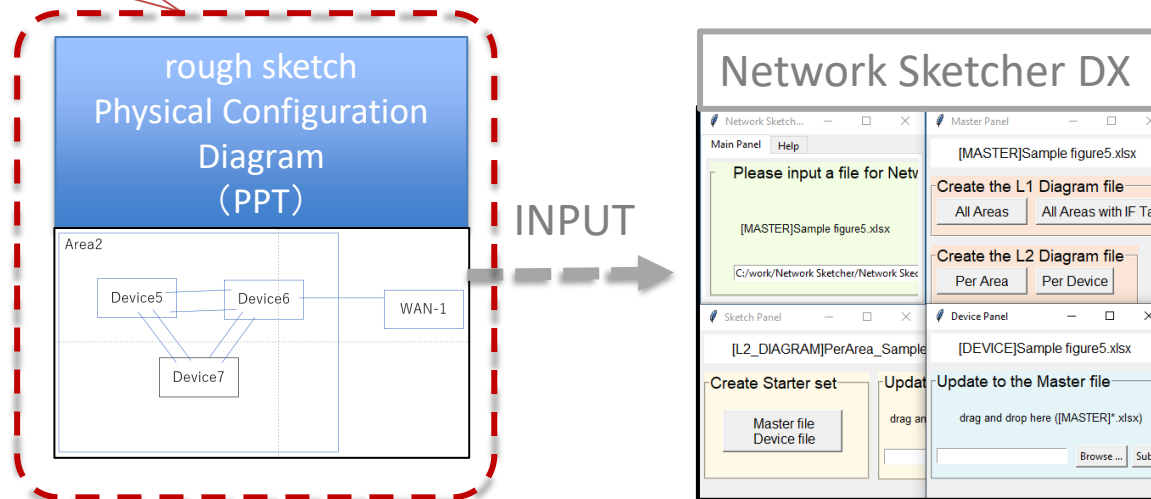


What you can do with this procedure

Create a rough sketch of the physical structure for loading into Network Sketcher.

Create manually



Description of basic elements

Create a new PowerPoint and fill in the following elements: Write the name by editing each shape. (Text objects cannot be placed in shapes.)

- Area frame (base), and name
- Device shape (device) and name
- Way Point shape (WAN, etc.) and name
- Wire connection

Only one Area can be defined per page.

【Area Frame】

Area recognizes the largest shape on the page as Area.

Area1

WAN-1

Device1

Device2

Device3

【Way Point Shape】

Recognize shapes outside the Area as Way Points (connection points between Areas).

【Connection】

Connections are written between devices or between Way Points and devices. Even if there is a slight deviation, it recognizes a close shape as a connection destination.

