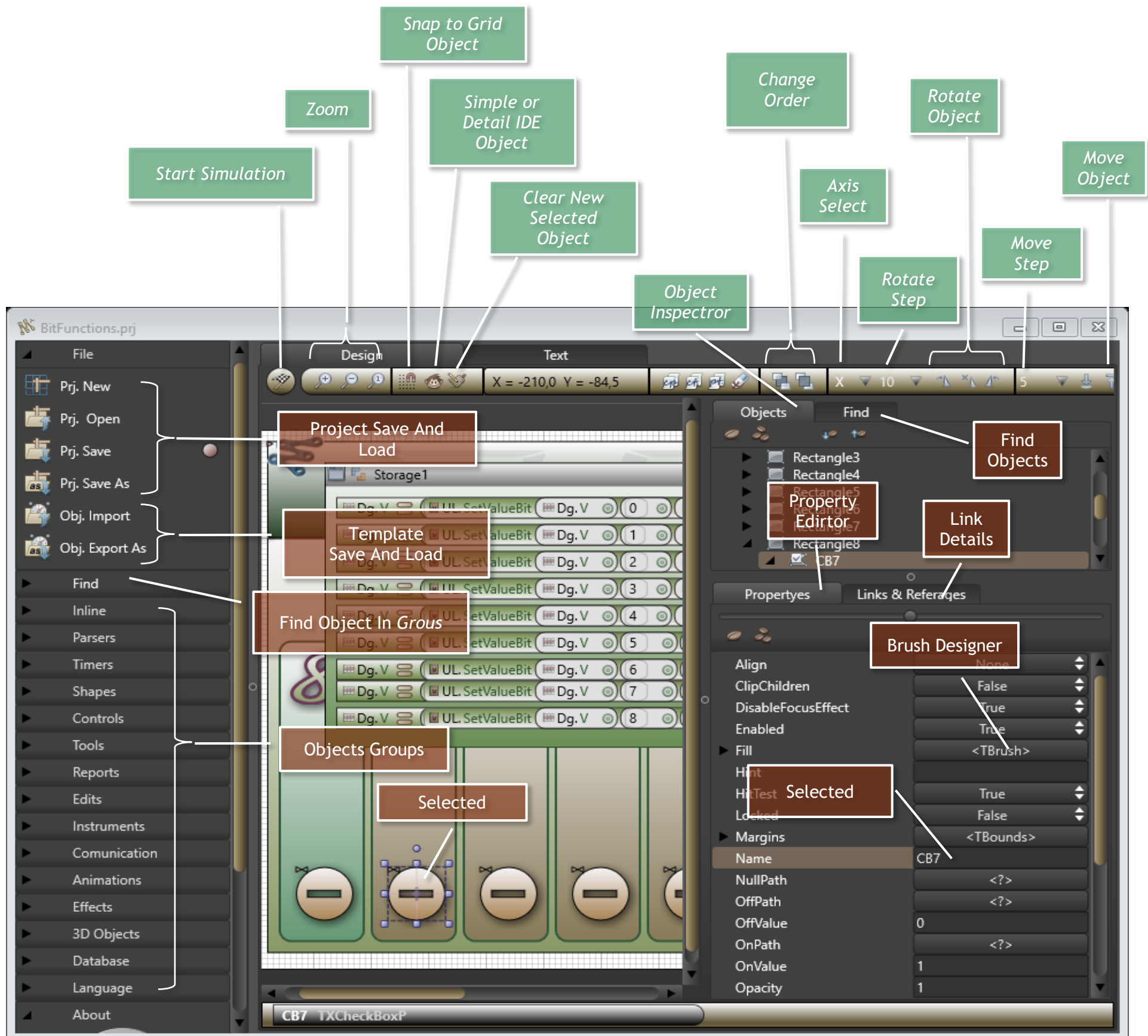




VULKAN 8.x

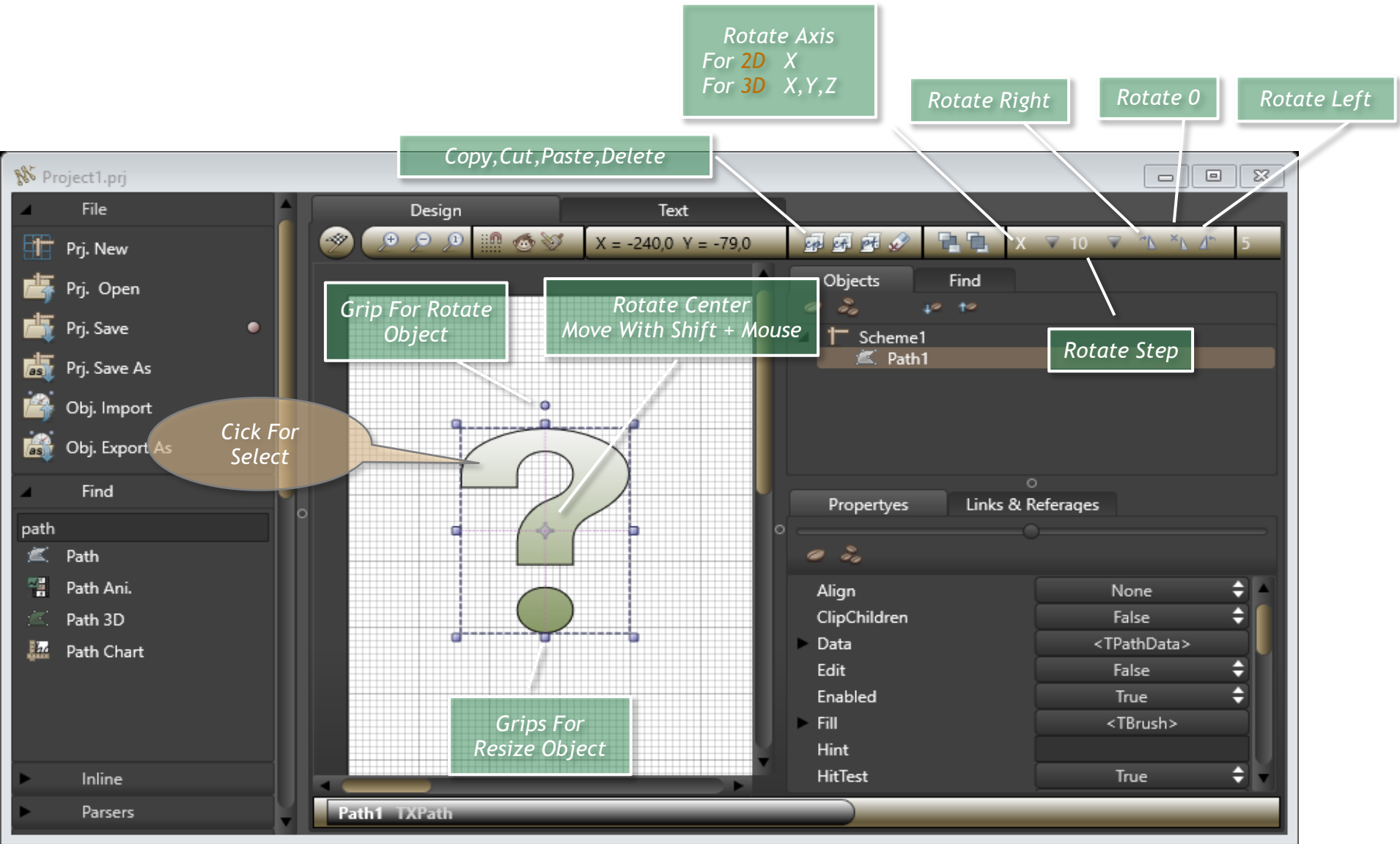
Program for Visual Design and Simulation Projects



Short Cuts :

STRL + S	Mark Selected Object To Move
STRL + A	Move Marked Object In To Selected
STRL + C	Copy Selected Object
STRL + V	Paste Object
DEL	Delete Selected Object
F1	Help For Selected Object
F2	Make Clone Filtered Objects Menu
SHIFT + Mouse	Move Rotation Center
Down Arrow	Move Selected Object Down With Selected Step (Y Axis)
Up Arrow	Move Selected Object Up With Selected Step (Y Axis)
Left Arrow	Move Selected Object Left With Selected Step (X Axis)
Right Arrow	Move Selected Object Right With Selected Step (X Axis)
SHIFT + Up Arrow	Move Selected 3D Object To Front (Z Axis) , 2D Object Bring To Front
SHIFT + Down Arrow	Move Selected 3D Object To Back (Z Axis) , 2D Object Send To Back

