



CHANGE OBJECT SHAPE 1.1

(A SCRIPT FOR INDESIGN)

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USER GUIDE

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“I hope you’ll visit my website and have a look at my other scripts.” – Dan

DESCRIPTION

Once you create a shape, InDesign CS doesn't let you change it to another shape. For instance, if you create a rectangle and later want it to be a circle, there's no "easy" way to do so... until this script. This script will change one or more objects into whatever standard InDesign shape you want: rectangle, oval, polygon or star. I hope you find it useful and a time saver.

Even though InDesign CS2 added a feature that does essentially the same function as this script, I have made a CS2 compatible version of this script. Please make sure you use the correct version for your InDesign.

COMPATIBILITY

This script works on both Mac & PC. It has been tested in InDesign CS & CS2 (There is a different version of the script for each version of InDesign).

INSTALLING THE SCRIPT

It should be copied into the **Presets > Scripts** folder where you installed InDesign. That typically means...

MAC USERS COPY IT INTO:

Hard Drive > Applications > Adobe InDesign CS (or CS2) > Presets > Scripts

PC (WINDOWS) USERS COPY IT INTO:

C:Drive > Program Files > Adobe > Adobe InDesign CS (or CS2) > Presets > Scripts

USING THE SCRIPT

1. Select a frame (or frames) who's shape you want to change.

2. Double-click this script's name in the **Scripts** palette.

NOTE: To find the **Scripts** palette:

INDESIGN CS: Window menu > Scripting > Scripts.

INDESIGN CS2: Window menu > Automation > Scripts.

3. Choose the type of shape you want and click OK.

NOTE: If you chose **Polygon/Star** a second dialog will open asking how many sides and how much Star Inset you want. The initial values are your own Polygon Preferences you set when double-clicking the **Polygon** tool.

That's it! I hope you enjoy...

IMPORTANT NOTICE ABOUT EDIT > UNDO

If you need to "undo" the script you will need to undo several things. The whole script CANNOT be undone in just one step. This is a limitation of InDesign, not my script. The script actually:

1. creates a new correctly shaped object in the top left corner of the page
2. sizes and positions it correctly
3. deletes it
4. changes the current shape to the new shape

So if you want to undo the script each of the steps must be undone. Be careful about small shapes being leftover in the top left corner of the page if you do not undo enough times. The easiest way to "undo" the script is probably to run the script again and change the shape back to the original shape. That works fine unless you changed numerous objects of various shapes.

TIPS

1. Use the **Direct Selection** tool (white arrow) instead of the **Selection** tool (black arrow) when selecting objects. This allows the script to work on groups of objects. It also lets you change the shape of an object within a group.
2. When adjusting the polygon preferences (amount of sides and star inset) you can use the up or down arrow keys to change the values. **Shift-up arrow** or **Shift-down arrow** goes in larger increments.



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THANKS DAN!

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- Encourage me to write more free scripts.
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- Be a great way to say thanks for the hours I spent writing a script that saved you some time and effort.

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