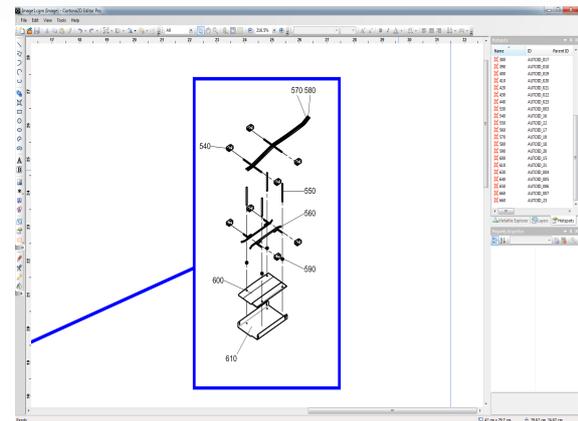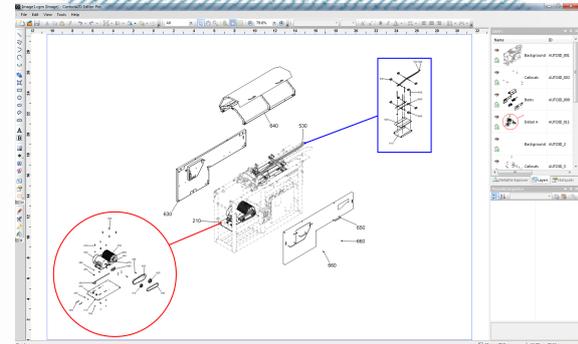# Cortona2D Editor Pro

Cortona2D Editor Pro is a graphics editor that supports the creation, modification, and rendering of layered graphic primitives (ellipse, polygon, spline, bitmap, raster). This editor allows authors and illustrators to edit legacy graphics or manually edit 2D graphics created with Cortona3D RapidAuthor.

EDITING

» Support of different object types: lines, polylines, Bezier lines, arcs, ellipses, polygons, hotspots, text.
» Selecting, moving, rotating, flipping and removing objects.
» Editing object properties in accordance with the WebCGM 2.0. profile.
» Combining objects. Ability to use the fragments of raster and vector images.
» Grouping objects.
» Selecting object orientation and size from a built-in list of standard options.
» Snapping objects to the grid, points or segments of other objects.
» Various methods of aligning objects.
» Support for property bundles: allows for defining line, fill, text and marker property sets (bundles), exchanging them between computers, assigning property bundle to object(s), select objects by property bundle.
» Slicing objects, removing object fragments between two crossings.

OTHER FEATURES

» Editing hot spot properties
» Adding layers and editing their properties
» Adding points and segments to the lines, polygons and other types of objects
» Scaling all types of objects
» Saving and replacing raster images
» Converting objects
» Printing Images
» Filters by object type (lines, texts, layers, etc.) for object multiple selection
» A quick preview mode, where all lines have the same thickness

SUPPORTED FORMATS

Editing: CGM Images

Import: JPEG, TIFF, PNG, Bitmap and GIF

Export: SVG, JPEG, PNG, TIFF and GIF

Manual	Catalog	Learning	WorkInstruction	2D Editor Pro