

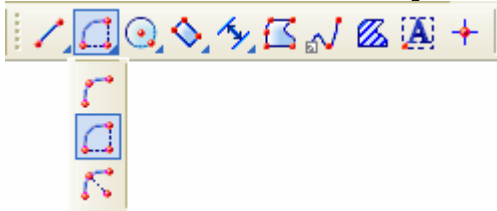
WiselImage 11 New Features

Market-driven directions of WiselImage development:

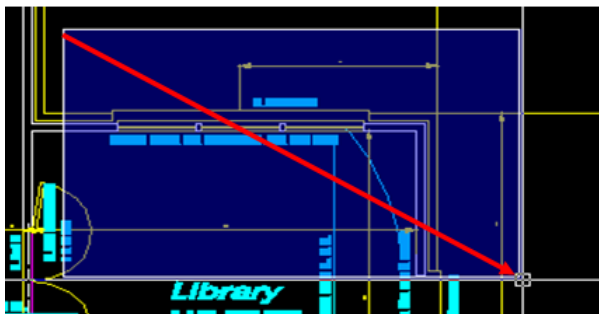
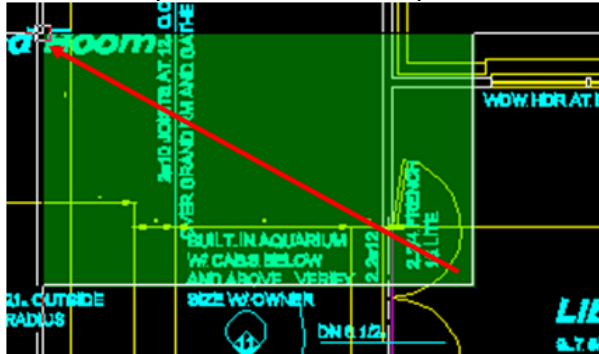
- DWG format compatibility
- AutoCAD-style editing (as an option)
- Support for external application and custom objects
- Speedup and usability improvement
- Optimization of resource consuming

Interface

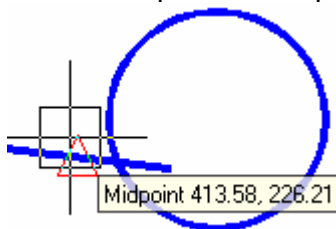
New XP-like toolbars with flyout buttons:



Semitransparent dual color preselection:

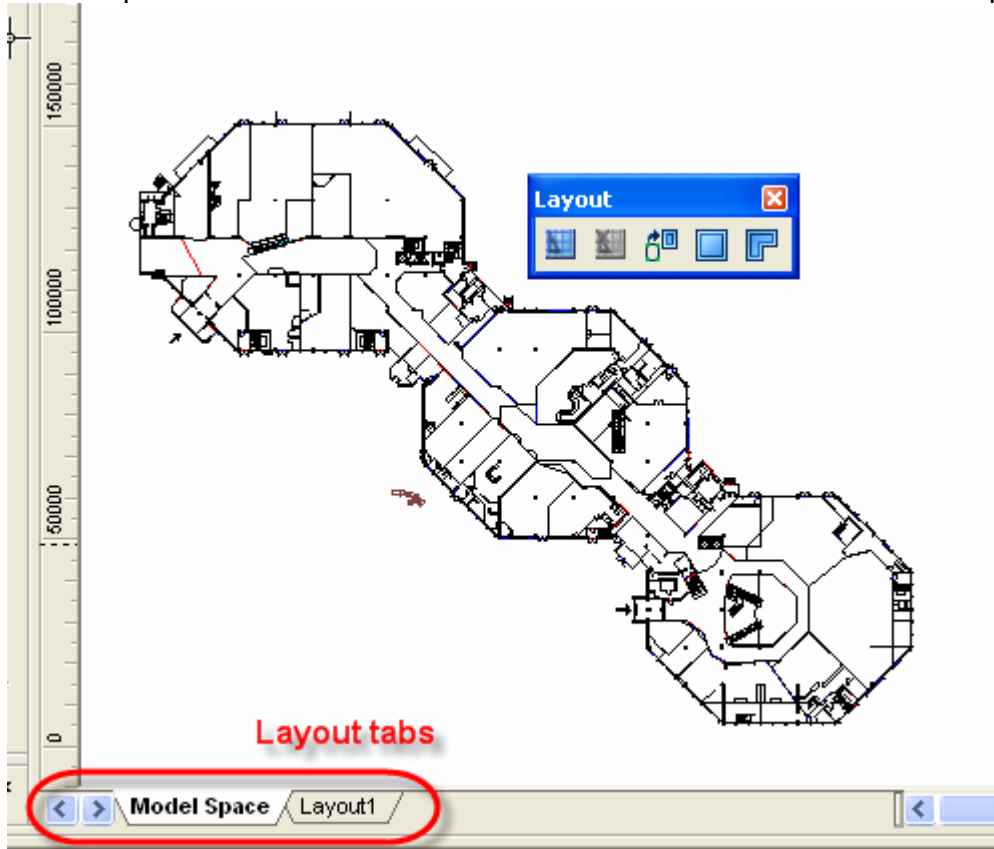



Semitransparent snap tooltips:



DWG format layout compatibility

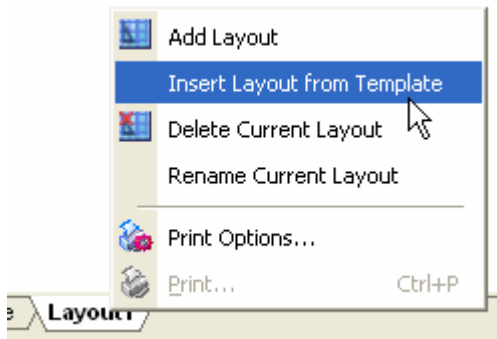
Each WiselImage document can contain a number of layouts. Use layout tabs in the bottom part of a document window to switch between the model space and layouts.



