



# USER MANUAL



# Summary

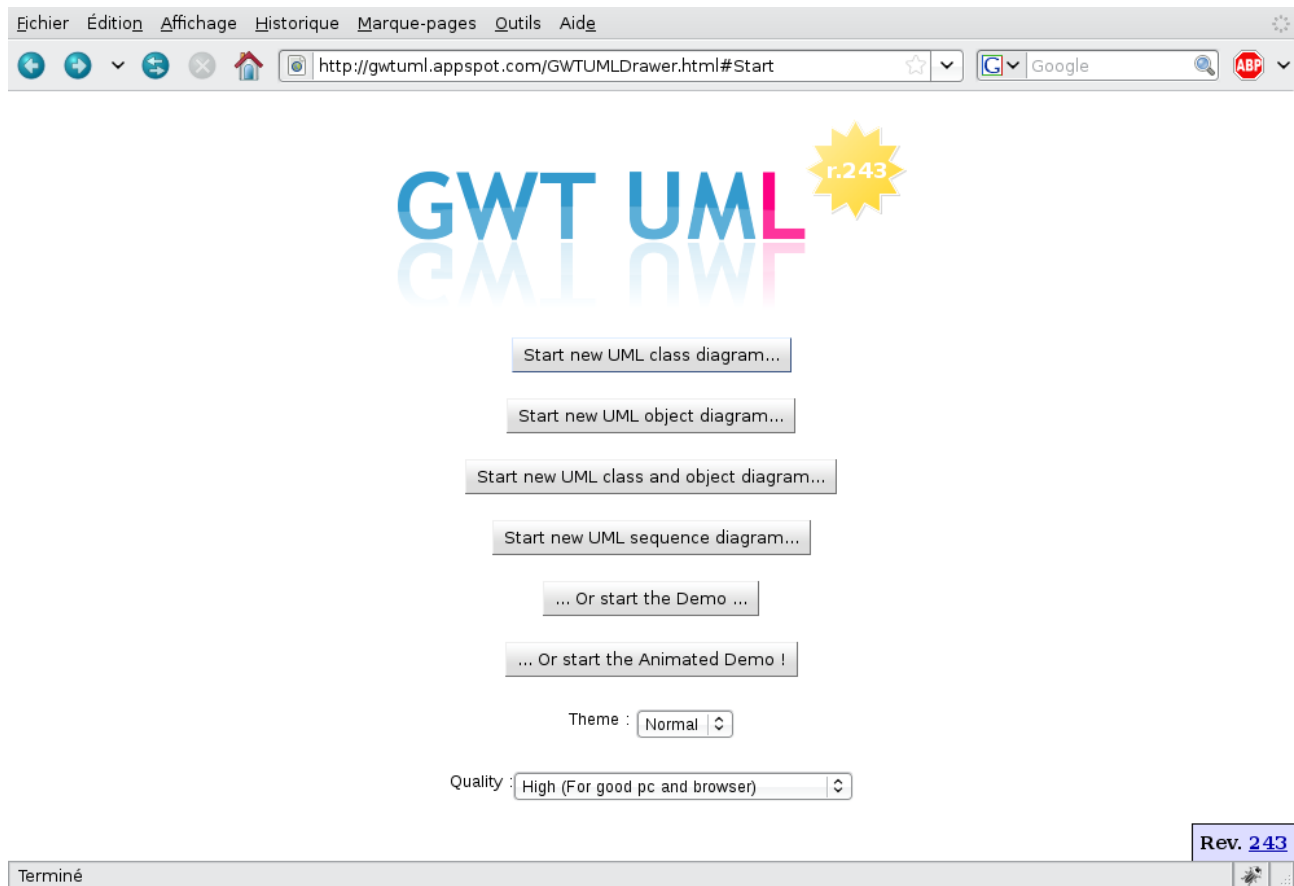
This document is a short manual to get a quick look on what you can do and how with GWTUML Drawer v1.0.

## Table of Content

Summary.....	2
Home page.....	3
Diagram Drawing – Basic Features.....	7
Adding new artifacts.....	7
Adding links between artifacts.....	10
Removing artifacts.....	11
Editing artifacts.....	11
Diagram Drawing - Useful Features.....	13
Drag and Dropping.....	13
Cut / Copy Pasting.....	14
Multi selection.....	15
Canvas sliding.....	17
Diagram Drawing – Advanced Features.....	18
Exporting in the URI.....	18
Exporting as an image in SVG.....	19
Playing with options.....	20
Appendix A : Hotkeys.....	21
Appendix B : Options.....	22

# Home page

When you first launch the application, you should get this screen :



(If it is not the case, check URL Anchor : it should be # or #start)

You can see the button list. The first four allows you to create a new diagram in the type you want :

- Class diagram
- Object diagram
- Hybrid diagram (Class + Object)
- Sequence diagram (just a blueprint in v1.0)

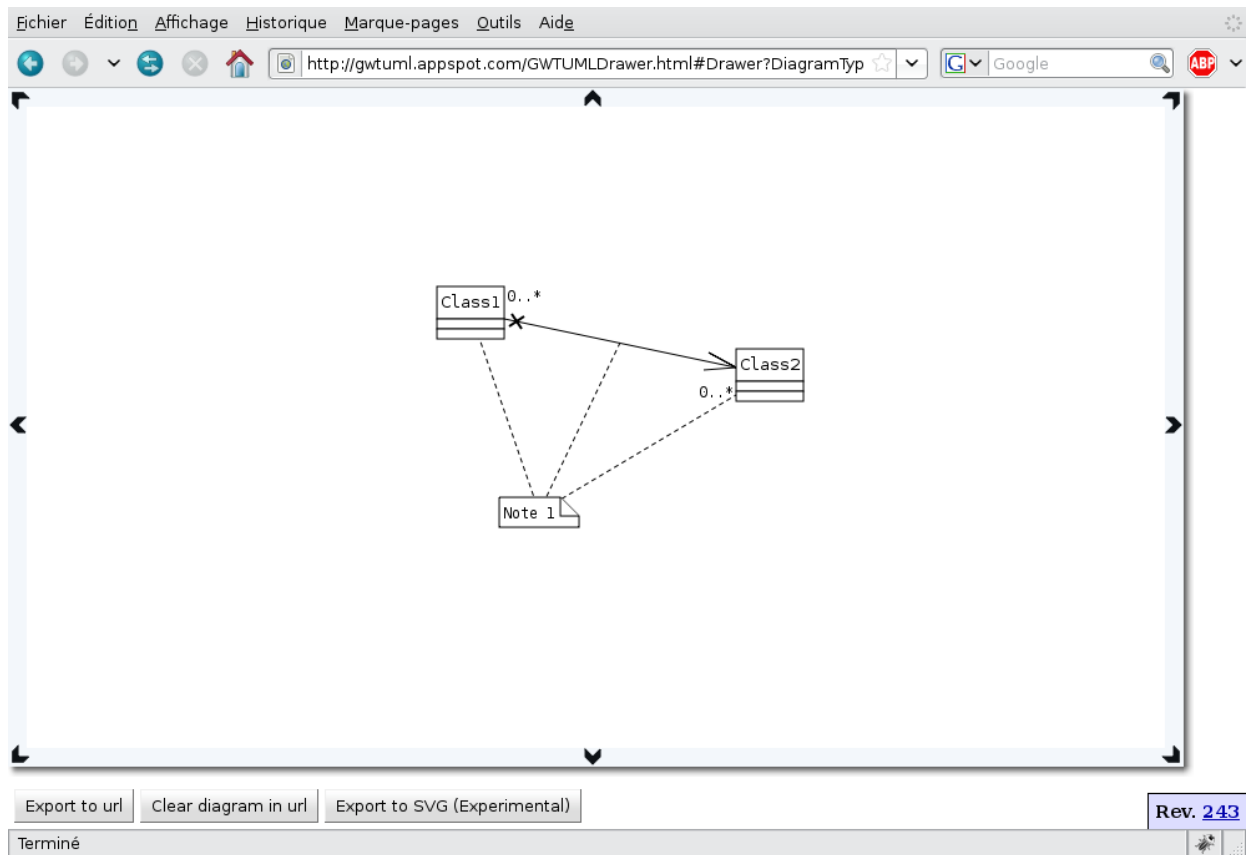
The following is the Demo button, this one make a class diagram demo written in the JAVA code.

The last one is the Animated Demo button, this one makes a small demo using the hardware abstraction layer. It simulate the push of several keys and the move of the mouse.

