No Help topic associated with this item.

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No Help topic associated with this item.

No Help topic associated with this item.

Toolbars command

Hides or displays toolbars and changes button size. Click customize to create a toolbar from buttons you choose. Click New to name a new toolbar copied from a file or to create a new toolbar.

No Help topic associated with this item.

No Help topic associated with this item.

No Help topic associated with this item.

No Help topic associated with this item.

No Help topic associated with this item.

No Help topic is associated with this item.

Status Bar Properties

Displays previous status bar messages and coordinate display properties that appear on the dial. You can specify the type of information displayed in the message area and which coordinate system is displayed in the dial.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

Grid Double

Doubles the current grid size and snap mode. This makes it easier to enter precise points using Gridpoint snap mode, by quickly changing grid size to fit your needs.

Grid Halve

Reduces the current grid size and snap mode by half. This makes it easier to enter precise points using Gridpoint snap mode, by quickly changing grid size to fit your needs.

No Help topic is associated with this item.

No Help topic is associated with this item.

Customize command

Creates or edits a custom toolbar. Toolbars can include toolsets, in which only one button is visible at a time. If you click and hold the top button on a toolbar (the button with a small arrow in the lower right-hand corner), the rest of the buttons in the toolset appear. You can copy buttons or toolsets from the default toolbars, but you can't make modifications to the default toolbars.

Change Coordinate command

Allows you to edit a value in this text box using the mouse and any combination of snap modes or lock modifiers. Follow the prompts that appear on the status bar. A shortcut for this command is to click in the text box, then press CTRL+ENTER.

Change Length command

Allows you to edit a value in this text box using the mouse and any combination of snap modes or lock modifiers.
A shortcut for this command is to click in the text box, then press CTRL+ENTER.

Change Angle command

Allows you to edit a value in this text box using the mouse and any combination of snap modes or lock modifiers.
A shortcut for this command is to click in the text box, then press CTRL+ENTER.

Change Area command

Allows you to edit a value in this text box using the mouse and any combination of snap modes or lock modifiers.
A shortcut for this command is to click in the text box, then press CTRL+ENTER.

Change Scalar command

Allows you to edit a value in this text box using the mouse and any combination of snap modes or lock modifiers.
A shortcut for this command is to click in the text box, then press CTRL+ENTER.

Vertex Divide command

Separates the polyline at the selected vertex and creates two polylines.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

Hide segment

Hides a segment of a polygon or polyline. Hiding a segment does not open a polygon or change any of its other properties.

Unhide command

Displays a previously hidden segment of a polygon or polyline.

Rectangular Grid

Changes the grid type to a rectangular grid.

Circular Grid

Changes the grid type to a circular grid.

Isometric Top Grid

Changes the grid type to an isometric top grid.

Isometric Left Grid

Changes the grid type to an isometric left grid.

Isometric Right Grid

Changes the grid type to an isometric right grid.

No Help topic is associated with this item.

Vertex Delete command

Removes the segment between a selected vertex and the next one if you delete the vertex at the startpoint or endpoint of a polyline. Deleting any other vertex creates a single segment between the vertices on either side.

Vertex Open command

Opens the segment you select, converting the entity to a polyline or open curve.

Vertex Close command

Adds a segment connecting the entity's startpoint and endpoint. A closed polyline is a polygon.

Vertex Extend command

Adds a vertex to the end of a polyline or curve. You can add as many vertices or segments as you need.

Move About Point command

Moves the about point to a new location that you specify in the selection set.

Entity About Point command

Moves the about point back to its default location. This is available only if a single entity is selected.

Center About Point command

Moves the about point to the exact center of the selection set.

No Help topic is associated with this item.

Selection Properties (Inquire menu)

Displays the total number of entities in the selection set. The selection set extent is also displayed, which is the smallest rectangle that fits around the set.

Clear Selection command (Edit, Select menu)

Clears the selection set, or de-selects the entity.

Fence Selection command

Draws a selection polyline that selects all entities it passes through. Right-click to stop drawing fence selection polylines. The entities the fence selection polyline passes through are selected.

Clear Selection command (Edit, Select menu)

Clears the selection set, or de-selects the entity.

Explode Nested Symbols command

Converts a nested symbol to it's component symbols. This allows you to edit individual symbols within a symbol group, for instance, an individual chair in a dining room group symbol.

Explode command (Edit menu)

Converts an entity to it's component entities. This allows you to edit individual components of an entity, such as a set of lines and arcs that make up a door symbol.

Rubber Stamp command (Edit, Transform menu)

Places multiple copies of an entity, or entities, in a drawing using the current contents of the selection set.

Close command

Closes the current edit bar.

No Help topic is associated with this item.

No Help topic is associated with this item.

Direct Selection button

Use this to click on an entity to select it, or to draw a rectangular region to select more than one entity. Press SHIFT and click to add an entity to the selection set or to remove it from the selection set .

Marquee command (Edit, Select menu)

Allows you to create a rectangular marquee by entering two points. You can use this marquee to specify a view to save in the Custom View dialog box. You also can use it as a basis for selecting entities with the Selection Modifier, specifying entities that are totally or partially inside or outside the marquee.

Modify Selection command (Edit, Select menu)

Opens the Selection Modifier, allowing you to add or subtract entities from a selection set based on their properties. You can, for example, select all entities on the Electrical Connections layer, all entities displayed with red dashed lines, all symbols that represent equipment purchased from a specific manufacturer, and so on.

All command (Edit, Select menu)

Selects all entities on editable layers in your drawing.

No Help topic is associated with this item.

No Help topic is associated with this item.

Inside Polygon command (Edit, Select menu)

Selects all entities inside an irregular region that you define by entering points for three or more vertices. Right-click to stop adding vertices and select the entities within the polygon.

Irregular Marquee command (Edit, Select menu)

Allows you to create an irregular marquee by entering points for three or more vertices. You can use this marquee to specify a view to save in the Custom View dialog box. You also can use it as a basis for selecting entities with the Selection Modifier, specifying entities that are totally or partially inside or outside the marquee.

No Help topic is associated with this item.

New command (File menu)

Creates a new, blank drawing page. When you click the New File button, or when you click New on the File menu after first unchecking the Show New Dialog check box in the Options dialog box, the program uses the default template. If you leave the Show New Dialog check box checked and click New on the File menu, the New dialog box appears with Wizards to guide you through beginning a new drawing file.

Open command (File menu)

Opens an existing drawing file.

Merge command (File menu)

Inserts the contents of another drawing into the current drawing. When you merge two files, duplicated layer names, field names, and symbol definitions will be ignored and the settings for the current drawing will be used.

Save command (File menu)

Saves the active drawing with its current filename, location, and format. If you haven't previously saved the file, the Save Drawing File dialog box appears.

Save As command (File menu)

Saves the active drawing with the filename, location, and format you specify.

Page Setup command (File menu)

Changes margins, paper source, paper size, paper orientation, page size, and tiling pattern for the drawing.

Print command (File menu)

Sends the current drawing or information to the printer. If you click Print on the File menu, the Print dialog box appears. You can use the Print dialog box to make changes before you print, or preview the print job.

Property Painter

Matches properties of an entity you select. After selecting the entity whose properties you want to match, check the check boxes for properties to match on the edit bar, then select the entity to which to apply the property changes.

Exit command (File menu)

Exits the application, closing all open files. If any open drawings have unsaved changes, AutoSketch prompts you to save them before it closes them.

Print Preview command (File menu)

Shows you how the drawing will look when you print it. Use the Print Preview toolbar to make changes before you print.

Close command (File menu)

Closes the active drawing without exiting the application. If you have unsaved changes in your drawing, AutoSketch prompts you to save them before it closes the file.

No Help Topic associated with this item.

File List command (File menu)

Opens the drawing. Click the number or name that corresponds to the drawing you want to open.

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File List command (File menu)

Opens the drawing. Click the number or name that corresponds to the drawing you want to open.

Clear Marquee command (Edit, Select menu)

Clears the selection marquee on the current drawing.

Send command (File menu)

Sends a mail message with an attached document.

Replace command (Edit menu)

Searches for and replaces specified text in the active document. Click Replace All to replace all instances of the specified text.

Find command (Macro Editor, Edit menu)

Searches macro text for words you specify.

No Help topic is associated with this item.

No Help topic is associated with this item.

Convert Object

Opens the Convert Object dialog box, and converts an OLE object to another OLE object that you specify.

Repeat Edit command (Edit menu)

Repeats your last edit command or action, if possible.

No Help topic is associated with this item.

Repeat Draw command (Draw menu)

Repeats your last drawing command. For instance, if you were drawing a single polyline, "Repeat Single Polyline" appears on the draw menu, allowing you to use the single polyline command to draw another entity.

Cut command (Edit menu)

Removes the selection from the active drawing and places it on the Clipboard.

Copy command (Edit menu)

Copies the selection from the active drawing and places it on the Clipboard. You can move entities in your drawing or transfer them to another drawing by cutting, copying, and pasting them using the Clipboard.

Paste command (Edit menu)

Inserts the contents of the Clipboard at the point you specify on your drawing. You can move entities in your drawing or transfer them to another drawing by cutting, copying, and pasting them using the Clipboard.

Entities command (Edit menu)

Changes the properties of all the entities in a selection set. The Edit Entities dialog box appears and displays controls for all the entity types contained in the current selection set. Each set of controls appears in a section of the dialog box associated with each entity type. These controls allow you to edit any portion of the properties for the selected entities. Any changes apply to all the entities of that type in the current selection set.

Delete command (Edit menu)

Removes selected entities from your drawing.

Paste Special Command (Edit menu)

Pastes, links, or embeds the Clipboard contents into the current file in a format you specify.

Links Command (Edit menu)

Displays and modifies information for each link in the current file, including the filename, the item, the type, and whether the link is updated automatically or manually. This command is unavailable if the current file contains no links.

Insert Object Command (Edit menu)

Links or embeds an object in the current file.

Edit Text command

Allows you to edit text in your drawing. The Text Editor dialog box appears, allowing you to change the text characteristics and content.

Edit Dimension command

Allows you to change the dimensions in your drawing with click and drag operations. Follow the prompts on the status bar.

Edit Vertices command

Starts vertex editing mode. You can double-click a selected entity as a shortcut to begin vertex editing. In this mode you can perform various editing operations, including moving vertices to reshape entities; adding and deleting vertices; editing segment properties, and opening and closing poly entities.

Text to Polygons

Changes TrueType fonts to polygons. This is useful if you want to reshape individual characters or use TrueType fonts with plotters that don't support them.

Symbols to Base Entities)

Changes symbols in the selection set to individual entities. This is useful if you need to edit component entities individually.

No Help topic is associated with this item.

Translate command (Edit, Transform menu)

Moves a selection set by specifying a distance and direction from its current location. If you want another copy of an existing entity, check Copy on the Edit bar to leave the original entity and translate the selection set to a new location.

Scale command (Edit, Transform menu)

Changes the size of a selection set with a specific scaling factor, usually both the width and height proportionally.

Rotate command (Edit, Transform menu)

Changes the orientation of a selection set by entering a rotation angle and a new rotation basepoint.

Align command (Edit, Transform menu)

Moves and rotates a selection set. You will enter two points to define the current location and orientation of the selection set, and another two points that define the new location and angle.

Mirror command (Edit, Transform menu)

Creates a mirror image of the selection set. You only need to create half of a symmetrical drawing and then use a mirroring procedure to create the other half. If you want another copy of an existing entity, check Copy on the Edit bar to leave the original entity and mirror the selection set to a new location.

Stretch command (Edit, Transform menu)

Resizes an entity in one direction--the result is taller or wider than the original. Stretching an entity moves its basepoint, thereby moving the entity. This command stretches entities by moving the entity endpoints that fall inside a marquee.

Rectangular Array command (Edit, Transform menu)

Duplicates the selection set in a row, either horizontally or vertically and places the copies next to the original entity. You can choose the number of copies you'd like and the distance between each entity in the row.

Circular Array command (Edit, Transform menu)

Duplicates the selection set in a circular pattern. You can set the controls on the Circular Array dialog box to determine how the array appears.

No Help topic is associated with this item.

Move to Front command (Edit, Arrange menu)

Moves the selection set to the front, or stacks it on top of, other entities on the same layer.

Move to Back command (Edit, Arrange menu)

Moves the selection set to the back, or stacks it under, other entities on the same layer.

Symbol Definition command

Changes the properties of a symbol definition.

Create command (Draw, Symbol menu)

Creates a new symbol from a selection set. You can assign the new symbol a specific name and field, and place it in a symbol library. You can also specify the new symbol's basepoint location.

No Help topic is associated with this item.

Corner command (Edit, Trim menu)

Creates a corner at the intersection of a line, arc or polyline with another.

Round command (Edit, Trim menu)

Creates a rounded corner, or arc, to connect two existing entities smoothly.

Bevel command (Edit, Trim menu)

Creates a beveled corner between two lines if the two lines intersect.

Edge command (Edit, Trim menu)

Trims one or more lines, polylines, polygons, arcs, or circles to the edge of another.

Break command (Edit, Trim menu)

Creates a gap in a single entity.

Channel command (Edit, Trim menu)

Creates a trimming path that removes sections from one or more entities inside the path.

Divide command (Edit, Trim menu)

Divides two lines, arcs, or circles at the point where they intersect.

Union command (Edit, Trim menu)

Merges, or combines, two intersecting polygons to create a new polygon.

Intersection command (Edit, Trim menu)

Creates a new polygon from the intersection of two existing polygons, assuming the shape of the parts of the original polygons that overlap.

Difference command (Edit, Trim menu)

Creates a new polygon by subtracting an intersecting polygon from another. The result is a polygon shaped like the second polygon with the first, intersecting polygon removed.

Offset command (Draw, Duplicate menu)

Creates a duplicate of a selected entity and places it at a specific offset distance. Press CTRL and click to duplicate only one segment of a poly entity. You can repeat this method at the same offset distance, or specify a different one.

Parallel command (Draw, Duplicate menu)

Creates a duplicate of a selected entity and places it parallel to the original entity. Press CTRL and click to duplicate only one segment of a poly entity. You can place the duplicate visually or with the aid of any combination of input modes or lock modifiers.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

Join command (Edit, Trim menu)

Joins, or connects, two entities to form a single entity.

Alcove command (Edit, Trim menu)

Creates an offset in a line, polyline segment, or polygon segment by adding four vertices.

Subdivide command (Edit, Trim menu)

Divides a line, polyline segment, polygon segment, arc, or circle into a specified number of equal lengths.

No Help topic is associated with this item.

Flip command

Reverses, or flips, an entity's startpoint and endpoint.

ID_TRANSFORMBLEND

No Help topic is associated with this item.

Rotated Rectangle

Draws a rotated rectangle by entering two basepoints and height.   Press and hold CTRL while entering the height, the third point, to skew, or slant, the rectangle.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

Clean command

Removes duplicate or unnecessary vertices in a selected poly entity.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

Point command (Draw, Marker menu)

Creates a marker on your drawing page by entering a single point. You can select the marker type from the drop-down list on the edit bar.