Selected
Object





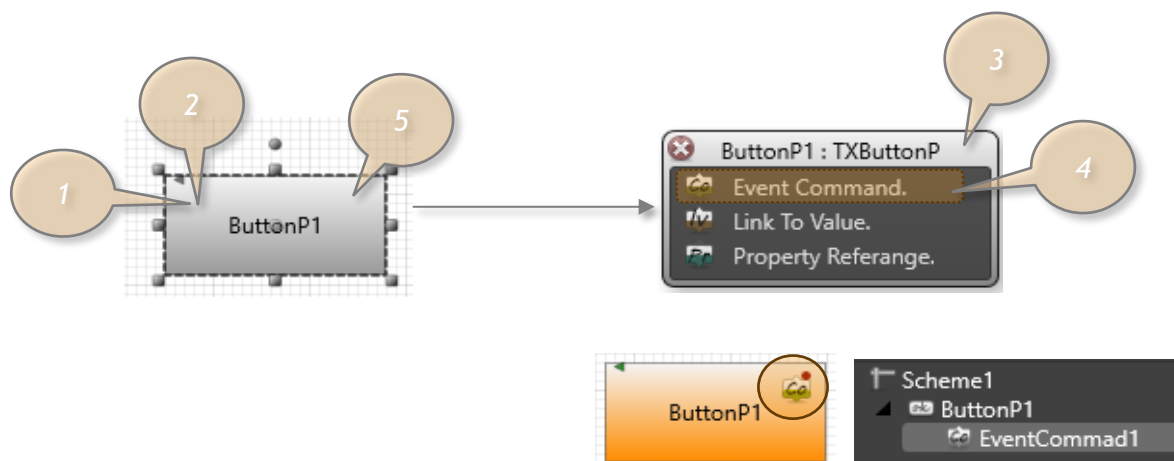
Add Button

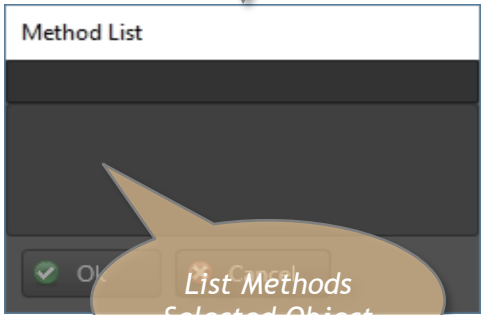
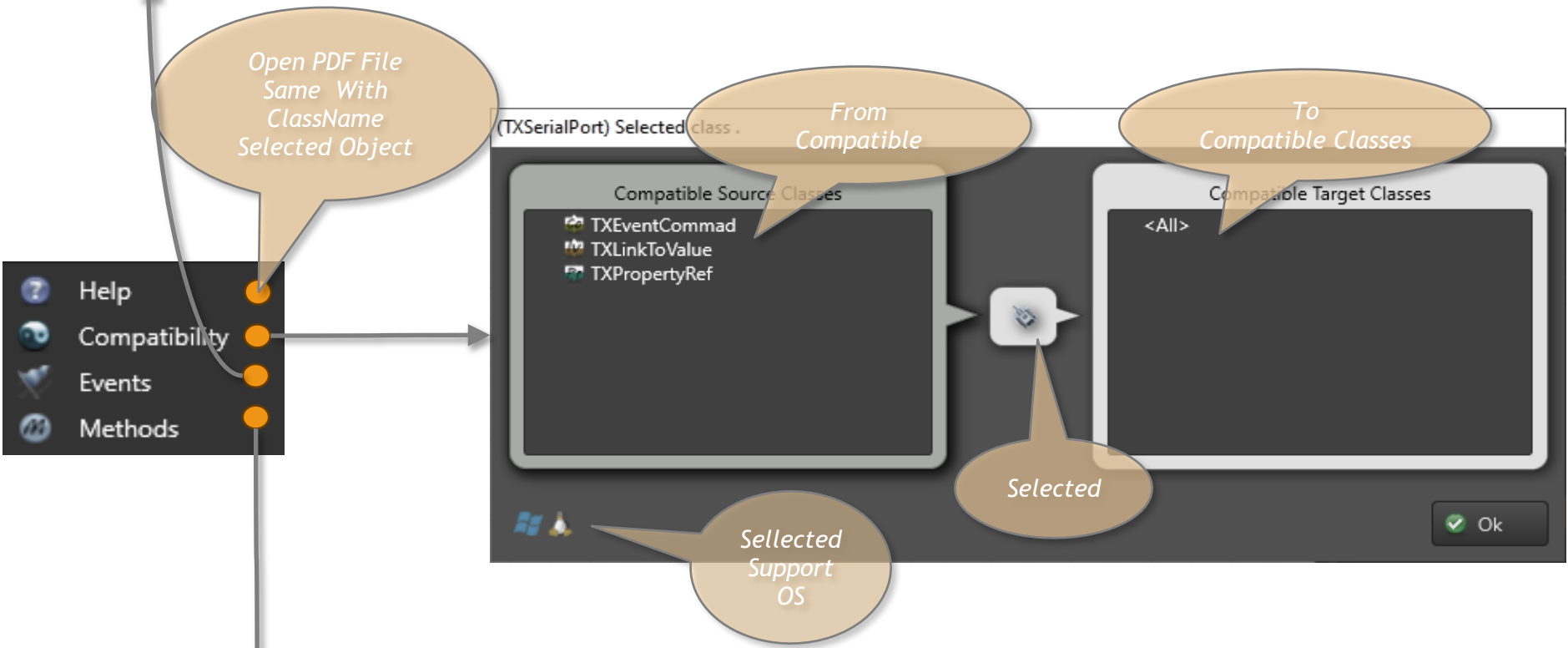
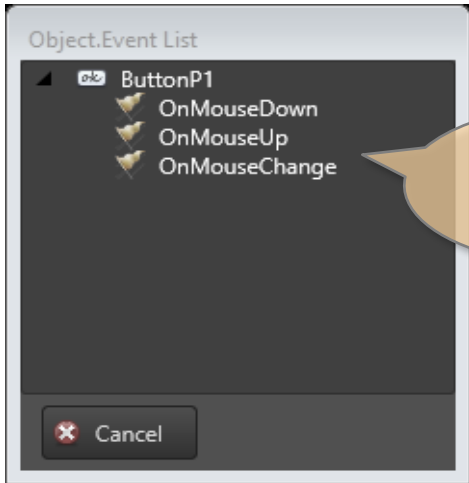
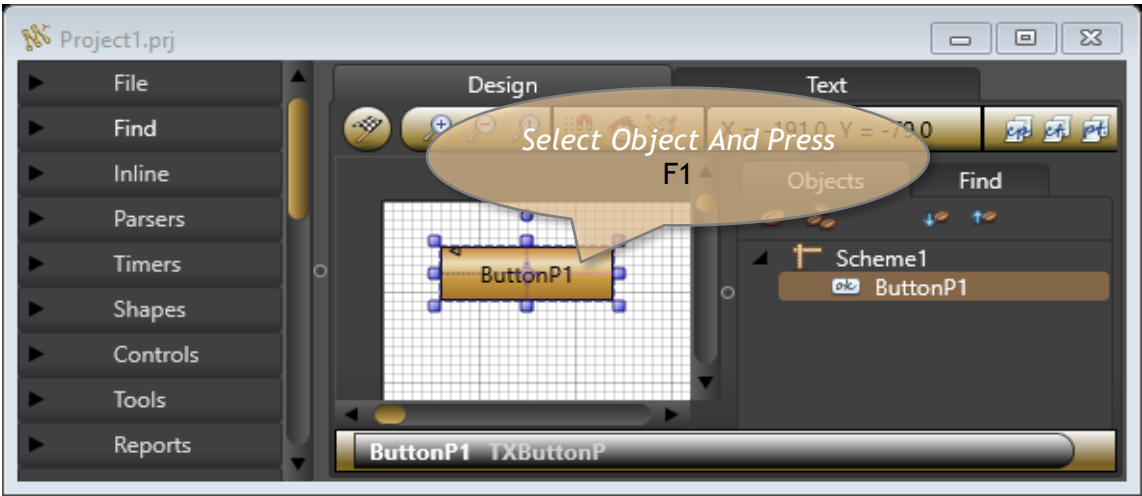
- 1 Find Object Or Select From Object Group Boxes
- 2 Select Object
- 3 Move Mouse To New Object Position
- 4 Click For Create New Object



