

This function resets the view to `base` view (i.e. its original size) and redraws the whole drawing. It will redraw in either “forward” or “reverse” order, depending on how you set View: Options. Forward means. the last data element drawn is the last to display. Layers of the drawing which are set to `hidden` are not shown.

Select Redraw from the menu.

You can use Redraw (or Zoom, Pan or Shrink) at any time when the menu is visible. You can't do this while some functions are operating: the menu entry will be grayed out—but this is rarely noticeable. Thus it is possible, for example, to Zoom in to locate the point from which a line is to start, plant its start, return to base view with Redraw, and Zoom again on another area of the drawing to plant the line's endpoint. This is useful when joining complex, but widely-separated areas of the drawing.

**Regeneration** If Zoom, Pan or Shrink performed a regeneration of the Display List (i.e., a “slow” Zoom, Pan or Shrink has been performed), Redraw will regenerate the Display List at the base view.

**Tip** If you are using Zoom and related functions, and frequently returning to more or less the same views, look at View: Save Zoom and View: Load Zoom.

This function redraws your current view of the drawing. It does this by Regenerating the Display List (the list of things drawn on the screen, in screen units) from the Drawing Data Base (the set of entities drawn, in real world units)—hence the name. Regenerate does not change your current view.

Select this function from the menu to redraw your current view of the drawing and regenerate the Display List.

This function has two main uses:

#### Auto Regeneration Off

If you have been changing the drawing with Auto Regeneration turned off (see View: Options), your screen and Display List (see View: Fast View) will be out-of-date. This function will update them, making those changes visible.

#### Auto Regeneration On

Sometimes even with Auto Regeneration On, parts of your drawing will not be updated fully. This is because Windows tries to keep track of the regions of the screen where it thinks changes have taken place. It only redraws those areas it thinks have changed. This is an attempt to keep the display processing fast and minimize drawing delays. Regenerate forces Windows to perform a complete redraw of the entire paper area on the screen.

PAN is used to view the magnified areas immediately adjacent to a Zoom view.

First, move the cursor over a point on the drawing that is within the desired view and confirm it by clicking the button.

Next, move the cursor to the screen position where the selected point is to be placed after the view has been panned. A line is drawn to show the distance and direction of the pan. Click the button to confirm it.

The screen is then redrawn, showing the new view of the drawing, and the program reverts to the previous function. To use Pan again, select it from the main menu.

**Details:** The Pan distance is displayed on the Status Bar. You may set the direction of the pan with the line cursor and type a length for the pan distance on the keyboard. Press **Enter** to confirm it.

**Comments** If you are in a zoomed view you can also pan by:

- 1 Using the "third button" or "wheel" if your mouse is so equipped.
- 2 Using the Windows scroll bars

ZOOM magnifies a section of the drawing.

First, position the cursor at the point which will be the center of the magnified view and click the button to set the point. To cancel an incorrectly set center point, press **Esc** and move the cursor elsewhere. Next, move the cursor to define the area to be magnified. As you move the cursor, a box expands from the center enclosing the area which will be magnified to fill the whole screen, and a magnification value is displayed on the Status Bar. Click the button when the box encloses the required view. Having drawn the zoomed view, Accucadd reverts to the previous function. To Zoom again, re-select Zoom from the main menu.

#### Fast and Slow Zooms

Windows will use its Display List to draw your new view, if it can. If this is the case, the new view will be drawn quickly. When the display list can't be used, the new view is drawn more slowly and the Display List is regenerated.

If you use a large magnification with a Zoom, you may see that arcs and circles are displayed as a series of straight lines. The Display List only stores straight lines, to make it faster, but the stored drawing data represents arcs and circles properly. If you regenerate the Display List for a zoomed view with View: Regenerate, shorter lines will be generated and the displayed arcs and circles will be smooth. If you print a drawing, or a zoomed view of a drawing (Viewprint), arcs and circles are drawn properly.

#### Comments

You can also zoom by:

- 1 Using the plus ( + ) key *on the numeric keypad*
- 2 Using the "third button" or "wheel" if your mouse is so equipped.

#### Details:

You can enter a zoom magnification from the keyboard, instead of moving the cursor to give the size of the area to be displayed.

