

THE MICROSPOT COMMUNITY MAGAZINE

Micro • Life

Issue 1: January 2011

Upgrade • Update • Release Information

MacDraft Version 6

FASTER & MORE EFFICIENT

Tips & Tricks

Helpful hints to guide your way

Fun Zone: Games • Challenges • Quizzes



PLUS! Included in this issue

25th Anniversary

Learn more about how far MacDraft has come and where it all began.

Tutorials...

- How to draw a basic 3D object in MacDraft V.6
- 2D Plan to 3D Model, linking MacDraft and Interiors



The latest examples
Renders & Drawings





MICROSPOT MACDRAFT PROFESSIONAL

A COMPLETE DRAFTING ENVIRONMENT
POWERFUL 2D DESIGN, DRAFTING AND
TECHNICAL ILLUSTRATION IN ONE
EASY-TO-USE AND AFFORDABLE PACKAGE

MICROSPOT
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Micro•Life: It's our new Microspot Community Magazine

HAVE YOUR OWN MICRO LIFE, YOUR SOURCE FOR ALL THAT IS MICROSPOT AND MORE...



Here at Microspot the team is excited by the possibilities of our new Community Magazine. The Micro•Life Magazine is your one-stop-place for all that is Microspot, offering important information on available updates and upgrades including recent releases from our software house as well as important resources that are and will be available to our users. Not only will the magazine include information and news, but will give recent tutorials, tips and hints, a gallery zone (containing example work) and hopefully in time a customer zone where you, our users can submit your work to us, so that we can show it off to the rest of the community.

It is important to us that our customers are happy and that they have all of the resources they need. This can be from simple things such as online help and support, to tutorials and resources for our software.

The new Micro•Life Magazine has coincided with the 25th anniversary of MacDraft and its new release, version 6.0. So it is only right that the main feature of this, our first community venture, is the release MacDraft Version 6. In this issue we will describe in detail all of the new features of MacDraft 6 and what you can hope to achieve from using it. We will also be looking at our new Facebook page as well our resident Macdraft Professor (Dilbert Weinstein). Also included in this issue will be the "2D Plan to 3D Model" tutorial, showing how MacDraft and our 3D product (Interiors Professional) can work together and a new "How to Draw a Basic 3D Object" tutorial for our MacDraft users.

We hope you enjoy the start of what we can only hope is going to be something great.

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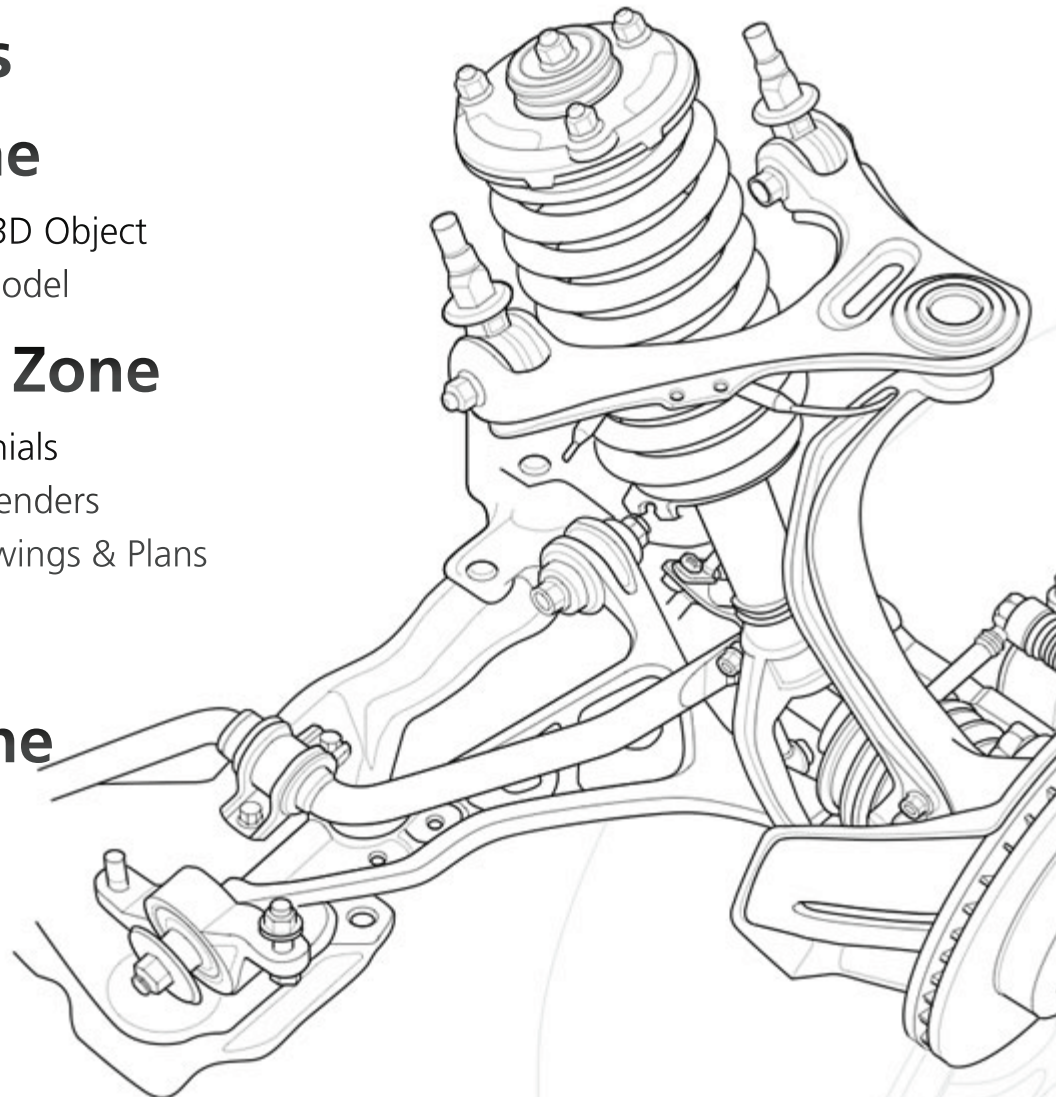
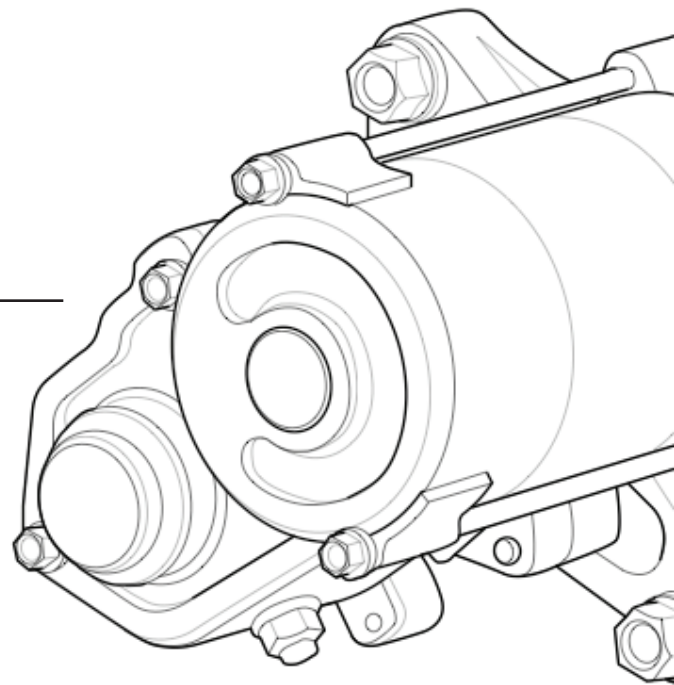
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MICROSPOT MACDRAFT PERSONAL EDITION

AN ILLUSTRATIVE GRAPHIC DESIGN SOLUTION
VECTOR BASED GRAPHIC DESIGN AND
ILLUSTRATION IN ONE EASY-TO-USE AND
AFFORDABLE PACKAGE

MICROSPOT
The logo graphic consists of a horizontal line that ends in a stylized, white, handwritten-style 'M' shape.

MacDraft Version 6 has arrived and its faster and more efficient than ever before...

Product release date: 14th September 2010

Exciting news came from the Microspot camp on the 14th of September this year, we announced the release of version 6.0 of the MacDraft range. Alongside this, there were cheers throughout the weeks post release as the celebrations for MacDraft's 25th Anniversary were in full swing, while the new version met with success throughout the market.

The new version is a major new release of the program that was first sold in 1985 to compete with Apple's MacDraw. It is a tribute to the quality, ease of use and popularity of this product that it has survived and developed into a powerful 2D design, drafting and technical illustration program for users of all levels.

What's new in version 6.0?

PALETTES One of the most significant improvements to operating efficiency and speed is the new drag and drop library palette/media browser which is the same as used in Microspot Interiors. It makes access to multiple libraries much easier and faster than before. It also works with iPhoto for image dropping and images can be dragged straight in from the desktop.

The Layers Palette has also been redesigned to allow easier manipulation of multi-layer documents and is more consistent with other programs. Now that the palette stays in view it gives a continuous indication of what is showing in the document window. Merging of layers is now also undoable.

IMAGES The handling of images has been vastly improved with the addition of an Image menu containing many new controls for image manipulation meaning images do not need to be pre-processed in other image editing applications saving enormous amounts of time. The new functions allow you to adjust the brightness contrast and RGB values, to blur or sharpen the image, to adjust levels, hue and saturation, apply Autofix and some simple filters.

Export Image enables the processed image to be transferred to other applications in many different formats so changes are not lost. To compliment this the resize palette has been improved so images can be resized easily by dpi, pixel

size or unit size, each one independent of each other. You can also lock each one so its not effected by a change made to the others. Canvas controls allow borders to be added with different colors and transparencies and images can also be cropped very precisely, again saving time in pre-editing. The image can also have an outline that can have line thickness, color, transparency, texture and even dashing applied to it.

TOOLBAR This new customizable toolbar will be immediately apparent to you. A large number of menu commands can be accessed there, greatly increasing the speed of working and drawing efficiency. You can change the size and view of the toolbar items to save space.



FILE FORMAT & CO-ORD SYSTEM MacDraft has undergone some major changes that are not immediately apparent to the user. We have totally changed the co-ordinate system so it can be much more accurate and the new file format has been built with plenty of room for future expansion so the new features in this version are only a foretaste of what can be done in the future without another format change.

The new format has allowed us to increase the maximum drawing size to over 14' 10" (4.5m) square. This is ten times the area of the previous version meaning you can put more than one large drawing on one sheet and so simplify the drawing process. The size that the drawing is displayed is now adjusted to the LCD monitor resolution. This was necessary because, as monitor resolution has increased, the actual size of the page on screen has been reducing so the drawings were looking smaller. It has allowed us to make the paper size more realistic, so 1" looks more like 1", which makes it easier to draw without zooming and therefore faster. To go with this the rulers are now larger on higher resolution screens and have more realistic divisions that change with the scale units being used so in decimal inches they are divided into ten and in fractional inches divided into 8 or 16 etc. making them much more readable and easier to use than before. Added to all this you can now type in your own customizable scales to fill in any gaps in the default scales making the product much more flexible.

OTHER The DWG/DXF import and export has been updated and improved and now supports later file types improving usability. Some other more minor improvements include a simplification of drawing

technique so objects can be initiated with a click instead of a drag bringing MacDraft into line with other drawing programs and objects can be duplicated with Option Drag again like other programs. This can also be used with shift to constrain the new object which will usually make positioning much easier. To prevent loss of text when printing we have added paragraph text feedback so if the text does not fit in the text box and may be obscured when printed, a red border is drawn around it and a warning dialog appears. This helps to prevent printing with incomplete text which saves time, paper and ink.

MacDraft 6 is now bigger, faster in use, with more capabilities especially with images, but is still easy to learn and easy to use. No other professional drafting program has the intuitive interface

of MacDraft which means you can be productive in a much shorter time and with the improved library function you need never draw the same thing twice. MacDraft is used by seasoned professionals and hobbyists it produces accurate scale drawings for architecture, engineering, graphic design, diagrams and absolutely anything else you wish to draw. MacDraft is especially suitable for first time computer drafters who find it much easier to understand than other drawing programs.

Note MacDraft Personal Edition has also been updated and now supports up to five layers and includes all the above improvements except the increased paper size. As it also does not import or export DWG/DXF files there are no improvements there. View the website for more information.



Microspot joins Facebook

Socially networking...

Social networking seems to have become the most fashionable thing to do. Chatting with mates, swapping photos, playing games and much, much more. There is also an element of popularity that comes with Facebook, how many friends do you have? How many tagged photos and have I kept my status up to date? Well Microspot has asked themselves similar questions, are our customers happy? Is there anything else we can do to help? What do they think of our software? What kind of things do they design? So we have decided to join in with the success that Facebook has had, in a hope that our customers may wish to use it to discuss, drop messages, view example work and even leave reviews.

The Facebook Crew

MICROSPOT CONNECTING WITH ITS PEOPLE

It is important in the software industry that the users have the opportunity to voice their opinions, may in be in the form of a chat, feature request, review or even a rant. Giving them the chance to link to us through Facebook shows that we are recognizing what this social networking can do to improve our customer relations. Its not enough to give users a support system or a forum, we have gone the extra mile to give them a place they can go and interact with what is familiar to them.

Discussions

Join in discussions regarding what is going on at Microspot. Even start your own thread that you feel is of interest. These discussions can be directed at the company itself or of general nature for public response.

Reviews & Gallery

One of the most important material aspects for a software company, as this gives them an idea of what the users think of their software. Here is where we will take constructive criticism on board and hope to better our products with your requests. No piece of software is ever perfect and it is our customers that know how we can make it better. Either by improving the user interface or adding new features to increase the quality.

There is also a selection of work that was created using our software. This can help our users to understand the capabilities.



DWG Viewer & Bug Fixing

Providing solutions to your problems...

Microspot DWG Viewer | UPCOMING NEW RELEASE

After the successful release of the 25th anniversary edition of MacDraft, being version 6.0, Microspot has diverted their attention to updating and releasing a new version of DWG Viewer.

DWG Viewer is a simple yet effective application that allows user to view DWG and DXF files on the mac, which is bridging the gap between the PC AutoCAD users who wish to view their

documents on a Macintosh computer. The new version will have the layers palette updated along with many fixes to the way that the files are read in. In addition to this Microspot are updating the DWG support to the latest 2011 file format for reading in DWG files.

DWG viewer allows you to read in the files, mark-up and annotate the drawings, then print or export them to PDF. It is great for you to be able

to look at drawings and annotate problems or changes and give them back to the sender as a PDF or print. In addition to this many other factors have been improved along with the implementation of a toolbar to aid you in your work, making it faster and more efficient than ever before.

Keep an eye out for the new release of Microspot DWG Viewer, coming soon.

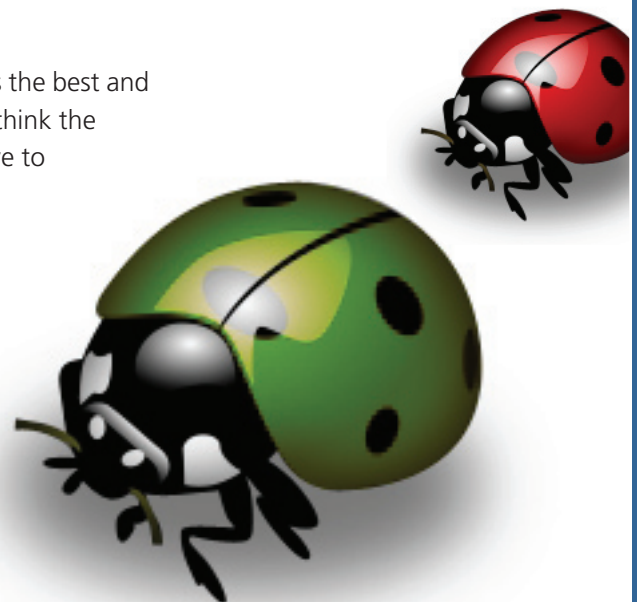
BUG FIXES for the current releases

Everybody knows, software is never released completely bug free, the challenge is not to try to get it that way, but to support our users with regular updates fixing any known bugs. Bugs can be in form of many different things, features requests, interface changes, file errors and the worst of all being crashes. We strive to work on fixing any issues that come up with our new releases as soon as we can and the issue incremental fixes to our customers free of charge.

It is important that when customers find the bugs, they report them to us, as the best and most efficient testing comes from our users. No matter how small you may think the problem is, it should always be noted, as sometimes the small ones can prove to be the most painful.

At this point in time we are looking at fixing some file reading issues with the new version of MacDraft, printing problems with old files and are hoping to implement the latest DWG file support. We also picked up on a problem with some non-Apple monitors not returning a value for the resolution. This caused issues with the page size and the document space not showing up.

Thankfully we can say that at this point the bugs that we have looked at since release are not major, so fingers crossed guys and keep an eye out for the latest updates, coming soon.



Prof. Weinstein here to help

Ask Dilbert Weinstein a question...



What if you could have a friend inside the Microspot team. Someone that you could turn to outside of support to help you with something, or maybe just somebody to have a chat with about things that may be on your mind. Well Dilbert Weinstein, who has been a MacDraft Professor for over 20 years is here to help. He has recently joined the Facebook frenzy and created himself an account and now he is looking for friends. You must remember when you first joined Facebook and found your friend list quite small, so help Professor Weinstein to build up his list. The more people there, the more people you can connect to, to discuss things. Dilbert had this to say on the recent release of MacDraft.

Step inside the mind of a genius!!

Greetings, my name is Dilbert and I have been a MacDraft Professor for 25 years now, wow!!! Impressive to say the least and still going strong. I've been asked to show you a few things about the latest version and what I've been working on recently. Well as you've probably noticed from the large title at the top, (if not that then the huge image maybe a give away), I am here today to talk to you about Illustration and what MacDraft offers in the way of Vector based drawing and how it can help to make your imagination come alive.

MacDraft's illustrative capabilities are often overlooked, well not any more, I am here to say that version 6.0 of MacDraft Pro and Macdraft PE gives you the opportunity to feed your creative side and produce vector illustrations that will rival other major vector based design tools on the market.

What have I been up to?

I was tasked with the design and development of the Bezier tool and it's interface. It was important to me that the tool gave you, the user the ability to create your own vector designs, keeping the interface as consistent with other applications. I am very passionate about my work here at Microspot and having been given the opportunity to give you advice, means a great deal.

With the completion of the new Bezier tool I was keen to see it in action and as a result began to work on illustrations as soon as I could. I have been working on so many different things ranging from technical illustrations to simple cartoon drawings. All are so easy to do, with the new Bezier tool. It works much like the Pen tools in most other vector apps, this gives you the chance to progress with your illustration techniques with ease. Drawing curves, constrained lines, tracing lines and complex shapes are just a few of the things that the new Bezier tool offers.

Feel free to ask me a question at the "Ask Dilbert Weinstein a question" topic in the MacDraft Professional section of the Microspot forum, you could even add me as a friend on Facebook... Hope to see you there.



Mac360° Software Review

By Ron McElfresh | Wednesday, September 15, 2010

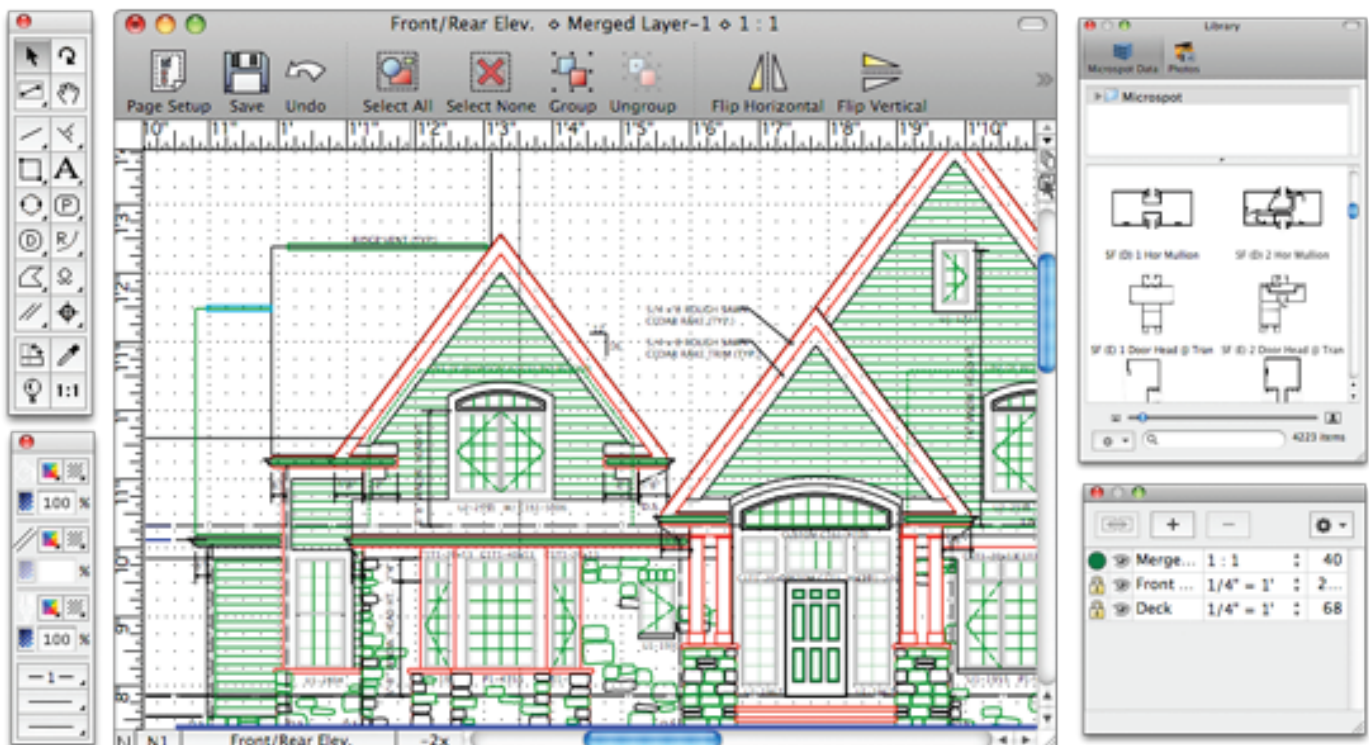


6 Ways This App is The Best Mac Drafting Tool Ever

Mac users my age may remember MacDraw, circa 1985. It was the first popular Mac vector drawing app. I used it to build newspaper ads (pre-Photoshop days), design floor and furniture layouts for remodeling, and do precise designs. MacDraw also gave me a look into the future of vector drawing. The future? Two words. Expensive. Features. Vector drawing, design, drafting, and 2D CAD is alive and well on the Mac. If you can afford it.

Drafting, CAD, Design, Oh My!

There are two things to note about the latest version of MacDraft, arguably the most popular, most used of Mac drafting and CAD-related apps. First, MacDraft is loaded with features. Second, MacDraft is not inexpensive. I don't remember the price tag on MacDraw back in the 20th century because I received it free from a friend who worked at Apple. Years later I picked up MacDraft but haven't had a need to use it in many years. Now I do. Now the surprise. MacDraft is a very powerful, feature-laden 2D drafting, design, and illustration tool. In typical Mac-like fashion, MacDraft still has the look and feel of the original apps of a few decades ago, yet is far more capable.

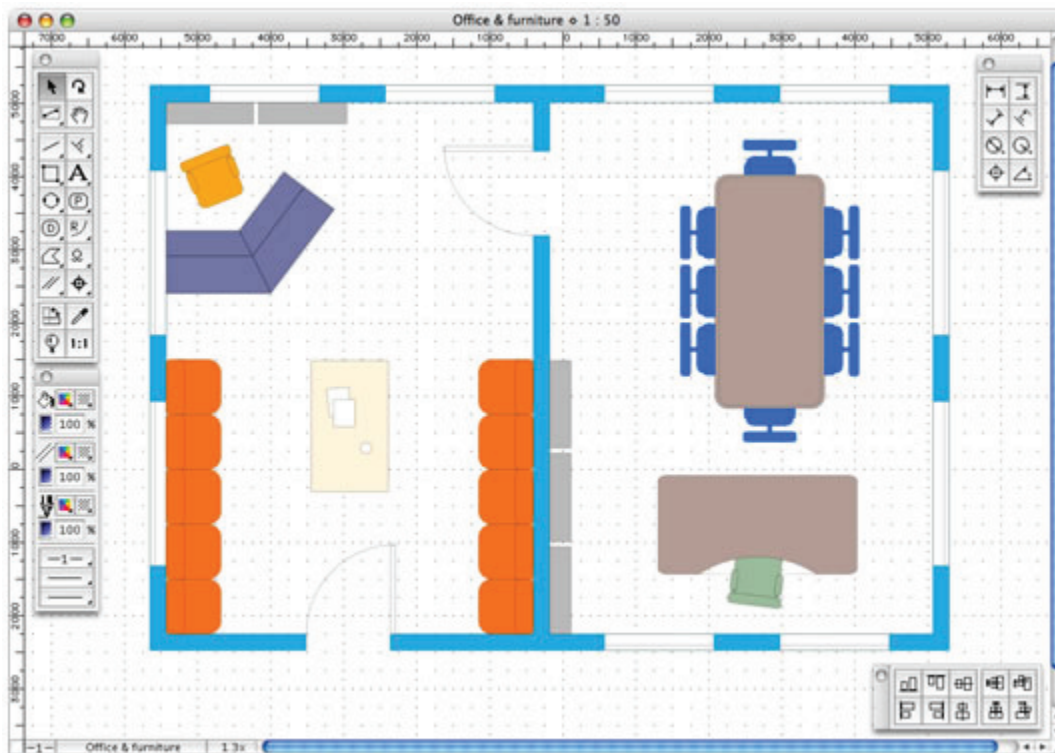


Tools abound in floating palettes, similar to Adobe's Illustrator. Whatever the design requirement, there's a tool with fine, granular controls, parallel lines, polygon tools, tools for tangents, perpendicular and parallel lines and edges. MacDraft advances to the 21st century with multiple layers, perfect for floor plans on one layer, electrical schematics on another layer, and design on yet another. Each layer can have different scales. What attracted me to the original MacDraw, then MacDraft of yesteryear was the accuracy and dimensions of objects. Everything has a size and each dimension gets pinpoint controls. These days, everything is about images and imports. MacDraft pulls in everything from PICT to GIF, from TIFF to JPEG and bit maps. Exports include PDFs, bit maps, JPEGs, PSD, JPEG, PICT, PNG, and TIFF.

The Times Are Changing

MacDraft is at once familiar for those of us with a longer history using such apps, yet the surprises are comfortable and immediately usable. For example, the Toolbar can be customized (like the Finder or many other Mac apps) so the tools you want are where you want them.

Layers can make a document highly complex, so MacDraft includes a Layers Palette which resembles other Mac apps, giving more control, and quicker accessibility. The Mac is about drag and drop and MacDraft joins the party with a Library Palette for images, including symbol libraries. The rulers can be adjusted for higher resolution screens.



The drawing size is a whopping 14 feet plus. Scales can be customized. And, for those of us who dabble but don't live in vector drawing, MacDraft comes with plenty of templates for specific projects.

What I like most about my re-acquaintance with MacDraft is familiarity. And price. PowerCAD is nearly three times the price. On the other end of the scale is CADintosh, about 1/10th the MacDraft price tag. CADtools is priced similarly but is an Adobe Illustrator plugin, not a standalone app. VectorWorks is a full-fledged 2D and 3D CAD solution with a hefty price tag.

