

User's Guide

RxView R6 and RxHighlight R6

for Windows

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Chapter 1 Introduction

Welcome to RxHighlight and RxView R6

RxHighlight has all the functionality of RxView, with additional markup, security and file conversion features. The programs run on all Windows platforms from Windows 95 SP1 onwards.

RxView R6

RxView R6 is a powerful explorer and viewer that can be used to view and print the following file format categories:

- Documents
- Spreadsheets
- Drawings
- Raster files
- Pictures

New and improved filters are continually under development.

Viewing functionality

Files can be loaded and viewed from local or network drives, and intranet and Internet addresses. Interpretation of files is fast and precise. Multiple files can be viewed simultaneously in separate windows, and these windows can be cascaded, tiled and split as required. Viewing is enhanced with functions including fast zoom, pan, page, file overlay, file compare and markup.

Printing and plotting

A powerful printing and plotting engine allows RxView R6 to be used as a printing station in technical offices. All Windows based printers and plotters are supported.

Plugins

You can attach plugins (.DLLs) to RxView to extend functionality, add commands (buttons or menus), activate and deactivate functions using dialogs etc. Plugins are available as they are completed, and can also be created by others to user's specifications.

See the Rasterex web for plugin availability:

3D Files

The standard installation includes a trial installation of 3D formats, including Catia, SolidWorks, DGN, etc. 3D file formats are generally subject to separate licensing agreements as many of the file formats are supplied by third-party developers, e.g. Catia, ACIS, STEP etc. Contact your supplier for details and prices.

Administration and Permissions

User Profiles are set up to control creation, viewing, editing and deleting of markups, linking, and permissions for operations such as executing applications and printing. This powerful administrative tool gives control of user rights in design offices, technical environments and Electronic Document Management systems (EDM).

RxHighlight

Batch print and conversion

Using RxHighlight you can batch process a large number of files and have them printed or converted to another supported save file format.

File Save As

Using RxHighlight you can save the active vector drawing to a different vector file or raster format. The file format (i.e. file type) can be selected from a list of the available formats. Any sub type can be selected using the options button if available.

When saving to a raster format you need to specify number of colors, compression, size and DPI of the target format in a separate dialog that appear after you click the save button.

Markup

RxHighlight enables you to annotate file contents by adding graphics and text into markup layers. Markups are stored in separate vector files. Files can have multiple markup layers created by separate users.

Linking

RxHighlight also allows you to link related files. The link function creates buttons on top of the viewed file that link the file to other files. Clicking a link button loads the linked file.

Workflow Integration

TDM / EDM (Technical and Electronic Document Management) systems can use RxView and RxHighlight as viewing and markup tools controlled by RxIndex or another database.

File Security

Markup and overlay file formats are proprietary to Rasterex. This guarantees security considerations.

Conventions

In this document, the following text conventions apply:

Bold text	1. Important notes.
<i>Italic text</i>	1. Menu names. 2. Software button texts. 3. Dialog texts. 4. Variables.
UPPER CASE	1. Commands. 2. Keyboard legends. 3. Keys to be typed on the keyboard. 4. File and folder names unless case-sensitive. 5. Profile parameters.
Courier 8pt	1. Application code to be typed in by the user.

In this document, *Menu > Submenu > Parameter* is used to denote the route or chain of menu commands used to arrive at a particular dialog box, parameter or result.

Support

If you experience difficulties using this product, or if you have questions concerning this or other Rasterex products, contact your local supplier. Your local supplier's name and contact information should be printed on the box in which this product was supplied. A list of the various national distributors is also available on the *Distributors* tab of Rasterex' Home page, located at:

<http://www.rasterex.com>

Chapter 2 Installation

Note This program runs on Microsoft Windows-based platforms, Windows 95 SP-1, Windows 98, Windows Me, Windows 2000, Windows NT and Windows XP.

2.1 Requirements

RxView R6 minimum requirements:

- Pentium processor or higher.
- Minimum 32 MB RAM (more RAM allows more open files).
- 100 MB of hard disk space.
- Internet Explorer version 4 SP-2. or higher
- Windows-supported raster printer for hybrid printout.

RxView runs in trial mode for 30 days. There are no limitations in trial mode. A valid license key can be bought and added at any time.

You can choose to install either RxHighlight or RxView R6. Both are included in the RxView installation.

2.2 Installation

1. Insert the Rasterex CD into the CD drive on your computer.
Or: Click and run the download link for RxView.
2. Follow the instructions
3. When the appropriate dialog appears, type the folder in which RxView is to be installed.
The default folder is \Program Files\Rasterex\RxView
4. Click *Continue*.

The installation program is straightforward and registers the program in the Windows registry. Use the *Add/Remove Program* dialog if you need to remove RxView

2.3 Network License Keys

If you are installing RxView as a multi-user program on a network and you are using a network license, you need to install the Rasterex License Server on a server in the network. RxView needs to locate the License server or single license file in order to run. See the Rasterex License Server guide.

2.4 Translation

The file RxViewR6res.TXT contains the text strings used in the dialogs in the program. If you wish to translate the dialogs to a local language, use a standard text editor to change the text then save the file under the same name. RxView only reads the contents of the first double quotes in each line of RxViewR6res.TXT, so place your translation within the first double quotes! You may leave the original text next to your translation but outside the quotes for future reference.

2.5 Documentation

This user's guide is included in your installation as a PDF file.

Chapter 3 Getting Started

3.1 Overview

This chapter describes the various parts of the RxView window and the most important features of RxView. You will find detailed descriptions of dialog boxes, toolbars and procedures in later chapters. Use any of the supplied samples to show the features, all of which are accessed through buttons and menus.

3.2 Main Window

Start RxView and the following screen or one similar appears:

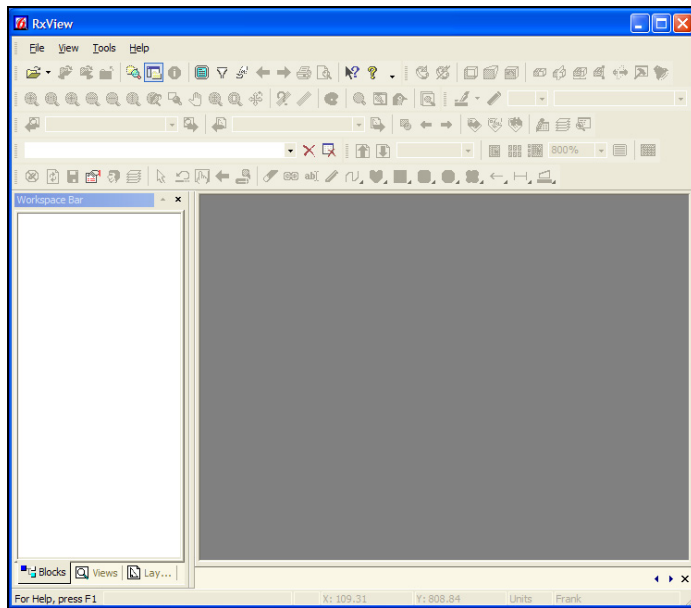


Figure 1 The RxView window

As illustrated, the RxView window includes a work area, a Workspace Bar, menu bar and several toolbars above the work area. The bottom toolbar is the markup toolbar, and a status bar is placed at the bottom of the window.

3.3 Controlling the Toolbars

When RxView R6 is opened for the first time, the “default” screen layout appears. This screen shows all the toolbars some of which you may not want to use.

Place the mouse cursor in the toolbar area and click the right mouse button. The following menu is displayed:

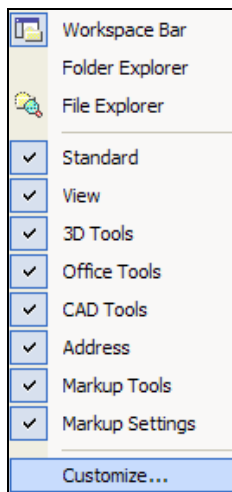


Figure 2 Toolbar right-click menu

Using this simple menu you can enable and disable the toolbars, the Workspace Bar and the File and Folder explorers.

The majority of the RxView R6 screen components can be moved, opened, closed and resized to suit your requirements. The descriptions and illustrations in this chapter may therefore not reflect the current layout on your screen but it will be similar.

Shortcut keys can be assigned to all functions. The procedure for setting and changing them is described in chapter 5.

Toolbars that contain drop down selection boxes cannot be docked vertically as the drop down selection boxes then will become unavailable.

Many of the more commonly used menu items have been included as buttons on the various toolbars to simplify access. Cross-references are included in this manual where applicable.

3.3.1 Standard toolbar

- File operations - Open, Close, Save, Next, Find Text, Previous, Print, Print Preview, etc. Explorer and Workspace buttons.

3.3.2 View toolbar

- Viewing operations - Zoom, Pan, Rotate, Magnify, Bird's Eye, Calibrate, Compare and Overlay. Measure and Background color.

3.3.3 3D toolbar

- Operations for 3D files - Rotate, Perspective, Wireframe and Cross- Section controls.

3.3.4 Office toolbar

- Standard operations for office formats including Word, Excel, and PDF - Page Up, Page Down, Zoom, Gridlines, Thumbnails etc.

3.3.5 CAD toolbar

- Operations for CAD files – Previous and Next Views, Previous and Next Layouts, Block Mode, Next and Previous Blocks, Block Attributes, Attribute Search, Pen Table, Vector Layer control and Entity info.

3.3.6 Address toolbar

- Load toolbar for most recent files.

3.3.7 Markup Tools Toolbar

- The markup tools toolbar buttons give access to drawing related markup features available in RxHighlight. See Chapter 13.

3.3.8 Markup Settings Toolbar

- The markup toolbar buttons give access to markup settings available in RxHighlight. See Chapter 13.

3.4 Status Bar

The status bar is located across the bottom of the RxView window. This bar can contain the following information from left to right:

- **The current status of the application, or Help information.**
- **Progress Bar** – Indicates how the application is progressing through a process. This will be visible while the process is active, and will be hidden otherwise.
- **X Position** – Is the position of the cursor within the active file, along the X (horizontal) axis.
- **Y Position** – Is the position of the cursor within the active file, along the Y (vertical) axis.
- **Unit Type** – Is the unit of measurement for the active file. This is selected in the *Tools > Filter Settings* menu, and applies for all files associated with the same filter. See chapter 5.
- **User Name** – the current user name is displayed on the status bar. This can either be the windows user (default) or any user name specified in the Tools->User Signature function.

3.5 Workspace Area

The workspace area comprises the entire area of the screen except the areas covered by the menu, toolbars, the file and folder explorers and the Workspace Bar. Open files are displayed in this area.

Any number of files can be displayed simultaneously. You can cascade the displayed files vertically or horizontally, or tile them, and you can split an active file's window into four areas to enable you to view different areas of the same image at different magnifications. See later in this manual for more details.

Tabs display on the lower edge of the workspace to enable fast file selection when many files are open. The file workspace cannot be hidden or moved, though other screen elements can be positioned as required around and in the workspace.


3.5.1 Workspace Area Right-click Menu

Load a file into the Workspace Area and place the cursor in the display area and click the right mouse button to reveal a menu of the options available for the workspace. The options are the same as for the toolbars for the active file.

3.6 Folder Explorer

The folder explorer shows the folders accessible from your computer. Its layout and function are similar to that of the standard Windows Explorer. The files contained in folders located using the folder explorer are listed in the file explorer. The text “Folder Explorer” appears at the left end or above the window. The folder explorer can be resized, toggled on and off, and positioned anywhere on the screen.

3.7 File Explorer

Toggle the File and Folder file explorer using this button . Shows the various files contained currently active folder. The types of files listed will depend on the setting in the *Files of Type* toolbar. The text “File Explorer” appears at the left end or above the window.

The file explorer can list the files in a number of ways:

- Large icons.
- Small icons.
- A simple list.
- A list with file details.
- As thumbnail pictures.

3.7.1 Configuring the Information Columns

When the *Details* option is selected, the file explorer displays the files’ details in columns. You can decide which columns of information you wish to display.

3.7.2 Moving Columns

When the *Details* option is selected, the file detail columns can be moved as required. See later in this manual for details.

3.7.3 Sorting File Details

The files listed can be sorted by name, size, file type, modification date and attributes, in either direction (up or down).

- Click on the appropriate column button to select the desired sort method.
- Click the same button again to toggle the direction (note the arrow indicating the sort direction).

3.7.4 Opening Files

Open files from the file explorer using standard Windows techniques:


- **Drag and drop** – Click on a file to highlight it, then drag it out from the explorer and release it in an empty area of the workspace.
- **Double-click** on a file to open it.
- Go to the *File > Open* menu item and select a file.
- To list only files of a particular type in the file explorer, click in the white part of the *Files of Type* list box or on the down arrow beside the box to open the pull-down selection list. Click on the desired file type to display only files of that type in the list.

3.7.5 File Explorer Right-click Menu

Place the cursor in the file explorer (but not on an actual file name) and click the right mouse button to display a pull-down menu of the options available for the explorer.

If the cursor is located on a file name when the right mouse button is clicked, a standard Windows right-click pull-down menu will be displayed.

3.8 Workspace Bar

Toggle the Workspace Bar using this button . The bar has three tabs, listing the blocks, views and layouts available for the active image. The text “Workspace Bar” appears at the left end or above the window. The color of the text will depend on the Windows display settings for active and inactive windows.

The properties listed on the tabs depend on the type of file that is active and the attributes included with that file.

3.8.1 Views Tab

This tab lists the various views that are available for the file. For 3D files, eight standard views will be listed, plus any user-defined views that may be included in the original file.

3.8.2 Blocks Tab

Within a vector file, vector entities (lines, circles etc.) can be arranged into groups, called blocks, and the blocks can be named. This tab provides information about the various blocks of entities and references included in the file.

The tree structure in this tab enables you to toggle each block individually.

3.8.3 Layouts Tab

A layout is used to compose or lay out a model AutoCAD drawing for plotting. A layout may consist of a title block, one or more viewports, and annotations. If a drawing contains layouts the Layout tab will be available, listing the various layouts included.

3.8.4 Workspace Bar Right-click Menu

Place the cursor in the Workspace bar and click the right mouse button to display a pull-down list of the options available.

3.9 Markups

RxHighlight allows markup directly on top of a file. Unlimited different colors and unlimited different layers are available. By turning markup layers on and off, markups written by different commentators can easily be isolated and viewed separately. Markups are stored in vector files separate from the original file. The markup files can be either one single file (extension .XCM as default) or multiple files - one for each commentator.

3.9.1 Markups in Multiple Files

The first markup file has the same name as the viewed file but with the extension .000 or .X00. The next markup file has the extension .001 or X01 and so on. The maximum number of commentators, each with different stored markups, is 1000 or 360 depending on the selected extension type.

3.9.2 Markups in a Single File

The markup file has the same name as the viewed file but with the default extension .XCM. The number of commentators allowed, each with different stored markups, is unlimited.

3.9.3 Markup Policy

To avoid internal conflicts, an organization should define either a single or multiple markup file policy, as single markup files cannot be read and maintained simultaneously by different users. Administrators and programmers can implement advanced markup control.

3.9.4 Compatibility with Earlier Markup Files

The following rules apply for creating and viewing existing markups created in RxView and RxViewX.

Important Markup compatibility rules for backwards compatibility:

5. RxHighX R6 and RxHighlight R6 can read markup files created by RxHighlight R5, RxHighX R5, RxHighlight 97 and RxHighX 97.
6. RxHighlight 97 or RxHighX 97 cannot read Markup files created in RxHighX R6 and RxHighlight R6 with markup. All users should therefore upgrade to the same version of the markup software.

7. To read markup files, both 32-bit and 16-bit RxHighlight must have the correct markup file extension type. These are set in the *Options > Preferences* dialog for 16-bit RxHighlight, and in the *Comment > Preferences* dialog for 32-bit version.
8. 32-bit RxHighlight can only read markups created in 16-bit RxHighlight.
9. 16-bit RxHighlight cannot read markups created or modified in 32-bit RxHighlight.
10. XCM markup files can only be created and viewed in 32-bit RxHighlight.
11. 32-bit RxHighlight will always read XLK files, i.e. 16-bit RxHighlight link files.
12. Do not rename 16-bit markup files as XCM files. 32-bit RxHighlight will not be able to read them.

3.10 Document Linking

Links are stored together with markups in the same file(s).

You may link files to each other. In other applications this feature is often called “Hyper-linking”. Linking creates buttons in the viewed file, which are connected with other files. When you click a link button on the viewed file, the corresponding file is loaded. Other comments may also contain links to other documents.

Chapter 4 Viewing Features and Samples

The samples demonstrate powerful features that are available using this application. The samples may vary depending on your installation.

4.1 Samples folder

The samples in this folder can be loaded by the application either singly or as a selection using the Open dialog. The samples demonstrate screen display and printing for a range of the file formats supported by Rasterex viewing applications.

Samples include:

- Document formats including Word, text and Acrobat reader PDF.

- Spreadsheets including Excel

- Pictures and raster files including TIF, GIF, JPG, BMP

- Drawings including AutoCAD DWG, MicroStation DGN, other CAD formats and HPGL plot files.

- 3D drawing files including SolidWorks, STL, IGES, ACIS/SAT, etc. Also Catia, Pro-E, I-DEAS and UniGraphics if the required licenses are installed.

4.2 Compare folder

The samples in this folder demonstrate a feature for comparing revisions of drawing files. Load the file with extension XWS to view the displayed differences between the two revisions. The differences are in the window marked (Overlay). To examine the compare dialog, click the dropdown button on the Open icon and select *Overlay*. The compare function is described in detail later in this manual.

4.3 Overlay folder


The samples in this folder demonstrate a feature for overlaying files to create a montage of drawing and picture files. Load the file with extension XWS to view an overlay of the loaded files. The overlay is in the window marked (Overlay). To examine the overlay dialog, click the dropdown button on the Open icon and select *Overlay*. The overlay function is described in detail later in this manual.

4.4 Markup folder

The samples in this folder are a project demonstrating markup features including links to other files, text items and drawing objects.

Load the file TRACER.TGA.

Select the *Push* button  in the Markup toolbar.

Click any link button  in the Markup toolbar to view an associated link file.

Click the link button in the loaded file to return to your original file.

Linking and Markup are described in detail later in this manual.

Chapter 5 Toolbar Buttons

Toolbars may only be active for specific file types, e.g. Office documents, 3D drawing files, CAD files etc.

Toolbar buttons often lead to extensive new dialogs and options. The dialogs are described in detail in the next chapter. As you work with RxView use this chapter for a short explanation of toolbar and button functionality. Use the next chapter for an explanation of the file dialogs that appear.

5.1 Standard Toolbar

The Standard Toolbar holds the buttons used to operate common functions within RxView.

5.1.1 Open



Opens a standard *File Open* dialog. Browse, select and open any file. Click the drop-down arrow beside the button to open a list box of previously opened files.

5.1.2 Open Previous



This button will display once you have opened a file. Click to open the previous file, as listed in the currently selected folder.

5.1.3 Open Next



This button will display once you have opened a file. Click to open the next file, as listed in the currently selected folder.

5.1.4 Save As



This will open the Save As dialog where you can select from available target formats.

5.1.5 Close



Close the active file.

5.1.6 File Explorer



Toggles the *Folder* and *File Explorer* windows. The *Folder* and *File* explorers allow you to browse and select files on your network.

5.1.7 Workspace Bar



Toggles the *Workspace Bar* window. Refer to the next chapter for more information about the *Workspace Bar*.

5.1.8 File Properties



Displays the active file properties. Size, file type etc. Press ESC to close the *File Properties* dialog.

5.1.9 Find Text



Displays the Find dialog that is used to search for text in a document or drawing.

5.1.10 Toggle Full Screen



Toggles the current file to display full-screen. While the file is displayed full screen the button will be displayed in the upper left corner. Click the button or press ESC to return to the “normal” layout.

5.1.11 Filter Settings



Opens the *Filter Settings* dialog. This dialog enables you to inspect and change settings for individual filters.

5.1.12 Edit Document



Starts the editing application associated with the active file, and opens the active file in that application.

5.1.13 Back Link and Forward Link



Move to the previous or next file in the link list.

5.1.14 Print



Opens a standard *Print Setup* dialog.

5.1.15 Print Preview



Changes the display to the *Print Preview* window, enabling you to see the image, as it will appear on paper before you print it out.

5.2 View Toolbar

5.2.1 Zoom All



Zooms the image to fit either the display area width or height depending on which dimension is reached first.

5.2.2 Zoom 1:1



Zooms the image to its actual size. If the image extends beyond the borders of the display area, pan slider buttons will appear as required.

5.2.3 Zoom In



Zooms in to the image in steps. Click the *Zoom Out* button to reverse the process.

5.2.4 Zoom Out



Zooms away from the image. Click the *Zoom In* button to reverse the process.

5.2.5 Zoom Width



Zooms the image such that it fits across the width of the viewing area. If the image is then taller than the viewing area, the top edge of the image will be placed at the top of the viewing area and the vertical scroll bar will be displayed at the right side. Use the scroll bar to view the parts of the image that are outside the viewing area.

If the height of the image is less than the height of the viewing area, the image will be centered vertically in the area.

5.2.6 Zoom Height



Zooms the image such that it fits vertically within the height of the viewing area.

If the image is then wider than the viewing area, the left edge of the image will be placed at the left of the viewing area and the horizontal scroll bar will be displayed below. Use the scroll bar to view the parts of the image that are outside the viewing area.

If the width of the image is less than the width of the viewing area, the image will be centered horizontally in the area.

5.2.7 Zoom Previous



Click this button to return to the previous zoom state. Retains information about the last 10 zoom states.

5.2.8 Zoom Window



Zooms in to a particular area of the file and fits it to the view window. Click on the top-left of the area to be viewed and hold down the left mouse button. Drag to the selected area and release the button.

5.2.9 Pan Hand



Enables you to view parts of an image that are outside the window by grabbing the image and moving it. Hold in the left mouse button and drag the mouse to pan.

5.2.10 Zoom In/Out



Enables you to click the left and right mouse buttons to zoom into and away from the file respectively. Hold in the left mouse button and drag the mouse to zoom in and out dynamically.

5.2.11 Scale To Window



Activate this function to tie the image size to the window size. Maintains the image fitted to the window as the window size changes.

5.2.12 Toggle Angle



If you are viewing a raster or vector image, click this button to rotate the image through steps of 90°.

5.2.13 Calibrate



Click this icon to initiate calibration of the active file. The process measures the length of a line and enables the length to be converted to a measurement that will then apply to the scale in the active file. Click with the left mouse button on 2 points a known distance apart and the *Calibration* dialog is presented.

5.2.14 Measure



Click the icon to initiate a measurement on the active file. The process measures the length of a line, the angle between 2 lines, or the area enclosed by multiple lines, inside the viewed file. Click with the left mouse button on 2 or more points that can include an area. Press ESC to terminate measurement and the *Measurement Statistics* dialog is presented.

5.2.15 Toggle Color



Toggles the background color of the active file through the four available options. White, Black, Gray and Custom.

Choose your own custom color in the *Tools > Options* dialog.

Note Only the background of the active file is changed.

5.2.16 Magnifying Glass



Activates the *Magnifying Glass* function, which magnifies a part of the active file and displays the enlarged area in front of the file.

5.2.17 Magnifying Window



Activates the *Magnifying Window* function, which magnifies the part of the active file around the cursor.

5.2.18 Bird's Eye View



Activates the Bird's Eye View function. This function provides an overview of the file, and allows you to pan around and select areas to zoom. See later in this manual for further details.

5.2.19 Compare and Overlay



Activates the *Compare and Overlay* dialog. See later in this manual for further details.

5.2.20 Select overlay



Allow you to select an overlay and move/scale it using the mouse.

5.2.21 Overlay properties.



Opens a dialog displaying the properties of the currently selected overlay.

5.3 Office Tools Toolbar

5.3.1 Page Down



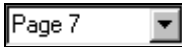
Page down through multi-page files. The button is grayed when the last page is reached. The button is grayed on single page files.

5.3.2 Page Up



Page up through multi-page files. The button is grayed when the first page is reached. The button is grayed on single page files.

5.3.3 Page List Box



Indicates the current page being displayed.

5.3.4 One Page View



Displays the current page only.

5.3.5 Thumbnail View



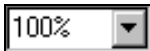
Displays thumbnail images of all the pages in the file window.

5.3.6 Page and Thumbnails View



Displays a combination of thumbnail images and the current page in the file window.

5.3.7 Zoom List Box



Indicates the current zoom of the active file.

5.3.8 Zoom 100%



Forces the zoom factor to 100% for the active file.

5.3.9 Gridlines



Toggles spreadsheet gridlines for displays and printing.

5.4 CAD Tools Toolbar

5.4.1 Previous View and Next View



Click this button to move to the next or previous view in the file. The button is grayed out if there are no next or previous views in the file.

