

As with any technical system, Accucadd has words which may be new to you. If you find a word which you don't understand, look it up below. If the term you are looking for is not in this list, you should consult your computer manuals and Help system, your supplier, an experienced computer user, or a dictionary of computing terms.

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| ACTIVE DRAWING | A drawing that has been drawn with or Loaded into Accucadd. There can be up to three active drawings, one on each drawing page and one on the Scratchpad. |
| BASE VIEW | The original view of the drawing on the screen before a Zoom or SHRINK takes place. Redraw returns you to base view. |
| BOOKING | On a networked or machine-sharing installation, the Booking system allows you to claim drawings in the library to prevent other users from altering them. It is explained under Library: Book & Log. |
| BYTE | A measure of information size, used for computer memory. One byte will hold one character (letter, numeric digit, or punctuation symbol). |
| CD, CHDIR | A Windows "command prompt" command. Used to move between different Directories or Folders(qq.v). It is explained fully in your Windows Help system. |
| CLICK | Pressing and releasing the first button on your mouse, digitizing tablet, or other mouse. Accucadd uses the "first" button on the device. The second button on a mouse acts as a synonym for the Esc key (q.v.), the others are ignored. The first button is usually the leftmost (on mice) or the lowest-numbered (on digitizer). |
| COLOR NUMBERS | The numbers used to encode colors within Accucadd and RDF files. See "Colors" in section 2 of this manual and Appendix C, "Configuration". |
| COMMON INDEX | A special Accucadd library index. It is used to hold drawings that belong on an index page that doesn't exist. This can occur because you have deleted the index, or because you have filed a drawing from a different library. It is fully described in Appendix D, "Library Management". |
| COMPONENT | A drawing's Inserts and the Inserts nested within them are collectively known as the drawing's components. |
| COMPOSITE | A drawing with one or more Inserts is a Composite drawing. |
| COPY | A Windows "command prompt" command. Used to copy files between directories and disks. |
| CURRENT DRAWING | The drawing displayed on the screen. It is one of the Active Drawings (q.v.). |

- CURSOR** The marker on the screen with which you make selections. Accucadd uses many different cursor shapes, appropriate to its various functions. The cursors are listed in section 3 of this manual, "Summary".
- DIGITIZER** A computer peripheral, used to enter coordinate positions in an easy-to-use way. It usually consists of a flat tablet, which continuously transmits to the computer the position of the pen or puck used on its surface.
- DIR** A Windows "command prompt" command, explained in your Windows Help system, and in the next entry.
- DIRECTORY** This is, in general, a list or catalog of the files on a disk. It is also called a Folder. The two terms are interchangeable. The same term is used for:
- The part of the disk that is used to store this data.
 - The list of files that the computer can print out, to tell you what files exist, and other information about them.
- Windows has the capability to store a directory (first meaning) as a file. This allows many directories to exist on a disk, in a structured manner. The first or "root" directory lists several files, some of which are directories. Each of these directories holds files, some of which can again be directories, and so on...
- This structure is usually used to group files relating to a subject together, which is much easier than having many files, on all sorts of subjects, all listed together.
- The way in which the Accucadd library uses directories is described in Appendix G, "System Information". A comprehensive description of the Windows directory system and how to use it is given in your Windows Help.
- DISK** A generic term for diskettes and fixed disks. For many purposes, diskettes and fixed disks can be treated in the same manner. Diskettes are also known as "floppy disks" or "floppies", fixed disks are often called "hard disks" or "Winchesters".
- DISKCOPY** A Windows "command prompt" command, explained in your Windows Help system.
- DWG** Stands for Drawing (file format). A proprietary format used exclusively by AutoCAD products. It cannot be used by any other CAD system, or even by a different version of AutoCAD from that used to create it. To use drawings in other versions of AutoCAD or in other CAD programs they must be in DXF form. Files holding drawings in DWG format have names of the form: <drawing-name>.DWG.

