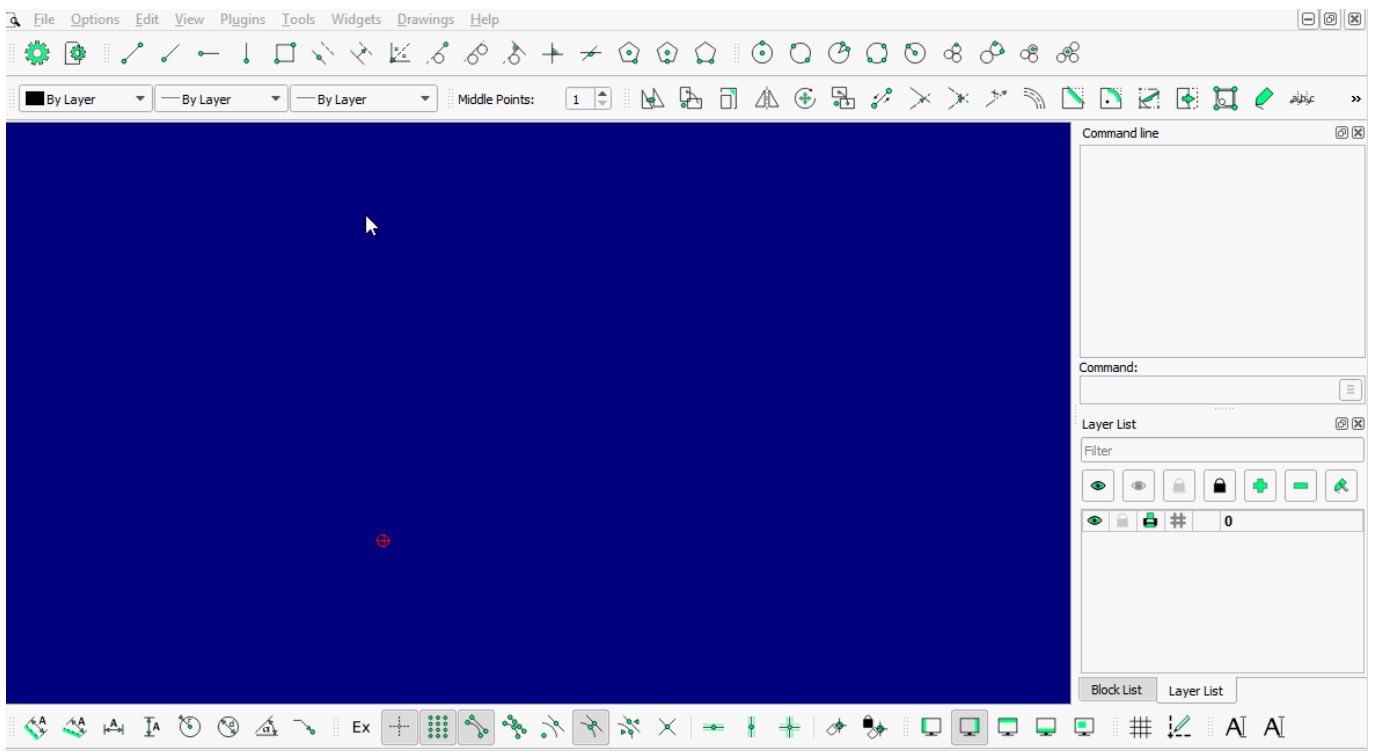


# Animated Tutorials

In this **Animated Tutorials** series, one will get a basic ideas of - how **tools** can be used to create drawings.

This tutorial will guide step by step to understand from very basic behavior of tools. In other word, it can be an **Animated User Manual**.



Contents of this Tutorial will follow as mentioned below.

- **Line**
- **Circle**
- **Modify**

**Note: The focus of this tutorial is only for Tools. For User Interface, Preferences, Toolbar setting related tutorial could be in different tab/page inside Wiki or will be uploaded soon here, Animated Tutorial page.**

It is advisable to look frequently at **Command Line** and near to **Mouse icon** inside 'status bar' at the bottom, to understand how command's 'inputs' works and what left and right mouse button do.