5.4.2 Previous Layout and Next Layout



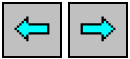
Click this button to move to the next or previous layout in the file. The button is grayed out if there are no next or previous layouts in the file.

5.4.3 Toggle Block Mode



This button toggles the Block Utilities mode on and off.

5.4.4 Previous Block and Next Block



Click this button to move to the next or previous block in the file. The button is grayed out until the next or previous block button has been clicked or if there are no next or previous blocks in the list.

5.4.5 List Attributes for Selected Block



Click this button to open a dialog with a list of attributes for the selected block. The button will be grayed out if there are no attributes.

5.4.6 Search Attributes



Click this button to search for a particular attribute. The button will be grayed out if there are no attributes.

5.4.7 Pen Table Settings



Click this button to open the *Pen Table Settings* dialog, enabling you to set line widths etc. for vector files.

5.4.8 Vector Layers



Click this button to open the *Vector Layer Control* dialog, enabling you to select vector drawing layers for viewing and printing.

5.4.9 Entity information



When active you can click on vectors and get information about the selected vector.

5.5 Address Toolbar

The *Address* box contains the paths of files recently opened in RxView, and your current location in the file explorer. As you move through the archives using the file explorer, the path given in the address box will be updated. The toolbar holds two buttons:



Delete Item - Deletes the selected item from the pull-down list.



Delete All Items - Deletes all the items in the pull-down list. **Note** Only the references are deleted from the list, the files are not deleted from their archive folders.

5.6 3D Toolbar

The buttons on this toolbar are only active if the active file is a 3D drawing model.

5.6.1 Rotate



Toggles rotate state to turn the image to a specific view. Hold down, Ctrl, Alt or Shift keys when rotating to lock the X, Y or Z-axes.

5.6.2 Spin



Enables you to set the image spinning. Hold down, Ctrl, Alt or Shift keys when spinning to lock onto the X, Y or Z-axes.

5.6.3 Wireframe



Removes the “fill” from the image, leaving just the framework.

5.6.4 Perspective



Toggles the image between isometric and perspective.

5.6.5 Reset 3D Model



Resets the image to its load state, as it looked when first opened.

5.6.6 Enable Cross-Section



Toggle this button to activate and deactivate the sectioning function. You can set up the cutting planes while keeping the entire image, then toggle this button to view the image with and without the parts that you wish to cut away.

5.6.7 Show Cross-Section Plane



Toggle this button to show and hide the cutting planes used by the sectioning function.

5.6.8 Cross-Section Clipping



This opens a *Section Clipping* dialog with sliders enabling you to set up to six clipping planes. Each plane can be rotated around three axes, and may be inverted.

5.6.9 Set Cross-Section



This option enables you to cut the object using a single straight line, as if with a knife. You can then use the rotation and invert functions to move the object to achieve the desired view.

5.6.10 Invert Cross-Section



This function inverts the visible cross section, showing the parts you have cut away and hiding the parts

5.6.11 Material and light



This open a material and light dialog where you can change the color and reflection properties of the rendered model.

Chapter 6 Configuration and Customization

Tools menu item in RxView offers customization options for many smart features. This chapter describes the available dialogs and how to personalize your settings by creating your own toolbars, short-cut keys, etc.

RxView has extensive configuration settings including snap options, measurements, file filters, pen tables, and plugin management.

6.1 Setting Up the RxView Options

Select the *Tools* > *Options* menu item or click *Options* in the active file right-click menu to open the *Options* dialog shown below.

6.1.1 General Tab

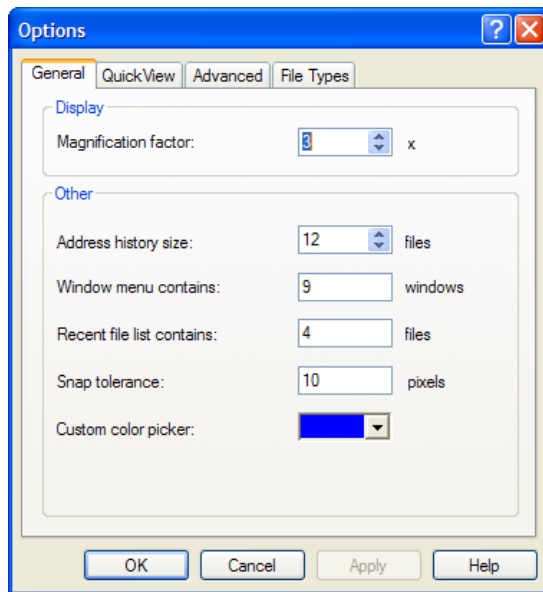


Figure 3 Options dialog General tab

- **Magnification factor** – Is the zoom factor used for the magnifying glass and magnifying window function. See later details.
- **Address history size** – The maximum number of recently opened files displayed in the Address list box.
- **Window menu contains** – The maximum number of files to be listed in the *Window > Windows* menu list.
- **Recent file list contains** – Is the number of recently opened files listed in the *File* menu.
- **Snap tolerance** – Is the range within which the snap function will move the cursor to a node. The snap function is described later.
- **Custom color picker** – Enables you to select or create your own background color to be used in the *Toggle Background Color* list.
- **Write settings to DEFAULT user registry key** – an option for users without administrator permission.

6.1.2 QuickView Tab

QuickView files are created for each original file when selected in the explorer. Use the QuickViews and/or thumbnail images to identify the file before opening. QuickView files may be saved using one of several methods. Use the options on this tab to set the save preferences for the QuickView files. These settings will apply for all files opened after the settings are made.

- **Use embedded preview if available** – Some file types may have a thumbnail view embedded in the file.
- **Database storage**
 - **None** – QuickViews are not stored but regenerated each time the file is accessed. This method can lead to delays while the QuickViews are created.
 - **Single database file** – As the QV files are created, they are stored in a specified folder as a database file. The QV files are then available for immediate use the next time you access the originals so delays are avoided. Set the required folder in the *Local* or *Common folder* options.

- **Individual QuickView files** – Each QV database file is stored in the same folder as the original file. The QV files are available for immediate use the next time you access the originals

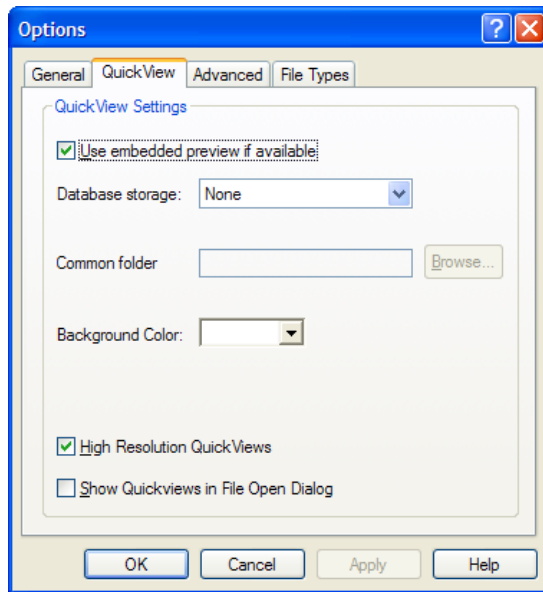


Figure 4 Options dialog QuickView tab

- **Common folder** – All the QV files created will be stored in a common folder. Check the option, and type in the path or use the browse function to specify the folder. This option will be grayed out if it is not applicable.
- **Background Color.** Select the background color to use for the QuickView.
- **High Resolution Quickviews.** Select this option if you want QuickView with high resolution. High resolution is 280x220 pixels. Standard is 140x120.
- **Show QuickViews in File Open dialog.** If you turn this on, a QuickView of the currently selected file will be displayed in the file open dialog.

6.1.3 Advanced Tab

Check the applicable boxes to activate the function: uncheck the boxes to deactivate.

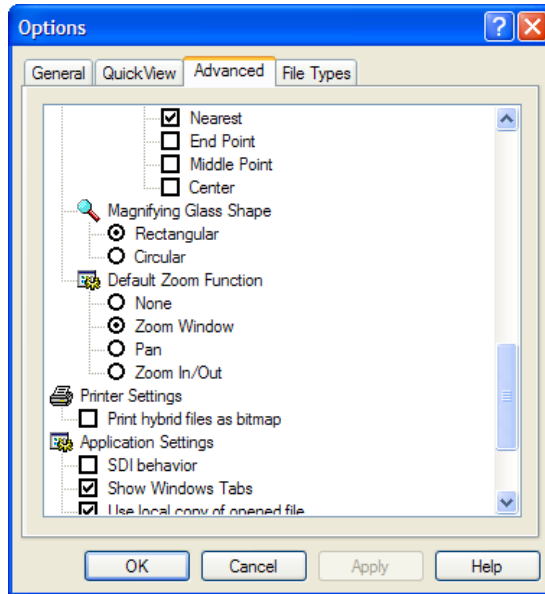


Figure 5 Options dialog Advanced tab

Display Operations

- **CAD style zoom window** – Allows the zoom feature to operate in the same way as the corresponding feature in the AutoCAD program.
- **Enable Wheel button Zoom and Pan** – Check this option to enable the use of the mouse wheel for zoom and pan.
- **Page layout mode** – Check this option to display the drawing and document extent as a page.
- **Show axes for 3D documents** – Check this option to display the 3D axes in the lower left corner of the window for 3D images.
- **Remove hidden lines** – Check this option to remove lines (e.g. In Wire-frame view) that would normally be hidden by other surfaces.

- **Show image extents** – Check this option to display the boundaries of the displayed image.
- **Fill drawing polygons** – Displays vector polygons filled. Do not use this option if you require a faster display.
- **Mono drawing display** – Will display vector files, e.g. DWG, DGN, in monochrome rather than color.

Spreadsheet Options

- **Display gridlines** - Uncheck this option if you do not want to display and print the grid lines in a spreadsheet.

Thumbnail Options

- **Thumbnail color** – Set the background color for multipage thumbnails.

Raster Options

Scaling (to display an image perfectly will require a lot of processing, so displaying is a compromise between the accuracy of the display and the time taken to calculate the image.)

- **Normal** – Raster scaling is the fastest method of displaying during zooming. Some black areas may disappear during zooming.
- **Scale to gray** – Scaling is the slowest method of displaying during zooming, but it gives the best display results. If you have problems reading, for example TIF files, use this option to improve clarity.
- **Preserve black** – Scaling is the next fastest display method. Some black areas may disappear during zooming.

Use Halftoning for color images to display color images sharply regardless of zoom factor.

Document Options

- **Zoom 100%** – Check this option if you wish to display the present page in the default Window's document scaling (1440 twips). Depending on the size of your screen this option may create scroll bars in the document window.
- **Retain page view** – Check this option if you wish to keep the current zoom setting as you move to a different page in the document file.

- **Zoom all** – Check this option if you wish to zoom the current page to the maximum possible within the window as you move to a different page in the document file.
- **Zoom width** - Check this option if you wish to zoom the current page to the width of the window as you move to a different page in the document file.

CAD Options

- **Show warning for missing XRef files** – AutoCAD and MicroStation use XRefs.
- **Show warning for missing font files** – AutoCAD and MicroStation use font files.

Measurement / Calibrate Options

- **Enable ortho** – Restricts the measurement and calibration functions to orthogonal (vertical or horizontal) movement only. This function may be toggled using the F8 key. See later in the manual for further details.
- **Display measurement dialog box** – Allows the *Measurement Statistics* dialog box to display when you press ESC key after using the left mouse button to perform a measurement. See later in the manual for further details.

Snap Options

- **Enable Snap** – Switches on the *Snap* function for measuring. The cursor snaps to defined points on a line as it moves within range. This function may be toggled using the F9 key. See later in the manual for further details.
 - **Nearest** – Snaps to the nearest line.
 - **End Point** – Snaps to the nearest end-point on the nearest line.
 - **Middle Point** – Snaps to the mid-point of the nearest line.
 - **Center** – Snaps to the center of a circle or arc.

Magnifying Glass Shape

- **Rectangular** – Gives a rectangular magnifying glass frame. See later in the manual for further details.
- **Circular** – Gives a circular magnifying glass frame. See later in the manual for further details.

Default Zoom Function

- **None** – No zoom function is active when the application is started.
- **Zoom Window** – Zoom Window function is active when the application is started.
- **Pan** – Pan function is active when the application is started.
- **Zoom In/Out** – Zoom In/Out function is active when the application is started.

Printer Settings

- **Print hybrid files as bitmap** – Some files are not reproduced correctly on paper if rotated. Turn this option on if text become inverted.

Application Settings

- **SDI behavior** – (Single Document Interface) Check this option if you wish to restrict RxView to having only one document open at a time. RxView will then automatically close the open document if another is opened.
- **Show Windows Tabs** – Tabs for each open file is displayed to allow fast selection of open files.
- **Use local copy of opened file** - RxView makes a copy of the active file so that the file is not locked for other users. The copy is deleted automatically when the file is closed.
- **Dynamic network licensing** – Allow users to dynamically acquire a license for RxHighlight when needed, otherwise an RxView license is used.
- **Always save markup on exit** – If checked, RxHighlight will save any markups created or changed without prompting the user when closing the application.
- **Keep RxView always on top** – keeps RxView always in the front on your display.

- **Show ZIP Archive dialog** – Display the ZIP Archive dialog when opening zip files, allowing the user to select which files in the archive to open.
- **Allow only one running instance of RxView** – If checked you can only run one instance of RxView on the same computer.

Click *Apply* to apply changes and keep the dialog open, click *OK* to apply the changes and close the dialog, and click *Cancel* to cancel any changes and close the dialog.

6.1.4 File Types Tab

To speed up searches and loading, instruct RxView to ignore specified file types by adding file type extensions to the list.

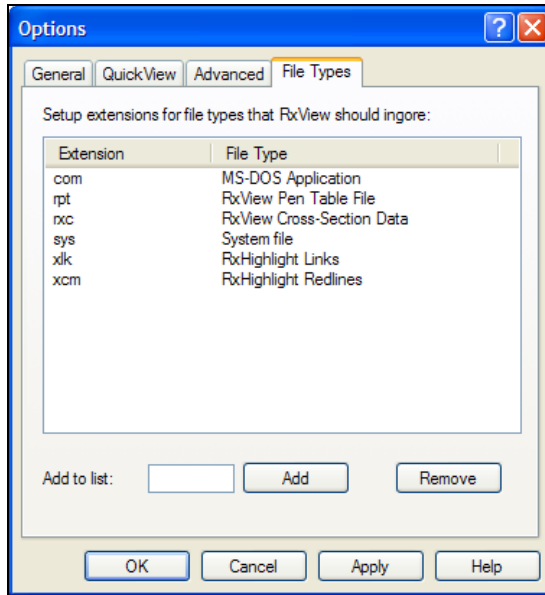


Figure 6 Options dialog File Types tab

To add a file type to the list, type the appropriate file extension into the *Add to list* box and click *Add*.

To remove a file type from the list, select the file type in the list and click *Remove*.

Click *Apply* to apply changes and keep the dialog open, click *OK* to apply the changes and close the dialog, and click *Cancel* to cancel any changes and close the dialog.

6.2 The Customize Dialog

Select the *Tools > Customize* menu item or click *Customize* in the toolbar right-click menu to open the *Customize* dialog shown below.

Click on the tab for the function you wish to customize.

6.2.1 Commands

On this tab you can insert functions into toolbars, and menus.

When creating a new toolbar or menu item, find the required command in the Commands list and drag-and-drop it into the toolbar or menu as appropriate. See also paragraph 6.2.2.2 for details.

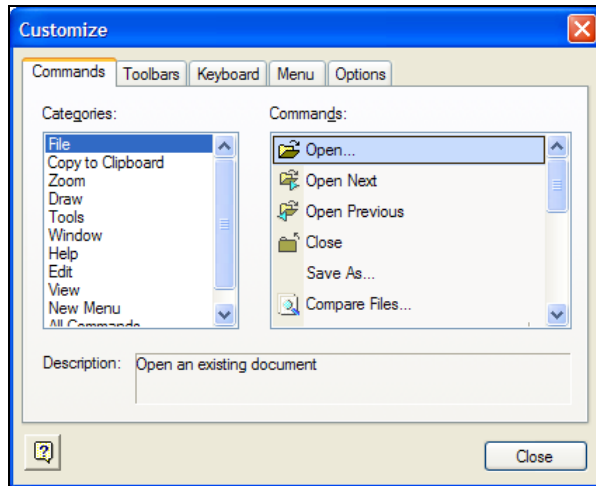


Figure 7 Customize dialog > Toolbars tab

6.2.1.1 Creating a New Menu

1. Select New Menu from the Categories list.
2. Click on the New Menu item in the Commands list, and drag-and-drop it into the appropriate place in the menu.
The menu item will be located at the horizontal black line.
3. Select the new menu item and right-click on it, then click on *Appearance*.

The *Button Appearance* dialog opens.

4. In the *Text* line, type in the name you wish to use for the menu.
5. Click OK to close the dialog.
6. Drag-and-drop the required commands from the Commands list into the new submenu.
7. On completion, click OK.

6.2.2 Toolbars

Use the *Tools > Customize > Toolbars* dialog to decide which toolbars are to be displayed, setup existing toolbars, and create new ones.

6.2.2.1 Displaying and Hiding Toolbars

1. In the *Toolbars* field, check the toolbars you wish to display and uncheck those you do not need.

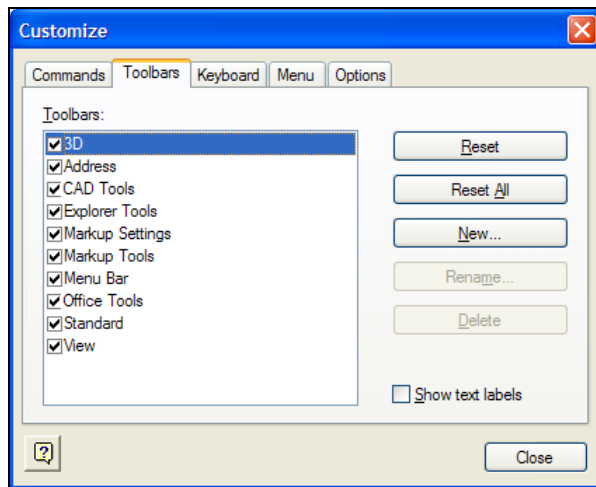


Figure 8 Customize dialog > Toolbars tab

2. Set the options as required.
 - **Show Text labels** – Enables text labels to appear beneath each button.

Click *OK* to apply any changes and close the dialog, click *Cancel* to close the dialog without applying changes, or click *Apply* to apply the changes and leave the dialog open.

6.2.2.2 Creating Your Own Toolbars

1. Open the *Customize* dialog and click the *Toolbar* icon.
2. Click the *New Toolbar* button.

A new toolbar is created in the workspace and in the Toolbars list.

3. Type in a name for your new toolbar.
4. Click on the *Commands* icon in the *Customize* list.
5. In the *Commands* window, find the commands that you want to have in your new toolbar, and drag-and-drop them into the toolbar.

The new buttons will be positioned at the black cursor.

Note While the *Customize* dialog is open you can reposition the buttons in any toolbar or menu.

6. Set the options as required.

Note All the options operate on all the toolbars and the menu bar. I.e. you cannot set options for individual toolbars.

7. On completion, click *OK* to close the *Customize* dialog.

6.2.2.3 Changing a Button Icon

The appearance of individual buttons on the various toolbars can be changed.

1. Open the *Commands* dialog
2. Go to the toolbar button you wish to change and left-click on it to select it.

The button is surrounded by a gray rectangle.

3. Right-click on the button.
4. In the drop-down menu that appears, click *Button Appearance*.
5. The *Button Appearance* dialog opens.

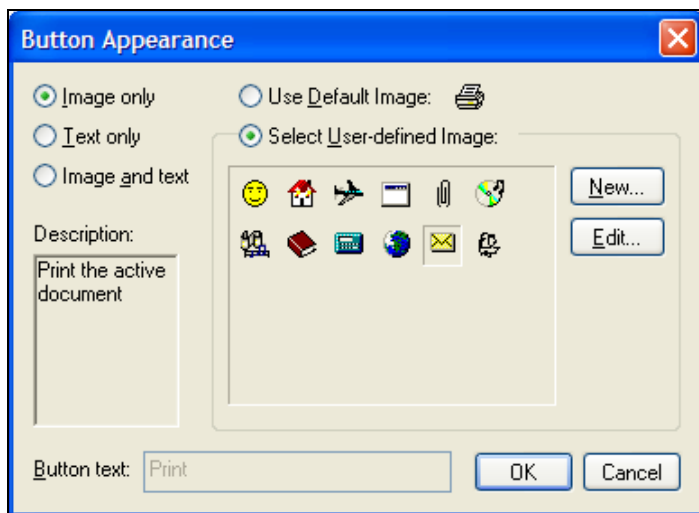


Figure 9 Button Appearance dialog

6. Select the appropriate image for the icon from the Images window, and select other options as required.
7. On completion click *OK* to return to the *Customize* dialog.

Click *OK* to close the Button Appearance dialog.

6.2.3 Keyboard

On the keyboard tab you can select and change the RxView accelerator keys. An accelerator key can be allocated to any function included in a menu for example, CTRL + O is the Windows shortcut key to initiate the *File Open* function. Accelerator keys are used to speed up access to commonly used functions. To allocate or edit an accelerator key, proceed as follows:

1. Open the Customize dialog and click on the Keyboard tab.
The Keyboard tab shown below is activated.

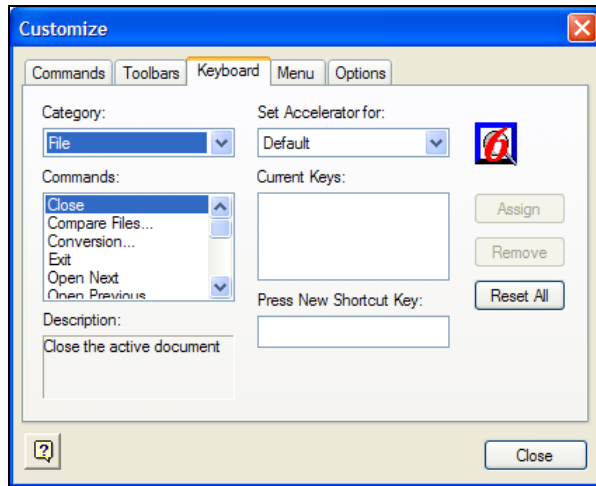


Figure 10 Customize dialog > Menu tab

2. You can limit the accelerator to apply only to a certain menu set or all menu sets by choosing *Default* from the *Set Accelerator for:* drop down list.
3. Select *Category*, and then choose the command you wish to set an accelerator key for from the *Commands* list.
4. The accelerator key if any is displayed in the *Current Keys* field.

5. Delete existing shortcut keys as required by selecting them in the *Current Keys* field and click *Remove* or *Reset All*.
6. Set the cursor in the *Press New Shortcut Key:* field, then enter the keyboard keys that you wish to use to activate the selected function.
7. Click *Assign* to copy the shortcut key sequence to the *Current Keys:* field.
8. The new accelerator keys are immediately applied when you close the dialog.

Examples

For document and multipage raster files:

- Ctrl-Home go to first page
- Ctrl-End go to last page
- Ctrl-PgDown go to next page
- Ctrl-PgUp go to previous page

6.2.4 Menu

On the menu tab you can select and change the RxView menus. Select the menu set from the “Show Menus for:” list. Then you can modify the menu by selecting it with the mouse. You can add and remove menu items and modify the appearance of menu items by right clicking on it.

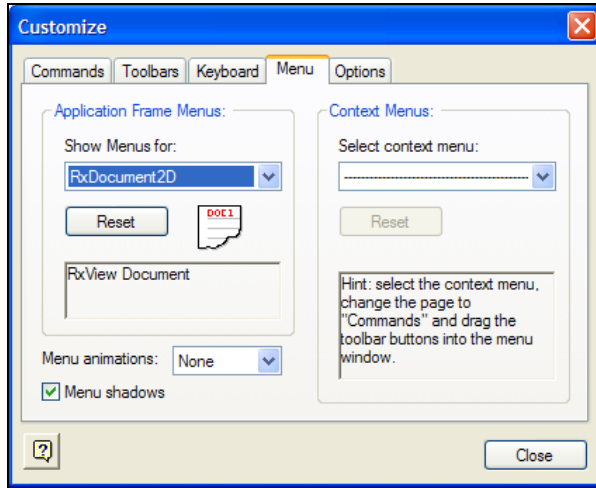


Figure 11 Customize dialog > Menu tab

6.2.4.1 Context menus

Bring up the various context menus for modification by selecting it from the “Select context menu:” list.

You can reset a context menu to its original state by applying the Reset button.

6.2.4.2 Other options

Menu animations – You can choose to let menus appear in different ways select the animation you want to use from the list.

Menu Shadows – Check this options if you want menus to appear with shadows.