Add Event

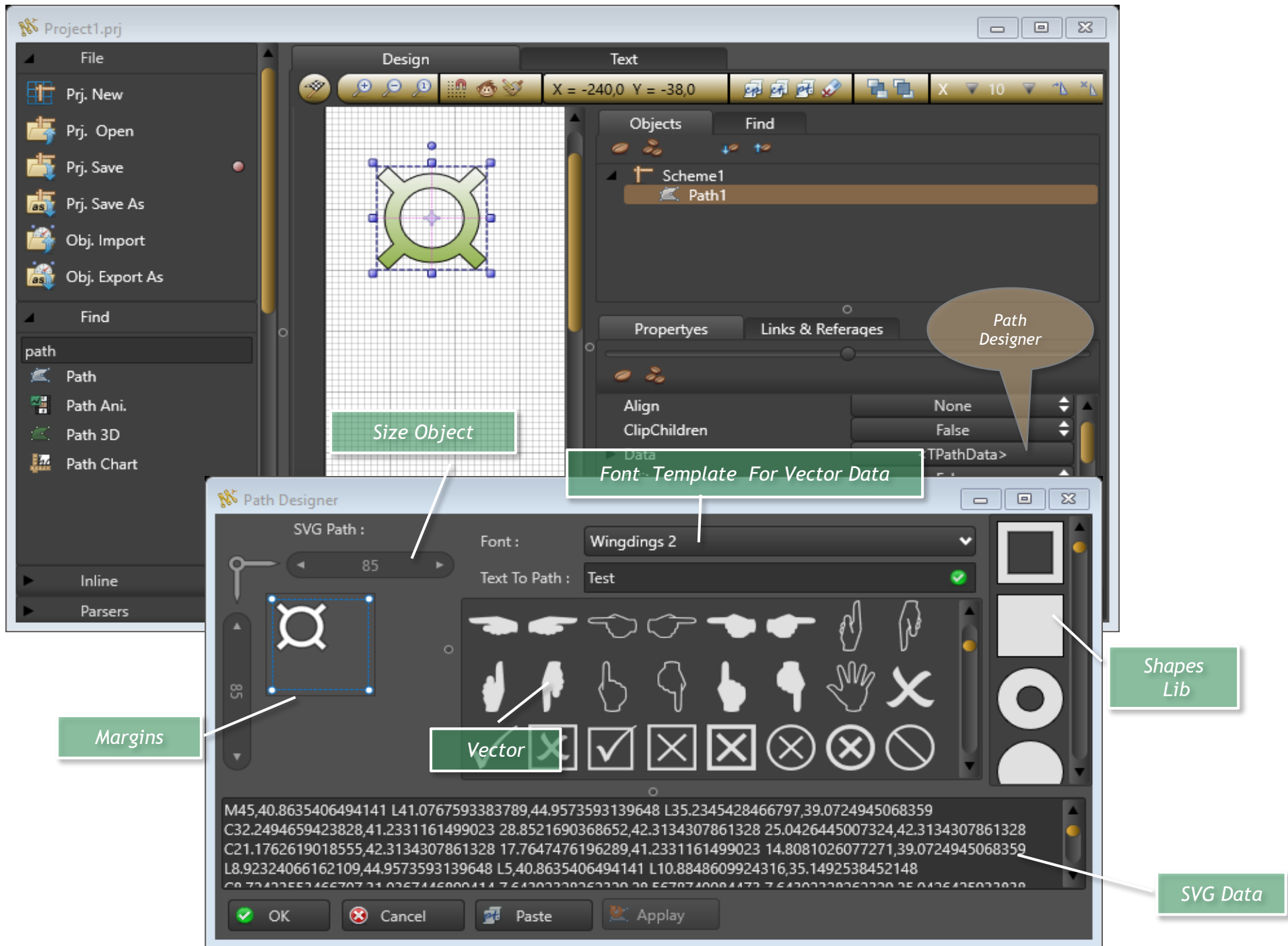
- 1 Select Object
- 2 Click Right Mouse Button
- 3 If Object Have Sub Object Then Show PopUp
- 4 Select Item
- 5 Move Mouse To New Sub Object Position





