Welcome to AlfaCAD4Win.

The purpose of this "First things first" quick guide is to introduce AlfaCAD to you and provide very basic information about the interface, menu details, and the most important hotkeys to commence your work with AlfaCAD.

For more information, please refer to the AlfaCAD User's Guide*.*

Let's get started...

Press {**Enter**} or left mouse button ({**LMB**}) to open main menu.

Press "Key" to access function fast.

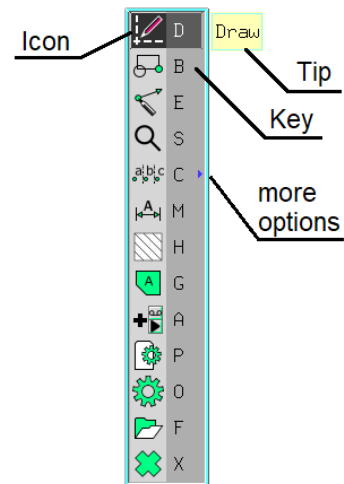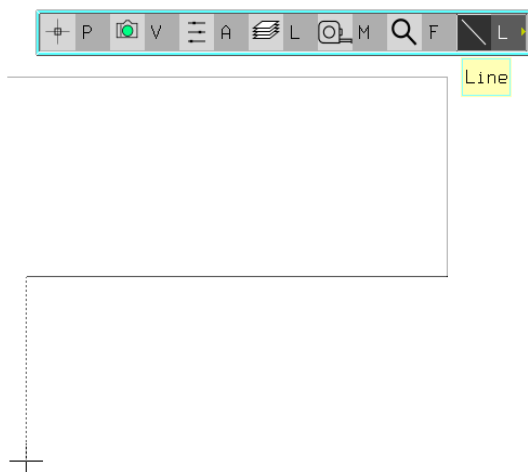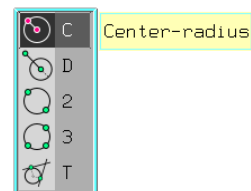Move cursor to menu position and wait 2 seconds to see the tip.

You can use mouse, mouse **wheel**, or **Up** or **Down** arrow keys to navigate in menu. Press {**LMB**} or {**Enter**} to choose menu option, or {**RMB**} or {**Esc**} to leave menu. If you remember the "Key" of menu, use it. For example, instead of opening menu to draw line just press key sequence: {**D**}{**L**} (what stands for Draw Line). Keys are not case sensitive, you can use {**d**}{**l**} instead.

Press {**Space**} or {**Ins**} (not on numeric keypad) middle mouse button ({**MMB**}) to access auxiliary menu at any time, with many options including context menu specific for previously chosen function.

For example, for Draw Circle, context menu "Circle" appears in auxiliary menu.

Context menu contains options specific to the function, e.g. all possible methods to geometrically construct and position the circle.
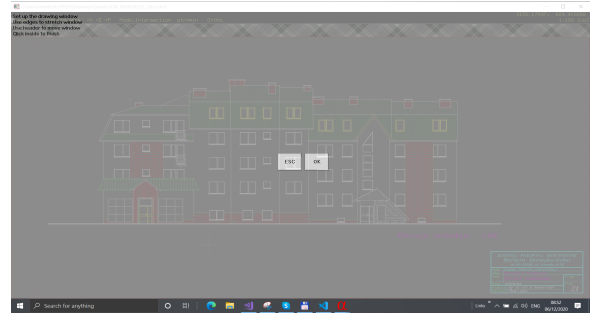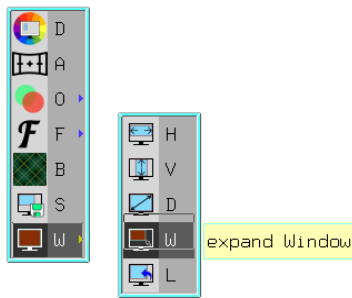
If in auxiliary menu, after selecting the function, two identical hotkey letters appear (e.g. for "Draw" "Line"), so both "Layer" and "Line" options are accessible by the same hotkey, use mouse to choose one of them, or us capital letter (keep pressing "Shift" key when you press hotkey e.g. {L} or switch {Caps Lock} key.

