

# **User's Guide**

## **RxView360 Client**

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# Introduction

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## Welcome to RxView360

RxView360 is a zero footprint viewing solution based on html5 and canvas allowing you to add viewing and markup capabilities to web based applications. The viewer requires an html5 and canvas compatible browser to work.

RxView360 gives you access to functions such as: view, zoom, pan, rotate, markup, file information, and a simple print function.

## RxView360 key features

### 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. Viewing is enhanced with functions including fast zoom, pan, and page.

### Printing

RxView360 allow the user to print the content of the viewing canvas through the browsers print support.

### Markup

RxView360 with markup enables annotating of file contents by adding graphics and text into markup layers. Markups are stored on the server as separate files. Multiple markup layers are supported.

### File filter development

New and improved filters are continually under development, so check filter availability with your dealer or on the Rasterex web pages.

## **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:

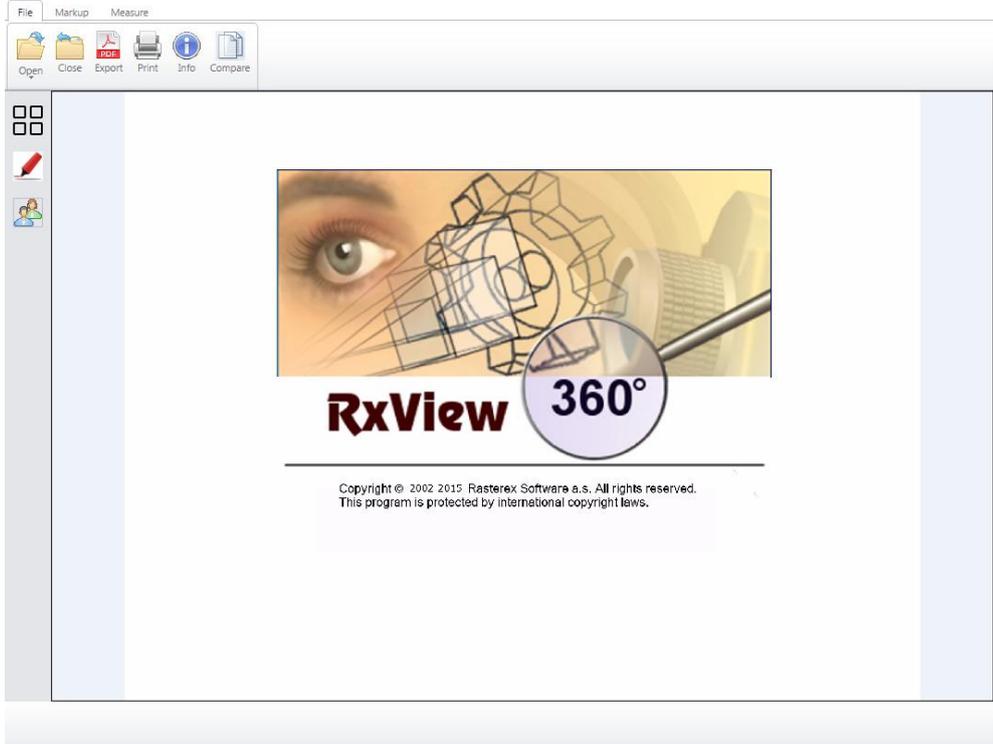
<http://www.rasterex.com>

# Getting Started

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## Overview Main Window

You will find detailed descriptions of RxView360 window and the functions and features of RxView360 in this user manual. All functions and features are accessed through buttons and dropdown buttons. Start the RxView360 web page and it should contain the RxView360 as shown below:



The RxView360 window

As illustrated, the RxView360 window includes a work area and a toolbar above and below the work area as well as number of left side panels that can be opened using the buttons.

# File toolbar buttons

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## The File Buttons

Some of the File Ribbon buttons lead to dialogs that are described in detail in the next chapter.



## Open Button



Opens a dialog where you can browse, select and open any file. The behavior and availability of this button may differ depending on the implementation.

## Close Button



Close the active file.

## PDF Export Button



Export the active file to PDF.



## Print Button

Opens the browser's *Print* dialog to allow printing of the current canvas content.



