

## #1\$<sup>2</sup>+<sup>3</sup> **Sample Plug-In>About** (Plug-In TSAMPLE)

### Menu Commands

Sample Plug-In

Star (Polyline)

Star (User Object)

{bmct toso.bmp}

Please click here for our address

Plug-In TSAMPLE Help - Version 1.10e - Copyright 1997 TommySoftware®

1# IDX\_INDEX  
2\$ Sample Module>About  
3+ IDB\_MAIN:1

## #4\$<sup>5+6</sup> Sample Plug-In>Star (Polyline) (Plug-In TSAMPLE)

### General

This command draws a star. The star is determined by entering its center and two radius. The result is a standard polyline (or curve).

1. *Enter center point*

The center point of the star can be entered by clicking the mouse anywhere in the drawing.

Optionally, specific coordinates can be entered. Press the F8 key or press ENTER. Absolute or polar coordinates can then be entered. For further information on coordinate entry, see [Coordinate Entry \(F8\)](#).

2. *Enter radius 1*

The first radius of the star can be entered by clicking the mouse anywhere in the drawing at a point through which the circle should run.

Optionally, specific coordinates can be entered. Press the F8 key or press ENTER. Absolute, relative or polar coordinates can then be entered.

You can also enter a specific radius. This gives the first radius of the star. For further information on coordinate entry, see [Coordinate Entry \(F8\)](#).

3. *Enter radius 2*

The second radius of the star can be entered by clicking the mouse anywhere in the drawing at a point through which the circle should run.

Optionally, specific coordinates can be entered. Press the F8 key or press ENTER. Absolute, relative or polar coordinates can then be entered.

You can also enter a specific radius. This gives the second radius of the star. For further information on coordinate entry, see [Coordinate Entry \(F8\)](#).

4. *Enter angle*

The rotation angle radius of the star can be entered by clicking the mouse anywhere in the drawing at any point. The position of that point relative to the star's center determines its rotation.

Optionally, specific coordinates can be entered. Press the F8 key or press ENTER. Absolute, relative or polar coordinates can then be entered.

You can also enter a specific angle. This gives the rotation angle of the star. For further information on coordinate entry, see [Coordinate Entry \(F8\)](#).

The star is assigned to the current layer. In addition, it contains a reference to the current pen.

### Options

[How can I access information on this dialog?](#)

```
{bmc sm0000.shg}
```

```
4# IDX_COMMAND1
5$ Sample Module>Star (Polyline)
6+ IDB_MAIN:1
```

## #7\$<sup>8+</sup>9 Sample Plug-In>Star (User Object) (Plug-In TSAMPLE)

### General

This command draws a star. The star is determined by entering its center and two radius. The result is a user object that remains fully editable.

1. *Enter center point*

The center point of the star can be entered by clicking the mouse anywhere in the drawing.

Optionally, specific coordinates can be entered. Press the F8 key or press ENTER. Absolute or polar coordinates can then be entered. For further information on coordinate entry, see [Coordinate Entry \(F8\)](#).

2. *Enter radius 1*

The first radius of the star can be entered by clicking the mouse anywhere in the drawing at a point through which the circle should run.

Optionally, specific coordinates can be entered. Press the F8 key or press ENTER. Absolute, relative or polar coordinates can then be entered.

You can also enter a specific radius. This gives the first radius of the star. For further information on coordinate entry, see [Coordinate Entry \(F8\)](#).

3. *Enter radius 2*

The second radius of the star can be entered by clicking the mouse anywhere in the drawing at a point through which the circle should run.

Optionally, specific coordinates can be entered. Press the F8 key or press ENTER. Absolute, relative or polar coordinates can then be entered.

You can also enter a specific radius. This gives the second radius of the star. For further information on coordinate entry, see [Coordinate Entry \(F8\)](#).

4. *Enter angle*

The rotation angle radius of the star can be entered by clicking the mouse anywhere in the drawing at any point. The position of that point relative to the star's center determines its rotation.

Optionally, specific coordinates can be entered. Press the F8 key or press ENTER. Absolute, relative or polar coordinates can then be entered.

You can also enter a specific angle. This gives the rotation angle of the star. For further information on coordinate entry, see [Coordinate Entry \(F8\)](#).

The star is assigned to the current layer. In addition, it contains a reference to the current pen.

### Options

[How can I access information on this dialog?](#)

```
{bmc sm0000.shg}
```

```
7# IDX_COMMAND2
8$ Sample Module>Star (User Object)
9+ IDB_MAIN:1
```

#<sup>10</sup> Clicking on this button will close the dialog accepting all changes. Any changes or operations specified will be carried out.

#<sup>11</sup> Clicking on this button will close the dialog, without accepting any changes. Any following operation will not be carried out.

#<sup>12</sup> The value in this edit field determines the number of indent the star shall have.

