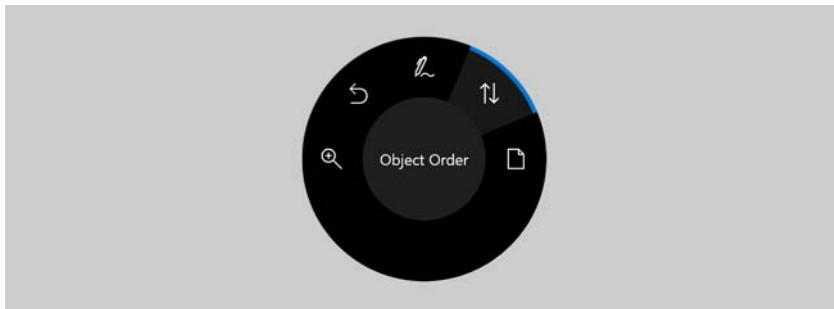# Surface Dial add-in

With CorelDRAW Graphics Suite, you can take advantage of Microsoft Surface Dial and other wheel devices so that you can focus on your creative tasks. Especially useful in combination with a stylus, a wheel device helps you draw and create naturally and ergonomically. You can easily transition between tools and tasks by using your nondominant hand while you are sketching or designing with your stylus.

Your wheel device can be used in two modes: off-screen (placed on your desk) and on-screen (placed on the screen).

Off-screen mode

When the wheel device is placed on your desk, its on-screen interface lets you zoom in and out as well as undo and redo actions. In addition, you can now navigate the pages of your document, and you can change the object order by moving selected objects to the front or back of other objects. Plus, your wheel device can help you use the LiveSketch tool more efficiently. For more information, see "Wheel devices and the LiveSketch tool" on page 6.

The on-screen UI of surface dial when used in off-screen mode in CorelDRAW.

To use a wheel device in off-screen mode

1   Press down the wheel device to show the on-screen menu, and release.

2   Rotate the wheel device to select one of the following commands on the on-screen menu, and click.
  - **Zoom** — lets you zoom in and out
  - **Undo** — lets you undo and redo actions
  - **LiveSketch** — lets you undo and instantly adjust strokes when using the **LiveSketch** tool. For more information, see "To use the LiveSketch tool with a wheel device in off-screen mode" on page 6.
  - **Object Order** — lets you move the selected object up or down in the stacking order
  - **Page** — lets you navigate the pages of your document

3   Rotate the wheel device clockwise or counterclockwise to complete your task.
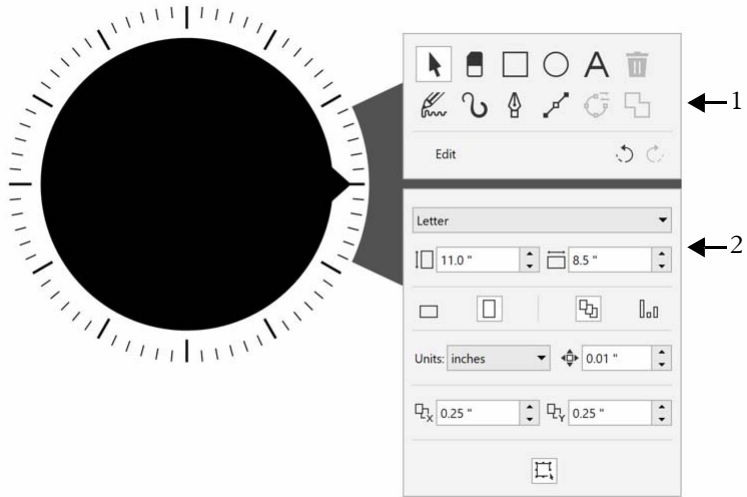
On-screen mode