Align On-Entity command (Draw, Marker menu)

Creates a marker that is at a specific point and angle aligned with an existing entity on your drawing page. You can select the marker type from the drop-down list on the edit bar.

Align to Endpoint (Draw, Marker menu)

Creates a marker that is added to the endpoint of an existing line, polyline, or arc. The angle of the marker is set automatically when you click on the line, polyline, or arc. You can select the marker type from the drop-down list on the edit bar.

Pattern Color command

Displays the color palette. To select a fill color, click a color on the palette, then click OK.

Single command (Draw, Line menu)

Draws a straight line entity by entering two points.

Multiple command (Draw, Line menu)

Draws a series of connected lines. This line command gives you the look of a polyline, but allows you to store information about each line segment individually. Each point you enter ends the previous line and starts a new line.

Double command (Draw, Line menu)

Draws two parallel lines in a series of connected lines. You can specify the distance between the lines in the Width text box on the edit bar. Each point ends and trims the previous pair of lines and begins a new pair automatically.

Font command

Changes the font, the font style, and the font height of the selected text. You can also add strikeout and underline effects.

Markers to Symbols

Changes markers in the selection set to symbols.

Tangent command (Draw, Line menu)

Draws a tangent line to the side of an arc or circle. The line will be drawn to the side of the arc or circle that is closest to where you select the entity.

Perpendicular command (Draw, Line menu)

Draws a line that is perpendicular to an existing line, polyline segment, polygon segment, arc or circle.

Angle command (Draw, Line menu)

Draws a line at a specific angle from the endpoint of an existing line. The new line starts at the endpoint that is nearest to the point where you click. It will extend in one of four directions at the angle you specify on the edit bar.

Single command (Draw, Polyline menu)

Draws a series of lines with connected endpoints. Polylines are treated as a single entity and can be assigned a real-world width. You can change the settings on the edit bar for start width, end width, and bulge factor.

No Help topic is associated with this item.

No Help topic is associated with this item.

Sketch command (Draw, Polyline menu)

Draws a polyline by closely following the movement of your mouse. The controls on the edit bar allow you to specify the real world width of a sketch polyline prior to creating it. You can change the Polyline Sketch Units value on the Drawing page of the Options dialog box to determine how closely sketch polylines follow your mouse movement.

3 Points Arc command (Draw, Arc menu)

Draws an arc that contains a startpoint, a point along the arc, and an endpoint. You can press CTRL while entering the third point to make the last point you enter the point along the arc instead of the endpoint.

2 Points & Center command (Draw, Arc menu)

Draws an arc by specifying its startpoint, endpoint and the centerpoint. You can press CTRL while entering the third point to make the last point you enter the endpoint instead of the centerpoint.

2 Points & Angle command (Draw, Arc menu)

Draws an arc by specifying its startpoint, endpoint and delta angle. You will need to enter the delta angle on the edit bar and press enter before entering the startpoint and endpoint.

Update command (File menu)

Updates an OLE object that is present in another document.

No Help Topic associated with this item.

Center, Side command (Draw, Circle menu)

Draws a circle by clicking a centerpoint and a point along the circle, in that order. Press CTRL when you enter the second point to make it the centerpoint instead of a point along the circle.

Side, Side command (Draw, Circle menu)

Draws a circle by entering two points on opposite sides of the circle. After you enter the first point, a rubber band circle appears, allowing you to see how the circle will look before you enter the second point.

3 Points command (Draw, Circle menu)

Draws a circle through three points that you enter. A small "x" appears when you enter the first two points, then a rubber band circle appears before you enter the third point, allowing you to see how it will look.

Center, Radius command (Draw, Circle menu)

Draws a circle by specifying its centerpoint and radius. If you know the radius, enter it in the R text box on the edit bar.

Tangent 2 Entities command (Draw, Circle menu)

Draws a circle that is tangent to two existing entities. Enter the radius of the circle on the edit bar before clicking on the entities that you want your circle tangent with.

Tangent 3 Entities command (Draw, Circle menu)

Draws a circle that is tangent to three existing entities. Click the sides of the three entities that you want your circle tangent with. The side of each entity you click affects the location of the circle.

Text command (Draw menu)

Adds text information to your drawing. The Text Input dialog box appears after you enter the text basepoint. You just type the text in the blank text box. If you want to change the text font and size, or type multiple lines of text, click Editor on the Text Input dialog box.

Properties (Macro pop-up menu)

Changes the macro text setup.

Regular: Center, Edge command (Draw, Polygon menu)

Draws a polygon by entering its center and edge points. You can use edit bar controls to specify the polygon's radius and how many sides it has. You can click Inscribe or Circumscribe on the edit bar to specify whether the polygon is inscribed in a reference circle, or circumscribed around it.

Regular: Edge, Opposite command (Draw, Polygon menu)

Draws a polygon by enter opposite corners or sides. You can select a different number of sides from the # drop-down list box. You can click Inscribe or Circumscribe on the edit bar to specify whether the polygon is inscribed in a reference circle, or circumscribed around it.

Regular: Edge, Adjacent command (Draw, Polygon menu)

Draws a polygon by entering adjacent corners or sides. You can select a different number of sides from the # drop-down list box. You can click Inscribe or Circumscribe on the edit bar to specify whether the polygon is inscribed in a reference circle, or circumscribed around it.

Regular: Center, Radius command (Draw, Polygon menu)

Draws a polygon by specifying its center and radius. You can select a different number of sides from the # drop-down list box. You can click Inscribe or Circumscribe on the edit bar to specify whether the polygon is inscribed in a reference circle, or circumscribed around it.

Rectangle command (Draw, Polygon menu)

Draws a rectangular polygon. When you click the first point of the rectangle, a rubber band rectangle appears beginning at the selected point, allowing you to see the approximate size of the rectangle before you enter the opposite corner point.

Irregular command (Draw, Polygon menu)

Draws an irregular shaped polygon by connecting the vertices that you enter. Text boxes for the start width, the end width, and a bulge factor appear on the edit bar allowing you to change these settings for each segment. If you make a mistake while drawing, press the Delete key to remove vertices one at a time in reverse order.

Ellipse Axes command (Draw, Polygon menu)

Draws a closed symmetrical curve that resembles a flattened circle by specifying the major and minor axes using three points. Pressing CTRL while entering the third point lets you create a skewed ellipse, using the third point to determine the slant.

No Help topic is associated with this item.

Fitted command (Draw, Curve menu)

Draws a curve that passes through each vertex. You will click three or more control points that your curve will pass through. You can change how smoothly your fitted curve is rendered in the Options dialog box.

Spline command (Draw, Curve menu)

Draws a curve that is drawn toward each vertex instead of passing through them, as with a Fitted curve. You can change how smoothly your spline curve is rendered in the Options dialog box.

Point command (Draw, Symbol menu)

Draws a symbol by entering a single point. To select a symbol from the drawing or current library, you can click a symbol on the drop-down list box on the edit bar.

Change Library command

Changes the symbol library. The Open Symbol Library dialog box appears. Click the library you want to open.

Explore command (Draw, Symbol menu)

Manages symbol libraries and definitions. The Symbol Explorer is similar to the Windows Explorer, allowing you to manage symbols as well as set a current library and current symbol.

Horizontal command (Draw, Dimension menu)

Draws a dimension line that is horizontal, no matter where the dimension points are located. This is a linear dimension you use to note a straight distance.

Vertical command (Draw, Dimension menu)

Draws a dimension line that is vertical, no matter where the dimension points are located. This is a linear dimension you use to note a straight distance.

Aligned command (Draw, Dimension menu)

Draws a dimension line that matches the angle of a line drawn between two dimension points. You can draw dimensions as single, chained, or baseline by choosing the dimension format from the drop-down list on the edit bar.

Rotated command (Draw, Dimension menu)

Draws a dimension line that is at an angle. The dimension line is drawn at an angle you specify on the edit bar, and doesn't need to be related to the dimension points.

Angular command (Draw, Dimension menu)

Draws an dimension arc that notes the angle between two entities in your drawing. You can place the label for an angular dimension inside or outside of the referenced angle.

Radius command (Draw, Dimension menu)

Places a dimension label that notes the radius of an arc or circle. You can place the radius label inside or outside of the referenced arc or circle.

Diameter command (Draw, Dimension menu)

Places a label that notes the diameter of an arc or circle. You can place the radius label inside or outside of the referenced arc or circle.

Centerline command (Draw, Dimension menu)

Draws a cross marker at the centerpoint of an arc or circle with four lines extending through the quadrant points.

Ordinate command (Draw, Dimension menu)

Places a label that notes the x or y coordinate of a specific point on your drawing. You must specify two points to create an ordinate dimension: an ordinate point and a text point.

Leader command (Draw, Dimension menu)

Draws a leader line, or callout polyline, with an arrow at one end. You will enter the leader text in the Leader Dimension Text dialog box that appears after you have entered your last vertex.

Format Dimension command

Changes the settings for the dimension line, the extension line, the label font, the label format, and the tolerance.

Hatch command (Draw menu)

Creates a repetitive line pattern in an enclosed area defined by a selection set. A hatch then becomes a separate entity made up of a line pattern, the space between the hatch lines, and the line angle. You can set those properties in the Pen and Pattern dialog box.

Insert command (Draw, Symbol menu)

Inserts a symbol you select in a line, polygon, or polyline. If no symbols have been defined for the drawing, the Symbol Explorer appears and you can select a symbol from the library you choose. To select a symbol from the drawing or current library, you can click a symbol on the drop-down list box on the edit bar.

Ellipse Rectangle command (Draw, Polygon menu)

Draws an ellipse-shaped polygon that fits inside a rectangle. You enter two points to define a rectangle, and an ellipse tangent to all four sides is created

No Help topic is associated with this item.

Options command (Database menu)

Displays the Database Options dialog box where you can add, edit, or delete database fields,   format visible database fields, and specify AutoFields**.**

No Help topic is associated with this item.

No Help topic is associated with this item.

Dimensions to Base Entities

Changes dimensions in the selection set into component entities. This is a way to disable the associativity for the dimension, as well as edit the component entities individually.

Arcs or Circles to Polylines or Polygons

Changes arcs or circles in the selection set into polylines or polygons. It is useful to convert a circle to a polygon when you want to apply a fill pattern to the entity, because you can't fill a circle.

Arcs or Circles to Curves)

Changes arcs or circles in the selection set into curves.

Polygons or Polylines to Lines

Changes polygons and polylines in the selection set into lines. You will lose any fill pattern when you convert a polygon to lines.

Curves to Polylines or Polygons

Changes curves in the selection set into polylines or polygons, converting each control point into a vertex. This is useful if you want to keep the appearance of a curve, but need to edit or remove some part of it.

Curves to Lines

Changes curves in the selection set into lines. This is useful if you need to calculate the approximate length of a curve, or move, edit or delete a portion of the curve.

Move Here command

Moves the selection set to the point where you stopped dragging and released the right mouse button.

Copy Here command

Creates a copy of the selection set at the point where you stopped dragging and released the right mouse button.

Extrude Here command

Creates an extrusion, or pseudo-3D object, by drawing polygons that connect the original selection set to the copy, creating an illusion of depth.

Cancel command

Cancels the move command.

Hyperlink Jump command

Jumps to the document assigned to the current entity. This command is unavailable if the currently selected entity has no hyperlink assignment.

Edit Hyperlink command

Displays the Edit Hyperlink dialog box where you can assign a hyperlink to an entity or edit an existing hyperlink. Select an entity, or group of entities, before clicking this button.

Edit Grid command

Displays the Grid Edit bar where you can edit the current grid or select a new grid type. The Grid edit bar has many controls similar to those found on the Grid page of the Drawing Options dialog box.

No Help topic is associated with this item.

Regular command

Formats all text in the currently selected text entity as regular, that is, without bold, italic, underline, and so on. If you click Regular again, the formatting is removed.

Bold command (Format menu)

Formats all text in the currently selected text entity as bold. If you click Bold again, the formatting is removed.

Italic command (Format menu)

Formats all text in the currently selected text entity as italic. If you click Italic again, the formatting is removed.

Strikethrough command (Format menu)

Formats all text in the currently selected text entity so that a line passes through it. If you click Strikethrough again, the formatting is removed.

Underline command (Format menu)

Underlines all text in the currently selected text entity. If you click Underline again, the formatting is removed.

No Help Topic associated with this item.

No Help Topic associated with this item.

No Help Topic associated with this item.

Redo command (Edit menu)

Reverses an Undo action. To reverse multiple undo actions simply click the Redo drop-down arrow and select how many actions to redo.

Undo command (Edit menu)

Reverses actions, or a sequence of actions. To undo multiple actions, click the Undo drop-down arrow, select the actions to undo, then click. The number of actions that can be undone is specified on the Drawing Page of the Drawing Options dialog box. When it's impossible to undo an action, Undo is grayed.

Open command (Draw, Symbol, Change Library menu)

Opens a symbol library by displaying the Open Symbol Library dialog box.

Symbol Library List command (Draw, Symbol, Change Library menu)

Opens the symbol library. Click the number or name that corresponds to the library you want to open.

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Symbol Library List command (Draw, Symbol, Change Library menu)

Opens the symbol library. Click the number or name that corresponds to the library you want to open.

Explore command

Manages symbol libraries and definitions. The Symbol Explorer is similar to the Windows Explorer, allowing you to manage symbols as well as set a current library and current symbol.

Extract Layer

Extracts the assigned layer from the selected entity, making it the current layer on the property bar. This makes it easy to assign the same layer properties to future entities you draw.

Extract Color

Extracts the assigned solid fill color from the selected entity, making it the current color on the property bar. This makes it easy to assign the same color properties to future entities you draw.

Extract Style

Extracts the assigned pen style from the selected entity, making it the current pen style on the property bar. This makes it easy to assign the same pen style properties to future entities you draw.

Extract Width

Extracts the assigned pen width from the selected entity, making it the current pen width on the property bar. This makes it easy to assign the same pen width properties to future entities you draw.

Extract Pattern

Extracts the assigned pattern fill from the selected entity, making it the current pattern fill on the property bar. This makes it easy to assign the same pattern properties to future entities you draw.

Next (View menu)

Changes the display to the next view in the active drawing pane. You must use View Last before you can use View Next.

Unsplit command (Control menu)

Restores your active drawing window to a single pane if it has been split.

Selection command (View menu)

Shows you the entities that are selected in your active drawing.

Selection All command

Shows you the selection set in all drawing panes.

Zoom In command

Zooms in so you can get a closer look at a portion of your drawing. Click and drag to define the rectangular region you want to view.

Zoom Out command

Zooms out so you can see a larger portion of your drawing. Click and drag to define the indicate the area the current view should occupy after the zoom.

Last command (View menu)

Returns the drawing window to the previous view.

Extent command (View menu)

Shows you the entire drawing in the active pane.

Sheet command (View menu)

Changes to the page view in your active drawing.

Pan command (View menu)

Moves the view the distance and angle of two points you enter.

Redraw command

Cleans up the display of your drawing window.

Redraw All command

Cleans up the display of all panes of your drawing window.

