

Faster Field Sketching with MobileSketch

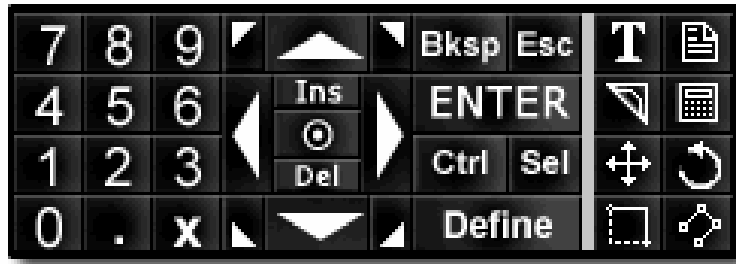
presented by a la mode



Course Highlights

- ❑ Create your sketches in the field, ensuring better accuracy
- ❑ Save steps using integrated Bluetooth communication between devices
- ❑ First look at the new MobileSketch for Tablet PCs

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Command

- ❑ **Bksp** - When entering dimensions using the keypad, tapping Bksp will backspace and delete one character at a time. Inputs can be seen on the yellow colored help/status line.
- ❑ **Esc** - This function is similar to the escape key (ESC) on your desktop keyboard. As the name implies, it allows you to escape out of the current process. For instance, if you are in the middle of drawing an area that is NOT closed yet, you can use this function to abandon the area. Likewise, if you are drawing objects like polylines or curves and would like to exit that “mode,” simply tap Esc.
- ❑ **Enter** - Places your “pen” in drawing mode (pen down), and anchors active lines and objects such as quick shapes. While drawing, you must tap Enter to anchor the line. (Anchored lines and objects will be black by default. Red indicates an active line or object that can be edited or moved).
- ❑ **Ctrl** - Tapping Ctrl and then an arrow key “pops” a line to the next alignment point. The Ctrl key will remain depressed until you tap Ctrl again or Enter. With Ctrl still depressed, tap the arrow key again to pop to the next crossing point.
- ❑ **Sel** - Tapping Sel will allow you to select an individual area (Area) or everything in your sketch (All). Once selected, you can use any of the other functions to edit the area properties, move the area, or delete the area.


- ❑ **Define** - Tapping Define will open the Define Area dialog. This dialog allows you to choose the area properties such as its name, line properties, and color. Use this function to draw new areas.


Tool Buttons/Toolbar



The tool buttons consists of the last two rows of buttons on the keypad and the toolbar is the collection of graphical buttons found on the menu bar.


- T** - Allows you to quickly access the text favorites list. Once there, you can select the Edit option to add and remove entries in the favorites list, add new text into the library, and delete/edit existing text entries.
- Allows you to add a page after the selected page, add a page in front of the selected page, or delete the selected page. In addition, you can use this button to navigate between pages by selecting the page you want to view and tapping OK.
- Tapping this button will display the symbols favorites list. Select a symbol from the list to annotate the sketch.
- Tap this button to display calculated values for all calculable areas within the current sketch file.
- When drawing an Area (area is open), tapping Move will move the drawing pen from one end of the open area to the other, thus allowing you to draw in the opposite direction. In addition, when not in the process of drawing an Area, tapping Move will allow you to move selected objects or move (pan) around the entire sketch. If an object is selected, tap Move. Using the stylus, tap and hold the selected object and drag it to the desired location and lift your stylus. You will see the object move as you drag your stylus and anchor when you lift the stylus. If no object is selected, you can tap Move and then drag your stylus to pan your sketch.
- Tap this button to rotate selected text.


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 - Tap this button to quickly close the current area. If the result is a rectangle, the last two lines will be drawn automatically. Otherwise, the line needed to close the area will be automatically drawn.

 - Use this icon to draw polylines or free form lines as in the desktop version. Once depressed, you will be in free form drawing mode. Use the Enter button to place the pen down to begin drawing, and use Enter again to raise the pen. To exit this mode, simply tap the icon again. This feature can be used with open or closed areas.

  - Tap these buttons to automatically zoom into or out of the sketch. Zoom levels can be set from a predefined set of values (Edit>Preferences>Draw tab).

