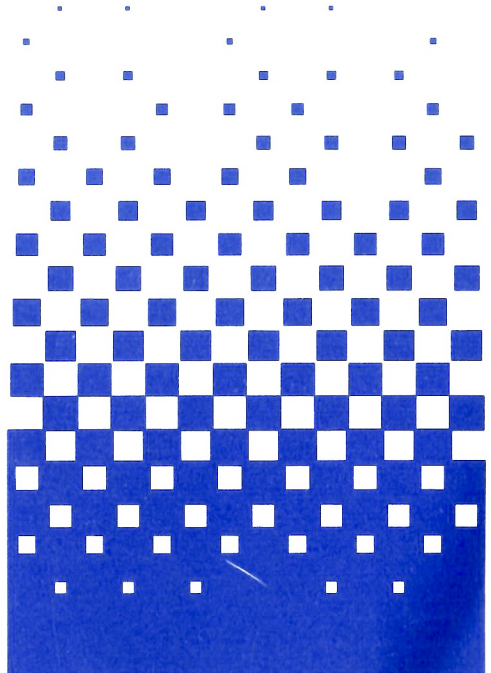


**EIZO**®

**Reference Manual**

**AutoButton**



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PART 1 AutoButton Command Interface

PART 2 EIZO AutoButton Editor

## Reference Manual

## AutoButton

**EIZO**<sup>®</sup>

EIZO CORPORATION

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Reference Manual  
AutoButton  
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# PART 1 : AutoButton Command Interface

This Interface is applied to the following driver:

- EIZO AutoCAD 386 Protect Mode Driver

In AutoCAD there are several methods of entering commands :

- from the keyboard
- from the screen menu (using a mouse)
- from the pull-down menu (using a mouse)
- from a tablet

When you install the EIZO AutoButton ADI Driver, a number of buttons containing pictorial commands are displayed on the screen in tablet format. By clicking the left mouse button on one of the buttons, the relevant AutoCAD command button may be selected, by-passing the need to use a keyboard or pull-down menus.

### Sample AutoCAD Screen Tablet ...

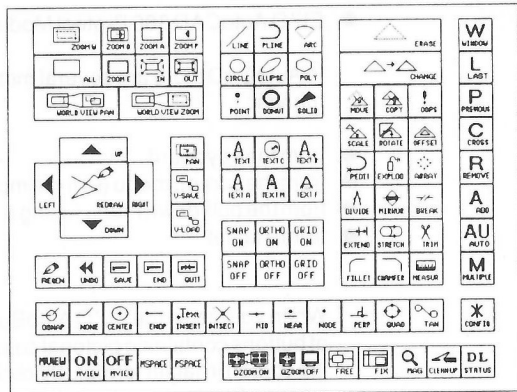


Figure 1-1

Using the EIZO AutoButton Editor, the EIZO Screen Tablet can be customized. Button commands and icons can be generated or modified according to preference. After customizing the buttons and saving to a file, the EIZO AutoButton ADI Driver loads the file at initialization and uses it with AutoCAD.

## Description of the Sample Buttons ...

| Button  | Description  |
|---|--|
|  | <b>REDRAW</b><br>Cleans up the contents of the viewport by removing line marker blips and redrawing objects on screen.   |
|  | <b>ZOOM IN</b><br>Displays an enlarged window the centre of which is the current screen centre. The magnification factor can be defined using the Configuration Menu (ZOOMRATIO). This function is performed by typing :EZIN.  |
|  | <b>ZOOM OUT</b><br>Displays a reduced window the centre of which is the current screen centre. The magnification factor can be defined using the Configuration Menu (ZOOMRATIO). This function is performed by typing :EZOUT.  |
|  | <b>ZOOM ALL</b><br>Displays the drawing created after the last regen of the complete display list.<br>This function is performed by typing :EZALL.   |
|  | <b>WORLD VIEW PAN</b><br>Displays the drawing created after the last regen of the display list in a World View Box at the current cursor position. The contents of the viewport are displayed in reverse in this box. It is possible to select a new viewing area by moving the window within the World View Box and then selecting this area using the mouse or the tablet pick button.<br><br>Moving the cursor to the outside of the World View Box and then pressing the pick button will cancel the World View Pan.<br>The size of the World View Box can be adjusted using the Configuration Menu. (WORLD VIEW SIZE).<br>This function is performed by typing :EWVP.<br>(Refer to the option <b>WORLDVIEW UPDATE</b> to alter the World View updating mode.) |



### REDRAW

Cleans up the contents of the viewport by removing line marker blips and redrawing objects on screen.



