Translate command

How it works: the user selects a shape and 2 points. The object will move along the vector given by the 2 points.

This operation has been reimplemented because it doesn't work correctly in the previous versions of NaroCad.

Although the translate command is a simple operation, it plays a critical role in complex drawings. It is useful when the user concentrates on a certain part of the drawing and wants to temporary move away some geometry.

This can be easily achieved by drawing a helper line and translate the unwanted geometry along that line. When the work on that part of the drawing is completed, the user can translate the moved geometry along the helper line in order to put it back where it originally was.

Of course, there are other ways to solve this problem: one would be with the help of layers. The user can put the unwanted geometry in a helper layer, and make it invisible. When the operations on the complex part of the drawing are done, the helper layer can be made visible. The bad part is that the user might want to move the objects from the helper layer back to the main layer.

Still, NaroCad has some problems with the layers, but the translate command works fine and solves this problem. The images below show how the translate works: first select the shape and the base point, and next select the destination point.