

ToolShed

version 23 for Adobe Illustrator

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To activate the plugin, please purchase a license at <https://rj-graffix.com>. Activation codes will be emailed to you, which you can enter after clicking the *Activate* button in the plugin's About Box window.

For more support information, please visit <https://rj-graffix.com/support/>

ToolShed is a plug-in for Adobe Illustrator that adds an assortment of functions.



Transform tool is similar to Illustrator's built-in Free Transform tool, but with a few differences.

- Objects are always constrained so they never skew.
- It uses the rotation of the topmost object's bounding box.
- The bounding box rotation can be changed by rotating the selection with the shift key pressed.
- When scaling from a corner, you're unlikely to rotate the art by mistake.

With the Transform tool active, your selection will appear with a bounding box, similar to Adobe's Free Transform tool, rotated to the current rotation of the topmost object.

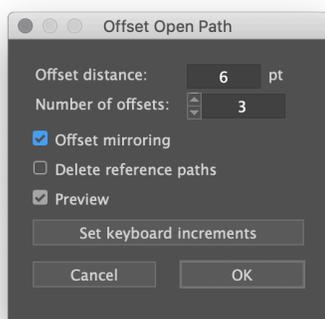
- Drag outside of the bounding box to rotate the object.
- Shift-drag outside of the art to constrain its rotation to increments of 45 degrees.
- Drag inside of the bounding box to move the art.
- Shift-drag inside of the bounding box to constrain its movement to increments of 45 degrees.
- Drag a handle to resize the art, anchored at the opposite handle.
- Option/Alt drag a handle to resize the art, anchored at the displayed anchor point.
- Option/Alt click to set a new anchor point for scaling and rotating the art.
- Click inside the bounding box to reset the anchor point to the bounding box's center.
- Option/Alt drag outside of the bounding box to rotate the art's bounding box and change its accumulated rotation property. Guide lines will display to help position the new rotation angle.

Object > Transform > Get Bounding Box Rotation gets and displays the rotation of the bounding box for the topmost selected object.

Object > Transform > Set Bounding Box Rotation sets the rotation of the bounding box for the selected art to the value retrieved from Object > Transform > Get Bounding Box Rotation. It does not rotate the object, it simply redefines the object's accumulated rotation property in order to display its bounding box relative to a different angle.



Stabilized Pencil tool creates smooth freeform paths by pulling a pencil point with a variable-length leash. A ring displays around the pencil point to indicate when there's "slack" in the leash and the tool has a slight buffer when starting, so you'll feel in control when starting or changing direction for corners. Double-click the tool's icon to access the tool's preferences where you can set the leader length, path simplification (directly corresponds to Object > Path > Simplify), or whether to display help text or onscreen annotations. Press the Option/Alt key when releasing the mouse to skip the automatic smoothing if you'd prefer a "high res" path or wish to use Astute Graphics' excellent Smart Point Remove tool.



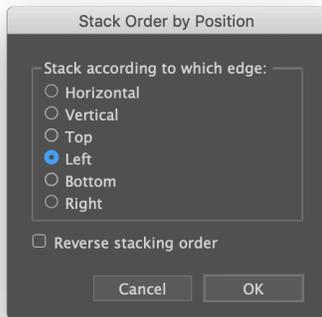
Object > Path > Offset Open Path creates offset paths that are open if your reference path is open, closed offsets if it's closed. The dialog allows setting a number of additional offset paths, an option for mirroring paths offset to both sides of the reference path, delete the reference path, live preview, and fine tuning the offset distance with up/down arrow keys with Shift, Alt/Option, and Ctl/Cmd modifier keys, as well as the option to set custom stepping distances in your document's ruler units.



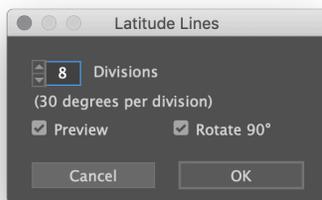
Open Path Offset Tool drags offset copies of paths without the dialog. Use the Alt/Option key to mirror offset paths to the other side of your reference path and use up/down arrow keys to add intermediate paths. Press the Ctl/Cmd key before releasing the mouse to delete the reference path. Help text annotations near the cursor can be toggled on and off in the tool preferences.



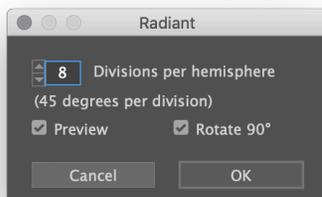
Tangent Arc Tool creates circular arcs that are tangent to the paths they're dragged from. The distance and angle of the drag determine the radius of the arc and the extent of its curvature. Press Alt or Option to drag a tangent straight line. Press the Shift key to constrain rotations to increments of 15 degrees. Paths created end-to-end will be automatically concatenated into one continuous path. If you create an arc that's not adjacent to another path, the default start angle is 0 (right), but you can define your own start angle; just click, and when you move the mouse a guide line will be drawn. Click and drag to finish the arc.



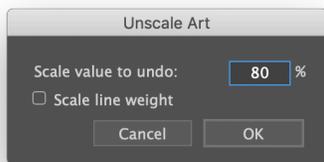
Stacking Order changes the order of objects in the artwork tree so that objects overlap each other based on their position. Select **Object > Stacking Order...** The Horizontal and Vertical options evaluate the horizontal position of the object's center point. Top, Left, Bottom, and Right evaluate objects' bounding box edge and stack them in ascending or descending order.