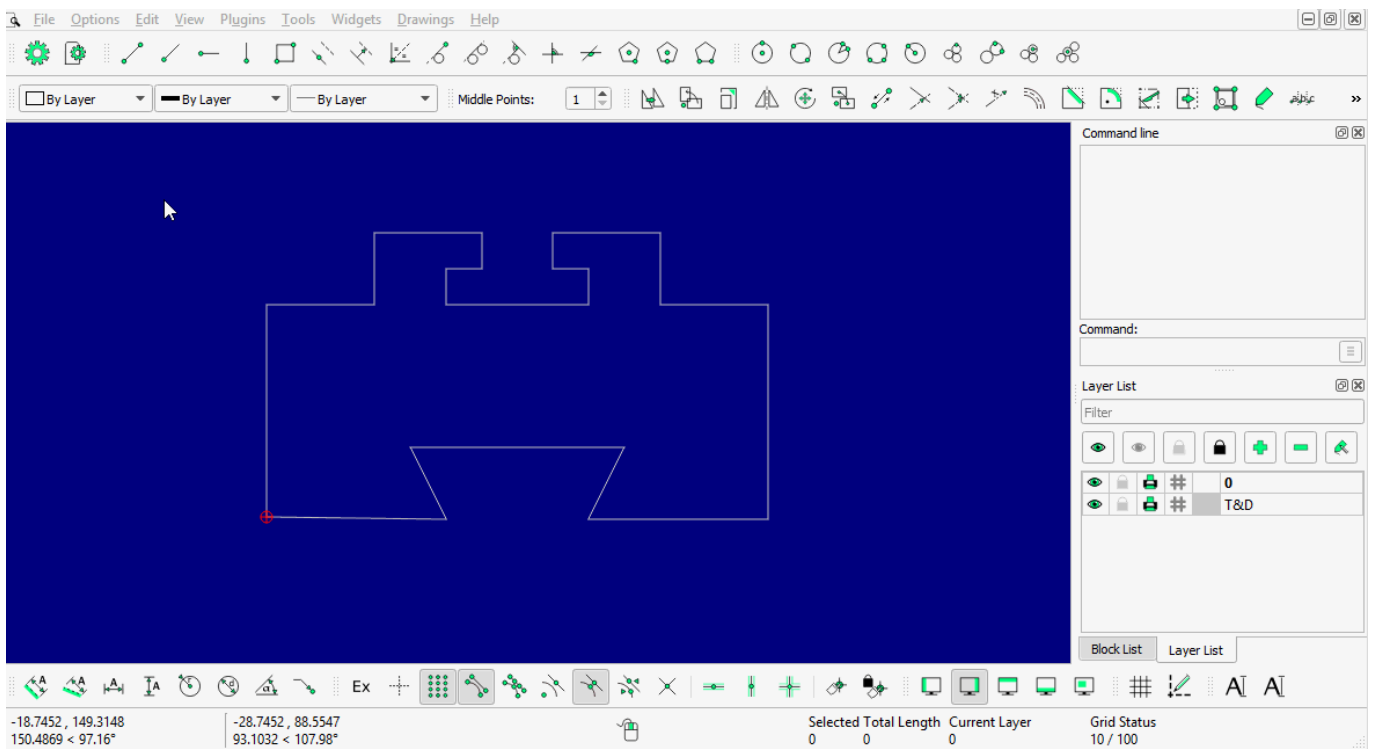
## Contents Of Tools

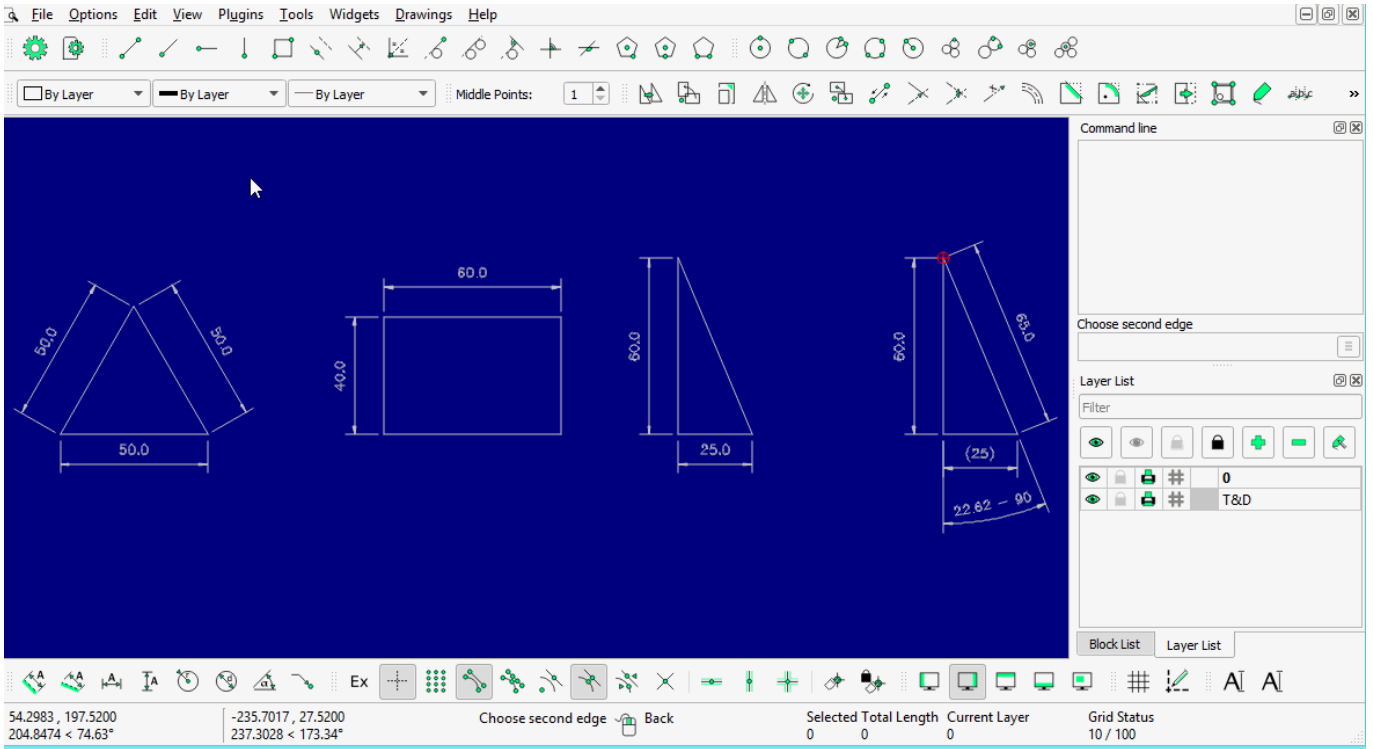
Line	Circle	Modify
2 points	Center Point	Move / Copy
Angle	2 Points	Rotate
Horizontal	2 Points, Radius	Scale

Line	Circle	Modify
Vertical	3 Points	Mirror
Rectangle	Center, Radius	Move and Rotate
Parallel through points	Tangential 2 Circles, 1 Point	Revert Direction
Parallel	Tangential, 2 Point	Trim
Bisector	Tangential 2 Circles,Radius	Trim Two
Tangent (P,C)	Tangential 3 Circles	Lengthen
Tangent (C,C)		Offset
Tangent Orthogonal		Bevel
Orthogonal		Fillet
Relative Angle		Divide
Polygon (Cen, Cor)		Stretch
Polygon (Cen, Tan)		Properties
Polygon (Cor, Cor)		Attributes
		Explode text
		Explode
		Delete Selected