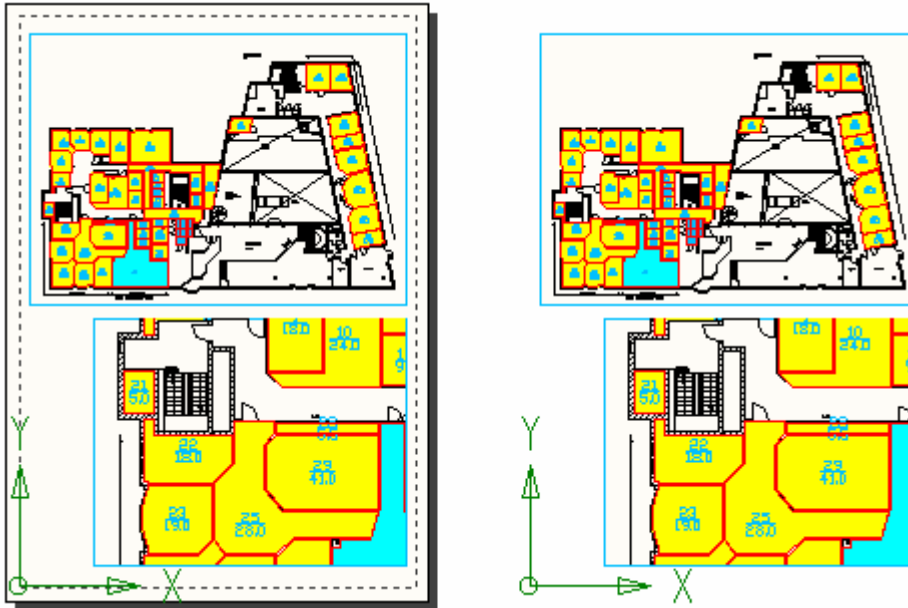
To create new layout use the  "New Layout command". You can also delete and rename current layout.

To insert layout from external WiselImage document (CWS), from document template (CWT) or from AutoCAD drawing (DWG) use the "Layout from a template" command.

All layout commands are accessible from the "Insert" menu, the "Layouts" toolbar and context menu (right click on any layout tab):

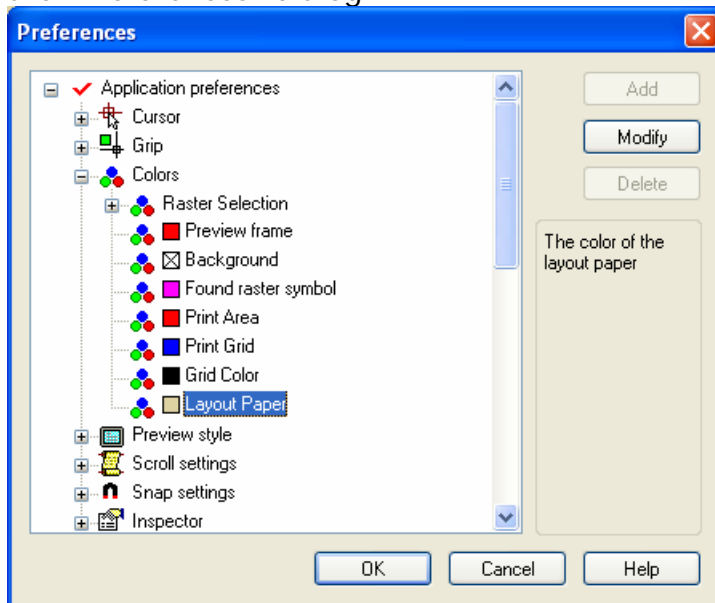


Every layout can be displayed as paper sheet or as unlimited space (like model space displaying):



Use the "Show Current Paper" command from the "View" menu to show or hide layout paper sheet.

Layout color can be changed by the "Layout Paper parameter" of "Color" section in the "Preferences" dialog.



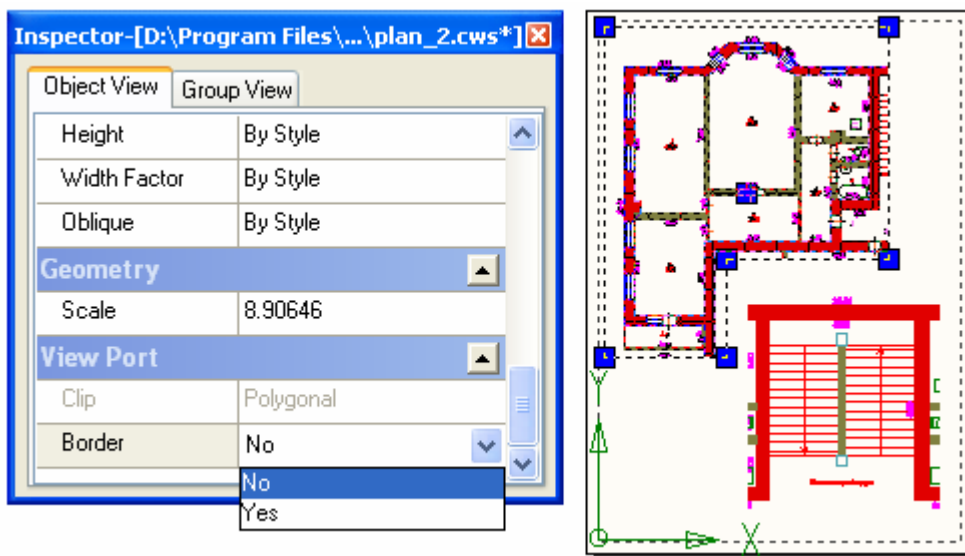
Viewports

There are Rectangular and Polygonal viewports in WiselImage.




Since viewports are document objects, they can be edited with their grips like other objects. The central grip defines viewport position in layout, while other grips define viewport border size and form.

Viewport (like any other WiselImage object) has its own specific properties, which can be viewed and modified in the "Inspector" window:

- *Viewport section > Border*
the "Border" property allows you to toggle ON or OFF visibility of viewport border.
- *Geometry section > Scale*
the "Scale" property defines viewport scale.



Application has three commands to create viewports:

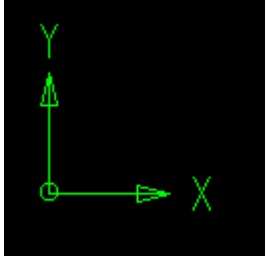
-  "Rectangular Viewport"
-  "Polygonal Viewport"
-  "Current Viewport"

The "Current Viewport" command creates rectangular viewport, which shows current view of model space.

