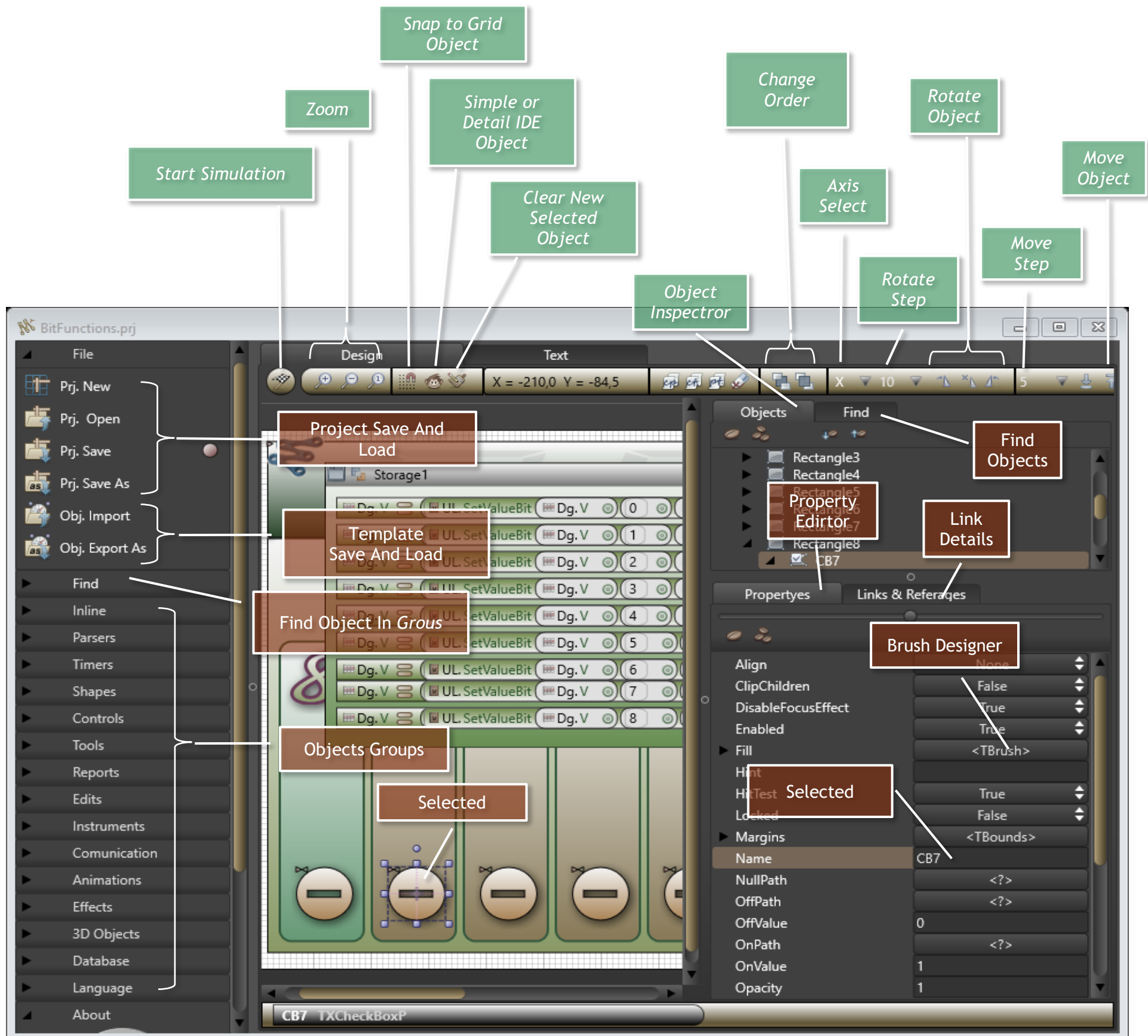




VULKAN 8.x

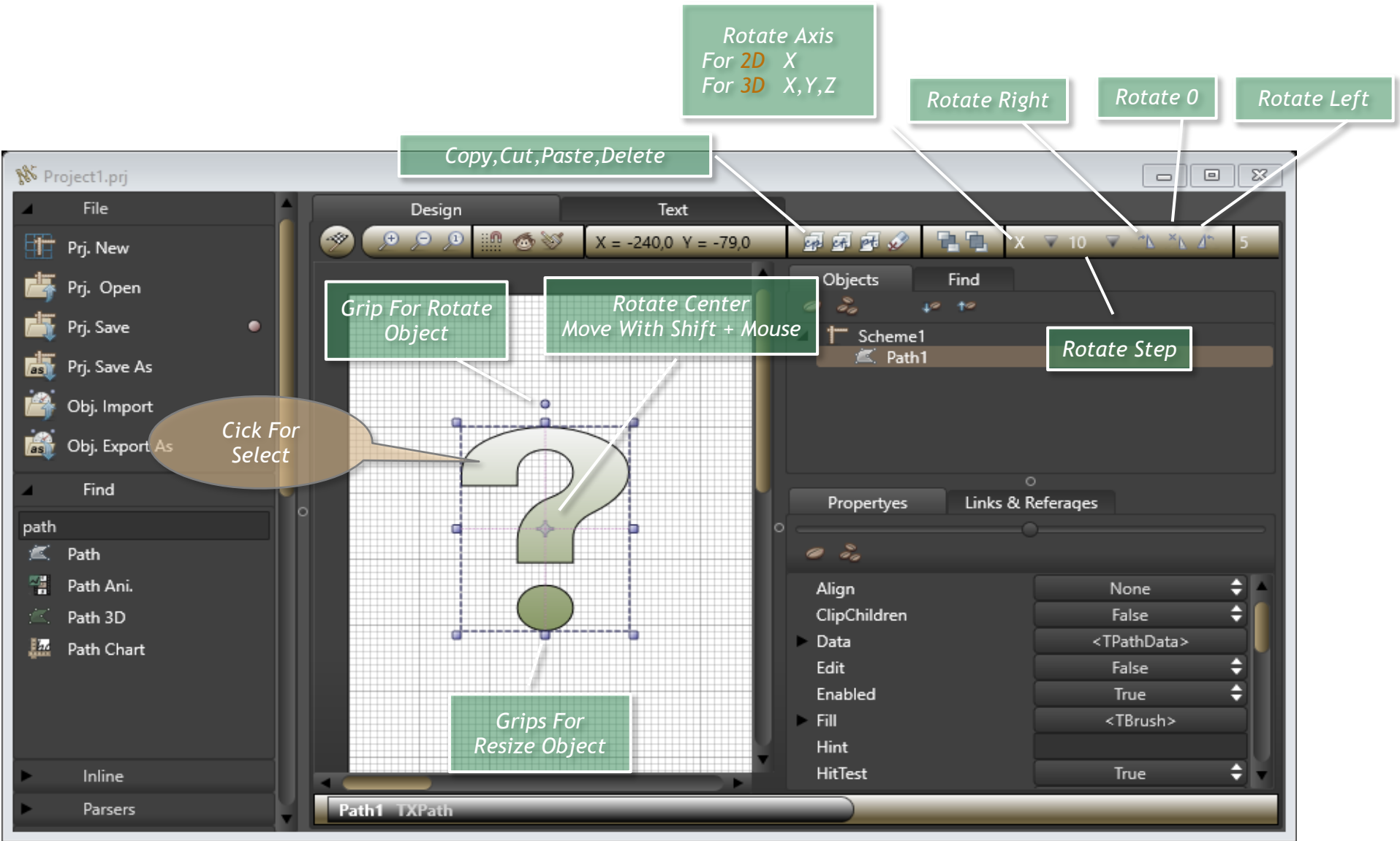
Program for Visual Design & Simulation Projects



Short Cuts :