For the budget minded, there's MacDraft Personal Edition at half the price of the Pro version. I'd go there except I like using layers and MacDraft PE has a limit of five, fewer palettes, no linked dimensions, and a smaller paper size.

Before coughing up the cash make sure you know what problem you need to solve. CAD is an expensive undertaking, and designers often need many years of experience. Still, MacDraft PE is an easy place to start designing and drawing.

Softonic Software Review

By Nick Mead | Editors Review



Powerful 2D CAD Tool for Macs

MacDraft Pro is aimed at CAD users of all levels but has enough advanced features to keep professional happy. MacDraft offers a wide range of drawing tools including both ANSI and international standard dimensioning features. MacDraft supports both imperial and metric dimensions and is an ideal choice for those working in mechanical, architectural, engineering and technical illustration fields.

Most importantly for those that have worked with AutoCAD in Windows, MacDraft can import AutoCAD files as well as other programs that export to DWG and DXF. MacDraft can automatically readjust layouts for you or you can choose to manually configure them yourself.

The interface of MacDraft will come as a tonic to anyone that's only used CAD software in Windows. It's been tailored specifically for Macs with an elegant OS X look and feel. Even though this is a Pro version, it's designed so that beginners won't have a problem learning how to use it although for a slightly cheaper price tag without the professional features, a Personal Edition is also available for download here.

MacDraft is a powerful 2D CAD program for Macs that is suitable for all abilities.

Pros

- Suitable for all abilities
- Imports CAD files from AutoCAD
- Slick OS X interface

Cons

- May be a little slow for some professional needs



MICROSPOT DWG VIEWER

DWG VIEWER THE DWG EXPERT
VIEW, ANNOTATE AND PRINT YOUR
AUTOCAD DWG FILES FROM YOUR PC ON
YOUR MAC.

MICROSPOT

Microspot Celebrates 30 Years

Developing software for Apple computers

In August 1980 after 16 years of making various electronic gadgets Microspot Ltd. became Apple Computer dealers and started developing software for the Apple II. Thus began a 30 year association with Apple which saw us developing software for CNC machining, plotter and printer drivers, 3D kitchen design, photo-editing and organizing, and continued to where we are now with MacDraft and Interiors for 2D CAD and 3D Interior design. In those 30 years we have sold thousands of products in hundreds of countries worldwide and hopefully provided good value to our customers. We would like to take this opportunity to thank all our customers and our employees, in California and the UK, that made this journey a success. We look forward to bringing you all many new products in the next 30.



1980

CNC Talker

CNC Talker was the company's first software product. It enabled programs for Computer Numerically Controlled machine tools such as the Bridgeport vertical milling machine to be transferred between machine's built in computer and an Apple II and written and edited in the Apple. Where one off or small production runs were needed, the machine could be busy machining whilst the operator was programming the next task for the machine on the Apple. There was also a facility to plot the programmed tool path on the Apple's screen or on a pen plotter for verification before risking trying the program on the real machine.

1983

Planit

Planit was developed for a customer to do kitchen design. Back in the early eighties 3D design was near the limits of what microcomputers could do and the original Apple 3 version was rapidly moved to the Apple Lisa as soon as these 16/32 bit computers became available. Subsequently moved to the much cheaper and faster Apple Mac the program was sold around the world before development was taken in house by the original customer. With this agreement, Microspot made spin off products Mac Interiors and Mac I.D. (Interior Design) These were later totally re-written using QuickDraw3D and became 3DWorld which was once demonstrated in a keynote speech at MacWorld SF, to show what Apple's 3D technology was capable of and it was also bundled with one of Apple's Mac computers.

1984

MacPlot

About the same time as Planit was moved to Mac, Microspot introduced a pen plotter driver program to go with it called MacPlot. This was subsequently developed into a full driver and under contract to Apple, was bundled with MacDraw 2 (aka Claris Draw) and MacProject as well as being sold as a stand alone product to work with any raster drawing product such as MacDraft and MiniCAD which became VectorWorks. When large format raster printers became available, special versions of MacPlot were produced for them, driving electrostatic, laser, thermal transfer, dye sublimation and ink jet printers. The name was changed to Graphic Pack and Ultra Graphic Pack.

1986

MacPalette

Microspot also made one small format driver called MacPalette. When Apple introduced the ImageWriter 2 they only had a black and white driver for it despite it being color capable. Microspot saw this as a golden opportunity, albeit a short lived one as Apple would surely soon bring out their own color driver. Using the source code of Microspot's other products, a driver was produced in only two weeks and was so successful that Apple never produced their own color driver.

1995

PhotoFix

Microspot were distributors of a French company called LePixel which made photo editing software called Grey Station and Color Station. Microspot bought the products outright, renamed them PhotoFix and they became very successful being bundled with many cameras and scanners, often under the name PhotoStudio for Mac in a partnership with a Windows developer who bundled their Windows software with the same cameras.

The introduction of Mac OS-X pretty much coincided with the end of pen plotters and a new driver architecture. Microspot released XRIP to drive large format raster printers from OS-X. Microspot also re-wrote 3DWorld to produce Microspot Interiors, Interiors Professional, Modeller and 3D Toolbox.

1990

Interiors

From 1990 to present, Microspot Interiors is still a current product in the Microspot inventory. Developed from the early 3D World and MacInteriors, it has become an impressive tool for designing your interiors, rendering and creating movies. Interiors was improved and redeveloped and new features were added to create a professional version. These included 3D modeling tools and also the user could create near photo-realistic renders of 3D models and Interiors.

1996

MacDraft

In 1996 Microspot bought MacDraft from the authors IDD, who had virtually stopped development and started a program of improvements for it.. A cut down version called MacDraft P.E. (Personal Edition) was also launched. Microspot recently released version 6.0 to celebrate the 25th anniversary of the product.



MacDraft's 25th Anniversary

JOIN US IN THE CELEBRATION

In 1985 a company called IDD succeeded in the development of the first version of MacDraft. They continued to develop the software until the early 90's when Microspot stepped in and purchased the entire product from them and soon began developing it into what you see today. Over the years the MacDraft range has developed and grown in many ways, offering huge improvements with each version release and precise and consistent support and services. After years of improvements and increased market awareness, in 2002 Microspot decided to release a Personal Edition of MacDraft offering customers a more cost effective and cut down version of the full product. Soon after the development and successful release of the Personal Edition of MacDraft, Microspot endeavored to create a DWG Viewer to enable the viewing of AutoCAD DWG files from the PC on the MAC, bridging the gap between Windows and OSX. So the MacDraft family was born with MacDraft Professional, MacDraft Personal Edition and DWG Viewer, all still going strong today.

History of MacDraft Versions

25 Years of MacDraft...



1985 Version 1.0 released: The first of the major releases for MacDraft. IDD being the developer of this software, started to work on what was going to be a highly successful and widely used product in the design industry. Nobody could have known at that stage how popular MacDraft was going to be, not only for home users but for CAD designers and professionals across the market.

1990-1996 Version 2.0 through to 4.0 released: This period saw a number of releases, some being major and others simply being incremental. Throughout this time bugs fixes and improvements were made to the software, giving the building blocks for what we have today. Towards the end of this period Microspot began showing interest in the MacDraft software after noticing it's slowed progress and swiftly moved onto purchasing the complete product. 1996 saw the last of the IDD developed MacDraft versions, being 4.2.2 and paved the way for what was to be the Microspot MacDraft we know today.



1998 Version 4.3 released: After purchasing the MacDraft product from IDD, Microspot released their first version of MacDraft. This version saw a huge amount of changes, not only bug related issues but improvements and new features were added.

New Features:

- **Drag and Drop support** - Objects can now be dragged in and out of MacDraft document windows, both from other MacDraft windows and other applications hence the new Librarian.
- **ShortKeys Menu** - This menu allows you to assign your most commonly used menu commands to the function keys (F5 - F15).
- **Rotate 90° Tool** - This new tool allows a quick means of doing 90° rotations to the selected objects.
- **Attributes Tool** - This tool allows you to copy and apply attributes in the same way as using the Copy Attributes and Apply Attributes menu commands.
- **Marquee Zoom** - The zoom tool now allows you to drag out an area to zoom in on.
- **Cancellable actions** - Most drawing actions (ie creating and modifying objects) can now be aborted using Escape or Command-Period.

Improved Functionality:

- Improved layout of many alerts and dialog boxes.
- Alignment Options now supports a wider range of options.
- Command-Click shortcuts that were used to exit the current drawing tool have been removed. You can now use the new Escape or Command-Period keyboard shortcuts. This now allows the Command key to be used to temporarily turn off the grid snapping while using the drawing tools.
- PICT support has been dramatically improved, MacDraft documents saved as PICT should no longer lose any information(*) when reopened in MacDraft (assuming that they haven't been edited somewhere else first). Full MacDraft PICT compatibility is required, as it is used by Drag and Drop for external data. (*)The two known outstanding exceptions to this are - Areas and Point to Point dimension lines. Areas will lose their links to the parent object, and Point to Point dimension lines will be broken into Text and line objects. We will be addressing these problems in a future release of MacDraft.
- The icons used by the Finder have been improved and now include small versions. (You may need to rebuild the desktop database to see the changes, by holding down the Command and Option keys when the Finder launches at the end of startup.)
- On-screen display of rotated text has been improved to remove unwanted visual artifacts. It is also drawn up to twice as fast as previous versions.
- The state of the Absolute/Relative mode in the Move dialog is now remembered for subsequent openings of the dialog.
- Preview images are now added when saving in MacDraft or PICT format (requires QuickTime™).
- The standard Open dialog supports file previews (requires QuickTime).
- MacDraft now makes more use of the systems Temporary memory to reduce the chances of running out of memory.
- DXF reading code has been improved to better support files from PCs. Please see the separate file for further DXF info.
- When auto-scrolling a MacDraft window during a drawing operation, the maximum scroll speed is now pinned to something more manageable on modern computers.
- The Escape key can now also be used in places where Command-Period is used as a means of cancelling.
- Invisible files are no longer displayed in the standard Open dialog.
- The selected format is now remembered between uses of the Open dialog, and it has been defaulted to MacDraft instead of All.
- The pattern editor can now be used on 16 and 32 bit monitors. It has also been enhanced.
- Saving files (especially PICT) is now much faster.

2000 Version 4.4 released: After releasing many versions between 1998 and 2000, Microspot began working on version 4.4, which was the precursor for the development of the MacDraft Personal Edition. Version 4.4 saw many new features alongside bug fixes from previous versions.

New Features:

- Made MacDraft MacOS 9 compatible.
- MacDraft saves and reads PCDraft exchange format.
- MacDraft reads and writes DWG files if the DWG File Exchange library is present.
- Export file command in File menu using QuickTime Graphic Exporters to save as JPEG, BMP etc.
- Selecting New from the File menu selects New Document.
- Added Register and Upgrade Information menu items in Help menu.
- Added Command U back to Ungroup. Command-Shift-G is still valid.
- Command-Shift-D duplicates with no offset.
- MacDraft requires a serial number that matches the version.
- The Reopen Application Apple Event implemented so MacDraft will open a new document if no document is open on double-clicking the application in the Finder.
- MacDraft will now read future versions of MacDraft files but not display unknown objects. They will be saved back when written back to a file.

20 2001 **Version 5.0 released:** This version saw a huge amount of new features and improvements to MacDraft. It was also with this version that the new Microspot Macdraft Personal Edition was released, opening the CAD market to those who wanted MacDraft but did not require all of its functionality, giving the market a low cost and effective answer to the CAD design need on the Mac.

New Features:

- Added linked dimensions.
- Linked and unlink vertex tool in accessories palette.
- Further improved the DWG/DXF import by using the OpenDWG Toolkit libraries.
- Added Balloon help on most menus and tools.
- Added an angular grid, use the shift key turns this off during entry.
- Added Navigation services for open and save dialogs
- Can open Microspot Librarian or Microspot Media Assistant files from the open menu.
- Attribute popup menus from bottom of window
- Magnification feedback now has popup at bottom of window
- Show cursor position area now popups palette menu
- Option close closes all documents
- Select layer tool highlights when clicked to show you are in that mode
- All previously modal dialogs made movable modal
- Can show areas on Metapolygons
- Can resize groups by X and Y as well as percent in the resize palette
- Added crop marks if required to edge of printed paper as Dreams used to
- Move Object dialog has Apply button as well as Move button
- Cross hairs when resizing objects if cross hairs are turned on
- If you double click a file in the Finder will bring that document's window to the front if it is already open.
- Save grid snapping values in preferences, especially if grid snap is set to none
- Duplicate with control key down will now not duplicate locked objects.
- Control-option-click with arrow tool selects layer of object clicked on.
- Option key down on entering dimensions toggles format to 'arrows inside'.
- Control key down on entering dimensions make the dimension line a hairline.
- MacDraft 5.0 files are interchangeable with PC Draft 4.3.5 and later.

Palettes:

- Added a new Alignment Palette
- Attribute palette shows current settings
- Attribute palette has new parallel line fill which can be hidden with zoom box
- Arrow head popup menu selects whole line if cursor in middle of line item and draws with correct feedback
- Dimension Palette now has zoom box to hide bottom items so can be used on a 640x480 screen
- Symbol library palette and window now moved in unison so that switching between modes does not cause palette/window to move around the screen unexpectedly.

Menus:

- Added Palettes to Windows menu
- Added option to Tile and Stack Windows
- Expand and Contract object menus

Tools:

- Repeated paste tool
- Edit Datum tool
- Rotate tool
- Hand tool

- Inclusive and exclusive marquee selection tools
- Tool Options menu item
- Eye dropper tool works with parallel fill attributes
- Eye dropper is now undoable

Drawing:

- Created 3 line types (square, blade, and round)
- Can now draw double lines off double lines without having to break up first
- Bezier has rubber deletion facility of freehand polygon
- Bezier gives feedback with mouse up. Also only shows first and current bezier tangents
- Backspace deletes last point of polygons, splines or beziers
- Shift key unlocks constrained lines on entry
- Shift key constrains Rects, Ellipses and Rounded Rectangles when resizing
- Calculate arc bounds differently if filled or not filled
- Pictures and text can be flipped
- Pictures support no fill option and filled backgrounds
- Curved dashed lines now drawn much better.

Text:

- Text services at bottom of Text menu for spell checkers and grammar checkers
- Text can be vertically aligned
- Text size now up to 1024 point
- Text size menu now reflects the selected text
- Text popup menu off text tool
- Zoomed in small rotated text drawn MUCH better
- Select a rectangle and start typing inserts a new text object. Rectangle is automatically linked to this new text object.
- Click on selected text object to start editing
- Handles work on caption text tools to resize font size
- When changing scales, any text objects can either be scaled or not.



2003

Version 5.5 OSX released: After many years of developing the MacDraft software on the OS X Classic operating system, Microspot released a version that was for the new OS X operating system. With this new re-write came a number of improvements and new features, as the new code base gave added benefits to what was developed for the Classic system.

New Features:

New features have been added to Microspot MacDraft 5.5 to enhance performance and improve image and text quality. Features include Quartz Graphics with transparency, ATSUI text, import picture as well as the ability to use the resize palette with pixel maps and paragraph text. These features combined make MacDraft 5.5 a superior product for CAD and graphic design.

Quartz Graphics - MacDraft now uses Quartz Graphics, the native graphics engine for OS X. The result is improved filling of curved shapes, superior line quality that now makes it possible to see the difference between hairlines and one-point lines on screen.

Transparency - Transparency has been added and can be applied to lines, fills, double line fills, text and pictures with an opacity range of 0-100%.

ATSUI Text - ATSUI (Apple Type Services for Unicode Imaging) text allows for the inclusion of the Unicode character set. This maintains superb quality of text even when rotated.

Import Picture - Import Picture has been added to allow the import of PICT, TIFF, GIF, JPEG/JFIF and Windows BMP formats. The pictures can then be resized and rotated to any angle and made transparent. The memory efficiency of picture handling has improved resulting in smaller files and faster operation.

Resize Palette - The resize palette now works with pictures and text as well as shapes.

Multiple Undos - 100 levels of undo have been added allowing the user to easily correct mistakes or try variations on their drawing.

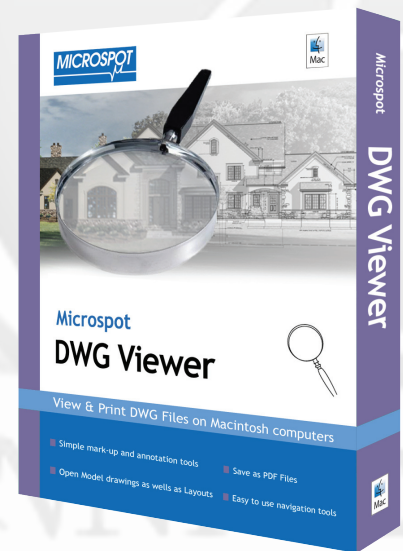
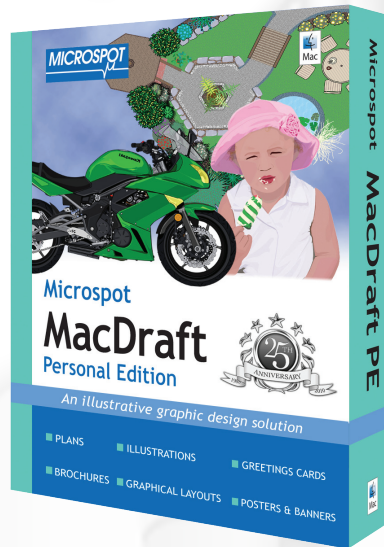
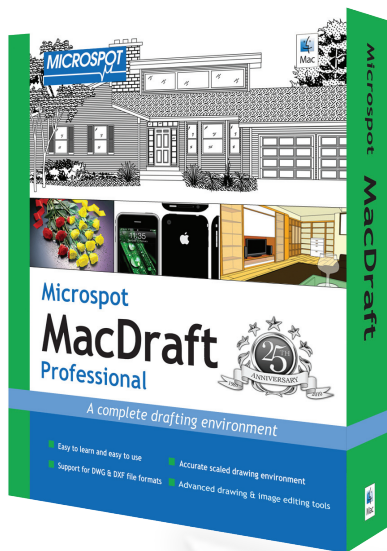
Compatibility with Adobe Illustrator - MacDraft files can now be made compatible with Adobe Illustrator by converting files to PDF using the export to PDF command. The file can then be opened and edited in Adobe Illustrator.



2007 Version 5.6 released: This version of Macdraft brought about the intel compatibility and the file format change that will make future releases more up to date, and meaning we can add new features. This release was the precursor for the new Macdraft 6.0 that has recently been released. Without the improvements made in the 5.6 version, many of the features you have in 6.0 would not be possible.



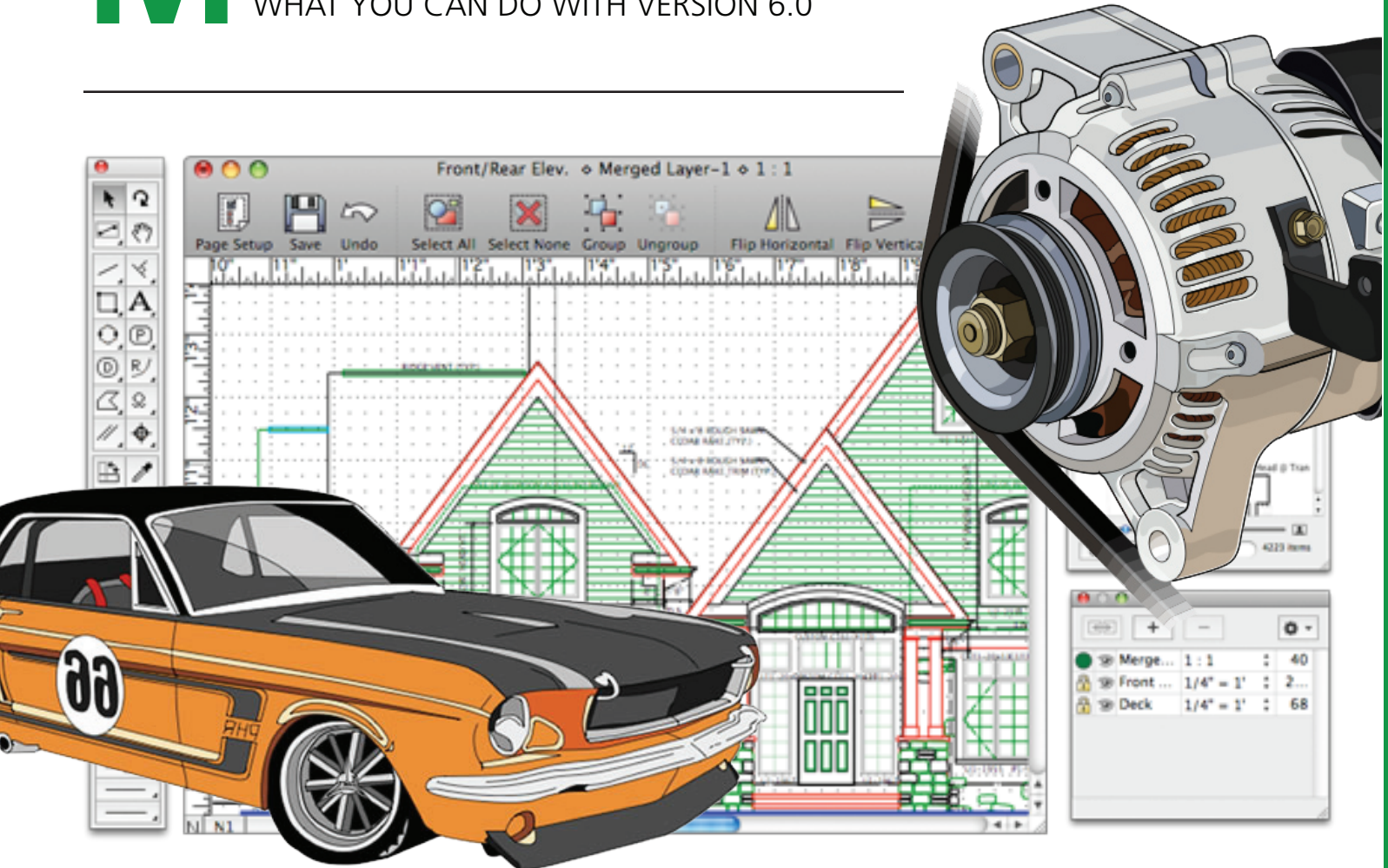
2010 Version 6.0 released: The latest version of MacDraft was released, on the year of its 25th anniversary. The new version had huge improvements and many new features and functionality. Version 6.0 opens up the way for further developments in not only CAD design, but also Illustration and document layout. This is the start of many new and improved versions of the largely successful Microspot product.



Microspot MacDraft V.6

WHAT YOU CAN DO WITH VERSION 6.0

23



Upgrading its capabilities:

Be Creative, be MacDraft Version 6

and a program that you can use for all of your design needs. Over the years Macdraft has been widely used and regarded as the Macintosh answer to the 2D CAD problem and has successfully established itself as an easy-to-use and affordable design package. Version 6.0, the 25th Anniversary Edition of Macdraft has so many unknown capabilities, that can make it not only a successful CAD application, but a formidable design tool in an otherwise competitive market.

What if you wanted to create brochures, newsletters or simply layout imagery? Well you can with version6.0... What if you wanted to work on technical illustrations, business cards or even greetings cards? Well you can with version 6.0... What if you needed to work with images in your designs and layouts? Well version 6.0 or Macdraft can do this as well. The new version has upgraded its capabilities to cater for a wider design market, why not **be creative, be Macdraft Version 6.0.**

In this section of the magazine we are going to take a look at some of the less obvious capabilities of the new version, understanding the techniques used to enable you to get the most from your MacDraft software.

It has been a busy time here at Microspot over the last couple of years. We have been developing the new version of Macdraft, increasing and improving its capabilities, looking not only at the drafting aspects, but what creative elements we can feature and update. MacDraft version 6.0 has many new features, ranging from minor improvements of the existing features and options, to the implementation of new features, giving you the user the tools to be more creative



Simplicity...

All of your Image Editing made easy

If you wanted to edit images when using previous versions of MacDraft, then you needed to edit them outside of the MacDraft application using other image editing software. This is no longer the case with MacDraft version 6.0, as it now offers a large number of image editing options from the image menu, image manipulation improvements and drag and drop placement of images from anywhere outside of the application or from the new Library palette. The new image options make image editing faster and more efficient as you can save time by no longer having to edit your images outside MacDraft and then importing them. In this section we will be looking at the image options and improvements that are available to you and what we can use some of them to create.

Microspot understands that there are many different reasons that a user may want to edit their images, for use in CAD drawings, vector design work or even to simply edit an image for printing. Consequently the image options that are available range from simple clipping of an image to applying filters.

Image editing from within the Macdraft application itself...

Before we can take a look at what types of image editing we can achieve we first need to understand what tools are available to us. Image editing is a broad term used to describe the manipulation of an image to the point where it differs from its original state. Now this can simply be the size, cropping or even the adjustment of colors for an image, either way it is important that you know the key differences between the options available within MacDraft

6.0. Macdraft 6.0 now includes what is called the Image menu. This menu consists of a number of editing options being Settings, Color Mode and the Filters.

Settings:

The Image Settings control the color, blur and sharpen options for an image. You can also make advanced changes to the Hue/Saturation, levels and the Brightness/Contrast

All of these options can be assigned to the selected image, within the MacDraft document. Autofix can also be used to increase the visual quality of

images, where the original contrast and brightness may not have been ideal.

Mode:

This is where you can control the color mode of the selected image, by using either Bitmap, Grayscale or RGB. The Bitmap option allows you to change the dithering and the threshold values.



Filters:

With the filters you can add noise and remove the sharpen masks. There are some standard effects you can add to your images such as blur and posterize. You can also control the 2D and 3D distortion of an image, along with the capabilities of cleaning up an old photo by removing dust and scratches.

Export Image:

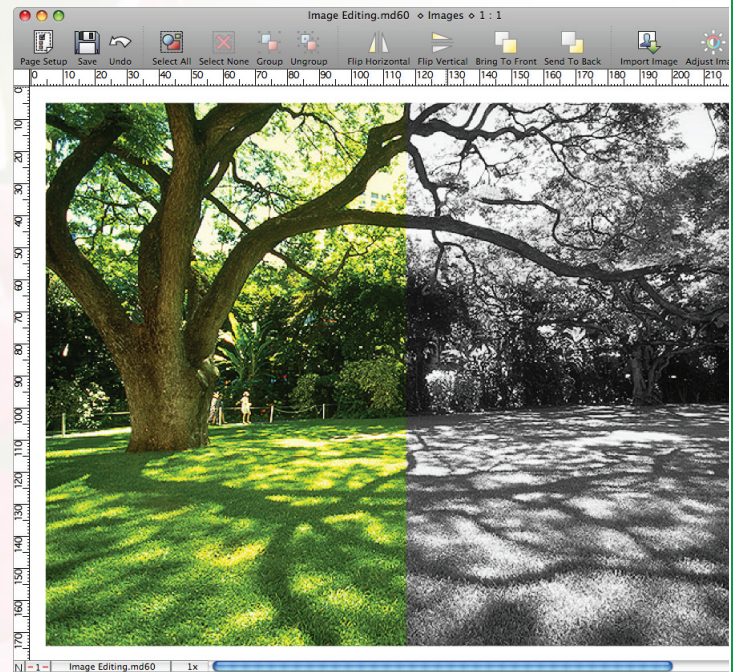
The option to export an image from the Image menu is a helpful feature as it will only export the selected image that you are working on, rather than export the whole document.