6.2.4.3 Deleting a Menu Item

Delete a menu item as follows:

With the *Tools > Customize > Commands* dialog open:

- Drag the superfluous menu item out of the menu and drop it.
- Right click on the menu item and then click *Delete*.

6.2.5 Options

On the options tab you can set some general options for toolbars and menus.

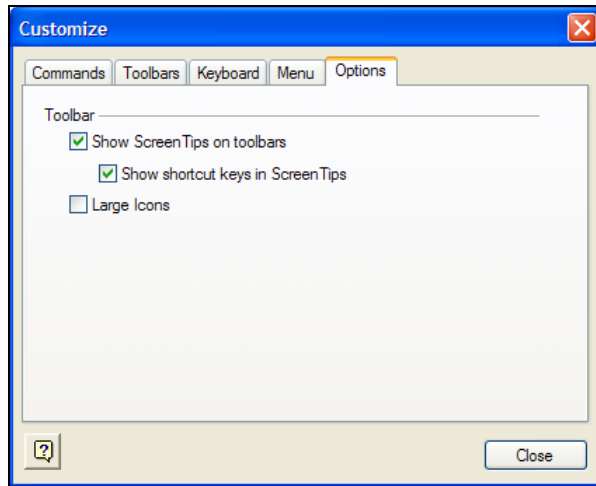


Figure 12 Customize dialog > Options tab

Show Screen Tips on toolbars – Enables tool tip text labels to appear when moving the mouse over a button.

Show shortcut keys in Screen Tips – Show shortcut keys for the selected function in tool tip text label.

Large Icons Tips – Select if you want normal sized or large sized buttons on the toolbars.

6.3 Plugin Manager

RxView uses plugins to extend functionality, add new features, activate and deactivate functions using dialogs etc. Plugins are registered during installation and listed in the *Plugin Manager* dialog.

Select the *Tools > Plugin Manager* menu item. You can load, unload, enable and disable plugins via this dialog. The plugins' names and their current states are listed, and the version and a short description are displayed for the selected plugin. Plugin states are saved in the registry when RxView is closed, and will be restored when the next RxView session is started. Restart RxView for changes to be implemented. Plugins are described in separate documentation.

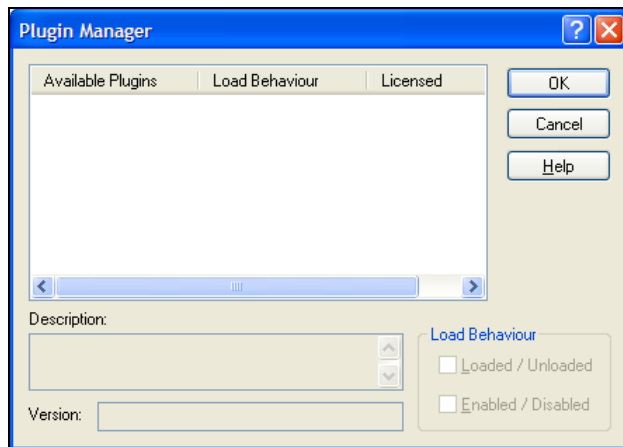


Figure 13 Plugin Manager dialog

To run a plugin:

1. Select the required plugin from the list. A description of the plugin and its version appear in the fields below the list.
2. Check the *Loaded / Unloaded* box to load the plugin. Once the plugin is loaded, you can enable or disable it as required.
3. Check the *Enabled / Disabled* box to enable the plugin.
4. Click *OK* to input the settings and close the dialog, or click *Cancel* to close the dialog without inputting the settings.

6.4 Configuring Toolbars and the Menu Bar

6.4.1 Resizing Toolbars

The toolbars can be resized as required.

- Place the cursor on the bar's frame then click and hold the left mouse button and drag the frame. Release the mouse button when the bar is the desired size.

6.4.2 Repositioning Toolbars and the Menu Bar

The toolbars and menu bar can be positioned as required on the screen.

- To move a bar if it is docked, place the cursor on the bar's grip (the parallel vertical lines at the left end of the toolbar if these are shown, or one of the spacer bars located between some of the buttons), or in any free space in the menu, click and hold the left mouse button and drag the bar to the desired location on the screen.
- To move a bar if it is undocked (a separate window in the workspace), place the cursor in the bar's title bar, click and hold the left mouse button and drag the bar. Release the mouse button when the bar is in the desired position on the screen.

6.4.3 Showing and Hiding the Toolbars

6.4.3.1 Via the File Workspace Right-click Menu

Place the cursor in a free area of the file workspace (not on an open file) or in any toolbar, the menu bar or the title bar, and click the right mouse button to display the pull-down menu. The toolbars are listed in the center section of the menu. Check the required toolbars and uncheck those that are not required.

Note The right-click menu closes after each selection.

6.4.3.2 Via the Customize Menu

1. Select the *Tools > Customize* menu item, or, place the cursor in a free area of the file workspace and click the right mouse button, then click on the *Customize* option.
2. Click the *Toolbars* icon to switch to the *Customize Toolbars* dialog.
3. In the *Toolbars* field, check the toolbars you wish to display and uncheck those you do not need.
Set the options as required.
4. Click *OK* to accept the settings and close the dialog.

For further details on the *Tools > Customize > Toolbars* dialog, see earlier in this chapter.

6.5 Configuring the Folder Explorer

The folder explorer can be positioned as required on the screen.

- To move the explorer if it is docked, place the cursor on the grip (the explorer's title bar), click and hold the left mouse button and drag the explorer to the desired location on the screen.
- To move the explorer if it is undocked (a separate window in the workspace), place the cursor in the title bar, click and hold the left mouse button and drag the bar. Release the mouse button when the bar is in the desired position on the screen.
- To resize the explorer, place the cursor over an edge or a corner, click and hold the left mouse button and drag to the desired size.
- To toggle the explorer on or off, access the file workspace right-click menu or the folder explorer right-click menu. You can also click the File Explorer button.

6.6 Configuring File Explorer

The file explorer and Document Properties bar can display file information in columns. These columns can be toggled on and off, moved, resized, and the files sorted.

6.6.1 Showing and Hiding Columns

To show or hide a column:

1. Place the cursor anywhere in the column header bar and click the right mouse button.
A submenu of the column options is displayed.
2. Check those columns you wish to display and uncheck those that you do not require.

6.6.2 Moving Columns

To move a column:

1. Place the cursor on the column header button you wish to move, then click and hold the left mouse button.
2. Drag the button to the desired location in the bar.

As you drag the cursor, the nearest "space" between the buttons turns blue to indicate where the button will be located.


6.6.3 Sorting File Details

The files listed can be sorted by name, size, file type, modification date and attributes, in either direction (up or down).

- Click on the appropriate column button to select the desired sort method.
- Click the same button again to toggle the direction (note the arrow indicating the sort direction).

Chapter 7 RxView Dialogs

7.1 Filter Settings

The *Filter Settings* dialog holds information about the various file filters and their setup options. Click the *Filter Settings* button  on the *View* toolbar or select the *Tools > Filter Settings* menu item.

7.1.1 Information Tab

When you open the *Filter Settings* dialog, you are presented first with a list of the filters and the *Information* tab. Pan to and select the filter to set up. The *Information* tab shows types of files the selected filter supports, the file group (text, vector, raster etc.), the version and name of the filter, and whether the filter is currently licensed.

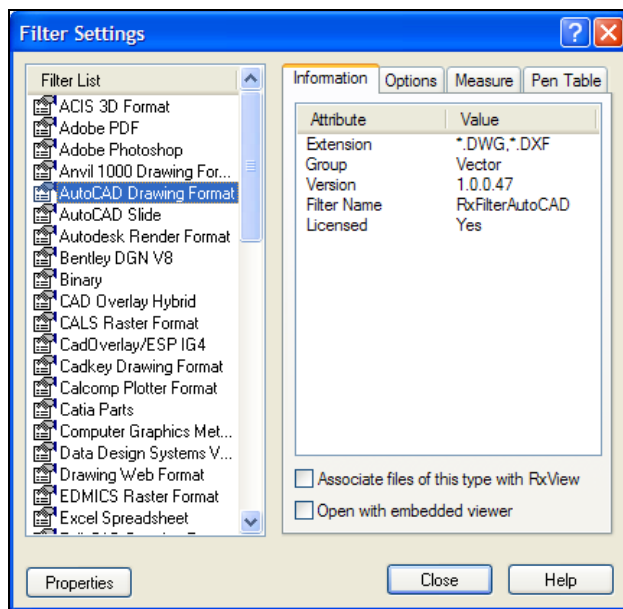


Figure 14 Filter Settings dialog, Information tab

- **Associate files of this type with RxView** – Check this box to associate files that use the selected filter with RxView. Thereafter, when you double-click on a file with the same extension, RxView will open and the file will be loaded.

Note This function does not work in the trial version of RxView R6.

- **Open with embedded viewer** – By checking this option you can tell RxView to open and use a viewer embedded in the file instead of using RxView. Then when you open a file of the selected format, the embedded viewer will open as a window in the RxView workspace, with the file opened within that viewer.

Note This may improve viewing capabilities for some file formats, but the markup function will not work within “external” viewers.

- **Properties** – Opens the *Filter Properties* dialog, see earlier in this chapter.

7.1.2 Options Tab

The *Options* tab enables you to set some default settings for the selected filter.

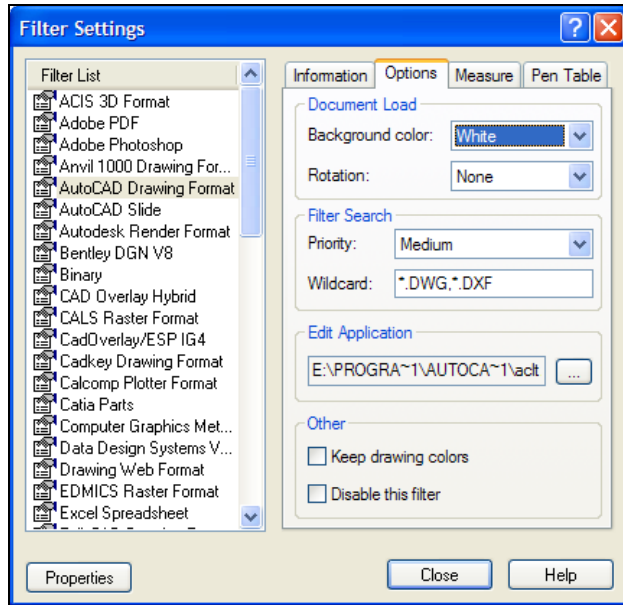


Figure 15 Filter Settings dialog, Options tab

- **Background color** – Sets the default background color to be used for files supported by the selected filter. See *Setting the Background Color* later in this chapter.
- **Rotation** – If a large percentage of the files supported by this filter need to be rotated before opening (for example they may have been scanned at a different angle), you can preset a rotation angle here. See *Rotating Images* later in this manual.
- **Priority** – Give the filter a priority. Filters with a higher priority will be interrogated first when RxView is attempting to recognize an unidentified file type. Use this option to prioritize a filter.

- **Wildcard** – On installation, the various filters are installed with a wildcard matching the normal file extension, but you may add or use other extensions. Write optional wildcards in this field for selected filters. The *File Open* dialog box then uses these wildcards to search for matching file types in the selected folder. Multiple file extensions for a filter can be used. Each wildcard must be separated by a semicolon, for example, *.TXT;*.ASC;*.DAT.
- **Edit Application** – RxView is a viewing application. If you wish to edit the actual image file, you will need to start an editing application suitable for that image type. Use this field and/or the browse button to register the application for the image type.
- **Keep drawing colors** – Normally, if a color on the image is very close to the background color (for example a light gray line on a white background), RxView will invert the color to obtain a better contrast and make the object more visible. If you check this box, RxView will keep the original colors but you may then risk losing details from the image.
- **Disable this filter** – Check this box if you know you will not need to use a particular filter. This will prevent the filter being used. The box will remain checked until you uncheck it.

7.1.3 Measure Tab

This tab is used to set up the scale of the image and calibrate it to enable measurements to be made on the screen.

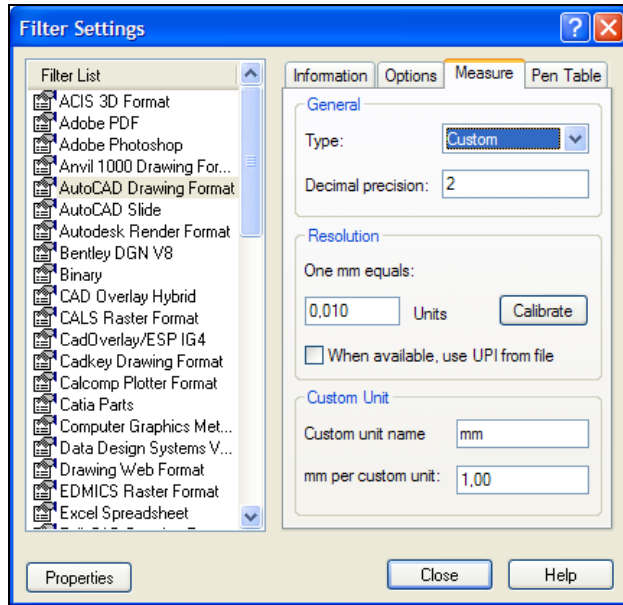


Figure 16 Filter Settings dialog, Measure tab

- **Type** – Set the type of units required for files associated with this filter. Choose between System, Imperial, Metric and User.
 - **System** – No units of measurement are specified for this filter, so RxView will use the default units specified by the file.
 - **Imperial** – Use imperial units for the filter.
 - **Metric** – Use metric units.
 - **Custom** – Define your own units for the filter. Name the units

- **Decimal Precision** – Must be input for the selected units. The decimals are shown in the X and Y coordinate fields located in the right end of the status bar when a drawing is loaded.

- **Resolution** – Some files have a resolution in *dots per inch* included in the file.


Depending on the type of units selected, the resolution will be shown in dots per inch, dots per mm or the user-defined unit selected for the filter.

AutoCAD files do not have absolute units of measurement, so for these files you must decide the length a unit is to have. The easiest way to do this is to use *Calibrate*.

- **Calibrate** allows you to set the scale of a drawing. Refer to paragraph 10.2 on page 126 for further details.
- **When available use UPI from file** – Some file types contain UPI (Units per Inch) information. Check this box if you want to use UPI information in your measurements.
- **Custom unit name** – If you wish to define your own unit of measurement, give it a name here.
- **mm per custom unit** – Define how large, in mm, you wish your units to be.

7.1.4 Pen Table Tab

This tab is used to select a pen table file (.RPT) if one is available.

You can create pen table files via the *Pen Table Settings* button  in the *CAD Tools* toolbar. See *Pen Table Dialog* later in this chapter for further details. The tab is grayed out if it is not applicable to the selected filter.

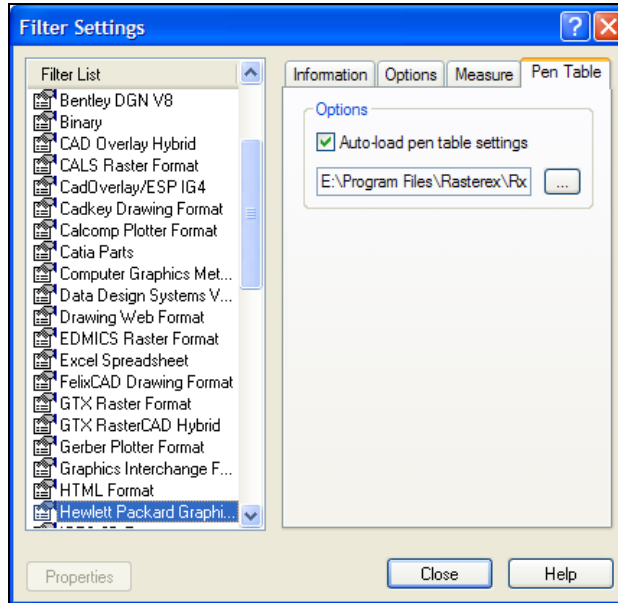


Figure 17 Filter Settings dialog, Pen Table tab

- **Auto load pen table settings** – Check this box to enable the *Choose Pen Table File* (*.RPT file) selection dialog. When the box is checked and a pen table file is selected, that pen table file will be used automatically when a file using the selected filter is opened.

7.1.5 Filter Properties

The filters included with RxView enable you to see the various files in the workspace. You can configure each filter separately, such that the files associated with each filter are presented in a way suited to your requirements. RxView has two filter configuration dialogs: *Filter Setup* described in the previous sections and *Filter Properties*.

The *Filter Properties* dialog opens at the *ACAD* tab.

- Select *Tools > Filter Properties* to open the dialog shown below.

7.1.5.1 The AutoCAD Tab

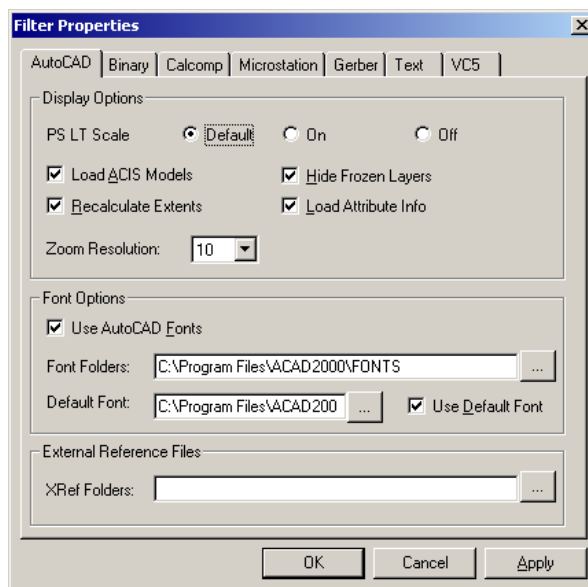


Figure 18 Filter Properties dialog, AutoCAD tab

This tab enables you to set display and font options for files created using AutoCAD.

The options are as follows:

- **PS LT Scale** – Controls paper space line-type scaling. Select the required option.

- **Load ACIS Models** – Check this box if you wish to allow the filter to load 3D ACIS models. Note that these models may take a considerable time to load.
- **Hide Frozen Layers** – Check this box if you wish to hide layers that have been frozen.
- **Load Attribute Info** – Check this box if you wish to search for and list block attributes.
- **Recalculate Extents** – If the drawing's actual extents are not given in the header, use this option to find the extents and redraw the display.
- **Zoom Resolution** – If the drawing is very large and you need see clearly the details in small section of it you can increase the Zoom Resolution factor to ensure that the resolution on high magnifications is sufficient to see the details clearly. This will reduce performance for AutoCAD files.
- **Use AutoCAD Fonts** – Check this box if you wish to allow the filter to use AutoCAD fonts.
- **Font Folder** – If you wish RxView to use AutoCAD fonts, input the path to the folder containing the font files.
- **Default Font** – Input the name of the font file you wish to use as default. Check the *Use Default Font* box if you wish to restrict RxView to using that particular font.
- **XRef Folders** – Type in folders where the filter is to search for externally referenced drawings. You may specify several folders separated by “;” e.g. C:\XREFS; C:\AUTOCAD etc.

Note Layouts are described later in the manual.

7.1.5.2 The Binary Tab

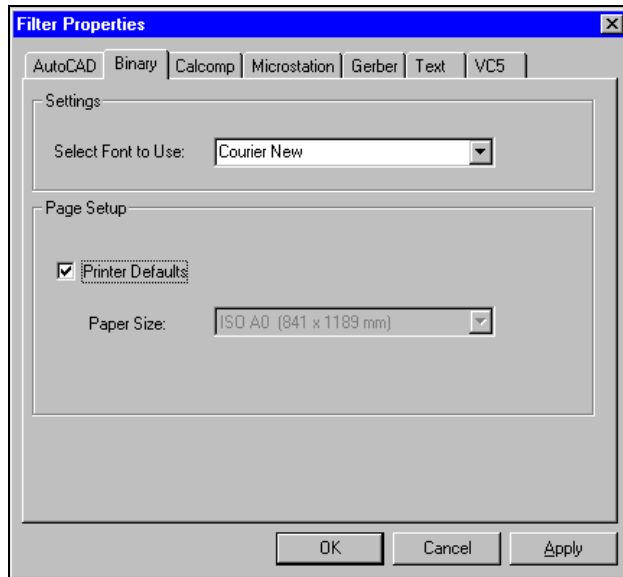


Figure 19 Filter Properties dialog, Binary tab

This tab enables you to set the default font and the default paper size for each page for a binary file.

7.1.5.3 The CalComp Tab

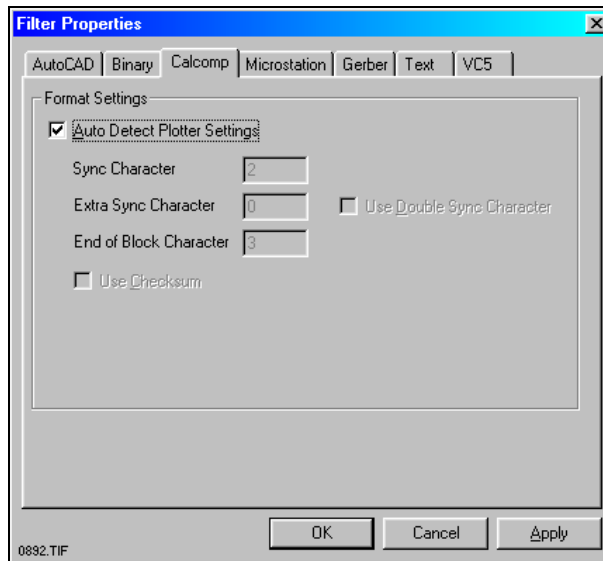


Figure 20 Filter Properties dialog, CalComp tab

A file may be set up to print correctly on a specified CalComp plotter. The Rasterex filter must then be configured to interpret the file settings such that the file can be printed to a different unit. This tab enables you to configure the settings.

- **Auto Detect Plotter Settings** – Check this box if you want the filter to search for the required settings automatically.
- **Sync Character** – Set the number of synchronization characters to be used.
- **Extra Sync Character** – Input a value here if an additional sync. character is to be used.
- **Use Double Sync Character** – Check this box if both the above sync. characters are to be used.
- **End Of Block Character** – Input the appropriate end-of-block character.
- **Use Checksum** – Check this box if a checksum is used.

7.1.5.4 The MicroStation Tab

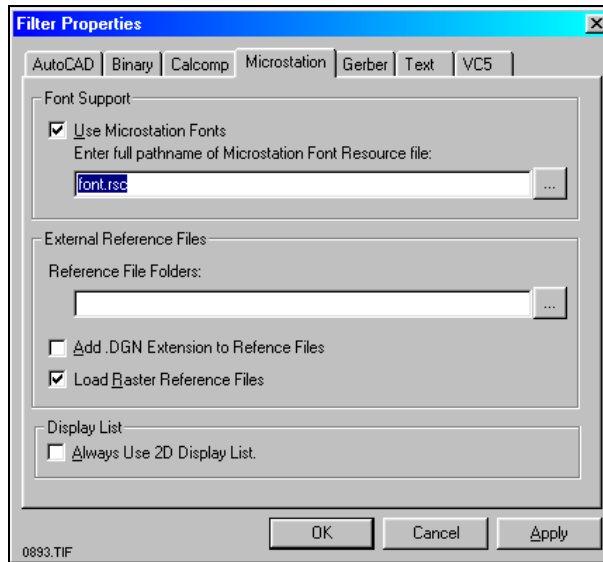


Figure 21 Filter Properties dialog, MicroStation tab

This tab enables you to set the path to the required font resource file and reference file folders for MicroStation files.

- **Use MicroStation Fonts** – Check this box to instruct the filter to use the font defined by the MicroStation file.
- **Font Resource File pathname** – If you check the above box, type in the path of the required font file or browse to it.
- **Reference File Folders** – A DGN file can include references to other files. Type in the path to the appropriate folder or browse to the file. Multiple file paths can be entered; separate them with ;. All paths will be searched.
- **Add .DGN Extension to Reference Files** – Add the DGN file extension to reference files to simplify file searches.
- **Load Raster Reference Files** – You can deselect this option to reduce the time taken to load a hybrid file.

- **2D Display List** – Check to force a drawing to be displayed as a 2D image even though it may originally be a 3D drawing.