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

Selected
Object



New Object

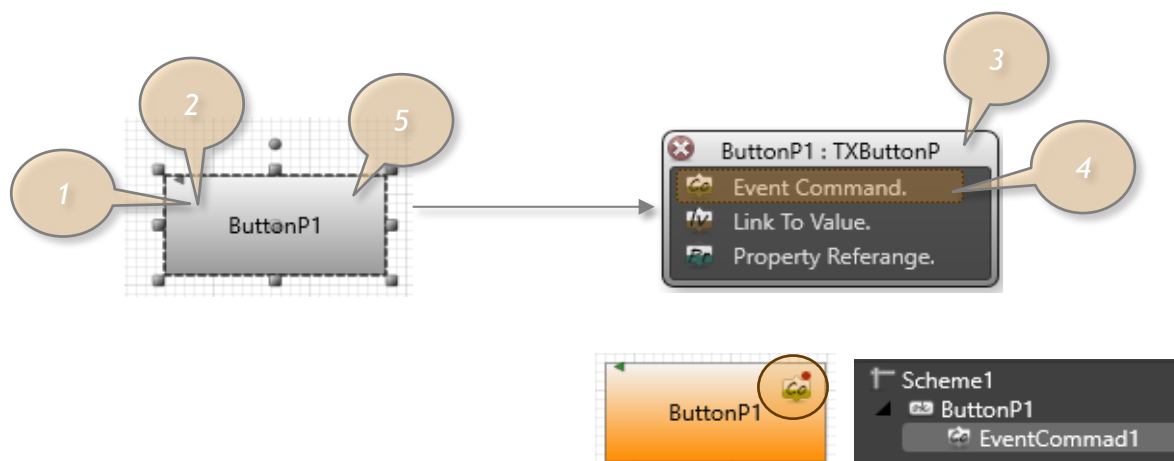
Add Button

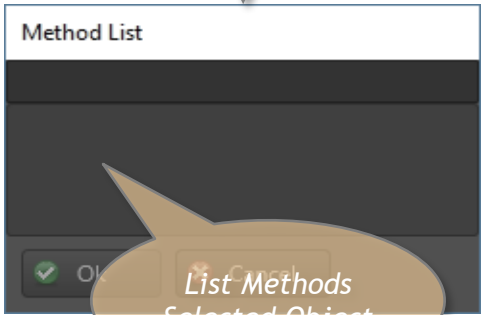
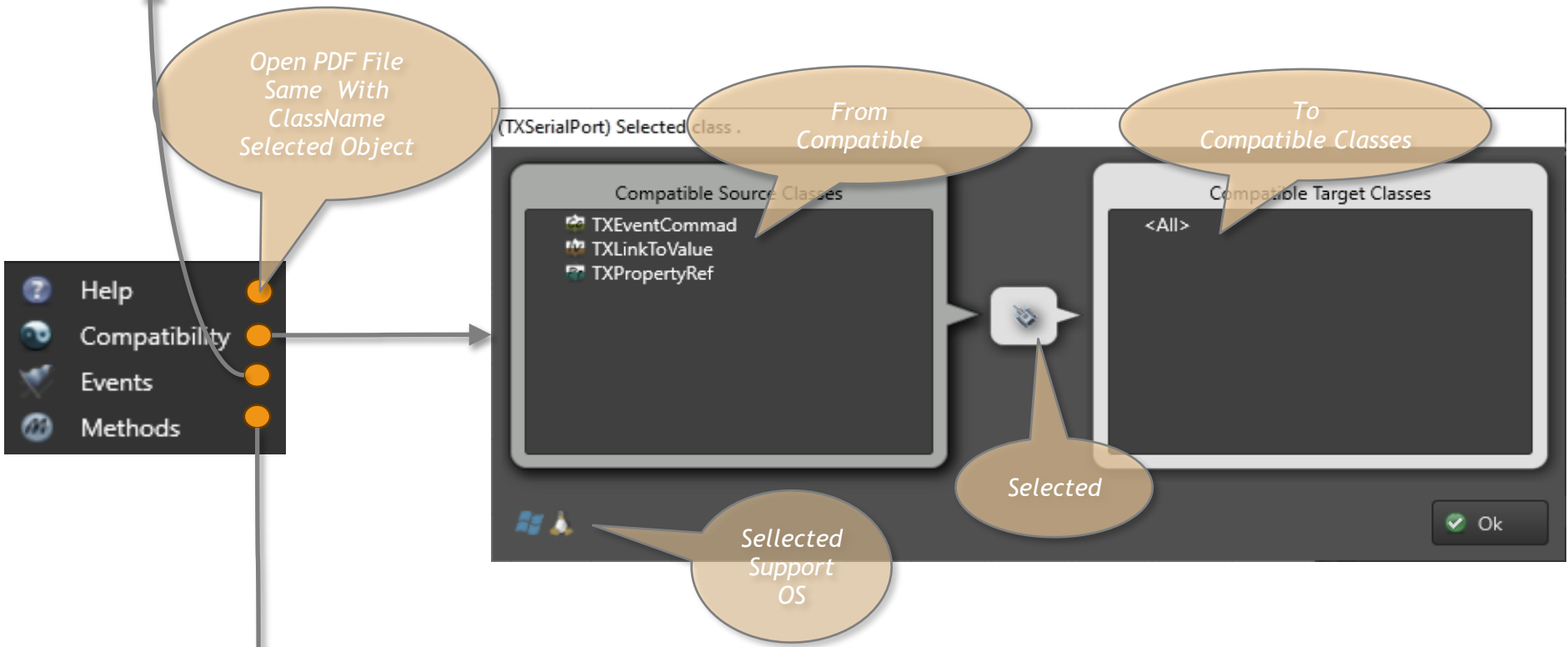
