

MORE POINTS MENU IN THE HOME STUDIO

Set/Measure Distance, Add Measured Vertex, Name Object and Name Point, Notch and Notch Direction are commands only found in the Home Studio and above. And are they nice to have!

SET/MEASURE DISTANCE

Set/Measure Distance is the command used to measure curved lines. It can measure a segment from vertex to vertex or measure an entire series of segments.

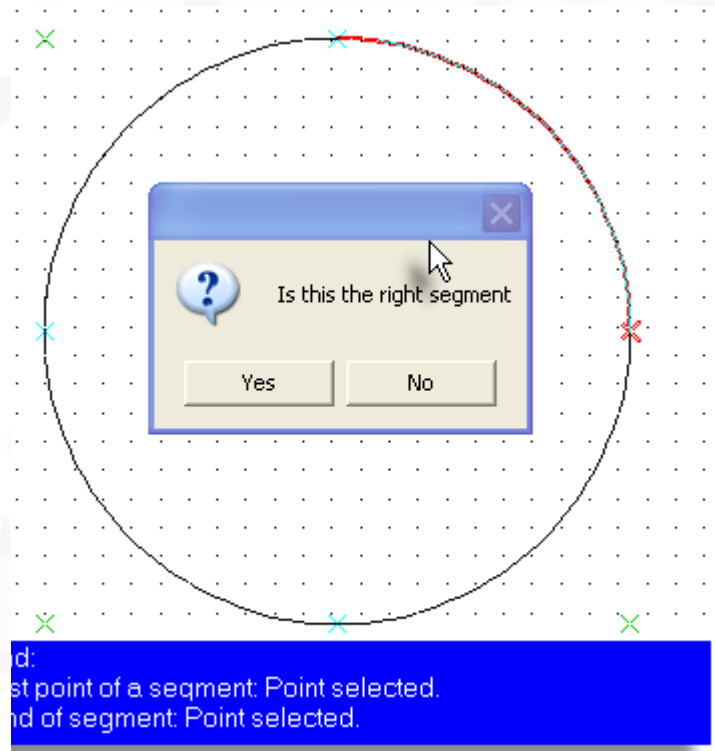
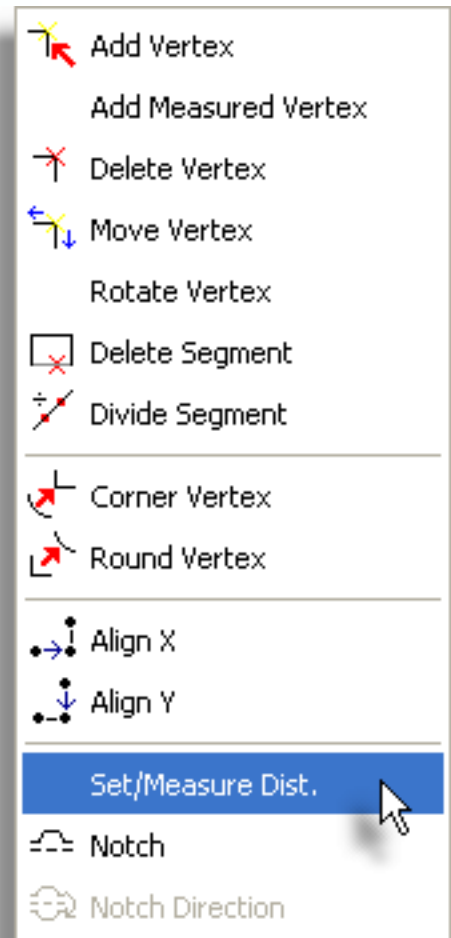
► First pick a segment of a circle that you want to measure.

