

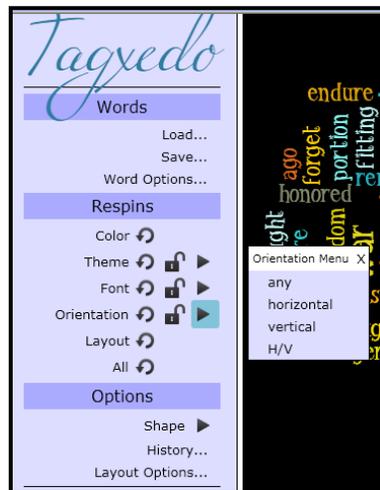




10. To change the text font, either click the “redo” arrow  next to “Font” or click the right arrow  to view the font menus.



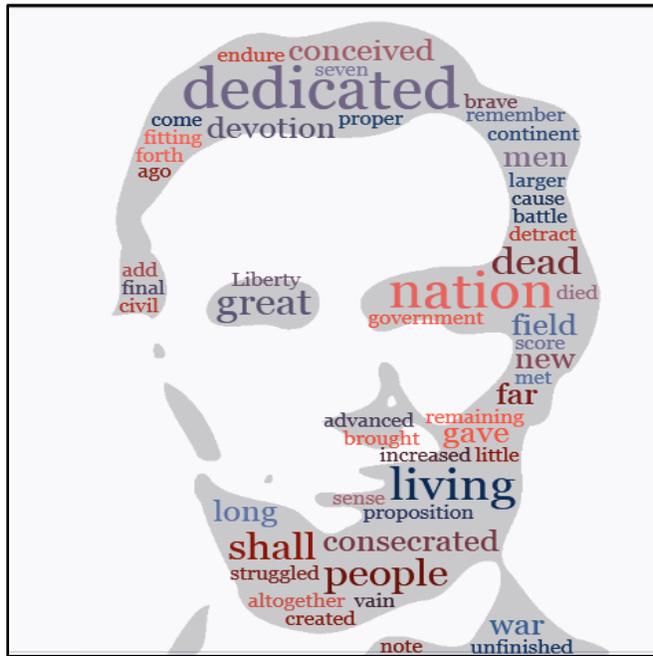
11. To change the orientation of the text, click the “redo” arrow  next to “Orientation” or click the right arrow  to view the orientation menus.



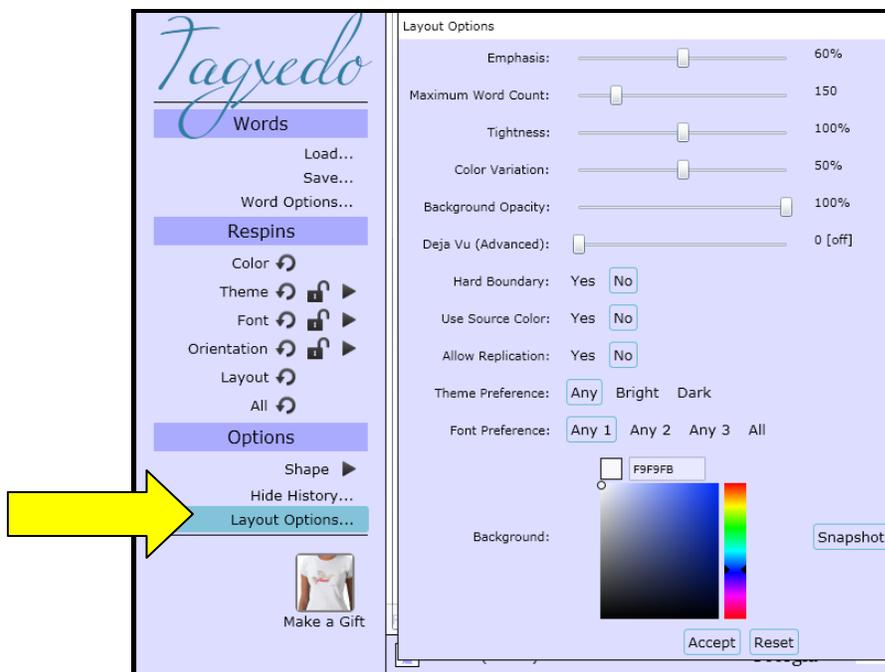
12. To randomly change everything, select the “redo” arrow next to “All.”

## Changing the Shape in Tagxedo

1. Go to “Options” to “Shape.”
2. Use the right arrow  to open the “Shape” menu. There are a number of ready to use shapes in this menu.



3. Select “Layout Options” to customize the settings.



## Adding Custom Shapes or Images

Tagxedo allows you to add custom shapes by importing images you have saved.