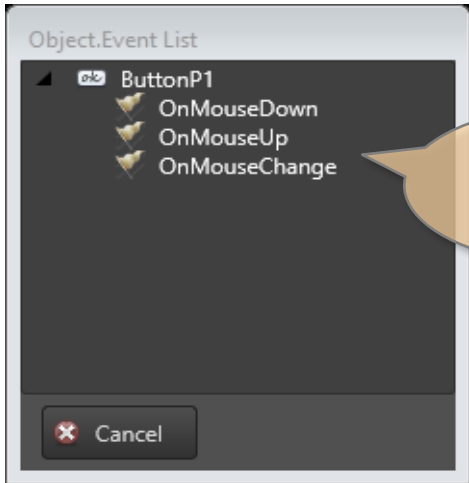
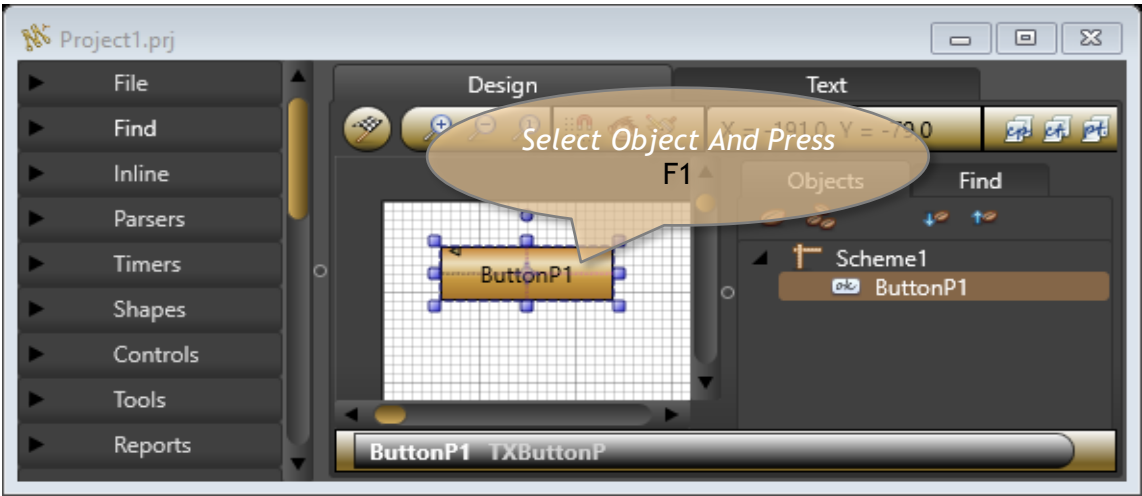
- 1 Find Object Or Select From Object Group Boxes
- 2 Select Object
- 3 Move Mouse To New Object Position
- 4 Click For Create New Object



