

Drawing:

Most of the splat drawing is initiated from the **Tool Window**, but there are a couple other ways to draw certain parts, or in certain ways.

There are 8 ways to draw.

1. Click the **Draw Frame** button, to draw the current settings once.
2. Click in the **Draw Filled** button, to draw the current settings once.
3. With **Auto Draw** checked, with the each setting change of the controls.
4. Click in the **Splat Statistics** box (once an initial splat is drawn).
5. Click in the **Grow Box** of the **Drawing Window**, with or without resizing.
6. Select "**New Splat**" from the **File Menu**, which draws when the dialog closes.
7. Set up and draw a "**MultiSplat**", from the **Goodies Menu**.

Splat Statistics:

In **SplatMaster II**, you are drawing polygons, but the points and lines are being recorded in an array (buffer). The information on what's in it is displayed in the **Splat Statistics** box. It tells you the name of the splat set, how many splats you've draw since the start or since Clear Splats has been clicked, and how many points total since the splat set has been created. "**New Splat**" has a field for naming the set, though I don't think the name is transferred during copy/paste.

Memory should be considered regarding how many points can be stored in this array. I have not tested it to see what the limits are.