## Tool: LINE

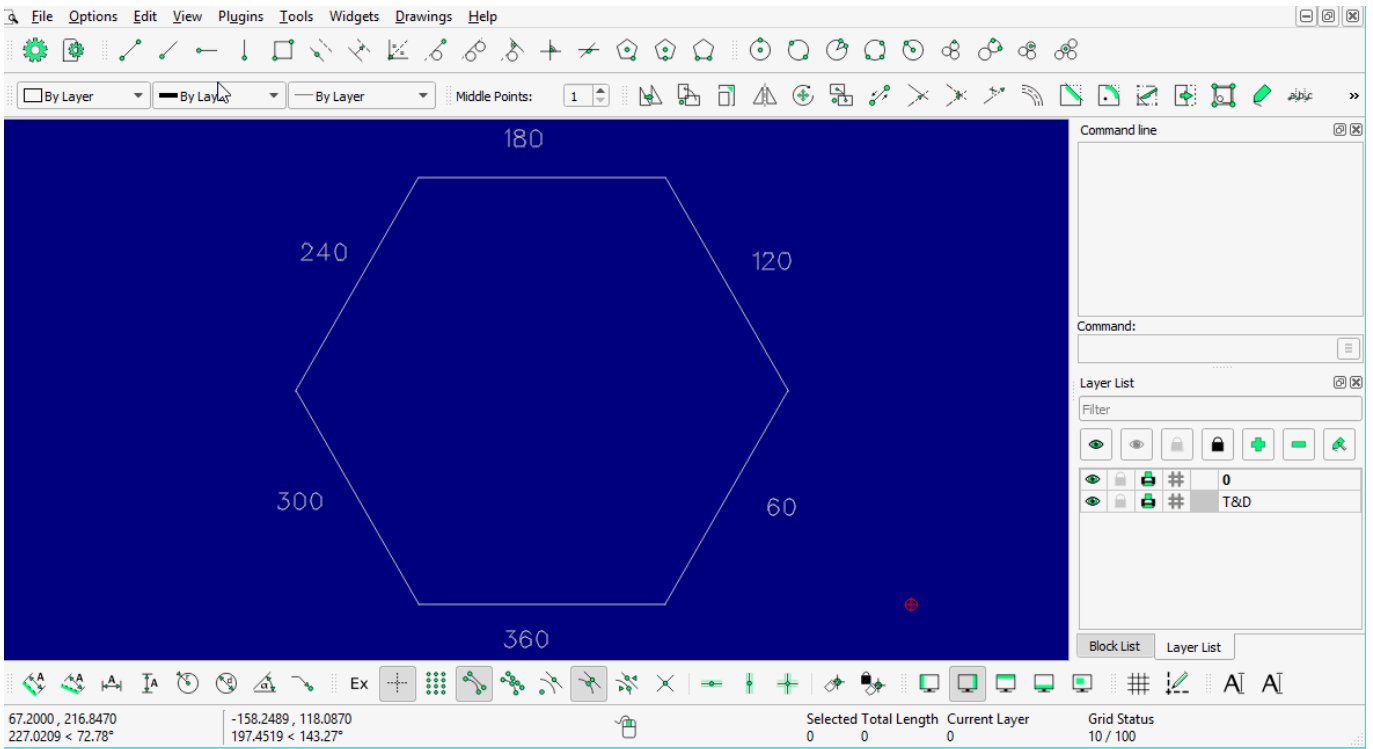
### LINE: 2 Points



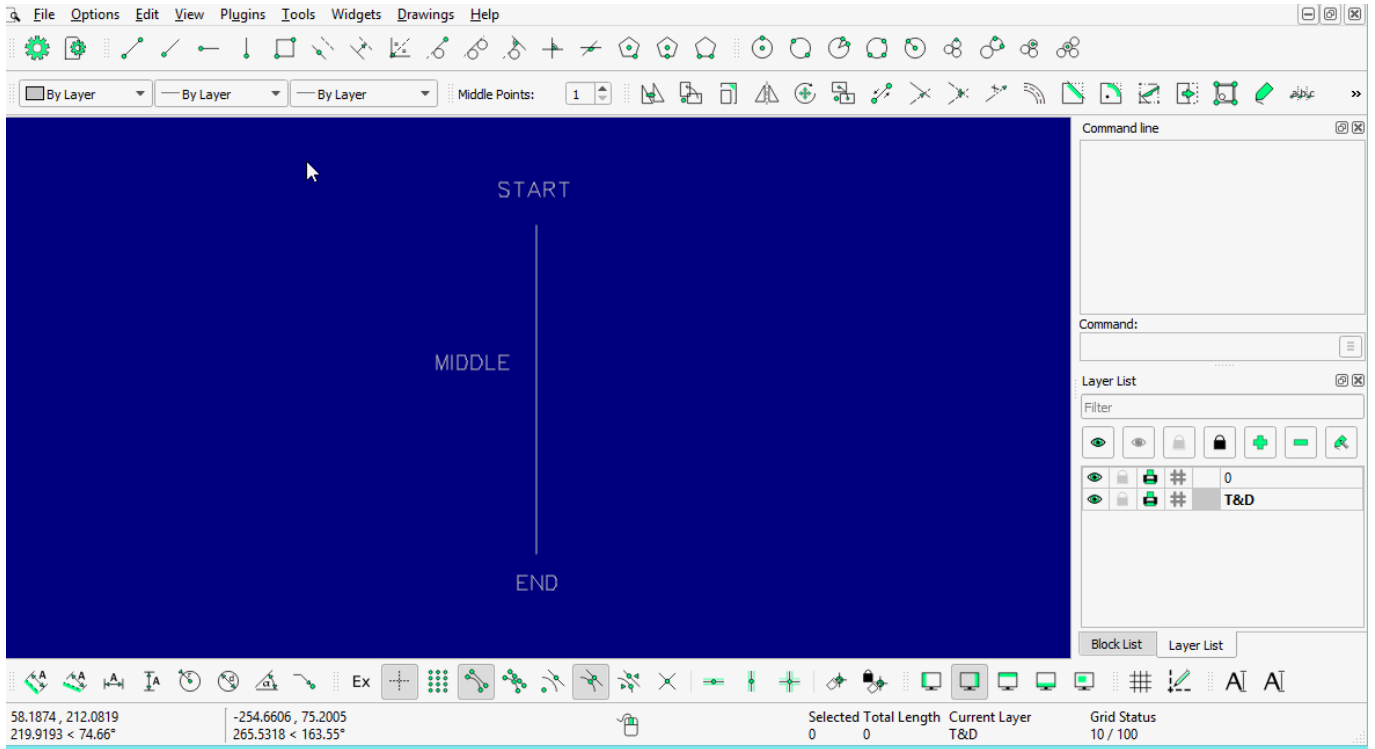


2 points with more detail...