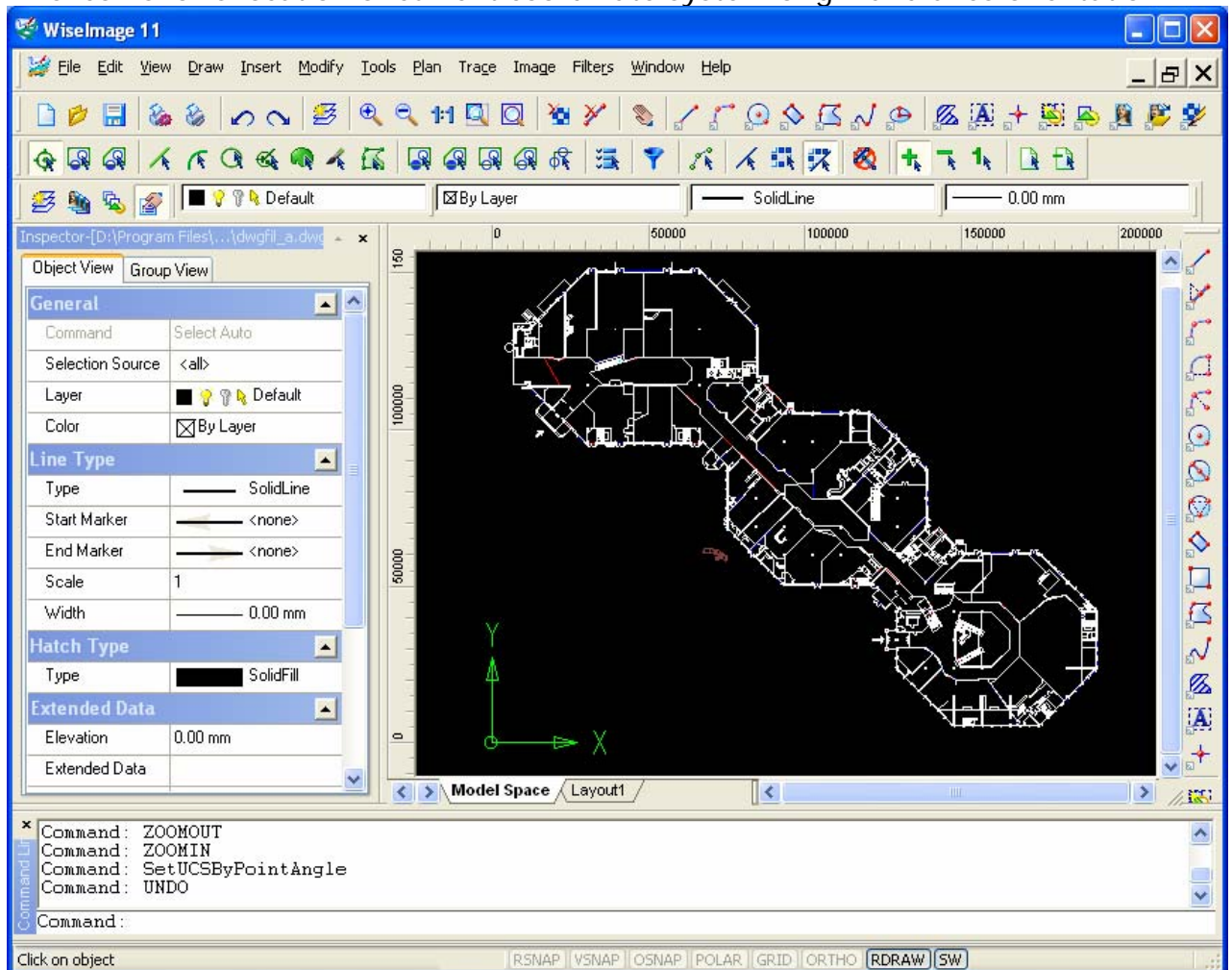
Coordinate system

UCS icon

You can show or hide the Coordinate System icon by using the "Show UCS icon" command.



This icon shows location of current coordinate system origin and axes orientation.



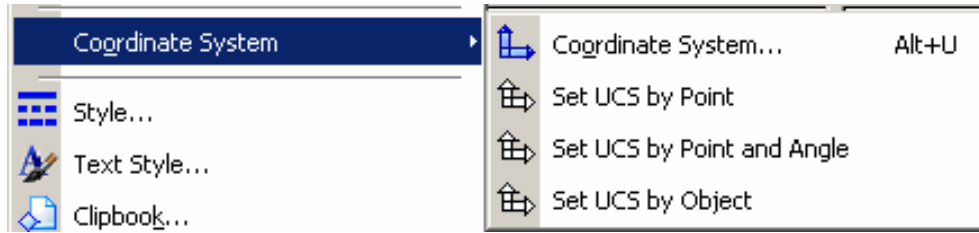
You can change color of UCS icon in the "Preferences" dialog.

UCS commands

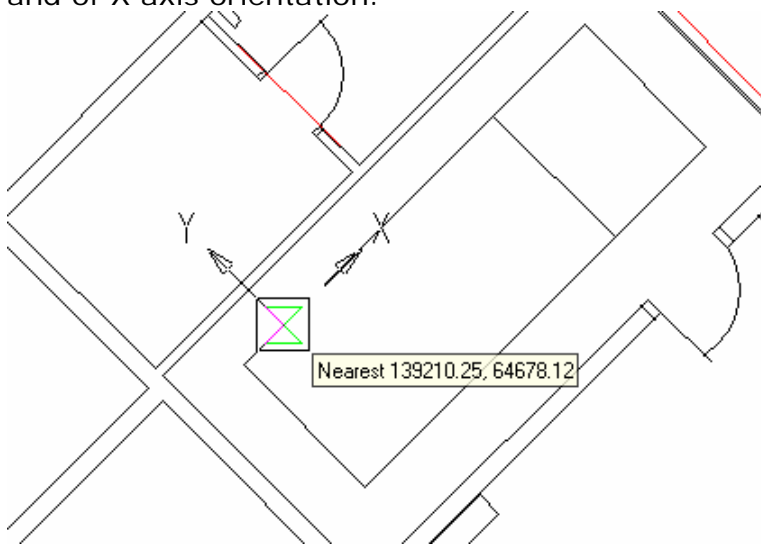
To rapidly change UCS position and orientation there 3 commands are implemented:

- "Set UCS by Point"

- "Set UCS by Point and Angle"
- "Set UCS by Object"

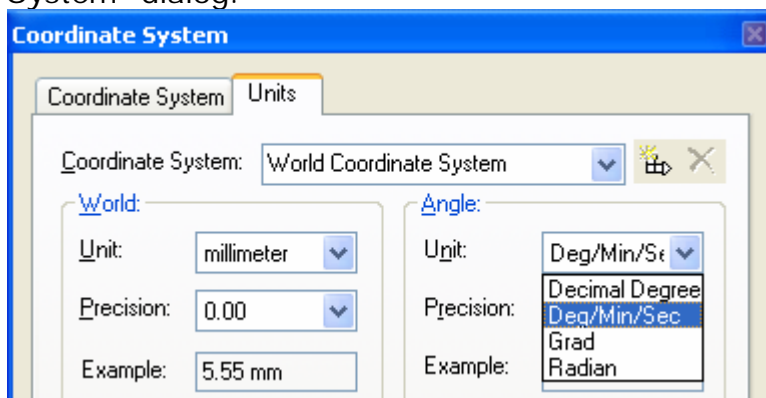


To base UCS origin and UCS orientation on a selected object use the Set UCS by Object command. While the cursor has been moved to an object, UCS origin is placed close to object contour. Generally, UCS X axis is placed along straight edge or tangentially to curved edge of object. Y axis is placed dependently of an object type and of X axis orientation:



New angular units

To define angular values in "degrees/minutes/seconds" format, choose "Deg/Min/Sec" in the "Unit" combo-box of the "Angle" section in the "Coordinate System" dialog.