Extent All

Shows you your entire drawing in all panes.

No Help topic is associated with this item.

Recall command (View menu)

Recalls a custom view into the active drawing pane.

Save command)

Saves the view currently displayed in the active drawing pane as a custom view. This lets you save views of your drawing that you return to often.

View Options

Displays the View Options dialog box, where you can customize the AutoSketch drawing window to fit your needs, from changing the screen, reference grid, zoom factor, and drawing page, to creating custom views and defining entity visibility.

Sheet All command

Shows you the page view in all drawing panes.

Fast Zoom In command

Enlarges the view by the zoom factor, which you can set on the Current page of the View Options dialog box

Fast Zoom Out command

Reduces (broadens) the view by the zoom factor, which you can set on the Current page of the View Options dialog box.

Fast Zoom In Selection command

Enlarges the view around the current selection set by the zoom factor, which you can set on the Current page of the View Options dialog box.

Fast Zoom Out Selection command

Reduces (broadens) the view around the current selection set by the zoom factor, which you can set on the Current page of the View Options dialog box.

Split command

Divides the active drawing window into several panes. You can create independent views, draw, or edit in between split windows. You can split the drawing window in to two or four panes.

No Help topic is associated with this item.

Entity command

Displays all information stored about a specific entity in a dialog box that varies with the type of entity you select.

Coordinate command

Displays the x and y coordinates of a point. Both world and sheet coordinates are displayed. The world coordinates are measured from the drawing origin. The sheet coordinates are measured from the lower left corner of the page.

Distance command

Displays a measured distance between two points, the length of an entity or entity component, or a length based on a formula. It also displays the X and Y values (the horizontal and vertical distances from the startpoint to the endpoint of the measurement). Press SHIFT and click to display the length of an entity or entity component. To display the length based on a formula, press the equal sign and the Distance Input dialog box appears.

Angle command

Displays the measurement of an angle on your drawing. You can display an angle defined by two or three points you enter. You also can display the angle associated with a specific entity in the drawing. All entities except dimensions have at least one associated angle. To display an angle based on a formula, press the equal sign and the Angle dialog box appears.

Area command

Displays the area and perimeter of an irregular polygon you specify by entering points. The measurements appear in the Area and Perimeter dialog box.

Drawing Properties command

Displays the extent and count of each entity type in the drawing, as well as the Maximum and Minimum x, y values.

Symbol Count command

Displays a symbol list containing the names of the symbol definitions stored in the drawing and the number of times they appear.

Drawing Options command (Tools menu)

Displays the Drawing Options dialog box. You can set the units of measurement, grid and scale options, drawing parameters, coordinate input options, selection properties, and enter drawing file information.

Graphic Options command (Tools menu)

Displays the Graphic Options dialog box. You can change the current pen and patterns settings, layer settings, and color palette settings. Another way to open this dialog box is to right-click one of the boxes on the property bar and click Graphics Options on the pop-up menu that appears.

No Help topic is associated with this item.

No Help topic is associated with this item.

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Assign Field command

Assigns already-created fields to one or more selected entities in your drawing, allowing you to store data about your drawing in a database.

Delete Field command

Unassigns a field from one or more selected entities. The Database Options dialog box appears, allowing you to specify which field to remove from selected entities.

Make Visible command

Displays entity field information directly on your drawing. Displaying data like this is useful for schematics, maps, and floor plans where the physical location of an entity is a significant part of the report.

Make Invisible command (Database menu)

Makes the database fields invisible for the selection set of entities. This hides entity information in your drawing that you might have made visible at a previous time.

Options command (Database menu)

Opens the Database Options dialog box, where you can add fields to a drawing. You also can change or delete existing fields. Click the Format page tab to change database format options, including database text format and AutoFields

Export command (Database menu)

Sends data for a selection set to another file you create. You can create export files in Comma Separated Value (*.CSV), Microsoft Excel (*.XLS), or Fixed ASCII (*.SDF) formats.

No Help topic is associated with this item.

Report command (Database menu)

Allows you to view, create, edit, and delete reports. Reports display information that is stored in your drawing, formatted in rows and columns similar to a spreadsheet. You can create a detailed or summary report.

Edit Entity Fields command (Database menu)

Allows you to edit the fields for a specific entity in your database. You can use this command to assign a field by setting an initial value or by editing a value that is already in a field.

No Help topic is associated with this item.

Customize Commands command (Tools menu)

Changes command properties such as key assignments, command bitmaps and folder assignments.

No Help topic is associated with this item.

New Window command (Window menu)

Creates a new drawing window for the current drawing.

Tile Horizontally command (Window menu)

Shows all drawing windows, horizontally placed, without overlapping.

Tile Vertically command (Window menu)

Shows all drawing windows next to one another, vertically, without overlapping.

Change X

Allows you to change the x-coordinate of a selected entity by clicking a point with the mouse.

Change Y

Allows you to change the y-coordinate of a selected entity by clicking a point with the mouse.

Change Z

Allows you to change the z-coordinate of a selected entity by clicking a point with the mouse.

Change XY

Allows you to change both the x- and y-coordinates of a selected entity by clicking a point with the mouse.

Cascade command (Window menu)

Overlaps all drawing windows so that the title bar for each window is visible.

Arrange Icons command (Window menu)

Arranges minimized drawing windows.

Close All command (Window menu)

Closes all open drawing windows. You will be asked if you want to save any drawings that have not been saved.

No Help topic is associated with this item.

Tip of the Day command (Help menu)

Opens the Tip of the Day window. Tip of the Day messages give you useful tips about ways to accomplish tasks using AutoSketch. Click the Next Tip button to advance through the tips. Check the Show Tips at Startup checkbox if you want a Tip of the Day displayed each time you start AutoSketch.

No Help topic is associated with this item.

Expression Calculator

Evaluates numeric expressions. Click Evaluate after typing a numeric expression in the Enter Expression box, and the result appears in the Result box. Click Copy to copy the result to the Clipboard.

No Help topic is associated with this item.

Microsoft Office 97 Compatible

AutoSketch is a Microsoft Office 97 Compatible product, which means that toolbars, menus, and accelerator keys are similar to those used by Microsoft Office. If you are already using Microsoft Office 97, which includes Microsoft Excel, Word, Access, and PowerPoint, then many of the tasks you have learned to complete in Office 97 can be completed in a similar manner in AutoSketch. Autodesk and Microsoft hope these similarities will make it easier for you to use our products together and with other Microsoft Office 97 Compatible products.

About AutoSketch (Help menu)

Displays the version number of this AutoSketch application, copyright notices; the user and company name; and the software serial number. Click www.autosketch.com to see the AutoSketch web site. Click System Info for system information.

Help Sensitive button

Starts context sensitive help mode. Click this and then click where you need more information. A window like this one appears with more information about the command or button you clicked on.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

Read Me command (Help menu)

Displays information about the version of AutoSketch you are using. Information that is not included in the *User's Guide* or online Help may also be displayed.

Next Pane command

Changes the active pane to the next pane moving clockwise, if your drawing window is split.

Previous Pane command

Changes the active pane to the previous pane moving counterclockwise, if your drawing window is split.

Activate Edit Bar command

Activates the edit bar, allowing you to change properties of the currently selected entity. You can move between controls on the edit bar by pressing TAB.

Activate Property Bar command

Activates the property bar, allowing you to edit Layer, Pen and Pattern properties. You can move between controls on the property bar by pressing TAB.

AutoSelect mode

Automatically selects and highlights the last entity drawn, or the last entity edited, and displays its information on the edit bar. You can toggle AutoSelect on or off several ways: by pressing INSERT; by right-clicking an entity and clicking AutoSelect on the pop-up menu; or by clicking the AutoSelect Active check box on the Selection page of the Drawing Options dialog box.

Help Topics

Click to display online Help for AutoSketch.

Gridpoint snap mode

Click this to enter a point on the reference grid. The current settings for the snap interval have a direct impact on the usefulness of gridpoint snap mode. If the snap interval is too fine, gridpoint mode is little better than snap off. If it is too coarse, gridpoint mode may prevent you from entering the point you need. You can change this and related settings on the Grid pages of the Drawing Options dialog box.

Endpoint snap mode

Click this to enter a point at the nearest endpoint of an existing line, arc, polyline segment, or polygon segment.

On-entity snap mode

Click this to enter a point that is exactly on a specific entity.

Midpoint snap mode

Click this to enter a point at the precise midpoint of an existing entity.

Basepoint snap mode

Click this to enter a point at the basepoint of an existing symbol.

Intersection snap mode

Click this to enter a point where two existing entities intersect.

Perpendicular snap mode

Click this to enter a point that creates a line perpendicular to two reference points.

Centerpoint snap mode

Click this to enter a point at the center of an existing arc or circle.

Tangent snap mode

Click this to create a tangent point on an existing arc or circle. You cannot use tangent snap mode to enter the last point. You first enter a point with another snap mode, then switch to tangent snap mode and click on an arc or circle. The point entered is the point on the arc or circle closest to where you clicked that would form a tangent to the last point if connected by a line.

Quadrant snap mode

Click this to enter a point at a quadrant point on an existing circle or arc. You can change the number of quadrant snap points on arcs and circles in the Options dialog box.

Snap off mode

Click this to disable snap modes.

Absolute snap mode

Click this to enter a point from the keyboard using absolute coordinates.

Relative snap mode

Click this to enter a point from the keyboard using relative XY coordinates.

No Help topic is associated with this item.

Set Last Point button

Click this to apply the Set Last (Working) Point snap mode. This allows you to redefine the last point entered.

Unlock button

Click this to disable lock modification.

Lock Horizontal button

Click this to apply the horizontal lock modifier to enter a point aligned horizontally with the last point entered.

Lock Vertical button

Click this to apply the vertical lock modifier to enter a point aligned vertically with the last point entered.

Lock Both button

Click this to apply the "both" lock modifier to enter a point aligned either horizontally or vertically with the last point entered.

Lock Normal button

Click this to apply the normal lock modifier to enter a point aligned at a right angle to the last two points entered.

No Help topic is associated with this item.

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Grid Options

Displays the current grid settings on the Grid page of the Drawing Options dialog box. You can change various grid settings including minor style, subdivisions, and offset, major frequency, snap interval, and grid position.

Network command (Tools menu)

Displays the number of users currently running AutoSketch, the maximum number of users allowed by your installation, and the names of current users at the time you start the utility. You can update the information displayed by the Network Settings dialog box by clicking Refresh User List. This dialog box also allows the network administrator to add more licenses to the user list.

Tablet command (Tools menu)

Sets up a drawing for tracing on a digitizing tablet. You need to have a tablet installed and configured for use in Windows before using this command. If you exit AutoSketch, change drawings, or adjust the position of the drawing on the surface of the digitizer, you must repeat this command.

Tablet Tracing Mode (Tools menu)

Toggles between tracing mode and mouse mode. Click Tracing Mode on the Tools menu, press CTRL+T, or double-click the icon on the far right side of the status bar.

No help topic is associated with this item.

Picture command (Draw menu)

Allows you to insert a bitmap picture into the drawing. The Open Bitmap File dialog box appears after you define an area to insert a picture in the drawing.

Browse for Picture

Opens the Open Bitmap file dialog box allowing you to select a new picture to insert in the drawing.

Resize X

Resizes the selected picture's width proportional to the picture's height.

Resize Y

Resizes the selected picture's height proportional to the picture's width.

Browse Hyperlinks command

Identifies hyperlinked entities. Click this button, then move the pointer over the drawing. Hyperlinked entities are highlighted and the attached URL is displayed on the edit bar.

No Help topic is associated with this item.

No Help topic is associated with this item.

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1, 2, 3…. Command (Window menu)

Switches to the drawing and makes it active.

This is a custom button created with the UserButtons function.

This is a custom menu created with the SetLastMenu function.

Size command (Control menu)

To use the arrow keys on the keyboard to change the size of the application or document window, click Size.

Move command (Control menu)

To use the arrow keys on the keyboard to change the location of the application or document window, click Move. You can also move the window by dragging the title bar.

Minimize command (Control menu)

To reduce an application or document window to an icon, click this in the upper-right corner of the window, or click Minimize on the application or document Control menu. To restore the window to its previous size and location, double-click the icon.

Maximize command (Control menu)

To enlarge an application or document window to fill the screen, click this in the upper-right corner of the window, or click Maximize on the application or document Control menu. To restore the window to its previous size and location, double-click the title bar.

No Help topic is associated with this item.

Restore command (Control menu)

To restore a window to its previous size and location, click the restore button in the upper-right corner of the window, or click Restore on the application or document Control menu.

Close command (Control menu)

Exits the application if clicking on application title bar, closing all open files. If you click on the drawing file title bar, it closes the active document without exiting the application. If any drawings have unsaved changes, AutoSketch prompts you to save them before it closes them.

Vertical Scroll

Click on the arrow that points in the direction you want to pan across the drawing. To pan in larger increments, click between the scroll box and a scroll arrow.

Horizontal Scroll

Click on the arrow that points in the direction you want to pan across the drawing. To pan in larger increments, click between the scroll box and a scroll arrow.

No Help topic is associated with this item.

Toolbar List

Displays or hides toolbars. Check or uncheck toolbars on the toolbar list to display or hide them.

No Help topic is associated with this item.

AutoScale

Automatically selects the closest scale from the scale list for the current drawing type.

Corner Rectangle Polyline

Creates a rectangle at the intersection of two polyline or polygon segments you select.

Perpendicular Polyline

Draws a polyline at a right angle to another entity, polyline segment, or polygon segment.

Segment Delete

Removes a selected segment from a polyline or polygon when in vertex editing mode.

Segment Move

Moves a selected segment from a polyline or polygon when in vertex editing mode. When a segment is moved, connecting segments are automatically lengthened or shortened as the segment is placed in another location.

No Help topic is associated with this item.

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No Help topic is associated with this item.

Set Current command (Library)

Sets the selected symbol library   as the current library available for use in your drawing. Double-clicking a library will also make it the current library.

Rename command

Changes the name of the current library. You will assign a new name to the library.

Copy to Symbol Folder command (Symbol Explorer)

Copies the symbol library to the symbol folder specified.

Set Current command (Symbol)

Sets the selected symbol as the current symbol available for use in your drawing. Double-clicking a symbol will also make it the current symbol.

Select All command

Selects all symbols in the current library or drawing.

Delete command

Removes selected symbol from the symbol library or drawing. Deleting symbols that you won't use is a good way to keep the libraries to a manageable size.

Edit Fields command (Symbol Explorer)

Changes the symbol definitions. Fields that can't be changed will have grayed text boxes.

Send to Drawing command

Copies the selected symbols to the active drawing.

Send to <drawing> command (Symbol Explorer)

Places the definition of the selected symbol(s) in the drawing.

Send to Current Library command

Copies the selected symbols to the current library.

Send to Library command (Symbol Explorer)

Copies the selected symbols to the library you specify.

Draw with Insert command

If checked, AutoSketch automatically opens a gap in lines, polylines, or polygons when you insert the symbol on top of them.

AutoExplode command

If checked, symbols automatically explode into their base entities when inserted in the drawing.