► POINT MENU

► SET/MEASURE DISTANCE

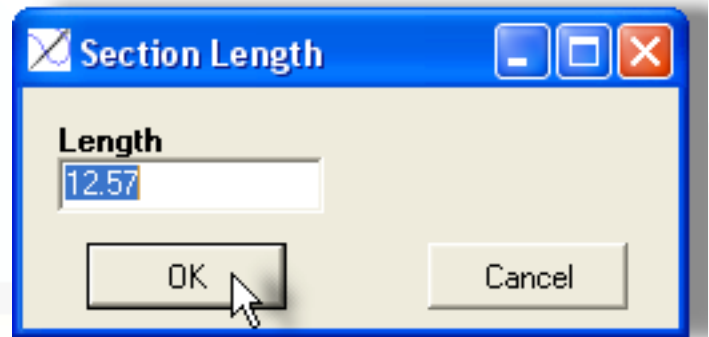
► The computer will ask you to SELECT A SEGMENT, You can either select and highlight a specific segment or select the first ENDPOINT in the segment. Pick the 12:00. LEFT CLICK to highlight.


► RIGHT CLICK to tell the computer you are done, and you have the right point.



► Now it asks to pick the end of the segment. You can measure the distance between any number of vertices, but in this instance, please only do the 12:00 to 3:00 and RIGHT CLICK to tell the computer you are done.

► The computer isn't sure which way you are going, so the next thing you will see is one of the segments on the circle, either the $\frac{3}{4}$ or the $\frac{1}{4}$ is highlighted. You will see a dialog box asking if this is the right segment. LEFT CLICK

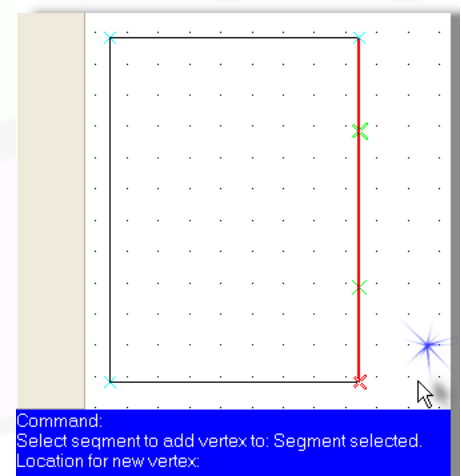
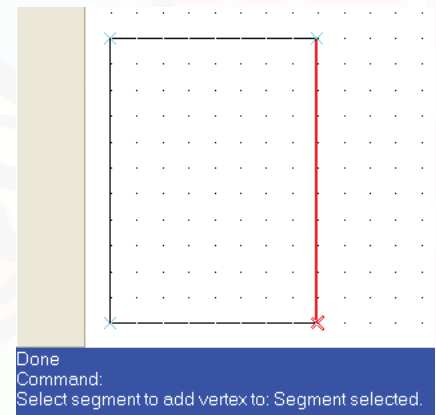
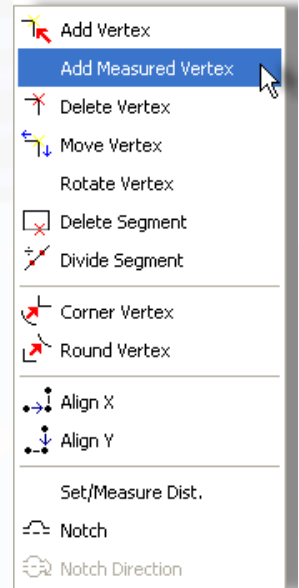


on YES or NO. If you clicked NO, the other segment will highlight. LEFT CLICK YES. And a box appears telling you the distance. If this is close to the distance you want, you can actually use this box to change the distance by just typing it in! (But use MOVE VERTEX  if it needs to be over $\frac{1}{2}$ " (Every time I set measure distance, I generally do it for a reason. And unlike the Dimension Lines, there is no permanent label. So I have gotten in the habit of writing the number someplace. Either in a circle with the Text command or on a sheet of paper with what it corresponds to. I find if I don't, I will end up measuring it several times!

ADD MEASURED VERTEX

This command is a lot like the Snap to Measured Distance. To be exact, it is a combination of the Add Vertex command with the Snap to Measured Distance turned on. It is a nice addition to the Home Studio in Version 7 and it makes adding Vertices a certain distance away from something really nice.