So the choice is easy: when you use lower case letter, hotkey are searched from the last menu option backward, when you use capital letter, hotkey is searched from first menu option.
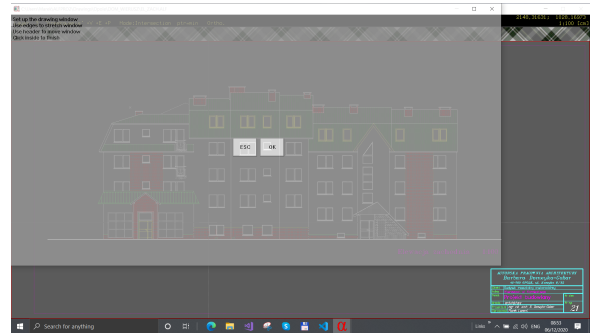
To free mouse "trapped" within AlfaCAD drawing window, press {Ctrl-Ins} or {Ctrl-Del} or {Ins} on numeric keypad, or {F11}. Once mouse is freed, you can click any other application on the taskbar or desktop. To trap the mouse again in AlfaCAD drawing window, to get advantage of auto-panning feature, press one of those keys again.

AlfaCAD desktop is initialized as semi-full screen window, so occupying whole screen except of the taskbar. If you want to change that setup (especially when you work with multiple AlfaCAD windows (drawings) choose function "Options" "Window setup" "expand Window" or simply press {**Ctrl-Home**} keys.
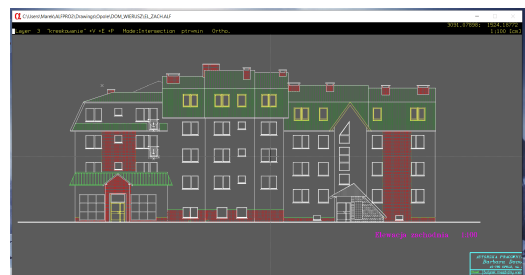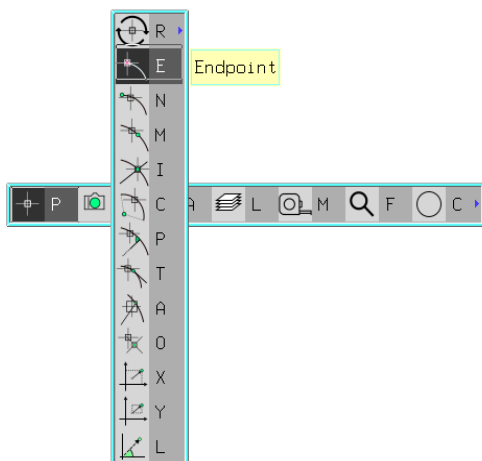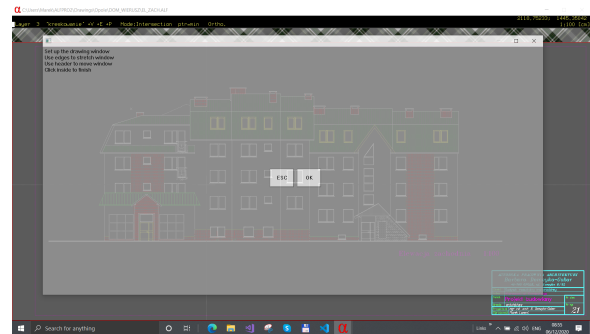
Guide frame appears on front of the AlfaCAD desktop, letting you to stretch the frame in each direction and position on the screen (dragging by header) to get the position you desire. After that press "**OK**" button in the middle of the frame or "**Esc**" to leave function without any change.