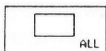
### ZOOM IN

Displays an enlarged window the centre of which is the current screen centre. The magnification factor can be defined using the Configuration Menu (ZOOMRATIO). This function is performed by typing :EZIN.



### ZOOM OUT

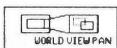
Displays a reduced window the centre of which is the current screen centre. The magnification factor can be defined using the Configuration Menu (ZOOMRATIO). This function is performed by typing :EZOUT.



### ZOOM ALL

Displays the drawing created after the last regen of the complete display list.

This function is performed by typing :EZALL.



### WORLD VIEW PAN

Displays the drawing created after the last regen of the display list in a World View Box at the current cursor position. The contents of the viewport are displayed in reverse in this box. It is possible to select a new viewing area by moving the window within the World View Box and then selecting this area using the mouse or the tablet pick button.

Moving the cursor to the outside of the World View Box and then pressing the pick button will cancel the World View Pan.

The size of the World View Box can be adjusted using the Configuration Menu. (WORLD VIEW SIZE).

This function is performed by typing :EWVP.

(Refer to the option **WORLDVIEW UPDATE** to alter the World View updating mode.)

| Button | Description |
|--------|-------------|
|--------|-------------|

**WORLD VIEW ZOOM**

Displays the drawing created after the last regen of the display list in a World View Box at the current cursor position. The contents of the viewport are displayed in reverse in this box. A new viewing area may be selected from within the World View Box by entering its two opposite corner points, using the mouse or the tablet pick button.

Moving the cursor to the outside of the World View Box and then pressing the pick button will cancel the World View Zoom.

The size of the World View Box can be adjusted using the Configuration Menu. (**WORLD VIEW SIZE**).

This function is performed by typing :**EWVZ**.

(Refer to the option **WORLDVIEW UPDATE** to alter the World View updating mode.)

**PAN LEFT**

Slides the viewing point in the current viewport to the left without changing the magnification. The pan ratio can be defined using the Configuration Menu (**PAN RATIO**).

This function is performed by typing :**ELEFT**.

**PAN RIGHT**

Slides the viewing point in the current viewport to the right without changing the magnification. The pan ratio can be defined using the Configuration Menu (**PAN RATIO**).

This function is performed by typing :**ERIGHT**.

**PAN DOWN**






Slides the viewing point in the current viewport down without changing the magnification. The pan ratio can be defined using the Configuration Menu (**PAN RATIO**).

This function is performed by typing :**EDOWN**.

**PAN UP**

Slides viewing point in the current viewport up without changing the magnification. The pan ratio can be defined using the Configuration Menu (**PAN RATIO**).

This function is performed by typing :**EUP**.