In on-screen mode (when you place the wheel device on the screen), the on-screen UI is designed to simulate an artist's palette, giving you quick access to tools and controls through the **Tool** and **Property** panels. To select a tool or control on the on-screen UI, you need to use your stylus, or you can simply tap on a touch-screen enabled device.
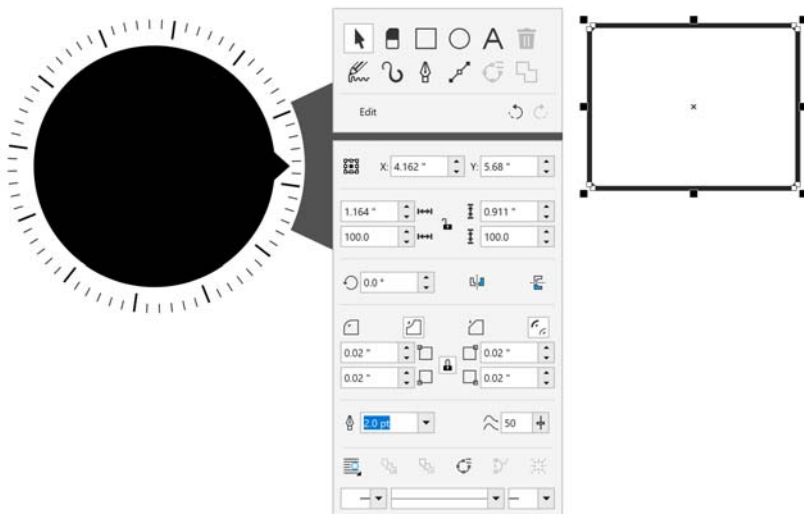
The default **Tool** panel lets you switch between the following tools: **Pick**, **Eraser**, **Rectangle**, **Ellipse**, **Text**, **Pen**, and **Bézier**. You can also access commonly used commands such as **Delete**, **Convert to curves**, and **Weld**.

From the **Property** panel, you can adjust document, tool, and object settings. For example, you can change the document dimensions and orientation as well as the unit of measurement.

The **Property** panel is similar to the property bar. It includes controls that are relevant to the selected tool and object. Each time you switch tools on the **Tool** panel, the **Property** panel is updated to allow you to edit tool and object properties on the fly. For example, if you have an object selected in the drawing window, you can use the **Property** panel to quickly adjust object width, height, and outline width; and you can mirror and rotate the object. In addition, if you need to adjust property values, the wheel device can help you fine-tune them with precision.

The on-screen UI of a wheel device placed in the drawing window: **Tool** *panel (1) and* **Property** *panel (2).*

The **Property** *panel displays controls that let you edit the selected object, a rectangle in this example.*

To tailor the **Tool** panel to your workflow and have a non-cluttered yet complete collection of tools at your fingertips, you can remove, add, and rearrange tools.

*Left: The default **Tool** panel. Right: A customized **Tool** panel. In this example, new tools (**Crop**, **Knife**, and **Smart Drawing**) are added; the **Delete** button is removed; and the tools are rearranged.*

To choose tools and adjust properties using a wheel device in on-screen mode

1   Place the wheel device on the screen with your nondominant hand.

The **Tool** and **Property** panels appear beside the wheel device.

2   Perform a task from the following table by using a stylus or mouse.

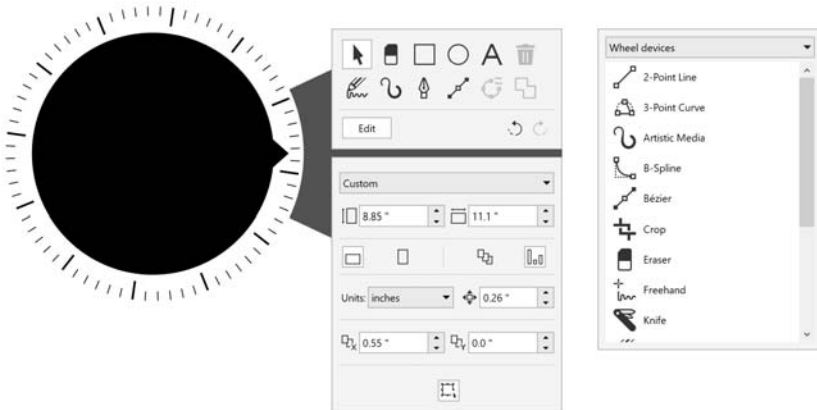| To	Do the following
Adjust document properties	Make sure that no object is selected in the drawing window. Select the **Pick** tool on the **Tool** panel. On the **Property** panel, select a control. To adjust values, rotate the wheel device clockwise or counterclockwise.
Choose a tool	Select a tool on the **Tool** panel.
Adjust tool and object properties	Select the control you want on the **Property** panel. To adjust values, rotate the wheel device clockwise or counterclockwise.