 - Use this icon to toggle automatic area shading. With this option active (button depressed), all closed Areas will be filled with a lighter hue of the specific Area's line color setting.

 - Tapping this button will enable communications with a DISTO plus laserimeter. Note: This button can be toggled on and off. If depressed, MobileSketch will search for Bluetooth devices every time the program is opened.

Defining an Area and Drawing a Sketch

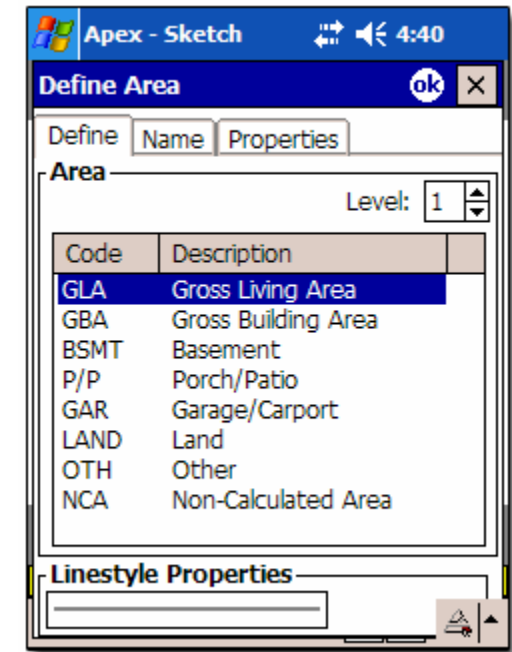
Sketching can be accomplished by manually inputting measurements using the virtual keypad, or by using a Bluetooth measuring device to seamlessly transfer data to the Pocket PC.


Drawing a sketch manually

1. Define the type of area that is to be drawn. When you first open MobileSketch, the Define Area dialog will open. If the default preference setting for Define Area on Creation has been disabled (Edit>Preferences>Behavior tab), you will need to tap the Define button to open the Define Area dialog. Alternatively, you can select this option by going to the Draw menu and tapping Define Area (Draw>Define Area).

Tap the area code for the area you want to draw. You can also set the level by tapping the up/down arrow. Once you've done this, tap OK to advance to the next screen.

2. Name the area that you want to draw. You can use the default name, or you can use the integrated virtual keypad to give the area a different name. You can also add/remove or edit names from the list by tapping the Name button. Also, tap the Positive or Negative radio button to add or subtract the area's calculation from the property's total area calculations and/or set the dimension color to match the line color. Once this is done, tap OK to advance to the drawing pad.



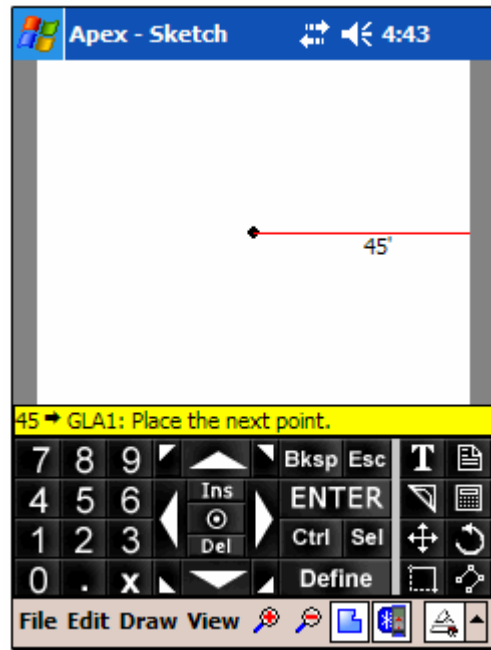
 **Note:** To subtract the area calculation of an Area from another Area, the two Areas must be defined as the same area type (Area Code) where one is positive, and the other is negative. Example: Define and draw Area A as a GLA1 with a positive area calculation. Next, define and draw Area B as a GLA1 with a negative area calculation. The total Area calculations for GLA1 will be determined by subtracting the negative Area (Area B) from the positive Area (Area A).