Add Event

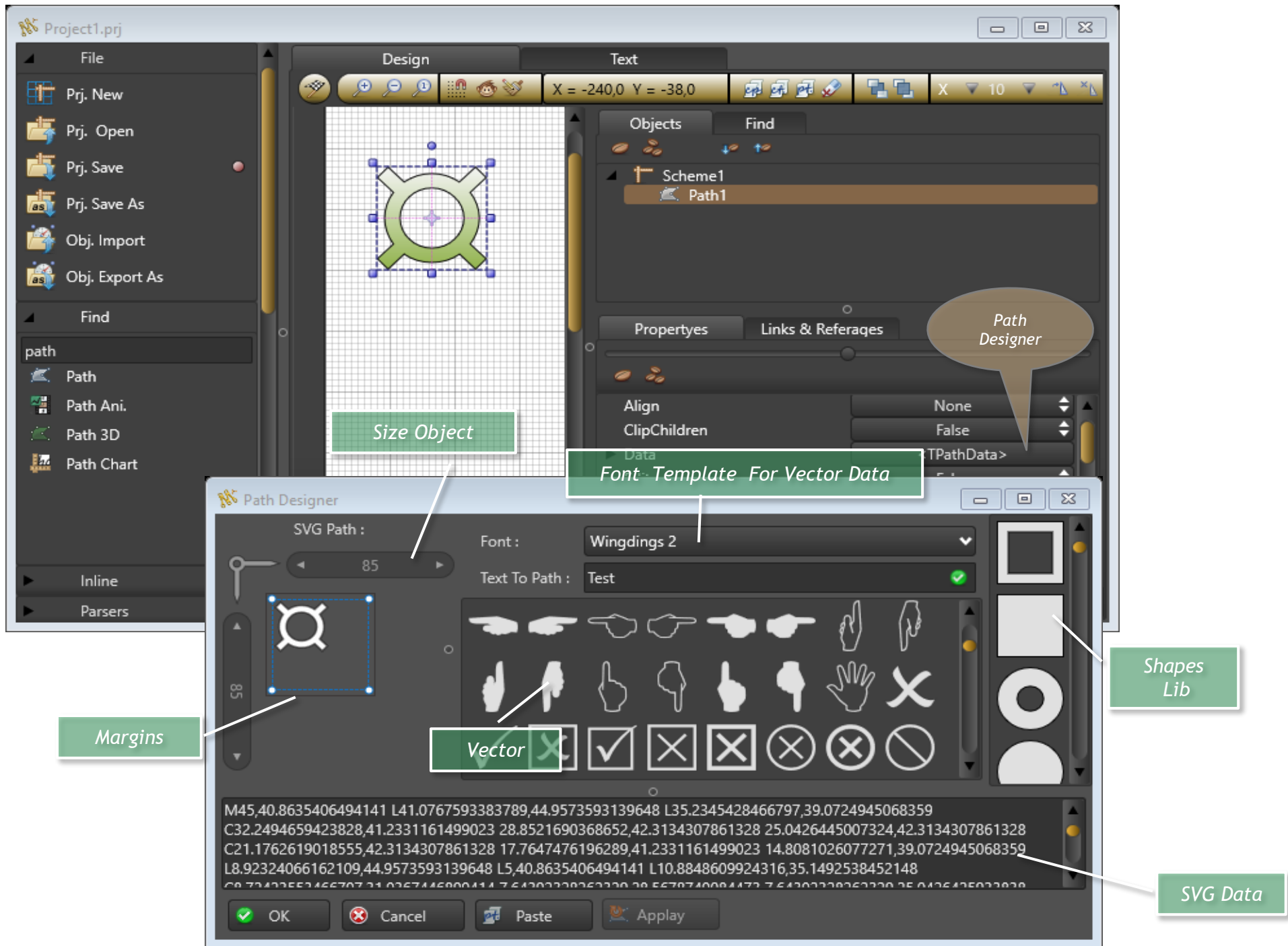
- 1 Select Object
- 2 Click Right Mouse Button
- 3 If Object Have Sub Object Then Show PopUp
- 4 Select Item
- 5 Move Mouse To New Sub Object Position





