

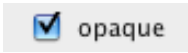


Exploring Graphic Gradients

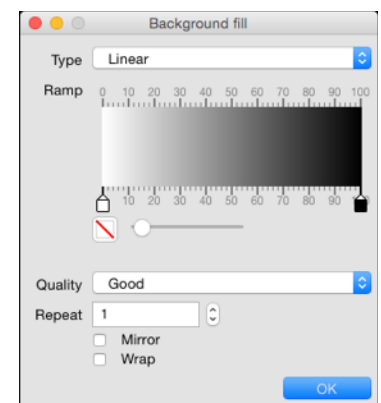
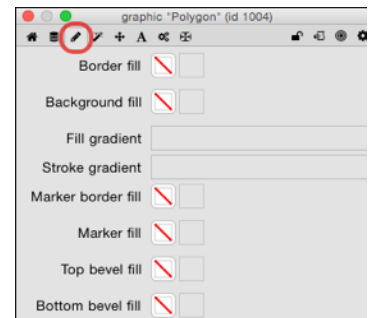
One of the unique properties of graphic objects is the ability to assign gradients to them. A gradient is a type of color fill that varies seamlessly and gradually from one color to another. We rushed past this in our initial look at gradients, but I want to make sure you are familiar with this feature.

1. Create a new stack.
2. Create a new graphic object. Use the "Freehand Polygon" graphic. This type of graphic creates lines between points that you define by clicking the mouse. Use this  tool to create an irregular enclosed shape. Make sure you close off your shape by ending at the starting point. Do this by double clicking your mouse at the starting point. Note that this exits you from creation mode.
3. Now return to LiveCode Edit mode, and click on the new graphic to select it. 
4. Open its property inspector and make sure the "opaque" property is checked. 
5. In the property inspector choose the Colors tab.

Note the long rectangles next to Fill gradient and Stroke gradient.

By clicking these boxes you can define fill and stroke gradients:

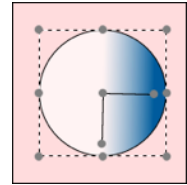
- a. Let's create a fill gradient, since they are easier to observe. Click the box next to Fill gradient.
- b. Next to Type: Choose one of seven gradient types. Select several different types and observe how it changes the look of the gradient. Let's work with a linear gradient for now.
- c. Quality: Good or Normal. Good gives slightly better quality at the expense of a slight speed penalty. Normal still gives reasonably good quality; Good is slightly smoother-looking.
- d. Now lets skip back to the Ramp settings, where you can set color and blending for the gradient. Each endpoint of the gradient can have its own color and blending setting. The default endpoints are fully opaque black to fully opaque white.
- e. Click on the white pointer box to edit the right endpoint, then click the Color box just below. (When no color is chosen it has a red slash through it. This will bring up a color selector dialog. Choose a color that you like.
- f. Now click on the black pointer box on the right side, then click the color box and choose a color of the other end of the gradient. Notice how, no matter which colors you choose, the transition between them seems smooth and seamless.



6. Now let's experiment with the blend level of the endpoints. But first we need to change the background color of the card so that we can see the effect of changing the gradient blend levels. Do that now.
7. Click on either endpoint box of the gradient, then move the blend level slider (just right of the color box) toward the center. Notice how the card's background color begins to show through that part of the gradient.
8. Click on the other endpoint box. Notice that each endpoint's blend level is independent of the other. Experiment with different blend levels for this endpoint.

9. The effect of other settings—Repeat, Mirror, and Wrap—should become obvious as you change them to various settings.

10. Now turn your attention to the graphic itself. When the Gradient panel is showing and a gradient is enabled, an L-shaped control appears over the graphic object. This allows you to change what is known as the "from", "to" and "via" settings of the gradient. Drag each of the three dots around to see the effects of changing these settings.



11. All of these same gradient settings can be imposed on the stroke, or border of the graphic by the box next to Stroke gradient Colors tab. It is easiest to see if you increase the size of the border line (in the Basic Properties panel for the graphic.)

12. Enjoy the power and elegance of gradients. Remember, they *only* apply to Graphic objects.