If new size and position is accepted by pressing "OK" button, desktop will be refreshed, but it will just effect desktop in current session. To permanently save window settings, choose "Options" "Save window setup".
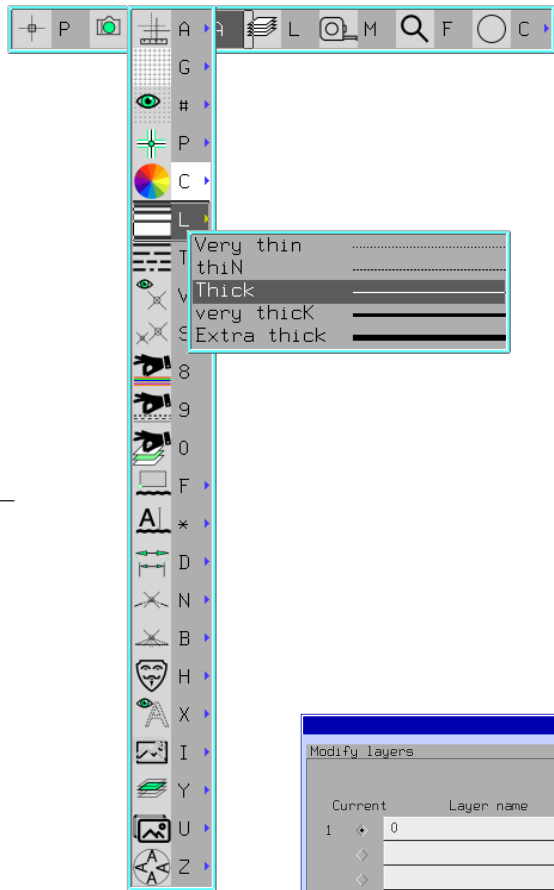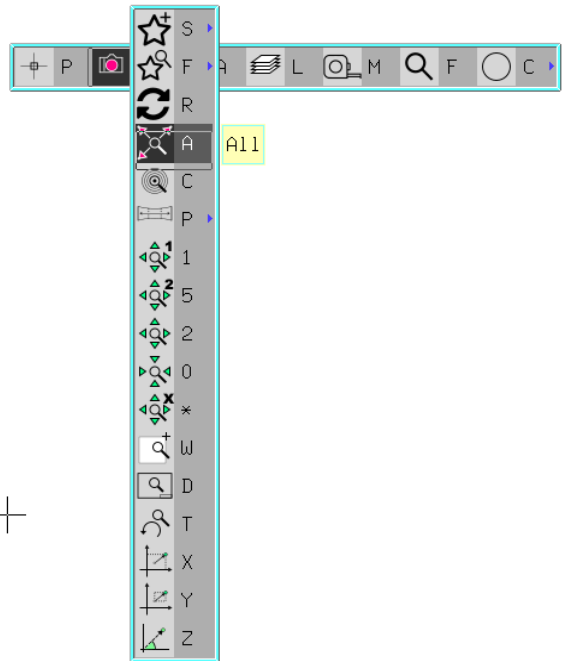
Every newly open window in current or another session of AlfaCAD will get saved parameters, as long the screen size or resolution is not changed. In any case, if saved window frames is positioned out of the currently used screen borders, window will be re-positioned. When AlfaCAD desktop window is modified, there is easy to come back to the previous setup, using "Options" "Window setup" "restore Last", or to expand window horizontally, vertically or diagonally using appropriate option of "Window setup" menu.
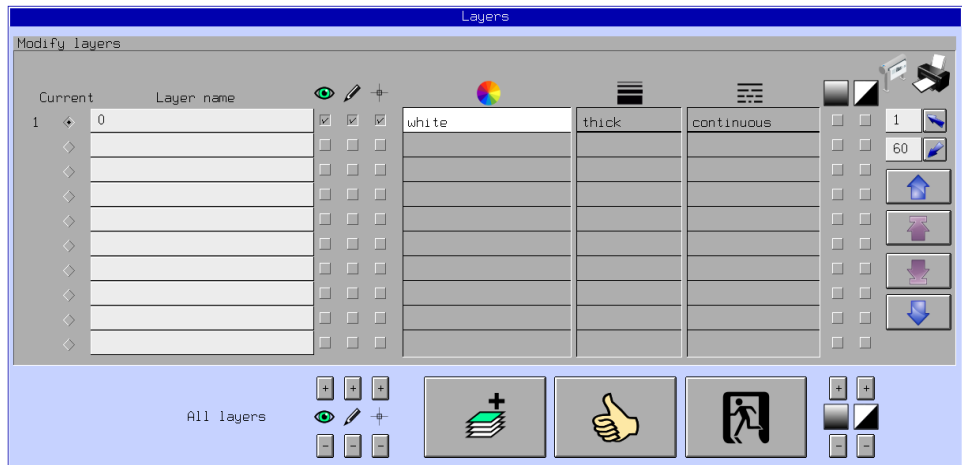