| Button  | Description   |
|---|---|
|  A square icon with a speech bubble and a document symbol, labeled "U-SAVE". | <b>SAVE VIEW</b><br>Saves the view in the current viewport. This function is performed by typing : <b>ESAVE</b>   |
|  A square icon with a speech bubble and a document symbol, labeled "U-LOAD". | <b>RESTORE VIEW</b><br>Restores the view saved under the SAVE VIEW command. This function is performed by typing : <b>ELOAD</b>   |
|  A square icon with a magnifying glass symbol, labeled "MAG".                | <b>MAGNIFY BOX</b><br>Opens a Magnify Box in the top right hand corner of the viewing area. The magnification factor inside this box is always 2X (ex.double).<br><br>The size of Magnify Box may be adjusted using the Configuration Menu (MAGNIFY BOX SIZE).<br>The Magnify Box may be closed by re-selecting the Magnify Box button.<br>This command is not available with EIZO VGA series.<br>This function is performed by typing : <b>EPICK</b> |
|  A square icon with a window symbol and the text "FIX" below it.             | <b>FIX POPUP POSITION</b><br>The AutoButton tablet window brings up at a position always fixed where you previously open it. To unlock it, refer to the EFREE command.<br>This function is performed by typing : <b>EFIX</b>  |
|  A square icon with a window symbol and the text "FREE" below it.          | <b>FREE POPUP POSITION</b><br>This function unlocks a fixed position of where AutoButton tablet window opens defined window brings up at the current cursor position where you activate the mouse.<br>This function is performed by typing : <b>EFREE</b>   |



### QUICK ZOOM ON

This function turns the main screen to display the window with zoom simultaneously where your mouse resides, but this causes slow operation.

This command is available with the dual graphics screen mode ON and not available with EIZO VGA series.

This function is performed by typing :EQZON



### QUICK ZOOM OFF

This function turns QUICK ZOOM off.

This function is performed by typing :EQZOFF



### CLEAN UP

This command cleans up erased entities from the display list by regenerating by AutoCAD with REDRAW speed. A object you move and delete is marked as detected in the display list if Erase Vector mode is OFF. And it is added at end of display list as a object with background colour if Erase Vector mode is ON. Thus, the display list does not decrease in size during deleting. So this command compacts the display list.

This function is performed by typing :ECLEAN



### STATUS

This command brings up a window which shows the display list status at centre of the viewing area. Click the mouse button anywhere on the screen to cancel this.

This function is performed by typing :ESTAT



### CONFIGURATION MENU

Selects the Configuration Menu which will appear in the centre of the viewing area.

This function is performed by typing :ECONFIG

## What is the configuration Menu used for ?

Options are as follows ...

- **ZOOM RATIO :**  
Adjusts the zoom ratio for the commands EZIN and EZOUT from 10 % to 90 % of the current viewport. Default is 50 %.
- **PAN RATIO :**  
Adjusts the pan ratio for the commands ERIGHT, ELEFT, EUP and EDOWN from 10 % to 90 % of the current viewport. Default is 50 %.
- **WORLD VIEW SIZE :**  
Defines the size of the World View Box from 10 % to 90 % of the current viewport (as used by WORLD VIEW PAN and WORLD VIEW ZOOM). Default is 50 %.
- **MAGNIFY BOX SIZE :**  
Defines the size of the Magnify Box from 10 % to 90 % of the current viewport. Default is 50 %.  
This function is not available with EIZO VGA series.
- **X-HAIR LENGTH :**  
Defines the length of the cursor cross-hair from 10 % to 100 % of current viewport. Default is 100%.
- **X-HAIR COLOUR :**  
Defines cursor cross-hair colour number, normally from 0 to 255. Default is 7 (White).

### **NOTE**

When viewing a drawing from certain positions (i.e. using AutoCAD VPOINT command), the X-HAIR LENGTH and X-HAIR COLOUR feature may be temporarily disabled.

- **DIGITIZER BUTTON :**  
Any button number from 1 to 10 are supported.

### **NOTE**

Default is Button 1. Conventional button numbering starts from 0 which is normally used as a pick button. Thus a two button mouse has the left button pre-defined as 0 and the right as 1 and this option should be chosen from the menu.

- **DIGITIZER CLICK :**  
Either single or double click may be chosen for the mouse or the tablet.

**NOTE**

If the single click option is selected, the right hand button of a two button mouse only selects the pop-up menu, and it's normal function as an AutoCAD command carriage return is disabled.

- **DIGITIZER SPEED :**  
Defines the time taken for a carriage return to be issued (from 0 % to 100%) when using the mouse or the tablet double click. Default is 10 %.