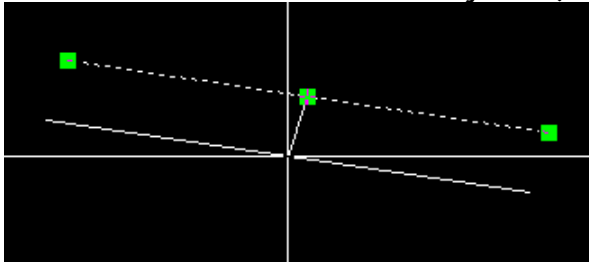


Type the following in WiselImage command line to specify angle in Deg/Min/Sec format: `32d42m31s`

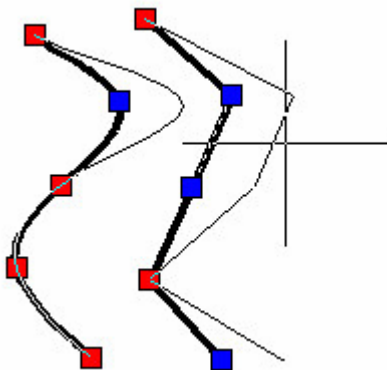
New in selection and editing (working with grips and dragging)

WiselImage 11 gets AutoCAD-compatible style of working with object grips and dragging.

- Multiple selections for coincident grips of the same or different entities are available.
- Exact shift distance input for drawing and moving among the free or polar direction
- New editable nodes for base objects (middle, center, etc)



Node selection mode (Polyline editing mode)

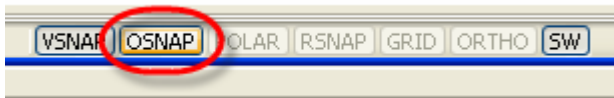


You can now select both polyline nodes and segments in this mode. To replace selected nodes and segments in Node Selection mode just drag and drop them in appropriate location. All unselected nodes will stay at their own places. Thus dragging of specified vertices and segments stretches an entity.

Use SHIFT key to momentary switch

Add/Remove/Single selection modes. To delete node drag and drop an appropriate one to another node.

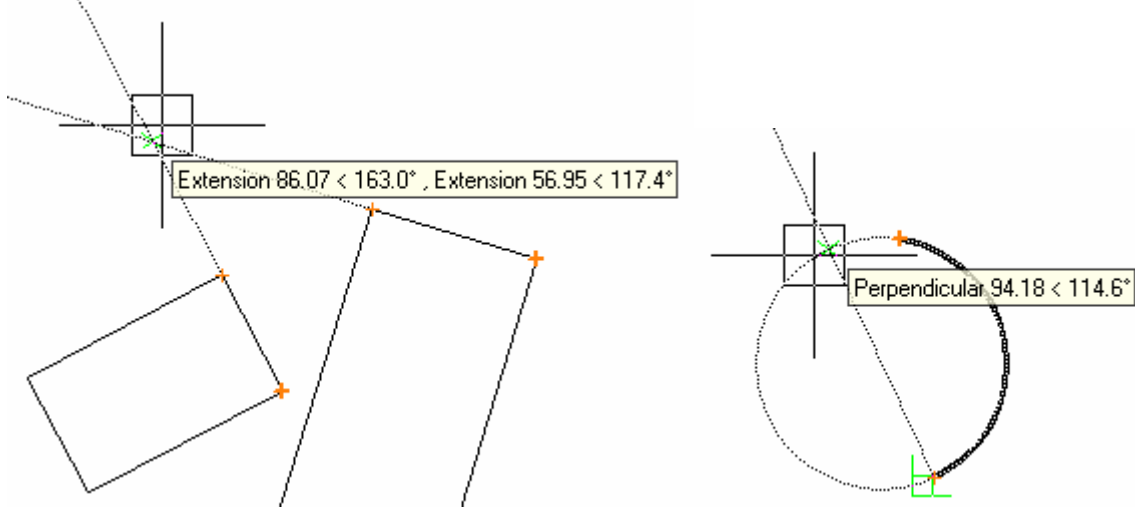
Object Tracking snap mode



Using Object Snap Tracking you can specify point position relative to position of object snap points and points which lies in specified directions.

Working in this mode, firstly, you must specify temporary tracking points and secondarily, choose appropriate point, which lies on temporary alignment paths or its

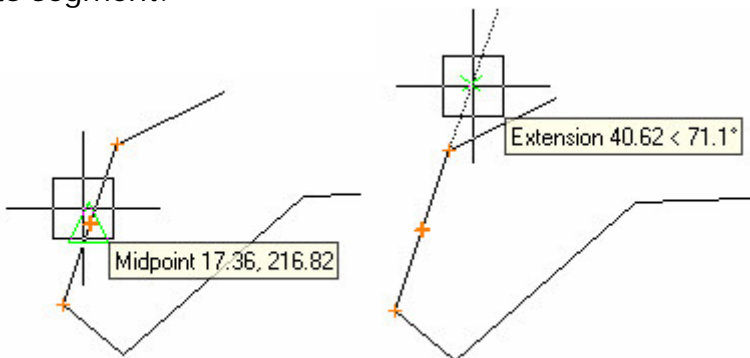
intersections that appear during cursor movement.



While the Object Snap Tracking mode is running, tracking points are acquired automatically during cursor movement that is not always suitable. To acquire points by pressing a SHIFT key only, switch on the "By Shift Key" checkbox in the "Object Tracking" section of the "Snap Setup" dialog.

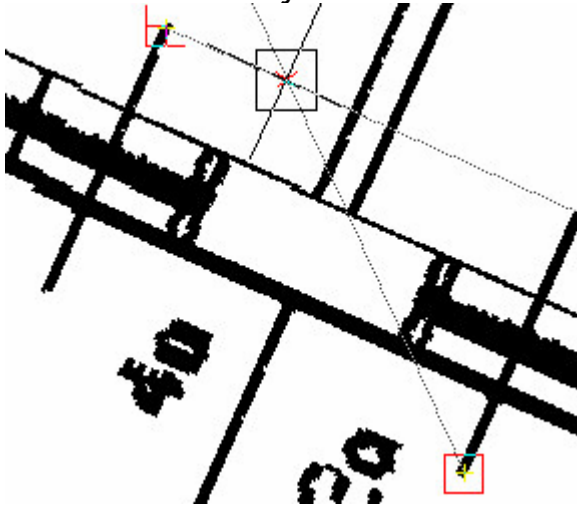
1. This mode is available while the "Snap to raster" or "Snap to vector" modes is on, so switch ON "Object Track" mode simultaneously with any of object snap modes.
2. Then you should acquire temporary tracking points. Acquired points are marked with thick sign **+**. To acquire tracking point move cursor to any snap point (i.e. perform snapping to any point).