If you zoom several times, the magnification for each zoom is relative to the view when the zoom factor was entered. To get the total magnification, the zoom factors should be multiplied together. For example, zooming x50 and then x20 gives a total magnification of x1000. In other words, a zoom of x50, followed by a zoom of x20 *in the same place* is exactly the same as a single zoom of x1000.

The maximum total zoom factor is x10,000,000.

SHRINK performs an “inverse Zoom” by reducing the size of the drawing to fit into a rectangle of a given size. Parts of the drawing that were not previously displayed on the screen become visible.

Position the cursor at the center of the desired `shrunk` new view and click the button. Then move the cursor again to expand the box to the size at which you want the area of the current view displayed. Click the button to confirm it.

Comments You can also zoom by:

- 1 Using the minus ( - ) key *on the numeric keypad*
- 2 Using the “third button” or “wheel” if your mouse is so equipped.

Details: You can enter a reduction size from the keyboard, instead of moving the cursor.

If you shrink several times, the magnification for each shrink is relative to the view when the shrink factor was entered. To get the total magnification, the shrink factors should be multiplied together. For example, shrinking x50 and then x20 gives a total shrink factor of x1000. The shrink factor is the reciprocal of the zoom factor. Thus a shrink of x5 is the same as a zoom of x0.2 (1 / 5). If you intersperse a series of zooms and shrinks the total magnification is found by multiplying the zooms and dividing the shrinks.

You can Shrink the drawing `past` base view, but if you try to shrink the drawing into too small an area to be visible, a warning is issued and no action is taken.

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# PREVIOUS VIEW

# VIEW

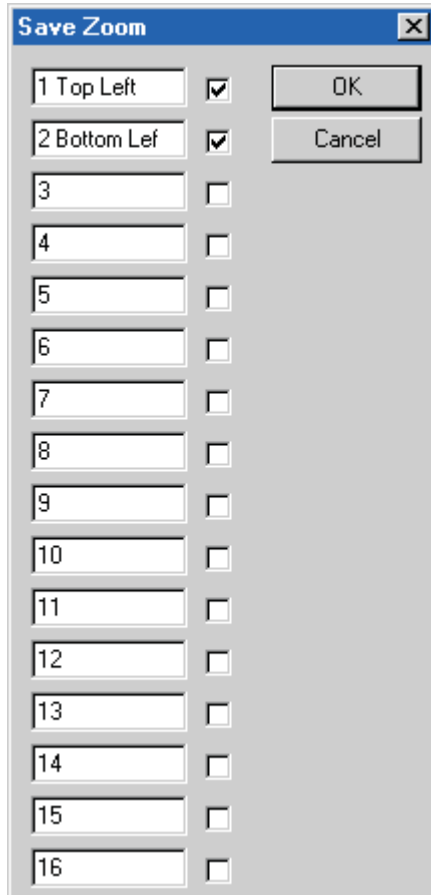
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This function `undoes` your last change of view. You can `flip` between two views of a drawing by using it repeatedly.

Select Previous View from the menu. The view is redrawn at the last view you used; if you select Previous View again, you return to the original view.

Details: If the change of view that Previous View undoes was `fast` , Previous View will be fast. Otherwise, it regenerates the display list, in the same way as any other `slow` change of view.

This function saves the current zoom view so that you can return to it later, via Load Zoom.



As you can save up to 16 zoomed views, a dialog is used for controlling them. The views are stored in “zoom memories”, rather like the memories of a programmable pocket calculator; decide which memory you want to use, and click the check box next to it to store the current zoomed view.

You can give the memories names, which can be very helpful if you use more than two or three of them. To change a memory’s name, click over its number or previous name, and then type a new name.

In the example, two memories have been used and given names.

Note that only the position and magnification of the view are saved. Other things that can affect the appearance of the view (notably, the Layer Table and the Speed Filter) are not saved by Save Zoom.

Saved zoom views are saved by Save Setup, so that you can use them in future Accucadd sessions.

This restores a saved zoom view to the screen.

1 Top Left  
2 Bottom Left

Load Zoom works in one of two ways:

1 If only one zoom view has been saved, Load Zoom immediately switches to that view.

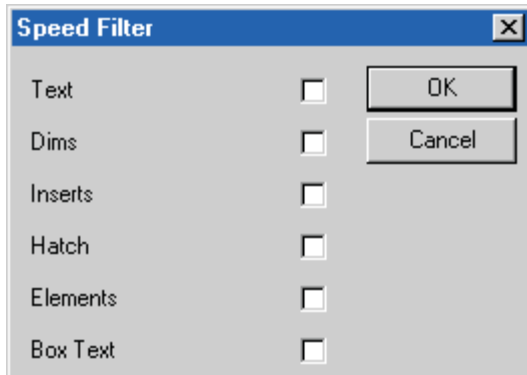
2 If more than one zoom view has been saved, a window is presented listing the zoom views that have been saved.

