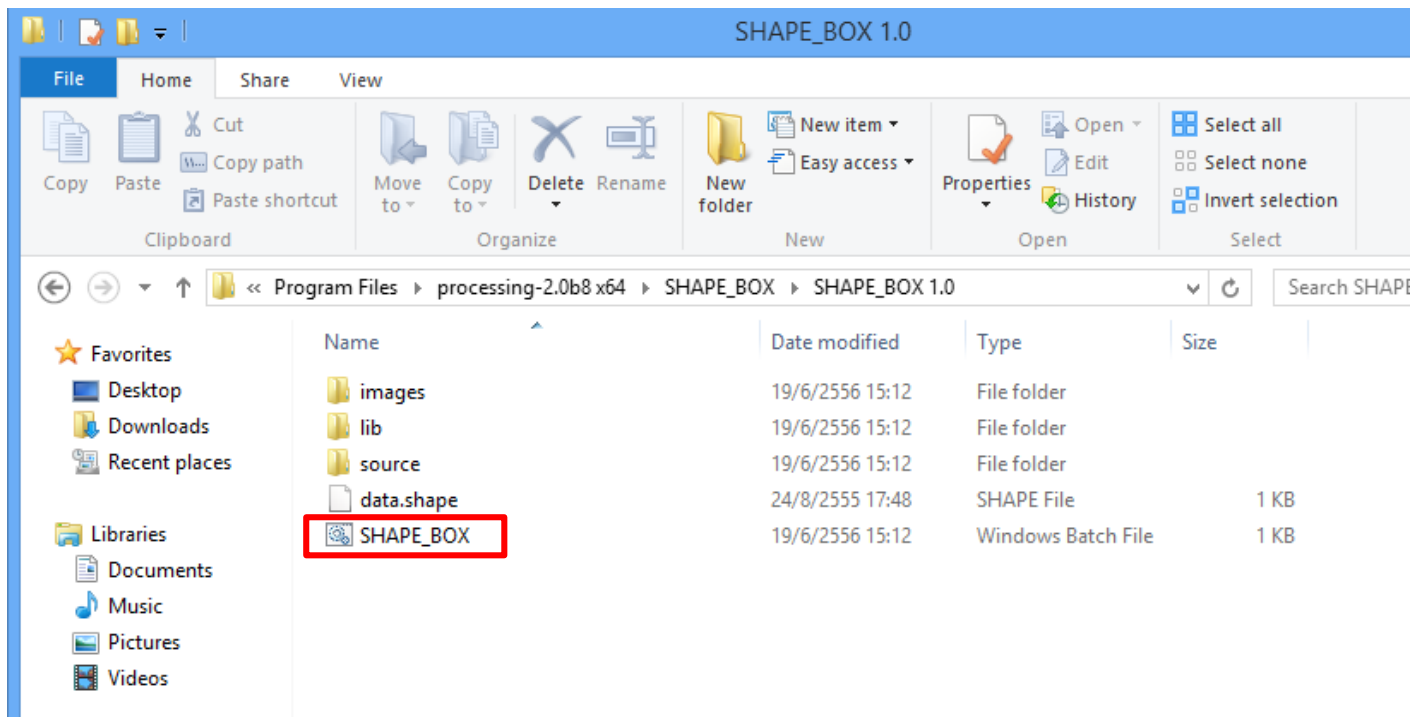


HOW TO USE PROGRAM

[SHAPEBOX Beta 1.0]