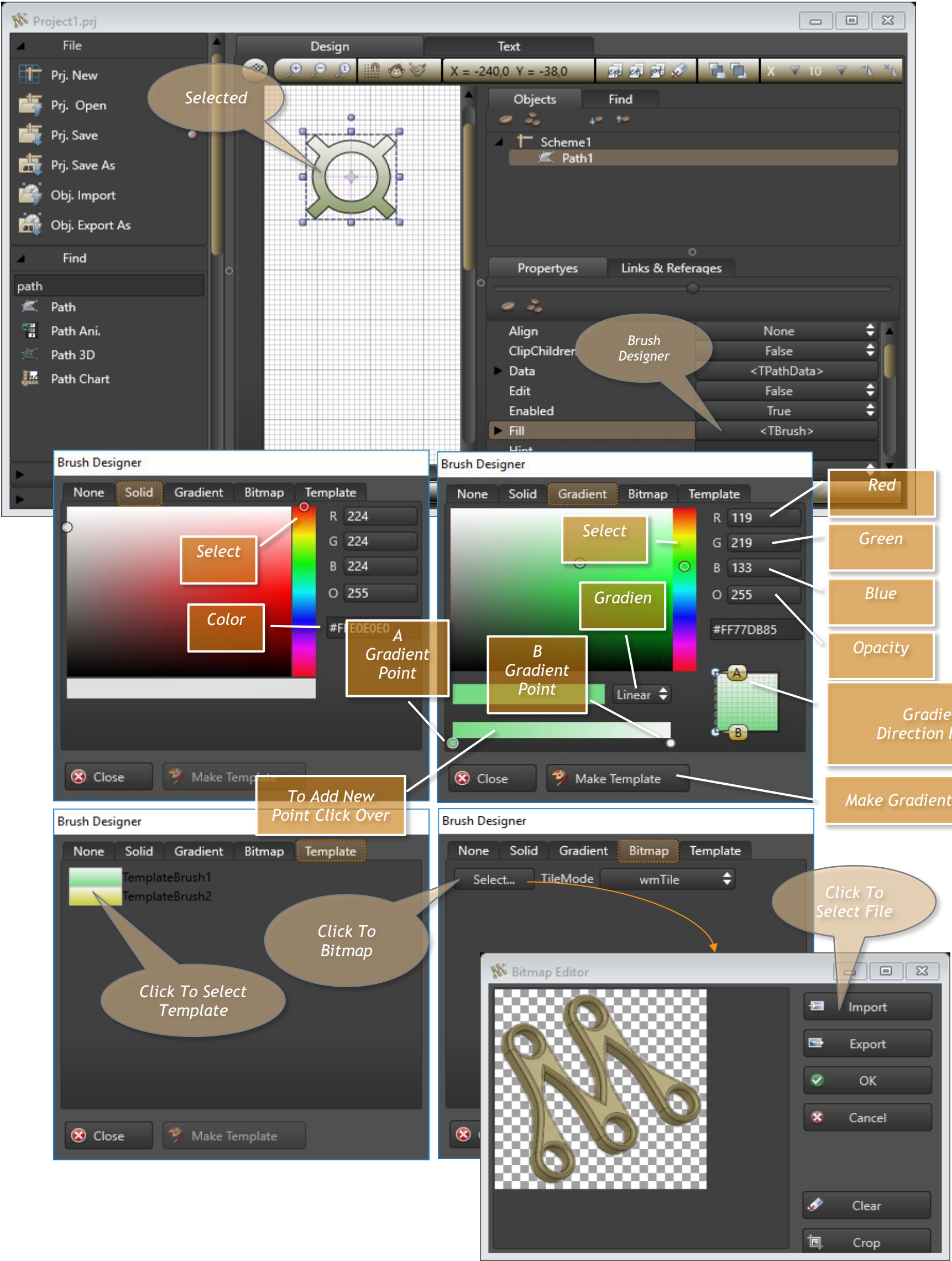


Used For Create Vector Based Cross Platform Label Or Sembol



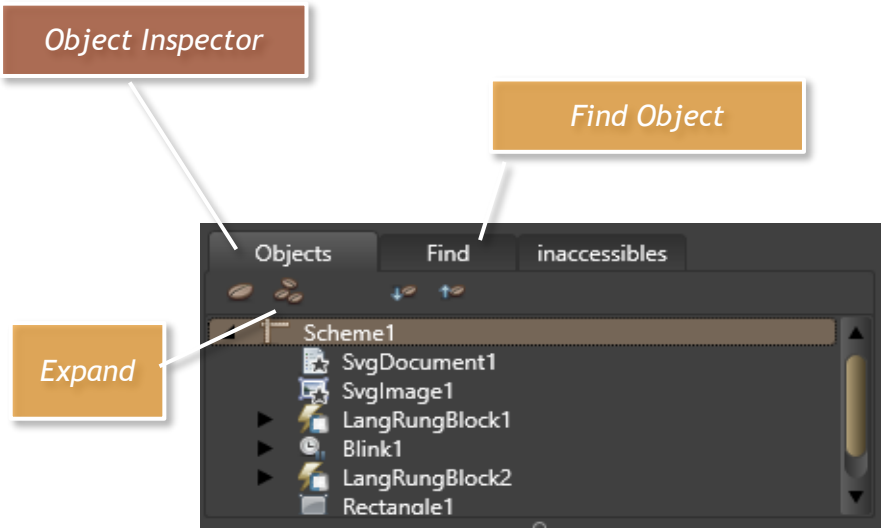


Used For Paint Object With Gradient , Solid Color Or Bitmap





Used For Select Find Objects In Scheme And View Hierarchical state

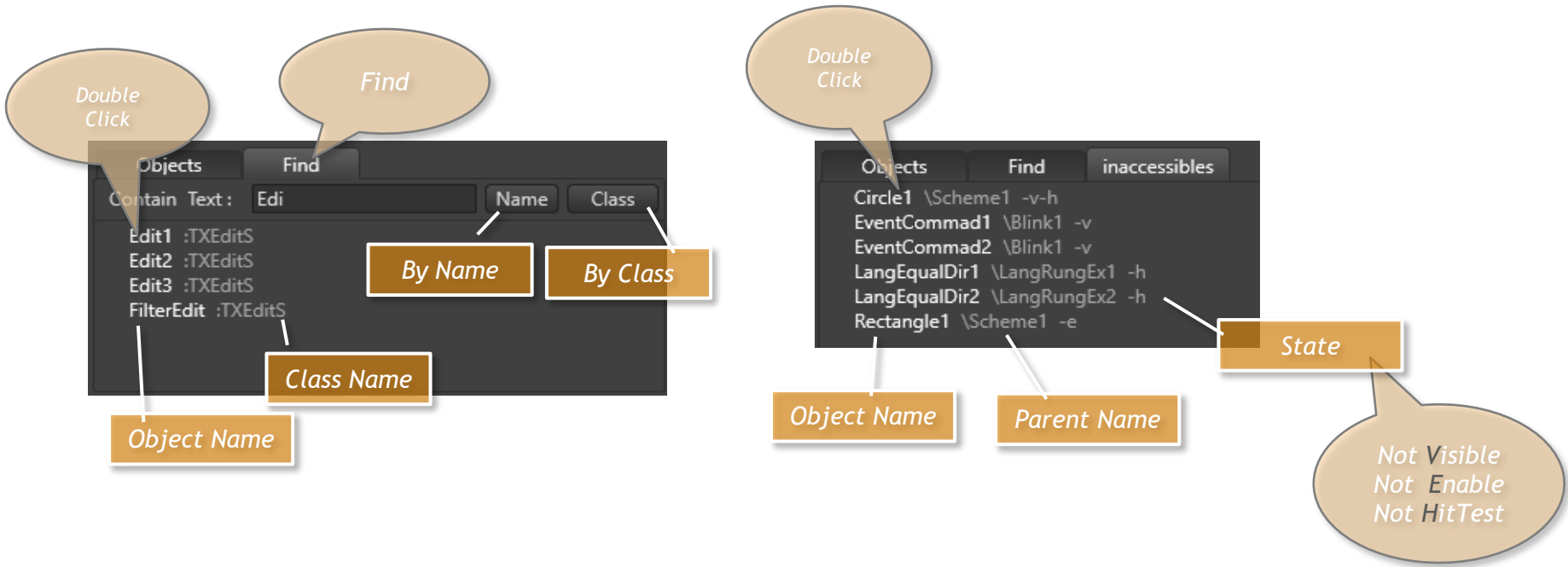