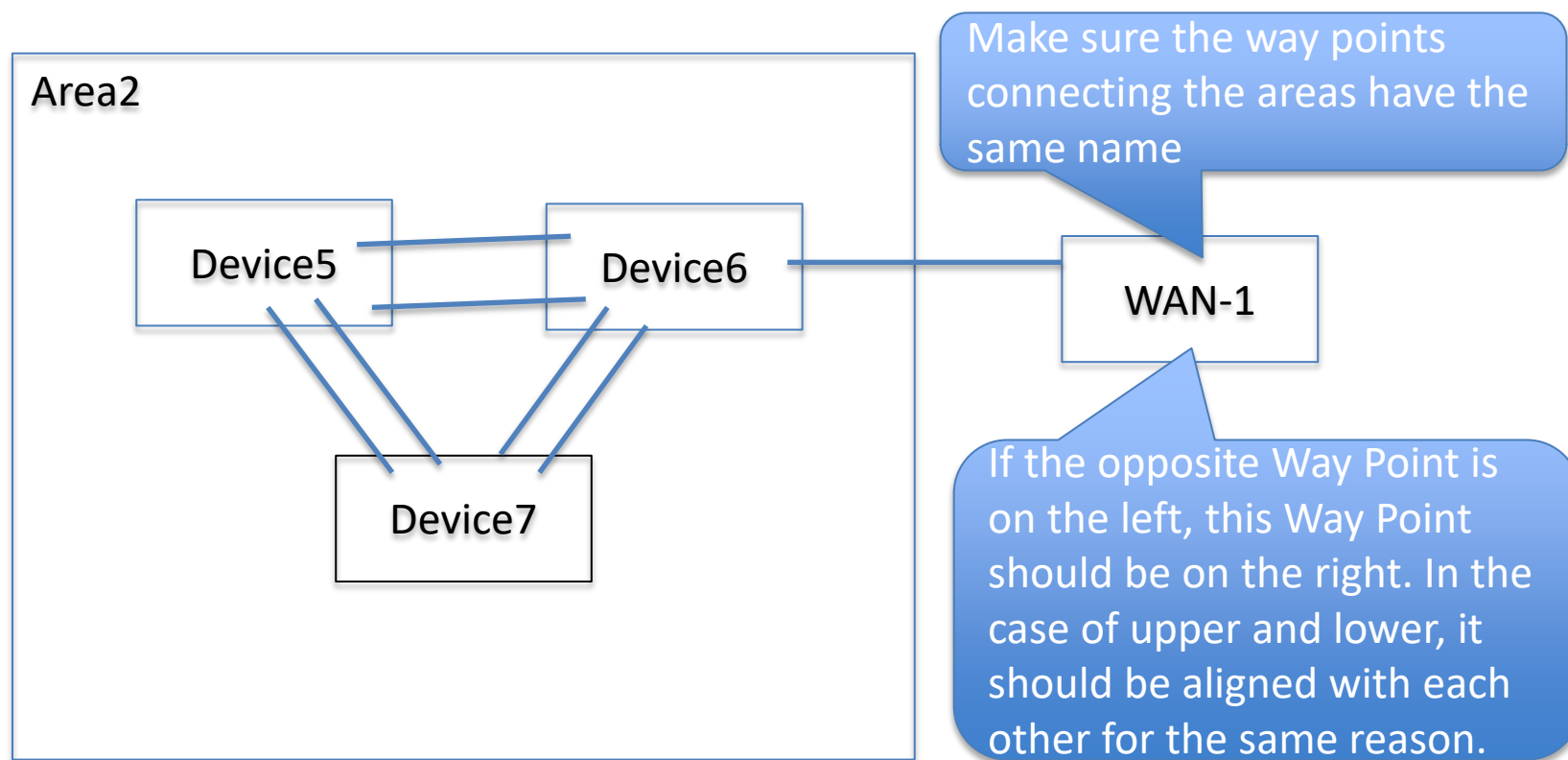
[Device shape]

Recognize shapes in an Area as devices. Recognize the text in the shape as the device name.

How to connect between areas

There will be one Area per PowerPoint page. If you have multiple Areas, add pages to create different Areas.

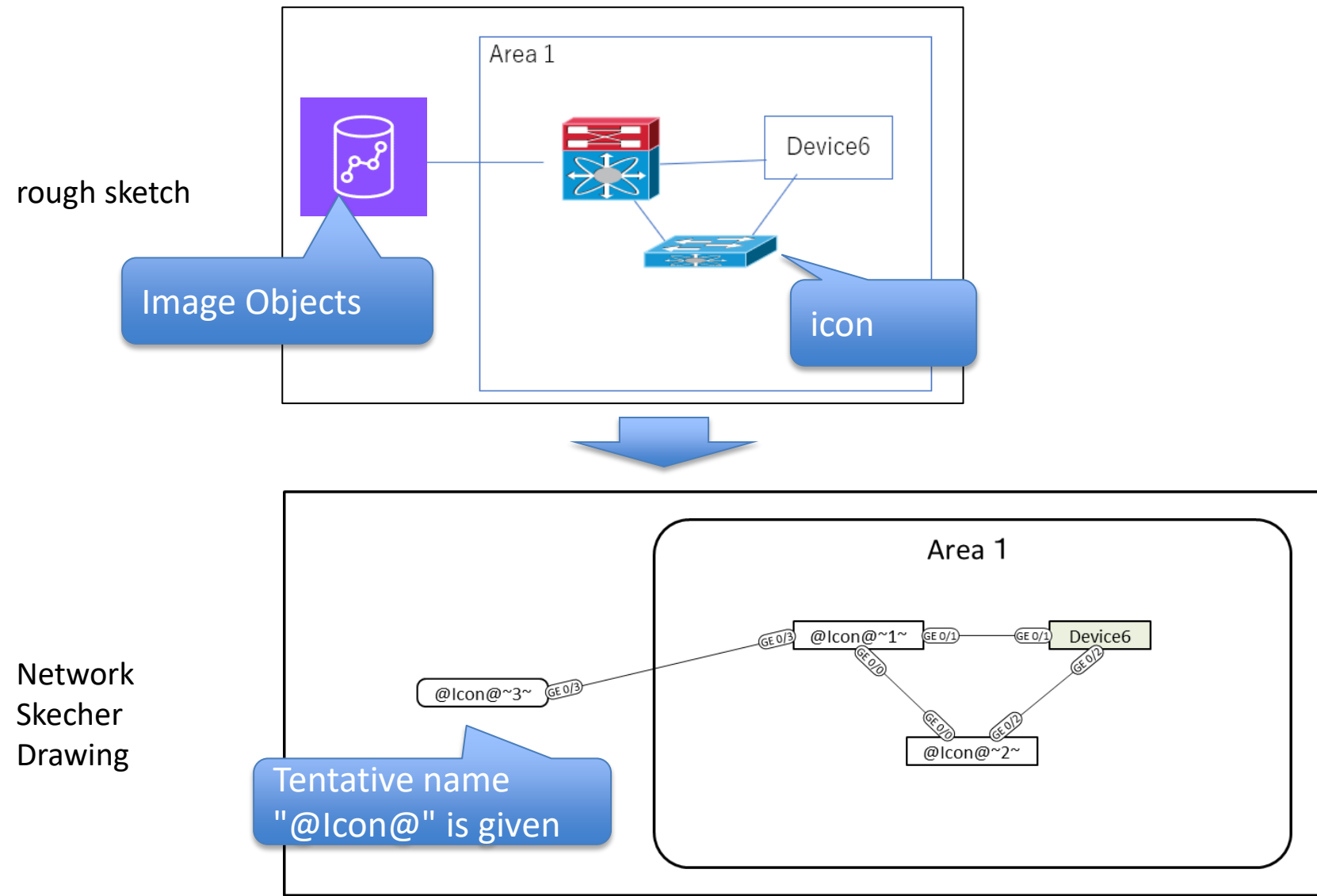
At this time, by preparing the same Way Point name, the connection between areas is recognized.