**NOTE**

It is advisable to set this option greater than 5 % (although this does depend on processor speed) as double click required to activate the pop-up AutoButton menu may be mis-interpreted as a carriage return.

- **COMMAND ECHO :**  
Enables or disables the echoing of the AutoButton command in the text command line. Default is ON.
- **ERASE VECTOR :**  
Considerably speeds up the ERASE function when enabled. This is achieved by changing colours for vector to be erased to the background colour, which thus will appear to erase them. However, the REDRAW facility will recall unerased vectors on-screen, which will only be erased after a regen. Default is OFF.
- **WORLDVIEW UPDATE :**  
When enabled, the contents of the World View Box are updated and the objects you have modified are always effective in the Box. When disabled, the World View Box displays the drawing created after the last regen of the display list, and the objects you have modified are not effective in the Box. In order to make the objects you have modified effective, turn this option ON or enter EWWUP. Default is OFF.



# PART 2 : EIZO AutoButton Editor

## 2.1 Introduction to the AutoButton Editor for ADI Driver

The **EIZO AutoButton Editor** for the **EIZO AutoButton ADI Driver** is a picture (or icon) and command editor which works under **Microsoft Windows V3.0** or later. It can create buttons which appear on the **EIZO Screen Tablet** with the **EIZO AutoButton ADI Driver**.

*EIZO AutoButton Editor (running on Microsoft Windows V3.0)...*

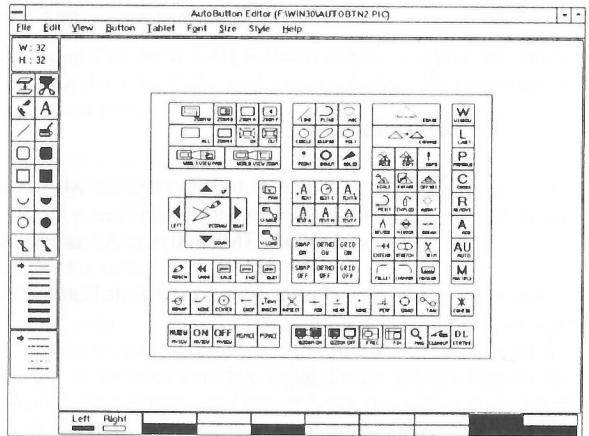


Figure 2-1

## 2.2 Getting Started with the AutoButton Editor

### *System Requirements ...*

Recommended system requirements to run the AutoButton Editor are :

- IBM PC/AT or 100% compatible
- 1MB or more of memory
- EIZO VGA, TMS340 or AA series board
- Hard disk or file server
- A floppy disk drive
- MS-DOS or PC-DOS version 3.0 or later
- Microsoft Windows (V3.0) or later running in protected mode (standard mode, 386 enhanced mode)

### *Installation ...*

#### **NOTE**

The AutoButton Editor will run with any Windows device, however the AutoButton Driver is supplied for the EIZO VGA, TMS340 and AA series. We recommend you to use the AutoButton Editor with the same resolution and aspect ratio as the AutoButton Driver.

## 2.3 AutoButton Editor Function Overview

In AutoButton Editor, the image and command editor process consists of six general steps :

- Creating a Tablet
- Sizing and Locating Buttons on a Tablet
- Selecting Tools
- Drawing Image
- Editing the associated AutoCAD Commands
- Saving a Tablet

### *Creating a Tablet ...*

1. Choose **File New <Alt,F,N>** to create a tablet, or choose **File Open <Alt,F,O>** and enter a button file name previously created.

The available extensions in File Open are PIC (AutoButton Editor file) , SLD (AutoCAD Slide file) and BMP (Windows Bitmap file). Note that AutoButton supports 16 colours only, but not 256 colours format.

2. The first time you start the AutoButton Editor, it establishes a default size for a tablet area based on your type of video display. If you want to create a drawing that is larger or smaller than the default size established by the AutoButton Editor, you can change the tablet size. To do this, position the cursor at the frame of the tablet, where it changes to a double-headed arrow. This indicates the tablet resizing mode. Hold down the mouse button and drag the cursor to alter the size of the tablet. When you are satisfied with the size, release the mouse button. Alternatively choose the Tablet menu and specify the size of the tablet.