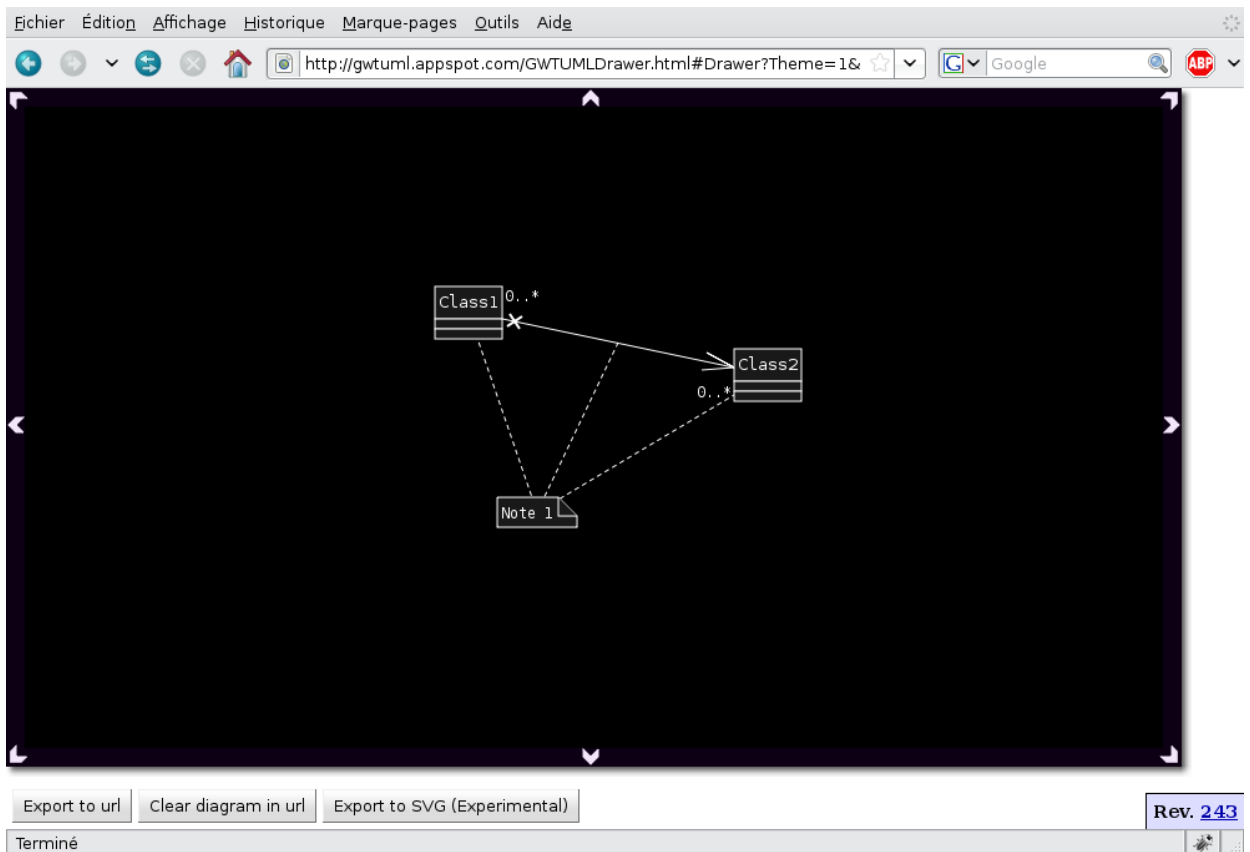
Under these buttons you have two list box, the first allow you to choose a drawing color theme.

You have (as of v1.0) :