* If both the left and right sides of the Way Point are not connected, the area configuration may fail.

[Tips] Convert icons and image objects to device shapes

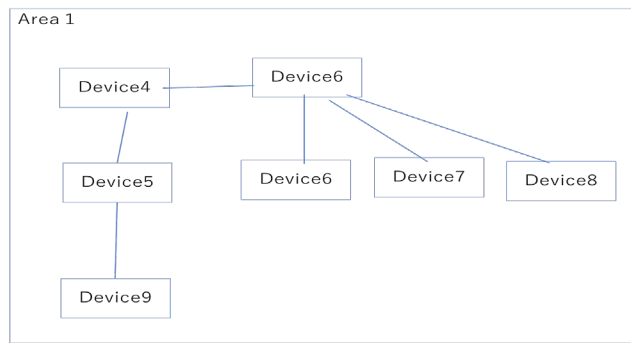
Icon and image objects are also recognized as device shapes. Since there is no name, the tentative name "@Icon@" is given when drawing Network Skecher.



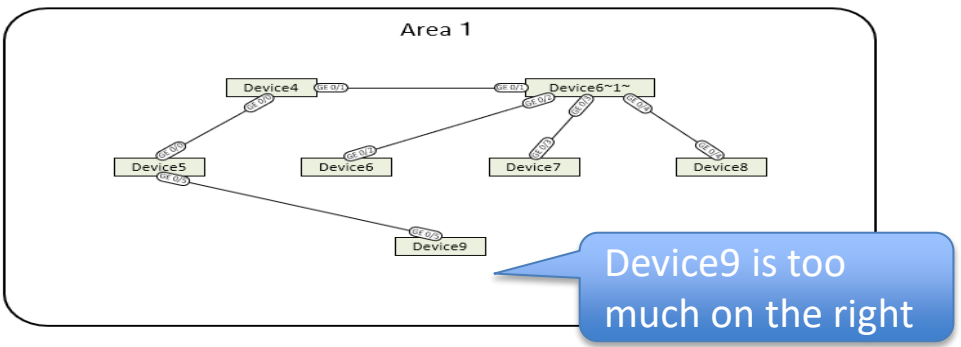
[Tips] Position and position AIR blocks. **Not available after Ver 2.2.2 as it is automated.**

Position adjustment can now be performed by placing AIR blocks (square shapes described with "_AIR_"). When drawing a Network Skecher, the AIR block is converted to white lines and characters and becomes invisible. If you want to place multiple AIR blocks, add a number to the AIR block to recognize them as multiple AIR blocks. Example: 3 pieces → _AIR_3