### ***Sizing and Locating Buttons on a Tablet ...***

1. Turn Locating Buttons mode ON by pressing a button at the top left of the tool box alternatively.
2. Choose Button menu **<Alt,B>**.
3. Select one of the button sizes from the list, and point the cursor where you wish to locate a button. Clicking the mouse button repeatedly creates duplicate buttons of the size you specified.  
The current button size is shown in the upper-left corner of the screen. The size you choose remains as a default until you change it.
4. If the size you require is not in the list, select the UserDef option. This allows you to create customized buttons. Press the left mouse button and drag it to the size and shape you want. An outline shows on the screen, which becomes a button when you release the mouse button.

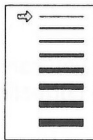
In order to resize the button you have located, position the cursor at the frame of the button, where it changes to a double-headed arrow. This indicates the button resizing mode. Hold down the mouse button and drag the cursor to alter the size of the button. When you are satisfied with the size, release the mouse button. The maximum size is 160 dots.

5. Repeat the above steps to reach the necessary number of buttons. The buttons can then be relocated one at a time according to preference, using **Edit Move <Alt,E,M>**.
6. If you make a mistake while locating buttons, you can use the **Edit Undo <Alt,E,U>** to make corrections.

## Selecting Tools ...

1. Select background and foreground colours on the palette table. When you start the AutoButton Editor, the selected background colour is gray and the selected foreground colour is black.

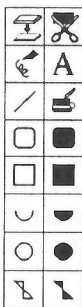
To change the background colour, point to the colour in the Palette Table and click the right mouse button. To change the foreground colour, point to the colour and click the left mouse button. The Colour Box shows the colour you selected.



2. The Width Box displays a list of line widths available for drawing lines and borders. The top line represents one pixel. To change the drawing width, point to the thickness you want and click the mouse button. An arrow appears next to the drawing width you selected.



3. The Line Type Box displays the available line type. The line type determines the line style for objects you draw. It only works with one pixel width drawings, and does not work with curves, thick line drawing, text and filled objects. To change the line type, point to the pattern you want and click the mouse button. An arrow appears next to the drawing pattern you selected.



4. Select a drawing tool. Before you begin working in the tablet area, you need to select a tool to work with from the Tool Box on the left of the screen. To select a drawing tool, point to the tool you want to use and click the mouse button. The selected tool button remains valid until you choose another.

### ***Drawing Image ...***

1. Move the cursor into the tablet area.
2. Position the cursor where you want to start drawing and press the mouse button. The selected tool anchors itself to that spot.
3. Holding down the mouse button, drag the cursor around the tablet area. If you are drawing a object such as a box or circle, the object expands and contracts, following the movement of the cursor.
4. When you are satisfied with the object, release the mouse button. You can draw image around the tablet except edge of each button.
5. If you make a mistake while drawing, you can use the **Edit Undo <Alt,E,U>** to make simple corrections.

### ***Editing the AutoCAD Command on Buttons ...***

1. Choose **Edit Command <Alt,E,O>** and click on the button that the AutoCAD command corresponds to. A pop-up window appears on screen containing the AutoCAD command you previously entered. The window is blank until the first command is entered.
2. Enter the AutoCAD command corresponding to the icon on the button.
3. When you finish entering the AutoCAD command, click the button OK or press <Enter> key.

### ***Saving a tablet ...***

Choose **File Save <Alt,F,S>** and enter a button file name. Then choose **File Exit <Alt,F,X>** to quit the AutoButton Editor.

## 2.4 Working with the AutoButton Editor



### Locating Buttons

Locating Buttons places new button in where you pick the mouse button on the tablet.



### Cutout

You can define a rectangular image or several buttons to be cutout with the Cutout tool.

