

**Standard tools**

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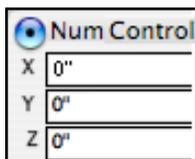
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*click arrow to get back here*



## Overview

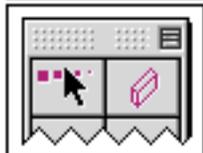


### Main tools summary



#### Work pane

Help strip  
Normal mode or Activated geometrical dependency mode  
Main window functions



#### Main palette of 3D - 2D file

Access to the tool palettes: 3D objects, 2D objects, handling objects, settings and visualisation  
Access to navigation and perspective tools



#### Layout file

Access to the tool palettes: referenced objects, 2D objects, handling objects, settings and visualisation



#### Perspective navigation tools

View rotation  
View panning



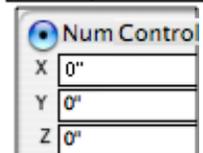
#### Workplane palette, WP

Managing workplane  
Saving and recalling workplane positions  
Cut and section display commands



#### Cursor coordinates

Display of cursor coordinates in different coordinate systems  
Selecting and viewing current snap mode



#### Numeric control

Editing the last clicked point coordinates in different coordinate systems



#### Selection by criteria

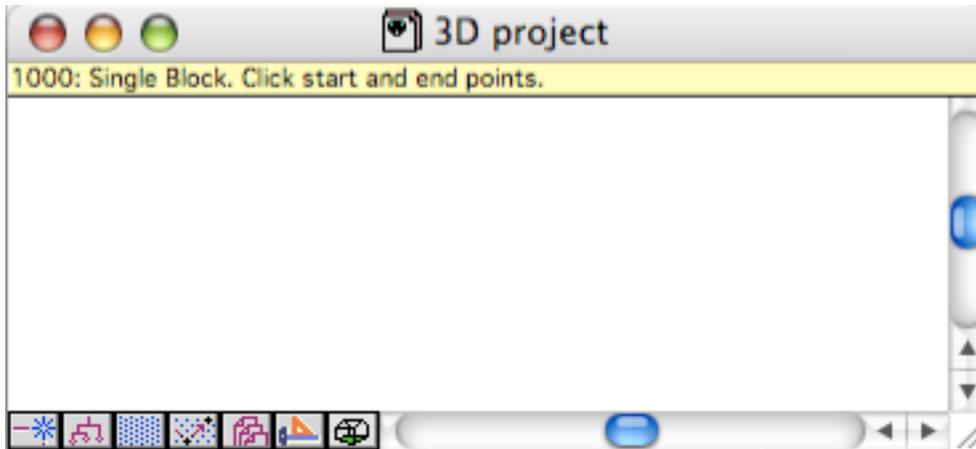
Object selection tools by attributes and position relative to workplane



## Work pane



BoA shows project files in window panes having many features.

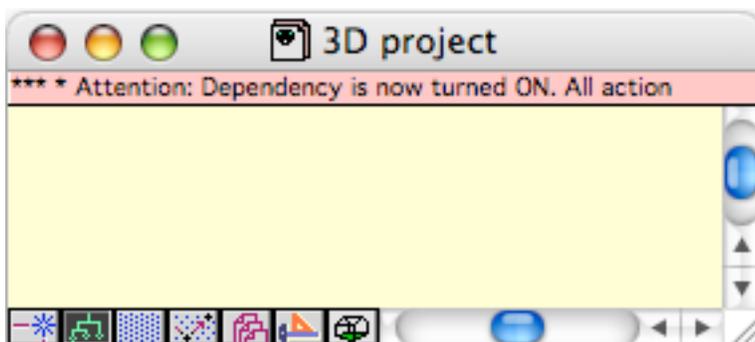


### Help strip

The yellow strip in the upper part of the pane is a context sensitive simplified help. It shows:

- the last command number or the current command one.
- A brief description of steps to be taken, at the call of a function
- For some functions, the result when the command is completed
- An error message when a function is incorrectly used or cannot be done.

When Geometrical dependency is activated, the yellow strip turns to pink. It stays pink as long as dependency is activated. The dependency icon  also shows the activated status .



## The functions



The lower part of the pane holds a row of buttons. They are shortcuts to most frequently used functions.



### Snap toggle

One click on this icon activates or deactivates the snap mode. A double click, calls up the snap manager pane.

For more infos, see the Snap manager.



### Geometrical dependency toggle

Geometrical dependency is a powerful feature, it can become overwhelming if over used. So a bip signals it's activation (or deactivation). Furthermore, the yellow guide strip also signals it's activation by changing to pink. So one can see exactly when geometrical dependency recording is active.

A double click, calls up the snap manager pane.

For more infos, see the Snap manager.



### Grid toggle

This icon activates the grid mode but does not activate the grid display. A double click, calls up the Grid manager pane.

For more infos, see the Grid manager



### Cursor orientation

Clicking this icon allows for changing cursor orientation. Click two points in the work pane to set the new orientation. This modifies the universal reference axes. All functions will then work following this new orientation. To bring the cursor back to the default orientation, call the "Cursor back to zero" function by clicking the same icon while holding down the Alt key.



### Cursor back to zero

Hold the Alt key down to reveal this function and click to bring the cursor back to the horizontal/vertical.



### Layer manager call

Clicking this icon calls the Layer manager up.

Complete informations can be found in the Layer manager documentation.



### Drawing manager call

This icon has two functions.

First, it toggles between two display modes; Complete mode, where objects of all drawings are shown and Partial mode, where only the objects assigned to the currently selected drawing (in the Drawing manager) are shown.

The second function is available by holding the Alt key down. It calls up the Drawing manager.

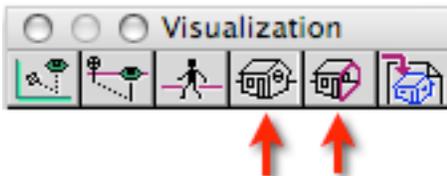
Complete informations can be found in the Drawing manager documentation.



### Opaque - Wireframe toggle

This function toggles between opaque or wireframe display mode.

In wireframe mode, objects are transparent but for their edges. In opaque mode, objects are seen opaque, hiding anything behind. The display can be a full model opaque view or an opaque cut view, depending on which was the previous opaque call. One can go from one type of view to the other by selecting one of the two icons on the “Visualisation” palette.



Complete informations can be found in the “Visualisation” palette, the “Opaque view manager” and the “Cut delineation” manager documentations.

### Utilities managers calls

The first six icons in the lower left corner of the pane call up utility managers. a double click, or an Alt-click, calls the corresponding manager up:



Snap and dependency manager call



Snap and dependency manager call (but with different functions)



Grid and cursor orientation manager call



Grid and cursor orientation manager call



Layer manager call



Drawing manager call

### Other features

The pane also has the common to most software work pane features:

- Horizontal and vertical scrolling bar to move around in the model
- Window resizing grip in lower right corner
- File name in the title bar
- Buttons to reduce, change size or hide the pane in the title bar.