"Right" , "Left" , "Up" , "Down" Arrow and "Home" , "End" Key
Select Object With Keyboard

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 :



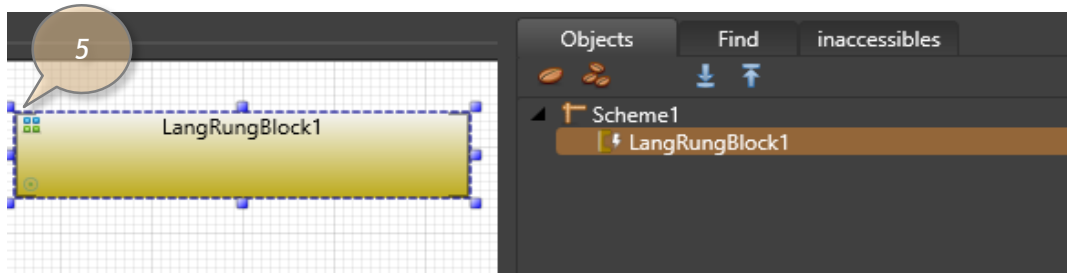
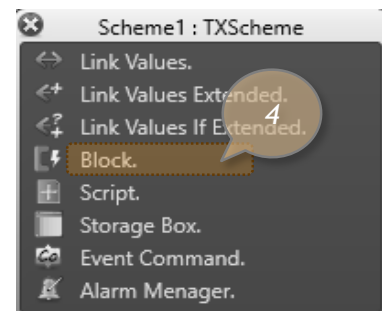
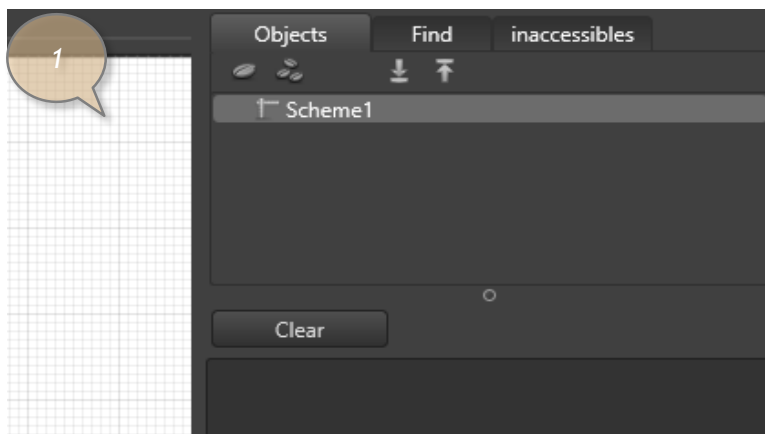
Double Click:
Select Object Over Scheme And Goto Object Inspector Page

Block

[To see details](#)

