

Doodle Hatch

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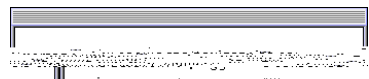
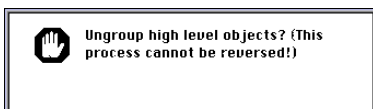
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risk reducing the accuracy of the original. For example, if you reduce the risk to 0.001 and reduce it to 0.01 then an object that was 0





DOODLING 3D OBJECTS:

Once you obtain the desired 3D view of your 3D objects, select all objects in the view and use the “convert copy to polygons” command in Vec6rWorks. This command is in the “Tools” menu when you hold down the option key. The result is a grouped object. Select this object and run Doodle!. If you run Doodle! directly on a 3D object without converting to polygons, any lighting and rendering settings may be lost.

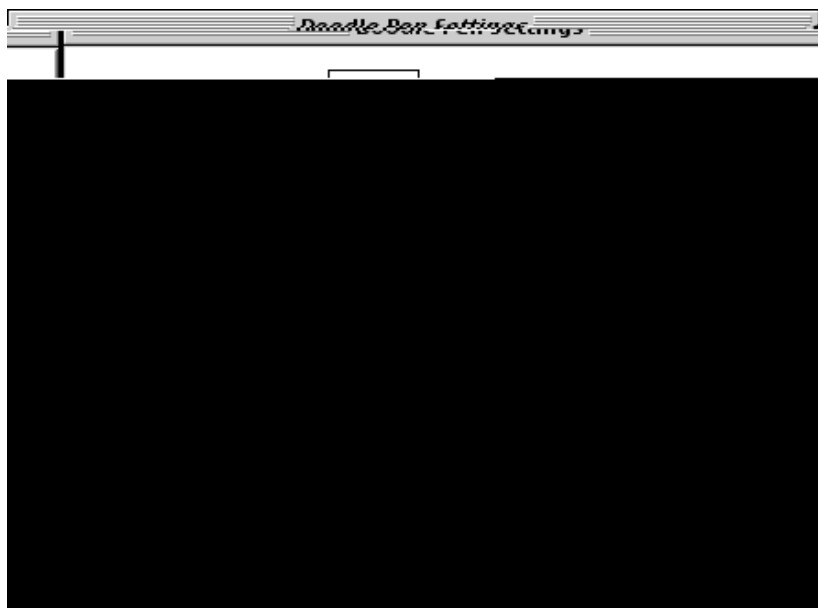
NOTE: When Vec6rWorks breaks down 3D objects, all 3D faces are converted into polygons including ones not visible. Because of this, all faces, whether you see them or not, are doodled resulting in a much larger file (and a longer doodle time) than you may expect.

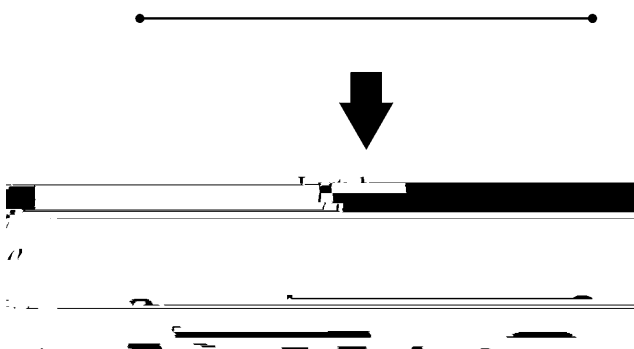
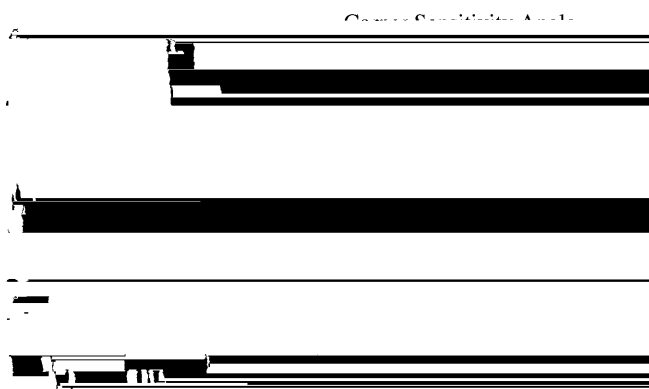
DOODLING TEXT:

If you would like to create a small amount of doodled text you can do so by selecting the desired text and use the “TrueType to Bezier” command in the

IHE nARIABLES:

Compression can help minimize the size of a doodled file, but the higher the compression, the more jagged (lower resolution) the doodle curves are. The jagged look of “High Compression” can add to the effect of the doodle as well.**DOODLE! PEN SETTING**





Doodle Length: Maxtsmum length of a doodle curve. The larger this value, the longerthe doodle cu

Doodle Width: Maxtmmum width of a doodle curve. The larger this value, tee farther the

e with stray from the original line.

tenacy:

ksmooth Angles <- (degrees): This tells Doodle! how sen



***% Consistency: Defines how consistent the Pen S
next. The closer to “100” this value is, the more consistent th***





VectorWorks Crashes:

- The objects you're trying to doodle may require more RAM to doodle than VectorWorks has allocated to it. To allocate more RAM to VectorWorks refer to your VectorWorks Users Manual.
- If you're selecting any large Bitmap, EPk, or hICT objects when Doodle! will copy them to the new doodled object. If these objects are large, VectorWorks may run out of process. You can always move them over after the doodle is finished.

"File not found" & "Pref. file not found" errors: If you get these errors, move the "Pref. file" folder from your Doodle! floppy disk into the VectorWorks folder (this file MUST reside in the same folder as the VectorWorks folder then replace it with the one on the Doodle! floppy disk).

Custom Overlays:

Here are some required menu items for doodle. If you're using a custom overlay

A SPECIAL THANKS:

I would like to thank the following people for their part in Doodle!:

- The gang at Diehl Graphsoft for their excellent help and support.
- Julian Carr for his vast knowledge and experience in programming in VectorScript.
- Everyone's feedback and comments on Doodle! allowing Doodle! to be even better in future upgrades.
- A very special Thanks to my wife, Nathicha, who's support through the many late-nights and weekends made it all possible.

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