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Defining an Area and Drawing a Sketch

Note: If you select the Properties tab in the Define Area dialog, you can choose the style, width, or color of the lines you will draw. This is helpful if you want to differentiate the floors of the building from one another or if you want to differentiate between positive and negative areas. Once you have selected the linestyle properties, tap OK to advance to the drawing pad.

3. Tap the Enter button on the keypad. You are now in pen-down mode. This will be the Point of Beginning (POB) for your area. To position the cursor before placing the pen in drawing mode, you can use the directional keys, pop, or use the navigation button on the PPC. To use the Stylus to place the POB or draw, you need to select the "Enable Stylus Drawing Input" option in the Preferences dialog (Edit>Preferences>Input tab).



4. Specify the line you want to draw by typing a dimension on the keypad and tapping the directional arrow key to denote the direction. The line will be drawn but not anchored (colored red). Tap Enter to anchor the line (black by default). As you are drawing, you will see that the dimension and direction are displayed in the Help/Status Line which is displayed in

yellow on the lower left of the drawing area. You can use the Bksp button to correct any typing errors prior to tapping a direction.

Note: If the Help/Status Line is not visible, select "Show Help/Status Line" from the View menu.

5. Repeat step 4 for each line you sketch. When you get to the last line, you can simply tap Close to finish sketching the area.
6. To sketch additional areas, tap the Define button and continue with step 2 above.

Using a Bluetooth Measuring Device (i.e. DISTO plus lasermeter)

Note: The settings in MobileSketch determine how your calculations will be rounded and subsequently displayed and calculated. These settings take precedence over any settings on the DISTO unit. If rounding is set to whole units, then MobileSketch will take any fractional measurements transmitted from the DISTO and round them accordingly. Additionally measurement types are also dictated by MobileSketch. For example, if you measure 10 meters with the DISTO (DISTO set to meters) and MobileSketch is set to imperial, the result will be a line drawn in feet versus meters.

Adjust rounding parameters by accessing the Input settings (Edit>Preferences>Input tab). Since rounding only affects DISTO inputs, first enable Disto Input (tap the check box) and set rounding parameters by tapping the field labeled Round Disto Input. Rounding is off by default.

Set drawing parameters (meters or Imperial) by accessing the Draw settings (Edit>Preferences>Draw tab>Precision section at bottom). You can set a Default unit of measure and a one time (current session) unit of measure. The default setting is Imperial.


1. Establish a Bluetooth connection.
2. Define the type of area that will be drawn. When you first open MobileSketch, the Define Area dialog will open. If the default preference setting for Define area on creation has been disabled

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Transferring Files To and From Apex IV™ (Desktop)

(Edit>Preferences>Behavior tab), you will need to tap the Define button to open the Define Area dialog. Alternatively, you can select this option by going to the Draw menu and tapping Define Area (Draw>Define Area).

Tap the area code for the area you want to draw. You can also set the level by tapping the up/down arrow. Once you've done this, tap OK to advance to the next screen.

 **Note:** *MobileSketch Pro offers the ability to add subcategories and customize the area types. With the Pro version, you can also automatically post the area name and area calculations.*


3. Name the area that you want to draw. You can use the default name, or you can use the integrated virtual keypad to give the area a different name. You can also add/remove or edit names from the list by tapping the Name button. Also, tap the Positive or Negative radio button to add or subtract the area's calculation from the property's total area calculations and/or set the dimension color to match the line color. Once this is done, tap OK to advance to the drawing pad.

 **Note:** *Note: If you select the Properties tab in the Define Area dialog, you can choose the style, width, or color of the lines you will draw. This is helpful if you want to differentiate the floors of the building from one another or if you want to differentiate between positive and negative areas. Once you have selected the linestyle properties, tap OK to advance to the drawing pad.*

4. Activate the second function layer (SFL) on the DISTO plus by pressing the 2nd button. "2nd" should be visible on the DISTO plus screen. This indicates that all blue colored function buttons are active (e.g. the directional arrows, Delete and Enter keys.)
5. Press Enter on the DISTO or tap Enter on the MobileSketch keypad to place the pen in drawing mode (pen down).