Edit Fields on Add command

If checked, the Edit Entity Fields dialog box appears when the selected symbol is inserted in the drawing. Use the Edit Fields dialog box to enter and edit field values.

No Help topic is associated with this item.

No Help topic is associated with this item.

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Building Wizard

Starts the Building Wizard to create a commercial or residential building drawing. Allows you to select the general shape and dimensions of the building shell, set the default thickness for walls, select from dozens of layers and database fields, choose which toolbars you want to display, and so on.

Office Layout Wizard

Starts the Office Layout Wizard to create an office drawing. Allows you to set up a drawing of a single office or an entire floor of offices.

Diagram Wizard

Starts the Diagram Wizard to create a diagram such as a flow chart or organizational chart. Diagrams can be custom made, or , for organizational trees or web site maps, created from information in a spreadsheet program.

Mechanical Part Wizard

Starts the Mechanical Part Wizard to create a detailed drawing of a mechanical part. Allows you to specify drawing scale, linear, area, and angular units, page division, and layers.

Work Bench Wizard

Starts the Work Bench Wizard to create a drawing of a small home project. Allows you to specify drawing scale, linear, area, and angular units, page division, snap interval, layers, and so on.

Rough Sketch

Creates a new drawing page based on the default page settings.

Precision Drawing Wizard

Creates a new drawing page based on settings you specify, such as drawing summary information, scale, page layout, and so on.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

Picture Align

Inserts a picture in the drawing based on two aligned points.

Picture Embed

Embeds a picture you select in the drawing.

Title Bar

To move a window or dialog box, drag its title bar. To maximize a window or restore it to its previous size and location, double-click the title bar.

Property Bar

To change a setting on the property bar, click on the arrow in a drop-down list box and make a new selection. The property bar is the primary means by which you specify the current layer and pen and pattern properties. Any change you make on the property bar affects future entities and any entities that are currently selected. The exception is symbols, which display the pen properties of their component entities.

Edit Bar

To change a setting on the edit bar, type in a text box and press ENTER, click a check box, or click on the arrow in a drop-down list box and make a selection. The controls on the edit bar allow you to edit the geometry of most entities. They change depending on your current activity. When you select a single entity or when you draw an entity, the edit bar displays controls based on the entity type. When you perform a Transform or Trim operation, the edit bar displays corresponding controls.

Status Bar

Displays command descriptions, prompts, and other program messages on the left end. The dial occupies the right end and displays absolute and relative coordinates.

Split Boxes and Split Bars

Drag this box to a location on the drawing window to split it into panes. Double-click it to split the window evenly. Drag the split bar or double-click it to unsplit the window.

Active Pane Indicator

Points to the active window pane when your drawing window is split. To change the active pane, click this until it points to the correct pane.

Toolbar

Contains buttons that give you quick access to many commands and features. To see the name of a button, point to it with the mouse. To display or hide toolbars, use the Toolbars command on the View menu, or right-click a toolbar, then check or uncheck the toolbar name on the pop-up menu that appears.

To use a command on this bar, click the button. Each button will run other macros.

No Help topic is associated with this item.

To use the Absolute XY coordinate system, click this button.

To use the Absolute Polar coordinate system, click this button.

To use the Grid XY coordinate system, click this button.

To use the Grid Polar coordinate system, click this button.

To use the Isometric Top coordinate system, click this button.

To use the Isometric Left coordinate system, click this button.

To use the Isometric Right coordinate system, click this button.

To use the Paper (Page) XY coordinate system, click this button.

AutoFit Command

This command automatically scales your drawing to the largest size that will fit on the current page.

Click here to toggle between World and Page rulers.

Rulers provide a visual drawing aid on-screen, but do not appear on printed output. To disable rulers, uncheck the Rulers check box on the Appearance page of the View Options dialog box.

Changes the current symbol library.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

To change the default firm name, enter a new name in the Default Company Name text box. The company name was defined as you installed AutoSketch.

No Help topic is associated with this item.

To change the default user name, enter a new name in the Default User Name text box. The user name was defined as you installed AutoSketch.

Click here to specify the location of the center of a circular array by entering absolute coordinates.

Click here to specify the location of the center of a circular array by entering a point after you set the controls in this dialog box and click OK.

To create duplicate entities that have regular, even, spacing between columns, rows, or rings in an array, click here.

To create duplicate entities that have irregular spacing between columns, rows, or rings in an array, click here.

To create duplicate entities that have regular, even, spacing between columns, rows, or rings in an array, click here.

To create duplicate entities that have irregular spacing between columns, rows, or rings in an array, click here.

To specify the number of copies to create in the array, enter a number here.

To specify the number of copies to create in the array, enter a number here.

To create duplicate entities with vertical spacing that is different from the default setting, enter a new vertical spacing distance here. The default spacing equals the vertical width of the selection set.

Enter an expression in this text box to create duplicate entities with irregular spacing between columns, rows, or rings in an array. An irregular expression is a series of numbers and special operators separated by spaces. By default, expressions are evaluated in absolute mode.

Enter an expression in this text box to create duplicate entities with irregular spacing between columns, rows, or rings in an array. An irregular expression is a series of numbers and special operators separated by spaces. By default, expressions are evaluated in absolute mode.

To specify the location of the basepoint for the current selection set, click a position in this drop-down list box. You can change the basepoint to a point you type after clicking OK. The default basepoint is the standard about point of the selection set.

When this box is checked, the position of the centerpoint of the array is aligned horizontally with the basepoint of the selection set. The center of a circular array is the point about which the array is generated.

Check this box to generate the array as an anonymous symbol. If you have included symbols in the selection set, the result is an anonymous nested symbol that contains multiple instances of the same symbol(s).

Enter a coordinate in this box to specify the location of the center of a circular array on the horizontal axis.

Enter a coordinate in this box to specify the location of the center of a circular array on the vertical axis.

When this box is checked, each copy of the selection is not rotated as it is copied. When unchecked, each copy is rotated about the centerpoint as it is copied.

No Help topic is associated with this item.

To indicate the command level on the status bar, check this option. A greater than sign (>) is added to the status bar message for each menu item you choose in composing a command.

To display the name of the current command on the status bar , check this option. The command appears in brackets ahead of the normal status bar message.

To define the number of status messages to be saved, type a value here.

Lists previous status bar messages.

To open the Open Toolbar File dialog box, click here. A list of all custom toolbars will appear. Click on the toolbar name to edit it or create another custom toolbar based on an existing one.

Enter the toolbar filename in this text box or use the Browse button to locate the file.

Enter the toolbar name in this text box. The Customize Toolbar dialog box appears after you click OK.

Displays or hides toolbars. Check a toolbar name if you want it displayed.

To change the name of a toolbar, click Change. Enter a new toolbar name in the Change Toolbar dialog box that appears.

To display a description of a button, click on the command in the Command list.

Displays the button names you can use to create a new toolbar. A brief description of the selected command will appear below the Command list box. To add a button, double-click on a command name or drag the button shown below this box to the new set.

This button can be added to a toolbar if you drag it to the current set or double-click on a command name in the Commands list box.

To open the Customize Toolbar dialog box and create a new toolbar or change existing toolbars, click here.

To create a new toolbar click here. You will need to assign the new toolbar a name and filename. If you want to include a set from the current toolbar, use Copy and Paste.

To delete all buttons for the current set, click here.

Lists all sets on the current toolbar. Click the set you want to edit.

Click this to move the selected set down. You can also move the buttons by dragging them within the set.

Click this to move the selected set up. You can also move the buttons by dragging them within the set.

No Help topic is associated with this item.

To select which toolbar to customize, click the name in this drop-down list box.

To evaluate a numeric expression, enter an expression here. Click Evaluate after entering a numeric expression, and the calculation appears in the Result box. Click Copy to copy the result to the clipboard.

To evaluate a numeric expression, enter an expression here. Click Evaluate after entering a numeric expression, and the calculation appears in this Result box. Click Copy to copy the result to the clipboard.

No Help topic is associated with this item.

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To change the setting for the Maximum Spline Segments, enter a number in this box. The default setting is 511 vertices. A higher value results in a smoother curve. Lower values will improve the redraw speed and reduce the file size.

To change the setting for Fitted Curve Render Depth, enter a number in this box. The default value is 4, with higher values resulting in a smoother fitted curve and lower values improving redraw speed.

To change the setting for Spline Segments per Vertex, enter a number in this box. The default setting is 8. A higher value results in a smoother curve. Lower values will improve the redraw speed.

To indicate that the data is of type String, containing text, click here.

To indicate that the data is of type Number, containing numbers, click here.

To indicate that the data is of type Length, containing numbers using the current linear units of measurement, click here.

To indicate that the data is of type Angle, containing numbers using the current angular units of measurement, click here.

To indicate that the data is of type Area, containing numbers using the current area units of measurement, click here.

No Help topic is associated with this item.

No Help topic is associated with this item.

To assign a field, enter a field name in this text box.

To determine the number of decimal places AutoSketch uses to round the field value if you export to an ASCII file, type a value in this box. This applies if you are creating a number, length, or area field type.

No Help topic is associated with this item.

To limit field names to ten characters where the first character is a letter and remaining characters are letters, numbers, or underscore characters, check this box.

No Help topic is associated with this item.

To specify a number of characters AutoSketch includes if you export the database to ASCII, enter a value in this box.

To add a newly created field to a database, click Add.

To delete a field from a database, click the field name you want to delete then click Delete.

To change the field properties in a database, click the field name you want to change, modify its settings, then click Change.

This is a list of field names to edit. To edit a field, click the field name then enter the changes.

This is a list of field names. To change or delete a field, click the field name then click the command.

To add a field to the report, click its name in this list, then click Insert or Add. To delete a field from the report, click its name in this list then click Delete.

To assign a field to an entity, you must enter an initial value for the entity, even if that value is zero.

No Help topic is associated with this item.

To specify = as a selection qualifier, click here. This results in selections that will include entities if the field value matches the specified Value. Enter a value you want to use to compare with the entity's field value in the Value text box. If the field type is String, you can use wildcard comparisons.

To specify != as a selection qualifier, click here. This results in selections that will include entities if the field value does not match the specified Value. Enter a value you want to use to compare with the entity's field value in the Value text box.

To specify < as a selection qualifier, click here. This results in selections that will include entities if the field value is less than the specified Value. Enter a value you want to use to compare with the entity's field value in the Value text box.

To specify <= as a selection qualifier, click here. This results in selections that will include entities if the field value is less than or equal to the specified Value. Enter a value you want to use to compare with the entity's field value in the Value text box.

To specify > as a selection qualifier, click here. This results in selections that will include entities if the field value is greater than the specified Value. Enter a value you want to use to compare with the entity's field value in the Value text box.

To specify >= as a selection qualifier, click here. This results in selections that will include entities if the field value is greater than or equal to the specified Value. Enter a value you want to use to compare with the entity's field value in the Value text box.

To automatically calculate width and precision values, check this check box. The number of characters to include and the number of decimal places used to round the field value if you export the database are automatically calculated.

Check this box if you want this AutoField to appear when you make fields visible. Symbol Fields is a set of database fields who's values were defined when the symbol was created.

Check this box if you want this AutoField to appear when you make fields visible. Symbol Description is a text string that describes the symbol in detail.

Check this box if you want this AutoField to appear when you make fields visible.

Check this box if you want this AutoField to appear when you make fields visible. Symbol Type is a text string designed to help you organize and classify your symbol definitions.

Check this box if you want this AutoField to appear when you make fields visible. UID is a unique number AutoSketch creates automatically for each entity in the drawing. All entities have a UID that distinguishes them from other entities. You can't edit a UID value.

Check this box if you want AutoSketch to automatically format lengths, angles and areas of entities in your drawing as text strings when exported.

To display the field name before each value, check the Display Field Names check box. This is helpful when it is not obvious what the value represents.

To change the font for visible fields, select a font name.

To change the color for visible fields, click a color in the Text Color box.

To change the height for visible fields, enter a number in the Text Height box.

To align the dimension label in relation to the dimension line, click an alignment option in the Alignment text box. The default alignment is None, which is horizontally placed between the extension lines.

To display the units of measurement along with the calculated value, check the Display Units check box.

To change the overrun length for the extension line, type a length in the Overrun text box. This is the distance the extension line extends beyond the dimension line on printed output.

To change the font of the dimension label text, select a font name.

To display label text for the dimension line, enter it in the Label Text box. The default text for linear dimensions is **<>** and displays calculated values only. The default text for a diameter dimension is **0<>**. For radius dimension it is **R<>**. To customize the label, add text on either side of **<>**. To omit the calculated value from the label, delete **<>**. Do not add characters between **<** and **>**.

To enter a minimum leader length, enter a length in the Minimum Leader Length text box. This is the minimum length allowed for dimension lines. When the dimension line and label are too long to fit inside the extension lines, they are automatically displayed outside.

Check the Suppress Line 1 check box to omit the first extension line.

Check the Suppress Line 2 check box to omit the second extension line.

To change the number of decimal places AutoSketch uses to round a calculated value on the dimension label, click a different precision from the Precision drop-down list box.

Check the Save as Defaults check box if you want to use the settings on future dimensions.

To change the terminator size for the dimension line, enter a different height in the Terminator Size text box. This is the height of the line terminator on printed output.

To select a terminator type, click the type from the Terminator Type drop-down list box. This list includes all AutoSketch marker styles.

To change the text aspect value, enter a new value in the Text Aspect text box. This is the ratio of width to height of an average character in the selected font. Larger ratios create wider characters, as smaller ratios create narrower characters.

To change the height of the dimension label font, enter a number in the Text Height box.

To select a tolerance display mode, click either None, Plus/Minus, or Range. This is useful if some drawing depict objects that do not conform to exact measurements but instead fall in a range of measurements.

To enter a minus tolerance value, enter the value in the Minus text box. This specifies the negative variance that is allowed in the measurement.

To enter a plus tolerance value, enter the value in the Plus text box. This specifies the positive variance that is allowed in the measurement.

To enter the tolerance text height factor, enter a number in the Text Height Factor text box. This determines the height of text used to display variance in plus/minus tolerancing. The default setting is 0.8 and it specifies that plus and minus values are 80% as high as the calculated value.

To select a unit of measurement for the calculated value, click on a measurement from the Units drop-down list box.

To change the setting for the number of pixels the pointer must move in order to perform the active command, enter a number in the Drag Radius text box. The higher the number, the more the pointer must move.

To change how close the pointer must be to select an entity, enter a number in the Select Radius text box. The default setting is 7, meaning that if an entity is within 7 pixels of the selection pointer and you click, the entity will be selected.

To change the rotation angle interval, enter a value in the Plus/Minus Rotation text box. The default setting is 45 degrees, allowing you to rotate the entity to any of eight angles.

Displays the delta angle of the arc. Editing this value changes the length of the arc. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays the starting angle of the arc. Editing this value rotates the arc about the centerpoint. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays the coordinates of the arc centerpoint. Editing this value moves the arc. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar, or by right-clicking the text box, and selecting one of the Change commands.