### Commands list



Geometrical dependency inactive



Geometrical dependency active



Grid inactive



Grid active



Change cursor orientation



Icon when calling cursor orientation function



Back to normal cursor orientation



Snap manager call



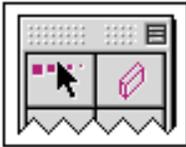
Drawing manager call



Wireframe display mode



Opaque display mode

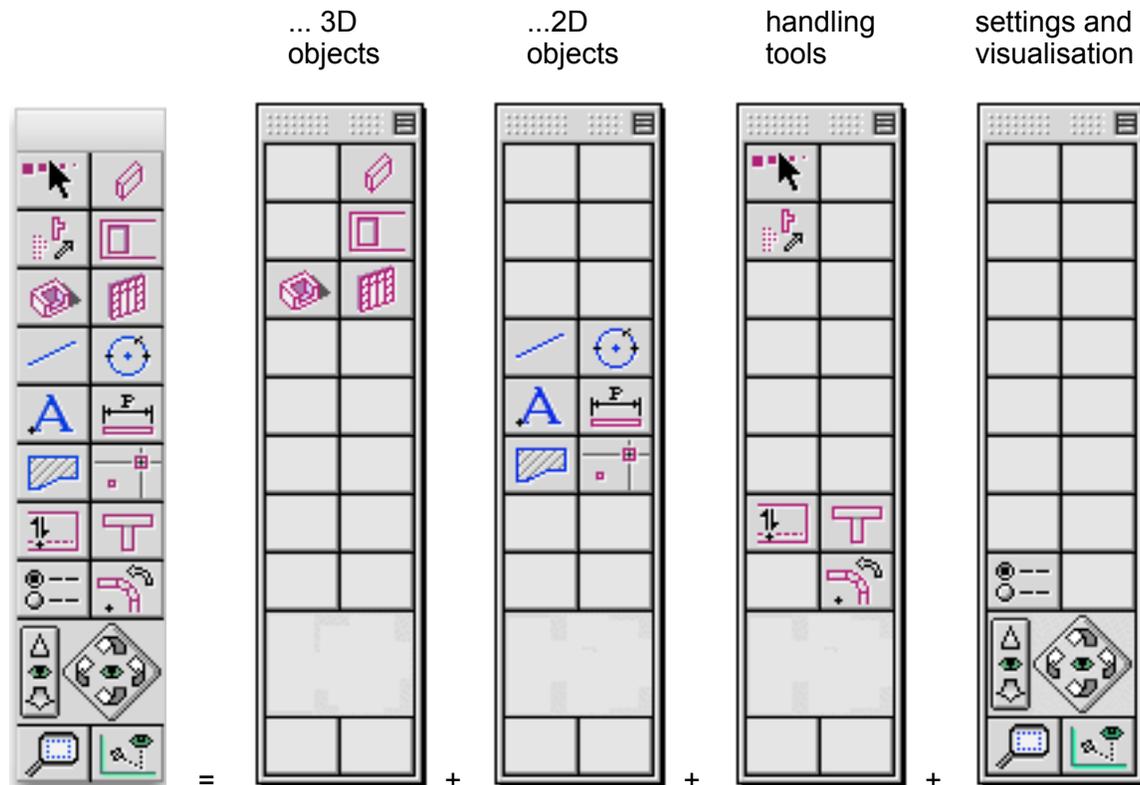


## 3D-2D file Main palette

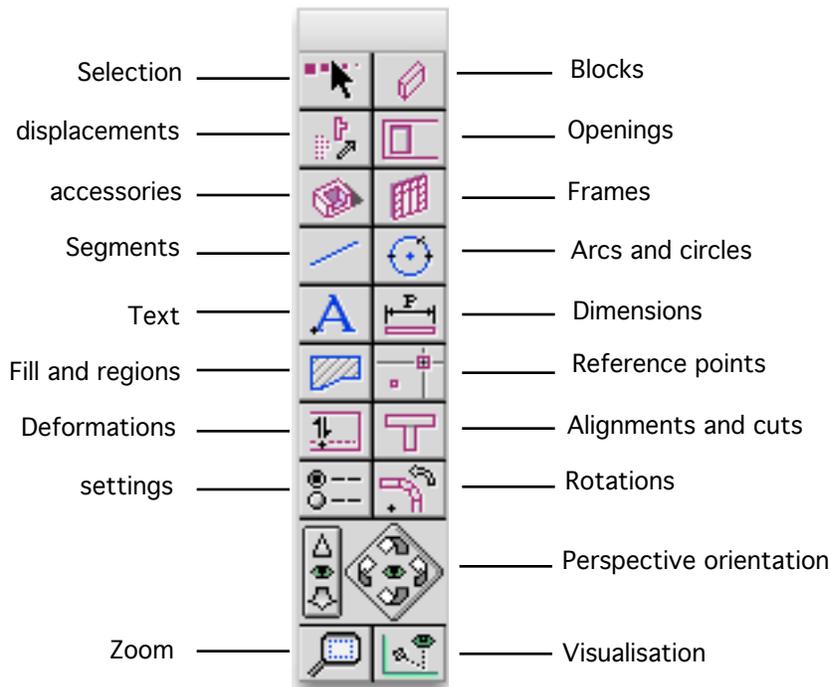


3D and 2D files are used to construct your architecture models.

The main palette gives access to many tools, arranged by categories:



Elements of the palette



Settings icons give access to their respective manager:



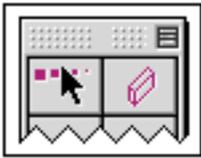
File Utilities



Preferences (Alt key pressed)

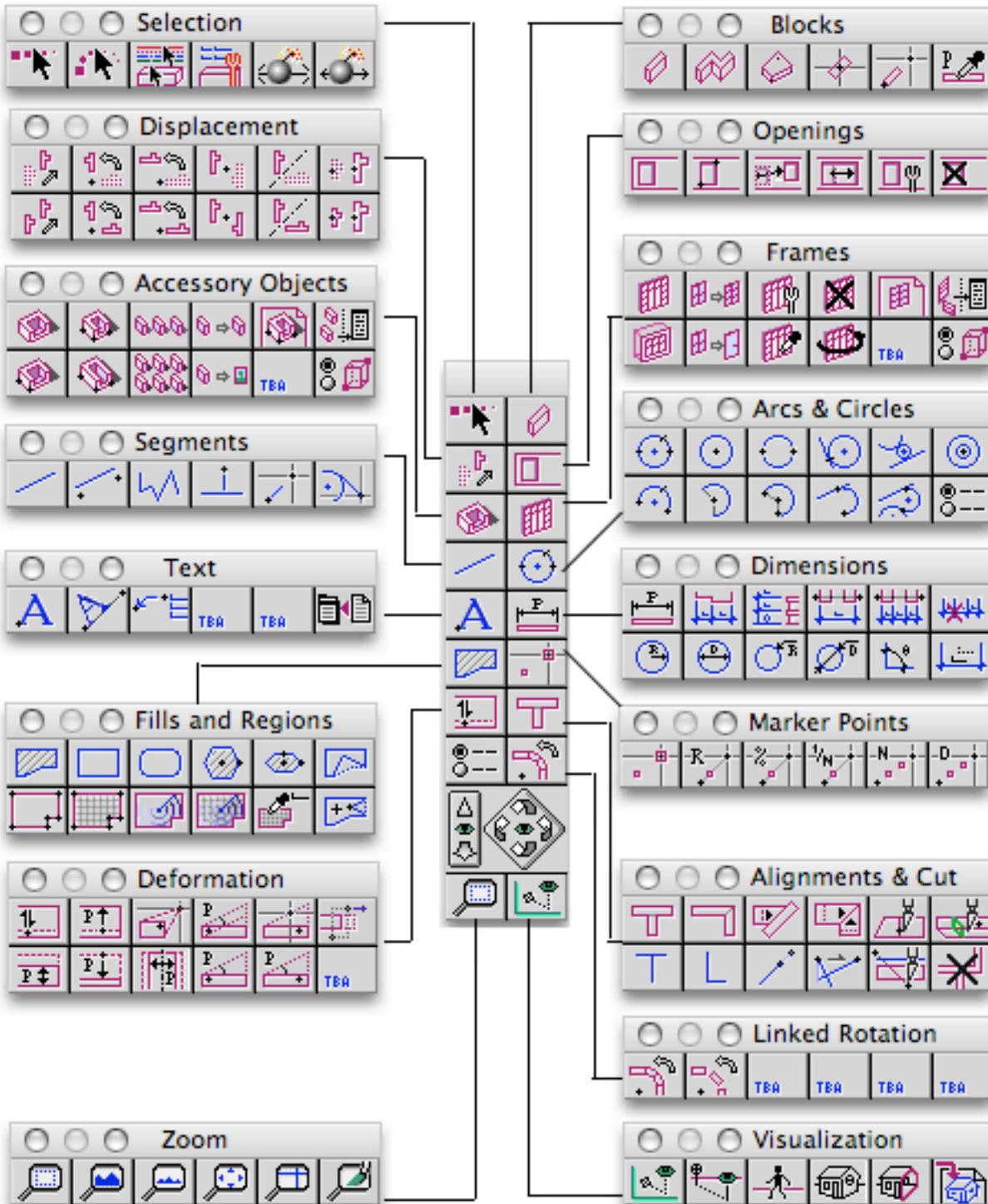
Navigation tools allow for setting perspective views (conical or axonometric).

