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1. Status Bar



- ① Coordinates : The coordinates (X,Y) of the mouse cursor are displayed in the drawing area.
- ② Orthogonal Mode : When creating or modifying objects in a drawing, you can limit the movement of the cursor to horizontal and vertical directions.
- ③ Object Snap : Provides a way to pick point an object whenever prompted for a point in the drawing.
- ④ Snap Angle : You can easily specify points in skewed drawings by setting the default angle for orthographic mode and object snaps.
- ⑤ Fit To Window : Zooms to show all objects in the drawing area.
- ⑥ Scroll Zoom : It provides a function to zoom in/out the drawing using a scroll bar.

1.1. Coordinates

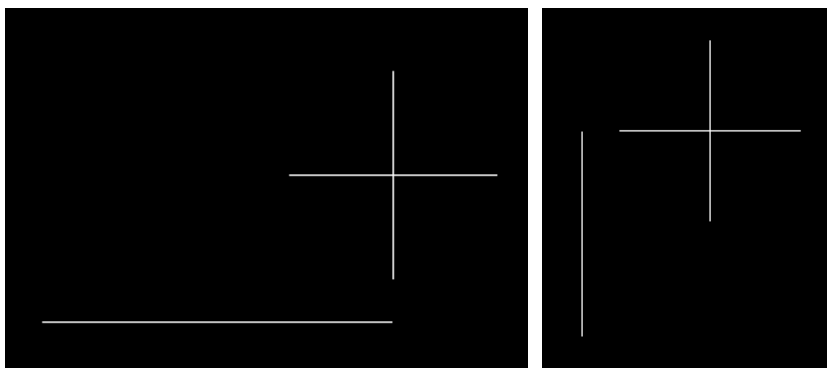
98426.324218,440413.051150

The coordinates (X, Y) of the mouse cursor are displayed in the drawing area.

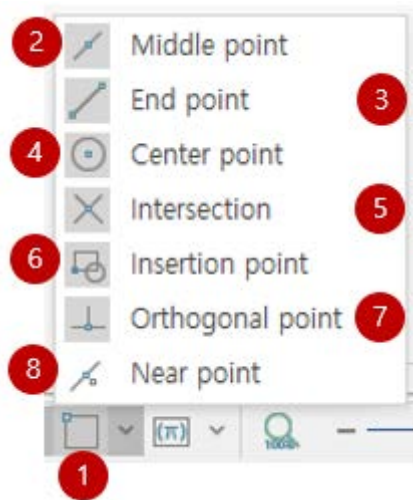
1.2. Orthogonal Mode



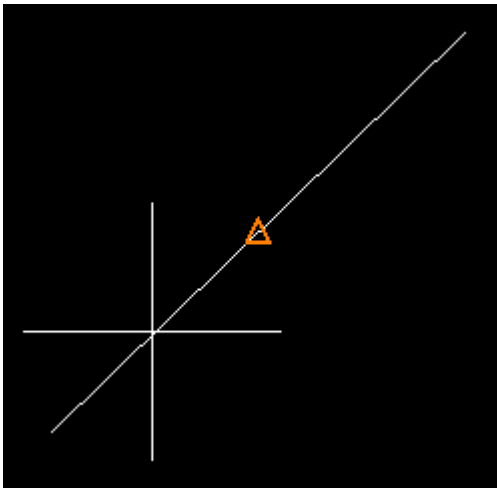
Turning on Ortho mode by pressing the F8 key or clicking the Orth Mode button allows you to limit the cursor movement to horizontal and vertical directions when creating or modifying an object.



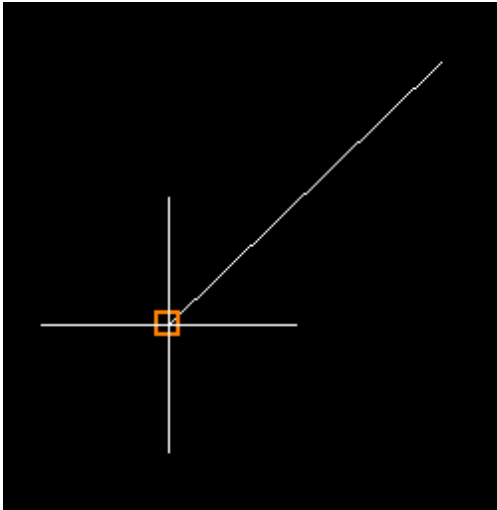
1.3. Object Snap



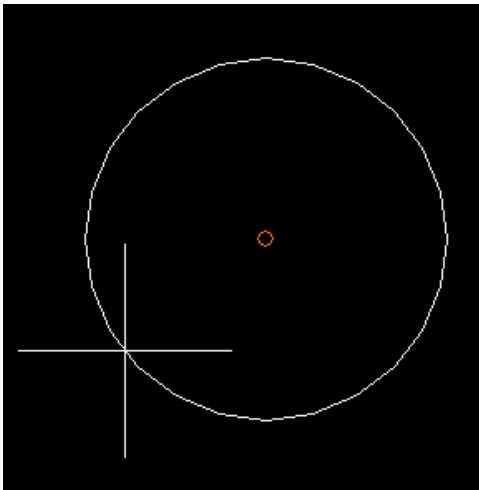
- ① Object Snap : Clicking the object snap button to turn on snap mode provides a way to pinpoint an object whenever prompted for a point.
- ② Middle Point : Snaps to the middle point of a geometric object when the middle point is on.



