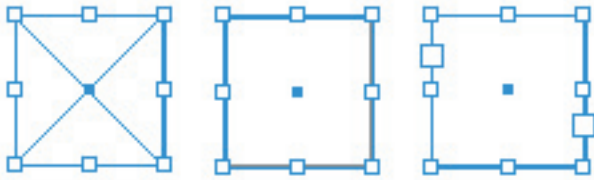
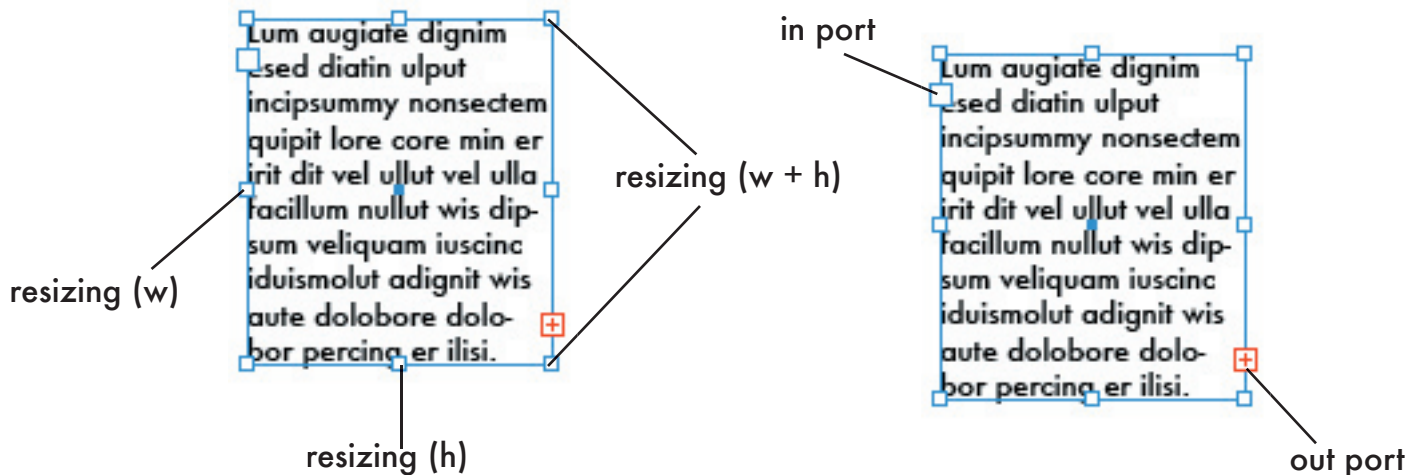


Types of Frames:



A graphics frame, an unassigned frame, and a text frame.

The graphics frames are created with the frames tool, the unassigned frames with the shape tool (and can also be used as shapes), and the text frames are created by dragging with the T tool or placing text on the page. All have handles that you can use to re-size them, but the text frame has an "in port" and an "out port" as well.



Text frames:



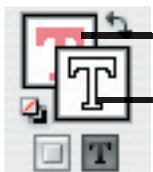
When the "in port" is empty it means that you are looking at the first text frame in a story. When the "out port" is empty, it means you're looking at the last (there is no more text to be placed).



Only the **out port** can have a "+". It means that there is still more text to be placed. If you click on the "+" your cursor will load and you can click elsewhere to place the rest of the text. Or, you can increase the size of your frame to allow all the text to fit.



When the arrow is in the "in port" it means that the text you are seeing is continued *from* somewhere else. When you see the arrow in the "out port" it means the text continues in another text block. A block of text in the middle of a story will have an arrow in it's in and out port



fill color

stroke (border) color

big fish