Some tracking points are acquired simultaneously with subsidiary tracking points, which appear at endpoints of an object or objects segment. These points are marked with thin sign **+** and define possible tracking directions in extension of an object or its segment.



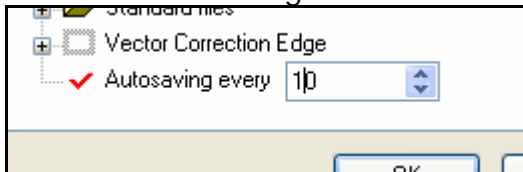
3. After tracking points has been acquired temporary alignment paths appear during cursor movement. Such a path displays as dotted line, which follows through acquired point in direction defined by types of object snap.

Points on raster object could also be acquired:

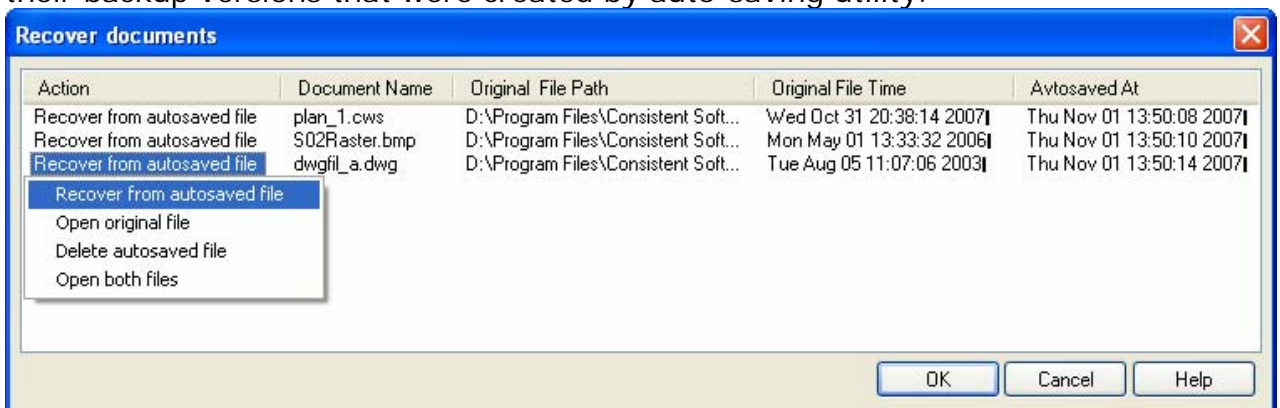


Auto-saving and recovering

WisImage performs automatically saving for opened documents. Time interval between savings is specified in the "Autosaving every <XX> min" item of "Preferences" dialog. To switch OFF auto-saving set 0 for this parameter.



If WisImage session was unexpectedly terminated, then the "Recover documents" dialog will appear on next application starting. The table of this dialog contains original states of documents, which were opened during program terminating and their backup versions that were created by auto-saving utility.



Vista compatibility

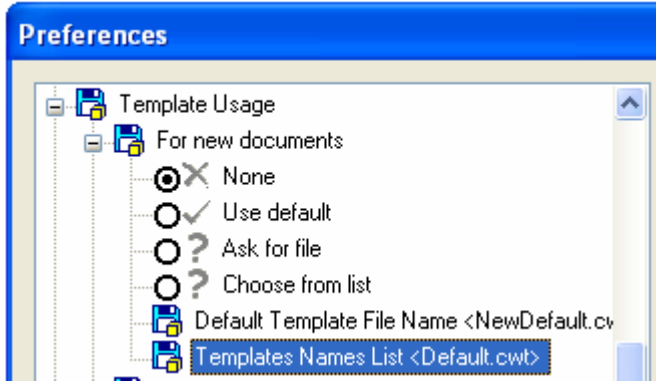
WisImage is now Vista compatible application.

CWS format

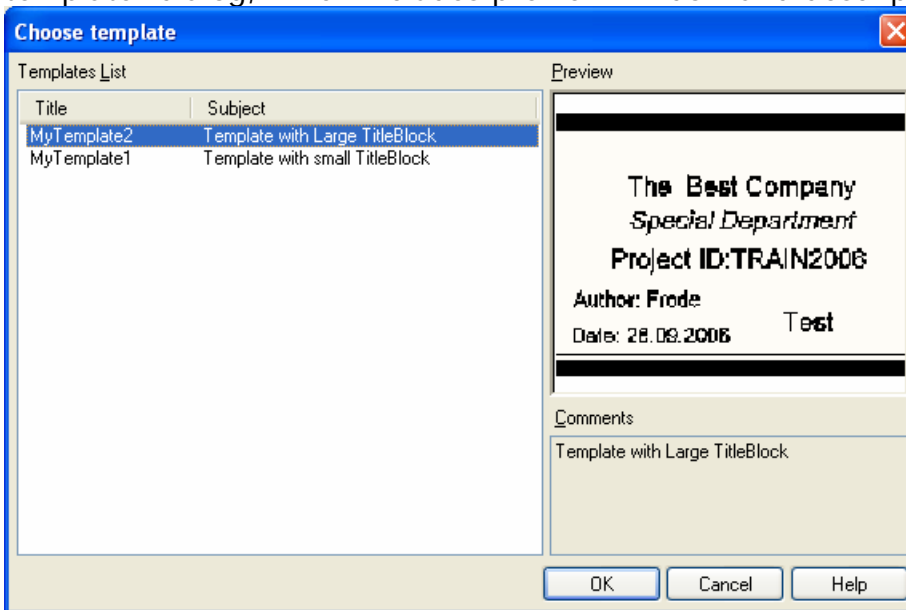
In this version CWS loads much faster than before (up to several minutes) because of better data compression (10-12 times more compact).

New in document templates

To select template file from a predefined list set the "Choose from list" option in the "Template usage" section of the "Preferences" dialog and specify template files in the "Templates Names List" text box.

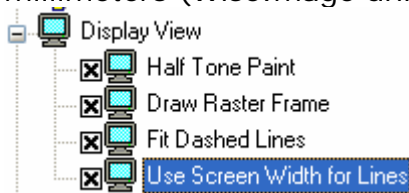


Hereafter you can choose appropriate template from a list in the displayed "Choose template" dialog, which includes preview window and description field.