Working with your Images

Examples of what you can do...

The simplest of the available image editing options is changing the color mode of an image. Here we have split an image into two equal parts and lined them up perfectly. We have then applied the Grayscale Mode option from the image menu to the right hand part. This can sometimes be a nice effect for images, but does not always have to be equal parts. The way to do this is to use the cropping key commands for clipping images:

- Hold the Option (alt) and Shift keys down, and drag a handle of the image, in the direction you wish to crop it.
- You can also bring the cropped part of the image back, by holding the same key command down and drag the handle back until the image reappears.

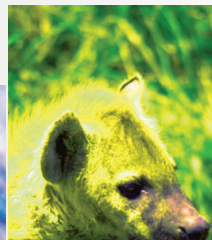
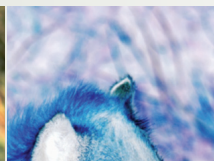
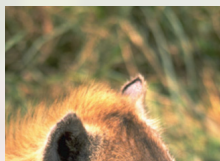


Settings and the Filters:

Simplifying your editing process

There are a number of settings that you can apply to your images being the Hue/Saturation, Brightness/Contrast/RGB, Blur factors and Sharpen. Each of these setting can be used to fix images as well as create professional effects for layout work. Changing the settings of images can sometimes be a difficult venture, but with the visual guide you get with the options, it has never been easier. These settings are good when trying to use an existing image in a layout that requires a branded

color, a particular focus or a type of look that suits the rest of the document content. In addition to the settings you can apply Filters to your images with control the effects and distortion for image visuals. These options are for changing the style of an image as opposed to the color format. You can add Motion Blur factors, Posterize & Spherize options, Distortion and you can control the Noise factors on images. These options are good for creating advanced effects on images for layout purposes. You may wish to use these options to give images a style for brochures, front covers and news letters.



Acceleration...

Speeding up your design

One of the key aspects with MacDraft version 6.0 is its operating efficiency, new palettes that flow and work much like other applications, bringing familiarity and consistency to MacDraft. We have also incorporated a new Toolbar, drag and drop images and objects, Layers palette and the new Library/Media Browser palette. It is important to us here at Microspot that our users find our interface and features easy to use and easy to learn. That way we have given them the tools to make their design process easier and faster. In this section we will be looking at **6 SIMPLE POINTS TO REMEMBER, THAT WILL MAKE YOUR DESIGN PROCESS FASTER.**

1. **One of the most important** things to realize when using an application like Macdraft is that most of the time you will normally use the same settings for your documents. This basically means that you will usually use the same scale and units, the same attributes and the same page sizes. To make the lead up to design faster it is advised that you use the Application and Document Preferences to set these defaults, that way when you open start the application or a new document it will be ready for you.

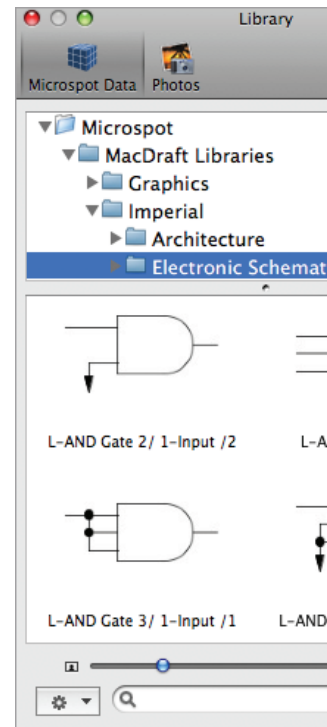
A new addition to version 6.0 of MacDraft is the customizable toolbar, where some of the most commonly used menu items and options are kept so that you can quickly perform tasks without having to go find them in the menus. This is key to the speed at which a user works when using design applications, as they can customize the toolbar for what common options they need or simply use the defaults. You can also change the display of the toolbar, by making the icons smaller, removing the labels or only having the label names. Working with the toolbar can save you hours on a large job, by giving you a quick place to turn to for your options.

3. **The Library palette is another addition** and will have a huge impact on the speed and efficiency of your design process. The Library palette allows you to drag and drop your items to the document quickly and keep the palette visible at all times. You can also create your own libraries of items you have drawn, that way if you have objects you use regularly, you will only need to create them once. This can increase your speed as well as help you build up a number of libraries of useful items, that can be used over and over again.

The Layers palette has been added to version 6.0, and replaces the old dialog. This will accelerate your design process hugely as the layers are always visible, and you can control them on the fly. The new Layers palette allows you to control the visibility of the layers, the names, position of the layers and the scale for that layer. You can also see how many objects are in a particular layer, making document control easier.

5. **Drag and Drop has become a feature** expected in most modern app's, rather than using the old import options. MacDraft allows you to drag images from anywhere on your system to the document window. This will drastically decrease the time you spend bringing images into MacDraft as well as make the experience much more user friendly.

Image Editing has improved drastically in Macdraft version 6.0. You can now change the size of the image and its dpi via the Resize palette. You can also lock parameters if you need to. You are also able to change the canvas size, making editing so much faster.



Creativity...

Inspiring ourselves to design

Imagine a world without design, picture a time when creativity was never nurtured and monotony took president, then you are left with a boring, uninspired existence. Design is in everything we see on a day to day basis, the buildings, the roads, the shop fronts, posters, leaflets and much, much more. Design and illustration have been used as methods of communication since prehistoric times, where cave drawings were used to tell a story or communicate a particular scene. Before we had computers or printing presses, books, posters and other design means were all hand drawn. Now we are blessed with the ability to do all of this with the aid of computer software, that to a certain degree gives everyone the chance to have a creative spark, and inspires those that may not have the pencil-to-paper skills to give illustration or layout design a go. Don't let your creativity be hindered by a lack of imagination, inspire your mind to design by taking the time to look through the eyes of your creative side.



In MacDraft 6.0 we have looked at what we can do to help you in your journey through your creative mind, this is why in addition to its advanced technical CAD drawing capabilities, it is now tailored to the vector drawing market, giving the options and features that will allow you to create illustrations (technical or otherwise), front covers, brochures,

Inspire your mind to design by taking the time to look through the eyes of your creative side.

newsletter, business cards and so much more. The way that the new version has been developed and improved has added many key aspects that will make designing easier, faster and hopefully more fun. With the library, layers and image improvements we have also upgraded the Bezier tool. This drawing tool has now been made to be more like the pen tool we all know from the Adobe applications and other drawing programs. For those of us that are not familiar with the pen tool, its capabilities are simple. It is one tool that can be used to draw pretty much anything. It is able to draw straight constrained lines, curved lines and can have a color or pattern assigned to its fill and line.

In the Professional version of MacDraft 6.0 you can also use the add remove points tool to change the shape you have drawn, post-draw. With the Bezier tool and a small understanding of how illustration and other vector drawing works, you can create some impressive and professional looking designs, allowing you to show off your skills. With version 6.0 of

MacDraft - the 25th Anniversary edition, you can now let your creative side take over and produce the design work that you want without the need for a steep learning curve.



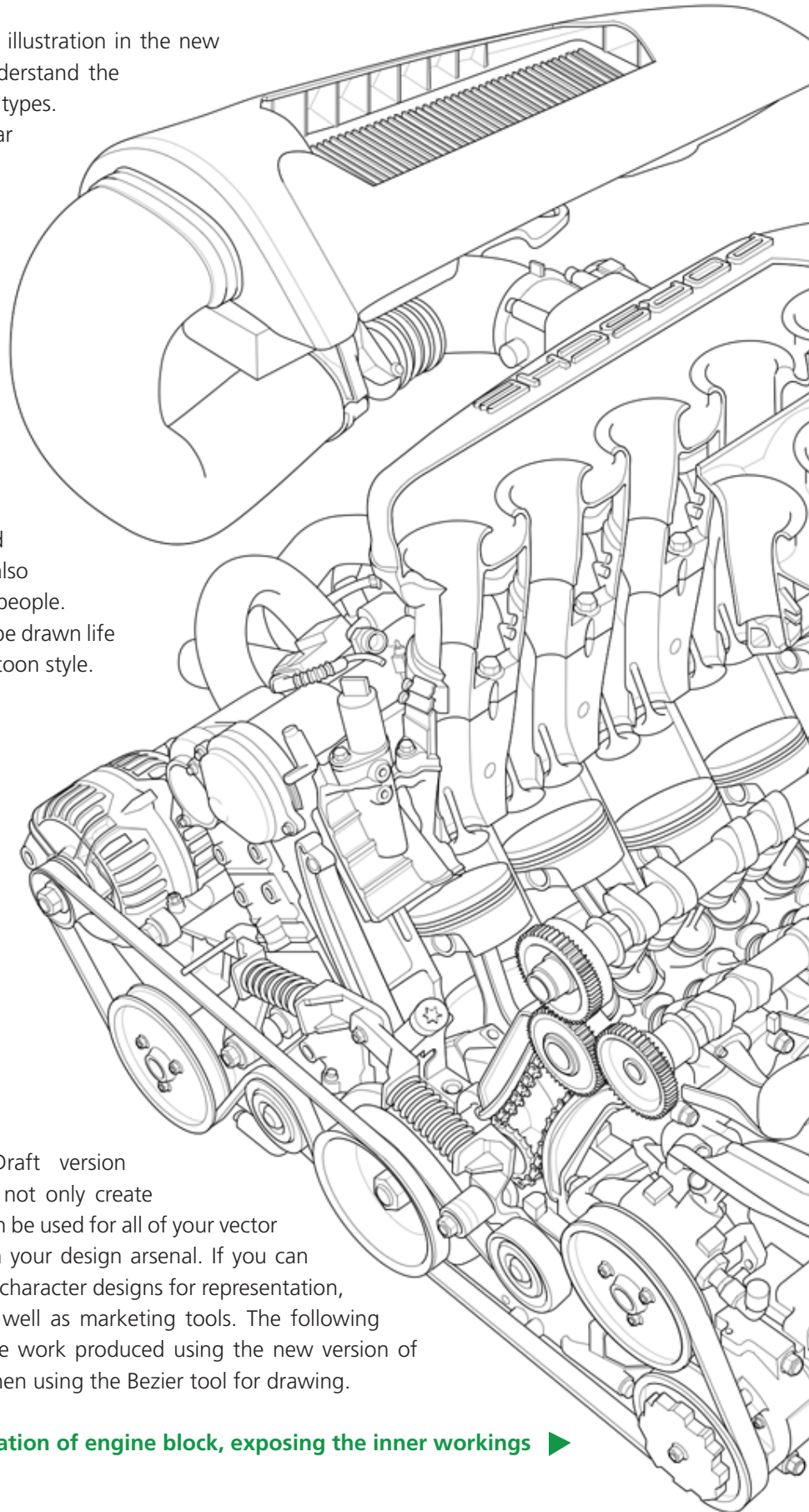
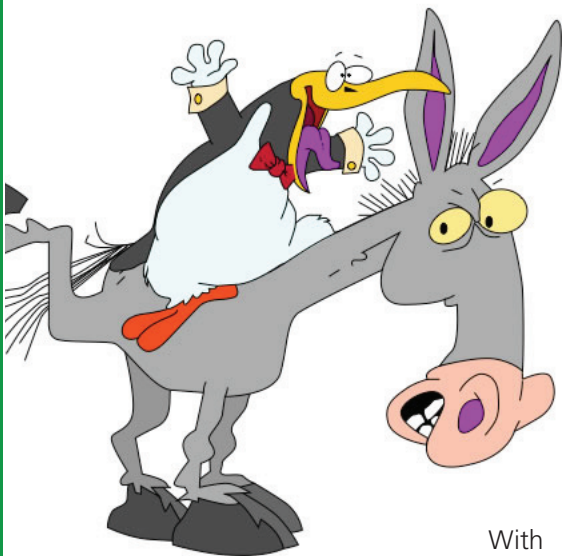
◀ **MacDraft version 6.0 is the easy-to-use and affordable answer to what you need in the vector design industry. You can create illustrations much like this, which was recently drawn using the new version.**

28 Illustration with MacDraft 6

Before we look at the techniques used for illustration in the new version of MacDraft we first need to understand the methods for illustration and the different types.

The image on the right is an example of a linear technical illustration of an engine block. This particular example is what is called a cutaway technical illustration. The reason the term cutaway is used is that the engine block has a cross-section removed from it to expose the inner workings, to give a better representation of the technical aspects you are trying to show.

Other examples of illustration are complete framed drawings, which are the same as this example but do not include a cross-section. You can do component drawings, which are exploded view diagrams of technical products. You can also do illustrative representations of products or people. Character drawing is another example, some can be drawn life like, yet others are drawn more for the classic cartoon style.



With MacDraft version 6.0 you can now not only create your CAD drawings but it can be used for all of your vector design needs. Illustration is a huge tool in your design arsenal. If you can create technical illustrations of real life objects, or character designs for representation, then you can create effective layout designs as well as marketing tools. The following section will outline examples of some illustrative work produced using the new version of MacDraft and will also give you some pointers when using the Bezier tool for drawing.

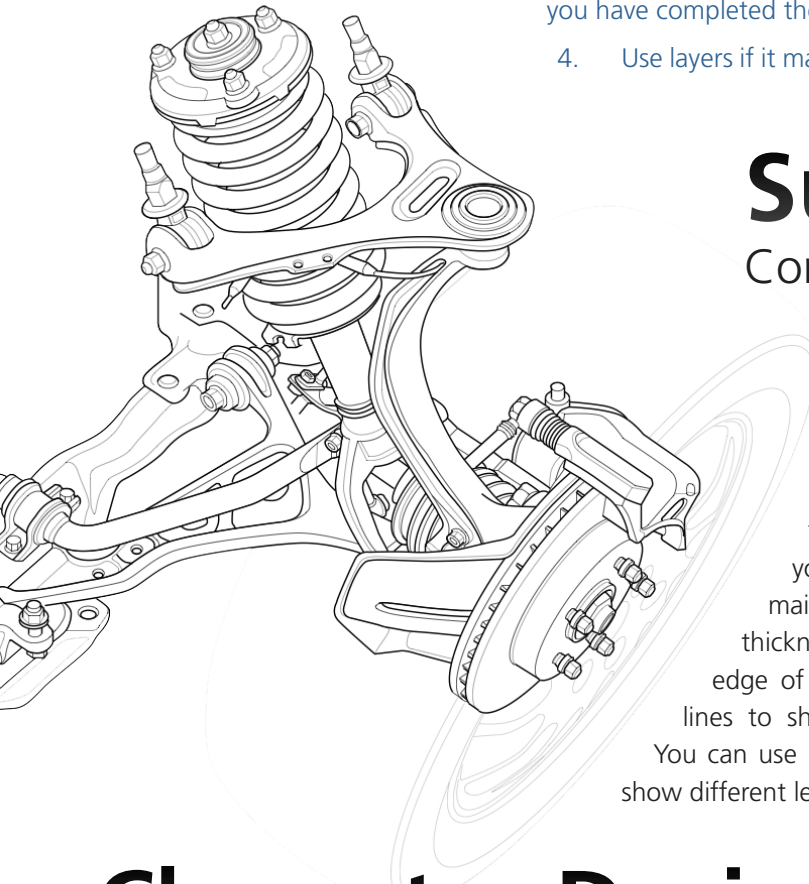
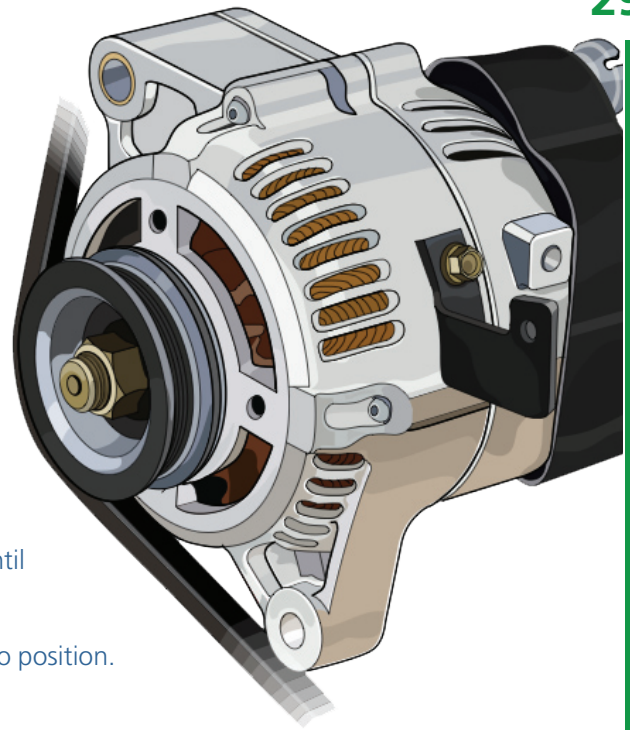
Cutaway Technical illustration of engine block, exposing the inner workings ►

Car Alternator

Technical Illustration...

One of the key improvements to the new MacDraft is the capabilities of the Bezier tool, consequently making its illustrative capabilities much better. The image on the right was drawn in Macdraft version 6.0 using the new Bezier tool, along with an understanding of object position. When you are drawing technical illustrations such as these the drawing of the lines is not the difficult bit, its the position of each of the elements of the drawing. The following are helpful points for creating this.

1. Start with the objects that will be at the front most of the drawing.
2. Build the drawing in stages with each component, remembering to use the send to back option to send the components behind each other.
3. Don't worry about the detail, like shading until you have completed the drawing.
4. Use layers if it makes it easier to position.



Suspension Block Component Illustration...

Drawing Linear based component illustrations is actually a lot easier than it may look. To get the professional and clean look you need to understand the concepts of line work and using the correct line thicknesses. Once again the Bezier tool was used to draw the suspension block on the left. To draw this you don't have to worry about sending items to the back as you will not be using Fills. Simply draw all of the line work of each main component. Once you have done this the clever bit is the line thickness. Use thick lines to depict the edge of components, and thinner lines to show inner edge detail.

You can use multiple thin lines to show different levels of inner detail.

Character Design

Drawing in cartoon style...

On the right you can see some character drawings. These are easy to do either by tracing images, or by coming up with them yourself. With this style you do need to use the send to back option as you will be filling the shapes. However because they are a cartoon style you do not need to worry about the technical elements, you can simply use basic lines to depict the detail and without the 3D perspective you can draw these quite quickly.



30 Free Form Illustration

Drawing detailed representations...

Illustration is not always about getting the dimensions right on a drawing, or making the drawing look photo realistic, it is more about the representation you are trying to achieve. You may still want to create a detailed illustration, but you don't have to get everything absolutely perfect, you just need to make them look right. Here are some points to remember when drawing these types of illustration:

- Make sure you know how big you are trying to draw the illustration.
- When drawing, decide how it is going to be viewed, is it going to be for print or simply on screen.
- When drawing the detailed parts always try and make sure that you understand what you are drawing, this gives you a clearer picture of what's being drawn.
- Draw each component at a time, it will help to see the illustration as it goes.
- Remember that you will still need to use the Send to Back and Bring to Front options to position each component as it is drawn.



▲
Illustration of a 1966 Mustang, using color shades to depict the detailed contours of the body work. Each of these parts was drawn using the Bezier tool.

The reason you should work out how the illustration is going to be viewed is because if it is going to be printed you will need to make sure the vector work is quite large and scale it down to the page for print. That way it will come out detailed and high quality. If you want it to be viewed on the screen you can draw it at the size it is on the screen. Doing this is a lot easier as you don't have to be too precise when drawing the detailed areas. Understanding what you are drawing is a very important part of illustration. Sometimes you cannot always tell exactly how something should look on a drawing, but if you understand the component you can get a clear idea of how it should be drawn and its relationship on the illustration. Drawing one component at

a time will make the process seem less daunting, this is more important when you are drawing complex illustrations like the bike on the left. This will also help when positioning them in the correct place using the Bring to Front and Send to Back options



▲
The Kawasaki bike illustration was drawn by constructing the body work and then working on the detailed areas. Each of the mechanical parts were drawn individually using inspiration images for reference



MICROSPOT SYMBOL LIBRARIES: MAC & PC

PROFESSIONALLY DRAWN VECTOR BASED SYMBOLS

HUGE LIBRARY OF VECTOR BASED SYMBOLS,
INCLUDES GRAPHICS, ARCHITECTURE AND
ELECTRONIC SYMBOLS, FOR BOTH MAC & PC

MICROSPOT
The logo features the word "MICROSPOT" in a bold, white, sans-serif font. Below the text is a horizontal line that ends in a stylized, white, handwritten-style flourish on the right side.



10 TIPS & TRICKS

FOR MACDRAFT PRO & PE

THESE USEFUL POINTS SHOULD HELP YOU TO TAKE ADVANTAGE OF MACDRAFT AND ITS FEATURES CONSEQUENTLY SPEEDING UP YOUR DESIGN PROCESS.

General Use of MacDraft

1 What if I always want to start drawing my lines or shapes with a certain Pen/ Fill color?

It is quite a common thing to use the same line and fill color when you are drawing objects in MacDraft. You can set these options as defaults for your MacDraft documents through the preferences. Simply change the Attributes for the Fill, Pattern, and line settings, go to the MacDraft menu and select Preferences. Click the Document Preferences tab and make sure that the "Fill Pattern and Colors" check box and "Line Settings" check box are checked on. Then click the OK button. Once this has been done, every time that you open a new document, these setting will apply to the objects that you draw.

2 How do I resize my images without effecting their dpi?

For years it has been our plan to bring image editing and manipulation to our users in MacDraft. In addition to all of the available editing options, the Resize palette has had an update. To be able to resize the images you can do it via its dpi, pixel size or unit size. You can lock either of these values, so

that they are not effected by changes made to the others. The following is an explanation of the differences between locking the values:

Locking the Resolution: Resizing the Units or the Pixels with the Resolution locked, will physically change the size of the image on the screen.

Locking the Units: Resizing the Pixels or Resolution will re-sample the image decreasing or increasing the resolution.

Locking the Pixels: Resizing the Units or Resolution will re-sample the image decreasing or increasing the resolution.

3 Can I quickly duplicate my objects without the menu?

Yes you can... With the new version of MacDraft we have tried to bring familiar and consistent options to our users. So in this case we have given you the ability to duplicate your objects using the well known Option-Drag method. This has been used widely throughout the software market, mainly in graphical applications and has become an expected feature. Simply hold the Option (alt) key down and drag an object to duplicate it.

4 Snapping objects to the End, Midpoint and Center of others?

MacDraft has a set of key commands that are usually used for snapping of objects when moving or drawing. However these commands can also be used when moving an object. You can also snap an object to another's End, Mid and Center point, or snap it to another objects handle.

- To snap any part of an object to an objects End, Mid or Center point, simply drag the object and hold the E key down to snap to the End point, the M key down to snap to the Mid-point and the C key down to snap to the Center.
- To snap the handle of one object to another objects End, Mid or Center point, you need to hold the Command and Option key down, then drag the object from the handle you wish to snap, then release the Command and Option keys and hold the E key down to snap to the End point, the M key down to snap to the Mid-point and the C key down to snap to the Center.

5 I have a common set of items that I use in my drawings, that are not your typical symbols. What's the best way for me to store these items in MacDraft?

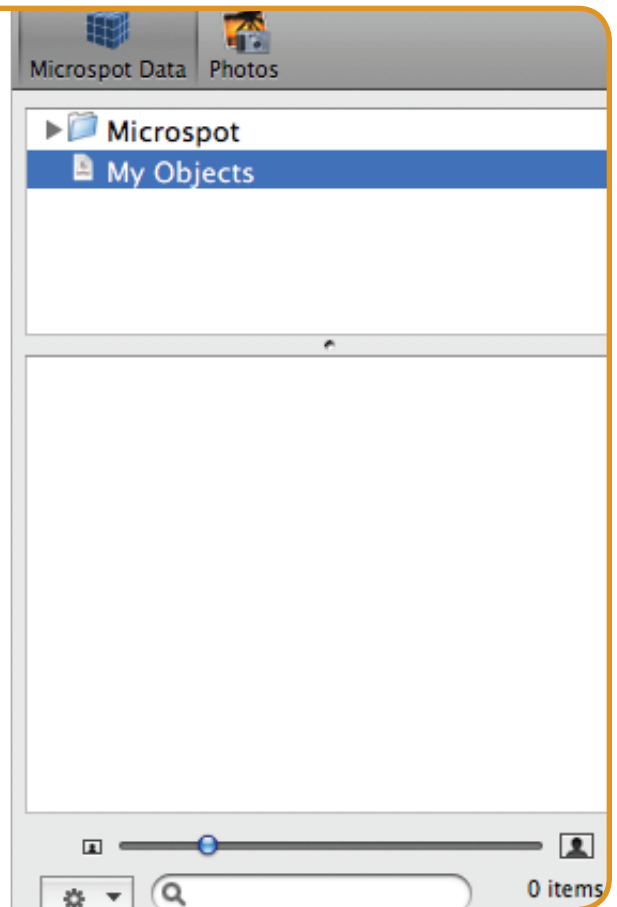
Speeding up your design process is something that has become expected in the design industry, it is important to people that they can perform their task with speed and efficiency. Being able to store your commonly used items can help to increase your productivity, as you do not have to draw them every time you want to use them. So MacDraft has the new Library palette to help you. All you need to do is create a library of your own in the Library palette and drag the items that you use regularly in that library. To do this use the following:

1. Get all of the items that you want to use in one document. (This will speed up the creation of a Library).
2. Go to the Library palette and at the bottom left of the palette, click the gear symbol.
3. In the pop-up that appears, select the New Library option.
4. A Save dialog will appear. Give the Library a name and a destination to save it to and click Save (Save your libraries somewhere easy to locate. Maybe create a folder on your desktop called My MacDraft Libraries).
5. The new library will appear in the library palette. Make sure the new library is selected and drag the items you want into the library window.

6 My Library has gone missing from the Library palette, how can I get it back?

This is a common occurrence if you have moved the library that you are looking for from its original saved position. It's not a problem, as you can get it back in the library palette quite easily, using one of these two methods:

- Locate the place where your library is on your computer in the Finder, then drag it to the MacDraft Library palette. To drag it to the Library palette you will need to make MacDraft the active window while dragging. To do this drag the item, while holding the mouse button to drag, click the F9 key, then while still holding the mouse key down move the cursor to the MacDraft window and click the F9 key again. Then move the cursor to the library palette and release the mouse button to place the library.
- Go to the Library palette and click the gear symbol in the bottom left hand corner. Select Open Library from the pop-up menu. An Open dialog appears, locate your library and click the Open button.



7 How do I drag an item to the Library palette?

The answer is simple, hold down the Command key while you are dragging the item to the Library. The reason we have done this is because if you drag an item without the command key it automatically scrolls the document.

8 Can I get back to the Arrow tool when drawing without going to the Tool palette?

Yes you can... MacDraft has two ways to get back to the Arrow tool while drawing your shapes and both depend on what your Simple Click Does preference is set to. Firstly if you are in the middle of drawing a shape, you need to hit the ESC key, that will cancel the current drawing, then do one of the following:

- Simple Click Does = Start Drawing Object: Double click the mouse button.
- Simple Click Does = Select Arrow Tool: Single click the mouse button.