Displays the radius of the arc. Editing this value changes the size of the arc. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays the coordinates of the circle centerpoint. Editing this value moves the circle. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar, or by right-clicking the text box, and selecting one of the Change commands.

Displays the radius of the circle. Editing this value changes the size of the circle. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Check the Closed check box if you want to specify that the curve you draw is closed. When unchecked, you will draw open curves.

To open the Dimension Format dialog box, click here. You can specify dimension line, extension line, label or tolerance format in the Dimension Format dialog box.

Displays any label text assigned to angular dimensions. "<>" represents calculated measurement.

Displays the angle of the dimension. Changing this value rotates the dimension. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays any label text assigned to diameter dimensions. "<>" represents calculated measurement.

Displays the angle of the dimension. You must specify this value before drawing a rotated dimension. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays the distance between baseline dimensions on printed output. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays distance from dimension line to the closest dimension point on printed output. Applies to the first dimension in a series. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays dimension style. Single creates individual dimensions. Chained creates back-to-back dimensions. Baseline creates dimensions measured from a single extension line.

Displays any label text assigned to linear dimensions. "<>" represents calculated measurement.

Displays any label text assigned to ordinate dimensions. "<>" represents calculated measurement..

Displays the distance from the existing entity to the new entity. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays the length of the line. Editing this value moves the line endpoint and updates the X2 and Y2 coordinates. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays the angle between the reference line and the new line. Editing this value changes the relative value for the next line. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays the marker angle. Editing this value rotates the marker about the basepoint. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Check the Constrain check box if you want to specify width and height as equal measurements. If checked, the Height text box will be disabled.

Displays the height of the marker on printed output.

Displays the current marker type. To change the marker type, click a different marker from the drop-down list box.

Displays the width of the marker on printed output.

Displays the current poly type. To change the poly type, click a different poly from the drop-down list box.

Displays the width of the polyline, the polygon, or the curve. Editing this value changes all segments.

Displays the rotation angle of the first vertex of the inscribed polygon or the midpoint of the first segment for a circumscribed polygon. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Click to specify whether polygon is inscribed in a reference circle or circumscribed around it. This button toggles from inscribed to circumscribed.

Displays the number of sides or segments in the polygon.

Displays the radius of the reference circle. Editing this value changes the size of the polygon. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

To create a curved polyline segment, type a value in the Bulge Factor text box. The value of the bulge is equal to two times the measured height of the bulge, divided by the distance between its startpoint and endpoint. Note: 0 = no bulge and 1 = a semicircle.

Displays the symbol angle. Editing this value rotates the symbol about its basepoint. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays the distance between the symbol basepoint and the actual point entered. You can specify an offset distance by entering it in the OF text box and pressing ENTER.

Displays the width of the opening to create if the symbol is inserted in a line, polyline or polygon.

Displays the current symbol name. To change the symbol, click a different symbol on the drop-down list box. You can also right-click, then click Explorer, to change symbol libraries or select any symbol.

Displays the current text alignment setting. To change the text alignment, click a different setting on the drop-down list box.

Displays the text angle. Editing this value rotates the text entity about its basepoint.

No Help topic is associated with this item.

No Help topic is associated with this item.

Displays the current text font. Click on the drop-down list box to select another AutoSketch or TrueType font. You can right-click, then click Font, to open the Font dialog box.

Displays height of current text on printed output. The height is the measurement top to bottom of capital letters.

Check the Formula check box if you want text evaluated as a formula expression.

No Help topic is associated with this item.

Displays the angle of alcove sides. The default setting is 90, which specifies a rectangular alcove.

Displays the width of the gap to create in the line, the polyline, or the polygon.

Displays the radius of an arc to be created at an intersection. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays the number of segments that will be created. To change the number of subdivisions, click a number on the drop-down list. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

No Help topic is associated with this item.

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To specify how double lines are drawn with respect to the points you enter – either left, right, centered, or user defined offset, click here.

When using the user defined offset method, enter an offset distance here.

To specify the distance between double lines, type a measurement in this box.

To scale selected symbols, markers, or text entities about their basepoints, click this button.

Displays the angle of rotation for the selection set. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Check the Copy check box if you want to specify that the operation to copy the selection set. If unchecked, the selection set is not copied, but moved.

Check the Extrude check box if you want to create an extrusion polygon

No Help topic is associated with this item.

To change fields' values, type entries in the corresponding text boxes in the Value column, then click OK. Shaded areas can't be edited. To delete a field, check an Update box while leaving the text box empty.

To change the font of the selected text, click a font name.

To make changes to text, select the text to edit, add text, or delete selected text here.

To change the size of the selected text, enter a size in the Size box. The sizes available depend on the printer and the selected font.

No Help topic is associated with this item.

No Help topic is associated with this item.

To enter a company name as part of the drawing file project information, type it in the Company text box. Storing project information with your drawings can help you remember important details about a drawing file later.

To enter a draftsman name as part of the drawing file project information, type it in the Draftsman text box. Storing project information with your drawings can help you remember important details about a drawing file later.

To enter a drawing number as part of the drawing file project information, type it in the Drawing Number text box. Storing project information with your drawings can help you remember important details about a drawing file later.

To enter keywords as part of the drawing file project information, type it in the Keywords text box. Storing project information with your drawings can help you remember important details about a drawing file later.

To enter a project name as part of the drawing file project information, type it in the Project Name text box. Storing project information with your drawings can help you remember important details about a drawing file later.

To enter a revision number as part of the drawing file project information, type it in the Revision Number text box. Storing project information with your drawings can help you remember important details about a drawing file later.

To enter a drawing title as part of the drawing file project information, type it in the Title text box. Storing project information with your drawings can help you remember important details about a drawing file later.

To set the program to automatically save your drawing file, check the Automatic Save Every check box and type the number of minutes in the Minutes text box.

To automatically save your drawing file every few minutes, check the Automatic Save Every check box and type a number of minutes in the Minutes text box.

To have the program automatically create a backup drawing file, check the Create Backup File check box.

To make the New dialog box appear when you click New on the File menu, check the File New   check box. If unchecked, a blank drawing page with the default settings will appear when you click New on the File menu instead of the New dialog box.

No Help topic is associated with this item.

To list the last four files opened at the bottom of the menu when opening a file, a symbol library, or a macro, click here. To open one of the listed files or libraries, click the name.

To list the last eight files opened at the bottom of the menu when opening a file, a symbol library, or a macro, click here. To open one of the listed files or libraries, click the name.

To automatically save folder changes, check this box.

To change the height of the text, type a number in the Text Height box.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

To cause the grid lines to be displayed as dots rather than lines, check this box.

To set the size of the dots between the grid lines, select an item from this drop-down list.

To keep the horizontal and vertical settings the same for the Snap Interval, Line Interval, and Dots controls, check this box. If it is not checked, you can enter horizontal and vertical settings individually. Normally, these settings are the same.

To change the maximum number of dots that appear on the reference grid, type a number in the Maximum Dots text box. The number must be between 10 and 1023.

To change the maximum number of lines that appear on the reference grid, type a number in the Maximum Lines text box. The number must be between 10 and 1023.

To change the angle at which the hatch lines are drawn, type an angle here. Changing the hatch spacing and angle updates the entire drawing, modifying all hatched polygons.

To change the spacing between the hatch lines, type a measurement in the Spacing text box. Changing the hatch spacing and angle updates the entire drawing, modifying all hatched polygons. Hatch Spacing is only applied to the first 15 hatch patterns.

No Help topic is associated with this item.

To enter points using the keyboard, type the first coordinate here. The status bar will prompt you. Press TAB to move between the dials.

To enter points using the keyboard, type the second coordinate here. The status bar will prompt you. Press TAB to move between the dials.

No Help topic is associated with this item.

No Help topic is associated with this item.

To enter text or an expression, type it in the text box, then click OK.

No Help topic is associated with this item.

Opens the Text Editor, in which you can edit or format text directly or open and merge files created using another editor.

Displays the angle between points enter. The drop-down list includes the same information displayed in all units of measurement.

Displays the relative or delta angle you enter using compass angle orientation.

No Help topic is associated with this item.

Displays the area of an irregular polygon you enter. The drop-down list includes the same information displayed using all the area measurements.

Displays the distance between two points you enter. The drop-down list includes the same information displayed using all units of measurement.

Displays the horizontal distance from the startpoint to the endpoint.

Displays the vertical distance from the startpoint to the endpoint.

Displays the distance along the Z axis from the startpoint to the endpoint.

No Help topic is associated with this item.

Displays the perimeter of an irregular polygon you enter. The drop-down list includes the same information displayed using all units of measurement.

Displays all of the stored information about a specific entity, such as its extent, layer, UID, and so on. The specific information displayed varies with the type of entity you select.

Displays the names of all symbol definitions, drawing properties, and selection properties in the current drawing and the number of instances for each.

No Help topic is associated with this item.

Displays the page coordinates of a point you enter, measured from the drawing origin. When the drawing scale is 1:1 and the drawing origin is at the lower left corner of the page, world and sheet coordinates are identical. The drop-down list includes the same information displayed using various units of measurement.

Displays the world coordinates of a point you enter, measured from the lower left corner of the page. When the drawing scale is 1:1 and the drawing origin is at the lower left corner of the page, world and sheet coordinates are identical. The drop-down list includes the same information displayed using various units of measurement.

No Help topic is associated with this item.

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Click this to make the selected layer current. The current layer is the one that AutoSketch adds new entities to as you draw them.

Click this to make the selected layer editable. An editable layer allows you to modify existing entities but does not allow you to add new ones.

Click this to make the selected layer background. A background layer can be seen but not modified.

Click this to make the selected layer masked. A masked layer is not visible.

To change the background layer color, click a color on the Background Layer Color drop-down list box.

Click the Background option button to make the selected layer a background layer. A background layer can be seen but not modified.

Click the Current option button to make the selected layer the current layer. The current layer is the one that AutoSketch adds new entities to as you draw them.

Click the Editable option button to make the selected layer an editable layer. An editable layer allows you to modify existing entities but does not allow you to add new ones.

Click the Masked option button to make the selected layer a masked layer. A masked layer is not visible.

Click this to add the new layer name to the layer list.

Click this after making changes to layer properties, if you want to apply the changes.

Click this to delete the layer(s) selected on the layer list. You will be asked if you want to delete the layer, if you do click Yes.

To change the by-layer color for a layer, click a color on the Color drop-down list box. Changing the associated color, style, and width for a layer it makes it easier to determine what layer and entity is on just by looking at the drawing.

To include an expanded description of your layer, type it in the Layer Description text box.

Lists the layers in the drawing. To edit a layer, click a layer name. You can select more than one layer by pressing SHIFT or CTRL and clicking multiple layer names.

To create a new layer, type a unique name in the Layer Name text box. When you click a layer on the layer list, its name appears in the Layer Name text box.

Check the Protect Layer Changes check box to prevent a user from selecting background and masked layers in the Layer drop-down list box on the property bar. This prevents a user from inadvertently moving existing entities to a protected layer. When unchecked, you will be able to use the property bar to move an entity to any layer.

To change the by-layer style for a layer, click a style on the Style drop-down list box. Changing the associated color, style, and width for a layer it makes it easier to determine what layer and entity is on just by looking at the drawing.

To change the by-layer pen width for a layer, click a width setting on the Width drop-down list box. Changing the associated color, style, and width for a layer it makes it easier to determine what layer and entity is on just by looking at the drawing.

To determine when to prevent double lines from doubling back on themselves, type a number here. The default value is 10 degrees.

No Help topic is associated with this item.

To specify a custom measurement for linear scale factor, when opening a file other than a AutoSketch file, type it in the Custom (units/inch) box.

To specify a unit of measurement for linear scale factor, when opening a file other than AutoSketch, click on the drop-down list box.

To select a macro that runs automatically when you close a drawing, click Browse under the Auto Close box. Click a macro name on the Open Macro File folder list, then click Open to assign the auto macro as a custom command.

To select macro that runs automatically when you start AutoSketch, click Browse under the Auto Exec box. Click a macro name on the Open Macro File folder list, then click Open to assign the auto macro as a custom command.

To select a macro that runs automatically when you exit AutoSketch, click Browse under the Auto Exit box. Click a macro name on the Open Macro File folder list, then click Open to assign the auto macro as a custom command.

To select a macro that runs automatically when you create a new drawing, click Browse under the Auto New box. Click a macro name on the Open Macro File folder list, then click Open to assign the auto macro as a custom command.

To select a macro that runs automatically when you open a drawing, click Browse under the Auto Open box. Click a macro name on the Open Macro File folder list, then click Open to assign the auto macro as a custom command.

To apply changes in the auto macro selection, click Change.

To assign a macro to run automatically when you close a drawing, click Browse, and select a macro for this text box. Remember to click Change to update.

To assign a macro to run automatically when you start AutoSketch, click Browse, and select a macro for this text box. Remember to click Change to update.

To assign a macro to run automatically when you exit AutoSketch, click Browse, and select a macro for this text box. Remember to click Change to update.

To assign a macro to run automatically when you create a new drawing, click Browse, and select a macro for this text box or type the macro name. Remember to click Change to update.

To assign a macro to run automatically when you open a drawing, click Browse, and select a macro for this text box or type the macro name. Remember to click Change to update.

No Help topic is associated with this item.

To change a bitmap for any command, click Browse, open a button bitmap file, then click Assign. The bitmap you selected will replace the bitmap for the command listed in the Commands drop-down list box. To revert to the default button bitmap for a command, click the command from the Commands drop-down list box and click Delete.

To change a bitmap for any command, click Browse, open a button bitmap file, then click Assign. The bitmap you selected will replace the bitmap for the command listed in the Commands drop-down list box. To revert to the default button bitmap for a command, click the command from the Commands drop-down list box and click Delete.

Describes the command listed in the Commands drop-down list box.

Lists the commands available in AutoSketch. To change a bitmap for any command, click Browse, open a button bitmap file, then click Assign. The bitmap you selected will replace the bitmap for the command listed in the Commands drop-down list box. To revert to the default button bitmap for a command, click the command from the Commands drop-down list box and click Delete.

Displays the button bitmap assigned to the command listed in the Commands drop-down list box.

Displays the button bitmap filename. To assign this bitmap to the command listed in the Commands drop-down list box, click Assign. To change the button bitmap filename listed here, click Browse and select another button bitmap filename.

To revert to the default button bitmap for a command, click the command from the Commands drop-down list box and click Delete.

Describes the command listed.

Displays the button bitmaps currently assigned.

To write an internal bitmap to an external file for editing, click here.

To specify the size of buttons, select an item from this list.

To assign the shortcut key listed in the drop-down list box to the command listed in the Commands drop-down list box, click Assign.

Describes the command listed.

Lists the commands in AutoSketch. To assign the shortcut key listed in the drop-down list box to the command listed in the Commands drop-down list box, click Assign.

Displays the button bitmap assigned to the command listed in the Commands drop-down list box.

Displays the current key command for the command listed in the Commands drop-down list box.

To revert to the default key assignment for a command, click the command from the Commands drop-down list box and click Delete.

To assign a key to a command, click on one of the keys listed in the CTRL+SHIFT+KEY list box.

