

reference - edit objects

In this part of the reference, the COMMAND **select** is described:



There are also COMMANDs from the **edit** button block, which you can use to change objects.



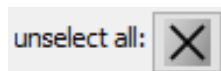
Some COMMANDs work with already selected objects if these objects are already selected, specifically the **copy**, **move** and **delete** COMMANDs. This preselection also allows you to move, copy or delete more than one object with one or two clicks.



- the selection is done by rectangle, or you are selecting individual objects.



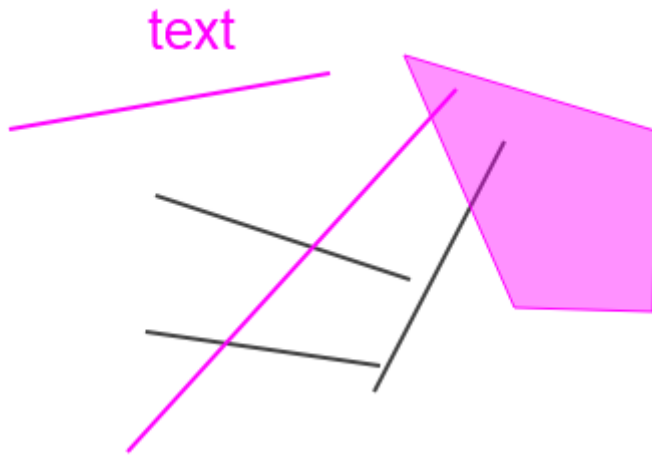
- selection adds or removes objects from selection set



- clicking here you can unselect all selected objects.

If “select simple” mode is set, just enter POINT to select or deselect an object. In “select by rectangle” mode, you need to enter two POINTs to define the rectangle for selection.

Selected objects are marked in purple. After selecting the desired set of objects, you can move, copy or delete them using the appropriate COMMAND.



selection during COMMAND control

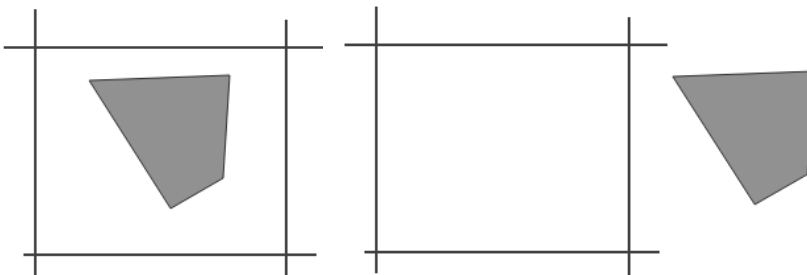
In the following COMMANDs in this document you often select the object first using POINT. This selection may not be correct, because the object is overlaid with another object and it can be selected instead. But if you use the RESET button, another object is selected, etc. until you select the one you need.

RESET is also used in various COMMANDs to undo other unintended operations. In short, whenever you don't like what you have done, use RESET. In most cases you will get the response you want.




move

Using this COMMAND you can move objects.



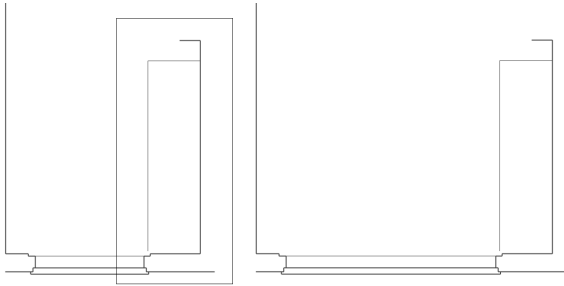
Use the first POINT to select the object, use the second POINT to place it in the new position.

You can also use it in the **select** command . In this case you can move more objects at the same time. If the objects are already selected, the first POINT no longer selects the objects and only identifies the start of the movement.

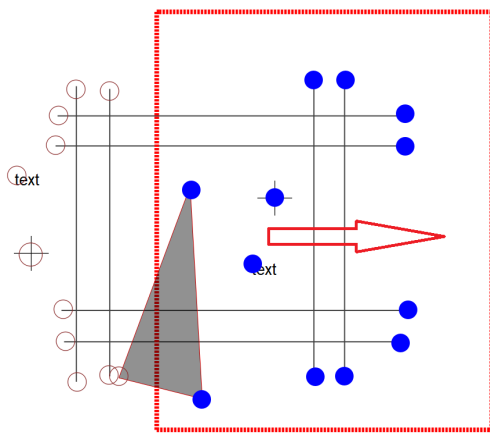


move vertices

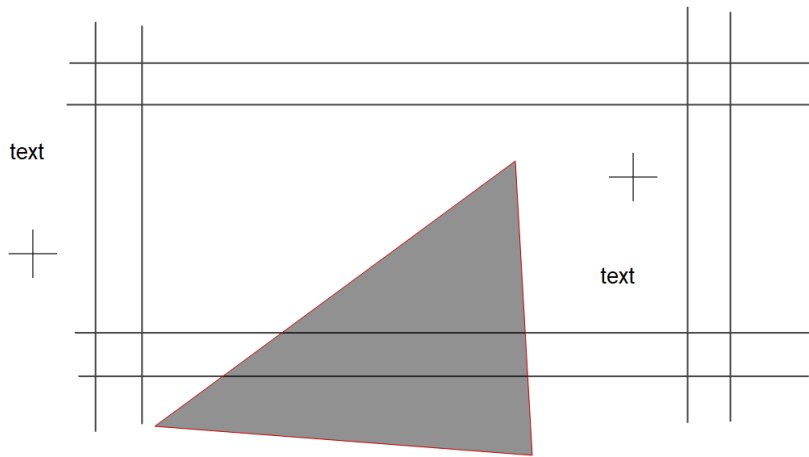
COMMAND **move vertices** is an efficient tool that allows you to quickly change the proportions of an object.