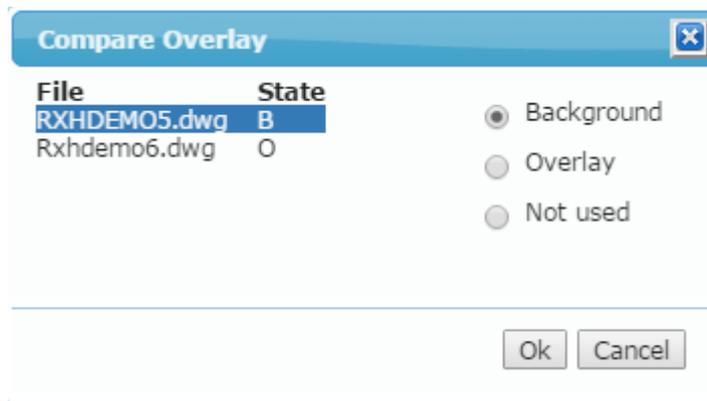
## File Information

Opens a dialog displaying information about the currently active file.



## Compare

If two or more files are open that can be used in a compare overlay this dialog will be displayed where you can select between open files to use in a compare overlay.



The Compare overlay dialog

## Navigation toolbar

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Depending on the file type the bottom navigation toolbar will contain buttons for operations that are relevant to the currently active file.

### Zoom In Button



Zoom In zooms in towards the image so the image is enlarged. Each time you initiate the function the image is enlarged one step. The function maintains the image's aspect ratio. Click the Zoom Out button to reverse the process.

### Zoom Out Button



*Zoom Out* zooms away from the image so the image is reduced in size. The function maintains the image's aspect ratio. The area between the edges of the image and the window frame will be given the background color. Click the *Zoom In* button to reverse the process.

## Fit Window



*Fit Window* zooms the image to the extents of the window. The function maintains the image's aspect ratio. If the window has a aspect ratio different to that of the file, the excess area will be given the background color.

## Fit Height



*Fit Height* zooms the image to the height of the window. The function maintains the image's aspect ratio. If the image is too wide to fit in the window after zooming, the horizontal pan slider will be displayed to enable you to view those parts of the image that fall outside the window. 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.

## Fit Width



*Fit Width* zooms the image to the width of the window. The function maintains the image's aspect ratio. If the image is too tall to fit in the window after zooming, the vertical pan slider will be displayed to enable you to view those parts of the image that fall outside the window. If the resulting image is smaller than the height of the window, the excess area will be given the background color.

## Zoom Window Button



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.

## Rotate Button



*Rotate button* rotates the image clockwise through steps of 90° by

clicking the button. You can select between 0, 90, 180 or 270 degree orientation directly from the drop down button.

## Background Color



Use this button to switch the background color between black white and gray.

## Next Page Button



*Page* forward in a multipage file. The button is deactivated if the file

comprises only one page or when the last page is reached. In a spreadsheet file this lists the different sheets. In a vector file this lists the views in the file.

## Previous Page Button



Page backward in a multipage file. The button is deactivated if the file comprises only one page or when the first page is reached. In a spreadsheet file this lists the different sheets. In a vector file this lists the views in the file.

## Layer Control Button



Click this button to open the vector layer and blocks dialog where you can turn the display state on/off for blocks and layers in a CAD 2D drawing.

## Hide / Show Markup Button



Toggles markups display.

## 3D select



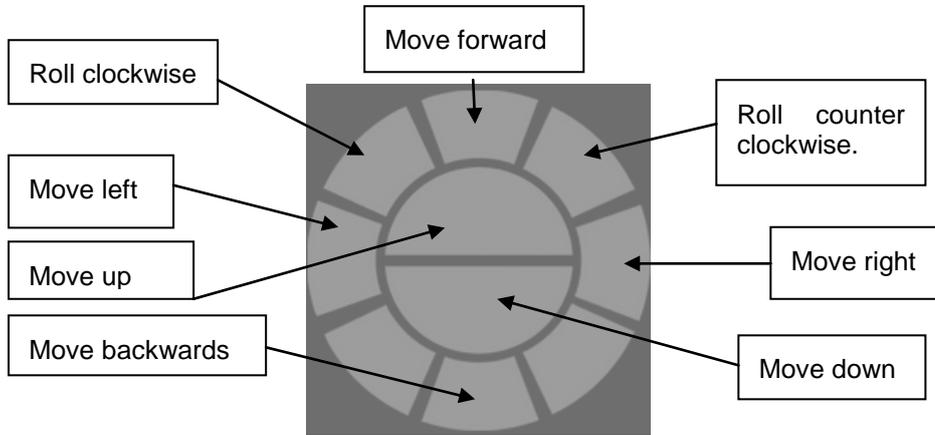
Use Select Button to select 3D blocks. If the 3D block has associated information connected to it this can be displayed by clicking the property button. For 3D formats that has block information the selected block will be highlighted in the Blocks side panel. A selected block will be highlighted using magenta color.



