

LuBan

2D Window

Draw

Both **LuBan** 2D and 3D windows have a Draw menu. It contains functions to create and process 2D shapes.

In a 3D window, 2D shapes are mostly used for annotation.

In a 2D window, 2D shapes are more useful and they can be exported as DXF, EPS, and SVG files. This document focuses on 2D shapes in a 2D window.

Canvas

Before drawing any shape, a canvas need be created, which can be done using “Draw → Canvas → Size”.

If a window contains a pixel image, the canvas size is the image size and “Draw → Canvas → Size” is disabled.

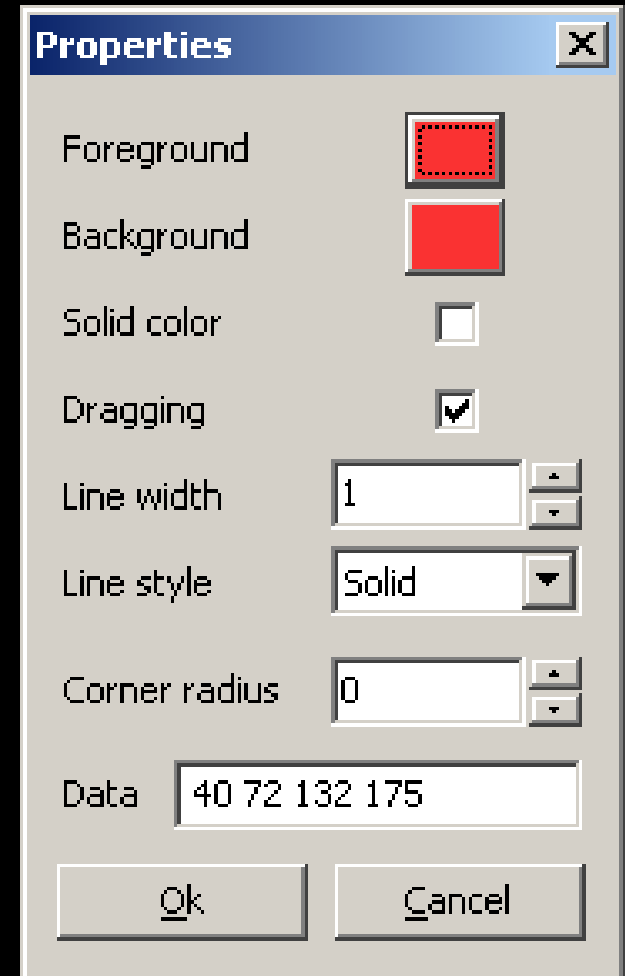
If a DXF/SHP file is imported/opened, the canvas is automatically generated.

Create, Property

Many kinds of shapes can be created by “Draw → Create”.

Right click on a shape, a popup menu will be shown.

“Property” of the popup menu invokes a property setting dialog box, as shown on the right.



Rescale

There are two methods to rescale (change the size of) a shape. The first method is to right click on the shape and select “Rescale”.

The second method is to use “Draw → Canvas → Size”. Change the canvas size and set the third input parameter to 1. This will proportionally rescale all shapes on the canvas.