7.1.5.5 The Gerber Tab

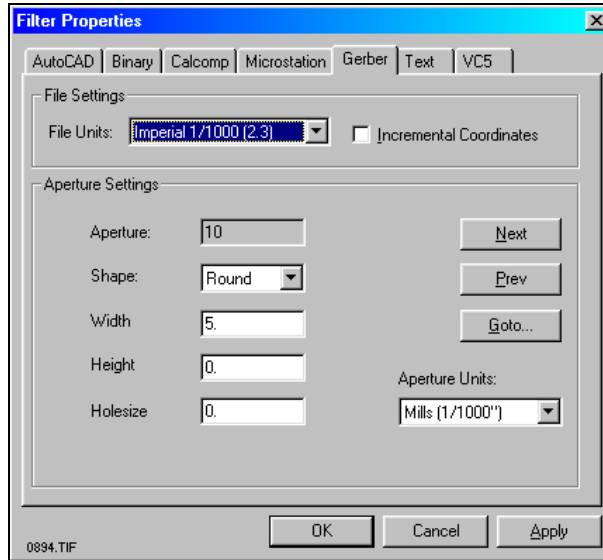


Figure 22 Filter Properties dialog, Gerber tab

This tab enables you to set the default units and the aperture number, shape and size for Gerber files.

- **File Units** – Select the type of units to be used for the file.
- **Incremental Coordinates** – Check this box if the file uses incremental coordinates, otherwise absolute coordinates will be used.
- **Aperture Number** – The number of the aperture you wish to show/change.
- **Shape** – The shape of the aperture.
- **Width** – The size of the aperture along the X-axis, given in the file units selected.
- **Height** – The size of the aperture along the Y-axis, given in the file units selected.

- **Hole Size** - If an object contains a hole, for example a do-nut, this defines the size of the hole.

Note Some of the parameters depend on the shape selected.

- **Next** – Show the next aperture.
- **Prev** – Show the previous aperture.
- **Goto** – Opens an “aperture selection” dialog where you can enter the aperture you wish to show/change.
- **Aperture Units** - Unit specified for a particular aperture.

7.1.5.6 The Text Tab

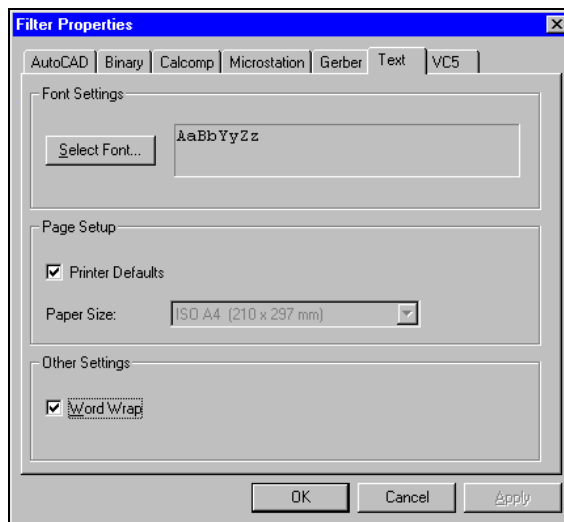


Figure 23 Filter Properties dialog, Text tab

This tab enables you to set the default font and other parameters for text files.

- **Name** – Use this list box to set the default font to be used when displaying text files.
- **Style** – Use this list box to set the default font style to be used when displaying text files.
- **Size** – Use this list box to set the default font size to be used when displaying text files.

- **Page Setup** – Setup the page layout for printing. Use either default printer settings or select a different paper size.
- **Word Wrap** – Check this box if you want words that extend beyond the end of the line to wrap to the next line.

7.1.5.7 The VC5 Tab

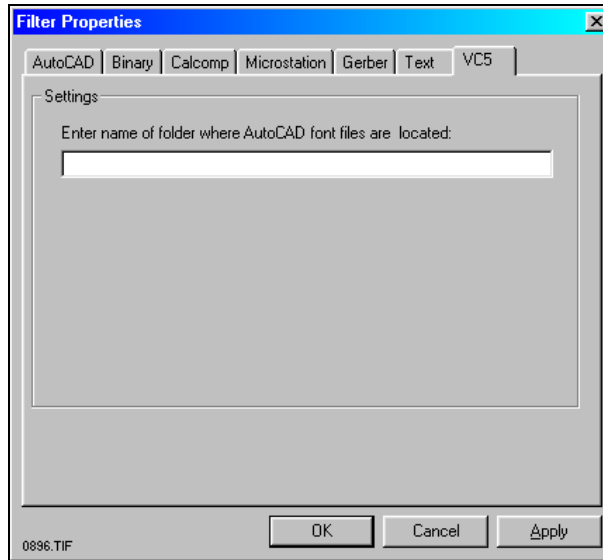


Figure 24 Filter Properties dialog, VC5 tab


This tab enables you to set the location of AutoCAD font files so RxView can find them when necessary. If the AutoCAD font files are not found, text included in the drawing will not be displayed.

In all cases:

Click *OK* to accept the settings and close the dialog, click *Apply* to accept the settings and keep the dialog open, or click *Cancel* to close the dialog without implementing any changes.

7.2 Pen Table Dialog

Typically in a vector file, lines have the same on-screen thickness but different colors. Colors can be interpreted to create printed output with different line thickness, colors and styles. Use the *Pen Table* dialog to define how you want a particular line color on the file to be printed or plotted. Change a single line or multiple lines by using standard Windows techniques to select them in the table then set the options as required.

To open the Pen Table dialog, click the *Pen Table* button  or go to the Print dialog and click the Options button then select the Pen Table tab.

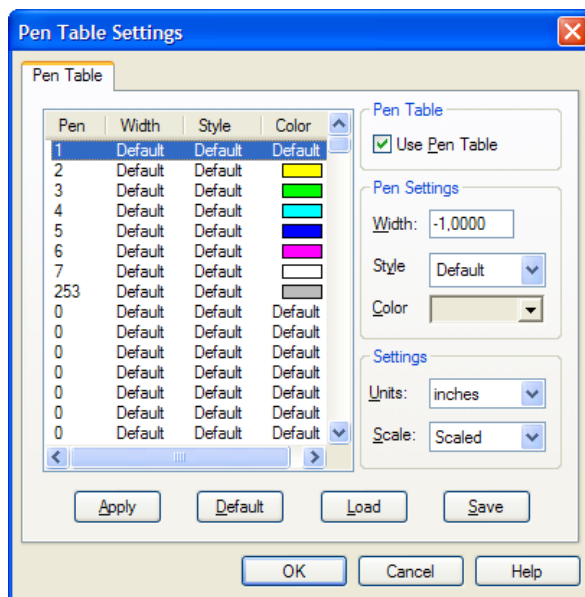



Figure 25 Pen Table Settings dialog

- Check the *Use Pen Table* box if you wish to use the Pen Table function. The other options then become active.
- **Scale** – Select *Scaled* if when you resize a drawing file you want the line widths to follow the scale of the drawing. *Unscaled* keeps the line widths constant irrespective of the scale of the drawing.

- **Units** – Select the units of measurement, metric (mm) or imperial (inches), you wish to use when defining line widths.
- **Width** – Set the desired printed width for the selected lines in the units defined in *Units* above. -1 indicates that no width has been defined for that pen.
- **Style** – Set the desired printed line style for the selected lines (full, dotted, dashed etc.). *Default* indicates that no line style has been defined for that pen.
- **Color** – Set the desired printed color for the selected lines.
- **Change** – Click to apply the changes to the file.
- **Default** - Click to return to the default settings.
- **Load** – Click to load a previously saved pen table (*.RPT) file. A Load Pen Table dialog opens to enable you to find and select the desired file.
- **Save** – Once you have made the desired changes to the pen table, save your table as an .RPT file so you can reuse the settings. A *Save Pen Table* dialog opens enabling you to name the file and place it in the appropriate folder.
- **OK** – Apply the changes and close the dialog.
- **Cancel** – Cancel the changes and close the dialog.
- **Help** – Click to obtain context-sensitive help.

7.3 File Properties Dialog

Click the File Properties  button to open the File Information dialog.

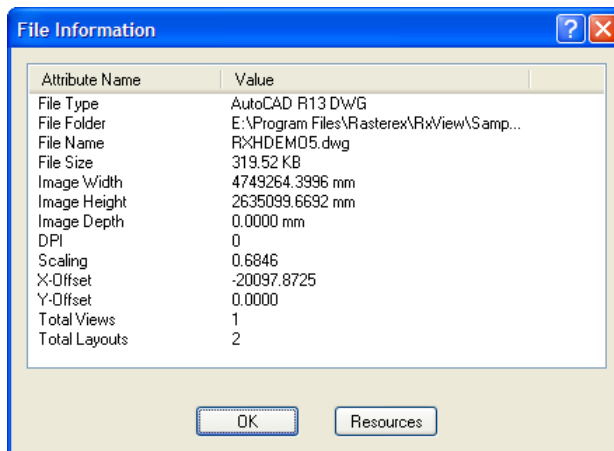


Figure 26 File Properties dialog

- **File Type** – The type of file, e.g. BMP, TIF, JPEG etc.
- **Local Copy** – Is the file copied locally?
- **Temp Folder** – Temporary folder for Local Copy files.
- **Temp Name** – Temporary filename for the Local Copy file.
- **File Path** – The full path to the file.
- **File Name** – The full name and extension of the file.
- **Size** – The file's size.
- **Image Width** – The width of the image in the units defined for the file. This may be “pixels” in the case of raster files, “drawing units” for vector files etc. The value and units are defined when the file is created and are not affected by image calibration, filter settings, or by the zoom factor.
- **Image Height** – The height of the image in the units defined for the file. See *Image Width* above.

- **Image Depth** – For 3D images, the depth of the image in the units defined for the file. See *Image Width* above.
- **Compression** – The type of file compression used.
- **DPI** – Dots per inch, the resolution of the file.
- **Scaling** – An internal factor for RimEngine relating the screen coordinate system with the file's internal information.
- **X-Offset** – Information retrieved from file header.
- **Y-Offset** – Information retrieved from file header.
- **No. of Views** – in vector CAD files
- **No. of Pages** – in multipage documents, PowerPoint presentations
- **No. of Sheets** – in spreadsheets

7.4 File Resources Dialog

The File Resources dialog shows any externally referenced resources in the current document, whether the resource is found, the resource name and the resource path used.

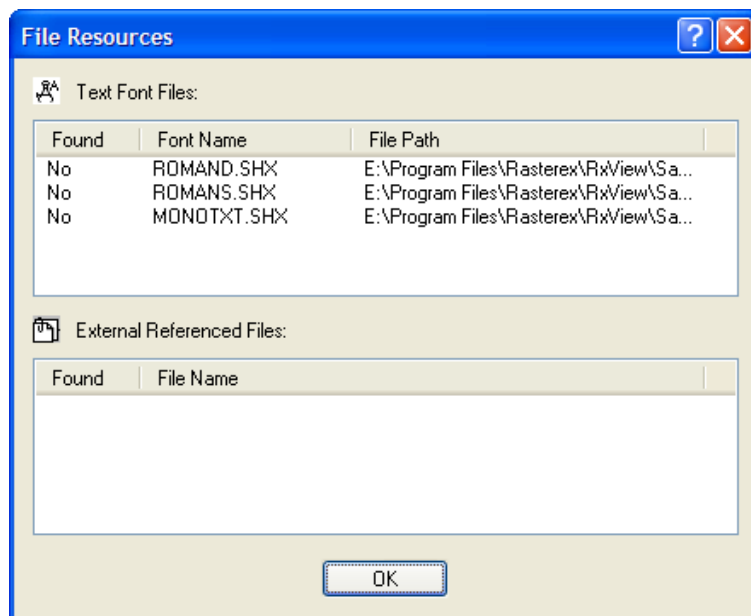



Figure 27 File Resources dialog

7.5 Find specified text dialog

Click on the Find button  on the Standard toolbar to open the Find dialog.

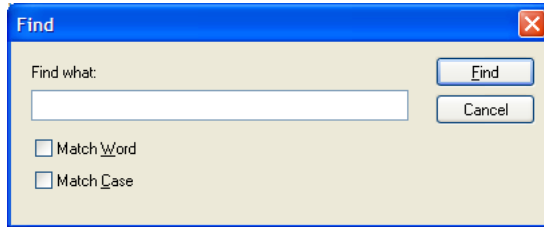



Figure 28 Find text dialog

This dialog enables you to search for text in documents and drawings. The located text will be highlighted. You can use the Match Word and Match Case options if you want to find only whole words or words with a specific mixture of upper and lower case characters.

7.6 Vector Layer Control

Click the Layers button  on the CAD Tools toolbar to open the Vector Layer Control dialog.

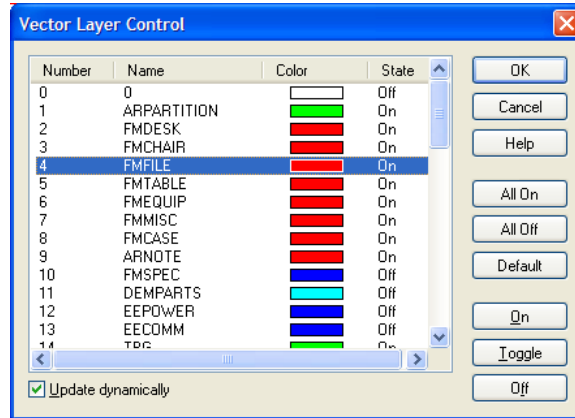


Figure 29 Vector Layer Control dialog

This dialog enables you to turn on and off selected layers in a multi-layer file. Using standard Windows selection techniques, select in the *Number* column the layers you wish to toggle.


- **OK** – Applies the changes and closes the dialog.
- **Cancel** - Cancels the changes and closes the dialog.
- **Help** – Opens the RxView on-line help system.
- **All On** – Click this option to turn all the layers on (no need to select layers).
- **All Off** – Click this option to turn all the layers off (no need to select layers).
- **Default** – Click this option to reset the layers to their default values (as they were when the file was initially opened).
- **On** – Click this option to turn the selected layer on.
- **Toggle** – Click this option to toggle the selected layer to the other setting (on or off).
- **Off** – Click this option to turn the selected layer off.

Note When printing a file, only the displayed layers will be printed. The layer columns can be rearranged, resized and sorted.

7.7 Setting the Background Color

When the file window is larger than the file image, the area outside the image but within the window frame will be given the selected background color. RxView provides a choice of three standard colors; white, black and gray, and allows you to create your own color as a fourth choice.

Change the background color using the following methods:

- Click the *Toggle Background Color* button  on the View toolbar – each click toggles the color to the next of the four choices.
- Go to the *View* menu and click the *Toggle Background Color* item – each click toggles the color to the next of the four choices.
- Go to the active file right-click menu and click the *Toggle Background Color* item – each click toggles the color to the next of the four choices.
- Click the down-arrow beside the button and select the desired color from the list.

Note Only the active file's background color will be changed. Different files can therefore have different background colors.

7.7.1 Choosing a Non-standard Background Color

Choose a non-standard background color as follows:

1. Select the *Tools > Options* menu item or click *Options* in the active file right-click menu.
2. On the *General* tab click the *Custom color picker* option.
3. Pick a standard color from the presented color chart.
4. Click *Apply* or *OK* to implement the change.


7.7.2 Create a Custom Color

1. Select the *Tools > Options* menu item or click *Options* in the active file right-click menu.
2. On the *General* tab click the *Custom color picker* option and click *Other* to open a standard Windows color selection dialog.
3. Once you have the desired color in the *Color / Solid* box, click *Add to Custom Colors*, and the color will be added to the *Custom Colors* table.

4. Click *OK* to return to the chart of standard colors.
Your new color is now included in the chart and is automatically selected in the *Custom Color Picker* in the *Options* dialog.
5. Click *Apply* or *OK* to implement the change.
Your color is included as the *Custom* choice in the list of four colors in the *Toggle Background Color* command.

Chapter 8 Printing Files

8.1 Print Dialog

Click on the Print button  to open the Print dialog, or click the *File > Print* menu item. Before using the *Print* dialog you can use the *Page Setup* and *Print Preview* setup to prepare your print.

8.2 Print

Print offers a standard Windows print dialog opens.

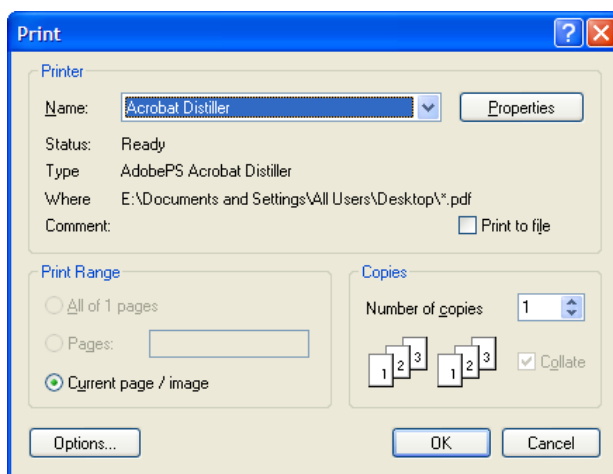


Figure 30 Windows Print dialog

This dialog enables you to select the required printer and the required pages to be printed.

- **Options** – Opens the *Options* dialog.
- **OK** – Sends the file to the selected printer.
- **Cancel** – Cancels the print operation and returns to the file.

Refer to Windows documentation for further details about printing.

8.3 Page Setup

Before printing the active file, open the *Page Setup* dialog to configure the page layout. Access the *Page Setup* dialog as follows:

- Via the active file right-click menu
- Via the *File > Page Setup* menu item.
- In the *Print Preview* window, click the *Page Setup* button.

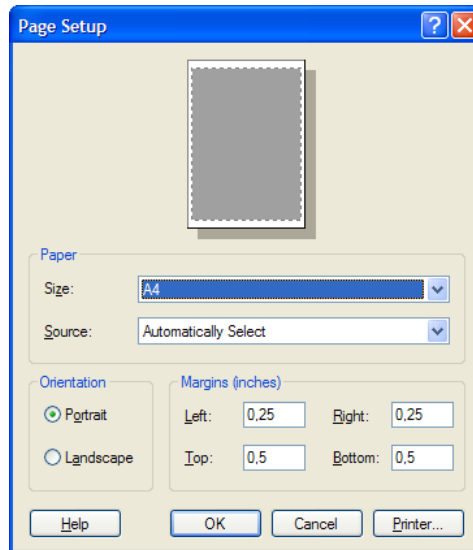


Figure 31 Page Setup dialog

- **Size** – Click the down arrow and select a paper size from the pull-down list.
- **Source** – The selected printer's driver will automatically present the available paper trays in the pull-down list. Select the desired paper source.
- **Orientation** – Select the required paper orientation. The options are *Portrait* or *Landscape*.
- **Margins** – Type in the required margins.

Click *Printer* to display a standard Windows printer selection dialog. If you have several printers or plotters available on your network, select the required unit.

Click *OK* to close the *Page Setup* dialog and implement the changes.

Note If the active file contains several layers, only those layers that are displayed will be printed.

8.4 Print Preview

This function opens a preview window and displays the active file as it will appear on the paper when you print it out. Proceed as follows:

1. Select the file you wish to preview.
2. Start the *Print Preview* function using one of the methods listed below.

The RxView window changes to the RxView Print Preview window, and the active file is displayed.

Note If the active file is a multipage file, the preview window will automatically present the currently open page. If the *1 Page / 2 Page* function is set to *2 Pages*, the currently open page and the following page will be presented.

3. When you have finished previewing the file, click the *Close* button to return to the normal RxView screen layout.

This function is activated using the following methods:

- Click the *Print Preview* button on the standard toolbar.
- Select the *File > Print Preview* menu option.
- Select *Print Preview* from the active file's right-click menu.

Return to the normal RxView screen layout by clicking the *Close* button.

The *Print Preview* toolbar contains the following buttons:



Print – Sends the file to the selected printer.



First, Next, Previous and Last page – If the active file is a multipage file (e.g. a document), use these buttons to move through the pages to ensure all will print out as expected. The buttons will be inactive if the file comprises a single page or if there are no more pages in the relevant direction.



1 Page / 2 Page – Toggle this button to view a single page or two pages.



Zoom In / Zoom Out – These buttons enable you to zoom in and out to the preview image for closer inspection. The function has three levels of zoom. Note that you can put the cursor onto the preview image and click left mouse to toggle through the three zoom levels.

Options – Opens the *Options* dialog that holds more print setup and watermarking options. Refer to later paragraphs in this chapter for details.

Page Setup – Closes the *Print Preview* function, returns to the RxView display and opens the *Page Setup* dialog. Go back to paragraph 8.1 for further details about this dialog.

Close – Closes *Print Preview* and returns to the RxView window.

8.5 Print Options

The *Options > Print* tab enables you to select the area of the image you want to print, position the printed part on the page, and add a watermark if required. Click the Print button or the Print Preview button and then click the Options button on the Print dialog.

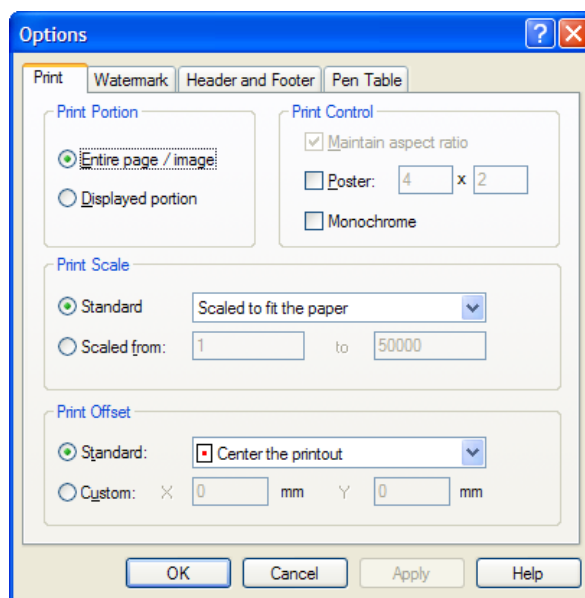


Figure 32 Print > Options dialog

Print portion

- **Entire page/image** – Select this option if you wish to print out the entire page/image irrespective of what is currently displayed in the RxView file workspace.
- **Displayed portion** – Select this option if you wish to print out only that part of the page/image that is currently displayed in the RxView file workspace.

Print control

- **Maintain aspect ratio** – Check this box if you wish to maintain the aspect ratio of the image in the printout.
- **Poster** – Check this option, then input the number of pages horizontally and vertically you wish the poster to be printed over.
- **Monochrome** – Check this option if you want the image to be printed in monochrome.
- **Rotation** – Select the appropriate rotation angle from this drop down list if you want to rotate the printed image relative to the selected paper orientation.

Print scale

- **Standard** – Select this option then select a scale from the pull-down list if you wish to use a standard scaling factor.
- **Scaled from** – Select this option then add the desired scaling factors to the fields if you wish to use a non-standard scaling factor.

Print offset

- **Standard** – Select this option then select an offset from the pull-down list if you wish to position the image in a standard location on the paper.
- **Custom** – Select this option then add the desired offsets to the X and Y fields if you wish to position the image in a non-standard location on the paper. The red square indicates the position of the image on the paper.

Click *Apply* to implement changes and keep the print tab open, click *OK* to implement changes and close the tab, click *Cancel* to close the tab without implementing any changes, and click *Help* to access the on-line help system.

8.6 Print Watermark

You can add a watermark to the printout, for example to simplify identification of the paper or add a date stamp. Go to the RxView *Print* > *Options* button. Select the *Watermark* tab to display the dialog below.

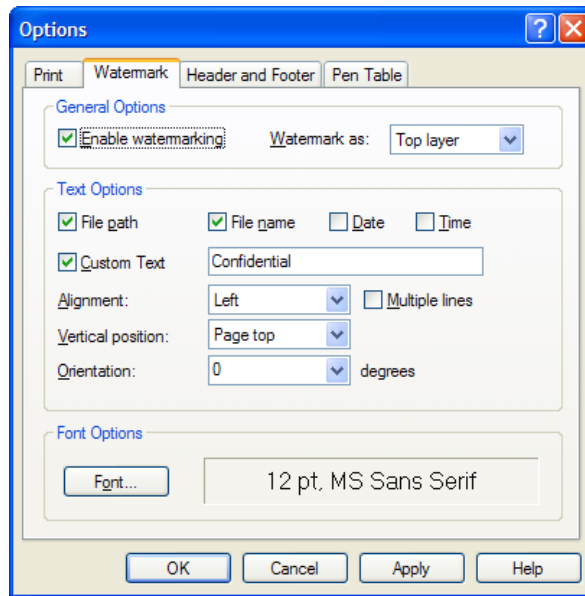


Figure 33 Print > Watermark dialog

- **Enable watermarking** – Check this box to enable the watermarking function. All other options on the dialog will be inactive until this box is checked.
- **Watermark as** – Select *Top layer* to print the image first then print the watermark on top of the image (so you can be sure of seeing all the watermark). Select *Bottom layer* to print the watermark first then print the image on top of the watermark (so you can be sure of seeing all the image).

- **File Path** – Check this option to add the file path to the watermark.
- **File Name** – Check this option to add the file name to the watermark.
- **Current date / time** – Check these options to add the current date and time to the watermark. The date and time will be that which is valid when you click the *Apply* button on the watermark dialog.
- **Custom text** – Check this option to allow custom text in the watermark. Once you have checked this box, you can then type the desired text into the field. Any number of characters can be included in this field. Note however that if the text is wider than the image, the text will be truncated at the edge of the image.