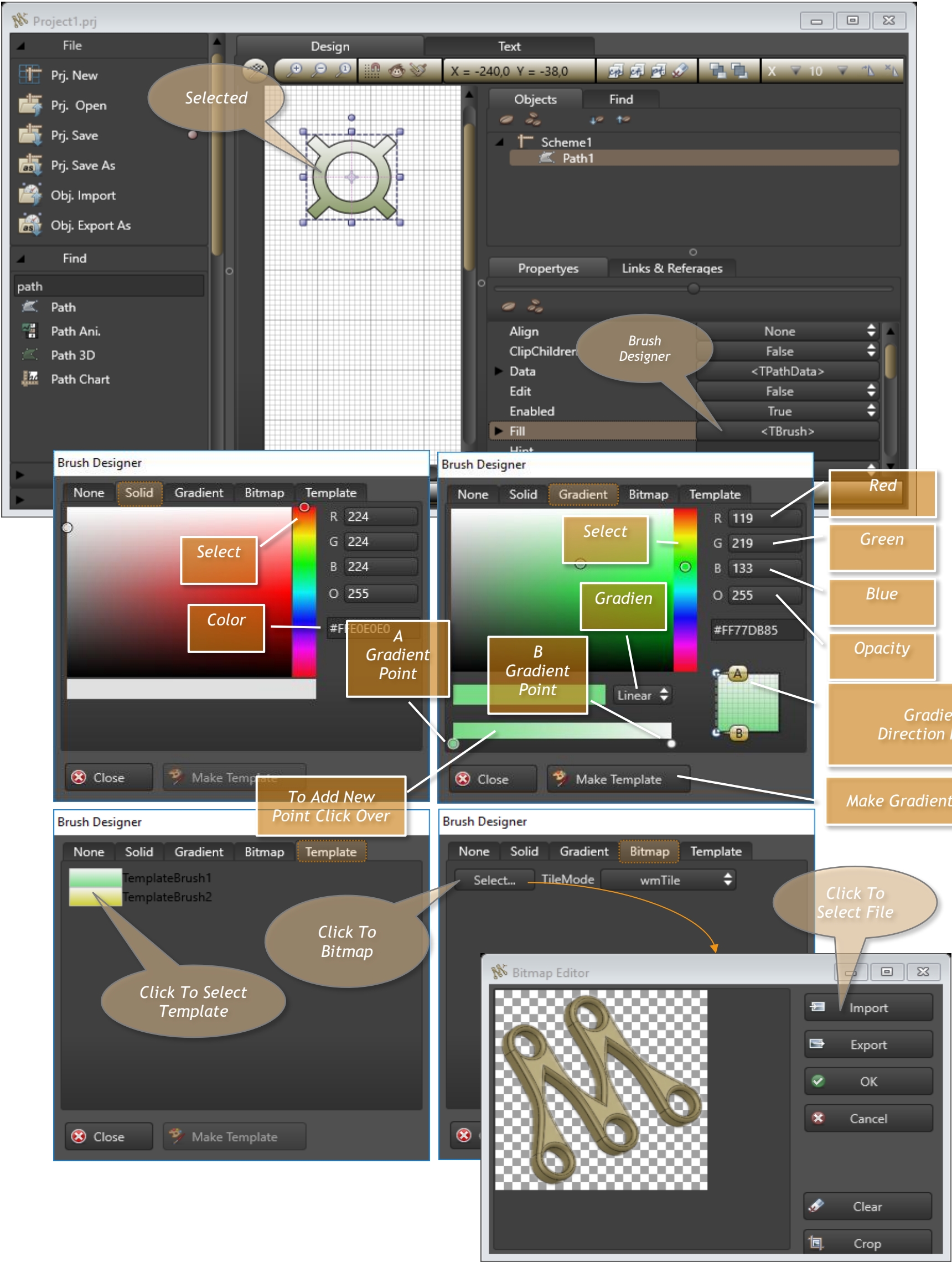


Used For Create Vector Based Cross Platform Label Or Sembol



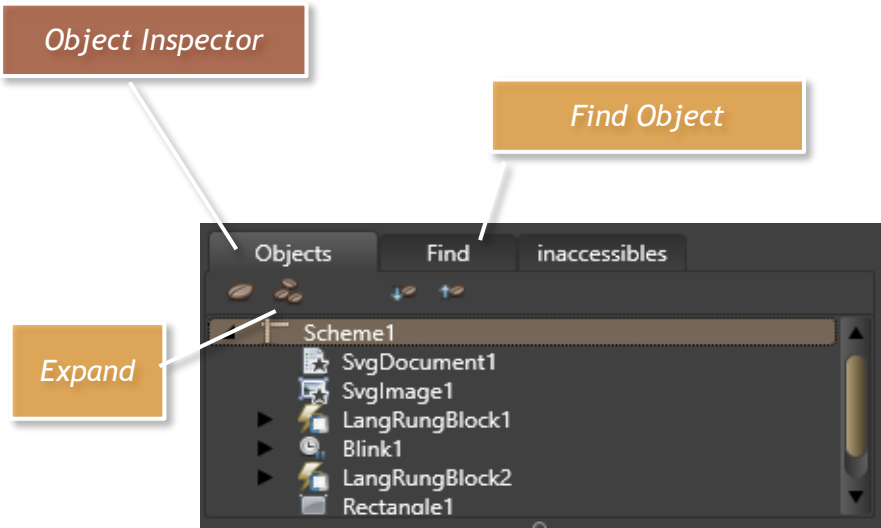


Used For Paint Object With Gradient , Solid Color Or Bitmap





Used For Select Find Objects In Scheme And View Hierarchical state

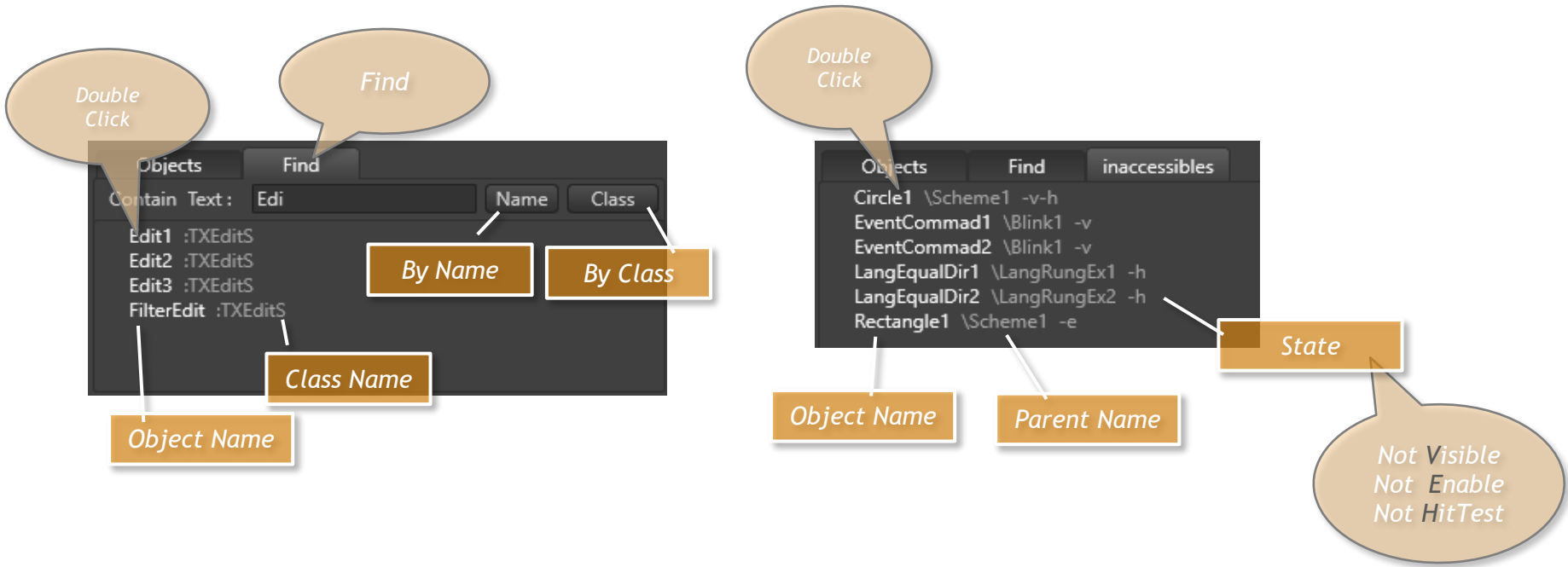


"Right" , "Left" , "Up" , "Down" Arrow and "Home" , "End" Key
Select Object With Keyboard