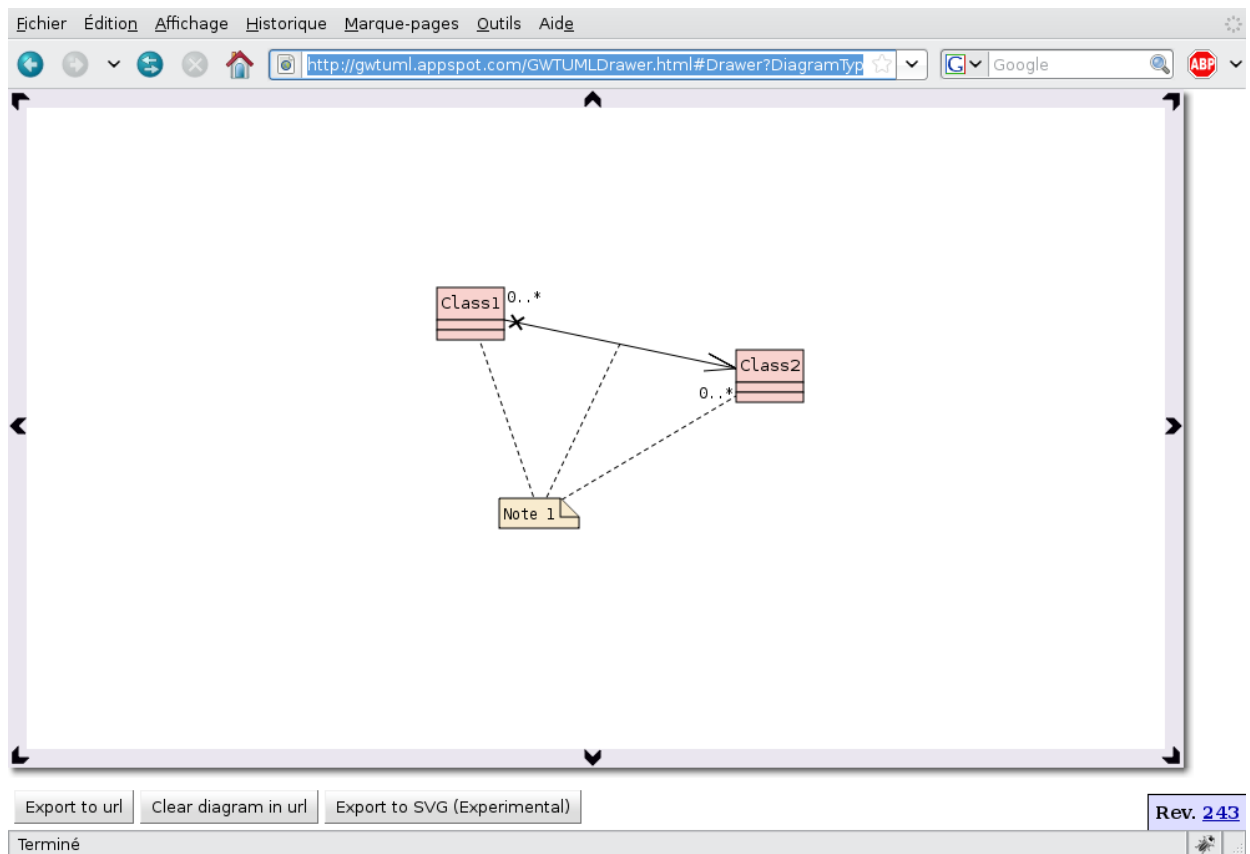
- Normal



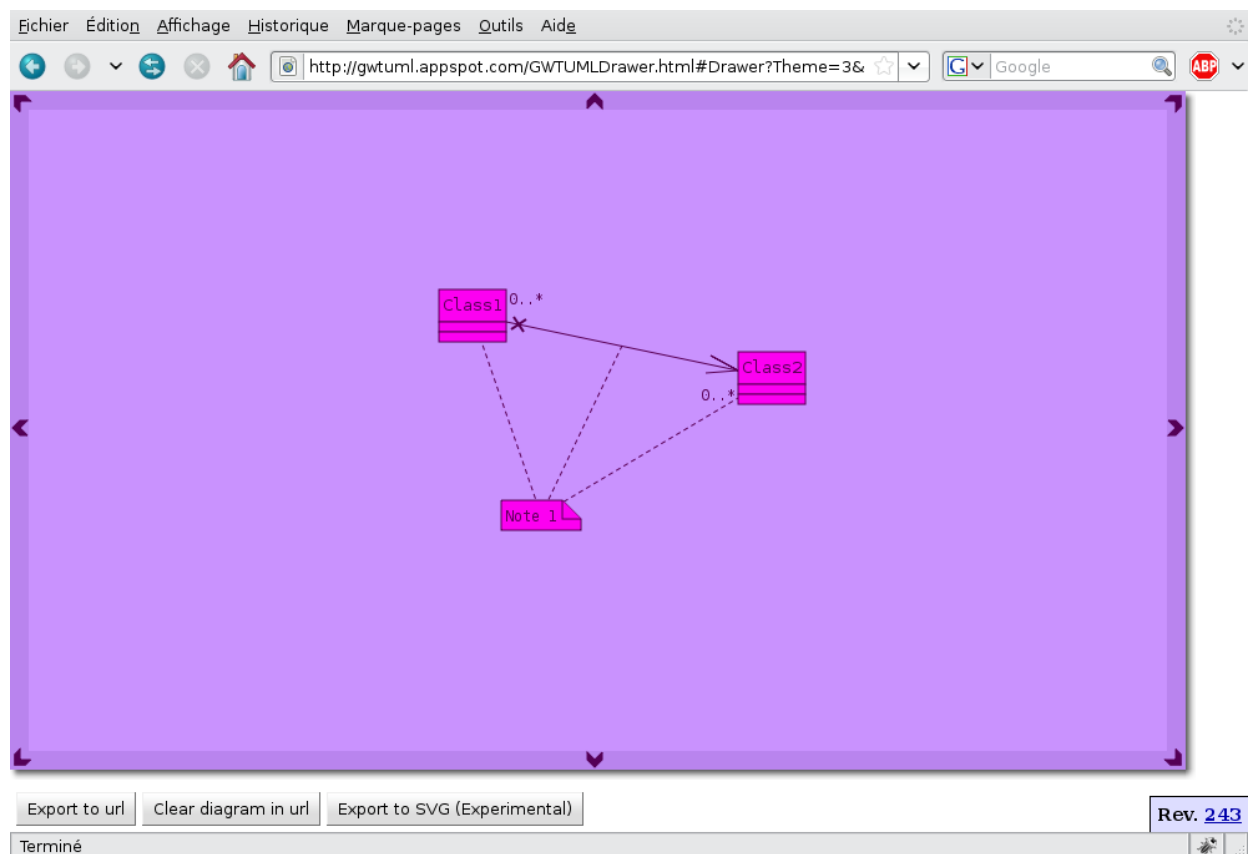
- Dark



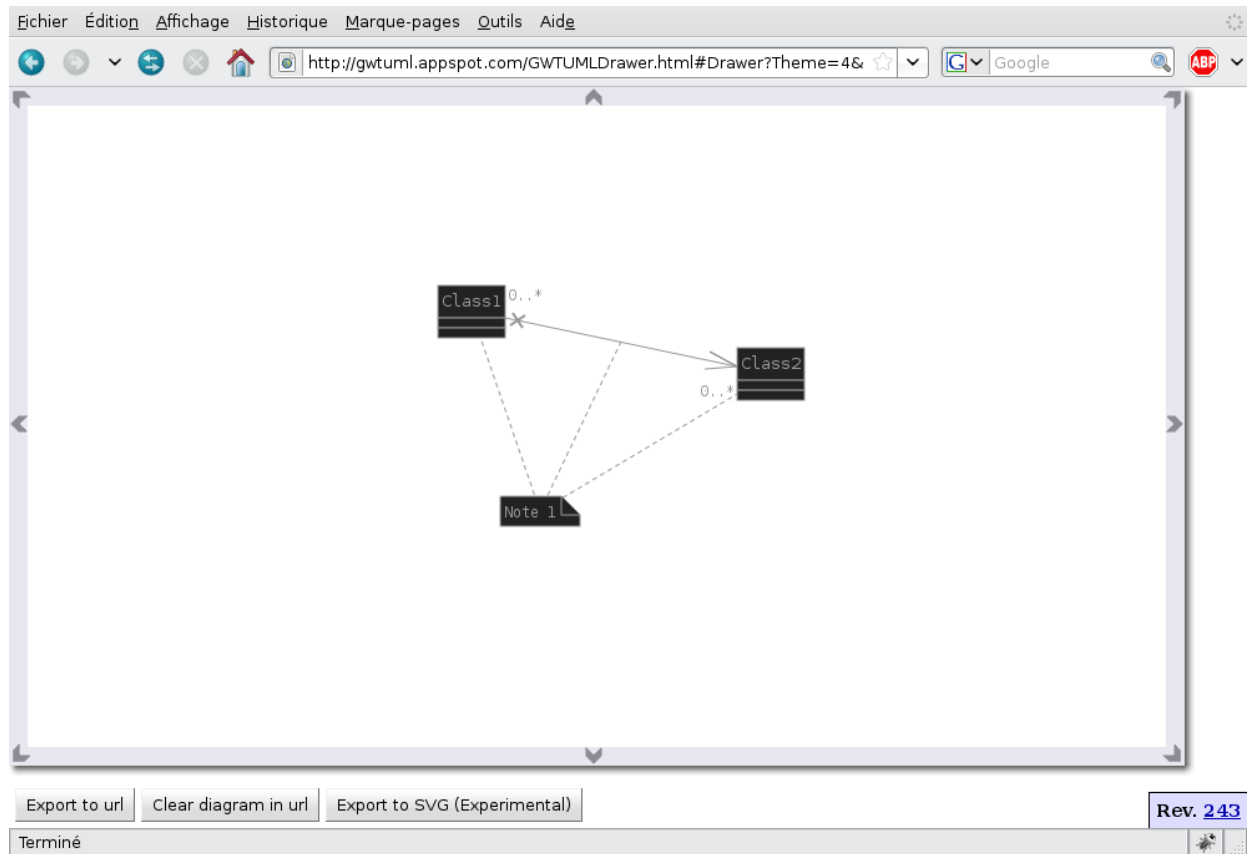
- Clear



- Pinky



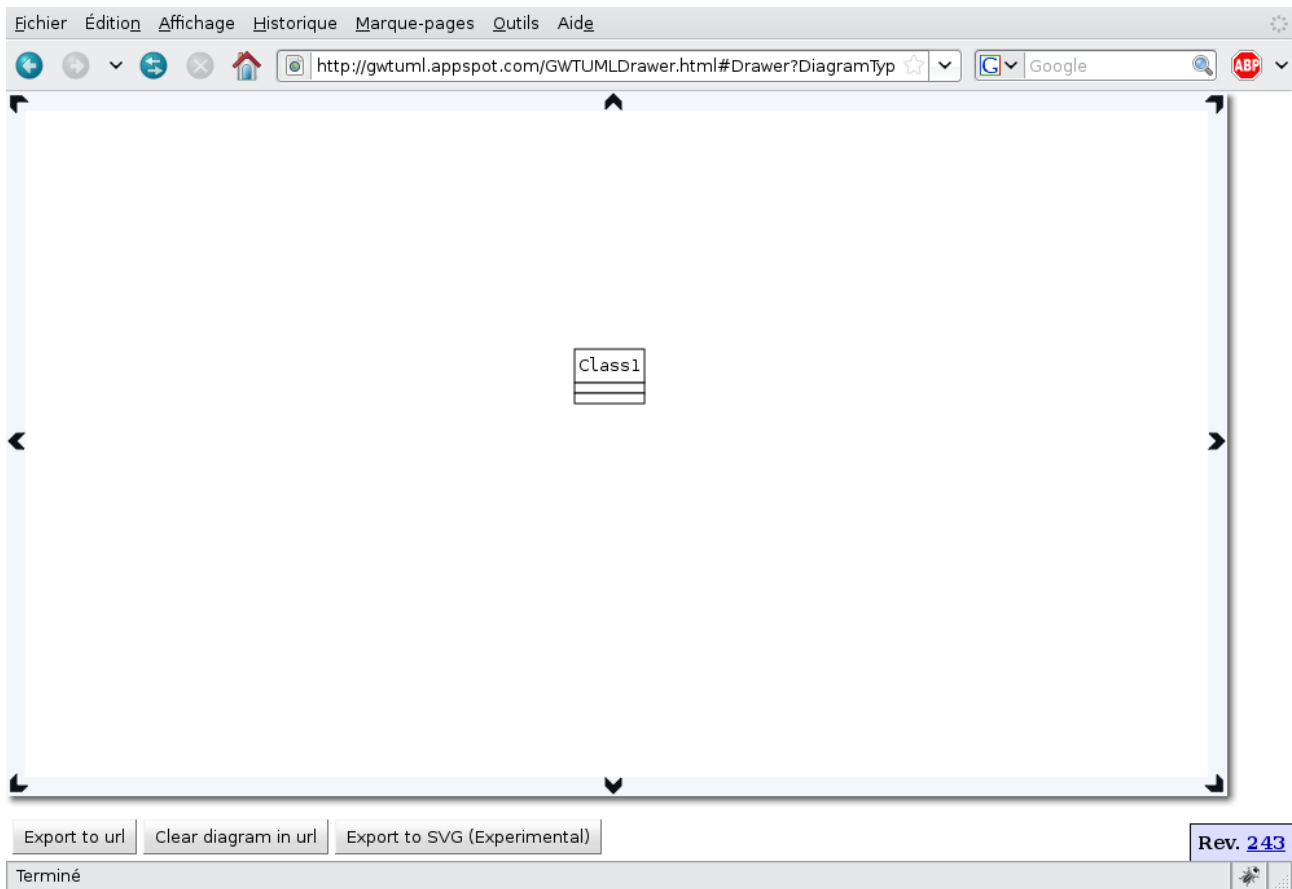
- Greyish



The second list box allows you to choose the quality of the application. For small configuration, you should use a lower quality. Very high quality should not be used as for now.

# Diagram Drawing – Basic Features

When you click on one of the first four buttons, you will get a drawing panel like this one :



The default artifact type will depend on what diagram type you have chosen.