DWG format compatibility issues

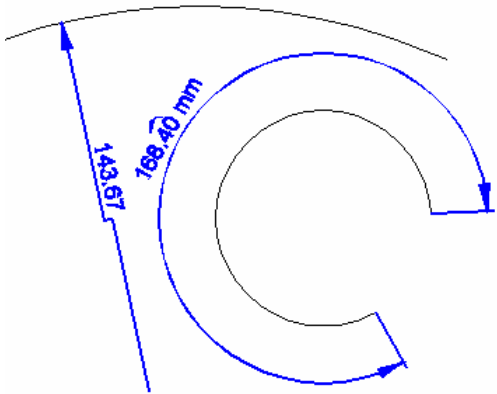
- Extended line styles support.
- Extended hatch type support.
- Import of AutoCAD 2007/2008 drawings and DXF is available.
- Proxy and complex entities processing.
- The "Use Screen Width for Lines" checkbox in the "Preferences" dialog shows width of lines in screen pixels. Switch OFF this checkbox to display it in millimeters (WisImage units) to scale line width during zoom operations.



New dimension objects

New dimension objects are also available:

- Large Radial dimension
- Arc dimension



Construction objects

Ray

Use "Ray" command to create semi-infinity construction line.

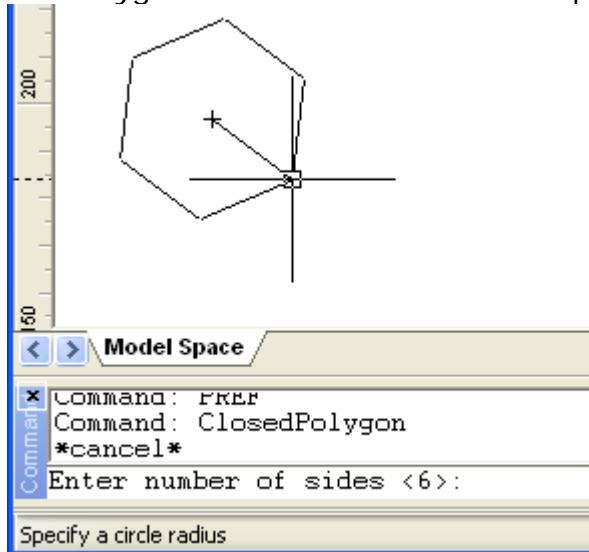
Xline

Use "Xline" command to create infinity construction line.

New Commands

Polygon

The Polygon command creates closed polygon.



You can change drawing method by clicking interactive command line keyword:

```

Command: CIRCLE
*cancel*
Command: ClosedPolygon
Select a polygon option <Circumscribed> or [Inscribed/Circumscribed/Edge]:
  
```

Copy Object Properties

The "Copy Object Properties" command distributes properties of source object to destination objects.

Copy with Base point

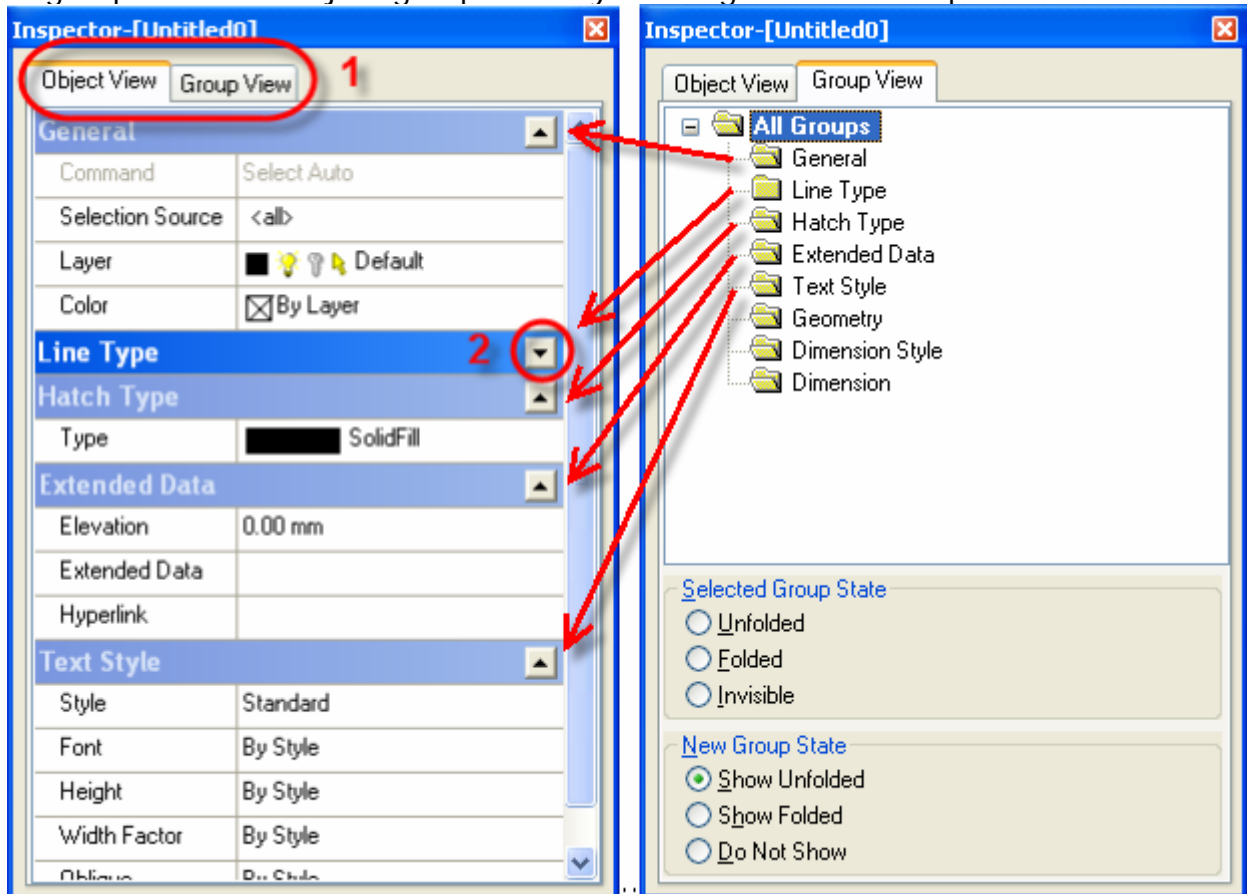
This command asks you for base point during copying to Clipboard. So when you paste objects back from clipboard WiselImage place them relative to this point.

