Touch Panel Operation

Drawing with a finger or a pen on a touch screen is different from drawing with a mouse.Some important points to keep in mind when drawing on a touch screen are explained below.

1. Snap to Grid
For greater accuracy when drawing using a touch screen it is helpful to turn on the "Snap to Grid" function. After setting "Grid Spacing" in the "Layout" menu to an appropriate value select "Snap to Grid" in the same menu. It is best to set the "Grid Spacing" to the smallest practical value for the scale that you have set.

2. Left Click
Tapping the screen once is the same as doing a left click with the mouse.

3. Right Click
A number of operations in Ez-Architect require that you use a right click. When drawing on a touch screen without a mouse other operations are substituted for a right click.
Color Palette : Right clicking on a color in the Color Palette sets the colors of lines and text. On a touch screen press on the color for an extended time for the same effect.
Tools : Continuous drawing tools, such as the continuous wall tools and the polygon tool, use a right click to finish the drawing operation. With a touch screen this is achieved by tapping quickly twice on the screen.

4. Double Click
To perform a double click tap twice on the screen.

5. Dragging the Mouse
Dragging the mouse is used to select objects and also to move objects and palettes. On a touch screen this is done by placing a finger or pen on the screen and moving it while keeping it in contact with the screen.

6. Continuous Drawing Tools (Continuous Wall tools, Polygon tool etc.)

Method 1 (Dimensions display while drawing.)
Place your finger or pen where you want to commence drawing the object, and, while keeping it in contact with the screen move it to the first vertex or corner. Remove the pen or finger temporarily from the screen, then replace it and move it to the second vertex or corner. Keep repeating this process and tap twice on the screen to finish.

Method 2 (Dimensions do not display while drawing.)
Tap on the screen where you want to commence drawing the object. Next tap at the position of the first vertex or corner, then at the position of the second vertex or corner and keep repeating this process. Tap twice to finish.

7. Keyboard Arrow Keys

Dragging small objects, especially transparent objects, with your finger can be difficult. It is often easier to select them (choose the Arrow tool from the tool bar and then drag your finger over the object) and then use the virtual keyboard arrow keys to move them. As the smaller virtual keyboards lack up and down arrow keys you will need to select the extended keyboard.

8.Handle Size

When an object is selected small black squares called handles display around it. You can adjust the size of objects by dragging these handles.To make them easier to drag with your finger you can make these handles bigger by changing the "Drag Handle Size" setting in "Preferences" in the "Options" menu.

9.Key Buttons

The Shift and Ctrl keys on the keyboard are used for some operations in Ez-Architect. The Key buttons at the top right of the screen (only visible when Large Palettes are set) can be used in place of these keys. Tapping the Shift and Ctrl key buttons is the same as holding down the Shift and Ctrl keys. Tapping them again releases them. Tapping the Delete key button deletes any objects that are selected. The Key Buttons do not function when clicked with a mouse. The Assist Key menu can be used in place of the Key Buttons.

10. Magnification and Reduction

Selecting the Magnifying Glass (Zoom Tool) in the tool bar and then tapping the screen magnifies the drawing. To make the drawing smaller first tap the Ctrl key and then use the Zoom Tool.