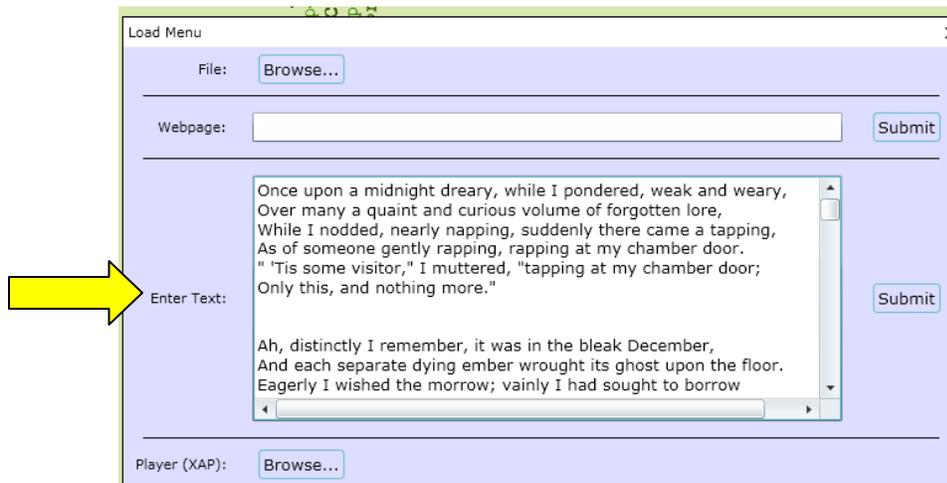
**TIP about Shapes:** *Tagxedo* does not work well with shapes that are complicated or contain delicate curves or corners. In other words, if your shape is very "fragile" with respect to perturbation -- i.e. the shape will look very different if words stick out or words do not hug the shape outline faithfully -- then it is not a good shape for *Tagxedo*. Good shapes tend to be robust, simple, and well-defined even when looking at a distance. See the gallery for good examples.

1. To add a custom image, locate the image you wish to use and save the image either onto your desktop or in "My Pictures." (Be sure to name it so that you can find it again.)

Example:



2. **Locate the text you wish to use and copy.** (I located Poe's *The Raven* online and copied it.)
3. Go to *Tagxedo* to "Create."
4. Select "Load."
5. Paste your words into the "Enter Text" box and click "Submit."

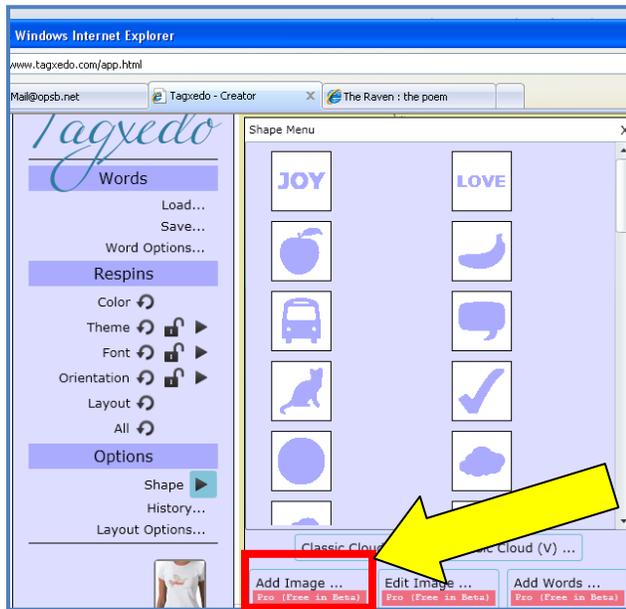


The screenshot shows the 'Load Menu' window with the following fields and buttons:

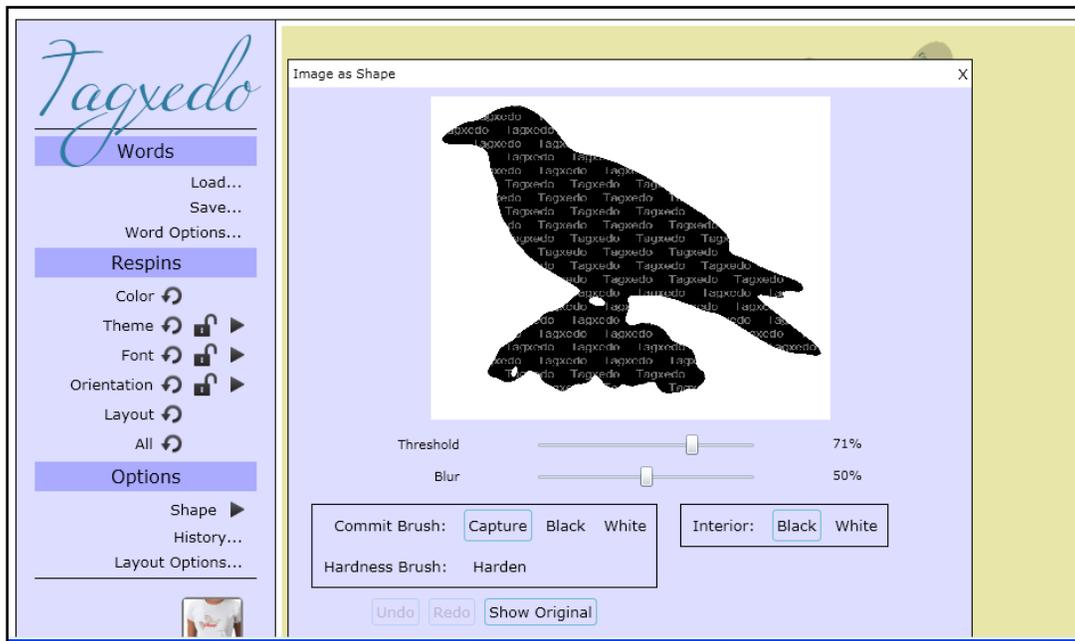
- File:
- Webpage:
- Enter Text:
- Player (XAP):

6. Your text will take the shape of the default image.

7. Click **“Shape”** to get the **“Shape”** menu.
8. Click the **“Add Image...”** button at the bottom of the **“Shape Menu.”**



9. Navigate to the location where your image was saved.
10. Select the image and double click. Your image will appear on the screen.