9 How do I create a shadow effect on my designs?

At this time MacDraft does not offer the drop shadow or glow effects, this is something we are looking to include in future versions. However despite this you can create a shadow effect as shown in the above image, and give the illusion of a drop shadow.

When you have drawn the shape or object that you want to apply a shadow to, duplicate it so that you have a direct copy of it. Now because it will be a shadow you are creating, we no longer need the detail on the copy. Select the copy, and change the fill color of it to a light gray. Now change the pen color to either the same as the fill color or set it to none.

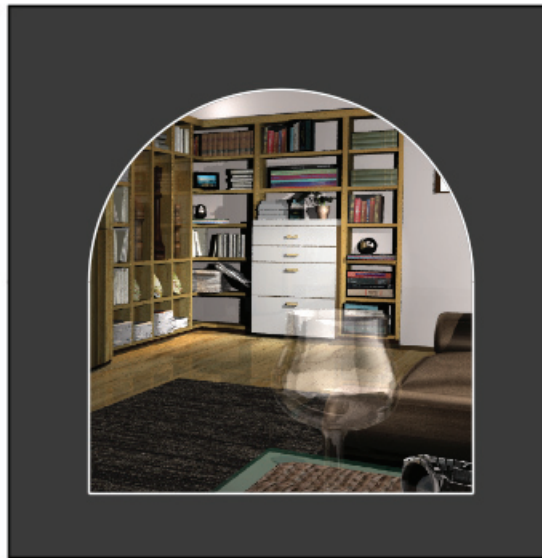
You will notice that the copy now has a kind of silhouette shadow effect. The final thing that you need to do is change its size so that it can be positioned correctly. Resize it depending on the shadow you are creating.

If you want a shadow with an offset like the image above then the size needs to remain the same.

If you want the shadow to be directly underneath then adjust the size to suit the lighting effect you want to create.

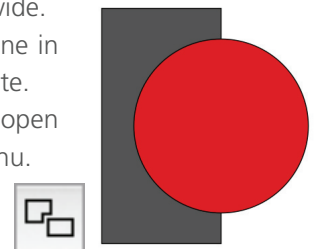
10 Creating a picture frame effect, where images can be dragged behind and show through the frame?

This can only be done using MacDraft Professional as it uses the Accessory palette which is not available in the Personal Edition. However both Pro and PE have templates that were shipped with version 6, which have these picture frame effects in them. They are in the greetings card section of the templates folder that came with the application. The following will explain how to create the Picture Frame effect:



To create the effect of a picture frame depends mainly on the shapes that you want to draw. For example if you are creating a simple circular one like the image on the right above, then all you need is two shapes. However if you want to create shapes like on the left, you need to more shapes and to keep an eye on the sizes. The following explains how to create a circular picture frame:

1. Draw a rectangle 2 inches high and 1 inch wide.
2. Select the Circle by Radius tool and draw one in the center of the rectangle as shown opposite.
3. Now select the circle and the rectangle and open the Accessory palette from the Window menu.
4. With the two shapes selected click the Subtract Parts tool in the Accessory palette.
5. You will see that the circle remains, this will help to create a border inside the frame. Make the circle have a no fill color and a pen color of white.
6. Select the rectangle and duplicate it, then flip it horizontally and align it next to the other. Make sure the line color of the rectangles are the same as the fill color. Now drag the image and resize it, then send it behind the frame you have just created. You now have a picture frame effect.



10 TIPS & TRICKS

FOR INTERIORS PRO & BASIC

THESE USEFUL POINTS SHOULD AID YOU IN YOUR 3D EXPERIENCE AND HELP TO GIVE YOU THE SKILLS TO PRODUCE IMPRESSIVE AND PROFESSIONAL WORK



General Use of Interiors Pro & Basic

1 Can I use a plan from another application to help me layout my walls and furniture in Interiors?

The simple answer is YES... However at this point you can only do this using the Professional version of Interiors. To be able to do this it requires the Edit Walls tool which is a new addition to the 4.1 version of Interiors Professional. To be able to get this to work there are a few things that you will need to consider.

As Interiors Professional can be configured to suit any size grid, you can scale your scene to suit the correct size of the plan you are bringing in. The plan needs to be in an image format to be able to place it in the scene to work correctly and needs to be at the size of the walls. This means that if your plan has walls that are 20 feet by 30 feet then you can set your grid to suit that size. Then export an image of your plan from what ever application you are using and place it on the base plate in Interiors Professional. You can then use the Wall tools to draw and edit the walls to trace the plan you placed in. There is a tutorial available via the Interiors Professional section of the website under Tutorials, called From 2D Plan to 3D Model.

2 Is there an easier way to create an exterior view for a background to my interiors?

In both of the Interiors applications you can create a background for your designs quite easily. You do not need to create each of the exterior elements, you can simply drag an image of a garden, cityscape or any other scene to the background of the document. Just remember to use an image is the same camera angle as the scene so as to get a more realistic result.

3 What uses do alpha channels on images have?

A common oversight in Interiors is its ability to work well with image imports. Images are good for giving the illusion of textures and detail without the need to actually model them. You can drag your photoshop PSD files that have alpha channels into Interiors Pro and Basic and if you hold command key when dragging them in, they will be placed into the scene as a flat object, this is good for logo placement.

4 What is the best render to work in?

Both the interiors applications have a set of renderers for you to use. The professional version has an additional one for creating near photorealistic renders. It is advised that when you are wanting to move around the scene to work on it, that you use the Interactive renderer. Using this one will make the movement a lot faster and smoother than the others.

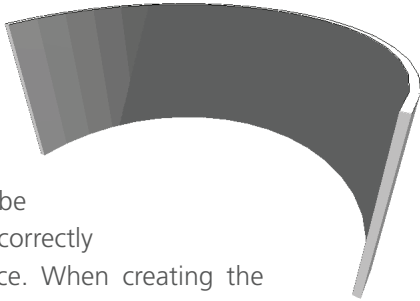
In addition to the general use of the renderers, it is a key thing to remember that the Preview renderer is good for quickly rendering your scene to test your lighting, shadows and layout, but it is not good for moving around in. As with any other renderer apart from interactive, you will not be able to see your editing handles. .

In the professional version the same applies, but if you are working with the RayShade renderer, please remember that the more complex the scene the longer the render will take to complete.

5 How do I create curved walls?

There is no such thing as a perfectly circular wall in Interiors. However you can create the illusion of one by drawing the wall in increments and changing the angle each time. The detail of the circular wall will depend on the amount of increments you give it. There is a few points to remember when drawing the walls to create a circular effect.

You will not be able to add any of the windows or doors to the circular walls, as they will not be able to map correctly around the surface. When creating the increments it is important to decide how many pieces you want, then you will know the angles to set for each increment. Try not to use too many pieces, as the complexity of the wall structure may fail. The amount of increments and their length, along with the angles you use will depend on how big the wall is that you are drawing.



6 How do I create split level rooms, high ceilings and mezzanines?

Drawing split level floors can be done quite easily, however there are a few factors that need to be considered. Are the ceilings at the same height, are they divided by an arch, is there a set of steps or do the walls have to be separate? All of these will define how you draw the split levels.

Let say that we have a room that is one step higher the room that joins to it. The ceilings are at the same height and the rooms are not divided by an arch or door. This open plan style is quite easy to create as all you need to do is use a cube and resize it to the correct height and width to create a raised platform.

However if you were to create a floor that required a different ceiling height and the walls need to be separate, then constructing this needs a few more things. You can still use the cube to create the raised floor, however, when you are drawing the walls for the rooms, instead of drawing one wall that spans across the two rooms, each room has to have its own wall. Then you can apply the ceiling to the different heights. With this you then have 2 separate rooms,



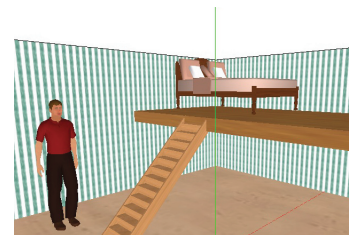
7 Getting the best from the RayShade Renderer...

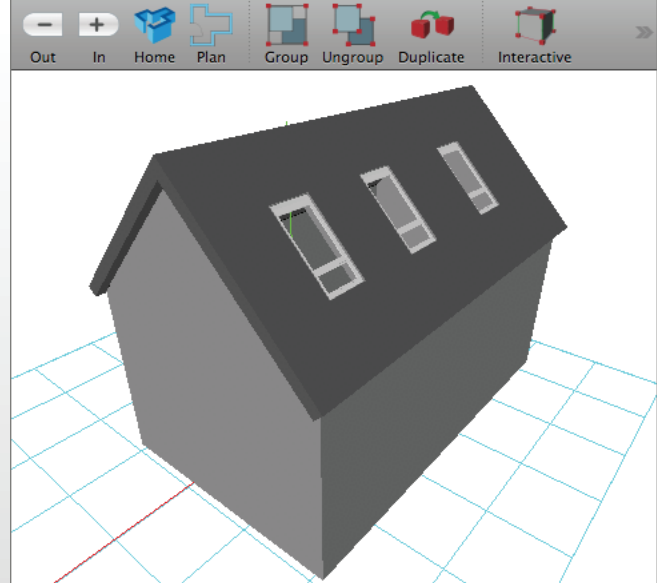
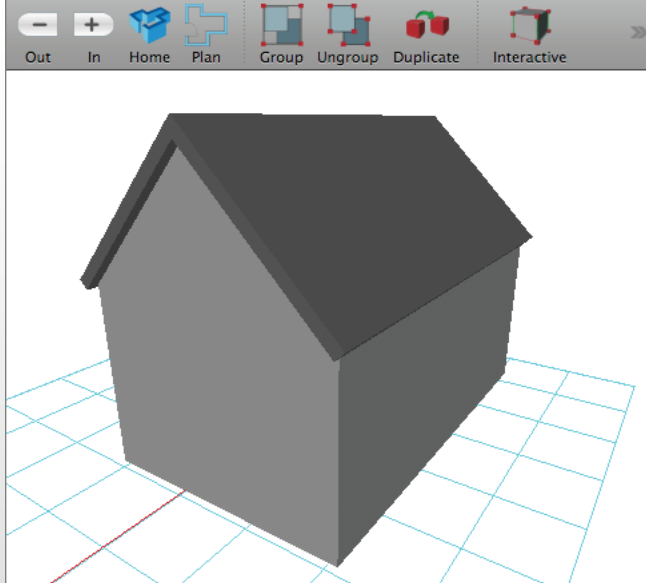
As with any renderer sometimes the quality of it depends on the settings in the scene. It is never as simple as clicking render and it turning out to be perfect. Here are some pointers that will be good to remember when working with the RayShade renderer:

- Make sure that you background is set to black, or a dark color. This is because the surfaces reflect the background as well, so a lighter color or light image will make the objects look washed out.
- Turn off the Ambient light and use Point lights to light the scene. The ambient light is too bright for the reflective renderer and can give unwanted effects.
- Textures work very well with the reflective renderer and can give impressive results. When using textures, try not to have the rendering brightness of the object too high. Try to use between 50% and 75%.
- If you are trying to create a view, where there is a focal point, for example a sofa, then place a point light directly above the sofa.
- When using the point lights, the more lights you have in the scene, the brighter it will be. Too bright can make the scene look washed out. If you need more lights, then you can set the brightness of the point lights to between 25% and 50%.

each at different levels to each other in both the ceiling and the floor. Doing this you can divide the rooms using as many steps as you want.

Now mezzanines are a little simpler to draw and you can use the simple cubes to create them. Resize a cube to the thickness of the mezzanine floor and add steps from the stairs library. You can then add the details of the railings, beds and other objects. You can also add textures.





8 Can I create pitched roofs & skylights?

In short, yes you can, however the Interiors applications were not designed to create exterior roofs, but to be able to do a pitched roof will make the interior seem more realistic. Pitched roofs can be created in both the Basic and Pro version of Interiors, but is easier in the Pro version.

To create a standard pitch roof as in the image on the left above, you simply use the cube tool and rotate it to suit the pitch you have created with the walls. A tip is to draw the walls as normal and then use the Edit Walls tool to split the 2 end walls and change their height. This can be done by holding the mouse button down on

the center handle of the end walls and selecting the split walls option. Then you can select the 2 end handles for the walls and change their heights.

To be able to add windows is a little more tricky and there are some simple tricks to remember when doing it. Make sure that you know the angle you create the roof with and rotate the windows to suit. For easy positioning all of the Position and Rotation axis need to be unlocked on the windows and the Z size field. Make sure the thickness of the window is slightly more than the roof. A nice trick so that you don't have to cut the window out, is to set the roof as construct tag A, that way when you position the windows in the roof the window will cut out for you.

Animation in Interiors Pro & Basic

9 Making an object spin during an animation?

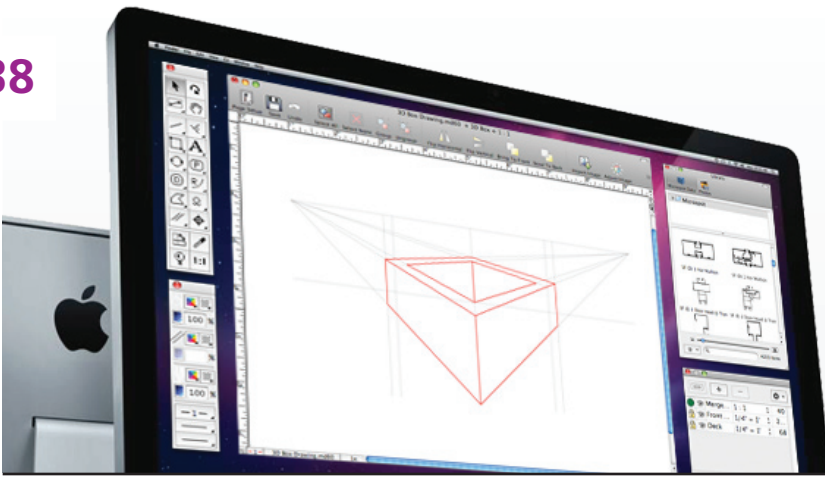
The best way to animate objects is to use the Animation Path tool. Now to make the object spin or twist you could spend your time editing the path and create a screw effect for the object to follow, but that's the hard way. The easy way is to use the twist option in the Animation Path Palette. Simply draw a path, go to Edit Animation Path tool and add a twist amount to the path. Then select both the object and path and in the Animation path palette you can click the twist checkbox, then click the Create Animation Object Tweens

button. If you open the Animation Tweener palette you will see the spin has been created for you.

10 Best way to animate an Interior walkthrough?

Animation can be tricky if you are unsure as to what you are doing. The important point to remember is to decide what type of animation you are doing before you start. Is it a panning shot where the camera stays in the same position or is the camera moving. When creating walkthrough animations, the most obvious way is to

use the Animation Path tool. But if you want to know the tricks of the trade, the best way to create a walkthrough is to use the Tripod camera and mark each position of the camera. This avoids any strange moving through walls effects. You can move your camera to a position and in the Animation Tweener palette click Add Camera. Then move the camera to another position and click Add Camera and so on... Once you are happy, you will notice that the Animation Tweener palette will smooth the animation between the camera points for you and give you a clean animation walkthrough.



MacDraft

STEP-BY-STEP TUTORIAL

A STEP BY STEP TUTORIAL FOR
MACDRAFT VERSION 6.0 TO HELP YOU
TO IMPROVE YOUR KNOWLEDGE AND
SKILL WITH THE APPLICATION

Knowledge required:

Basic understanding of tool selection menu item selection in MacDraft.
Know the basic concepts for drawing using guides and perspective lines.
Limited knowledge of CAD applications and vector drawing.

Software required:

MacDraft Professional 6.0 or MacDraft Personal Edition 6.0



DIFFICULTY

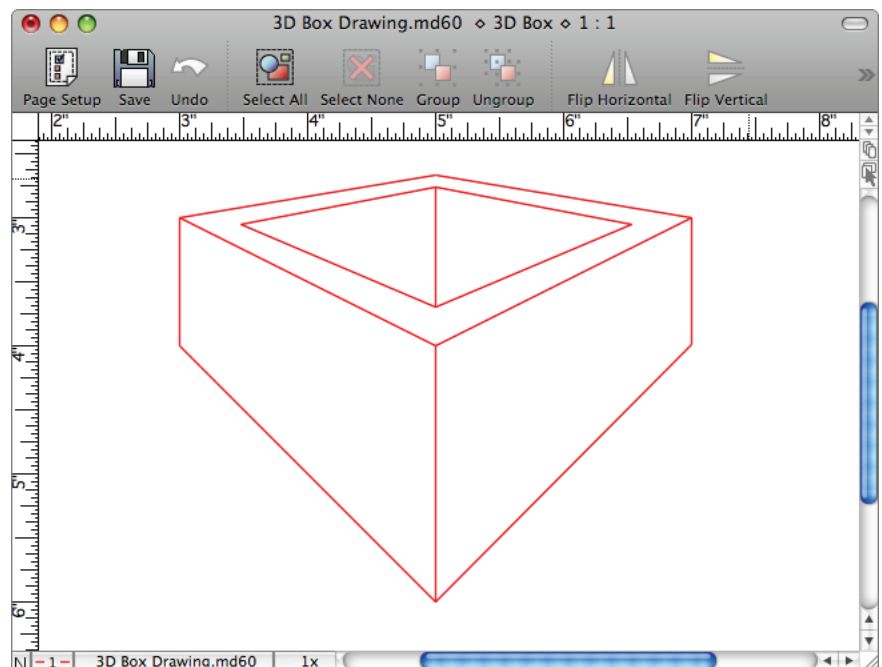
12 Steps to Drawing a Basic 3D Box

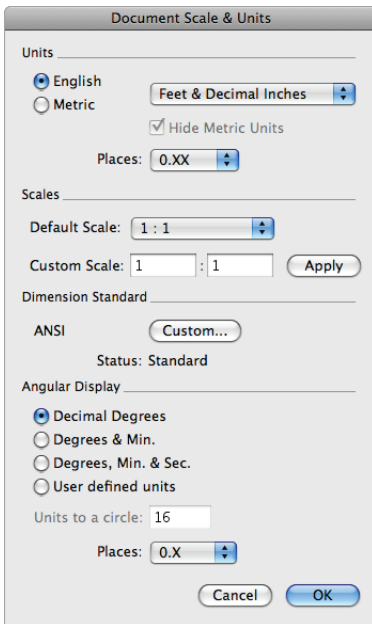
Showing you how to draw a basic 3D Object

Welcome to the MacDraft tutorial section of the Micro•Life Magazine, in this issue we are going to look at the creation of a basic 3D object to help you to understand the concepts of drawing a 3D object in MacDraft version 6.0. This will be the start of a set of 3 Tutorials to teach you to draw in 3D, where as the next 2 will gradually increase in difficulty and the item we will draw will become more interesting. So look out for the next installment of the 3D drawing tutorials in the next issue of Micro•Life Magazine.

1 Drawing the guides lines for the vanishing points.

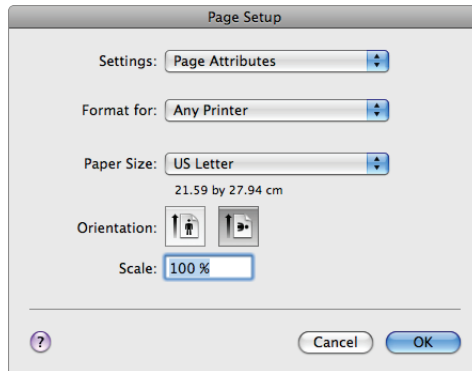
To the right is an image of the object that we are going to draw. Take a look at it and try and decide how many vanishing points you think it will need. The first thing that you may notice is that it is a uniform perspective of a 3D hollow box. Hopefully you can then see that it has two angled perspectives of the sides of the box, therefore showing that it will be drawn using 2 vanishing points. Now we can begin with laying out the guides in MacDraft.





2 Setting up the scene.

The box that we are going to draw is going to be a graphical representation, that means that we will not need to use any specific dimensions for the shape. However to make sure that we get the perspective lines uniform we may at times need to make sure they are the correct length. Open the MacDraft Application and a new document window will appear. Go to the Layout menu Select the Set Scale/Units... option. The Document Scale & Units Dialog will appear. As mentioned at the start of this tutorial we will be using Feet & Decimal Inches, therefore we will need to set the Units. Set the options the same as the dialog to the left. With the document scale and units set we need to make sure that the page we are working on is set to US Letter or A4 depending on your preference and set the orientation to Landscape. Go to Page Setup from the file menu and set the settings the same as shown in the image on the left.



3 Setting up the layer.

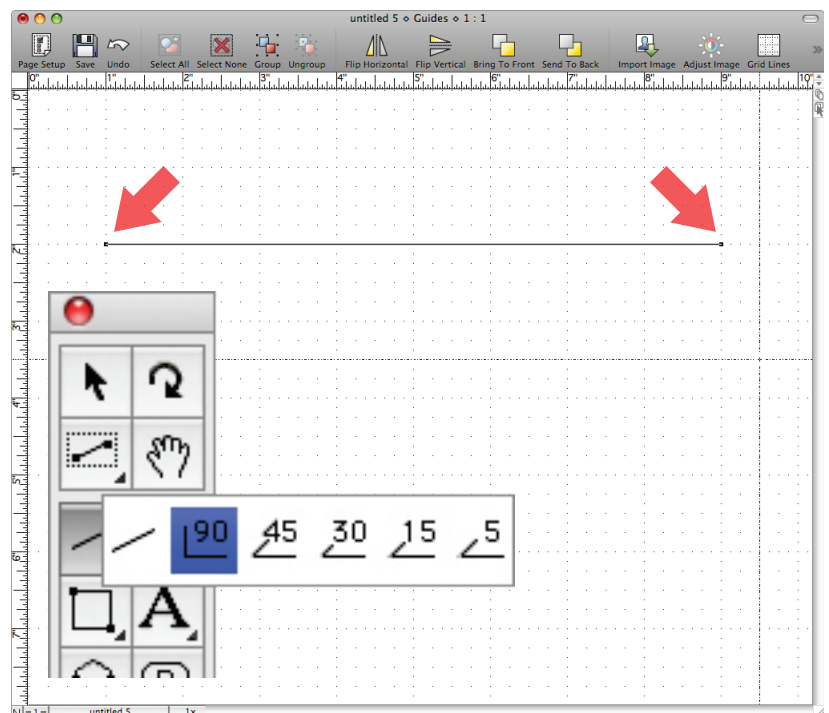
Firstly we want to rename the current layer to Guides so that when we have another layer for the 3D object later, we will know which one holds the guides. Click in the name field of the layer. When the name becomes highlighted, change its name to Guides. Once changed click the Enter key on your keyboard. The layer will now be called Guides. With the layer named correctly we can move onto drawing the guides as follows.

4 Drawing the horizontal origin guide.

We will begin the drawing process by creating the horizontal guide to depict the origin of the 3D object. Go to the Tool palette and select the Line tool and hold the mouse button down. The tool selection pop-up menu will appear. When the tool selection pop-up appears, select the 90 degree line tool as shown below. With the 90 degree line selected, move the cursor to the position shown below and click to place the start point of the horizontal line. Move the cursor to the right and you will see that the horizontal line will start to draw. Keep an eye on the Show Size palette and when it says you have drawn an 8" line, click the mouse to finish drawing the line. To make sure that we have drawn an 8" line we can check the Resize palette. With the horizontal line selected, go to the Resize palette and under the Parameters section make sure the Length is 8". If it is not then you can type 8" into the text box for the Length and click Apply.

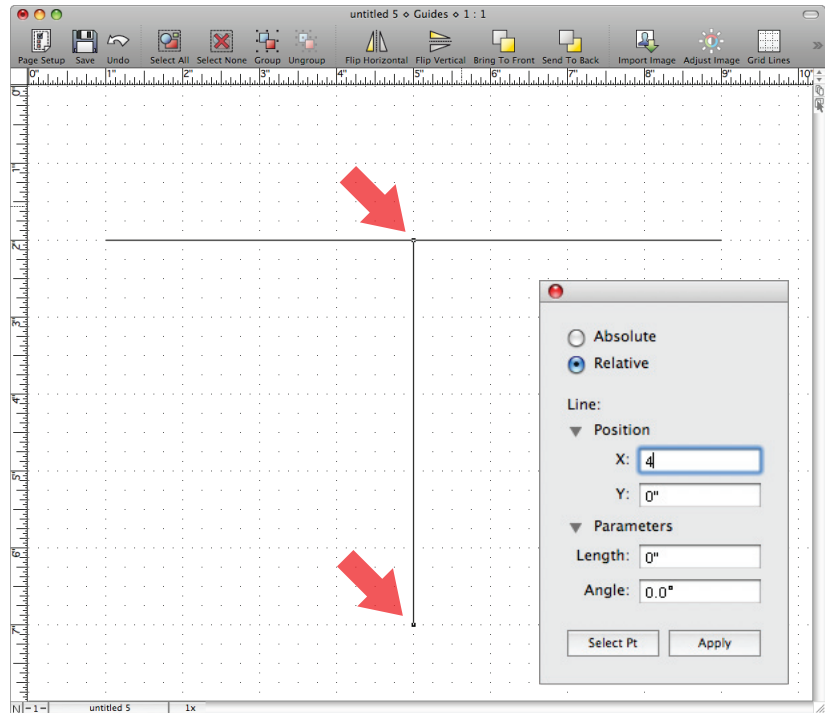
5 Drawing the vertical origin guide.

Now that we have drawn the horizontal origin, we can look at drawing the vertical one. This line will go through the center of the horizontal line we have just drawn. To do this we will draw it at the end and use the Resize palette to move it into the correct position. Go to the Layout menu and make sure that Snap to Object has a tick next to it. Having this option on will help when drawing the guides. With the 90 Degree Line tool selected (if it is not selected, then select it from the Tool palette). Move the cursor to the left hand end of the horizontal line and click to start drawing. Move the cursor down and you will see that the vertical line will start to draw. Keep an eye on the Show Size palette and when it says you have drawn an 4" line, click the mouse to finish drawing the line. To make sure that we have drawn a 4" line we can check the Resize palette.



With the vertical line selected, go to the Resize palette and under the Parameters section make sure the Length is 4". If it is not then you can type 4" into the text box for the Length and click Apply.