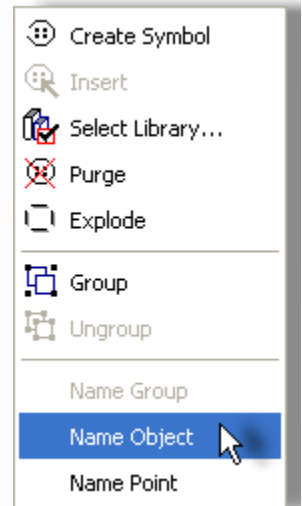
- ▶ Select ADD MEASURED VERTEX from the POINTS menu.
- ▶ The Command Bar will ask you which segment to add vertex to. Left Click on the Segment, Right Click to tell the computer you are done selecting.
- ▶ A box will pop up, asking you for your Snap-To Measured Distance. Type in 3 and LC the OK Button
- ▶ A dark green vertex will appear on either end of you segment. LC the one you want and you are done!
- ▶



NAME OBJECT/NAME POINT

These two commands are actually in the **SYMBOL** Menu. So why am I covering them here?

Remember back in the original Points Tutorial where we had that little problem of Stacked Vertices? It brought up that little dialog box that asked “Which Object?” Well there isn’t anything you can do about it in the Deluxe Editor, but in the Home Studio you can name both Objects and Points! (Objects have two or more points connected together). And since the commands are almost identical to execute, I thought I’d cover them both together. (The NAME POINT function is a bit different in use)



NAME OBJECT

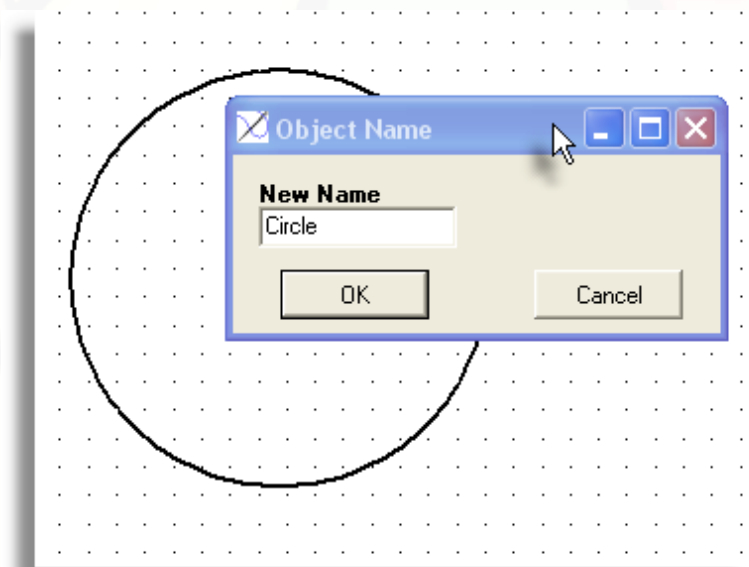
We are going to go back to that same set-up, so you can pick out a Circle


▶ Now go to Symbol

▶ Name Object


▶ Left Click on the Circle to Select;
Right Click to tell the computer
you are done selecting.

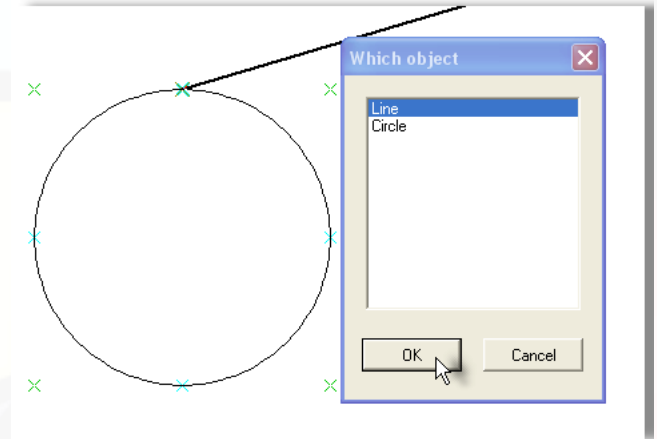
▶ A Pop-up box will appear asking
for the Object Name. Type
Circle and Left Click OK,



▶ Now Turn on your Snap to Endpoint and Draw a Line  from one point on the circle outward.