6. Take a measurement with the DISTO plus, and input a direction using the directional arrow buttons on the SFL. The line will be drawn in red on the Pocket PC.
7. Press the SFL button labeled Enter to anchor the line. Once anchored, the line will be black in color (default color).
8. Repeat steps 5-6 for each line you sketch. When you get to the last line, you can simply tap Close on the MobileSketch keypad to finish sketching the area.
9. To sketch additional areas, tap the Define button and continue with step 2 above.

Transferring Files To and From Apex IV™ (Desktop)

 **Note:** *Of course, if you're using the WinTOTAL Aurora, when you synchronize your mobile device with your desktop, your sketches are transferred over along with your appraisal file. However, you may, from time to time, need to transfer a file manually. In this case, you will need Apex IV™ (v2.82 or newer) installed on your desktop PC.*

Transferring files between platforms is extremely simple. Follow these steps:

1. Sync your mobile device with your desktop PC.
2. Open Apex IV on your desktop PC.
3. Cancel the Define Area dialog box if it appears.
4. Select File from file Menu Bar>Import>Handheld to access files on your Pocket PC.
5. Select the file you want to retrieve or transfer and click OK.

MobileSketch Features

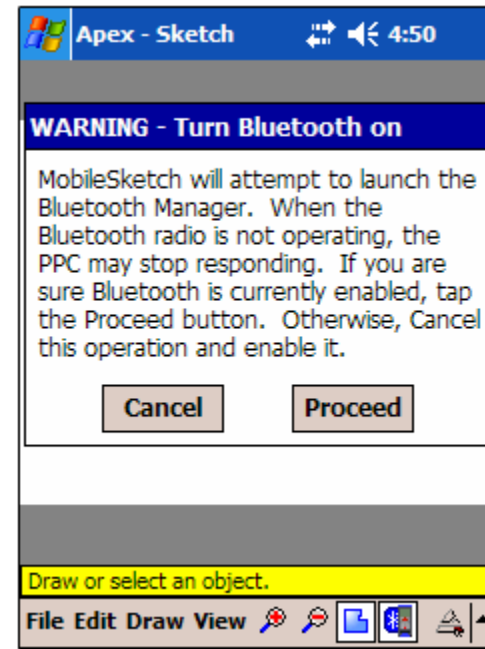
- ❑ **Nested Areas** - This feature allows you to draw a new area while in the process of drawing another area.

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- ❑ **Reversing the Drawing Direction** - MobileSketch "reverses" the drawing direction by moving the cursor from one end of an open Area to the other end. Technically, the drawing direction is arbitrary.
- ❑ **Auto-Subtract** - Auto-Subtract allows you to define an Area and have its area calculation deducted from another existing area's total area calculation.
- ❑ **Clone an Area** - The Clone feature allows the user to quickly duplicate an Area.
- ❑ **View Calculations** - The calculations for all areas of your current sketch can be viewed by tapping the calculations button on the keypad.
- ❑ **Quick Shapes** - The quick shape feature allows you to quickly draw a rectangle of any size by entering just the length and width. You can use this feature to draw a calculable or non-calculable area.
- ❑ **Text Annotations** - You can use text annotations to denote rooms or other characteristics of the floor plan.
- ❑ **Symbol Annotations** - MobileSketch supports the placement of symbols. On the Pocket PC, symbols will appear as rectangular annotation markers (colored orange). These markers are placeholders for the actual icons that they represent on the desktop version(s). Once transferred to the Apex IV (desktop version), the symbol (called icon on the desktop) can be fully viewed or edited.
- ❑ **Layer Support** - MobileSketch allows the user to control the placement of Areas using an introductory layering feature. Because an Area can be drawn on top of (or overlap) another Area, this "layer control" will allow a user to bring an Area to the front, or send an Area to the back.
- ❑ **Flip and Rotate Areas** - Areas can be flipped horizontally/vertically, or rotated in 90 degree increments.
- ❑ **Reopening an Area** - A closed Area can be reopened to allow you to edit a line or multiple lines that were incorrectly drawn.