To define a rectangular image to be cutout :

1. Turn Locating Button OFF by pressing a button at the top left corner of the tool box alternatively.
2. Select the Cutout tool and move the cursor into the tablet area.
3. Press the left mouse button where you want to anchor one corner of a rectangular image.
4. When you are satisfied with the size of the rectangular image, release the mouse button.

To define buttons to be cutout :

1. Turn Locating Button ON by pressing a button at the top left corner of the tool box alternatively.
2. Select the Cutout tool and move the cursor into the tablet area.
3. Press the left mouse button where you want to anchor one corner of a window surrounding some buttons, or just choose one button to be cutout.
4. When you are satisfied with the size of the window, release the mouse button.



### Brush

You can use the Brush tool just like a pencil to draw free-hand shapes and lines of the colour and drawing width selected. To draw :

1. Select the foreground colour.
2. Select the drawing width.
3. Select the Brush tool from the Tool Box and move the cursor into the surface of the button. The Brush cursor appears as a pencil, drawing shapes the width and colour you specified.
4. Press the left mouse button and drag the cursor to draw freehand shapes. Pressing the right mouse button draws the shapes with the selected background colour.
5. Release the mouse button to stop drawing.



### Text Tool

You can add text into the buttons with the Text tool. The text appears in the selected colour, font, point size, and font style. To add text :

1. Select the foreground colour.
2. Select the Text tool from the Tool Box.
3. Select the Font menu which lists all available fonts. The AutoButton Editor places a checkmark next to your selected font.
4. Select the Size menu which lists all available point sizes. The AutoButton Editor places a checkmark next to your selected point size.
5. Select the Style menu which lists all available styles. The AutoButton Editor places a checkmark next to your selected font style. You can select more than one style for the same text. If you want to cancel all the current style selections, choose Normal from the Style menu.



6. Move the cursor to where you want your text to appear and click the mouse button.  
The Text cursor appears as a vertical line.
7. Start Typing. You can correct simple text errors by pressing the BACKSPACE key. If you continue typing on the same line, the AutoButton Editor stops entering text when you reach the right edge of the button.



### Line

You can draw straight lines of a selected colour, width and type using the Line tool.

To draw a straight line :

1. Select the foreground colour.
2. Select the drawing width.
3. If you select a top line (one pixel) for the drawing width, also select a type on the Line Type Box.
4. Select the Line tool from the Tool Box and move the cursor into the surface of the button. The Line cursor appears as a small crosshair line.
5. Press the left mouse button to anchor one end of the line and move the mouse, whilst holding down the button. A flexible line stretches from the anchored end to the cursor position, expanding and shrinking as you move the mouse. Pressing the right mouse button and moving the mouse will draw a straight line with the selected background colour.
6. When you are satisfied with the length and position of the flexible line, release the left mouse button to draw the line onto the button. Alternatively, before you release the mouse button, hold down the right mouse button to cancel the line.

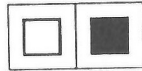


### Paint Roller

You can fill an area enclosed by a border or a solid object with a different colour.

To fill an object :

1. Select the foreground colour.
2. Select the Paint Roller tool from the Tool Box and move the cursor into the surface of the button. The Paint Roller cursor appears as a roller.
3. Place the cursor inside the area to fill and click the left mouse button. The area is filled with the selected foreground colour. Pressing the right mouse button fills the area with the selected background colour.



### Box and Filled Box

The Box tool lets you draw hollow squares or rectangles with selected colour, drawing width and pattern.

The Filled Box tool produces squares and rectangles that are filled with the selected colour, although the drawing width and line type do not affect it.

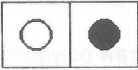
To draw a box or fill a box :

1. Select the foreground colour.
2. If you are drawing a hollow box, also select a drawing width and line type.
3. Select the Box or Filled Box tool from the Tool Box and move the cursor into the surface of the button.
4. Press the left mouse button where you want to anchor the box and move the mouse, whilst holding down the mouse button. A flexible box stretches from the anchor point to the position of the mouse, expanding and shrinking as you move the mouse.
5. When you are satisfied with the size of the flexible box, release the left mouse button to paste the box onto the button. Alternatively, before you release the mouse button, hold down the right mouse button to cancel the box.