>> Chapter 1 : How to run the program

1. Extract folder from .rar file.
2. Go inside "SHAPE_BOX 1.0" folder.
3. Double click on "SHAPE_BOX.bat".



>> Chapter 2 : Program Interface

1. This program have divided into 5 modules

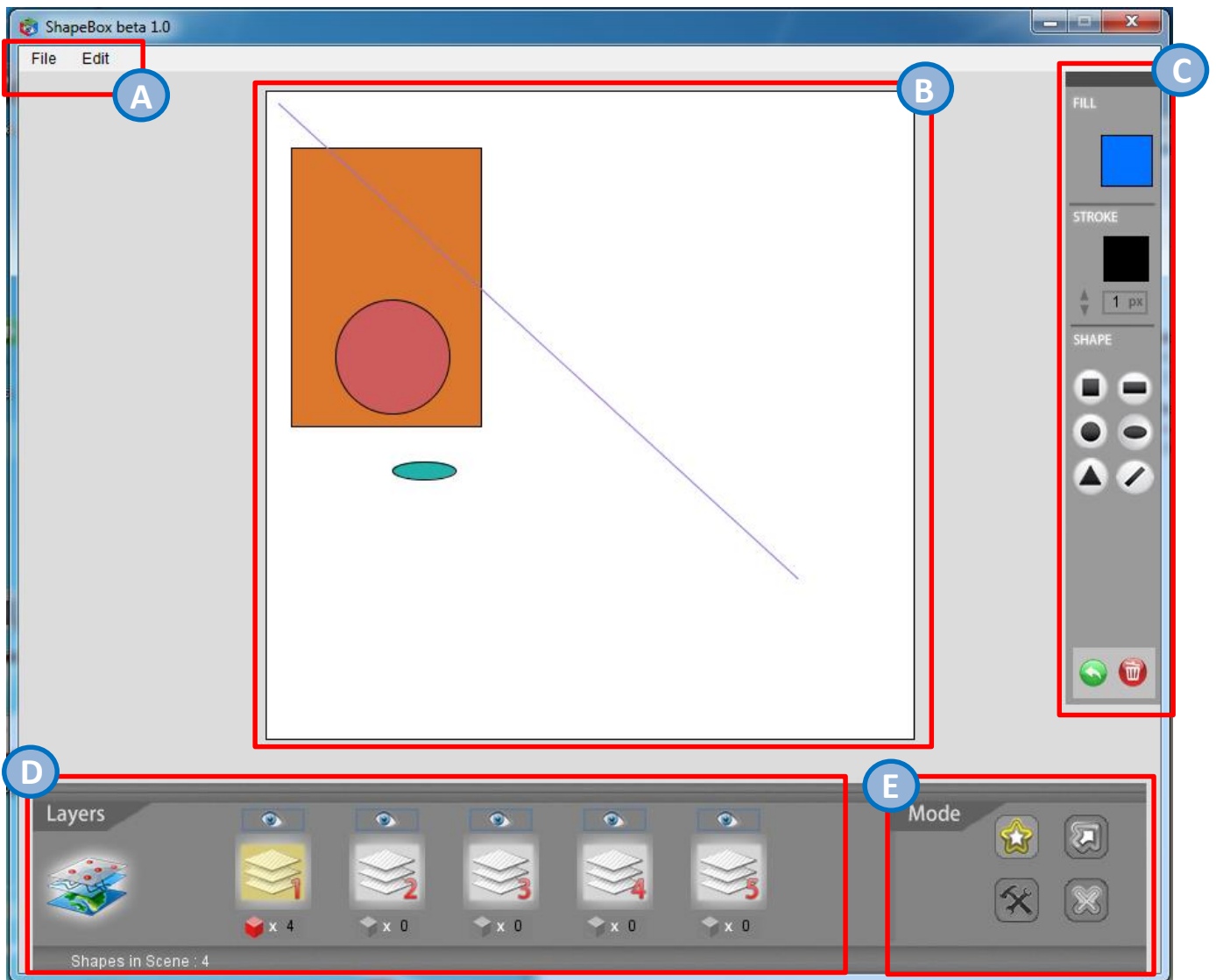
A. Menu Bar

B. Canvas

C. Toolbar

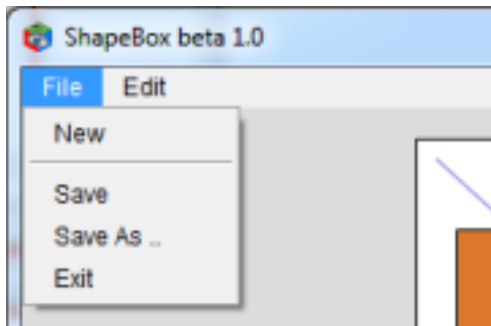
D. Layer Panel

E. Mode Panel



A. Menu Bar

File >



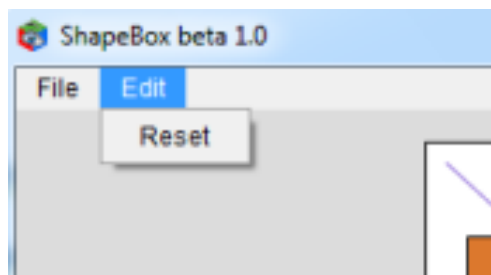
[**New**] - turn everything to blank .

[**Save**] - Save / Replace current file .

[**Save As**] - Save to another file .