Menu "Point" contains all option of point location during drawing or editing objects. Each of options is also easy accessible using direct keys, when point location is applicable. Keys {**E**}, {**N**}, {**M**} etc., identical with "Keys" in menu initialize pointfinder.

Menu "View" let you change to view on the drawing, save and restore viewports, refresh drawing, zoom in and out and many others.
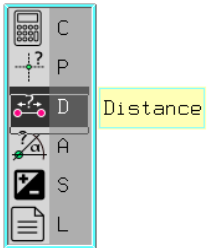
Menu "parAmeters" contains many option to select color, line width and type, cursor size and step, grid density and visibility and many others.
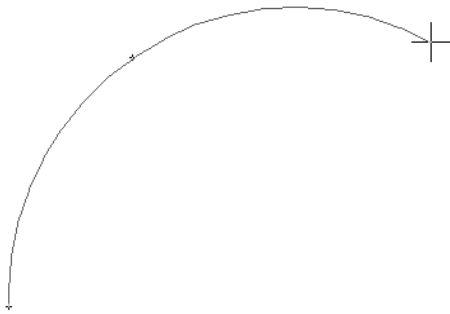
Option "Layers" opens layers configuration dialog box.

Menu "Measure" let you check point coordinates, measure the distance or angle, use calculator or see the list of objects parameters.

AlfaCAD4Win

```
Arc - beginning-point-end
▌Layer  1  '0' +V +E +P  ptr=min   Ortho.
```

When you are drawing objects, instructions are visible in left upper corner of the desktop. For example, when you are drawing an arc, each step within selected option of arc is prompted. All the time current color, layer number, name and attributes (Visibility, Editability and Localizability) are shown, pointer step or orthogonality.
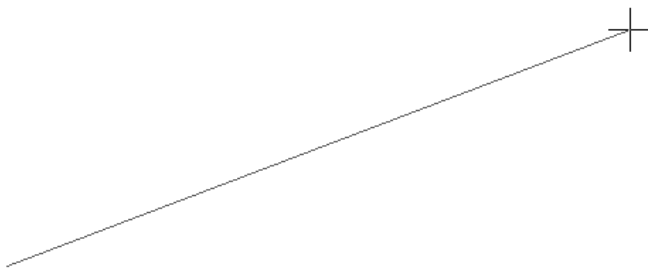
In orthogonal mode, drawing line is always parallel to axis X or Y of global or local coordinate system. Width and type of the line is shown as well as the length of main branch. In the right top corner cursor (pointer) coordinates are visible.

```
                                    1749.11575        7417.39478:  8340.99324
        T.continuous
```

Pressing {**Tab**} key you can edit the length of currently stretched line segment, pressing {**Tab**} again you can edit coordinates of the pointer, to indicate e.g. the end of the line. In some functions there can be different parameters to edit, e.g. the number of sides of a regular polygon.

```
                                    1923.31733:  20.784   7920.06120:  8582.10966
        T.continuous
```
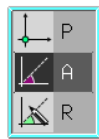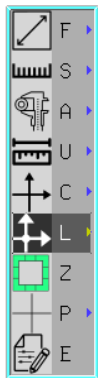
Orthogonal and non-orthogonal mode you can switch using {**F8**} or {**Ctrl-Q**} keys. In non-orthogonal mode the line (or any other object) can be drawn freely at any angle to the axis of global or local coordinate system. The lenght of stretched line segment and it's angle to the axis X of global or local system is shown, as well as pointer coordinates. Coordinates are shown in global or local system. Pressing the {Tab} key lets you edit lenght and the angle (both variable should be separated by semicolon sigh) and pointer coordinates.