To define a custom command, click Assign after clicking a macro command number and entering a single line macro in the Current macro text box.

Type a single line macro in the Current Macro text box, click a macro command number, then click Assign to define a custom command.

To unassign a custom command, click Delete.

Lists the macro command numbers available for assignment. To define a custom command, click Assign after clicking a macro command number and entering a single line macro in the Current macro text box.

To edit or assign status bar or tool tip text associated with a custom command or button, click the command whose text you want to edit, enter the text you want to display, then click Add.

Displays the current status bar text associated with a custom command.

To delete the text associated with a custom command or tool tip, click Delete.

Lists the commands available for custom command text assignment. To edit or assign status bar or tool tip text associated with a custom command or button, click the command whose text you want to edit, enter the text you want to display, then click Add.

Takes the command selected from the drop-down list box in the Current Pop-up Item area and the name typed in the corresponding text box and assigns them to the pop-up menu number displayed in the Pop-up Commands drop-down list box. They are placed on the pop-up menu at the position highlighted in the Current Pop-up Set list.

Takes changes made with controls on this dialog box page and applies them to the pop-up menu number displayed in the Pop-up Commands drop-down list box. Click this button after clicking Assign or Delete.

Displays the button bitmap for the selected command.

Lists the commands you can assign to the pop-up menu number displayed in the Pop-up Commands drop-down list box. Select a command from this drop-down list box after clicking in the Current Pop-up Set list to indicate where the command should be on the pop-up menu.

No Help topic is associated with this item.

To unassign the command displayed in the Current Pop-up Item area from the pop-up menu number displayed in the Pop-up Commands drop-down list box, click this button.

Type the text here that you want to appear in a pop-up menu. This becomes your unique name for the command selected in the drop-down list box immediately below this text box. Select an item from that list before typing here.

To create a new pop-up menu or add more commands to an existing pop-up menu, first select a pop-up menu number from this drop-down list. If any commands are already associated with the item you select, they appear in the Current Pop-up Set list.

Displays the current pop-up menu commands assigned to the pop-up menu number selected in the Pop-up Commands drop-down list box. Click in this area to indicate where you want to add a command to the pop-up menu selected in the Pop-up Commands drop-down list box.

To include the date and time as a footnote, check this box.

To include the filename as a footnote, check this box.

To include page number as a footnote, check this box.

To use the your default printer font when printing this document, check this box.

To automatically indent your document, check this box. The auto indent feature minimizes the number of tab characters you must insert manually. When checked, tabs are added automatically when you begin a new line, based on the number of tabs at the beginning of the previous line.

No Help topic is associated with this item.

Changes the font of the macro text. In the Font box, select a font name.

No Help topic is associated with this item.

Changes the size of the macro text. In the Font Size box, select a size. The sizes available depend on the printer and the selected font.

Check this to suppress the Message Output window. When unchecked, the window is enabled.

Check this box if you want text in the Message Output window to be displayed in the same font as the macro text. If unchecked, Message Output text appears in the Windows System font.

To write text from the Message Output window to another file when the text reaches the SizeOutput limit or when you exit AutoSketch, type the filename here.

To specify the number of characters allowed in the output log file without generating an error, type the number in this box.

To specify the maximum number of characters allowed in the Macro Output window, type the number in this box.

To specify the tab spacing property, enter a number between 1 and 16 here. This is the width of a tab character in average spaces for the current font.

Displays the current tooltip text associated with a custom command.

To set the maximum number of characters allowed in a text entity, type a number here.

To set the maximum number of fields that can be assigned to any one entity, type a number here.

To set the maximum number of vertices a poly entity can have, type a number here.

To set the number of times you can return to a previous view or a subsequent view, type a number here.

To enter a point after clicking OK for the location of the origin of the drawing file you are merging into the current drawing, check this box.

No Help topic is associated with this item.

Type the X (horizontal) coordinate here for the location of the origin of the drawing file you are merging into the current drawing. This is measured from the origin of the current drawing.

Type the Y (vertical) coordinate here for the location of the origin of the drawing file you are merging into the current drawing. This is measured from the origin of the current drawing.

To rotate the drawing you are merging into the current drawing, type an angle here.

To change the horizontal scale of the drawing you are merging into the current drawing, type a multiplication factor here. For example, if you type 2, an entity that is two inches across and four inches from the drawing origin becomes four inches across and eight inches from the drawing origin. You can type a number to make the two drawings' horizontal scales match exactly.

To change the vertical scale of the drawing you are merging into the current drawing, type a multiplication factor here. For example, if you type 2, an entity that is three inches high and two inches above the drawing origin becomes six inches high and four inches above the drawing origin. You can type a number to make the two drawings' vertical scales match exactly.

To add more users of the software to the network, click this button.

In this text box, type your authorization number for increasing the number of network users.

No Help topic is associated with this item.

To remove an inactive user from the list of current users (in case the software fails to detect the user is inactive), select the user's name and click this button.

No Help topic is associated with this item.

In this text box, type the number of users allowed by your network upgrade license.

Updates the list of current users.

Displays the names of people currently using the software on the network.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

To name a custom scale, type a name here.

No Help topic is associated with this item.

No Help topic is associated with this item.

To choose a location for the drawing origin, select an item from this drop-down list. If you select Custom, type coordinates in the accompanying XY text boxes (these coordinates are measured in relation to the lower left corner of the on-screen page). If you click Select After OK, enter a point using the mouse.

Type the X (horizontal) coordinate for the location of the drawing origin here. This is measured in relation to the lower left corner of the on-screen page.

Type the Y (vertical) coordinate for the location of the drawing origin here. This is measured in relation to the lower left corner of the on-screen page.

Shows the results of choices made with controls in this dialog box.

To change the number of segments used when an ellipse is created, type a number in this box. Lower values result in rougher polygons, but they redraw faster and require less drawing memory.

To determine how closely sketch polylines follow your mouse movement, select a number from this drop-down list. This value specifies how many pixels of movement occur before the software adds another vertex to the sketch polyline. Smaller values produce a finer sketch with more vertices in the polyline. Larger values result in rougher sketches and a simpler entity. The default number is 8. Increasing the number creates longer segments that take up less memory.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

To print the view inside a marquee, first draw the marquee then make sure this box is checked.

No Help topic is associated with this item.

Opens the Print Preview window so you can check on-screen how your drawing will look when printed.

To print all pen and pattern colors (both solid and hatch) as black, check this box.

No Help topic is associated with this item.

Select the sizing method from this list. Fitted to Printer Page prints the View to Print as large as possible on one printer page. Scaled uses the current drawing's scale, tiling over more than one printer page if necessary. Fitted to Page prints the View to Print as large as possible in the on-screen page size, tiling that over more than one printer page if necessary.

No Help topic is associated with this item.

Click an item in this list to specify the view to print. Marquee View prints the current marquee region. Current View prints the currently displayed view. Page View prints the on-screen page. Extent prints the entire drawing. Other items in this list print previously saved views.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

To change the pen color, select an item from this list. The choice you make applies to new entities as well as any highlighted entities. The exception is symbols, which display the pen properties of their component entities.

To change the hatch style, select an item from this list.

To make a layer the current layer, select its name from this list (you can't select a layer if it is a background or masked layer). To move one or more entities to a layer, select them, then select a layer name from this list. The selected entities don't need to begin on the same layer.

To fill polygons with a hatch pattern or solid color, or to specify that no fill be placed in them, select an item from this drop-down list box. If you select Solid or Hatch, you then must select a color or hatch pattern from the drop-down list box that appears. The choice you make applies to new closed poly entities as well as any highlighted polygons or closed curves.

To choose a hatch pattern or solid color with which to fill polygons and closed curves, select an item from this drop-down list. Whether this list offers colors or hatch patterns is determined by what is selected in the Pattern drop-down list box, also on the property bar. The choice you make applies to new closed poly entities as well as any highlighted polygons or closed curves.

To change the pen style, select an item from this list. The choice you make applies to new entities as well as any highlighted entities. The exception is symbols, which display the pen properties of their component entities.

To change the pen width, select an item from this list. Pen width is independent of the width settings for polyline and polygon entities. It is specified in the smallest unit available for the hardware that displays the entity. The choice you make applies to new entities as well as any highlighted entities. The exception is symbols, which display the pen properties of their component entities.

No Help topic is associated with this item.

To change the pen color, select an item from this list.

To change the color used for solid fill, select an item from this list.

To set the current lock modifier for point input, select an item from this list.

To change the style used for hatch fill, select an item from this list. The choice you make applies to new closed poly entities as well as any highlighted polygons or closed curves.

To change the type of pattern fill used, select solid or hatched from this list. The choice you make applies to new closed poly entities as well as any highlighted polygons or closed curves.

To set the current snap mode, select an item from this list.

To change the pen style, select an item from this list. The choice you make applies to new entities as well as any highlighted entities. The exception is symbols, which display the pen properties of their component entities.

To change the pen width, select an item from this list. Pen width is independent of the width settings for polyline and polygon entities. It is specified in the smallest unit available for the hardware that displays the entity. The choice you make applies to new entities as well as any highlighted entities. The exception is symbols, which display the pen properties of their component entities.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

To print the drawing so that the short edge of the paper is horizontal, click Portrait. To make the long edge horizontal, click Landscape.

To set the paper size available for your printer, click an option in the Paper Size box.

Indicates the horizontal measurement of the paper size currently set for your printer. To change this and the vertical measurement, click an option in the Paper Size box.

Indicates the vertical measurement of the paper size currently set for your printer. To change this and the horizontal measurement, click an option in the Paper Size box.

To specify which paper tray the printer should use, select an item from this drop-down list.

To make the report a detail report, click this option button. Detail reports display information for every entity in the selection set.

To make the report a summary report, click this option button. Summary reports display information for each symbol definition in the selection set along with a count of the number of instances of those symbols.

To add the field name highlighted in the Available Fields list box directly below the highlighted field in the Report Fields list box, click this button.

Displays the field names to appear in the report, along with their corresponding widths and column headings. You can type new text in the column heading cells and check the Editable check box for any fields you want to be able to directly edit in the report. Shaded areas can't be changed.

No Help topic is associated with this item.

No Help topic is associated with this item.

Opens the Edit Database Report dialog box. This lets you create a report and set its various features, including name, type, selection criteria, and the fields it includes.

To delete the highlighted report or field name, click this button.

Opens the Edit Database Report dialog box for the report selected in the Available Reports list. This lets you change various features of the report, including its name, type, selection criteria, and the fields it includes.

Displays the column headings and corresponding values you specified for a report. You can edit the report by entering new information in cells and clicking the Update button. Shaded areas can't be changed. You can use the buttons at the top of the report to export, print, copy, sort, or total the displayed database information.

No Help topic is associated with this item.

Displays the fields to be included in this report. To delete a field, click a field name, on this list then click Delete.

Type text in this box that you want to appear at the bottom of each page of a printed report.

Displays the report selected in the Available Reports list. If no reports appear in the list, you must create a new report.

To add the field name highlighted in the Available Fields list box directly above the highlighted field in the Report Fields list box, click this button.

No Help topic is associated with this item.

No Help topic is associated with this item.

Displays the reports available. If no reports appear in the list, you must create a new report.

Opens the Selection Modifier so you can change the selection criteria for the report. The default setting is ALL.

No Help topic is associated with this item.

No Help topic is associated with this item.

Type a title for the report in this text box. This title appears in the Reports dialog box and at the top of printed reports.

Displays column titles and the sums of values in those columns.

To update the database with any changes you have typed in this report dialog box, click this button.

To create a scale and add it to the list of scales on the Custom tab, type measurements in the Page and Actual text boxes, type a name for the scale in the Name text box, then click this button.

To delete a scale from the list of scales on the Custom tab, select a name in the list, then click this button.

To create a custom scale, type a real world measurement in the Actual text box and the measurement you want to use to represent it in the Page text box. When you select a pre-defined scale, appropriate measurements or unitless numbers are displayed in these text boxes.

Check this box to apply any changes in scale to all text, markers, and dimensions. These are specified in output size, rather than real world size. If this box is checked, all drawing parameters are updated by the ratio of the previous scale to the new scale. If there are existing dimensions, text, or markers, you are prompted whether to change their size. If you answer yes, the entities remain their current size in proportion to the page rather than adjusting proportionately with the rest of the drawing.

To use a scale that has already been defined, select one from this list.

To name a custom scale, click the Custom tab, type measurements in the Page and Actual text boxes (or use the measurements displayed), and type a name in the Name text box.

To create a custom scale, type a real world measurement in the Actual text box and the measurement you want to use to represent it in the Page text box. When you select a pre-defined scale, appropriate measurements or unitless numbers are displayed in these text boxes.

Click the tab for the type of scale you want to use. You can choose from many pre-set scales or enter a custom scale.

To hide a segment of a polyline or polygon, check this box. Making one of its segments hidden does not open a polyline or polygon or change any of its other properties.

To force the about point of a selected entity to snap to points on the grid, check this box.

To specify whether entities whose attributes you assigned by layer or by symbol can be included in a selection statement as though they were assigned directly, check this box.

To retain the properties you specified by-symbol after the symbol has been exploded, check this box.

To set the color entities appear when selected, select an item from this list.

To use AutoSelect, check this box. AutoSelect automatically selects and highlights the last entity you drew, or the last entity you edited, and displays its information on the edit bar

No Help topic is associated with this item.

No Help topic is associated with this item.

To set the size of handles on the selection set, select an item from this list.

To compromise between displaying extent boxes and rubber-banded entities, type a number here to set a maximum number of entities to rubber band. For example, if you find that your computer can rubber band 15 entities with ease but slows down with a larger number, set the maximum at 15.

Displays selected entities instead of an extent box as you move them. If this box is checked, you may see the entities ''lag behind'' the pointer as they are repeatedly redrawn on the screen. To see only a rectangular outline when you move entities, leave this box unchecked.

To set the pen style used to indicate entities are selected, select an item from this list.

To set the page to a standard size, click this. Then select an item from the page size drop-down list box and either portrait or landscape from the orientation drop-down list box.

To set the on-screen page size by tiling printer pages, click this option button. Then type the number of printer pages to use horizontally in the left text box and the number of printer pages to use vertically in the right text box. The Preview area shows the tiling pattern.

To set the page size using exact measurements, click this. Then type the horizontal measurement in the left text box and the vertical measurement in the right text box.

To set the page size by using the page size of the current printer, click this.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

No Help topic is associated with this item.

To adjust the bottom margin beyond the minimum, hard margin (given in parenthesis), type a measurement here. The Preview area shows the margin as a shaded area.

To adjust the left margin beyond the minimum, hard margin (given in parenthesis), type a measurement here. The Preview area shows the margin as a shaded area.

To adjust the right margin beyond the minimum, hard margin (given in parenthesis), type a measurement here. The Preview area shows the margin as a shaded area.

To adjust the top margin beyond the minimum, hard margin (given in parenthesis), type a measurement here. The Preview area shows the margin as a shaded area.

To arrange the page so that the short edge is horizontal, click Portrait. To make the long edge horizontal, click Landscape.