- ▶ Go to Symbol
- ▶ Name Object
- ▶ Left Click on the Line to Select it; Right Click to tell the computer you are done selecting.
- ▶ Fill out the Pop-up box with Line and click OK.

Now when you go back to MOVE Vertex  you will see it asks you whether to move the Line or the Circle.



NAME POINT

The Name Point command is executed the exact same way, but has a bit of a different functionality. It won't appear in the Which Object box, because that deals solely with objects, but it still has its own uses.

So pick out a Circle.

► Now go to Symbol

► Name Pointt

► Left Click on the Top Vertex in the Circle to Select it; Right Click to tell the computer you are done selecting.

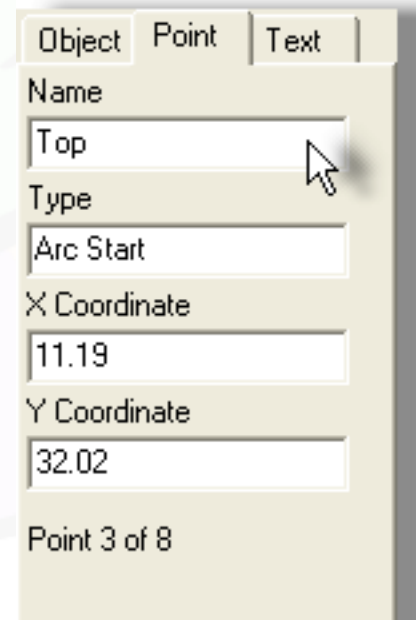
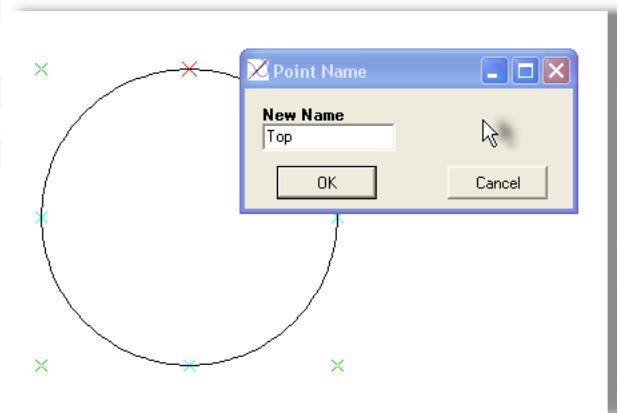
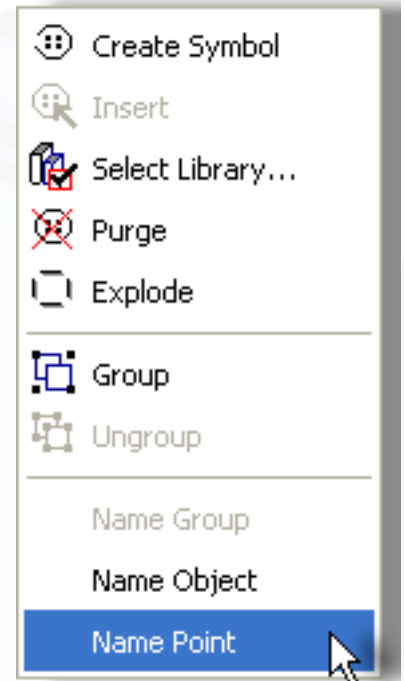
► A Pop-up box will appear asking for the Point Name. Type Top and Left Click OK,

Now go to VIEW

ID Object Panel

Left Click on the Point tab at the top. As you move your cursor around the screen and pass over TOP, you will see the point identified in the Panel.

This is REALLY nice if you've got a lot of points on the desktop and are looking for one particular one in a hurry!