## Walkthrough

Enable Walkthrough to navigate the 3D model in first person mode.

Use the on screen navigation wheel in lower right to move in the 3D model.



Walkthrough navigation wheel



## Hide

When Hide is selected you can select a 3D block to make it invisible.

Use reset to make all blocks visible again.



## Reset

Reset will unselect all blocks and restore visibility to default and set the display to the initial rotation and zoom factors.

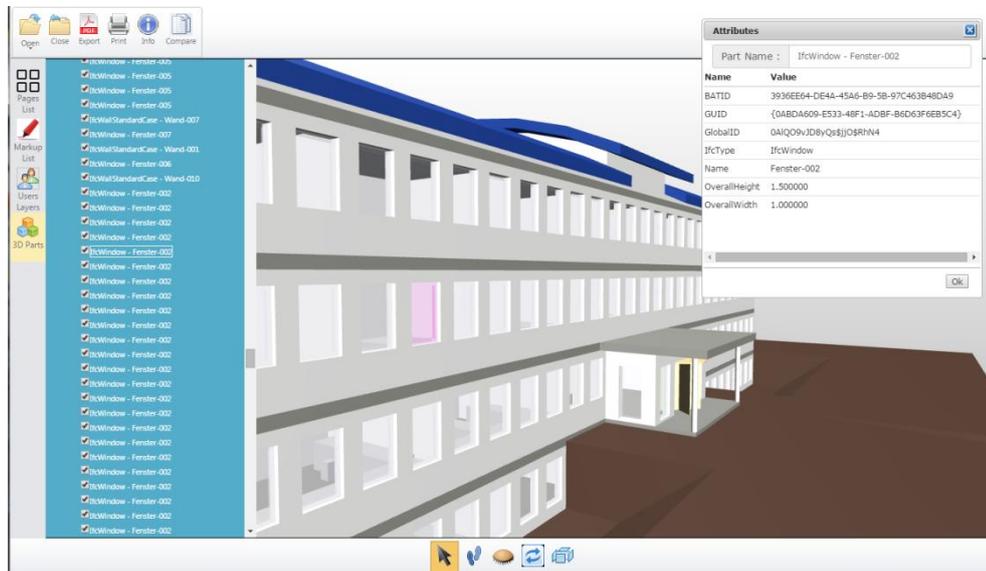


## **Explode**

Explode will give access to a property dialog with a slider that can be used to explode the blocks in a 3D model to separate each block from the model.

# BIM

For IFC 3D models you can use the standard 3D tools to select 3D parts in the IFC model and get a list of attributes for a specific part.

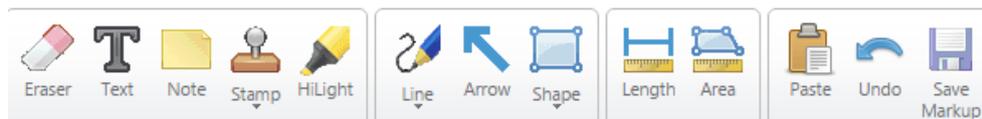


## Part block list



When a 3D part is selected it will be highlighted in the 3D blocks list you can also select 3D parts directly in the blocks list. The check box for a 3D part can be used to toggle the visibility for that 3D part.

## Markup toolbar Buttons



Draw Markup tools for creating markup objects.

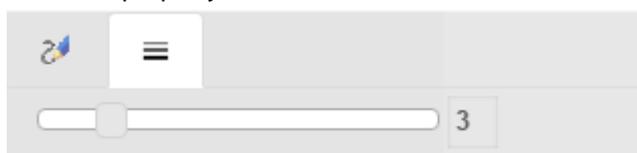
Some tools have several options. These tools have a drop-down arrow below them. Click the arrow to open a list of the options.

### Markup property panel

For each markup tool one or more draw options can be set in the pop control when you select a markup tool.