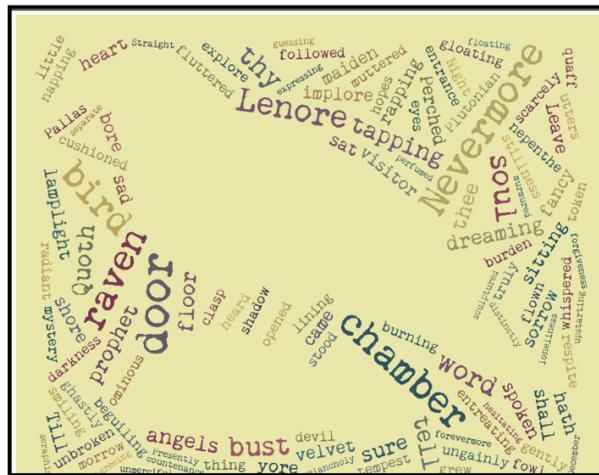


## Customize your shape using the menu.

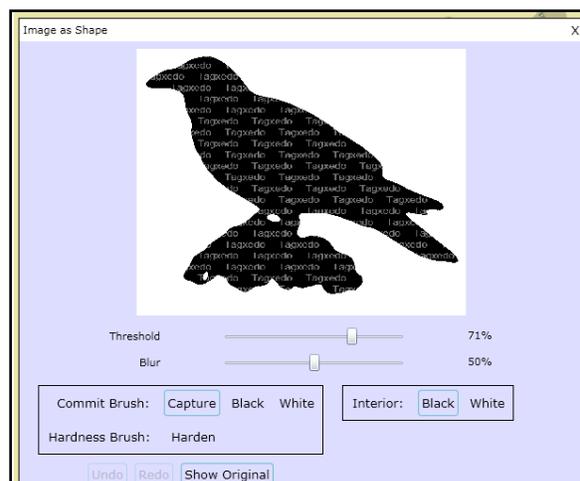
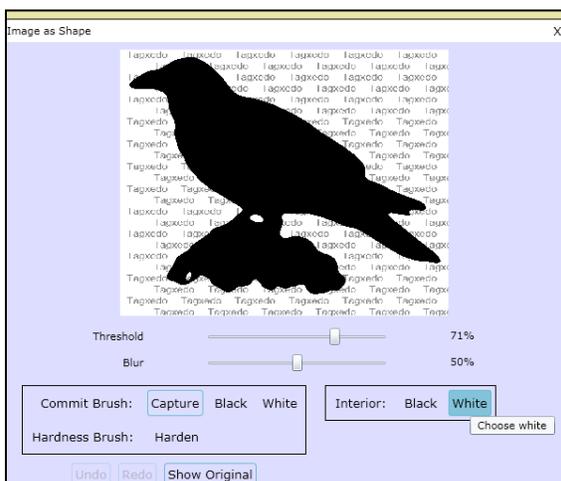
1. You may capture what is currently visible.



2. You may adjust the hardness effect of the brush.



3. You may also choose if you want the text on the interior or exterior of the shape.





## To Save Code to Embed in a wiki

1. In the “Save Menu,” locate the “Player” section.
2. Copy the code next to “Full Html:”



The screenshot shows a 'Save Menu' dialog box with several sections. The 'Player' section is highlighted, and a red box is drawn around the 'Full Html' code. A yellow arrow points to the red box. The 'Full Html' code is: `<html><head><title>Tagxedo - Tag Cloud with`

Thumbnail: 64x64 JPG, 100x100 JPG, 150x150 JPG, 200x200 JPG  
64x64 PNG, 100x100 PNG, 150x150 PNG, 200x200 PNG

Image: 125KP JPG, 250KP JPG, 500KP JPG, 1MP JPG, 2MP JPG, 4MP JPG, 16MP JPG  
125KP PNG, 250KP PNG, 500KP PNG, 1MP PNG, 2MP PNG, 4MP PNG, 16MP PNG  
250KP IMGUR

HTML Cloud: Width: 800 Exact Max (1) Save 'tagxedo.jpg'  
Experimental Height: 800 Exact Max (2) Save 'tagxedo.html'

Player: App: Tagxedo Width x Height: 800 x 608  
Code Snippet: <div id="silverlightControlHost"><object dst  
Full Html: <html><head><title>Tagxedo - Tag Cloud with  
Create Embedded Pro (Free in Beta)  
Create Dynamic A

Web: Save... Pro (Free in Beta)