You can add the file path, file name and date/time to the custom text by using the codes as follows (note that the letters are case-sensitive):

- Type %p to include the file path.
- Type %f to include the file name.
- Type %d to include the current date.
- Type %t to include the current time.

Note You can fit more text into the image by reducing the font size or by positioning the text parallel to the long edge of the image.

- **Alignment** – Select how you want the watermark text to be positioned on the page.
- **Multiple lines** – Check this box to place the file path and name, the date, and any custom text, on separate lines in the watermark.
Note Any custom text will always be restricted to one line of text.
- **Vertical position** – Select where you want the watermark text to be positioned on the page.
- **Orientation** – Select the angle at which you want the watermark text to be positioned on the page.
- **Font options** – Click this button to open a standard Windows font selection dialog. Click *Close* in this dialog to return to the Watermark tab.

8.7 Print Header and Footer

You can add headers and footers to the printout, for example to simplify identification of the paper or add a date stamp. The text will be written above or below your image and not across the image as in *Watermark*. Go to the RxView *Print > Options* button. Select the *Header and Footer* tab to display the dialog below.

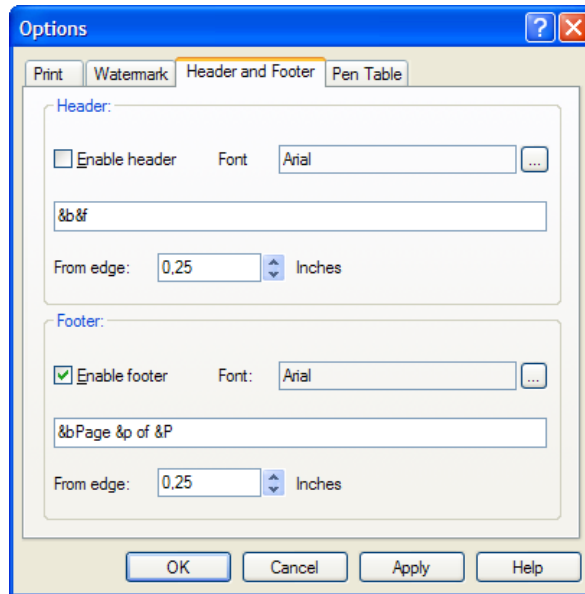


Figure 34 Print > Header and Footer dialog

- **Enable header** – Check this box to enable the header function. Options on the dialog will be inactive until this box is checked.
- **Enable footer** – Check this box to enable the function. Options on the dialog will be inactive until this box is checked.
- **Text and codes** – Write your header or use codes to create dynamic headers and footers as described in the *Watermark* section.

8.8 Print Pen Table

You can add pen table settings to the printout if the file can use pen table settings. Go to the RxView *Print > Options* button. Select the *Pen Table* tab to display the dialog below.

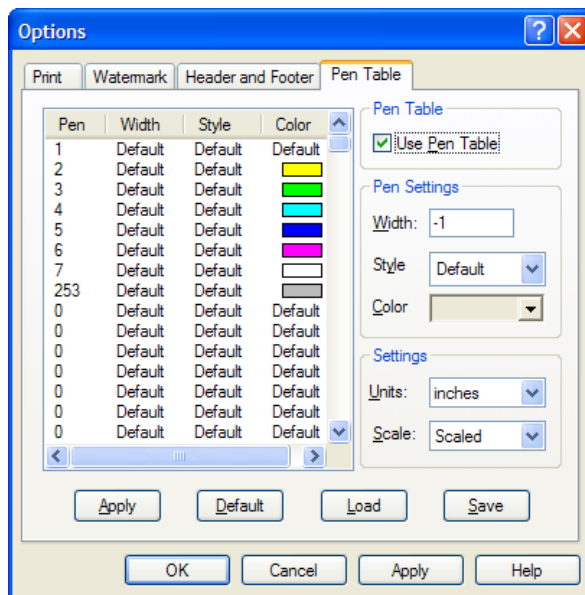


Figure 35 Print > Pen Table dialog

Read about pen tables in the previous chapter. The dialog reached via *Print > Options* is identical.

8.9 Printing

When you start the printing function a standard Windows *Print* dialog opens. This enables you to select the required printer and set it up, and select the required pages to be printed.

- **Options** – Opens the *Options* dialog. See paragraph 8.5 for further details.
- **OK** – Sends the file to the selected printer.
- **Cancel** – Cancels the print operation and returns to the active file.

Refer to your Windows documentation for further details about the Print dialog.

Chapter 9 Special Functions

9.1 Extract Text (RxHighlight)

Extract Text function enables you to extract all the text from a drawing or document that contain readable text.

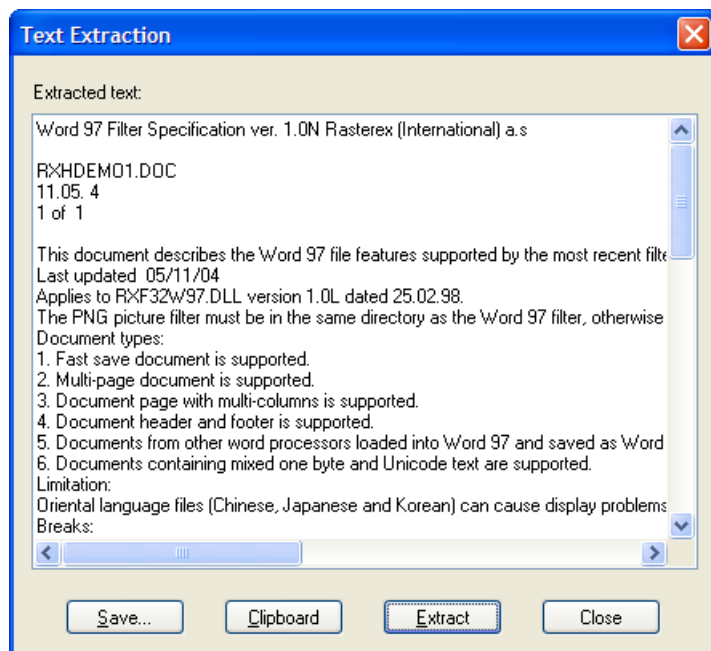


Figure 36 Text Extraction dialog

- **Save** – Save the text to a text file.
- **Clipboard** – Copies the extracted text to the clipboard.
- **Extract** – Extracts text if any from the current file.
- **Close** – Close the *Batch Print* dialog.

9.2 Batch Print (RxHighlight)

Batch Print function enables you to print multiple files as a Batch job. Selecting this function from the file menu will open the dialog displayed below.

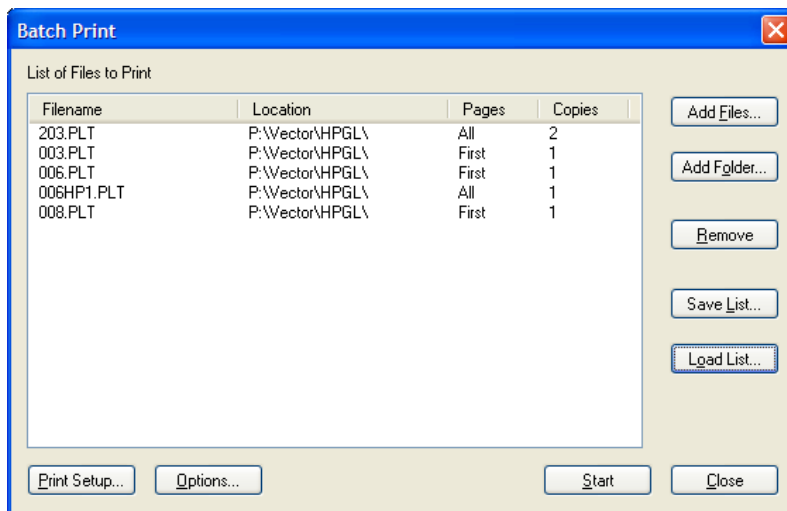


Figure 37 Batch Print dialog

Use the buttons in the dialog to create and start a batch job.

- **Options** – Opens the *Options* dialog. See paragraph 8.5 for further details.
- **Print Setup** – Opens the page setup dialog.
- **Add Files** – Add files to the batch print list.
- **Add Folder** – Add a file mask for a given folder to the batch print list.
- **Remove** – Remove the selected file from the batch print list.
- **Save List** – Save the current batch print list to a file.
- **Load List** – Load a previously saved batch list from file.
- **Start** – Start the batch process with the current batch list.
- **Close** – Close the *Batch Print* dialog.

Right click menu

You can modify lines in the batch print list using a menu. Bring up the menu by right clicking in the batch print list.

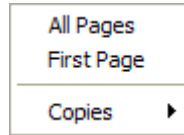


Figure 38 Batch Print dialog menu

- **All pages** – Print All pages in the selected file.
- **First Page** – Print only the first page in the selected file.
- **Copies** – Set the number of copies you want printed of the selected file.

9.3 Batch Conversion (RxHighlight)

Batch Conversion function enables you to convert multiple files as a Batch job. Selecting this function from the file menu will open the dialog displayed below.

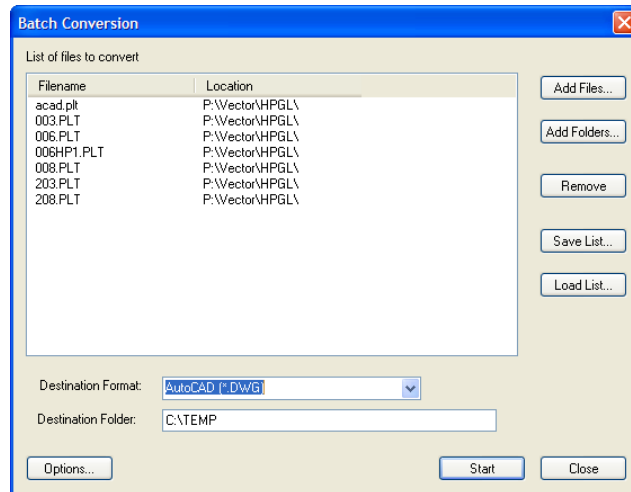


Figure 39 Batch Conversion dialog

Set up the batch job using the functions described below.

- **Options** – This is used only if the target format is a raster format. It is the same dialog as described later in chapter 11.4.1
- **Destination format** – Select from the available formats in this list. Raster files cannot be converted to vector formats.
- **Destination folder** – Select the target folder where you want to save the result of the conversion.
- **Add Files** – Add files to the batch print list.
- **Add Folder** – Add a file mask for a given folder to the batch print list.
- **Remove** – Remove the selected file from the batch print list.
- **Save List** – Save the current batch print list to a file.
- **Load List** – Load a previously saved batch list from file.
- **Start** – Start the batch process with the current batch list.
- **Close** – Close the *Batch Print* dialog.

9.4 Zoom using mouse wheel

If you have a mouse with a wheel you can zoom in and out of drawings by rolling the wheel forward and backwards.

9.5 Zoom slider

Zoom Slider function enables you to zoom the active file in or out by using a slider button. When this function is accessed, the *Zoom Slider* dialog opens.

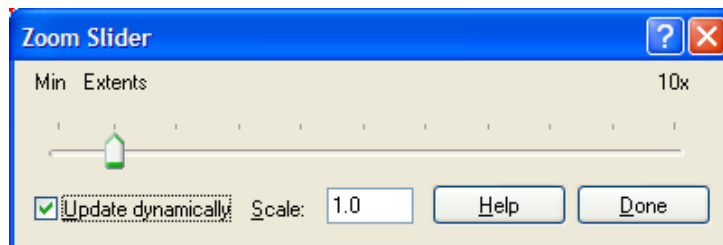


Figure 40 Zoom Slider dialog

When you open the *Zoom Slider* dialog, the slider button is positioned at the current zoom factor. The current zoom factor is shown in the *Zoom Scale* field. To set the zoom factor:

- Drag the slider button to the desired zoom factor, or If your mouse has a wheel, roll the wheel towards and away from yourself to move the slider to the right and left respectively. Or, :Type the desired zoom factor into the *Zoom Scale* box and press *Enter* on your keyboard.


The zoom slider zooms the image from 1/10 to 10x the image's current extent size (compared to the window), in increments of 0.1x.

Check the *Update Dynamically* box if you want the image to be updated while you are moving the zoom slider.

Click *Done* to terminate the dialog.

The function maintains the image's aspect ratio. If the image is too large to fit in the window after zooming, pan sliders will be displayed. If the resulting image is narrower than the width of the window, the image will be centered horizontally in the window and the excess area will be given the background color.

9.6 Scale to Window

Activate this function using the *Scale to Window* button  to tie the image size to the window size. As you adjust the size of the window the image will automatically enlarge or reduce to keep the image as large as possible within the window while maintaining the image aspect ratio (the ratio of width to height).

9.7 Scrolling and Panning

RxView allows two methods of scrolling images (moving the image within the viewing window such that areas of the image lying outside the window can be viewed):


- The scroll bars.
- The pan hand.

9.7.1 The Scroll Bars

The scroll bars appear below and/or to the right side of the viewing window if the image is too wide or too tall to fit in the window. Use the scroll bars as follows:

- Put the cursor onto the appropriate square slider button, click and hold the left mouse button, and drag the slider horizontally or vertically along the bar. The image moves past the window. Release the left mouse button when the desired part of the image is in view.
- Put the cursor onto one of the arrow buttons located at both ends of the scroll bars and click the left mouse button repeatedly. For each click of the mouse button the image will step past the window in increments of 1/100 of the vertical or horizontal dimension of the image. I.e. 100 clicks of the mouse button will move the slider from one end of the scroll bar to the other – the distance the image moves for each step will depend on the ratio of the image size compared with the window size.
- Put the cursor onto one of the arrow buttons located at both ends of the scroll bars and click and hold the left mouse button. The image will step automatically past the window in increments of 1/100 of the vertical or horizontal dimension of the image. The scroll slider moves from one end of the scroll bar to the other in approximately five seconds – the speed of movement of the image will depend on the ratio of the image size compared with the window size.
- Put the cursor into the scroll bar to one side of the slider button and click the left mouse button. For each click of the mouse button the image will step past the window in increments of 1/10 of the vertical or horizontal dimension of the image. I.e. 10 clicks of the mouse button will move the slider from one end of the scroll bar to the other – the distance the image moves for each step will depend on the ratio of the image size compared with the window size.

9.7.2 The Pan Hand

The *Pan Hand* button toggles the pan function used to view parts of an image that are outside the window by grabbing the image and moving it. To use the function Click the *Pan Hand* button  on the *View* toolbar:

1. Activate the function using one of the methods listed below. The Pan Hand cursor appears.
2. Place the cursor onto the image.

3. Click and hold the left mouse button. The hand cursor closes and grips the image.
4. Drag the image around inside the window until the desired part of the image is in view. Once you can view the edge of the image you cannot drag the image further in that direction.

9.8 Rotating Images

Within RxView there are three methods of rotating images:


- The *Toggle Angle* function (not available with 3D images).
- The *Rotation Slider*.
- The *Toggle Rotate State*

9.8.1 The Toggle Angle Function

Use this function to rotate the active image clockwise through preset 90° steps. The increments are 0°, 90°, 180° and 270°.

Note This function is not available for 3D image files.

This function is activated and deactivated using the following methods:

- Click the *Toggle Angle* button  on the *View* toolbar to step through the preset angles.
- Click the “down arrow” beside the button to show a pull-down selection list of the preset angles.
- Put the cursor in the active window and click the right mouse button. Select *Toggle Rotation Angle* in the pull-down menu to step through the preset 90° angles.
- Select the *View > Rotate* menu option and chose the desired rotation angle from the resulting list.

9.8.2 The Rotation Slider

Use this function to rotate the active image clockwise through 1° steps using a slider bar. When this function is selected one of two possible dialogs is displayed depending on the type of file in the active window.

This function is activated using the following methods:

- Select the *View > Rotate* menu option then chose the *Slider* option from the resulting pull-down menu.

One of the following dialogs opens depending on the file type:

9.8.2.1 Rotation Slider Dialog

Note Two dialogs are available; one for 3D files and one for all others. Refer to chapter 3D Files for details about the 3D dialog.

When you open the *Rotation Slider* dialog, the slider will be positioned at the current rotation angle. The current rotation angle is shown in the *Rotation Angle* field.

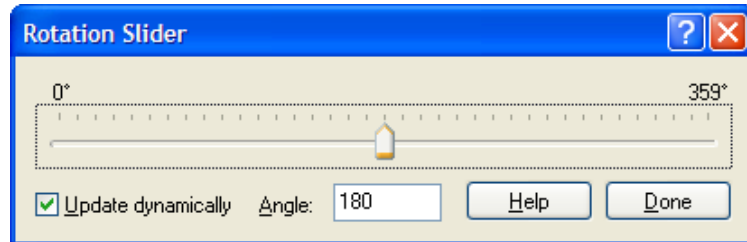


Figure 41 Rotation Slider dialog for all types of files except 3D

Check the *Update Dynamically* box if you want the image to be updated while you are moving the rotation slider. Drag the slider button to the desired rotation angle. Or, type the desired rotation angle into the *Rotation Angle* field. The rotation can be set to any angle between 0° and 359°, in steps of 1°. Click *Done* or press ESC to close the dialog.

9.9 Creating a Mirror Image of a File


Using the *Flip* function you can create a mirror image of the active file. The file can be mirrored about its vertical and horizontal axes.

- Right-click on the active file and select *Flip > X* or *Y*.
- Go to the *View > Flip* menu item and select *X* or *Y*.

The current zoom magnification is maintained.

9.10 Editing Files

You can edit the active file if the file extension is associated with a suitable editing application.

Select the *Edit > Edit Document* menu item or click the *Edit Document* button  to start the associated application and open the active file.

9.10.1 Setting the Edit Application

Set the edit application for the active file as follows:

Open the *Filter Settings* dialog either by clicking the *Filter Settings* button or by going to the *Tools > Filter* settings menu item. In the Edit Application field, type in the path and .EXE file name of the application you wish to use to edit the currently selected file, for example RxSpotlight.

Or:


Click the browse button beside the field and browse to the application. Once the required application is displayed in the Edit Application field, click Close. All files with the same file extension as the currently active file will hereafter be associated with the selected editing application.

9.10.2 Editing the File

Refer to the edit application's documentation for information about editing the file.

9.11 Magnifying


9.11.1 The Magnifying Glass

Click the *Magnifying Glass* button  to magnify a part of the active file and display the enlarged part in an area in front of the file.

Click the *Magnifying Glass* button on the View toolbar or select the *View > Magnifying Glass* menu item. Select the shape of the enlarged area in the Advanced tab of the *Tools > Options* dialog.

Set the magnifying scaling factor in the *Tools > Options > General* tab dialog.

9.11.2 The Magnifying Window

Click the *Magnifying Window* button  to magnify a part of the active file and display the enlarged area in a new window.

Click the *Magnifying Window* button on the View toolbar. Select the *View > Magnifying Window* menu option.

Set the magnifying scaling factor in the *Tools > Options > General* tab dialog.

9.12 Bird's Eye View

The *Bird's Eye View* function provides an overview of the file, and allows you to pan around and select areas to zoom.

Click the *Bird's Eye View* button  on the View toolbar, or select the *View > Bird's Eye* menu item.

Overview of an image

Activate the function and a total view of the file contents appears in the *Bird's Eye View* window. Change the size of the Bird's Eye window by dragging its borders.

Zooming

Place the cursor inside the *Bird's Eye View* window and press the right mouse button. Drag the mouse diagonally to create a frame that marks the area you want to zoom into. Release the right mouse button and the selected area zooms to fit the file's view window.

Panning

The red indicator frame inside the *Bird's Eye View* window is superimposed over the part of the file currently visible in the file workspace. Place the cursor inside the red frame, click and hold the left mouse button, and drag the cursor until the frame encloses the information you wish to see. As you do so, the view in the work area changes to match the area enclosed in the frame.

9.13 Copying Part of an Image to the Clipboard

You can select part of an image and copy it to the Windows clipboard. From the clipboard you can then paste the image part into another application.

Select the *Edit > Copy to Clipboard* menu item. A submenu of the available formats is displayed. The cursor changes to the Copy to Clipboard format. Put the point of the cursor on one corner of the area to be copied, click and hold the left mouse button, and drag the mouse to create a rectangle around the area to be copied. Release the left mouse button to copy the defined area to the Windows clipboard.


The marked area is placed on the Windows clipboard in the selected format. You can now move to another application and select Paste to paste the copied area into that application.

Metafile format is a vector format.


Bitmap format is raster format.

9.14 Multipage and office format functions

9.14.1 One Page View


The *One Page View* button  displays the current page of the multipage file in the file window. All the Standard and View toolbar functions operate as normal.

9.14.2 Thumbnail View

Click the *Thumbnail View* button  to display all the pages in the file (as many as will fit in the window) as thumbnail images. Horizontal and vertical pan sliders are displayed as required. The rows and columns of images are rearranged to fit as you resize the window. The page numbers are displayed below each page.



Place the cursor in the window but not on a thumbnail then click the right mouse button to get a reduced menu, or place the cursor on a thumbnail and click the right mouse button to select that page and get a full menu.


9.14.3 Page and Thumbnails View

Click this button  to split the file window and display both the thumbnails and the current page. Use the vertical pan slider to move through the thumbnails, and click on the required page.

The *Thumbnails* right-click menu functions in the thumbnails column as described in the previous paragraph, while the standard *Active File* right-click menu functions in the file display area (see paragraph 9.20.6 on page 120 for details).

9.14.4 Paging Through a Multipage File

Use the *Page Up* button  and the *Page Down* button  to move through the multipage file. You move one page for each click of the button. The button is deactivated when there are no more pages in that direction.

The *Page List* box  indicates which page of the multipage file is currently displayed.


- Type the required page number into the box and press *Enter*.

Or:

- Click the arrow button beside the box to display a pull-down list of the available pages, then click on a page in the list to display that page and close the list.

Note Many of the menu options are file-type-dependant, i.e. the menu options available at any particular time will depend on the type of file that is active at that time. This chapter lists and describes all the possible menu options that may be available in RxView.

9.15 View > Full Screen

Select this menu item to toggle the current file to display full-screen. While the file is displayed full screen the *Toggle Full Screen* button  will be displayed in the upper left corner. Click the button to return to the “normal” layout.

9.16 Tools > Plugin Manager

Select this menu item to open the *Plugin Manager* dialog. You can then attach plugins (.DLLs) to RxView to add commands (buttons or menus), activate and deactivate functions using dialogs etc. Refer to paragraph 6.3 on page 61 for further details.

9.17 Window > Split

The active file's window can be split into four areas to enable you to view different areas of the same image at different magnifications. Once you have split the window into four, you can move the vertical or horizontal dividers as required to resize the sub-windows.

If you move one of the dividers to the edge of the window, the divider will disappear, giving two sub-windows. Re-select the *Window > Split* menu item to return to four sub-windows.

All zoom, pan and viewing functions operate individually on the different parts of the split window.

9.18 Window > Windows

This menu item opens the *Windows* dialog. This dialog lists the files that are currently open in the viewer, in the order in which they were last active, with the currently active file at the top of the list.

Note Set the maximum number of files to be listed in the *Tools > Options* dialog. See paragraph 6.1.1 on page 43 for further details.

Use standard Windows techniques to select files on the list. The buttons are as follows:

- **Activate** – Activates the selected file and closes the dialog. Only one file can be active; if more than one file is selected the *Activate* button is grayed out.
- **OK** – Click *OK* to close the *Windows* dialog once you have finished using it.

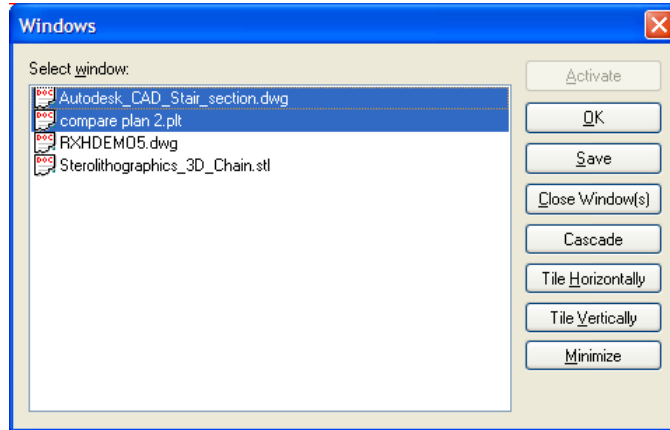


Figure 42 Windows dialog

- **Edit** – Starts the specified editing application for the selected file and opens the file. Only the active file can be edited. If more than one file is selected the *Edit* button is grayed out.
- **Close Window(s)** – Closes the selected files.
- **Tile Horizontally** – Tiles the selected files such that they fit horizontally across the width of the file workspace. The selected files are positioned one above the other in the workspace. The “not selected” files are minimized and moved to the bottom edge of the workspace.
- **Tile Vertically** – Tiles the selected files such that they fit vertically in the height of the file workspace. The selected files are positioned one beside the other in the workspace. The “not selected” files are minimized and moved to the bottom edge of the workspace.