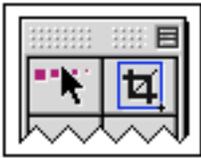




3D - 2D Main palette

Underlying Tool Palettes





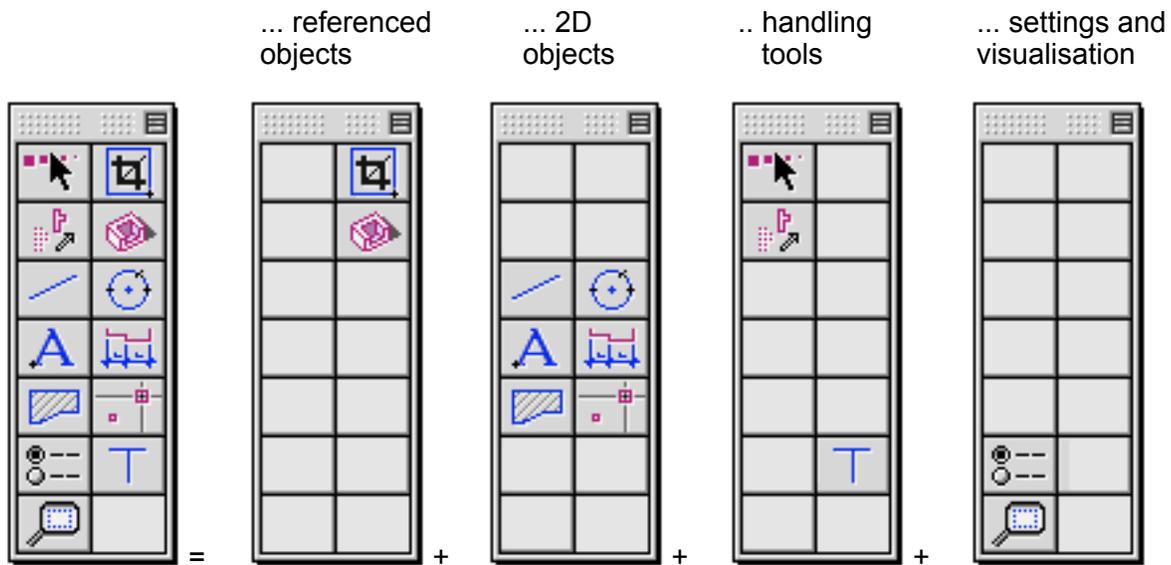
# Layout Main Palette



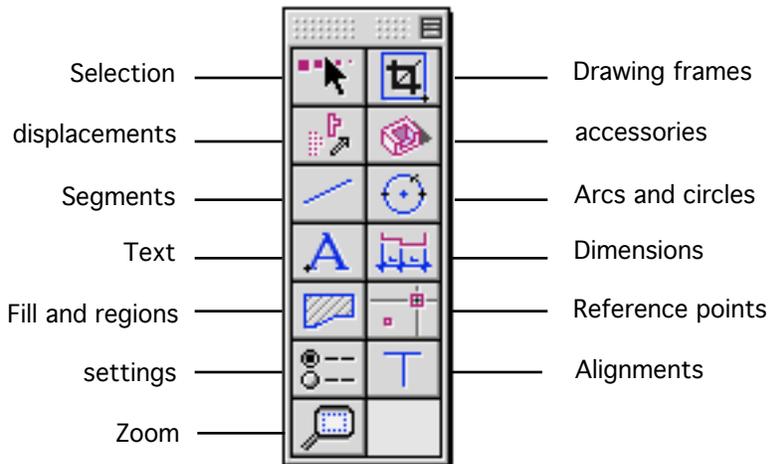
The Layout file is used to prepare for printing.

Combined with the drawings and layer groups features, it allows for a great amount of automatisisation in printing views of a project.

The Layout main palette gives access to many tools, arranged by categories:



## Palette items



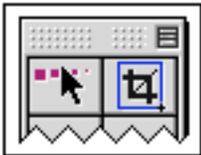
Settings icons give access to their respective manager:



File Utilities

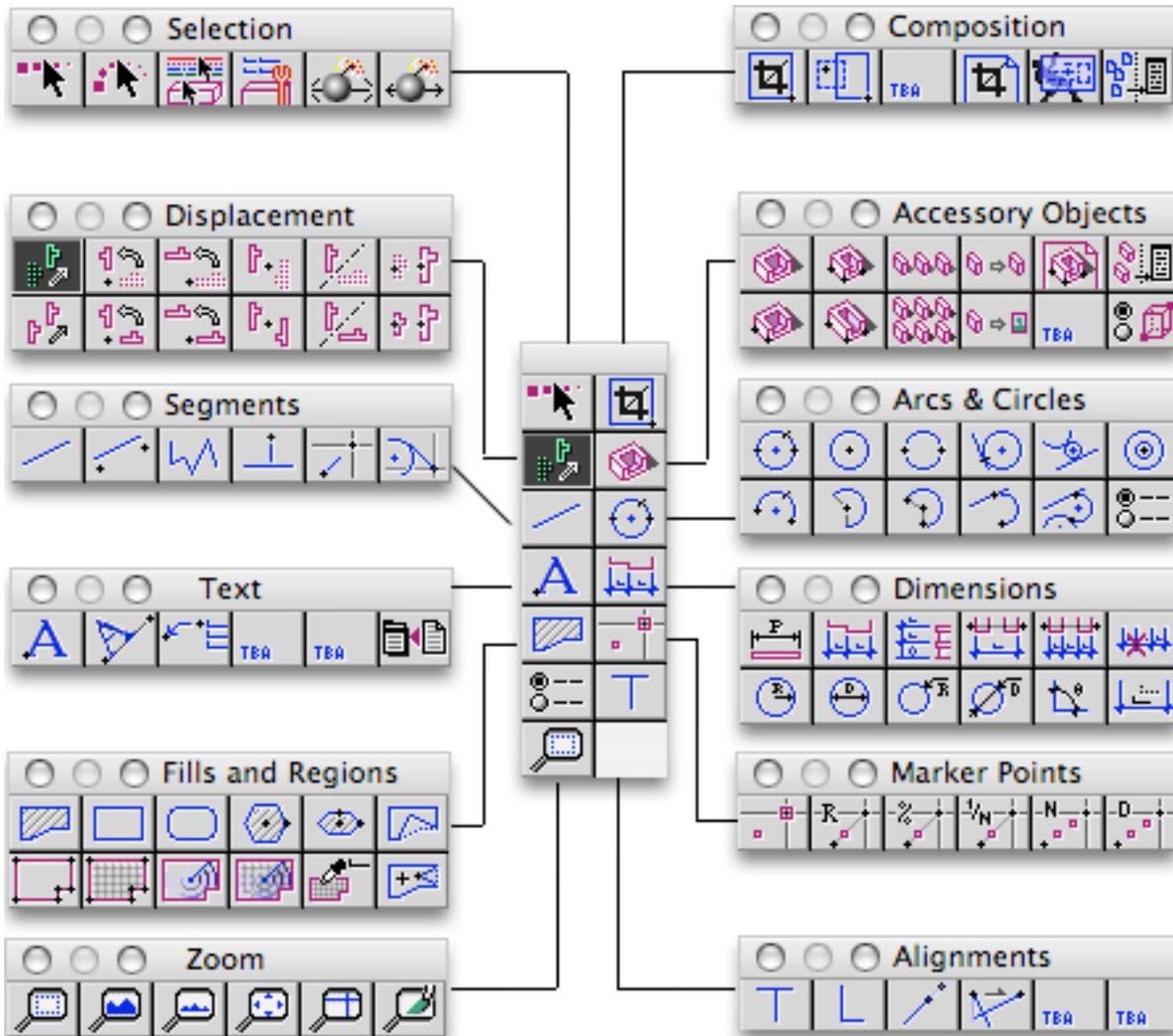


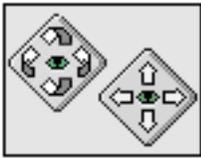
Preferences (Alt key pressed)



Layout Main Palette

Underlying Tool Palettes



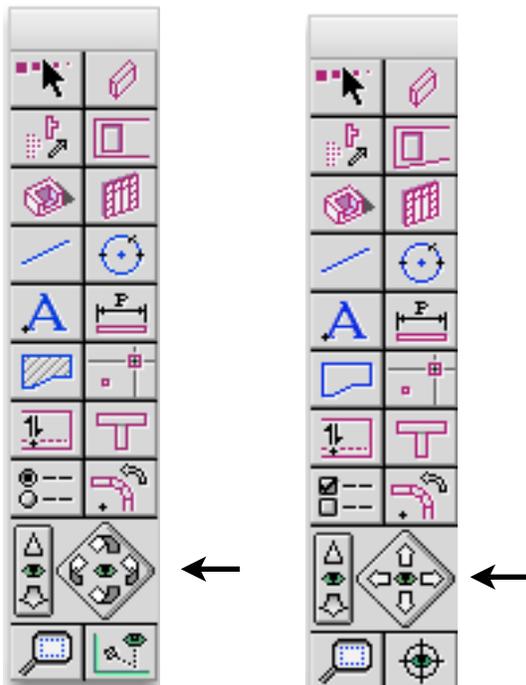


## Navigation tools



These tools are accessible from the main palette of a project file (3D-2D). Rotation can be initiated by clicking directly in the main palette or by using the arrows keys. Displacement commands are accessible by holding down the Alt key and clicking directly in the main palette or by using the arrows keys.