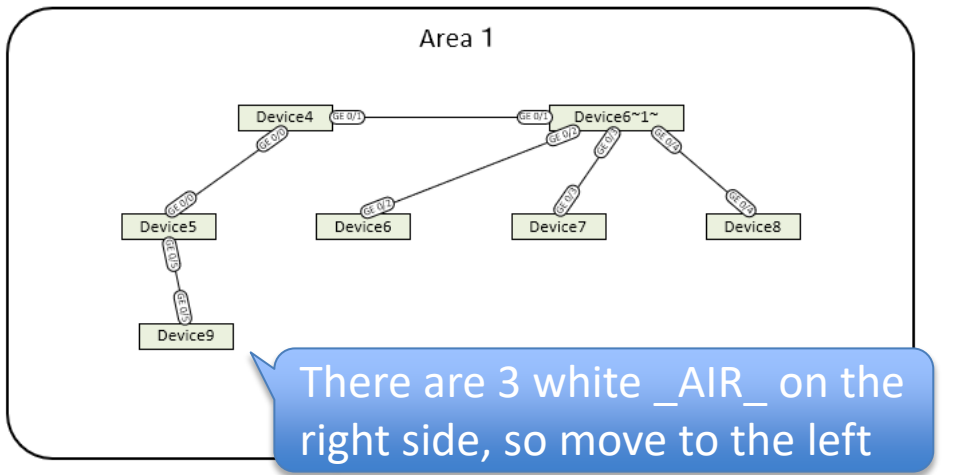
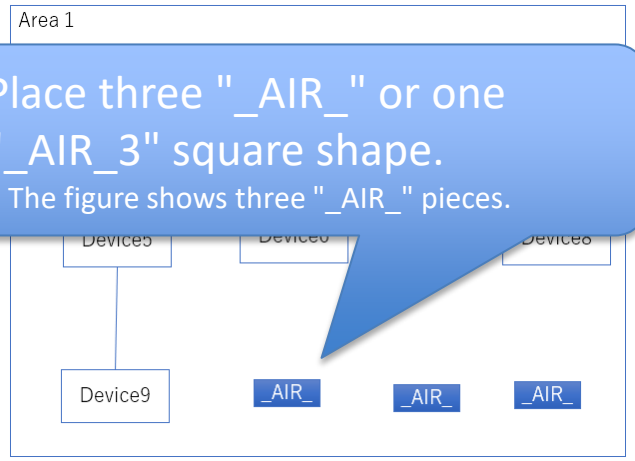
rough sketch



Network Skecher Drawing



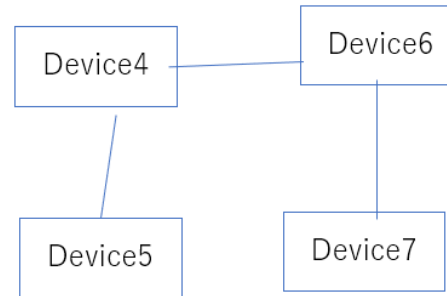
Place three "_AIR_" or one "_AIR_3" square shape.
* The figure shows three "_AIR_" pieces.



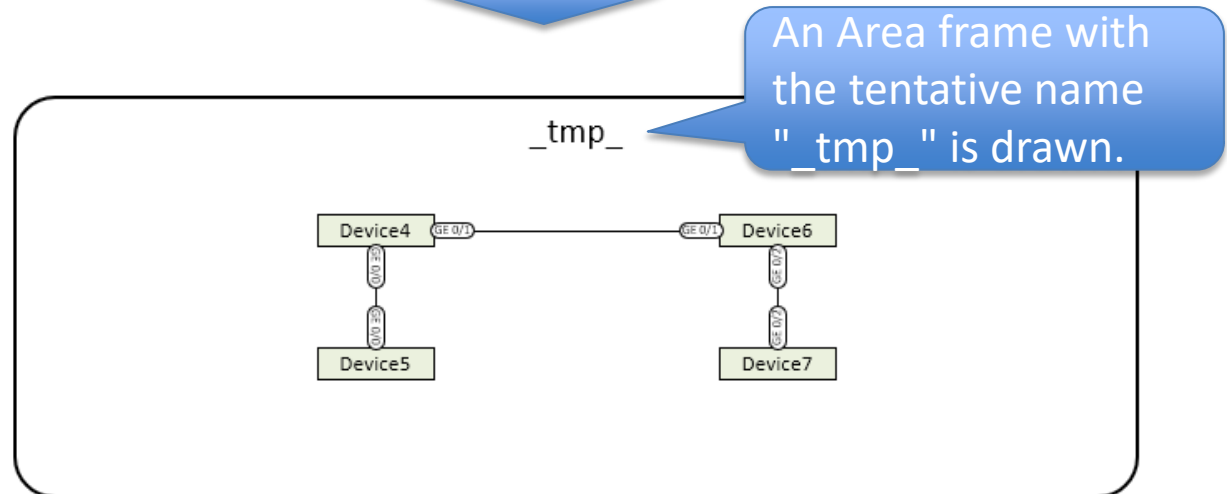
Further reading: Even if there is no area frame, a temporary name is automatically assigned