Single Click :
Select Object Over Scheme
if Before Select New Object in Menu Automatically Make New Object Into Selected

Double Click:
Select Object and Send keyboard control to Scheme Keyboard.

Note :



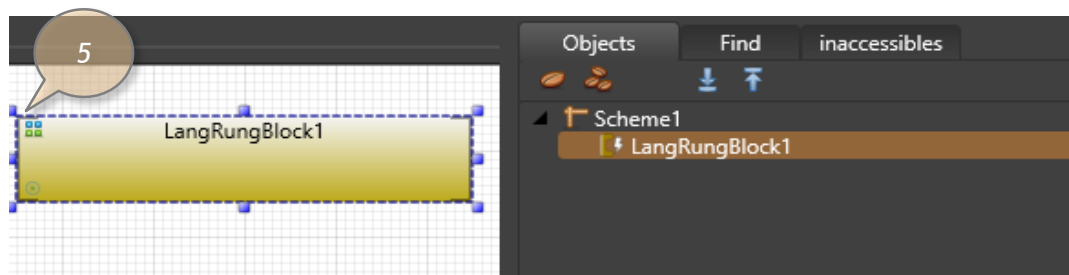
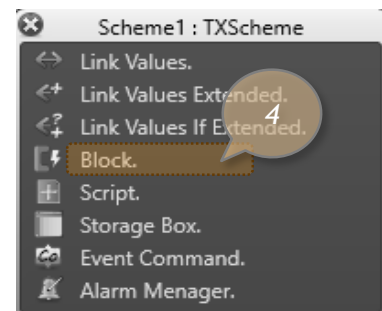
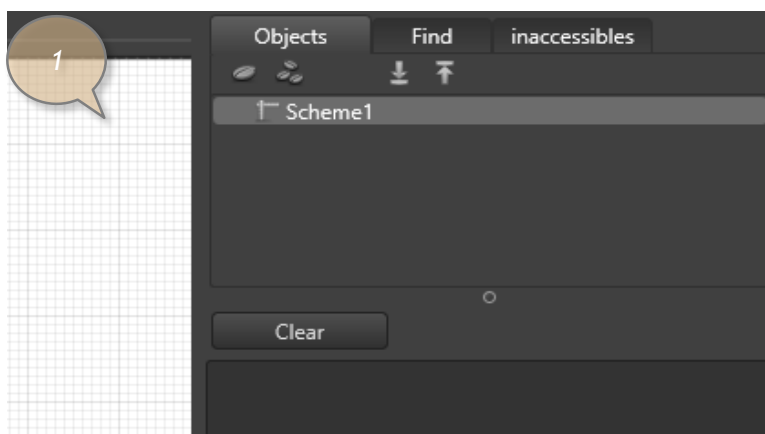
Double Click:
Select Object Over Scheme And Goto Object Inspector Page

Block

[To see details](#)