During creation of new object, auxiliary menu is always accessible to change color, width or type of the line, layer and other parameters. There are many function keys (key shortcuts) accelerating drawing process, e.g. Function to grab the color, width, line type or layer from other object to change setting of currently drawing one, and many others.

All key shortcuts are grupped into logical sections. To memorize those keys the „Help" function can be usefull. Pressing {**F1**} or {**F12**} key opens scrollable menu with over 70 key shortcuts. Tips are shown instantly when cursor is over each menu option, without waiting.

When you select any position from menu,
program is trying (if possible) to demonstrate
how that function works. Not every option is
always available. To demonstrate point
localization, using {**Shift-F2**}....{**Shift-F10**} or
alternatively simply {**E**},{**N**},{**I**},{**C**},{**P**},{**T**}.
{**A**},{**O**} single keys, you need to previously
initialize any drawing, editing or block function
where point localization is applicable.

In function „Parameters" of main menu you can
choose Local coordintes system, indicating or
editing the point of origin and the angle to the
global system. In the bottom left corner red
coordinates symbol is visible for local system,
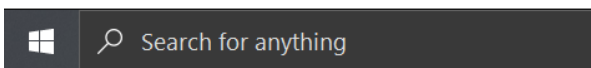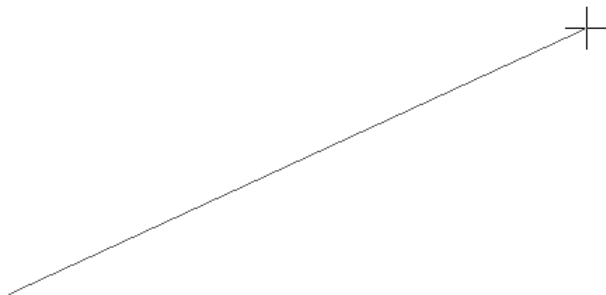indicatinh the angle.

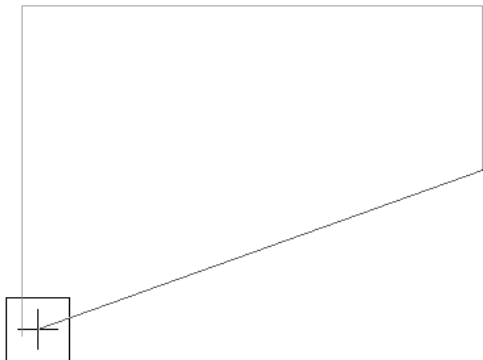Axis of local coord.

Edit nu

View scale 1

Endpoint

If you select Geodetical coordinates system (in
contract to Cartesian one) axis X and Y are
swapped, and point coordinates are shown in cyan
color. Also red indicator shows swapped axes.

371.516630;   24.986   1575.83880;   1836.57147
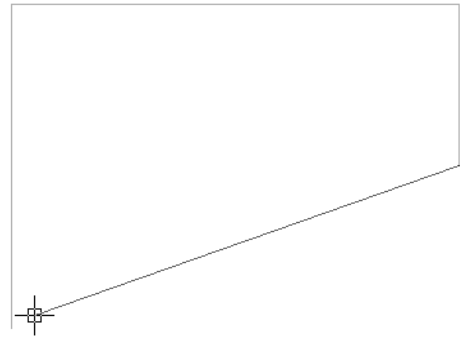   1:10000 [m]

When point localization is applicable (drawing, editing, block functions) and any localization method is selected, the pointer is replaced by pointfinder with square frame, which size can be modified using {**PgUp**} and {**PgDn**} keys.