In a Layout file, perspective display is not available, therefore rotation and displacement functions are not available.



### Perspective view Rotation

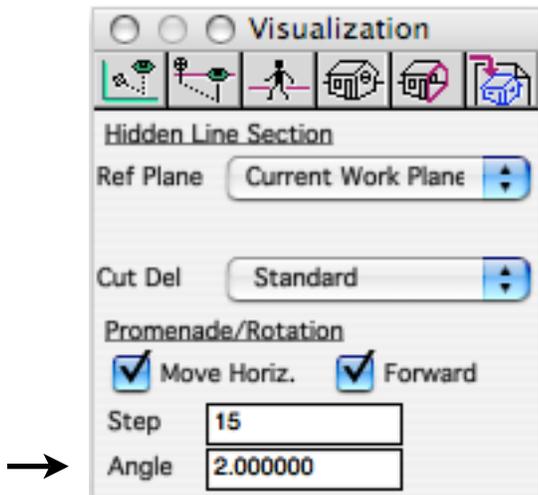


This tool is useful to change the orientation of a perspective, axonometric or conical. Click the curved arrows to change the view orientation. The left and right arrows swivel the view laterally. The upper and lower arrows turn it upwards or downwards. There are up and down limits; if the view is turned upwards (or downwards) many consecutive times, it comes to a maximum high (low) position where further movement is stopped.

Upon clicking a curved arrow, it briefly becomes colored:



The rotation angle is set in the Visualisation palette.



### Perspective view displacement

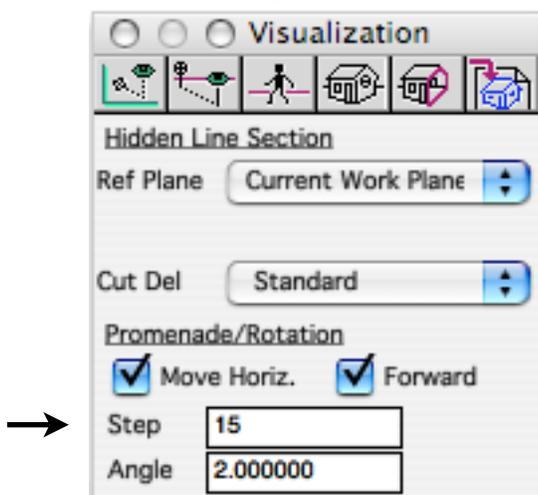


This tool allows for horizontal or vertical displacement of the current view. It can act on axonometric or conical views but not on plan views. The arrows move the view so as to show the part at which the arrow is pointing.

Upon clicking an arrow, it briefly becomes colored:



The length of the displacement is set in the Visualisation palette.



## Front displacement

In a conical perspective view, one can move the current view forward or backward. Just click one of the arrows in the front displacement tool.

Upon clicking an arrow, it briefly becomes colored:

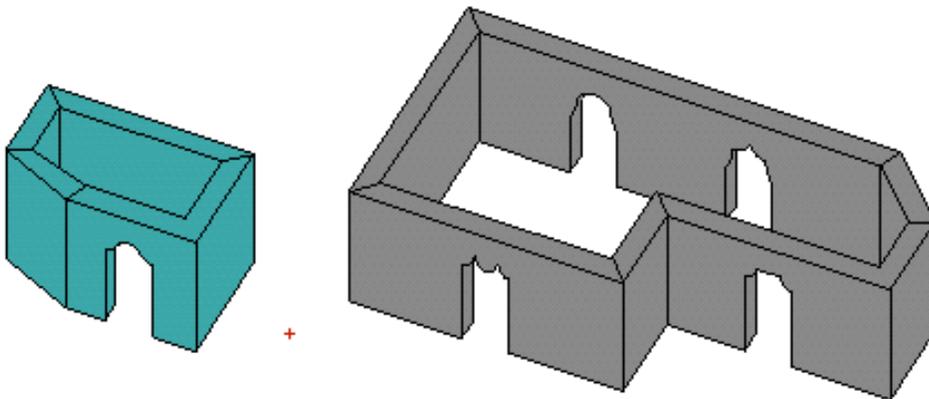


The length of the displacement is set in the Visualisation palette, as shown before.

## Rotation center

Pressing the C key changes the position of a perspective rotation center. The new rotation center is set where the cursor was at that time.

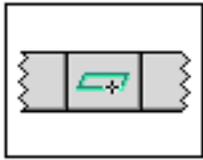
The rotation center is visible when the display mode is opaque. It is shown by a little red cross mark.



## Keyboard Commands

Following is a list of the keyboard perspective view navigation commands.

C	Rotation center position setting
→	Current view right rotation
←	Current view left rotation
↑	Current view upward rotation
↓	Current view downward rotation
Alt →	Current view left displacement
Alt ←	Current view right displacement
Alt ↑	Current view upward displacement
Alt ↓	Current view downward displacement



## Workplane Palette



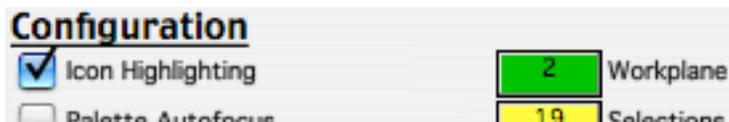
The Workplane is a very important BoA feature!

So it has its own tool palette. The WP palette holds tools allowing to define, modify and record WP positions and working environments.

### Definitions:

#### Workplane (WP)

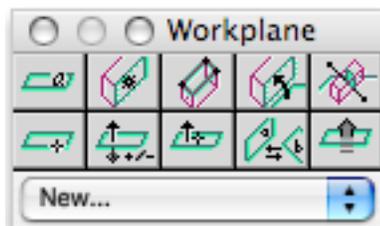
It is a reference plan for all the BoA tools. WP is usually shown green, but this color can be modified in the configuration manager. Green is used for the function icons directly referencing the Workplane. Green is also used throughout this manual. When they are visible on the screen, objects can cross the WP so the intersections between objects and the WP is shown in green.



#### Working Environment (WE)

A 3D model in BoA, is always shown on the screen under a 2D projection and a zoom factor. Together with the current Workplane position, the zoom and the projection form a working environment. One can record and recall these working environments in the WP palette menu.

### Direct functions on the palette



**Default WP** : horizontal, at zero altitude

This function puts the WP on the zero altitude horizontal plan. This Workplane position is the default WP position when opening a new file.



**WP on object face**

Indicate an object face by a mouse click, the WP is put on that face. The object face can be the face of a block or the plan on which a 2D object has been defined.

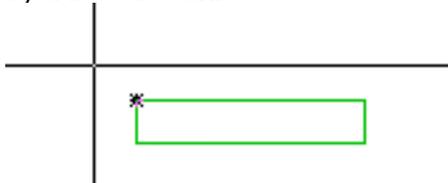
The 2D objects on which a WP can be positioned are: circle, text, dimension, fill, contour.

2D objects on which a WP cannot be positioned are: line segment, point, room contour. Furthermore WP cannot be positioned on an accessory, a frame or an opening.



### 3 points Workplane

Click three points. Before every click, if a snap selectable point is close to the cursor, it will be shown by a little asterix.



After the third point click, the WP position is set on the plan defined by the three points.



### WP going through a block face

Click a block face intersecting the WP. The click point must be near the face of the block and inside it. The desired face must intersect the current WP and shown in the WP color, green by default. Once the face is indicated, the WP is set on the face.



### WP orthogonal to current WP

Click two points. A plan is defined, going through these two points and perpendicular to the current WP. When clicking the second point, one can hold down the mouse button and move the cursor on either side of the line defined on screen by the two points. A small arrow appear indicating a direction perpendicular to the line. The plan defined earlier is oriented towards the chosen side. The WP is set on the plan defined by the two points.