9.19 Tip of the Day

Click this menu option to display a dialog giving a useful tip concerning the operation of RxView. Check the *Show Tips on Startup* box to make the dialog appear when RxView R6 starts, uncheck to prevent the dialog showing.

9.20 Right-click Menus

9.20.1 Toolbar and File Workspace Menu

Place the cursor in a clear part of the file workspace (not on an open file) or anywhere on a toolbar, the menu bar or the title bar, and click the right mouse button to display a pull-down list of the options available. These are as follows:

- **Workspace bar** – Check this item to display the workspace bar.
- **File Explorer** – Check this item to display the file explorer window, and the folder explorer window if that item is also checked (see note below).
- **Folder Explorer** – Check this item to display the folder explorer window.

Note The File Explorer and Folder Explorer windows are interlinked as follows:

- The folder explorer window can be toggled on and off while the file explorer is on. If the folder explorer window is off, the folder explorer functions (folder browse etc.) then become available through the file explorer window.
- If you toggle off the file explorer window, both the file explorer and folder explorer windows will toggle off.
- You can toggle the folder explorer off, then toggle the file explorer on and off separately.
- If both the file and folder explorers are off, you can toggle both on by checking the *Folder Explorer* option.
- **Standard** – Check this item to display the Standard toolbar. Refer to paragraph 5.1 for a detailed description of the tools included in this toolbar.
- **View** – Check this item to display the View toolbar. Refer to paragraph 5.2 for a detailed description of the tools included in this toolbar.
- **3D tools** – Check this item to display the 3D toolbar.
- **Office tools** – Check this item to display the Office toolbar.
- **CAD tools** – Check this item to display the CAD toolbar.
- **Address** – Check this item to display the file Address list box.

- **Customize** – Check this item to display the *Customize* dialog.

9.20.2 RxHighlight right click menus

If you are running RxHighlight you have two additional toolbars that can be on.

Markup Tools – Check this item to display the Markup Tools toolbar.

Markup Settings – Check this item to display the Markup Settings toolbar.

9.20.3 Folder Explorer Menu

Note The folder explorer can be switched on and off separately, but if the file explorer is switched off the folder explorer is also switched off. If the folder explorer is switched off, the folder information is incorporated into the file explorer bar.

- The folder explorer can be resized as required on the screen. To resize the bar, place the cursor on the bar's frame then click and hold the left mouse button and drag the frame. Release the mouse button when the bar is the desired size.
- The folder explorer can be positioned as required on the screen. To move the bar if it is docked, place the cursor on the bar's grip (the *Folder Explorer* text or the parallel vertical grip lines are easiest, though any part of the bar's frame can be used), then click and hold the left mouse button and drag the bar. Release the mouse button when the bar is in the desired location. If the folder explorer is undocked (a separate window in the workspace) then move the window by grabbing the title bar.
- **Note** The grip lines will only be visible if the bar is high enough to display more than the bar's name and path.

9.20.4 File Explorer Menu

Place the cursor in a clear part of the file explorer (not on a folder name) and click the right mouse button to display a pull-down list of the options available. These are as follows:

- **Large Icons** – Check this option if you wish to display the files as large icons. The icon used will depend on the type of file.
- **Small Icons** – Check this option if you wish to display the files as small icons. The icon used will depend on the type of file.
- **List** – Select this option if you wish to display the files in a list.
- **Details** – Check this option if you wish to display the file details. When *Details* is selected, several new options become available:
 - Place the cursor in the file explorer button bar and click the right mouse button to display a pull-down list of the file details available. Check/uncheck the items in the list to show/hide the file detail columns.
 - The file detail columns can be moved and sized as required. To move a column, place the cursor onto the appropriate button, click and hold the left mouse button, then drag the button to the required place in the button bar and release it. You will notice that as you drag the cursor, the nearest “space” between the buttons turns blue to indicate where the dragged button will be located when you release it.
 - The files listed can be sorted by name, size, file type, modification date and attributes, in either direction (up or down). Click on the appropriate column button to select the desired sort method. Click the same button again to toggle the direction (note the arrow indicating the sort direction).
- **Thumbnails** – Check this option if you wish to display the files as thumbnail images. When this option is selected, the *Preview* option is inactive.
- **Show Preview** – Check this option if you wish to display a thumbnail preview of the selected file beside the file explorer. If several files are selected, only the last selected file will be displayed in the preview window.

The file names can be displayed in the explorer in a variety of ways:

Note The *Folder* explorer can be switched on and off separately, but if the *File* explorer is switched off the *Folder* explorer is also switched off. If the folder explorer is hidden, the folder information is incorporated into the file explorer.

9.20.5 Workspace Bar Menu

- The Workspace bar can be docked or used as a Window.

9.20.6 Active File menu

Place the cursor in the active file window and click the right mouse button to display a pull-down list of the options available. Note that the options will vary depending on the type of file that is active. The possible options are as follows:

- **Zoom** – Put the cursor onto this item to display a submenu of the various zoom functions available.
- **Rotate** – Put the cursor onto this item to display a submenu of the various rotation functions available.
- **Flip** - Put the cursor onto this item to display the two choices available for flipping the image (creating a mirror image); X flips the image around the horizontal axis and Y flips it around the vertical axis.
- **Copy to Clipboard** – Put the cursor onto this item to display a submenu of the various formats available to be used to copy a selected part of the image to the Windows Clipboard. Select the required format to start the copying process.
- **Measure** – Put the cursor onto this item to display a submenu of the various items available under the *Measure* function. Refer to paragraph 10.1 on page 122 for further details.
- **Toggle Background Color** – Click this option to toggle the background color through the four choices. Refer to paragraph 7.3 on page 84 for further details.
- **Page Setup** – Click this option to display the *Page Setup* dialog. Use this dialog to set the page margins, paper size etc. Refer to paragraph 8.1 on page 91 for further details.
- **Print Preview** – Click this option to display the *Print Preview* dialog. Refer to paragraph 8.4 on page 93 for further details.
- **Print** – Click this option to open the *Print* dialog.
- **Options** – Click this option to open the *Options* dialog. Refer to paragraph 6.1 on page 43 for further details.
- **Help** – Opens the *RxView* on-line help system.

Note The *Active File* right-click menu is deactivated while the *Zoom In/Out* function is active

9.21 Function Keys

Two keys on your keyboard can be used to toggle functions. These are as follows.

9.21.1 F8 Key


The F8 key toggles the *Ortho* mode. This mode restricts calibration and measurements to the vertical and horizontal axes. The *Ortho* mode can be toggled on and off at any time during a measurement procedure. See paragraph 10.1.2 on page 123 for further details.

9.21.2 F9 Key

The F9 key toggles the *Snap* mode. See paragraph 10.1.1 on page 122 for further details

Chapter 10 Calibration and Measurement

10.1 Measuring Distances, Angles and Areas

Toggle the Measure function by clicking the *Measure* button  on the toolbar.

Note You may have to calibrate your image first. See this chapter.

The *Measurement* function enables you to measure the length of a line, the angle between two lines, or the area enclosed by multiple lines, on the active file. The results - Distance, Angle, Area, Accumulated distance - are displayed dynamically in the status bar, and will also be displayed in the *Measurement Statistics* dialog (see this chapter).

The results are displayed using the units of measurement selected in the *Filter Settings > Measure* tab for the particular file type.

An *Orthogonal* function is available which restricts the measurements to the vertical or horizontal axes.

A *Snap* function is available to assist with accuracy when measuring to and from particular points on a line. See next paragraph for further details.

The results from the Measurement Statistics dialog can be copied to the clipboard then pasted into another application or document.

10.1.1 Snap

The Snap function improves accuracy when measuring vector drawings. The cursor snaps to defined points (nodes) on the nearest line when the cursor moves within a pre-defined range of the node. The defined nodes are Nearest, End point, Middle point, and Center, and each type of node has a particular cursor shape to indicate the node type.

You can toggle each type of snap node on or off individually in the *Tools > Options > Advanced* tab or through the *Active File* right-click menu under the *Options* option.

F9 key on your keyboard toggles the *Snap* mode as a whole.

Tools > Options > General > Snap tolerance setting allows you to set the pixel snap range.

Note If both the *Ortho* and *Snap* functions are activated, when a measurement is made that ends near but not on a designated snap point, the *Ortho* mode will automatically be toggled off to enable the *Snap* function to take precedence.

10.1.2 Orthogonal

The *Orthogonal* function restricts calibration and measurements to the vertical and horizontal directions in 45-degree steps.

You can toggle the *Ortho* function either by checking the option in the *Tools > Options > Advanced* tab or through the *Active File* right-click menu under the *Options* option.

F8 key on your keyboard toggles the *Ortho* mode as a whole.

Note If both the *Ortho* and *Snap* functions are activated, when a measurement is made that ends near but not on a designated snap point the *Ortho* mode will automatically be toggled off to enable the *Snap* function to take precedence.

The *Ortho* mode can be toggled on and off at any time during a measurement series by pressing the F8 key on your keyboard.

10.1.3 Measurement Statistics Dialog

When you have finished measuring an object, angle or area, press the ESC key on your keyboard at the last point to stop the function and open the *Measurement Statistics* dialog. This dialog, an example of which is shown below, displays the results

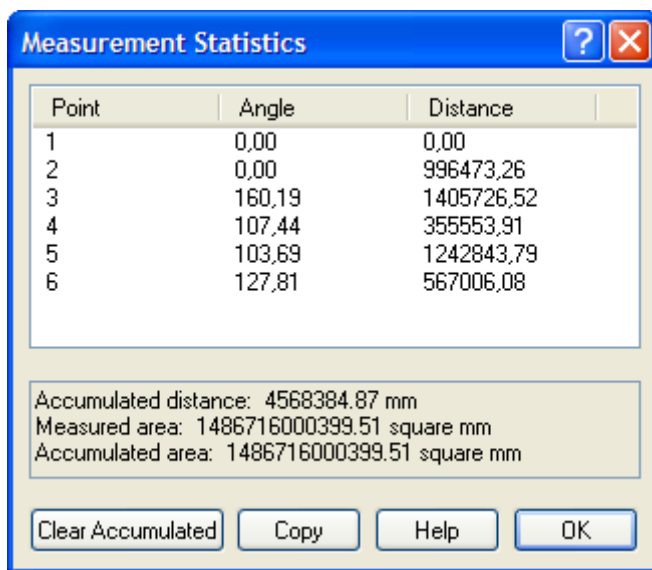


Figure 43 Measurement Statistics dialog

- **Point** – The points you have clicked.
- **Angle** – The angles between the lines created.
- **Distance** – The distances between the points, in the units of measurement defined in the *Tools > Filter Setup > Options* tab for the particular file type.
- **Accumulated distance** – The total distance of all the measurement operations since the last time the *Clear Acc Measure* button was pressed.
- **Measured area** – The area generated by the last measurement operation.
- **Accumulated area** – The total area generated by all the measurement operations since the last time the *Clear Acc Measure* button was pressed.
- **Clear Accumulated** – Resets the accumulated totals to zero.

- **Copy** – Copies the measurements and accumulated totals to the Windows clipboard so you can paste them into another application as a list. The list has tab delimiters between fields so the text can be pasted and converted to a table in Word or pasted directly into an Excel spreadsheet.
- **OK** – Closes the *Measurement Statistics* dialog.

10.1.4 Measuring the Length of an Object

1. Zoom in to the image to achieve the appropriate accuracy, click the *Measure* button and move the cursor to one end of the object to be measured.
2. Click the **left** mouse button, move the cursor to the other end of the object and click the **left** mouse button. An arrow forms behind the cursor as you move it, indicating the start point and current end-point of the measurement line. Press ESC on the keyboard to access the *Measurement Statistics* dialog.

The *Measurement Statistics* dialog is opened and displays the results. The results are presented dynamically in the status bar while the measurement function is in progress, and will be deleted from the status bar when a new function is selected.

Note You must toggle the *Measure* button off to switch off the measurement function.

10.1.5 Measuring the Angle Between Two Lines

1. Zoom in to the image to achieve the appropriate accuracy, activate the *Measure* function. Move the cursor to one end of the angle to be measured and click the **left** mouse button.
2. Move the cursor to the apex of the angle and click again, then move the cursor to the end of the other line such that the red lines define the required angle and click the **left** mouse button. Press ESC on the keyboard to access the *Measurement Statistics* dialog.

The Measurement Statistics dialog is opened and displays the results. The results are presented dynamically in the status bar while the measurement function is in progress. The steps can be repeated as often as required, but only the angle between the last two lines is displayed in the status bar. All the angles are listed in the Measurement Statistics dialog.

If the *Display measurement dialog box* option is selected in the *Tools > Options > Advanced* tab, the *Measurement Statistics* dialog will open and display the results. If the option is not checked in the Options dialog, the results will be presented dynamically in the status bar while the measurement function is in progress, and will be deleted from the status bar when the ESC key is pressed.

Note You must toggle the *Measure* button off to switch off the measurement function.

10.1.6 Measuring an Area Enclosed by Multiple Lines

1. Zoom in to the image to achieve the appropriate accuracy. Click the *Measure* button and move the cursor to a point on the boundary of the object to be measured.
2. Click the **left** mouse button on the edge of the object to measure and move the cursor to the next point.
3. Continue clicking points around the object until the object is completely enclosed.
4. Press ESC on the keyboard to terminate the measurement.

The *Measurement Statistics* dialog is opened and displays the results. The results are presented dynamically in the status bar while the measurement function is in progress, and will be deleted from the status bar when a new function is selected.

10.2 Calibrating an Image


The *Calibration* function enables you to measure the length of an object on the active file and define a value for that measurement. The ratio of the measured distance to the defined distance is remembered, and thereafter any distances measured on that file will be multiplied by this scaling factor before being presented. The measurements are displayed using the units selected in the *Filter Settings > Measure* tab for the particular file type.

Note To calibrate a file, the units of measurement for that file must be set to a standard type, i.e. not *System*. If the *Calibrate* button is inactive, go to the *Measure* tab in the *Filter Settings* dialog and change the unit type. See chapter 7 for further details about *Filter Settings*.

Click the *Calibrate* button on the toolbar, or *Calibrate* from the *Filter Settings > Measure* tab.

Snap mode and *Orthogonal* mode are available to improve accuracy. See previous section in this chapter for further details.

Note The *Calibrate* function switches off automatically once you have completed a calibration operation.

1. Click the *Calibrate* button  and move the cursor to the object to be measured.
2. Activate the *Ortho* function if required (F8).
3. Activate the *Snap* function if required (F9).
4. Click the **left** mouse button on one end of the object and drag the arrow-headed line to the other end. The length of the connecting line is displayed dynamically in the status bar.
5. Click the **left** mouse button to stop the line.

A dialog similar to that shown below is displayed:

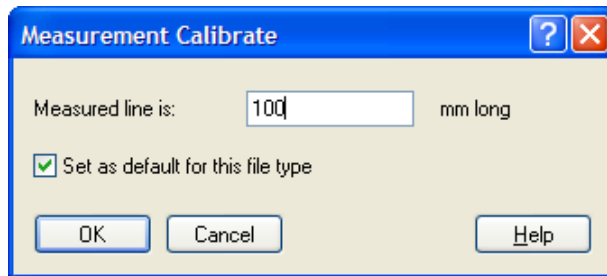


Figure 44 Measurement Calibration dialog

6. Type into the data field the measurement you wish to use for the selected distance.
7. Check the *Set as default for all files of this type* box if you wish the scaling function to apply to all files using the same filter.

8. Click *OK*.

Further measurements on this file will use the new scale.

Chapter 11 Overlay, Compare, Save As

The *Overlay* feature allows you to overlay one or more files on a background file. Overlay files can be scaled and offset to match a background even if they have different scaling.

The *Compare* feature allows you to compare two files. Typically, these files would be two revisions of a drawing compared so that the differences can be clearly seen. The differences are highlighted while identical features in the drawings are played down.

Save As allows you to convert and save a drawing file (vector file or raster file) to a raster file format. Typically, CAD drawings can be saved to a non-editable format such as TIFF. You can also convert and save a selected drawing file (vector file only) to a vector file format. Typically, CAD drawings can be saved to a compact non-editable standard plot format such as HPGL for distribution.

11.1 Overlay

Overlay allows you to load several files and display them in the same view window. Many files can overlay each other simultaneously. To overlay files, click the *Open* button and select the *Overlay File* item.

(*Overlay* is a dynamic dialog. Changes to the overlay can be seen on screen as you work.) The result is displayed in a new window marked "Compare Window". The settings applied to the overlay can be changed and saved. Load the saved overlay settings file (file extension is XWS) and you will re-create the overlay as it was last saved. There is no limit to the number of overlay files you can create.

Note All files to be overlaid or compared must already be loaded before you open the *Overlay* dialog.

The *Document Overlay and Compare* dialog shows a list box. The list box shows all the currently loaded files. Only one of these files can be selected as the background image the other files will be overlay files.

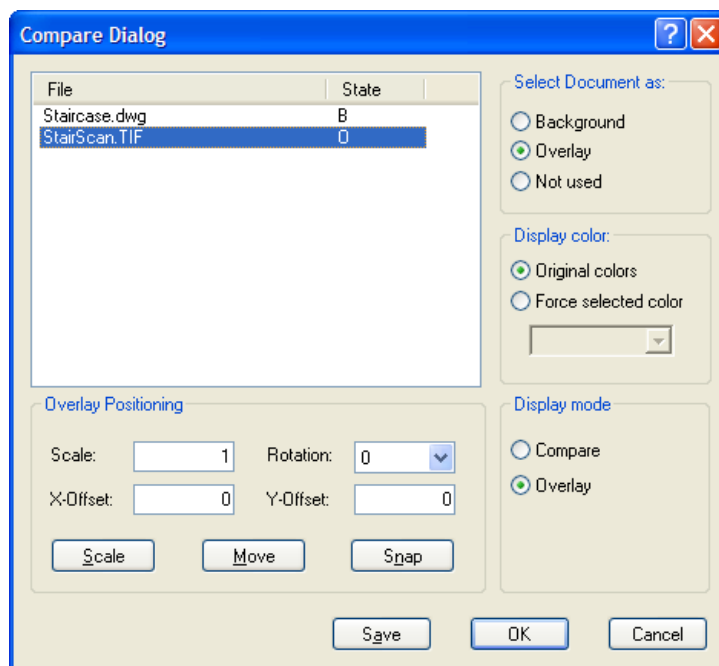






Figure 45 Overlay Selection dialog

How to overlay files

1. Load the files that you want to overlay or compare and then click the *Compare Files* button .
2. In the *Document Overlay and Compare* dialog select a background file in the list box on the left. Click the *Select document as:* > *Background* radio button.
The selected file is the **background** image. Only one file can be set as background. *Background* files have state "B".
3. Select an overlay file in the list box on the left. Click the *Select document as:* > *Overlay* radio button.
The selected file is the **overlay** image. You can have multiple overlay files. *Overlay* files have state "O".

The *Display Color* allows setting of colors. *Overlay* files will normally use the original file colors and the overlay files are displayed transparently on top of the background file as a *hybrid*. In *Compare* mode, the overlay file is displayed on top of the background file with an XOR function. This means that any differences between the two drawings are best displayed in a different color. In *Compare* mode, different *Display colors* are automatically selected for the active files.

4. The *Display Mode* offers *Overlay* or *Compare* radio buttons. The paragraph above described the difference between *Overlay* and *Compare* modes.
5. The *Scale* entry field allows you to type in an exact scale of the overlay image in relation to the background image.
6. *Rotation* allows an overlay image to be rotated by selecting the desired angle of rotation, 0, 90, 180 and 270 in the *Rotation* field.
7. The *X-Offset* and *Y-Offset* entry fields allow you to type in the exact position in the background file where the overlay file is to be displayed.
8. *Snap button* makes the overlaid files fit the background. This also resets the *Overlay Positioning* dialog settings and presents a new *Scale* factor.
(Drag the *Overlay and Compare* dialog box to one side in order to see the result.)
9. *Scale button* allow you to draw two lines, one on the background and one on the overlay. The overlay will be scaled in accordance with the difference in the length of the two lines.
10. *Move button* makes the overlaid files fit the background by moving the overlay selecting two points. First select the background point then the point in the overlay that should be moved to the point on the background.
11. *Save* stores the settings of the *overlay* or *hybrid* to a file with extension XWS (*Rasterex Workspace*) file.
12. Select *OK* to confirm the overlay instructions, or *Cancel* to return to the active file window.
13. To adjust or save the *Overlay* dialog, click the *Compare Files* button  again.

14. You can also visually scale and move overlay files by selecting the overlay using the *Select Overlay* button.  This will highlight the overlay with a selection box around the edge of the overlay. You can then grab and move the overlay using the mouse. You can also scale the overlay by using the handlebars on the selection box.
15. When an overlay is selected you can also directly edit the overlay properties in a separate overlay dialog by clicking on the *Overlay Settings* button .

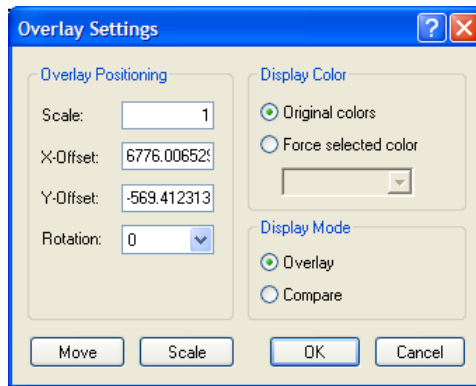


Figure 46 Overlay Selection dialog

A *Rasterex Workspace* file contains the, coordinates, scaling and rotation of the overlay components. It can have the same name as the background file, but with the extension XWS. An XWS workspace file can be loaded using the drop-down arrow beside the *Open* button and selecting the item *Overlay File*.

Note The overlay function is useful for pictures and drawings. You cannot overlay spreadsheets and documents.

11.2 Compare

Drawing files can be compared to identify changes in a revision process. Typically, these files would be two revisions of a drawing and the comparison shows the differences between them. The differences are highlighted while identical features in the drawings are played down.

(Compare is a dynamic dialog. Changes to the comparison can be seen on screen as you work.) The result is displayed in a new window marked "Compare Window". The settings applied to the comparison files can be saved and loaded. Load the saved compare settings file and you will re-create the compare as it was last saved. There is no limit to the number of compare files you can create.

The process is similar to overlay, but compare files are best viewed in different mono-colors.

Note All files to be overlaid or compared must already be loaded before you open the *Overlay* dialog.

The *Document Overlay and Compare* dialog shows a list box. The list box shows all the currently loaded files. Only one of these files can be selected as the background image the other files will be overlaid.

How to compare files

1. Load the files to compare and then click the drop-down arrow beside the *Open* button and select the *Overlay* item.
2. In the *Overlay and Compare* dialog select a background file in the list box on the left. Click the *Select document as: > Background* radio button.


The selected file is the **background** image. Only one file can be set as background. *Background* files have state "B".

3. Click the *Display Mode > Compare* radio button, and the background file is assigned a mono-color.
4. Select the file to compare in the list box on the left. Click the *Select document as: > Overlay* radio button and the compare file is assigned a different mono-color.

The selected file is marked as an **overlay** image. Even though you can have multiple overlay files, you will not normally use more than 2 files for comparison. *Overlay* files have state "O".

The *Display Color* allows setting of colors. In *Compare* mode, the overlay file is displayed on top of the background file with an XOR function. This means that any differences between the two drawings are best displayed in a different color. In *Compare* mode, different *Display Colors* are automatically selected for the active files. Colors are assigned even if the drawings are normally displayed as monochrome using the *Preferences* dialog.

5. The *Display Mode* is set to *Compare*.
6. The *Scale* entry field allows you to type in an exact scale of the compare image in relation to the background image. This feature is not normally used in compare files, as they will be almost identical.
7. *Rotation* allows a compare image to be rotated by selecting the desired angle of rotation, 0, 90, 180 and 270 in the *Rotation* field. This feature is not normally used in compare files, as they will be almost identical.
8. The *X-Offset* and *Y-Offset* entry fields allow you to type in the exact position in the background file where the compare file is to be displayed. This feature is not normally used in compare files, as they will be almost identical.
9. *Snap to Background* forces the overlaid files to fit to the background. This also resets the *Overlay Positioning* dialog settings and presents a new *Scale* factor. This feature is not normally used in compare files, as they will be almost identical.
(Drag the *Overlay and Compare* dialog box to one side in order to see the result.)
10. *Scale button* allow you to draw two lines, one on the background and one on the overlay. The overlay will be scaled in accordance with the difference in the length of the two lines.
11. *Move button* makes the overlaid files fit the background by moving the overlay selecting two points. First select the background point then the point in the overlay that should be moved to the point on the background.
12. *Save* stores the settings of the *compare* or *hybrid* to a file with extension XWS (*Rasterex Workspace*) file.
13. Select *OK* to confirm the overlay instructions, or *Cancel* to return to the active file window.