- DXF** Stands for Drawing exchange Format, a system used for interchanging drawings between CAD systems. Files holding drawings in DXF format have names of the form: <drawing-name>.DXF.
- ENTITY** Part of a drawing, such as a line, hatch, or arrowhead. This does not include traps, grids and palettes, but only items that you have drawn on the drawing, or have been added for you by the Edit and Dimension functions. The full list of types of Entities is given in section 3 of this manual, "Summary".
- ENTRY** An obsolete synonym for Entity (q.v.)
- ESC** A key on your keyboard, sometimes marked Escape. Use it to back out of or step back in any series of actions in Accucadd
- FILE** The structure used to organize information on your computer's disks.
The Accucadd function Library: File, which saves a drawing in a Accucadd library (which consists of files and directories).
The action of using Library: File.
- FINDABLE POINT** This is the same thing as a Handle entity (q.v.). The term is obsolete.
- FLOATING-POINT** Floating-point numbers have a decimal point, as compared to "Integer" numbers (q.v.), which are always "whole" numbers. For example, 3.1 and 7.0 are floating-point numbers, while 4 and 9999 are not. Accucadd uses floating point numbers to store drawing data, while RoboCAD 20 and earlier systems used Integers. Floating point can give much higher precision, while integers take up less storage. Accucadd uses IEEE (q.v) floating point format.
- FOLDER** See DIRECTORY.
- FORMAT** A diskette or fixed disk must be formatted before it is used. This process is performed by the Windows command Format, which is explained in your Windows Help system.
- FUNCTION** The actions and procedures that the Accucadd program can perform. Usually applied to things that can be selected from the menus, e.g. the printing function, the dimensioning functions.
- GB** GB is an abbreviation for 1,073,741,824 bytes (2^{30}). It is sometimes used to measure computer storage (memory or disk capacity), and is a little over a thousand million characters.
- GRAPHICS TABLET** See DIGITIZER.
- HANDLE** This is a type of Entity (q.v.), with several applications as a tool in drawing with Accucadd. These are:

HANDLES

These are created with the DRAW: ELEMENTS: HANDLE function. They create a snap point, and serve as fixed origins for keyboard input of points ("Datum Handles"), as described under DRAW: KEYBOARD INPUT. When the drawing containing them is filed, they become Insert Handles ("Tag Handles").

INSERT HANDLES

These are points by which an insert may be picked up from an index. Any transformations applied to the insert (e.g. squash, rotate, shear) are done by treating the handle by which the insert was picked up as its center. All the insert handles in an insert become snap points in the drawing into which the insert was planted. Insert Handles and Planted Handles are both drawn as upward-pointing triangles.

TEXT HANDLES

These appear on text blocks when text is to be edited or erased, and mark the snap point of the text. They have no existence independent of the text block. They are displayed as a downward-pointing T shape.

ICON A small picture, symbolically representing a function or option. Accucadd uses them mostly in its Palettes (q.v.).

IEEE Institute of Electrical and Electronic Engineers, a professional organization based in the USA. This professional body has defined a widely-used standard for representing floating-point numbers (q.v). Numeric processors for IBM-PC compatible computers are all based on IEEE formats, and most scientific and engineering programs make use of it. Most modern programming languages for the IBM-PC will allow you to work with IEEE numbers.

INDEX, INDEX PAGE Accucadd libraries are divided into Indexes, which each hold up to 256 drawings. Indexes are shown on your screen as a set of miniature images of their drawings. Drawings are found in the library by means of their Index number, and their position on the index. Index Page is an obsolete term for an Index.

INSERT A drawing in a library used as a component in another drawing. It may be a single item (for example, a chair) or a 'sub-assembly', (such as a section of a schematic).

INSERT DATA The data describing the lines, text, hatches, etc, in an insert. See New Data.

INTEGER A number without a decimal part; a whole number. For example, 3 and 277 are integers, 3.5 and 99.9999 are not. See Floating Point.

- KB** KB is an abbreviation for 1024 bytes. Often used to refer to computer storage (memory or disk capacity), when it means 1024 characters or bytes. Diskettes usable by an IBM PC compatible computer hold 360Kb to 2.88Mb (q.v), depending on the model.
- KEYBOARD INPUT** This is the generic term for entering dimensions, positions, zoom factors and so on as numbers on the keyboard. The techniques and reasons for doing this are explained in Draw: Keyboard Input.
- LAYER** A `transparent sheet' in the drawing. A drawing is composed of at least one, and up to 999 layers. Entities in the drawing are placed `on' the layers, which can be hidden or made visible, and have their colors and linestyles set and altered. Layers are intended to be used for dividing a drawing into its logical parts (e.g., outlines, construction lines, dimensioning, text and so on). See Set Up: Layer Table.
- LINE STYLE** The `pattern' of a line, e.g. continuous, dotted, dot-and-dash and so forth.
- LINE WEIGHT** The width of a line, as displayed on the screen, measured in terms of pixels (q.v). When the drawing is printed, the width can be set in millimeters.
- LIBRARY** A collection of Accucadd drawings saved in indexes on a diskette or fixed disk. A library is `named' by the name of the directory (q.v) that it resides in.
- MB** Used, like KB, as a measure of data storage, and equal to a little over a million characters.
- MACRO** An obsolete term for a drawing held on a library index (more exactly, the drawing's New Data).
- MODE** An overall state of something, such as the Accucadd program. For example, the current setting of the units of measurement (inches, mm) or the drawing scale (1:1, 1:3.3333).
- MENU** A list of functions or options, displayed on the screen for you to select one. Examples in Accucadd are the Menu Bar across the top of the screen, and the menus that `drop down' from it.
- MOUSE** A computer peripheral, used to enter coordinates into a computer. It consists of a small box, with pushbuttons, that constantly transmits to the computer the direction in which it is moved. Some kinds of mice have ball-bearing `wheels', others detect their movements over a special mat.
- NESTING** An Insert (q.v) in a Accucadd drawing may itself contain Inserts, which are "nested" within it.