### Horizontal WP through one point

Just click a point in the work space. A new WP is set, horizontal and going through this point.



### Change WP orientation

Working in 3D, the WP is oriented: one side is the “high” (front) side and the other is the “low” (back) side. The WP orientation becomes evident when one tries and rise or lower it's position. The “Change WP orientation” function inverses the Workplane current orientation.



### Choose WP orientation

This function allow for selecting the WP orientation. Usable only when the WP is not parallel to screen. Click a point and hold the mouse button down. A little arrow shows up and it's direction can be modified by moving the cursor. The WP is oriented following the direction of the arrow upon release of the mouse button.

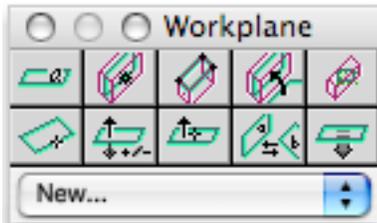


### Swap with previous WP

This function recalls the previous Workplane position. With repeated clicks, the WP position swaps between the last two used.

**Move WP up**

This function change the WP position. A click sets a new WP position, parallel to the previous Workplane and up the distance indicated in the “Step” setting of the Workplane palette. The Workplane is moved in the direction of the positive face.

**Functions hidden in the palette (alt key)****WP in middle of block**

Click the face of an object, the WP is moved at half the distance between that face and the opposite face of the block.

**WP between blockfaces**

Click a point in the Workplane, inside a block, near a face. The new Workplane is set perpendicular to the previous WP, at half the distance between that face and the opposite face of the block. Holding down the mouse button after clicking the point, one can choose the new WP orientation by moving the cursor around. The two positions of the block faces are important here. The new WP is only approximatively perpendicular to the previous: the two opposite faces of the block define the exact position of the new WP.

**WP parallel to the current view**

Click on this icon to set a new WP, parallel to the current view. For instance, working in plan view, this function sets an horizontal Workplane.

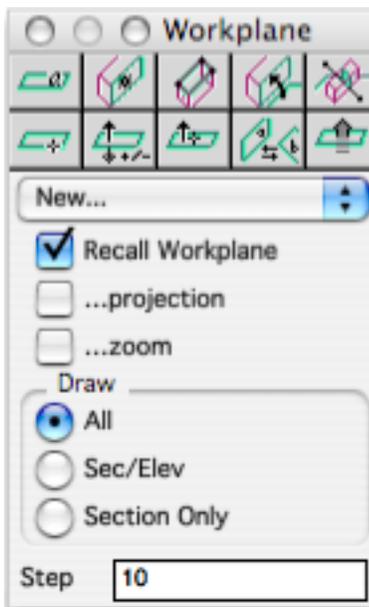
**Move WP parallel to itself and through a point**

Click a point in the work space. A new WP is set, parallel to the previous and through the clicked point.

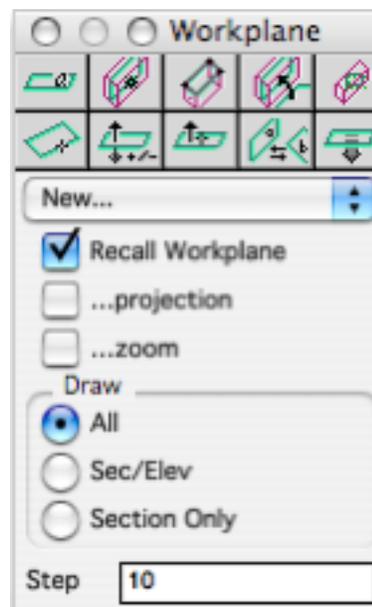
**Move the WP down**

This function changes the Workplane position. A click sets a new WP position, parallel to the previous Workplane and down the distance indicated in the “Step” setting of the Workplane palette. The Workplane is moved in the direction of the negative face.

## Settings list



normal



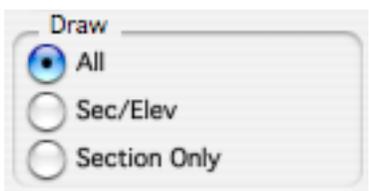
alt key pressed



This menu allow for setting and use of a working environnement list. A WE has 3 elements; a Workplane position, a projection and a zoom frame.



Upon selecting a WE in the palette menu, these 3 checkbox show which information is going to be updated in the current view. If only the WP position is checked, then only the WP position recorded in the WE menu is called back. The projection type can also be recalled (plan view, axonometric, etc.) and the zoom frame, that is the zoom position and scale. These 3 informations are independant and usable as such.



These three options are for selecting how the current view will be displayed.

All: All visible objects are entirely shown

Sec/Elev: Only objects or objects parts under the WP are displayed.

Coupe: Only objects parts intersecting the WP are shown.

The objects parts intersecting the WP are usually displayed in green. The color can be changed in the configuration manager.

Step

This setting is used by the WP displacement functions. The WP movement is orthogonal to itself and the distance is the one set in the parameter box.

Functions using this setting are:



Move WP up



Move WP down

The corresponding keyboard shortcuts t and T also use this setting.

### Keyboard commands:

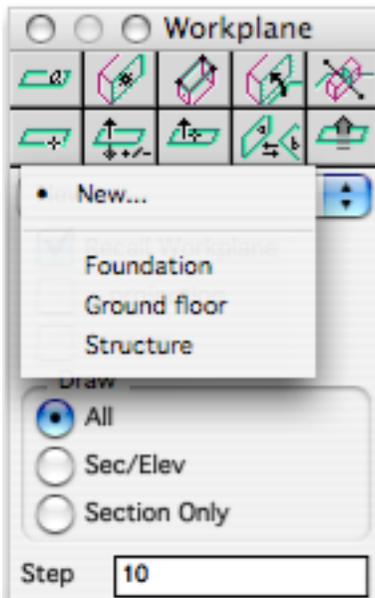
A few keyboard shortcuts are assigned to WP functions:

- T Rise WP
- t Lower WP
- First working environment
- + Second working environment
- \* Third working environment

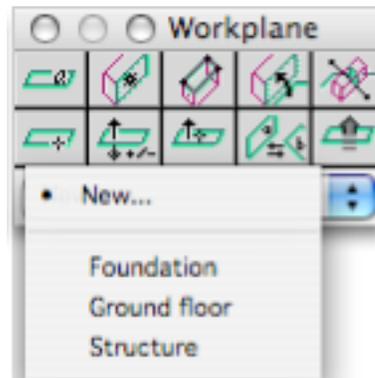
The keyboard shortcuts - , + and \* recall the WE that are defined in first, second and third position in the palette menu. These three commands recall the complete WE and, doing so, do not take the checkbox into account. Use the palette for independant recalls of the three components of the WE.

### WE Menu

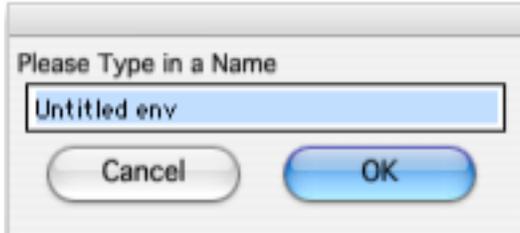
The WP palette holds a menu in which working environnements (WE) can be recorded. Popping the menu up, a “new” item and a list of WE (if not empty), appear.



or

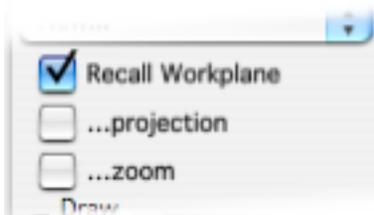


Selecting the “new” item, pops a dialog box up in which to define a new WE:

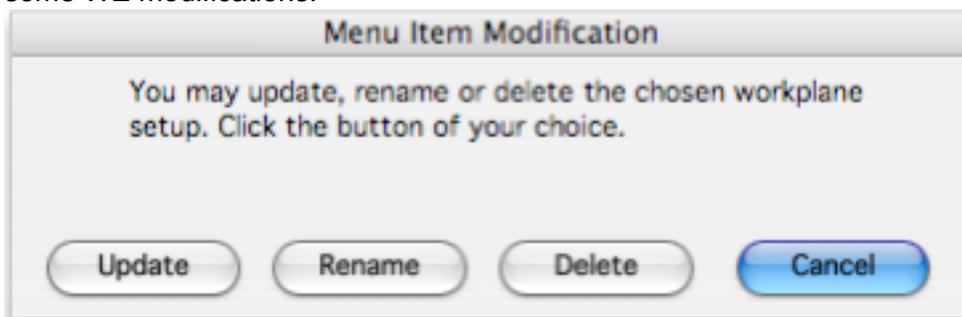


This dialog allows you to assign a name to the new WE. This name will be added to the WE list. While adding the WE to the list, the WP position, the zoom scale and position and the current projection type are recorded.