If there is no Area frame in the rough sketch, the Area frame is now automatically added. It is given the tentative name "_tmp_" in white.

rough sketch



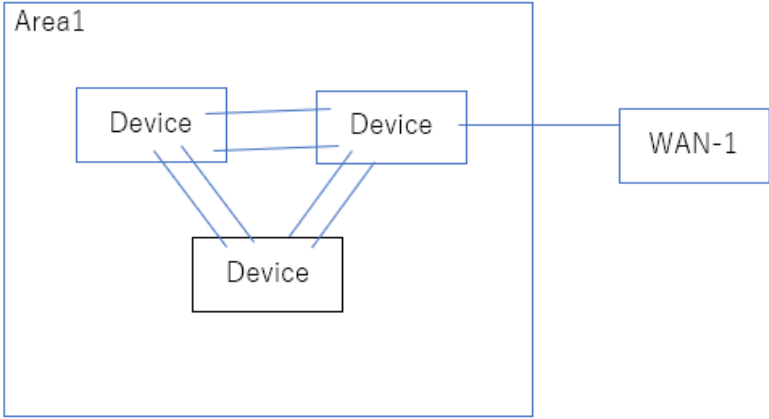
Network
Sketcher
Drawing



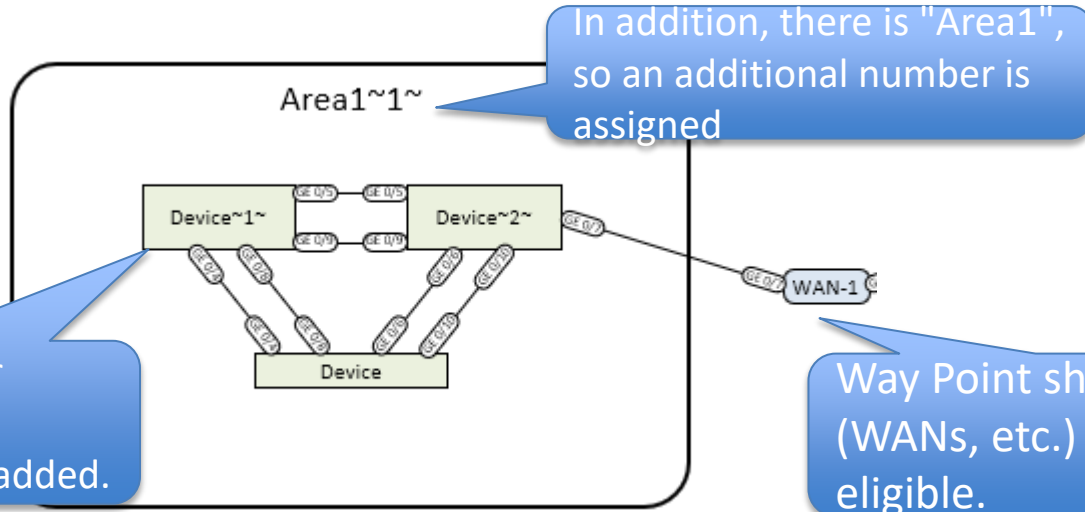
Reference information: When the device name or Area name is duplicated, a number is automatically assigned

If the device name or area name is duplicated, add a number to avoid the duplicate situation. Way Point shapes (WAN, etc.) are not eligible because they recognize connections by overlapping

rough sketch



Network
Sketcher
Drawing



In addition, there is "Area1", so an additional number is assigned

Since there is another "Device" name, an additional number is added.