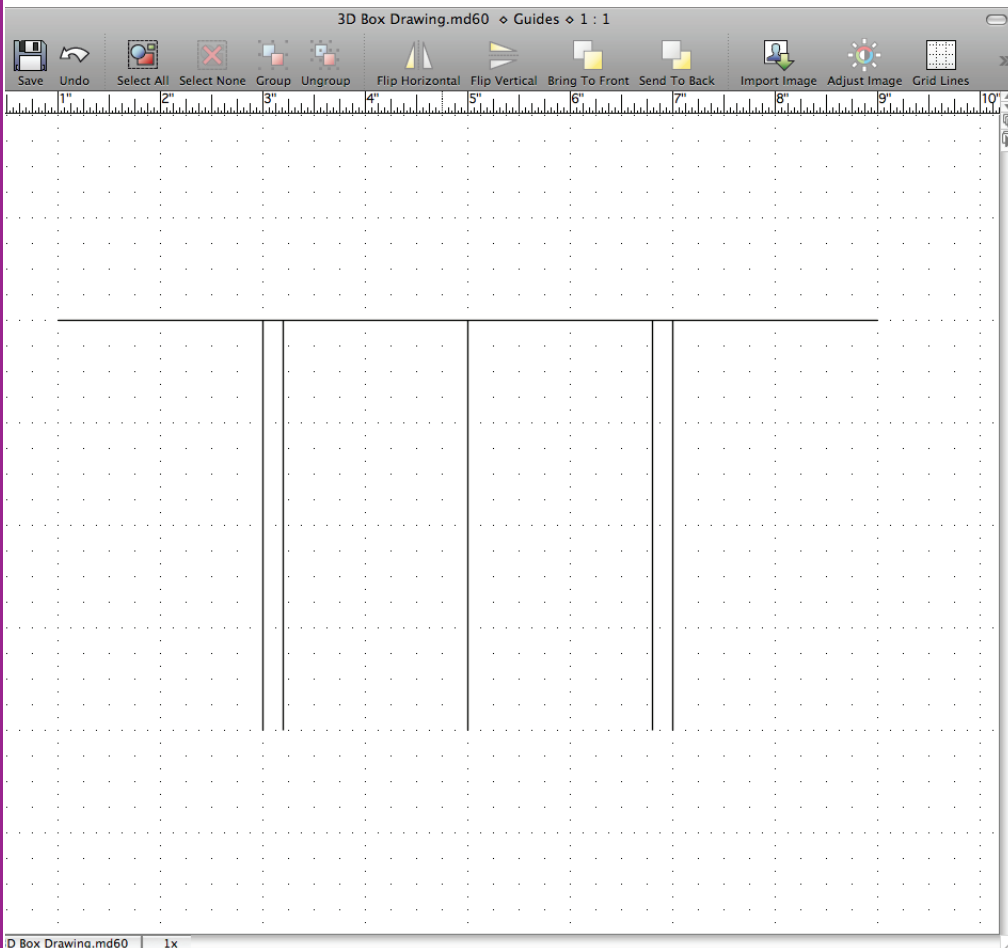
The final part for the vertical line is to move it to the center of the horizontal line. We can do this using the Position section of the Resize palette. Make sure that the vertical line is selected and look at the position in the Resize palette. You will notice there is a position value in there for the X and Y axis. We need to move the line 4 inches right along the X axis. To do this we can make our position relative to the shape not the document. At the top of the Resize palette, select the Relative radio button. Go to the Position and in the X field type 4, then click Apply. Now is the best time for you to save your document.



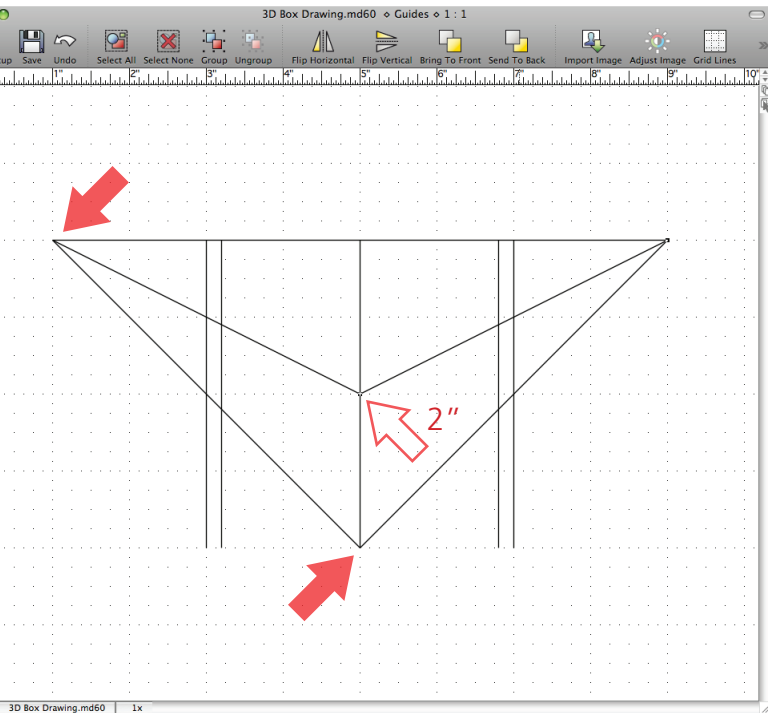
6 Creating the other vertical guides.

With the main origin guides created, the next step is to create the other vertical guides that will give you the correct placement for the drawing of the edges of the box inside and out. To do this we are going to duplicate the original

vertical line and move the duplicate to the correct position. For this task we will need the Resize palette again. We will need to duplicate the line in the same place, so will use the Duplicate Without Offset option. Duplicate the existing line and then make sure the Resize palette is set in Relative mode and move the line -2" in the X direction. Duplicate the center vertical line again in the same way and move that one -1.8" in the X direction.



To create the lines on the right hand side simply follow the same instructions as above but use 2" and 1.8" respectively instead of negative numbers. This is because the negative numbers denote moving left and the positive numbers denote moving to the right. The above image shows what the document should look like at this point. When you are happy, now would be a good time to save the document. Either click Save in the File menu or use the shortcut (Command - S).



7 Drawing the Guides

To make drawing the guides and snapping them easier we are going to need to turn the grid snap value off. Go to the Layout menu and click the Set Grid option, then select None from the available list that appears. We are going to need to use the standard line tool, that is not constrained by any angles to draw these guides, select it from the Tool palette.



Move the cursor to the left hand end of the horizontal line and click the mouse to start drawing. Then move the mouse to the bottom of the center vertical line and click to finish. Once that has been drawn you can draw the rest of the guide lines as shown in the image on

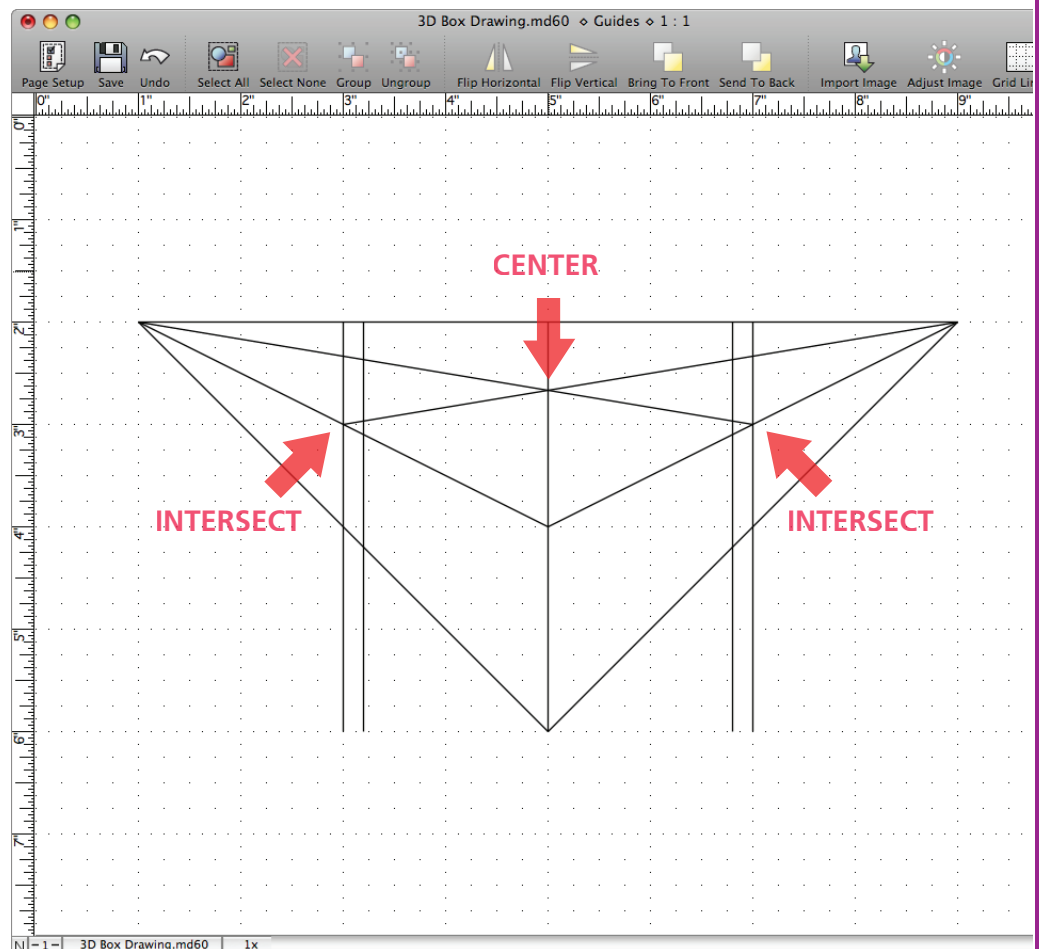
the left. You now have the guides for the top and bottom of the box finished.

8 Drawing the back intersecting guide lines.

The next step in the drawing of the guides is to create the perspective lines for the back of the box. These are slightly different in placement to the others as they require you to draw them to an intersecting point. This is where the vertical lines you drew earlier can help. Make sure that the standard line tool is selected and move the cursor to the left hand end of the horizontal line. Click the mouse button to start drawing the line, now move the cursor to the right hand intersect line shown in the image and click the mouse button finish drawing the line.

Once this has been drawn, move the cursor to the right hand end of the horizontal line and click the mouse button to start drawing the next line. Move the cursor to the left hand intersect point shown below and click the mouse button to finish drawing the line.

These intersect points are helpful as it will mean that the lines you have drawn are perfectly mirrored, meaning that the length and position is the same on either side of the box. You can also check that they are correctly position by looking at the center point where they cross each other. If they are perfectly centered then you know you have drawn them in the correct place.

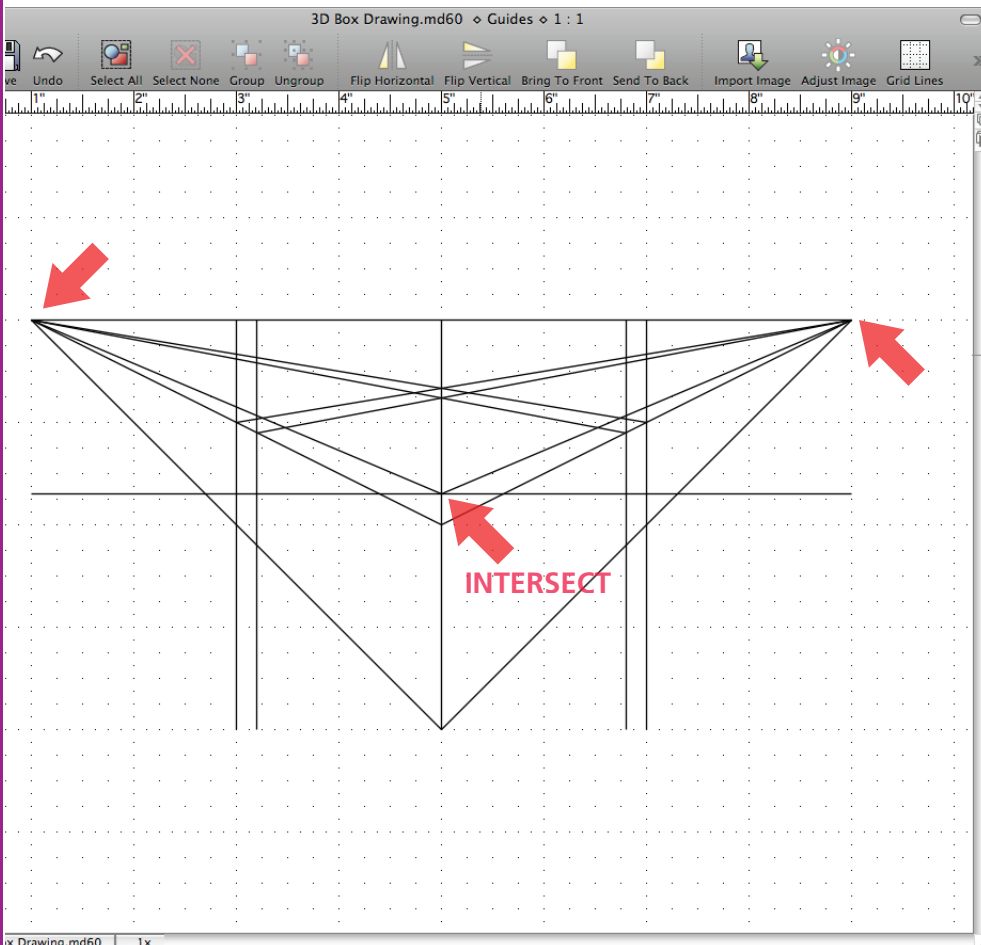
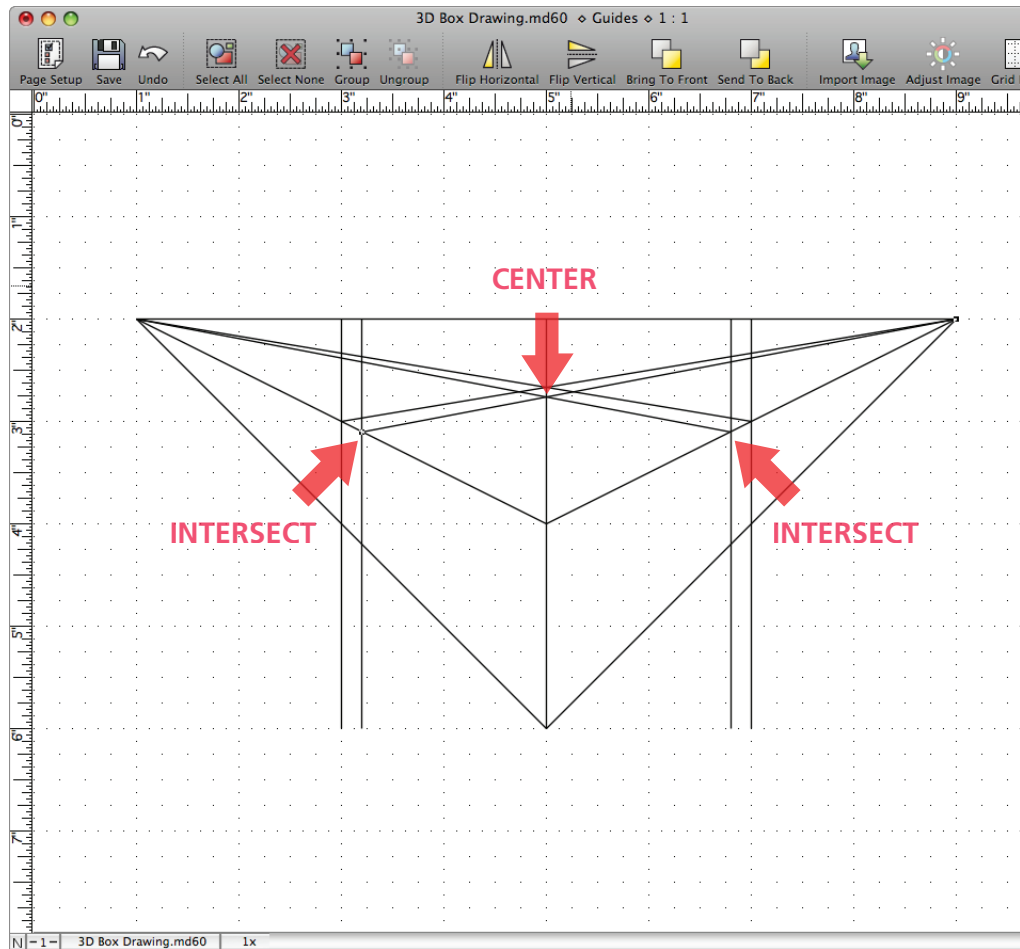


9 Drawing the back guides for the inside of the box lip.

To draw these guides we can use the same method that we used in the previous point. Make sure that the standard line tool is selected and move the cursor to the left hand end of the horizontal line and click the mouse to start drawing the line. Now move the cursor to the right hand intersect point shown in the image on the right and click the mouse button to finish drawing the line.

Do the same with the next line, starting the drawing of the line from the right hand end of the horizontal line to the left hand intersect point shown in the image. You can use the same checking method as before, by making sure the two new lines intersect in the center as shown.

You will notice now that the guides are starting to take shape and you can see the construct for the box we are going to draw later.



10 Drawing the final guides for the 3D Box.

The last two guides for the inside edge will require us to create a second horizontal guide to help us align the lines correctly. To do this we will use the same method as before by duplicating the line in the same place and moving it using the Resize palette.

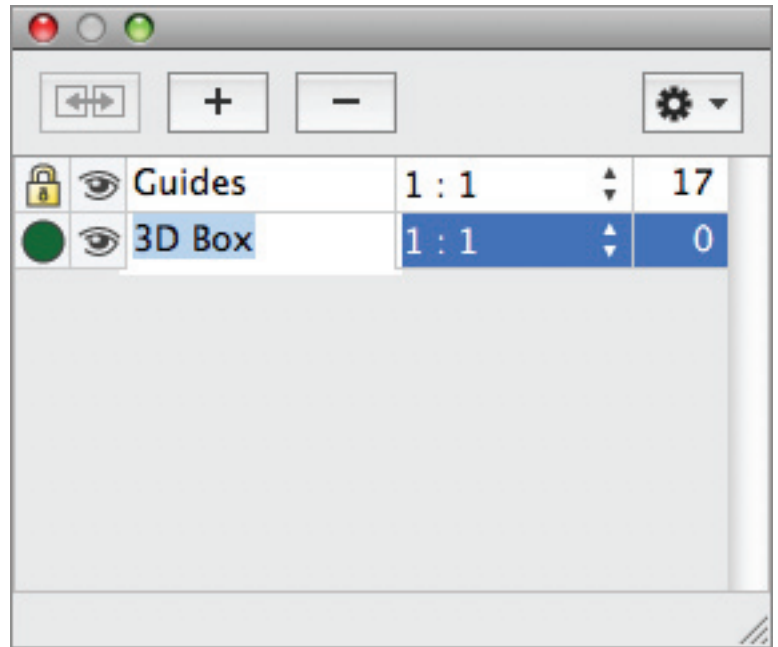
Select the horizontal line with the Arrow tool and go to the Edit menu. Hold the Shift key down and click Duplicate Without Offset. Now with the line selected go to the Resize palette and make sure that Relative is selected and type 1.7 in Y position field, then click Apply.

You can now draw the final guides from the left hand end of the upper horizontal line to the intersect point shown below. Then do the same from the right hand end of the upper horizontal line. Now select all of the lines and make their color a light gray. Go to the Layout menu and hide the grid lines.

11 Creating a new layer and change the line color.

The new layer we are about to create is for the drawing of the 3D object, creating this will make hiding the guides easier when we are finished. Go to the Layers palette and click the + button to add a new layer. A new layer will appear at the bottom of the list. Place your cursor over the new layer name and click the mouse button. The layer name will become highlighted ready for you to type a new name. Change the name of the layer to 3D Box and click the Enter key on the keyboard to apply the change.

Change the line color to red so that when you are drawing you can see the new lines easier. Also make sure that the Snap To Object option is turned on from the Layout menu, to make drawing easier.



12 Using the guides to draw the 3D box object.

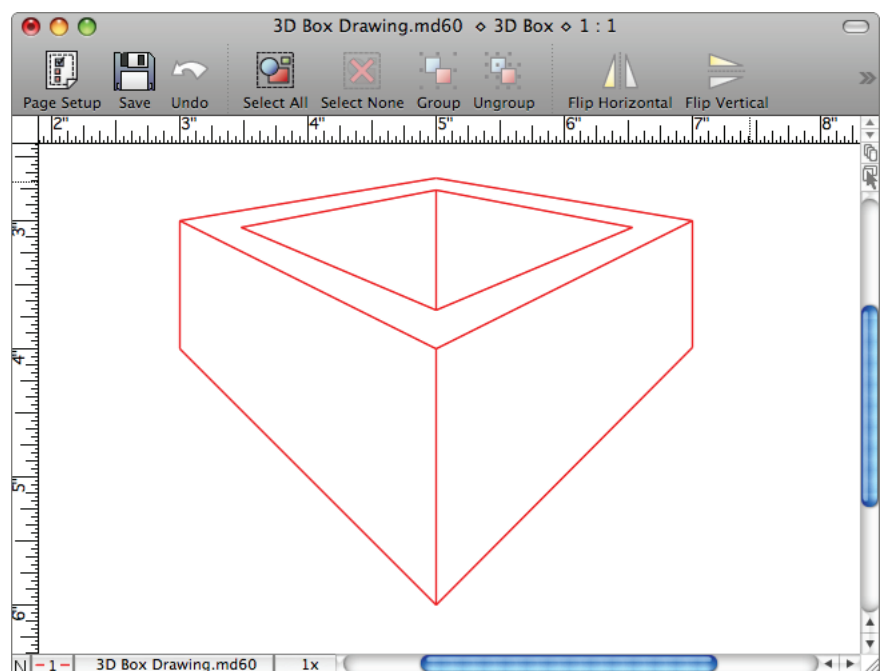
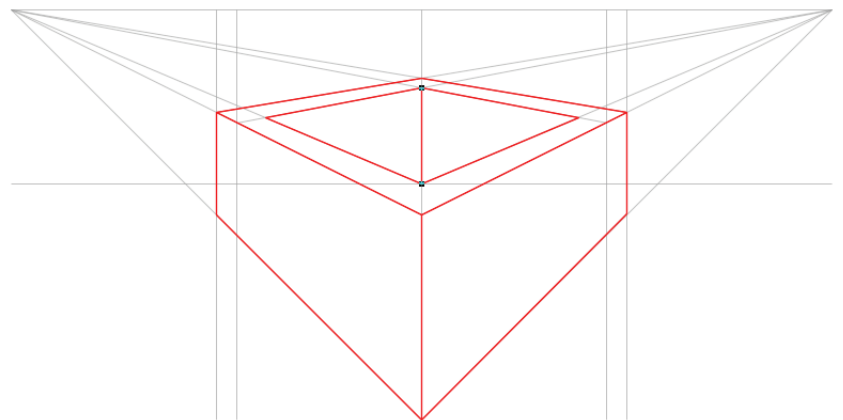
The final part of the tutorial is to draw the actual 3D box using the guides we have created. It should be quite simple to trace the guides using the standard line tool. You will also find that at times the lines will snap to the correct points. Here are some helpful hints while drawing the 3D Box.

Remember that the far left and far right vertical lines are the edges of the box. You may find it easier to draw these first.

You could draw the entire left hand side of the box and then duplicate the lines and mirror them. This would make sure that all of the lines are in the correct place.

When drawing the lines using the intersect guides, be sure to keep an eye on the points where the lines cross each other. If they are centered then you know that they are in the correct place.

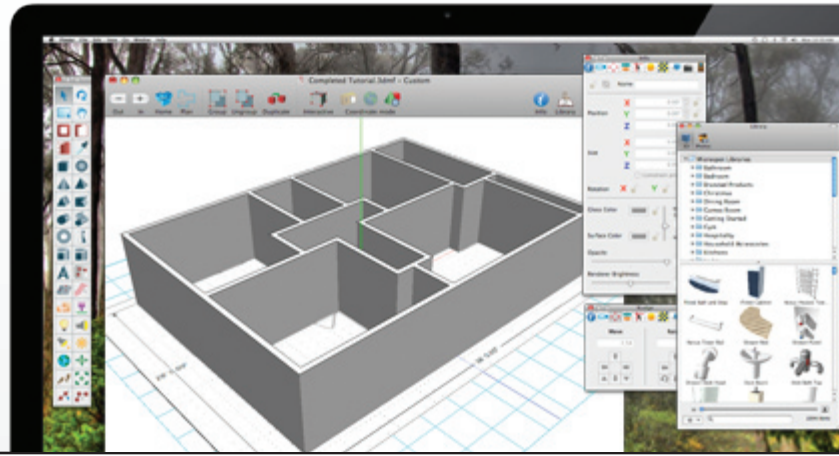
Once you have drawn the 3D box you can hide the guides layer and you should end up with a 3D representation using vanishing points, of a basic linear drawn, 3D Box. You may wish to change its line color.



Interiors

STEP-BY-STEP TUTORIAL

A STEP BY STEP TUTORIAL FOR INTERIORS WHERE WE WILL BE LOOKING AT WAYS OF IMPROVING YOUR SKILLS WITH THE 3D APPLICATIONS.



Knowledge required:

Good understanding of Interiors Pro tools and clear insight into features and general use. A good understanding of Mac Screen Capturing.

Software required:

Plan or vector drawing application (i.e. Macdraft Pro or PE)
Microspot Interiors Pro 4.1



DIFFICULTY

From 2D Plan to 3D Model

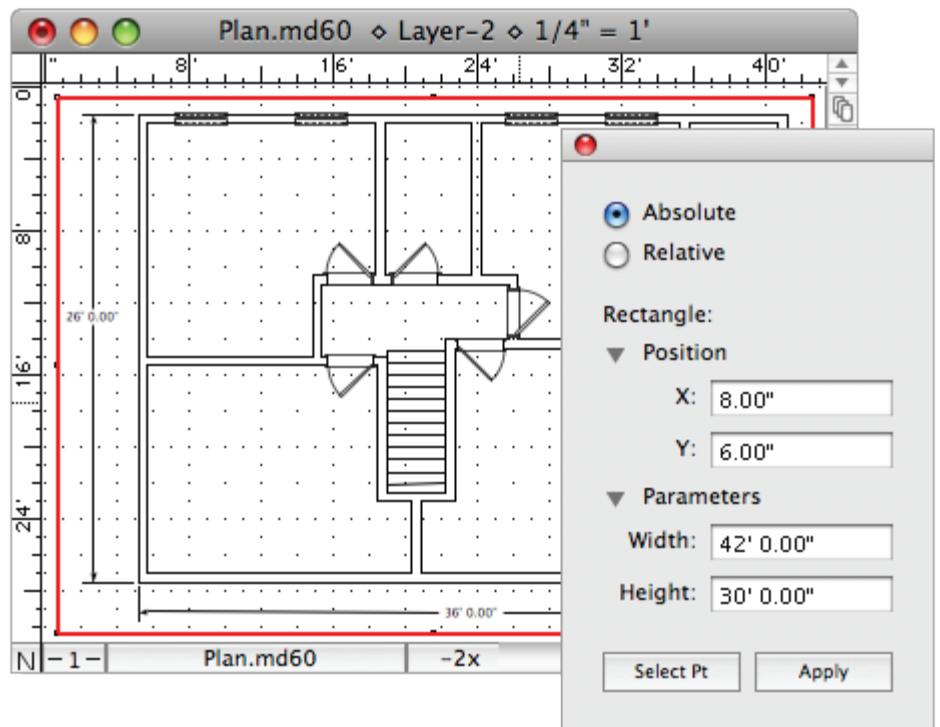
Bringing your plans to life...

Welcome to the Interiors tutorial where we will be looking at how to use your 2D plans and creating a 3D model of those plans. We will be using a number of techniques to get the plan in at the right size and draw the walls over the plan. This tutorial assumes are familiar with the techniques used and will not be explaining each aspect in a large amount of detail. Please refer to the Knowledge and Software required, shown above before continuing. For the purposes of image reference and description we will be using a plan drawn in the Microspot MacDraft application.