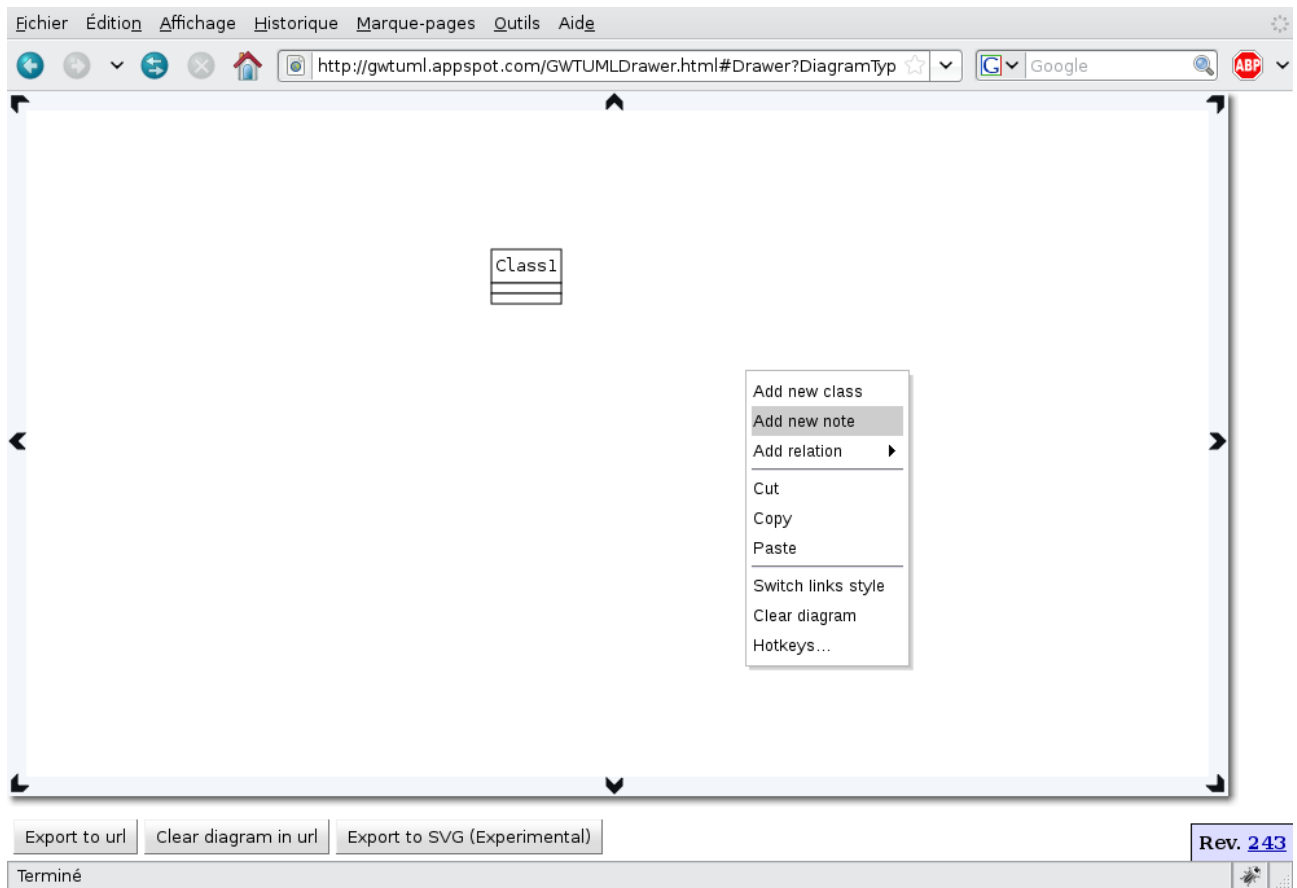
## ***Adding new artifacts***

To add a new artifact, you have two options. The first one is to type the hotkey corresponding to what you want to add. See **Appendix A** for a hotkey list.

*Warning : You can only add an object corresponding to the diagram type you have chosen : you can't add a lifeline on a class diagram for instance.*

Typing [N] for example, will add a Note.

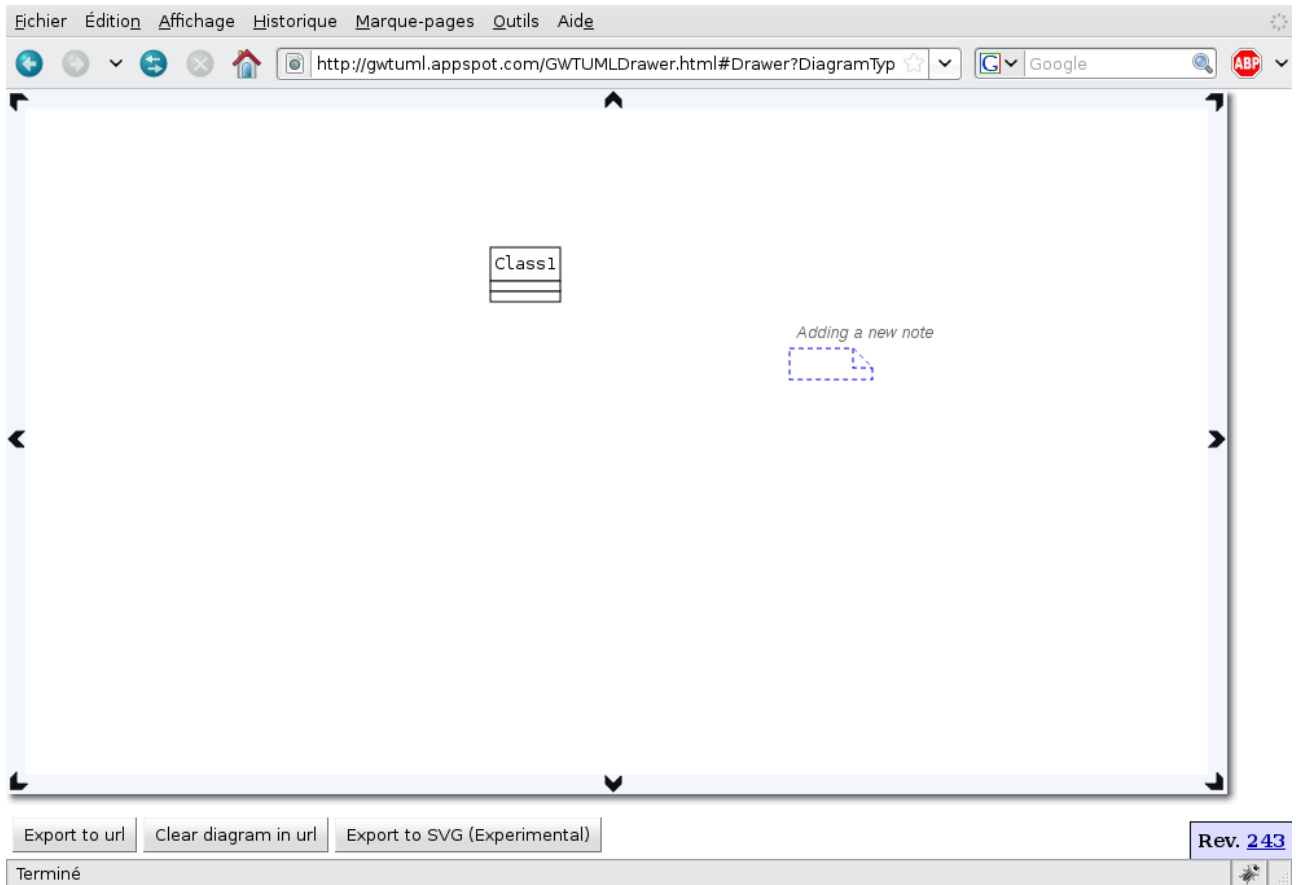
The second option to add an artifact is to do it with the context menu. To bring it just right click anywhere on the canvas :



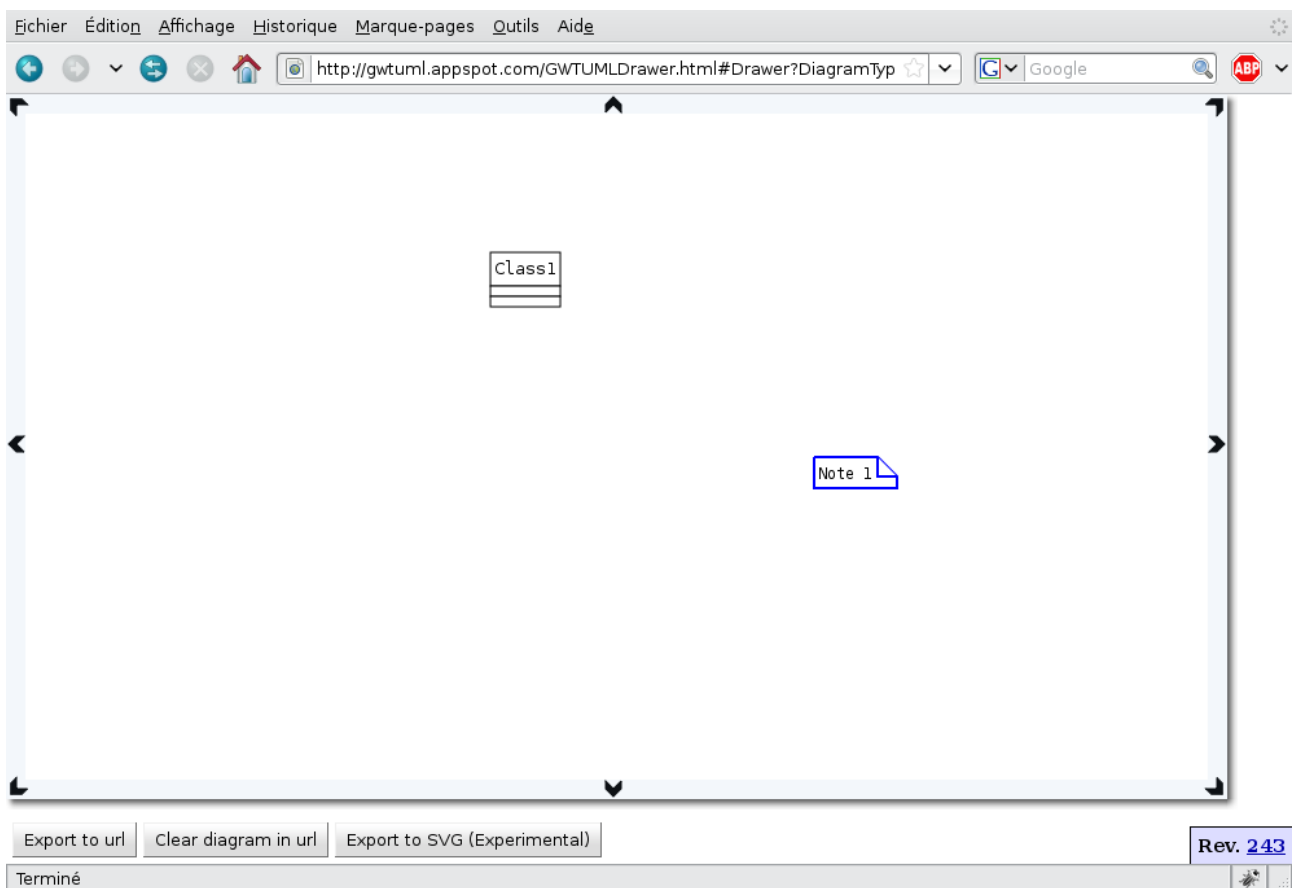
Select what you want to add and click on it, for instance click on “Add a new note”.