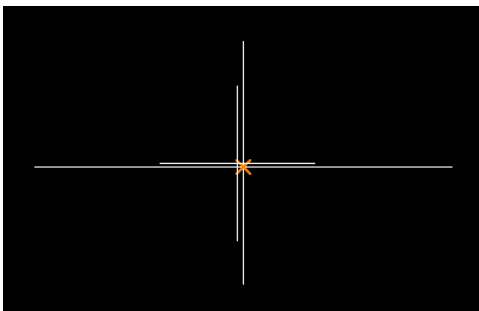
- ③ End Point : Snaps to the nearest end point or corner of a geometric object when end point are on.



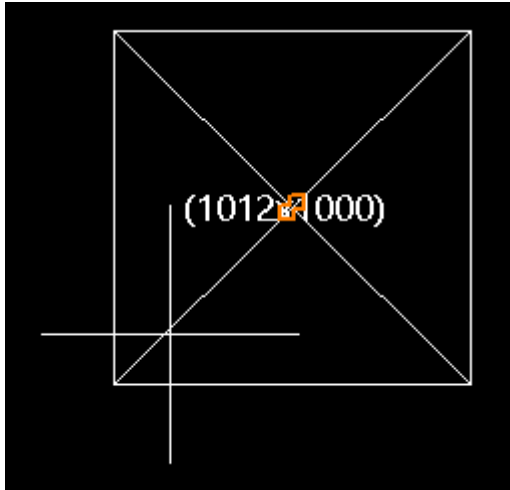
- ④ Center Point : Snaps to the center point of an arc, circle, ellipse, or elliptical arc when the center point is on.



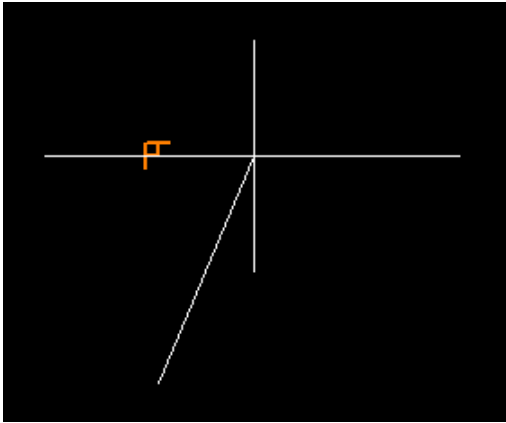
- ⑤ Intersection : Snaps to the intersection of geometric objects when the intersection is on.



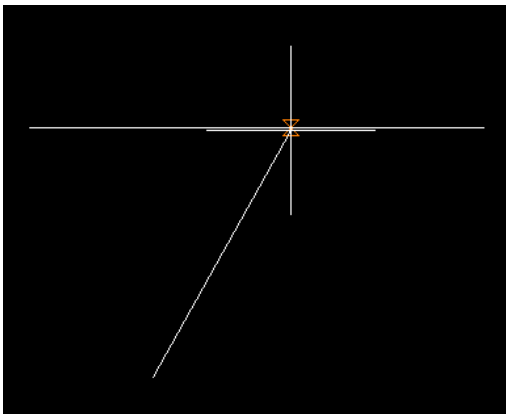
- ⑥ Insertion Point : Snaps to the insertion point of an object such as a block or text when the insertion point is on.



- ⑦ Orthogonal Point : Snaps to a point perpendicular to the selected geometric object when Orthogonal Point is on.

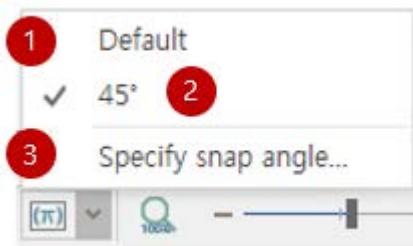


- ⑧ Near Point : Snaps to the near point of an arc, geometric object when near point is on.

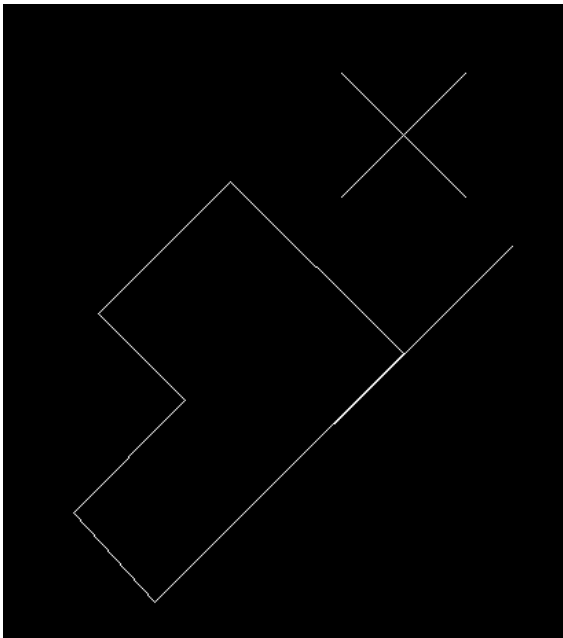


1.4. Snap Angle

Command : SNAPANG



- ① Default : Reset to default snap angle (0).
- ② 45° : By default, it is not displayed, and when specifying the snap angle, the set snap angle is displayed.



- ③ Specify Snap Angle : You can specify the snap angle.

> **Command Window**

> Enter new value for SNAPANG or [Select Object(O)]<0>: Enter the angle (45).

1.5. Fit To Window



Zooms to show all objects in the drawing area.

1.6. Scroll Zoom



It provides a function to zoom in/out the drawing using a scroll bar.