

OmniGraffle Pro v5

Tips and Tricks

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OmniGraffle Professional is a unique graphics application with many potential uses. In some ways it behaves like a typical design application, such as those in the Creative Suite or Pages. Looking deeper, OmniGraffle provides a feature set and workflow specially tailored to creating charts, diagrams and other info-graphics. OmniGraffle is produced by the Omni Group and is, as of November 2009, in version 5. A 30-day trial download is available from www.omnigroup.com—omnigraffle.

The intention of this document is not to serve as a comprehensive guide to OmniGraffle, but rather a collection of things I have noticed while working in the app which may be useful to others. For a more comprehensive tutorial, I highly recommend checking out the videos and materials provided by Omni at the above URL.

Herein OmniGraffle may be referred to as OG.

Objects

OmniGraffle is a decidedly object-oriented application. Everything, including the canvas, shapes and lines are just objects defined by their properties. This is good to keep in mind when working with OmniGraffle, and essential to the extensive AppleScript integration discussed later in this document.

Shapes

Somewhat hidden in the Lines palate you will find the built-in shapes. The shape tool and this palate are used together for one of OG's most basic functions, drawing shapes. Because the shape of an object is just a property of an object you can select different shapes without losing your existing text and formatting.

These built-in shapes are handy, allowing you to change the shape of an object without affecting its other properties, such as text and style. For example, the square in this image can become the cylinder simply by changing the shape property. Riveting, I know.