To set the number of pages used horizontally in the tiling pattern, type a number here. The Preview area shows the tiling pattern.

To set the number of pages used vertically in the tiling pattern, type a number here. The Preview area shows the tiling pattern.

To set the page to a standard size, select an item from this drop-down list box. The Preview area shows the size and orientation of the page.

Type the horizontal measurement here when setting a custom page size.

Type the vertical measurement here when setting a custom page size.

To choose this color, click here. The name of the color is displayed at the bottom of the dialog box.

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No Help topic is associated with this item.

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No Help topic is associated with this item.

Displays prompts and other messages. The message area provides step-by-step instructions during most procedures.

Select a method for entering the symbol's basepoint from this drop-down list. If you choose Select After OK, you must enter a point immediately after closing this dialog box.

Type a description for the symbol in this text box.

To define database fields available in the current drawing for the symbol being created, click this button.

Type a name for the symbol in this text box. It can be up to 31 characters long.

To store the symbol in a library, check this box. If you leave it unchecked, the symbol definition created exists only in the current drawing. If you check it, the Open Symbol Library dialog box appears when this dialog box closes.

Type the symbol's type (e.g., elec_sym, door) in this text box.

Deletes the selected symbol or symbols from the selected library or drawing.

Displays the names of open drawings. Click one to see a list of the symbol definitions in it.

Displays the names of symbol libraries (files with an .SLB extension), along with the hierarchy of folders on the available disk drives. Click a library to see a list of the symbol definitions in it. Double-click a library to make it current. Click the New Library button at the top of the Symbol Explorer to create a new library.

Displays the names of symbol definitions in the selected library or drawing, along with images of the symbols and —if you click the Details button at the top of the Symbol Explorer—additional information.

No Help topic is associated with this item.

No Help topic is associated with this item.

Makes the selected library or symbol current. If a symbol is selected and is in a library, not a drawing, both the symbol and the library that contains it are made current.

Displays the name of the current library and the current symbol.

To work with open drawings and the symbols in them, click the Drawings tab. To work with symbol libraries and the symbols in them, click the Libraries tab.

No Help topic is associated with this item.

Click here to see a detailed list of the available files.

Click here to view the available files as icons.

Click here to see a list of available files.

To define database fields available in the current drawing and assign them to the symbol being created, type values in the cells next to the appropriate field names.

No Help topic is associated with this item.

No Help topic is associated with this item.

To delete a symbol definition from a drawing or a library, click the Current Drawing tab or the Current Library tab, select one or more symbols from the list, then click the Delete button.

Displays the value for the Description field for the selected symbol.

To change to a different symbol library, click this button.

No Help topic is associated with this item.

To choose a symbol to place in the drawing, select an item from this list.

Displays the name of the symbol selected from the list and displayed in the Preview area. To place this symbol in the drawing, click OK and enter a point.

To copy a symbol definition from the current drawing to the current library, click the Current Drawing tab, select the symbols you want to save in the library (press SHIFT or CTRL to select more than one symbol), then click the Save to Library button.

To copy a symbol definition from the current library to the current drawing without placing an instance of that symbol in the drawing, or to replace a symbol definition in the drawing with a symbol definition of the same name in the current library, click the Current Library tab, select one or more symbols from the list, then click the Update from Library button.

To select a symbol by clicking on an existing symbol in the drawing, click this button, then click on a symbol in the drawing after the dialog box closes. Place the symbol in the drawing.

To use symbols from the current library, click the Current Library tab. To use symbols from the current drawing, click the Current Drawing tab.

No Help topic is associated with this item.

Displays the value for the Type field for the selected symbol.

To edit a symbol's name, type, or description, click the Current Library tab or the Current Drawing tab, select a symbol from the list, edit text in the Symbol Name, Type and/or Description boxes, then choose the Update AutoFields button.

To include column headings in the printed report, check this box.

To include the date and time at which the report was printed at the bottom of each page, check this box.

Displays the titles of columns available to include in the printed report. To include a column, check the box next to its title.

To include a page number at the bottom of each page of the printed report, check this box.

Select the printer you want to use to print the report from this list.

To change the options for the selected printer, click Properties. The settings you specify apply to the active document, and they may also affect print settings in other applications you use.

Type a title for the printed report in this text box. This title does not have to be the same as the on-screen name of the report.

To have the User Text you typed in the Edit Database Report dialog box appear at the bottom of each page of the printed report, check this box.

To specify the main field to use in deciding the order in which to place items, select a column title from this list.

To specify the order in which to list items, select Ascending (A to Z, low number to high number) or Descending from this list.

To specify the data type to use as a basis in deciding the order in which to place items, select an item from this list.

To specify the field to use as a secondary basis for deciding the order in which to place items, select a column title from this list. For example, if you choose Description as the primary basis and UID as the secondary basis, bush-style 1 appears before tree-style 1. But, if there are several items with the description bush-style 1, they appear in the report in UID order.

To specify the order in which to list items when your secondary choice of column titles is used for sorting, select Ascending (A to Z, low number to high number) or Descending from this list.

To specify the data type to use as a basis in deciding the order in which to place items when your secondary choice of column titles is used for sorting, select an item from this list.

No Help topic is associated with this item.

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To see another Tip of the Day, click Next Tip.

Displays a useful tip when you start the software. You can choose not to display a tip at startup, and you can reach the Tip of the Day by clicking it on the Help menu.

To have the Tip of the Day appear when you start the program, select the Show Tips At Startup check box. Clear the check box to turn off Tip of the Day.

No Help topic is associated with this item.

To format decimal numbers using a period, not a comma, for the decimal separator, click this option button.

To format decimal numbers using a comma instead of a period for the decimal separator, click this option button.

To choose the units of measurement automatically used for angles, select an item from this drop-down list box.

To specify whether to measure angles using the standard format or using compass orientation, select an item from this drop-down list.

To specify the decimal precision used in displaying angles, select an item from this drop-down list. Regardless of your choice, the software always performs all calculations at the maximum possible precision.

To choose the units of measurement automatically used for areas, select an item from this drop-down list box.

To specify the decimal precision used in displaying areas, select an item from this drop-down list. Regardless of your choice, the software always performs all calculations at the maximum possible precision.

To display units of measurement along with the actual measurements, check this box.

To set the software to place leading zeros before decimal values, check this box.

To specify the fractional precision used in displaying lengths, select an item from this drop-down list. Regardless of your choice, the software always performs all calculations at the maximum possible precision.

To choose the units of measurement automatically used for lengths, select an item from this drop-down list box.

To specify the decimal precision used in displaying lengths, select an item from this drop-down list. Regardless of your choice, the software always performs all calculations at the maximum possible precision.

To set whether to use English or Metric units as the default measurement system, select an item from this drop-down list.

To specify the decimal precision used in displaying scalar values, select an item from this drop-down list. Regardless of your choice, the software always performs all calculations at the maximum possible precision.

To rename a view, click on one in the list, type a new name for it, then click the Change button.

To delete a view, click on one in the list, then click the Delete button.

Displays a list of views that can be renamed or deleted.

Displays the name of the view to be renamed or deleted. To rename a view, type the new name in this box and click the Change button.

Displays the names of saved views that can be recalled. To see one, click on it, then click OK..

To save a custom view defined by a marquee, draw a marquee then click this button.

To save the current view in the active pane, click this button.

To save a view, type or select a name here, then click OK. If you select an existing name, you're asked if it's okay to change the view.

To make control points for curves visible, select this check box.

To speed up screen display when working with complex drawings by displaying curves as lines, select this check box.

To make the reference grid visible, check this box.

To speed up screen display when working with complex drawings by not displaying fill patterns, select this check box.

To make pattern colors display as opposite colors when they match the color of the page, select this check box. An example of the effect of this is that a solid, white pattern fill in a polygon on a white page would appear black. This feature is especially useful if you are opening drawings created by someone else or importing drawings from another application.

To make pen colors display as opposite colors when they match the color of the page, select this check box. An example of the effect of this is that white lines on a white page would appear black. This feature is especially useful if you are opening drawings created by someone else or importing drawings from another application.

To make the on-screen page visible, check this box.

To change the on-screen page color, select a color from this drop-down list box. This doesn't affect how a drawing prints. If you select Window Background Color, the on-screen page becomes the color set for "Window" in Microsoft Windows.

To speed up screen display when working with complex drawings by displaying symbols as boxes, select this check box.

To make basepoints for symbols visible, select this check box.

To speed up screen display when working with complex drawings by displaying text as boxes, select this check box.

To make basepoints for text entities visible, select this check box.

To make page tiling visible, check this box.

Check this box if you want ToolTips displayed when you pause the pointer over controls.

To make the drawing origin visible, check this box.

Specifies how much the view zooms in or out when you zoom with keyboard controls (CTRL+plus (+) or SHIFT+plus on the numeric keypad to zoom in, CTRL+minus (-) or SHIFT+minus to zoom out). You must type a number larger than 1.

No Help topic is associated with this item.

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To specify whether to display XY or polar coordinates in the dial, select an item from this list.

To set the snap mode the software returns to automatically each time you complete an action, select an item from this list.

To display absolute coordinates in the dial, check this box.

To cause lines to extend from the pointer to all four edges of the drawing window when you use an snap mode, check this box.

To set the program so that when you use the Orthogonal lock modifier it will automatically use that lock mode the next time you enter a point, check this box.

To change the number of points that Quadrant snap mode can snap to on an arc or circle, click a number from this list.

To display relative coordinates in the dial, check this box.

Displays a property sheet for the next entity you click on, first closing this property sheet.

Opens another instance of this dialog box for the next entity you click on, first saving any changes you have made.

Prints the report and closes this dialog box.

Evaluates the numeric expression typed in the Enter Expression box. The result appears in the Result box.

Adds a gap between groups of buttons in the custom toolbar.

Displays the coordinates of the point you want to dimension. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays the coordinates of the temporary ordinate origin. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays the coordinates of the dimension label. Editing this value moves the label. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays the angle of the line. Editing this value rotates the line about the startpoint. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays the coordinates of the line endpoint. Editing this value changes the line length and the line orientation and updates length and angle coordinates. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays the coordinates of the line startpoint. Editing this value changes the line length and the line orientation and updates length and angle coordinates. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays the coordinates of the marker basepoint. Editing this value moves the marker. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays the coordinates of the polygon centerpoint. Editing this value moves the polygon. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

To define the thickness of a polyline segment, type a value in this text box and press ENTER. If the Constrain check box is checked, the start and the end width of a poly segment are the same. If it is not checked, you can enter separate Start and End widths. Setting different values creates a segment with a tapered appearance.

Displays the coordinates of the symbol basepoint. Editing this value moves the symbol. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays the scaling factor. 1 = 100% of the original size. If the Constrain check box is checked, the scaling factor for the height and width is the same. If it is not checked, you can enter separate height and width scaling factors.

Displays the marker size. Editing this value resizes the markers. If the Constrain check box is checked, the size is proportionate. If it is not checked, you can enter separate height and width scaling factors.

Displays the scaling factor with 1 = 100% of the original size. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Allows you to control the appearance of the Start Up dialog box. When this check box is checked, the Start Up dialog box appears when you begin AutoSketch. If this check box is unchecked, AutoSketch opens a new drawing at Start Up and applies the default template.

Displays the number of horizontal minor subdivisions between major gridlines. If Keep Grid Square is checked, this number is valid for both horizontal and vertical subdivisions.

Displays the number of vertical minor subdivisions between major gridlines. If Keep Grid Square is checked, this number is valid for both horizontal and vertical subdivisions.

To automatically select the closest scale from the current scale list, click this button.

To automatically scale your drawing to the largest size that will fit on the current page, click this button.

Specifies how much the view zooms in or out when you zoom with the Intellimouse.

Use the Dropper tool to extract the properties of an entity and make them current on the property bar.

Click here to close the edit bar.

To make rulers visible in your drawing, check this box.

To make scroll bars visible in your drawing, check this box.

To change to the Advanced 2D Input Dialog Box, check this box.

To enable AutoSnap, check this box.

To automatically match the coordinate system of the grid to that displayed on the dial, check this box..

To align X-axis, Y-axis, and Orthogonal lock modifiers to the grid, check this box.

Click this button to see a list of available actions you can perform on the embedded OLE object.

Displays the coordinates of the embedded OLE object basepoint. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Displays the scaling factor of the embedded OLE object with 1 = 100% of the original size. You can change this value by entering a new value and pressing ENTER or by clicking on the text box and pressing CTRL+ENTER and using the options described on the status bar.

Allows you to define the length of segments to chamfer. To change this setting, type a value in this text box and press ENTER. If the Constrain check box is checked, the chamfer lengths are the same. If it is not checked, you can enter separate chamfer lengths.

To change the color of the Major Gridlines, click a color from this drop-down list box.

To change the color of the Minor Gridlines, click a color from this drop-down list box.

To change the style of the minor grid lines to Subdivisions, Offset, Double Offset, or None, select a style from this drop-down list.

To change the style of the minor grid lines to Subdivisions, Offset, Double Offset, or None, select a style from this drop-down list.

To change the style of the minor grid lines to Subdivisions, Offset, Double Offset, or None, select a style from this drop-down list.

To change the style of the major grid lines to lines, crosses, or dots, select a style from this drop-down list.

To change the angle of the reference grid, enter an angular value here.

To change to another grid type, click its page tab.

Click this button to browse for hyperlink filenames.

To set the X coordinate for selected vertices, enter a coordinate here and press ENTER.

To set the Y coordinate for selected vertices, enter a coordinate here and press ENTER.

To align selected vertices along the left, right, top, or bottom of the selection set, select an option from this drop down list box.

To set the Z coordinate for selected vertices, enter a coordinate here and press ENTER.

Displays the bulge factor of the poly-segment. To change the bulge factor, enter a new value and press ENTER. The value of the bulge is equal to two times the measured height of the bulge, divided by the distance between its startpoint and endpoint. Note: 0 = no bulge and 1 = a semicircle.

Displays the width of the poly-segment. To change the width, enter a new value and press ENTER. If the Constrain check box is checked, the width you enter will apply to entire segment. If it is unchecked, you can enter different start- and end-widths, giving the segment a tapered appearance.

To hide a segment of a polyline, click here. If the Hide check box is checked, the segment is hidden.

Displays the coordinates of the selected vertex. To change the coordinates, enter new coordinates, then press ENTER.

Displays the URL (Uniform Resource Locator) for the selected hyperlink. To enter a new URL, type the URL address here, then click OK.

Aligns the polygon to the grid as you draw it. If the check box is checked, the polygon will be aligned to the grid.

Displays the distance between major lines on the reference grid. To change this value, enter a new distance, then press ENTER.

Displays the number of subdivisions between major lines on the reference grid. To change this value, enter a new number, then press ENTER.

Displays the offset value of the minor grid lines. To change this value, enter a new distance, then press ENTER.

Displays the coordinates of grid origin (measured from the Drawing Origin). To change the location of the grid origin, enter new coordinates, then press ENTER.

Displays the Angle of the reference grid. To change the angle, enter an angular value here and press ENTER.