Position the cursor over the window and click to select the zoom view you wish to see. The saved view replaces the current view as soon as it is selected.

Backward compatibility

Use View: Previous View to “undo” a Load Zoom. It is not possible to use Edit: Undo to “undo” a Load Zoom (or any other change of view). This was how RoboCAD 4 worked. Later versions use View: Previous View.

This function determines which classes of Entities are displayed when the drawing is next regenerated. This allows faster redrawing. Modern computers are usually fast enough that this feature is not needed: it is provided mainly to improve backward compatibility.



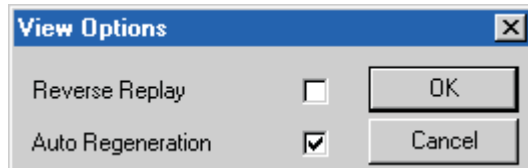
The Speed Filter is controlled by a dialog box. If a class of Entities is checked, then that class is filtered out of the Display List (q.v.) and not displayed. By default, no classes are checked, so that the entire drawing is visible.

The Speed Filter status applies to File: Print and File: Viewprint. You must ensure all options are “unchecked” to obtain a complete version of the drawing.

- Text    Display/suppress all text in the drawing.
- Dims    Display/suppress dimensioning (i.e., Dimension entities and all elements drawn in line weight B and text and arrowheads in line weight A.) This applies to all dimensioning in the drawing.
- Inserts    Display/suppress Inserts and Fit Inserts. This operates on the complete Insert, irrespective of the data in it.
- Hatch    Display/suppress all hatching.
- Elements:    Display/suppress Elements and Curves. This doesn't have any effect on Elements in Inserts, which must be suppressed as a whole to hide their Elements.
- Box Text    This option displays text as boxes rather than characters — which is faster — when checked.
- Details:    Switching one or more of the Entity classes off does not affect the drawing in any way — it just makes redrawing quicker by suppressing some of the more time-consuming items. It does not affect the creation of data, so you can draw freely with all classes suppressed, although everything you create will vanish from sight when you change view.
- Not recommended    Because the handles of suppressed data items still appear when Edit functions are used, suppressed items can still be selected and edited. In effect this allows editing of entities that you can't see. For this reason, use of this feature is no longer recommended.

This form of suppression is less fundamental than that done by setting layers to 'hidden' on the Layer Table. Speed Filter suppresses Entities on layers that are 'visible' — it cannot bring out Entities on layers that are hidden.

This function allows you to control the operation of the Display List. This facility is described under VIEW: FAST VIEW.



When selected, this function displays a Status window with two settings:

- Reverse Replay** When this option is checked, the Entities making up the drawing are redrawn in the reverse order of creation—the last thing drawn is the first thing re-drawn. When it is not checked, they are re-drawn in the order drawn. When working with a complex drawing, set Reverse Replay according to the `age` of the part of the drawing you are working on. You can stop the redrawing with the **Space Bar** as soon as the area you are interested in has been redrawn, and save waiting for the complete drawing to be shown.
- Auto Regeneration** If this option is checked, major changes in the appearance of your drawing, such as Edit changes, and alterations to the Layer Table settings. are applied to the screen immediately. With it unchecked, such changes aren't made until the next regeneration of the Display List.
- Details:** When Automatic Regeneration is turned off, the screen and the Display List may become out-of-step with the data in your drawing. For example, if you use Set Up: Layer Table to alter linestyle or color settings in the Layer Table, the screen display will not be updated until you force Accucadd to regenerate the screen display. In the same way, an Insert planted with Draw: Drag Insert will be planted on the screen in monochrome, rather than being drawn out in its full colors, as it would be if automatic regeneration was turned on.
- Conventions:** Reverse Replay is turned off by default; set it however you prefer.
- Auto Regeneration is switched on by default; we suggest you leave it that way until you are used to Accucadd. The correct setting to use while working depends on your requirements and working methods. As you make more use of colors and layers, the need to have automatic redrawing increases.