

ExeSketch Manual (Alpha Release)

CONTENTS:

Interface	1
Modes	2
Adding Objects	3
Editing	4

1 Interface

The interface of ExeSketch can be split up into a total of two areas, the main area is the canvas. The area at the top is the menu, see section 3 for more details on how to use it.

2 Modes

ExeSketch has two modes, Object mode and Edit mode, in object mode one can add, remove, rotate and reposition objects and in edit mode one can refer to chapter 4 for information

3 Adding Objects

To add an object in ExeSketch select the object type you want to add from the menu and then right click where you want to place it on the canvas.

4 Editing

To edit an object hit TAB to go into edit mode (or press the nice and convenient button), from there one can select control points with the left mouse button and move them around by dragging. To add more points to a polygon or bezier object Right click where you want to insert the point.

For Circles There is a point on the circumference, drag this point to change the size.

Rectangles have four points on the corners, these can all be dragged individually to resize the rectangle.