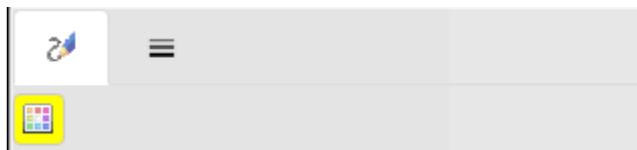
#### Line width.

Drag the slider to increase line width for markup objects that has the line width property.



#### Color selector

Click on the color button to display a color palette picker. Select the color for the markup,



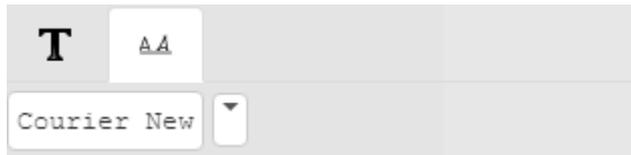
## Fill style

Select the fill style for markup objects that use fill styles.



## Font style

For text markup you set the font. Select the font using the drop down font selector.



## Eraser Button



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 lines, 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 the line. "Eraser" markup color always follows the background color of the file.



## Text Button

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 markup texts. For longer text markups you are recommended to use the Note markup tool. Select the font from the Font drop down control.



## Note Button

The Text function is normally used for short comments. For larger comments, use the *Note* tool. Long markup texts can be stored in "Notes" so they do not cover the work area. To inspect the contents of a note, unselect any markup tool and click the note.



## Stamps

From the drop down selection under this button you can select from a set of pre-defined stamps that you can use in the same way as you would use a rubber stamp on a paper drawing/document.



## Highlight Button

Click this button to draw a marker rectangle on a specific section of

the drawing you want to highlight. Marker rectangles are drawn with a transparent color and give the impression of being drawn with a marker pen. *Highlight* rectangles are effective when used on black and white documents such as text documents and mono raster images, but less useful on multi-colored images.



## Free Pen and Lines

Below this button is a drop down list that give access to choose between Free Pen or PolyLine.



## PolyLines

Select this option to draw straight lines on the active image. Move the cursor to the desired origin 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, double click the left mouse button.



## Arrows

Select the type of arrow required using the drop down in the Markup property pop up control.



## Shapes

Select the type of shape to draw from this drop down button.



## Rectangles

Draws a rectangular area using the current color and fill style.

## **Rounded Rectangles**



Draws a rectangular area with rounded corners using the current color and fill style.

## **Ovals**



Draws an oval using the current color and fill style.

## **Polygon**



Draws a polygon using the current color and fill style.

## **Cloud**



Draws a cloud using the current color and fill style.

## **Measurement**

A specific set of markup objects are used for measurement.

### **Dimension Lines**



Length

Dimension lines are double-headed and include the length measurement in the selected units.

You can choose from two different head styles

Lines and open arrows with lines.

## Measurement Area



Select this option to draw a measurement area on the active image.

Draws a measurement area enclosed by polylines using the current color and fill style.

## Save Button



Click this button to save your markups to server.

# Measure Ribbon

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## The Measure Ribbon Buttons

The measure tools that result in new dialogs are described in detail in the next chapter.

### Measure Button



Measure allows measurement on the file. The function measures the length of a line, the angle between two lines, or the area enclosed by multiple lines, inside the viewed file.

### Calibrate



Click the *Calibrate* button to initiate the Calibrate dialog. Draw a line along a section of the drawing that has a known length. In the Calibrate dialog replace the calculated distance with the known length to set the dimensions of the drawing.

### Measurement Unit



Select the preferred measurement unit from this drop down button. Select between Metric, Imperial, System or Custom. *System* indicates that you use the internal coordinates inherent in the file format.

### Measurement sub unit

Select the preferred measurement sub unit for the active measurement system using the measurement unit drop down list on the *Measurement ribbon*  The selected measurement unit will affect results in the measurement dialog as well as any measurement markup elements added. It will also affect the height and width properties displayed in the File properties dialog.

### Drawing Scale

Select the *Drawing Scale* using the drop down list next to the drop down list for Measurement sub units.

### Redundant buttons

The remaining buttons on this ribbon perform the same functions as the equivalent buttons on other toolbars.

## Touch screen operations

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RxView360 supports touch screen operations.

The default operation for 2D files (no tools selected) allow zoom and pan using multi touch zoom in and out. Pan operations works by single touch actions. For 3D the default operation is orbit mode with 3D rotation on single touch action. Zoom on double touch action and pan on triple touch action.