- ❑ **Hiding and Unhiding Dimensions** - If your sketch looks too cluttered with all the dimensions showing, you can easily hide them from view.

Establishing a Bluetooth Connection



Important: Before continuing with this section, make certain that the Pocket PC's Bluetooth feature is turned ON (it is off by default). Generally, most devices have a blue colored LED that flashes to indicate the 'on' status. If needed, refer to the help documentation for the Pocket PC.

Using Bluetooth communications technology, MobileSketch can be used in conjunction with specifically designed laser measuring devices such as the DISTO plus Lasermeter. However, this advanced Bluetooth capability is only supported on Pocket PCs using the Mobile 2003 or higher operating system. Some preliminary setup may be required to allow communications between the two devices, and once completed, will not need to be repeated. Two main procedures must be followed: A) Determine the Pocket PC's communications settings, and B) Set MobileSketch communications settings.

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Determine the Pocket PC's settings as follows:

1. Access the device's Bluetooth Settings: Start>Settings>System tab>Bluetooth. Note: the location of the Bluetooth Settings controls may vary from device to device. Refer to the User's Manual for your device if needed.
2. Within the Bluetooth Settings dialog, locate the Serial Port tab or settings. Take note of the numerical value set for the Outbound COM port (e.g. Outbound COM Port = 6).
3. Exit the settings dialog.

Set MobileSketch Communications Settings as follows:

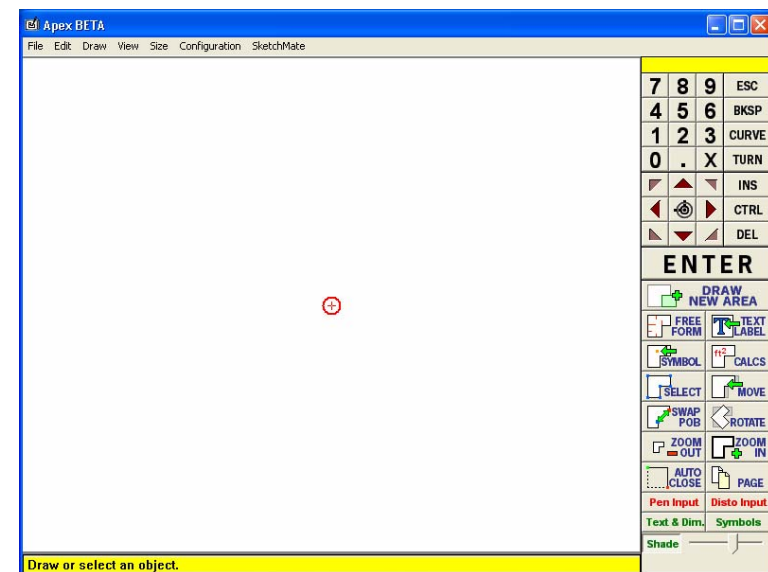
1. Run MobileSketch (Start>Programs>MobileSketch), and close or cancel any opening dialogs that may appear.
2. Tap the Edit menu option on the bottom menu bar and select Preferences. Within the Preferences dialog, access the Input tab (use the scroll arrows at the top of the dialog to view tabs).
3. Tap the check box to Enable DISTO Input.
4. Using the drop down list under COM Port, set the value to match the outbound value for the Pocket PC that was determined in step A (e.g. COM6:).
5. Tap Ok to exit the dialog.

After closing the dialog, the Bluetooth Manager or Browser will open in an attempt to detect any Bluetooth enabled devices to establish a connection to. At this point, if you have the measuring device in Bluetooth mode, the device should appear in the list. Selecting the device from the list will establish a connection between the two devices.

Note: In the future, you can quickly connect to the measuring device by opening MobileSketch and tapping on the Bluetooth connection toolbar button. If this option is selected, MobileSketch will attempt to find a Bluetooth connection each time the program is launched. Deselect this option in order to prevent MobileSketch from detecting/using Bluetooth enabled devices. You are ready to begin sketching.