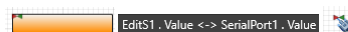
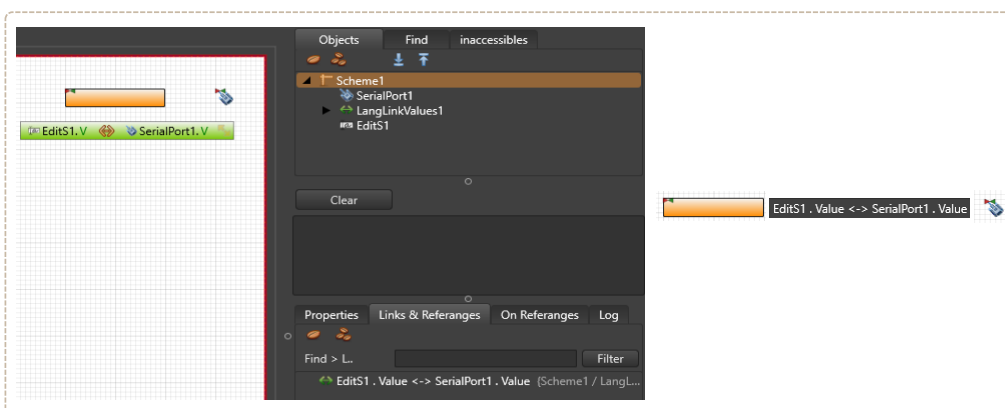
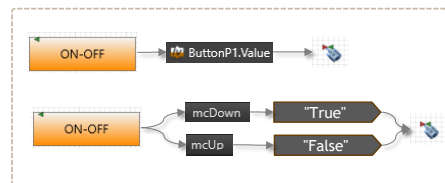
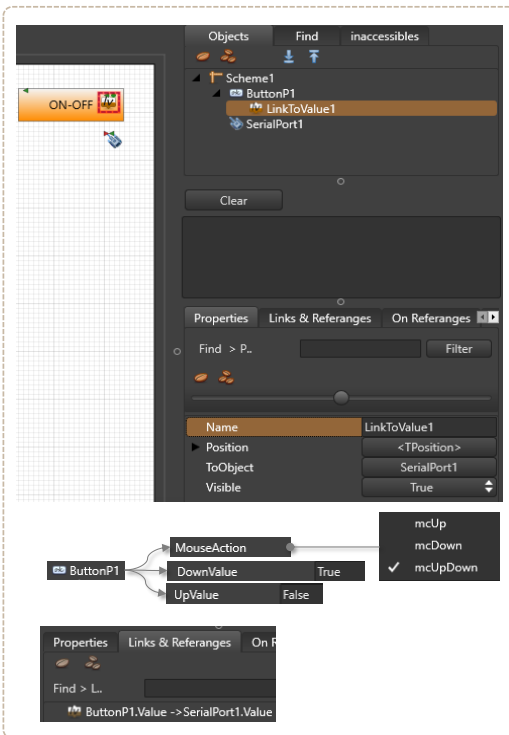
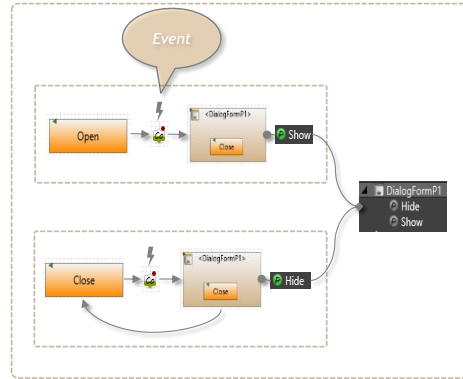
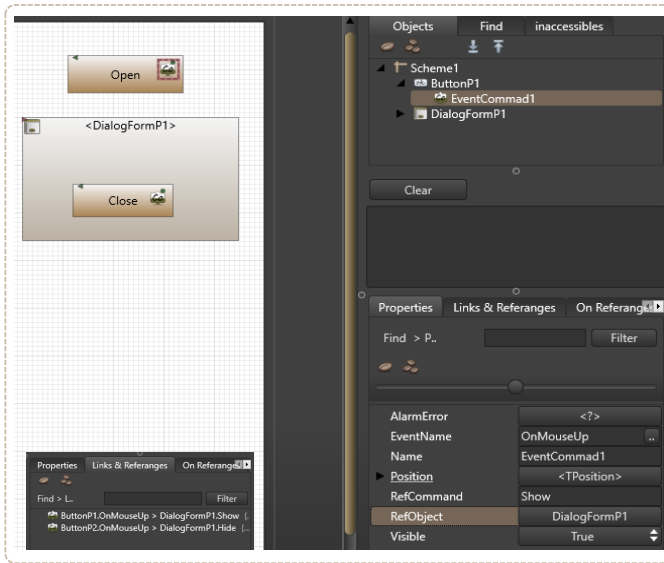
Add Event

- 1 Select Object
- 2 Click Right Mouse Button
- 3 If Object Have Sub Object Then Show PopUp
- 4 Select Item
- 5 Move Mouse To New Sub Object Position



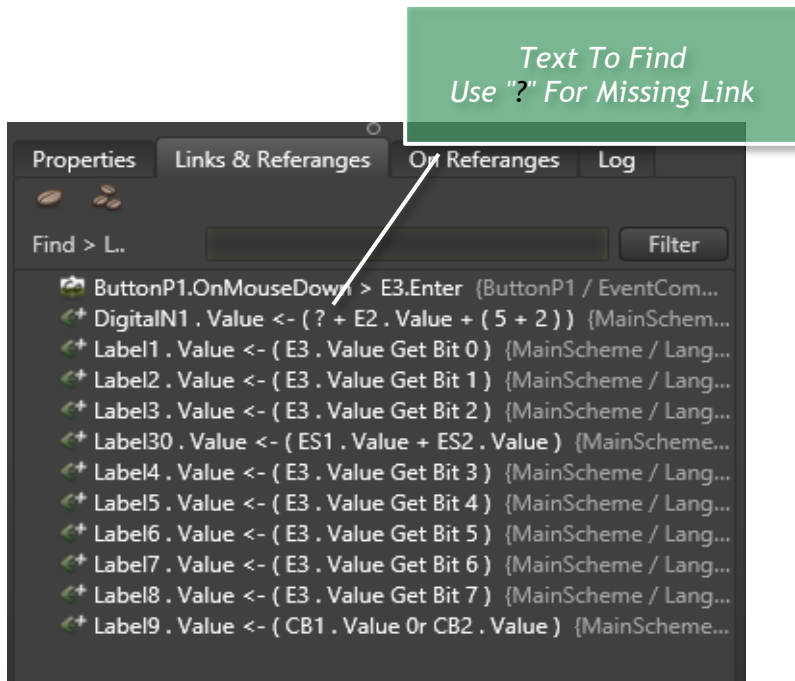
Event Link

An **event** is a trigger that executes a block or script when a specific action occurs on an object.
Links are used to bind the properties of objects together, ensuring that a change in one value automatically updates the other.