1 Getting the plan from MacDraft.

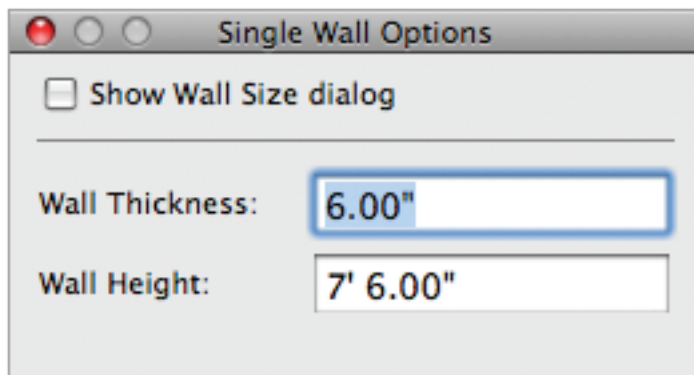
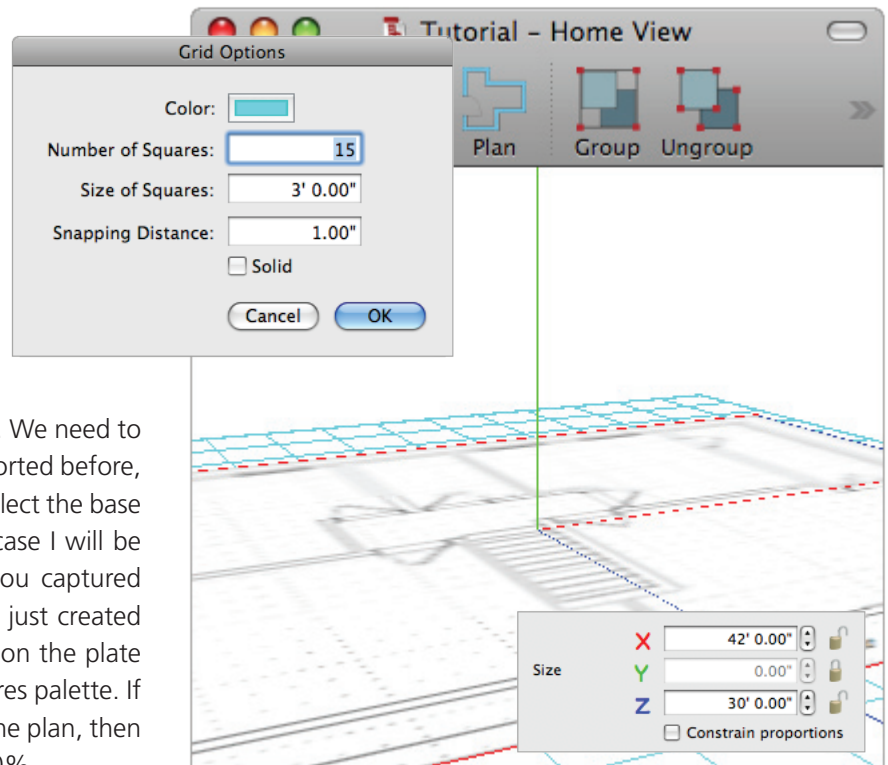
The first step in this tutorial is to get your plan ready for export from MacDraft. There is a few things that we will need to do. Draw a rectangle round your plan as shown in the image on the right. When you have done this, make a note of its size. We are doing this so that we know what size to make the grid in Interiors Pro. We are going to need to export the plan at the size of the rectangle.

Make sure that the rectangle fits the screen, you can use zooming if you need to. We are going to use the Command - Shift - 4 keys to create a selection screen capture. Draw the selection around plan by tracing the rectangle that you have drawn.



2 Creating the base plate in Interiors Pro to drop the plan onto.

We know that the rectangle we drew around the plan in MacDraft was 42 feet by 30 feet, that way we know that the grid in Interiors Pro needs to be able to accommodate that size. So change the Grid Size in Interiors Pro where Number of Squares is 15 and the Size of Squares is 3 foot. Once you have done this you can then go to the Actions menu and click Add Base Plate. A base plate will appear covering the grid. We need to make this the same size as the plan area we exported before, this is why we noted the rectangle size down. Select the base and change its size in the Info palette, in this case I will be using 42 by 30 feet. Now locate the image you captured from MacDraft and drag it onto the base plate just created in Interiors. You may need to rotate the image on the plate to get it in the right perspective, using the Textures palette. If you find it is difficult to make out the detail on the plan, then set the Matt/Gloss level of the base plate to 100%.

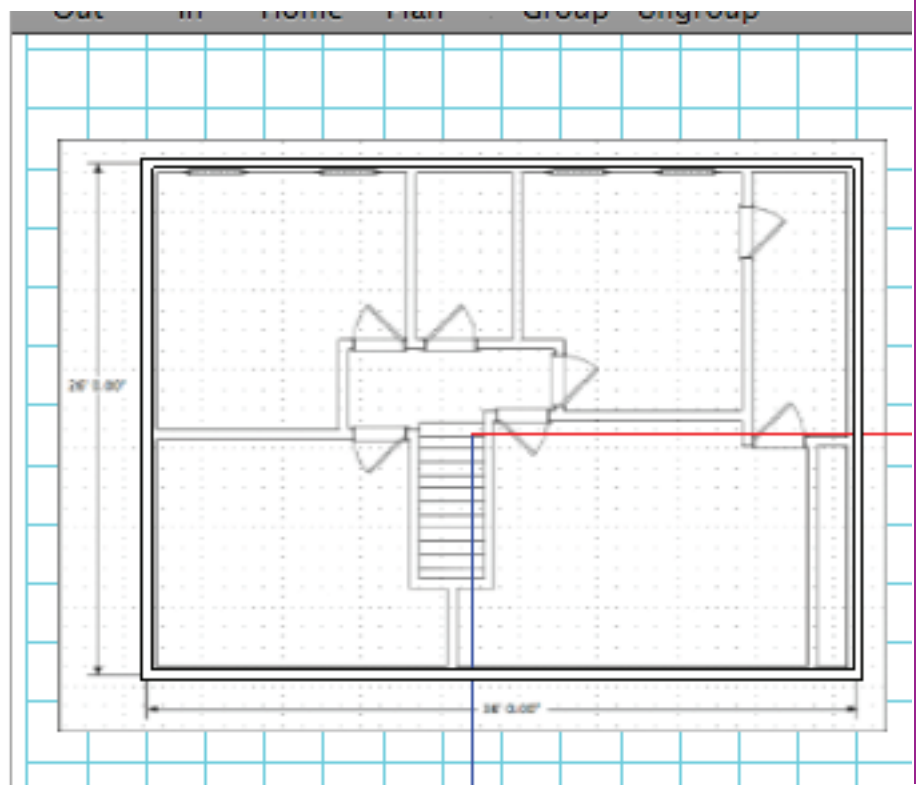


3 The Single Wall tool options.

With the plan correctly placed in the drawing we can look to using the wall tools to trace the walls. We are going to use the Single Wall drawing tools and will need to set some options for them. Select the Single Wall tool from the Tools palette and the options dialog will appear. Set the Wall Thickness and the wall Height as per the image on the left. NOTE: At this point you may wish to turn snapping off to make drawing the walls easier. Do this in the cursor options palette.

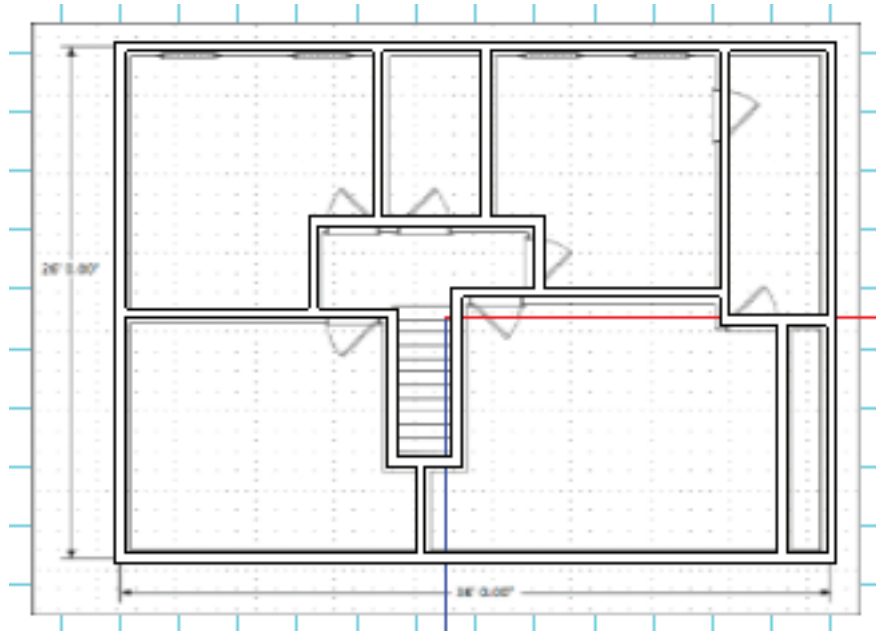
4 Using the Single Walls tool to trace the walls on the plan.

With the Single Wall tool selected you can begin to draw the walls following the plan. You do not need to be too accurate in the drawing as you will use the Edit Walls tool to make the walls more precise. Click the mouse button to start placing the first wall. It does not matter where you begin, but it may be easier if you start by drawing the outer walls first. Each time you click to place the walls a dialog may appear depending on your preferences. In this dialog you can type the wall height, angle, length and thickness. Simply click the OK button to continue drawing. NOTE: When you come to finish drawing the walls, the cursor will change to let you know you are lining the walls up.



5 Drawing the rest of the walls.

Now that the outside walls have been drawn, you can use the Single Wall tool to draw the rest of the walls. Select the single wall tool from the Tools palette and begin drawing the inside walls. Remember you do not have to be too precise when positioning as we can use the Edit Walls tool to position things correctly. NOTE: If you wish to finish drawing a wall without moving onto draw another, then click the Done button in the dialog instead of the OK button. Once all of the walls have been drawn we can move onto using the Edit Walls tool to position and resize them correctly.

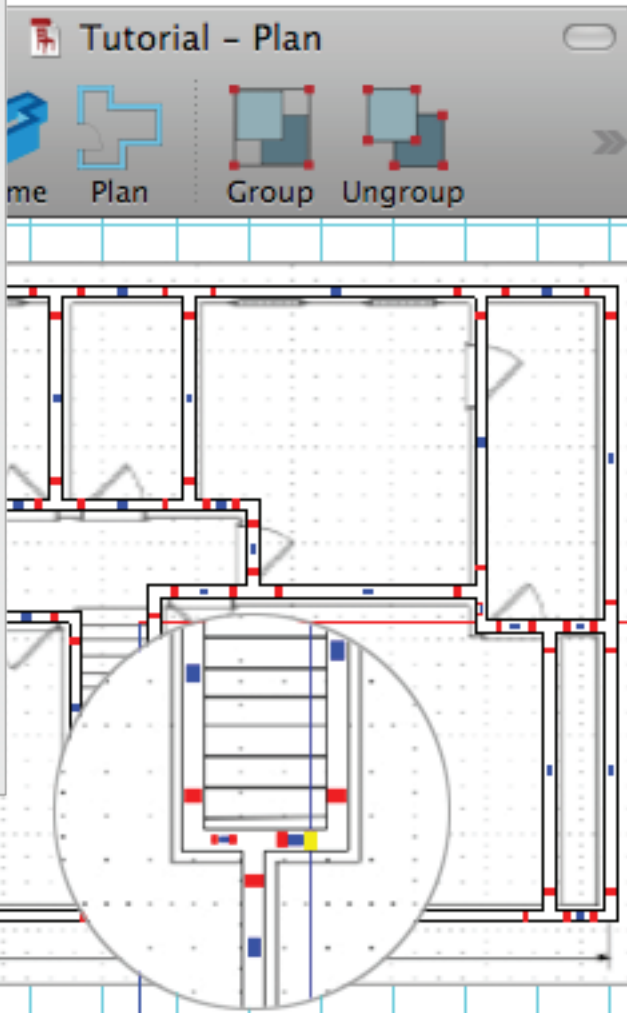
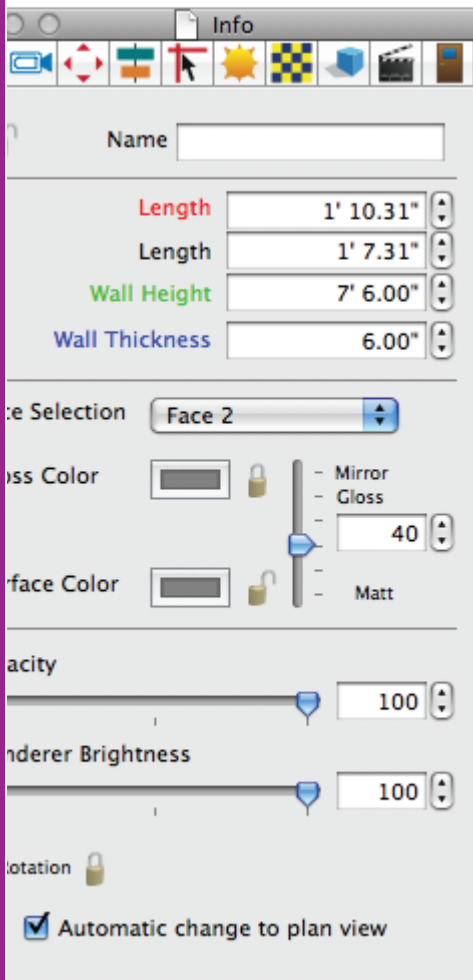


6 Positioning and resizing the walls using the Edit Walls tool.

To be able to reposition the walls you will need to use the Edit Walls tool. Select the Edit Walls tool from the tools palette and the view will change to a plan view, revealing editing handles for the individual walls. As you can see from the image on the left, when you click the Edit Walls tool, the view changes and the editing handles appear.

The Blue editing handles are for the centre of a wall and control the whole walls position. The red handles control the ends of the walls and finally when you select a handle it changes color to yellow. Simply drag the handles to adjust the position of the walls or enter the correct length in the Info palette.

NOTE: You can use your original plan for reference as to the dimensions for each walls, if you are using the inner wall dimensions then change the RED Length option in the Info palette. If you are changing the outer then use the BLACK Length field. Please remember that editing one walls length may adjust the length and position of a connected wall, so always keep an eye on this, when making adjustments.



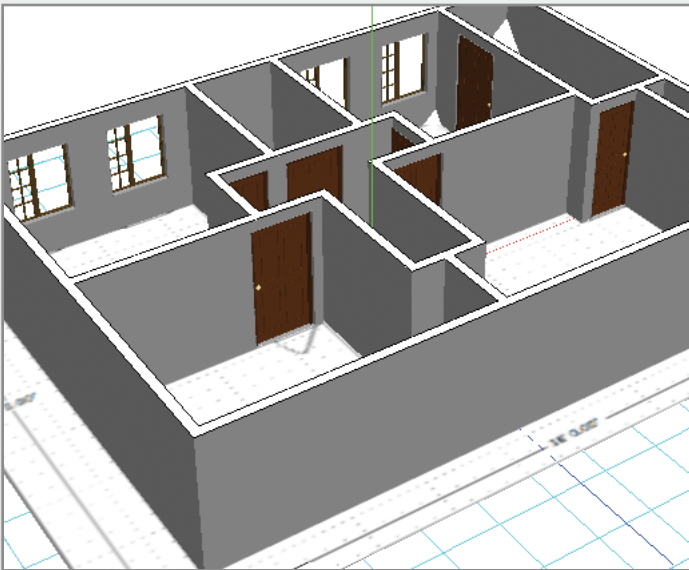
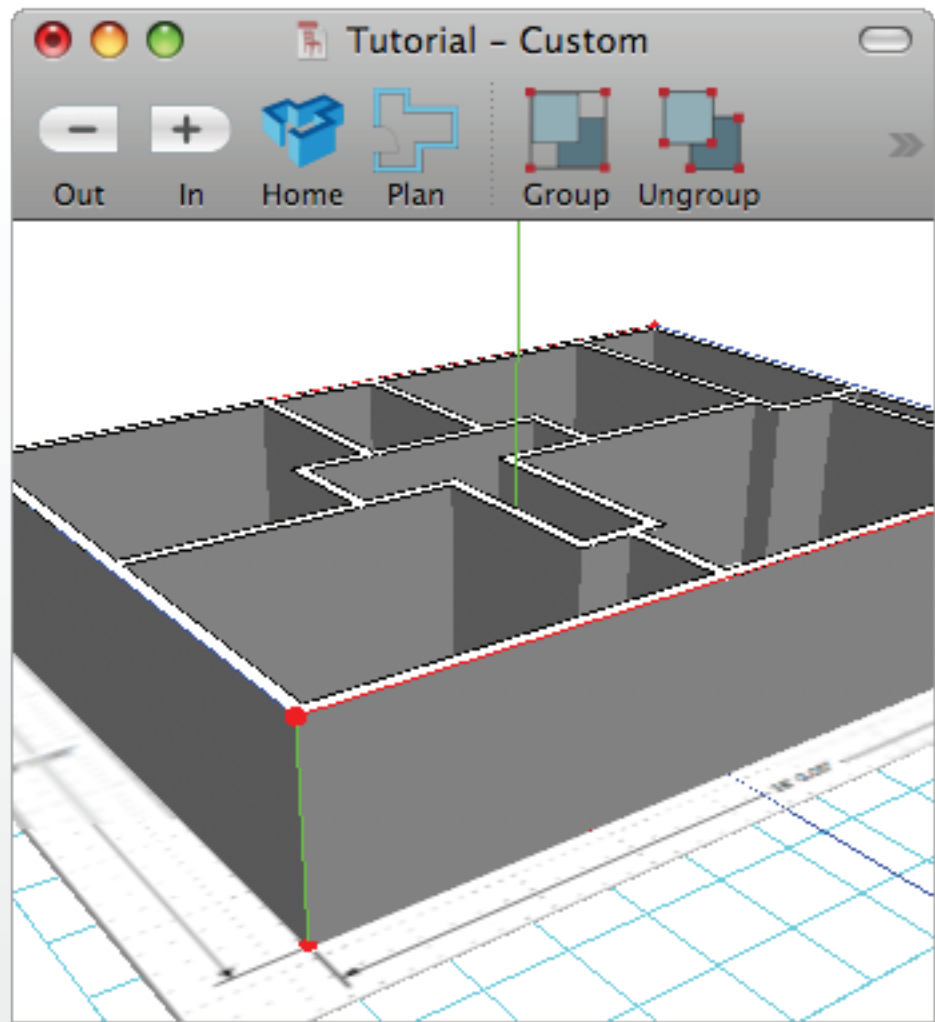
7 The completed walls.

When you have finished editing the walls you will end up with a 3D elevation of your plan.

At this point you may wish to check the size of the walls by selecting them and going to the Info palette. The Info palette should then tell you the overall size of the walls you have selected.

From here you can add furniture, change the wall colors, add windows and doors and begin to create your interior designs.

Remember that the walls can be edited and added to at any time, using the Edit Walls tool and walls can be added using the Single walls tool. This means that you could create additions to a plan at any point, giving you the freedom in your design process.





MICROSPOT INTERIORS PROFESSIONAL

A PRECISE 3D SOLUTION

POWERFUL 3D MODELING, ANIMATION AND
INTERIOR DESIGN IN ONE EASY-TO-USE AND
CREATIVE PACKAGE.

MICROSPOT
The logo features the word "MICROSPOT" in a bold, white, sans-serif font. Below the text is a horizontal line that ends in a stylized, white, wave-like graphic element on the right side, resembling a heartbeat or a signal waveform.



Z Community ZONE

User Case Study and Testimonial

Alan J. Maki, MacDraft user since 1985!

My name is Alan J. Maki, owner of Beyond Basics Drafting & Design and I have been using MacDraft since 1985. Growing up in a family owned chain of Home Centers I have learned the building industry inside and out. I started my career doing marketing and in 1990 I started my own Drafting & Design company. Since then I have been designing libraries that allow me to be more efficient in the design process. Thanks to my libraries and MacDraft I can produce an average of 160 home plans a year working a 10-15 hour week.

What is my secret?

When building a plan I found myself using the same components time and time again (i.e. decks, porches, garages, family rooms, stairs and entrances). With MacDraft's easy to use libraries I created all the different plan components needed to assemble a working set of drawings. These library items can be dragged and dropped into any drawing in seconds. It is designed for speed, so contains only what I need to produce fast floor plans, sectional views, foundation plans and elevations fast.

The real world

In the real world all plans that go to permitting are 2D drawings. You'll find a number of software programs available from \$80-\$2000 that offer 3D renderings however this is not necessary and it only complicates the design process. With MacDraft and my libraries I concentrate on what is really needed and so I produce drawings in a fraction of the time it takes other home designers.

MacDraft stands alone

MacDraft is designed to make you feel like you are working on a drafting table. With easy to use tools that help with the layout process, you will be up and running in no time. It uses drag and drop libraries and allows you to build pages based on your needs that can be used time and time again. With other programs on the market for \$1000's of dollars, MacDraft is still the one that reminds you of how drafting should be done.

“Great job on the upgrade guys. The ability to open files in any format and automatically load into Macdraft is a huge improvement. All my previous crashing issues are gone. Love the new tool bar and features.

Well done!”

R. Kaseta at Illuminated Interiors



Blackberry Curve 8900

Interiors Professional, Photoshop

“Product placement is important in the marketing industry and to be able to visualize your products is a key feature in pushing your brand. Modeling the Blackberry Curve 8900 gave me the opportunity to understand the form and function of a complicated user orientated device. With its slick design and beveled shape, this model gave a true imagining of a cross between shiny surfaces and matt finishes for a creative final design.”

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Open Plan Apartment

Interiors Professional, Photoshop

"Visualizing an interior design can sometimes be difficult. Here I was able to create the theme of an open plan, clean interior layout, paying attention to the focal areas in the room with detailed modeling and consistent, matching texture use. In addition the interior has the feel of a high rise flat, finished with the use of a balcony and outside view, screened by a glass panelled door and displays."

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Hotel Pool Area

Interiors Professional, Photoshop

"Capturing the atmosphere and mood of a scene has always been a passion for me when working with my designs. Creating a visual scene can sometimes be the easy part, but keeping the feel and impression taken from an interior is the hard part. Lighting, colors and textures are all a key in this, using the correct layouts and forms that are not only pleasing to the eye, but compliment the scene you are trying to create. This pool area view gives you the feel of comfort and relaxation, while giving the illusion of a remote destination. Open spaces and clean use of colors and materials made this scene a place you would like to be."

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iPod Nano Collection

Interiors Professional, Photoshop

"A selection of the iPod Nano showing their brand colors and the general product placement for each. This was a fun task to undertake, trying to create the Apple feel to the scene, as well as generating a clean and precise form to the models. With the slick form and bold colors, this was easy to create a flowing design and shiny, reflective finish to the surfaces."

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Warm Living Room Style

Interiors Professional, Photoshop

"An experimental scene to begin with, seeing how the use of multiple surface types and materials will interact with each other in a warm and inviting interior layout. What started as an experiment turned out to be a successful layout for a warm, cosy room. Inspiration taken from a number of existing interiors, this became a key to showing that grained wood and fabrics work, broken up with glass panelling and correct mood lighting to help reinforce the relaxed feel. In addition to the materials used, the clever placement of books, ornaments, utensils and other every day objects, gives this mood inspired room, the touch of home."

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Planning Ahead...

Interiors Professional, Photoshop

"A design with a purpose, something that not only captures the theme of the interior but the elements are to give the feel of clean, slick design as well as the effect of an intellectual perspective. Through the use of clever textures and informative surroundings this render proves to say a lot about where you are, but without saying much at all."

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Microspot Renderer

Interiors Standard, Microspot Renderer

"When wanting to create an Interior for a quick visuals, without the need for the modelling tools, I use Interiors Standard. This allows me to generate interior designs quickly and precisely using the library items available, as appose to creating my own 3D models. I was still able to add detail to the scenes using the Useful Shapes library, which meant I could construct the balcony/mezzanine area. The Microspot Renderer meant I could quickly render the visualization, without the need for reflections."

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Apple iPhone 3GS

Interiors Professional, Photoshop

"Generating an impressive render can sometimes be down to the object the you are modelling as well as the level of detail that is put into it. I decided to create visuals for the iPhone, when I realized how it would look when reflections, lighting and shadows were applied."

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Apple iPhone 4

Interiors Professional, Photoshop

"When the iPhone 4 had been released I wanted to see how different it was to the original, not only in its form and design but its aesthetics. Modelling it allowed me to visualize the slick design and gave me the opportunity to really see how much it had changed, while still retaining the Apple design and feel you expect."

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Microspot Renderer

Interiors Standard, Microspot Renderer

"The one thing I have learnt when working on 3D modeling and interior design is that you can often capture the style in your design without the need for fancy reflective renders. In this selection of renders I used the Standard Interiors giving me the chance to focus on the detail in the scenes, without the need to worry about the reflective properties."

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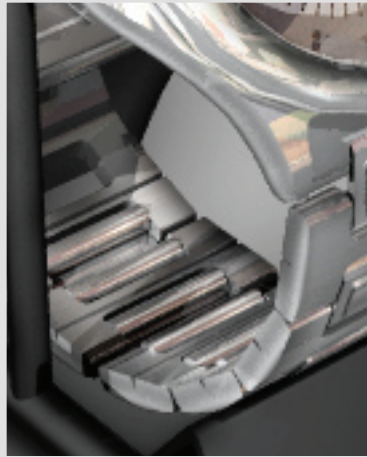


Sekonda Watch

Interiors Professional, Photoshop

"I created this image of a Sekonda watch to capture the effects of light on a near-mirror surface. It was important to model each component of the strap individually and to incorporate as much detail as possible without the use of textures. This then directly effects the shadows and the reflections created, consequently creating a near photo-realistic render of a almost completely reflective object."