### Rounded Box and Filled Rounded Box

These tools work same way as the Box and Filled Box, but they have rounded corners.



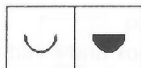
### Circle/Ellipse and Filled Circle/Ellipse

The Circle/Ellipse tool lets you draw hollow circles and ellipses with the selected colour and drawing width.

The Filled Circle/Ellipse tool produces circles/ellipses that are filled with the selected colour, although the drawing width and pattern do not affect it.

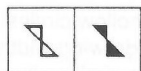
To draw a hollow or filled circle/ellipse :

1. Select the foreground colour.
2. If you are drawing a hollow circle or ellipse, also select a drawing width.
3. Select the Circle/Ellipse or Filled Circle/Ellipse tool from the Tool Box and move the cursor into the surface of the button.
4. Press the left mouse button where you want to anchor the circle and move the mouse, whilst holding down the mouse button.  
A flexible circle/ellipse stretches from the anchor point to the position of the cursor, expanding and shrinking as you move the mouse. Pressing the right mouse button and moving the mouse will draw a hollow or filled circle/ellipse with the selected background colour.
5. When you are satisfied with the size and shape of the flexible circle/ ellipse, release the left mouse button to paste it onto the button. Alternatively, before you release the mouse button, hold down the right mouse button to cancel the circle/ellipse.



### Half Circle/Ellipse and Filled Half Circle/Ellipse

These tools work same way as the Circle/Ellipse and Filled Circle/Ellipse tools, but the half circle/ellipse is not hollow.



### Polygon and Filled Polygon

By using the Polygon tool, you can draw polygons out of connected straight line segments in the selected colour and drawing width. The Filled Polygon tool produces polygons filled with the selected colour although the drawing width and pattern do not affect it.

To draw hollow or filled polygons :

1. Select the foreground colour.
2. If you are drawing a hollow polygon, also select a drawing width.
3. Select the Polygon or Filled Polygon tool from the Tool Box and move the cursor into the surface of the button.
4. Press the left mouse button where you want to anchor the starting point of the polygon and move the mouse, whilst holding down the mouse button. A flexible line stretches from the anchored starting point to the position of the cursor, expanding and shrinking as you move the mouse.
5. When you reach the point where you want the first part of the polygon to end, release the mouse button. A line appears from the starting point to the point where you released the mouse button. The end of the first line segment then becomes the starting point for the next segment.
6. Continue adding sides until you are ready to complete your polygon. Alternatively, before you release the left mouse button, hold down the right mouse button to cancel the polygon.

7. When you are ready to complete your polygon, close the polygon by anchoring the current point to the starting point. If you prefer, you can draw the lines for your polygon without dragging flexible lines. Just move the cursor, without holding down the mouse button, to the position where you want the next line to end and click the mouse button. A line appears between the two points. Before you release the mouse button, you can adjust the position of this line.

## 2.5 Editing Your Drawing

### *Moving ...*

1. Select Locating Buttons mode either ON (moving button) or OFF (moving image) by pressing a button at the top left of tool box alternatively.
2. Select a Cutout tool and move the cursor into the tablet area.
3. Define a rectangular image or buttons to be cutout. (Refer to the Cutout tool.)
4. Choose **Edit Move <Alt,E,M>** and move the cursor into the cutout.
5. Press the left mouse button and drag the cutout around in the tablet area.
6. When you are satisfied with new position of the cutout, release the mouse button.

### *Copying ...*

1. Select Locating Buttons mode either ON (copying button) or OFF (copying image) by pressing a button at the top left of tool box alternatively.
2. Select a Cutout tool and move the cursor into the tablet area.
3. Define a rectangular image or buttons to be cutout. (Refer to the Cutout tool.)
4. Choose **Edit Copy <Alt,E,C>** and move the cursor into the cutout.
5. Press the left mouse button and drag the cutout around in the tablet area.
6. When you are satisfied with the position of the new image or buttons, release the mouse button.