MobileSketch Touch Tablet Standard Overview

MobileSketch™ Touch Tablet Edition (MSTT) enables you to draw sketches and determine the calculations of areas directly on touch tablet devices. Bluetooth® enabled tablets can take advantage of MSTT's ability to directly connect to advanced measurement tools (i.e. DISTO™ plus Lasermeters).



MSTT works much the same as Apex IV™ (desktop version). Sketches you have created in MSTT will be fully editable in both the integrated and non-integrated versions of Apex IV version 3.x.

Command Pad/Function Buttons

The MSTT Command Pad is separated into four distinct sections: Numerical, Directional, Command, and Toggle Buttons.

Numerical

Number Buttons - Used to input distances (line lengths, cursor movement, etc.) or shape sizes while sketching.

7	8	9
4	5	6
1	2	3
0	.	X

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ESC – This function is similar to the escape key (ESC) on your desktop keyboard. As the name implies, it allows you to escape out of the current process. For instance, if you are in the middle of drawing an area that is NOT closed yet, you can use this function to abandon the area. Likewise, if you are drawing objects like polylines or curves and would like to exit that “mode,” simply tap Esc.

BKSP - When inputting dimensions using the Command Pad, tapping Bksp will delete one character at a time. Note: Inputs can be seen on the yellow colored input line located just above this group of buttons.

CURVE – Tap this button when you want to insert/draw and arc to the area. The Arc Properties dialog will open giving you the option to choose a preset curve or input additional attributes that help you determine the appropriate angle (bulge) for the curve you have encountered.

TURN -This button is used for drawing angles. Tapping this button will bring up the Turn dialog that will allow you to choose the length of the line, the direction the line turns from the previous line, and the deflection or interior angle value.

Directional


Arrows - Used to designate directions for sketching and object movement.



INS - Tapping Ins will insert lines that have been previously deleted. This is a great tool if you make an error in the middle of your sketch. You can use the Del key to delete all lines up to and including the error, fix the error and then tap the Ins button to replace the lines drawn after the error.

CTRL - Tapping Ctrl and then an arrow key “pops” a line to the next alignment point. The Ctrl key will remain depressed until you tap Ctrl again or Enter. The directional arrow keys will also change in their

appearance when this pop feature is active. With Ctrl still depressed, tap the arrow key again to pop to the next crossing point.


 - (Target graphic in center of arrow buttons) When the pen is up, tap near a corner in your sketch, and then tap this button (in the center of your directional arrows) to cause your cursor/pen to “jump” to the corner. You can also use this feature to jump the cursor to Free Form line endpoints. This allows you to seamlessly draw adjacent areas and position interior walls.


DEL – While drawing an area (unclosed), tapping Del will delete the last line you have drawn. Tapping it again will delete the previously drawn line, etc. The deleted lines remain in memory and can be replaced by tapping Ins. You can also use the Del key to delete items that you have selected.

Additionally, if an area has been closed, the Del button can be used to reopen the area at a specific line. First select a line, tap Del, and then select to reopen the area.

Command Pad

ENTER – Places your “pen” in drawing mode (pen down), and anchors active lines and objects such as quick shapes. While drawing, you must tap Enter to anchor the line. Red indicates an active line or object that can be edited or moved.

 – Tapping this button will open the Define Area dialog. This dialog allows you to choose the area properties such as its name, line properties, and color. Use this function to draw new areas.

 - Draw polylines or free form lines as in the desktop version. Once depressed, you will be in free form drawing mode. Use the Enter button to place the pen down to begin drawing, and use Enter again to raise the pen. To exit this mode, simply tap the button again. This feature can be used with open or closed areas.

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- Allows you to quickly access the text favorites list. Once there, you can select the Edit option to add and remove entries in the favorites list, add new text into the library, and delete/edit existing text entries.



- Tapping this button will display the symbols favorites list. Select a symbol from the list to annotate the sketch.



- Tap this button to display calculated values for all calculable areas within the current page.



- Tapping Select will allow you to select an individual area (Area) or everything in your sketch (All). Once selected, you can use any of the other functions to edit the area properties, move the area or sketch, or delete the area.