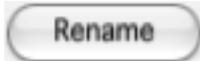
When selecting a name on the menu WE list, the WE is recalled, but only the components for which the checkbox are marked:



To modify a WE, select it in the menu list while holding the Alt key down. A dialog box pops up allowing some WE modifications:



Replaces the recorded WE by the current WE



To change the WE name appearing in the menu



Deletes the WE from the menu



Cancels the command



**Notice:** Another means to record WP positions

The workplanes can be recorded in the WP palette menu.

But they can also be recorded in the project itself.

Here is a way to do it easily:

Set a layer in the layer manager, this layer, "workplanes list", will allow for a list of any desired length. To set a Workplane position, first put the current WP at the desired position. Then write a text on this Workplane. The text should be the defined Workplane name. Put the text on the layer "workplanes list". From then on, to make that Workplane position current, make that layer visible, find the text, click the icon

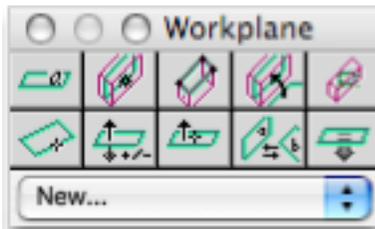
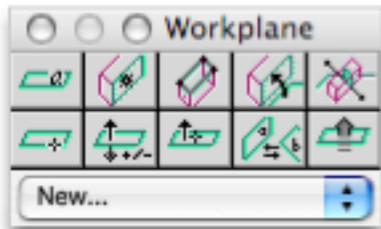


"Put WP on object face" in the WP palette, and, finally, click on the text. The current Workplane position is now on the plane on which the text was put.



Workplane Palette

List of Commands



Default WP : horizontal, at zero altitude



WP on object face



3 point Workplane



WP going through a block face



WP orthogonal to current WP



Horizontal WP through one point



Change WP orientation



Choose WP orientation



Swap with previous WP



Move WP up



WP in middle of block



WP between blockfaces



WP parallel to current view



Move WP parallel to itself and through a point



Move WP down



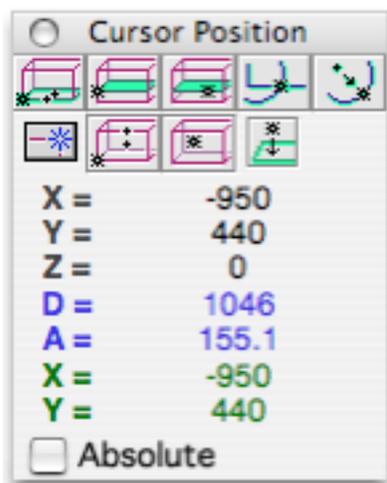
## Cursor Palette



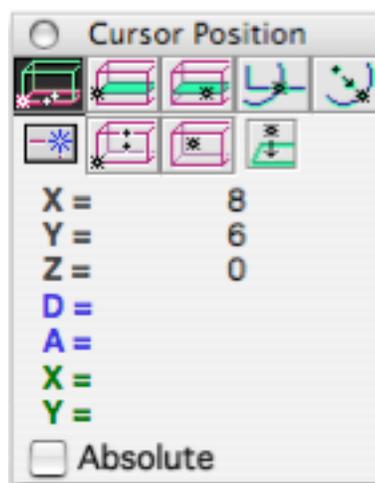
The cursor palette always shows the current cursor position, and in many co-ordinate types .

### Cursor palette

The cursor palette display of a 3D - 2D file is slightly different than in a Layout file. In a Layout file, only the universal co-ordinates are displayed. The other co-ordinates (Distances, angle and WP co-ordinates) do not appear.



3D - 2D file



Layout file

The top of the cursor palette shows two icons rows where to activate, de-activate or select the Snap mode. Below is the co-ordinate list and a checkbox. Check it to select absolute co-ordinates as project reference. Leave it empty to use relative to last point co-ordinates (most used). The last point reference co-ordinates can be modified by pressing the “n” key. Doing so, the point at the cursor position becomes the new reference point (0,0,0) for relative co-ordinates

### Shift key constraint

Anytime, whether the snap or the grid is activated or not, one can activate an “ortho” constraint with the Shift key. This constraint acts on the last clicked point. The second point is restricted to angle multiple of 15° to the horizontal. When the cursor orientation is not horizontal, the restriction is relative to the cursor main direction, not the horizontal.

### BtZ cursor

Pressing the n key puts the cursor co-ordinates Back to Zero. At the press of the n, the current cursor position is recorded and used as reference for the next relative cursor position. The cursor reference position is also put back to zero when clicking a first point in any command. So the second clicked point in a command is always displayed relative to the first in the cursor position window. For instance, using the function “variable radius Circle”, click a first point for the center of circle and a second point to show the radius: the cursor co-ordinates will display the radius value since they have been entered relative to the first hence center point.

## The elements of the palette

### Snap icons



The Snap modes icons are accessible from the cursor palette. The listing below is a brief of the functions. For more details, see the Snap manager documentation.

### Snaps List:

Keyboard	icon	Snap Type
K		object points on Workplane
I		object edge and Workplane intersection
Y		object faces and Workplane intersection
X		two 2D objects intersection
O		2D objects points on Workplane
S		Activate/De-activate the Snap mode
P		3D objects points in project 3D space
L		3D objects faces points shown by the cursor
Z		Projection on the Workplane of the 2 previous Snaps

### universal co-ordinates

```
X = 699
Y = -1080
Z = 0
```

These co-ordinates indicate the cursor position in the reference 3D work space.

### Distance and angle

```
D = 1287
A = 180.0
```

These two informations belong to the vector linking the last clicked point with the current cursor position.

The D value indicates the distance between the last clicked point and the current cursor position.

The A value indicates the angle of the vector with the horizontal direction. This value is shown in degrees.

These informations are shown in blue as a reminder that they are 2D informations.

### WP co-ordinates

```
X = -1287
Y = 0
```

These co-ordinates are shown in green to remind the WP color. They are the cursor co-ordinates in the WP reference. The reference origin on the WP is the vertical projection of the center of the universal reference on the WP.

absolute / relatif

**Absolute**

Checking this checkbox displays the cursor co-ordinates in absolute mode. The displayed values are the cursor co-ordinates in the universal reference work space. Unchecking it puts the co-ordinates back in relative to last clicked point mode. So the cursor co-ordinates are now in a reference where the origin is brought at the last clicked point position.

Num Control  
 X 0"  
 Y 0"  
 Z 0"

## Numeric control



The numeric control dialog allows you to numerically edit the co-ordinates of the click input. To call the numeric control dialog up, hold the control key down just before clicking a point. The numeric control dialog pops up. The clicked point co-ordinates can then be modified.

The numeric control can be done in one of 4 modes:

Universal axis: 3D reference co-ordinates

Distance: Distance from last click point

WP axis: 2D co-ordinates on the WP

WP Polar: 2D polar co-ordinates on the WP

### Absolute and relative co-ordinates

 Absolute

The “absolute” checkbox allow to choose between absolute or relative co-ordinates.

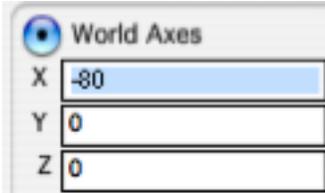
The absolute values are the co-ordinates in the file reference. Meaning the points co-ordinates as recorded following a save file to disk command.

The relative values are given relative to the last clicked point. For instance, to create a line segment by two points, inputting relative values for the second point, these values are given relative to the first point since it automatically becomes the “last clicked point”.

The last clicked point can be assigned to a different location. To do this, move the cursor and show a point in the work space and then press the n key. A virtual point is then recorded as the new reference but with no effect on the file or the current function. This point is only a new reference for the relative co-ordinates at the numeric control call .