### *Deleting ...*

1. Select Locating Buttons mode either ON (deleting button) or OFF (deleting image) by pressing a button at the top left of tool box alternatively.
2. Select a Cutout tool and move the cursor into the tablet area.
3. Define a rectangular image or buttons to be cutout. (Refer to the Cutout tool.)
4. Choose **Edit Delete <Alt,E,D>**.

### *Paste a file ...*

1. Turn Locating Buttons mode OFF by pressing a button at the top left of tool box alternatively.
2. Select a Cutout tool and move the cursor into the tablet area.
3. Define a rectangular image to paste a file.
4. Select Paste From from the Edit menu.
5. Enter the file name with the listed paste file extension SLD or BMP. Note that only 16 colours mode is supported.

### *Undo ...*

1. Choose **Edit Undo <Alt,E,U>**. Undo deletes everything you have drawn since selecting the tool you are currently working with.

### **Enter an AutoCAD Command ...**

The Command option on the Edit menu lets you enter text which will be performed as an AutoCAD command. Each button has the capability of storing 256 characters for AutoCAD commands. To enter an AutoCAD command :

1. Choose the Command option from the Edit menu **<Alt,E,O>**. Select the button that the command corresponds to with the left mouse button. A window appears which contains the previous AutoCAD command. This window is blank until the first command is entered.
2. Enter a suitable AutoCAD command for the icon on the button. You can correct simple text errors by pressing the BACKSPACE key.
3. When you finish entering an AutoCAD command, click the OK button or press the Enter key. If you want to cancel the command you entered, click the button Cancel. The AutoCAD commands will be saved into a file you define when you invoke the File Save option.

While AutoCAD is running with the Screen Tablet ADI Driver, the commands you enter will be issued when you press the appropriate button.



## 2.6 Advanced AutoButton Editor Features for Viewing

The AutoButton Editor provides a number of other features :

### *Displaying Cursor Position ...*

The Cursor Position option on the View menu displays the current cursor position as x-y coordinates. You can use these coordinates to accurately align text or lines in your tablet.

To use the cursor position coordinates :

1. Choose Cursor Position from the View menu. The Cursor Position window appears on the right side of the title bar above the tablet. You can move it to anywhere outside the tablet. The checkmark appears next to the Cursor Position option when the Cursor Position window is opened.
2. Move the cursor around the tablet. The coordinates inside the Cursor Position window change to indicate the current position of the cursor. The coordinates register only while the cursor is inside the tablet. If you move the cursor outside the tablet, the last valid coordinates remain showing in the window until you move back inside the tablet.
3. When you finish using the coordinates, choose Cursor Position again to remove the window from the screen. The checkmark disappears next to the Cursor Position option.

### **Editing with Zoom In ...**

The Zoom In option on the View menu lets you magnify a portion of a drawing so you can make changes on a pixel-by-pixel basis using the mouse buttons.

You can Zoom In to magnifications of 4, 8, and 16 times. This is effective anywhere within the magnified area so you can create drawings outside the surface of the button.

To edit a drawing with Zoom In :

1. Choose Zoom In from the View menu and move the cursor into the tablet.
2. Place the rectangle over the area you wish to magnify with Zoom In.
3. Click the mouse button, and the AutoButton Editor magnifies the portion of your drawing enclosed by the rectangle. In the small box that appears in the upper-left corner of the work area, you can see how changes you make to the magnified area look at normal resolution.
4. Edit the magnified area in any of the following methods :
  - Click the left mouse button to change a single pixel to the selected foreground colour.
  - Click the right mouse button to change a single pixel to the selected background colour.
  - Press either mouse button and drag the cursor to change a wide area of pixels.
  - Change to the background or foreground colour to cover any mistakes.
5. When you are satisfied with your changes, choose Zoom Out from the View menu.

Handwritten notes in the top left corner, including the word "Hand" and some illegible scribbles.

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