NOTCH AND NOTCH DIRECTION

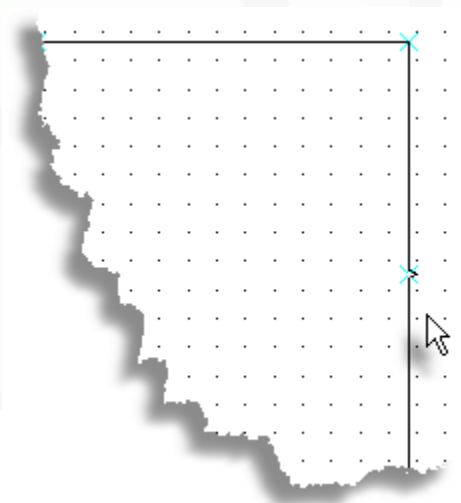
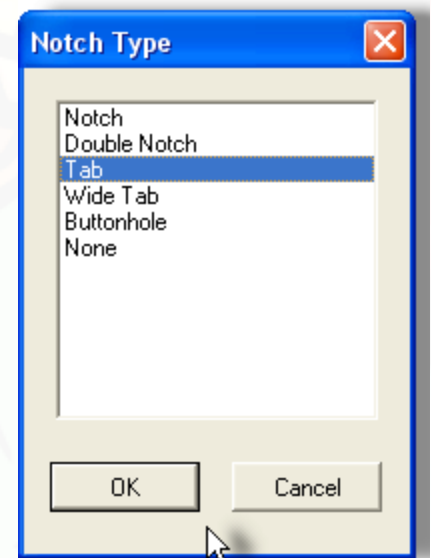
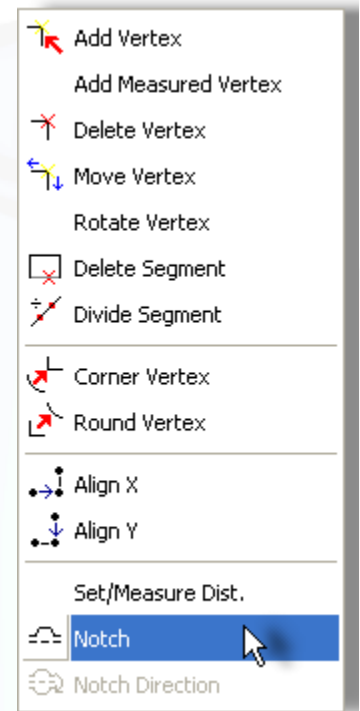
The last two commands are fairly self explanatory. You use notch to put balance marks on your pattern. They can only be added at a vertex.

- ▶ Use the Points to Menu Bring up the NOTCH command
- ▶ LEFT CLICK on a vertex to highlight it.
- ▶ RIGHT CLICK to tell the computer you are done.
- ▶ Suddenly a text box comes up. It will ask you NOTCH, DOUBLE NOTCH, TAB, WIDE TAB BUTTONHOLE, NONE. These are the options you have to add Balance Marks or notches to line up your pattern. (This box used to appear every time you added a vertex. In Version 7, the only way to access it is through the NOTCH command.
- ▶ LEFT CLICK on which type of mark you would like to add and LEFT CLICK OK.

- ▶ If you can't see the NOTCH MARKS, zoom in.

Now experiment on adding Balance Marks on your own.

If the NOTCH is there, but going the wrong direction, (inside vs outside) you can change direction by invoking the NOTCH DIRECTION command. Play with this and look at the Blue bar for what to do. A word about NOTCHES. They will ALWAYS go 90 degrees or perpendicular to the adjacent two vertices that



they are on. If you've got a slanted notch or can't get one to show up, odds are that you've got either duplicate or very close vertices that are on a diagonal line. Zoom in and find out.

That's it!!! The Points Menu and more in the Home Studio!
You are now ready to tackle the rest of the program! But once you get the Left Click, Right Click, LOOK at the Command Bar down, you can do the ENTIRE PROGRAM!

Again, If things are not responding as you think:

What does the Status Bar say?

What does the Command Bar say?

What does my Snap to Menu say?