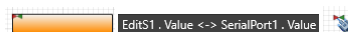
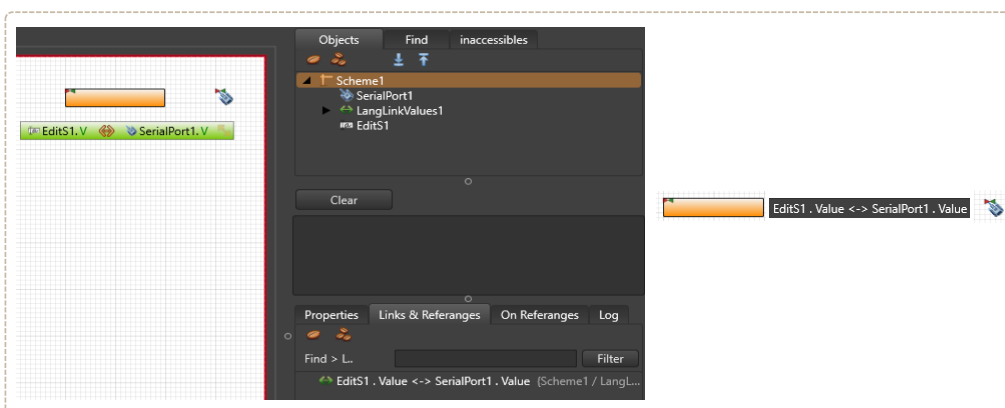
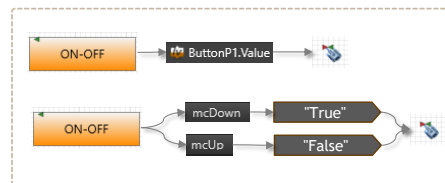
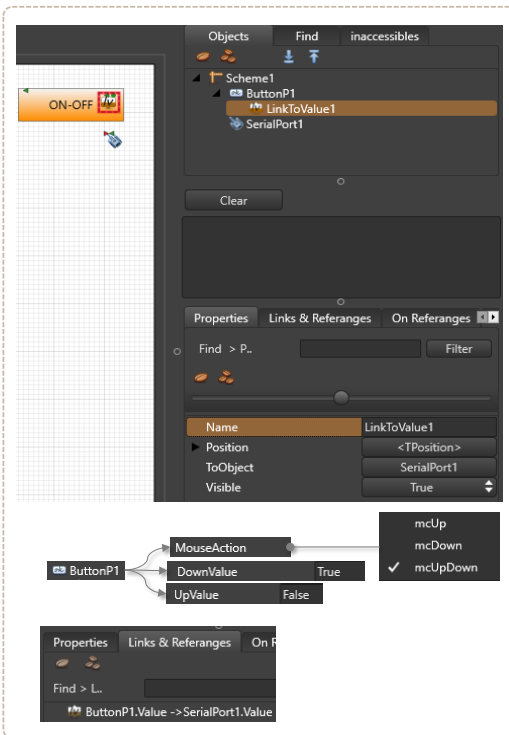
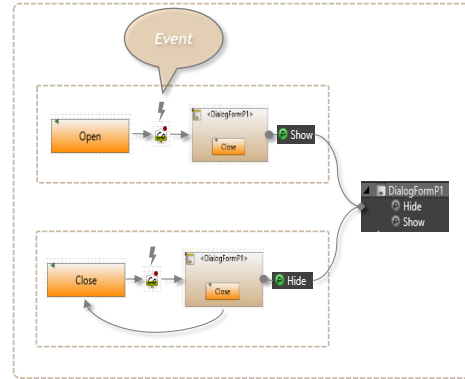
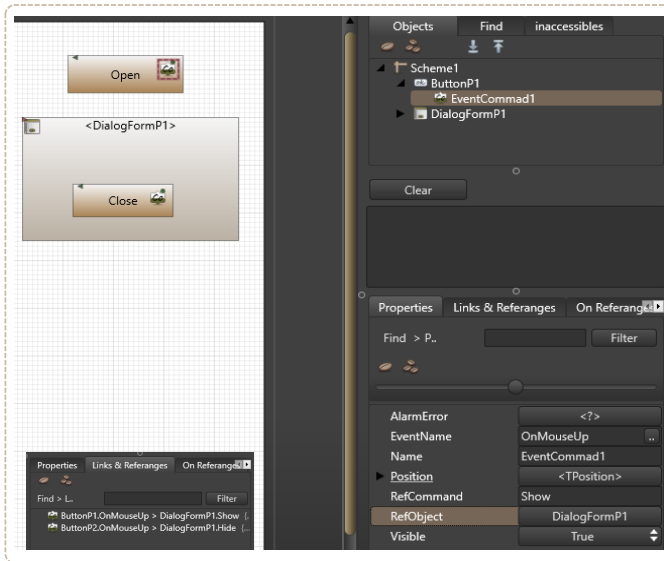
Add Event