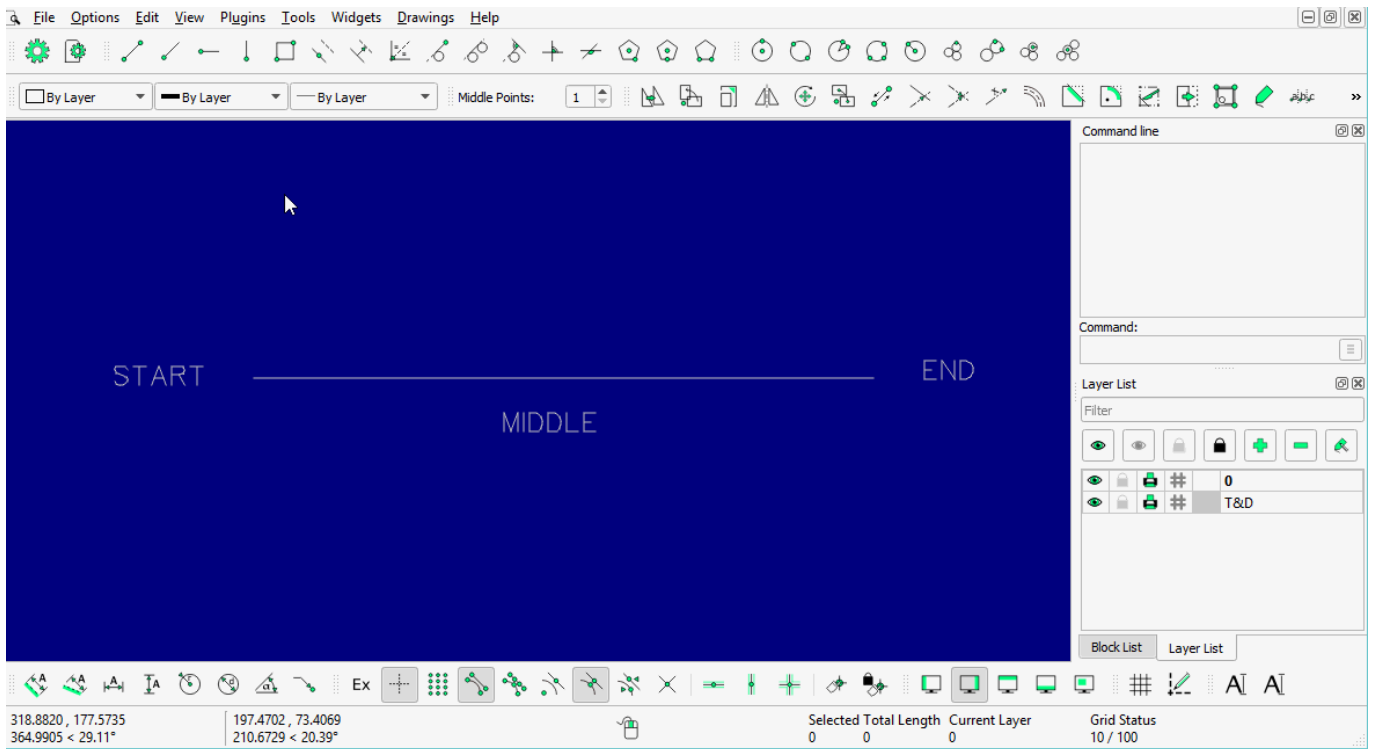
### LINE: Angle



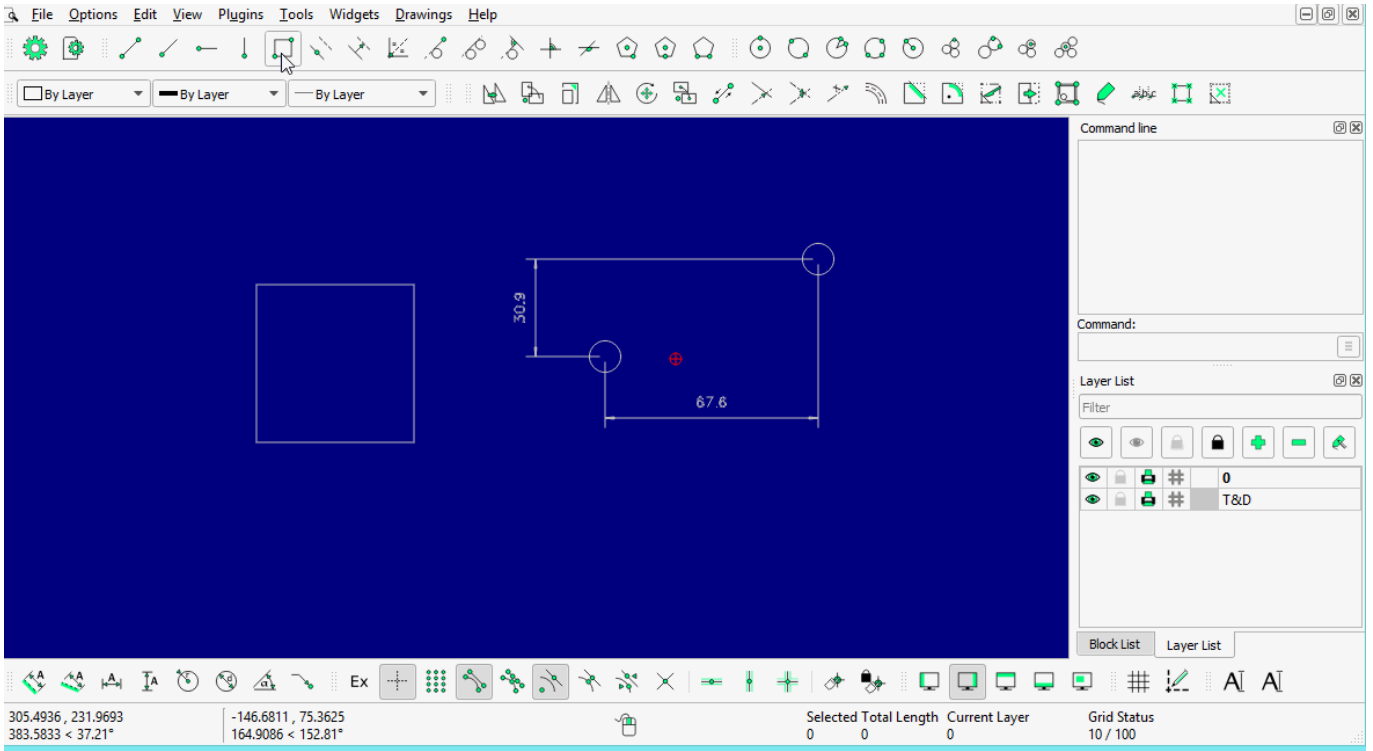
### LINE: Horizontal



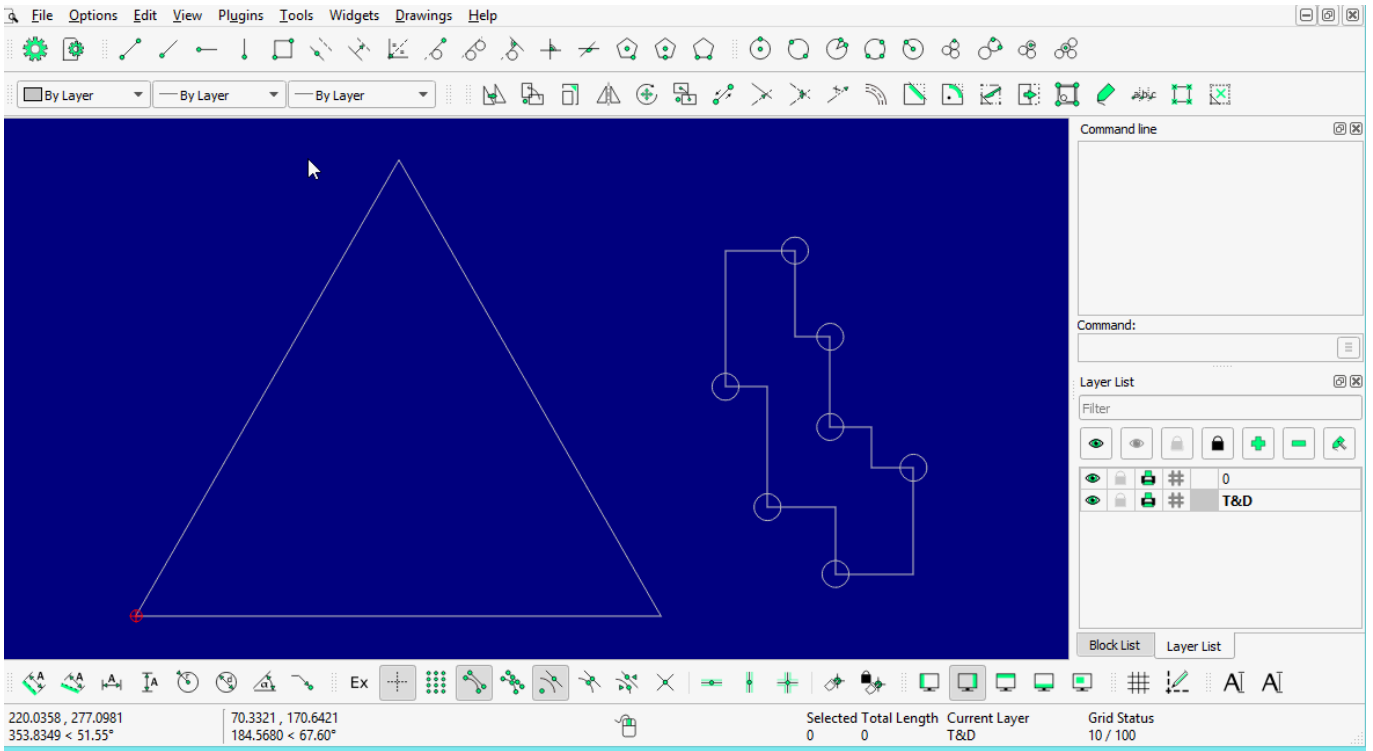