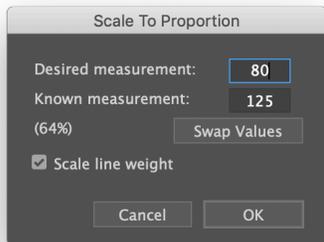
Latitude Lines creates a series of parallel lines distributed as though they were evenly spaced and wrapped around a cylinder (or globe). Select **Object > Create > Latitude Lines**. The dialog will allow you to enter a number of divisions per hemisphere and tells how many degrees each division represents. Click "OK" and the grid will appear in the center of your screen. A live preview option is available, along with a checkbox to turn the art 90°. If an object is selected, the new art will be created at the selection's size and location.



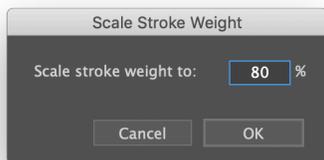
Create a **Radiant**, or a group of lines fanning out like a pie chart at equidistant angles. Go to **Object > Create > Radiant**. The dialog will allow you enter a number of divisions per circle and displays the number of degrees per division. A live preview option is available, along with a checkbox to turn the art 90°. The preview art can be moved to another area on the screen, then you can return to the dialog to adjust the number of divisions. Click Cancel or close the dialog to cancel the operation, or click OK or press Enter to commit to the new radiant art. If an object is selected, the new art will be created at the selection's size and location.



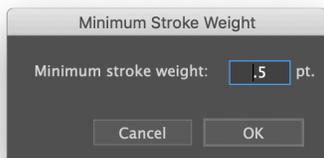
Object > Transform > Unscale art. Say you've scaled a bunch of things and some of them shouldn't have been scaled. To return them to their original size, you can select them and the plugin will figure the inverse of the scaling factor to restore them to their original size (or at least very, very close).



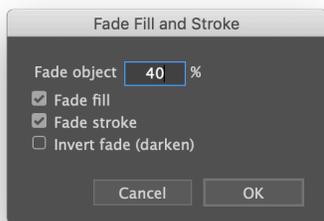
Object > Transform > Scale Proportionally scales art relative to two given values. Say you have a map and you know that the distance from one point to another. You can draw a line between those points, call this plugin, enter the distance the selection represent, the distance you'd like your scale of miles to be, and the selected line will be scaled accordingly. You could, of course, do this with the help of a calculator, but now you won't have to.



Object > Path > Scale Stroke Weight will scale the line thickness of selected paths by the percentage you enter, without scaling the art itself.

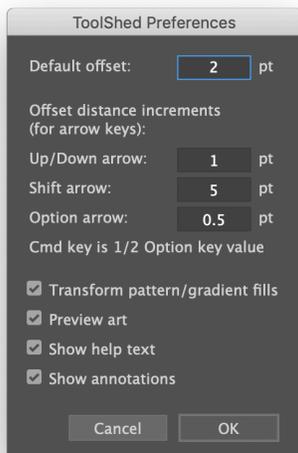


Object > Path > Minimum Stroke Weight will find all paths with a stroke thinner than your minimum and set the width accordingly. Please note that if an object's appearance includes more than one stroke, Minimum Stroke Weight and Scale Stroke Weight affect only the topmost stroke.



Object > Fade will lighten the fill and/or stroke of a path object (including gradients) to the percent given. Checking “Invert fade” will effectively undo a previous fade after an Undo operation is no longer possible.

FREE Functions: **Object > Fade**, **Scale Stroke Weight**, **Minimum Stroke Weight**, **Object > Transform > Get Bounding Box Rotation**, **Object > Transform > Unscale**, **Object > Transform > Scale to Proportion**, and **Transform > Set Bounding Box Rotation** can be considered **FREE**, as they will continue to work for free after the trial of the other functions is over.



Preferences can be accessed by double-clicking one of the tool icons in the tool bar or from the menu:

Mac: **Illustrator > Preferences > Graffix Plugins > ToolShed...**
Win: **Edit > Preferences > Graffix Plugins > ToolShed...**

The top half of the preferences is for the Offset Open Path tool and menu items. As with most Adobe dialogs, measurements can be increased or decreased by pressing the Up or Down arrow keys, and that value can be increased by pressing the Shift key as well. To make it easier to fine-tune your settings when previewing the offset, you can use smaller values by pressing Alt/Option or Ctrl/Cmd.

“Transform pattern/gradient fills” will tell the Transform tool to scale or rotate pattern or gradient fills.

“Preview art” works with the Radiant, Latitude Lines, and Offset Open Paths to preview your changes as you adjust values in the dialog.

“Show help text” sets whether to display text near the cursor showing tool options such as results of pressing Alt/Option or other modifier keys.

“Show annotations” sets whether to display guide lines, etc., when using the tools. It is highly recommended to keep this option checked.

To install the plugin, just drop it into Adobe Illustrator’s “Plug-ins” folder. It doesn’t matter if you put it in a subfolder you create (just to keep things tidy) or at the top level of the Plug-ins folder.

The correct path to the main plugins folder under **Windows (64-bit)** is:
Windows (C:)\Program Files\Adobe\Adobe Illustrator[version]\Plug-ins

The **Windows 32-bit** path just adds the “(x86)” like this:
Windows (C:)\Program Files (x86)\Adobe\Adobe Illustrator [version]\Plug-ins

On a **Mac**, the path to the plugin folder is:
[/Applications/Adobe Illustrator \[version\]/Plug-ins](#)

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Because of changes made in Illustrator's plugin interface with CS6, all Graffix plugins for CS6 and above were totally re-written using the CORE libraries from Hot Door, Inc.

Be sure to check the Graffix Web site for updates and other new products. Your comments, suggestions, and bug reports are welcome.