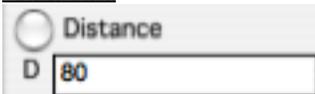
### Co-ordinates display modes; usage

#### World axes



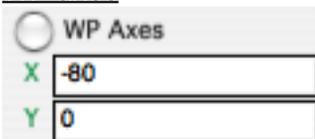
Directly type the clicked point co-ordinates in. Input the point X,Y,Z values. Check if you want absolute or relatives values.

#### Distance

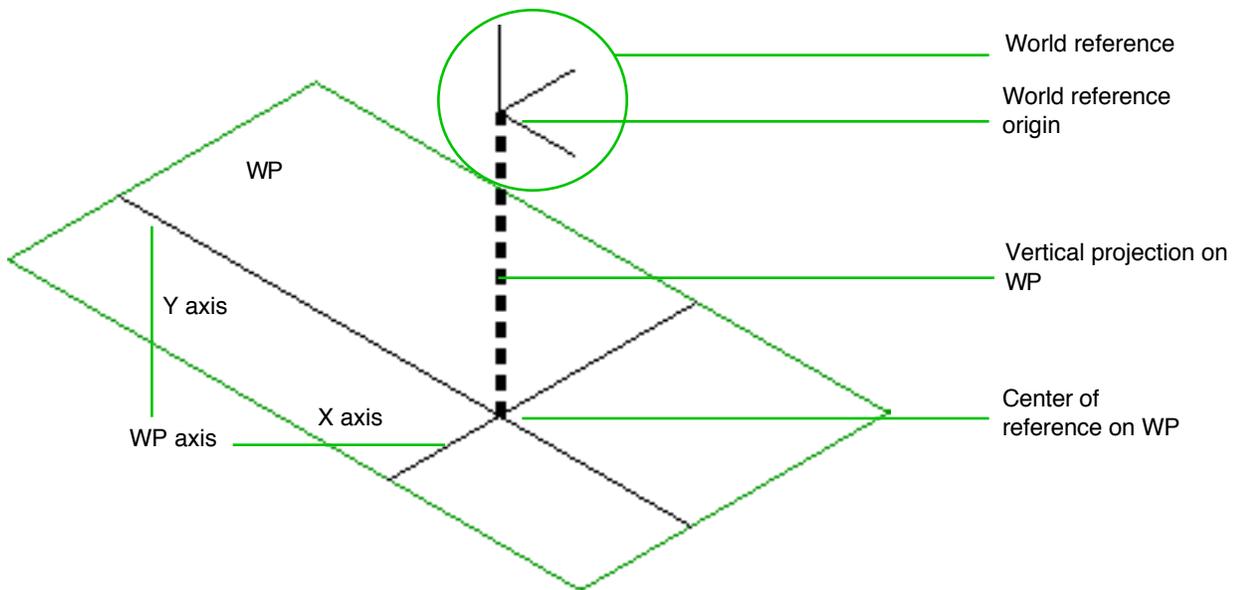


Type the distance relative to last clicked point in. It is the distance between the last clicked point and the currently edited point. Do not mistake this distance with the radius of the "WP polar" co-ordinates. Their values are identical if the WP is horizontal at zero altitude, which is often the case. If the WP is at another position, the two values are different.

#### WP axes



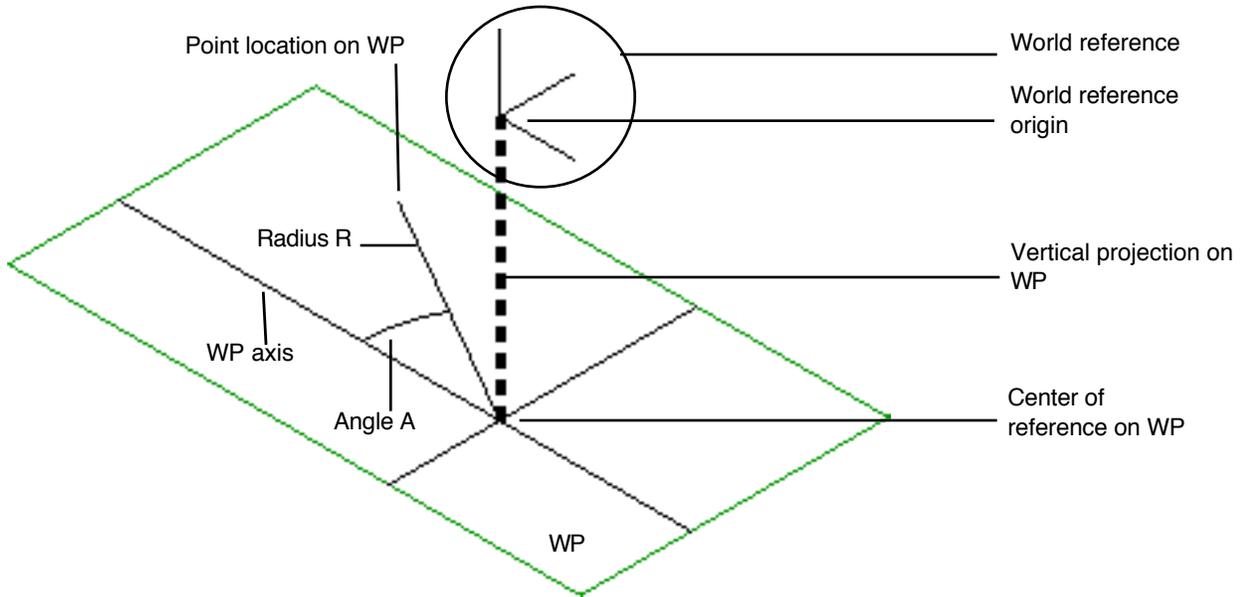
Type the clicked point co-ordinates relative to a reference on the WP. The reference axes are on the WP. The reference center is on the WP. It is the absolute reference center (0,0,0) vertically projected on the WP. Working in relative co-ordinates mode, the last clicked point vertical projection is used as reference origine on the WP.



WP polar

<input type="radio"/> WP Polar
R 80
A -180.000000

As for the “WP axis” mode, type the clicked point co-ordinates on the Workplane. But here, the co-ordinates are polar: R is the radius and A is the vector angle and both are relative to the reference center of WP. The angle A is displayed in degrees.



The reference WP axis is the horizontal axis, meaning the axis which is horizontal on the screen when the display is “Cut at WP” (see View menu).

Views	
Top view	⌘1
Section	⌘2
Section Elev	⌘3
Previous Axo	⌘4
Conical Setup	⌘5
Last Hidden Line	⌘6
Previous Conical	⌘7
Section @ WP	⌘=
West Elevation	⌘8
South Elevation	⌘9
East Elevation	
North Elevation	
OpenGL Preview...	⌘0

## Command list

A button with the text "Revert" inside a rounded rectangular border.

Click on the "Revert" button to erase the keyboard input co-ordinates and take new mouse click co-ordinates.

A button with the text "Ignore" inside a rounded rectangular border.

Click on the "Ignore" button to quit the dialog not taking the keyboard input values into account. The last clicked point is also not taken into account. So we are back to the situation just before the function call mouse click.

A button with the text "OK" inside a rounded rectangular border.

The "OK" button quits the numeric control dialog and applies the numeric values to the last clicked point.



### Notice: co-ordinates numeric values

The co-ordinates displayed in the numeric control dialog are in the current measure units. (Another unit can be selected in the Units manager). The displayed values are not exact but rounded so to be shown in the current units. For instance if the current unit is cm, a co-ordinate of exact value 12,345 cm will be shown as "12" or "12 cm". Nevertheless the co-ordinate value still is 12,345 cm despite the displayed rounded value.

To input a new value, type it in the corresponding checkbox of the co-ordinate. The value will be evaluated following the current units. The input value can be displayed the same as the clicked value, but still having a different value.