### LINE: Vertical



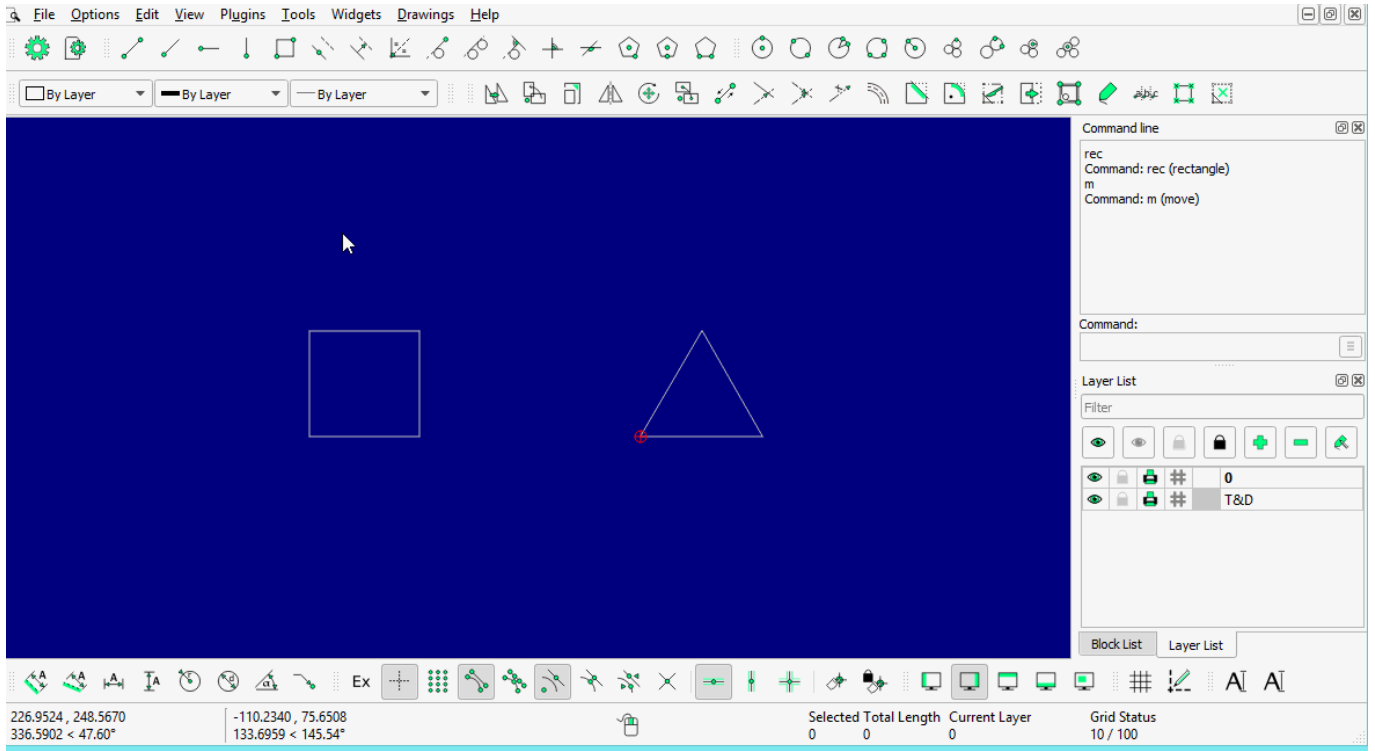
### LINE: Rectangle



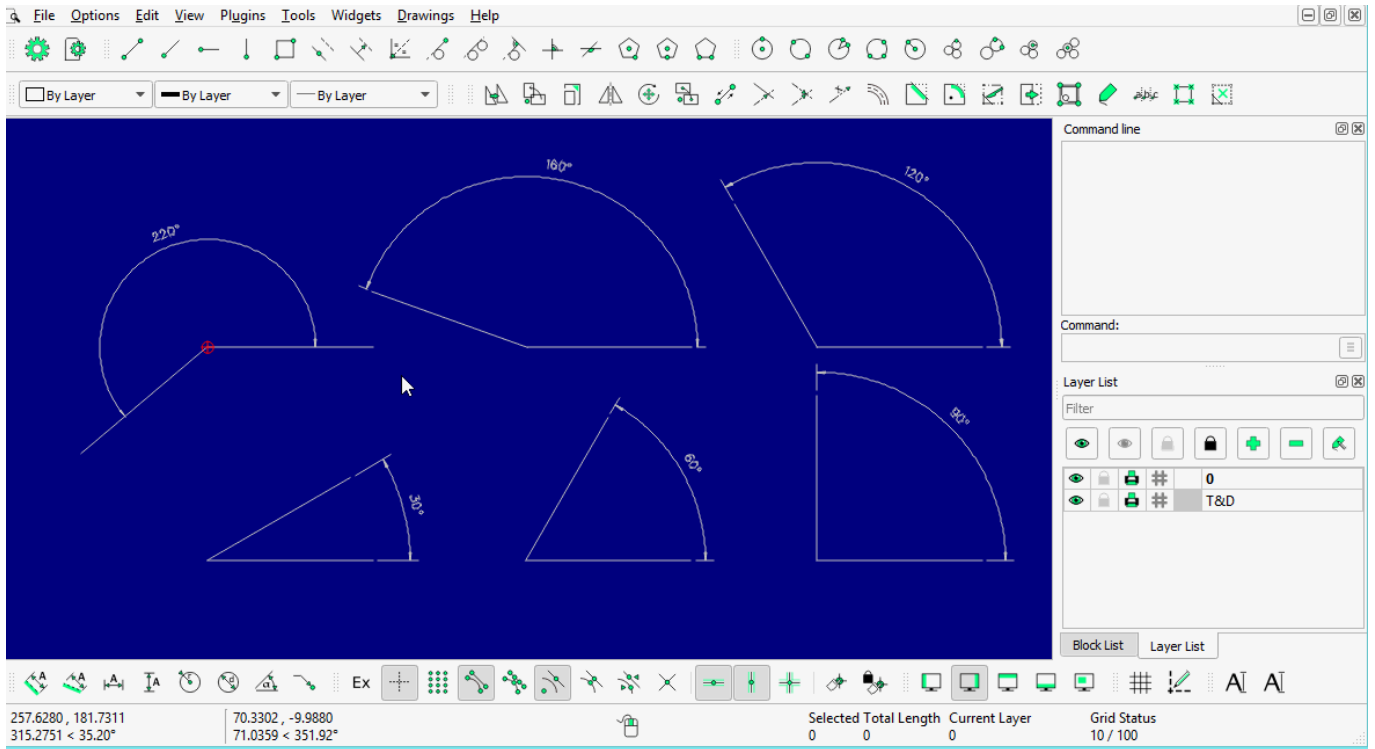