Links Referances

Used For View And analysis Links

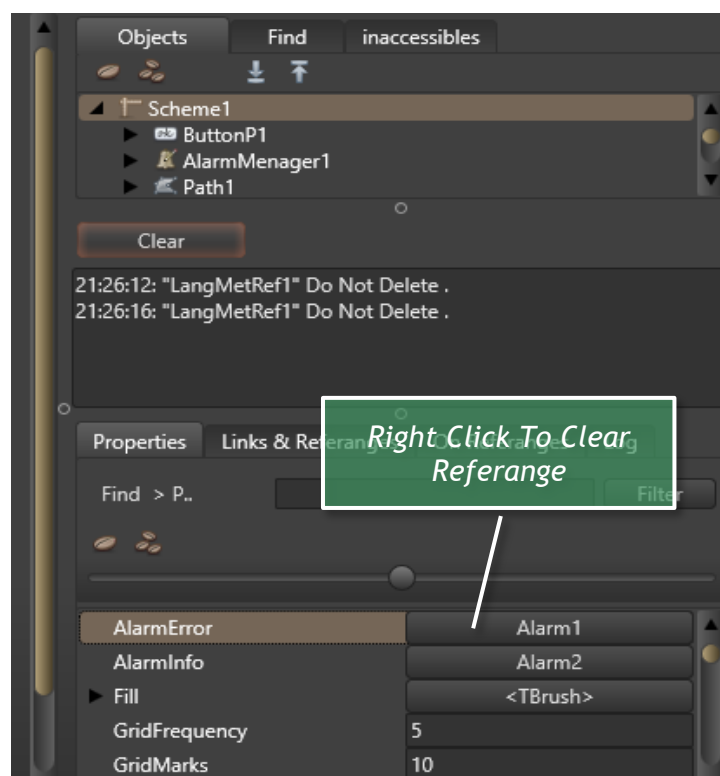
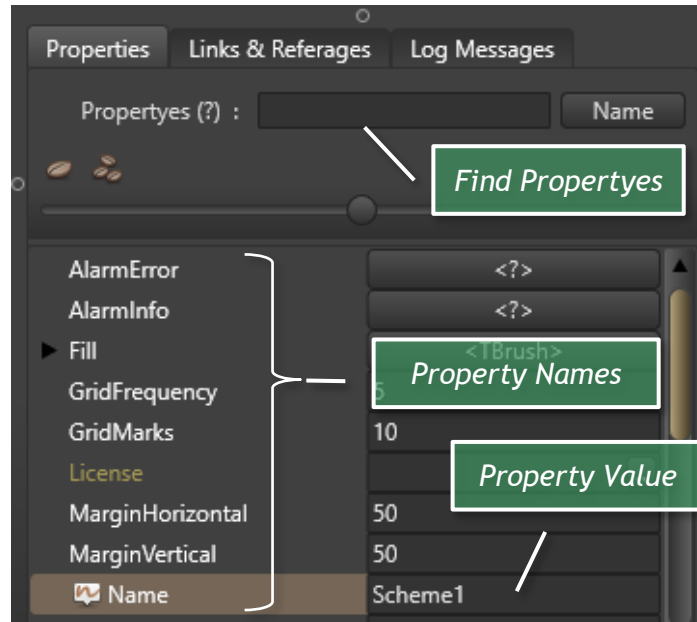


Double Click:

For Find Object (Inspector Page)



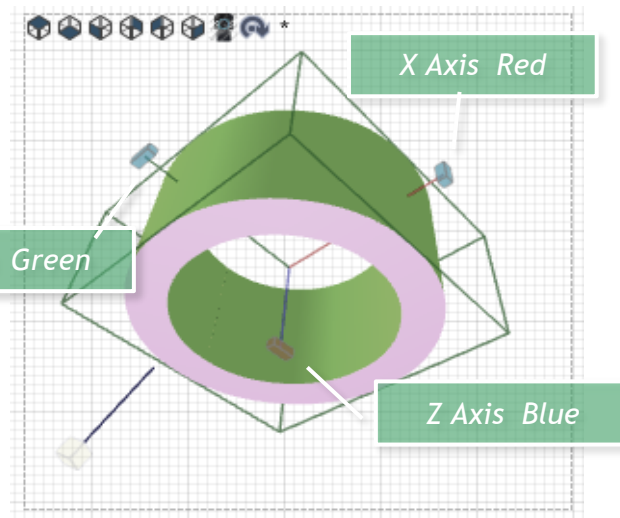
Used For Change Object Property Values



Note :

After Change Property Without Button , Press Enter

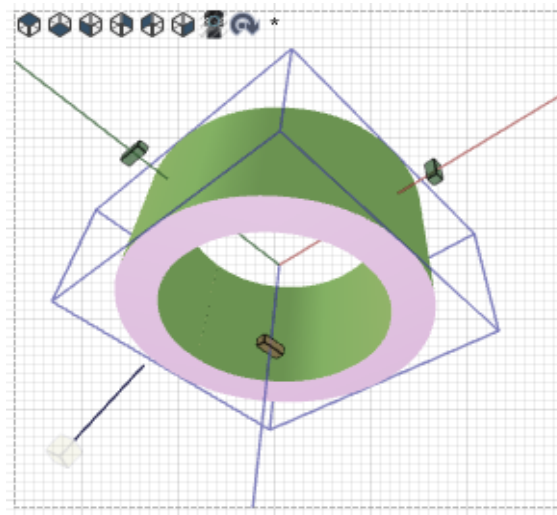
3D Edit



Axis Grip

Double Click
To
Move Mode

Rotate
Mode



Axis Grip

Double Click
To
Rotate Mode

Move
Mode