Markup selection and tool selection is activated by single touch actions. Double tap functions as double click using the left mouse button.

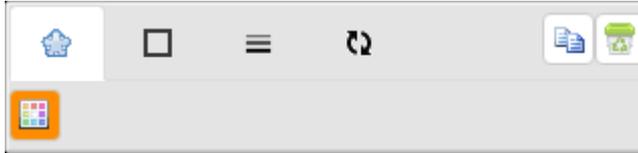
# RxView360 Dialogs

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Many of the buttons lead to new dialogs or property panels.

## Markup Select property panel

This panel allow you to set or change properties for a selected markup object.



Markup property panel

## Markup fill styles

For all markup entities that are enclosed you can select a markup fill style. Use these buttons to set the current fill style. Select between.



**Outlined** - Draws the markup entity using no fill only the outline is drawn using the current line width and color.



**Filled** – Draws the markup filled with the current markup color.



**Edged** – Draws the markup outlined using current markup color and filled with white.



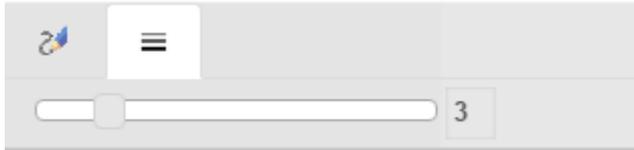
**Hatched** – Select a hatch fill pattern by selecting the corresponding hatch pattern button. The markup is drawn outlined with the current markup color and filled with the selected hatch pattern in the current markup color.

## Set Line Thickness

Sets the line thickness or width for drawing lines, rectangles etc. The thickness is measured in dots. Drag the slider to the right.

### How to set line thickness

Drag the line Thickness slider bar to the right to increase the line width.



## Markup Color

Set the drawing color used for new markup or change the color of the currently selected markup by clicking on a color check box.



## Delete Button



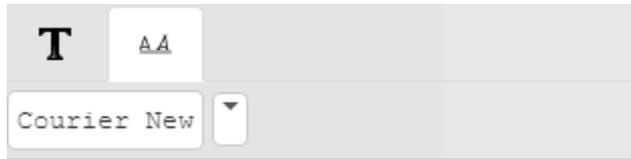
Deletes currently selected markup entity. You can also delete using the delete key on the keyboard.



## Copy markup

Copy the currently selected markup object. If a markup object is copied you can then paste in a copy of this markup object in the current drawing using the paste button on the markup ribbon.

## Text markup property panel



Text markup property panel

Select the font to use for markup text by selecting the font from the font drop down button. Select the color by selecting a color check box.

# Markup Editing

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## Editing Markups

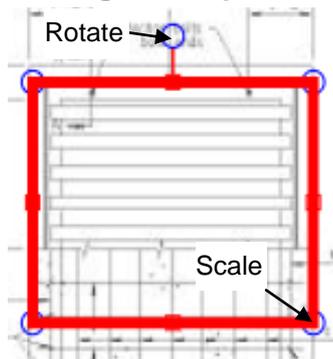
### Rules

1. Markups can only be edited by the owner of the markup.
2. The current user must own the markup in order to edit it. The current user is the case-sensitive name shown in the *Users* Dialog.
3. To change the current Signature, edit the Signature field in the *Users* Dialog. The Signature is case-sensitive. Close the dialog.
4. User information is stored in the markup file.

### Selecting markups

1. Click a markup. If you are not the owner then you cannot edit the markup. If you own the markup then it will be selected. Selection markers appear around the edges of the markup.
2. Click outside the markup to de-select.

### 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 move cursor. 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 in the bottom right selection marker. The cursor changes to a scale cursor. 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 in rotation marker that is displayed above the selected markup. The markup is rotated by holding down the left mouse button and dragging to the right or to the left of the markup center. Click outside the line to de-select.



Drag and scale arrow or dimension by placing the cursor in the circle marking the end and start, holding down the left mouse button and dragging to move or change the length of a line. Click outside the line to de-select.

### **Edit Points**

To Edit Points for Area, Polygon and Poly Lines, select the markup by clicking on it.



Drag an individual point by the marker handle to a new position. Click outside the line to de-select.

When a markup is selected you can also change the following attributes.

**Line Width** – Select new Line Width by using the line width slider in the select markup property panel.

**Color** – Select new Color from the Color selector in select markup property panel.

**Font** – For text markup select new Font from the Font drop down list in the select markup property panel.

### **Delete**

To delete a markup select it and press the delete key on the keyboard or use the delete button in the select markup property panel.