### LINE: Parallel through point



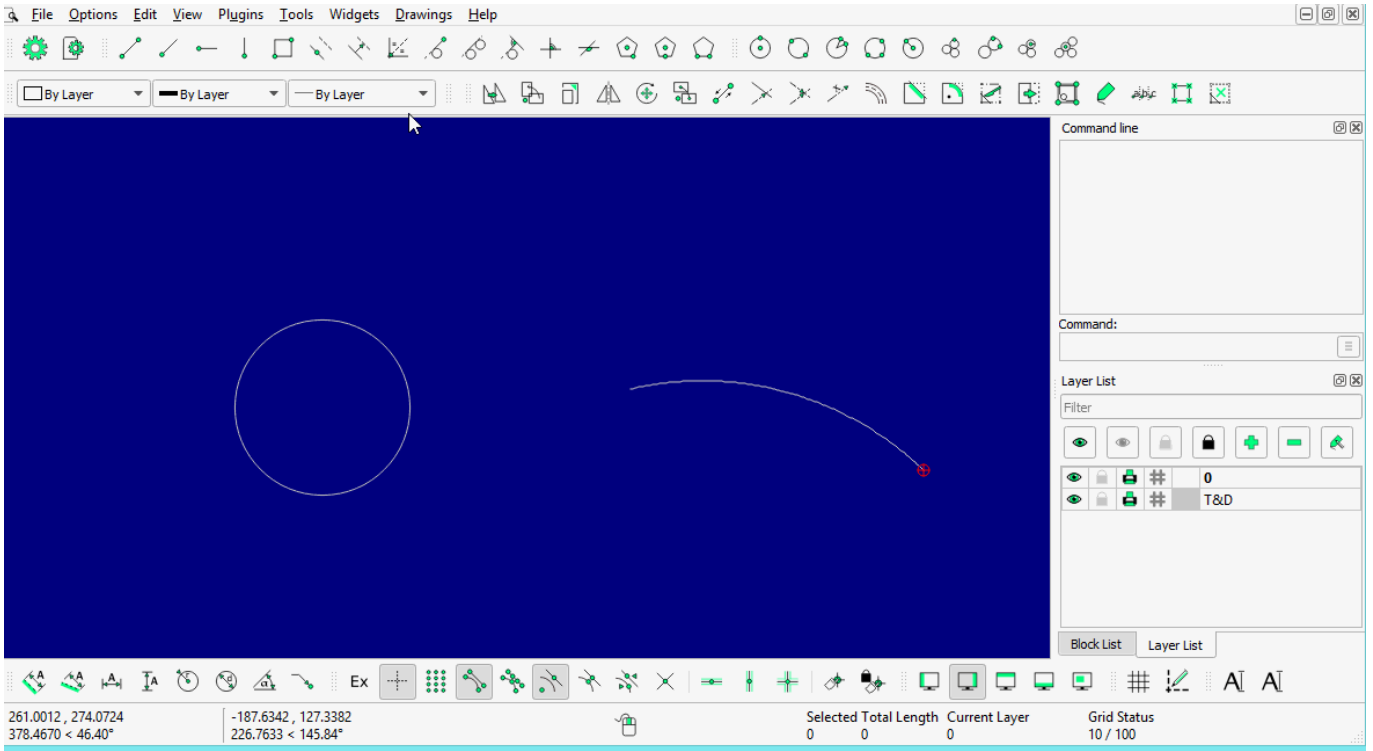
### LINE: Parallel



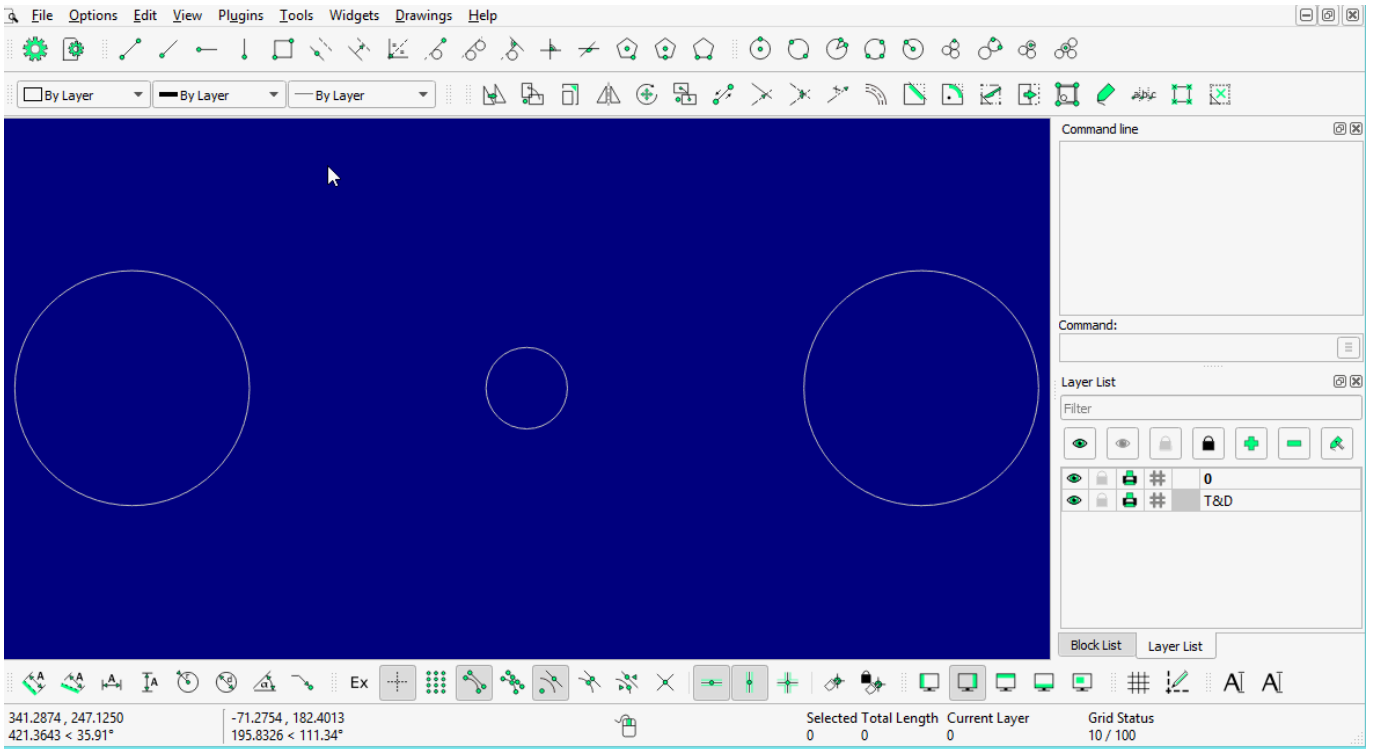