14. To adjust or save the *Compare* dialog, click the *Compare Files* button  again.

A *Rasterex Workspace* file contains the, coordinates, scaling and rotation of the compared components. It can have the same name as the background file, but with the extension XWS. An XWS workspace file can be loaded using the *Open* button and selecting the compare file with the extension XWS.

Note The compare function is most useful for drawings. You cannot compare spreadsheets and documents.

11.3 XWS - Rasterex Workspace files

Rasterex Workspace files contain the file references and settings for creating *Overlay* or *Compare* images.

RxView can use older versions of XWS files created with RxHighlight 97.

XWS files created in RxViewX R6 and RxHighlight R6 cannot be read by RxHighlight 97 or RxView 97. All users should therefore upgrade to the same version of the software.

You can have many Workspace files comparing different file revisions or overlay scenarios.

Workspace files can be loaded, edited and re-saved with new file configurations and settings.

If the participating files registered in the *Rasterex Workspace* file are not found in their original locations, then the local folder from which the *Rasterex Workspace* file is opened is searched.

11.4 Save As (RxHighlight)

Save As... menu item allows you to save files in a different supported save format. You can save:

- *Raster files to supported raster formats.*
- *Vector files to supported raster formats*
- *Vector files to supported vector formats*
- *Multipage documents to supported raster formats* (currently first page only)
- *Single page documents to supported raster formats*

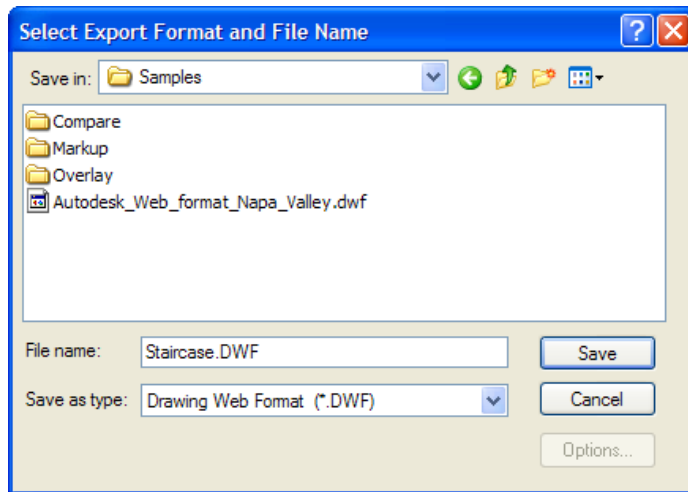


Figure 47 Save dialog

Save as type offers a dropdown list of available formats. Vector files do not have color or compression options.

File name is the recommended file name with the extension of the selected format.

11.4.1 Saving to raster

When saving to a raster format an additional dialog will appear to allow the user to select size, resolution and color options for the target raster file.

The following dialog is displayed:

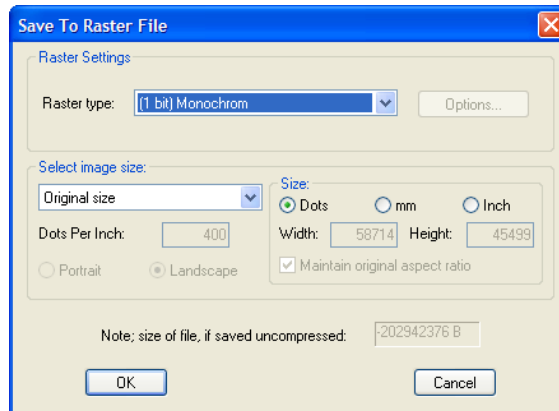


Figure 48 Save to raster file dialog

Raster type offers a dropdown list of supported raster types or color depth for the selected format. As a rule, fewer bits create a smaller file.

Options button, if available, offers the type of compression.

Select image size group enables you to select the physical size of the image after it has been converted. Click on the arrow to open a list box of the available options. If you select *Custom size*, then the *Size* group becomes active and you can select the settings you require. Any other selection will apply preset values to the *Custom size* fields and maintain the original aspect ratio. Select a DPI value suitable for the type of image being generated. Be aware that this setting will dramatically affect the size of the resulting file.

Size of file, if saved uncompressed indicates the size of the file that will result from converting the current file using the selected settings and WITHOUT compression. You can generate extremely large files if you create settings that are too large. Always check this field before clicking *OK*.

Cancel returns to the Select Export Format and File Name dialog.

OK complete the file save operation.

Chapter 12 3D Drawing Files

RxView allows viewing and markup of 3D files. Most 3D file formats require a separate license.

12.1 3D Image File Functions

12.1.1 Rotating a 3D Image

12.1.1.1 The Rotate State Button

Click the *Rotate* button  on the 3D toolbar.


The *Rotate* button enables you to rotate the image about its center point such that you can view the image from any direction. Place the Rotate cursor on the image. Click and hold down the left mouse button. Drag the mouse.

Note Hold down the CTRL, ALT or Shift keys on your keyboard as you drag the mouse to restrict the image to rotating about the X, Y or Z-axes.


Note While the Rotate State function is active, the three axes' rotation angles are displayed in the Status bar.

When the desired view is achieved, release the mouse button.

The image will stop in the position it is in when you release the mouse button. The X, Y and Z-axes in the lower left corner of the file's window indicate the current "direction" of the image view.

Reset the image to its original view by clicking the *Reset 3D Model* button .

12.1.1.2 Rotation Slider Dialog for 3D Files

Select the *View >Rotation Slider* menu item.  Three sliders are provided – one for each axis of rotation.

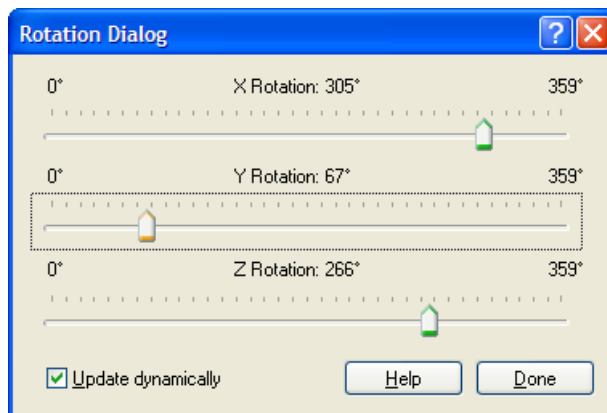


Figure 49 Rotation Slider dialog for 3D files

Check the *Update dynamically* box to update the image in the window as you move the sliders. Drag the slider buttons to the desired rotation angle, you can also move the sliders in steps of 1° using the arrow keys. Click *Done* or press ESC to close the dialog.

12.1.2 Spinning a 3D Image


The *Spin* function enables you to set the 3D image spinning continually about its center point, in any direction and at any speed.

Click the Spin button  on the 3D toolbar to activate the function.

Place the Spin cursor on the image. Click and hold the left mouse button. Drag the cursor across the image and release the mouse button while the mouse is still moving.


The image will continue to rotate at the speed and in the direction that the cursor was moving when you released the mouse button. The X, Y and Z-axes in the lower left corner of the file's window indicate the current "direction" of the image view.

Note Hold down the CTRL, ALT or Shift keys on your keyboard as you drag the image to restrict the image to spinning about the X, Y or Z-axes respectively.

Click the *Reset 3D Model* button  to return the image to its start position. The image will then recommence spinning in the same direction and at the same speed as it was before you clicked the reset button.

To stop the image spinning, deselect the *Toggle Spin View* button.

12.1.3 Display a 3D Image as Wireframe

You can display an image as wireframe, i.e. remove the rendering, by clicking the *Wireframe* button  on the 3D toolbar.

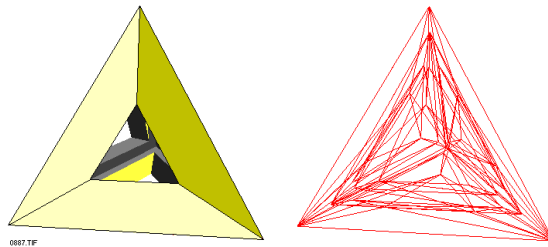



Figure 50 A 3D pyramid (left) displayed as wireframe (right)

12.1.4 Adding Perspective to a 3D Image

Click the *Perspective* button  on the 3D toolbar to change a 3D image from a simple isometric view to a view with perspective.

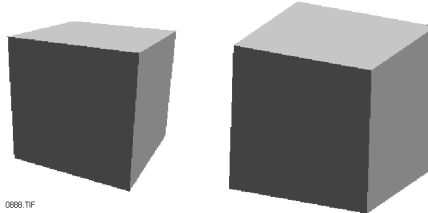



Figure 51 A 3D cube with perspective (left) and as a simple isometric view (right)


12.1.5 Sectioning a 3D Image

Using the sectioning functions available on the 3D toolbar, you can cut 3D images along planes such that you can see inside the object. You can use up to six cutting planes, each of which can be located in any position in the image and turned to any angle relative to the image. Once the cutting planes are in place you can rotate the image to any angle or set it spinning at any speed to achieve the desired view.



You can save a sectioned image and reload it later so that you can return to the exact view.

Note The effects of sectioning may be more easily identified if the Tools > Options > Advanced > *Show Image Extents* option is toggled on. Use the sectioning functions as follows:

To see the effects of sectioning as you perform the operation, click the Enable Cross-Sectioning button  on the 3D toolbar.

To see the sectioning planes, click the Show Cross-Section Planes button . The planes are displayed in pale gray.

To make a single cut as with a knife:

Click the *Set Cross-Section* button . Place the cursor where you want to start the cut, and click and hold the left mouse button. Drag the cursor to create the desired cutting plane, and then release the mouse button. The part of the image to one side of the cut will disappear. To see that part, click the *Invert Cross-Section* button . Use the *Rotate* function to turn the image to the desired view.

To set up several cutting planes:

Click the *Set Cross-Section* button .

The Section Clipping dialog appears as shown in Figure 52.

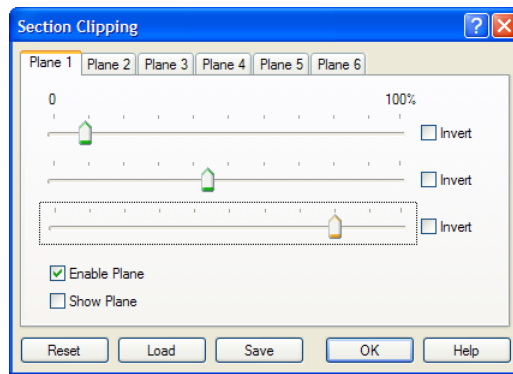



Figure 52 Section Clipping dialog

Select a plane tab and then use the sliders to position that plane as required. Check *Invert* to see the other part of the image.

Select other plane tabs as required and set them up.

Note The *Enable Clipping* and *Show Plane* boxes can be checked individually for each plane.

Use the *Rotate* functions to turn the image to the desired view.

To reset the image and remove any section planes, click the *Reset 3D Model* button . Click *Reset* to remove any changes made to the planes.

Click *Load* to open a standard File Open dialog enabling you to load a previously saved Section Settings file.

Click Save to open a standard Save As dialog enabling you to name and save the file with the current section settings.

12.1.6 Changing light and material properties

The surface of rendered models can be set to different degrees of reflection and color. The color of the light reflected from the model can also be modified using the Material Settings dialog.

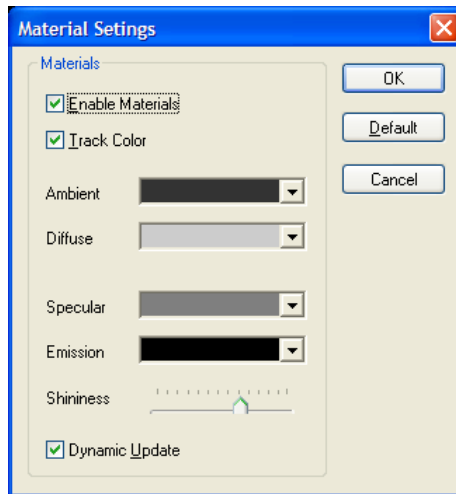


Figure 53 Material Settings dialog

The Material settings Dialog contain the following.

- **Enable Materials** – This item need to be checked for the different settings to take effect.
- **Track Color** – This item determine if only the color of the light is changed. Turn this off to change the color of the model surface itself.
- **Ambient, Diffuse, Specular and Emission** – Determine the color of the various light sources and reflections.
- **Shininess** – Drag slider to change the reflectiveness of the model surface.

- **Dynamic Update** – When checked the changes in the dialog will immediately be applied in the model without the need to close the dialog.

Chapter 13 RxHighlight

If you have installed RxHighlight and have a valid RxHighlight license you will have access to the Markup toolbars and menu.

The markup toolbar has several extensive dialogs that are described in detail in the next chapter.

Markups are drawn with the color and line thickness defined in the *Line Width* and *Color* settings in the *Markup Preferences* dialog.

Text characters and numbers are written using Windows fonts and are not affected by the *Line Width* settings.

13.1 Markup Tools Toolbar

This toolbar have some tools have several style options that appear at the end of the markup toolbar. Select the appropriate style from those offered.

13.1.1 Enable / Disable



Toggles markups display. When markups are disabled, the remaining buttons in the markup toolbar are grayed out, except the *Markup Preferences* button.

13.1.2 Save



Click this button to save your markups to file. The markups will be saved to a file with the same name as the markup file and with the extension as specified in the *Markup Preferences* dialog. The file will be saved in the directory specified in the *Markup Preferences > File* dialog. Default location for markups is the viewed file folder.

13.1.3 Markup Preferences



Click this button to open the Markup Preferences dialog. This dialog box has two tabs; *General* and *File*. See chapter Markup Dialogs.

13.1.4 User Control



Click this button to open the Markup User Control dialog.
See chapter Markup Dialogs.

13.1.5 Layer Control



Click this button to open the Markup Layer Control dialog.
See chapter Markup Dialogs.



13.1.6 Undo



Undo the last markup made or edited. The button has only one undo level and is grayed out if there is no operation to undo.

13.1.7 Push




Select this function to inspect the contents of Note buttons , and to connect to files using Link buttons .

13.1.8 Edit



Click on this button to activate the Markup Edit function. This allows you to select a markup. Markup functions Edit, Move, Size, Rotate, Delete, Zoom, Cut and Copy are described in chapter Markup dialogs. The commands available for markups vary according to their properties. The cursor changes according to available functionality.

Select the  icon and click a markup, the user or commentator name and markup layer show in the status bar.

13.1.9 Rubber



Click this button to draw markups that hide image information and other markups. These markups are invisible but can be selected, moved and deleted like visible markups.


Use this tool to draw free hand, as though with a pen, on the active image. Move the cursor to the desired start point, click and hold the left mouse button, and move the cursor to draw.

Set the thickness of the rubber using the *Rubber Width* setting in the *Markup Preferences* dialog. “Rubber” markup color always follows the background color of the file.

13.1.10 Link



Click on this button to activate the Create Link function. The Link function is used to create links from the active image to other documents.

A link icon is placed onto the active file so that the linked files can be opened. Select the *Push* button  to activate the link.

Link information is stored in a Markup file. If the file registered in the link is not found in its original location, then the local folder from which the file and Markup is opened is searched.

The *Link* function enables you to link other files to the active file. The function places a link icon onto the active file so that linked files can be opened.

Making a Link. Activate the Link function by clicking the *Link* button in the RxHighlight toolbar. Place the cursor on the image where the Link icon is to appear. Click the left mouse button and the File Open dialog appears. Select the file to connect to the link button. A Link button appears at the selected spot in the view window.

Opening a Link. To view an existing link, select the *Push* icon on the RxHighlight toolbar, and using the hand cursor click the Link icon on the image to load the file connected to the Link.

13.1.11 Text




Click on this button to activate the *Markup Text* dialog. This is used to write text directly onto the active file, and is normally used for shorter markups. For longer text markups you are recommended to check the *Hide the text in Note envelope* option in the *Markup Text* dialog. A full description of the *Markup Text* dialog and functions is in chapter Markup Dialogs.

Set the color in the *Markup Preferences* dialog.

Set the text font size in the *Font* dialog displayed when you click on the drawing. When working with larger drawings you may need to experiment to find the appropriate settings.

Set the color and thickness of the markup frame and arrow using the *Line Width* and *Color* settings in the *Markup Preferences* dialog.

Note If you cannot see the text you have written, or it is extremely small, this may be because the *Line width and text size* option is set to *Absolute document units*, i.e. relative to the size of the original drawing. For example, text written in a 10 pt. font on an A0 drawing will be virtually invisible. Click the *Markup Preferences* button  and set the *Line width and text size* to *Current display units*, then rewrite the markup. If you wish to delete the original markup, zoom in on the area till you can see the markup, then select and delete it in the normal fashion.

Note When the *Line width and text size* option is set to *Current display units*, the resulting markup text size will depend on the amount of zoom applied to the document when the text is written.

To write Text, move the cursor to the desired start point, click the left mouse button where the text is to appear and the *Markup Text* dialog appears.

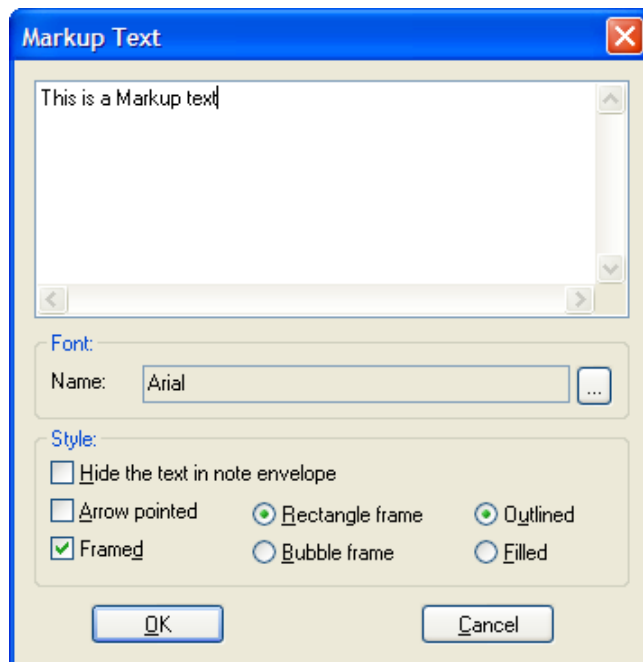



Figure 54 Markup Text dialog

Write text markups into the dialog. The Text function is normally used for short comments. For larger comments, check the *Note* option.

Long markup texts can be stored in "envelopes" so they do not cover the work area. To inspect the contents of a note, select the  button and click the note. Editing text and notes is described in chapter Markup Dialogs.

To change the font, click the *Browse* button. The *Font* dialog appears enabling you to select the required font, text style and size.

Check the *Arrow* and *Frame* options if required.

Select the *Frame* type if used.

Click OK to show the markup in the work area.

Editing existing markups is described in chapter Markup dialogs.

13.1.12 Pen



Select this option to draw free-hand lines, as though using a pen, on the active image. Set the color and thickness of the pen using the *Line Width* and *Color* settings in the *Markup Preferences* dialog.

To draw with the Pen, move the cursor to the desired start point, click and hold the left mouse button, and move the cursor to draw the line. Release the mouse button to terminate.


13.1.13 Lines



Lines are drawn using this button.

Set the color and thickness of lines and arrows using the *Line Width* and *Color* settings in the *Markup Preferences* dialog.

Toggle marker mode using the *Marker* button.

Click the lines button  and select the line style from the list offered at the end of the markup toolbar. Select from:

Open - Connecting lines.

Closed - Closed lines whose enclosed area is transparent (unfilled).

Filled - Closed lines whose enclosed area is opaque with the markup color (filled).

Edged - Closed lines whose enclosed area is opaque and assumes the background color (filled).


To draw Lines. Move the cursor to the desired start point and click the left mouse button. Move the cursor to the desired end-point for the line then click the left mouse button again. If you now move the cursor further, another line will be drawn using the previous end-point as its origin. To stop drawing, click the right mouse button.

Orthogonal Mode Hold down the SHIFT key when drawing lines and the lines are snapped and drawn 45 or 90 degrees relative to the screen.

13.1.14 Curves



Select this button to draw curved lines on the image. Curves have the same styles as lines. A curve requires 3 points.

Click the curves button  and select the curve style from the list of buttons. Select from:

Open - Connecting curves.

Closed - Closed curves whose enclosed area is transparent (unfilled).

Filled - Closed curves whose enclosed area is opaque with the markup color (filled).

Edged - Closed curves whose enclosed area is opaque and assumes the background color (filled).

To draw Curves. Move the cursor to the desired start point and click the left mouse button. Move the cursor to the next point and click. Continue to the end-point for the curve then click the left mouse button again. Curves can be connected and each curve can be manipulated around its 3 points. To stop drawing, click the right mouse button.

13.1.15 Rectangles / Rounded Rectangles



Select one of these buttons to draw a rectangular or rounded rectangular area. Note that rectangles can be restricted to squares.

Click the appropriate button and select the style from the list of buttons. Select from:

Outlined - Rectangle whose enclosed area is transparent (unfilled).

Filled - Rectangle whose enclosed area is opaque with the markup color (filled).

Edged - Rectangle whose enclosed area is opaque and assumes the background color (filled).

To draw Rectangles, move the cursor to the desired start point and click the left mouse button. Drag the cursor to draw a rectangle. Click the left mouse button again to terminate the action.

Square Mode Hold down the SHIFT key when drawing rectangles or rounded rectangles and a square or rounded square is drawn.

13.1.16 Ovals / Bubbles



Select one of these buttons to draw an oval or bubble. Note that ovals can be restricted to circles.

Click the appropriate button and select the style from the list of buttons. Select from:

Outlined - Oval or bubble whose enclosed area is transparent (unfilled).

Filled - Oval or bubble whose enclosed area is opaque with the markup color (filled).

Edged - Oval or bubble whose enclosed area is opaque and assumes the background color (filled).

To draw Ovals or Bubbles, move the cursor to the desired start point and click the left mouse button. Drag the cursor to draw an oval or rectangle. Click the left mouse button again to terminate the action.

Circle Mode Hold down the SHIFT key when drawing circles or bubbles and a circle or symmetrical bubble is drawn.

13.1.17 Arrows



Draws an arrow. Click the appropriate button and select the style from the list of buttons. Select from:

Single – an arrow.

Single filled - an arrow with a filled arrowhead.

Double - a double headed arrow.

Double filled - a double-headed arrow with filled arrowheads.

To draw Arrows, move the cursor to the desired start point (head) and click the left mouse button. Move the cursor to the desired end-point for the arrow then click the left mouse button again.

Orthogonal Mode Hold down the SHIFT key when drawing arrows and the arrows are snapped and drawn 45 or 90 degrees relative to the screen.

Snap. Enable *Snap* to snap and draw Arrows on drawings.

13.1.18 Dimension Lines



Draws a dimension line with embedded measurement. Click the appropriate button and select the style from the list of buttons. Select from:

Lines – a dimension line with line delimiters.

Circles - a dimension line with dumb-bell appearance.

Arrows outlined - a dimension line with a double-headed arrow.

Arrows filled - a dimension line with a filled double-headed arrow.

To draw Dimension Lines. Move the cursor to the desired start point and click the left mouse button. Move the cursor to the desired end-point for the arrow then click the left mouse button again.

Orthogonal Mode Hold down the SHIFT key when drawing dimension lines and the lines are snapped and drawn 45 or 90 degrees relative to the screen.

Snap. Enable *Snap* to snap and draw Dimension Lines on drawings.

13.1.19 Measurement Area



Draws a measurement area with embedded area measurement and enclosed by lines. The area is always enclosed. Click the appropriate button and select the style from the list of buttons. Select from:

Outlined - Measurement whose enclosed area is transparent (unfilled).

Filled - Measurement whose enclosed area is opaque with the markup color (filled).

Hatched - Measurement whose enclosed area is transparent and hatched.

To draw Measurement Areas, move the cursor to the desired start point and click the left mouse button. Move the cursor to the next point and click the left mouse button again. Continue until you join up the lines at the start-point. To stop measuring, click the right mouse button.

Orthogonal Mode Hold down the SHIFT key when building the measurement area and the lines are snapped and drawn 45 or 90 degrees relative to the screen.

Snap. Enable *Snap* to snap and make area measurements on drawings.

13.2 Markup Settings Toolbar

This toolbar contain settings that apply to selected comments. Changes to Color and layers will require necessary user rights.