### **Editing Notes**

Edit the text of the note using the markup property panel

### **Editing Text**

Select the text and edit the text in the markup property panel.

Changes to markups are not permanent unless the Markup file is saved.

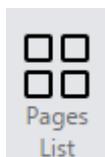
## **RxView360 Markups**

RxView360 allows markup directly on top of a file. By turning markup layers on and off, markups written by different commentators can easily be isolated and viewed separately. Markups are stored in xml files separate from the original file. There is one markup file for each commentator.

## Side panels

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The Side panels can be activated by clicking the button for each panel. These buttons are located to the left of the workspace. The number of side panel buttons may vary depending on the type of currently active file.



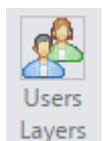
### Pages

Drawings and documents that contain multiple pages can be navigated using this list. A thumbnail for each page is displayed and can be selected to display that particular page in the main workspace window.



### Markup List

If a drawing or document contains markups, these markups will be listed in the Markup List panel. Clicking on a markup entry in the list will expand the entry to display details for the selected markup as well as select the markup in the workspace.



### Users and Layers

A list of available markup layers and Users associated with the currently loaded markup objects will appear when expanding this panel. Markup selections can be turned on/off for each User or each layer in the list.

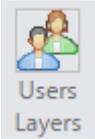


### 3D Parts

If a 3D model made up of blocks is active the blocks will be listed in this panel. Each block can be selected or turned on/off.

# Markup Users and Layers

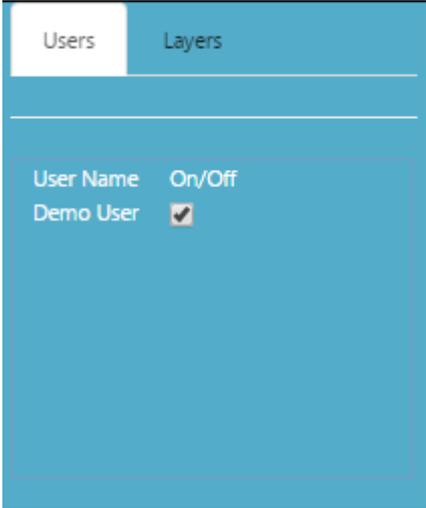
---



Select the Users and Layers panel button to open the panel for Users and Markup Layers.

### User Section

The section comprises a list of users with a check box for each user that can be checked or unchecked to turn markup for the selected user On or Off. You can also change the current Signature if you have permission to do so.

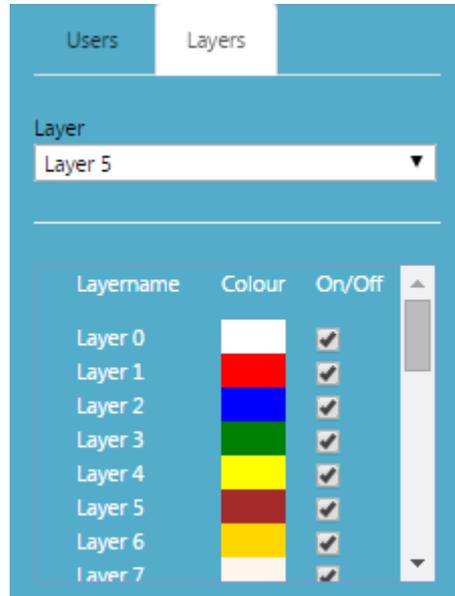


The Markup User section

**Note** Your User Profile determines whether you can turn on/off other user's markups. In an organization this will be a restricted command.

## Markup Layer section

This section comprises a list of Markup Layers where each Layer has a check box that can be used to turn the visibility of a Markup Layer On or Off. This is a dynamic control so you can see the changes on screen when you toggle layers.

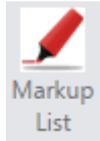


The Markup Layer section

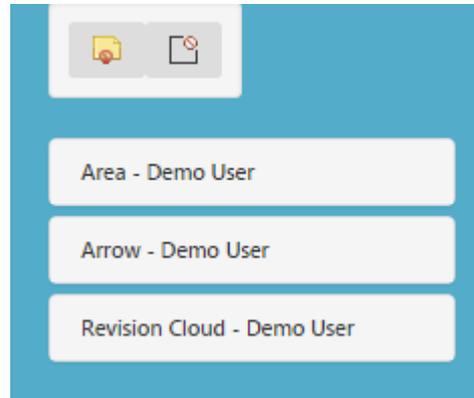
You can also change the current markup layer if you have permission to do so by selecting the markup layer from the Markup Layer drop down button.