To delete, convert or weld objects using a wheel device in on-screen mode

1   Place the wheel device on the screen.

The **Tool** and **Property** panels appear beside the wheel device.

2   Perform a task from the following table using a stylus or mouse.

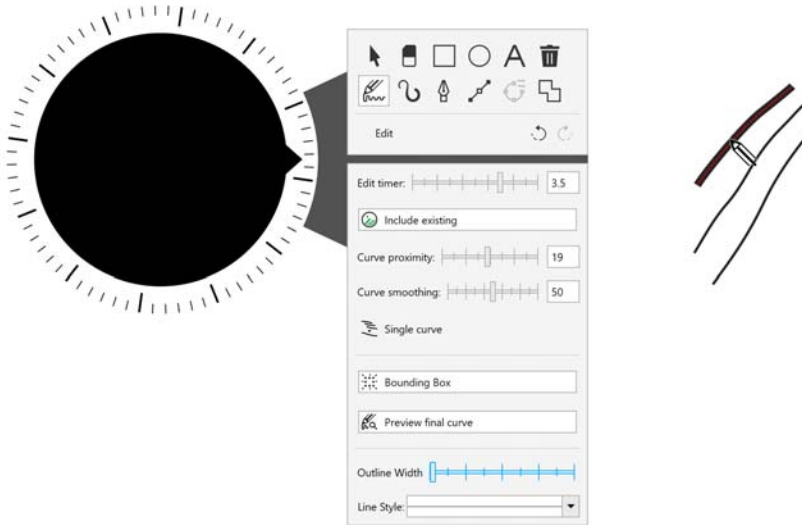| To	Do the following
Delete a selected object	Select the **Delete** button 🗑 on the **Tool** panel.
Convert selected objects to curves	Select the **Convert to curves** button on the **Tool** panel.
Weld selected objects	Select the **Weld** button on the **Tool** panel.

To customize the Tool panel

1 Place the wheel device on the screen.

   The **Tool** and **Property** panels appear beside the wheel device.

2 Using your stylus or mouse, select **Edit** on the **Tool** panel.

   The **Customization** panel opens.

3 To add a tool, drag it from the **Customization** panel to the **Tool** panel.

4 To delete a tool, drag it out of the **Tool** panel.

5 To rearrange the **Tool** panel, drag the tools you want to a new location.

*Add, remove, and rearrange tools to customize the **Tool** panel.*

Wheel devices and the LiveSketch tool

Your wheel device can be especially helpful when you are sketching with the LiveSketch tool. In off-screen mode, you can use the wheel device to undo and redo strokes with ease. In on-screen mode, you can adjust various tool and stroke properties. Plus, you won't need to use a keyboard to reset the timer and have your strokes adjusted instantly in both modes of the wheel device.

*The **Property** panel displays controls related to the **LiveSketch** tool.*

To use the LiveSketch tool with a wheel device in off-screen mode

1 In CorelDRAW, tap the **LiveSketch** tool in the toolbox.

2 Press down the wheel device to bring up the on-screen menu, rotate the wheel device to select **LiveSketch**, and click.

3 Start sketching, and do any of the following:
   • To undo or redo strokes, rotate the wheel device counterclockwise or clockwise.
   • To adjust a stroke instantly before the delay time has elapsed, click.

To use the LiveSketch tool with a wheel device in on-screen mode

1 In CorelDRAW, tap the **LiveSketch** tool in the toolbox.

2 Place the wheel device on the screen to bring up the on-screen menu.

3 Perform any of the tasks from the following table.

To	Do the following
Adjust LiveSketch settings	Using a stylus or a mouse, select the control you want on the **Property** panel. To adjust values, rotate the wheel device clockwise or counterclockwise.
Reset the timer and adjust strokes instantly	As you are sketching with the **LiveSketch** tool, click the wheel device when you want to finalize the stroke before the delay time has elapsed.
	Tip: Without a wheel device, you can reset the timer and adjust strokes instantly by pressing **Enter**.

Wheel devices and Corel PHOTO-PAINT

In Corel PHOTO-PAINT, there is no difference between the on-screen and the off-screen mode of the wheel device. Whether you place the wheel device on the screen or on your desk, the on-screen UI lets you access the following commands: **Undo**, **Zoom**, and **Object Order**.