When adding an object, you will be put in dragging mode :



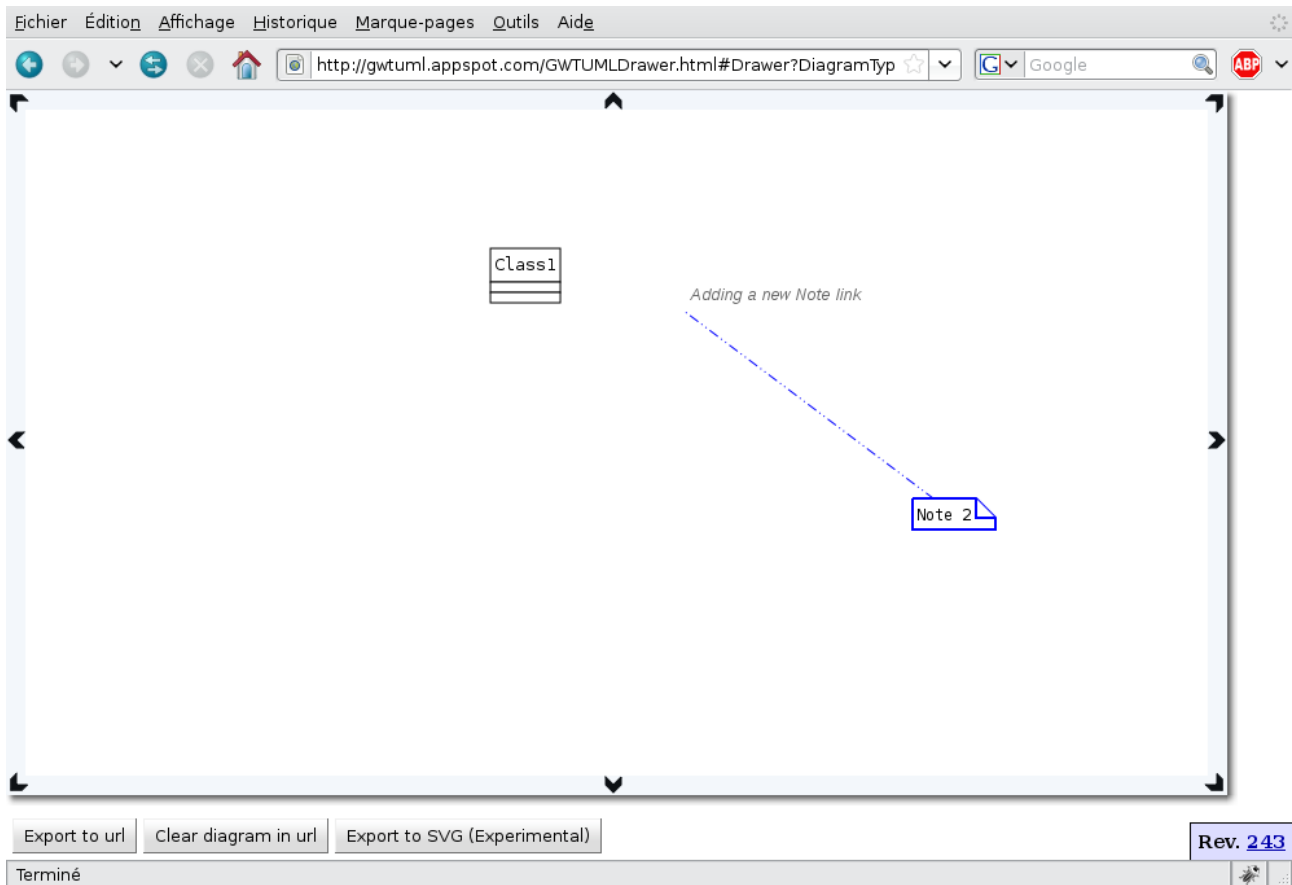
Just click to drop it wherever you want :



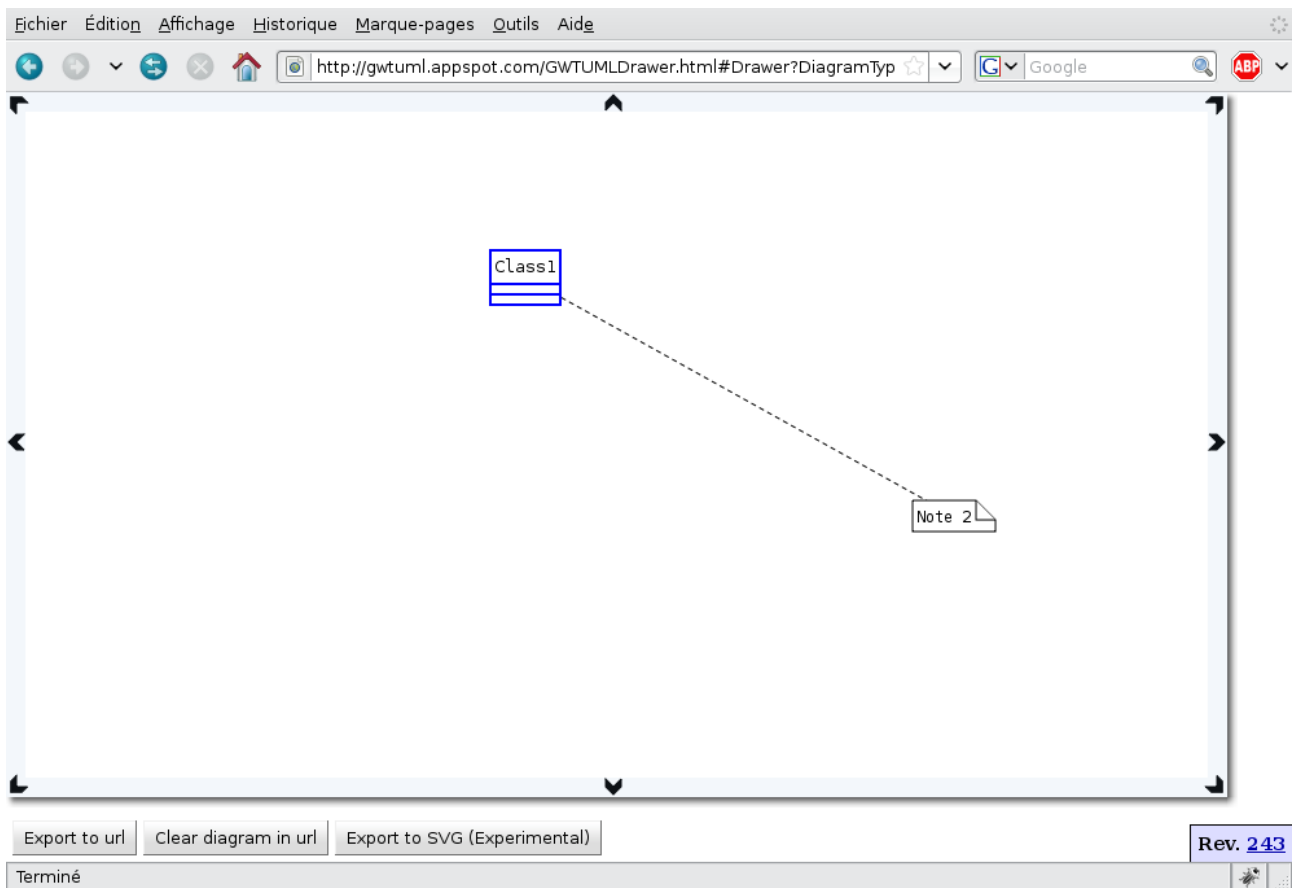
## Adding links between artifacts

To add a link, the process is quite similar. See also **Appendix A** for hotkeys.

To add a note link between the new note and the default class for instance, just press [T] or in the context menu : Add relation → Note link and you will be in linking mode. If no object is selected you will have to select one to be in linking mode. Linking mode look like something like this :



Now just click on the other object and you are done. If you do not want to link anymore just click in an empty zone and linking mode will be deactivated.