NEW DATA The drawing data that you create with all functions other than Insert, e.g., lines, text, arcs, hatches, and so forth.

Insert Data is the data describing the lines, text, etc of an insert. The New Data of a drawing becomes Insert Data for all the drawings that it is inserted into. See Appendix D, 'Library Management'.

NUMERIC PROCESSOR An accessory chip for your computer, which speeds up calculations if the program can use it. Accucadd can do so. All "Pentium" class computers have the numeric processor built-in.

OVERFILE The action of filing a drawing on an index, on top of another drawing already on the index. You are warned when you attempt to do this, as it will destroy the old drawing. If the old drawing was used as an insert in any other drawings, the new one will replace it in those drawings, which will alter them. These effects are explained more fully in Appendix D, 'Library Management'.

PAPER UNITS Measurements of length that do not refer to the drawing scale factor. For example, text height and dimension leader line offset are measured in paper units. This is because they are intended to describe physical lengths on the printed drawing, rather than lengths in terms of the things being drawn. Such distances will be altered by changing the drawing scale factor (e.g., for printing).

PARALLEL A technique for sending data through a computer port, viz: several bits (one byte) at a time. The standard type of parallel port is known as a 'Centronics' port, and is usually used for connecting printers to computers. Such ports are usually provided on IBM PC-type computers.

PATHNAME The full name of a directory (q.v), including the information on how to find it. For example, the pathname \Accucadd\LIB\IDX00004 names a library index. The verbose, English, form of its name would be "directory IDX00004, contained in directory LIB, which is contained in directory Accucadd, which is in the 'root' directory". Paths are similar to (Internet) URLs, and are explained in your Windows Help system.

Using "well formed path names" which include the computer name, disk drive letter, and full directory "tree structure" will reduce the time spent looking for things! Accucadd can handle such names as long as they do not exceed a total of 128 characters in length (which is a common, if not universal, restriction).

PALETTE A box or window displayed on the screen, containing icons (q.v). When selected, these invoke Accucadd functions or settings e.g. the Elements palette, from which you can select lines, arcs, circles and so forth to draw with.

PEL IBM's term for a 'pixel' (q.v.).

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| PERIPHERAL | Any external piece of equipment added to your computer. Peripherals used by Accucadd include printers, printers, digitizer and mice. |
| PIXEL | An abbreviation of `picture cell' or "picture element". It is one dot on your computer screen. Accucadd uses pixels as units in specifying the widths (weights) of lines and the nearness of the cursor to a given point. |
| PLANT | An obsolete term used to specify an action at a point in a drawing (for example, the end of a line, the handle of an insert copied from a library). |
| RDF | Stands for Robo Data Format, the system used by the Accucadd system for exchanging drawings between programs systems. Files containing drawings in RDF format always have names with the form: <filename>.RDF. |
| REAL NUMBERS | Used here as a synonym for floating-point numbers (q.v.). The difference is important to a mathematician, but not for most practical purposes. |
| SELECT | The action of choosing something. To Select something in Accucadd, position the cursor over it, hold it still and click the button. |
| SERIAL | Describes a technique for sending data through a computer port, viz: one bit at a time. The standard kind of serial port used by Accucadd is an asynchronous serial port, following the RS-232-C standard. These are usually provided for IBM-PC compatible computers. Serial ports can be used to attach printers, printers and mice to the computer. |
| SNAP LIST | All the snap points in a Accucadd drawing. It can be saved with the drawing (as an SNP file) to speed up Library: Load operation. |
| SNAP POINT | A point in the drawing to which the cursor snaps when moved near it. The end points of a line and the center of a circle are examples of snap points. |
| SYSTEM DIRECTORY | The directory on your fixed disk used to hold the files and programs making up Accucadd, but not libraries or other drawing data. |
| TOGGLE | To change a function's status from on to off, and vice versa, alternately, by positioning the cursor over the function name and pressing the button. |
| TOUCH | An obsolete synonym for Select (q.v). |
| TRAP | A temporary line or matrix of points displayed on the screen which attracts the cursor when it approaches the trap. |

- UPDATE** A Library is updated (a Global Update) when a drawing in it is over-filed. The new drawing replaces the previous occupier of the Index position in all the drawings within the library that use it as a Component. A Local Update changes one Insert in a drawing; it is done using Edit: Isolate.
- UN-BOOKING** Releasing your claim on a drawing from the library, which you have claimed through the Booking system (q.v.).