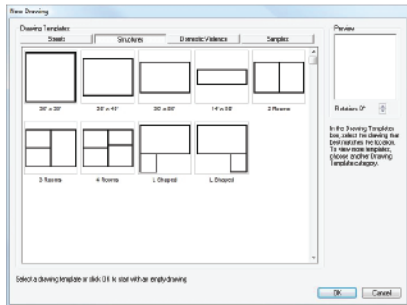


Get Started



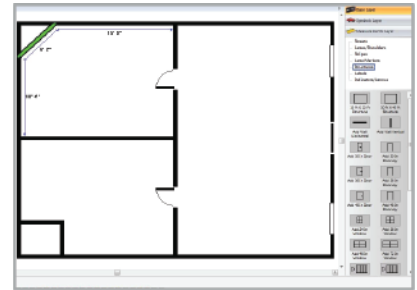
1. Pick a basic building layout

- a. Select a template that is close to the building layout you need.
- b. Or, you can begin with a street layout or domestic violence injury diagram.



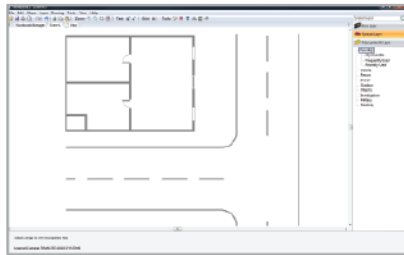
2. Modify the building as needed

- Drag new walls, windows and doors onto the building. Walls can also be angled.
- You may also create other buildings by dragging a new building from the symbols area on the right.



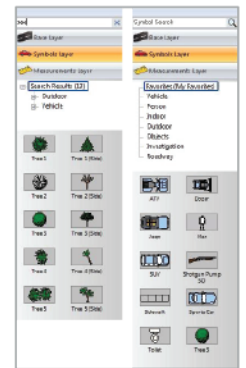
3. Move to the Symbols layer

- Add streets using the tools on the right. Navigate to the Symbols layer to find additional objects.



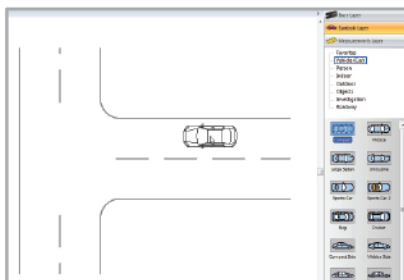
4. Symbol Search and Favorites

- Search for a specific symbol by typing the name of that symbol into the Symbol Search box.
- Create a library of your favorite symbols by right clicking on the symbol and selecting Add to Favorites. You can also view your Frequently Used and Recently Used symbols.



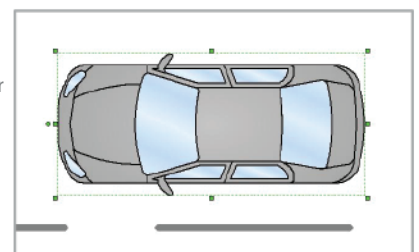
5. Drag on vehicles and objects

- Objects are found on the right. If you want an object, simply drag it onto the scene.



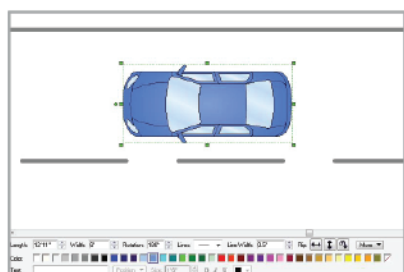
6. Use the green handles

- When you select an object, little green symbols appear, called handles. A green handle indicates you can alter the object in some way...
- Use the circle to rotate the object.
- Use the squares to shrink, enlarge, fatten or lengthen the object.



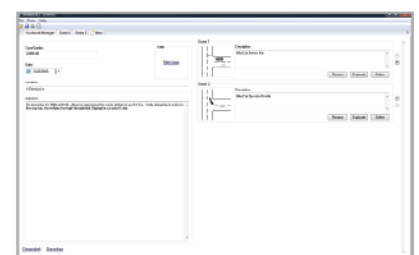
7. Use the properties bar

- Whenever you select an object, keep a close eye on the properties bar at the bottom of the screen. From here you can make many changes to an object. For example, you can:
 - Name the object.
 - Change its color.
 - Flip a vehicle over or on its side...and much more.



