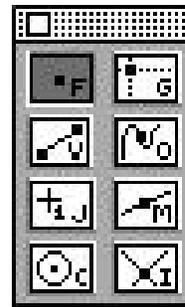


The Snap Palette

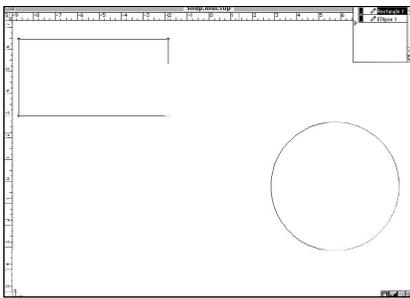
This palette is used for controlling how the cursor snaps to existing geometry on the screen.

If you pick one of the snapping icons by clicking on it once, or by pressing its key once, its palette icon will turn green and that snapping mode will be temporarily turned on for the next click or press of the mouse. After that, the snapping mode will automatically return to Free or Grid, whichever was the previously selected snap mode.

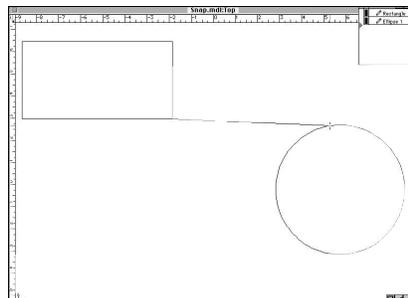


Snap Palette

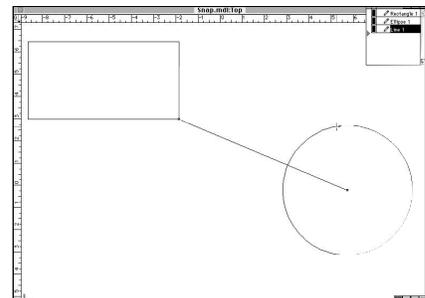
If you pick one of the snapping icons by clicking on it twice, or by pressing its key twice, its palette icon will turn dark green and that snapping mode will be permanently turned on until you change it by selecting a different snap icon. This is useful if you want to connect new lines from endpoint to endpoint to endpoint, or center to center of existing objects without having to re-select the snap mode each time.



Place cursor on corner of rectangle.



Release mouse.



Drag to edge of circle.

This is how to use the Snap Palette to help you draw a new line that goes from the corner of a rectangle to the center of a circle:

- 1) Pick the Line tool from the Tool palette.
- 2) Click on the Vertex snap icon in the Snap palette (or press the "V" key on the keyboard).
- 3) Press and hold the mouse button with the cursor near the desired corner of the rectangle, making sure that the cursor is on the edge of the rectangle. (The beginning of the line appears right at the corner of the rectangle.)
- 4) Drag the mouse to the Snap palette and release it on the Center snap icon (or press the "C" key on the keyboard).
- 5) Move the cursor to a point anywhere on the outer radius of the circle.
- 6) Click the mouse button (or release if "c" key was used). The endpoint of the line snaps right to the center of the circle.

The Snap Buttons



(F)ree—This turns snapping completely off. The cursor will move freely about the screen. If you double-click on this icon in the Snap palette (or press its key twice) the Preferences dialog box will come up. This will allow you to set Snapping Grid increments if you like.



(G)rid—This sets a general snapping condition where the cursor automatically and continuously snaps to invisible grid increments as defined by the Snapping Grid option in Edit/Preferences. This mode can be temporarily overridden by selecting one of the snap modes, and once that snap operation is complete, the snap mode returns to Grid snapping. If you double-click on this icon in the Snap palette (or press its key twice), the Preferences dialog box will come up. This will allow you to set Snapping Grid increments if you like.



(V)ertex—This sets temporary snapping mode where ModelPro will attempt to snap the cursor exactly to the nearest vertex of the object that is clicked on next. If you click within three pixels of an object (anywhere on that object), ModelPro will snap the cursor to the nearest vertex of that object. If you are more than three pixels away, ModelPro will beep, and the cursor will not snap. After that single click, the snap mode will automatically go back to Free or Grid, whichever was the previously selected snap mode.



(O)n Contour—This will snap the cursor exactly “onto” an object at the nearest point along the object where the cursor is when the mouse is clicked or pressed. You must be within three pixels of the object in order to snap to it.



(J) Marker—This will snap the cursor exactly to a Marker that has been placed in the drawing area. You must be within three pixels of the Marker in order to snap to it.

(M)idpoint–This will snap the cursor exactly to the midpoint between the nearest two vertices of the object upon which you click or press the mouse. You must be within three pixels of the object in order to snap to it.



(C)enter–This will snap the cursor exactly to the geometric center of the object upon which you click or press the mouse. • If you click or press on a line, the cursor will snap to the midpoint of that line. • If you click or press on an open curve (a spline or arc), ModelPro will connect an imaginary line from beginning to end of that curve and the cursor will snap to the geometric center of that “closed” curve. • If you click or press on a closed curve (a polygon, ellipse, or closed spline), the cursor will snap to the geometric center of that closed curve. • If you click or press on a 3D primitive, the cursor will snap to the volumetric center of that primitive. • If you click or press on a 3D spline mesh object (an extruded or lathed form for example), the cursor will snap to the volumetric center of that object.



(I)ntersection–This will snap the cursor exactly to the intersection of two objects on the screen. You must be within three pixels of the intersection point in order to snap to it. If the two objects don’t actually intersect, even though they appear to in one of the windows (for example, two lines may cross in the top view, but in the front view they can be seen to be at different elevations), the Intersect snap mode will still work. It will snap to any intersection that is seen in a particular view window, regardless of the different depths of the objects.