Other improvements

New look of inspector

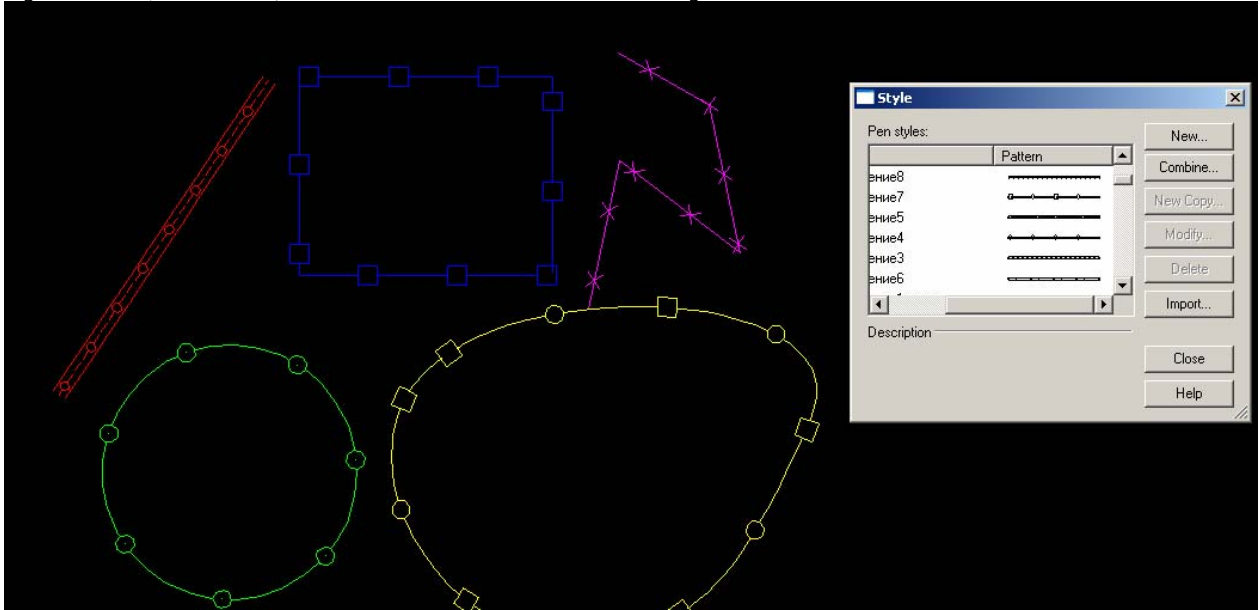
There are no more filters in inspector window. Folded groups of properties makes work with this dialog easy and clear.

To fold or unfold a group of properties click the button with small arrow on the right of group name. To adjust group visibility status go to the "Group View" tab.



Line styles

Symbols (markers) now can be used as line style elements:

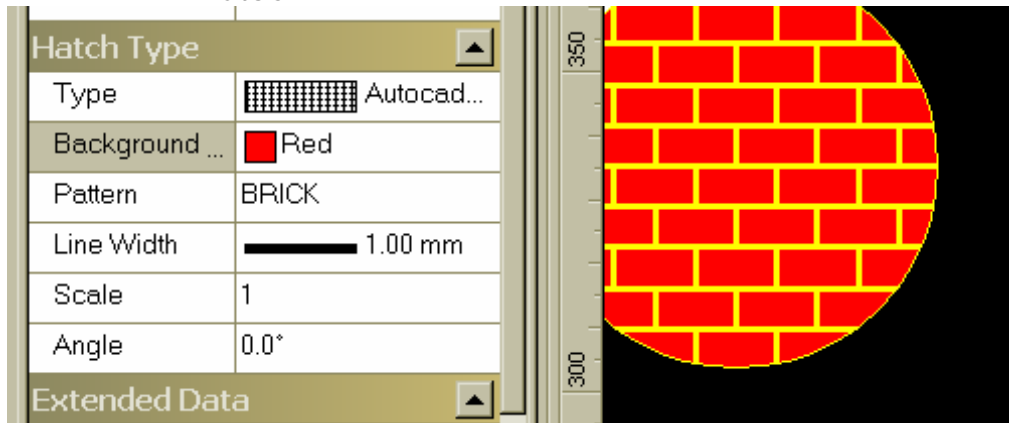


And also:

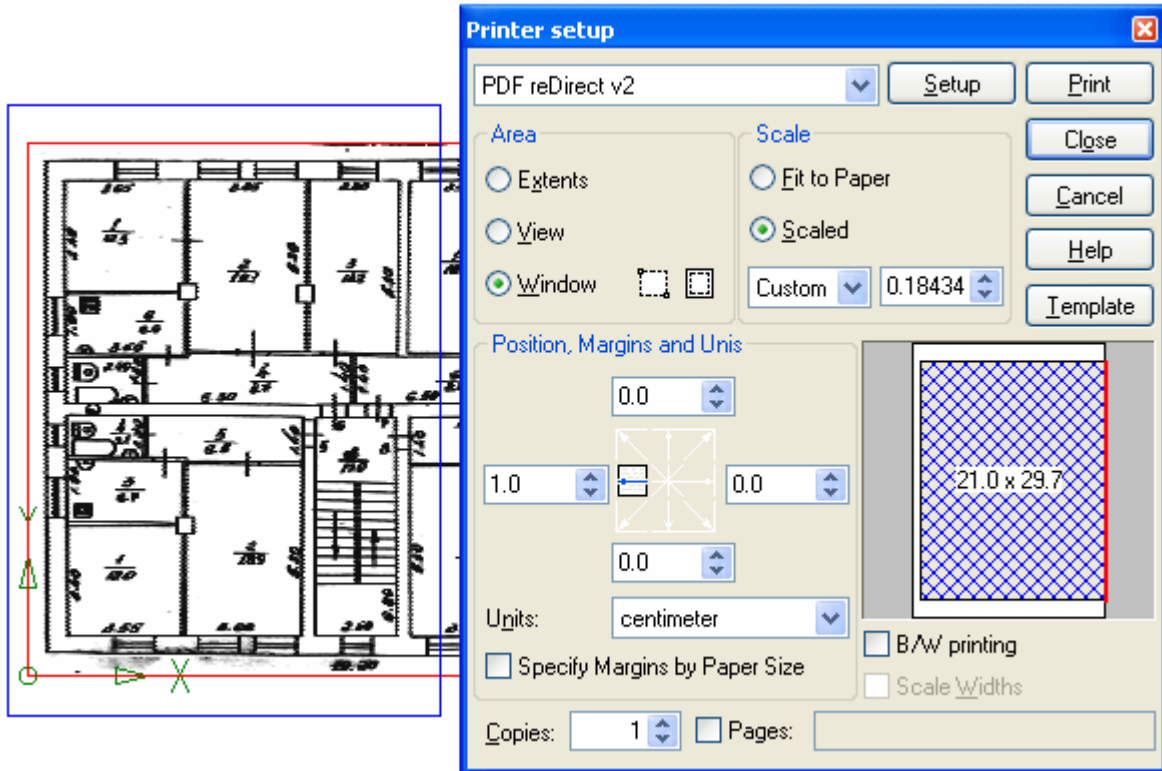
- Embedding markers / symbols in CWS
- Auto extracting shapes to markers while importing custom line styles