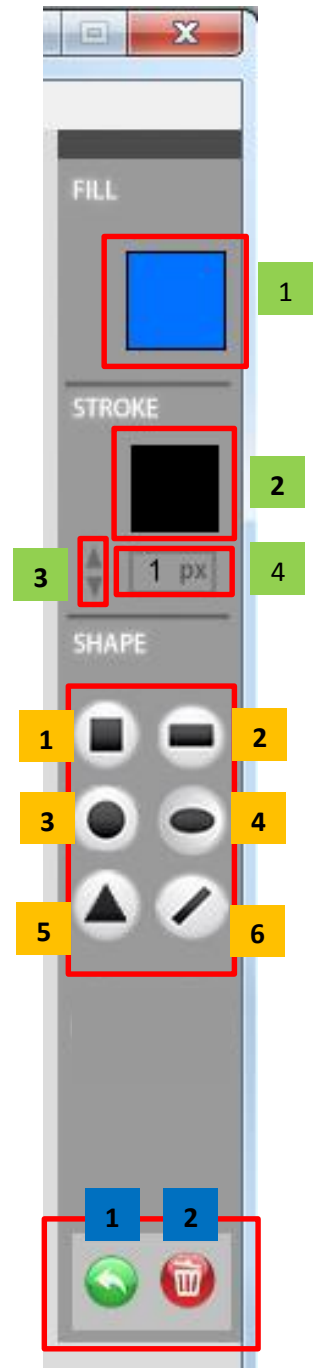
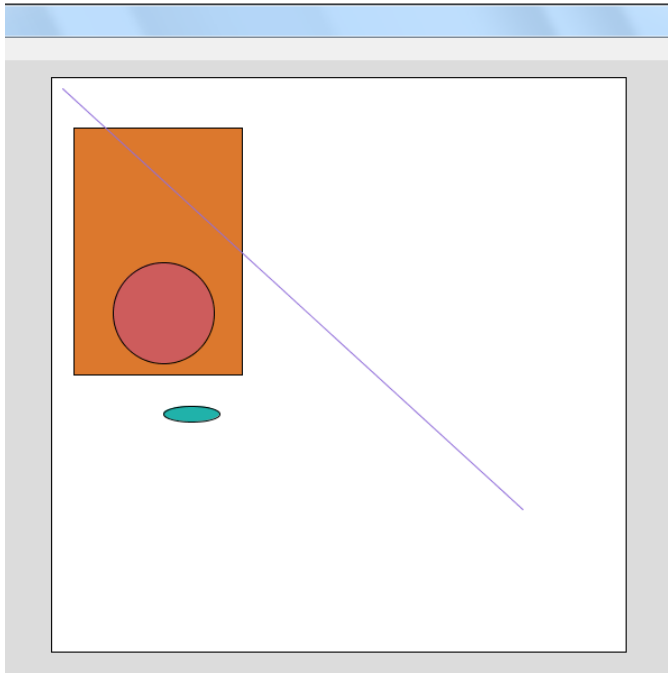
[**Exit**] - Exit from the program .

Edit >



[**Reset**] - Reset everything to initial state of current file .

B. Canvas - Output of every shapes



C. Toolbar

Fill > [1] - Change current shape color

[2] - Change current stroke color

Stroke > [3] - Change **output** stroke weight

[4] - Show current **output** stroke weight

Shape > [1] - Create Square [2] - Create Rectangle

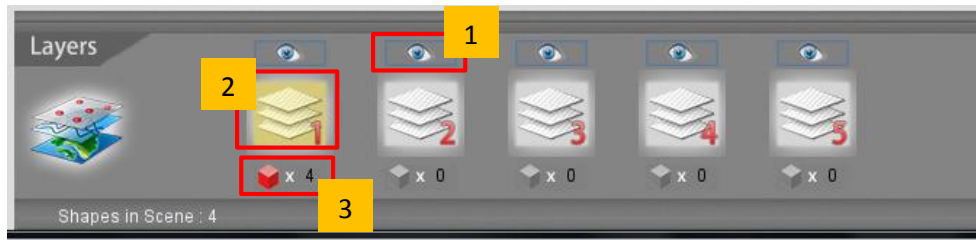
[3] - Create Circle [4] - Create Ellipse

[5] - Create Triangle [6] - Create Line

Tool > [1] - Reset fill color and stroke color

[2] - Delete All shape in current layer

D. Layer Panel



[1] - Visible Layer ** Click(on/off)