- Allows you to move selected objects or move (pan) around the entire sketch. If an object is selected, tap Move. Using the stylus, tap and hold the selected object and drag it to the desired location and lift your stylus. You will see the object move as you drag your stylus and anchor when you lift the stylus. If no object is selected, you can tap Move and then drag your stylus to pan your sketch.



- Reverses the drawing direction.



- Tap this button to rotate selected text and dimensions.



- Tap these buttons to automatically zoom into or out of the sketch. Zoom levels can be set from a predefined set of values (Configuration>Draw tab).



- Tap this button to quickly close the current area. If the result is a rectangle, the last two lines will be drawn automatically. Otherwise, the line needed to close the area will be automatically drawn.



- Allows you to add a page to the sketch file, insert a page in front of a selected page, or delete a selected page. In addition, you can use this button to navigate between pages by selecting the page you want to view and tapping Ok.



- Activates the drawing area to accept inputs via a stylus.



- Tapping this button will enable communications with a DISTO plus laserimeter. Note: This button can be toggled on and off. If depressed, MSTT will search for Bluetooth devices every time the program is opened.



- Choosing this toggle will hide all Text Labels & Dimensions replacing them with an annotation marker. Tapping the annotation marker will reveal the corresponding Text or Dimension. To show all Text Labels & Dimensions, tap the button again to turn this toggle "off".



- Choosing this toggle will hide all Symbols replacing them with an annotation marker. Tapping the annotation marker will display the Symbol information in the Help/Status Line. To show all Symbols, tap the button again to turn this toggle "off".



- Use this icon to toggle automatic area shading. With this option active (button depressed), all closed Areas will be filled with a lighter hue of the specific Area's line color setting. The slider controls the "darkness" of the shade displayed. Sliding the bar to the right will make the shade darker and conversely, sliding the bar to the left will make the shade lighter.


Drawing a Sketch Manually

1. Define the type of area that is to be drawn. When you first open MSTT, the Define Area dialog will open. If the default preference setting for Define Area on Creation has been disabled (Configuration>Behavior tab), you will need to tap the Draw New Area button to open the Define Area dialog. Alternatively, you can select this option by going to the Draw menu and tapping Define Area (Draw>Define Area).

Tap the area code for the area you want to draw. You can also set the level by tapping the up/down arrow. Once you've done this, tap OK to advance to the next screen.

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2. Name the area that you want to draw. You can use the default name, or you can use the integrated virtual keypad to give the area a different name. You can also add/remove or edit names from the list by tapping the Name button. Also, tap the Positive or Negative radio button to add or subtract the area's calculation from the property's total area calculations and/or set the dimension color to match the line color. Once this is done, tap OK to advance to the drawing pad.


 **Note:** *If you select the Properties tab in the Define Area dialog, you can choose the style, width, or color of the lines you will draw. This is helpful if you want to differentiate the floors of the building from one another or if you want to differentiate between positive and negative areas. Once you have selected the linestyle properties, tap OK to advance to the drawing pad.*

3. Tap the Enter button on the Command Pad. You are now in pen-down mode. This will be the Point of Beginning (POB) for your area. To position the cursor before placing the pen in drawing mode, you can use the directional keys, pop, or use the navigation buttons on the tablet.
4. Specify the line you want to draw by typing a dimension on the Command Pad and tapping the directional arrow key to denote the direction. The line will be drawn but not anchored (colored red). Tap Enter to anchor the line. As you are drawing, you will see that the dimension and direction are displayed in the input line which is displayed in yellow just above the Numerical buttons. You can use the Bksp button to correct any typing errors prior to tapping a direction.
5. Repeat step 4 for each line you sketch. When you get to the last line, you can simply tap Auto-Close to finish sketching the area. To sketch additional areas, tap Draw New Area and continue with step 2 above.

Defining an Area & Drawing a Sketch using Disto Plus

MSTT utilizes Bluetooth technology to provide more efficient and accurate sketching. Sketching can be accomplished by using a Bluetooth measuring device to seamlessly transfer data to the Tablet, or the measurements can be manually inputted using a virtual keypad, the Command Pad, or hardware keyboards.