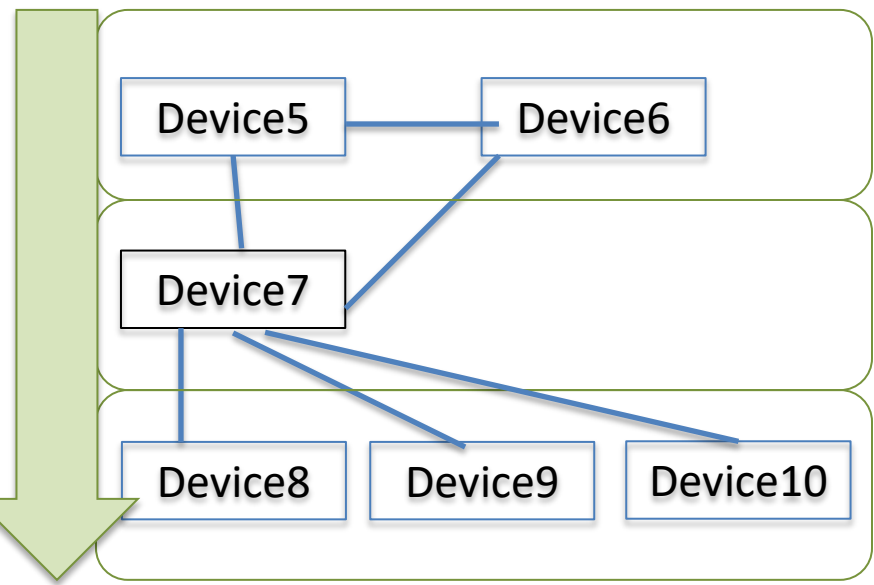
Way Point shapes (WANs, etc.) are not eligible.

Reference information: Direction of device/Area placement configuration

Devices and areas placed in the configuration diagram are recognized by overlapping horizontal bands. Therefore, please align the horizontal alignment between devices and areas and configure them vertically. Horizontal configuration is not supported.

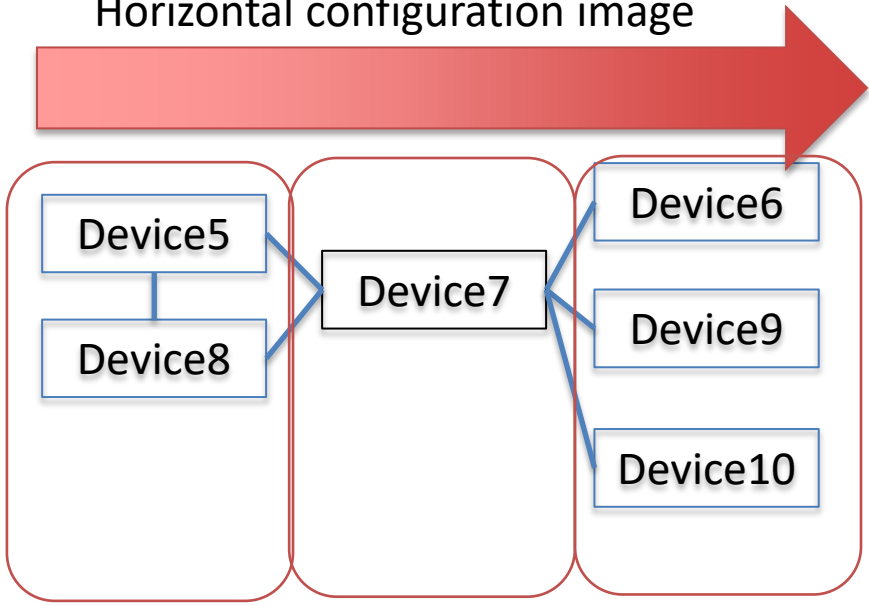
OK

Portrait configuration image



NG

Horizontal configuration image



Reference information: About recognized device types

Network Sketcher recognizes the following types of device shapes:

Device6

A graphic object with text filled in it.

* Graphic objects without text are not recognized as device figures.



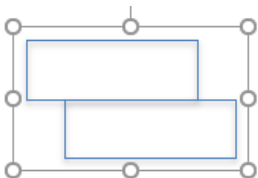
- Image objects

Referrer : <https://aws.amazon.com/architecture/icons/>



- Icon object

Referrer : <https://www.cisco.com/c/en/us/about/brand-center/network-topology-icons.html>



- Group object

* If multiple lines and shape objects are grouped, they will be recognized as one image object.