[2] - Current Layer ** Click another to switch layer

[3] - Number of Shape in each Layer

E. Layer Panel - Change mode of program

Create Mode > Use to create new shapes

Move Mode > **Cannot be use right now

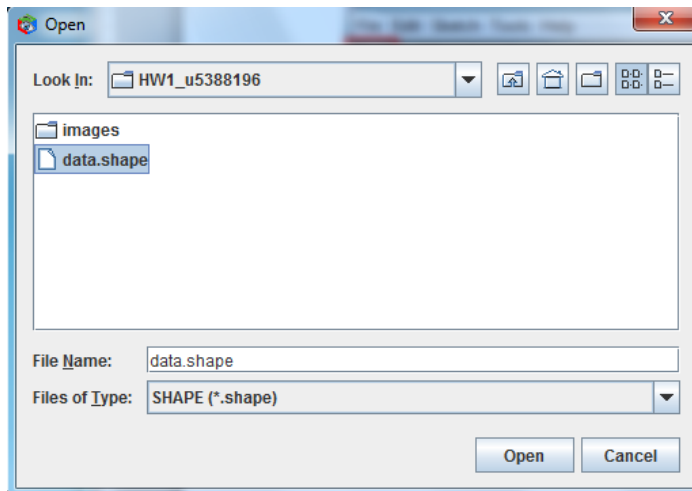
Edit Mode > Use to edit shape in the canvas

Delete Mode > Use to delete selected shape in the canvas



>> Chapter 3 : How to use

* SELECT FILE >>

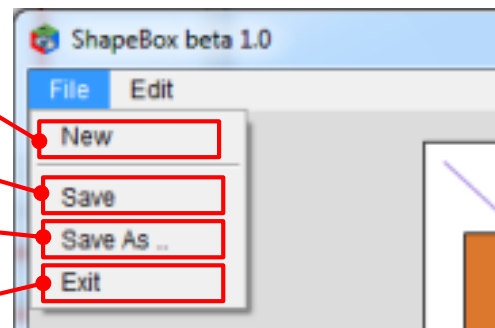


* NEW SCENE >>

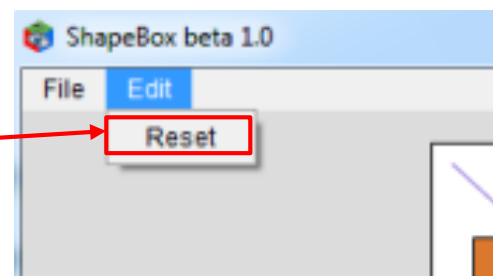
* SAVE FILE >>

* SAVE AS FILE >>

* EXIT PROGRAM >>



* RESET SCENE >>



* CHANGE CURRENT FILL COLOR >>

* CHANGE CURRENT STROKE COLOR >>

* CHANGE OUTPUT STROKE WEIGHT >>

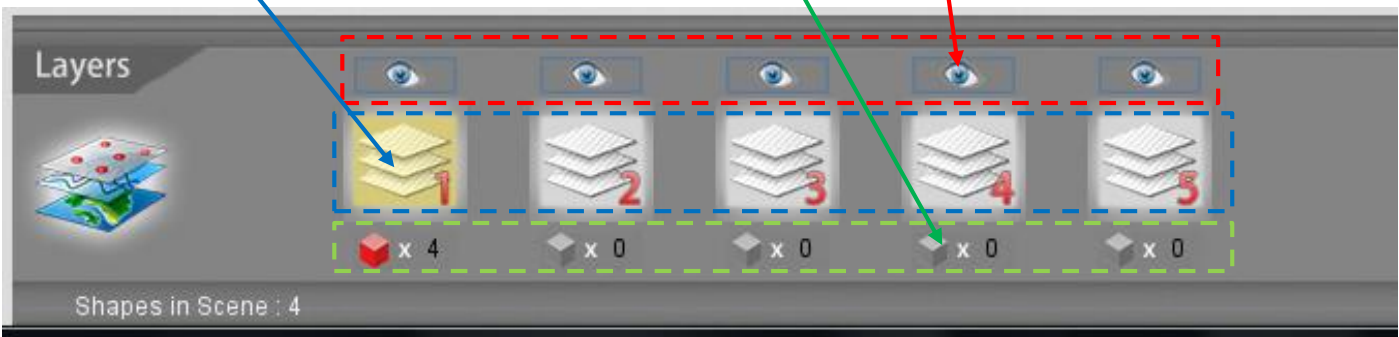
* CLEAR CURRENT LAYER >>

* RESET CURRENT (FILL,STROKE) COLOR >>

* NUMBER OF SHAPES IN LAYER

* ON/OFF LAYER

* CHANGE CURRENT LAYER



* **CREATE NEW SHAPE** >>

* **EDIT SELECTED SHAPE** >>

* **DELETE SELECTED SHAPE** >>



* **MOVE SELECTED SHAPE** >> cannot be used right now (time's up)