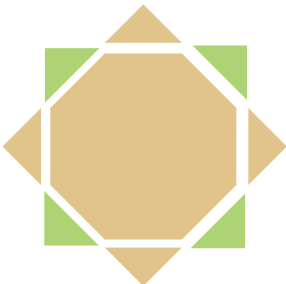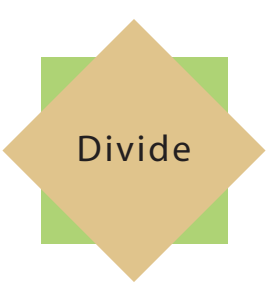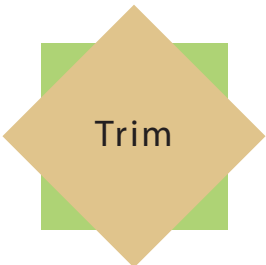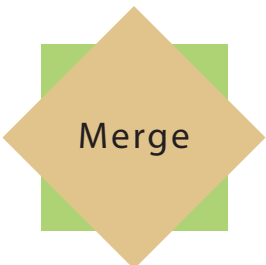# Pathfinder Commands

Divide: Divides overlapping areas of selected paths into separate, non-overlapping closed paths or lines. The new objects keep their original fill and stroke colors. Divided objects can then be modified by using the group selection tool.ent fill colors; stroke colors are deleted.
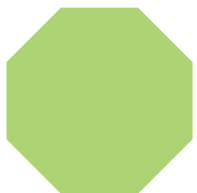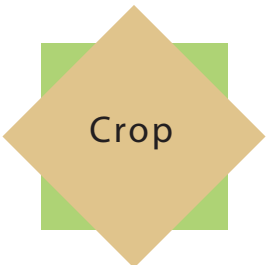

Trim: The front most object shape is preserved; parts of objects that are behind it and overlap it are deleted. Adjacent or overlapping objects of the same color or shade remain separate (unlike merge command). Objects retain their original solid or gradient fill colors; stroke colors are deleted.
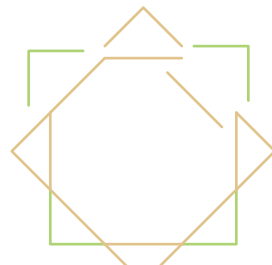

Merge: Operates on adjacent or overlapping objects with the same fill color, uniting them into one object. If the overlapping objects have different fill colors, similar objects are united and the other objects are trimmed. The front most object shape is preserved; Objects retain their original solid or gradient fill colors; stroke colors are deleted.
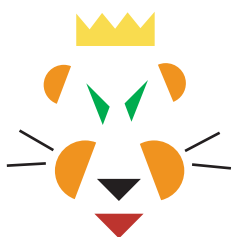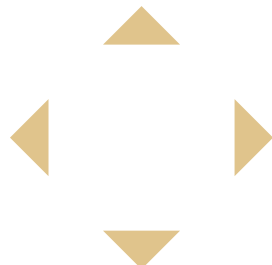

Crop: The front most object "trims" away areas of selected objects that extend beyond its borders. The remaining on-overlapping objects retain only their fill colors; stroke colors are removed. The front most object is also removed. Like a mask, the Crop command allows only objects directly beneath the front most object (mask) to be displayed. Unlike a mask, the original objects are deleted, unless you Undo right away.

Outline: Objects turn into paths with a stroke of 0. The fill colors of the original objects become the stroke colors and fill colors are removed. Where any segments overlap, the lines are divided. Use this command to create strokes on individual sides of objects that originally had a stroke of None.

Minus Back: Subtracts the backmost selected objects from the front most object. Parts of the objects that overlap the front most are deleted. Paint attributes of front most object are applied to new object. Selected objects must partially overlap for this command to work.

Green objects changed to compound path. Then Minus Back applied