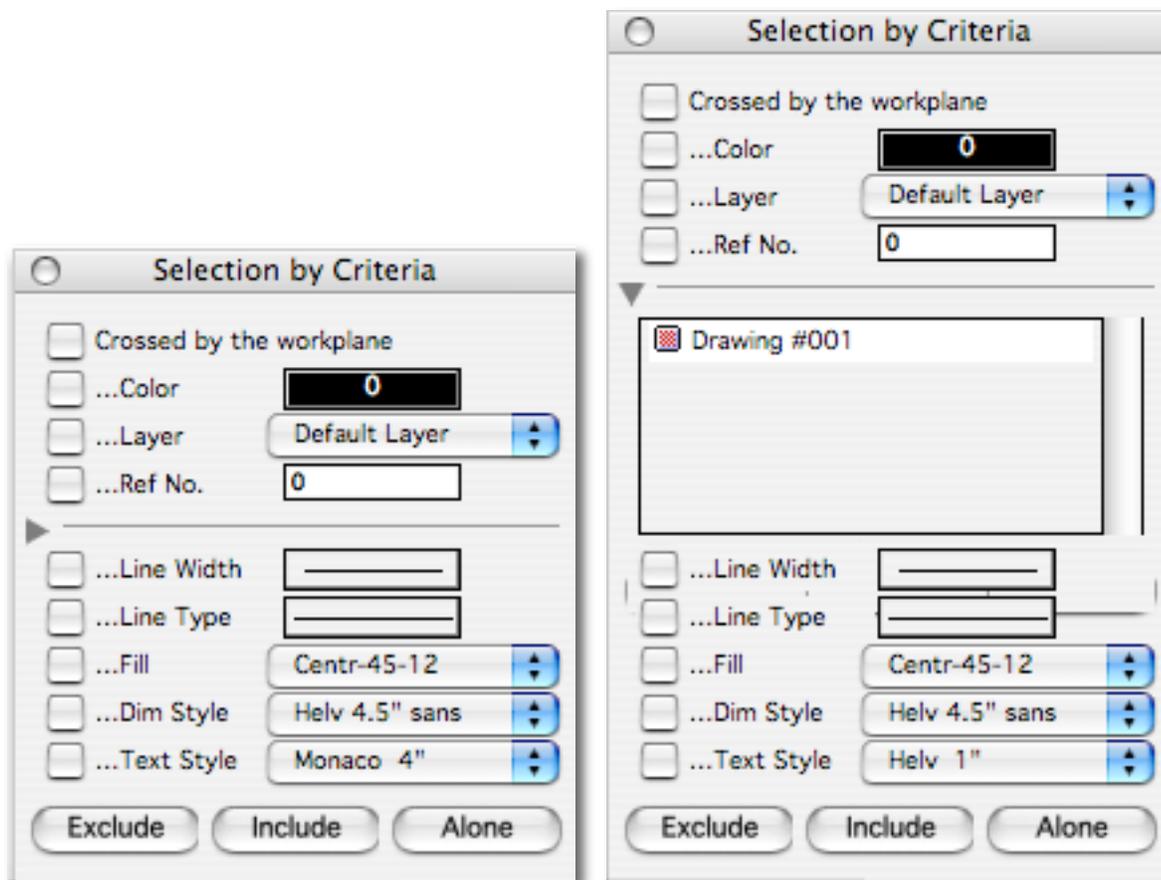
In the previous exemple, the clicked value was 12,345 cm displayed as 12 cm. With no modification of this co-ordinate, the value stays 12,345 cm even though displayed as 12 cm. If, on the other hand, one enters 12 cm from the keyboard, the value is set to 12,000 cm, and so, displayed as 12 cm still.



## Selection by Criteria



This dialog allows the selection of objects by their attributes.



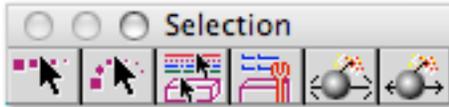
Preference: Frequent use of the criteria selection

If one often uses the criteria selection dialog, in a personal work method, it can be permanently left on display. The dialog usage will then be similar to the one for the Cursor palette or the Workplane palette.

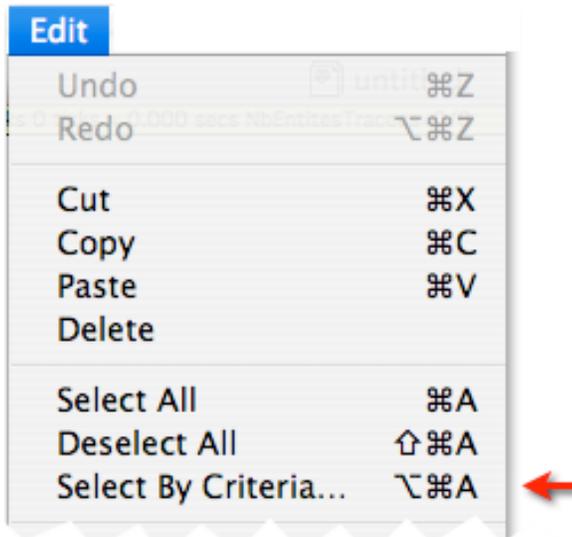
### Dialog call

There are a few ways to call the “criteria selection” dialog up:

- From the selection palette, click on “Criteria selection” icon



- From the Selection menu, select the “Criteria selection” item



- By the keyboard command  $\text{⌘} \text{⌥} \text{A}$

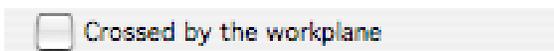
### Dialog use

The dialog holds a criteria list and three selection buttons.

The selection buttons take effect on all the objects respecting the selected criterias at the same time. The hidden objects (by the commands “Hide selection”, “Invert hidden”, etc). can never be selected. To make them selectable, first make them visible.

Once the selection criteria is chosen, the three buttons “Include”, “Exclude” and “Exclusive” act on the current selection.

### Criteria list



If this checkbox is marked, the selection will act on objects intersecting the WP. This criteria is mainly used in two cases:

- To select blocks located at a specific level (altitude), blocks of the second storey for instance.
- To select 2D objects located on a plan, for instance, dimensions on the ground floor plan.



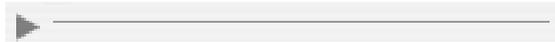
To use this criteria, mark the checkbox and choose a color. The selection will act on the objects so colored.



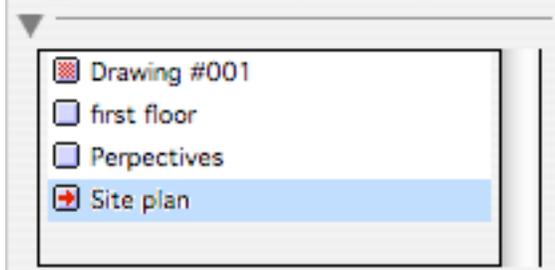
This criteria allow the selection of objects on a particular layer.



Each object has a “Reference number” attribut. This criteria allow the selection of objects assigned with a specific reference number.



Click on the arrow left of this criteria, a frame drops down showing the drawing list of the project. The selection will act on objects assigned at some drawings and not assigned at some others.



Each drawing is preceded by a checkbox which can take one of three forms:

- The drawing is not taken into account to define the selection
- An object must not be assigned to this drawing to be selectable
- An object must be assigned to this drawing to be selectable

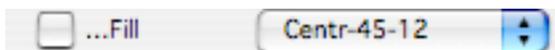
Thus the selection will act only on objects assigned to drawings indicated by the checkbox  and not assigned to drawings preceded by the checkbox . For the drawings not to act as selection criteria, all the drawings must be preceded by the checkbox .



Line width: this selection criteria allow the selection of 2D objects based upon their line width.



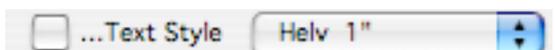
Line style: this selection criteria allow the selection of 2D objects based upon their line width.



Fill & regions: this selection criteria allow the selection of fill and regions (room perimeter) based upon their fill style.



Dimension style: this selection criteria allow the selection of dimension objects based upon their dimension style.



Text style: this selection criteria allow the selection of text objects based upon their text style.

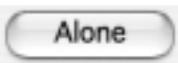
## Command list

A button with the text "Exclude" inside a rounded rectangular frame.

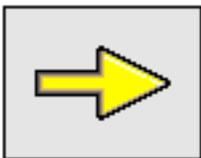
Clicking this button, the objects of the selection set wearing all of the selection criterias at the same time are retrieved of the current selection. This button is an "Unselect" command.

A button with the text "Include" inside a rounded rectangular frame.

Clicking this button, the objects of the selection set wearing all of the selection criterias at the same time are added to the current selection.

A button with the text "Alone" inside a rounded rectangular frame.

This button also acts on the objects of the selection set wearing all of the selection criterias at the same time. The corresponding objects in the selection are retrieved and the corresponding objects not in the selection are added to the selection.



Complement: See "Selection" tool palette.

The "Selection" tool palette holds selection tools complementary to the "Criteria Selection" dialog.