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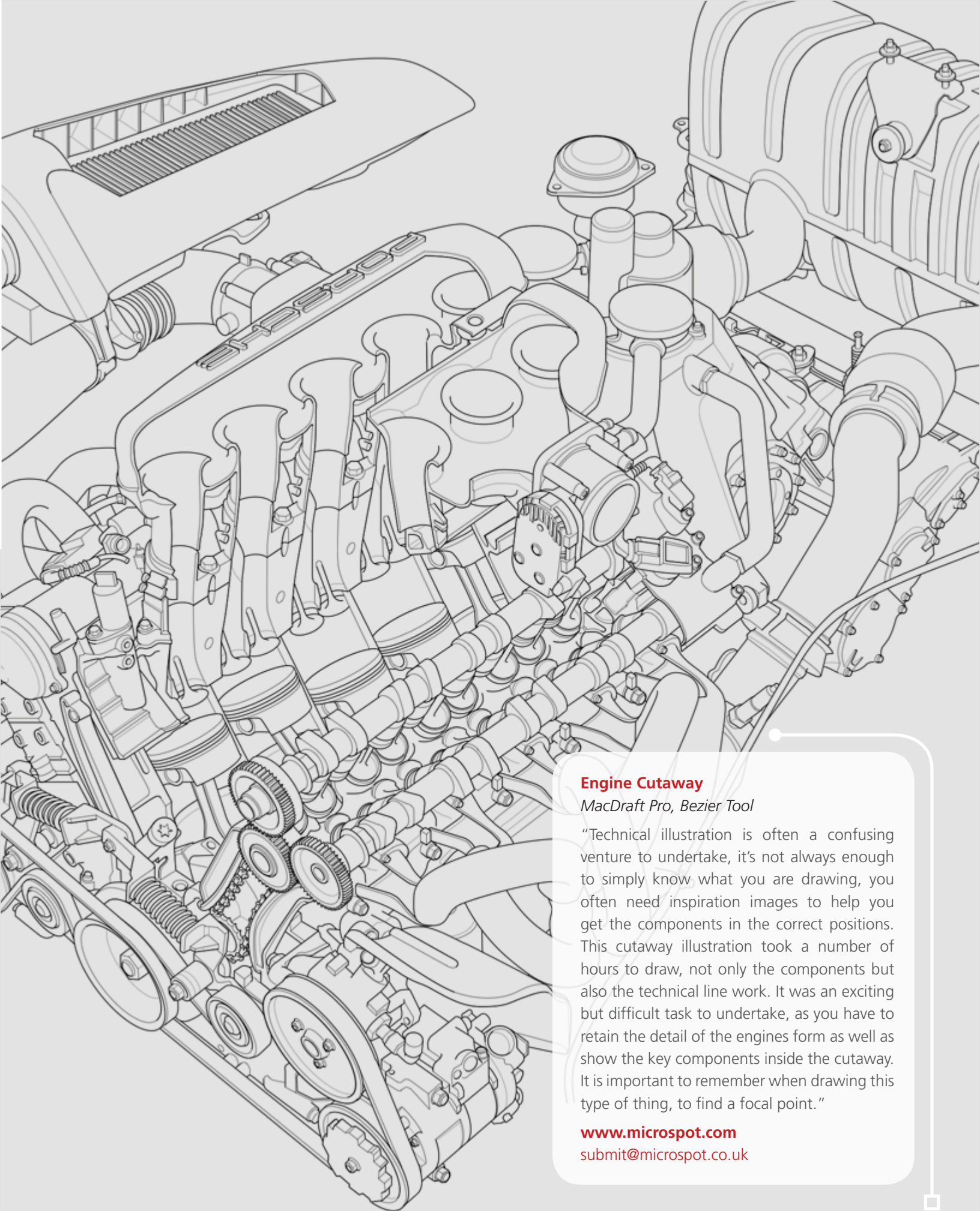
Apple MacBook Pro & iPhone 3GS

Interiors Professional, Photoshop

"Apple products have always been a fascination of mine, the slick design, the precise form and the glossy, reflective effects created by the screens. It was a challenge of mine to capture not only all of this but the level of detail that goes into ergonomics and the interfacing of the Apple laptop. Captured in it's placement and shown in it's layout the MacBook Pro is a true work of art."

www.microspot.com | submit@microspot.co.uk





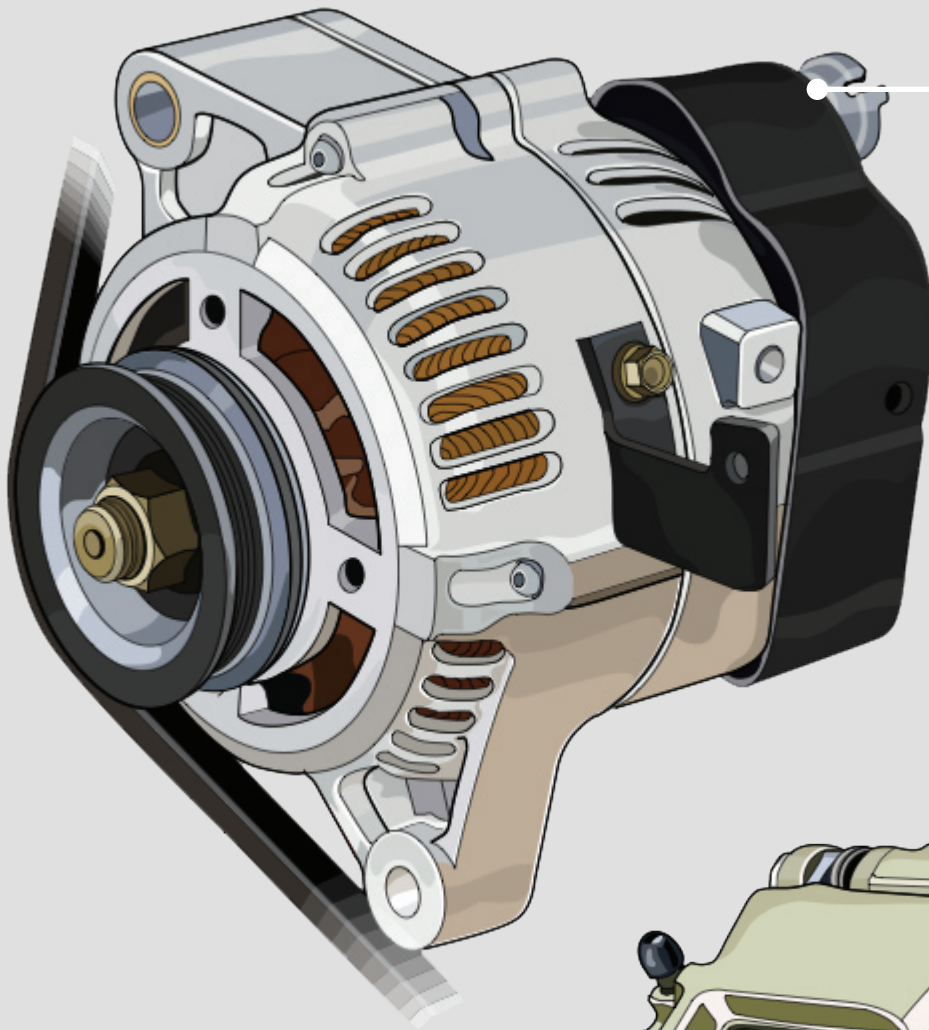
Engine Cutaway

MacDraft Pro, Bezier Tool

“Technical illustration is often a confusing venture to undertake, it’s not always enough to simply know what you are drawing, you often need inspiration images to help you get the components in the correct positions. This cutaway illustration took a number of hours to draw, not only the components but also the technical line work. It was an exciting but difficult task to undertake, as you have to retain the detail of the engines form as well as show the key components inside the cutaway. It is important to remember when drawing this type of thing, to find a focal point.”

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Car Alternator

MacDraft Pro, Bezier Tool

"When I was looking at doing illustrations with MacDraft I wanted to try and test myself, so I came across a number of technical illustrations for car parts. It seems that this is becoming a growing technique to be able to visualize certain parts of not only cars, but other commercial components. Using the new Bezier tool I was able to quickly generate a technical illustration of this alternator with shading."

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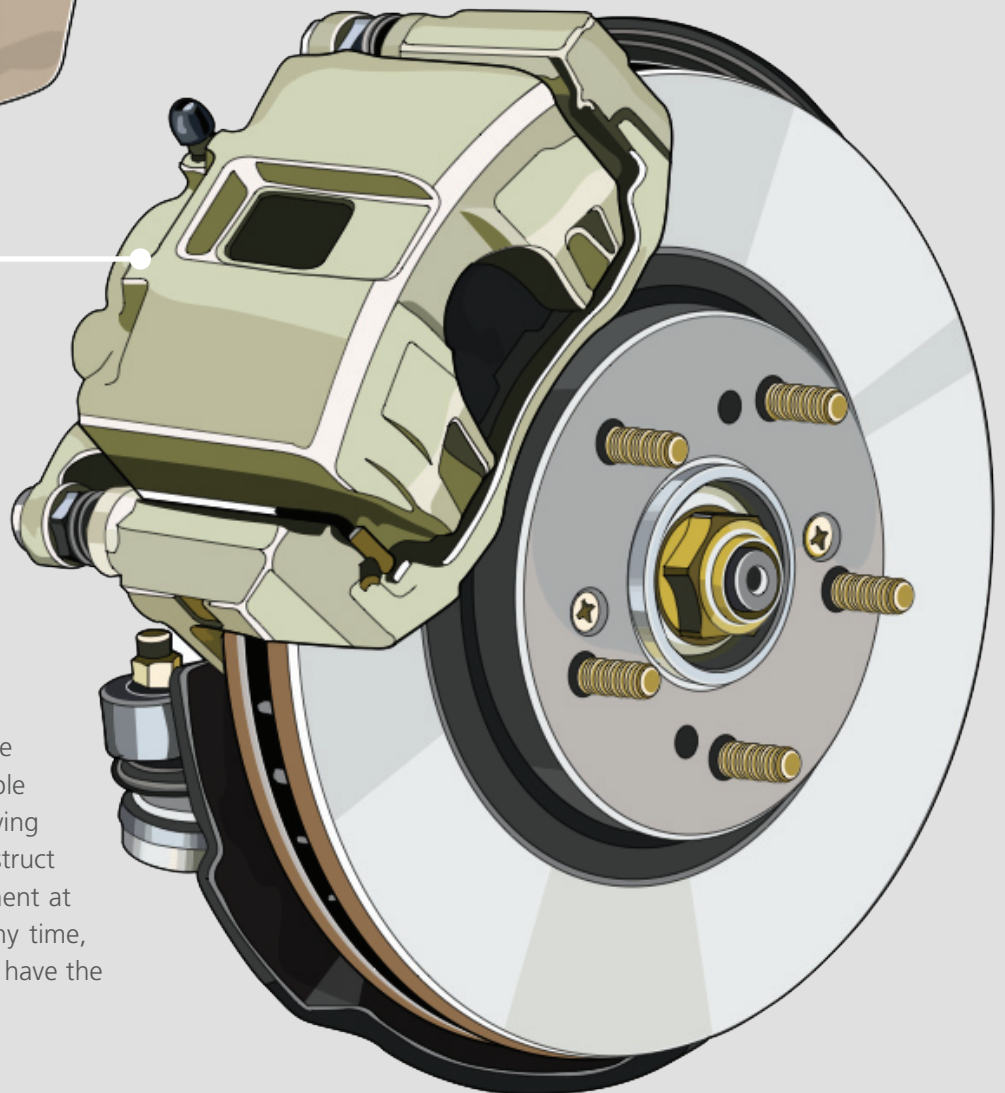
Disk Brake Unit

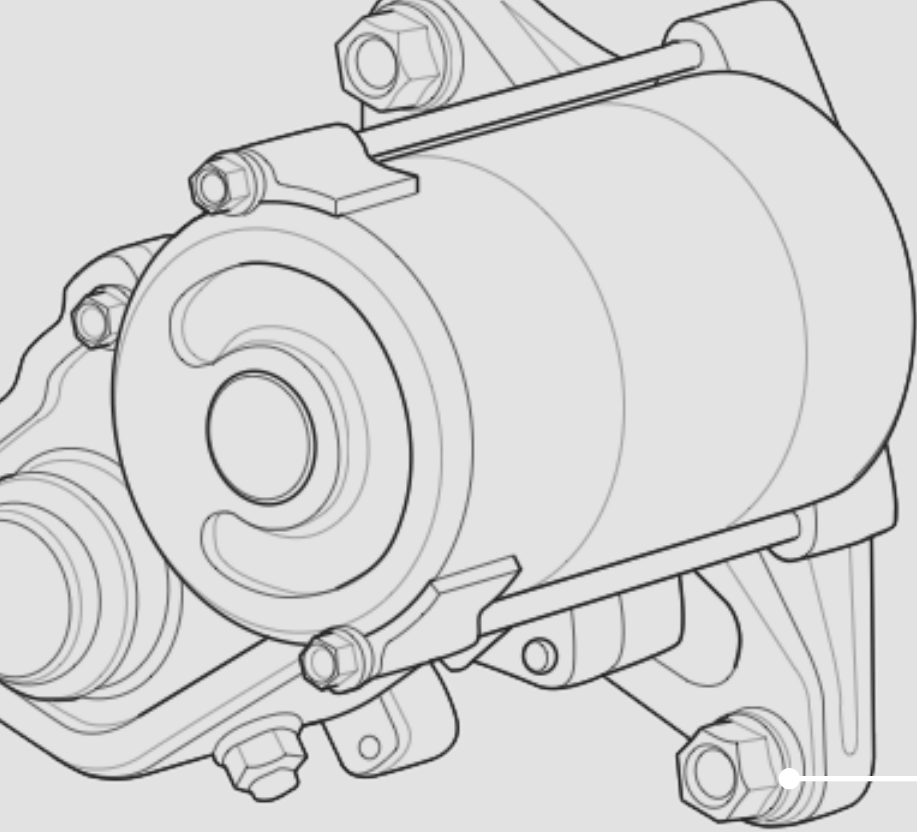
MacDraft Pro, Bezier Tool

"When Building up a technical illustration from scratch it can sometimes be confusing, you need to understand how the components are fitted together as well as knowing the perspective in which you are drawing. One of the key techniques I have learnt is that when creating these illustrations, inspiration images are brilliant, you could have multiple images to help you during the drawing process. It is also key to construct technical illustrations one component at a time. Detail can be added at any time, but it is best to do that when you have the general form drawn."

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Starter Motor

MacDraft Pro, Bezier Tool

“Linear line drawing is a key when creating technical illustrations, whereby the correct style of lines can make a large difference to the final outcome. It is important to understand what line thicknesses to use to depict different areas of the drawing. When drawing the starter motor I found that using a thick line to depict the edges of the components and using thinner lines to show the inner detail, brought out the parts of the drawing that were important. With this styling you can understand how the construction of the object should be formulated, even in the areas to cannot quite see.”

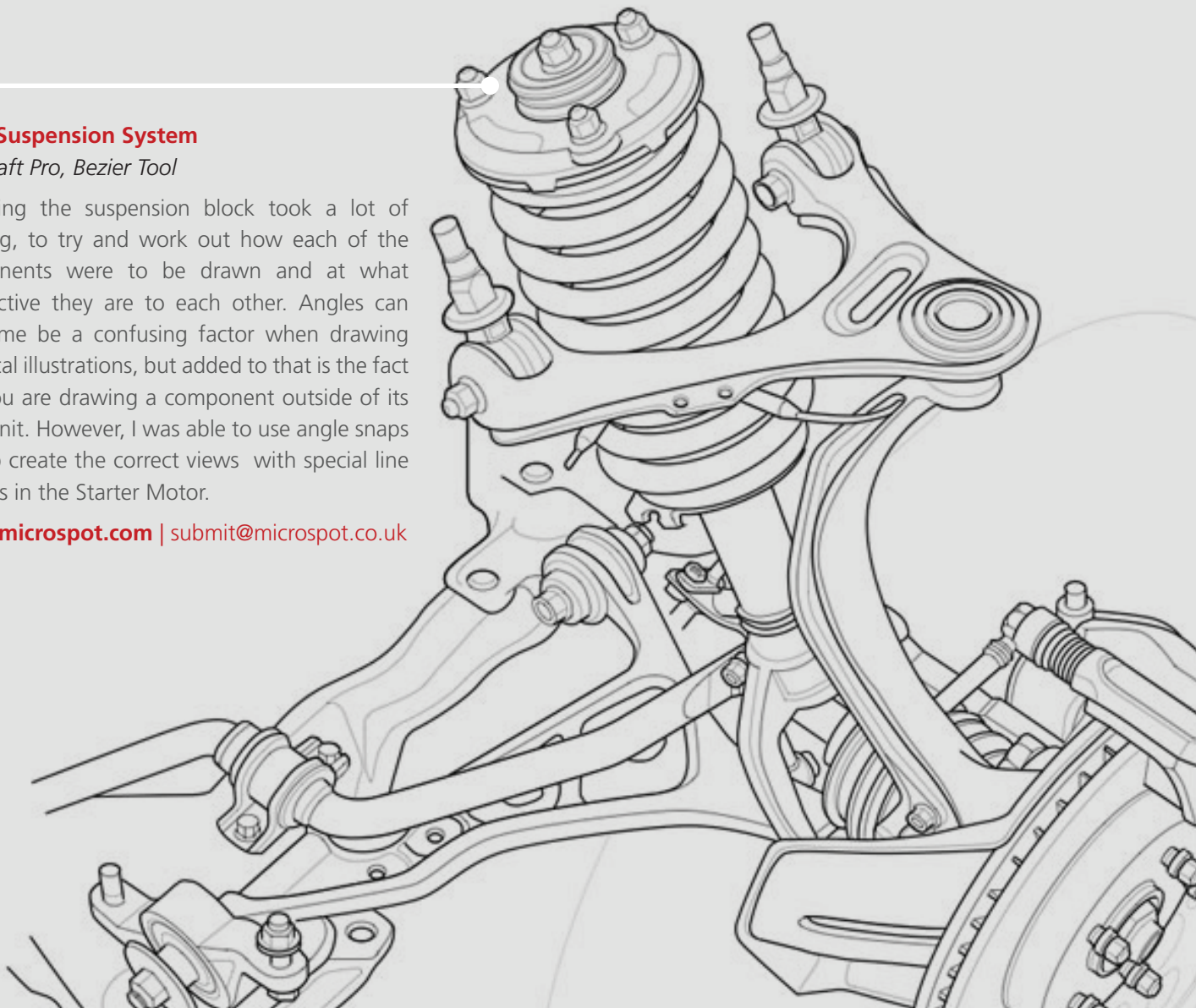
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Front Suspension System

MacDraft Pro, Bezier Tool

“Drawing the suspension block took a lot of thinking, to try and work out how each of the components were to be drawn and at what perspective they are to each other. Angles can sometime be a confusing factor when drawing technical illustrations, but added to that is the fact that you are drawing a component outside of its main unit. However, I was able to use angle snaps to help create the correct views with special line work as in the Starter Motor.

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Apple iPhone 3GS Elevations

MacDraft Pro, Standard drawing tools

"Technical illustration is not always for aesthetics, you can use it to generate correctly drawn elevations, to the right dimensions. When working on this project it was key that the scale and sizes were correct, so that each of the elements and components for the elevations fitted together. During this project I found creating guides helped to line the individual detailed areas up. Then importing images or screenshots adds a touch of realism."

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Kawasaki Motor Bike

MacDraft Pro, Bezier Tool

"This free form illustration of a Kawasaki motor bike was an interesting task to undertake. It required not only an understanding of the form and structure but also the detailed components. Illustrating this meant that I had to draw the shell of the bike, then move onto the wheel areas. I then finally worked on the chassis and the detailed areas, which meant that I had to decide at what size it was going to be viewed. Drawing the curvature using shadings was difficult task, but taking time to zoom out and look at what you have drawn every so often, helps a lot."

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Cartoon Illustrations

MacDraft Pro, Bezier Tool

"Character illustration can be a fun and interesting part of design. You can use it to create interpretations of people, formulate plots and stories and generate comical representations of those that you know. Photos and images are a key when trying to create characters, you can use them as reference. You also will find it easier to come up with a theme before you draw them. Are you looking to create a serious set or a comical set. Also trying to decide what they are going to be used for will help, as you may want them to be a certain set of colors to suit a brand, or you may need them to be in a particular style."

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#5-1236

2019sq ft, 3 Bedroom, 2 Bath, w/ 665 sq ft apartment and look-out tower



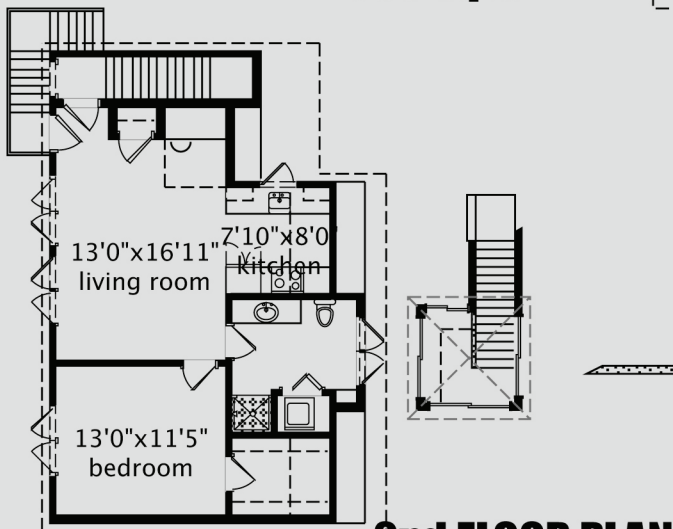
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APARTMENT

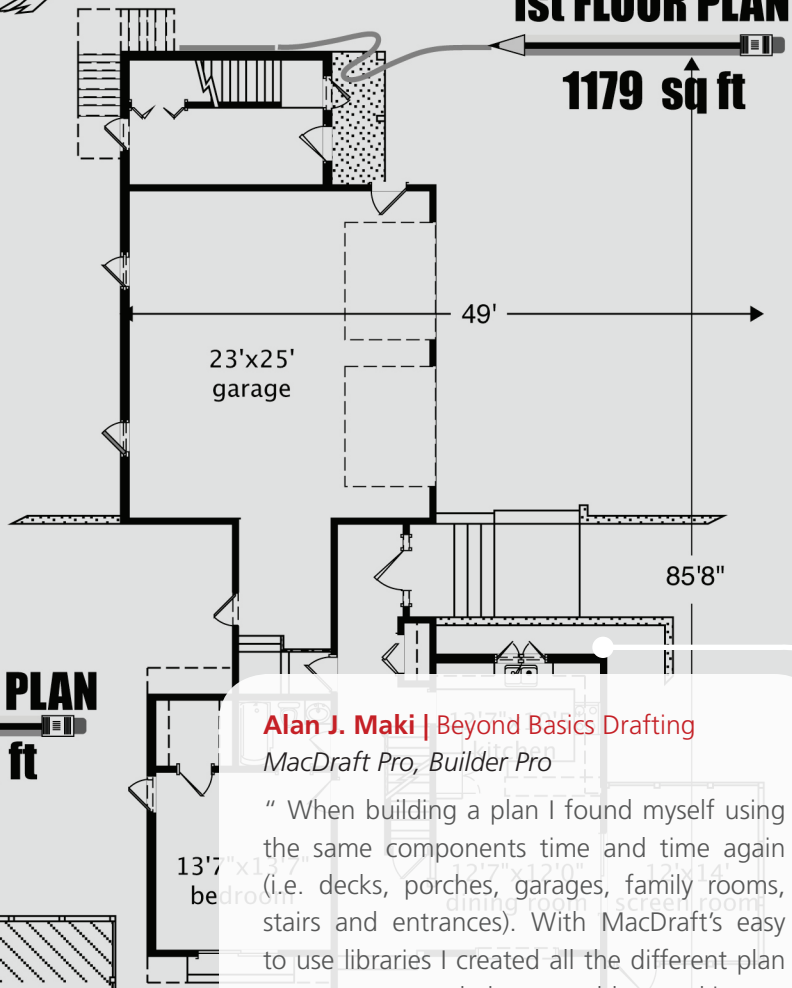
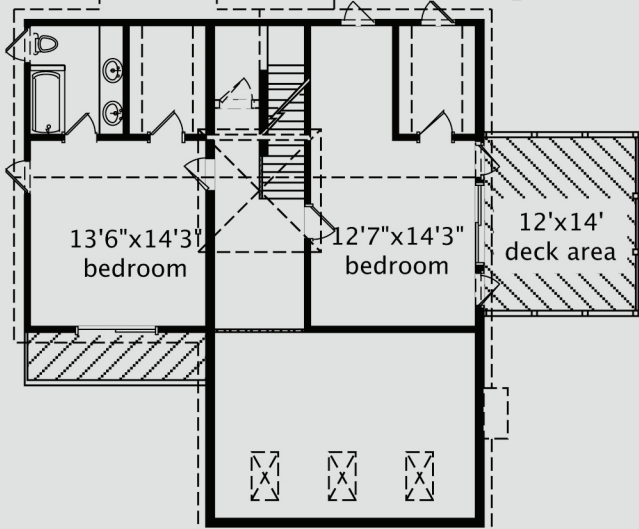
1st FLOOR PLAN

1179 sq ft

APARTMENT
665 sq ft



2nd FLOOR PLAN
840 sq ft



Alan J. Maki | Beyond Basics Drafting
MacDraft Pro, Builder Pro

" When building a plan I found myself using the same components time and time again (i.e. decks, porches, garages, family rooms, stairs and entrances). With MacDraft's easy to use libraries I created all the different plan components needed to assemble a working set of drawings. These library items can be dragged and dropped into any drawing in seconds. It is designed for speed, so contains only what I need to produce fast floor plans, sectional views, foundation plans and elevations fast.

www.beyondbasicsdrafting.com



Game ZONE

Put your thinking caps on!!

Welcome to the Microspot Game Zone, here you can play many of the favorite brain teasing puzzles, like crosswords, word searches, arrow words and more. We hope you enjoy working through these puzzles as much as we have enjoyed creating them. For solutions to all of the problems and puzzles, please look out for them in the next issue.

Word Search: Microspot Products

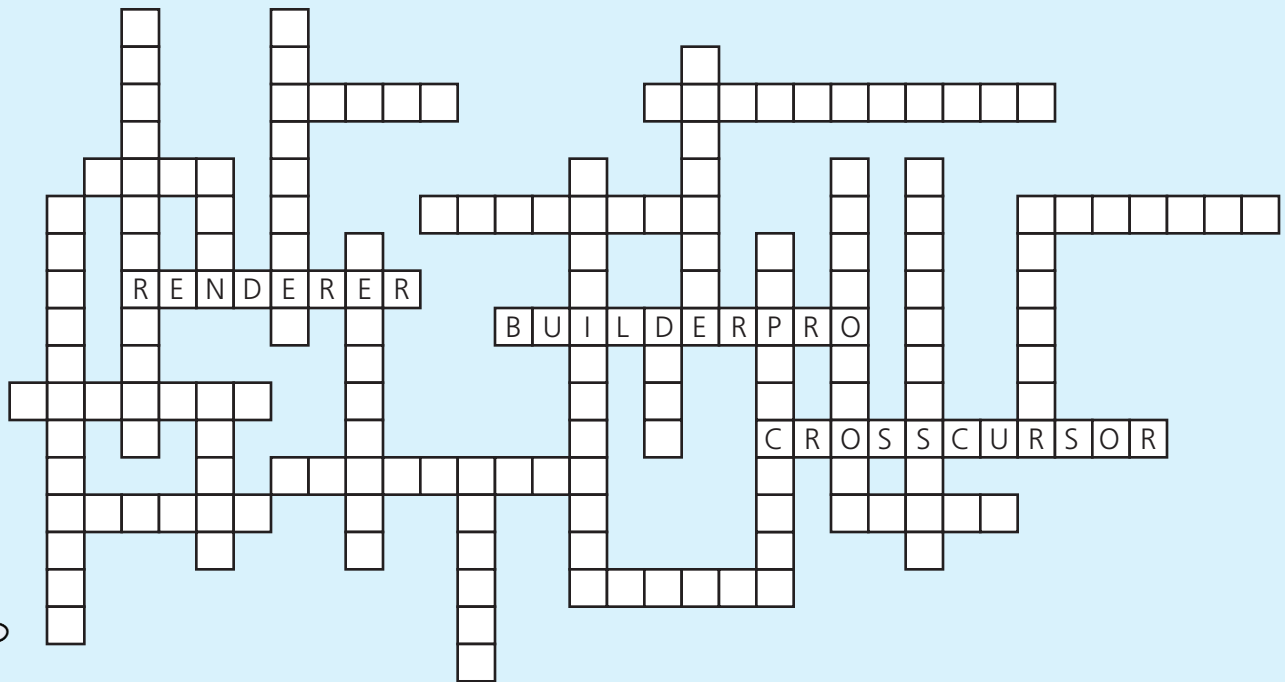
Designed by Microspot Ltd.

Remember that the words can go in all directions; diagonally, vertically and horizontally.