# Markup List

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Open the markup list using the Markup List panel button



Markup List Panel

## Hide markup

You can hide the visibility of all markup by clicking on the hide markup button at the top of the Markup List panel.

## Show Markup for current page Only

For documents with multiple pages you can use this option to limit the list to Markup objects on the current page only.

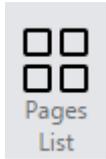
## Markup List entry

For each markup object in the drawing an entry exist in the list with the type of markup object given with the User name of the creator/owner of the markup object. The markup object can be expanded to show additional details about the markup object.

## Pages List

---

The pages list displays thumbnails for the currently open document or drawing.



Each thumbnail has a page indicator. If markup exists on the page there will be a text "Markup" indicating this.

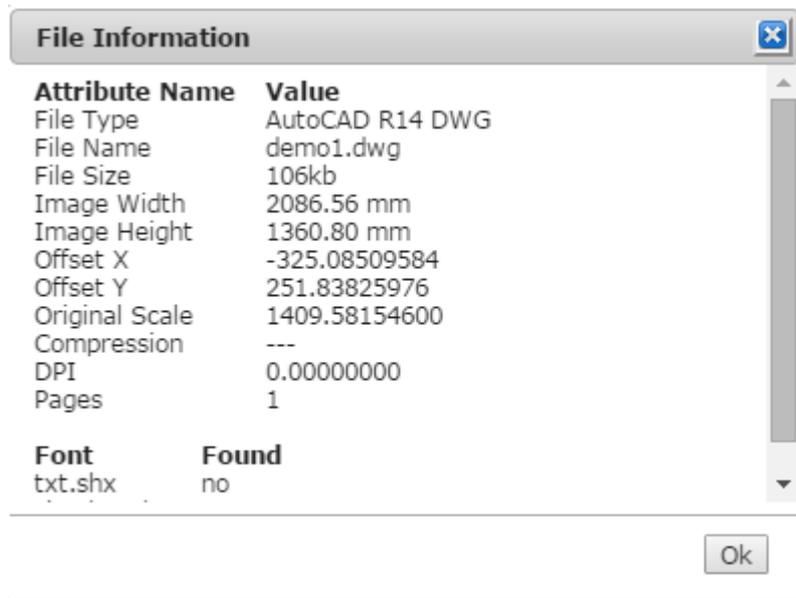
Clicking on a thumbnail will navigate to the selected page/Layout.

# RxView360 Dialogs

## File information Dialog



The *File Information* dialog provides information about the active file. Click the *Document Information* button on the File Ribbon.



The Document Information dialog

**File Type** – The type of file, e.g. BMP, TIF, JPEG etc.

**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 and PowerPoint presentations.

**No. of Sheets** – in spreadsheets.

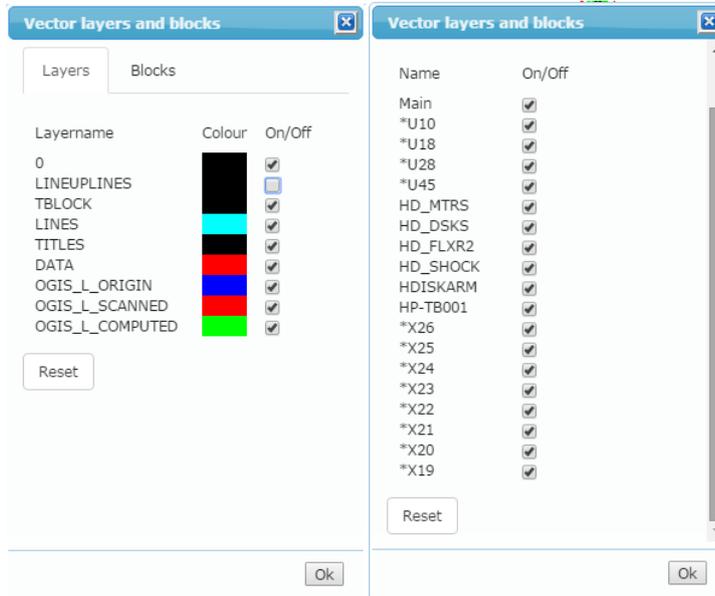
**Font** - If a CAD file uses external fonts these will be listed in the dialog. This can be useful to make sure that the display of the file is using the correct font. If the font is not present on the server this will be noted in the list of fonts.