8. Manage your case workbook

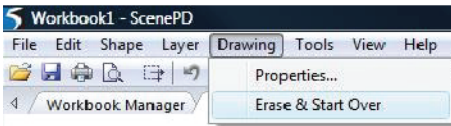
- Organize your Scene(s) by giving them a...
 - Case Number
 - Location
 - Narrative
 - Date
 - Description
- You can also customize these labels to the information you need for your case. Select a custom logo for your report.



Useful Tips



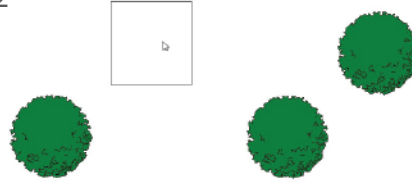
1



Start your drawing over from scratch

- Go to Drawing on the menu, and select Erase and Start Over.

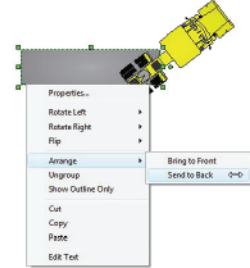
2



Copy an object quickly

- Hold down the CTRL key, then drag the object to a new location...and release the mouse button.

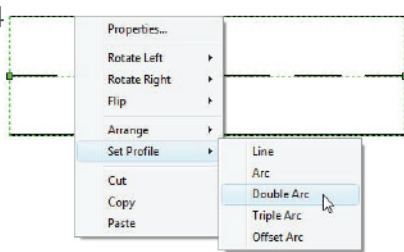
3



Arrange object in Front or Back

- Right-click on the item.
- Select Arrange, Bring to Front.

4



Make an S-Curve

- Right-click on the street. Pick Set Profile, Double (or Triple) Arc.

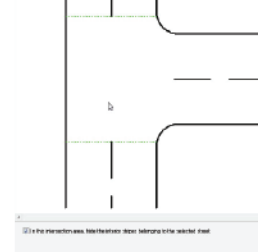
5



Alter a curb return

- Click the curb return.
- Edit the curb return by either using the green handles or the properties bar in the lower left corner.

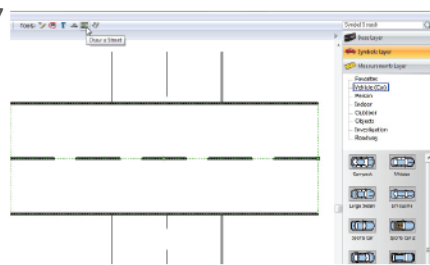
6



Make stripes appear where two streets meet

- Click the street.
- Click again where the striping is missing.
- Uncheck the "hide stripes" box.

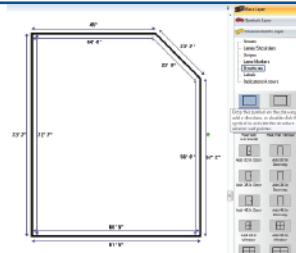
7



Make an overpass

- Using the Streets tool
- ...draw the higher street on the Symbols layer.

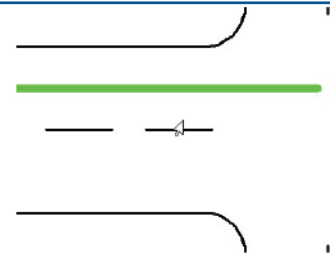
8



Draw an odd shaped building

- Double click on the building icon.
- Click once to start the "Wall Painter", clicking again at every stop point.
- Double click again when you reach your end point.

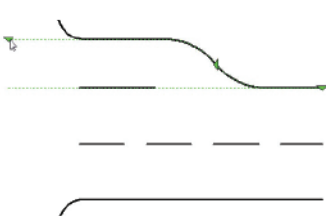
9



Select a stripe, road edge or single lane.

- Click the street.
- Click again directly on the stripe or lane you want to select.

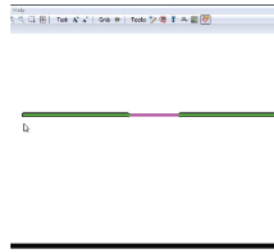
10



Create a turn bay

- Select the stripe (see Tip 9)
- Drag the stripe's green control triangle to open up the turn bay.

11



Hide unwanted striping

- On the toolbar click the Eraser tool.
- Drag the eraser along the stripe that you want to remove.