The frame is used to localize specific point, which must be captured inside the frame.

In edit functions, there are 3 methods to select object or objects.

1. Direct capture of single object using pointfinder frame.

2. „Window" selection, where whole object must be captured by window frame, to „Add" to the group of objects to be edited

3. „Cross" selection, where is enough when any part of object is captured by window frame, to „Add" to the group of objects to be edited.
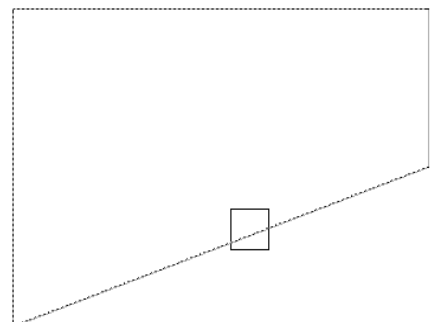
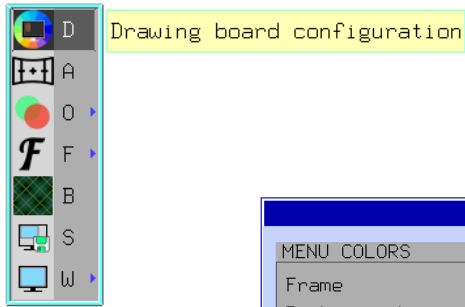To change „Window" to „Cross" and vice versa press {**F9**} key.

If to many or wrong object were included in the window, you can exclude some of them in „Remove" mode. To change „Add" mode to „Remove" and and vice versa press {**F10**} key.
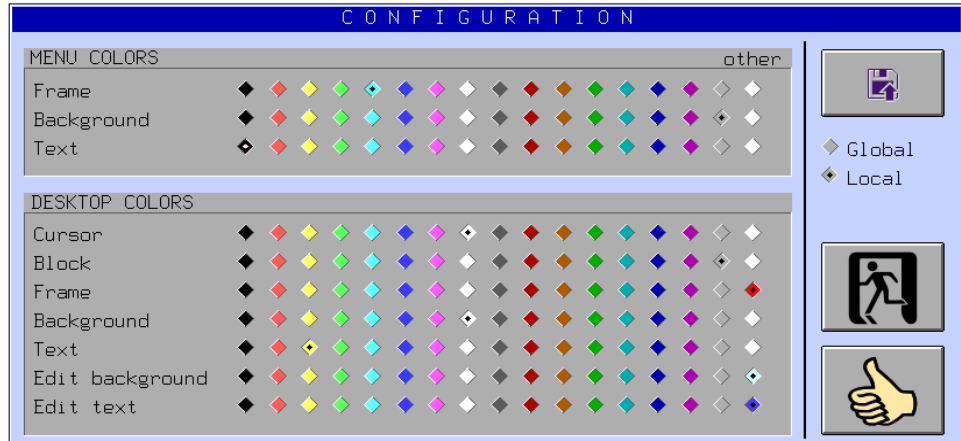
To configure AlfaCAD desktop, use „Options" of main menu.

Choose „Drawing board configuration" to configure colors.

Choose „Font" to select type and size of desktop font, if you think the current one is not adequate to the size of the monitor or its resolution.