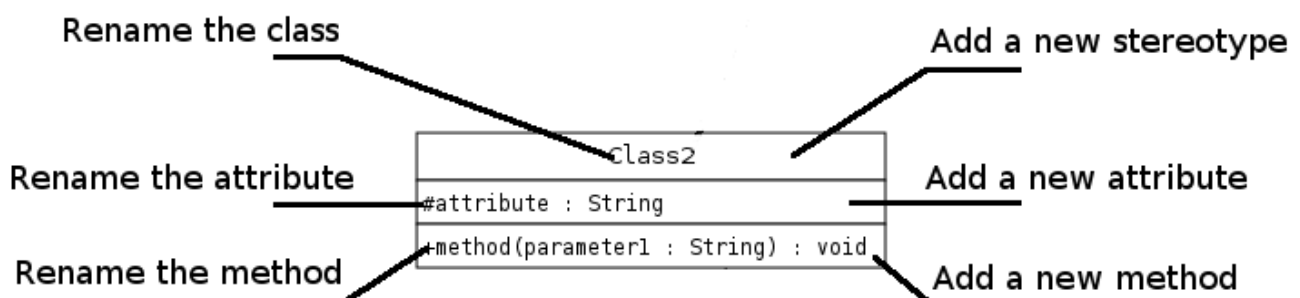
## Removing artifacts

To remove an artifact, select it and push [Del] or click on <ObjectName> → delete in the context menu.

## Editing artifacts

To edit an artifact, you can use the context menu but the easy way is to double click on what you want to edit.

For instance editing the note will bring a text box in which you can modify the content of it. To validate your change, just click anywhere else, in case of non multiline editing (Single line edition text box have green borders, multilines red borders) you can also type [Enter] to validate, in multiline editing [Ctrl]+[Enter] should do the work. To cancel edition type [Esc]. You can also double click on an empty space to create a new field, for example look at this class :



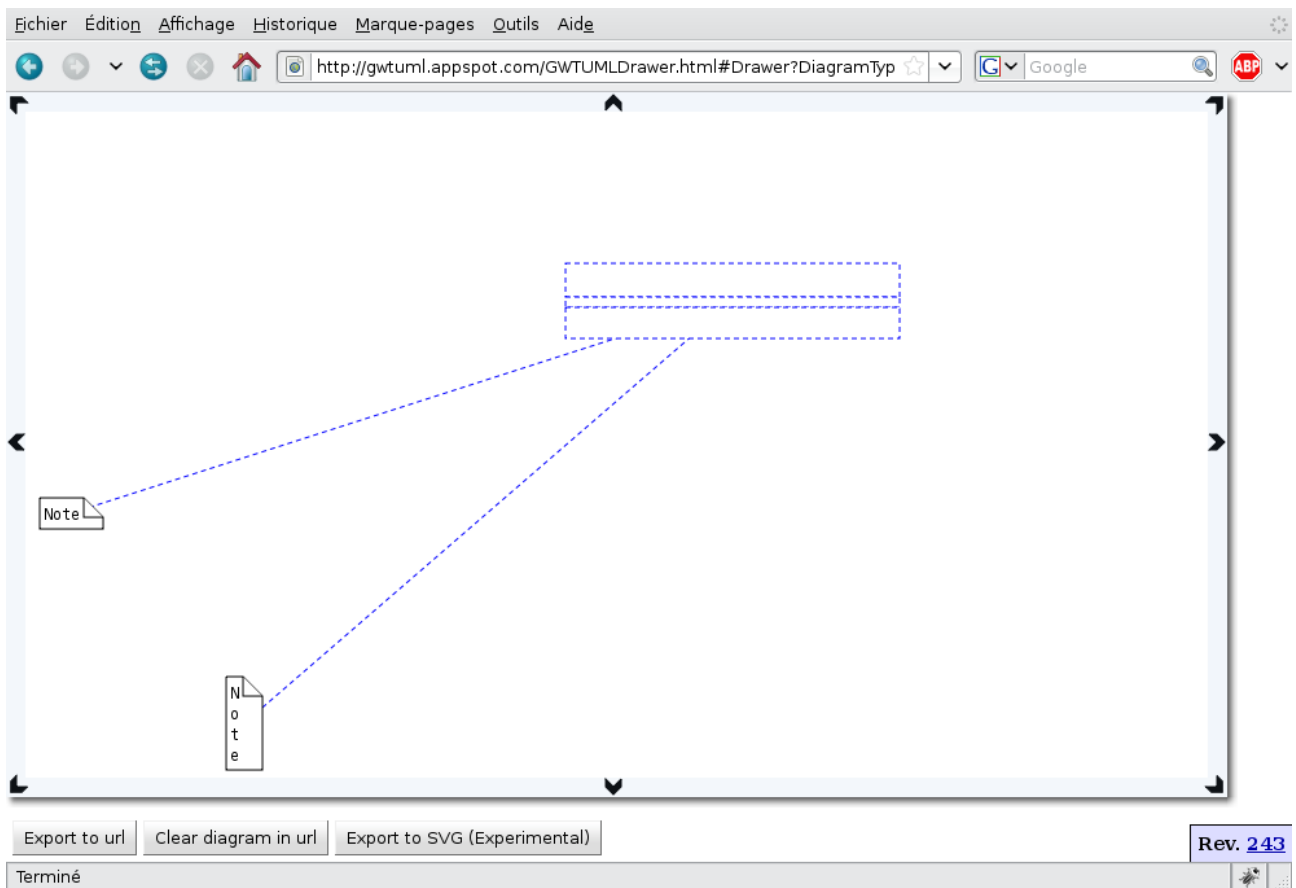
In short double clicking on a text edits it, double clicking in an area besides the text adds a new element.

Classes, objects and lifelines have a syntactical parser. This means if you enter something wrong, like an attribute with a name beginning with a number (let's say 1nd3x) the parser will detect an error and the attribute will be automatically deleted.

# Diagram Drawing - Useful Features

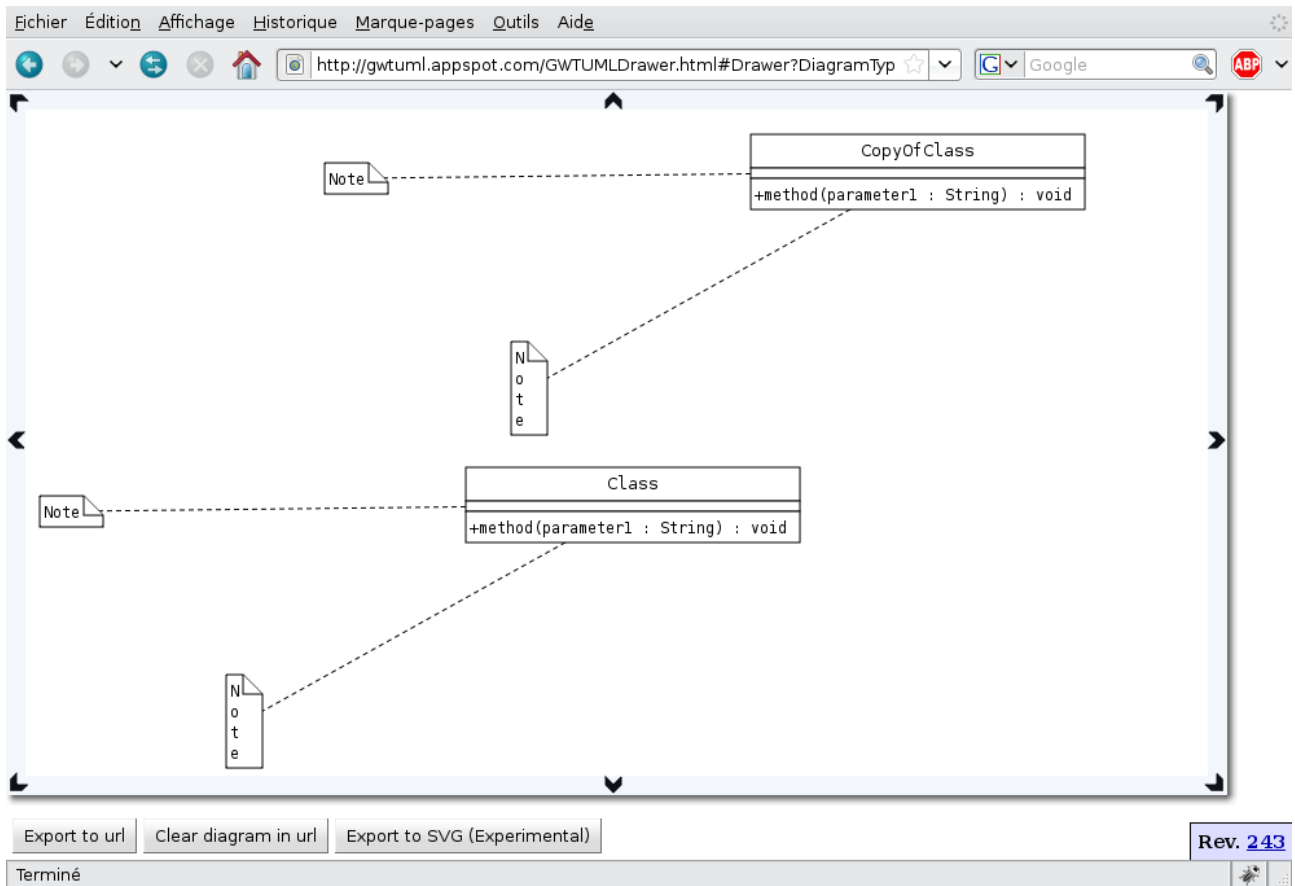
## *Drag and Dropping*

To move an artifact, you can simply press the mouse button on it, then move the mouse without releasing button to where you want to put the artifact and then you can release it. You can also use the keyboard arrow keys with the help of the following speed modifiers : [Ctrl] divide the initial speed by 2, [Alt] by 3, [Meta] ([Win] o r [Home]) by 4 and [Shift] by 5. You can even combine them to obtain a lower speed like [Shift] + [Ctrl] to divide by 10.