Using a Bluetooth measuring device (i.e. DISTO plus Lasermeter):

 **Note:** *The settings in MSTT determine how your calculations will be rounded and subsequently displayed and calculated. These settings take precedence over any settings on the DISTO unit. If rounding is set to whole units, MSTT will take any fractional measurements transmitted from the DISTO and round them accordingly. Additionally measurement types are also dictated by MSTT. For example, if you measure 10 meters with the DISTO (DISTO set to meters) and MSTT is set to imperial, the result will be a line drawn in feet versus meters.*

Adjust rounding parameters by accessing the Input settings (Configuration>Input tab). Since rounding only affects DISTO inputs, first enable Disto Input (tap the check box) and set rounding parameters by tapping the field labeled Round Disto Input. Rounding is off by default.

Set drawing parameters (Meters or Imperial) by accessing the Draw settings (Configuration>Draw tab>Precision section at bottom). You can set a Default unit of measure and a one time (current session) unit of measure. The default setting is Imperial.

1. Establish a Bluetooth connection.
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MobileSketch Touch Tablet Features:

- Tap the area code for the area you want to draw. You can also set the level by tapping the up/down arrow. Once you've done this, tap Ok to advance to the next screen.
3. Name the area that you want to draw. You can use the default name, or you can use the tablet's virtual keypad to type a different name. You can also add/remove or edit names from the list by tapping the Name button. Also, tap the Positive or Negative radio button to add or subtract the area's calculation from the property's total area calculations and/or set the dimension color to match the line color. Once this is done, tap Ok to advance to the drawing pad.
 4. Activate the second function layer (SFL) on the DISTO plus by pressing the 2nd button. "2nd" should be visible on the DISTO plus screen. This indicates that all blue colored function buttons are active (e.g. the directional arrows, Delete and Enter keys.)
 5. Press Enter on the DISTO or tap Enter on the Command Pad to place the pen in drawing mode (pen down).
 6. Take a measurement with the DISTO plus, and input a direction using the directional arrow buttons on the SFL. The line will be drawn in red on the Tablet Device.
 7. Press the SFL button labeled Enter to anchor the line. Once anchored, the line will change to the color selected for that area.
 8. Repeat steps 5-6 for each line you sketch. When you get to the last line, you can simply tap Auto-Close on the Command Pad to finish sketching the area. To sketch additional areas, tap the Draw New Area button and continue with step 2 above.

MobileSketch Touch Tablet Features:

- ❑ Nested Areas - This feature allows you to draw a new area while already in the process of drawing another area.

- ❑ Reversing the Drawing Direction - MSTT "reverses" the drawing direction by moving the cursor from one end of an open Area to the other end. Technically, the drawing direction is arbitrary.
- ❑ Auto-Subtract - Auto-Subtract allows you to define an Area and have its area calculation deducted from an existing area's total area calculation.
- ❑ Cloning an Area - The Clone feature allows the user to quickly and easily duplicate an Area.
- ❑ View Calculations – The calculations for all areas of your current sketch can be viewed by tapping the calculations button on the keypad.
- ❑ Text Annotations - You can use text annotations to denote rooms or other characteristics of the floor plan.
- ❑ Symbol Annotations - MobileSketch supports the placement of symbols. On the Pocket PC, symbols will appear as rectangular annotation markers (colored orange). These markers are placeholders for the actual icons that they represent on the desktop version(s). Once transferred to the Apex IV (desktop version), the symbol (called icon on the desktop) can be fully viewed or edited.
- ❑ Layer Support - MobileSketch allows the user to control the placement of Areas using an introductory layering feature. Because an Area can be drawn on top of (or overlap) another Area, this "layer control" will allow a user to bring an Area to the front, or send an Area to the back.
- ❑ Flip and Rotate Areas - Areas can be flipped horizontally/vertically, or rotated in 90 degree increments.
- ❑ Reopening an Area – A closed Area can be reopened to allow you to edit a line or multiple lines that were incorrectly drawn.
- ❑ Hide and Unhide Dimensions/Symbols - If your sketch looks too cluttered with all the dimensions showing, you can easily hide them from view.