

ExeSketch Manual

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1

The interface of ExeSketch can be split up into a total of two areas the first area is the menu bar. This sits on the left hand side of the canvas and has three buttons; rectangle, polygon and circle. The second area is the canvas and sits in the middle of the page, this is where objects are added and edited.

2

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

To add an object in ExeSketch select the object you want to add from the menu and right click on the canvas where you want the object to be placed, objects can then be edited further, see chapter 4.

4

To edit an object hit TAB to go into edit mode. 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, right click where you want to insert the point (Points are inserted clockwise after the selected point). Circles have one control point which controls the radius, click and drag to change it. Rectangles have four corner points which can be moved individually to adjust the size of the object.