## LINE: Bisector



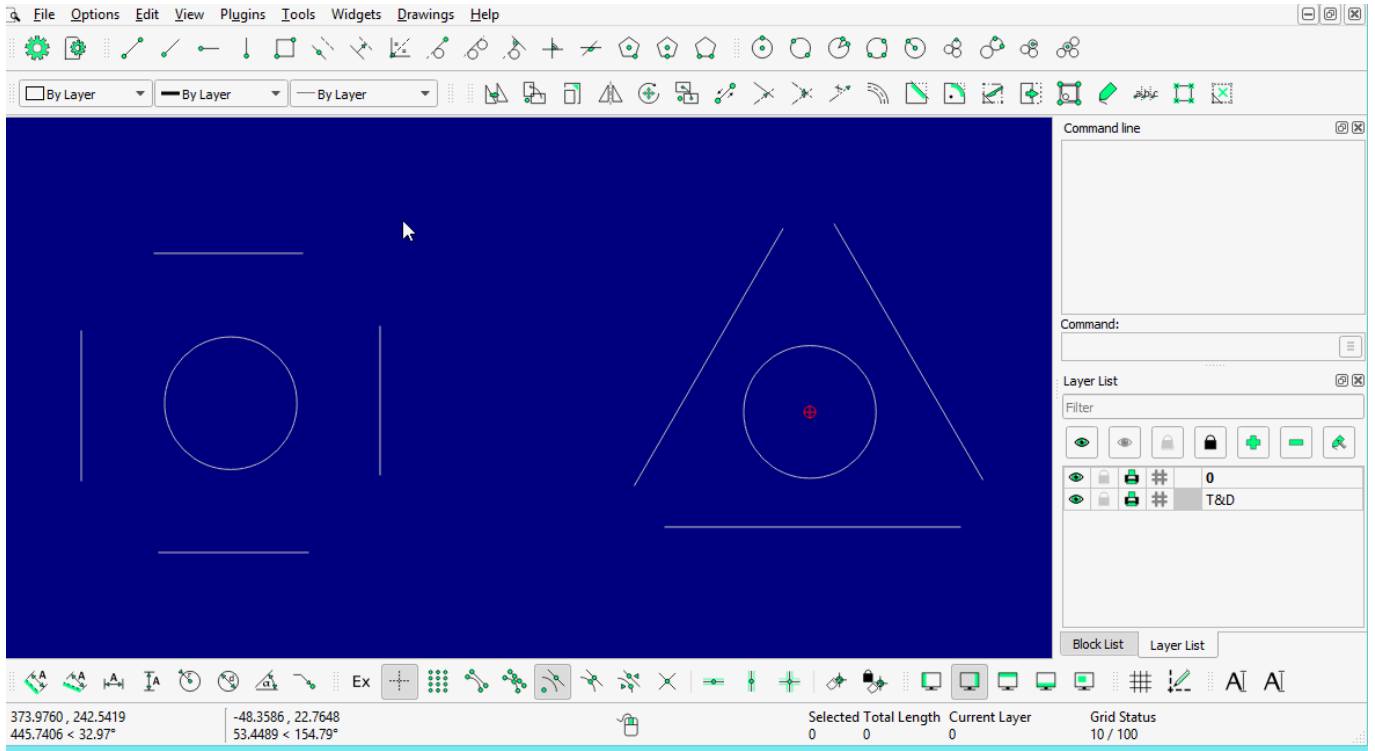
## LINE: Tangent (P,C)



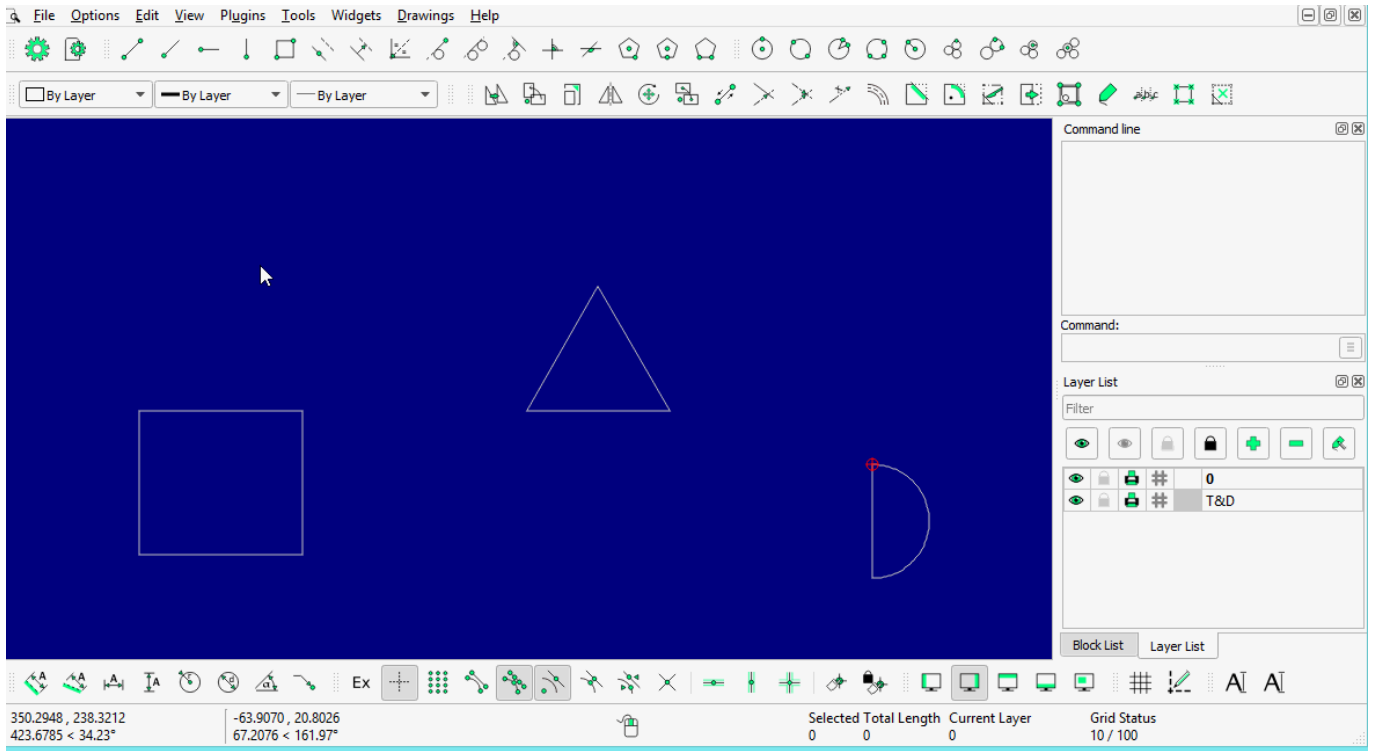
### LINE: Tangent (C,C)