All menu and dialog boxes will be scaled to use new font.
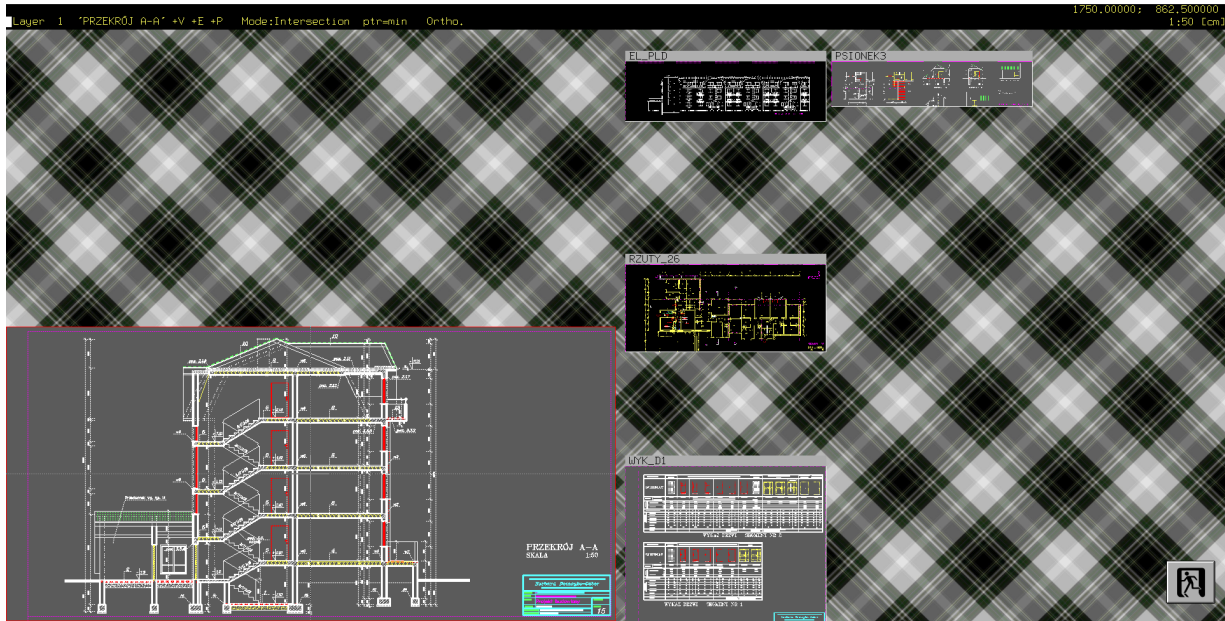
Choose „Background" to change pattern on the top of AlfaCAD desk.

Pattern fill the space on the desktop not occupied by current drawing, presented in small scale.

```
[B] xm8x14
[C] xm8x14b
[D] xm8x15
[E] xm8x15b
[F] xm8x16
[G] xm8x16b
[H] xm8x16i
[I] xm8x19
[J] xm9x15
[K] xm9x15b
[L] xm9x17
[M] xm10x17
[N] xm10x17b
[O] xm10x20
[P] xm10x20b
[Q] xm11x19b
[R] xm12x15
[S] xm12x20
```

Desktop is also wisible in function „File" „Desktop" when more than one AlfaCAD window are open. All open drawing are visible on the desk, clicking on one switching the drawing window. Each drawing is accessible this way from any AlfaCAD window. Every AlfaCAD window is working as separate process.

Licensing

Unlicensed copy of AlfaCAD is running in "demo" mode. There is no significant difference between the "Demo Version" and the Licensed Copy, except for a "watermark" that is printed or placed over an image saved in a file, in the center of the entire drawing, printing window, or printing sheet.

The program is actively developed and maintained. It is the author's work and should be rewarded as such.

By purchasing the program, you will get the following benefits:
- no watermarks on printouts and saved image files
- contact with author over email or social media for reporting problems to solve them
- opportunity to suggest and possibly get new functions or options you maybe need in your work
- recovery aid in case of problems to load corrupted archive files.
- permanent access to updates and fixations
- satisfaction with using licensed software
- eventually, access to the source code, if you would like to cooperate with further development

After purchasing, author sends encrypted license file, which has to be saved in program's startup folder. Its presence is detected when program is running, and then the name of licensee is shown in AlfaCAD nameplate on start, and in / File // Info / function. The price of AlfaCAD is not higher than the price of good book. The license lets you install program on as many computers as you uses. It is personal license. If your friend or employee is also using AlfaCAD, buy it for him too, please.

For more information, please refer to the AlfaCAD User's Guide.

The author wishes you creative work with AlfaCAD.

In case of any problems with the program, please contact author at the email address:

author@alfacad.net