Hatch styles improvements

- Dual color settings for fill types
- New fill types:
 - Pattern fill
 - AutoCAD fill

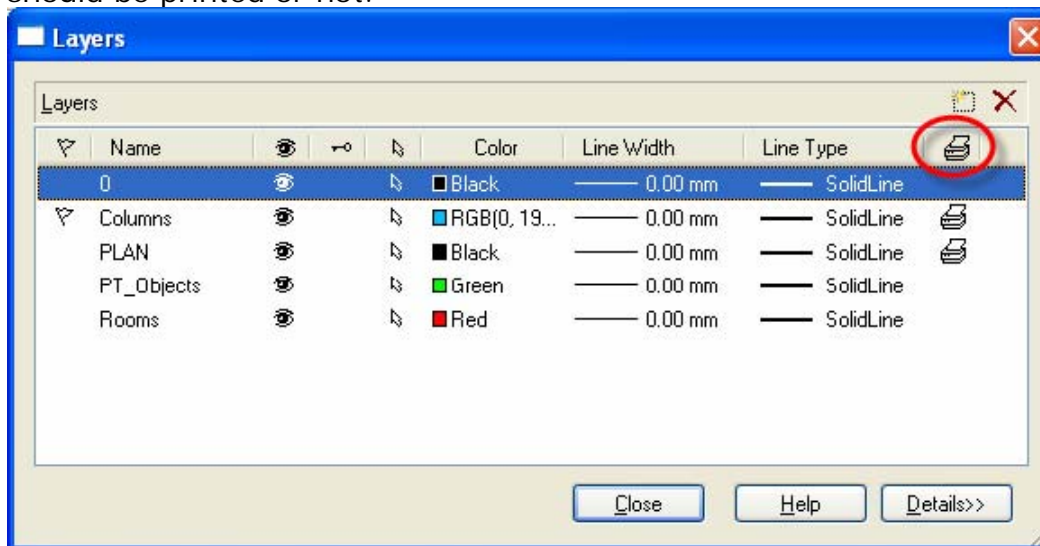


New Print Setup dialog



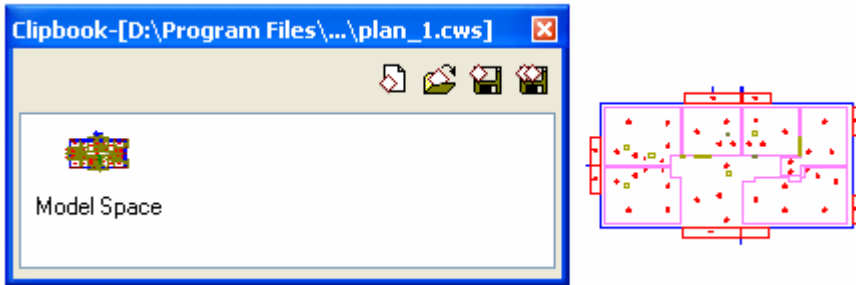
Layers

Layers have got new property "Printable". It defines whether objects on this layer should be printed or not.



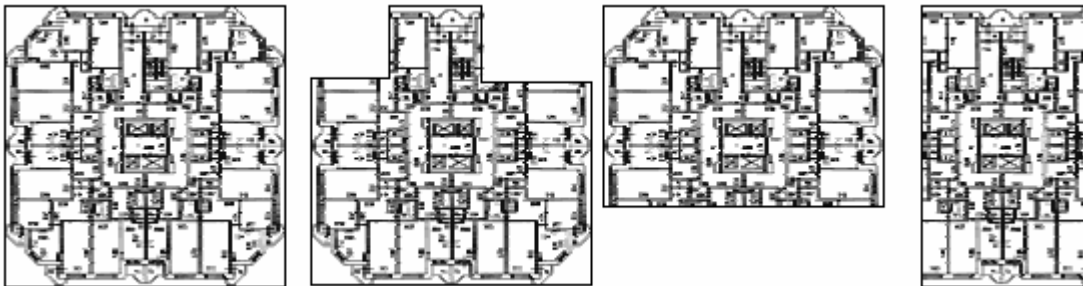
Clipbook

Now it is possible to open CWS and DWG documents in Clipbook window.



Clip multiply raster image insertions

This version allows you to set clip at multiply insertions of the same raster image.

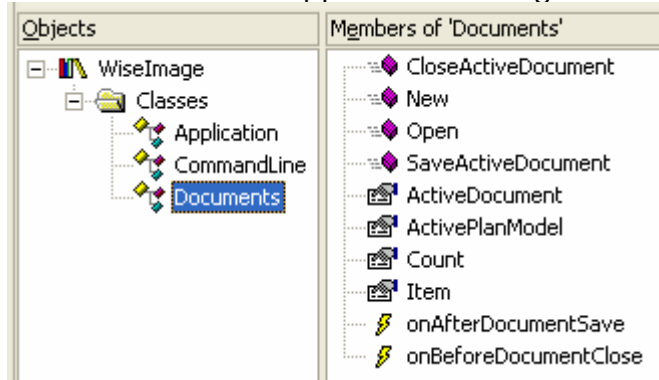


External Access and Automatization

Since this version WiselImage can be accessible from external applications through COM interface and improved DDE mechanism.

COM

External access to application through COM interface:



The COM model give you access to document level of application (open document, search document, make current, save) and to WiselImage Command line. You can also execute WiselImage script commands by using special COM method.

DDE

DDE mechanism was appreciably redesigned so it is possible now to perform actions in WiselImage going this way.

This is an example of DDE usage for MS Excel VBA:

```
Sub Main()  
Dim channel Number as Long  
`Connect to application  
channel Number = Application.DDEInitiate("csapp", "System")  
` Ask user for file  
cmd = "[OpenDocument|FNAME|" & Chr(37) & "1]"  
Application.DDEExecute channelNumber, cmd  
` Save document with another name  
cmd = "[SaveAsDocument|FileName|C:\Program Files\Consistent  
Software\WiseImage 11 Pro\samples\ResavedThroughDDE.cws]"  
Application.DDEExecute channelNumber, cmd  
` Print document with current settings and closes WiseImage  
cmd = "[RunPrinting|""|""][Exit]"  
Application.DDEExecute channelNumber, cmd  
` Close DDE connection  
DDETerminate channelNumber  
End Sub
```

Autocorrection

Two commands were added to autocorrection:

- "Crop to closest paper format"
- "Elevation by template"