Allows you to control which type of reference grid you want to use. To change the grid type, simply click another choice from the drop-down list.

Displays the Grid Snap Interval (the distance between snap points on the snap grid). To change this value, enter a new value and press ENTER.

Displays the offset angle for the minor grid lines in a circular reference grid. To change the angle, enter an angular value here and press ENTER.

Displays the angle between the major grid lines in a circular reference grid. To change the angle, enter an angular value here and press ENTER.

To change the style of the minor grid lines to Subdivisions, Offset, Double Offset, or None, select a style from this drop-down list.

To change the color of the X-axis on the Drawing and Grid Origins, click here then select a color or create your own custom color.

To change the color of the Y-axis on the Drawing and Grid Origins, click here then select a color or create your own custom color.

To change the color of the Z-axis on the Drawing and Grid Origins, click here then select a color or create your own custom color.

To view formula text in a drawing, check here.

To save pane bitmaps, check this box. Pane bitmaps can help redraw speed and allow AutoSketch to display a portion of your drawing, even if most of the drawing window is obscured.

Displays a list of entities that can be visible in your drawing. Entities that are not checked will not be displayed in your drawing.

Displays the extent of the view requested in a zoom operation.

Displays the actual extent of the view.

To change the layer property of the target entity during a Property Painter operation, click this button. If the check box is checked, this property will be applied.

To change the color property of the target entity during a Property Painter operation, click this button. If the check box is checked, this property will be applied.

To change the width property of the target entity during a Property Painter operation, click this button. If the check box is checked, this property will be applied.

To change the style property of the target entity during a Property Painter operation, click this button. If the check box is checked, this property will be applied.

To change the pattern property of the target entity during a Property Painter operation, click this button. If the check box is checked, this property will be applied.

To change the font property of the target entity during a Property Painter operation, click this button. If the check box is checked, this property will be applied.

To change the horizontal offset distance for minor grid lines, enter a value in this text box. If Keep Grid Square is checked, this value will be the same for both horizontal and vertical offsets.

To change the vertical offset distance for minor grid lines, enter a value in this text box. If Keep Grid Square is checked, this value will be the same for both horizontal and vertical offsets.

When this check box is unchecked, you must enter the number of snap intervals between major lines. When this check box is checked, you must enter the distance between major lines.

To change the horizontal number of snap intervals between major lines, enter a new value here. If Keep Grid Square is checked, this value will be the same for both horizontal and vertical snap intervals.

To change the vertical number of snap intervals between major lines, enter a new value here. If Keep Grid Square is checked, this value will be the same for both horizontal and vertical snap intervals.

Check this box if you want to make this AutoField visible when you make fields visible. Hyperlinks are embedded operations that open specific documents in the same or other applications. These documents can contain dynamic data such as text, image, audio, or video files.

To change the horizontal distance between major lines, enter a value here. If Keep Grid Square is checked, this value will be the same for both horizontal and vertical lines.

To change the vertical distance between major lines, enter a value here. If Keep Grid Square is checked, this value will be the same for both horizontal and vertical lines.

Displays the list of available Wizards in AutoSketch. To select a Wizard, just click its name and click OK.

Displays the list of available templates in AutoSketch. To select a template, just click its name and click OK.

Displays the list of available drawing files in AutoSketch. To select a file, just click its name and click OK.

Allows you to add or delete templates to your template list.

To save the selected template as the default template, check this box.

To browse files in other directories, click this button.

To use the AutoSketch Classic interface, click this button/

To use the Microsoft Office 97 Compatible interface, click this button.

To import symbols or parts from other applications, click the Import button

Enter the name of the drawing file you want to open as a template. If you're not sure of the filename or path, click the Browse button.

Allows you to browse other folders for drawing files or templates.

Enter the template name you want to save the drawing file under.

When this option is checked, all entities in a drawing are deleted from the template. Leave this check box unchecked if you want to include entities such as title blocks in the new template.

Enter the X coordinate here. You can press TAB to move the insertion point to the next coordinate text box.

Enter the Y coordinate here. You can press TAB to move the insertion point to the next coordinate text box.

Enter the Z coordinate here. You can press TAB to move the insertion point to the next coordinate text box.

Displays the coordinates of the last point entered.

Enter the relative X coordinate here. You can press TAB to move the insertion point to the next coordinate text box.

Enter the relative Y coordinate here. You can press TAB to move the insertion point to the next coordinate text box.

Enter the relative Z coordinate here. You can press TAB to move the insertion point to the next coordinate text box.

Displays the length of the first segment of a corner polyline. To change the length, enter a new length then press ENTER.

Displays the length of the second segment of a corner polyline. To change the length, enter a new length then press ENTER.

Lists the available templates in AutoSketch.

Deletes the selected template from the template list.

Displays the filename of the Picture from File. To change the file, enter a new filename and path and press ENTER.

Embeds the Picture from File into your AutoSketch drawing file.

Flips the Picture from File horizontally.

Flips the Picture from File vertically.

Embeds the Picture from File into your AutoSketch drawing file.

The Palette option button retains the default palette order.

The Color Sort option button groups colors according their color category.

The Lightest First option button sorts the palette with the lightest colors appearing first.

The Darkness First option button sorts the palette with the dark colors appearing first.

Click here to load a saved palette.

Click here to save the current palette.

Displays the colors of the current palette.

Displays the name of the current color. To change or assign a name to a color, enter the name in this text box.

Displays the Red values of the selected color. To change the value, enter a new value between 0 and 255 in this text box.

Displays the Green values of the selected color. To change the value, enter a new value between 0 and 255 in this text box.

Displays the Blue values of the selected color. To change the value, enter a new value between 0 and 255 in this text box.

This button allows you to create a custom color in the Color dialog box.

Displays the entity pen color. To change the color, click another color from the drop-down list.

Displays the entity layer. To change the layer, click another layer from the drop-down list.

Displays the entity pen width. To change the width, click another width from the drop-down list.

Displays the entity scaling factor. To change the scaling factor, enter a new scaling factor in the text box.

Displays the X coordinate of the line's startpoint. To change this value, enter a new coordinate in the text box.

Displays the Y coordinate of the line's startpoint. To change this value, enter a new coordinate in the text box.

Displays the Z coordinate of the line's startpoint. To change this value, enter a new coordinate in the text box.

Displays the X coordinate of the line's endpoint. To change this value, enter a new coordinate in the text box.

Displays the Y coordinate of the line's endpoint. To change this value, enter a new coordinate in the text box.

Displays the Z coordinate of the line's endpoint. To change this value, enter a new coordinate in the text box.

Displays the X coordinate of the circle's centerpoint. To change this value, enter a new coordinate in the text box.

Displays the Y coordinate of the circle's centerpoint. To change this value, enter a new coordinate in the text box.

Displays the Z coordinate of the circle's centerpoint. To change this value, enter a new coordinate in the text box.

Displays the radius of the circle. To change this value, enter a new coordinate in the text box.

Displays the Z coordinate of the arc's centerpoint. To change this value, enter a new coordinate in the text box.

Displays the Y coordinate of the arc's centerpoint. To change this value, enter a new coordinate in the text box.

Displays the X coordinate of the arc's centerpoint. To change this value, enter a new coordinate in the text box.

Displays the radius of the arc. To change this value, enter a new coordinate in the text box.

Displays the start angle of the arc. To change this value, enter a new coordinate in the text box.

Displays the included (delta) angle of the arc. To change this value, enter a new coordinate in the text box.

Displays the marker type. To change the marker type, click another choice from the drop-down list.

Displays the X coordinate of the marker origin. To change this value, enter a new coordinate in the text box.

Displays the Y coordinate of the marker origin. To change this value, enter a new coordinate in the text box.

Displays the angle of the marker. To change this value, enter a new angle in the text box.

Displays the width of the marker. To change this value, enter a new width in the text box.

Displays the height of the marker. To change this value, enter a new height in the text box.

Displays the symbol name. To change the symbol, click another choice from the drop-down list.

Displays the X coordinate of the symbol origin. To change this value, enter a new coordinate in the text box.

Displays the Y coordinate of the symbol origin. To change this value, enter a new coordinate in the text box.

Displays the Z coordinate of the symbol origin. To change this value, enter a new coordinate in the text box.

Displays the angle of the symbol. To change this value, enter a new angle in the text box.

Displays the X scaling factor of the symbol. To change this value, enter a new width in the text box.

Displays the Y scaling factor of the symbol. To change this value, enter a new height in the text box.

Displays the Z scaling factor of the symbol. To change this value, enter a new width in the text box.

Displays the font of the text entity. To change the font, click another choice from the drop-down list box.

Displays the justification of the text entity. To change the justification, click another choice from the drop-down list box.

Displays the X coordinate of the text entity. To change this value, enter a new coordinate in the text box.

Displays the Y coordinate of the text entity. To change this value, enter a new coordinate in the text box.

Displays the Z coordinate of the text entity. To change this value, enter a new coordinate in the text box.

Displays the angle of the text entity. To change this value, enter a new angle in the text box.

Displays the width of the text entity. To change this value, enter a new width in the text box.

Displays the height of the text entity. To change this value, enter a new height in the text box.

Check here to make the text entity appear in italic.

Check here to make the text entity appear bold.

Check here to make the text entity appear underlined.

Check here to make the text entity appear in strikeout.

Displays the aspect of the text entity. Text aspect is the ratio of the entity's width to its height. To change this value, enter a new aspect in the text box.

Displays the poly-entity type. To change the type for the poly-entity, click another choice from the drop-down list box.

Displays the poly-entity pattern. To change the pattern for the poly-entity, click another choice from the drop-down list box.

Displays the poly-entity fill color (if any). To change the fill color for the poly-entity, click another choice from the drop-down list box.

Displays the poly-entity hatch type (if any). To change the hatch type for the poly-entity, click another choice from the drop-down list box.

Displays the start-width for the poly-entity. To change the start-width for the poly-entity, enter a new value in the text box.

Displays the end-width for the poly-entity. To change the end-width for the poly-entity, enter a new value in the text box.

Displays the bulge factor for the poly-entity. To change the bulge factor for the poly-entity, enter a new value in the text box. The value of the bulge is equal to two times the measured height of the bulge, divided by the distance between its startpoint and endpoint. Note: 0 = no bulge and 1 = a semicircle.

Displays the dimension text label (if any). To add text to the dimension, enter the text in this text box.

Displays the dimension terminator marker. To change the marker, click another choice from the drop down list box.

Displays the size of the dimension terminator marker. To change this value, enter a new value in this text box.

Displays the minimum leader length for the dimension. To change this value, enter a new value in this text box.

Displays the extension line break length for the dimension. To change this value, enter a new value in this text box.

Displays the extension line overrun for the dimension. To change this value, enter a new value in this text box.

Displays the dimension label font. To change the font, click another choice from the drop-down list box.

Displays the font height for the dimension label. To change this value, enter a new value in this text box.

Displays the font aspect for the dimension label. Text aspect is the ratio of the entity's width to its height. To change this value, enter a new value in this text box.

Displays the current alignment for the dimension. To change the alignment, click another choice from the drop-down list box.

To show the units of measurement in the dimension label, check this box.

Displays the dimension tolerance method. To change the tolerance method, click another choice from the drop-down list box.

Displays the plus value for the dimension tolerance. To change this value, enter a new value in this text box.

Displays the minus value for the dimension tolerance. To change this value, enter a new value in this text box.

Displays the dimension tolerance aspect. Text aspect is the ratio of the entity's width to its height. To change this value, enter a new value in this text box.

To suppress the first extension line, check this check box.

To suppress the second extension line, check this check box.

Displays the angular units of measurement for the dimension. To change the units of measurement, click another choice from the drop-down list box.

Displays the angular precision for the dimension. To change the precision, click another choice from the drop-down list box.

Displays the linear units of measurement for the dimension. To change the units of measurement, click another choice from the drop-down list box.

Displays the linear decimal precision for the dimension. To change the precision, click another choice from the drop-down list box.

Displays the linear fractional precision for the dimension. To change the precision, click another choice from the drop-down list box.

To rename the selected report, click this button.

Displays the drawing title in which you are organizing the reports. To change the drawing file, click another choice from the drop-down list box.

Displays the available reports in the selected drawing.

Displays the reports available on a global basis.

To copy the selected report from the drawing list to the global list, click this button.

To copy the selected report from the global list to the drawing list, click this button.

To change to the AutoSketch Classic user interface, click this button.

To change to the Microsoft Office 97 Compatible user interface, click this button.

Displays the current path for drawing folders. To create a new path, enter the complete path and folder name in the text box.

Displays the current path for symbol folders. To create a new path, enter the complete path and folder name in the text box.

Displays the current path for property folders. To create a new path, enter the complete path and folder name in the text box.

Displays the current path for macro folders. To create a new path, enter the complete path and folder name in the text box.

To browse for drawing folders, click this button.

To browse for symbol folders, click this button.

To browse for property folders, click this button.

To browse for macro folders, click this button.

Displays a preview of the selected file.

Check this text box to display a preview of the selected file.

If you want the text (including dimension text labels) to be scaled during AutoFit or AutoScale operations, click this button.

If you do not want the text (including dimension text labels) to be scaled during AutoFit or AutoScale operations, click this button.

Displays the global scaling factor which is applied to the hatch for all entities. To change this value, enter a new value in the text box. This will affect the appearance of all existing hatches.

Displays the angle which is applied to the hatch for new entities. To change this value, enter a new value in the text box.

Displays the scaling factor for the selected hatch. To change this value, enter a new value in the text box.

Displays the scaling factor for the selected poly-entity. To change this value, enter a new value in the text box.

Displays the angle of the selected poly-entity. To change this value, enter a new value in the text box.

Displays the global scaling factor which is applied to the line style for all entities. To change this value, enter a new value in the text box. This will affect the appearance of all existing line styles.

Displays the scale which is applied to line styles for new entities. To change this value, enter a new value in the text box.

Reverses an Undo action. To reverse multiple undo actions simply click the Redo drop-down arrow and select how many actions to redo.

Reverses actions, or a sequence of actions. To undo multiple actions, click the Undo drop-down arrow, select the actions to undo, then click. The number of actions that can be undone is specified on the Drawing Page of the Drawing Options dialog box. When it's impossible to undo an action, Undo is grayed.

Displays general message text about the operation you are performing.

Displays the horizontal snap interval. If Keep Grid Square is checked, this value is the same for both the horizontal and vertical snap intervals. To change this value, enter a new interval in the text box.

Displays the vertical snap interval. If Keep Grid Square is checked, this value is the same for both the horizontal and vertical snap intervals. To change this value, enter a new interval in the text box.

Displays the maximum number of steps you can undo at once. To change this value, enter a new number in the text box. You can set this value to a maximum of 100.

Allows you to scroll through toolsets that are too large to appear in their entirety in the list window. To scroll, just click the scroll handle and drag it left or right.

Allows you add a new template based on a saved drawing.

To make the next polar coordinate relative to the last two points, check this box.

Click here to toggle between World and Page rulers.

Check this box to show the full palette when selecting a pen color.

Click here to select a related symbol library from the cascading menu.