- 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



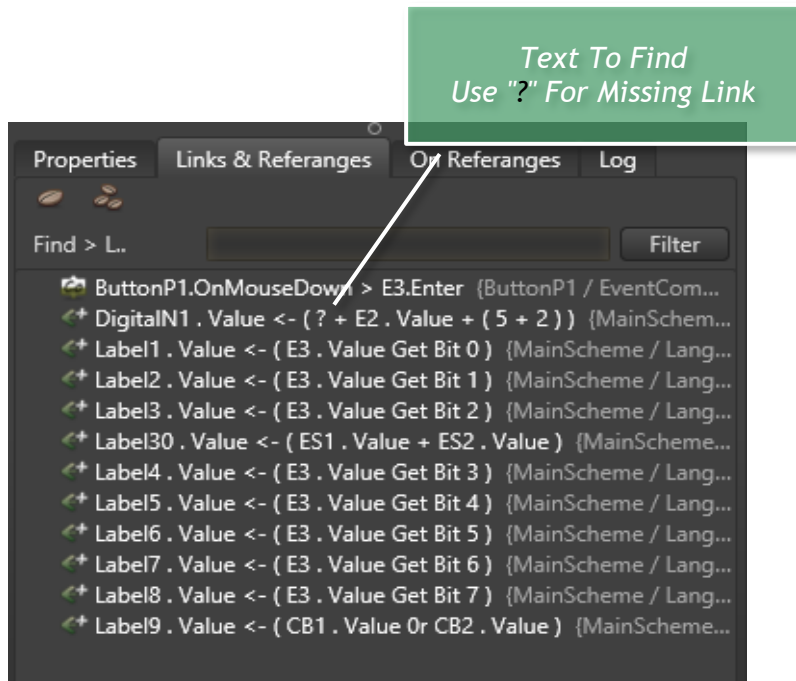
Event Link

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

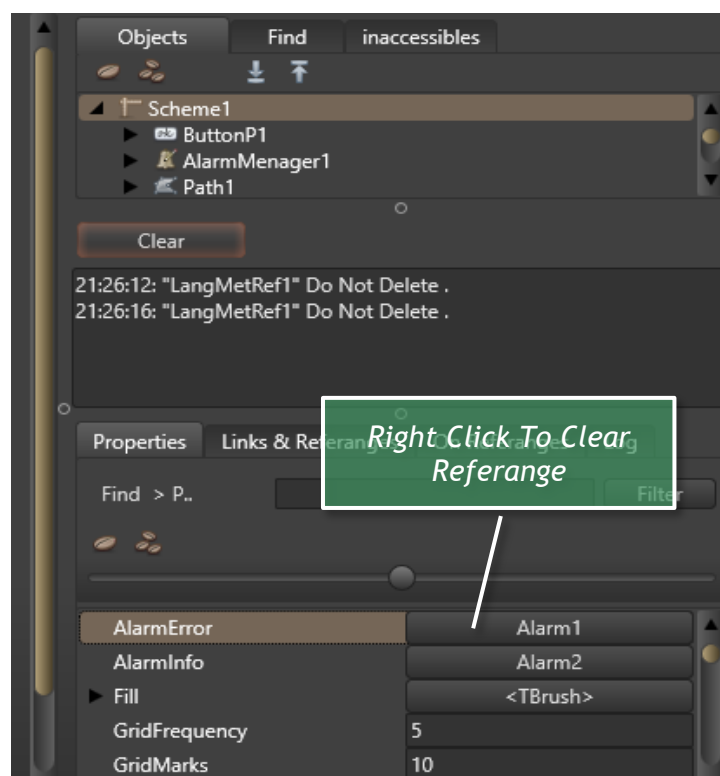
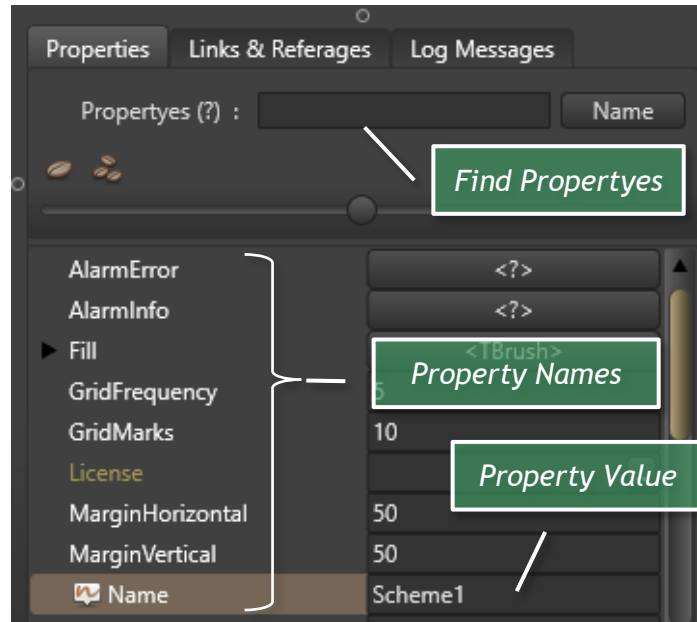


Double Click:

For Find Object (Inspector Page)



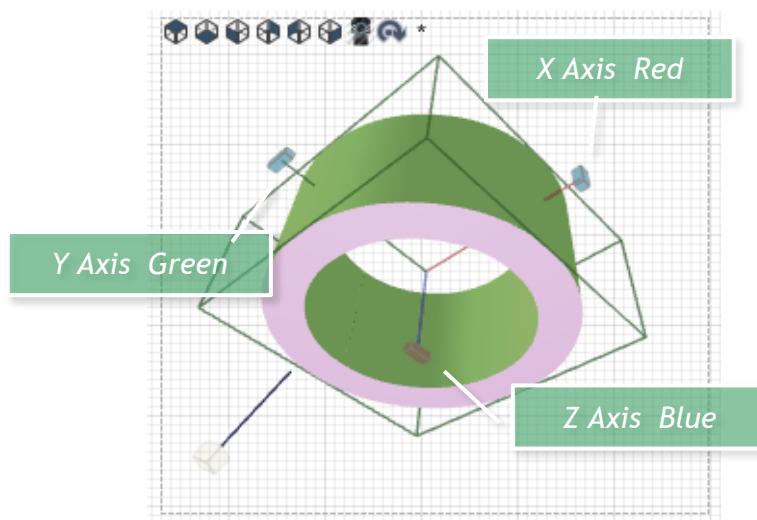
Used For Change Object Property Values



Note :

After Change Property Without Button , Press Enter

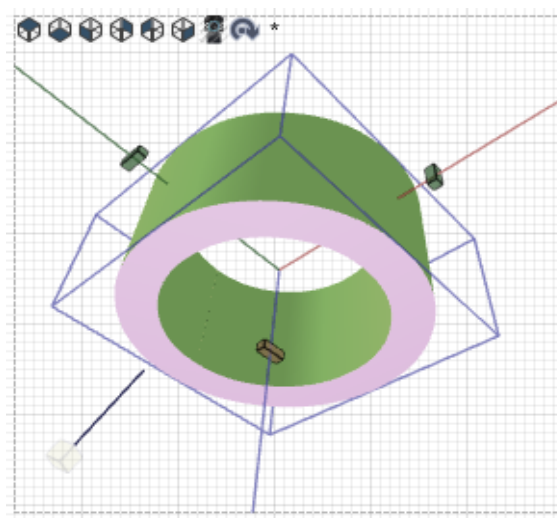
3D Edit



Axis Grip

Double Click
To
Move Mode

Rotate
Mode



Axis Grip

Double Click
To
Rotate Mode

Move
Mode