O	P	D	W	G	V	I	E	W	E	R	O	C	G	S
R	H	I	A	N	Y	S	L	S	S	R	A	A	E	P
P	O	S	R	H	L	I	R	I	P	N	E	I	E	T
T	T	G	R	X	O	C	L	S	E	H	R	E	F	N
F	O	F	O	N	U	D	R	H	S	A	E	R	A	T
A	T	E	M	A	T	O	R	T	R	N	M	S	D	T
R	O	H	Y	R	I	T	R	B	S	E	A	T	T	E
D	O	A	L	R	T	E	I	I	H	N	C	F	N	I
C	L	T	E	Y	D	L	T	T	D	E	D	A	T	O
A	S	T	R	R	L	T	M	L	N	R	R	R	R	H
M	N	R	C	O	F	I	E	P	D	I	A	D	P	S
I	X	O	B	L	O	O	T	D	3	P	F	C	H	M
T	E	M	I	V	T	O	U	E	A	H	T	P	B	R
A	Y	E	E	B	U	I	L	D	E	R	P	R	O	O
S	C	I	S	A	B	S	R	O	I	R	E	T	N	I

- SYMBOL LIBRARIES
- INTERIORS BASIC
- INTERIORS PRO
- MACDRAFT PRO
- MACDRAFT PE
- PHOTO TOOLS
- BUILDER PRO
- DWG VIEWER
- 3D TOOLBOX
- PCDRAFT
- XRIP

Try to fill the grid with the words shown below. We have given you a few words to help you begin. HELPFUL TIP: Try and place the words that cross over the most words first, that way you can start to build the placement of the rest and cross them off the list... GOOD LUCK and HAVE FUN.....



**I finished
this game
in 3 mins!
Can you?**

4 Letters

XRIP
PLAN
DRAW

5 Letters

GRIDS
FILES
SIGNS

6 Letters

IMAGES
EDITED
SKETCH

7 Letters

PCDRAFT
PLOTTER
PATTERN

8 Letters

~~RENDERER~~
MACDRAFT
CREATIVE

9 Letters

TECHNICAL
MICROSPOT
DWGVIEWER

10 Letters

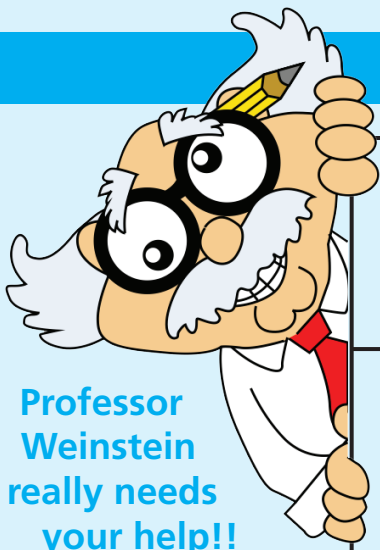
~~BUILDERPRO~~
PHOTOTOOLS
DUPLICATED

11 Letters

AIDEDDESIGN
~~CROSSCURSOR~~
PRINTMAKING

12 Letters

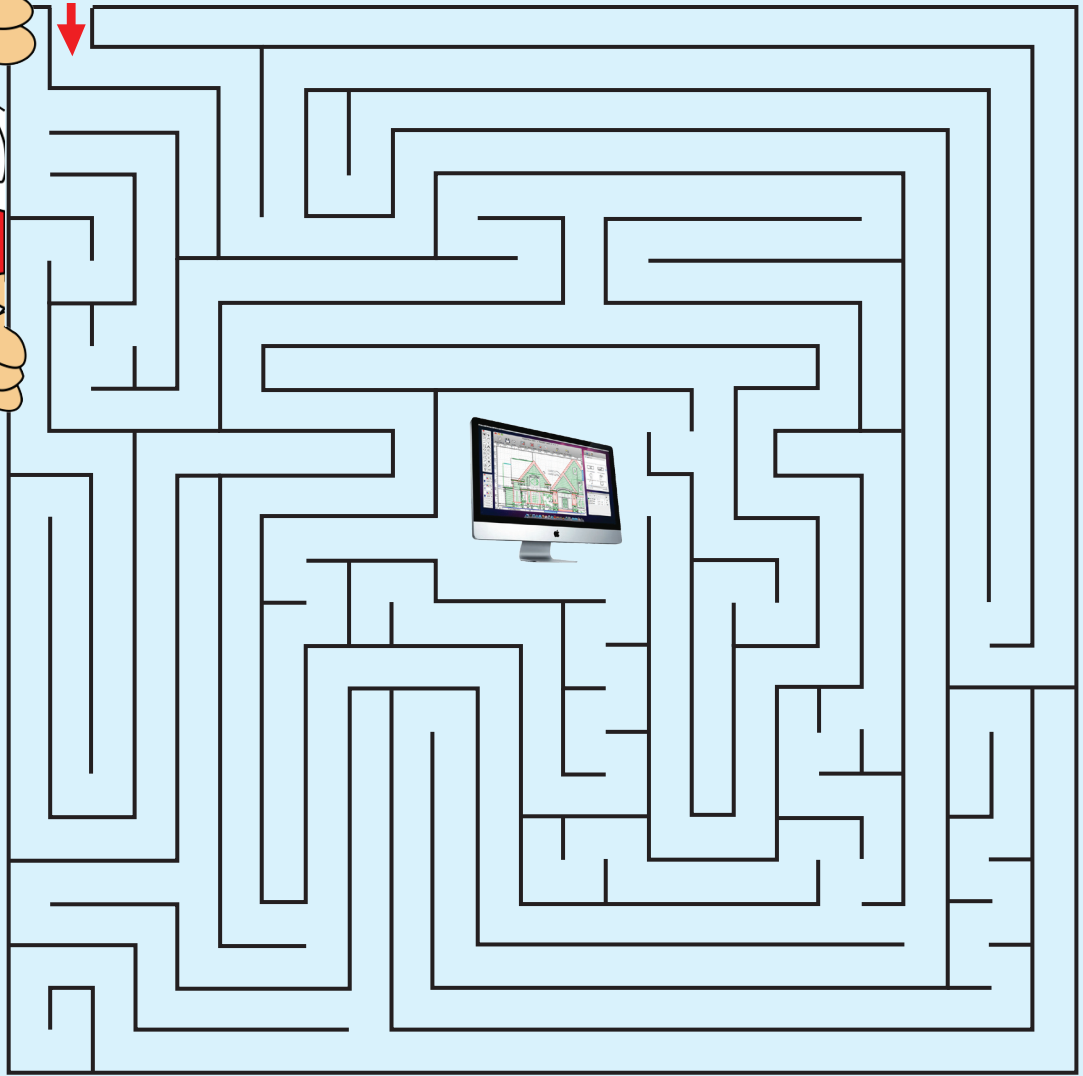
INTERIORSPRO
ARCHITECTURE
APPLICATIONS



Professor Weinstein really needs your help!!

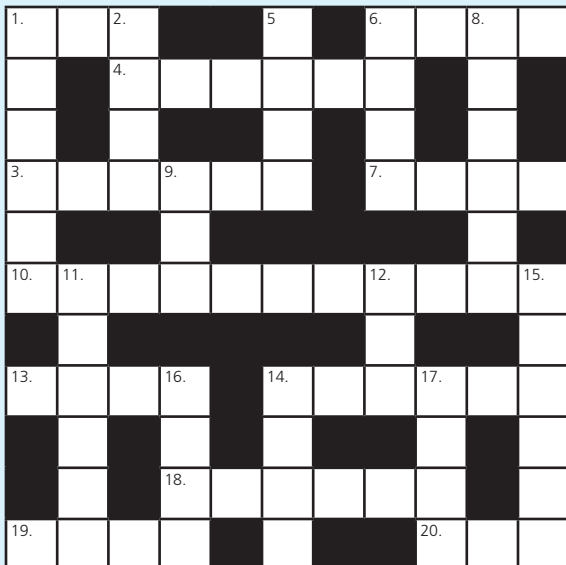
Professor Weinstein has got him self into a bit of a pickle. Somehow he forget his computer and left it at home. His house can be a bit of a maze and he has not got the time to go and get it. Can you help him, by navigating the corridors and retrieving his computer. He will be ever so grateful....

Designed by Microspot Ltd.



Micro X-Word: Coffee break teaser

Designed by Microspot Ltd.



Across

- 1. Salty water. (3)
- 3. A person that rips. (6)
- 4. To fix something that is broken. (6)
- 6. Lower rail of an interior wall. (4)
- 7. You are in the zone. (4)
- 10. One of the Microspot products. (8,3)
- 13. Printer driver. (4)
- 14. San-serif typeface. (6)
- 18. Variable signal. (6)
- 19. For example. (2,2)
- 20. Female sheep. (3)

Down

- 1. Logical process. (6)
- 2. Scope of a surface. (4)
- 5. More than one but less than three. (4)
- 6. To tow behind. (4)
- 8. Type of window. (6)
- 9. Angry mist. (3)
- 11. One side to the other. (6)
- 12. How many tips. (3)
- 14. Options Symbol. (4)
- 15. A color. (6)
- 16. House layout. (4)
- 17. Line or border at which a surface terminates. (4)

Code Word: Can you crack the code and fill the grid?

Each letter A-Z is represented by a random number 1-26. Can you crack the code and solve the crossword? Every letter of the alphabet is used at least once and three letters have been put in place to get you started.

	19		10	21	17	1	18	24	14	17	15	1	19	21	
	8		23				21			8				10	
1	23	23	3	8	5	1	17	8	24	6		24	19	10	
19			21		26					13			24		
19	21	23	1	8	19		4	1	9	21		11	26	17	
1		1			7			8			12		6		
6	1	6	24	4	21	17	21	19		13	26	8	2	21	
13		21					3		1		1			19	
21	3	3	18		8	3	3	26	18	17	19	1	17	21	
2			16				8		16		17				
	21	23	8	13	19	1	23	16		1	25	26	19	21	
22			14		1		18		1				8		
19	1	14	17	21	19		21	1	19	6	8	I	6	13	18
8				21			18		21		6	N		24	
23	19	8	4	1	19	20		4	1	19	9	K	21	19	18

1	14
2	15
3	16
4	17
5	18
6	19
N	20
7	21
I	22
9	23
K	24
10	25
11	26
12	27
13	28

- A
- B
- C
- D
- E
- F
- G
- H
- ~~I~~
- J
- ~~K~~
- L
- M
- ~~N~~
- O
- P
- Q
- R
- S
- T
- U
- V
- W
- X
- Y
- Z

Designed by Microspot Ltd.

Sudoku: 3 levels of difficulty

Use logic and skill to fill in the grid so that each row, column and 3x3 box contains the numbers 1 thru to 9.

2	7	4	6		9	1	8	
8		5	7	2		4	9	
			8			3		
9			4	3		1		
4	1			7			9	3
	8		9	1				2
		1		8				
5	9		1	6	2			8
	4	8	5	7	9	3	1	

5			4	6	8		9	
7				1				
3	6	9			2		1	
	8	5	7		2		6	
				5				
	2		1	3	4	5		
8		1			3	9	2	
			3					4
4		3	9	8				6

4		3		7				
	5	9						
7	2			9				
	9	1		6	4		5	
	4			1			3	
3		2	8			9	7	
				6			5	7
						1	9	
			4			6		3

Take it easy ● ○ ○

Just a little test ● ● ○

Down right mean ● ● ●

1. Every box in the grid will contain a number between 1 and 6.
2. Every row and column must contain the numbers between 1 and 6 without any repeats.
3. The numbers in each heavily outlined set or squares, called cages, must combine (in any order) to produce the target number in the top corner, using the mathematical function shown next to it.

10+		5	2÷	1-	
	3+			6	16x
11+		18x	2-		
2				3-	15x
1-	3	5-			
	2÷		5	7+	

Take it easy ● ○ ○

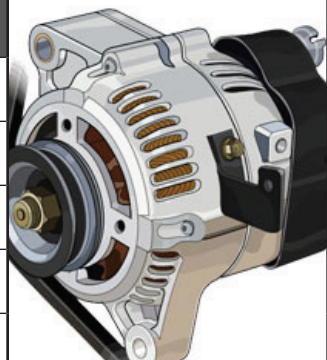
6x		5-		480x	
3-		6+			
2-			11+	3+	3÷
1-		3			
8+	9+			18+	3-

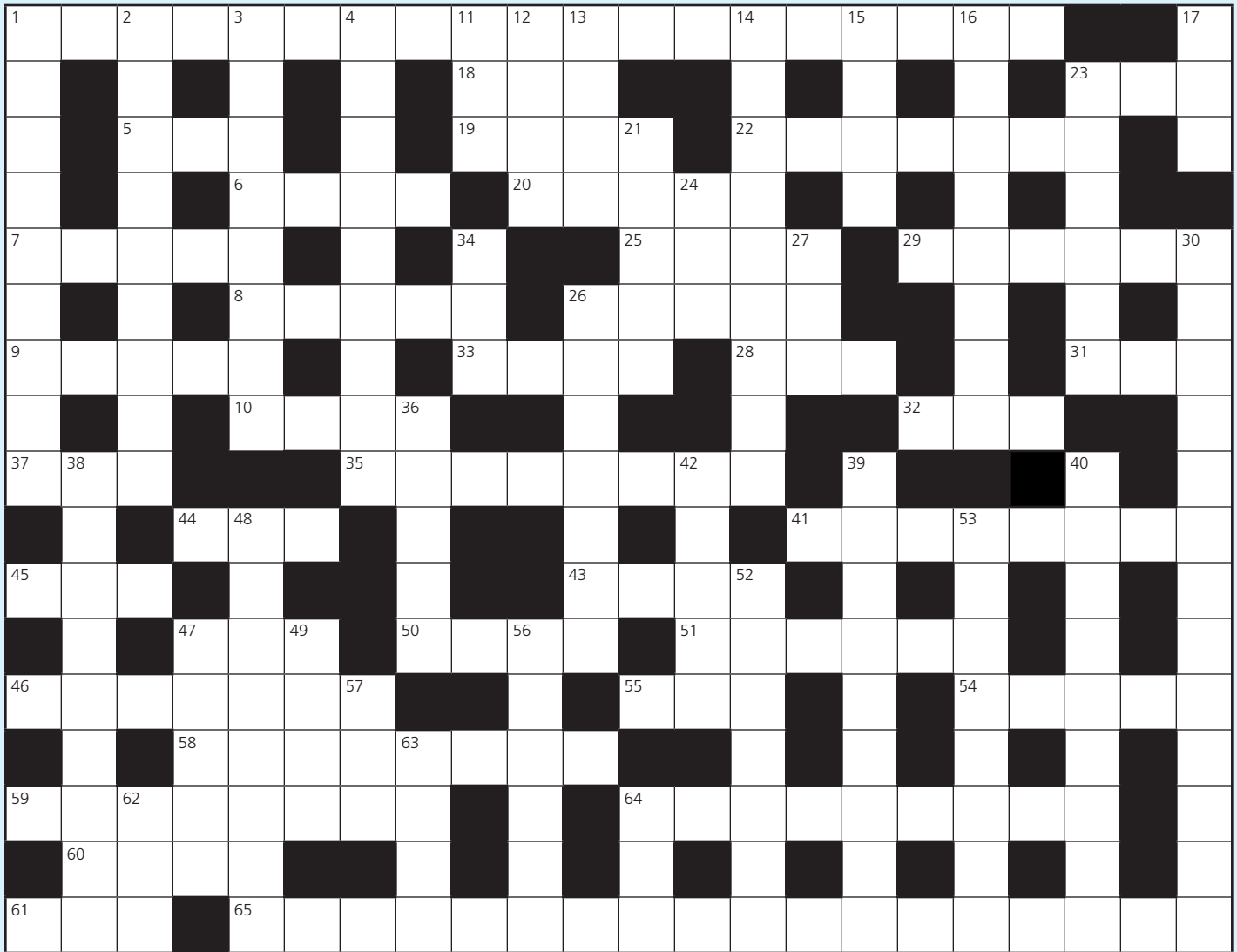
Just a little test ● ● ○

9+	7+		7+		20+
	2÷		14+		
		2÷			
1-			25x	2÷	
10+				1-	
1-		6x		3-	

Down right mean ● ● ●

Arrow Word:

Application	Placement	Steps	Create	Plateau	White mineral	Annoyed	See Image	
Application symbol	Pelvic disease (1,1,1)	Tries to prevent	Lift up	Male	Gradual decline in sizes	A sound		
Oily organic			Strike worker		Testing stage			
Exhaust			Study		Upper Angle			
Among			Former Brazil Capital	Connect	Let for money			
			A long time		Fix			
			Limb					
Went in	Leg Bone	Vivacity		Hypothesis	Informative report	Plural of is		
				Less moist			Pass by Card game	
				Absolution			Finishes Tree	
			Public Area		Age			
Remove trousers 'Slang'	Tree type	Curve	Informal chat	self importance	Marsh			
			Seven 'French'	Boys college				
			Less difficult		Against	Swellings	Classy	
Currency			Welcome		Warnings		Smooth shiny surface	
							Flower gift	
See Image					Name Extensions	Burrowed	A reminder	
						Sport channel 1,1,1,1		
				Captured		Deceptive	Toilet Hot drink	
			Drafting design 1,1,1		Acidity test 6,4			
						Keen eyesight 5,3		
			Aristocrat	Knights				
						Large wild ox		



Across

- 1. Define term CAD. (8,5,6)
- 5. Floor covering. (3)
- 6. Shower. (4)
- 7. Sports venue. (5)
- 8. Image during sleep. (5)
- 9. Two times. (5)
- 10. Arrange items. (4)
- 18. Term of acceptance. (1,2)
- 19. Profound in meaning (4)
- 20. Came to light. (5)
- 22. Issue. (7)
- 23. Term of address. (3)
- 25. Linear unit used in printing. (4)
- 26. Stalks. (5)
- 28. Unit of resistance. (3)
- 29. Stages. (6)
- 31. Readable memory. (1,1,1)
- 32. Enquire. (3)
- 33. Stride. (4)
- 35. Earnings. (8)
- 37. Oil Platform (3)
- 41. Persistent sale. (4,4)
- 43. Against. (4)
- 44. Digital display. (1,1,1)
- 45. Consumed. (3)
- 46. Output device. (7)
- 47. Connector. (1,1,1)
- 50. Simple. (4)
- 51. Electronic letters. (6)
- 54. Alternative plan. (4,1)
- 55. Limb. (3)
- 58. Add up. (3)
- 59. Make an educated guess (8)
- 60. Ceramic slab. (4)
- 61. Broadband company. (1,1,1)
- 64. Restrict. (9)
- 65. Define term RAM. (6,6,6)

Down

- 1. A written symbol. (9)
- 2. Promoting and selling. (9)
- 3. New versions. (8)
- 4. They use scientific mathematical principles. (9)
- 11. Help & Assistance. (3)
- 12. Cognition. (4)
- 13. Go-getter. (4)
- 14. Controlling positions. (9)
- 15. Exchanged for money. (4)
- 16. Illustrations. (8)
- 17. Craft. (3)
- 21. Appear (3,2)
- 23. Monitoring device. (6)
- 24. Illegal or immoral act. (3)
- 26. Gossip. (7)
- 27. Burnt residue. (3)
- 30. Collection of graphics. (6,7)
- 34. Linear Unit. (3)
- 36. Flavor. (5)
- 38. Hobbies (9)
- 39. Checks. (9)
- 40. Relates or a connection with something. (7,2)
- 42. Go in. (5)
- 47. As far as. (5)
- 48. Purchaser. (8)
- 49. Greek letter. (4)
- 52. Unusually large. (7)
- 53. Move. (8)
- 56. Method or plan. (6)
- 57. Plague carrier. (3)
- 62. Clue. (3)
- 63. Metallic element. (4)
- 64. Automated, computerized machining. (1,1,1)

[http://www.microspot.com/
support/index.htm](http://www.microspot.com/support/index.htm)



MICROSPOT INTERIORS STANDARD

A CREATIVE INTERIOR DESIGN SOLUTION

CREATE AND VISUALIZE YOUR INTERIOR
DESIGNS AND ANIMATIONS WITH ONE EASY
TO USE AND AFFORDABLE PACKAGE.

MICROSPOT
The logo features the word "MICROSPOT" in a bold, white, sans-serif font. Below the text is a horizontal line that ends in a stylized, white, handwritten-style flourish on the right side.



Z Support ZONE

6 helpful points from our support team

1 I have not received an email from Microspot for my upgrade or Technical support request.

Often an email can be overlooked or deleted if you do not recognise the sender, however this is not always the case. Sometimes you will find that the email sent to you from Microspot may be in your spam folder. If your email client gives you access to your Spam folder also known as a Junk folder in Hotmail, then always check that before contacting us about your problem.

We understand that in some cases this is not possible as your email may be screened by a spam filter on a company server. If for any reason you cannot get access to your junk emails or you have checked that and it is not there, then you can use the Call Back request available on our website at the following link:

<http://www.microspot.com/support/index.htm>

Simply fill in the form and one of our technical support team will give you a call at the time and date you have requested.

NOTE: When emailing Microspot Technical Support please give the email subject heading of 'Technical Support Request'. Subjects such as Help, Help needed, Urgent help... etc are considered to be spam words, therefore your Technical support request may get overlooked or deleted. Also please provide as much information about your problem as possible and you will need to include your product being used, version, serial number, machine being used, operating system and if possible your contact telephone number. Please attach any screenshots or documents that may help us to diagnose the issue.

2 Can I get help and guidance somewhere other than through technical support?

Yes you can, we try to encourage our users to refer to the Knowledge Base or FAQ sections of our website to see if there are answers to their issues. We also provide a forum for all of our users that is regularly monitored by our support team. Our forum contains a huge amount of information for general use, tips and hints and even report bugs and make suggestions. To be able to post on the forum you will need to create an account, but you can view the posts on there as a guest.

If you find you have checked these areas and your issues are still not resolved, then we recommend you contact technical Support by email, filling in the Technical Support form or by requesting a call back.

Email: support@microspot.co.uk



3 The download link you provided will not work.

The most common resolution to this issue is that you select the link text in the email, copy it and paste it into the address bar of your internet application. This will fix most download link problems as sometimes there is an extra character (may be a space) at the end of the link and simply clicking on the it from within your email client may not work.

If you find this still does not fix the issue, you may find that the link has expired. Download links only last a month for security reasons, therefore it is important that you download the product as soon as you can after receiving the email. If your download has expired you have a number of alternative options. If you opted for 'Extended download' or 'CD on demand' when purchasing the product, then you can use them. If you do not have any of that then the final thing you can do is contact technical support for further assistance.

4 MacDraft 6.0.1 update available now. 71

The update for Macdraft 6.0 is ready and we have fixed a number of issues that have been reported to us or we have found ourselves. The following issues have been fixed in this update:

- Dragging items from the library to a large document was not behaving correctly or gave an error dialog message.
- Problems with now drawing area in the document, only showing a gray background if Macdraft was running on a non Apple monitor.
- Files created in version prior to 6 using decimal feet did not print correctly.
- Resize palette does not show after switching applications.
- Adjusting dimension on a parallel line and duplicating, the duplicate was not the same as the original.
- Duplicating a dimension on a parallel line and undoing results in a longer dimension than the original.

5 Where can I get my Extended Download from?

When you purchase a product from us you will be directed to an Element 5 login page. This page will allow you to create an account that will store your details for future purchases and is the place you will need to go, to be able to get your Extended download. It is important that you remember your login details, as it will make the process much faster next time you use it.

NOTE: If your details have changed then you should always create a new account when you go through the purchase phase, this way there will not be any conflicts with old payment information.

6 Why should I register my product?

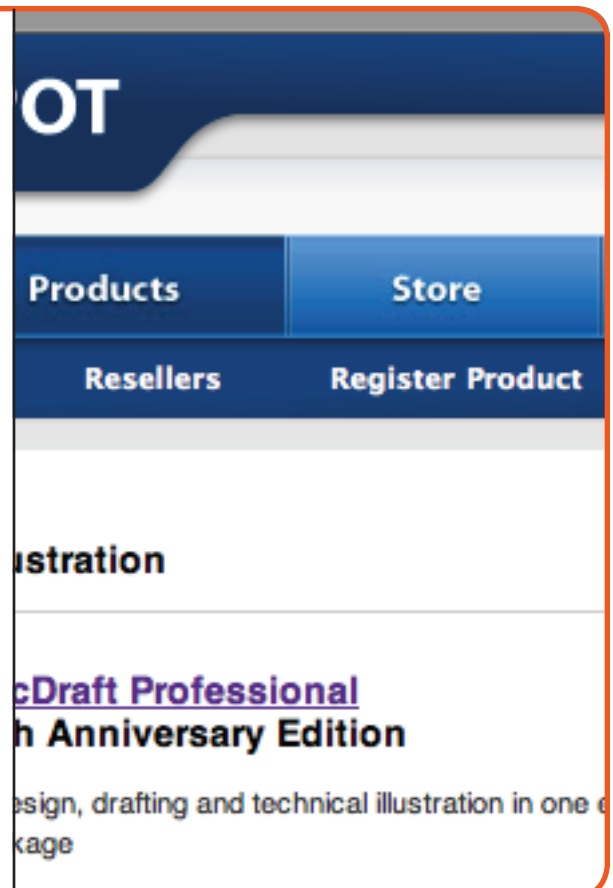
Registering your Microspot product is very important. Not only does it give you access to the latest news and offers from microspot, but more importantly it gives you support and upgrade eligibility. Technical support is only available to registered users, as it allows us to then check our records to prove your purchase as well as get information on your product.

One of the key aspects in registration is that when you apply for an upgrade we can check our records and see that you have the version and adjust the pricing respectively. We can then qualify you for that upgrade and send you the correct links. To summaries the reason why you should register see the points below.

- Free technical support on Microspot Products.
- Latest news and updates as well as Microspot offers and discounts.
- Helps us to qualify you for upgrades.

To register your product please follow the link below and click 'Register Product' as shown in the image on the right.

<http://www.microspot.com/products/index.htm>





Contact Us

COME AND SAY HELLO...

COMMUNICATING WITH YOU

HERE YOU CAN FIND ALL OF THE USEFUL CONTACT DETAILS FOR MICROSPOT AND SOME HELPFUL DETAILS FOR DEPARTMENTS YOU MAY WISH TO LINK WITH.

company

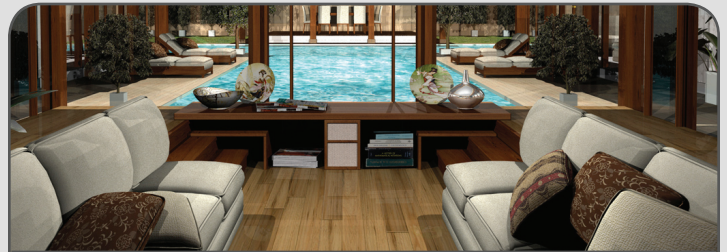
Microspot Ltd, Concorde House, 10-12 London Road, Maidstone, Kent, ME16 8QA, United Kingdom.

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EUR Site www.microspot.co.uk

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Fax Number +44 (0)1622 609801



Gallery Submissions:

Submit your renders, plans & drawings to us to show in future issues of the magazine. Include a brief description of the work, your name, company and email address if you want to be contacted. Email your submissions to:

submit@microspot.co.uk

email contact

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Dilbert Weinstein is our MacDraft Professor. He is available on our forum to answer any of your questions about MacDraft, simply drop in and have a chat in the MacDraft Professional section at the following link:

<http://www.microspot.co.uk/forum>

Microspot on Facebook:

Microspot has joined the Facebook community, giving us the chance to connect socially to our users and others who are interested. Professor Weinstein is also on Facebook. So come and find us and have a chat...

Search Facebook for:

Microspot Ltd. or **Dilbert Weinstein**



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