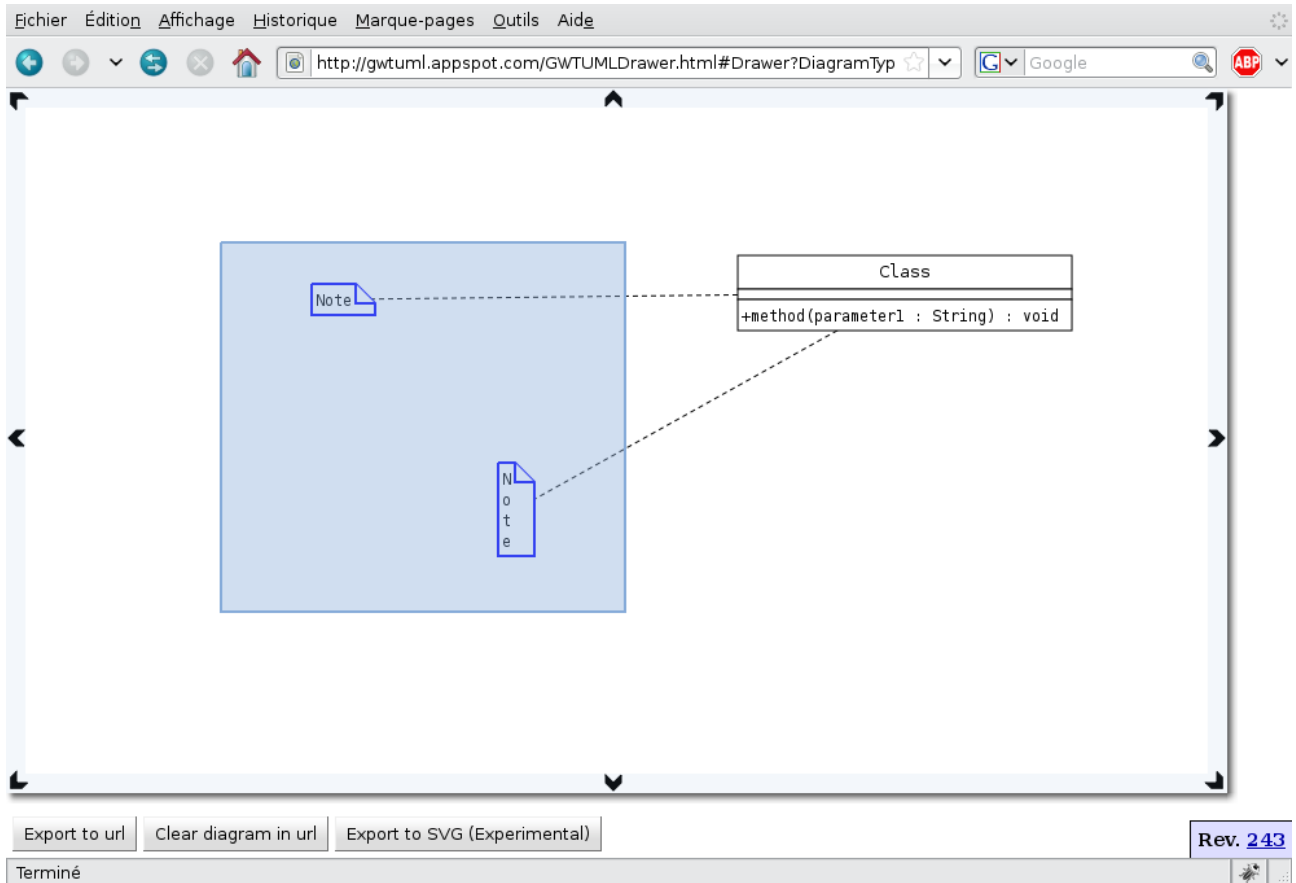
## Cut / Copy Pasting

The drawer can cut, copy and paste artifacts. To do it simply do a classic [Ctrl] + [X] / [Ctrl] + [C] and [Ctrl] + [V], or do it with the context menu. The new pasted objects will have “CopyOf” at the beginning of their names :



## Multi selection

The drawer handles multi selection and operations with multiple items. To select multiple artifacts, you can simply draw a selection box by clicking in an empty area and dragging it over the artifacts like that :



You can also use [Shift] + click or [Ctrl] + click to add an artifact to the selection, with the difference that [Ctrl] clicking on a selected artifact will deselect it and [Shift] clicking won't.

[Ctrl] and [Shift] modifiers also work with the select box.

When several artifacts are selected, you can then :

- Cut / Copy them and the paste them
- Delete them
- Drag and drop them with their internal links
- Move them with the keyboard
- Links them with an other artifact :

Echier

Édition

Affichage

Historique

Marque-pages

Outils

Aide

http://gwtuml.appspot.com/GWTUMLDrawer.html#Drawer?DiagramTyp

Google

ABP

Class

+method(parameter1 : String) : void

Adding 7 new Note.jpg

Note 6

Note 5

Note 3

Note 4

Note 2

Note

Export to url

Clear diagram in url

Export to SVG (Experimental)

Rev. 243

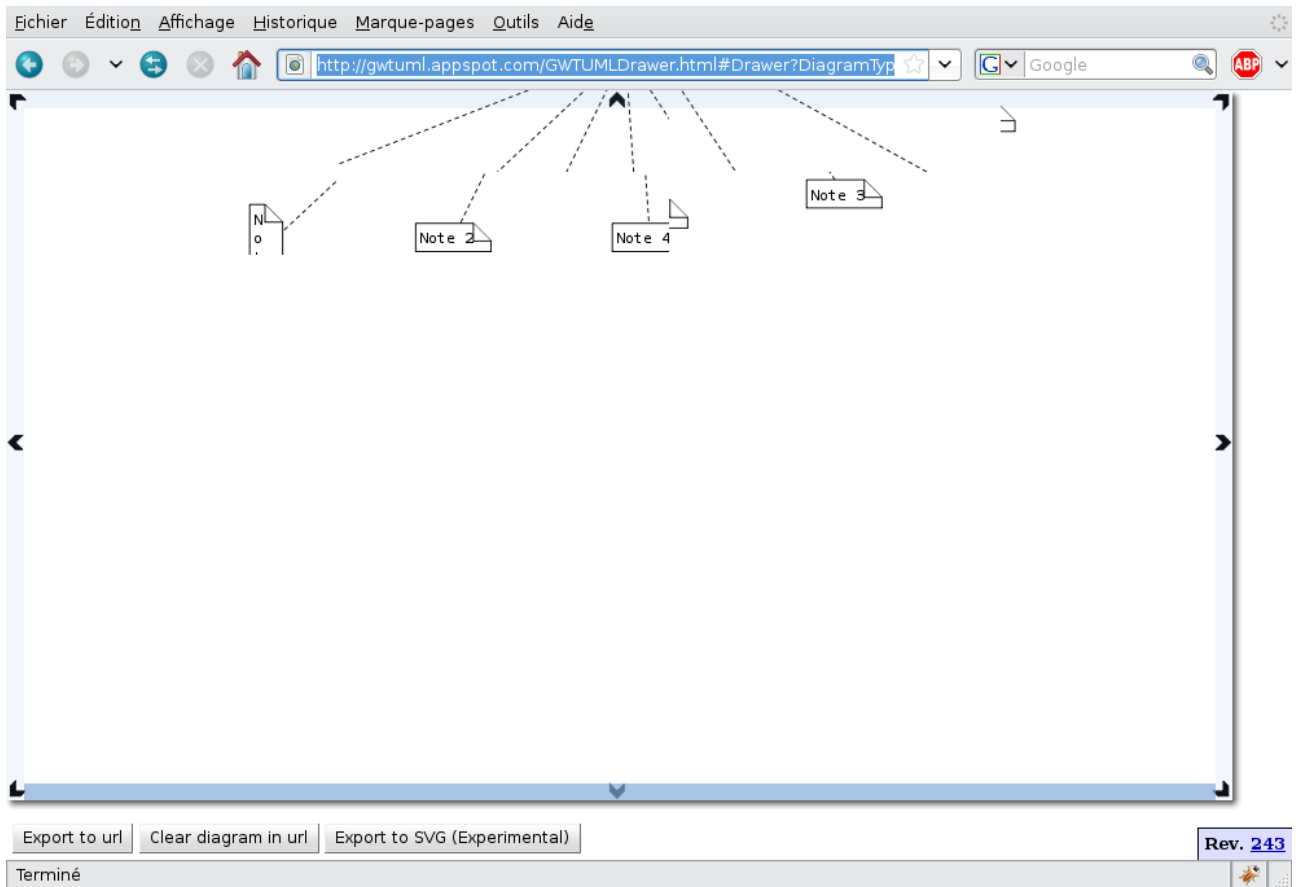
Terminé



## Canvas sliding

You want to make a big diagram but your screen is too small ? Simply move your mouse over a border to make the canvas slowly slide toward the border's direction.

