock.com>. Registration entitles you to free tech support by e-mail and free updates to all later versions.

After registering your copy of **SnapMeasure**, you will receive a serial number keyed to your specific name and (optionally) organization. To enter it, click on the “About...” button at the lower right of the preference dialog, which will bring up the *About SnapMeasure* window:



Then click on “Register...” to enter your registration information. After successfully doing so, you’ll see your personalized details in the *About* window, and the time limitation/reminders will disappear.

Support

If you are having trouble with **SnapMeasure**, you should first check the Support page of our website by going to <http://www.nineblock.com> and clicking on “Support”. A list of frequently-asked questions with answers will be kept there. If that does not answer your question, you can get technical support by following the link to the “Contact” page and filling out the form. Include as much information about the problem as you can, and be sure to include your operating system and which version of Illustrator you are using.

Change Log

Version 2.01 (10 August 2010)

- Now compatible with Illustrator CS5 on both platforms
- Improvement: With Smart Guides off, the snap radius for anchor points and handles now matches the value set in Illustrator Preferences > Selection & Anchor Display > Selection > Tolerance
- Bug fix: Measures are converted to paths correctly when the “SnapMeasure” layer is hidden

Version 2.0 (2 April 2010)

- New feature: Up to 50 independent measures can be on-screen at once (see page 13)
- New feature: Measures can be deleted or moved after they are complete (see page 24–25)
- New feature: Measures can be converted to artwork (Illustrator CS3 and higher; page 26–27)
- New feature: Measure direction indicator (see page 7)
- Improvement: Measurement data (optionally) remains visible even when the **SnapMeasure** tool is not selected (see page 13)
- Improvement: On-screen measurement data can now be shown centered along the measure line, as well as by the endpoint of the measure (see page 15)
- Improvement: New *HoverMeasure* data includes path information (open/closed, number of points), handle data, and the angle of the path (between *in* and *out* segments) at a point (see pages 16–18)
- Improvement: With SmartGuides on, **SnapMeasure** now snaps and intersects with the current constrain angle guides

Change Log (continued)

- Change: Curve normals are converted to paths after the mouse is released, not when the mouse is first held down
- Change: When showing curve normals, “divisions” refers to the number of curve divisions, rather than the number of normal lines drawn
- Change: On-screen delay time is now measured in seconds rather than tenths of seconds
- Bug fix: When switching between documents, measurements are drawn correctly

Version 1.8 (10 March 2009)

- Now compatible with Illustrator CS4 on both platforms
- New feature: Measure distance along a path
- New feature: Show segment length and path length while hovering over a path
- New feature: Measure at a user-defined scale, from 1:1,000,000 to 1,000,000:1, with user-selectable units
- New feature: Optional path direction arrows
- Improvement: Range of point numbers is now listed behind point number in point HoverMode
- Improvement: Document-specific units setting is now honored, as well as Application-wide setting
- Improvement: Selected paths now take precedence for HoverMeasure data, even when they are under other paths
- Improvement: Paths now take precedence over the grid when *Snap to Grid* is enabled
- Bug fix: “R:” is shown for point 0 when showing radius of curvature
- Bug fix: Path and point normals no longer require the mouse to be down to be displayed (Windows CS3 version only)

Version 1.7 (23 March 2007)

- New feature: User-selectable highlighting icons
- New feature: User-selectable measurement data fields, including delta-x and delta-y

Change Log (continued)

- New feature: HoverMeasure – ability to see information about a path segment or point (including type of point, point number, and point coordinates) while simply holding the cursor over the item in question
- New feature: While shift-constraining with *Snap To Guides* enabled, a constrain line is drawn which allows you to measure to the intersection with another object
- Change: Preferences window reorganized and split into four sections
- Bug fix: Snap to grid now works properly again
- Bug fix: Rulers will not be drawn over (Mac CS2 version only)

Version 1.6 (13 February 2007)

- New feature: Precision (number of digits displayed) is now user-selectable
- New feature: Ability to measure the radii of curvature and tangent angles of bezier curves
- New feature: Ability to display multiple bezier curve normals and convert to path segments
- Bug fix: Grid immediately redrawn when constrain angle is reset on Option/Alt tool-icon click

Version 1.51 (18 May 2006)

- Bug fix: Fixed redraw problem around the cursor when snapping and shift-constraining
- Bug fix: Fixed cursor highlighting sometimes failing when using Smart Guides
- Bug fix: Measurements are no longer rounded when shift-constraining (Mac CS2 only)

Version 1.5 (17 May 2006)

- New feature: Optional red highlighting rings when snapping
- New feature: Measurements can be set to appear right next to the cursor, either during the measure or afterwards for a user-determined period of time (or both)
- New feature: Option/Alt key (optionally with Shift) rotation of preference setting types (distance/angle)
- New feature: Optional resetting of distance/angle preferences when choosing the **SnapMeasure** tool with the Option/Alt key down
- Improvement: Better performance, especially on slower machines

Change Log (continued)

- Bug fix: **SnapMeasure** no longer causes screen redraw
- Bug fix: Added missing black line icon in Mac CS2 preferences dialog
- Unregistered copies get five minutes unrestricted use before losing some new features

Version 1.0 (6 March 2006/21 March 2006)

- Initial release

Feedback

We strive to continually improve our products. We welcome your comments and suggestions for ways we can do so. Use our contact form by going to <http://www.nineblock.com> and clicking on "Contact".

Legal

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<http://www.nineblock.com>