

New Shift (pointer) tool functionality in LetterModeller

Last update: 29 June 2018

FoundryMaster's 'Shift' (pointer) mode has improved quick-mode functionality integrated now. This allows faster editing by avoiding frequent change of the functions and circumvents the use of a three-button mouse. Besides the already implemented functionality, the 'Shift' tool supports also now:

- 'intelligent' delete of points for BE/IB formats,
- adjustment of points to the nearest guideline,
- horizontal/vertical adjustment of points,
- inserting contour points,
- changing lines into curves and vice versa,
- toggling between curve and corner points.

The 'intelligent' delete function (contours will remain the same as much as possible) is activated by simply clicking onto a point with the left mouse button while simultaneously holding down the <alt> and <shift> keys. The function will try to keep the outline the same as much possible by shifting adjacent control points.

Adjusting to guidelines is activated by clicking on the point in question while holding down the <ctrl> plus the <cmd> keys. The point will be shifted orthogonally to the next guideline.

Horizontal or vertical adjustment is done by clicking on an anchor point while holding down the <ctrl> and <shift> keys. If both neighboring points are anchor points, the point is shifted so that the connecting straight lines to the neighbors are horizontal or vertical, whichever is reasonable. If the point is an anchor point with adjacent control points, these control points are shifted so that the outlines direction in the anchor point is horizontal or vertical.

If the <alt> and <cmd> keys are simultaneously pressed, a point is inserted on the contour next to the pointer when the mouse is clicked.

If while pressing the <alt>, <cmd>, and <shift> keys is clicked on a curve or corner point, it will change label. If a straight line is clicked, it will turn into a curve, while a curve will be changed to straight line by deleting the two control points.

ctrl	Shift	cmd	alt	(<--- Mac keyboard)	
Meta/Win	Shift	Control	Alt	(<--- PC keyboard)	
				what happens:	
				1) SELECTION: selection can be made, single / rectangle	
				2) while dragging, selected points are shifted	
			X	1) if clicked on contour: while dragging, a BE contour part is modified by following the mouse	
				2) if clicked on cntl point: while dragging, limit to tangential direction	
				3) if clicked on anchor point: ignore property "smooth" of neighbors	
		X		if clicked on cntl point: while dragging, moving adjacent control points in opposite tangential direction	
		X	X	insert point on contour at closest position	INTEGRATED_QUICK_MODE
	X			1) SELECTION: allows extension of selection (from...to)	
				2) while dragging: limit shift to horizontal/vertical	
	X		X	"intelligent" delete	INTEGRATED_QUICK_MODE
	X	X		--- SELECTION: caught by selection (why ?)	
	X	X	X	1) if clicked onto anchor, toggle "smooth" property	INTEGRATED_QUICK_MODE
				2) if clicked onto straight line, change to curve without fit thru mouse position(!)	
				3) if clicked onto curve, change to straight line by deleting controls "non-intelligently"	
X				Mac: ???	
				Win: ???	
				Linux: caught by system, moves any window entirely after modifying with config editor and enabling the Alt key this way.	
X			X	toggles anchor point property "smooth"	INTEGRATED_QUICK_MODE
X		X		adjust orthogonally to next guideline	INTEGRATED_QUICK_MODE
X		X	X	-	
X	X			make horizontally / vertically	INTEGRATED_QUICK_MODE
X	X		X	-	
X	X	X		-	
X	X	X	X	-	