13.2.1 Set markup color



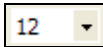
Click on this button to select the markup color. To select markup color you need to have necessary user rights to choose comment color. With this button the user can set the color for the currently selected comment.

13.2.2 Marker



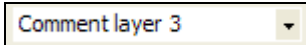
Click this button to toggle the drawing mode between Normal and *Marker*. In *Normal* mode you draw with opaque colors on the screen, while in *Marker* mode you draw with transparent colors. This gives the impression of drawing with a marker pen. *Marker* mode is effective when used on black and white documents such as text documents and mono raster images, but less useful on multi-colored images.

13.2.3 Markup Line width



Select the width of the line used when drawing comments. Line widths can be drawn in absolute or current display units. See Markup preferences on drawing units.

13.2.4 Comment Layer



Select the comment layer that you want your comments to be saved on. This will require necessary user rights.

13.2.5 Move to front



When two or more comments are overlapping you can move comments that are placed behind other comments to the front by clicking on this button.

13.2.6 Push to back



When two or more comments are overlapping you can move comments that are on top of other comments to the back by clicking on this button.

13.2.7 Edit selected comment



If you have selected a comment for editing you can click on this button to bring up the markup edit dialog for the selected comment.

13.2.8 Delete selected comment




You can click on this button to delete the selected a comment.

Chapter 14 Markup Dialogs and Editing

If you have the RxHighlight markup plugin loaded and enabled, you will be able to make markups on any file that you can open in RxView.

14.1 Markup Preferences Dialog

Click the *Markup Preferences* button  on the Markup toolbar. This dialog holds two tabs; the *General* tab and the *File* tab.

14.1.1 General Tab

Use this dialog to control general markup features and options.

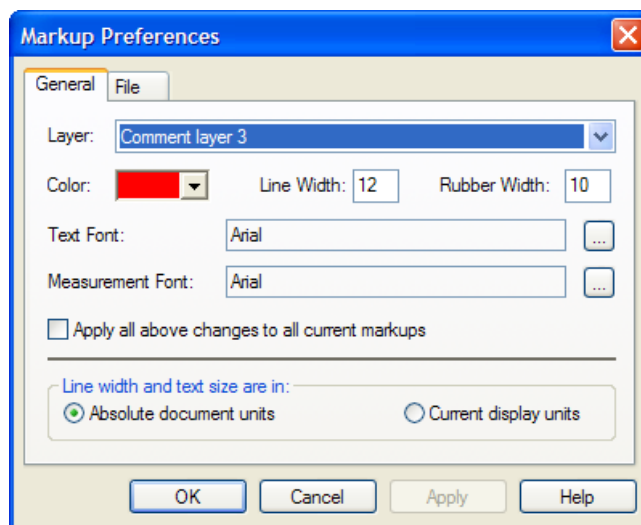


Figure 55 Markup Preferences General Tab

Layer

The name of the selected markup layer. All markups are written in this layer. If the layer is changed, the new markups are written in the new current layer. Layer information is shown in the status bar when a markup is selected.

Color

The markup color used by the current markup layer. All markups on the layer are written in this color. If the color is changed, the color of previous markups on this layer is unchanged but new markups are written in the new current color.

Line Width

Line thickness for the markups in this markup layer.

Rubber Width:

Rubber thickness for the rubber markups.

Text Font

The font to be used in text markups. Click the Font button to open a font selection dialog. New text markups are written in the new font and size.

Measurement Font

The font to be used for measurement markups. Click the Font button to open a font selection dialog. New measurement markups are written in the new font and size.

Apply all above changes to all current markups

New markups will always be created using the currently selected color and layer. However, if existing markups were created in different colors or layers, you can change all markups to the current color, layer and user by checking this item and pressing the *Apply* button. The changes will only be made to the active file.

Note This is a powerful command without an undo function. If you need to restore the original markup, then close the file and do NOT save the markup changes that are offered on exiting.

Line width and text size are in

Absolute document units - The line width selected in the Markup Toolbar is relative to the active document's size. A thin markup line on a large document (for example an A0 format drawing) may not be visible on the screen.

Current display units - The line width selected in Markup Toolbar is relative to the display size. Typically, a markup line visible on the screen for a large document (for example an A0 format drawing) will be thick when the document is printed or plotted.

14.1.2 File Tab

Use this dialog to control the type of markup storage file and the location of the markup file.

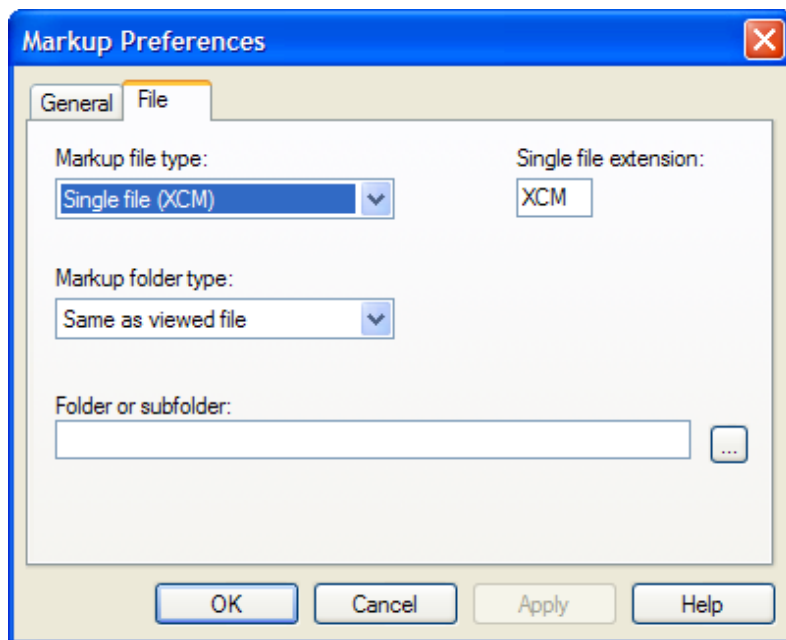


Figure 56 Markup Preferences File Tab

Markup file type

- **Single file (XCM)** - Markups are saved in a single file that contains the markups from all the users. The default *Single file extension* is .XCM.
- **000 - 999 files** - Markups are saved in multiple files, one file for each commentator. The files are saved sequentially in the range 000 - 999.
- **X00 - XZZ files** - Markups are saved in multiple files, one file for each commentator. The files are saved sequentially in the range X00 - X9Z.

Single file extension

When you select Single file (XCM) as the Markup file type, the XCM file extension is added as default. However you can save the markup file as any type of file by typing in the appropriate file extension.

Markup folder type

You can select in which folder you wish the markup file to be saved:

- **Same as viewed file** - The markup file is saved in the same folder as the image file to which it is attached.
- **Subfolder to viewed file** - The markup file is saved in a subfolder to the folder in which the image file is located. Type the name of the required subfolder into the Folder or Subfolder field.
- **Separate Markup folder** - The markup file is saved in an entirely separate folder to that in which the image file is located. Type the full path and name of the required folder into the Folder or Subfolder field.

Folder or subfolder

If you have selected to save the markup file in a subfolder to the image file folder, or in an entirely separate folder, then browse to the folder or type the path and name of the required markup folder into this data field as described above.

14.2 Markup User and Layer Control Dialog

These dialogs control the display of comments by layer or by user.

14.2.1 User Control Dialog

Click the *User Control* button  on the Markup toolbar.

Use this dialog for an overview of users and markups. Turn *On* and *Off* markups written by different users, and delete users.

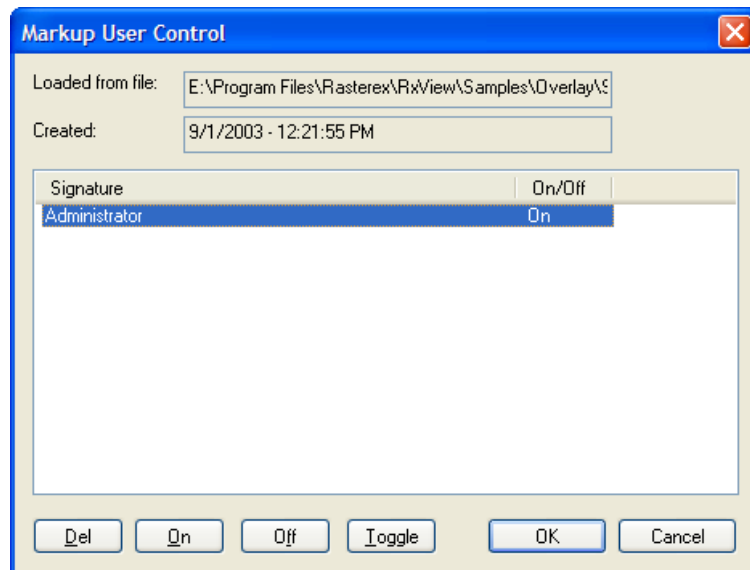


Figure 57 Markup User Control dialog.

The dialog comprises a list box where each line represents a user with his or her signature, and *On* or *Off* indicating whether the respective user's markups are currently turned on or off. This is a dynamic control so you can see the changes on screen when you toggle or delete users.

14.2.1.1 To Turn Users On and Off

15. Using standard Windows techniques select one or more users in the list box.
16. Click On, Off or Toggle as appropriate to turn the selected user's markups on or off.
17. Click Close to close the dialog.

14.2.1.2 To Delete Users

18. Using standard Windows techniques select one or more users in the list box.
19. Click Del to delete the selected users and their markups - this operation removes all the selected markups.
20. Click OK to confirm deletion, or Cancel to restore the deletion.

Warning! Deleting other users' markups is an irreversible command. If you are in doubt then click Cancel.

Note Your User Profile determines whether you can delete other user's markups. In an organization this will be a restricted command.

14.2.2 Layer Control Dialog

Click the *Layer Control* button  on the Markup toolbar.

The dialog comprises a list box where each line represents a Markup layer, and *On* or *Off* indicating whether the markup layer is currently turned on or off. This is a dynamic control so you can see the changes on screen when you toggle layers.

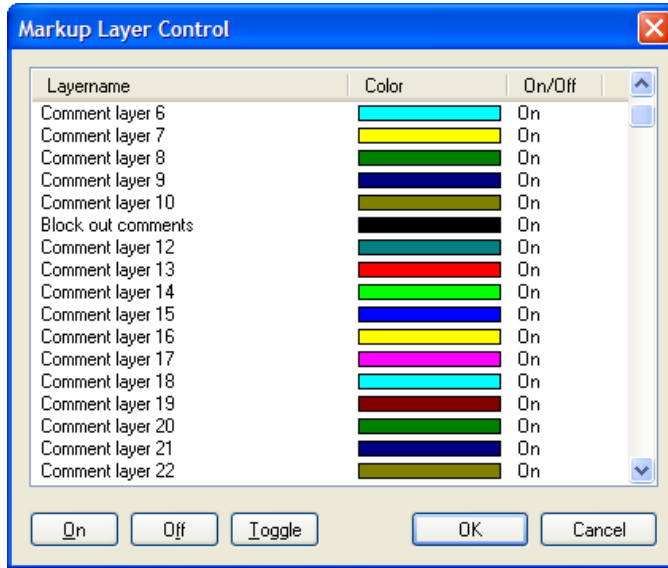



Figure 58 Markup Layer Control dialog.

14.2.2.1 To Turn Layers On and Off


1. Using standard Windows techniques select one or more layers in the list box.
2. Click On, Off or Toggle as appropriate to turn the selected markup layers on or off.
3. Click Close to close the dialog.

14.3 Editing Markups

14.3.1 Rules

1. Only the owner of the Markup can edit it.
2. The current user must own the markup in order to edit it. The current user is the person logged into RxView.
3. To change the current user click the *Markup Preferences* button  and write the new user's name. The user name is case-sensitive. Close the dialog.
4. User information is stored in the markup file. If a user signature is changed you may be asked to save the markup file before exiting the *Markup Preferences* dialog.

14.3.2 Selecting markups

1. Click the  *Edit* button on the Markup toolbar.
2. Click a markup. The owners name is shown in the status bar. If you are not the owner then you cannot edit the markup. If you own the markup then it will be selected. A selection is enclosed by a black selection frame, with one or more small buttons or handles.
3. Click outside the selection to de-select.


14.3.3 Editing markups

The editing controls depend on the type of markup.



Move a markup by placing the cursor inside the markup selection and clicking the left mouse button. The cursor changes from an arrow to a hand. Press and hold down the left mouse button, and drag the markup to the desired position. Click outside the line to de-select.



Zoom or size a markup by placing the cursor on the  button. The cursor changes to a finger. The markup is scaled by holding down the left mouse button and dragging the corner of the markup. Click outside the line to de-select.




Rotate a markup by placing the cursor on the **R** button. The cursor changes to a finger. The markup is rotated by holding down the left mouse button and dragging the corner of the markup. Click outside the line to de-select.




Control button on a selected line, arrow or dimension offers *Drag and Scale* buttons on the markup. Place the cursor on the **C** button. The cursor changes to a finger. Click to access the grip buttons.



Drag and scale a markup line, arrow or dimension by placing the cursor on the  button. Hold down the left mouse button and drag to move or change the length of a line. Click outside the line to de-select.



Drag and scale a curve by placing the cursor on the  button. Hold down the left mouse button and drag to move or change the length of a curve. Click outside the curve to de-select.

Right mouse button menu

Click the right mouse button to show other options.

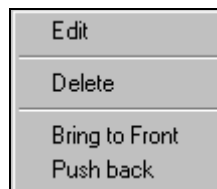


Figure 59 Markup Right mouse button menu

Edit allows you to edit the selected markup.

Delete allows you to delete the selected markup.

Bring to Front allows you to move a markup to the front.

Push Back allows you to move a markup to the back.

14.3.4 Markup Edit dialog

Edit presents the following common dialog for all markups.

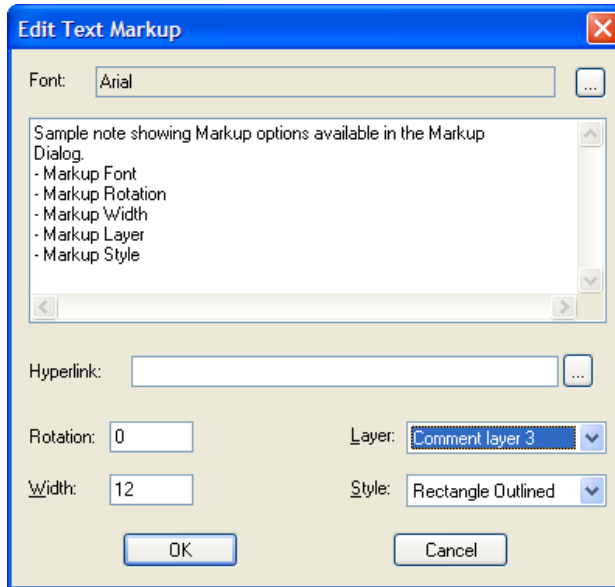


Figure 60 Markup Edit dialog

The options presented in the Markup Edit dialog are described throughout this and the previous sections.

Changes to markups are not permanent unless the Markup file is saved. All comments can also be links.

You can select a file that you want to use as a hyperlink by clicking on the browse button next to the Hyperlink field. You can also type in an URL in this field directly.

14.4 Editing Links

Link buttons can be edited and the link directed to a different file through the *Select Link File* dialog.

14.5 Editing Notes

Note buttons can be edited in the same manner text markups.

Chapter 15 Configuring RxView



RxConf

The configuration program is used to set up the users rights and other user configuration data. It stores this information in a configuration file.

The RxView/RxHighlight Configuration program utility is installed automatically. Use it to allocate names to the various markup layers in RxHighlight, and to set up User Profiles.

Login is controlled through a username and password. By using the configuration program multiple users can access the RxView and markups from the same computer irrespective of the Windows username. If the user does not login using a user name and password, the Windows login username is used to identify the current user.

15.1 Network Administrators!

Study this chapter carefully and use the Configuration program utility to control permissions for users in a network. By using the User Profile concept within RxHighlight and RxView, organizations can control the viewing (and markup) procedures within the company. Each user will have his or her personal User Profile set up by the administrator, defining privileges and limitations.

15.1.1 Markup

RxHighlight allows annotating of file contents by adding graphics and text into markup layers. Markups are stored in separate vector files. Files can have multiple markup layers created by separate commentators.

15.1.2 Linking

RxHighlight allows link-related files. The link function creates buttons on top of the viewed file that connect with other files. Clicking a link button loads the linked file. Links are an integral part of markup layers and do not require any special configuration.

15.1.3 User Profile Setup

In a multi-user environment, User Profiles are set up to control creation, viewing, editing and deleting of markups, and permissions for operations such as, editing applications and printing. This administrative tool gives full control of user rights.

15.2 RxHighlight/RxView Configuration Options

Using the Windows *Start* menu, open the RxHighlight Configuration program utility. The default path is:

Start > Programs > Rasterex > RxView RxHighlight > RxHighlight Plugin > Configuration

The following screen appears:



Figure 61 Configuration dialog

15.2.1 Network Administrators!

Restrict access to the Configuration program to administrators only, and do not distribute the configuration program to individual users. By using the User Profile concept, you can maintain full control over the viewing and commenting procedures within the organization.

15.2.2 Single Users

If you are a Single User and not connected to a network, there is no need for a User Profile, as you will have all privileges anyway.

15.2.3 Network Users

On starting RxView / RxHighlight for the first time, you may be asked to type in your signature. If this signature matches a signature in the existing User Profile (see above), the privileges determined by the User Profile will automatically be validated. If there is no match between signatures, a default profile is loaded.

15.2.4 Configuring

1. Set the path to the disk folder in which the file RXCONV.XCF is to be saved, by typing the path in the *Configuration File Directory* entry field. The default value is the installation folder.
2. Set the number of users. (The maximum number of users is limited by memory.)
3. Set the number of layers. (The maximum number of layers per user is 2000.)
4. Click the *Markup layer setup* button and name and set colors for the markup layers required. See paragraph 15.3.

Note Set Markup layers before User profiles.

5. Click the *User profile setup* and assign a user profile to each RxHighlight/RxView user. See paragraph 15.4.
6. Click *Save* to save the configuration in the file RXCONV.XCF. Click *Close* to cancel.

Note Users and layers are controlled in a 2-dimensional array. If memory requirements are exceeded, an “Out of memory” warning will be presented. Reduce the numbers of layers and users to fit the memory. You can change the number of users and layers at any time without damaging existing markups. As a rough guide, each user requires 16KB, i.e. 1000 users in a 16MB RXCONF.XCF.

15.3 Markup Layer Setup

Click the *Markup Layer Setup* button. The dialog shown below appears:

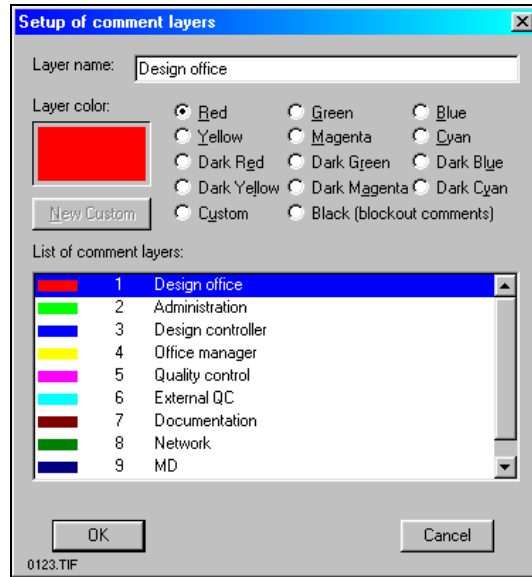


Figure 62 Setup of Markup Layers dialog

1. Type the required layer name into the *Layer name* entry field.
2. Select a Layer color for the layer.
3. Edit any name by selecting it from the List of Layer Names.
4. Click Cancel to cancel session changes.

15.4 User Profile Setup

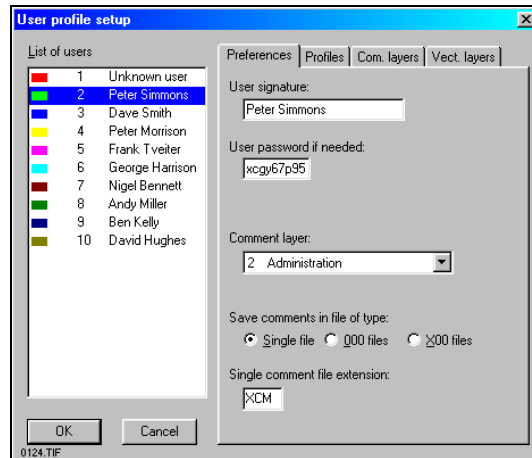


Figure 63 User Profile Setup – Preferences tab

For RxHighlight and RxView users, the User Profile determines whether you will be allowed to:

- Open files.
- Close files.
- Edit file contents.
- Print files.

For RxHighlight users, the User Profile also determines what you will be allowed to do with markups. Refer to Figure 64.

15.4.1 Setting User Preferences

1. On the *Preferences* tab, type in a user signature in the *User signature* entry field.

The typed name will be copied to the *List of User Signatures*.

Note You cannot type a signature in the first entry in the list. The first entry is reserved for the default profile. The default profile is given to users when the entered signature and password do not match in the configuration file.

2. On the *Preferences* tab enter the user's password, if required, in the *User password* entry field.

If a password is entered, the user must type in this password each time RxView or RxHighlight is started and before the profile is given to the user. If the user types an incorrect password, the default profile described below is applied.

3. On the *Preferences* tab enter the default markup layer in the *Markup layer* entry field.

Users in the same group will normally use the same markup layer.

15.4.2 Setting User Profiles

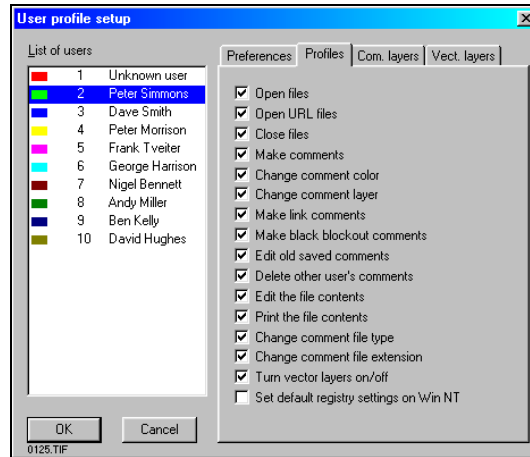


Figure 64 User Profile Setup – Profiles tab

1. On the *Profiles* tab set the user profile rights by checking the required options.

You can select groups of users using Shift + arrow keys and set profiles for them simultaneously.

2. Repeat the procedure for each user or group of users.

Note The *Change markup layer* option defines whether a user can use other layers than the default markup layer.

Note The *Set default registry settings on WinNT* check box is made to ease the management of multiple installations on a network. This function retains the current settings so they can be used as the default for later installations. This enables other users to simply copy the default settings made by the administrator. If a user has already installed the program and the administrator later checks this box for the user, the next time the user starts the program it will adopt the default settings set by the administrator.

15.4.3 Setting Markup Layers

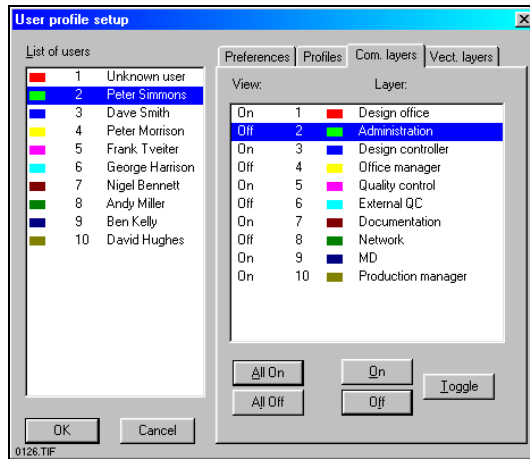


Figure 65 User Profile Setup – Markup Layers tab

1. On the *Markup layers* tab set the markup layers that the user is allowed to view.
You can select groups of users using Shift + arrow keys and set the markup layers for them simultaneously.
2. Repeat the procedure for each user or group of users.

15.4.4 Saving Configuration Data

When exiting the configuration program you are warned to Save the configuration changes.

Chapter 16 Supported File Formats

Check the Rasterex web for latest file format support list.

Rasterex Windows 32-bit filters are named RxFilter_*.DLL.

The * indicates where a file extension identifier will appear; for example RxFilter_DWG.DLL for the AutoCAD **DWG** file filter.

When you download a new filter, you will receive an RxFilter_*.DLL file. Just copy the new filter DLL into the appropriate subfolder to your C:\....\Common Files\Rasterex Shared folder, and RxView will find it the next time the program is launched.

Filters may be supplied as self-installing executables. Simple execute the file to update your filter.

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