The principle of the COMMAND **move vertices** is that it only moves the definition points inside the rectangular enclosure, while leaving the points outside the enclosure in place. The effect will be demonstrated in detail in the following example. Here all the definition points of the object are marked with a circle. Thus we see that the definition points are the starts and ends of lines and the vertices of areas. The position of the text and symbol is determined by a single definition point.



The blue definition points are inside the enclosure. Moving the fence in the direction of the arrow then gives the following result:

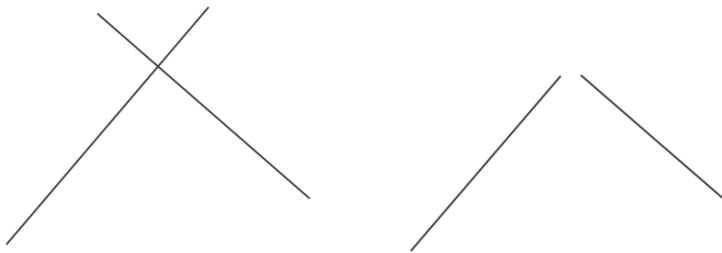


The procedure for moving the fence is as follows. Specify two POINTS that define the corners of the fence. Then enter two more POINTS that define the offset of the fence.

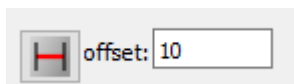


trim

With this COMMAND it is possible to shorten and lengthen the line.



- click this button to switch between by-POINT/exact trimming.



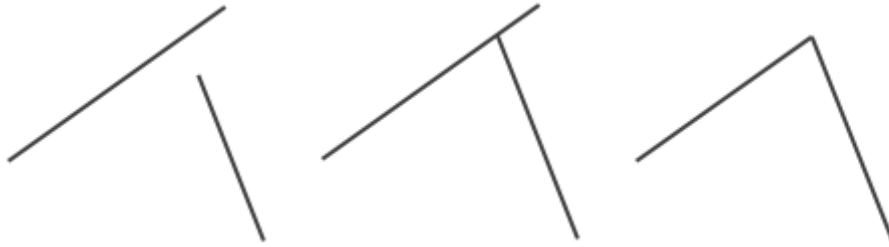
- in “exact trimming” mode, the text field is displayed. Here you can enter the exact value of trim.

Use POINT to select the line you want to trim. Use the next POINT to specify the distance you want to cut/extend. If the “exact trimming” mode is enabled, POINT only confirms the trimming.



trim to

Allows you to trim the line using a different line. The following pictures show a typical input and two potential outputs:



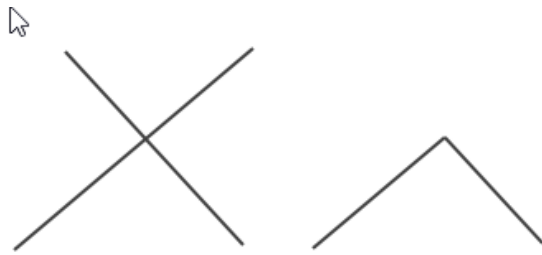
In the second picture only the first line is trimmed, while in the third picture they both are trimmed.



- prepinani, zda je trimovana pouze jedna nebo i druha cara.

Use the two POINTs to select the lines to be trimmed. Then use another POINT to confirm the selection.

It is also possible to trim lines that cross each other. The part of the line that was used for selection will be preserved.



split

With this COMMAND you can split a line into two parts.

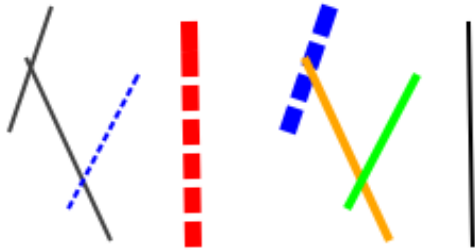


Use the first POINT to identify the line and the location of the break. Use the second POINT to identify the second breakpoint.



edit symbology

Use this COMMAND to change the line symbology:



Here you set the symbology you want to use.



Use the first POINT to select the line. Use the second POINT to confirm the selection.



- here you can switch to the mode where the object symbology is not set, but the dialog settings are changed according to the selected object. After switching to this mode, select the object with POINT and confirm with the second POINT. The object symbology will be transferred to the dialog settings.

Then switch the mode back and it is possible to apply the symbology to other objects.

The line symbology setting is identical for **edit symbology** and **place line**. Then you can use the above mentioned symbology picking also for **place line**.



change text

This COMMAND changes the text of the text object.

Then click another POINT to make the change in the object.




- the text of the selected object is moved to this text box. You can change the text here as you wish and then use the Enter key to confirm the value.

Then click on the next POINT to change the object.



delete

This command deletes objects. Use POINT to select the object, confirm the operation with another POINT and the object is deleted.

Muzete vyuzit i COMMAND **select** . In this case, use COMMAND **select** to select the objects first. After starting COMMAND **delete** you just confirm the selection with clicking one POINT.