**X-Ref** - If a CAD file uses external reference files these will be listed in the dialog. This can be useful to make sure that the display of the file include all necessary external reference files. If a external reference file is not is not present on the server this will be noted in the list.



## Vector Layers and Blocks

Click this button to open the vector layer and blocks dialog where you can turn the display state on/off for blocks and layers in a CAD 2D drawing. Click the Reset button to return to the default state for Layers and Blocks.



Layers and Blocks. Layer tab and Blocs tab.

## Calibration and Measurement

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### Measuring Distances, Angles and Areas



Activate the Measure function by clicking the *Measure* button on the Measure Ribbon. Repeat to switch off the function.

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 - will be displayed in the *Measurement Statistics* dialog.

The results are displayed using the units of measure selected on the Measure Ribbon.

## Measurement Statistics Dialog

When you have finished measuring an object, angle or area, double click or double tap 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.

Points	Angle	Distance
1-2	-	132.36mm
2-3	92°	80.12mm
3-4	116°	108.43mm
4-5	105°	65.52mm
5-6	133°	82.43mm

Distance:  mm

Area:  mm<sup>2</sup>

OK

Measurement Statistics dialog

**Point** – The points you have clicked, 1 being the start point.

**Angle** – The angles between the lines created.

**Distance** – The distance between measurement points given in the selected measurement unit.

**Total Distance** – The total distance between measurement points in the current measurement operation given in the selected measurement unit.

**Area** – The area generated by the current measurement operation, given in the selected measurement unit.

**OK** – Closes the *Measurement Statistics* dialog.

### **Measuring the Length of an Object**

1. Zoom in to the image to achieve the appropriate accuracy, activate the Measure function 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 again. Double click or double tap to terminate the measurement operation.

The *Measurement Statistics* dialog is opened and displays the results.

### **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 again double click to terminate measurement operation.

The *Measurement Statistics* dialog is opened and displays the results. The steps can be repeated as often as required. All the angles are listed in the *Measurement Statistics* dialog.

### **Measuring Area Enclosed by Multiple Lines**

1. Zoom in to the image to achieve the appropriate accuracy. Activate the Measure function 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 except from the last point.
4. Double Click or double tap to complete the enclosed area and to terminate the current measurement.

The *Measurement Statistics* dialog is opened and displays the results.

## Calibrating an Image

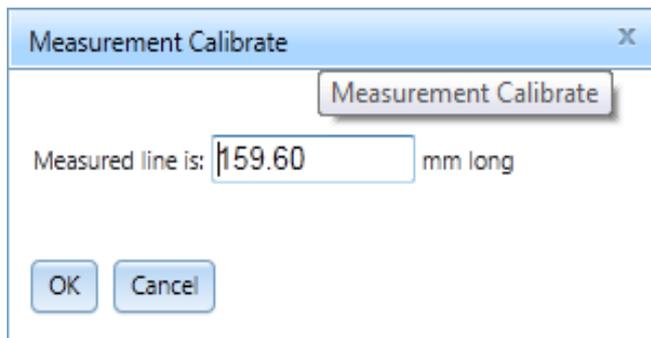


The *Calibration* function enables you to measure the length of an object on the active file and define a value for that measurement. The ratio of the measured distance to the defined distance is remembered, and thereafter any distances measured on that file will be multiplied by this scaling factor before being presented.

To activate the *Calibrate* function, click the *Calibrate* button on the Measure Ribbon,

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

1. Click the *Calibrate* button on the Measure Ribbon,
2. Move the cursor to the object to be measured.
3. Click the **left** mouse button on one end of the object and drag the arrow-headed line to the other end.
4. Click the **left** mouse button again to terminate calibration line. A dialog is displayed:



Measurement Calibration dialog

Type into the field the measurement you wish to use for the selected distance.

5. Click *OK* to confirm or *Cancel* to abort the calibration operation

Further measurements on this file will use the new scale.

A separate Calibration scale is listed in the scale drop down list and activated when the calibration tool is used. You can change to another pre defined scale by selecting another value from this drop down list.