### LINE: Tangent Orthogonal

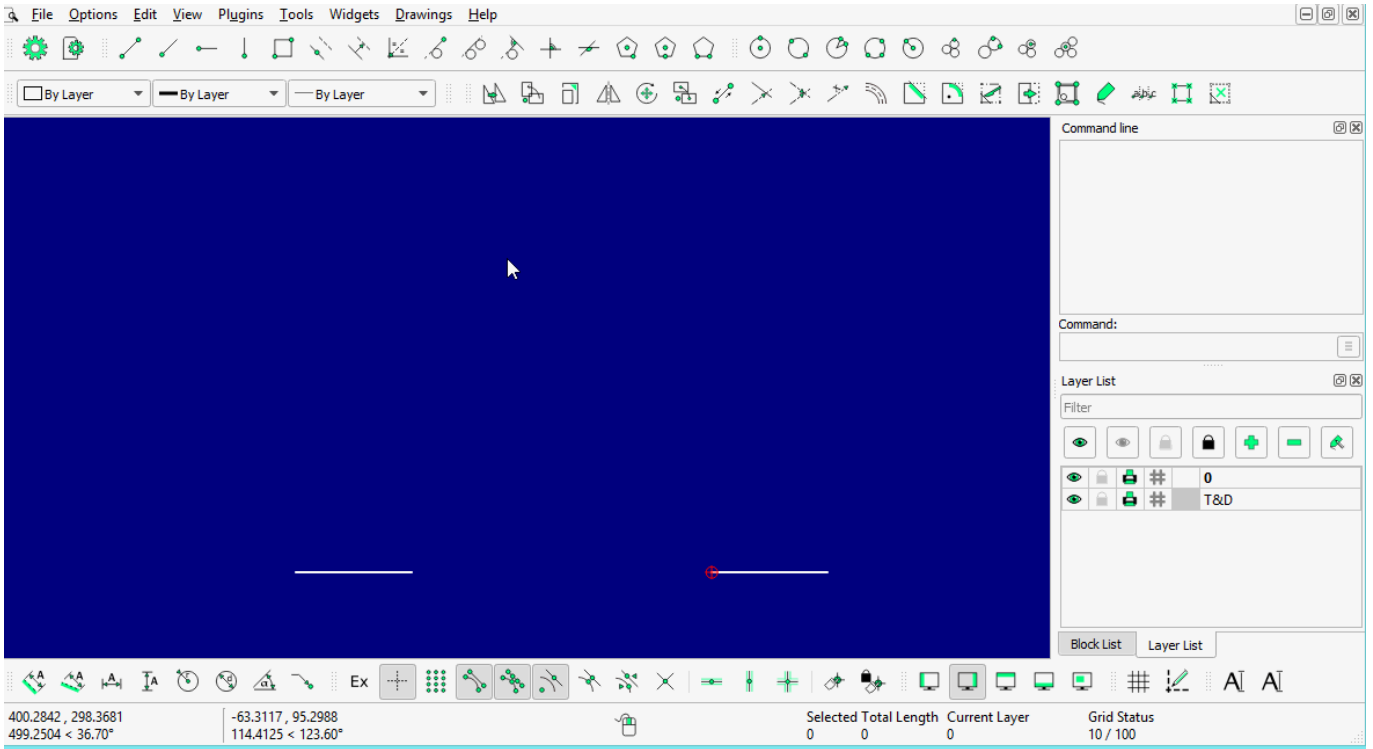


### LINE: Orthogonal

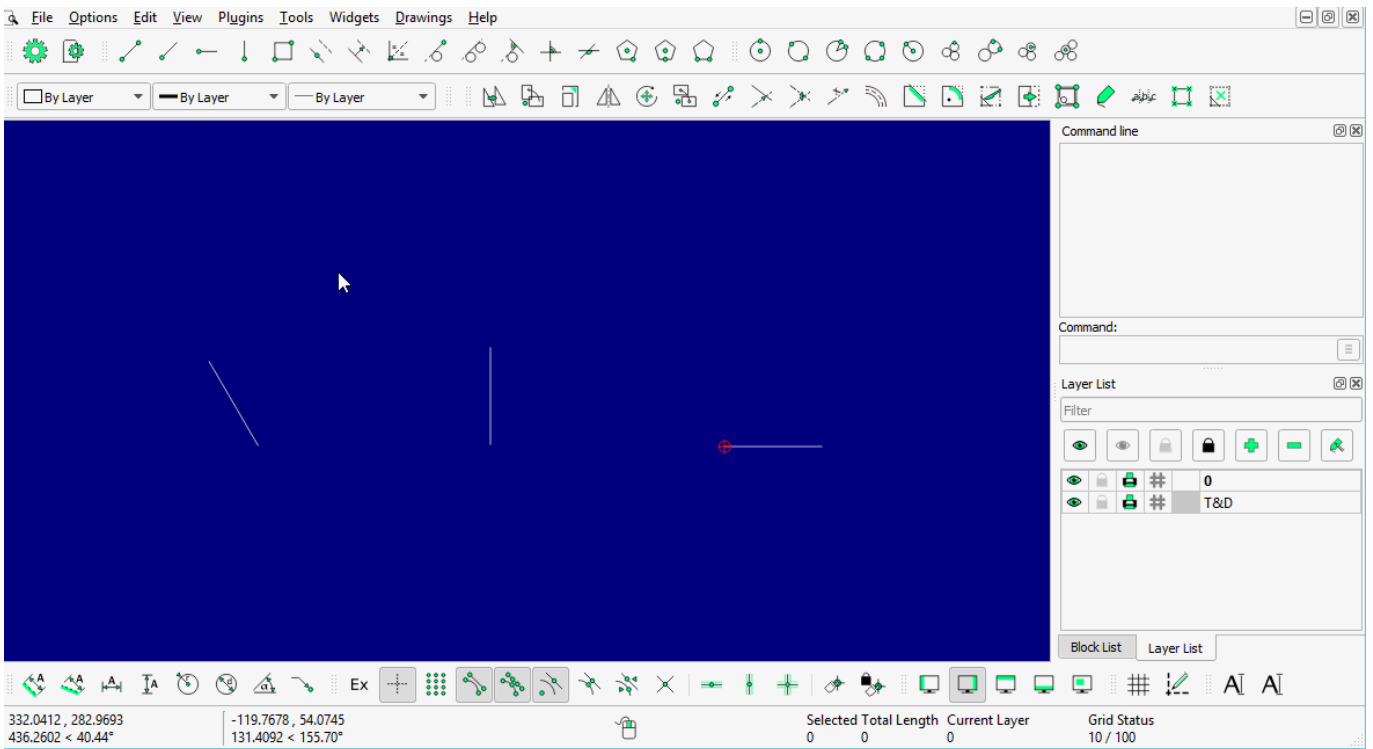


### LINE: Relative Angle





### LINE: Polygon [(Cen,Cor), (Cen,Tan), (Cor,Cor)]



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