You can also click on the border to make it slide faster.



# Diagram Drawing – Advanced Features

## *Exporting in the URI*

You have made a beautiful diagram and want to share it with your friends ? There is a nice way to do this. Simply click on the “Export to url” button and copy the resulting URI. You should obtain an URI like this one :

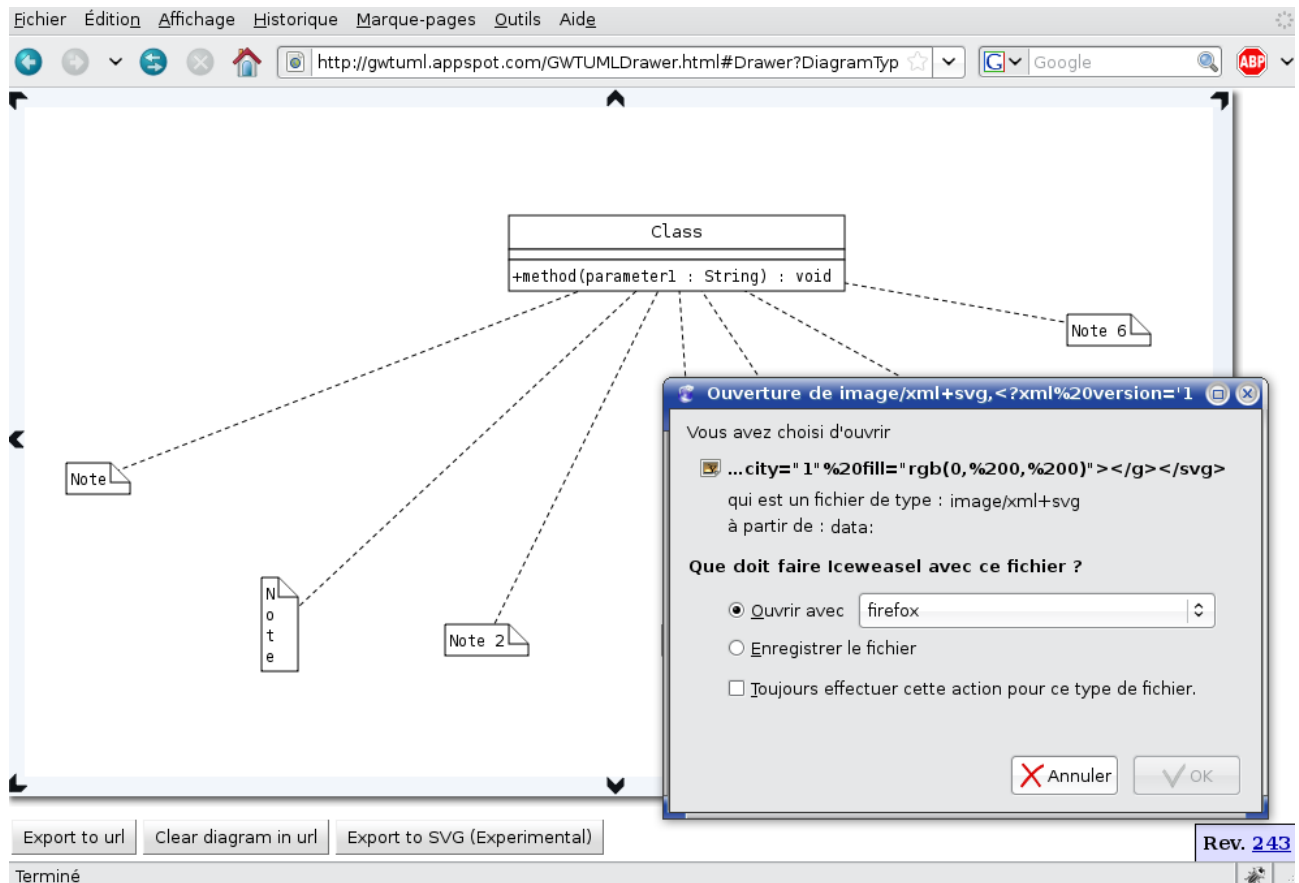
<http://gwtuml.appspot.com/GWTUMLDrawer.html#Drawer?DiagramType=0&diagram64=PDA+XUNsYXNzJCgzOTcsMTE4KSFDdbGFzcyEhISttZXRob2QocGFyYW1ldGVyMSA6IFN0cmZykgOiB2b2lkjTs8MT5dTm90ZSQoNTcsMzA4KSFOb3RlOzw0Pl1Ob3RlJCgyMDcsMzk2KSFOcm8KdAplOzwzMj5dTm90ZSQoMzQ4LDQzMikhTm90ZSAyOzwzMz5dTm90ZSQoNjgwLDQxNSkhTm90ZSAzOzwzND5dTm90ZSQoNTE1LDQzMikhTm90ZSA0OzwzNT5dTm90ZSQoNzkzLDMwMCkhTm90ZSA1OzwzNj5dTm90ZSQoODI2LDE5NCkhTm90ZSA2OzwzNz5dTGlua05vdGUkPDE+ITwwPjs8Mjg+XUxpbmtOb3RlJDw0PiE8MD47PDI5Pl1MaW5rTm90ZSQ8MjM+ITwwPjs8MzA+XUxpbmtOb3RlJDwyMj4hPDA+OzwzMT5dTGlua05vdGUkPDI0PiE8MD47PDMyp11MaW5rTm90ZSQ8MjU+ITwwPjs8MzM+XUxpbmtOb3RlJDwyNj4hPDA+Ow==>

which contains your diagram and some options you might have selected. Now anyone who clicks on it will see your pretty diagram.

## Exporting as an image in SVG

*Warning : This feature might not work under most browsers. Browsers have some strong security features towards Javascript to disable file creation and modification. Since there is no server side now, this is a kind of a hack to download the SVG source. Under Firefox, it saves the SVG as a .part file. Just rename it to .svg to make it work.*

You can try to save your diagram as a SVG image by pressing the “Export to SVG” button. Be sure to read carefully the previous warning.



## ***Playing with options***

You can tweak the drawer by editing more options on the home panel with specifying the option Advanced=1 in the URI, like that :

<http://gwtuml.appspot.com/GWTUMLDrawer.html#?Advanced=1>

For more tweaking, you can directly pass a lot of options in the URL, essentially for sizing and spacing.

See options list in **Appendix B** for a complete options list.

## Appendix A : Hotkeys

- [H]** - Bring the help
- [C]** - Add a new class
- [O]** - Add a new object
- [N]** - Add a new note
- [F]** - Add a new life line
- [A]** - Add a new aggregation relation
- [L]** - Add a new association relation
- [K]** - Add a new composition relation
- [D]** - Add a new dependency relation
- [G]** - Add a new generalization relation
- [R]** - Add a new realization relation
- [I]** - Add a new instantiation relation
- [T]** - Add a new note link
- [E]** - Add a new class relation
- [M]** - Add a new asynchronous message
- [P]** - Add a new synchronous message
- [B]** - Add a new object creation message
- [J]** - Add a new lost message
- [Y]** - Add a new found message
- [U]** - Update URL with current diagram
- [Del]** - Remove selected object(s)
- [Ctrl]+[Up]** - Move up selected object(s)
- [Ctrl]+[Down]** - Move down selected object(s)
- [Ctrl]+[Left]** - Move left selected object(s)
- [Ctrl]+[Right]** - Move right selected object(s)
- [Ctrl]+[C]** - Copy selected object(s)
- [Ctrl]+[X]** - Cut selected object(s)
- [Ctrl]+[V]** - Paste previously copied object(s)

## Appendix B : Options

Option name	Default value
ArrowLength	25
ArrowWidth	15
CrossLength	5
CrossWidth	10
DiamondLength	20
DiamondWidth	15
SolidArrowLength	30
SolidArrowWidth	20
CircleRadius	5
RectangleTopPadding	4
RectangleBottomPadding	4
RectangleLeftPadding	2
RectangleRightPadding	2
TextTopPadding	1
TextBottomPadding	1
TextLeftPadding	1
TextRightPadding	1
ReflexivePathXGap	25
ReflexivePathYGap	50
NoteCornerHeight	15
NoteCornerWidth	15
UnderlineShift	4
QualityLevel	1
FontSize	10
SmallFontSize	9

DiagramType	2
GraphicEngine	0
GeometryStyle	0
Theme	0
AutoResolution	0
Width	800
Height	800
Shadowed	1
AngularLinks	0
Advanced	0
LifeLineSpacing	25